



**X-Box  
Revealed**

# Game Informer

## EYES WIDE SHUT

*Blinding Coverage Of The PlayStation2 Launch*

## RISKY BUSINESS

*GI Investigates What You Would Do If You Ran Nintendo*

## LEGEND

*An RPG Onslaught With Vagrant Story, Threads of Fate, Legend of Mana, Alundra 2, Ailyn Chronicles, & Time Stalkers*



# WILD ARMS 2

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May 2000  
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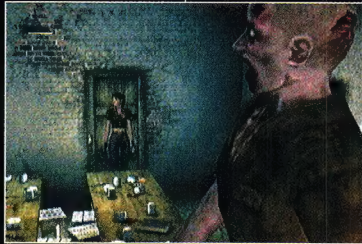
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Sega Dreamcast  
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In the recent glut of RPGs flooding the market, Wild Arms 2 stands out by offering gamers a long and engrossing quest filled with gameplay that balances action with more traditional RPG elements.

Microsoft shook the videogame industry with the recent announcement of the X-Box, its next-generation console system. GI sorts through the fallout from Bill Gates' speech at GDC, outlining how the X-Box will stack up against the competition and what it means to the industry.

Although the Pokémon phenomenon has kept Nintendo's brass sleeping on huge piles of money, the Nintendo 64 lost the battle for dominance to the PlayStation, and third-party developers have all but abandoned the embattled console. Following Microsoft's recent announcement of the X-Box, the Big "N" finds itself in the unlikely role of underdog. GI reveals what should be done to return the legendary game company to greatness.

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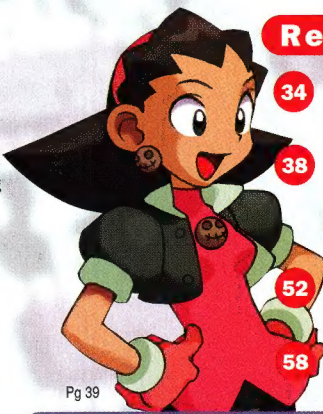
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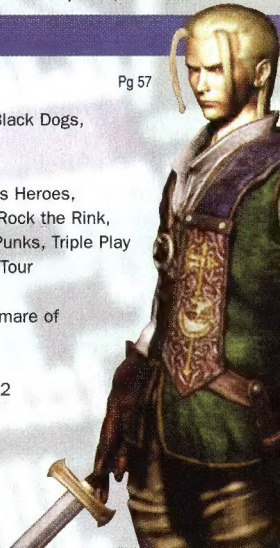


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**Andy, The Game Informer**  
andy@gameinformer.com  
"Let me tell you, I'm as psyched as anybody out there that Angelina Jolie will be Lara Croft in the upcoming major motion picture. But I am also a little surprised that a daughter of Jon Voight would be caught dead playing a role as silly as this. Sure, she may end up being the next Indiana Jones and all, but I doubt it, and her face... if this movie sucks, it could do to her career what playing the Phantom did for that guy...hmm, what was his name? Ahhh who cares, he's just that stupid dude from Phantom. 'Nuff said."

**Paul, The Game Professor**  
paul@gameinformer.com  
"Last month, I had the PaulBot fill in for me while I was away. Unfortunately, the rest of the staff told me I was struck by a strange virus and I would have to come back to work. Back to the hole we call an office I went, as I set out to modify the PaulBot so I could return to a good life. Everything looked good, but the PaulBot's batteries kept dying. I use the same ones found in the VMU, so PaulBot's energy drains in a matter of minutes. Oh well, back to Sega GT and Vagrant Story for me. What a tough life!"

**Reiner, The Raging Gamer**  
reiner@gameinformer.com  
"Ever since I was plastered with the label 'The Most Hateful Person in America', Andy has enlisted me in a daily affirmation class. The teacher, Ms. Pondal, almost booted me from class for spitting orange punch in her face. In the end, it was this event that made her push even harder to transform me into a caring and compassionate human being. Thanks to this class, I no longer attack strangers, and for three weeks now I haven't used words like '#@!&\*&%', or '&\*&#!'. Gee willikers, this world is swell. I love to smell flowers, and I love all of you. Come give Reiner a hug. Ah yes...doesn't that feel good?"

**Jay, The Gorzo Gamer**  
jay@gameinformer.com  
"I come before you a changed man. I used to be all about the big name wrestling promotions, but after having attended a Twin Cities' local league event, I'm converted. If any of you Minnesota faithful are ever presented the opportunity to go to a Midwest Championship Wrestling promotion, especially its 'Wrestle Like Hell' shows at First Ave, I highly recommend attending. The next big First Ave event is on May 1. It's a 21 and over show, so I expect all of you attending to buy me a sloe gin and 7-Up."

**Matt, The Original Gamer**  
matt@gameinformer.com  
"Since I don't have cable, all I've been doing is watching a lot of Fox and eating Cheerios with my feet. Then it hit me - Who Wants To Marry A Poor, Semi-Unattractive Magazine Editor? Ladies, just send in a photo of yourself and a 500 word essay on what Christmas means to you. The lucky winner will receive my hand in marriage, a set of keys to my one room apartment AND my 1990 Ford Tempo, not to mention a whirlwind tour of glamorous Eden Prairie! Applebee's for dinner, darling! Don't be afraid to live the life you've always dreamed of. Must be over 18 to enter. Residents of Rhode Island not eligible."

**Ent, The PC Jedi**  
ent@gameinformer.com  
"I'm right in the middle of working on this Wild Arms game, Andy! Shut up! I don't want to write a stinking blurb! They're stupid anyway. Nobody reads these Oh fine, now I'm being the difficult one. Well why don't you do it, then and then I'll write my blurb and do a bunch of reviews. What? No, I don't want to take over Secret Access. What do you mean you think I should do a special feature on hunting games next month? Okay, okay, fine. I'll do it, but don't expect anything brilliant. Just stay away from my Front Mission 3 toys."

## LETTER FROM THE EDITOR

## Lord Have Mercy on Our Souls

BY ANDREW McNAMARA

I think the video game world is losing it. Seriously, I have seen more weirdness going on than ever before.

Think about this: we now have a video game magazine that is not really about video games, but superstars who play them. Is that not completely wrong, or am I completely off my rocker? From what I hear, there are more on the way. Let me tell you, if Ricky Martin gets put on the cover of a video game magazine I can't be held accountable for my actions.

Or try this one on for size - we now have to work with Bill Gates, owner of most of the free world. Now if that ain't crazy, I don't know what crazy is. We have the world's biggest company playing in our sandbox, and I wouldn't be surprised to see them play king of the mountain until they rule the whole pile. Scared? I know I am, and with a company as big as that you can rest assured it will buy some video game publisher. Can you say Sega or Electronic Arts? I bet Bill can.

I have also noticed an ugly new trend in video game journalism that has had me

both rolling on the floor laughing and banging my head in disgust. What I'm talking about is professional video game players who are payed to write video game reviews consistently saying that games are "too hard."

Now I can understand if you say that about one of Spaz Games' "harder than Bill Clinton on a viagra buzz" shooter games, but it is now becoming a common happening...I even read one review from a major video game magazine that said, "The story of [name of game withheld to protect the innocent] could be extremely cool. It would actually be quite fantastic if it didn't have the game associated with it." What? This game would be cool if it didn't have a game? You have got to be joking me.

I can't take this insanity. If everything continues on like it has into the not too distant future, we will all be reading video game magazines about the awesome new Ricky Martin game that features no gameplay and is published by Microsoft.



**LONG LIVE THE GLORIOUS GAMERS PROLETARIAN PEOPLE'S REVOLUTION!**  
May Day Gamers I to r: Comrade Jay, Comrade Matt, Comrade Erik, Commissar Reiner, Party Secretary Paul, Premier Kosygin, President Brezhnev, (Chairman Andy is missing, he was purged and sent to the gulag)

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# DEAR

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## Letters From Our Readers

### Perfect Delay Darkens Dreams

Hi GI, this is a very sad day for me as I just heard the news about Perfect Dark's delay. When Rare first delayed Perfect Dark to April 11, I was angry but I still stood up for Rare because I realized that it would be better to play a complete game later than a buggy game earlier. This time though it is just plain horrible. I am getting to the point where I just don't care how buggy the game is or how much they need to add to it. I just want to play the damn thing. I really believed that this time Rare would release it on time and wouldn't lie about it, but who am I kidding? I don't think I can ever really take what Nintendo or Rare announces seriously anymore. I love their games, and am still a Nintendo fan, but they have really disappointed me with yet another delay. I truly don't think that I will be playing Perfect Dark 'til 2001 (cry).

millaw  
 via aol.com

Hmm... Perhaps we're noticing a theme this month. Delays? Not being able to trust Nintendo? The big "N" puts on a good show on occasion, but we have to say that we've been pretty disappointed with its showing on the N64 overall. The occasional blockbuster is fine, but it would be nice to have something to chew on other than Pokémon or a cheap mascot knockoff while waiting for the next one. Rest assured, however, Perfect Dark has been complete enough to release for some time, but because of all the tweaking Rare has done to it, it's going to be a gaming experience more powerful than you hoped for in your wildest dreams. Trust us. We've played it. It makes GoldenEye look stupid. We're certain that the May 23rd rescheduling is the last of many delays for Perfect Dark, and we're also certain you'll find it was well worth the wait. Just keep calm and don't forget to eat.

### Questions Without Numbers

I love your magazine and in my opinion it is one of the best gaming magazines. It keeps me well informed on all that goes on in the vast world of gaming.

For as long as I can remember I've owned a gaming system, starting with the original NES. I now own SNES, N64, Sega, Sega CD, PlayStation, and Dreamcast along with the Game Boy.

I have a few questions and they do not have to appear in the Dear GI section I would simply like a response.

1. How come Pokémon gets a TV show and none of the good games do, like Wild Arms for PS-X?
2. I have heard very little about the Dolphin Project. What do you know about it?
3. What do you think was the best video game ever?

Frank Paulsen  
 via aol.com

1. Because people are suckers for cheaply designed collectable crap and as cool as Wild Arms is, it just wouldn't sell many toys that old men and raging mothers would stampe over fallen children for. Besides, while Wild Arms and its sequel are very cool, a lot of the character designs are pretty lame.

2. Surprisingly little actually. Nintendo says it will take 100,000 units of any previous generation system to match the power of the Dolphin. It also says that the Dolphin will be out for the holidays. Considering Nintendo's previous record with getting out their new consoles on time and the fact that they haven't even picked a name for the system, shown any pictures of what it will actually look like, or even

'fessed up to any of the launch titles being planned for the Dolphin, we find this highly dubious.

3. At this point that's a slightly more difficult question to answer than what movie we think is the best of all time, which is of course Up the Creek; a delightful comedy in which some young miscreants get in trouble at college while attempting to maintain their dignity in the face of constant attacks from an abusive fraternity. Fortunately, the wily young hoologans have the chance to make all of their troubles go away by participating in a river rafting competition in which they are constantly set back by the foul play and dirty tricks of those insidious frat boys. We'd say more, but we don't want to spoil the ending.

Peanut  
 via aol.com

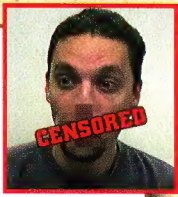
Peanut? That's a cool name. Here are your answers.

### Tenth Time is the Charm

This is about the tenth time I've written. Don't think I'm mad; I know you guys must go through a lot of e-mails. Anyway, I was wondering a few things, so it's time for everyone's favorite game, numbered questions!

1. Can Reiner pick his nose using his left big toe, if so can I get a picture of that?
2. Is Sega going to do to Sonic what Nintendo did to Mario (Nintendo made one Mario game that wasn't even very nostalgic, everything else is just another game with his face on it.)
3. I know you probably can't answer this, but what are your EverQuest names and servers?
4. (Looking at the Teletubbie picture from the Feb. issue) What are your guys on and where can I get some?

I also want to quickly say it's my lifelong dream to meet Jay (I don't know why), and if your job requirements include an insomniac gameaholic who has nearly every system there is to be had and doesn't believe in the so-called "sun," well then, see you in four years. In the hopes of maybe getting my letter printed I'm sending you guys a gift - my cat who is named Link. I'm not afraid to admit it.



1. We've never actually seen Reiner pick his nose with his left big toe, but his most impressive trick is what he can do with his

like a horse.

Well, maybe more like a Chihuahua, but it's still a really disturbing thing to see.

2. It definitely seems like the mascots carry less weight than they used to, particularly since the big mascot games come out with less frequency than they did on the older systems, making them less likely to become fond memories for the fledgling gamers out there.

3. We can't answer that. But if you see someone kicking spectacular amounts of butt, it's probably one of us.

4. Dude! Have you ever watched that show for more than five minutes? "Again!!! Again!!!" Ahhhhh!!! Don't let this happen to you. Laughing Baby Sun... in... brain... can't... concentrate...

We love cats, but please don't send us yours unless it's the kind that stays crunchy in milk.

### Snagged in a Tuna Net

I'm wondering if you can help me out with some questions I have. Do you guys have any idea at all what the Nintendo Dolphin will look like? Will you have some info on the Dolphin in future GI issues (at the very least, what it will cost)? What will be the next game console from Nintendo after Dolphin?

For the PlayStation2, what will be the main character for their console? Also, how fast will the PS-2 be, compared to the Dreamcast and N64? One last thing about the GI Vault. When will the next contest to win something from the vault come out?

MICHAEXXXX  
 via aol.com

Indeed industry pundits claim that the Dolphin will most likely look like a small box or box-like object with jacks in the back and some kind of top-down or sliding door loading mechanism for your DVDs. The same pundits have informed us that the Dolphin will most likely be priced within 50 dollars of the PS-2's price whenever it comes out, which is most likely NOT 4th quarter as Nintendo so claims. We asked the pundits what the next system after the Dolphin would be and they just laughed at us. Then suddenly we

realized we were just laughing at ourselves and that the pundits had mysteriously vanished into thin air.

Sony has never really had a mascot character for their system. If you're thinking of Crash, that character is actually the creation of Naughty Dog and is owned by Universal Studios. We expect that as new consoles reach for a broader audience, goofy mascots will become a thing of the past desperately clung to by some (rhymes with Fernando), but cast away by others.

According to Sony, it will take 10,000 units of any other system to reach the USRDA's nutritional requirement for polygonal roughage that it takes to put a shiny coat on its characters. We won't bother quoting the stats that we've put in previous feature stories and on the web. It's going to be better, maybe even twice as cool, but the numbers only matter when developers are actually talented, well-funded, and in sufficient numbers to actually take advantage of a system's full power. As late as last year, Square Soft told us that they were still discovering new ways to push the envelope on the original PlayStation's specs, so forget the numbers and just look at those yummy games.



## Send Us Those Kinder Eggs!

I can not believe that the U.S. does not have these wonderful eggs of joy. I myself live up here in Canada where they are available in large quantities. Also in issue 83 you mentioned that a Jaguar unit went to Cuba (how sad); anyway I was wondering what kind of Jaguar stuff do you have lying around the office? I would be more than happy to send a huge case of Kinder Eggs in exchange for Jaguar games or accessories.

## Brand Loyalty? Bah!!!

About five years ago we were all faced with a pivotal decision, PS-X or N64. Being honorable to my plumbing roots, I chose to wait out the horrible year of '95 to purchase Nintendo's machine. After about six months of Mario I couldn't stand it anymore, so I sold two games and bought me a magical 32-bit gray box.

Life's been good since, with a steady flow of good games for the PSX and the occasional gem for the N64. But now, faced with a very similar situation, I must decide once again. When the PS-2 was announced, I instantly stated that it would be mine. Still feeling betrayed by Nintendo, I almost ignored all info on the Dolphin, until now.

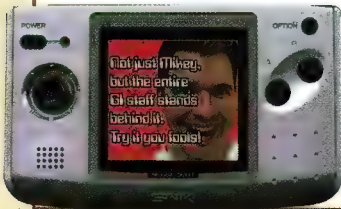
With the release of the PS-2 in Japan, I have begun to save the money for September. Here is the catch, I don't have enough money to get two next-gen systems, and there are just some games I don't know if I can live without. Mario can die for all I care, but Zelda, Metroid, and that lovable DK, I need them!

Yes, that is only three games, but by God they are pinnacles. Sony already has five titles I like (Armored Core 2, Ridge Racer 5, Bouncer, Tekken Tag Tournament, and Kessen), but for some reason I just can't shake the guilt of betraying Nintendo. I am aiming now

## Neo Geo

What portable game system does GI think is the best? Is it the Turbo Express? And list in the order you think they should go. Thanks.

"Jack"  
via ameritech.net



Let me know what you guys think.

Tony Macdonald  
via sprint.ca

Give you our Jaguar stuff? That would be like giving up a valuable relic from a museum in exchange for delicious chocolatey eggs with a toy surprise inside. Granted, in the Jaguar's case it might be a closer metaphor to say a relic from a war crimes museum, but it's important to remember the painful hardships of the past. Keep the flame burning!

for the PS-2, but what if Square or Namco decides to leave for Nintendo? I'd feel boned. I'd appreciate any help you guys can give.

PS.- Reiner, get back the blue hair!

Jon Plenn  
via aol.com

We're not expecting a Dolphin release in the U.S. until the 2001 holiday season. You can bet Nintendo will have a humdinger of a blockbuster game to sell units with, but we haven't heard a thing about it and the E3 hype isn't far off. If you can save up enough for another system in a year, it's not even worth fussing over the Dolphin, at least not until you have something to think about, like an honest-to-God game. At the very least, wait until Nintendo unveils whatever it plans to show at E3 before wringing your hands and gnashing your teeth over your brand loyalties. It's just a game system after all.

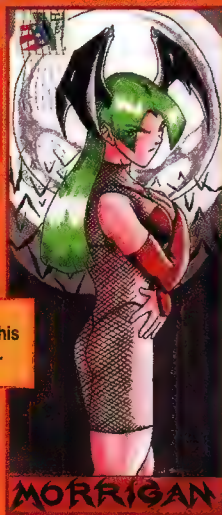
As for Reiner's hair... well, let's just put it this way. He's been raging for some time now and he's just not that raging any more. The hair hasn't been blue since he was a wee lad. Now that he's getting close to a quarter of a century old, he's trying to take it easy, watch his cholesterol level, and keep his fiber content high by chewing on birch bark out in the woods. We even heard him talking about getting a minivan, but only if he can find one that looks like the Batmobile.

Not that any of you are going to listen to us, but the Neo Geo Pocket Color rocks. Try it. You just might like it. We hate to see a company do the right thing and provide a lot of quality product only to lose out to Pokémon and a couple of solid games mired in a cesspool of crap. As far as the older handhelds go, the Nomad, Turbo Express, and the Lynx in particular were all way ahead of their time. Of course, they were also incredibly expensive. All of these systems had too many unique pros and cons to be held over one another in a list format.



This month's winner sent us this picture...

...and this one...



MORRIGAN

...and this one.



Kathie Garza  
Cicero, IL  
So is this a reference to Sly's Rambo or Billy Blanks' Tae-Bo?

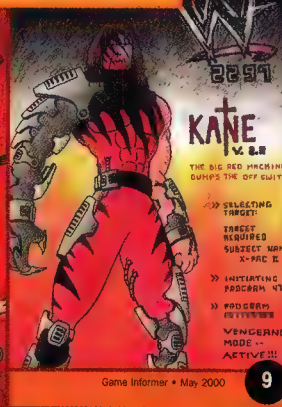
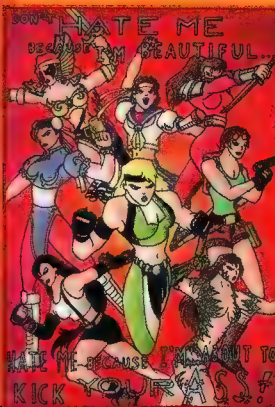
We hope its a new violent crossover where people work out by kicking Billy's butt.



Pika-BO!

Josh Gilbert, Glendale, WI

Josh submissions weren't quite good enough to win, but they are awesome nonetheless, and give us an idea of Josh's favorite pastimes - chicks and wrestling.





# ***THE RPG RESISTANCE***

**E**ver since it left gamers speechless with its crop of titles for the Super Nintendo, Square Soft has ruled the role-playing kingdom with an iron fist, slaying all who dare question its authority. With each passing year, Square Soft's empire continues to grow stronger and larger. Even at the end of the PlayStation's life cycle, Square's RPG train is picking up steam and will close the 32-bit chapter of gaming with a thunderous bang. Not only will the PlayStation receive another Final Fantasy game, Square will also treat gamers to the long awaited sequels to Chrono Trigger and Secret of Mana. Even Square's secondary titles, Vagrant Story and Threads of Fate, are being touted as role-playing nirvana. With a release schedule that plants a new RPG into almost every month of the year leading up to the U.S. launch of PlayStation2, Square has not only plastered a huge smile across the faces of the role-playing nation, it has also stifled all windows of opportunity developers have to release another PlayStation RPG in hopes of it finding an audience. Competing against Square is similar to leaping out of a plane without a parachute. It's suicide.

Like many of you, we praise Square Soft on a daily basis for all of the remarkable software it has contributed to the gaming scene. Instead of bowing down to our gaming god by placing Square's next magnum opus on the cover, we abandoned our religion, lost our faith, sided with the underground rebellion, and chose Wild Arms 2 over Vagrant Story as May's cover game. Expecting to be struck down by lightning or attacked by a gigantic Guardian Force beast, it took us quite some time to realize that our choice was the correct one. Even four long years after the original Wild Arms lit up the PlayStation scene, RPG fanatics still remember the game like it was yesterday. When news hit the streets that a sequel was in the works, they salivated in anticipation.

Where it lacks the innovative gameplay of all of Square's recent RPG romps, Wild Arms 2 does a tremendous job in delivering the RPG formula gamers know and love so dearly. Straight up, it's a classic RPG, and never once does it try to be anything else. Developers Contrail don't have the name recognition yet, but if it continues to divert

op quality RPGs like it has lately (Wild Arms, Legend of Legaia, Alundra 2), it may have a chance of rising up against Square's legion of doom. For those of you who live, breathe, and sleep RPGs, Wild Arms 2 is the perfect package. In the four years that this series has been absent, Contrail has worked vigorously to make this the ultimate RPG surprise. Spanning across two massive discs, Contrail has more than accomplished this mission. The adventure seems to go on and on, holding the player in rapture for hours upon end. Using the same gameplay hybrid that mixes Zelda-like dungeon exploration within the body of a traditional RPG, Wild Arms 2 proves to be more challenging than you could possibly imagine.

With a growing track record of superlative games, Contrail has the chance to make a name for itself. Ten years down the road, we may see this upstart RPG developer battling for dominance with Square. Viva la Resistance!



# WILD ARMS 2



Hey kiddies...

I live under your bed, watching your every move. If you don't obey your parental figures every whim, I'll attack you in the night and chew on your bones like I would bacon... bacon... BACON!!! Argh...

## Character Views

Holding true to the original design, the story unfolds through the eyes of three different characters, which are cleverly displayed within three mini-scenarios. After these introductory sequences come to a close, the characters are united and the real adventure begins.

### Lilka Eleniak

Beguiling Lilka is the kid sister of the infamous "Eleniak Witch Girl" who perished in a horrible accident. Lilka yearns to be a powerful witch like her sibling, but her lack of self-esteem has made her magic school grades suffer. Needless to say, Lilka is a very big Tori Amos fan.

Despite her insecurities, Lilka is very useful in battle, particularly her healing powers. Her magic system is similar to the one used in Wild Arms, except it is based on Force Power instead of mana.

### Ashley Winchester

Ashley Winchester. The name itself is a dichotomy. The last name, Winchester, brings to mind the fabled rifle of the Old West. The first name, Ashley, is quite frankly the name of a chess club sissy who wets his pants. Likewise, this character presents a dual nature that confounds and fascinates. Ashley is possessed by a demonic power which allows him to transform into the powerful Black Knight. This malevolent dark force is held in check by the ancient blade of Sword Magess. Once an idealistic lad who yearned to be a noble hero, he now is a grim and disillusioned man who wants only to complete his arduous mission.

### Brad Evans

This mountain of a man was a hero of the previous liberation war who watched in horror as his former leader betrayed the movement and joined the Odessa terrorist cadre. We meet Brad as he is on the run from his former comrades.

Brad favors brute force over speed and agility. Although he is sometimes sloth-like, his attacks are extremely powerful. His weapons of choice include a bazooka, explosive punches, and a railgun (the type commonly mounted on battleships).



## New Recruits

As an added surprise, Wild Arms 2 has a ton of goodies it slips halfway through the game. Adding these new characters (pictured centimeters below) keeps the quest fresh and adds a whole new dimension to the story. Even better yet, you'll run into a couple of additional foes (including the one shown) that will temporarily join your party.

### Tim Rhymeless

While his name suggests that he's not much of a rapper, Tim is actually a vital part of the quest. The orphaned son of a Zoa Guardian Priestess, Tim is struggling to come to terms with the cruel fate that preordained him to die as a martyr.

Tim's constant companion is a lovable Pooka creature that allows him and other members of your party to summon ancient Guardians in physical form. The Pooka can also open chests and hit switches that are out of reach.

### Mariandel

Cloaked in secrecy, Mariandel is the vampiric undeadling in the group. Her magic abilities are quite different than those of her comrades, and her loyalty to the quest may not be as pure as Ashley and the gang so willingly want to believe.

### Kanon

This mysterious femme fatale claims to be a direct descendant of Sword Magess, whose blade now keeps Ashley's demon self in check. Kanon traded in her natural body to become a hobo humpin' robo-babe whose cybernetic frame is both fast and furious in combat.

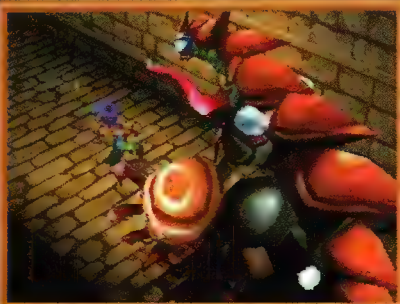
Kanon's special moves revolve around her knife and bionic power-ups. She gains new skills with the use of her bionic powers.



## The Role-Playing Parasite

When we first heard about *Wild Arms*, we thought that it might be a game based on the comic adventures of Elongated Man, Mr. Fantastic, or Elastic Man. After months of mystery, we were shocked (and a tad disappointed) to find that this game suggests nothing of the sort. *Wild Arms* is actually a traditional Japanese role-playing game that borrows heavily from every other RPG on the market, then combines this material to create a unique game. At times it bears the strategic combat of *Final Fantasy*, then seconds later it delivers instant dungeon exploration like *Zelda*.

In the sequel, the same parasitic formula has been used to forge another remarkable RPG. Along with slightly improved graphics, a few drastic changes have been made. Instead of jumping from scene to scene, the story telling flows nicely from chapter to chapter. Loading times have also been reduced drastically, and its magic system has changed a tad. Messily scattered across these pages you'll have the chance to get up close and personal with the entirely new cast of characters, and you'll also find a breakdown of all the little changes that have been implemented. Enjoy!



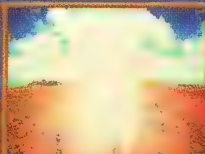
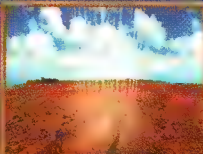
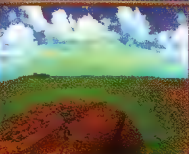
▲ Boss encounters are brought to life in a multitude of ways. Sometimes they'll chase you throughout a dungeon, other times, they'll just jump out in front of you and attack. Rest assured, these beasts are ferocious and difficult.



▲ Instead of breaking away from the play and delivering a highly detailed FMV sequence, most of *Wild Arms 2*'s stories are delivered during the quest or within real-time cutscenes.



▲ As you run across the overworld map or through a dungeon, enemy encounters are signaled by an exclamation point over the characters' head. If the exclamation bubble is white, pressing **○** will avoid a confrontation. However, if the bubble is red, you have to fight.



▲ All towns are hidden on the overworld map. To find them, you'll need to hit the explore button (**□**). This sends out a green radial ping. If a town or item is hidden within this radius, it will flash into view.

## PlayStation Cover Story



▲ Magic plays a larger role in this game. Ashley can transform into a powerful Black Knight, and most of the characters can cast summon spells featuring a wide variety of beasts including cute unicorns and huge turtle beasts.



▲ Each of the six characters feature unique abilities that help in passing puzzles. As in *Zelda*, these skills include throwing bombs, sending out a critter to open chests, and a grappling hook to pull yourself across gaps.



▲ Other than the sprite characters, *Wild Arms 2* is completely 3D. Within the dungeons, players must now manipulate camera panning, and of course, many puzzles require that the camera view be changed.



## KING OF THE WILD FRONTIER

"It's been three long years since Wild Arms graced the gaming scene, and I had almost forgotten this hidden treasure after playing through an onslaught of PlayStation RPGs. So when I picked up Wild Arms 2 and remembered all the things that made the original so great, like action-based exploration mixed with the RPG battles, I got a little giddy to head out on this new adventure. Obviously, the graphics are better than the original, but in many ways fall short of the standards set by RPG powerhouse Square. However, the graphics are more than sufficient, and as the story begins to unfold and the characters build up more powers, you quickly forget its shortcomings and discover that this is a fantastic game that's only flawed by its annoying music. Nothing super innovative, but a solid RPG that really delivers the goods."

<b>ANDY</b> THE GAME HOMBRE
Concept <b>8.25</b>
Graphics <b>8</b>
Sound <b>7.5</b>
Playability <b>9</b>
Entertainment <b>9.25</b>
<b>8.5</b> OVERALL

"While I'll be the first to admit that combat is a little slow and some of the character designs are just plain stupid, I've never played an RPG that had such a high level of interaction in every aspect. There are a ton of different combat abilities, each character gets their own sets of tools to use for town/dungeon puzzles, and you can even explore for hidden areas and random treasure on the overland map. While the game isn't as aesthetically pleasing as some of Square Soft's monster titles, it does do an amazing job of ripping off RPG concepts from a variety of good sources and throwing in some great new ideas of its own. There are a ton of tools, items, and special weapons to be found. The quest is lengthy, and the action is nonstop. **Low on garish, high on meat, Wild Arms 2 is a tasty steak indeed.**"

<b>ERIK</b> THE PC JEDI
Concept <b>9</b>
Graphics <b>8</b>
Sound <b>7.75</b>
Playability <b>8.75</b>
Entertainment <b>9</b>
<b>8.5</b> OVERALL

"Just like the Sulkoden titles, the technology in the Wild Arms games is a generation behind, but even so, the overall gameplay experience is oh so sweet. Sadly, Wild Arms hasn't graced the gaming scene for nearly five years now, and in this long lull, not too much has changed. Other than touching up the graphics and making the exploration aspect 3D, it's the same game you fell in love with. Its graphics are dull and its combat is incredibly slow, yet the daring storytelling that switches perspective from character to character keeps you perplexed and wondering what, or who, will pop up next. **Its mixture of puzzle-heavy dungeon exploration and traditional RPG values instantly hook you and create an irresistible package that gets more challenging with each new step. Wild indeed, I couldn't recommend a more enjoyable game.**"

<b>REINER</b> THE RAGING GAMER
Concept <b>9</b>
Graphics <b>8.25</b>
Sound <b>8.25</b>
Playability <b>9</b>
Entertainment <b>9</b>
<b>8.75</b> OVERALL

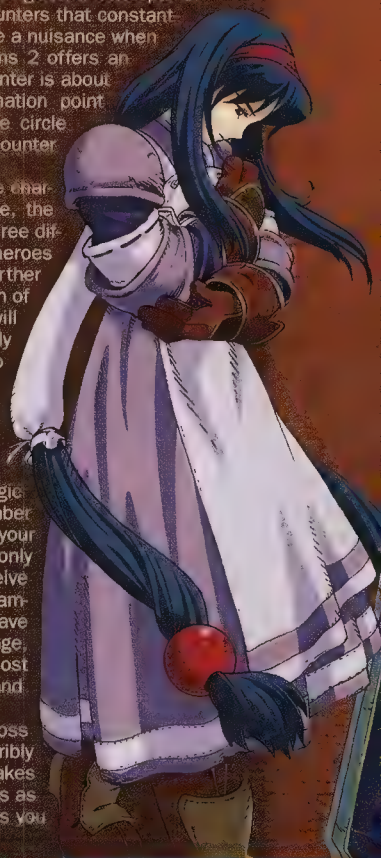
Although quickly overshadowed by Final Fantasy VII, the original Wild Arms was a solid action/RPG mixing Zelda concepts with typical console RPG overtures like random encounters and overworld exploration. Wild Arms 2 takes all the fun of the original and expands on it immensely with a number of impressive new concepts and a ton of new ways to kill stuff.

Exploration is done in a fairly typical format with the overworld perspective, where movement and random encounters are the norm, and the town/dungeon format, where talking to other characters and solving puzzles become more prominent. Puzzle solving follows the same general concepts of the last game. As for those pesky random encounters that constantly pull you away from that nasty puzzle or become a nuisance when you just want to get to the next town, Wild Arms 2 offers an excellent new option. Whenever a random encounter is about to happen, a cartoon bubble with an exclamation point appears over your character's head. Hitting the circle button quickly allows you to evade the encounter unless the monsters surprise you.

Wild Arms 2 once again places more than one character in the spotlight. At the start of the game, the story changes perspective through the eyes of three different characters. After this band of oddball heroes joins together, another three characters await further within in the quest. For dungeon exploration, each of these characters features special abilities that will help in solving different puzzles. You'll constantly be switching from character to character just to open one lousy door. It takes serious brain power to solve this game's many riddles.

On top of this, you'll need to worry about managing combat. Taking a tip from Final Fantasy, summon beasts are now available to completely obliterate the opposition. The magic (MP) system has changed a tad as well. The number of magic points you have available is equal to your level. This means that if you're level 4, you'll only have 4 magic points. As you fight, you'll receive additional magic points for inflicting or taking damage. Get hit by 10 points of damage, and you'll have an extra 10 magic points to use. It sounds strange, but this system is actually pretty slick. The most powerful weapon in the game is still the Arm, and yes, equipping Runes is still a major factor.

Wild Arms 2 is surprisingly long, spanning across two discs. The graphics haven't changed too terribly much, yet the character modeling no longer takes after a fetus. Just like the first release, this one is as cool as ice. It hooks you right of the bat and tugs you along for 50 plus hours.







crying  
Maximum output from the  
DNA reactor!

▲ Tim: the most powerful trait in his armor... but I'm so lonely. Bwaa waa!!



Ashley	Brad	Lilla
MP 162/169	MP 170/176	MP 817/1086
FP 17	FP 16	FP 61

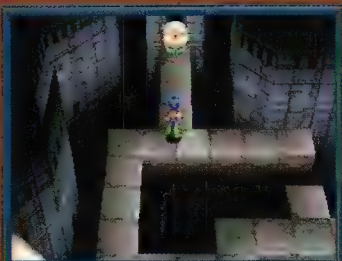
▲ Up to three characters can join in the toughest combat.



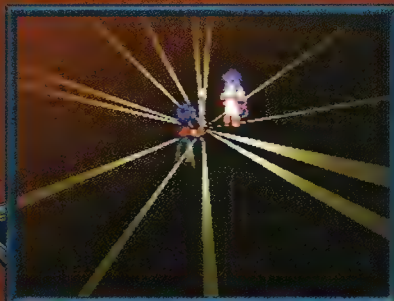
▲ The water medium summons help to bring the ocean to the combat floor.



▲ The water medium summons help to bring the ocean to the combat floor.



▲ The darkness is filled with puzzle.

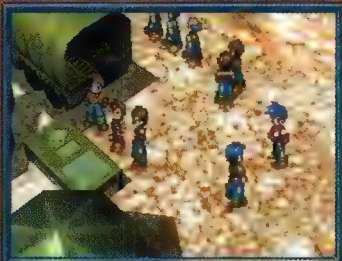


▲ "You open the eye of storms and... and I can you!!!"



Tim	Ashley	Brad
MP 81/113	MP 221/231	MP 83/232
FP 14	FP 43	FP 51

▲ He's not jumping for you. That's a surprise attack.



▲ Summer camp.



▲ He was always... he was always...



Ashley	Lilla
MP 27/70	MP 97/95
FP 6	FP 3

▲ The flying volleyball enemies are the only encounters that don't make Ashley cry like a baby and wet his pants.



▲ Ashley and Brad wield powerful Ares... dish out the damage.





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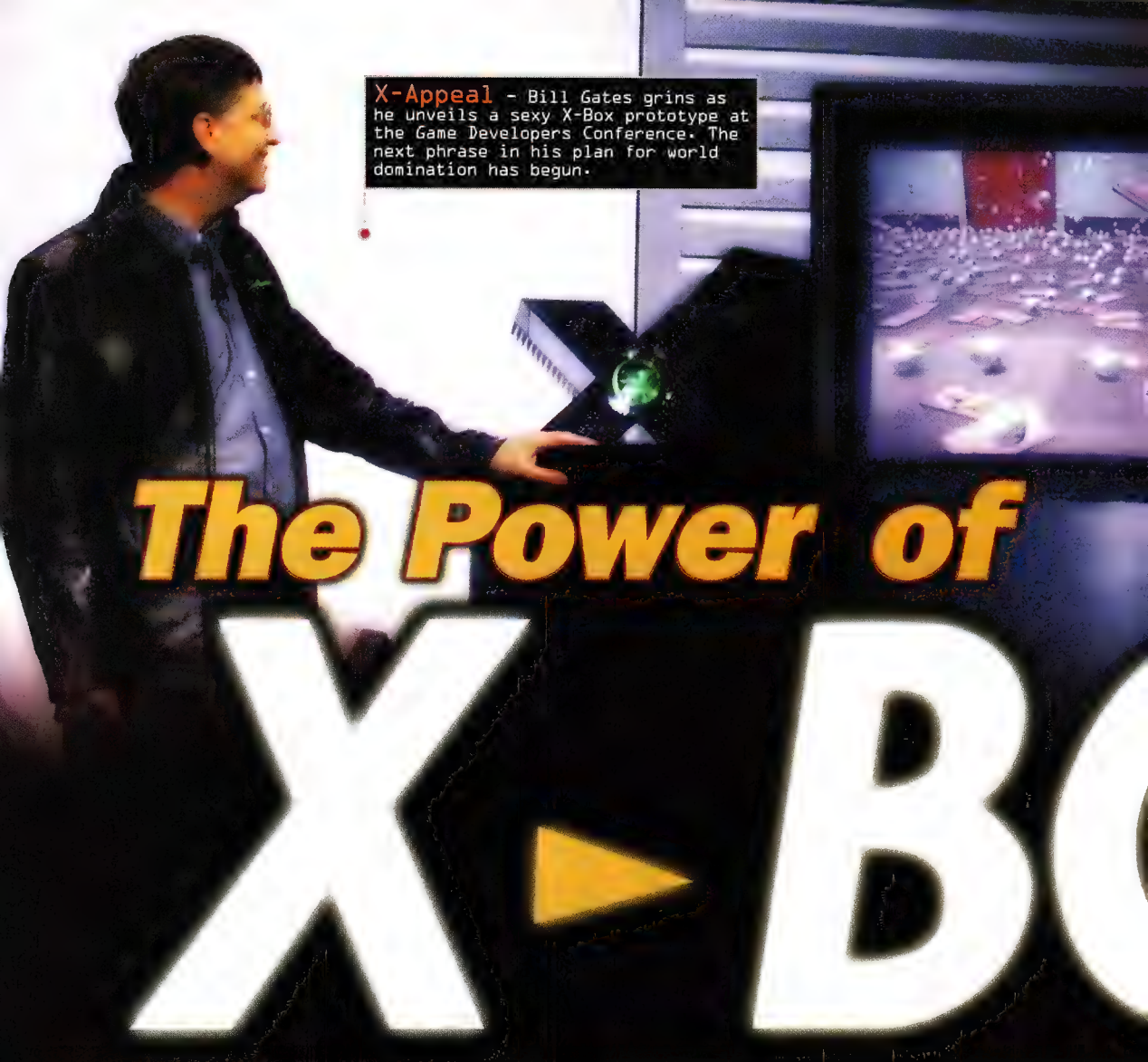
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**MATURE**  
**M**  
CONTENT RATED BY  
**ESRB**  
Animated Violence  
Animated Blood and Gore  
Strong Sexual Context

**X-Appeal** - Bill Gates grins as he unveils a sexy X-Box prototype at the Game Developers Conference. The next phrase in his plan for world domination has begun.



# The Power of

# X-BOX

## SIDE X SIDE

Competitons	CPU	DVD Movie Compatibility	Web Connectivity
<b>X-BOX</b>	600 Mhz Intel Pentium III with 8GB Hard Drive.	Yes	Needs ethernet card. Broadband only.
<b>PLAYSTATION2</b>	300 Mhz Sony GS Processor	Yes, with Memory Card.	Modem sold seperately.
<b>DREAMCAST</b>	200 Mhz Processor	No. DVD Peripheral is planned.	56K Modem standard.
<b>DOLPHIN</b>	400 Mhz IBM Processor	Unknown	Unknown

# In the weeks leading up to

# Game Informer Feature

the Game Developers Conference in San Jose, California, rumors that Bill Gates would unveil Microsoft's fabled X-Box console during his keynote speech were running rampant. So it wasn't a big surprise when Gates stood in front of the thousands of hard-nosed developers and jaded gaming press on hand and announced Microsoft's entrance into the multi-billion dollar industry. However, it was a surprise when they applauded.

As if to confirm to Nintendo, Sega, and Sony that Microsoft wasn't joking, Gates went on to add, "We're talking about a device that has no boot time; no software installation. What we're talking about here is a real console." [...albeit with lots of PC parts and technology partners- ed.]

Due in the fall of 2001, the X-Box is the result of years of Microsoft research into the industry, as well numerous discussions with the development community. Throughout Gate's presentation he showed onlookers his vision for the future of console gaming, as well as the proposed specs for Microsoft's X-Box and some demonstrations of its power.

The heart of the X-Box is a custom Intel Pentium III product, running at over 600Mhz. To compliment that, the X-Box will sport a Graphics Processing Unit by NVIDIA blasting along at 300 Mhz. Combined, these two processors are capable of an astounding one trillion operations per second. It is important to note, however, that none of these chips exist as silicon at the moment, as the technology they plan to use in X-Box is "three generations beyond the best graphics chips that are shipping inside the PC right now."

Luckily, Microsoft has teamed with an experienced player. NVIDIA is currently wowing computer players with its GeForce 256, the world's first GPU graphics card for personal computers. Which in a sense lets a PC mimic a console's architecture by enabling the main CPU to handle the calculations for Artificial Intelligence and physics while the GPU does the output calculations. The parallels between its PC work and X-Box are obvious.

With partners like NVIDIA and Intel, the computing power of X-Box is certainly staggering, but it's the other added bonuses that make it more unique. Yes, the X-Box will have a 4x DVD-Drive that plays DVD movies just like Sony's PlayStation2 (and in all likelihood, Nintendo's Dolphin), but the addition of an 8GB hard drive and ethernet capabilities is what make the X-Box special. "What that means is that when you

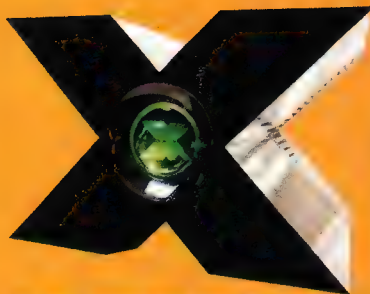


design your game you know that the hard disk is there. So whether it's streaming audio, or having add-ons that are downloaded, the hard drive is very important."

In some cases the hard drive will be absolutely vital, especially if gamers are using the X-Box's ethernet port to connect to a broadband modem. Wired gamers will be able to



Backwards Compatibility	Software Outlook	Japanese Support
No. PC Games will not run on the X-Box.	Unknown. Developers such as EA, Konami, Midway, & Eidos have signed on.	It seems likely that many Japanese developers, especially Square, will be hesitant to let Microsoft snatch control of the industry. Without Japanese support, the X-Box could suffer from a lack of software variety and quality.
Most PS-X games work, but there are a few games that don't. Some games feature enhanced graphics on PS-2.	Excellent. The U.S. launch should feature several EA titles, and such blockbusters as Ridge Racer V and Tekken Tag Tournament. Almost every major developer is planning PS-2 games.	Square is already planning three Final Fantasy epics for the PS-2, which will likely propel the RPG genre to new heights. With almost a million installed base in Japan already, expect the PS-2 to dominate in Japan. Nearly every Japanese developer will produce games for the PS-2.
No	Fair. So far, a few exceptional titles, like Code Veronica and NFL 2K, have stood out in a mostly mediocre field. Sega's prediction of 500 DC titles available by 2001 seems very unlikely at this point.	Dreamcast sales have been sluggish in Japan, and many Japanese developers have already abandoned the system.
Doubtful, as Nintendo is abandoning the cartridge format.	Many developers were burned by the N64, so very few have committed to Nintendo so far. Expect the usual awesome Nintendo and Rare games.	Nintendo burned a lot of bridges with the Nintendo 64, so many companies may adopt a "wait and see" attitude with the Dolphin. A key for Nintendo is to win back Square, who crippled the N64 when they refused to produce FF VII for the cartridge format.



# X-SPECS

CPU .....	Intel Pentium III processor technology with streaming SIMD extensions capable of 1,000,000,000,000 operations per second (in conjunction with GPU)
Graphics Processor	.300 Mhz custom Microsoft/NVIDIA X-Chip 467 gigaflops per second
Total Memory .....	.64 MB
Memory Bandwidth .....	.64 GB/sec
Polygon Performance .....	.300 M/sec
Sustained Polygon Performance(full features) .....	.100+M/sec
Micropolygons/Particles per second .....	.300 M/sec
Particle Performance .....	.300 M/sec
Simultaneous Textures .....	.4
Pixel Fill Rate-2 Textures .....	4.8 Gigaflops per second
Compressed Textures .....	Yes (8:1)
Full Scene Anti-alias .....	Yes
Micropolygon support .....	Yes
Storage Medium .....	.4x DVD Drive 8GB Hard Disk 8MB Memory Card
Inputs/Outputs .....	.4 Controller Ports USB Port Ethernet (10/100)
Audio Channels .....	.64
3D Audio Support .....	Yes
MIDI DLS2 Support .....	Yes
AC3 Encoded Game Audio .....	Yes
Broadband enabled .....	Yes
Modem enabled .....	Optional
DVD Movie Playback .....	Built in
Game Pad .....	Currently being designed by Microsoft's Sidewinder group
Maximum Resolution .....	.1920 X 1080
HDTV Support .....	Yes
US Launch Date .....	.Fall 2001

We wonder if Bill was thinking to himself: "If they don't make games for my system I'll just buy their company. Muahahaha!"



# GAME DEVELOP CONFERENCE

download gaming demos, MP3s, and even new characters or areas for their games. Of course, this connection can be used to surf the web, play deathmatch multiplayer games like Unreal Tournament, or join in persistent online worlds like Verant's EverQuest.

For players who aren't looking for an online experience, X-Box will house

four controller inputs for "house party" games, or the ethernet port could be used to link multiple X-Box's together for a serious local area network gaming fest.

To round out the platform that Gates said will "allow the business to be four or five times as big as it is today," Microsoft needs to have games. Since the X-Box is a console machine, it will work under the same tried and true model that Nintendo and Sony have used for years: charging a royalty on each and every game sold to enable them to continually market and push the unit to the consumer.

So Microsoft knows how it is going to make its bread, now all they need is to get some companies to develop for it. Luckily, Midway and Acclaim will sign up for anything, but Microsoft has also persuaded Electronic Arts to come on board and others have followed including Konami, Capcom, Sierra, THQ, Hudson, Ubi Soft, KOEI, and Activision. Microsoft has also announced a new Games Division (will the acronym be MGD?) to create first-party games for the X-Box. While there is a possibility of some of Microsoft's PC games coming to the X-Box, the hope of the Games Division is to create new experiences for the X-Box.

And for the X-Box, new experiences will be incredibly important. Many in the industry, including Game Informer, are still uncertain as to whether the X-Box will bring consoles to the next level, or bring PC gaming to our consoles with all the X-Box's personal computer components and operating systems.

Microsoft believes using PC technology is the key to unlocking a new generation of games, as it hopes to leverage the knowledge game developers have garnered from working on the PC to make X-Box games bigger and badder than all the rest by using familiar tools and CPUs.

"This takes X-Box from being a programmer-driven console to being an artist-driven console, and design-driven console," where the developer is not spending time learning his tools, but creating his game. Obviously, veteran PC developers seem very hip to the idea, while console developers are a little more gun-shy, though they certainly aren't ruling out the idea of working on X-Box.

The future of the X-Box is uncertain, as it is still a long way off. But one thing is for sure, Microsoft's entrance into gaming solidifies console gaming as the premier form of entertainment. In spite of stiff competition from Sony and Nintendo, we don't expect the world's largest company to go down without a fight.

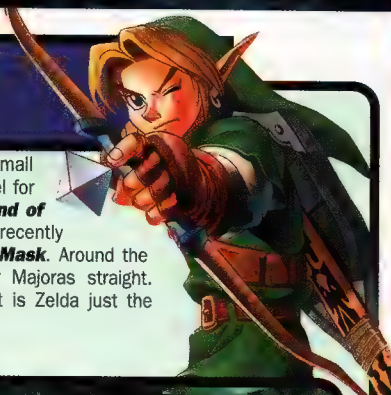


This demo featured the lovely Carolyn and her mecha counterpart doing synchronized martial arts.

## New Zelda Changed In Name Only

Nintendo of America has made a small change to the highly anticipated **Zelda** sequel for **Nintendo 64**. Formerly known as **The Legend of Zelda: Mujula's Mask**, the game was recently redubbed **The Legend of Zelda: Majora's Mask**. Around the office, we can never keep our Majulas or Majoras straight. However, it doesn't really matter because it is Zelda just the same.

The new Zelda will appear on N64 this fall.



## Dino Crisis 2 Storms PlayStation This Fall

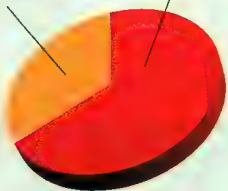
Capcom's survival horror game of the Jurassic kind is returning to the **PlayStation**. **Dino Crisis 2** will arrive on the system this fall, and Regina's gonna do some more dinosaur whuppin'!

Although details regarding the game are pretty sparse, we have discovered that **Dino Crisis 2** will make its presence known at the **Electronic Entertainment Expo (E3)** in May. Regina will again be the game's prime mover, but we've heard rumors of other playable characters as well. A likely scenario for the game revolves around new Third Energy Generators that have been constructed in other parts of the world. If you remember, these generators opened portals to the past and unleashed the prehistoric pests into the present.

Will Microsoft's X-Box Be Able to Straddle the PC/Home Console Divide?

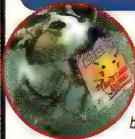
Yes 33%  
In Bill we trust.

No 67%  
Be prepared to be taken for a ride.



Source: gameinformer.com survey

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## THE GOOD, THE BAD, THE UGLY

**GOOD** - **Capcom** has been deep into development on **Resident Evil 4** for many months, and this title will likely only appear on **PlayStation**. Story details are scarce, but the game is said to be on schedule for release in mid-2004. A separate development of a **PlayStation 2** version is also underway and the game has been rumored to be the continuation of Leon Kennedy's battle with the infamous Umbrella Corporation.

**BAD** - **Ugly** - The rumors have been flying in regard to a game featuring the Sci-Fi hit, **The Matrix**. Reports have pinned **Interplay Productions** and its subsidiary **Shiny Entertainment** as the game's developers. **Warner Bros.** and **The Matrix** creators, **Larry and Andy Wachowski**, are currently in early pre-production for **The Matrix 2**. Any game would likely be linked to the film's release in late 2003, or possibly 2002.

**UGLY** - German custom officials destroyed 112,283 pirated **PlayStation** games. Germany has strict laws governing violent content in games and most of the demolished games were not available in Germany in their original, more violent form. The more than two tons of games included such titles as **Resident Evil**, **Mortal Kombat**, and **Tomb Raider**.

**BAD** - **Open Battle 64**, **Person of Interest**, **Caliber** has been delayed until August. A spokesman for publisher **Atlus** said that the **Nintendo 64** strategy/RPG is experiencing localization problems. "We're just not getting through the fast fast enough."

**GOOD** - **Fox Interactive** announced its plans to publish **Buffy the Vampire Slayer**, a game based on the popular television series, for **Dreamcast**, **PlayStation**, and the **PC**. Scheduled to release this fall, this action game is being developed by **The Collective**.



1. **Wash Renard**
2. **Super Mario**
3. **Cluck Hunt**
4. **Ridge Racer**
5. **Street Fighter**

Name  
M. B...

# Nintendo 64 Review



- **Size:** 256 Megabit (With Battery Back-Up)
- **Style:** 1 to 4-Player Action/Strategy
- **Special Features:** All 151 Pokémon; New Pokémon Snap Gallery; Detailed Animations; Authentic Pokémon Voices & Sound Effects; Minigames; Transfer Pak Included
- **Replay Value:** High
- **Created by:** Creatures/Game Freak/Factor 5 for Nintendo
- **Available:** Now for Nintendo 64

**Bottom Line:** **8**



**A**s Nintendo milks its multi-billion dollar cash cow, the children of America are licking up every tasty drop. The release of Pokémon Stadium is without a doubt the biggest Pokémon release since the original Blue and Red games made their Game Boy debut. For the first time in Pokémon history, gamers can finally compete head-to-head from the comfort of a normal television screen. For two years now, we've been forced to squint and watch little sprites exchange motionless blows. Now, the same complex battles explode on the big screen with beautifully rendered 3D models and amazing special effects.

Unlike the previous N64 title, Pokémon Snap, all 151 Pokémon are actually packed into the game. For those of you who love the Pokémon you raised by hand in your Game Boy games, the new N64 Transfer Pak actually allows you to plug your Game Boy game into the Nintendo 64 and upload your Game Boy characters into the Nintendo 64 cartridge. To reduce the squint factor, Nintendo has also added a mode that gives you access to play the Game Boy game on the boob tube.

These little aspects are more than enough to validate a purchase from most trainers, but get this, there's more! Pokémon Stadium also includes several four-player Mario Party minigames, a statistic-heavy Pokémon Lab, and a series of difficult Trainer battles that lead to the unlocking of Mew. The American release even comes packed with an exclusive feature. Just like in Pokémon Snap, a Gallery mode has been added. Here players can snap photos of their favorite Pokémon, then bring their game to Blockbuster and print out stickers. Schwing!

**MATT**  
THE ORIGINAL GAMER

Concept  
7  
Graphics  
8.75  
Sound  
7  
Playability  
8  
Entertainment  
8

**7.75**

OVERALL

"I've never been a big fan of Nintendo's day-glo critters. The Pokémon phenomenon seems at best an irritating fad, at worst a vile plot to destroy the minds of America's youngsters. As much as it pains me, I just can't front on Pokémon Stadium. This game is flat-out fun to play. The turn-based combat isn't deep, but figuring out which attacks work on which types of Pokémon kept me addicted. Pitting your stable of Pokémon against a friend's will be the essence of this game for most, although one-player mode provides a surprisingly stiff challenge. This is essentially a prettier version of the battles in Red and Blue, and the minigames are as retarded as those in Mario Party. In the end, these small quibbles won't matter. This game looks great, is a blast, and will move a million units guaranteed."

**PAUL**  
THE GAME PROFESSOR

Concept  
8  
Graphics  
9  
Sound  
8  
Playability  
9  
Entertainment  
7.5

**8.25**

OVERALL

"Is the Pokémon craze dead? No way. After taking a look at Pokémon Stadium, I think it will continue to amaze the Poké-freaks. What's great about this game is the detail of the Pokémon and the loads of attack animations. The Game Boy game doesn't do these monsters justice, and the N64 game is almost better than the cartoon. If you've slaved away collecting and training monsters on your Game Boy, you will be amazed at seeing your favorites in all their 64-bit glory. On the other hand, if you have yet to collect some of the rare monsters, they are all here for you to peruse. This game is perfect for the experienced and novice Poké-maniacs alike. As for me, I wish there was an added adventure or something. Nonetheless, Pokémon Stadium is a solid game."

**REINER**  
THE RAGING GAMER

Concept  
7.75  
Graphics  
8.5  
Sound  
7.75  
Playability  
8  
Entertainment  
7.25

**7.75**

OVERALL

"Aside from having the chance to hug and squeeze a real-life Pikachu, this is every Pokémon fanatic's dream come true. For the first time ever, the intense warfare of Pokémon can finally be displayed on a television set. Unless you really want to continue squinting and looking at hideous sprite graphics on your Game Boy, this title is a necessity to every Pokémon trainer. Seeing your homegrown Pokémon clash on the big screen is an amazing experience. All 151 Pokémon are animated superbly and the effects are just as impressive. On top of the awesome battles, Stadium allows gamers to play the normal Game Boy game on the big screen, plus it also dishes out several new trainer battles and goofy minigames. As a stand-alone title, the thrills end in hours. But as a multiplayer arena, it rocks the house down."



Incredible effects bring each attack to life in magnificent detail.



Pikachu launches an electric assault.



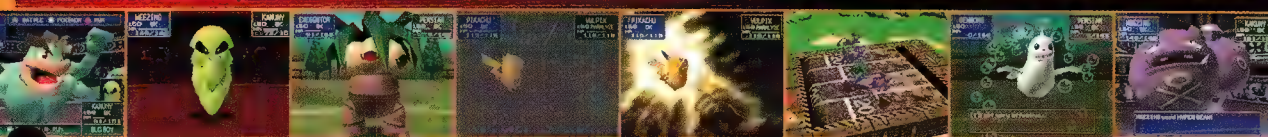
Four players can compete in Mario Party-like minigames.



The U.S. exclusive Gallery mode allows players to print stickers of their favorite Pokémon.



The Fry Guys make an appearance.





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Expected to be available May 5, 2000.



Color availability will vary by store - quantities are limited.

## Game Boy Color



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- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 2 Playable Characters, Each With Special Talents; 24 Total Weapon Variations; Auto-Save; 48 Multiplayer Levels; Enhanced Enemy AI; 30 Frames Per Second; Real-Time Cutsscenes.
- **Created by:** Acclaim
- **Available:** August for Nintendo 64.

60% Complete

# TUROK

## Shadow of Oblivion

**T**urok is the series which turned Acclaim from creators of crap to masterpiece makers. Hot on the heels of the multiplayer offshoot Turok: Rage Wars, Acclaim Studios Austin is back on task with a true sequel, with Turok 3 continuing the trend of improvements Turok 2 began.

Turok 3 has a deep, involved storyline. It seems the dastardly delty, Oblivion, is trying to muck up the works across the vast expanses of time and space. His main task is to find a way back in time to prevent the creation of Earth, thus stopping the birth of the Turok. Throughout the game, everyone's favorite Native American, Joshua Fireseed, is missing. Keeping dino destruction in the family, siblings Joseph and Danielle are eager to pick up the slack. Joseph's slender frame can get him into some tight spaces, and Danielle is able to grapple to reach new heights. The character you select at the start of the game will alter your navigation of each level, as well as which weapon upgrades you'll have access to.

Oblivion's influence is being felt all over the five worlds of Turok 3. Citizens run frantically from the 40 new enemy types. Unlike the previous Turok titles, levels are designed to prevent the *deja vu* that comes from similar textures. Mission objectives drive the gameplay, with tasks that require more exploration than those in GoldenEye. No need to worry about the long treks without save stations, since this game carries both auto-save and save anywhere features.

Graphical eye candy is sure to fill up your gullet once again in T3. Each enemy is a 30 frames-per-second, polygon-pumping feast for the peepers, as is the pyrotechnic bliss created by firing any of the

24 weapon variations (eight standard, plus eight upgrades per character). All of these wonders are achieved without the RAM Pak, which further improves resolution in the game.

Since GoldenEye started dominating N64 sales charts those many years ago, any successful action title has to toss in a slew of multiplayer melees, and T3 is no exception. Frag your friends in a whopping 48 levels of competitive splendor. Thirty six of these are all new to T3, including a few consisting of levels from the single-player mode. Also included are some classic favorites from the previous Turok incarnations.

Some fans latched onto Turok: Rage Wars like a hungry lamprey, while others choked on its shallow single-player game. There's little doubt that first-person fanatics everywhere are anxious to get their hands on the dynastic successor to the Turok legacy. Hopefully Joseph and Danielle Fireseed will do the family proud, or at least blow a lot of stuff up. ■



BEFORE Colgate Plus Whitening.



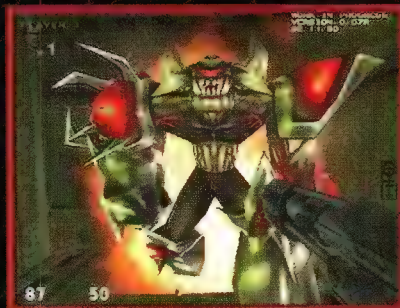
The pain of a ruptured appendix.



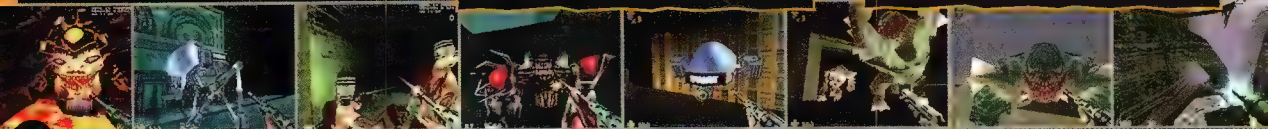
Cute babies munching human flesh.



Riot cops don't play.



"No need to push, I'll kill you both."



# AIDYN CHRONICLES

THE FIRST MAGE

## Nintendo 64 Preview

- **Size:** TBD
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Designed by Chris Klug; 10 Different Characters (4-Character Party); Random Weather Effects (Rain & Fog); Expansion Pak Compatible
- **Created by:** H2O Entertainment for THQ
- **Available:** Summer for Nintendo 64

80% Complete

Interact with the village folk to learn clues about who the mysterious shadow is.



Nine different allies will lend their support.



Gulp! I hope I never run into one of these!



You'll want to make them as sharp as you possibly can.

Featuring many non-linear aspects, the game gives the player the option to choose the order of events. With the Nintendo 64 scene almost ground to a halt, Aidyn Chronicles is an important release – one that could bring 64-bit gaming back into the limelight.

## BETTER LATE THAN NEVER

**F**or all the pen-and-paper geeks out there with a Nintendo 64, THQ salutes you. Erupting across the 64-bit plains of gamedom, the Nintendo 64 will finally unleash a full-on role-playing game. THQ promises that this title, Aidyn Chronicles: The First Mage, will not disappoint like the dreadful Quest 64. Designed by Chris Klug, the mastermind behind TSR's DragonQuest board game, Aidyn Chronicles inserts players into the sandals of a 17-year-old adventurer named Alaron. Followed by a mysterious shadow that haunts his every move, Alaron has a quest to find who or what this mysterious visitor is. The search for the truth will span across bustling sea ports and enchanted forests, even extending to the fabled cities of the Mirari and Jundar.

Alaron will run across nine different allies to aid him in his quest, including knights, wizards, and a few mysterious fellows who react differently to lunar and solar cycles. When it comes to dungeon exploration, the player will need to narrow down the troops to four characters. All of the freeworld movement is composed of gorgeous 3D environments. As you trek across the land, the fearless heroes will be slowed up by weather changes, such as rain and fog, as well as day and night changes.

When the time comes to trounce evil, the game shifts from real-time to a turn-based combat scenario. Here the actions of all four party members can be accessed, and yes, devastating spells can be cast. Sucking the juice out of the Expansion Pak, Aidyn Chronicles offers ultra-slick high-resolution graphics. As you can see from the screenshots, this game features a slew of awesome textures and enemy designs.

A slew of colorful enemies await your bloodshed.



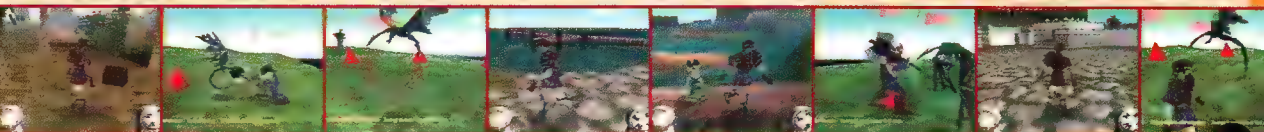
Mos Espa Arena, a great place for a race!



When enemies outweigh you, RUN!!!



And you thought EverQuest was beautiful.





- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** Complete 3D & 2D Sidescrolling Gameplay; Swimming & Platforming; Huge Bosses; Item Management; Tons of Real-Time Cutscenes
- **Replay Value:** Moderately Low
- **Created by:** Contrail/Matrix Software for Activision
- **Available:** Now for PlayStation

**Bottom Line:** **6.5**

**T**he world is full of wonderful little surprises that tickle our souls and warm our hearts. In the last decade, we were overwhelmed by a plethora of astonishing secrets and amazing stories. The highlights range from NASA's Mars Rover to Ellen DeGeneres revealing her love for, umm, softball.

We were also blessed by global warming and a rapidly growing gaming scene. To the shower of killer games, Working Designs contributed greatly by porting the little known action/RPG, Alundra, to the States. Not much was expected of this title, but as soon as it hit the streets, it instantly garnered the name PlayStation Zelda. There have been numerous Zelda knock-offs, but none have mimicked the adventure quite as well as Alundra. Ellen, Martian snapshots, warmer winters, Alundra...what else could you want?

Always wanting more, we'd love an Alundra sequel. Just two years after its release, our wish is coming true, and Alundra is in fact making a triumphant return. Under the development of Contrail and Matrix Software, Alundra 2 comes to life as a completely different entity. Gone are the gorgeous sprite graphics, and gone is the focus on vast exploration. Following in the footsteps of most games, Alundra 2 is now fully polygonal and striving to deliver as many cinematics as it possibly can. The basic gameplay premise is still the same, and yes, there are a ton of tricky puzzles and frustrating platforming sequences.

The main character, Flint, is very much like the original dream-walking hero. Alundra, Flint wields a large sword, but instead of entering dreams, he battles pirates. Throughout the course of play, Flint will gain levels and find new weapons. Given the absence of exploring, Contrail has added ten different minigames to the mix. You'll be asked to play darts, drive an RC car, and flee a boulder. Score well in these sequences and you'll unlock an ultra-rare item.

Alundra 2 looks different and plays different, but once you get into it, the addiction is the same, and the adventure is another epic that will leave you craving a third chapter.

## Pursuing the Pirate's Booty

**ANDY**  
THE GAME HOMBRE

Concept	5
Graphics	7.5
Sound	7
Playability	6.5
Entertainment	5
<b>6.25</b>	OVERALL

"I really enjoyed the first Alundra, so I was expecting a lot out of this sequel. Sure, I knew the awesome 2D art and gameplay from the first was gone, but I figured the developers must have come up with some radical new 3D engine to make it worth taking this license in a new direction. Unfortunately, there is no fairy tale ending to this story...the 3D engine this game uses is average at best, and the action it delivers falls somewhere between watching infomercials and watching paint dry. In either case, if I do either one for long it will put me to sleep, and that is what I find Alundra 2 to be - a cure for insomnia. I still like a lot of things this game stands for, action/adventures are too rare to be taken lightly, but developers must learn that just making a game 3D doesn't make it good. You have to be able to play the game in 3D. Alundra 2 isn't playable, it's just there."

**JAY**  
THE GONZO GAMER

Concept	7
Graphics	7
Sound	8
Playability	5.5
Entertainment	5
<b>6.5</b>	OVERALL

"I'll admit that I never played the first Alundra despite hearing rave reviews, but let me tell you, its sequel certainly doesn't make me feel like seeking it out. The polygonal 3D areas are not only small, but rather unattractive. Worst of all, the blocky textures often make it hard to discern where you can and cannot go. Alundra 2's combat is functional, but hardly diverse. Your character has a sword slash, a running sword slash, and a jumping sword slash...and that's about it. Having the action freeze and switch to a turn-based combat system would have worked better than this. As for story, I could have cared less about my character and everyone around him. Alundra 2 delivers that same action/RPG Zelda feel, but fails in every respect to assemble an adventure that makes me want to play."

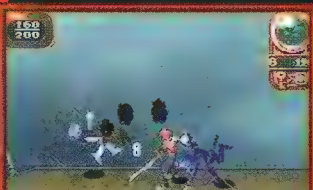
**REINER**  
THE RAGING GAMER

Concept	6.5
Graphics	6.5
Sound	6.25
Playability	8
Entertainment	6.5
<b>6.75</b>	OVERALL

"The Alundra that romanced the PlayStation frontier with breathtaking 2D imagery and a lengthy quest devoted to hardcore exploration has been destroyed and replaced by a polygonal impostor. Aside from various gameplay elements like similar puzzles and harrowing platforming, Alundra 2 is a different beast altogether. Unlike the predecessor, its focus is on story and not gameplay. Sadly, the tale it weaves is incredibly boring. On top of this, a slew of obscure minigames (like darts) have been added to offset the mediocre quest. The action that it does deliver is decent, but is never used to its full effect. I loved the first game and could hardly wait to get my hands on the sequel. After playing it, I can see why Working Designs didn't port it. A great letdown indeed."



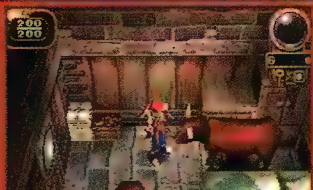
He just hit a pill! He just hit a pill!



Along with perplexing puzzles.



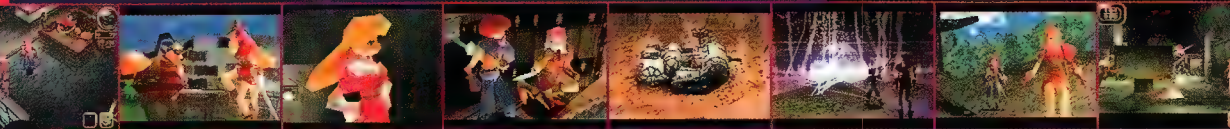
Copyrighted! am. Sued you shall be.



I still don't understand why this cow next to your bed represents some sort



Even familiar action/platform segments.





# THE MISADVENTURES OF TRON BONNE

## PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Puzzle
- **Special Features:** 4 Different Game Modes; Tons of Wacky Servbot Actions; Sophisticated Gessellschaft Options; Mecha Upgrades; Hidden Items & Weapons
- **Replay Value:** Moderate
- **Created by:** Capcom
- **Available:** May for PlayStation

**Bottom Line:** **7**

### Where Art Thou Mega Man?

"Tron Bonne is certainly a very humorous game, and I absolutely love the Servbots; but other than its well-produced story, this game leaves a lot to be desired. The biggest problem is the pace. The down time between the action (where you select missions and send out scouts) is rather large and not terribly deep, and then the gameplay itself (be it puzzle or action) isn't exactly what you'd call frantic. So other than the time I spent disturbing the office with outbreaks of hyena-like laughing at those lovable Servbots, I was battling boredom in a valiant attempt to stay awake. But alas, even the Servbots weren't enough to save this game. Tron Bonne just doesn't deliver enough action to keep me interested (even though the puzzle game is kinda fun); but it has made me sure of one thing — I would pay good money to see the Servbots star in a movie."

<b>ANDY</b> THE GAME HOMBER
Concept 6
Graphics 7.5
Sound 7
Playability 3
Entertainment 5
<b>5.75</b>
OVERALL

"There are those who complain that every title released for PlayStation in the U.S. is a cookie cutter game. In other words, there's nothing original. The Misadventures of Tron Bonne isn't exactly a breath of fresh air, but its strange combination of game genres, criminal focus, and warped storyline leave you feeling like you're not in Kansas anymore. The three types of games you get with this title are all good, but not fabulous. Mostly, I found myself playing to see the antics of the Servbots. I love those little LEGO guys. This game has high rental appeal for anyone, but (and this is a bit bigger than Rikishi's here) I could see certain people, especially younger gamers, having this become one of their favorites."

<b>JAY</b> THE GONZO GAMER
Concept 8
Graphics 7.5
Sound 8.5
Playability 7.5
Entertainment 7.5
<b>7.75</b>
OVERALL

"Sinister, sly, sassy...Tron Bonne is the perfect girl. And let's not forget the hired help. Her Servbot assistants are the funniest little guys this side of the Compa Loompas. I digress. As much as I respect the cast, the game shouldn't have veered away from the Mega Man Legends formula as much as it did. Ms. Bonne's solo adventure is chopped into a series of interesting minigames. Some of these itsy bitsy gameplay rounds are quite entertaining. Others have a tendency to be the complete opposite. Yet even through some sleeper stages, this game offers more than enough to keep you hooked. Interacting with the Servbot army is a great perk, as are the plethora of secrets. I also really enjoyed the obscure storytelling. She may not pack the gameplay heat of Mega Man, but Tron Bonne's first title is respectable, and for those who like a good laugh, a very nice treat."

<b>REINER</b> THE RAGING GEM
Concept 7
Graphics 7.5
Sound 7.25
Playability 6.5
Entertainment 7
<b>7.25</b>
OVERALL

Debuting as an archnemesis in the innovative PlayStation release, Mega Man Legends, the feisty lass known as Tron Bonne has taken center stage and become the most popular Mega Man character since the boy in blue fired his first pellet. Tron Bonne is not a little tin girl. Nor is she hyper-enhanced in anyway. She's just a girl...pretty as can be. A girl with an attitude so fierce and wild, it makes Dr. Wily's rage seem flabby.

In The Misadventures of Tron Bonne, the lady of the hour is once again up to no good. Instead of trying to stop her evil ways, you actually control her every move...assuming the role as the bad guy for a change. Raiding neighborhoods, looting mines, and even destroying police cars are all part of the action. With the majority of the game styled very much like Mega Man Legends, the gameplay delivers a surprising hook and veers off doing its own unique thing. Instead of one epic adventure, this title features a multitude of different minigames. Trample taxpayers in Bonne's pretty-in-pink mecha, throw on tank treads to complete harrowing box puzzles, or simply control a floating camera in mine exploration.

Through each of these obscure modes, Bonne's loyal ministry, the Servbots, must be pushed around to do your bidding. There are over 40 distinct Servbots in the game, and each one of these cute LEGO-like guys gains experience and performs exclusive abilities. Some scout the land for new items and weapons, others have the stressful job of disabling traps in dungeons. On Tron's ship, the Gessellschaft, you can interact with the Servbots and really get to know the personality of each. If you think one of these hired hands may be slacking, send him back to boot camp.

The Misadventures of Tron Bonne features the same unique graphics, sounds, and animation of the original Legends' title. Yet even without the hero, this Mega Man game gnaws at you with the same addictive hook.



Tron Bonne and company ready for action.



In the Box mode, your mind will be put to the test through several tricky puzzles.



The first-person Dungeon Crawler mode features several familiar enemies.



Each of the 40+ Servbots has its own personality and special abilities.

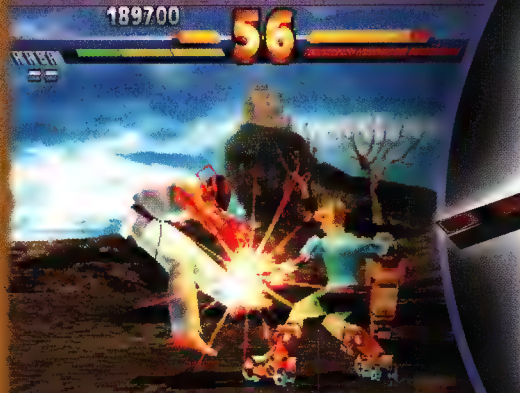


Styled like Legends, this title's heart and soul is action.





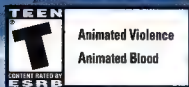
**MORE THAN A SEQUEL...**  
**THE IMPACT**  
**GAME OF**  
**THE YEAR.**



# STREET FIGHTER EX2 PLUS

Capcom's all-time, flagship fighting series once again goes 3-D with Street Fighter EX 2 Plus. Loaded with new enhancements, modes of play and an expanded cast of characters, Street Fighter EX 2 Plus drives home stunning 3-D graphics, lightning fast animation and Capcom's signature gameplay. Now the world's preeminent fighting series kicks it up a notch in Street Fighter EX 2 Plus.

**CAPCOM**  
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- **Size:** 1 CD-ROM
- **Style:** 1-Player Adventure/Shooter
- **Special Features:** 6 Lengthy Missions; Land, Underwater, & Outer Space Flights; 4 Wing-Man Choices; 12 Weapons; 4 Difficulties; Resident Evil-Like Ship Exploration; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Asmik Ace for Jaleco
- **Available:** Now for PlayStation

## Bottom Line:

# 7

**L**iving on Earth might be a struggle today, but in the year 2200 it's damn near impossible. Due to a general mangling of the ecosystem followed up by a few nuclear explosions, the people of Earth had to flee to Mars and terraform the whole kit and caboodle. Everything was going peachy keen until a bunch of mutants started popping up. It's up to Shun, a member of the Mars Defense Force, and his Mk6 spacecraft to save humanity by tracking down the source of the mutation and destroying it.

Coming off as a cross between Star Fox 64 and Resident Evil, Jaleco's Vanark delivers a three-dimensional shooter with a multi-faceted story. Each of the game's chapters begins with the main character, Shun, wandering around the mother ship and talking with other characters on board. During this stage, it appears that an on-board adventure is about to begin any minute, but this is not the case. Other than a bomb-defusing minigame and a timed exploration of a crashed ship, the only purpose of Vanark's Adventure mode is to advance its heart-wrenching tale.

The excitement of Vanark is to be had in the cockpit. After having his fun chatting it up, Shun always races off to jump in his Mk6 and take care of a menace to Martian society. Those mutated scumbags are all over the place, and before Shun completes his life's goal he'll have traveled across the land, under the sea, and to the far reaches of outer space.

Before launching, players must select which of four varying characters will be their wing man and which of two weapon systems to load onto their ship. There are very few flying missions, but each of these is quite long, featuring multiple paths to take and at least two bosses to take down. After a successful completion, Shun returns to the mother ship to meet the people he's rescued and discover what new weaponry has become available.

Consider Vanark to be short, but oh so sweet. Even on the hardest difficulty, don't expect to be kept up into the wee hours of the night finishing the game. But after dodging fire from a thousand enemies, outrunning an underground river of lava, narrowly escaping on a skiff, and saving an entire planet, you'll feel as if you spent months in the trenches.

## Attack of the Humans From Mars!

### ANDY

THE GAME HONORABLE

Concept  
**8**

Graphics  
**8.25**

Sound  
**7.75**

Playability  
**8**

Entertainment  
**3**

# 7

OVERALL

"Comparisons to Nintendo's Star Fox are unavoidable, as Vanark delivers some top-notch 3D shooter action, but as you dig deeper into this title it slides from this hallowed ground and finds itself sitting down with the rest of the pack. Vanark does have its good points, however, as it delivers nonstop mayhem with a chorus of graphic effects screaming across the screen. The playcontrol is right on as well, although I could have done without the poorly produced third-person modes where you walked about the space station. Its downsides are few, but those that are present are hard to forgive as the game is terribly easy and there really isn't much replay value. I enjoyed my time with Vanark, and I highly advise it for a rental, but I'd have to say a purchase is unnecessary as the game can be beaten on hard difficulty in a number of hours."

### JAY

THE GONZO GAMER

Concept  
**7**

Graphics  
**7.5**

Sound  
**7.5**

Playability  
**7**

Entertainment  
**7.75**

# 7.25

OVERALL

"After all the gargantuan games of late that require more hours of play than most people have patience for, Vanark is a nice change of pace, but it goes too far to the other side of the spectrum. As far as I can tell, the adventure portion of the game is simply there to pad out what is otherwise an hour-long game. Seriously, on the hardest difficulty setting, it only took me an hour of flight time to finish Vanark. Those obsessed with earning perfect ratings will pull some extra play time out of the game, but probably not too much. What little there is, however, is a complete blast, and I recommend everyone rents this baby if they can find it. I guarantee that the final space battle will leave you with pleasant gaming memories. Here's a teaser - giant space carp."

### REINER

THE RAGING GAMER

Concept  
**6.5**

Graphics  
**7**

Sound  
**6.75**

Playability  
**7**

Entertainment  
**7**

# 7

OVERALL

"Priding myself as one of the best Star Fox players in the world (I beat Miyamoto after all), I gasped when Shigeru told reporters that he wouldn't make another Star Fox title. Then again, this doesn't mean that other developers couldn't clone this sci-fi classic. The PlayStation has glided through its life without a Star Fox-like game, and it's nice to see Asmik step up and christen the system. Vanark plays just like the real deal...only without the flash. All six levels are designed nicely, yet pop-up is a problem, and the effects could have been much better. Since there are only six stages, this game ends abruptly. Its epic story is cheesy, yet accompanied by nicely detailed FMV. Fans of this genre probably crave a harder game like Einhander or Omega Boost, but I strongly suggest that Vanark at least be rented for a weekend. Beat it and move on."



Taking a break in the mother ship's lounge



Defusing a bomb takes more than just snipping a wire



Stranded on the surface with only a single piece of food



"Sir, I've got a giant land octopus shooting at you from its head!"





# MEDIEVIL II

## Undeadly Ground

"Medieval II is both a blessing and a curse. Like its predecessor, I found Medieval II to be a highly entertaining and addicting action/adventure. Unfortunately, this version is even more frustrating, and the control and camera work still seem to work against each other to create user deaths (which is perhaps one of the most annoying things a game can do). I also find myself disappointed in some of the changes, like Dan's new voice, the removal of the Hall of Heroes, and the slide show stage selection that is pretty lame compared to the map from the first. Even with all its troubles, I thoroughly enjoyed Medieval II as it offers a very stylized and fun quest, but I definitely expected more from this offering."

**ANDY**  
THE GAME HOBRE

Concept

8

Graphics

8.5

Sound

8.25

Playability

7.75

Entertainment

7.75

**8**

OVERALL

"The first Medieval ranks up there as one of my favorite PlayStation games. The second is no slouch, but it doesn't quite deliver like the original. There's no huge flaw in the game, just a lot of nagging points; but as Hank Scorpio once said in The Simpsons: 'You can't argue with the little things. It's the little things that make up life.' Dan's grumbling voice, the Hall of Heroes, and the Nightmare Before Christmas feel are just a few of the things I miss. What I yearn for most, though, is the perfect blend of puzzles and hack'n slash that the first had. Medieval II is a much harder adventure, but it feels like the developers wanted to trade in some of the action for more intense platforming. Unfortunately, they did nothing to rectify the engine's awful camera, thus transforming good fun into needless frustration."

**JAY**  
THE CONZO GAMER

Concept

8

Graphics

8.5

Sound

8.5

Playability

7

Entertainment

8

**8**

OVERALL

"I love the first Medieval almost as much as I do my family and friends. With Medieval II the same loving embrace cannot be applied. I really wanted to like this game, but in the end, it became one of the most frustrating games I've played in a great while. The problem child is once again the camera system. Simply put, the camera sucks the big kahuna. The camera swayed out of the way so much that I was bumping into walls. Poor Dan looked drunk. To make matters worse, Medieval II contains a lot more jumping on small, narrow platforms. To put it bluntly, these scenarios #\*\*king suck! Dan can barely walk straight, jumping is a different story. But alas, the rest of the game is still a work of art. The Tim Burton-like environments are breathtaking, and the gameplay is even more inventive than before."

**REINER**  
THE RAGING GAMER

Concept

7

Graphics

7.75

Sound

8.75

Playability

6.75

Entertainment

7.75

**7.5**

OVERALL

**M**edieval was a surprise hit for Sony Europe, so it's hardly a surprise that those PS-X programmers from across the pond have put together a sequel named Medieval II. Awakening once again to save the world from peril, Sir Daniel Fortesque finds he's become an exhibit in a Victorian London museum. Someone has begun to explore the incantations contained within Zarok's spell book, and Dan can't rest until he puts a stop to that.

The setting may have changed, but players of the first Medieval will feel right at home. The controls and camera system are identical, and many of the weapons from the first game make a return appearance. As before, enemies slain on every level contribute energy to a hidden Chalice of Souls. Filling and finding this hard to locate item will result in Dan earning a new weapon.

Sir Dan does have a few new tricks up his ulna, however. In keeping with the times, Dan finds gunpowder weapons such as pistols and bombs to add to his arsenal. Also, Fortesque no longer holds the Hall of Heroes as his headquarters. Rather, he pays visits to an allied Mad Professor who lives in the London Underground.

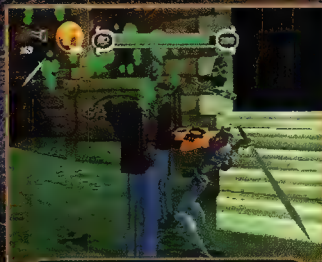
In the original, finding the hammer allowed players to unearth secret areas. The hammer still makes a formidable flattener in Medieval II, but you'll have to wait until Dan loses his head to get into every nook and cranny. In an early level, Sir Dan must build a Dankenstein monster and place his noggin atop it to box a robot pugilist. If he wins, he'll then be able to place his head on the hands that scuttle about each level. The DanHand can get into small places, but if it gets stuck, players can switch to the headless Fortesque and have him come to its aid. If Sir Dan can master all these new moves and make it through all of Medieval II's more difficult levels, he can finally get back to the grave and rest in peace.

PlayStation  
Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Victorian Setting; Gunpowder Weapons; DanHand & Dankenstein Modes; Climbing, Pushing, & Pulling; Different Dan Voice; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Sony Computer Entertainment Europe for SCEA
- **Available:** May 9 for PlayStation

**Bottom Line: 7.75**



With sword in hand, Dan hacks zombies into pieces.



Sir Dan will have many more puzzles requiring him to push and pull things into place.



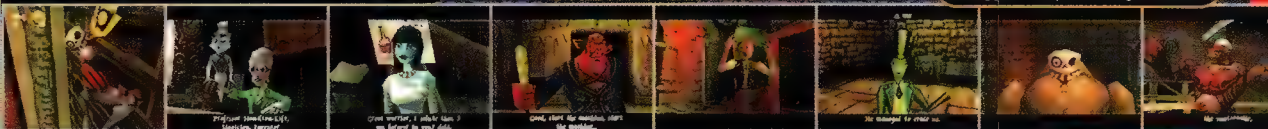
Return Chalices to receive new weapons.



Dankenstein takes on The Iron Slugger to impress his girlfriend.



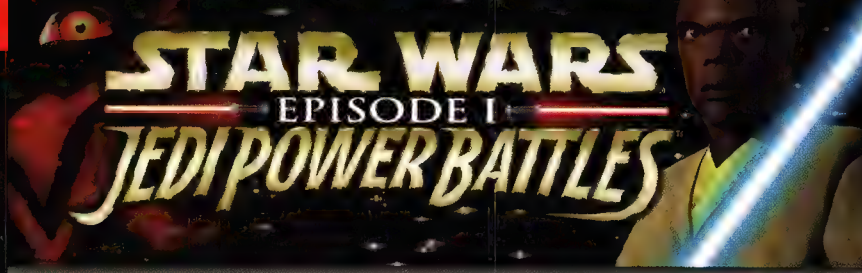
Crawling around with DanHand.





- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 5 Playable Characters, 10 Stages; Pilot Staps & ATT Tanks; Learn New Moves & Force Power; New Episode I Enemies; Sophisticated Deflection System; High-Resolution Graphics
- **Replay Value:** High
- **Created by:** LucasArts
- **Available:** Now for PlayStation

**Bottom Line:** 8



When Star Wars fans aren't complaining about Jar Jar Binks, they're either discussing the anatomy of Admiral Ackbar, or questioning Samuel L. Jackson's lackluster Episode I performance as Mace Windu, leader of the Jedi Council. In a role that mimics the inspiring role of Forest Gump's sidekick, Lieutenant Dan, Mace simply sat on his butt, looking puzzled when appropriate and adding irrelevant pointers when needed.

The fans wanted to see him A) kick the living tar out of the Trade Federation, or B) spray profanity all over the place like Samuel does so well in every other film. Concerning Episode II, George Lucas has already stated that Mace Windu will be a major player, meaning he'll actually need to move and maybe, just maybe, use his Jedi skills. As a sneak peek of things to come, LucasArts is showing off Mace Windu's skills early in its new PlayStation game, Jedi Power Battles. We find it kind of hard to believe that Samuel can move this quickly, but hey, that's what computers are for.

Along with Mace, LucasArts has also animated little known Jedi Councilmen, Adi Gallia and Plo Koon. Of course, Qui-Gon and Obi-Wan are also selectable. Following the story of Episode I, ten incredibly difficult stages have been forged to kick your rear over and over again. From swarms of battle droids to gigantic mecha bosses, the Trade Federation clearly has the upper hand in this game. When the player starts the game, he or she enters as a newbie, learning combo power and force abilities. By performing well on a stage, players earn points. At the end of the level, the points can then be cashed in to buy new combos, more health and Force power, and even new Force moves. To beat the game, and Darth Maul, a significant number of power-ups are needed, and yes, even then he's a formidable foe.

The majority of gameplay in Power Battles relies on simple hack n' slash techniques. However, when enemies open fire, the player, if quick enough, can snap into action and deflect the bolt for an easy kill. To break up the monotony of non-stop warfare, LucasArts has incorporated a level where players ride on Staps and a stage where you hijack an ATT Tank. Two players can play simultaneously, yet like most games with this feature, teaming proves to be incredibly difficult.

## How Mace Windu Got His Groove Back

**JAY**  
THE CONZO GAMER

Concept	8
Graphics	7.75
Sound	8
Playability	7.5
Entertainment	7.5
<b>7.75</b>	

OVERALL

"Star Wars fanatics will love this game. There, I said it. Now that that's out of the way, I'll talk to the people that don't pop wood every time a new Boba Fett factoid is revealed. **There really hasn't been a solid action/platform game on PS-X for a while, and Power Battles fills that gap nicely.** The five characters have enough differences to make trying each a worthwhile experience, although I couldn't see myself trying to finish the game with all of them. I'm also really impressed with the difficulty level of this game. I believe success in Jedi mode actually requires a connection to a greater power. The game has its foibles, but anyone who's been missing some classic elements from their gaming diet should eat Jedi Power Battles right up."

**PAUL**  
THE GAME PROFESSOR

Concept	8.25
Graphics	8.5
Sound	8.75
Playability	7
Entertainment	8
<b>8</b>	

OVERALL

"When I first heard that LucasArts was modeling this game after the classic SNES series, I envisioned a return to the glory days of Star Wars gaming. Power Battles succeeds in offering a tremendously challenging Jedi battle. The assortment of playable characters and cast of familiar **Star Wars baddies are recreated beautifully, right down to the screaming Tusken Raiders.** Equally impressive is the combat system. While the mastery of the lightsaber takes a lot of getting used to, I found the character-specific combos and blocking system to be excellent. The one drawback I find with this game is the platforming. Like Phantom Menace, navigating the jumps and narrow ledges is pretty painful and poorly executed. Yet, on the whole this game is much better than Phantom Menace and is one of the best two-player action games to hit PS-X in a long time."

**REINER**  
THE RAGING GAMER

Concept	8.25
Graphics	7.75
Sound	9
Playability	8.25
Entertainment	8.5
<b>8.25</b>	

OVERALL

"Without Star Wars, life would suck. I collect the toys, participate in insanely stupid Star Wars conversations, and even sleep with a stuffed Ewok. Therefore, whenever a new Star Wars game hits the streets, I'm all over it like butta. While not the perfect title, Jedi Power Battles is a decent hack n' slash game that **gives Star Wars fans what they really want - full on, in your face, lightsaber action.** Whether you're slicing a battle droid's head off or deflecting a laser bolt, Power Battles is all about twitch reflexes and Jedi Zen. I also respect this title for its blistering difficulty and depth. Not too many games push the player to perform well anymore. In Power Battles, the better you score, the more combos and Force abilities you'll receive. Star Wars-a-holics will love this game more than their families, but everyone else will probably dislike it."



At the end of each stage, new combos and powers can be purchased.



Simultaneous two-player is just what you need.



After grabbing, Obi-Wan soon realized that this Force maneuver is not effective against droids.



A Staps is a dangerous and unpowered beast.



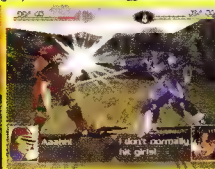
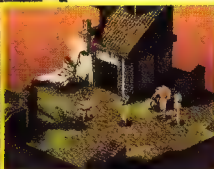
Watch an ATT Tank and take it for a spin.



# VANGUARD BANDITS™

When Chains of Oppression Cut  
When Bitterness Stains the Land  
When Hope Fades from Memory

Those Forced Outside the Law  
Must Rise to Become Heroes.



Our games go to 11!

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## Breaking Risks, Taking Names

# VAGRANT STORY™

Somewhere in Japan, a video game CEO is crying. He wants his corporation to expand, but it can't because Square has all the country's developers and programmers tied up for the next ten years. One would think Square's massive title lineup could only hurt the company's sterling reputation for quality. Enter *Vagrant Story* – the game that will once more shatter any up and comer's hope of ever outdoing the king of console sword and sorcery.

"Right from the opening credits, you're aware that something very exciting is happening, and that sense never diminishes as *Vagrant Story* goes along. The hit location combat is ingenious, but when combined with the deep weapon combining and Battle Ability system its brilliance shines like a super nova. As per usual, Square delivers an engrossing story that's reason alone to finish the game. The word balloon dialogue delivery is one of those ideas that makes one wonder, 'why didn't somebody think of this before?' In fact, there are so many new ideas that *Vagrant Story* brings to the table it's impossible to describe them all in the space allotted me. **Get this game to see what everyone will be ripping off in the coming years.**"

**JAY**

THE GONZO GAMER

Concept  
9.5

Graphics  
8.75

Sound  
8.25

Playability  
9.25

Entertainment  
9

**9**

OVERALL

"I normally steer clear of the turn-based RPGs, but *Vagrant Story* is nothing of the sort. It's heavy on the action and styled more like *Parasite Eve* with a fantasy setting. *Vagrant Story's* excellent intro sets the entire tone for this mysterious game; however, things start pretty slowly. It is not until you get about 45 minutes into the game that it shows its stuff. **The Chain Attacks are fun and inventive. They take the combat system to a new level.** Equally cool are the workshops to build and rename your weapons. You could spend hours just tinkering with this option. Finally, the graphics and sound are superb. The artwork and character design are some of the best Square has ever done. I wouldn't go as far as saying that *Vagrant Story* slays *Final Fantasy*, but for a non-RPG player like myself, *Vagrant Story* is worth examining."

**PAUL**

THE GAME PROFESSOR

Concept  
9

Graphics  
9.25

Sound  
9

Playability  
8.75

Entertainment  
9

**9**

OVERALL

"In comparison to Square Soft's powerful RPG arsenal, *Vagrant Story's* design seems rather tame. It appears to be a grown-up Chocobo's Dungeon, nothing more. Yet as you probe deeper, you'll see that this simplistic facade hides a complex backend loaded with options galore and sophisticated RPG play. From its limb specific fighting to its incredible weapon creation system, *Vagrant Story* features a game design so complex it will leave your brain blistered just thinking about new things you can do. Along with this, *Vagrant Story* is drop dead gorgeous. **Its animation will make you drool like a dog and the cinematography is just as magnificent.** Once again, Square has inked a superb tension-filled story to accompany the vicious play. As if Square needed another ringer, *Vagrant Story* is a work of art, and an RPG masterpiece."

**REINER**

THE RAGING GAMER

Concept  
9.25

Graphics  
9.5

Sound  
8.5

Playability  
9.25

Entertainment  
9

**9**

OVERALL

### Bubble Up



Because of his experience as a Riskbreaker – something like a medieval green beret that specializes in solo infiltration missions – Ashley Riot becomes the prime suspect in an assassination of royal proportions. Players take on the role of Ashley

during his visit to the deserted city of Leá Monde; a week before the killing in question. Through gameplay and real-time cutscenes in which characters interact through comic book word balloons, the truth behind the murder is revealed.

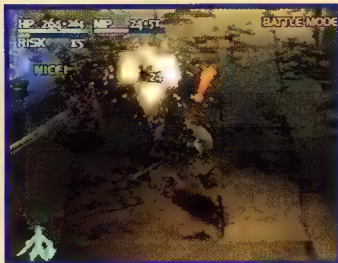
### Location, Location, Location



Ashley is free to roam wherever he likes about the immense fully 3D grounds of Leá Monde, finding keys to locked doors and climbing over obstacles to enter new areas. Not even combat automatically stops the action. When an enemy is near, a quick button tap draws Ashley's chosen weapon. One press more freezes the scene and opens a

wireframe sphere that shows the range of his weapon. Any enemy within range can be attacked, but more importantly, any body part can be singled out. Hitting someone in the legs enough will lower their movement. A critical strike to the arm will decrease an enemy's chance to hit. Of course, what comes around goes around, and Ashley himself is subject to the same kinds of impairments.

## Risky Business



This being a Square game, the main character has the obligatory case of partial amnesia. Rather than go up levels, Ashley dredges up more combat maneuvers from his cloudy memory as he gains experience. Known as Battle Abilities, players choose which skills they want (three offense and three defense abilities) and then assign them to specific buttons. Whenever an exclamation point appears above Ashley's head, a timely thumb twitch will cause these abilities to be used. In the case of offense, use of Battle Abilities allows players to perform multiple attacks. The only limit to how many strikes can be made is the player's sense of timing. Every time a Battle Ability is used, however, Ashley's Risk Meter increases. When Risk is high, chances of hitting and damage are drastically lowered. Only certain items and getting out of combat can lower Risk.

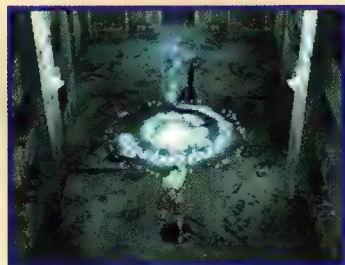
## If You Build It...



Scattered about Leá Monde are workshops where our hero can show his creative side. Various weapon pieces and gems recovered from felled foes can be attached to weapons; and blades, shields, and armor can be combined to unveil entirely new arsenal concoctions. Players can then name their new item of destruction what they like. If he's never encountered it before, Ashley will

have to learn how to use his new weapon or shield. The more he uses it, the more damage he dishes out and the better he gets at parrying. Once weapon mastery is achieved, Ashley will be able to dish out a deadly attack known as a Break Art. These arts are powerful, but cost him hit points and must be used sparingly.

## A Grimoire Situation



What would an RPG be without spells? Ashley slowly picks up new enchantments by finding grimoires in chests and on dead bodies. Reading from these books of lore adds a new spell to his



arsenal. In combat, holding L2 brings up an easy access menu that allows players to select from the 25 incantations he'll eventually learn.

## Boxing Matches



To find unexplored areas, many puzzling situations must be overcome. Most of the time, this involves Ashley finding a way to stack things correctly. Stones must be rolled and boxes must be lifted to reach nooks and crannies. Pictured here, our hero stacks boxes to reach a lever that unlocks a door for but a few seconds.



## And Then?

In most menu screens, players will soon notice a quickly ascending timer. In the Score section, it records of the amount of times the game has been completed and how quickly it's been completed are kept. Just finishing the game once is a task of at least 20 hours. What secrets await the second, third, and fourth time around?

Bottom Line:

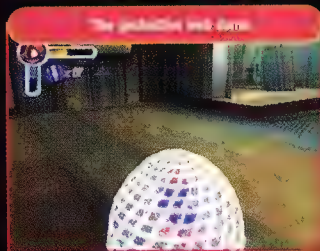
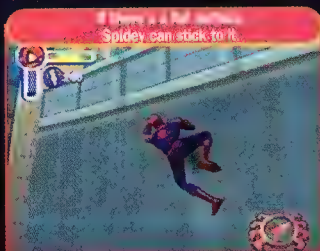
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# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Large 3D Environments; Wall Crawling; Web Swinging; Spider Sense; 3 Web Weapons; Classic Spidey Self-Expository Voice-Overs; Foes Include Scorpion, Rhino, & Venom
- **Created by:** Neversoft for Activision
- **Available:** Summer

65% Complete



## THE ORIGINAL WORLD WIDE WEB

He can spin a web, any size, and catch thieves just like flies, but not since the 16-bit days has Spider-Man swung on over to a home console. Thanks to Neversoft, ol' web-head will debut on PlayStation, followed by Nintendo 64, this summer. Using the versatile Apocalypse engine that made Tony Hawk fly high, Spider-Man has never looked better.

For the first time in video games, Activision is taking Spidey to the third dimension. Many of the game's adventures take place on the rooftops of New York City. Not only can players have Spidey crawl down the side of a building, they can also have him leap off a ledge and swing on over to a neighboring skyscraper. When the action transpires indoors, the title's limitless free-roaming aspects really shine through. Spider-Man can climb on the walls, slip through ventilation shafts, or stick to ceilings, literally getting the drop on unsuspecting foes. Many objects can be lifted and thrown. In fact, sometimes the wall-crawler is required to use his proportionate spider strength to heave a heavy object out of harm's way.

Spider-Man can swing around all he likes, but when it comes to slinging webs at enemies, there's a limit to how sticky he can make the situation. Spidey starts out with a few web cartridges, but after that it's up to him to find more scattered about the levels. If necessary, players can switch to a first-person view to pinpoint a place or person they'd like to shoot webbing on. He can wrap up bad guys and leave them for the police to find, or if he's feeling spunky, shoot a web ball, make a protective web dome, or make web spikes to add oomph to his punches.

All these gaming elements are combined with a style lifted straight from the four-color pages. Super villains with insane plots have to be thwarted, cutscenes are laced with dialogue that would never be spoken in real life, and Spidey often lets loose a quick quip in a tight situation. Could Spider-Man the video game be better than the comic book? Well, have you seen some of the schlock Marvel's put out lately? 'Nuff said, true believer. Excelsior!



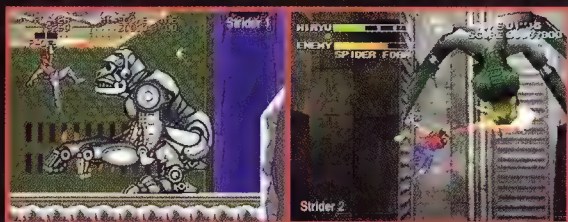
# PlayStation Preview

## 11 Years in the Making

Capcom has more lethal weapons in its possession than the United States has Patriot Missiles. Direct hits have been fired time and time again with nuclear warheads bearing the names Resident Evil, Street Fighter, and Mega Man. If you were to explore Capcom's headquarters, you'd stumble upon a secret bunker covered in cobwebs. Inside, another series of powerful bombs awaits. Strider, Bionic Commando, 1942, Ghosts 'n' Goblins...all huge hits...all forgotten. Why Capcom waited so long to release another Strider, we'll never know. It's good to have Mr. Hiryu back in action, and as always, Capcom has rolled out the red carpet for this mighty hero's return. Along with the new Strider 2, Capcom is including the original arcade game in the package as well.

## 80% Complete

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action
- **Special Features:** Includes Original Strider Arcade Game; New Plasma Power & Wall Dash; 5 Stages With Multiple Bosses; End Level Ranking System; Play as Hien
- **Created by:** Capcom
- **Available:** June for PlayStation



## Bosses

Continuing the tradition of taking your breath away with each boss encounter, Strider 2 features some of the most impressive enemy encounters to date. In Hiryu's world, size does matter.



## Story

The majority of Strider 2 has evolved greatly since the original sucked our lives away. Unfortunately, the storytelling is still of minimal significance. Short still-frame scenes bring to life what little story there is after each stage.

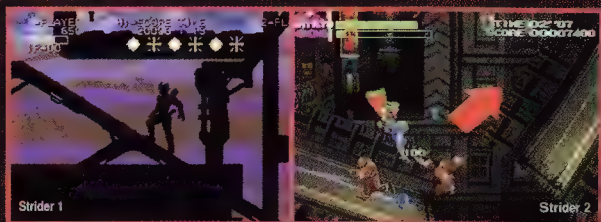


## Hien

Players can unlock and play as Strider's adversary Hien. He moves just like Strider, but one-ups our hero with the ability to throw projectiles.

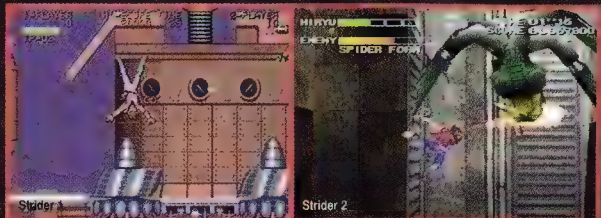
## New Powers

Being locked in a closet for years on end has aggravated our sword-wielding friend. He can now unleash a fiesta of blasts, and when attached to walls, he can push off and dash.



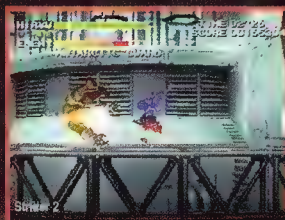
## Gameplay

Bearing the same gameplay mechanics as the original game, Strider 2 is a ferocious sidescroller that continually throws new challenges at the gamer. Wall and ceiling dangling still play a large role, as does harrowing platforming. Since this title originated in Japanese arcades, the quest does tend to be rather short...but alas, many secrets are hidden within and serve as rewards for performance.



## Graphics

Bearing his new Marvel Vs. Capcom look, Strider Hiryu blends into his new environments perfectly. While mostly a 2D endeavor, Strider 2 does touch on the third dimension. Enemies buried within the background can fire upon Strider, and at times, boss battles span across a 3D terrain. As you will see, the effects and models in the game are brilliantly composed.



## New Features

Along with his new moves, Strider will have to tackle new environmental hazards like blowing winds and reversed gravity. If you thought the game was tough before...just wait 'till you play it upside down!



# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** 2 Playable Characters (Mint & Rue) With Differing Quests; Mint Uses Magic Spells; Rue Transforms Into Monsters; No FMV; Dual Shock & Analog Compatible
- **Created by:** Square Soft
- **Available:** July 18 for PlayStation

80% Complete



## One Spunky Girl & A Mysterious Boy

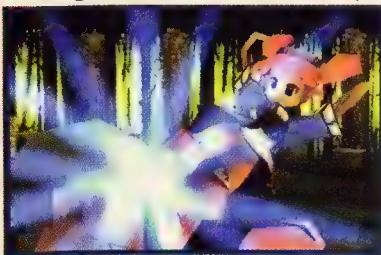
Very often designers of role-playing games scatter little secrets and hidden scenarios about their games hoping to add replay value for those obsessed with absolute completion. This strategy works on some, but many just want to beat the crap out of the last boss and get on with their lives – or try another RPG and get on with somebody else's life.

Square's *Threads of Fate*, known as *Dew Prism* in Japan, tempts replay beyond all others with not just two different quests, but two entirely different characters to play.

Both Mint and Rue are after a mysterious relic, but their reasons for desiring it are polar opposites. Mint believes the relic will give her great power, allowing her to rule the world and get revenge on her family. Rue believes the relic will allow him to resurrect his dead friend, Claire. Mint and Rue's powers are also as different as could be. Mint has a veritable arsenal of spells – seven spell categories with seven spells in each – that she learns bit by bit as the game progresses. Rue has no spells at all, but after he kills a new type of monster he gains the ability to transform into it. The four most recent beasts he's run afoul of remain in his memory, some of which have special attacks that use the magic points he would otherwise have no use for.

With Rue and Mint going after the same item it's no surprise that no matter which of them you choose to play at the beginning of the game, the places they explore will be identical. How each goes about surviving, however, can be completely opposite. For example, in one puzzle both characters are told to "Face the gargoyles." For Mint this means she has to face an entire gargoyle hoard. For Rue it means he must defeat one, then jump onto a pedestal and transform into a gargoyle opposite a similar-looking statue.

Despite their differences, Rue and Mint do share many similarities. The more they use magic, the faster their magic point maximum increases. The more characters get hit, the tougher they get (of course, if you get hit too much, you die). But Mint and Rue's biggest resemblance is that players will have to at least give both a try in this cleverly put together action/RPG.



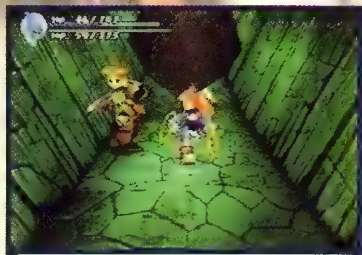
Although there's no FMV, there are plenty of spectacular real-time cutscenes



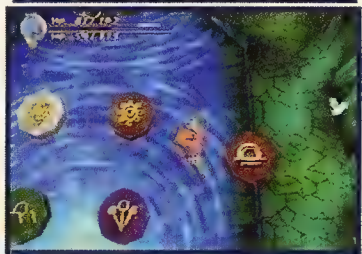
Mint has many a spell she can toss around.



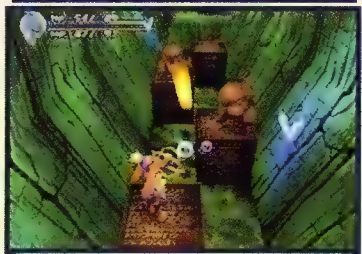
Mint and Rue often cross paths.



"Run, Crash...uh, I mean Rue."



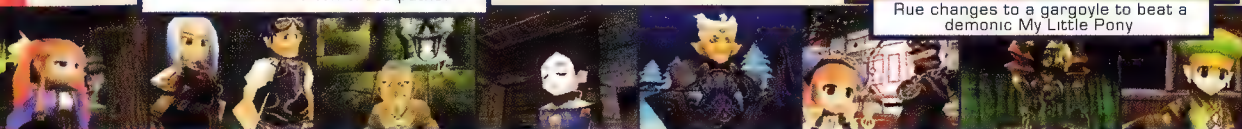
There are plenty of perplexing puzzles...



...and perilous platforming.



Rue changes to a gargoyle to beat a demonic My Little Pony





# PlayStation Preview

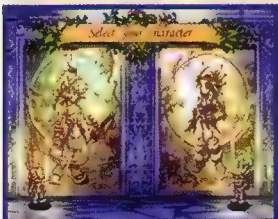
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/RPG
- **Special Features:** 2 Different Characters (1 Male, 1 Female); Tons of Supporting NPCs; Complex World Creation; Action Edit System; Real-Time Combat; Simultaneous 2-Player Action
- **Created by:** Square Soft
- **Available:** June 13 for PlayStation

**75% Complete**

## LEGEND OF MANA

### Role-Playing With a Twist

Legend of Mana is the long awaited follow-up to the Super Nintendo classic, Secret of Mana. Before you jump out of your seat and hop around like a bunny on a caffeine high, we have some bad news to report. In Japan, Secret of Mana bears the name *Seiken Densetsu 2*, and Legend of Mana is entitled (brace yourself) *Seiken Densetsu 4*. That's right, Square Soft opted to NOT bring the SNES follow-up, *Seiken Densetsu 3*, Stateside. Pain in chest... can't breath... losing vision...



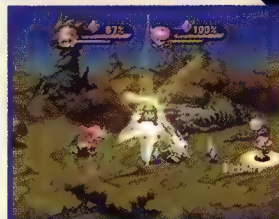
#### Character Choices

At the start of the game, the player must choose from one of two different personas. Both characters are nearly identical in ability and skill. The only noteworthy difference is gender.



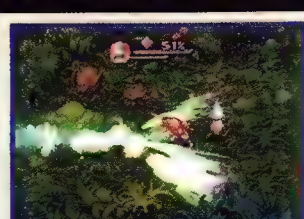
#### Gameplay

Another major change to this exciting franchise is the loss of exploration. All of the Zelda-like world walking is gone and replaced by non-interlocking zones and an overhead map. Like any good RPG, this one delivers a ton of character interaction and item management.



#### Multiplayer

Just like in Secret of Mana, multiplayer is available – allowing two players to adventure simultaneously. With ten different NPCs constantly joining you for a quest, the second player is always in action. A separate save file can also be used to load the main character from a different quest into a friend's game.



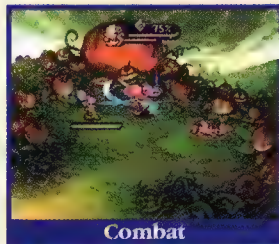
#### Powering Up

By gaining levels or completing tasks, new powers can be earned. The player can then set these awesome attacks to their liking on the shoulder buttons.



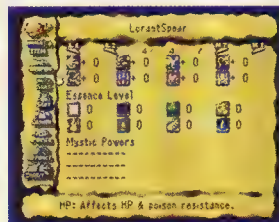
#### World Creation

In Legend of Mana players have the chance to sculpt their own interactive world. First, you'll need to pick a plot of land (pict 1), then you'll need to place the zones (pict 2). By placing certain zones next to one another, you may change a few important things. For example, shops may provide more powerful weapons, and dungeons may possess stronger enemies.



#### Combat

The combat is still delivered in real-time, but even so, many changes have been implemented. Enemy encounters are no longer random, and if you backtrack, they'll continue to regenerate. With the Action Edit System, tons of spells and special moves can be performed. By standing still, the player will slowly heal.



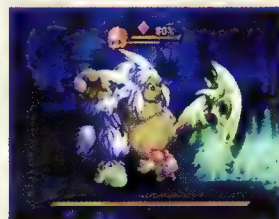
#### Action Edit System

Secret of Mana's simplistic ring menu system is history. With the new Action Edit System, an infinite amount of combat possibilities await. Almost every item or weapon can be tweaked to your liking.



#### Additional Challenges

If the main quest gets too harrowing, a number of additional options await. You can raise pets (like the cactus creature pictured above), grow fruit, create original weapons and armor, and even design your own musical instruments.



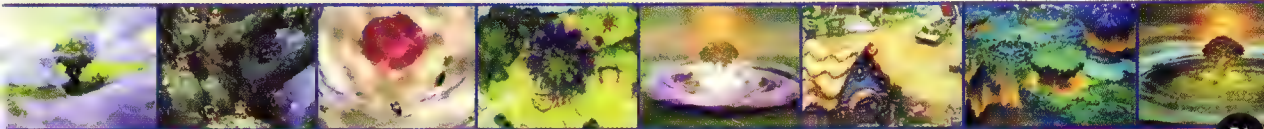
#### Bosses

At the end of each zone, a huge hand-drawn boss awaits. Even though many of them look cuddly and extremely cute, these creatures can never be trusted, as they'll suck away your life faster than George Forman can scarf down a plate of burgers. Bosses are meant to add challenge, and that's just what they do in Legend of Mana.



#### Data Storage

In the library, files containing information on every character you've met and every town you've explored can be studied.



# RACING NIRVANA

# RIDGE RACER V

UのZL-O-555

For the second time running, Ridge Racer has accompanied the PlayStation on its Japanese launch. Five years ago, the original Ridge Racer sped to fame on the PlayStation, and now the latest incarnation, Ridge Racer V, is lighting it up on the PlayStation2. Considered to be the premier PS-2 launch game, Ridge Racer V is a graphical god, displaying incredible vehicular detailing while pounding out millions of polys at break-neck speeds. As for the overall design of the game, this is the same Ridge Racer you know and love. This sequel may not push the series to the next level, but it does show off what the PlayStation2 is capable of. If this is just the beginning, be excited...very excited. From what we hear, this should be a U.S. launch title.

## AI



Replacing Type 4's racing beauty, Reiko Nagase, is a gorgeous gal who goes by the two letter name, AI. To kick off the 128-bit racing experience, AI struts her stuff during the graphically intensive real-time intro.

## MODES



Set up almost identically to Ridge Racer Revolution, this sequel features a Grand Prix and Time Trial mode. If you're good enough, you'll also unlock several new Extra mode challenges, and if you place the best lap time on a track, you'll enter an awesome head-to-head rival race.

## CAR EDIT



Along with a series of different hubcaps and rims, the player can freely change the colors and patterns of any of the cars in the game.

## INSTANT REPLAY



Just like in Gran Turismo, the replays in Ridge Racer V are very cinematic and loaded with tons of camera options.

## TRACKS



While it does feature seven different tracks, all but one of these harrowing courses are set inside the city limits. Just like the previous Ridge Racer games, most of the tracks are just variants featuring new areas and turns. The final track is the airport oval, a place where you can really open it up.

## MUSIC PLAYER

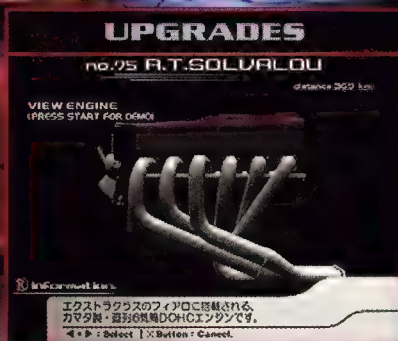
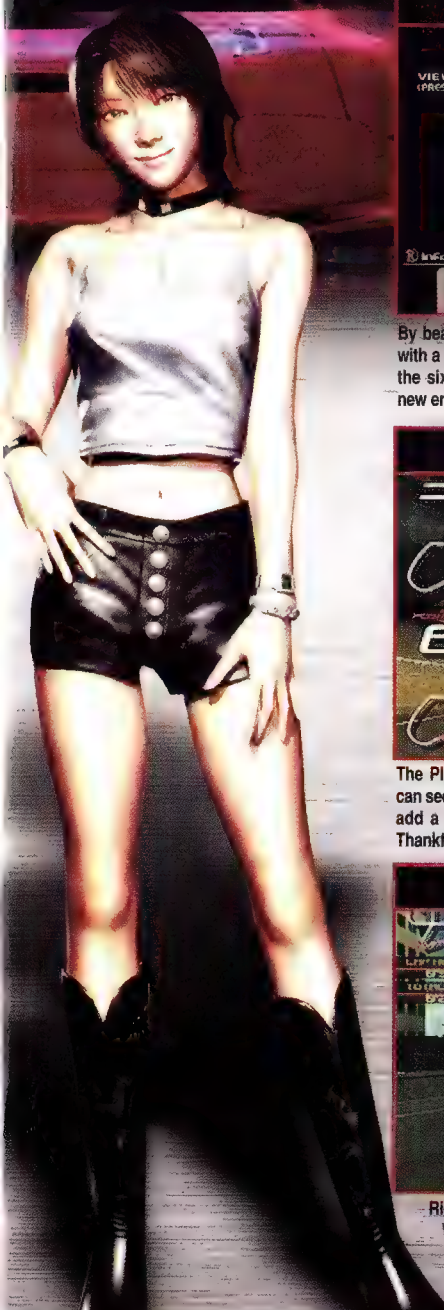
Buried within the options is an interesting music player. With Pac-Man joining the D.J., players can listen to any of the 14 music tracks while watching a race.



# PlayStation2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 7 Tracks; Classic Powerslides; Grand Prix & Time Trial Modes; Rival Races; Car Edit; Trophy Room; Music Mode; Incredible Lighting Effects & Reflections; Negcon & Jocon Compatible
- **Created by:** Namco
- **Available:** Now in Japan for PlayStation2 (U.S. Release Pending)

**70% Complete**



By beating specific challenges the player is rewarded with a new car, which is usually just a variant of one of the six existing models; and sometimes, a powerful new engine is unlocked as well.



The PlayStation2 is a powerful machine, but as you can see from the two-player shot, Namco was forced to add a considerable amount of fog to hide pop-up. Thankfully, the framerate is perfect.



Ridge Racer isn't complete without the powerslide. With a tighter control scheme and a slightly different Dual Shock 2 controller, the powerslide and all turning requires a more aggressive digital or analog press.



Under the stylish modeling of six fictitious car manufacturers, the vehicles of Ridge Racer roar with amazing realism. Once again, Namco has plastered decals of Pac-Man, Xevious, and Galaga all over these hot rides.



Ridge Racer V's vehicular detailing is as realistic as it can get. So is the lighting within the environments. Through day, evening, and night races you'll see drastic changes in shadows, glares, and sun effects. If you look close, you can even see the speedometer and dash lights within the car.



# PlayStation2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Summon Demons, Dragons, & Elementals To Join Party; 3D Engine With Complete Camera Control; Large Variety of Spells, Weapons, & Monsters; 5 Character Parties
- **Created by:** Volition for THQ
- **Available:** Fall for PlayStation2



## 50% Complete

### Rising From the Depths of Cali

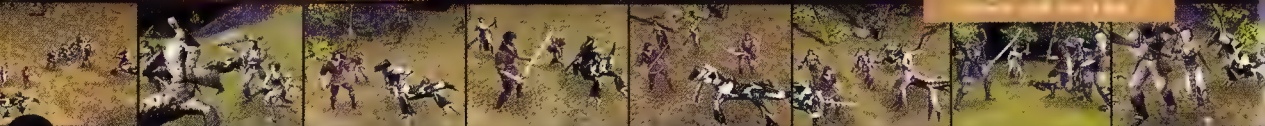
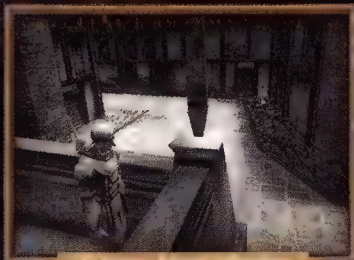
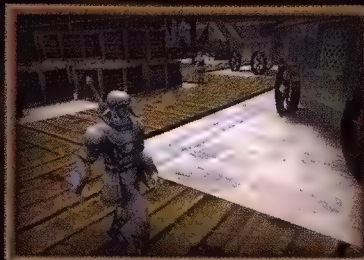
It can't be said for sure, but it looks like *Summoner* is slated to be a launch title when PlayStation2 comes to the States, which is rather weird when you think of it. Made by the same team that put together *Descent* and *FreeSpace* for the PC, *Summoner* is a console role-playing game made in America for American consumers. For once, maybe the Japanese will have to ponder the obscure meanings of jokes lost in translation.

If an RPG can be judged by how epic its quest is and how bizarre the names of its locales, then *Summoner* is going to be a winner. A young neophyte named Joseph is urged by the elderly Yago to seek out rings forged long ago by the ancient Khosani. Summoners who held these rings were able to challenge gods in the days of yore, and perhaps the riddle of where Summoners gain their powers is held within them. Joseph will need to gather his friends and travel to such remote places as the lost empire of Ikaemos, the island monastery of Iona, and the forest labyrinth of Liangshan to find the objects of his desire.

The game is played from a third-person perspective with the camera normally trailing the main character from on high. Whenever necessary, players can take complete control of the game camera — zooming in, panning down, rotating around — to admire the expansive 3D world that Volition is putting together. Placing a heavy focus on expansive environments, players will be pleased just walking around the game's deep forests, vast dungeons, and sprawling cities.

As you may have guessed from the name, summoning things to join your party is an integral part of *Summoner*. Up to five characters or creatures compose a group that takes part in the game's real-time battles. As in *Diablo* and *Baldur's Gate*, once a party member is instructed to attack enemies in a certain way, he or she will continue to do so unless the player decides it's time for a tactical change of pace.

Volition has a grand vision for *Summoner*, and the team has been slaving away on this title for quite some time. If the PlayStation2 delivers the requisite power to encompass this gargantuan adventure, Japan may just have a little something to worry about.



# STREET FIGHTER EX3

## PlayStation2 Preview

**Ken, Ryu, & Blanka Too!**

- Size: 1 CD-ROM
- Style: 1 to 4-Player Fighting
- Special Features: 5 Combatants; Advanced Edit Character Mode; Tons of Multiplayer Modes; Dramatic Battles (4-on-1); Dual Player Attacks; Enhanced Character Detailing; 3D Backgrounds
- Created by: Arika for Capcom
- Available: Now in Japan for PlayStation2 (U.S. Release Pending)

**70% Complete**

Notorious for releasing tons of updates and so-called sequels of Street Fighter games, Capcom has somehow managed to piece together Street Fighter EX3 for the PlayStation2 launch. This fighter hit the market only months after the PlayStation debut of EX2...a game that America will be able to bask in the light of very shortly. As for EX3, Capcom anticipates that it will be available at launch time.



### DOUBLE TEAMS

The most lethal move in the game is the Double Team. By performing a specific move, the tag partner enters, the background whirls with psychedelic colors, and both teammates unleash a series of devastating combos or specials.



### BONUS GAME

After beating the game, a hilarious bonus sequence appears as the credits roll. Endless streams of enemies appear, all going down with one hit. The goal is to rack up as many kills as you can before the credits end. What secrets await?



### CHARACTER MODELS

EX3 features all new arenas, new effects, and higher resolution, yet the character models are still the same from EX2. Other than flowing garb and hair, the animation is identical to the previous EX games.



### CHARACTER LIST

From well-known classic Street Fighter combatants to familiar EX staples, this fighter has a large palette of characters - 25 to be exact. While it is a tad disappointing that the game only features a couple of new faces (Ace and Kairi), it is nice to see many of the characters sporting new moves. Most of the existing moves have been touched up with new effects.



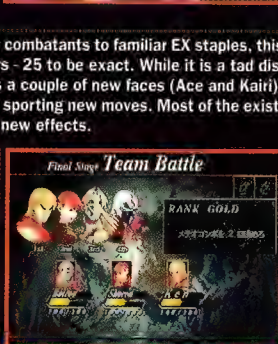
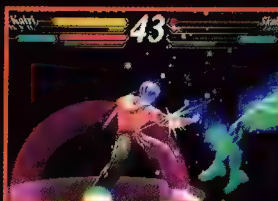
### HIRED HANDS

This time around, the single-player mode is very unique. Each stage comes to life with a different dramatic battle (one-on-three, two-on-two, etc.). After beating opponents, you'll have the choice to ask three of them to join your team and help in the fight against M. Bison.



### EFFECTS

Capcom has always rewarded players well for performing match-ending special moves, yet EX3's finishing sequences may be a little over the top.



### GAMEPLAY

The new tag aspect adds a ton of additional depth to the already deep Street Fighter formula. Arika has also included medals. By performing specific feats, you'll unlock a medal (ranging from bronze to platinum). These medals unlock even more secrets.



### EDIT PLAYER

In this unique mode, players assume the role of EX newbie, Ace. This Rival Schools-esque character starts out without any special moves. By completing challenges like a three-hit combo, or blocking a specific move, players will earn experience points. With these points, special moves can be purchased.



# PlayStation2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Real-Time Battles; Historically Based; Detailed Story; Tons of FMV & Real-Time Cutscenes; Extensive Voice-Overs; Camera Angle & Zooming Control
- **Created by:** Koei
- **Available:** Now in Japan for PlayStation2 (U.S. Release Pending)

**65% Complete**



*Koei is notorious for making strategy games with so many micro-management options that reading through the thick game manuals twice is a necessity before even thinking about picking up the controller. With Kessen, the company's four million dollar premier on PlayStation2, Koei has taken a different approach. Not wanting its expensive baby to be given to a "niche title" label, Koei made sure that Kessen was a graphically stunning strategy title that most anyone with a little war gaming knowledge could pick up and play right out of the box.*

## Field Maneuvers



Based in the history of feudal Japan, Kessen's story advances regardless of whether you win or lose battles. Before a skirmish occurs, a narrative voice explains the situation to you as pieces move across a map. Once the setup has been explained, players are brought to a high view of the battlefield. It is from this perspective that most maneuvers are decided upon. Once two warring factions collide, players have the option to zoom in and take a closer look at the action.

## Player's Choice



The first battle of Kessen is basically a walkthrough, with most moves recommended by the computer. After this, though, it's up to the player to decide which strategy each army should employ. Tactics range from the simple (charging into the enemy), to the devious (setting up a line of pikemen to fell oncoming cavalry), to the obscure (doing a taunting dance to lower enemy morale).



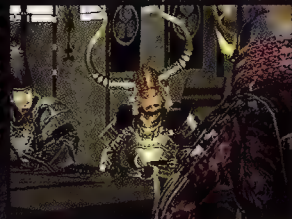
## Up Close & Personal

War isn't pretty, but when enemy groups meet in Kessen, it's a beautiful sight. If players have the time to spare during the real-time battles, they can zoom in to watch their cavalry mercilessly run down fleeing infantry, or view cutscenes where rows of cannons fire into archers with devastating results. Although the scenes do repeat, there are always differences in camera angles and backgrounds to continually spice things up.



## A Big Story

Between every battle, the tales of the war unfold. The generals of the player's armies are the main stars of these scenes. Conferences around a battlefield map, tales of past meetings with the enemy, and omens from the heavens are just a few of the things to absorb. Our inability to speak Japanese fluently hindered our understanding of what exactly was going on, but we do know that this is definitely Koei's most story-driven title ever.



# PlayStation2 Preview

## ETERNAL RING

### PLAYSTATION2'S DUNGEON CRAWLER

Cloned after King's Field and Shadow Tower, From Software's first PlayStation2 release, *Eternal Ring*, is yet another first-person dungeon crawler. Although the games are not critically acclaimed, RPG fans have taken a liking to From Software's slow moving, and often plotless, *Dungeons & Dragons*-like adventures. *Eternal Ring* follows suit, delivering sluggish gameplay and a plot so thin it makes *Ally McBeal* look like *Fat Albert*. No word has been given yet, but don't be surprised if someone ports *Eternal Ring* for the U.S. PlayStation2 launch.

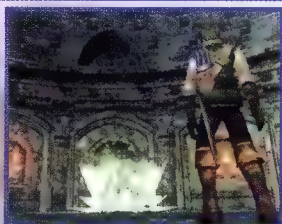
- **Size:** 1 DVD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Complex Item & Ring Management; Day-To-Night Changes; Huge Dungeons; Character Interaction; Missions; Real-Time & FMV Cutscenes
- **Created by:** CSE Division/From Software
- **Available:** Now in Japan for PlayStation2 (U.S. Release Pending)

**70% Complete**



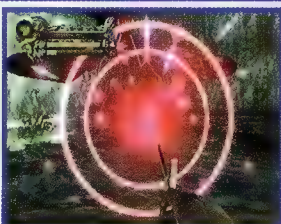
#### CHARACTER INTERACTION

While the plot is nearly transparent, the player will still need to talk to villagers to find out the next objective. Some NPCs also ask that missions be completed. Some of these assignments handicap the player. For example, when you must explore a dungeon without a sword.



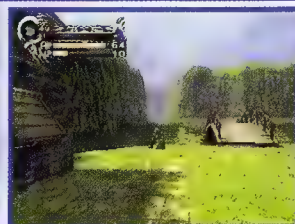
#### CINEMA

With the power of PlayStation2 delivering phenomenal texturing, From Software also incorporated several real-time and FMV cutscenes into the mix. The bar at the bottom of this page shows a dragon battle, and the shot above shows a real-time cut of a new enemy encounter.



#### COMBAT

Using a set of controls similar to *Doom*, *Eternal Ring*'s combat is real-time. Attacking consists of a sword-swipe and spell casting. Learning how to dodge enemies via strafing and backpedaling is the best strategy, and is often required.



#### DAY CHANGES

Just like our precious planet, the world of *Eternal Ring* features day and night changes. Through three cycles (day, evening, night), different events and creatures become available. Village folk lock their doors at night, and the plains are monster free during the day.



#### DUNGEONS

The majority of the play in *Eternal Ring* takes place in dungeons. Along with sinister booby traps that will end your game with one false move, each dungeon is equipped with exclusive monsters and bosses.



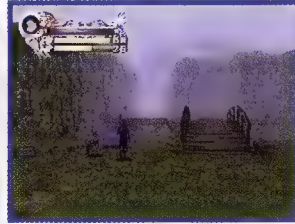
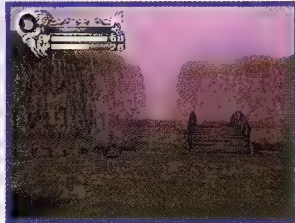
#### ENEMIES

The monster crop in *King's Field* and *Shadow Tower* was pretty pathetic. With a faster machine, From Software was able to create more diverse creatures that feature more articulation. Some monsters even attack in packs like hungry wolves.



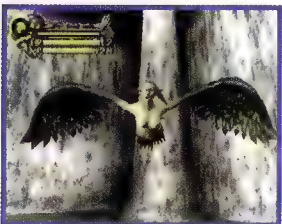
#### MENU MANAGEMENT

For a game that is so simple in design, *Eternal Ring*'s menu system is quite complex. As its name suggests, rings play a huge role in the game. Through a system similar to the *Materia* in *FF VII*, elements unleash new elemental powers and spells.



#### SPELLS

By wearing different rings, the player can unleash a wide array of different spells that will inflict serious damage upon all who dare to oppose.



# Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 6 Playable Characters; Adventures in Various Time Periods; Random Dungeon Generation; Capture & Train Monsters for Combat; 6 Downloadable VMU Minigames; Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Climax for Sega
- **Available:** Now for Dreamcast

**Bottom Line:** **6.5**



# Time Stalkers

## How To Lose Levels & Feel Great Doing It

**D**reamcast doesn't have all that many RPGs to call its own, and the few that it does have are neither expansive nor groundbreaking. Call Sega's first foray into fantasy land what you will, but the one thing you cannot say about Time Stalkers is that it's unoriginal.

As a warning that reading is dangerous, the game opens with the main character - whose name, Sword, says it all - finding a mysterious tome. Upon flipping through a few of its magical pages, he finds himself transported to a place like no other. Pockets of land swiped from various worlds and times have been pieced together, forming a community more culturally diverse than New York City. It isn't long before Sword acquires a pink goat-person for a butler, meets a rabbit-man with one eye, and chats with a Yanomami tribesman. As the game progresses, chunks of land from places like medieval Europe and 1980's Japan begin appearing. It's up to Sword to put everything in its place.

Pretty much every pilfered plot of land has a dungeon that needs exploring. These labyrinths are randomly created, so players will never know what to expect around the next corner. Combat is your standard turn-based sword and spell affair, but with the option to capture monsters rather than kill them to add variety. If players succeed in trapping a beast, they can later opt to release it and have it join them, going up levels and gaining abilities just as a character would.

Going up levels in Time Stalkers not only earns more hit points, but allows characters to carry more items and learn new skills. Assuming all goes well in Sword's first adventure, by the end of the first dungeon, he'll have gained quite a few levels. It may then come as quite a surprise for players to find that upon entering a second dungeon they are again at level one. Did you suffer a weird VMU error? Nope. In Time Stalkers the only thing characters and monsters retain for the long term are the skills they picked up. Thus, a player's goal for each exploration should be experimenting with raising different abilities and training new monsters to see what new skills surface.

Dreamcast's promise of innovative gaming experiences is certainly fulfilled with Time Stalkers. However, such a jarring departure from the norm may leave some gamers longing for simpler times.

### ANDY

THE GAME NOMBRE

Concept

6.5

Graphics

7.25

Sound

6.75

Playability

7.25

Entertainment

6.25

**6.75**

OVERALL

"Time Stalkers isn't exactly the epic RPG Dreamcast players have been waiting for, but it is a **decent RPG experience**. On the minus side, Time stalkers is a dungeon crawler like Ubi Soft's Evolution. On the plus side, Climax added a number of extras like the ability to capture monsters and then use them in battle to spice up the action. Does this make the game a truly amazing RPG experience? No. Does it make the rather lame story any better? No. Did it keep me entertained for a number of hours? Yes. And that is basically what Time Stalkers has to offer. Sit with it for a couple of hours, capture some monsters, kill some bosses, and then go restock in town to get ready for the next adventure. Just don't expect to be blown away, and Time Stalkers will keep you busy until they finally put out a real RPG on Dreamcast."

### JAY

THE GONZO GAMER

Concept

5.5

Graphics

8

Sound

7.5

Playability

5

Entertainment

5

**6.25**

OVERALL

"Time Stalkers does a few things that no other role-playing game has ever done. But there's a reason these things were never done - they're stupid. **Having to start over at level one again and again completely diminishes the player's sense of accomplishment.** It's hard enough for me to accept that going up levels allows me to carry more items (higher Wisdom brings me better pocket management skills?), but having to go back to carrying only four items after you collect all this cool stuff just plain sucks. To top it off, the game is pretty easy and I'm convinced could be finished in a weekend. I give props to Climax for having so many VMU minigames, but when you'd rather play them instead of the Dreamcast game they came with, you know something's wrong."

### REINER

THE RAGING GAMER

Concept

5

Graphics

6.75

Sound

8

Playability

6.75

Entertainment

6.25

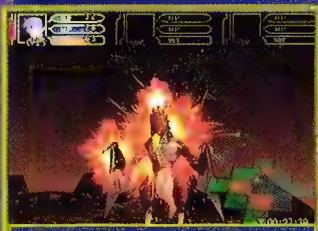
**6.5**

OVERALL

"Time Stalkers appears to be nothing more than a poorly regurgitated version of Evolution. The randomly generated dungeons are nauseating, the combat is incredibly basic, and the storytelling is seriously whacked. Climax also reached into the pits of hell and extracted the worst character name of all-time. Players assume the role of a boy named Sword. What the @\$\*!! Sword's obscure dialogue and hatred for others kept me going. To be dead honest, he was the only reason why I continued playing. This RPG's highlights are slim in number, its quest ends rather abruptly, and **whoever designed the gameplay should be fired.** Some of the material, like restarting at level one, is just idiotic. After playing for a few hours you can see why Sword is such a jerk. His game sucks, and he knows it."



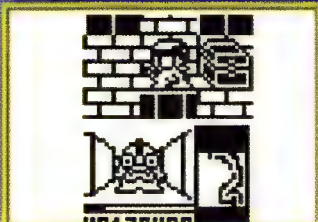
Sword has a few devastating spells at his disposal.



Bosses always go down in a blaze of glory.



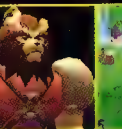
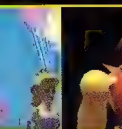
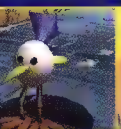
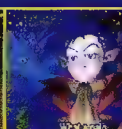
Captured monsters can be made to fight at your side.



You better buy some batteries. Time Stalker's six minigames will keep your VMU running all day.



You never know what kind of place will poop up next.



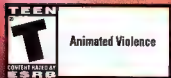
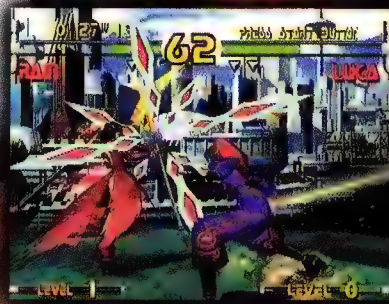
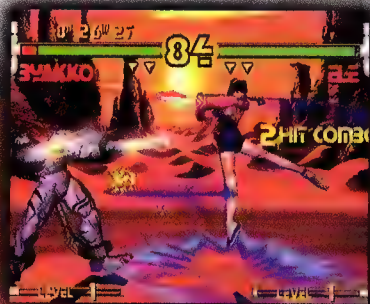




**Slice. Dice. Chop.  
Skewer. All With  
One Amazing Tool!**

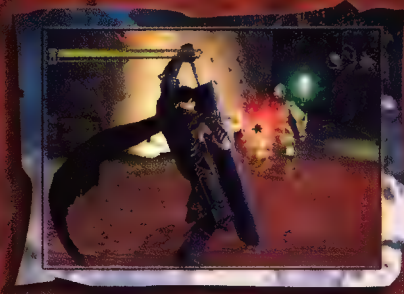


*In a war torn future, a new legion of agile warriors forms to unlock the new mysteries of Plasma Power and defeat the maniacal Dr. Bilstein and his army of terrorists. Enter Plasma Sword, the sequel to Capcom's critically acclaimed Star Gladiator. This futuristic 3-D fighter stars 22 surreal fighters with awe-inspiring moves, mind-bending combos and lightning fast gameplay. Plasma Sword – the all-in-one appliance that's a little slice of Heaven!*



**CAPCOM**

Sega  
Dreamcast



## FEATURES:

- ✗ HACK AND SLASH THROUGH MORE THAN 30 TYPES OF GROTESQUE ENEMIES, EACH WITH UNIQUE AND FEARSOME ATTACKS
- ✗ FIGHT IN TWO COMBAT MODES (INCLUDING THE DEVASTATING BERSERK RAGE), UNLEASH POWERFUL COMBINATION MOVES AND WIELD FOUR DEADLY WEAPONS
- ✗ OVER ONE HOUR OF ENGROSSING CINEMATIC MOVIE SEQUENCES UTILIZING ENHANCED IN-GAME MODELS
- ✗ SUPERB HIGH RESOLUTION GRAPHICS WITH FLUID COMBAT ANIMATIONS



"If only every action game  
was this creative..."

IGN.com

"...a white-knuckle experience that keeps  
your finger on the attack button."

videogames.com

An outcast warrior.

A mighty blade of retribution.

His enemies will know true  
fear once they encounter  
his Berserk rage!

# SWORD OF THE BERSERK GUTS RAGE™

MATURE  
**M**  
CONTENT RATED BY  
ESRB

Animated Violence  
Animated Blood and Gore

Sega Dreamcast™

ASCII EIDOS  
INTERACTIVE  
eidos.com

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# Sega GT

## Homologation Special

### DREAMCAST RACING FIND A CAR

### Build a Car: Factory Mode

A section of the game called Carrozeria reveals one of Sega GT's most interesting modes. After earning enough money, players can go into Carrozeria to access the Factory mode. Here you first pick the engine size and then choose engine type, engine layout, drive train, body type, and color.

At first, there are only two engine sizes and four body styles available. Through further competition in other modes, new and sleek styles of cars will emerge. Ultimately, there are over 30 body types available.

**FACTORY**

NA TURBO SUPER CHARGER

2800cc以上のエンジンです。最高出力(2000rpm)を最大にする空気を供給するために、空気を圧縮するターボチャージャーを使用するエンジンに必ずしもスーパーチャージャーが必ずしも必要ありません。

MAX OUTPUT: 333hp / 1800rpm  
 TORQUE: 33.7kgm / 6500rpm  
 WEIGHT: 100kg  
 ENGINE: STRAIGHT 6 COOC  
 DISPLACEMENT: 2391cc

COST: 2,500,000

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

**FACTORY**

TYPE B BODY TRUCK

2600cc以上のエンジンを選択するのが望ましいです。1600cc以下のエンジンを選択する場合は、

LENGTH: 4917mm  
 WIDTH: 1910mm  
 HEIGHT: 1351mm  
 WHEELBASE: 2500mm  
 FLEAD P/R: 1510mm / 1510mm  
 WEIGHT: 1854kg  
 BALANCE: 52.6kg / 200kg

COST: 12,500,000

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

**FACTORY**

CHASSIS ENGINE LAYOUT

FRONT FRONT  
 MID MID  
 REAR REAR

エンジンとフロントに配置し、駆動力はほぼ100%がリアに伝達されるのが特徴です。ターボチャージャーが搭載されたエンジンは、高回転域での出力が非常に高いため、高回転域での走りには非常に有利です。

COST: 1,000,000

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

**FACTORY**

CHASSIS DRIVE TRAIN

FRONT FRONT  
 REAR REAR  
 4WD 4WD

4WDは、前後の駆動力を均等に分配するため、安定した走りを実現します。また、コーナーでの安定性を高める効果があります。

COST: 4,000,000

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

**FACTORY**

BODY SELECT

TYPE B S-CAR 2000cc

2800cc以上のエンジンを選択し、最高出力の調整を可能にします。高回転域での走りを実現します。

LENGTH: 4917mm  
 WIDTH: 1910mm  
 HEIGHT: 1351mm  
 WHEELBASE: 2500mm  
 FLEAD P/R: 1510mm / 1510mm  
 WEIGHT: 1854kg  
 BALANCE: 52.6kg / 200kg

COST: 12,500,000

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

**FACTORY**

COLOR

車色: SICK-2000cc  
 出力: 333hp / 1800rpm  
 重量: 1854kg  
 バランス: 52.6kg / 200kg

SPEC MOTION O H  
 EXIT

championship / carrozeria / factory  
 MY CAR IS [Front] MONEY: 23,592,000

### Big Money, Big Prizes: License / Race

The object of the game is to race, win, and then use the cash prizes to upgrade your car's performance or just buy a brand new car. The racing is divided into three categories. The first section that you will want to conquer is the Driver Test. The Driver Test is split into four classes and consists of a choice of five different tests. Completing just one of the five races will constitute passing the test, thus giving you the Driver License and opening the next class. The Driver Test also includes the Works Cup which is a culmination of perfecting the Driver Test.

After some time with the Driver Test, most players will spend much of their racing time in the Event Races. A huge selection of single races and other multi-race circuits are in this mode. Earning victories and the accompanying cash is slow at first, but as you complete various races you will be awarded with sponsors. These sponsors will then add bonus money for victories. The more sponsors you have, the more bonus money you earn. The Event Races also includes the very addictive drag races.

Lastly, there are the Official Races. These races are the most challenging, but also provide some serious cash for your coffers.



**RACE SESSION**

EVENT RACE CAR LIST

1. FD RA-7 15  
 2. Toppa 4WD  
 3. Aguri 2WD  
 4. Aguri 4x4  
 5. T11 TRUENO  
 6. HIS PULSAR

MY CAR IS [Front] MONEY: 45,912,000

**PRIZE MONEY**

AJINOMOTO 200,000  
 ANA 200,000  
 Calbee 200,000  
 LAWSON 200,000

McDonald's 200,000  
 ANITA 200,000  
 Pioneer 200,000

TOTAL MONEY 3,040,000

**FINISH**

NEW RECORD

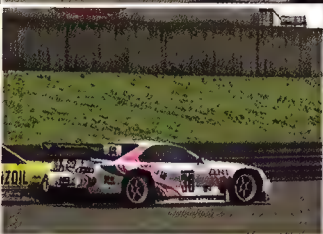
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## The Courses

Although Sega GT doesn't benefit from authentic race courses, the game does feature 10 beautifully designed tracks. Varying from the typical oval speedway to more intense road circuits, Sega GT's courses will take plenty of time to learn and master. In addition, each course can be raced in reverse. If pure acceleration and speed are more to your liking, Sega GT also has two drag strips.



## Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 130 Cars; 12 Courses Including Drag Strips; Car Create Mode; Driver & Factory Tests; Tons of Car Tuning Options; VMU Minigame; Save Replay to VMU
- **Created by:** Sega
- **Available:** Summer for Dreamcast

90% Complete

## Pump It Up: Car Tuning

Do you want to put a super charger on an engine or just a turbo? How about tweaking the individual gear ratios? There are a wealth of available parts and settings for racers to modify and adjust. Sega GT offers a gear-head the ability to set up a car's performance for various course conditions. These modifications come at a price, and your money will quickly dwindle as you try to make the car as fast as possible. Be careful, as too much fiddling can be detrimental to the car's handling and acceleration.

### Tuning

WHEEL 94710

TYPE1 position 3368-90763301-01

TYPE2

TYPE3

TYPE4

TYPE5

TYPE6

TYPE7

TYPE8

TYPE9

TYPE10

MY GARAGE

EXIT COST 100,000

championship/tuning/wheel

MY CAR(A) TO RCT-A-1P MONEY 49,210,000

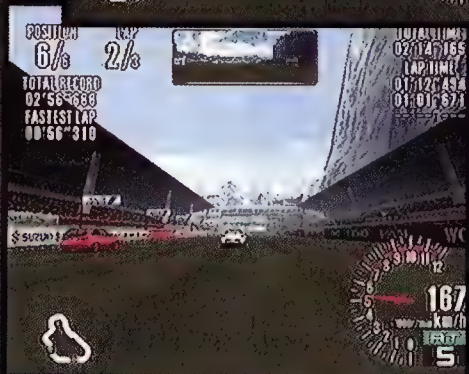
### SETTING

#### GEAR RATIO

min	RACING	max
FINAL	5.000	
1ST	0.284	0.1 km/h
2ND	0.280	78 km/h
3RD	1.978	10.1 km/h
4TH	1.978	187 km/h
5TH	1.280	135 km/h
6TH	1.061	207 km/h
FINAL	5.000	

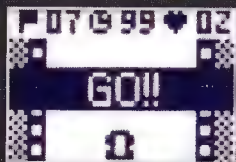
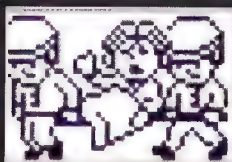
OK 10000rpm

MY CAR(B) ARE OK MONEY 500,000



## Tiny GT: VMU Minigame

A 128 block minigame can be downloaded to your VMU. While it is nothing near the racing experience found in the actual game, the minigame is fun for a few laughs. You take on the role of a racer with 30 days until his big day. Through a selection of various tasks, you build up your racer's attributes through workouts and hard labor. You must also rest this little fella or he'll need to recuperate in the hospital.



## Wheeler Dealers: The Cars

Over the last few years, racing game developers have attempted to pack as many cars as possible into their virtual garages. Sega has done the same with this game. With over 130 cars, as well as the multitude of cars that can be constructed, Sega GT's stable of vehicles is more than ample. Divided into four classes, the cars range dramatically in their performance and engine sizes. Cars from eight of Japan's biggest auto-makers include rides from such names as Subaru, Toyota, Honda, and Mitsubishi.



## Nintendo 64



### All-Star Baseball 2001

by Reiner, The Raging Gamer

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Season, Spring Training, & Home Run Derby Modes; Ejections; Multiple Bean Ball Animations; Stat Tracking Galore; Expansion Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Acclaim Sports
- **Available:** Now for Nintendo 64

Concept:	7
Graphics:	8.5
Sound:	7
Playability:	8
Entertainment:	7.5

**Bottom Line: 7.75**

Other than the All-Star Baseball series, Acclaim's highly touted Nintendo 64 sports line will go down in history as a big fat failure. Football deteriorated into an ugly witch, and the ever-changing basketball line couldn't get its feet off the ground. Baseball on the other hand, has been Acclaim's strong suit. Despite numerous bugs that worked their way into the finished product, All-Star Baseball has been the king of Nintendo 64 baseball. The look of the game is in a league of its own, and the gameplay has been very responsive and easy to grasp. This year's version falls into the line of a quick update. Not much has changed since last year, but it really didn't need to. The play is still entertaining and the Season mode is superb. New features include the ability to get ejected and, of course, new animations and updated rosters. For enthusiasts, I recommend All-Star Baseball. The stat tracking and fantasy options are phenomenal. Just let it be noted that this engine is starting to show its age. Nothing flashy this year - just a decent baseball simulation.



## Nintendo 64



### Battlezone: Rise of the Black Dogs

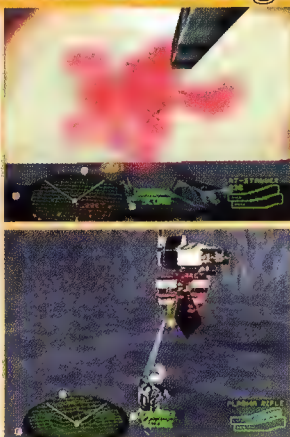
by Reiner, The Raging Gamer

- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** Arcade, Training, Commander, & Pilot Modes; Deathmatch, Racing, & Strategy Multiplayer Modes; Command Offensive, Defensive, & Utility Units; Build New Units; Eject From Any Aircraft
- **Replay Value:** Low
- **Created by:** Climax for Crave Entertainment
- **Available:** Now for Nintendo 64

Concept:	6.25
Graphics:	2
Sound:	3.5
Playability:	2.75
Entertainment:	2

**Bottom Line: 3.25**

Crave must not have done any focus testing with this title, because I find it hard to believe that a group of people, let alone just one, would find this game even remotely entertaining. Battlezone is nothing short of evil in its purest form. As you can see, the graphics are ghastly; and if you were to play it, you'd find the gameplay even more chilling. From the vast number of options and gameplay techniques, I truly believe that the development team tried to make this game the ultimate hovertank simulator. If developed correctly, it could have been a Command & Conquer meets BattleTanx type of game. As we all know, ideas only go so far. To make a game, you need artists and programmers as well. Through extensive play, I learned that Battlezone must not have had either. It's not fun. It's not cool. It just frustrates. Stay away...far away.



## Nintendo 64



### Hydro Thunder

by Jay, The Conzo Gamer

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 13 Tracks; 13 Boats; Booster Power-Ups; Hidden Shortcuts; Incredibly Annoying Announcer; Rumble & Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Eurocom
- **Available:** Now for Nintendo 64

Concept:	6.5
Graphics:	8
Sound:	6.5
Playability:	8
Entertainment:	8

**Bottom Line: 7.5**



Hydro Thunder on N64 certainly looks lovely, but in one-player it feels like you're navigating rivers of corn syrup rather than water. Two-player, however, feels like you're riding on a jet stream since there are only two boats to track. Odd. I was hoping that with the N64's limited sound capabilities I would be spared the announcer's reiterations of my selections. Alas, this was not the case. Still, not a bad game with the volume down.

## Nintendo 64



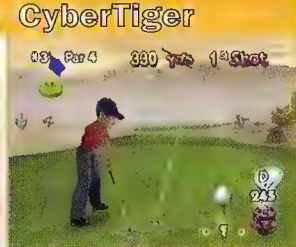
### CyberTiger

by Paul, The Game Professor

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Commentary by Tiger Woods; 9 Modes of Play Including Skins, Practice, & Career Mode; Equipment Upgrades; Mark O'Meara; Power-Ups; Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Saffire for Electronic Arts
- **Available:** Now for Nintendo 64

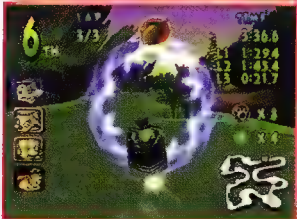
Concept:	7.75
Graphics:	8.75
Sound:	5
Playability:	8.5
Entertainment:	6

**Bottom Line: 7.25**



Like its PS-X counterpart, CyberTiger doesn't come close to Mario Golf, the best golf game for the system. Although this game shares its name with a PS-X game, it has some distinct differences. The ball physics in this version seem to be a lot better, and I found playing the bounce is critical to scoring. The analog swing is much easier to execute, although putting needs some work. To its credit, you can rip through a round quickly, but I find this game stuck in a void. It is neither an enjoyable arcade nor simulation. Like I said, Mario Golf blows this away.

## Walt Disney World Quest: Magical Racing Tour



Once a rare commodity, now an everyday fixture, the character-based racing genre has multiplied faster than I ever could have imagined. Through this rapid growth, I've spilled many tears. Playing South Park Rally made me feel like Chuck Norris in Missing in Action. I was trapped, helpless, and in great pain. When it came time to review Magical Racing Tour, I shook profusely, vomited, then shackled myself to the PlayStation, expecting the worst. Surprisingly, I walked away from this review only slightly bruised, and I have to say, it was so close to being something significant. The graphics are sharp, yet the effects are as generic as can be, and the gameplay felt very unbalanced. The vehicle physics were rather strange, not varying between boat and car, and the track designs lacked inspiration and variety. For those of you who love Disney, don't expect to see Donald or Mickey. The star power consists of Chip, Dale, and a bunch of no namers like Otto Plugnut, Moe Whiplash, and Bruno Biggs. Lame.

### PlayStation

by Reiner, The Raging Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 13 Tracks; 13 Characters; Authentic Disney Soundtrack; Wacky Power-Ups; Powerslide Boost; Quest & Time Trial Modes
- **Replay Value:** Moderate
- **Created by:** Crystal Dynamics/Disney Interactive for Eidos Interactive
- **Available:** Now for PlayStation

Concept:	6.5
Graphics:	7
Sound:	7
Playability:	6.25
Entertainment:	6

**Bottom Line: 6.5**

## Mobil 1 Rally Championship



Like lutefisk or Tuvan throat-singing, rally racing is an acquired taste. Those who have cultivated an affection for this obscure European racing circuit might revel in the fact that here there are 420 miles of actual roads from the Mobil 1 British Rally Championship. Myself, I couldn't care less. There are moments when the PlayStation shows every bit of its age, and this game is a prime example. Mobil 1 looks terrible, and lacks the superlly accurate physics that made Colin McRae Rally a pleasant surprise. I guess I just don't understand the concept of rally racing. Racing economy cars on muddy roads was fine in high school, but why not play GT2 instead of this? Come to think of it, GT2 has a pretty decent Rally mode. With so many racing titles on the shelves, I can't think of a reason why anyone, except maybe the mothers and girlfriends of the developers, would want to buy this game.

### PlayStation

by Matt, The Original Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 3D Dashboard View; 20 Licensed Cars; Over 420 Miles of Detailed Rally Courses; 5 Game Modes; Variable Weather Conditions; In-Game Navigation by Derek Ringer & Claire Mole
- **Replay Value:** Moderately Low
- **Created by:** Hot Gen for Electronic Arts
- **Available:** Now for PlayStation

Concept:	7
Graphics:	5
Sound:	5
Playability:	6
Entertainment:	6

**Bottom Line: 5.75**

## Gauntlet Legends

### PlayStation

by Jay, The Conzo Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 9 Characters (5 Hidden); Character Advancement; 5 Worlds; 6 Bosses; 26 Levels; 25 Items; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Midway
- **Available:** Now for PlayStation

Concept:	7
Graphics:	6
Sound:	7
Playability:	7
Entertainment:	6

**Bottom Line: 6.5**

The saving grace of Gauntlet Legends on Nintendo 64 was its ability to handle four players slashing their way through a screen filled with monsters. The PlayStation version lowers the resolution and the player count to two. You get a few FMV snippets added, but it's hardly a fair trade. Rent this if you need a brief injection of nostalgia, but buy it only if you can never get enough of mindlessly pressing X.

## Army Men: Sarge's Heroes

### PlayStation

by Matt, The Original Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Boot Camp, Campaign, & Multiplayer Battle Mode; 13 Weapons including Flamethrower & Bazooka; 14 Missions; Plastic & Real World Environments
- **Replay Value:** Low
- **Created by:** The 3DO Company
- **Available:** Now for PlayStation

Concept:	7
Graphics:	6.5
Sound:	5
Playability:	5
Entertainment:	4

**Bottom Line: 5.5**



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 game mag who is forced to review drivel like this putrid PlayStation port of Army Men: Sarge's Heroes. 3DO was too lazy to even pretend to do a good job of translating this game to the PS-X. The graphics are nauseating, and the control is frustrating. Even worse, the interiors of bunkers and hangars, which could be explored on the N64 version, have been blocked up by doors and made inaccessible. Pure hack work.

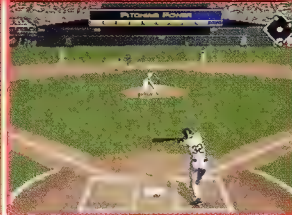
## PlayStation

by Reiner, The Raging Gamer



## Triple Play 2001

Rather than spitting out a wad of updates, EA Sports has feverishly changed every little aspect of this award-winning series. It has also added a ton of new modes including the addictive Extreme Target mode. Picture, if you will, MTV Sports meets the home run derby. With each swing for the fence, additional points can be racked up by hitting targets. I spent five hours in this finely crafted mode. The normal home run derby has also been altered slightly. With the 700+ MLB players, EA has secured the exclusive rights to the 500 Club, meaning Babe Ruth can finally square off against Hank Aaron. As for the rest of the game, the gameplay is much smoother now, and fielding isn't as hectic. A new Hot Shots-like meter has been implemented for pitching, yet the batting hasn't changed terribly much. Triple Play's stat tracking is once again an industry best, and for the first time in years, the gameplay is actually playable...but can still be a little frustrating at times.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 500 Club Players; MLBPA Big League Challenge; Extreme Target Mode; New Pitching Meter; New Fielding Views; Two Man Commentary by Buck Martinez & Jim Hughson
- **Replay Value:** Moderately High
- **Created by:** EA Sports
- **Available:** Now for PlayStation

Concept:	8.75
Graphics:	8
Sound:	8.25
Playability:	7.5
Entertainment:	8

**Bottom Line:** 8

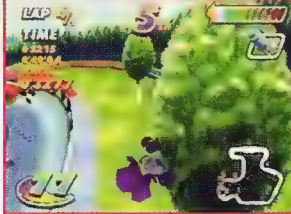
## PlayStation

by Andy, The Game Hombre



## Speed Punks

OK, I'll be the first to admit Crash Team Racing was a rip-off of Mario Kart, but it was a good one and even added something to the mix to make the whole broth taste a lot better. Sony Computer Entertainment's Speed Punks on the other hand is just a plain old Mario Kart clone, with little racers gathering power-ups and blasting at each other as they race to the finish. Much like Burger King's Big King, Speed Punks tastes good but doesn't quite live up to the flavor of a Big Mac, or in this case Mario Kart or Crash Team Racing. However, there is a solid racing game here that Kart fanatics and multiplayer addicts will not want simply to dismiss because of its annoying, too cutesy characters. If you have beat Crash Team Racing, and find Gran Turismo too hard, you may want to give Speed Punks a test drive.



- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 6 Wacky Racers (Plus More Hidden); 12 Tracks; Power-Ups & Weapons; Powerslide Buttons; Turbo Boost Pads & Booster Coins
- **Replay Value:** Moderate
- **Created by:** Fun Com/SCEE for Sony Computer Entertainment America
- **Available:** April 18 for PlayStation

Concept:	6
Graphics:	7.75
Sound:	6.75
Playability:	7.5
Entertainment:	7

**Bottom Line:** 7

## PlayStation

by Reiner, The Raging Gamer



## Sammy Sosa High Heat Baseball 2001



Sammy Sosa plays for a losing team, always plays second fiddle to Big Mac in the home run race, and in his video game debut, the titles he endorses are this year's worst baseball releases (the second being Softball Slam). Not making a heck of a lot of improvements, the second High Heat is just as obnoxious as the first. The player animations are frightening and the gameplay is a loose cannon - delivering obscure plays and way too many home runs.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Family, Season, & Home Run Derby Modes; Stat Tracking & Player Editor; Flaming Long Balls; Music by Loud Mouth
- **Replay Value:** Low
- **Created by:** 3DO
- **Available:** Now for PlayStation

Concept:	5.5
Graphics:	3
Sound:	4
Playability:	3
Entertainment:	2.75

**Bottom Line:** 3.75

## PlayStation

by Paul, The Game Professor



## Championship Bass



- **Size:** 1 CD-ROM
- **Style:** 1-Player Sports
- **Special Features:** Challenge Mode To Earn Extra Lures; Fishin' Tactics Such As "Walkin' the Dog"; Career Mode; Compatible w/ ASCII Fishin' Controller; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Pal Corp, for EA Sports
- **Available:** Now for PlayStation

Concept:	8.75
Graphics:	7
Sound:	7
Playability:	8.5
Entertainment:	8.25

**Bottom Line:** 8

EA's first venture into the world of bass fishin' does lack the real lakes and big name fishin' pros, but it more than makes up for this with great playcontrol and authentic hoggin' tactics. The game presents a huge variety of fishin' situations and conditions. It requires the player to master various presentation techniques to get the bass to strike. The big hogs are pretty finicky at times and, like the real thing, this game requires plenty of patience. Still, it's not too hard to hit the lake and hook into some fish. Gettin' 'em in the boat is another story.



## Rock the Rink



In the days of the Genesis, EA created an over-the-top hockey game in the form of Mutant League. This game borrows some of that game's craziness, but also throws in some Blitz-styled thumps for good measure. It even reminded me of the NES classic, Ice Hockey, with the small, medium, and large players. The graphics really take a back seat to the playcontrol, as the animation is fairly jerky. However, the playcontrol is a tight and precise rendition of EA's long running NHL Hockey series. Setting up one-timers and creating scoring opportunities are played out almost identically in both of EA's hockey games. Of course, there are some added twists in this game. The Bonus Meter, which boosts your team's power, along with special moves create a new variety of goals. For a time I was very entertained by the challenge of the game and its goofy action, but it seems almost like an add-on to the true simulation. If hockey is your favorite video game sport or you like games like Blitz, I say go for it. Otherwise, it's a rental at best.

**PlayStation**  
by Paul, The Game Professor

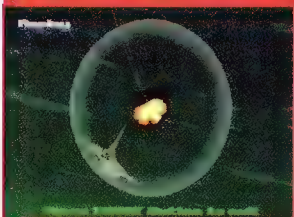


- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Unlock All NHL Teams; Create Team Mode; 3 - 8 Player Tournament; Equipment Upgrades; 3 Difficulty Settings
- **Replay Value:** Moderately High
- **Created by:** Electronic Arts
- **Available:** Now for PlayStation

Concept:	7
Graphics:	7
Sound:	8.5
Playability:	9
Entertainment:	8.75

**Bottom Line:** 8

## Ace Combat 3: Electrosphere



Without a doubt, Ace Combat 3 was the coolest title of the series in Japan. The action was solid and the graphics were beautiful, but what really made the game shine was an intriguing storyline involving a corporate war in the near future. The game was chock full of characters who would fly for or against you, each with their own set of loyalties and motivations. You would frequently be given the opportunity to join someone else's cause by turning on your former employers during a mission. Doing so would change the course of the game, grant you a different set of planes to check out, and lead you up to one of four alternate endings. Translating all of the audio and text would have been a daunting task indeed, so Namco wussed out. They tore out all of the dialogue, plot, and alternate endings and turned Ace Combat 3 into an action game with some neat missions. Mission briefings are now handled by scrolling text that occasionally moves too fast to read. The action is cool and the new planes are plentiful, but I felt cheated out of a potentially awesome experience.

**PlayStation**  
by Erik, The PC Jedi



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 22 Modern & Futuristic Aircraft; Replay Mode Shows Missions From Different Camera Perspectives; Use D-Pad To Look Around; Cool Smoke Trails & Explosive Effects; Landing & Refueling Sequences
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** Now for PlayStation

Concept:	6.25
Graphics:	9
Sound:	8.5
Playability:	7
Entertainment:	7.5

**Bottom Line:** 7.75

## ECW: Hardcore Revolution



Unlike Attitude, the Dreamcast version of Hardcore Revolution supposedly had its own development team. Acclaim declared it would make ECW on Dreamcast soar above the N64 and PS-X versions. So what in the hell happened? Admittedly, I don't know much about programming, but it looks to me like the DC team stole all the N64 team's work at the last minute after goofing off for eight months playing foosball in the neighborhood bar. Other than the barbed wire and the audience looking a little better, the game is almost identical to its counterparts. Dreamcast's WWF Attitude had more graphical flair than this. I would have been more forgiving if there were more options and features, or if the game had a higher framerate, but it doesn't. The only reason I score Hardcore Revolution as high as I do is because it's the only ECW choice fans have, and its Create-a-Wrestler adds plenty of replay value. Acclaim, I'm begging you, don't flush the ECW name down the toilet like this. Rob Van Dam deserves better.

**Dreamcast**  
by Jay, The Gonzo Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Single & Tag Career Mode; Create-A-PPV; Over 40 Wrestlers; Expanded Create-A-Wrestler; Barbed Wire Match; Commentary by Joey Styles; Jump Pack & VMU Compatible
- **Replay Value:** Moderately High
- **Created by:** Acclaim
- **Available:** Now for Dreamcast

Concept:	7.5
Graphics:	7.75
Sound:	7.5
Playability:	8
Entertainment:	7.75

**Bottom Line:** 7.75

# AT A GLANCE

## Dreamcast

by Reiner, The Raging Gamer



## Plasma Sword: Nightmare of Blisten

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 22 Characters; Plasma Strike, Revenge, & Reflect Attacks; Group & Arcade Modes; Air & Juggle Combos; Lightning Fast 60 Frames Per Second Combat
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Concept:	7
Graphics:	7
Sound:	7
Playability:	7.75
Entertainment:	7.25

**Bottom Line: 7.25**

Without Capcom's support, the Dreamcast wouldn't be half the machine it is today. In what seems to be a monthly cycle, Capcom churns out a fresh Dreamcast game. This month's tasty entree is the long-awaited sequel to Star Gladiator. Bearing the same explosive semi-3D gameplay as the original release, Plasma Sword utilizes the Dreamcast's power to deliver exhilarating special effects and feverishly fast gameplay. When compared to other Dreamcast titles like Virtual Fighter 3tb and Dead or Alive 2, Plasma Sword's look is a tad outdated. Its character models are blocky, its animation is somewhat clunky, and its painted backdrops don't blend with the polygonal gameplay. Even though the look isn't as stunning as one would hope, Capcom always comes through with the gameplay. With the game's plethora of combos and crazy special moves, you quickly become engrossed by its outrageous sci-fi antics. I wasn't a fan of the first incarnation, but the sequel is steering this series in the right direction.



## Dreamcast

by Matt, The Original Gamer



## Wild Metal

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Multiple Bombs & Weapon Power-Ups; 2-Player Split-Screen Mode; 9 Armored Attack Vehicles; 17 Types of Enemies; 21 Levels
- **Replay Value:** Moderately Low
- **Created by:** DMA Design for Rockstar Games
- **Available:** Now for Dreamcast

Concept:	3
Graphics:	4
Sound:	5.5
Playability:	2
Entertainment:	1

**Bottom Line: 3**

This game helped me relate to those suffering from the horrible degenerative disease Alzheimer's. All the symptoms were there. Upon booting up this game my senses started to fail. Everything in the distance was enveloped in a thick fog. I was disoriented, unable to keep my balance. Even seemingly easy physical tasks, like climbing up a hill, were basically impossible. I had lost all sense of direction, and wandered aimlessly through vast empty wastelands. Then I realized that it was not my frail mind betraying me, but the developers of this game. Every aspect of Wild Metal is horrible. The missions are mindless and repetitive. The barren levels hold few enemies to encounter, so most of your time is spent battling your true nemesis - this game's terrible physics and control. Oftentimes, simply reaching the top of a hill can be very challenging, as your tank teeters, bounces, and slides all over the terrain. You'll be spending more time on your back than Courtney Love. Other annoying features include an aiming system that makes it virtually impossible to hit an enemy at point-blank range.



## Game Boy Color

by Paul, The Game Professor



## Micro Machines 1 & 2

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Remake of the NES Classics; 2 Players on 1 Game Boy; Tons of Vehicles & Track Surfaces
- **Replay Value:** Moderately High
- **Created by:** Codemasters for THQ
- **Available:** Now for Game Boy Color

Concept:	8
Graphics:	8
Sound:	8
Playability:	8
Entertainment:	8

**Bottom Line: 8**



Back in the day, Micro Machines was one killer NES game, and it is nice to see such a classic recreated on the GBC. While I wouldn't say this version has the polish of the old 8-bit game, it is faithful to the original. Spider and the gang of racers are ageless, as are the huge variety of machines you can race as. The cool thing about this title is the ability to play two players on one Game Boy. I can't remember any other game that has this. If you are looking for a challenging and entertaining racing game, look no further.

## Game Boy Color

by Jay, The Conzo Gamer



## ECW: Hardcore Revolution

- **Size:** 4 Megabit
- **Style:** 1-Player Fighting
- **Special Features:** 10 ECW Wrestlers; Challenge, Career, Vs. Barbed Wire, & Training Mode; Weapons: Outside Ring Fighting
- **Replay Value:** Moderately Low
- **Created by:** Crawlsh Interactive for Acclaim
- **Available:** Now for Game Boy Color

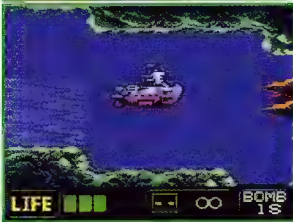
Concept:	2
Graphics:	1.5
Sound:	3
Playability:	2
Entertainment:	1

**Bottom Line: 2**



Wrestling on Game Boy might not have ever been spectacular, but never have I seen a pile of crap like this. To name just a few problems: the control sucks, people off the top ropes act like heat-seeking missiles, and if you get knocked to the mat it's almost impossible to get up. To top it off, all the characters suffer from graphical flicker. In a way, I guess this game is hardcore. After two minutes of play, I couldn't stomach it any longer.

## Metal Slug: 2nd Mission



Who would have thought that the original Metal Slug had the subtitle "1st Mission" for a reason? It's impressive to see SNK already delivering sequels to some of its best titles, and 2nd Mission is just as much fun as the first. There are just about as many missions as in the original, but most are lengthier, and the plethora of character-specific weapons help to mix things up. Players of the first will find that a few submarine missions have been added, and that the tricky parachuting play (which I kind of miss) has been replaced with an even more difficult to control jet pack. As before, the game can be completed rather quickly by those who can't be bothered to be thorough, but there is now a Rescue List in the Options menu to remind you who you've missed. To top it off, earning higher ranks opens up missions in a Time Attack minigame where the goal is to haul across maps as fast as you can without getting hit. If you liked 1st Mission, then the 2nd is a must. If you haven't tried either, then you should. If you don't have an NGPC, what are you waiting for?

### Neo Geo Pocket Color

by Jay, The Conzo Gamer

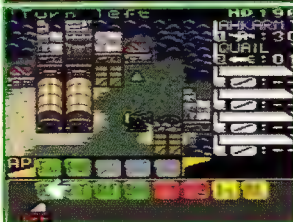
- **Size:** 16 Megabit
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters; New Weapons; Plane, Tank, Jet Pack, & Submarine Missions; Time Attack Minigame; P.O.W. Rescue List; Branching Missions
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** May for Neo Geo Pocket Color

Concept:	8
Graphics:	8.75
Sound:	8.25
Playability:	8.5
Entertainment:	8.5

**Bottom Line: 8.5**



## Faselei!



Neo Geo Pocket Color, how do I love thee? Let me count the ways. Ah, screw it. How 'bout instead I just tell you that I love the NGPC for a lot of reasons, and Faselei is one of them. Controlling mecha known as Toy Soldiers, your character must battle his way through 13 grueling scenarios, gathering cash and going up in rank as he goes along. The story is fairly intriguing and the graphics above par, but it's Faselei's battle system and TS tinkering that makes this one a winner. Players choose which five things their TS will do for the turn, then all combatants on the board move and fire simultaneously. Teammates will often end up shoving one another into compromising situations, and large battles quickly become clustered chaos. When not in battle, players use the cash they've earned to get new Toy Soldiers and swap around parts - even types of movement must be purchased and programmed. The game isn't incredibly long, but the 13 missions aren't a cakewalk either. Anyone who liked Bio Motor Unitron will enjoy Faselei.

### Neo Geo Pocket Color

by Jay, The Conzo Gamer

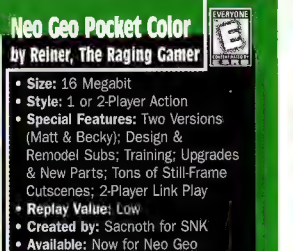
- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Strategy/RPG
- **Special Features:** 13 Campaign Scenarios; Quick Battle Mission Mode; Hundreds of Weapons & Parts; 2-Player Battle Mode Via Link Cable; Front Mission-Like Gameplay
- **Replay Value:** Moderate
- **Created by:** Sacnoth for SNK
- **Available:** Now for Neo Geo Pocket Color

Concept:	8.75
Graphics:	8.25
Sound:	8
Playability:	9.25
Entertainment:	8.5

**Bottom Line: 8.5**



## Dive Alert



Here's another classic for all of you who were dropped on your heads too many times as children. As you can see from the gameplay screen - yes, that circle is an overhead view of the battle field - Dive Alert is as simple as they come. I've seen better graphics in an Atari 2600 game, and as for the gameplay, where is it? Both versions of this game are nearly identical and both are void of fun.

**Neo Geo Pocket Color**  
by Reiner, The Raging Gamer

• **Size:** 16 Megabit

• **Style:** 1 or 2-Player Action

• **Special Features:** Two Versions (Matt & Becky); Design & Remodel Subs; Training; Upgrades & New Parts; Tons of Still-Frame Outscenes; 2-Player Link Play

• **Replay Value:** Low

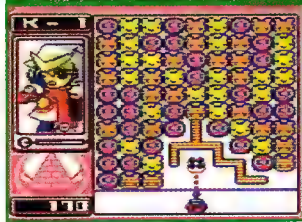
• **Created by:** Sacnoth for SNK

• **Available:** Now for Neo Geo Pocket Color

Concept:	3.25
Graphics:	2.25
Sound:	6.75
Playability:	2
Entertainment:	2.75

**Bottom Line: 3.25**

## Puzzle Link 2



### Neo Geo Pocket Color

by Erik, The PC Jedi

- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Win Cards for Extra Card Minigame; Connect Like-Colored Bricks To Bust Them; Combos; Card Game, Endless, Puzzle, & Vs. Modes; Tracking Line Shows Which Block You Are Pointed At
- **Replay Value:** Moderately High
- **Created by:** Yumekobo
- **Available:** Now for Neo Geo Pocket Color

Concept:	8.25
Graphics:	8
Sound:	7.5
Playability:	8.5
Entertainment:	7.75

**Bottom Line: 8**

Puzzle Link 2 is virtually identical to the original with an added mode that allows you to actually play a new game with the cards that you win. Overall I found this one to be slightly more addictive and just a smidgen more challenging. I wouldn't bother with a purchase if you already had your fill of the original, but if you couldn't get enough of the first game, Puzzle Link 2 might be worthy.

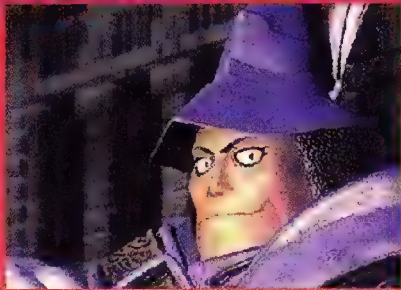




## FINAL FANTASY IX

CREATED BY: SQUARE SOFT  
AVAILABLE: JULY 19 IN JAPAN

The ninth Final Fantasy brings the series back to its roots by returning to a class system in which you have each character fill a different role rather than custom tailoring your party around materia and guardian forces. Square has even gone so far as to include a more classic look for its new characters, who are all shorter and even take on classic appearances like the old black mages. For a more rounded-out battle, parties have been expanded to four characters rather than three.



## PERSONA 2

CREATED BY: ATLUS  
AVAILABLE: SUMMER (JAPAN)

The sequel to what many consider to be one of the first quality RPGs for the PlayStation, Persona 2 will be hitting Japan this summer in an RPG market that is considerably more crowded than the one that the original Persona faced. Again, the plot revolves around a gaggle of pimply-faced adolescents who



must take time off from their schedule of hanging around in convenience store parking lots to save the world. This looks to be a traditional RPG aimed at the most discriminating fans of the genre. Rest assured that a great many persons hope that Persona personifies perfection.



## TONY HAWK'S PRO SKATER 2

CREATED BY: NEVERSOFT FOR ACTIVISION  
AVAILABLE: FALL

We've been getting nasty letters from disgruntled Final Fantasy geeks for picking the first Pro Skater as PlayStation Game of the Year last year, but that hasn't stopped us from getting pumped for Tony Hawk 2. As should be expected, Neversoft won't be tinkering with the original's storied control, but will be adding some mouth-watering new features. Notable new additions



include a Skatepark Editor, Create-a-Skater mode, and a beefed-up roster of professional skaters. Each skater will have his or her own bio video, and the game now tracks your career earnings, presumably to save up for bitchin' new gear. Also, look for THPS 2 to go worldwide in exotic new skating locales like New York, Marseilles, and Rio de Janeiro.



**LUNAR 2: ETERNAL BLUE**  
 CREATED BY: WORKING DESIGNS  
 AVAILABLE: SPRING 2000 (YEAH! RIGHT!)



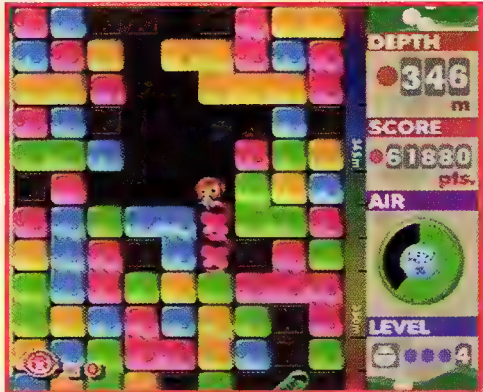
Lunar 2 features a whole heck of a lot of the same, but slightly prettier stuff than Working Designs' previous game offered. With over an hour and a half of dialogue, new animated cutscenes, and that traditional addictive RPG play, Working Designs is once again making Lunar its flagship title. And yes, for those of you just couldn't get enough of

the original's wacky "Making Of" CD or the game's enthralling soundtrack, Lunar 2 will feature these goodies; and we imagine a cloth map, hard cover manual, and maybe some other nifty trinkets as well. The free crap is back!



**MR. DRILLER**  
 CREATED BY: NAMCO  
 AVAILABLE: MAY

Innovative puzzle games come around about as often as innovative AC/DC albums – not very. Luckily for us, following closely on the heels of Chu-Chu Rocket is Namco's Mr. Driller, a cute and addictive game that comes off as a mutated mix of Dig Dug and Tetris. The concept is simple: you must drill down through level after level of colorful blocks, dodging falling blocks and maintaining your precious supply of oxygen. Whether you opt to dig at a deliberate pace, or tunnel frantically like a rabid gopher on a Jolt binge, this game will have you hooked. Mr. Driller ships this May for a super-cheap \$24.99.



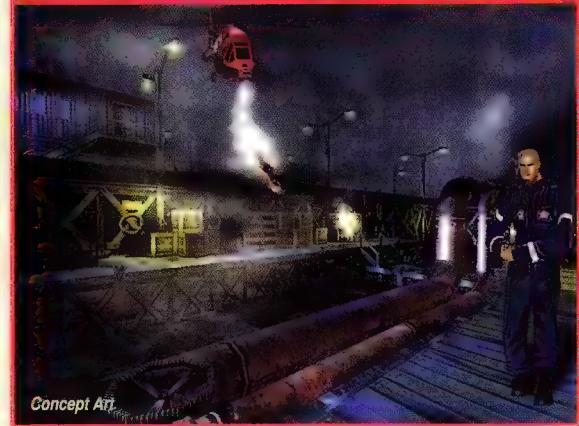
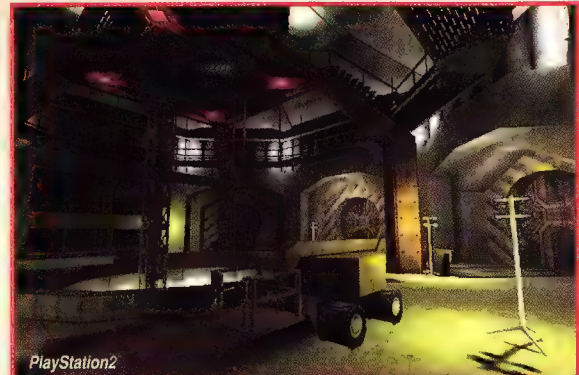
**THE WORLD IS NOT ENOUGH**  
 CREATED BY: BLACK OPS (PS-X) AND ID SOFTWARE/EA FOR EA/MGM INTERACTIVE (PS-2)  
 AVAILABLE: FOURTH QUARTER 2000



In the realm of video games, the suave Mr. Bond has been a little inconsistent of late. GoldenEye was universally praised as one of the greatest games of all time. Unfortunately, EA's first PS-X Bond game, Tomorrow Never Dies, which attempted to combine a variety of



gameplay modes, appeared as confused and ineffectual as George Lazenby in Her Majesty's Secret Service. For the follow-up, EA has wisely decided to return to GoldenEye's first-person perspective. The World Is Not Enough will feature many locales and characters from the film, as well as a slew of actual movie footage. As always, 007 is equipped with a host of gadgets and weapons which enable him to kill his adversaries with style. The PlayStation2 and PC ports will run on id Software's vaunted Quake III engine, while the PS-X version is being developed by Black Ops, who also developed Tomorrow Never Dies. Expect The World Is Not Enough to ship for all platforms sometime in the fourth quarter this year.



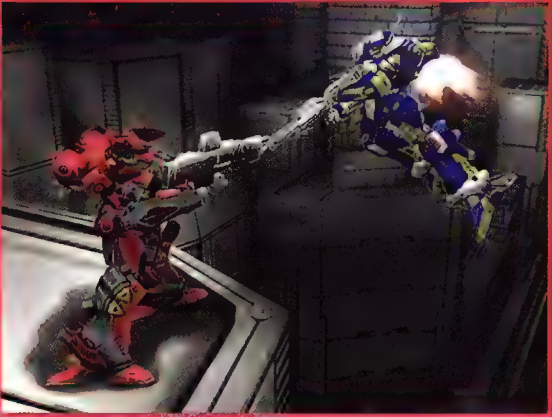
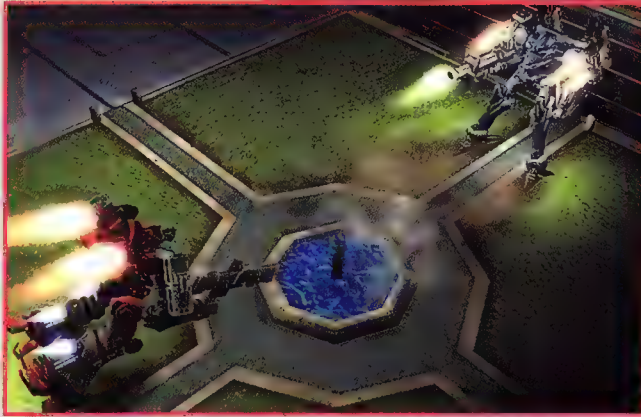
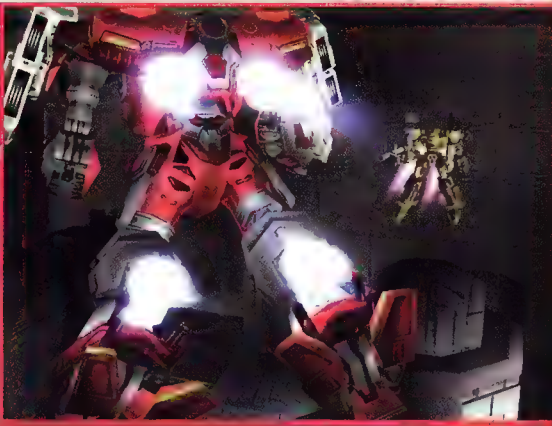


## ARMORED CORE 2

CREATED BY: FROM SOFTWARE  
AVAILABLE: FALL

These screenshots have had media freaks pitching fits, Andy pitching Armored Core 2 cover stories to From Software PR reps, and Erik pitching a tent. This will be the first real sequel to the first Armored Core, and it takes place 67 years after the first. Mankind has left this intergalactic garbage dump and taken refuge on Mars, where humans are ruled by three competing mega-corporations who battle each other with platoons of

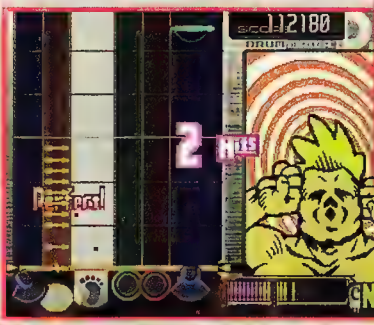
— you guessed it — giant flying robots. To say that AC 2 is going to be graphically awe-inspiring is an understatement. The combat is fast and furious, with up to 30 different kinds of missile salvos lighting up the PS-2 like the Fourth of July. There are 14 upgradable parts, and from what we've seen, there appear to be some mechas that have new modular slots where weapons and parts can be added.



## DRUM MANIA

CREATED BY: KONAMI  
AVAILABLE: NOW IN JAPAN

Now, most gamers don't have the chops to go beat-for-beat with Neil Peart, but this infectious game might be a good place to start. Just load up one of the tracks — we recommend Onion Man — and start busting out beats on Konami's five pad drum controller. Like in Stepping Selection, the gameplay descends from the long lineage of Simon Says, by way of PaRappa the Rapper. Just hit the correct drum pad in time as it descends on the screen, and you'll be fine. Aspiring Tommy Lees should check out Drum Mania to see if they wield a drumstick big enough to conquer this killer title.



## STEPPING SELECTION

CREATED BY: JALECO  
AVAILABLE: NOW IN JAPAN

If you've got the funky fresh moves that would make MC Hammer blush, look no further than Stepping Selection, Jaleco's dance/puzzle title for the PS-2. The game works in conjunction with a dance mat controller (similar to the old NES Power Pad). The gameplay falls in the UmJammer Lammy/PaRappa vein, requiring fancy dancers to coordinate stepping on different colored circles with the descending foot icons on the screen. This may sound easy, but trust us — Stepping Selection had Jay bustin' steps that looked more like an epileptic fit than any form of dancing we've seen.

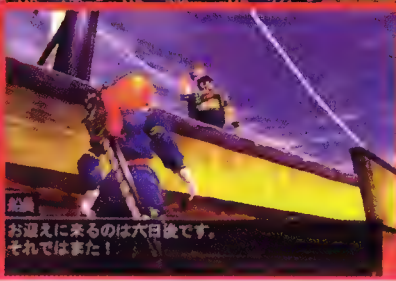
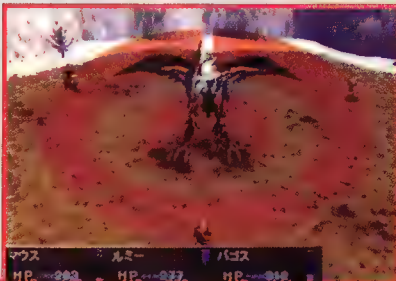




# REISELED: EPHEMERAL FANTASIA

CREATED BY: KONAMI  
AVAILABLE: SUMMER 2000 (JAPAN)

The title of Konami's new PS-2 RPG sure is a mouthful. We don't know if the game will be renamed when it hits our shores, but we trust that this epic will be slated for a U.S. release sometime around launch. Reiseleid builds on FF VIII's realistic character models by promising wholly proportional characters and environments. Also, look for near-seamless transitions between gameplay and CG cutscenes. Despite these technological improvements, Reiseleid's plot sits squarely in the last-gen tradition, revolving around a bard/thief named Maus who tries to unravel the mysterious past of his love, Princess Lolay.



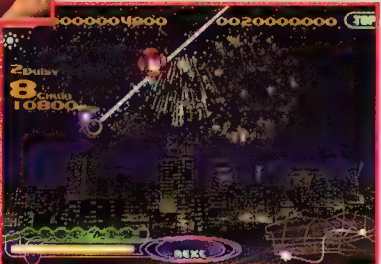
# FANTAVISION

CREATED BY: SCEI  
AVAILABLE: NOW IN JAPAN



Neither strategy nor puzzle, this stunning feat of video game pocket pool challenges the player to set off fireworks. By selecting and detonating like colored rockets that fly up in the air, you can achieve combos of radiant technicolor explosions. Miss too many rockets and a level is over, but the more combos you achieve, the prettier the effect.

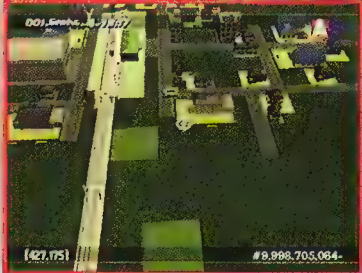
Occasionally bonus levels will pop up where all of the colors are the same, allowing a player to put astonishing displays together for a ton of points. Every time you complete two levels the antics of happy Caucasian people kick in, which is just one of many quirky reasons this game will probably never leave Japan.



# A-TRAIN 6

CREATED BY: ARTDINK  
AVAILABLE: NOW IN JAPAN

Bacon choo-choo? Yoo-hoo! Have we got a game for you. If tinkering with toy trains is your fancy, prepare to have it tickled in glorious fashion with A-Train 6. The latest in the long running Japanese series (the only game released in the U.S. was A-Train for the PS-X), A-Train 6 continues the tradition of its predecessors with gameplay that stakes out a middle ground



between Railroad Tycoon and Sim City. As you lay out your train lines, the population will shift to different regions, requiring you to zone your urban area for industrial, residential, etc. It is not known yet if this title will make it to the States.

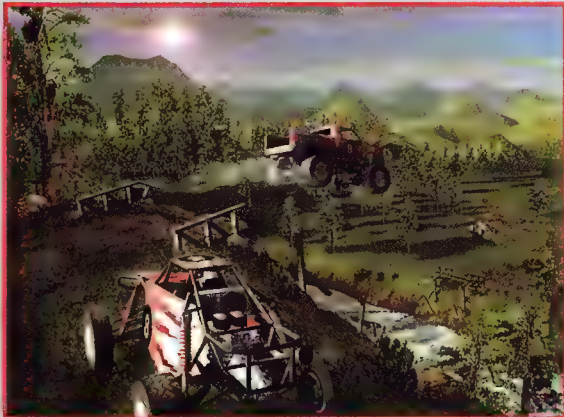




## GETAWAY

CREATED BY: ANGEL STUDIOS FOR ROCKSTAR GAMES  
AVAILABLE: FALL

As Reiner flashed his alabaster buttocks at Rockstar's security goons to create a distraction, we made off with this top secret screenshot of Getaway. The game appears to be similar in concept to Driver, as players must smuggle contraband across borders while avoiding Johnny Law and the smokies. There will be a variety of rural environment and vehicles in the game, as well as nonplayer drones which you can utilize as decoys.



## MIDNIGHT CLUB

CREATED BY: ANGEL STUDIOS FOR ROCKSTAR GAMES  
AVAILABLE: FALL

This attractive racer for the PS-2 features some mad racing through detailed cities full of traffic, cops, road construction, and other crazed, thrill-seeking rich people with fast cars and loose wallets. Featuring upgrades and those luscious PS-2 graphics, this game could be a solid holiday racer for people who prefer not to color their racing experience within the lines.



## BLACK & WHITE

CREATED BY: LIONHEAD STUDIOS FOR SEGA  
AVAILABLE: UNKNOWN

Created by Populous mastermind Peter Molyneux, Black & White has already created a giant brouhaha on the PC scene, and should do the same for the Dreamcast sometime this year. This innovative sim title allows players to assume the role of a sorcerer who discovers the land of Eden, which is populated by feeble-minded humans. By using magic to either punish or reward them, you soon become the opiate of choice for the masses. However, using too many evil spells can transform Eden into a hellish wasteland. You gain strength from your followers' worship, allowing you to battle other greedy would-be gods for control of Eden. If that's not enough, you can create a stable of Titans, giant mutated animals that you mold from the native wildlife. Sega promises that it is implementing an online multiplayer mode, which will let you pit your Titans against rival gods.







## ESPN BASEBALL TONIGHT

CREATED BY: KONAMI  
 AVAILABLE: JUNE

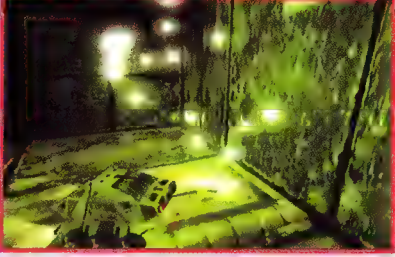
Konami recently made the tough decision to pull its ailing Konami Sports line off life support. Rising from the wreckage is Konami's ESPN Sports line, a joint venture with the cable network powerhouse. The first game off the starting blocks will be Baseball Tonight, a title which should be a great success in a Dreamcast market sorely lacking a baseball title. Konami recently inked Barry Bonds as the coverboy for the title, which features all major league players, teams, and ballparks, including new parks like San Francisco's Pacific Bell Park. Innovative features include a first-ever 3D strike zone, which will allow pitchers to nip the back corner of the strike zone. Play-by-play is handled by ESPN's Chris Berman and Joe Morgan.



## DEEP FIGHTER

CREATED BY: CRITERION STUDIOS FOR UBI SOFT  
 AVAILABLE: MAY

We're on a submarine mission for you, babe! The babe in this case being Leviathan, an underwater mothership that you and your one-man sub-piloting cohorts must supply and defend throughout over 50 missions. The sub (one of eight different vehicles) in which you spend most of the game has a control scheme similar to that of the Colony Wars' series, making it easy to send nasty piranhas and



jellyfish to their watery graves. At this point the gameplay seems, shall we say, a little minimalist; but the intriguing Costeau-esque environments promise that this title could, with a little more polish, become a shining pearl in the video game clam.



## VIRTUA COP 2

CREATED BY: SEGA AM2  
 AVAILABLE: NOW IN JAPAN (U.S. RELEASE PENDING)

Bad boys, bad boys...whatcha gonna do? Whatcha gonna do with Virtua Cop 2? The arcade and Saturn hit from many moons ago has been translated to Dreamcast. While this version is as spectacular as the arcade game (probably even better), Virtua Cop 2 on Dreamcast shows its age when compared to House of the Dead 2. Still, with the dearth of gun games for the Dreamcast, Virtua Cop 2 is a welcome addition to the DC library. Sega of America has yet to add this game to its lineup, so its arrival Stateside is still in question. We certainly hope so, as the classic gameplay has our trigger finger itching to dispense some street justice.

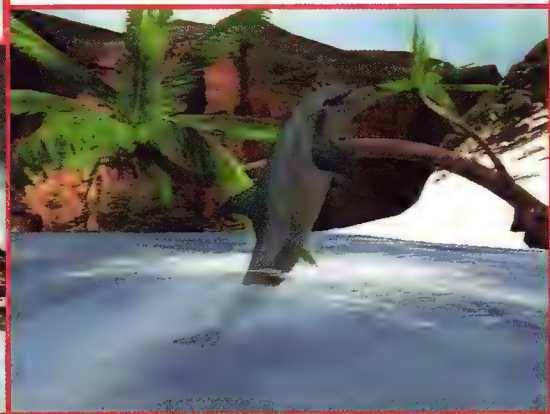
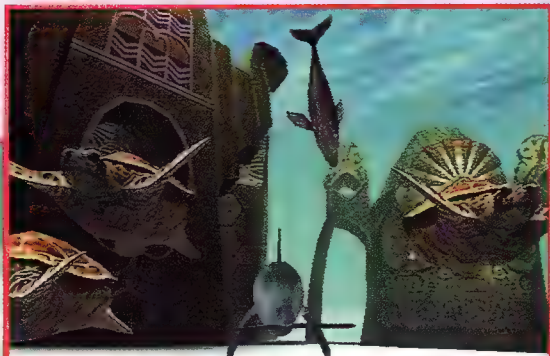




## ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

CREATED BY: APPALOOSA/ANDNOW FOR SEGA  
AVAILABLE: SUMMER

To flesh out the plot of this next chapter in the Ecco saga, Appaloosa tapped legendary sci-fi author David Brin. Together they've come up with a plot that's one part Star Trek IV, one part Seaquest DSV, and one part Quantum Leap. Apparently, in the future, dolphins and humans quit player-hatin' each other and unite to rule the earth in peace. Unfortunately, some galactic baddies have sent a ship back in time to stop humans and dolphins from uniting in the first place (paging Scott Bakula!). Ecco is swept back in time with the ship, and must do his best to preserve human-dolphin relations. During his quest, Ecco swims back and forth through time, even doing battle with some nasty prehistoric sea creatures.



## TEST DRIVE OFF-ROAD 3

CREATED BY: PLAYER ONE FOR INFOGRAMES  
AVAILABLE: JUNE

Infogrames is serving up Dreamcast owners a steaming slice of mudpie in the form of Test Drive Off-Road 3. This year's edition of the swampy racer features 11 tracks spanning the globe from Louisiana to Egypt. There are 16 vehicles, including the Ford Explorer, Nissan Pathfinder, and the AM General Hummer, that can be upgraded with new tires, suspensions, and torque packages. The soundtrack includes Eve 6 and nudist kiddie punkers Blink 182.



## INDUSTRIAL SPY: OPERATION ESPIONAGE

CREATED BY: HUNEX FOR UFO INTERACTIVE  
AVAILABLE: APRIL

Industrial Spy's cerebral gameplay may turn off those expecting the game to be Syphon Filter for the Dreamcast. The game places its emphasis on strategy and tactics to great effect. As the commander of a crack espionage team, you must control your agents' moves and actions. You view your agents' progress through four individual windows which allow you to track



their movements and issue orders. Each member has special skills, ranging from combat to computer hacking. As you complete missions, you are awarded skill points that you can distribute to your party members, much like in an RPG. Aspiring masterminds should take note of this unique title.



## SAN FRANCISCO RUSH 2049

CREATED BY: MIDWAY  
AVAILABLE: FALL

While Rush 2049 is not going to be anywhere near as brilliant as Rush 2112, one of the greatest Canadian sci-fi albums of all time, it should succeed in bringing the popular arcade racing series to the Dreamcast with a bit of style. The game's 13 cars can be upgraded with variable suspension, engines, rims, and paint jobs. These futuristic road burners are also outfitted with retractable wings that help you control your car in the air. Savvy wing use will become a necessity in the Stunt Track mode, which lets you loose in fantasy environments loaded with ramps and halfpipes used to catch big air. Your timed run is scored on trick combos, requiring you to pull off moves that the Duke boys never dreamed of.



## STUNT GP

CREATED BY: TEAM17 FOR INFOGRAMES  
AVAILABLE: FALL

It looks as though this on again, off again DC racer will finally see the light of day this fall. These nice screenshots had us shaking off horrible flashbacks of Acclaim's Re-Volt, and hoping that Team17, the Brits behind Worms Armageddon, can salvage the sullied reputation of wacky stunt racing. There will be 16 cars, culled from three classes (Wild Wheels, Speed Demons, and Aero Blasters), which can be upgraded to improve performance. Each of the eight tracks can be customized with different track textures, including speed, stunt, and off-road surfaces.



## EVIL DEAD: HAIL TO THE KING

CREATED BY: HEAVY IRON STUDIOS FOR THQ  
AVAILABLE: FALL

Evil Dead: Hail to the King should inject a much needed sense of humor into the poker-faced survival horror genre. While Hail to the King uses Capcom's blueprint as a starting point, it also looks to correct some of the flaws of its predecessors. THQ promises that Ash, the infamous protagonist from the movie series, will have greater freedom of movement during combat, allowing him to move and attack simultaneously. The developers have also utilized Evil Dead creator Sam Raimi's trademark cinematography through the use of dramatic camera angle shifts during gameplay. Details on the plot are scarce, but it is said to encompass familiar locales from the films, as well as new characters and settings within the Evil Dead universe.

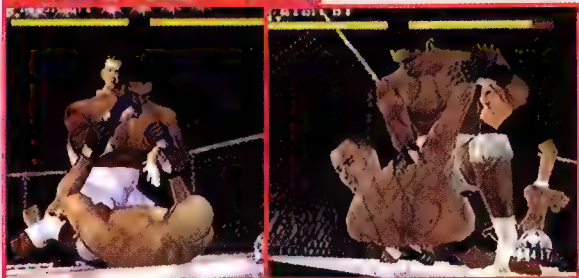


## ULTIMATE FIGHTING CHAMPIONSHIP

CREATED BY: CRAVE  
AVAILABLE: THIRD QUARTER



The brutal combat in the Ultimate Fighting Championships routinely makes a WWF match look like a meeting of your Mom's weekly bridge club. For the uninitiated, UFC bouts take place in an octagonal ring with few, if any, rules. The fighting style combines kung-fu, jujitsu, karate, boxing, and wrestling, with matches frequently ending in excruciating submission holds. This fully licensed title will attempt to translate the UFC experience to the Dreamcast, with UFC referee Big John "Let's Get It On" McCarthy on hand to keep things clean.



8.5

Nox - Westwood Studios



## Like Diablo... Only Nox

Single-player Nox is very much like *Diablo* with an emphasis on combat and dungeon crawling. Unlike *Diablo*, however, Nox trades in randomized dungeons for a more plot-oriented game.

Each of the three character classes has its own unique quest to save the world from the plans of an evil necromancer.

Each chapter of the game features some sort of objective that must be met, typically through combat. Once a chapter has been completed, the character moves on to a new area. Consequently, you'll want to find as many secrets and valuable items as you can since you won't be able to return later for a second gander at that suspicious-looking room.

Nox's multiplayer experience is totally different from *Diablo*. Rather than feature an adventure that groups of characters can play through together, Westwood opted to take the deathmatch route traditionally found in first-person shooters like *Half Life* and *Unreal Tournament*.

## The Multiplayer Experience

Words cannot describe the frenzied melee of multiplayer Nox. Between summoned beasties stomping around, Mages causing things to explode, and Warriors charging in and out of the fray, one barely has the time or presence of mind to hit the laugh key after humiliating an opponent. Westwood has put together a number of games for the online experience. These include deathmatch, team deathmatch, capture the flag, and a game called flag ball in which a ball must be thrown into the opposing team's goal.

## Fighter/Mage/The... Other Mage

One thing you'll notice when playing multiplayer Nox games is that everyone has a favorite character class. Warriors, Conjurers, and Mages all run around slaying each other in surprisingly equal proportion. For the goods on each class, check out the following.

### Warrior

As might be expected, these guys are the tanks of

the game. Warriors get to use the most powerful melee weapons and wear the heaviest armor. For a little more variety, they gain five special abilities as they go up in levels, all of which are automatically available in multiplayer games.

**Berserker Charge** - Run really fast and slam into opponents for major damage. Missing an enemy will cause your Warrior to keep on running until he nails an object for minor damage, leaving him briefly stunned. If you can afford a little damage, the superspeed factor is great for escaping a bad situation or charging into an area where your skills are desperately needed.

**War Cry** - War Cry paralyzes weaker enemies and briefly causes Mages to lose spell-casting ability.

**Harpoon** - Stick a harpoon into those elusive enemies and drag them toward you. This ability is particularly devastating when the hapless victim is dragged across molten lava. It's tough to hit an enemy with a harpoon, but success can be sweet.

**Tread Lightly** - This is primarily a single-player game skill. It allows you to walk across certain types of traps without injury and sneak around powerful enemies for a better position.

**Eye of the Wolf** - If your eyes aren't sharp enough to spot translucent characters lurking in your midst, Eye of the Wolf paints them green for a short time.

### Wizard

Trading off incredible powers for total melee inadequacy, weak armor, and low hit points, Wizards don't stray too far from the traditional fantasy formula. But oh those incredible powers. Wizards can learn up to 45 offensive, defensive, and utilitarian spells. Whether you need to make something dead really fast, make yourself high-invulnerable for a brief time, or simply teleport to another area, the Wizards of Nox can do it all. Wizards can also set stationary traps that will unleash up to three spells when touched.

### Conjurer

It seemed to be Westwood's intention to create a Warrior/Mage hybrid with this class, but what they really came up with was a powerful character capable of using deadly ranged weapons, taming powerful allies, and having some pretty nasty spells to boot. On top of that, Conjurers can summon bomb creatures that run up to enemies and unleash three spells of your choice. Their only real disadvantage is a restriction to medium armor and the inability to use any melee weapon other than a staff. I tend to stand by Conjurers in multiplayer games for their impressive defensive and offensive capabilities.

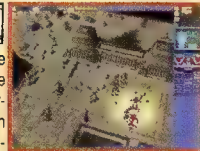
## Bottom Line

Nox offers a great deal to the single and multiplayer experience, although I thought it was unfortunate there was no cooperative Quest mode. The impressive variety of spells, special abilities, and toys to play with lend the game a whole heck of a lot of replay value. My only complaint is that the single-player game could easily have been a more exploratory game as all of the areas are actually linked together. You can't leave whatever area you happen to be in due to blocked passages and locked doors. Despite this, Nox features intriguing gameplay and a thrilling multiplayer experience.

## - PC Quickies -

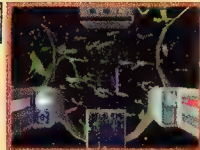
### Metal Fatigue - Psychosis - 8.75

*Metal Fatigue* may be yet another RTS, but the mecha made the difference for me. In addition to standard units, gargantuan "combots" can be constructed. Arms can be ejected in the field and replaced with the limbs of fallen opponents, or the new parts can be hauled back to your base and analyzed so you can build your own. Top that off with an attractive polygonal environment and some really cool combat and you've got a kickin' RTS.



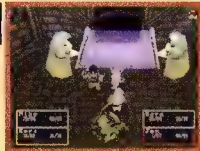
### X: Beyond the Frontier - THQ - 6.5

This Privateer-esque game is loaded to the gills with upgrades, trade opportunities, and a huge environment to explore. It's also incredibly buggy and the combat is on the weak side of mediocre. There is nothing more annoying than talking to an alien and hearing, "The direction you need to go is..." and then having it freeze. I really got the feeling that the developers had big plans for X, but the game was rushed to meet a deadline.



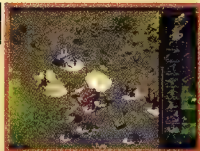
### Blaze & Blade - THQ - 3.5

*Blaze & Blade* was originally a Japanese PlayStation game that no one bothered to port to the States for a pretty good reason. It stinks. As for the translation, there are still PlayStation symbols in the in-game documentation. THQ provides a key for translating the PS-X symbols to a Sidewinder in the manual, but it's still pretty lame. You don't even traverse on an overland map. You just pick from a list of available locations.



### Command & Conquer Tiberian Sun: Firestorm - Westwood - 8.5

A lot of people fell on different sides of the fence on *Tiberian Sun*. If you weren't a big fan of the game, this expansion pack won't change your mind. For the *Tiberian Sun* connoisseur, the game features several interesting new units and some seriously tough missions. I occasionally found the difficulty to be more a hassle than an interesting challenge, but there were enough really cool missions and new toys to make up for it.



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# ANY QUESTIONS?

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# WILD ARMS 2

Part 1 of 2

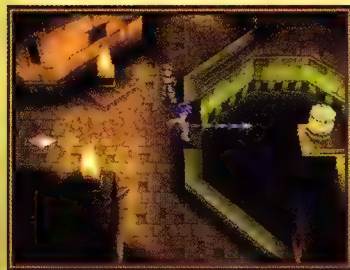
## The Initial Quests

As in the previous game, each character must go through their own mini-quest before joining up as a party. The quests are relatively easy and mainly intended as a tutorial for each character's special abilities, but we'll do a brief section on each to get you through the sticky stuff.

### Ashley's Beginning Quest: The Withered Ruins

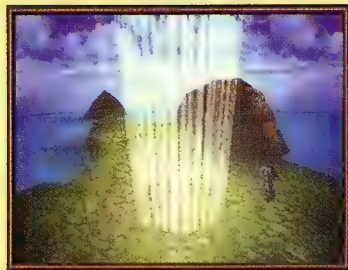
After the real-time cutscene finishes, you will find yourself in the starting area of the ruins. The door directly to the south is where you will eventually want to go. Check out the other doors for items. Take the southern door and talk to the Musketeer in the next room. After he gets out of your way, jump into the pit.

You will land next to a wounded Musketeer. Talk to him and he'll throw a knife at a glowing cylinder, causing a door to open. Check the eastern door for a chest and then head back and through the west door. Keep on heading up the stairs and through doors to get back to the pit. Chuck a knife at the cylinder on the other side of the pit and a door will open to the east. Keep going until you get to a door to the south. Get the items in the two chests, but avoid the catwalk between the two as it has a loose block that will cause you to fall, requiring you to backtrack to the door we said to ignore earlier.



Get the goods and move on through the north door. Keep moving until you get to a maze of catwalks. To avoid the loose bricks, stop for half a second at the edge of each block. Find the glowing cylinder to the southeast and chuck a knife at it to open the door to the southwest. Be sure to pick up the Bullet Load through the door in the northwest before proceeding. In the next area, move forward, and jump down next to the Musketeer. Talk to him for a full heal and keep on heading north, using the Save

Point in the next area. Keep moving until you get to a locked door. Use the catwalk to get due east of the pillar with unlocking cylinder on it. Throw a knife at the pillar and it will drop down on the cylinder, opening the door. Go through.



Proceed until you get to the bad guys. A bunch of things happen leading up to a boss fight. The boss is pretty easy. Take out its arms with one shot each from your gun. Use your remaining ammo and physical attacks to take out the body. Just be sure and use a Healing Berry whenever your health drops below 40. Defeating this boss is the end of Ashley's Beginning Quest.

### Brad's Beginning Quest: Man on the Run

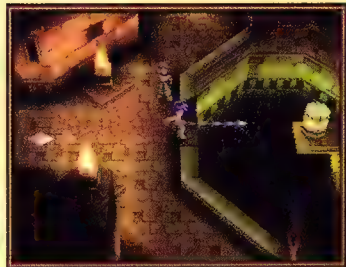
Brad's quest is simple enough. Just keep on following the path to the north. There are two treasure chests hidden in a woody area and another one on a path that branches, but otherwise keep going until you get to a couple of chests blocking the way. Hit ✖ to pick them up and throw them out of the way.

Keep on following the path and eventually you'll make it to a scene where Brad meets a puppy. Name him something easy to remember like X. After the scene, move on until the path splits. Take the eastern path to get to a house. Go inside and enter the far room to find a chest containing Brad's first tool item: the Kick Boots. Go outside and head to the southern side of the house. Get the gate open and run around the house to get a Big Berry in a shack and a Bullet Load on the other side of the house. Head back to the path junction and continue north. Eventually you will get to a zipline.

Hit the pillar, and Brad and his pup will hop on the line and cross the chasm together. Keep on following the path to get to Brad's boss battle. Follow the same basic pattern as Ashley's fight. Take out the belly first and heal yourself whenever your health goes below 40. Use Brad's Lock On force power. It only takes 25

Due to time and space constraints, and the lengthy nature of the game, we could only get through the first disc of the game this month. We tried to keep all of the plot references to a minimum so as not to give too much away to people who just want to get past that one point and do the rest on their own. It also saves space to say "plot development" rather than writing out who said what and why.

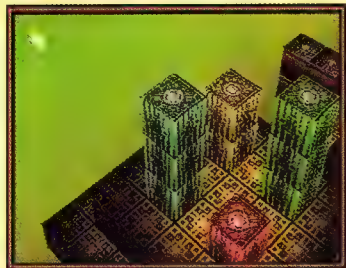
force points, so you should be able to get it off frequently. Gremalkin should go down in no time.



Shortly afterwards, Brad will be on the overland map. Head due north and use the ■ button to explore the area just south of the lake. This will reveal a sign. Go directly northwest and hit the explore button just south of the large rock on the coast. Enter the town and Brad's quest is done.

### Lilka's Beginning Quest: Magic Lesson

Lilka's quest begins with some plot stuff and a flashback in which she must solve a colossal puzzle under the tutelage of her disembodied sister. In order to make the gate open she must hit all three of the remaining blue blocks in the central chamber. When she starts out there is one active crystal gate. Just enter the gate and move through the puzzles to get to the first blue block in the central chamber. Repeat the process when the new gate appears. On the third block path, there is a room with four colored tiles on the floor. When you step on these, each one lifts up into the air until you get off. The number of levels you need to raise them to unlock the path to the final blue block are: Yellow 2, Green 3, Blue 3, and Red 1.



Lilka is more vulnerable to monster attacks as her hit points are pretty low. Begin each battle by blocking for the first round so she can build up force power without taking damage. This will allow her to cast spells. Just use Heal whenever her hit points drop down to 35 or less. The Golem are weak against Freeze and the books are more vulnerable to Fire, so use these spells accordingly.

After finishing this flashback sequence, Lilka returns to the town she accidentally teleported to. Talk to everybody in town until the boss shows up. Lilka's boss battle is pretty easy. Just use Freeze to take out its legs and then cast Fire on its body. Be sure to cast Heal whenever her hit points go below 35.

## Meria: The Adventure Begins

After all of the characters' beginning quests and a few cutscenes, the perspective is returned to Ashley in his hometown. Search all of the barrels in the house for some pretty cool items and then head outside. Talk to the kids and they will ask you to corner the kitten. Go back into the house and use a ladder upstairs to get to the upper levels. Chase the cat until it escapes by making an incredible leap back to the bakery roof top. Talk to the man by the hole in the roof and he will offer to help you. Chase the kitten around again and it will fall into the hole. Go inside and upstairs to get the kitten. The grateful youngsters will give Ashley Grudiev, an Earth medium that can be used as for a superior blocking ability, and a Spell cap that can be used to store one spell for use by any character.



## Sword Cathedral: Demon ARMS

After the dialogue, go due west and use the search button to find the Sword Cathedral next to the mountains on the coast. More plot development follows and you will eventually have the opportunity to talk to people during dinner. Talk to the commander and everyone will start turning into demon freaks. Plot stuff will follow and then Ashley himself will turn into a demon. Kill all of the other demons for a ton of experience, then go to the large room and try to pull the sword again. A cutscene follows and Ashley regains control at home.

## Valeria Chateau: The New Face of ARMS

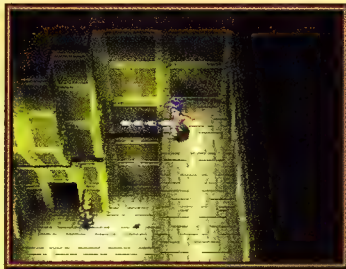
Go outside and he will meet Lilka. After Lilka's meal, head outside. Now is a good time to upgrade

spells and weapons. We recommend placing Revive in the spell cap for emergencies. It's also recommended that you learn the Up HP skill so you can enhance your HP early on. When you're ready, exit the town. You should see a cliff to the southwest. Explore at the top of the cliff to find Valeria's Chateau. Enter and you will automatically go to the top floor and talk to Valeria. When you regain control, be sure to search the heck out of the second floor for two more Mediums, then head down to the first floor. Keep on running straight after getting off of the elevator and Arving's assistants will tell you he went back to his room on the third floor. Go there and you will be sent to prison.

## Illsveil Prison: Jail Bait

After a few scenes, you get control of Lilka, who needs to find Ashley's weapon and free him. Head north and use the console to unlock a door. Enter the door and use Lilka's Fire Rod to disable the turret. Search the lockers for Heal Berries and a new piece of armor for Lilka. When you're done, exit the room and go downstairs. Cross the bridge and use the Fire Rod whenever you see a turret. Use the R2 button to stand in place while aiming so you don't fall off the bridge. In the next area, ignore the first door you pass and take the second one. Cross the bridge in the next area, taking out turrets as you go, and go up the stairs. Use the console to the south to open the door and move on. Kill the turrets in the next room and open the next door with the console the turrets were guarding to get to an area with a Save Point and several lockers. Search them all for Ashley's weapons and a Jail Card.

Head back to Ashley's cell and unlock it by using the Jail Card item. Talk to him and he'll join up with Lilka. Head back to the area with the door we said to ignore earlier. Enter it and proceed until you get to an area with a guard patrolling the lower levels. Throw Ashley's knife at the wall above his head and the knife will take him out.



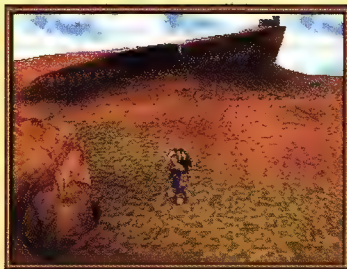
Head downstairs and proceed past the fallen guard and through the door. The next corridor is lined with turrets. Use the Knife or Fire Rod to take them out from a distance. Keep on moving and taking out turrets. You will pass a door that's been rusted shut. Take note of it, but just keep on moving until you get to the next set of cells. Search the cells to find Brad. Unlock the door, talk to him, and he'll join the party.

Use Brad's Kick Boots on the console to open the door next to the stairs for some bonus items. Head back to the rusty door and kick it open with Brad. Before talking to the warden, be sure to check the lockers in the other room to the west for a Spell

Crest. Talking to the warden leads to a boss fight. Just use Lilka to keep everyone's health up while using Brad and Ashley to do heavy damage.

## Under Traffic: The Enemy Revealed

After a bunch of cutscenes, Arving gives you your next mission and a portable communicator you can use to call for directions. Exit the Chateau and take the northern pass to get down on the lower plains. Head south and just a little west to find the area you need to explore in order to find the Under Pass.



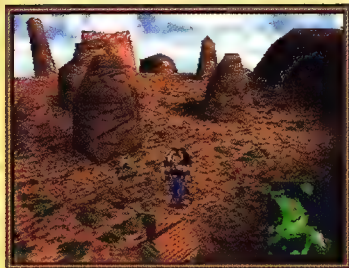
Throughout this dungeon there are Fire Medicine boxes that can be detonated with the Fire Rod. The boxes can be moved by kicking them with Brad. Use the fire medicine to destroy large boulders. If you ever run out of Fire Medicine boxes, just exit the area and return to reset the boulders and boxes.

Eventually you will get to a water area with floating platforms. Use Brad to kick off the walls while standing on these platforms to move across the water. Be sure to pick the Multiblast item for Ashley's gun as this will allow him to use a new ammo type. Also, keep an eye out for a boulder blocking a huge door in a wall. Destroying it and entering the room will get you another Spell Crest and an item that will make a character immune to poison. Proceed through the dungeon until you meet an injured person. Use the phone. Arving will tell you where the closest town is.



## Damzen City: Mining Rights

Exit the cave and head southeast until you get to a green patch on the ground. Explore to reveal Damzen City. Enter the town and head up north to get to the Doctor's place. After talking to the Doctor, call Arving for an update on your mission. Talk to the man in the house to the southwest of the Doctor's office twice to get the scoop on what's going on, then call Arving. He'll tell you about a Telepathy Tower nearby. Before you upgrade your equipment and leave, buy the most expensive drink at the saloon and the bartender will tell you about a strange building to the northeast. This place is called Odd Headquarters. Check it out whenever you want to know more about the monsters you've been fighting or you want to change a character's name.



## Telepathy Tower: Ultimatum

Telepathy Tower is south and just a little east from Damzen. Look for a green patch near a cliff. Enter the tower and throw crates at the glowing boxes to open the door on the other side of the room. Eventually you will power up an elevator on the fourth floor by hitting a lever. Before going up to the fifth floor, go down to

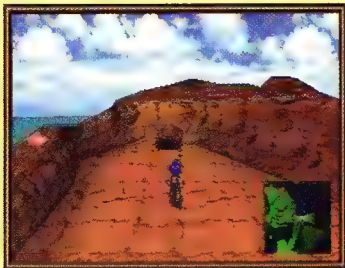
the third to pick up Ashley's Booty Call, an item that allows him to discover hidden items out to a certain radius. When you get to the fifth floor, be sure to take the door to the northwest to get to a Spell Crest at the bottom of the stairs.

Head upstairs to get to a puzzle room full of concrete walls and switches. We found it pretty easy to get to the southern door at the end through trial and error. The key to getting the treasure box in the room is exiting through the south entrance and then returning and hitting the first lever. When you get to it, kick the box open with Brad and he will get a new ammo type for his bazooka called Pineapple. Exit through the south entrance and keep on going.

After a long run up the stairs you will get to the central crystal room, hear a really long ultimatum from the leader of Odessa, and a fight really random boss battle. This boss is more annoying than tough as it uses disease on you and a power called distortion that makes it impossible to hit, which often leads to wasted ammo. The standard method of using Lika for support while the boys do the damage works fine as this boss doesn't have any spell weaknesses.

## Mt. Chug-Chug: Huntin' Time

After you take down the boss, head back to Damzen City and talk to the people in the house to the southwest of the Doctor's Office again. When you exit the building, a mysterious character will tell you where to look for the plane. Leave town and head east until you get to a plateau. To get on top of the plateau, head to an incline to the northeast. From the incline, head south and then east until you get to a mountain wall. Search the area to find the entrance to the Mt. Chug Chug mine.



Enter and keep on moving along until you get to an area with a mine cart track. Ignore the track for now and go through the east door. Head through the door in the next area and move until you get to a mine cart on a ledge. Use Brad to kick it and then jump down after it. You'll be back at the mine cart track. Kick it and the party will jump in automatically. This will take you to a switch that activates the lift system. Examine the right side of the lever and then hit it. Run back to the other side of the mine cart track area and take the east door again. Take the lift up. There is a hole you need to jump through in the next area, but get the Spell Crest from the other room first and then make the leap. This will drop you down onto the platform with the lift on it that was inaccessible before. Take it and keep on running up the ramps to get to the next. A series of cutscenes that lead to a

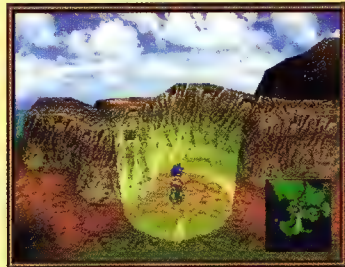
fairly easy boss battle with Ptolomea and the next part of the game ensue.

## The Live Reflector: Rapid Transit

When the game returns you to Valeria Chateau, exit and head back to Ashley's hometown of Meria. The moment you enter the town, some cutscenes and romantic mush crap will follow and you will regain control. Exit the house and try to leave town. Lika and Brad will show up and you will automatically go back to Valeria's Chateau. You will get a new mission. Leave the castle and head west until you clear the cliff, and southeast to get to the middle of the forest. Explore here to find the Live Reflector. Enter and then take the east door. Continue through the next door and activate the console in the next area. Dialogue and a boss fight follow. Again, use Lika as a healer. If she does get the chance to pull off an attack spell, don't use Spark as this will heal the boss. When you get to the transport room, hit the green symbol on the wall and go to the light. After the dialogue and nifty satellite scene, you will arrive at your destination.

## Sylvaland Castle: Reluctant Queen

Exit the Live Reflector building and search the middle of the nearby forest to get to Sylvaland Castle. Enter and dialogue follows. Strangely enough, the queen requires that you prove your intentions after one of her towns is attacked. Before leaving the castle, ring the bell on the west wing to get the sleeping guard out of the way on the east wing. Open the chest he was standing in front of for Ashley's Red Hat. There is a valuable item hidden to the south and a little bit east of the castle called the Duplicator. Search the indentation in the mountains to find it. This will allow you to open one of the magic chests in the lower floor of Odd Headquarters.



## Halmetz & Golgotha: Ghost Town

Head east from here and search the peninsula for Halmetz. Entering Halmetz will cause dialogue and a boss battle to happen. This boss is vulnerable to Freeze attacks, so use Lika to attack when possible. It does have a poison attack that hits every character, so you may want to boost her force power so she can use Mystic as an antidote that hits everybody in the party.

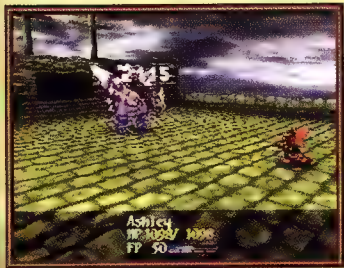


Shortly after you defeat the boss, you wake up in an abandoned jail. Examine the loose block to the northwest, kick it with Brad, and pull it out of the way. Jump down the hole and run down the path. Push the next block out of the way. Continue on, but don't stop when walking over blocks with four holes in them (you don't have to run) or the whole party will take damage from spears. When you get to a T intersection, head right to pick up a Lucky Card before heading west to move on. Eventually you will get to an area where a path branches down to a platform with a lever on it. Simply walk around until you get to a safe block and hit the switch. Leave the same way and enter the door that is opened.

Continue on, but make sure you change your view frequently and run past holes in the walls to avoid spear traps. Eventually you will get to a long row of spear traps with a locked door on the northern wall. Keep running to the east to get to an unlocking cylinder. Use Ashley's knife to hit it. Run back and enter the door. Move on until you get to a room full of blue doors on the wall (ignore the one in the room after the Save Point). Use Ashley's Booty Call to find the one door with a chest behind it for a Spell Crest and then hit the second to last door and enter it. The rest of the doors are spear traps.

In the next room there is a small platform with a board in the middle block surrounded by floor traps on the corners. Just kick it, move to the other side and kick it, and kick it one last time from the original position to open the door. Move on. In the next area, wait for all of the spears to shoot out at once, and then use Lilka's Fire Rod to light the torch. Move on until you get to the prisoners. Just hit **X** rapidly at the lever to open the gate. Enter the room and dialogue will follow. Ashley must scout ahead.

Move on until you get to a dark room. In here are a series of chambers with floor traps that can't be passed at most entrances. The safe route to the next exit is west one step, south one step, west three steps, south two steps, east one step, south one step, east one step, north two steps, east one step, and north one step to get to the door. Before heading south, go through the east door if you want to eavesdrop on Odessa soldiers. Otherwise, run south and heal up before passing through the door for a boss battle and a stunning transformation. Avoid using the Black Knight's Banisher ability unless you're willing to return back to normal again for an extremely powerful attack. Otherwise, this boss battle should be no problem.



### Crystal Power!

After the Trask's second defeat, a cutscene follows in which you will be given the task of

acquiring two different types of energy crystals. It doesn't matter which one you get first, but we recommend upgrading your weapons at Halmetz (the town you just rescued) before doing anything.

### Holst: Bomb Mania

We recommend hitting this town first as you can upgrade your armor there. Use the red symbol at any Live Reflector building to open a gate to the island that Holst is on. Exit the building and run around the large plateau until you get to some gray mountains. Search the area for Holst. Before entering the mine in town, you will need to find Brad's Bomb tool item. Search the beds on the second floor of the inn.



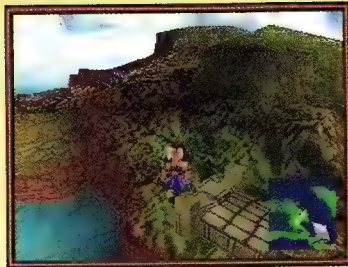
The mine is on the northern end of town. Just keep on moving forward and blow up any rocks that get in your way with Brad's bombs. Eventually the path will branch off to the northeast and northwest. Take the path northwest first to get to another Spell Crest before moving on the northeastern path.

Head back to the northeastern path and you will eventually get to a closed gate. The switch is right next to it, but hidden by two boxes that can be thrown out of the way. Before moving through, check out the area beyond the east door to get an Arm upgrade for Brad. Just blow up the rocks and kick the steel chest.

Return to the area with the gate and move on. You will eventually find a room with a large battering ram pointing at a large boulder. Place a bomb behind it and the boulder will be destroyed. Go through the new opening. In the next room lay down a constant barrage of bombs on the large block to blast it, unveiling a door. Drop bombs on all of the target symbols in the next room to raise the pillars and open the next door. The Aguelite Crystal is in the next room. Oddly enough, no boss is lurking in the final room.

### Raline Observatory: Bizarre Dialogue

After you get the crystal, the party will be returned to Holst. Go outside and return to the Live Reflector. Activate the yellow symbol and hop in to get to the area with Raline's laboratory. After transit, exit the building and head north. Raline Observatory is just northeast of the second large green rock. Enter Raline, move forward to the next area, and be prepared for the first boss battle that actually starts at the beginning of a dungeon. There is nothing too spectacular about this boss, so the standard strategy works fine, although you might want to give Ashley's new Access skill a try. It requires 100 Force Points to use it.



After you defeat the boss, you get help from an odd duo of lizard men. They will automatically help you reach switches that are otherwise inaccessible, but you will need to find another switch to help Liz or Ard out when they get stuck. The first time is easy. Just hit the switch on the other side of the bridge.

Later, when Ard gets stuck in the crushing wall trap, move the statue to the west in-between the walls. From here, the north and west doors lead to the same place, but only the west door will allow you to pick up a Barrette for Lilka. At the next set of switches, Liz and Ard will once again perform the friendship cross. To free Liz this time you will need to move forward through the next couple of areas and then take the stairs going down to the north. Use the blocks to bridge the gap and hit the switch in the next area. Head back up the stairs and move on.

When Ard gets his tail stuck, kick the back of the big face block with Brad. Continue moving forward and Liz will fall into a pit while hitting a switch. Just continue moving forward until you get to him and nail him with a shot from the Fire Rod to wake him up. After some dialogue, he will hit the lever. Move on to get to the crystals and you will have to fight the dubious duo for possession. They aren't very tough.

### Chateau on the Go

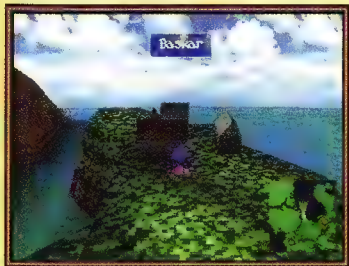
When the fight is over, use the blue switch at the Live Reflector and head back to the Chateau. When you enter, a dialogue happens and you are given control again. Head back to Meria and a whole bunch of stuff happens, including a Voltron-esque (that being the OLD Voltron, kids) castle power-up scene. Shortly after, a boss fight ensues. Take out the legs and this boss will start nailing you with an attack that hits everybody in the party. Lilka's Mystic ability works well for using healing herbs on everyone simultaneously. Once again, the boss isn't very hard.

### Side Quest: Wind Tiger's Den

Before heading to Baskar Village, we recommend flying the Chateau directly northwest until you get to a chain of islands in the Outer Sea. Explore them and you should be able to find a landing pad for the Chateau. Head east until you're on the south side of a mountain. Explore the area south of the mountain to find this Medium hiding place.

## Baskar Village: A Boy and His Blanket

After you wipe out the boss and view a cutscene, use autopilot to get to Baskar Village. When you disembark, head to the northern tip of the forest to find Baskar. When you gain control of Tim, run over to the house in the northeast and examine the shiny trinket on the table. This will cause the next dialogue session and your next quest.



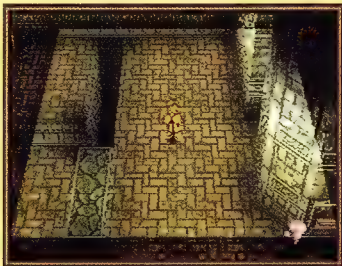
## Hidden Trial Arena: Burden of Sacrifice

Leave town and head south. The Hidden Trial Area is just south of the large rock in the middle of the forest. Explore and enter. When the dialogue is over, head north until you bump into a critter and have some more dialogue. Tim gains his Pooka tool, a remote controlled critter that can activate switches from afar. For the most part, you will just need the Pooka to help Tim press two switches at once or hit one that is inaccessible due to a chasm or pit.

You will also have to use the Pooka to activate switches that move platforms while you're standing on them. You will have to cross these platforms quickly as they return to their original positions fast. At one point you will come to some seemingly inaccessible chests. Use Pooka to nab the goods — two Spell Crests!

In the next area, you will need to use the Pooka to hit switches so you can get a head start making it over platforms before they go back down. Eventually you will get to a pretty weak boss. Plants hate fire, so make that sucker burn.

A couple doors later, Tim has to go on his own. There is one last sliding bridge puzzle where you need to be set up as close as possible to the crossing point before using Pooka to hit the switch. Just be sure and cross the bridge at its starting position so you can go through the door and get to another Spell Crest before proceeding.



After this puzzle is done, you will get to some dialogue and a boss. Fortunately, Tim's Combine power has been gained. Attack the boss until you get 50 FP and then unleash Guardian attacks with the Combine power. One shot of Grudiev should do the trick. Just equip and then attack with him. All of the other Mediums are offensive except for Odoryuk which simply heals the party.

## Valeria Chateau: Second Seizure Attempt

After defeating the Ninja bosses and gaining the Combine ability, not to mention a new character, the bad guys make another grab for Tim. Following the dialogue, head for the elevator. The next cutscene will lead to a boss fight with Antenora, the not-so-bad girl of the bad guys. She has some potent attacks that hit everybody, so be sure and get Liika up to 25 FP with physical attacks so she can use Mystic for an emergency mass-healing. Otherwise, do what you always do. Slam her with everything you've got. It might be worth using Ashley's Access power, but we didn't. Combine only works with Tim in the party so don't bother with that.

After Antenora backs off. Further dialogue leads up to a boss fight with Tim fighting Judecca. Judecca just doesn't do much damage with most of his attacks, so you should be able to wipe him out with Grudiev in no time. Just keep Tim's health over 600 to be safe. We nailed him with two Grudiev summons and a handful of physical attacks, and he went down.

Following the Judecca battle (Jeez, it would be nice to get a chance to reload), a battle with a very Pokémon looking boss ensues. This is probably one of the nastier bosses so far. If you've learned Tim's First Aid skill, you should be fine. Just keep up the healing every turn and keep on hitting the boss with your nastiest attacks. Again, it may be worth resorting to skipping Ashley's gun attacks and going for the Access power right away, especially if he's low on ammo. It will take longer than usual, but this boss

battle should be pretty tame as long as you don't make too many mistakes.

## Takin' it Back to the Man

After the next batch of dialogue and cutscenes, it's time to take out the silly bird plane once and for all. After the Assault Anchor launches, the team will jump into the power area of the enemy aircraft in order to make a higgledy piggledy of their operation. Head north and kick the cylindrical object with Brad to move on. In the next area you can choose to head west, north, or east to work through a bunch of puzzles. Your goal is to shut down power plants A, B, and C.

**West (Power Plant A)** — After entering through the western door, continue on and take the first door to the north. Pull the block out of the gap and push into the other one. Don't kick the cylinder as you will need to cross it. Head up to the console. Turn off the barrier and turn on the terminal. Go back out to the hallway and continue west to the next area. Use the console up on the ramp to the immediate southwest to activate the bridge. Use the ramp on the other side of the room to get up to the bridge and then cross it. Head south and check the console for the code and turn on the terminal in the other room. It should be TA2360. Go back across the bridge and head south until you fall off the edge. Rearrange the blocks to bridge the gap, jump off, and return from the north. Continue south across the block bridge to get to the next area. Go up the first ramp you see and cross the barrels to get to a terminal. Operate the crane and it will drop a platform. Cross it and use the code to shut down Power Plant A. Return to the central area for the next power plant.

**North (Power Plant B)** — After entering through the northern door, head up the series of ramps to the east until you get to a bunch of blocks. Move all of the blocks from the north next to the blocks sitting on the large unstable looking platform. This will cause it to collapse. Jump down on top if it and go through the Northern door.



In the next area, you will have to go up a ramp and walk across a walkway with a number of loose blocks. Sometimes you can identify these by the seams in the walkway, but for the most part you'll have to use trial and error to get past them. You'll want to get through the upper northwestern door to do anything interesting in the next area. The first thing you want to do in the next area is get to the terminal to the northeast and turn off the barrier switch. Do not attempt to take the shortest route, as you will surely fall. Head back south two areas and go through the door on the west.

Use the terminal in this area to get the code for power plant B, which should be TB8180. Head back to the previous area and go back up the walkway one room to the north. Proceed back along the walkway to the next northern room. You should see a line of barrels on the floor. Drop down on top of these and cross over to the large terminal. Use the code to shut down Power Plant B and return the central chamber.

**East (Power Plant C)** – After entering through eastern door, take the first northern door, kick your way through the barrels, and take the ramp up to the terminal to the northeast. Use the terminal to get the code (TC6503) and turn off the barrier. Exit the room and continue east to the next area. Continue kicking barrels out of the way as you make your way east. In the next area, go up the ramp and hit the switch to the south. Drop down and head east towards the barrier you just dropped to get to the ramp. Head up the eastern ramp and then use Pooka to hit the switch so that the barrier goes back up, creating a bridge. Cross over to get to the terminal to northeast. Use the code to deactivate Power Plant C and head back to the central chamber.

Once you've deactivated all of the Power Plants, attempt to exit the central chamber through the south door. A boss fight begins with Ptolomea, the one-eyed giant returnee. Using Tim or Lilka as support and using Combine attacks will knock this guy out in no time. After wiping out Ptolomea, get on the elevator he came down on and run north towards the cockpit. Activate the northern console and watch the cutscene.

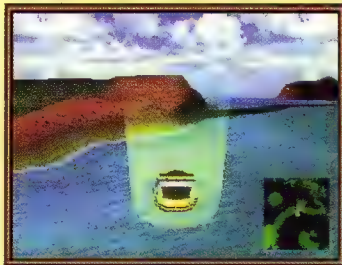
## The Information Tablets

After their performance on the previous mission, Guild Galad has granted ARMS the use of his country's hovercraft. Use the hovercraft to search the coastline and an island at the following three locations.

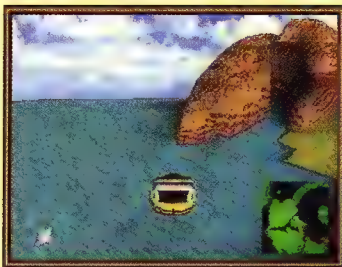
**Tablet 1** – Search the island east of the northern tip of the peninsula in the middle of the Inland Sea for the first tablet.



**Tablet 2** – Almost due north from the northern peninsula tip and just a little bit west is the location of the second tablet.



**Tablet 3** – Head west from the northern peninsula tip until you reach the coastline. Follow the coastline south until you get to a beach. Search the water off of the beach for the third tablet.



## Side Quest: Thunder Lion Cage

For some excellent items including a new medium stone for the Combine ability, search the area to the southwest of the beach where you found tablet three to reveal a dungeon. We don't have space to help you on this one, but you'll want to find a Monster Album Coupon to trade in to Odd Headquarters for a portable version of their monster card catalogue.



## Side Quest: Shining Garden

We just found this one before the issue went to print so we didn't have time to puzzle it out, but the Shining Garden can be found just north of where you found the second tablet. It's just a hunch, but we're guessing you can find the Light medium here.

## Mt. Chug Chug: The Path to Sielje

After you find all of the tablets, head back to the castle in Meria to talk with the King. Next head to

Damzen. You might want to use the hovercraft to avoid having to crawl through the Under Trade routes again. When you get to Damzen, talk to the man sitting in the northeast corner of the saloon to get the Boss Symbol.

Now head over to Mt. Chug Chug, go inside, and use the Boss Symbol to open the eastern door. In the next area, be sure and go through the door to the east for the Dead or Alive ammo for Ashley's gun. It won't do for bosses, but it's great for regular enemies. After you get the ammo, exit the little room and walk the maze to get to a door to the southwest on an upper platform. In this room, you will get a new tool called a Freeze Rod for Lilka. Exit the room and freeze all three of the purple flames to remove the obstacles. You can now enter the southern door. Do so.

In the next area, drop down to the lower level and push/drag the block in the northeastern corner to a position directly underneath the door. Go back up to the upper platform and hit the cylinder in the wall with Ashley's knife. This will cause another block to fall on top of the one you dragged, making the southern door accessible. Drop down on to the blocks from the upper platform.



In the next area be sure to pick up a hat for Ashley and a Duplicator by dropping down on the treasure chest platforms from the walkway above. In the area after that, you must move a brick onto the easternmost button on the floor to make another block lower down to floor level. Leave the first block and liberate the second one. Now use the second block to fill the gap in the middle of the walkway and drag the first block to the westernmost button to complete the bridge.

After crossing the bridge, continue on until you get outside. Head southwest and you will get to a massive ridge. Sielje is on the northern side of the ridge. Search the middle of this land area to find it.

## Sielje: Magic Town

Enter the town and walk into the large column of light. This will get you inside and some dialogue will follow. Head north into the huge building and keep on going north until you hit a wall. The scientist's laboratory is due west. When you enter the lab, some dialogue occurs and you get a new mission.



## Gate Bridge

Upgrade your gear, exit the town and follow the large ridge west until you get around it to the other side. From here, head southwest. The bridge is in plain sight and doesn't need to be explored for. Just enter and stuff happens. You will have five minutes to cruise through this dungeon before your enemies get a chance to raise the bridge on you.

The only challenging parts are the two gates that block you along the way. Getting into fights with enemies is irrelevant as time freezes when you're in combat. In fact, you would probably save time just barreling through them instead of turning to avoid them. At the first gate, there is a cylinder to the southeast. Chuck a knife at it. When you get halfway across the bridge, examine the floor carefully. You should be able to spot the pressure panels. Navigate around them (walking is best) to get to the door.

The next time you're indoors, just run until you hit a pressure panel. Cross it and shoot the cylinder to the north from an angle while staying on the other side of the panel. Relax, you have plenty of time. We screwed up a couple of times and had more than three minutes to spare. Cross the bridge and prepare for a fight with your old pals Liz 'n Ard. Once again, the two are pretty pathetic. Take out Ard quickly, but avoid blowing too much ammo on the two as you will have to fight a new type of Trask.

This monster is considerably nastier than its predecessor, as it now does around 1,000 points of damage with its single-person physical attack. Just keep the HP up and be ready to use a Big Berry or two in an emergency.

## T'Bok Village: Puppy No More

After you take out the Trask 2.0, exit the Bridge and head to the northwest. Two pillars will be showing in plain sight along the edge of a forest. Walk between them and you will be in same place where Brad's quest started. Keep on running north until you get to the other side of the forest. Don't worry, there aren't any new items. Head over to T'Bok Village, the same town where Brad surrendered before. Before doing anything, search the room through the south door of the southwest building to get the new Lawnmower ammo type for Brad. Next, talk to the dog in town. It's name should be Rassyu or X or something, but it doesn't seem to matter whether you get the name right or not, he's still a friendly doggie. After all of the ensuing dialogue, go back outside and talk to the dog again. This fine example of canis familiaris will run off and bring back a Teleportation Orb and the busted data tablets.

Before leaving town, you may want to get the man in the southeastern part of town to reload your guns.

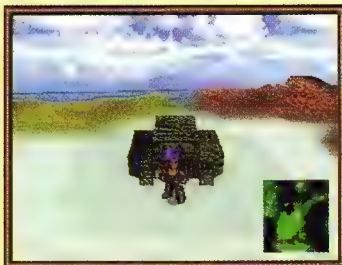
## Quartly: Enter Kanon

After leaving town, teleport directly to your hovercraft and head to the southwestern portion of the Inland Sea. Here you should be able to find the entrance to Likikis River. Keep heading south on the river and hug the east side of it until you get to a beach off of a large desert. Land and head northwest from the desert. Search along the Great Canyon until the bridge town of Quartly is revealed. Enter. Just walk towards the other side and you will meet a new character named Kanon. After the dialogue, your party will rest up. When they're done, upgrade as much as you can and exit town through the north entrance. Head northeast until you're at the edge of the salt flats. Explore the salt flats around here until you find Slayheim castle. Enter.



## Slayheim: The Home of Slaying

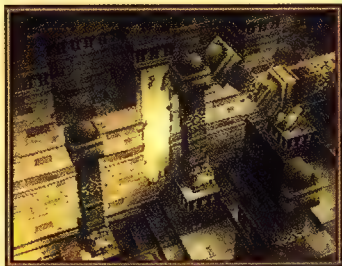
Take the door to the northeast to start exploring the castle. Head up north to get to a room with a crooked painting. Examine the painting and set it straight to unlock the door to the northwest. Go through to get a flashback and another one of those amazing duplicator keys from a chest. Head back two areas and take the southern door to get back to the first room.



Take the door to the northwest and continue on north until you get to a small library. Examine the bookcase with a conspicuous gap on the north wall. Get the Adult Mag from the bookcase with the large purple tome on top on the east wall by kicking it with Brad. Go back to the case with a gap and examine it to open a secret door. Enter to get a sorcery enhancing item. Head south two areas and take the passageway to the west. Continue on until you get to a massive pendulum. Get on the north side of it and kick it with Brad. This will knock you over the pit.

Be sure to grab the Elven Boots from the chest before continuing on through the north door.

Continue on until you get to a locked door. Hit the switch on the wall to the north to open it and go through. Go through the large gates to get to a room with a new hat for Ashley. A cutscene portraying the door in the first locked area opening will play. Head all the way back to that room from the way you came and enter that door. Run down and examine the note on the west wall and ponder for a while before greedily reading the following...Okay. You have to run back up to the top of the stairs and kick the southeastern-most pillar from the south side. Enjoy the show and go through the door to see a cool flashback and pick up some new head gear for Brad. Head back to the previous room.



It turns out Kanon was planning to kill the Black Knight that has become Ashley's alter ego. Boss fight! Kanon possesses remarkably powerful attacks, but she can't take much before going down. If your support character (Lilka or Tim) ever takes a hit, have them block and use Big Berry to heal them. Using Arm and Combine attacks, we took her out in four rounds. Just avoid having anyone under 1,000 hit points and you should be fine.

## The Alchemical Lab: "Hero"

After the battle is over, head back to Quartly. Dialogue will follow. Exit town through the southern entrance and explore the eastern part of the desert to find the Alchemical Laboratory. Enter and move on until you go down a set of stairs. Take the northern door to the west. Move along the walkway until you get to the top of a ramp. Hop down on the northern side of the ramp and continue on. Hop down on the eastern side of the next ramp and continue on to get to a door.



Take the stairs up to get to the next door and keep on trucking until the party gets to a huge console and Brad tells everyone else to move ahead. Head over to the next area and jump off of the

platform down to a lower level. A large robot guards the northern entrance. Hit it with Liika's Fire Rod to destroy it.

In the next area, stand by the closed door and hit your Call button in the menu to eavesdrop on the radio operator. His code book is in the room to the southeast. Just search the lockers. Return to the previous room. The code you want should be ISK, but if it isn't, head up the stairs and continue on until you get to another room with a radio operator. Listen in for clues on how to decipher the code book, write them down, and go back to the locker with the book to figure it out.

Enter the code at the password door to move on. Go up the stairs until you get to a Save Point. Head east, eavesdropping on all of the radio operators you pass. Eventually you will circle around to the same area. Head east again and repeat the process of listening to everyone. The second radio operator's room should now be open. Search the lockers to get the Tape Recorder. Continue on until you get to the next radio room. Use the Tape Recorder in front of the door to tape Antenora's voice.

When you get back to the Save Point, go north and use the Tape Recorder in front of the door to open it. Continue north to get to some dialogue, and to the bottom of whether Brad is a traitor. Another boss fight with Antenora occurs, who has become significantly more dangerous. At the beginning of the battle we recommend casting Quick on Tim as this will allow him to heal the entire party before Antenora's next attack. Go for Ashley's Access if you

must, but guns are probably a better bet as she doesn't have a ton of hit points and you may only be able to get in a couple hits as the Black Knight before she goes down.

**Special Note:** When teleporting to the next location with the Spell Orb, we misfired and landed on the tiny island where the level two Crest Spell researcher is located. We're not certain if you can get to other early locations like this, but it may pay off to try teleporting to random locations every now and then just in case.

## Urartu Station: Runaway Train

After the ensuing dialogue, get off the Chateau and use the Teleport Orb to get to Quartly. Head north through the town and then exit. Hug the west coastline and keep on going north until you get to a mountain across a land bridge. Explore the area to find Urartu Station. Head down the stairs and dialogue will follow. When the train gets stuck, go outside through the northern door to get to a very strange place.



## Emulator Zone: Ashley in Wonder Dungeon

This dungeon is one of the more difficult so far due to its trial and error nature and the fact that going through the wrong door can send you back to the beginning. Head north and pull the block out from the red square. Push it on to the pink block to the northwest to make the square glow.

The square is actually a gate. Go through it. Now head east, south, east, and north to get to another square gate area. Head back through the door you just came through to get to a new area. Go down the stairs and use Tim's Pooka to get his new Air Ballet tool. This item can be used to push blocks from afar. Use it to push the block to the east onto the pink square to activate the gate in the other room.

Go back through the door to get back to the new gate room and a boss fight with Caina, the man that reduced the original ARMS to a stinking mass of gibbering demon flesh. Again, it takes too long to make the transformation to the Black Knight, so just have Ashley gun Caina down while Liika and Tim provide support magic and healing with the occasional Combine attack when everyone is at full health. After Caina runs off, go through the red gate. Head down the stairs to the northeast and step on the purple button to make the environment change. Go down the stairs and head up to the southeastern platform. Do not hit any more buttons. Just jump off

to get on to the eastern platform and go through the door.

This large monstrosity is confusing to say the least. You will need to hit the buttons on the floor to gain access to doors to the north, east, and south. To get through the north door, simply step on the button on the northern-most platform to reveal the northern door. Go through and dialogue will follow. Go up the stairs and use Tim's Air Ballet tool to knock the loose block down. Head back. Step on the button on the center platform to reveal the eastern door. Go through and knock the next block down. Next, hit the button on the red platform to the southeast to reveal the southern door. Before knocking the last block off, heal up because it's time for another boss fight with Kanon.



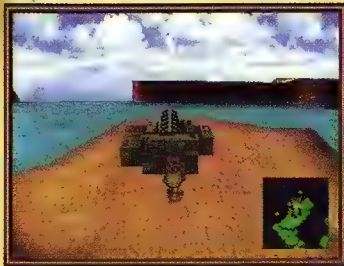
We recommend casting Shield on Tim as his hit points are considerably lower than the other characters. This time around, get Ashley to use his Access power as quickly as possible by using Tim's FP Shift ability. Be ready to do a lot of Reviving in this battle. Many of Kanon's attacks are capable of taking out Tim or Liika with one shot.

Like all bizarre alternate dimension places, this one is about to collapse. Relax. Getting back is no problem. Head out the door and then step on the button on the western platform to reveal the door. Go through and step on the first button you see. Drop down on the platform to the northwest. Head up the stairs and exit through the west door. Take the north door in the next area and then head back to the south. Keep on running to get back to the train. Dialogue follows and you will eventually arrive at your next destination.

## Guild Galad: The Nuclear Family

Before leaving the station, be sure and pick up the Lucky Comb head gear for Tim by using Pooka. It is hidden in a chest to the southeast on the other side of the tracks. To get to Guild Galad, head northeast. A land bridge stretches out to a strange circular peninsula. When you look at the map, it looks like the head of an eagle, or the bridge of Klingon Bird of Prey, or the central sphere of the Trade Federation Battleship from Episode I.





Search this pseudo island to find Guild Galad and enter. After an irritating and unnecessary set of scenes of the town, dialogue follows and you will have the opportunity to finally cruise around. You can call home to get a clue as to what to do next, but you may want to do this Side Quest first. That is, if Level two Crest Spells hold any interest to you. Either way, you will definitely want to explore town first. Exit to the south and go through the door to the east. Keep on following the road until you get to a red door. If you have a duplicator key, you can open it and pick up four Spell Crests.

### Side Quest: Abandoned Icebox

Teleport to Hamletz and the hovercraft will jump to a nearby beach. Get into the hovercraft and go north to get to another beach. Get out and explore the small area to the east to find the dungeon that is home to the ice medium.

### The Coffin of 100 Eyes

Teleport to Quartly. You should see a green dot on the new radar courtesy of Kanon. Go to it and explore to find the COFFIN OF 100 EYES!! (sorry - couldn't resist) Enter. After some dialogue, run north to take the elevator down.

Continue on until you get to a junction going north and south with some crystals. Take the south path to get a new tool for Kanon, the Wire Hook. Use it to cross over to the other ledge. To continue on, you will want to take the door to the southwest. Before that, we recommend you take the northwest door to get new ammo for Ashley. When you do get around to taking the southwest door, be sure not to miss out on Ashley's new gun in the next area.

Eventually you will get to a console and large closed door. Examine the console to open the door. At the next closed door there is a cylinder. Throw Ashley's knife between the pegs to hit it. In the next area, you can get a duplicator key by crossing over to the elevated platform with the Wire Hook and using Pooka to open it. Cross back and go through the northern door. You will eventually get to an area with a knife cylinder. Knife it to lower the barrier and repeat the process for the next one.

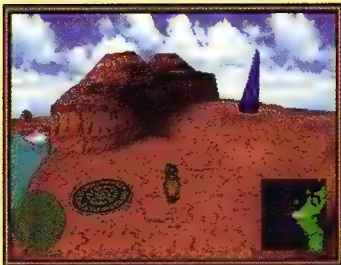
There are two routes to take from the next area. They both lead to the same place, but we recommend you explore both routes carefully as there are a number of chests with weapons and armor for your characters. Keep on moving until you get to another console. Examine it to open the door.

In the next area, Knife the cylinder to get the platform to move out of the way so you can use the

Wire Hook. Repeat the process and proceed to the next room for yet another silly boss fight with Liz 'n Ard and their follow-up monstrosity, the ARMS Killer. This time it's a good idea to go for Ashley's Access power. Use Big Berries judiciously and keep on nailing the boss with Kanon's Gatling attack to knock him out. If you're low on supplies like Big Berries, you might want to consider skipping the claws and going straight for the body. It will cost you some XP, but this guy is pretty nasty. When the battle is over, try to leave the room and then answer the phone.

### Diablo Pylon Caina

One of the cooler cutscenes in the game kicks in and Brad returns with some serious firepower. More dialogue follows and you get your new orders. You have to find and eliminate four Diablo Towers. After you regain control, check your communicator for directions. Since you're in the Chateau already, we recommend taking it to the tower that requires you to use it first. Head over to Guild Galad and fly southwest until you see the landing pad. Land and explore the area to the east to find the Diablo Pylon. Make sure you have a ton of items, particularly Medicine, Antidotes, Peppy Acorns, and healing items.



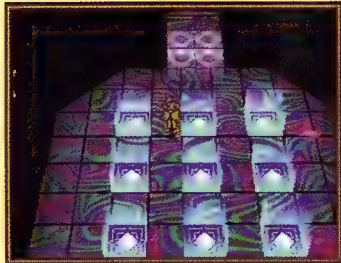
Enter the tower and keep on trucking through a couple of teleport gems until you get to a really funky platform. There is a small box drifting behind three large gems. Keep on hitting the box with Ashley's knife to make a bridge appear. Cross it to the next teleport gem. Continue upward to the next gem and to the next funky puzzle area. You will need to hit each of the three boxes spinning around you once to rebuild the bridge. If you hit a crystal, you will need to jump off and start over again. When you pull it off, move west to the next gem. Continue on to a boss fight. This next boss is a monster. We recommend taking out its right and then left heads as quickly as possible as its more potent attacks come from these. You'll know why we recommended stocking up on cure items.

Your next challenge will be to make it through a darkened maze. When you get confused, move towards one of the lit panels on the floor to light the place up. When all else fails, just hug a wall until you get there.

The battle with Caina is pretty tough as he is capable of nailing you with serious damage and a ton of status defects at the same time. You will need to use a lot of items just to keep everyone alive. Expect a long battle.

### Diablo Pylon Antenora

Before going anywhere, stock up on healing items. Big berries can't be bought, but they can be stolen from certain enemies like the Barghest or Bonedraques. Antenora's Pylon is to the southeast of Baskar, but you have to take the hovercraft down the Likikis river to get there as a cliff prevents you from getting to it from the town. This time, hug the east side of the river and get off at the first beach. Just look for the green dot and explore. The basic layout of this pylon is the same as Caina's. Just keep on running up and through Teleport crystals and solve the puzzles.



The first puzzle requires you to get all of the bricks lifted up (you'll know what we mean when you get to it). When you screw up, just jump into the pit to reset the board. Here's a pattern that worked for us. Step on the brick to the north and then go N, W, S, S, E, S, W, W, W, N, E, N, N, W, S. Move on to the next area.

The next puzzle is pure evil. There is a square of nine tiles. You must watch them turn on and off in sequence and then repeat the process by stepping on them in that order. If you lost your mind like we did, grab a calculator and hit the corresponding buttons when you watch the squares flash. Now just compare the row of numbers you have to their positions on the calculator to figure out what order you need to hit the squares on the board in. Or just get a friend who has a better brain for this sort of thing than most.

Move on when you make it past the nightmare game of memory until you get attacked by a Boss. This boss has no status attacks and Tim's First Aid skill should be able to heal most of the damage, so with Tim in the party, it shouldn't be too tough.

After you drop the boss, move on. The next puzzle is more of a trial and error kind of deal. Through some weird twist of fate, we got it right the first time. It was the upper square on the south side that you didn't want to hit.

Next is a boss fight with Antenora. She can be pretty nasty, particularly when she puts your support person to sleep. So be sure and bring plenty of healing items along. We found that using Tim's First Aid ability in conjunction with Odoryuk's Combine summon works really well.

### Diablo Pylon Ptolomea: More of the Same

To get to this Pylon, teleport to Sjelje and then to your hovercraft which should be at a beach nearby. Explore the center of the dark waters to the east to

find Ptolomea's place and enter it from your hovercraft.

The first "puzzle" can be overcome by dropping a ton of bombs in front of oncoming blocks. Drop them about four spaces away so they have enough time to detonate. The next puzzle is the same deal, but you're on a circle and the cubes pick up speed. Just keep on blasting blocks and a bridge will eventually show up.

The first boss isn't too nasty, but it does have one incredibly powerful attack that will most likely slay any of your newer characters in one hit. The attack seems to originate from its chest, so take that out first. Otherwise, fight 'n heal, fight 'n heal.

This dungeon breaks away from the usual Diablo Pylon routine by hitting you with another block busting challenge. This time, a huge wall of blocks comes at you. Just blow up one block in each wall to get past them.

The battle with Ptolomea is considerably less stressful than with the other bosses. He hits hard and drops a nasty dynamite attack that hits the entire party at the end of each round, but he's also really slow, so getting off an Odoryuk Combine summons before he attacks is easy. Just keep it up until he goes down.

## Archein: The Hidden Reflector

To get to the final Diablo Pylon, you must first find the lost city of Archein, where a hidden Live Reflector will take you to your next destination. Search the area around the huge salt pillars to the north of Quarty and go inside.

First, scour the town for goodies. You will need to find two purple conductor spheres. Use the first to activate an elevator in the northern-most building. Take it down and flip the two switches to lift the gate.

Head back up the elevator and go outside. Go inside the northern-most door in the building to the east. Go up the stairs and use bombs on the wall behind the crates to blow a new door through the wall. Go outside and use Kanon's Wire Hook to get across the rooftops to the building in the center of town. Drop down the hole in the roof and hit the switch to open the door. Place the second conductor into the elevator, but don't go down just yet.

Head to the southwestern corner of town and look at the wall of the building to the east. Use bombs to blow the patched up area open and go inside to get the death medium, Ge Ramtos. Think about how that's a funny name and go back to the elevator in the central building. Go down and move forward for a boss fight with an aggressive Poltergeist. It's on the moderately tough side, but if you made it through the previous Pylon bosses, this one should be a breeze. Just make sure you have some Revive items before you fight it since it does have an instant kill ability. Continue on to get to the live reflector and use it to get to the island where the final Pylon is located.

## Diablo Pylon Judecca: Time to Hit the Kid With the Glasses

Follow the rocky path all the way around the island until it hits a dead end. Explore the area to reveal the final obstacle between you and

Odessa's soft underbelly. The first puzzle/challenge is a moving platform that passes under several spiky obstacles along the way. To make it all the way across, you have to get on the side of the platform that the obstacles aren't rapidly approaching.

The next challenge is a really easy boss. We don't know why it was there or what it was doing, but boy was it easy. After you put the silly thing out of its misery, continue upward and onward. Next is a really challenging version of the previous moving platform game. Get through it and move on. After that, you get to a challenge that seems silly in comparison. Just run past the swirly balls as they're going under the walkway.

After all that, it's time for your last battle with Judecca. Again, compared to the boss fights at Caina's Pylon, Judecca is a piece of cake. When you get out, contact the Chateau for the scoop and then teleport to its landing site. Hop in and head for Sielje.

## Heimdall Gazzon: Odessa's Last Stand

Once you're hovering over Sielje head due south. You'll be flying for a while as Heimdall is pretty far south, so don't get panicky when you don't see it right away. When you find it, fly right up to it and enter.



Head north to the next area and then take the blue door on the north wall. Activate the security switch and then head back out. Now go through the western-most red door on the north wall and then the western door in the next area. Fumble your way to the southwest corner of this maze to find a light switch. Head east to get to a teleportation pad. Use it and go through the red door. Switch the security system again and go back to the maze room, teleport back, and return to the initial area with the blue and red doors on the north wall. Go through red door on the center of the wall and continue north through a green door.

We don't have space for a map, but we'll give you the basic lowdown on the teleportation puzzle. Start with the pad closest to you. Then take the pad on the east side of the little square you're in. Next, you want the pad in the northeast corner of the room. Then take the pad on the northern side of the square. Switch the security system at the console, hop down to the west and take the pad in the northwest corner of the room. Take the pad to the southeast. The pad to the east will take you to the blue door you need to get to the next area.

Once you make it to the blue door, walk through, save then move north to the next area for a boss fight

with Vinsfield himself. Vinsfield's regular attacks are stronger than usual, but he's not incredibly fast and he won't afflict you with any status abnormalities like Disease or Sleep, and he doesn't have any incredibly powerful single-character attacks. We fought him with Tim, Brad, and Kanon. We just used Brad's Rail Cannon with his Lock On ability when possible and continually nailed him with Kanon's Wire Fist while healing up every round with Tim's First Aid ability. No problem.

When you move on to the next area, dialogue will follow and everyone except for Ashley will split up and start looking for escape pods. The following puzzle isn't as intimidating as it seems. Everyone in the party has split up, so when you change characters you will actually be changing locations. Just move as far as you can with one character until they reach a stumbling block and then switch to another character. Eventually the ways that they each have to help one another will become clear.

After the rest of the party escapes, Ashley will be confronted by Vinsfield again. Fortunately, he appears to have been weakened by the last battle. Just use Access as soon as possible and you shouldn't have any problems unless your health was low to begin with and you don't have any healing items. After Vinsfield is defeated again, a lengthy outscene kicks in and disc one has come to an end.

*To Be Continued Next Month...*



# Nintendo 64



Ridge Racer 64



South Park Rally

**Hidden Race** – Enter Grand Prix mode and begin a race. As the race begins, turn your vehicle around and drive into the brick wall. Continue holding down the gas until you pass right through the wall. A reversed race will begin. Win this race to unlock a new ride.

*"Virtual Gap Boy 2001"*  
Phoenix, AZ

## Resident Evil 2

Enter all of these codes from within the Load Game Menu. When a code is entered correctly, you will be returned to the Main Menu.

**Invincibility** – Down (x4), Left (x4), L Button, R Button (x2), L, Up C, Down C  
**Infinite Ammo** – Up (x4), Right (x4), L Button, R Button, L Button, R Button, Right C, Left C

*Vinny "The Shoe" Martinez*  
Chicago, IL

## Star Wars: Rogue Squadron

Enter all of these codes at the Password screen.

**Unlimited Lives** – IGIVEUP  
**Dev Photo** – BLAMEUS  
**All Levels & Ships** – DEADDACK  
**Pilot a Car** – KOELSCH  
**View Credits** – CREDITS  
**Enhanced Radar** – RADAR  
**Control AT-ST** – CHICKEN  
**More A-Wing Use** – ACE  
**View Cinemas** – DIRECTOR  
**Soundtrack** – MAESTRO  
**All Power-Ups** – TOUGHGUYS  
**Pilot M. Falcon** – FARMBOY  
**Pilot TIE Interceptor** – After entering FARMBOY, input TIEDUP. Then head to the vehicle select screen, highlight the M. Falcon, and hold Up on the analog-stick for two seconds.

**New Title Screen** – HARDROCK (return to the Title Screen and let the demo begin. Press A and a new Title Screen will appear.)

*Dennis Alan*  
Minneapolis, MN

**Note:** After completing the tasks below, finish the race in first and the cheat will be tucked away in the Options menu.

**Cheat Sheet** – Simply win the first Rally Days race without picking up any power-ups.

**Unlock Pip** – In the second Rally Days race, activate checkpoints 1 and 4.

**Unlock Mr. Garrison** – In the second Rally Days race, activate all four checkpoints

**Unlock Bebe** – Lose the Cow Days race without touching any Health power-Ups.

**Unlock Big Gay AI** – Win the Pink Lemonade race.

**Unlock Cop Cartman** – In the Read-A-Book Day race, nail Chicken Lover five times with Salty Balls.

**Unlock Damien** – Win the New Year's race by being the only racer to touch the Millennium Key.

**Unlock Grandpa** – Simply win the Halloween race.

**Unlock Death** – Beat the Halloween race after dropping off four candies at a time.

**Unlock Ike** – In the Memorial Day race, collect the hidden pick-up on top of the airplane.

**Unlock Jesus** – Win the Christmas race.

**Unlock Terrance & Phillip** – In the Christmas race, collect the four hidden power-ups.

**Unlock Satan** – Win the New Year's race.

**Unlock Marvin** – Win the Thanksgiving race without picking up any turkeys.

**Unlock Mephisto** – Win the Independence Day race.

**Unlock Ned** – In the Independence Day race, pick up 12 different Turbo power-ups.

**Unlock Mr. Mackey** – Win the Spring Cleaning race.

**Unlock Tweak** – In the Spring Cleaning race, pick-up five caffeine power-ups.

**Unlock Shelly** – In the Valentine's Day race, collect the three hidden power-ups.

**Unlock Visitor** – In the Memorial Day race, collect the hidden power-up above the checkpoint and the hidden power-up between checkpoint 4 and the wooden bridge.

*"The Vidman"*  
Uptown, MN

## Vigilante 8: Second Offense

To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight any character, then simultaneously press the L and R Buttons. If done correctly, the Password option will appear and any of the codes below can be entered. **Note:** " " indicates a space.

**All Characters** – LLA\_KCOLNU  
**Max Stats** – LLA\_DORTOH  
**Invincibility** – ELBICNIVNI

*John Chibeta*  
Seattle, WA

## Pokémon Stadium

**New Pokémon Colors** – The Pokémon that you upload from your Game Boy game can look different in color. To make this happen, give your Pokémon different names to change their tint. Switching syllables, like Mewtwo to Twonew is one way to do it. Try different names and methods to change some of their colors.

**Gym Leader Battles** – Complete one of the Gym Leader Castles and one of the following Pokémon will randomly appear. These Pokémon can then be saved to your Game Boy game.

Kabuto  
Omanyte  
Eevee  
Squirtle  
Charmander  
Hitmonlee  
Bulbasaur  
Hitmonchan

**Surfing Pikachu** – Simply complete the game to get this obscure Pika-hybrid.

**Taking Pika** – Simply upload Pikachu from the Pokémon Yellow Game Boy game to unlock a Pikachu that talks and does wacky things. Note: Do not register Pikachu, just enter him into battle.

**Amnesia Psyduck** – Unlock all 151 Pokémon in the Hall of Fame to get this critter.

**Round 2 (Mew)** – Complete the game to unlock Round 2, a much harder version with new battles and tournaments. Unlocking Round 2 also unlocks Mew as a Rental Pokémon.

*Kenny Parker*  
Webville, COM

# PlayStation

## South Park Rally

**Note:** After completing the tasks below, finish the race in first, and the cheat will be tucked away in the Options menu.

**Cheat Sheet** – Simply win the first Rally Days race without picking up any power-ups.

**Unlock Pip** – In the second Rally Days race, activate checkpoints 1 and 4.

**Unlock Mr. Garrison** – In the second Rally Days race, activate all four checkpoints

**Unlock Bebe** – Lose the Cow Days race without touching any Health power-Ups.

**Unlock Big Gay AI** – Win the Pink Lemonade race.

**Unlock Cop Cartman** – In the Read-A-Book Day race, nail Chicken Lover five times with Salty Balls.

**Unlock Damien** – Win the New Year's race by being the only racer to touch the Millennium Key.

**Unlock Grandpa** – Simply win the Halloween race.

**Unlock Death** – Beat the Halloween race after dropping off four candies at a time.

**Unlock Ike** – In the Memorial Day race, collect the hidden pick-up on top of the airplane.

**Unlock Jesus** – Win the Christmas race.

**Unlock Terrance & Phillip** – In the Christmas race, collect the four hidden power-ups.

**Unlock Satan** – Win the New Year's race.

**Unlock Marvin** – Win the Thanksgiving race without picking up any turkeys.

**Unlock Mephisto** – Win the Independence Day race.

**Unlock Ned** – In the Independence Day race, pick up 12 different Turbo power-ups.

**Unlock Mr. Mackey** – Win the Spring Cleaning race.

**Unlock Tweak** – In the Spring Cleaning race, pick-up five caffeine power-ups.

**Unlock Shelly** – In the Valentine's Day race, collect the three hidden power-ups.

**Unlock Visitor** – In the Memorial Day race, collect the hidden power-up above the checkpoint and the hidden power-up between checkpoint 4 and the wooden bridge.

*"The Vidman"*  
Uptown, MN





To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight any character, then simultaneously press the L1 and R1. If done correctly, the Password option will appear and any of the codes below can be entered. Note: "\_" indicates a space.

**All Characters** – LLA\_KCOLNU  
**Max Stats** – LLA\_DORTOH  
**Invincibility** – ELBICINIVI

*John Chibeta  
Seattle, WA*



**Pre-Season Secrets** – Complete the Pre-Season training and Vince McMahon will have a word with you. After he invites you to the WWF, a slew of bonuses will be unlocked. These range from the unlocking of Stevie Richards in Create-A-Wrestler to the Rock's new guise, and a ton of character skill options.

*Phil Hoff  
Minot, ND*



Enter all of these codes at the Name Entry screen.

**All Tracks** – OPENROADS  
**All Cars** – SHOEBOXES  
**Nicky Grist Drives** – BACKSEAT  
**Four Wheel Drive** – TROLLEY  
**Reversed Tracks** – SKART  
**Night Tracks** – NIGHTRIDER  
**Jelly Car** – BLANCMANGE  
**Wave Car** – MAGFLOAT  
**Rear Steering** – FORKLIFT  
**Euro View** – WHITEBUNNY  
**Mini Cars** – DIDDYCARS  
**Hover Mode** – HOVERCRAFT  
**Collision Detection** – GHOSTRIDER  
**Metal Cars** – TINFOILED  
**Fog** – PEASOUPER  
**Turbo** – MOREOOMP  
**Big Jumps** – KITCAR  
**Faster Acceleration** – BUTTONBASH  
**Low G** – MOONWALK  
**High-Pitched Announcer** – HELIUMNICK

*Ombuugula Anandankye  
Epsilon Quadrant, Coreward 67493-34*



Enter these by selecting password on the Title Screen.

**Level 8** – QSP%n@jfnWv  
**Level 9** – QSP%n@jhtkms  
**Level 10** – CedW1zxvtSHK

*"The Kramer Gamer"  
White Fish, MT*



Enter all of these codes at the Main Menu or from the in-game Pause screen.

**Level Select** – Hold L1 and press ●, ✕, ◻, ◼, ▲, △, ✕, ✕  
**Invincibility** – Hold L1 and press ◻, ✕, ▲, ▲, ✕, ◻, ●, ●  
**All Guns** – Hold L1 and press ✕, ● (x2), ▲, ◻, ✕, ◻, ●

*Darcia Harmon  
Plano, TX*



To input these codes, enter the Options screen and choose Credits. As the Credits roll, enter the desired code.

**Expert Mode** – Down (x3), ▲, Down (x3), ◻, Left, Right  
**Instant Puzzle Solution** – L1, ▲, Up, Down, ● (x2), Down (x3), Up  
**Instant Kill** – L1, ▲, Up, Down, ● (x2), ▲, ◻, Down, R1  
**infinite Health** – L1, ▲, Up, Down, ● (x2), ▲, ◻, Right, ◻  
**Max Ammo** – L1, ▲, Up, Down, ● (x2), ▲, ◻, Left, ▲

*Greg Reese  
St. Agusta, TX*



**Level Select** – At the New Game menu press and hold L1, L2, R1, R2, Left, Select, and ●.

*"The Rhino"  
Toledo, OH*



**Loss Cops** – When the police are in pursuit, you can cut them off by smashing them in the back when they attempt a cut off.

**Extra Power-Ups** – Collect a power-up, then leave for a few seconds. Now, return to this location and the power-up will reappear. Grab it and repeat this process.

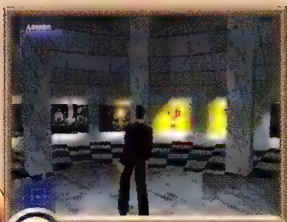
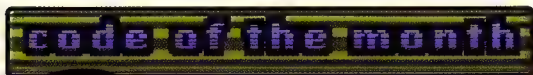
*Big Jim Johnson  
Chubbie, NJ*



By earning a certain amount of Ability Points in Super Story Mode, you'll unlock several new characters. Here's a listing...

**Robber Soul** – 350 Points  
**Kan** – 1,000 Points  
**Hol Horse & Voing** – 1,300 Points  
**New Kakayoin** – 1,450 Points

*Martin Slaunt  
Oakland, CA*



**End Level** – During gameplay, pause, then highlight the Map option and hold L2, R2, Right, ●, ◻, ✕. After hearing a buzzer, enter the Options to find the newly added Cheat menu.

**Movie Theater 1 & 2** – During gameplay, pause, then highlight the Briefing option

and hold Right, L1, R2, ✕, ●. After hearing a buzzer, enter the Options to find the newly added Cheat menu.

**Level Select & Movie Theater 1 & 2** – This code may seem obscure, but it does work. First, enter a two-player game. Make Lian Xing the first player, and Agency Operative as the second player. Make sure the game is set to 10 points and the stage is the Abandoned Bank. Now, enter the game and have Lian Xing take down the second player with seven headshots, 1 knife siit, and two regular kills. After the match is over, back out to the Main Menu and enter the one-player game. Talk to the GI next to the fire, then scale the hill and talk to the GI on the ledge. After this, head to the left of the cave and grab the M-16 from the Ammo case. From here, pause the game, then enter options to find your newly added cheats.

*Keith Sammons  
Citrus Heights, CA*

### 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

E-Mail:  
[secretaccess@gameinformer.com](mailto:secretaccess@gameinformer.com)

## Dreamcast

### TNN Motorsports: Hardcore Heat

Enter all of these codes at the Mode Selection screen.

- LE-2001 Truck** – Y, X, Right, Left, Right, Left, Down (x2), Up (x2)
- Additional Colors** – Down, Left, Up, Right, X, Y, L Button, R Button
- T4 Fighter Jet** – Left, Right, Down, X (x4)
- Random Weather (Time Attack)** – R Button, X (x7), Y (x7)

*Cookie Monroe  
Los America, MA*

### Wild Metal

Enter all of these codes during gameplay.

- Max Health** – Down, Down, A, X, B, X
- Invincibility** – Y, Right, B, Left, X, Down
- All Weapons** – A, A, Right, Y, A, Right
- Level Skip** – Up, Right, B, Y, Down, Left
- Friendly AI Units** – B, Down, A, Down, X, Y
- Boost** – Up, X, Down, B, A, Y
- All Token Locations** – Y, B, A, Left, Down, Down

*"Daddy Fat Sax"  
Memphis, TN*

### Time Stalkers

**Unlimited Cash** – Once you've acquired a few VMU minigames, save your game and then sell everything you've got. Use all your money to buy tokens and download them into the VMU. Load your saved game so you'll have all your cash and possessions back, but note that all the tokens you downloaded are still in the VMU. Sell the tokens off as much as you like to earn a 50% return on your investment.

*"Mr. Monday Night"  
Fargo, ND*

### Vigilante 8: Second Offense

To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight any character, then simultaneously press the L and R Buttons. If done correctly, the Password option will appear and any of the codes below can be entered. Note: "." indicates a space.

- All Characters** – LLA.KCOLNU
- Max Stats** – LLA.DORTOH
- Invincibility** – ELBICNIVNI

*John Chibeta  
Seattle, WA*

### South Park Rally

Note: After completing the tasks below, finish the race in first, and the cheat will be tucked away in the Options menu.

- Cheat Sheet** – Simply win the first Rally Days race without picking up any power-ups.
- Unlock Pip** – In the second Rally Days race, activate checkpoints 1 and 4.
- Unlock Mr. Garrison** – In the second Rally Days race, activate all four checkpoints

**Unlock Bebe** – Lose the Cow Days race without touching any Health power-Ups.

**Unlock Big Gay Al** – Win the Pink Lemonade race.

**Unlock Cop Cartman** – In the Read-A-Book Day race, nail Chicken Lover five times with Salty Balls.

**Unlock Damien** – Win the New Year's race by being the only racer to touch the Millennium Key.

**Unlock Grandpa** – Simply win the Halloween race.

**Unlock Death** – Beat the Halloween race after dropping off four candles at a time.

**Unlock Ike** – In the Memorial Day race, collect the hidden pick-up on top of the airplane.

**Unlock Jesus** – Win the Christmas race.

**Unlock Terrance & Phillip** – In the Christmas race, collect the four hidden power-ups.

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**Unlock Ned** – In the Independence Day race, pick up 12 different Turbo power-ups.

**Unlock Mr. Mackey** – Win the Spring Cleaning race.

**Unlock Tweek** – In the Spring Cleaning race, pick-up five caffeine power-ups.

**Unlock Shelly** – In the Valentine's Day race, collect the three hidden power-ups.

**Unlock Visitor** – In the Memorial Day race, collect the hidden power-up above the checkpoint and the hidden power-up between checkpoint 4 and the wooden bridge.

*"The Vidman"  
Uptown, MN*



NHL 2K

Enter both of these codes at the Black Box logo.

**Programmer Team** – On Controller D, hold the L and R Buttons, then press B (x2), X.

**Big head mode** – On Controller D, hold the L and R Buttons, then press B, A, B, Y.

### Player Images

**Wayne Gretzky Message** – Enter the Create-A-Player menu and name your rookie Wayne Gretzky. The message "Thanks for the memories" will appear over the player picture.

**Ron Hextall Image** – Enter the Create-A-Player menu and name your character Ron Hextall. View his bio to see his picture.

**Marty Reasoner Image** – Enter the Create-A-Player menu and name your character Marty Reasoner. View his bio to see his picture.

**Tony Twist Image** – Enter the Create-A-Player menu and name your character Tony Twist. View his bio to see his picture.

**Dale Hunter Image** – Enter the Create-A-Player menu and name your character Dale Hunter. View his bio to see his picture.

*Dino Ciccerelli  
Calgary, Canada*

### Chu Chu Rocket

**Chaos Creatures** – Beat all 25 Challenge levels and the mice will transform into Chaos from Sonic Adventure.

**Nights Critters** – Beat all 25 Mania mode levels and the mice will transform into Nights creatures.

**Hard Mode** – Beat all of the Puzzles in Normal mode to unlock this extra difficulty.

**Special Mode** – Beat all of the Puzzles in Hard mode to unlock this killer new challenge.

**Mania Mode** – Beat all the Puzzles in Special Mode to get this frantic new stage.

*"Powerman"  
Kedori, IL*

### Fatal Fury: Wild Ambition

**Unlock Duck King & Team/Data Modes** – Complete the game with every single character and Duck King will become available.

**Unlock Mr. Karate** – Simply beat the game without using any continues or losing any rounds.

**New Geese Costume & Ending** – At the Character Selection screen, highlight Geese and press Start and \* simultaneously to unlock his new costume. Now beat the game with this costume to see a new ending.

*"GI Droid"  
(location unknown – last seen sniffing Erik's underpants)*

### Die Hard Trilogy 2: Viva Las Vegas

Enter this code at the Main Menu.

Level Select – L1 (x2), ● (x2), ■ (x2)

Enter all of these codes from the Pause menu.

### 3rd Person Mode

**Invincibility** – ▲ (x2), ● (x2), L1, L2

**All Weapons** – ■ (x2), ● (x2), L1 (x2)

**Infinite Ammo** – L1 (x2), R1 (x2), ● (x2)

**Skeleton Mode** – ●, ■, ▲ (x2), ■, ●

**Camera Dampen** – ▲ (x3), ■ (x3)

**No Laser Sight** – L1 (x2), ▲ (x2), L1 (x3)

**1st Person Cam** – ●, ▲ (x2), ■

**Pop Top Mode** – ■ (x2), ● (x2), R1 (x2)

**Big Head Mode** – R1 (x2), L1 (x2), ▲ (x2)

**Funk Mode** – ▲ (x2), ■ (x2), L1 (x2)

**Electronic Mode** – ■ (x2), L1 (x2), R1 (x2)

**Slow Rockets** – L1, R1 (x2), L1, ▲, ■

**First-Person Gun Mode**

**Invincibility** – ▲ (x2), ● (x2), L1, L2

**All Weapons** – ■ (x2), ● (x2), L1 (x2)

**Infinite Ammo** – L1 (x2), R1 (x2), ● (x2)

**Slow Mo** – ▲, L1, ▲, L1, ▲, L1

**Slow Rockets** – L1, R1 (x2), L1, ▲, ■

### Driving

**Invincibility** – ▲ (x2), ● (x2), L1, L2

**Infinite Nitro** – L1 (x2), R1 (x2), ● (x2)

**Infinite Time** – L1, R1, ■ (x2), R1, L1

**Rain** – ■ (x2), L1 (x2), ▲, ●

**No Body** – L1, R1 (x2), L1 (x2), R1

**Snake Car** – ●, ■, R1 (x2), ●, L1, ●

*Caramel Electrode  
Hanover, RI*

# Game Boy

# GameShark

## ATTENTION:

The codes below only work with Interact's GameShark enhancer attachment



### Bionic Commando

**Exit Levels** - During gameplay simultaneously press and hold Select, A, and B to warp out of a level.

*Luana Lardbut  
Flabberhind, UT*



### Ghosts n' Goblins

Enter all of these codes at the Password screen.

- Level 1-2** - L(Heart)K(Heart)(Heart)(Heart)BL
- Level 1-3** - Q0M(Heart)(Heart)(Heart)1H
- Level 1-4** - PS5(Heart)7(Heart)B4
- Level 1-5** - TJR(Heart)7(Heart)2(Heart)
- Level 1-6** - JJT(Heart)7(Heart)7L
- Level 2-1** - GN(Heart) (Heart)K00H
- Level 2-2** - GN1(Heart)508J
- Level 2-3** - X43(Heart)50MR
- Level 2-4** - LS5(Heart)9114
- Level 2-5** - DN7(Heart)93(Heart)7
- Level 2-6** - XN9(Heart)9333
- Level 3-1** - N8C(Heart)K40N

*"Damion, The Demonic Gamer"  
AOL, COM*



### NFL Blitz 2000

What you want to do is change the three icon code menu in the lower portion of the screen to match your code. The digits represent the number of times each of the three icons must change. The three digits can be accessed by pressing Start for the first digit, B for the second digit and A for the third digit. After you've entered the code correctly, press the digital pad in the direction the code requests. It's that easy.

- Hidden Plays** - 3-3-3, Down
- Super Teams** - 2-3-3, Up
- Super Offense** - 3-1-2, Up
- Super Defense** - 3-2-1, Up
- Super Passing** - 3-1-2, Right
- No Punting** - 1-3-1, Up
- No Interceptions** - 2-3-3, Left
- No First Downs** - 2-1-0, UP
- No Fumbles** - 3-1-2, Down
- Infinite Turbo** - 0-1-3, Up

*Janquin Phoenix  
Pewter Town, OR*



### Tony Hawk's Pro Skater

- All Tapes (Tony Hawk) -
- 810ddd3c 3232
  - 810ddd40 11ff
  - 810ddd42 1f20
  - 810ddd44 1f1f
  - 810ddd46 201f
  - 810ddd48 2000

- All Tapes (Bob Burnquist) -
- 810ddd50 3232
  - 810ddd54 11ff
  - 810ddd56 1f20
  - 810ddd58 11ff
  - 810ddd5a 201f
  - 810ddd5c 2000

- All Tapes (Geoff Rowley) -
- 810ddd64 3232
  - 810ddd68 1f1f
  - 810ddd6a 1f20
  - 810ddd6c 11ff
  - 810ddd6e 201f
  - 810ddd70 2000

- All Tapes (Bucky Lasek) -
- 810ddd78 3232
  - 810ddd7c 11ff
  - 810ddd7e 1f20
  - 810ddd80 11ff
  - 810ddd82 201f
  - 810ddd84 2000

- All Tapes (Chad Muska) -
- 810ddd8c 3232
  - 810ddd90 11ff
  - 810ddd92 1f20
  - 810ddd94 11ff
  - 810ddd96 201f
  - 810ddd98 2000

- All Tapes (Kareem Campbell) -
- 810ddda0 3232
  - 810ddda4 11ff
  - 810ddda6 1f20
  - 810ddda8 11ff
  - 810dddaa 201f
  - 810dddac 2000

- All Tapes (Andrew Reynolds) -
- 810dddbe 201f
  - 810dddcc 2000

- All Tapes (Rune Glifberg) -
- 810dddcc 3232
  - 810dddcc 11ff
  - 810dddcc 1f20
  - 810dddcc 01ff
  - 810dddcc 201f
  - 810dddcc 2000

- All Tapes (Jamie Thomas) -
- 810dddcc 3232
  - 810dddcc 01ff
  - 810dddcc 21f20
  - 810dddcc 41ff
  - 810dddcc 6201f
  - 810dddcc 82000

- All Tapes (Elissa Steamer) -
- 810dddff 3232
  - 810dddff 41ff
  - 810dddff 1f20
  - 810dddff 81ff
  - 810dddff a201f
  - 810dddff c2000



### Ace Combat 3: Electrosphere

- Enable All Planes -
- 800be668 0101
  - 800be66a 0101
  - 800be66c 0101
  - 800be66e 0101
  - 800be670 0101
  - 800be672 0101
  - 800be674 0101
  - 800be676 0101
  - 800be678 0101
  - 800be67a 0101
  - 800be67c 0101



### Deception III: Dark Delusion

- Infinite Health -
- 800c3386 0190
- Infinite Ark -
- 800b8dac ffff
- Ceiling Trap (No Time) -
- 800c0d54 0000
- Wall Trap (No Time) -
- 800c0de8 0000
- Floor Trap (No Time) -
- 800c0e7c 0000

- Expert Complete -
- 50000602 0000
  - 800c35a0 ffff
  - 800c35ac 000f

- Full Trap Guide -
- 300b8d9c 006a
  - 50006a02 0000
  - 300bae28 0001

- All Emblems -
- 800bad2e 03ff

- All Rings -
- 800bad30 007f

- Infinite Dreak -
- 800b8da4 e0ff
  - 800b8da6 05f5

- Trap License Complete -
- 300b8db7 0007



### WWF Smackdown

- Enable All Characteristics -
- 80090700 ffff
  - 80090702 ffff
  - 80090704 ffff
  - 80090706 ffff
  - 80090708 ffff
  - 8009070a ffff
  - 8009070c ffff
  - 8009070e ffff
  - 80090710 ffff
  - 80090712 ffff
  - 80090714 ffff

- Enable All Heads -
- 80090f7c ffff

- Enable All Bottoms -
- 80090fa6 ffff
  - 80090fa4 ffff

- Enable All Tops -
- 80090f90 ffff
  - 80090f92 ffff



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Viva Las Vegas .....	Ⓛ
Dukes of Hazzard .....	Ⓛ
ECW: Hardcore Revolution .....	Ⓛ
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## STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between \$.95 and \$1.25 per minute.

### Acclaim

516-759-7800

### Activision

1-900-680-HINT

### Capcom

900-976-3343

### Eidos

1-900-773-4367

### Electronic Arts

900-288-4468

### GT Interactive

900-225-5248

### Konami

900-896-4468

### LucasArts

900-740-5334

### Midway

903-874-5092

### Nintendo

900-288-0707 (Game Counseling)

425-885-7529 (Automated)

### Sega

1-900-200-SEGA

### Sony

900-933-7669

### Square Soft

900-407-KLUE(5583)

### THQ

900-370-4468

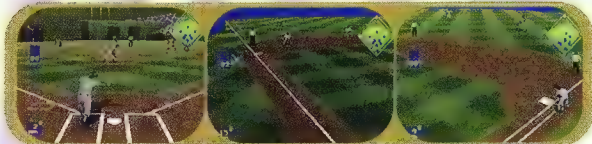
# CLASSIC GI

gaming from the past to the present

## World Series Baseball

**Availability:** Common  
**Replay Value:** Moderately High  
**Similar Games:** 3D Baseball (SS), Triple Play (Various Systems), Bottom of the Ninth (PS-X)  
**Created by:** Sega  
**Access Tip:** When playing defense and the ball is hit to right field, attempt to throw out the runner going to first.  
**Overall:** 8.75

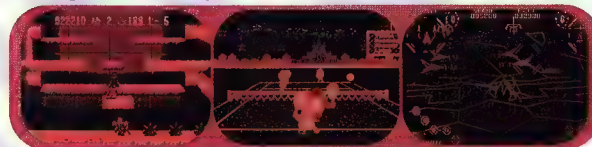
Sega has a long history of making memorable and top-selling baseball titles. In the days of the Genesis, Sega started with Tommy LaSorda, moved to the Sports Talk line, and then settled in with the phenomenal World Series sequence. World Series Baseball had already enjoyed a successful campaign on the 16-bit machine when Sega launched this Saturn version in 1995. This game bore little resemblance to its 16-bit forefathers, actually being based on Sega's Japanese game. The Japanese influence shows in terms of this game's player animation and batting stance, but Sega did a nice job of "Americanising" the game with four authentic stadiums and over 700 MLB players. Some have argued that this version of World Series has a number of faults including base stealing glitches and a fairly small field, but the game's speed of play and overall ease of use make it very playable. It is also quite entertaining, especially in the Season mode. Hats off to Sega for a classic game, and we hope the Series will soon continue on Dreamcast.



## Virtual Boy

**Availability:** Uncommon  
**Replay Value:** NA  
**Similar Systems:** Viewmaster  
**Created by:** Nintendo  
**Access Tip:** This short-lived system was gone before it was really started, but a healthy supply was produced. You can find one of these systems for under \$30.  
**Overall:** 2

We had to dig deep in the bowels of the GI Vault to unearth our Nintendo Virtual Boy. Even with the thick layer of dust, our VB has barely been used and is still in nice shape after not being powered up in nearly five years. There are only 20 or so games for the system. To say the least, the Virtual Boy was basically a dead system only six months after it was released, and an introductory price of \$180 made more than a few gamers feel ripped off. Released in August of 1995, the Virtual Boy was the first and only cartridge-based virtual reality system. Although somewhat strong on the virtual and very short on the reality, the system uses two LED displays to create a 3D gaming experience. The only drawback of this LED system is that it only displays one color - red. This may not sound that bad, but staring into the display for more than 15 minutes puts a strange strain on your eyes. We are not sure if the Virtual Boy causes long term eye damage, but we are not going to be the guinea pigs. Back into the vault goes the Virtual Boy!

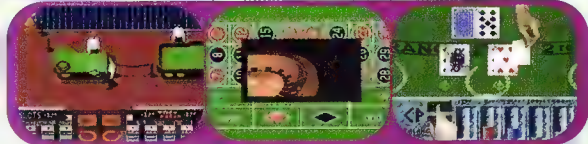


## Super Caesar's Palace

SNES

**Availability:** Common  
**Replay Value:** High  
**Similar Games:** Vegas Stakes (SNES), Caesar's Palace (Genesis), Vegas Dreams (NES)  
**Created by:** Illusions for Virgin Games  
**Access Tip:** Hit on 16, Stand on 17; Split Aces & Eights; Always Bet on Black  
**Overall:** 8

Like Mahjong games in Japan, casino games have been a fixture of the U.S. console gaming scene since its inception. No console has been without one, primarily because the genre is cheap to produce, a guaranteed seller, and almost impossible to screw up. If, like us, you've blown thousands of dollars during late night gambling binges, try Super Caesar's Palace instead of taking your television to the pawn shop. Super Caesar's Palace allows you to wander about the legendary Vegas gaming hall, which contains exclusive "high roller" rooms that you must rack up big bucks to enter. For this addition to the long-running series, Illusion added the then cutting-edge ATM machine to the game, which allows you to save your winnings with a password. The game features 12 casino games, including Poker, Craps, Horse Racing, and Blackjack. The variety of games, sharp graphics, inclusion of more obscure games like Red Dog, and easy-to-use interface make Caesar's Palace a sure bet. Compatible with the Super NES Mouse controller.



## Teenage Mutant Ninja Turtles Tournament Fighters

Genesis

**Availability:** Uncommon  
**Replay Value:** Moderate  
**Similar Games:** Street Fighter II (Various), Mortal Kombat (Various), Justice League Task Force (Genesis)  
**Created by:** Konami of America  
**Access Tip:** Ultra Desperation moves can be used when your life bar flashes. Michelangelo & Donatello - f, b, db, d+C; Raphael, Ray Filet, Leonardo, & Sisyphus - b, b, f, fd, d, bd+C; April O'Neil & Casey Jones - (close) b, db, d, df, f+C  
**Overall:** 6.5

Back in the days before Squirrel, America's youth was bewitched by four kung-fu fightin' turtles named Donatello, Leonardo, Raphael, and Michaelangelo. The Teenage Mutant Ninja Turtles had it all - a television series, movies, toys; they were even down with Vanilla Ice. After a series of successful action titles, Konami attempted a TMNT 2D fighter in the vein of Capcom's classic Street Fighter II. This game has a variety of characters and arenas, and more than adequate graphics for a Genesis-era title, but the gameplay lags behind other games of its ilk. For one thing, the Genesis' third button is largely ignored, limiting the number and complexity of combos that could have been implemented. Also, the degree of difficulty is extremely high, making for a frustrating gaming experience, especially when coupled with sluggish control and frequent slowdown.





### Alloy Arcade Stick

Manufacturer: InterAct  
List Price: \$59.99

"Mom, I herniated my lower discs lifting my joystick again!" Once you belly up to the cold die-cast metal casing of the Alloy Arcade Stick, you know you're driving the Corvette of Dreamcast controllers. Not only does it come with nine programmable buttons and an auto-fire switch, but also its own buffing cloth to keep its blinding luster intact.



### Gamecase

Manufacturer: Case Logic  
List Price: \$11.99

Case Logic makes all sorts of CD wallets that work great for toting games over to your friend's house, but its Gamecase is crazy versatile. Not only can it be used for the safe storage of a Game Boy or Neo Geo Pocket Color, it also works for mini-disc players and microcassette recorders. Weightlifters and truckers will love the Gamecase for its loops on the back, allowing it to be used as a fannypack.

Speaking of which, what's up with fannypacks? Is looking that stupid really worth the extra storage space? Face it boys, fanny packs are purses, and anyone who carries one is a little bit fruity in the booty. Let 'em die like leg-warmers.

### Swatch Access

Manufacturer: Sega/Swatch  
List Price: About \$150

Right about now, the Swatch Access should be showing up in Japan. A collaborative effort between Swatch and Sega, this little device is much more than a wristwatch. An internal microchip stores data that a radio receiver plugged into a Dreamcast controller can read. Swatch Access will allow DC owners to store web addresses, or save secrets unlocked in an arcade and bring them home. If it gains enough support, this could be Sega's next big gaming innovation.



### Precise Mousing Surface

Manufacturer: 3M • List Price: \$12.99

We're sure the majority of our readership would take console games over PC any day of the week, but for those that swing both ways may we recommend the 3M Precise Mousing Surface? Its "advanced micro-groove surface" eliminates a lot of the slippage you probably haven't noticed because you don't know any better. This thing really works, folks. Best of all, spills don't damage it whatsoever.



### A Special Message From the Pickle King

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

Many of people credit the power of the pickle to its green juice. Perhaps they pretend that the pickle's greenness connotes nothing positive. Well, peeps, we are poised to promptly put an end to this misconception in the first-ever Game Informer Pickle Showdown: we pit two dill-pickle giants against one another - Claussen and Vlasic.

The first difference you will notice is in the supermarket's placement of the pickle jars. Claussens are always found in the refrigerated section, while Vlasic's are usually mixed in with the store's entire pickle selection. This is due to their production methods. Claussen uses a refrigeration fermentation process that gives the pickles extra crunch. Vlasic uses a processed technique that allows them a longer shelf life and a sharper flavor. You will definitely be able to tell the difference from the first bite. The Claussens break apart easily, have a really nice crunch to them, and a tasty dill flavor. The Vlasic's are much too hard and far too soft on the inside.


### THE PICKLE VERDICT -

• Vlasic: 6.25 • Claussen: 9.5

**Claussens are the beat all-around pickle.**

So what does this mean for you? As a gamer it is extremely important to take care of yourself. That means eating healthy and living clean. Pickles will help you. They are super low in calories, taste great, and can be eaten right out of the jar. And once all the pickles are gone, you can drink the dill juice to replenish the body's salts after a particularly grueling video game workout. Pickle Power!



A woman in a black tactical suit stands in a hallway with green lighting. She holds a large black submachine gun in her right hand and a silver handgun in her left hand. The hallway has a door on the left and a bright light source at the end, creating a lens flare effect.

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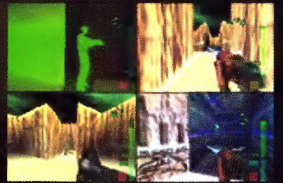
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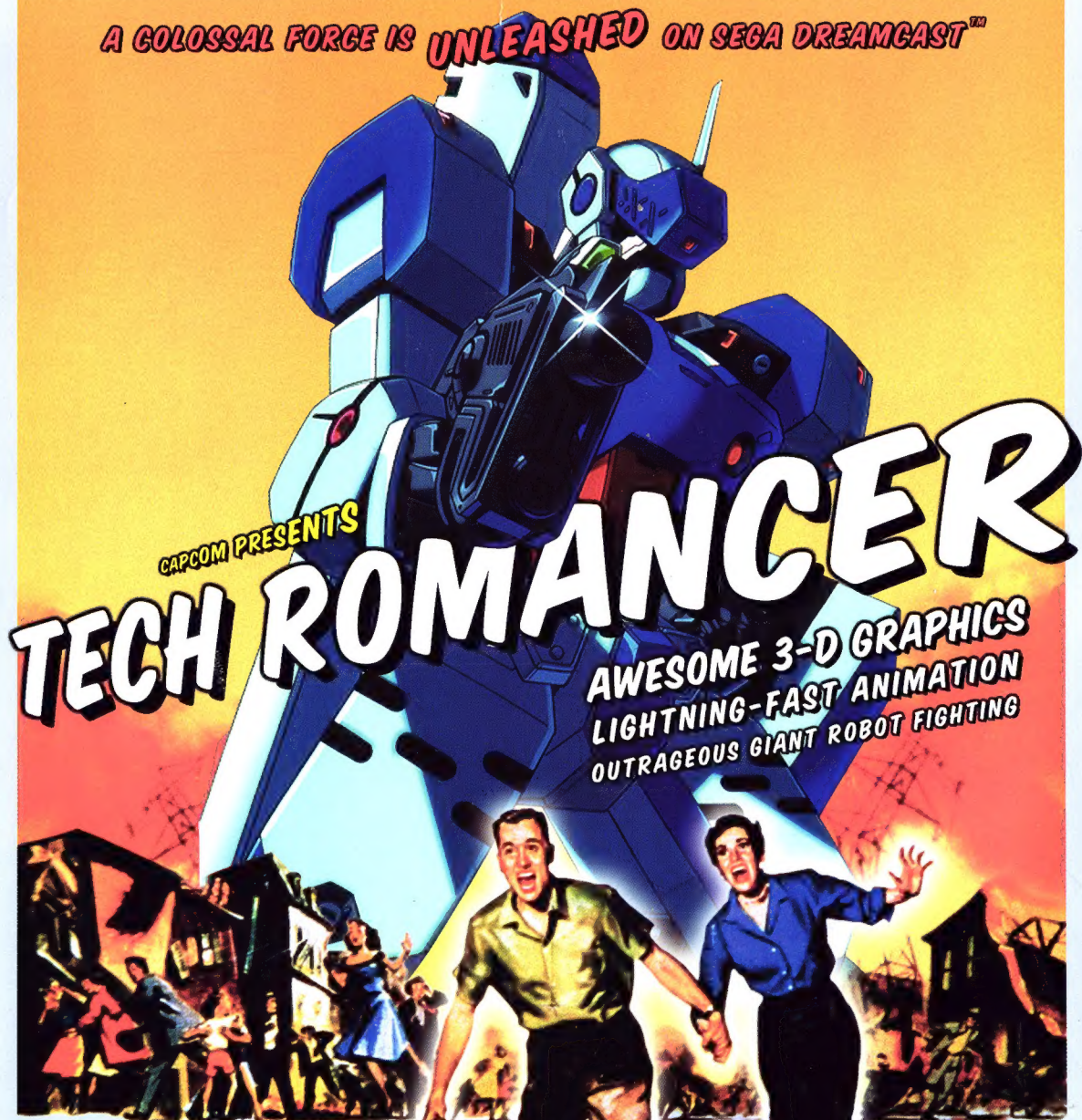
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