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**Onimusha:
Warlords**

Game Informer

MAGAZINE

THE GAMES OF E3

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June 2000 #86
Vol. X • Issue 06



Capture runaway cat with repairman's help.

Use new tools to get treasure.

Kick computer to make it work.

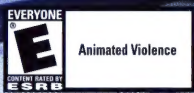
Teleport Orb gets you to island.

If only the answers to solving the mysteries of Wild Arms 2 were this easy to find. Instead, you'll face a monumental challenge to discover the secrets that lie within this stunning, yet mysterious 3-D world. A place where fate lies in the balance. Where one courageous, determined hero must sacrifice his heart for peace. Can he use the power of all living life forms and save Filgaia from the evil forces of Odessa?

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Player-controlled camera angles

Choose from 3 characters to start quest

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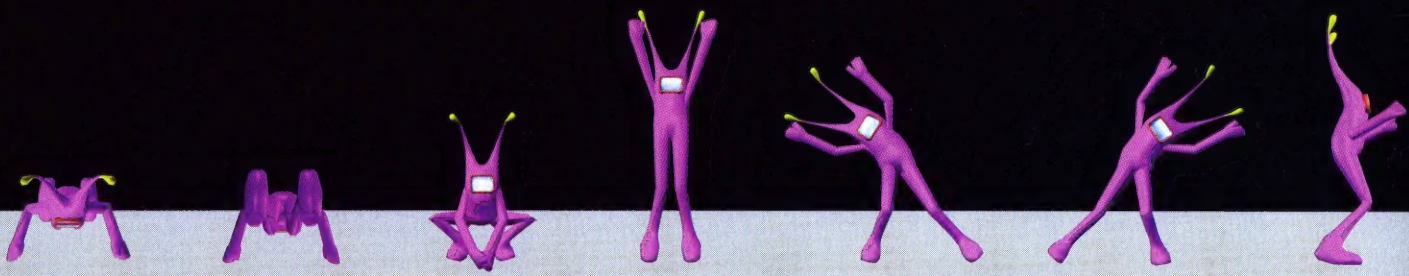
WILD ARMS 2
What legends are made of.

try to do better next century
Use Search System to find money

Condition Green cancels status.

the answers are out there

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Sega Dreamcast
IT'S THINKING

LIFE'S A DANCE PARTY.
THEN YOU DIE.*

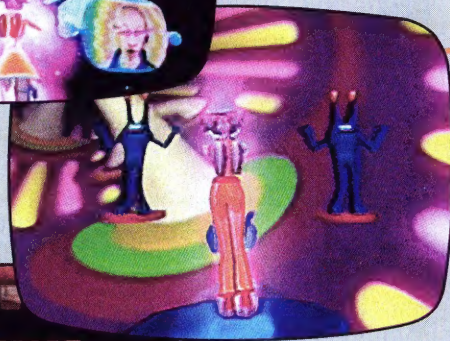
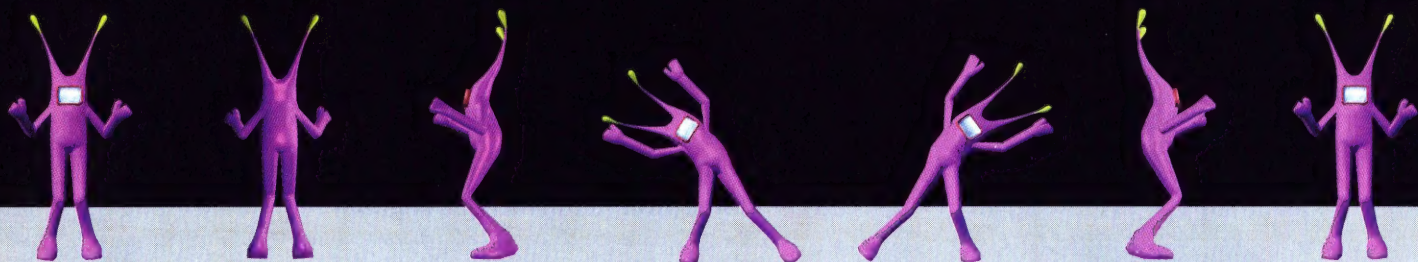


TEEN
Mild Animated Violence
Suggestive Themes

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*No Morolians are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

Features

14 Cover Story: Legend of Dragoon

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It's got an intense battle system, characters that transform into winged beasts, and a story so deep, it's practically cavernous. Game Informer blows the lid off Legend of Dragoon, Sony's new RPG that will challenge the champion of the genre. Get all the minute details, and a complete walkthrough to boot.

20 Feature: Battle of the Bitstream: Video Game Deathmatch

From the sick and twisted minds here at Game Informer comes yet another forum for us to be stupid in. Enter the Vidiot, a powermad, galaxy hopping *!@#er who loves to pit today's top video game talent in a duel to the death. The results of his insanity are a definite must-read.

26 Feature: Toyko Game Show 2000

Twice a year, some of Japan's biggest game companies show their stuff in Tokyo. Craving information (and some sushi), Game Informer sent our roving reporter to the spring Tokyo Game Show to give you a taste for what was there.

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Down With The Man



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GI readers from across the globe interact with Game Informer.

11 Envelope Art
You can't win if you don't enter GI's Monthly Envelope Art Contest.

30 GI News
Sega gives Dreamcast out for free, Sony ponders modem and hard drive for PS-2, Foreman endorses something other than his Lean Mean Grilling Machine, and tons-o-fun with Name That Game!, Trivia, and GI's Top Ten.



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64 Photophile
Normally we love anything mini, but this month with love everything HUGE. Huge tracks of land, Huge Hefner, and especially Tiny Elvis' favorite saying when he walks into the Game Informer locker room, "it's HUGE!". But that's another story. Check out this month's huge Photophile with over 15 pages of previews.



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79 Game Informer PC
The PC Jedi jumps at the chance to hone his Jedi power on Force Commander, and even finds some time to review Soldier of Fortune and Risk II.

80 Play To Perfection
Left or right? North or south? The strategy gurus of GI tell you the answers to these burning questions and more in both our complete Legend of Dragoon walkthrough and the final half of our Wild Arms 2 guide.



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98 Secret Access
Tips from our readers and the infamous Game Shark Swap Shop.

102 Classic GI
GI looks at classic games on the Super NES, Genesis, and replays some codes from the vault.



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104 etc
This month's etc takes a look at some resin, ponders what to do with it, and decides that making awesome figures like Palisades' new Chrono Cross Statues is probably best. Pokémon Origami and a vibrating pad are among the other highlights.

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Neo Geo Pocket Color
Last Blade



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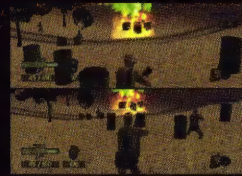
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April 2000



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May 2000



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Jay, The Gonzo Gamer
 jay@gameinformer.com
 "You know what? You stink. Yeah, that's right. You think I'm talking to somebody else? No, I'm talking to you, buddy. You stink so bad I can smell you reading this magazine, and I wrote this a month ago! That's how bad your odor is. It reaches into the future. Why don't you take a shower? Or a bath? Or like six of each? Gahh! My nostril hairs are burning off here. Does your religion prohibit deodorant or something? Probably wouldn't help you, though. Ya can't cover up a reeker like you. From now on, I'm gonna call you stenchy."

Paul, The Game Professor
 paul@gameinformer.com
 "What a month! Not only did I travel to Japan for the Tokyo Game Show, I hit the road and went to Silicon Valley to get the dirt on Capcom's Onimusha for PS-2. This game is essentially a samurai version of Resident Evil, but Capcom won't reveal a playable version until E3 (which is going on right when this issue is mailed to you). Needless to say, I am pretty stoked. I am equally pumped to again have the chance to speak with two of video games' premiere designers, Shigeru Miyamoto (Mario) and Hideo Kojima (Metal Gear). I hope they don't ask for advice on their games. Yeah, right!"

Reiner, The Raging Gamer
 reiner@gameinformer.com
 "When I was a little guy, not a day over six, my grandpa taught me an important lesson in life. Actually, he hit me over the head with a hammer and told me to shut the hell up. When that steel hammer pierced my skull and tickled my goopy brain, I was given a special power. It's not a stupid power like flying, seeing dead people, or shooting death rays out of my eyes. Nope, my power is really cool. Three or four times a day, blood doesn't get to my brain and I pass out. When I come to, great lengths of time have passed, and I'm usually soaked in urine. Awesome, huh? Superman, eat your heart out! I know you're all jealous!"

Andy, The Game Hombre
 andy@gameinformer.com
 "This whole free Dreamcast thing has got me weirded out. I just don't know what to think. Are people willing to exchange 200 dollars out of the gate for two years of 20 bucks a month Internet service? Sure you could use the connection with your PC, but surfing the Net with DC is still painful. I know there's no way I would get in on that deal, but I'm sure there are many out there who would, especially with Sega's very solid lineup for the fall. In fact, Sega may deliver the most innovative and interesting titles we'll see this year on any system with Jet Set Radio, Shenmue, and Phantasy Star Online. Who knows? Sega may still have a shot."

Matt, The Original Gamer
 matt@gameinformer.com
 "I'd like to devote my column this month to an overlooked genius, Jesse Camp. Many of you might remember this gangly glam metal scarecrow as a VJ on MTV a couple of years ago. Weighing in at probably at least 75 pounds, Jesse thrilled us with his gift of gab, speaking in a dialect that recalled Jeff Spicoli with Tourette's Syndrome and several hits of helium. Not just a mere television personality, Jesse rocked the world with his 1999 album, Jesse & the 8th Street Kidz. I'll be damned if it wasn't the best Faster Pussycat record since Wake Me When It's Over. Here's to you, Jesse. Shine on, you crazy diamond!"

Erik, The PC Jedi
 erik@gameinformer.com
 "What is it about Star Wars first trilogy games that excite me more than the second? Did you know that a new space combat sim based on Episode I is being planned? So what? They're going to call it Naboo vs. Droid Fighter and there are only four different ships. Don't get me wrong, I loved the Jedi-Fu in Phantom Menace, but winning the day by blowing the crap out of the enemy's most well-defended installation through the goofy mishaps and wily shenanigans of a nine year old (force strength regardless) isn't an experience I particularly want to relive. Escort the Queen. Shoot Droid Fighters. Escort the Queen..."

LETTER FROM THE EDITOR

Down With The Man

BY ANDREW McNAMARA

Game Informer has certainly done a good job of taking care of role-playing gamers lately, as we come at you with our second PlayStation RPG cover story in a row. Which I actually find quite amusing, as I would be willing to bet that it is the first time in video game history that a magazine has had back-to-back RPG covers. What can I say? We are innovators.

Unfortunately, I don't think Game Informer can take all the credit for this one, as Nintendo once again denied us by saying it didn't have the time to help us put together a Perfect Dark cover story. So obviously we had to move on to the second best game in the issue, Legend of Dragoon. I know the RPGers out there are thanking their respective gods (and with RPGers, you just never know who or what that might be) that Nintendo is a pain to work with, but I'm sure you Nintendo 64 fans out there are once again letting out another

collective sigh. Which is why I want to take this opportunity to let all you Nintendo 64 gamers out there know that we are trying here. We have received many letters from readers concerned about our lack of Nintendo 64 coverage, so I wanted to let you know that many times this is not by choice. Nintendo has had little third-party support in recent months, and many times, as was the case with Perfect Dark, Nintendo is less than helpful at supplying us the information we need to keep all you Nintendo gamers happy.

I can tell you that Game Informer will keep coming after these Nintendo dictators until they finally break down and start being more concerned about taking care of their faithful fans than lining their pockets with cash siphoned from the blood, sweat, and tears of Pokémon trainers everywhere.

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AUSTIN POWERS

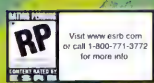
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Letters From Our Readers

ANGRY GAMERS

Hey, since you guys are the pros and can beat the most mind-boggling games, I was wondering...Are there any games you've given up on because they were simply too tough to figure out? Anything that you're like, "That's it! Everyone hit the deck!" and quickly eject the game so hard that it flies out of the machine, across the room, never to be touched again? Have any of you ever broken any controllers in frustration? I've broken about five myself: two on SNES, two on PS-X, and one on NES. My main target has always been the TV, which gladly takes my controller-throwing abuse. And who's got the worst temper when it comes to losing games? My bet for some reason is Andy, with Matt coming in second. I concluded this just from the probing picture in the last issue. What a face.

The Mad Jackyl
Nokesville, VA

As much as we love them, video games have a tendency to be extremely frustrating...especially in beta and alpha



form. Most of the games we play are incomplete or not completely tweaked yet, which means certain jumps cannot be done, bosses cannot be killed, and items cannot be found. Imagine playing The Legend of Zelda: Ocarina of Time for 12 hours only to find that the item you've been looking for is not yet in the game. Moments like these lead to some highly intensified scenes within the office. Usually, chairs are kicked, Paul is abused, and profanity is sprayed freely. Just a few weeks ago, Andy destroyed the first controller within the sacred GI office. His reason? "The computer cheated."

HOMEWARD BOUND

Do you play games at home, or is it strictly an office thing?

David

Somewhere in TX

After working with video games for ten hours a day, you'd think games would be the last thing we'd want to see when we retreat to our homes. Nothing could be further from the truth. Since last August, Andy has racked up nearly 60 days (that's over 1,400 hours) on the PC hit, EverQuest. He also loves Tony Hawk! Reiner plays through a game

a night. RPGs are his favorite dish. Erik guzzles liquids while experimenting with new part combinations in Armored Core. Jay plays a fair share of vids and pen-and-paper RPGs. But be wary, if you do play with him, watch yourself, he loves to dip his boys into drinks. After falling into a coma when he was seventeen, Matt is catching up on the classics. As for Paul, he likes to play video golf and babble baby talk to his adorable little girl, Elsa. Don't tell Paul, but we call her Stink Bomb. She smells funny.

DOIN' THE CLAW!!!!

This may be nothing, but I figured I would ask anyway. In the Envelope Art section of your June 1999 issue you had my drawing (thanks, by the way) with the comment "Doin' the claw... doin' the claw... come on everybody... let's do the claw." Now, in your latest issue (April 2000) for LeVar Williams' drawing, you had "Doin' the claw... doin' the claw... everybody loves doin the claw!" I'm glad to see that within a year everybody has come to love "doin' the claw" but what exactly is it? Some kind of dance you do around the GI offices while playing German techno music and wearing leather masks? Or perhaps something more sinister? Claw or no claw, you guys are still the

best at what you do. Keep up the exceptional work!

Best regards,
Roy Thompson
worldnet.att

With video games sucking away every second of our lives, we haven't found time to express ourselves religiously. We love ya Jesus! And can hardly wait to meet you and your pappy...but games come first. When we feel depressed and completely lost in the world, we enter the GI confession chamber; where we spill the beans to The Claw. For those of you who don't know, The Claw is the greatest gamer (and thumb wrestler) in the world. He enlightens our hearts and always gives us a thumbs up.

THE FUTURE OF 989

Dear Game Informer,

I have a few questions to ask you guys.

1. How much will the PlayStation2 cost?
2. Do you only answer email or do you sometimes put snail mail in the mag?
3. What exactly will happen to Syphon Filter next year? Will Sony make a sequel or will Syphon Filter 2 be the last one?
4. Who exactly answers these letters? Is it an editor or a hired writer?
5. Will Nintendo make an adapter device that lets you play Game Boy on N64? If they do, will they call it Game Boy 64?
6. What will happen to the games that 989 was planning to make? Will Sony make them or will they just forget about them?

Ryan Delaney
Fornbey, TX

1. Right now, Sony has not yet set a price for the U.S. PlayStation2. In Japan, the PlayStation2 is selling for well over \$350. We predict that it will sell for

\$299 when it comes Stateside later this year.

2. Nowadays, we receive more email than we do letters. However, your letter came straight out of the mailbag!
3. Sony always owned 989, and therefore, always had control of the Syphon Filter license. With a property this hot, and a cliff-hanging ending in Syphon 2, you can expect a sequel. Maybe not next year, but soon.
4. The editors answer all the mail. On top of this, Paul has a strange disease that forces him to put his daily activities off to the side to answer every email sent to him.
5. We actually have a device in the office that allows just this. Nintendo lent it to us to take screen captures. Its name is the Wide Boy. From what we understand, it won't be made into a household accessory.
6. Sony will continue where 989 left off. All games in development are still in the works. The only difference is that they won't bear the 989 logo.

THE DREAMCAST ANTHEM

I'm 128 bit,
with 4 slots in my hip,
and a processor speed
that can outrun an alien spaceship,
you want reality,
I welcome all contenders
who want to battle me,

local or overseas,
who's ready to see,
the capital D,
make history,
in the year 2G!!!!!!!!!!!!!!!!!!!!

Keenan Young
Hampton, VA

Word.

THE IOWA ANIME SOCIETY

Is everyone that works for GI from Minnesota? And who is the biggest anime fan at GI?

Brian Bell
Oklahoma City, OK

Out of all 49 states (California is going to fall off and sink in the ocean, so we'll write them off now), Minnesota is home to the largest gaming populous in the United States. Both Paul and Matt are hometown heroes. Andy is from Texas (loser). Erik's mom felt safe enough in New York City to drop a load. Reiner is also from Minnesota, yet he swears

up and down that he's from a small desert planet. Jay is from Iowa. When he's not making corn puppets or playing games, he's watching anime. His favorites include...uh...actually we can't list any. His anime of choice include a ton of slimy tentacle action.

NINTENDO WILL LIVE ON

have been busy making sequels to the games like Super Mario 64, and all the other good games. When the N64 first came out, I was already hyped to get the sequel for Super Mario Bros. The first Nintendo had all those other sequels, so why not the N64?

Mark
Grand Prairie, TX

Thanks to Pokémon, Nintendo is in no danger whatsoever. The Nintendo 64 still has some life in it yet as well. With games like Conker's Bad Fur Day, Perfect Dark, Banjo-Tooie, Zelda: Majora's Mask, James Bond: The World Is Not Enough, Turok 3, and Resident Evil Zero, there are plenty of reasons to hold on to the Nintendo 64. This lineup should transition nicely into the highly powered Dolphin days.

Hmmmm...yeah, Nintendo is in deep poopie. You would have thought they would



Envelope Art

June Winner

Isaac Willnoite, Miamisburg, OH

PLAYSTATION ROAD RULES

Can you tell me if there is a thing that will allow you to play PlayStation in the car? It has a little screen? Have you heard of it???

Bizkit8985
aol.com

You're stoopid. He he!
(What our immature editors are trying to say is "No - we have not heard of a portable PlayStation device. The only way to play PlayStation games in the car is through a built-in screen or a portable television. Either way, you'll need your PlayStation and a power source.")

GAME INFARCRER: THE SEQUEL????

You have a magazine with a good humor content. Game Infarcer was hilarious!!! Will we be seeing it again? Will the next cover story be Girl in Bikini 2: The Thong?

Y would I tell U
Hockessin, DE

To get Project: Game Infarcer off the ground and into your greedy little hands, the entire Game Informer staff was forced to take pay cuts to fund this dangerous new magazine. Malnourished and homeless, we managed to bang out the first issue (#138), and were so proud of it that we included a four-page preview in the April issue of Game Informer. We shipped 400,000 copies of Game Infarcer to newsstands, but its content was so raw and appalling that it never made it off the truck. Every bookstore and



mom-and-pop magazine stand turned it down. All 400,000 copies have been stashed in a secret underground bunker, never to see the light of day again. Don't worry though, a second issue is in the works; and if all goes well, it'll hit retail shelves next April. Our good buddy, Khung Shu, The Tibetan Monk, just sent us a letter saying, "I hate you all, you stupid Americans. Please leave me be." Since Khung is a peaceful man who wouldn't hurt a fly, we believe this was a mistranslation. Either this, or some evil man intercepted his letter and replied in Khung's name. The real response was probably something like, "I hate my life and want to move to America to play games. Please tell my brother, Lang Kao, to keep his hands off my grapes."

LIFESTYLES OF THE RICH AND FAMOUS

I was checking out some PlayStation2 stuff on eBay, and I saw that they are selling some for up to 700 dollars!!!! Frankly, I think that is a little insane, but there are some that are in my price range that come with some games. Do you think that I should buy one now or hold on until they come to the States?

Chris "StauffWeapon"
Stauffer
Quarryville, PA

We've actually watched a PlayStation2 sell on eBay for 1,500 smackers. Just like the Dreamcast and any console before it, we strongly suggest that you wait for the U.S. launch. Why spend the money when you'll have the chance to get a localized one a few months later with all the software in English? There's no reason to spend the big bucks now. Patience Danielson. Wax on...Wax off...Wax on...Wax off...

LOOK AWAY...WE'RE HIDEOUS!

I love the mag. It's way better than another popular one I won't mention, and probably all the others. I mean, I think it's great that you guys spend an entire month for maybe one hour of happiness for all of us people. But I have a question to ask...Why are all of you guys butt-ugly? Is it from all that vending machine food, or were you guys hand picked for your individual hideousness? Personally, I think whoever beat you with the stick was ruthless. Back the ugly truck up guys, I think a few fell off...

Steve, "The Sweaty Butcher"
Ohio

(Insert long dramatic pause here) H-h-how dare you!!! Just because we play games all day doesn't mean we're ugly little geeks. Seriously man, we're all hot...sizzling hot. The faces we hide behind, those that you call butt-ugly, are actually not our own. We pay ugly models to pose in our place and conceal how truly hot we are. If you saw us in real life, you'd say, "Damn! Those guys are hot!" You'd then try to touch us. Seriously...

This guy is good, but someone teach him how to color.



Josh Gilbert Glendale, WI
Gotta love the Matrix, but here is a little known outtake: originally the red and blue pills were suppositories.



Ben DeGaetano
Lancaster, PA
Yippee...Yahoo....who the @#%^ are you?

Jason Rodriguez
Santa Rosa, CA
We believe Mr. Cold is telling Rocky to turn it sideways and...



Robert Desimone
Nashua, NH
What is she doing with the other gun?



Adam Bennett
Aurora, CO
In the words of the Plastic Ono Band, "All we are saying..."





Animated Blood
Animated Violence

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PASTY COMPLEXION,
FUNNY ACCENT,
BAD TEETH.

HE'LL FEEL
RIGHT AT HOME
IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell bent on conquering the world. Lord Palehorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal - Gallig guns, torches, axes, his own removable arm and more. Between mighty battles and killing puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends - a mad professor, a wily ghoul and his Egyptian princess girlfriend - to prevail over an unspeakable horror. After all, a guy can't save the world on his looks alone.

MEDIAEVIL

A GOTHIC JOURNEY TO DIE FOR.



CHASING SQUARE SOFT

At the dawn of the 32-bit systems, the RPG market suffered a huge lull in the U.S. Hordes of lackluster RPGs deemed unworthy of exportation to the States remained in Japan due to an apparent "disinterest" in the phenomenon and low response to pathetic probing attempts like *Beyond the Beyond*. Game Informer cried out and attempted to rally our loyal readership behind us in our solid support of the RPG to little avail. They were dark days indeed.

Disinterest? When so many gamers would rather discuss their fond recollections of *Chrono Trigger*, *The Legend of Mana*, and *Final Fantasy* rather than start dating for the first time or help their customers out at the comic book store, how could it be? Did the mighty software publishers hear our cries? Probably not. But when *Final Fantasy VII* came to the U.S. and blew away the competition with record numbers they certainly smelled the money.

Since that glorious day, the PlayStation has been bombarded with RPGs due to one of the most reliable maxims in the gaming industry - If it ain't broke, do a cheap imitation or find something like it and get it out fast! Unfortunately (or perhaps fortunately), few were willing to emulate a company that was willing to bet the salaries of hundreds of employees and some topnotch hardware that their game would be a blockbuster. Instead we found ourselves immersed in a vast number of imports and sincere attempts at ingenuity crossing the full spectrum of good, bad, ugly, and some that just made us ask, "Why?"

Until now, only one attempted to match Square at its own game. Craveyard Entertainment for Crave Publishing collected a team of big names in the video game and cinematic industry to create the well written, but graphic and gameplay troubled, *Shadow Madness*. S&M, as we like to call it, showed that a small team of huge talent is no match for a huge team with huge talent and years of experience making the decisions. Only another giant like Sony could hope to match Square's manpower and commitment to a big investment for a big payoff.

Sony's *Legend of Dragoon* may be a little late on the heels of *Final Fantasy VIII*'s massive repertoire of gorgeously rendered cutscenes and unbelievable summon effects, but it definitely holds its own as a close cousin to *Final Fantasy VII*. Featuring a plot with a love triangle, fixed view rendered environments, a finely animated combat system that features three characters, and luscious FMVs and real-time cutscenes, it's not too hard to see the inspiration for *Legend of Dragoon*.

The only questions to be answered about *Dragoon* is what sets it apart from its momma. Despite having such a similar delivery system and a love triangle, *Dragoon* definitely stands up for its own existence with a plot steeped in the mythology of an ancient war, character transformation into the legendary Dragon Knights (or Dragoons), and a wickedly cool Addition combo system. The chase is on...





THE LEGEND OF DRAGOON



Dart

Weapon: Sword
Dragon: Fire
Parental Status: Orphan; Parents Tragically Killed by the Black Monster

Dart's young life was shattered when the legendary Black Monster burned his hometown to the ground and killed his parents. Left only with a shiny trinket to remember his parents by, Dart has devoted his life to finding this vile monster and defeating it. Our young strapping hero starts the game traveling to his adopted home of Seles to visit friends, family, and his childhood sweetheart who he hasn't seen in years. Unfortunately, history has repeated itself. A large force has just raided the village and razed it in search of his childhood companion, Shana. Dart's Fire Dragon powers are devoted solely to powerful attacks.



Shana

Weapon: Bow
Dragon: Light
Parental Status: Orphan; Parents and Twin Sister Tragically Drowned

Shana is the source of all misogyny in the game. Spending a good part of her young life waiting for Dart to come home, she has picked up a few skills along the way, like the use of a bow. The bulk of her interactions with NPCs in the game almost always have something to do with being pretty, cooking, or taking care of a child. Her weak attacks and total lack of Addition combos make her completely worthless until she acquires her Dragon spirit stone, which allows her the use of powerful healing magic and light attacks that devastate creatures of darkness like the undead. As the game progresses, Shana begins unleashing a mysterious power that defies explanation.



Rose

Weapon: Sword
Dragon: Darkness
Family Status: Parents Long Dead; Tragically Bitter and Alone

Having a severe case of extended teen angst, no doubt due to her name, Rose is the token goth of the party. An experienced Dragon of mysterious origins, Rose knows a lot more about the world than anyone should. It will be some time before the secrets she holds are revealed as she is both guarded and bitter, unwilling to let her party mates get close to her. Rose takes on the position of second in command, providing wisdom and insight into new situations, particularly where Dragon powers are concerned. Nimble with a sword, Rose makes up for her weaker hits by draining life and returning it to the party, and inflicting the enemy with negative status effects like fear with her Dragon Magic.



Lavitz

Weapon: Spear
Dragon: Wind
Family Status: Father Dead Due to Betrayal; Mother Soon to be Lonely

The first tank character of the game, Lavitz is a dedicated and loyal knight devoted to King Albert and the well-being of his Kingdom's subjects.

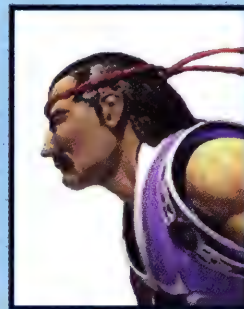
Despite the ugly betrayal leading to the death of his father by a dear friend, Lavitz places a great deal of stock in the friendship of trusted companions. Lavitz is also a serious mama's boy. His powerful spear attacks don't come quite as rapidly as Dart's, but the damage done more than makes up for it. Lavitz has weak air attacks due to his low magic ability, but the support magic he uses to protect his friends is top notch.



Albert

Weapon: Spear
Dragon: Wind
Family Status: Uncle and Current Enemy Assassinated His Father

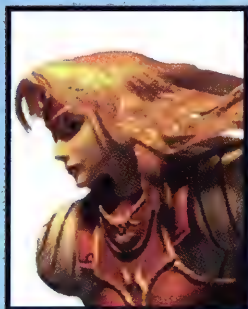
Eventually, Lavitz is replaced by King Albert himself. This excessively intellectual King is possessed of all the same abilities as Lavitz, but his moves show a little more flair cosmetically. Al is the source of a great deal of humor in the game due to his incessant curiosity and his grade school romantic side.



Haschel

Weapon: Fists 'n Chi
Dragon: Thunder
Family Status: Only Daughter Ran Away Due to High Pressure Parenting Tactics

An old traveling companion of Dart's, the two eventually discover they have more in common than just the journey they partake in. Haschel is a master of the martial arts, but has spent 20 years traveling the world trying to find the daughter who ran away from him after he put too much pressure on her to be the next grand master in the martial arts form he has devoted his life to. Haschel's rapid and reasonably powerful attacks are offset by his modest hit points. His Thunder Dragon magic exerts an equal amount of power on all enemies no matter what their primary element is. The wacky sense of humor he's developed since he pushed his daughter away is only strengthened by the appearance of his dummy figure in Dragon armor.

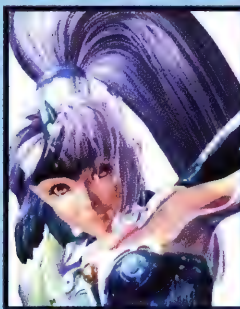


Miranda

Weapon: Bow
Dragon: Light
Family Status: Beaten and then Abandoned by Mother

Quick to anger when lives are at stake, Miranda is the military mind of the four Sacred Sisters of Deningrad. She has the exact same stats as Shana and takes over her when

Dart's honey-poo is forced to reject her Dragon Spirit later in the game. Miranda has a high temper and a quick back hand, particularly when dealing with the clueless officers under her command. She regularly physically assaults other characters throughout the game.



Meru

Weapon: Really Big Mallet
Dragon: Water
Family Status: Shunned by Her People But Both Parents Miraculously Alive

The obnoxious kid of the party, the young Meru's personality is as bubbly as her goofy outfit is skimpy. This impulsive 16 year old dancer is also the source of a great deal of comic relief, particularly when she attempts to barrel through a guard who is nearly as big as Kongol. Meru has mysterious origins of great import that are revealed later in the game. She eventually gains the spirit stone of the Water Dragon whose armor's skimpy look apparently facilitates easy movement through water. Her Dragon magic crosses the spectrum of attack, recovery, and defense. When not performing a dance, Meru likes to practice clobbering her opponents with a gigantic mallet.



Kongol

Weapon: Really Big Axe
Dragon: Earth
Family Status: Last of His Kind Due to Tragic Genocide

The last of the ancient race of Gigantos thanks to the predation of human monster hunters and treasure seekers, Kongol has never had friends before. His first two encounters with the party are hostile ones. Kongol is surprised by the mercy of Dart's group and eventually joins them. Kongol is incredibly slow, has a wealth of hit points, and does major damage with an axe that looks like it could take down an Ewok village in a few fell swoops. Nearly twice the height of most of the other characters, Kongol's proportionately tiny Dragon wings seem to barely keep him afloat, which only keeps him closer to the source of his power, the Earth. When equipped with a speed enhancing item, Kongol is a major force to be reckoned with.

FF Clone With a Few Twists

The real question about the *Legend of Dragoon* is what sets it aside from *Final Fantasy*. While the look is very similar, and the general formula obvious, a number of important details make LOD a different RPG experience. Most of these differ-

ences are in the game's combat system which, unlike *Final Fantasy*, is turn-based and allows the player all the time in the world to decide what to do next without being reminded by an enemy attack that the clock is running.

PlayStation Cover Story



Mille Seseau

Overland Map

In *Legend of Dragoon*, any notion of a free-roaming RPG is completely abandoned. Even the overland map consists entirely of paths that open up as you meet plot objectives. This was a sticking point for some of us, but it did allow the game to focus more on plot.



Counterattack!

Sometimes a combo gets interrupted by an enemy counterattack. To avoid taking damage and to continue the combo, you must hit the **●** button instead of **✕** when the zooming square turns orange.



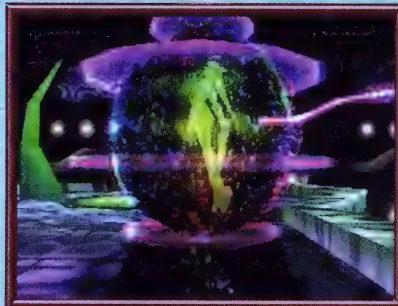
Addition Combos

During a character's initial attack, a targeting square quickly collapses on a smaller square. To execute the next attack, you must hit the attack button right before it closes in. The timing is tricky at first, but once you get used to it you'll be cursing yourself whenever you miss a full combo. The more successful you are with a combo, the more it levels up, leading to the eventual gain of more powerful combos. Leveling up Addition combos is important as this will also help advance your *Dragoon* skills.



Dragoon Addition

Dragoons can also execute powerful combo attacks. When the attack option is chosen, a dragon eye appears on the screen. A sphere with a small marker starts spinning rapidly. You must hit the attack button each time the marker passes the top of the eye in order to execute a full combo. Doing this flawlessly will execute a Perfect attack that ends the combo with a powerful hit full of special effects related to that *Dragoon's* particular element.



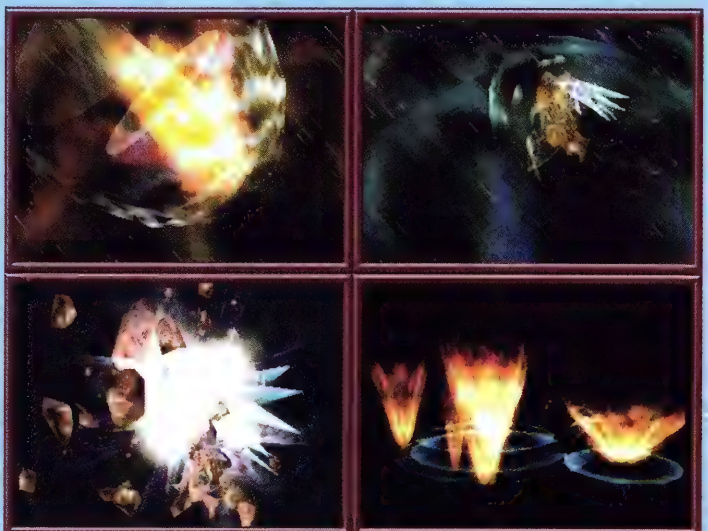
Special Transformation

When every character in combat has maxed out their SP, a special *Dragoon* transformation can be initiated that bathes the battlefield in whatever element the initiating *Dragoon* represents and causes all three characters to transform. This will strengthen the initiating *Dragoon's* attacks, causing that character's Addition attacks to automatically achieve a Perfect, and enhance their magic attacks.



Dragoon Transformation

Eventually, all of your characters gain the ability to transform into the *Dragon Knights* of legend. Once a character has a *Dragon Spirit Stone*, they acquire the ability to accumulate SP. When 100 SP are gained through successful physical attacks, the character can transform into a *Dragoon*. As characters gain new levels in their *Dragoon* ability, they can amass even more SP, allowing them to remain *Dragoons* another round for every 100 SP they accumulated before transforming.



Magic

Aside from item-based magic attacks, transforming into a *Dragoon* is the only way to cast spells. Each character gets three spells and eventually the ability to summon a *dragon spirit* to devastate enemies with.



"A few things in this game rubbed me the wrong way. I don't like the lack of exploration on the map, the item management system is downright yucky (okay, that's a serious nitpick, but just wait until you have to unload a bunch of crap at an item store before writing nasty letters), and I just felt like the characters could have had more going for them than four spells apiece and a handful of combo attacks. Fortunately, both the combos and the spells are all lavishly put together and a lot of fun to pummel enemies with, even if they do get kind of repetitive. I was also impressed by how well the plot and theme of the game were conveyed. Featuring a lively combat system, great story, and some FMV whoppers, Legend of Dragoon is definitely a **game every RPG fan should own.**"

ERIK

THE PC JEDI

Concept

8.75

Graphics

9

Sound

8.5

Playability

8

Entertainment

9

8.75

OVERALL

"The developers of Legend of Dragoon tried very hard to create an adversary that could take on the RPG bully known as Final Fantasy and, considering that this is their first attempt at such a feat, do an admirable job. In the categories of graphics, FMV, and depth of character options, Final Fantasy comes out on top. With its voice-overs during combat and FMVs, Dragoon edges out FF in the sound category. Story is a dead heat. **What really makes Dragoon a contender is its combat interface.** The high amount of player interaction during battles brings involvement in the game. You simply can't be napping when a monster is about. If Final Fantasy and Legend of Dragoon were to face off in a boxing ring, FF would come out on top, but only via decision, not a knockout."

JAY

THE BONZO GAMER

Concept

8

Graphics

9

Sound

9.5

Playability

9

Entertainment

9

9

OVERALL

"Legend of Dragoon is the missing link between Final Fantasy VII and VIII. Imitating the best, **this high quality adventure tries to match Square Soft stride for stride**, upping the ante at any given time. While its gameplay holds many innovative qualities, the look of the game doesn't come close to delivering the graphical prowess of FF VIII. Final Fantasy's strong suits are graphics and story telling. Legend of Dragoon's is gameplay. Through every inch of this RPG, players have a hand in the action. Combat is a stressful exercise of timing, and without overworld exploration, the story is constantly progressing. All of the cutscenes, real-time and FMV, are animated superbly, and the plot is surprisingly good. The journey is a little too linear for my liking, but the gameplay kept me immersed. As intended, this is the next best thing to Square's monumental series."

REINER

THE RAGING GAMER

Concept

9

Graphics

9.5

Sound

9

Playability

9.25

Entertainment

9

9.25

OVERALL

The FF Formula With a Different Tune

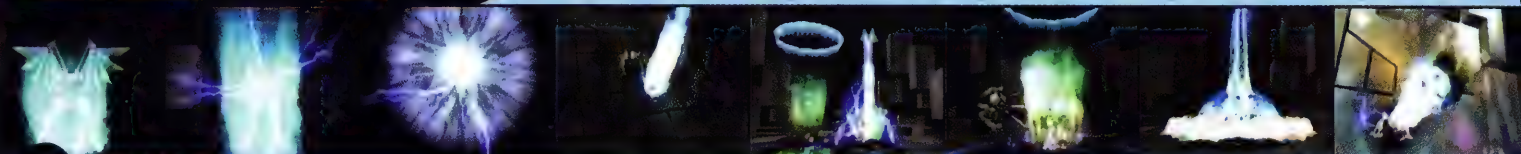
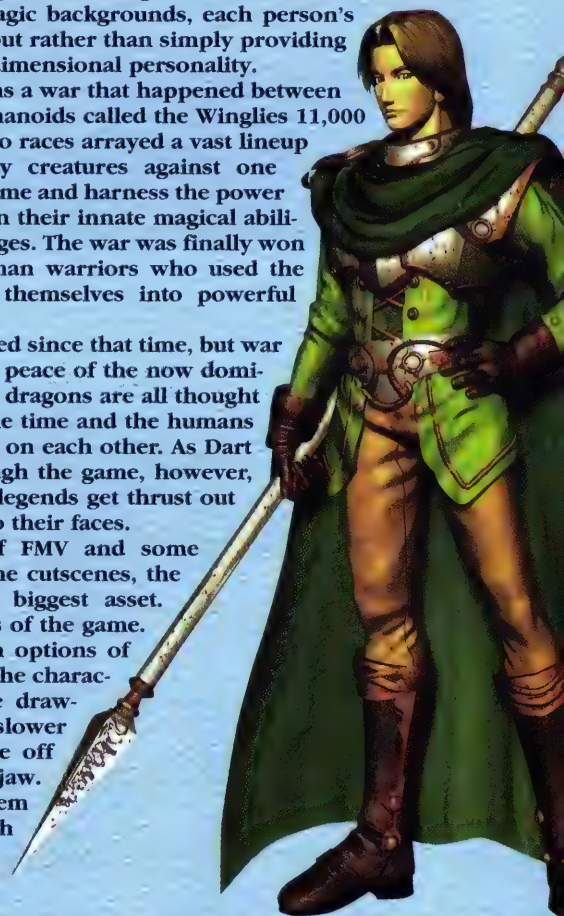
Legend of Dragoon borrows more than just a little from Final Fantasy VII. With the exception of the overland map being so tightly confined, everything from the three character combats to the dungeon and town environments are virtually indistinguishable. Even the FMV clips play a role in the game's eye candy appeal. Despite these things, Legend of Dragoon definitely has its own feel to it.

The biggest difference is the plot. No one has amnesia. The main character is already in a relationship with the love interest of the game, and the overall theme has a much more deeply mythical feeling to it. While the characters all come from the usual tragic backgrounds, each person's story and motivations are played out rather than simply providing a backdrop for an otherwise one-dimensional personality.

The primary back story concerns a war that happened between humans and a race of winged humanoids called the Winglies 11,000 years ago. During this time, the two races arrayed a vast lineup of incredible magics and fantasy creatures against one another; the humans learning to tame and harness the power of dragons, the Winglies relying on their innate magical abilities and nasty creatures called Virages. The war was finally won through the efforts of seven human warriors who used the spirits of dragons to transform themselves into powerful Dragon Knights, or Dragoons.

Quite a few millennia have passed since that time, but war and strife once again threaten the peace of the now dominant human nations. Winglies and dragons are all thought to have been extinct for quite some time and the humans are now seemingly content to war on each other. As Dart and friends make their way through the game, however, the truth behind the war and the legends get thrust out of the cloudy past and directly into their faces.

Featuring over 40 minutes of FMV and some remarkably well animated real-time cutscenes, the Legend of Dragoon's plot is its biggest asset. Combat is the other primary focus of the game. While the character customization options of the Final Fantasys is nonexistent, the characters each have their own unique drawbacks and advantages. Some are slower but hit harder, while others trade off being quick and nasty for a glass jaw. Throw in the Addition combo system and the unique powers of each Dragoon form, and combat gets a lot more interesting than your run of the mill RPG.



- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 9 Characters (2 Get Replaced); Addition Combo System Adds Action Element to Combat; Dragon Transformation Allows Spell Casting & Powerful Physical Attacks; Over 40 Minutes of FMV
- **Replay Value:** Moderately Low
- **Created by:** SCEI for SCEA
- **Available:** Now for PlayStation

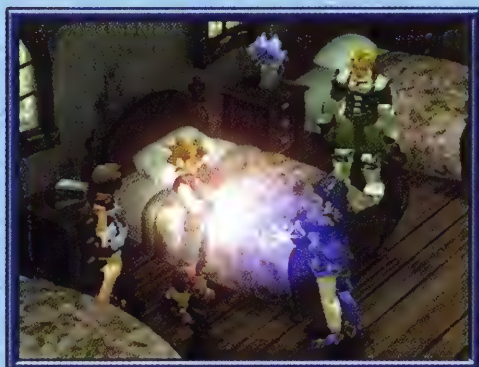
Bottom Line: **9**



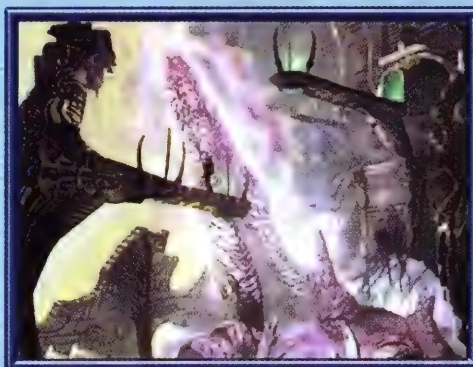
▲ "Oh... you meant this kind of party!"



▲ "Time for snackies!"



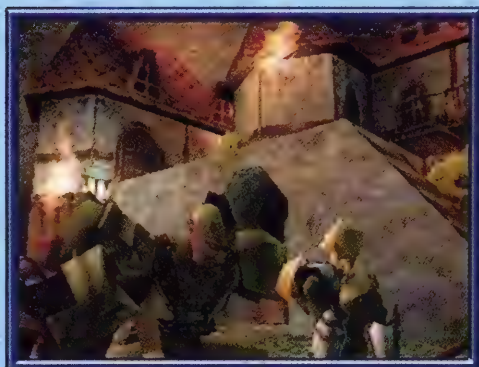
▲ "Wonder Twin Powers >>Ahhrrrrmm<<"



▲ One of many spectacular environments.



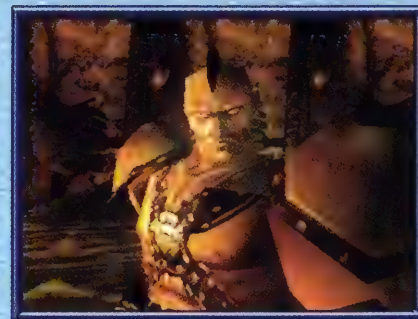
▲ Rose is the master of the cool finishing pose.



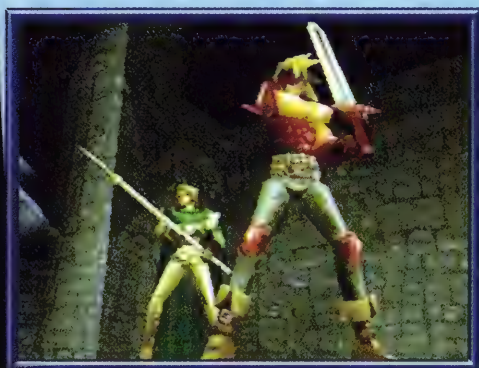
▲ "Glergh! I need that!"



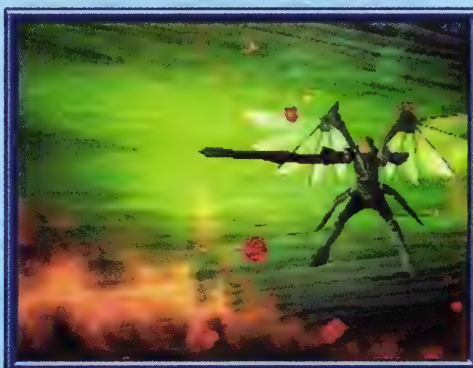
▲ Some of the towns are quite unique.



▲ "Yeah right. Your ID's in your 'other' pants."



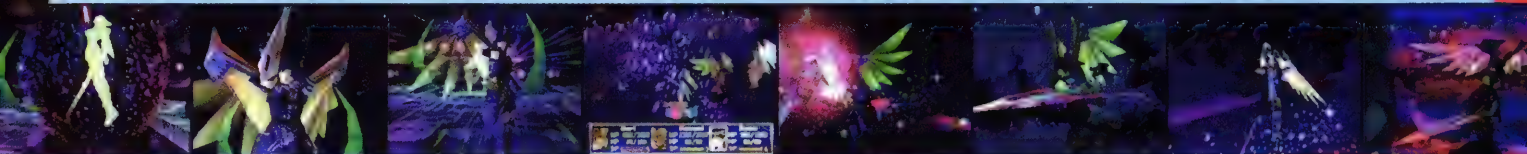
▲ "Dude! You're doing it wrong!"



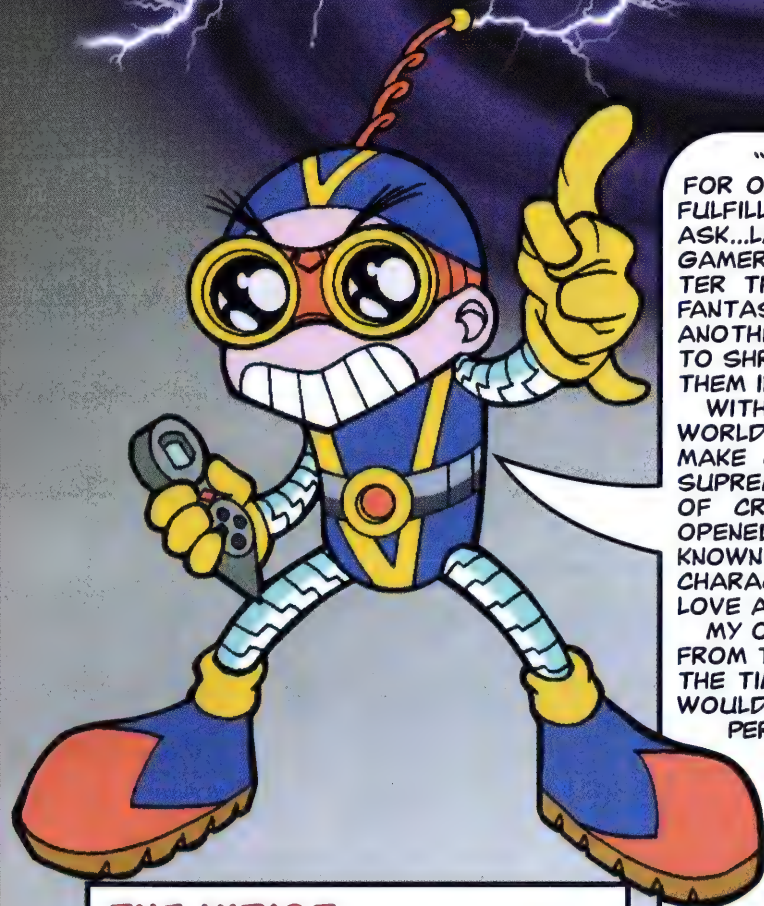
▲ Fight fire with... flowers!



▲ Ouchie!



Battle of the Bitstream Video Game Deathmatch



THE VIDIOT

AGE: 17

HEIGHT: 5' 5" (5' 7" WHEN NOT SUFFERING FROM SCOLIOSIS)

WEIGHT: 165 LBS

FAVORITE FOOD: VANILLA PUDDING

FAVORITE SONG: PROTECK YA NECK II
THE ZOO - OL' DIRTY BASTARD

LIFELONG DREAM: TO LIVE ON THE
PLANET CYBERTRON

ROLE MODELS: SHIGERU MIYAMOTO;
RONALD REAGAN

MOST HATED THINGS: EVERYONE AT
DC COMICS FOR CANCELING ATARI
FORCE; BOWSER

ADVANTAGES: CONTROLS THE VIDEO
GAME BITSTREAM

DOWNFALLS: POWERED ARMOR RUNS
ON WINDOWS 98

"HELLO, FOOLISH MORTALS. I AM THE VIDIOT. I EXIST FOR ONE REASON AND ONE REASON ALONE: I AM HERE TO FULFILL YOUR WILDEST GAMING DREAMS...AND BEFORE YOU ASK...LARA IS NOT THAT TYPE OF GIRL. FOR FAR TOO LONG, GAMERS HAVE BUTTED HEADS, ARGUING THAT SONIC IS BETTER THAN CRASH, FINAL FANTASY VII BETTER THAN FINAL FANTASY VIII, AND SO ON. TO BE QUITE FRANK, IF I HEAR ANOTHER ONE OF THESE STUPID CONVERSATIONS, I'M GOING TO SHRINK EVERY HUMAN TO THE SIZE OF A PEA AND INSERT THEM INTO ELTON JOHN'S REAR!

WITH THE HELP OF THE MOST BRILLIANT SCIENTISTS IN THE WORLD, I BEGAN WORK ON A DEVICE THAT WOULD ACTUALLY MAKE CHARACTERS FROM DIFFERENT GAMES BATTLE FOR SUPREMACY. ON MARCH 28, A MIRACLE HAPPENED. INSTEAD OF CREATING THE DESIRED CONTRAPTION, I ACTUALLY OPENED A PORTAL TO AN ALTERNATE UNIVERSE. A UNIVERSE KNOWN AS THE Y ZONE. IN THIS WORLD, THE ENVIRONMENTS, CHARACTERS, AND STORIES OF THE GAMES WE KNOW AND LOVE ARE ACTUALLY REAL.

MY ORIGINAL GOAL WAS TO KIDNAP POPULAR CHARACTERS FROM THEIR HOMES, CAGE THEM IN OUR REALITY, THEN WHEN THE TIME CAME, FORCE THEM TO FIGHT. THE ENTIRE WORLD WOULD THEN PAY \$59.95 TO WATCH THE BLOOD FLY ON PAY-PER-VIEW. MUHA HA HA!!!

THIS PLAN WENT SOUR WHEN I FOUND OUT THAT I COULD ONLY OBSERVE THE ALTERNATE DIMENSION. I COULDN'T ACTUALLY ENTER INTO IT OR MESS WITH IT IN ANY WAY. AFTER BUTTING HEADS WITH SCIENTISTS FOR A SECOND TIME, I SACRIFICED MY COMIC BUDGET TO CREATE THE VIONIC SLIDER - THE WORLD'S FIRST CYBERNETIC-POWERED ARMOR EQUIPPED WITH THE ABILITY TO SLIDE INTO THE Y ZONE AND COEXIST IN BOTH UNIVERSES. OUTFITTED WITH A TRUSTY REMOTE CONTROL (THAT IS ACTUALLY LITTLE MORE THAN AN AMALGAM OF ALL EXISTING CONSOLE CONTROLLERS), THE VIONIC SLIDER ALLOWS ME TO ENTER THE Y ZONE. THE VIONIC SLIDER ALSO FEATURES A KUNG FU GRIP AND A PARTICLE CANNON THAT ALLOWS ME TO ZAP ANY CHARACTER I DESIRE INTO A VIRTUAL BATTLEFIELD HELD WITHIN A MAINFRAME IN OUR DIMENSION. BEFORE CREATING THIS VIRTUAL HOLDING CELL, WE SIMPLY TRIED TO ZAP CHARACTERS INTO OUR REALITY. BIG MISTAKE. THE MOMENT A VIDEO GAME CHARACTER'S PIXELS TOUCH OUR AIR, THEY MELT. SORRY, BUBSY! MUHA HA HA!!!

WHEN CHARACTERS ENTER THE BATTLE ARENA, AN IMPULSE IS SENT INTO THEIR BRAIN, ORDERING THEM TO USE THEIR SPECIAL TALENTS TO DESTROY THE OPPOSITION. THE SETTING IS A FAMILIAR ONE TO BOTH CHARACTERS, AND THEIR MISSION SEEMS ENTIRELY NORMAL. WHEN A CHARACTER DIES IN THE ARENA...UH...WELL, I HAVEN'T WORKED THE BUGS OUT ON THIS ONE YET... BUT REST ASSURED, IN THE FUTURE, BOTH COMBATANTS WILL RETURN TO THEIR WORLD, COMPLETELY UNHARMED AND WITH NO RECOLLECTION OF WHAT JUST HAPPENED. FOR NOW, WELL...WE WON'T GO THERE. HA HA HA!

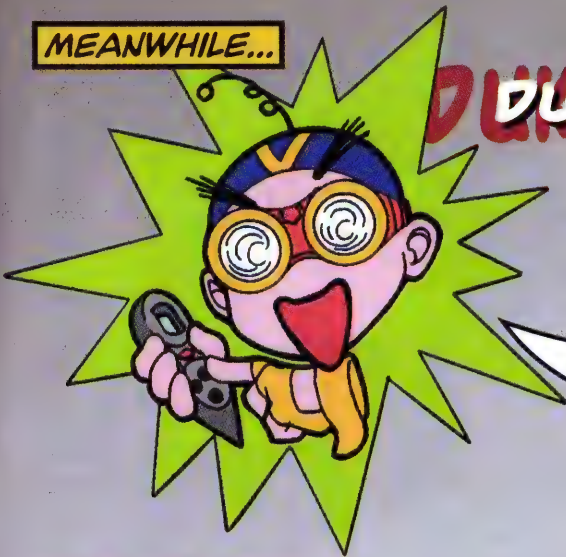
I TIRE OF TALKING TO YOU FLABBY PRIMATES. I HAVE HUNDREDS OF MATCHES SET UP, BUT INSTEAD OF BLOWING THE ENTIRE LOAD NOW, I'LL ONLY GIVE YOU A TASTE OF THINGS TO COME. NOW THEN, ON WITH THE CHAOS!"

ILLUSTRATION: DAN VEESENMEYER
COLORS: JESS HEITLAND

MEANWHILE...

DUKE VS. LARA

Game Informer Feature



"A FEW WEEKS AGO, LARA ACTUALLY INVITED ME ON A DATE. WE HAD DINNER AT PIZANO'S FANCY ITALIAN EATERY, BUT HER ANNOYING ACCENT DROVE ME BONKERS, SO I POKED HER IN THE EYE WITH A BREADSTICK AND FLED. MUHA HA HA! ANYWAY, I'D LIKE TO SEE HOW VIDEO GAMES' PIECE OF MEAT, DUKE NUKEM, FARES ON HIS OWN DATE WITH THE INCREDIBLY BEAUTIFUL LARA CROFT. MY MONEY IS ON DUKE. HE'LL FILL HER FULL OF LEAD BEFORE THE APPETIZERS ARRIVE."

THE BATTLE: BLIND DATE

He spots her the second those long legs carry her into the restaurant. Duke never was much for blind dates, but The Vidiot painted quite an intriguing portrait of this Lara Croft, and he obviously wasn't exaggerating. Duke has seen lots of babes in his day, but she is something special.

Dinner is going better than he could hope for. They seem to share similar careers, and are swapping stories like old friends. That English accent drives him wild, and her figure would make a mathematician fumble his digits. Sipping cocktails after a large, charred hunk of red meat, Duke makes his move. "This night has been so great, Lara. What say you act like gum on my boot and stick with me a little longer?"

Lara giggles, and her huge eyes give him the answer he wants, even before her mouth opens. "I'd love to, love." Again, that accent tickles his ears like a feather. Duke pays the tab, leaving a generous tip and making sure Lara catches sight of his kindness. Hand in hand, they stroll to Duke's Canyonero, bound for the nearest lodging facilities.

Struggling with the key in the darkened hallway, he finally opens up the door to number 36D. Grumbling about how a hotel whose name has the number 6 in it could charge fifty bucks, Duke relaxes on the bed. Lara sits next to him, and they continue their flowing conversation.

Hours later, Lara is fast asleep. Duke drapes the silk sheets over her, and reaches down to his ankle, where he has concealed a shiny magnum. A job is a job, and though he isn't happy with it, Duke knows what he has to do. After a moment of reflection, he presses the gun against her temple. "Sometimes this line of work really sucks," Duke mumbles as he cocks the hammer.

"Don't you mean it blows, darling?" Lara replies as her eyes open. In a flash, she grabs his arm, snapping his wrist back. In pain, Duke releases his grip on the gun, which falls into Lara's waiting hand. Gasping in surprise, he finds the barrel shoved into his gaping mouth. "Thank you for the wonderful evening, Duke," remarks the sneering beauty as she pulls the trigger.

"There's something special about that Lara," Duke thinks as his body levitates above the bed, rising rapidly. "It's a shame we had to stain these sheets, though."



VEESE!

CLOUD VS. SQUALL



"RPGS HAVE TAKEN THE WORLD BY STORM, AND THE GAMES STARRING SQUALL AND CLOUD ARE THE THUNDEROUS CLOUDS BY WHICH THAT STORM ERUPTS. WHICH IS THE BETTER GAME WILL BE DEBATED UNTIL THE END OF TIME, BUT WITH MY TECHNOLOGY AND WIT, WE CAN SEE WHICH LEADING MAN'S BLADE IS THE BADDEST. IT'S NOT THE SIZE OF THE SWORD BUT THE SPEED OF THE STROKE."

THE BATTLE: FEUDAL FANTASY

Squall Leonheart feels an unusual sensation of cold metal on the back of his neck as he wakes. Sitting up, he takes a few moments to survey the scene before him. He is caged like an animal, tall bars towering over him. He's not alone. Sunlight glaring off a long metal object blinds him, and Squall realizes his life is in danger.

Getting to his feet, he looks beyond the cage. A brown-haired girl with flowers in her hands screams at him from the other side, and spits in his face. Squall moves towards her, only to be cut off by another figure.

"Pick on someone your own size, mascara boy!" shouts the figure inhabiting the cage with him, and a massive blade swoops toward his skull. Reacting fast, Squall's gunblade meets the strike. His opponent's sword is tremendous, and it's unbelievable that this spiky-haired punk can pick it up. But he can, and swings it once again.

The mammoth weapon slices the air, heading toward Squall's neck. Again his trusty gunblade turns it away. Sensing a moment of imbalance by his foe, Squall launches his first attack. Though repelled, the enemy staggers. Closing his eyes, Squall lunges forward, sword extended. He feels it make contact, and pulls back.

Eyes open, Squall sees blood drip from the razor-sharp tip. He looks back, expecting to see the blonde kid laying lifeless, but instead sees the girl who spat at him, motionless on the ground outside the cage in a pool of crimson.

"Aeris!?!?" shouts Squall's cage-mate, staring horrified at the fallen girl. "Not again!" With a fury he could see in the opponent's eyes, Squall knows he's in trouble.

"I am Cloud Strife, and I will take your life!" bellows the enraged boy. He lunges forward with such speed, Squall is almost unable to repel the attack. Again and again, Cloud racks Squall with strike after strike. One swoop to the base of the blade, and Squall's sword shatters in half, leaving him holding the handle.

"Never bring a gunblade to a swordfight. Die!" Cloud, eyes ablaze, raises the sword for a death blow. Calmly, Squall points the remains of the gunblade at his foe, and pulls the trigger. The force of the blast sends Cloud's body into a backflip, landing in a bloody heap.

Squall stands tall, savoring the victory. He hears a loud bang behind him. Looking down, he notices blood on his own chest and turns around. A dark, brutish man glares at him, with his deformed gun-hand smoking. "Screw you, ya sissy cheater," snarls the husky man on the other side of the cage.





CRASH VS. SONIC

"PAVING THE WAY TO PLATFORMING NIRVANA, THESE TWO RODENTS HAVE ENTERTAINED MILLIONS OF GAMERS ACROSS THE GLOBE. I LOVE BOTH OF THEM LIKE I WOULD A FAMILY PET. BUT REALLY NOW, I'D SACRIFICE MY PUPPY IN A HEARTBEAT, AND I HAVE NO REMORSE FOR THESE TWO REJECTS."

THE BATTLE: MASCOT MADNESS

As Coco slaves away at a week's worth of dirty dishes inside the Bandicoot household, her brother, Crash, has parked his oversized buttocks on a nearby tree stump, where he busily gnaws away at a ripe wumpa fruit. Splattering orange and purple wumpa particles all over his body, Crash is oblivious to the large shadow spreading rapidly across the valley. Through the scorching summer sky, a large spacecraft centers directly above Crash's location. The arrival of the ship has created a whirlwind around the Bandicoot household. Leaves rip across the sky and pebbles skip across the lawn. Yet through the chaotic storm, Crash remains unfazed and completely occupied by his tasty treat.

Then without warning, a bright light appears before our marsupial friend, and in a flash, the silhouette of a figure unfolds within the light. Wearing snazzy red sneakers and sporting a sinister look, the visitor is none other than the world famous adventurer, Sonic the Hedgehog. Not worrying in the least that he has been kidnapped, Sonic reaches over and taps the orange Bandicoot on the shoulder. Licking his fingers, Crash awkwardly gazes up at the mysterious being. For at least five minutes, both Sonic and Crash stare at one another, blinking when needed. Then finally, Sonic's mouth slowly opens. In a slightly feminist tone, he blurts out, "Hi!" Crash scratches his head, smells his armpit, then exchanges the gesture. "Hi." Again, the curious mammals sit in silence. Then in unison, they both say "Hi" again.

A second storm tears across the land, and another flash of light erupts right between the two dumbfounded strangers. Standing tall, the Vidiot, the king of this strange video game tournament, grabs both Crash and Sonic by the ears and speaks boldly. "Listen you two morons! You were ordered to fight to the death, not make semi-retarded chit-chat!" Pausing for dramatic effect, the Vidiot continues. "Since neither of you understands the meaning of deathmatch, I'm going to lace both of your right paws with anti-matter. Whoever touches the other first will win, and live to see another day. Understood?"

The hands of Crash and Sonic ignite with vibrant colors, then magically begin to glow and hum. Instead of scrambling to their feet, both characters remain in the positions that they had assumed when they first met.

Then Sonic takes the initiative, barking, "Hi!" for the third time. Taken back, Crash struggles to understand what Sonic had just implied. Raising his finger to his brow, he curiously scratches his forehead. When his fat little hand makes impact with his hollow head, Crash's body explodes, showering burnt orange hair everywhere. Laughing hysterically at this event, Sonic unintentionally marks his territory in Crash's smoldering sneakers, then turns and walks away.





JILL VS. REGINA

"I ABSOLUTELY ADORE BOTH OF THESE SURVIVAL HORROR AGENTS, AND I'D HATE TO SEE HARM COME TO EITHER. YET ONE OF THEM MUST DIE. IF I HAD TO PICK A VICTOR, JILL IS MY CHOICE. IT'S NOT THAT SHE HAS AN EDGE IN ANY WAY. BOTH GIRLS SEEM EQUALLY BALANCED. I JUST HEARD A RUMOR THAT SHE MAKES EXQUISITE HAM AND CHEESE OMELETS. IF SHE WINS, I'LL FRY HER BRAIN, MARRY HER, AND TOSS HER IN MY KITCHEN. HA HA HA!"

THE BATTLE: SURVIVAL HORROR

Awakening with a pounding headache on a damp tile floor, Regina nervously eyes her surroundings...peering into darkness all around. Holding her throbbing forehead, she searches for answers to what just happened. Other than a blue blur streaking across a black void, her memory is blank. All she knows is that she is in grave danger, being stalked by someone...or something. Freezing from head to toe, she hears the sound of faint footsteps approaching from behind. Reaching to her hip she readies a combat knife, the only weapon she has in her possession. Slowly pulling herself to her feet, she stands motionless with her back still turned to the intruder. The footsteps subside...again dead silence. Tensing up, Regina rolls to the ground just as a shower of bullets streak past her face. With each shot fired, a flicker of light reveals the mysterious assassin's location. "Checkmate," Regina murmurs. With one fluid motion, she strikes, hurling the knife at great speed across the room where it makes contact. A loud "THUD" signals the end of the game.

Popping a handful of Tylenol to kill her migraine, Regina casually glides to the location of her attacker. Lying motionless and bearing a S.T.A.R.S. badge, the petite female attacker lies in the pool of blood forming around her head. Remorseful, Regina whispers, "What a shame." Digging through what seem to be endless pockets, she finally finds an I.D. "Jill Valentine, huh?" Taking the identification for further research on this mysterious organization, Regina kneels and aggressively rips the combat knife from Jill's skull. Not fond of the dark, she also confiscates the night-vision goggles and activates them. Fully illuminated in a green tint, Regina eyes what seems to be the confines

of a vast warehouse. The entire interior is empty, except for one door at the far end of the expansive structure. Slightly shaken by the encounter, Regina strides to the door. Wrapping her fingers around the handle, Regina pulls. As she does, a crunching sound erupts all around her. Losing her breath, she bows her head and looks down to her feet, gasping as a large tentacle waves violently within her chest cavity. Pulling free and falling to the ground, she turns about face to see the eyes of her attacker. It's Jill Valentine, mutated and double her previous size. Letting out a bloody cry, the beast swipes at Regina, knocking her head to the floor. After rolling over and over, Regina looks oddly at the body next to the door. It's hers...only headless. Closing her eyes, she slides back into the darkness...but not before feeling a slimy tentacle wrap around her mouth. "Game Over," she thinks. "Game...Over..."





JIGGLYPUFF VS. KIRBY

"HE'S PINK. SHE'S PINK. HE'S FAT. SHE'S FAT. WHAT ELSE CAN I SAY? THEY'RE PERFECT FOR EACH OTHER! THESE TWO PUFFSTERS ALREADY COLLIDED IN SUPER SMASH BROTHERS...BUT THIS MATCH WON'T END IN A CHEESY NINTENDO WAY. IT'S A DUEL TO THE BITTER END. A FIGHT TO THE FINISH. THE FINAL STRETCH. THE LAST SUPPER, BABY!"

THE BATTLE: TUFF PINK PUFFS

Rising from a metal folding chair, Kirby smiles. "That was the best Overeater's Anonymous meeting yet." Snapping his fingers in glee, he waddles out of the classroom into the hallway where a faint siren-like melody tickles his eardrums.

"That's the most beautiful sound I've ever heard." Turning to his left, he sees the siren, practicing singing as she mops the floor. "Wow, she's beautiful...and her voice..." As he gazes lovesick at the girl, his stomach growls, and the mysterious singer's pink hide transforms into a gigantic cheesecake. "Argh.... must...eat..." Flying like a Macy's Day Parade balloon to her location, Kirby seems nervous. "Hi. I'm Ki-i-rby. Wh...who are you?" Romantically, she sings her name "Jiggly-puff" Then again, her skin transforms into a cheesecake.

With the creamy joy of cheesecake on his mind, Kirby unintentionally engulfs Jigglypuff into his gut. Noticing that he's just committed a terrible act, Kirby quickly scopes out the scene expecting to see shocked citizens with his death warrant in hand. Luckily, no one is around.

Sighing in relief, he wipes his brow, only to feel a sharp pain shoot through his stomach. "Ouch!" It is Jigglypuff, alive and gnawing on his intestinal wall. "That's not possible... Acids would have..." From within his gut, the glorious melody he heard just seconds ago commences again. This time, it's in a much lower tone, one that makes his bowels shake....and eventually unload everything he has eaten over the last three weeks. Along with a soggy cookie, a Rolling Stones box set, and a powerful rocket launcher, Jigglypuff emerges...mad as the devil.

Bashful as ever, Kirby apologizes to the lovely (and now somewhat stinky) Pokémon goddess. "I'm sorry, Jiggs. I have a ferocious appetite, and well...that whole

deathmatch thing." Not listening to a word he says, Jigglypuff snatches up the rocket launcher, threatening to use it on Kirby.

Frightened beyond belief and kind of grossed out by the stinky pile he just made, Kirby flees, racing toward the exit. In hot pursuit, Jigglypuff follows. Smashing through the glass door, Kirby rolls into the parking lot, showered in sharp shards. Cut badly, he looks up to see Jigglypuff just a few feet away...still with rocket launcher in hand. "No....(cough) ...don't...shoot..."

Just then, a speeding car smashes into Jigglypuff. With a faint fizzle she pops. Eyeing the vehicle, Kirby makes out what appears to be a yellow rat with a large lightning bolt shaped tail at the wheel. "Hmmm.... Who was that?" Crawling to his feet and dazed by what just happened, Kirby looks at the flat pink smear...which magically transforms into a pancake with steamy butter and maple syrup on top. With a suction that puts a Hoover to shame, Kirby sucks up the corpse, pats his chest, then bounces to the nearest Dairy Queen for an after dinner treat.





Jumping on a spacious Boeing 747 and taking a 12 hour flight to Tokyo, Game Informer was once again on hand for the spring Tokyo Game Show. For Japan's largest video game exhibition, gamers from around Japan converge on the Makuhari Messe (Nippon Convention Center) in an attempt to see and play the latest and greatest.

Attendance at this spring's Tokyo Game Show was at its lowest since the inaugural event in the spring of 1997. This may have been due to the fact that, just a few weeks earlier, Sony had hosted a PlayStation2 festival. Also, Nintendo has never taken an active role in the show and does not exhibit any titles. In fact, there were only a handful of Nintendo 64 titles on display.

This doesn't mean there weren't a number of fantastic games to playtest and evaluate. To say the least, Sega had the most impressive display, with a healthy dose of Dreamcast RPGs as well as some other surprises. But we don't want to forget about powerhouses like Capcom, Square, and Konami - all of which had equally impressive showings.

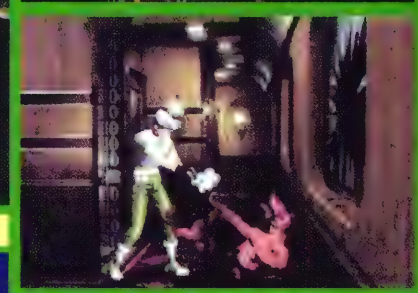


Resident Evil 0 - Nintendo 64

When we say that there were only a handful of Nintendo 64 games at the Tokyo Game Show, we mean that literally - there were only five! Still one of these titles was extremely interesting as it was the next in the Resident Evil series.

Capcom presented a short, playable demo of Resident Evil 0 that consisted of some typical events, such as killing some zombies, locating a key, and unlocking a door. As reported in our March issue, the game stars Bravo team member Rebecca Chambers. However, we discovered more details on a second playable character, Billy Cohen. It seems Billy was on his way to the electric chair and is set free when the train that he and Rebecca are traveling on is mysteriously overrun by zombies.

This exclusive N64 title is sure to make PlayStation and Dreamcast owners jealous. It should be out in Japan this summer with a holiday release in the U.S.

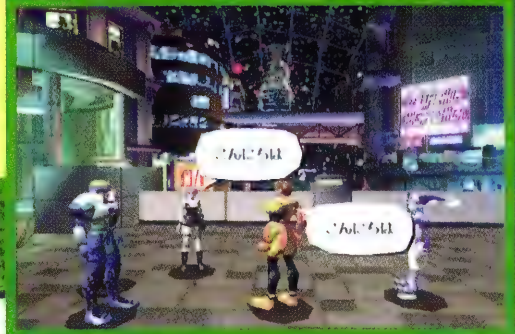


Phantasy Star Online - Dreamcast

The continuation of Sega's most popular and longest running RPG will take place entirely in cyberspace. No, the game setting is not in this netherworld, but players from around the world will be able to play together via the Dreamcast's modem capabilities.

Scheduled for release in Japan this fall, with a U.S. version soon to follow, Phantasy Star Online boasts incredible graphics, and a language translation feature to allow Japanese and Americans to play together easily. The only drawback with Phantasy Star, as opposed to many existing online RPGs, is that it is not massively multiplayer. In other words, the number of users in the adventure will be restricted. Phantasy Star will only allow parties of four players. Yet, this fact will allow Phantasy Star Online to include a rich and interesting storyline - something the massive multiplayer games lack.

Phantasy Star Online looks incredible; it was definitely the most interesting and impressive title at the Tokyo Game Show.



Breath of Fire IV - PlayStation

Capcom has been working on this RPG sequel for quite some time. In fact, it was featured in our Tokyo Game Show reports last year. Despite Breath of Fire IV's long development, the game is shaping up quite nicely and has already been released in Japan. An October release is expected for the U.S.

Expanding on the same storyline that gives the hero the ability to transform into powerful dragons and others characters that can meld into each other, this new adventure is sure to please the legions of fans who have played Breath of Fire since its days on the SNES. Another memorable and interesting aspect of the game series is fishing, and it will be further expanded upon in this quest. We have word that the fishing segments will be compatible with the PlayStation's fishing controller.



Dynasty Warriors II - PlayStation2

You may recall the first installment of this game as the most historically accurate fighter on any console. Sure that's not saying much, but the PlayStation2 sequel to this title is definitely impressive.

Dynasty Warriors II is an action-based brawler that deviates considerably from its head-to-head predecessor. Players choose from a number of different warlords and do battle against a legion of foes. Additionally, you have a small army of comrades who will aid you in battle. Multiple weapons, as well as the ability to hack n' slash on horseback, are also noteworthy.

This is Koei's second PlayStation2 title (the other being Kessen) and will arrive in the U.S. this fall.

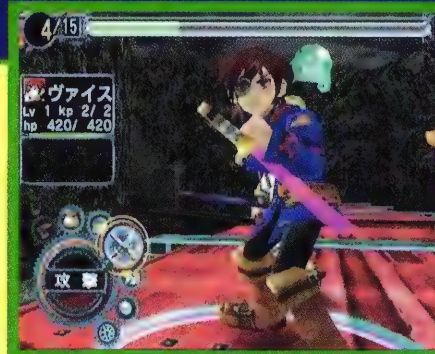


Z.O.E. - PlayStation2

Everyone thought that Konami's Hideo Kojima's first work on PlayStation2 would be a Metal Gear Solid sequel. The appearance of Z.O.E. changes this impression. Kojima and Metal Gear artist, Yoji Shinkawa, have designed a mecha masterpiece that has been dubbed a robot action game. Basically, Z.O.E. intertwines a dramatic story with mecha clashin', armor bashin' melee. Nice to look at, but we'd rather play Metal Gear. Get to work Kojima-san!

Eternal Arcadia - Dreamcast

Until the appearance of Grandia II and Phantasy Star Online, we were really pumped at the prospect for Sega's RPG. However, after taking a look at the aforementioned games, we think Eternal Arcadia may be running a distant third - closer to Evolution than the forerunners. Still, Eternal Arcadia may prove to be a winner after we see more of the story. Plus, Eternal Arcadia has the benefit of coming out before the other two games, and it is clearly better than the recent Japanese release, Evolution 2. Don't get us wrong, Eternal Arcadia is a welcome addition to the Dreamcast RPG lineup; it's just not that exciting.



Grandia II - Dreamcast

Game Arts received plenty of accolades when it released the first in this RPG series for the Saturn. The game was then ported to the PlayStation. Again, GameArts is focusing its attention on a Sega console, and Grandia II will power-up the Dreamcast RPG line-up.

Grandia II has a fantastic look that overshadows its Dreamcast counterpart, Eternal Arcadia. Even so, both games will create a Dreamcast RPG lineup that is hard to beat.

Dragon Warrior VII - PlayStation

Endlessly delayed, Dragon Warrior is quickly becoming yesterday's news as Final Fantasy continues to steal the limelight. Enix is still hard at work on this RPG, but has yet to confirm a solid release date.

More concrete, however, is the news that some aspects of Dragon Warrior III will be included in this game's system. More specifically, the game will require you to choose an occupation. Even though Dragon Warrior VII doesn't have the graphical flair of many other RPGs in the pipeline, it's a sure bet that the story will rock.



Japan Pro Baseball - PlayStation2

We gave you the first glimpse of this game a couple of months ago and, at the Tokyo Game Show, we had the chance to play a few innings of the PlayStation2's first baseball title.

Although Square said the likelihood of this game arriving in the States is slim, there were rumblings that Square may work a deal with EA to label this game Triple Play at some point. Either way, we were extremely impressed by the highly detailed animation. Broken bat loopers over the infield, spinning throws, and dusty slides were just a few of the intricacies that we unearthed.

While it is still too early to name an exact Japanese release date, Square's baseball game is one of the better PlayStation2 games that was playable at the show.



All-Star Pro Wrestling - PlayStation2

Along with Square's baseball game, this is yet another title that may not see the light of day in the U.S. As the wrestling fanatics that we are, we quickly quizzed a Square rep as to who would buy the U.S. rights. THQ? Acclaim? Electronic Arts? All of these companies seem like possible suitors, as All-Star Pro Wrestling already shows off stunning animation that puts other games to shame.

Of course, Square's relationship with EA put this company's WCW license at the forefront of contenders to convert this game to an American wrestler. However, Square was still adamant about keeping it in Japan.

Since the game was still young, the computer AI was almost completely missing. Luckily, this fact made it easy to beat our computer component to a pulp. Using both the analog sticks (one to move, one to execute moves), we were able to unleash some crushing moves and grapples. Throws, dropkicks, top rope maneuvers, and other familiar wrestling stunts weren't exactly easy to execute, but we can't be too critical of such an early game.

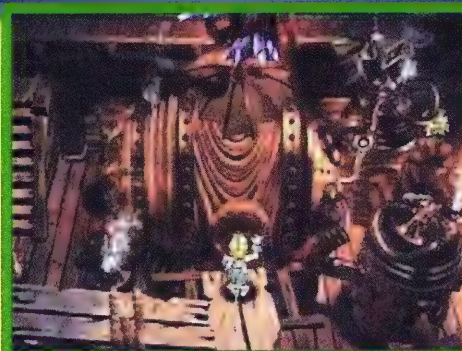


Final Fantasy IX, X, XI - PlayStation, PlayStation2, Online

We stormed into the Tokyo Game Show expecting a cavalcade of info regarding all that is Final Fantasy. To our dismay and disgust, Square showed little more than a teaser video containing a few paltry images from Final Fantasy IX, the first to come to Japan on July 19. Even though the info was slim, we couldn't help but get excited by FF IX's retro stylings. The game will be sure to please diehard fans of the NES and SNES versions who loved to hate FF VII and VIII.

As for the other games, Square surprisingly showed a large segment of conceptual play for the completely online Final Fantasy XI. It showed a rather simple, yet detailed environment where players across Japan were chatting with each other while on their quest.

For more insight and incredible artwork, be sure to look at our preview on page 46.



Surfroid - PlayStation2

There really hasn't been a memorable surfing game since California Games for the Atari Lynx, although Surfroid offers a new take on this watery sport. Making use of both the analog sticks, Surfroid's control is pretty slick. There is talk of including a mini-surfboard that clips onto the analogs to convert the game into an almost Tech Deck like simulation. Now if they could only devise something like this for Tony Hawk...



Game Informer Feature

NOW WE'VE SEEN IT ALL...

Introducing: Boong Ga Boong Ga

This wins the prize of the most interesting and hilarious game at the Tokyo Game Show. This arcade unit is not a game, but rather one of those redemption/skill games that dispenses rubber doo-doo to the lucky winner. Using an accompanying hand prod, the player slams the Boong Ga Boong Ga's built-in rump and the fun begins. The face on the screen grimaces as a set of rollers spin. How hard you hit the rump and what the numbers land on determines if you win the poo.

We highly doubt that we'll ever see this game again.



Sega Announces Online Service, \$200 Rebate

Sega introduced a new spin-off, **Sega.com**, hoping to take the **Dreamcast** to the forefront of online gaming and console dominance. The new independent company will be an Internet destination for online gamers, as well as an Internet service provider (ISP) for gamers who want to connect to the 'Net. Sega also revealed a rebate plan to, in essence, provide gamers with Dreamcast hardware at no cost.

At the core of the new company will be **SegaNet**, an online gaming network offering multiplayer games and other content that gamers like us crave. Scheduled to launch on September 7, SegaNet plans to provide 10 to 12 games during its first three months online. As reported last month, **NFL 2K1** and **Phantasy Star Online** are expected to be some of the first games offered for online use. Additionally, Sega announced **NBA 2K1** and **Quake III Arena** for online play.

As mentioned, Sega.com will also offer ISP service for both Dreamcast users and PC users alike. Those who sign up for two years of service, at \$21.95 per month, will receive a \$200 rebate or a free Dreamcast. Sega believes this strategy will greatly increase the installed base of Dreamcast users, as well as give current Dreamcast owners some extra spending cash to buy games. Gamers using their own ISP will still be able to play games via SegaNet. However, the more than 20 million AOL subscribers are currently out of luck as Sega has not been able to get AOL users online via the Dreamcast.



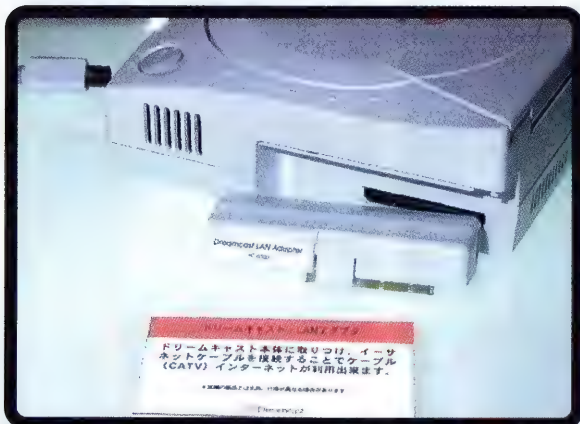
Sega © Dreamcast.

New Dreamcast Internet Components Unveiled In Japan

At the same time **Sega of America** introduced **Sega.com**, **Sega of Japan** unveiled a number of new **Dreamcast** peripherals aimed at the Internet age. Sega's new emphasis on multiplayer gaming with the Dreamcast was never more apparent than with the introduction of its new, high-speed **ISDN modem**, as well as a **LAN (Local Arena Network)** component.

Sega of Japan also displayed its Dreamcast digital camera, as well as a device that works in conjunction with cellular phones to connect to the Internet.

Sega of America acknowledged that it is working on similar products for the U.S. market.



Dreamcast LAN Link – A definite for U.S. release, the LAN link will allow players to link multiple DCs together in one location.



Dreamcast Cellular Phone Link – No U.S. plans have been announced, but this device allows Japanese DC owners to use their cell phone as a modem.



Dreamcast ISDN Modem – This high-speed modem is not planned for the U.S., although Sega of America is likely to produce a similar DSL modem.

LucasArts' Star Wars Titles Exposed

The **Star Wars** universe will greatly expand on consoles this year, with no less than four new titles coming from **LucasArts** by year's end. Plans from LucasArts call for games to hit **PlayStation**, **PlayStation2**, **Nintendo 64**, and **Dreamcast**. At the time this issue went to press, the company was beginning to reveal these titles on its website - www.lucasarts.com.

On the PlayStation front is **Star Wars Demolition**, a driving combat game created by **Luxoflux**, the same team who brought you **Vigilante 8**. With a ton of vehicles, including the Tatooine landspeeder and Federation ATTs, **Demolition** will also feature such settings as the Death Star, Sarlac Pit, and the ice planet Hoth.

Marking LucasArts entry into PlayStation2 development will be a title known as **Starfighter**. This game is said to combine Lucas' **X-Wing/TIE Fighter** series with a hint of **Rogue Squadron**. Including familiar **Episode I** starships, such as the Naboo Fighter and Amadala's Royal Starship, the game may also expand the **Episode I** universe with a variety of never before seen craft. Also in the works for PlayStation2 (and Dreamcast) is **Super Bombad Racing** - a super-deformed character-based racing title along the lines of **Mario Kart**.

Finally, LucasArts and developer **Factor 5** are working on a follow-up to **Rogue Squadron** that has been tentatively titled **Naboo**. Expect to see the same great graphics and sound package found in the first game, but now with a completely **Episode One** theme.



Star Wars Demolition

Sony May Reveal PS-2 Hard Drive, Modem

In an attempt to keep the **PlayStation2** in the minds of consumers and steal some glory from its competitors, **Sony Computer Entertainment Japan** leaked plans to introduce a PS-2 modem and hard drive at the **Electronic Entertainment Expo (E3)**.

Although no concrete details concerning either of the Sony devices were made clear, many took a report from the Bloomberg News as an indication that Sony would include both the hard drive and modem with the launch of the PlayStation2 in the U.S. Speculation ran rampant that the cost of the PS-2 would then be increased over its projected \$299 price tag. However, this strategy seems extremely unlikely given Sony's tight hardware production schedule and sensitivity to price. A more likely scenario would have Sony offering these components as separate add-ons after the system is launched.

Regardless of Sony's plans, which might be clearer at E3, its strategy seems to have worked. The company got the industry buzzing about possibilities of PlayStation2 and made folks think of it rather than its competitors.

PlayStation2 Metal Gear To Debut At E3

When creator **Hideo Kojima** debuted **Metal Gear Solid** at the **1997 Electronic Entertainment Expo (E3)**, a crowd of enthusiastic gamers applauded and cheered the masterful video sequence that was shown. Three years later, Kojima will likely bring down the house with the debut of **Metal Gear Solid 2** for **PlayStation2**.

Word has spread of a special Konami event the night before the opening of E3 and Konami's U.S. representatives have told us that this event would shed light on Kojima's newest masterpiece.

To be sure, **Game Informer** will be privy to the Konami event and have scheduled an interview with Kojima himself on the new **Metal Gear** game.

editors' top ten

- 10 *Maken X* - DC
- 9 *Driving Emotion Type-S* - PS-2
- 8 *MDK 2* - DC
- 7 *Chu Chu Rocket* - DC
- 6 *Wild Arms 2* - PS-X
- 5 *Front Mission 3* - PS-X
- 4 *Tekken Tag Tournament* - PS-2
- 3 *Tony Hawk's Pro Skater 2* - PS-X
- 2 *Marvel Vs. Capcom 2* - DC
- 1 *Perfect Dark* - N64

readers' top ten

- 10 *Tony Hawk's Pro Skater* - PS-X
- 9 *Star Wars: Jedi Power Battles* - PS-X
- 8 *Triple Play 2001* - PS-X
- 7 *MLB 2001* - PS-X
- 6 *Tony Hawk's Pro Skater* - N64
- 5 *Syphon Filter 2* - PS-X
- 4 *Pokémon Yellow* - GBC
- 3 *Resident Evil Code: Veronica* - DC
- 2 *WWF SmackDown!* - PS-X
- 1 *Pokémon Stadium* - N64

top ten reasons yo nana's so fat...

- 10 *When her beeper goes off, people think she's backing up.*
- 9 *She had to go to Sea World to be baptized.*
- 8 *She tripped on 10th Street and landed on 22nd.*
- 7 *Your dad said it was chilly outside and she ran out the door with a spoon.*
- 6 *People swerve to avoid her on the road and run out of gas.*
- 5 *She can't wear an "X" on her shirt because helicopters try to land on her.*
- 4 *She goes to the zoo and people throw peanuts at her.*
- 3 *If she swims in the ocean, Spain comes and declares her the new world.*
- 2 *If she walks past the TV, you miss the whole episode.*
- 1 *She's got yen in one pocket and pesos in the other.*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine
Attn: Top Ten
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Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

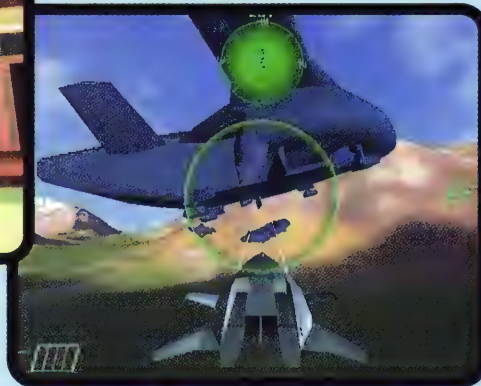
Sony Europe Spills The Lentils On PS-2 Games

The folks over at **Sony Computer Entertainment Europe (SCEE)** unloaded all of its lentils, bangers, and crumpets, announcing eight new **PlayStation2** titles it expects to release with the PlayStation2. Headlining the batch of PS-2 titles are sequels to some memorable games that appeared on the original **PlayStation**, as well as some impressive looking new franchises. Here's the lowdown, ol' chap!



Dropship

If you are a fan of **Starship Troopers** (the novel) or **Aliens**, you know the ramifications of a dropship game. We are uncertain if the dropships in **Dropship** will carry troops, but we are certain that this is a futuristic flight combat game.



Spin: Sprint Car Racing

Another racing game? You bet! We hope this influx of racing games isn't starting a trend. Wait, it is.



Evo Rally

A European game lineup would not be a lineup without a rally racing game. Four-wheel drive cars and countersteering seem to always dazzle the Brits and Euros alike.

This Is Football 2

No, SCEE isn't taking over the NFL. It obviously isn't a racing game either. This soccer title is the follow-up to the title that appeared on PlayStation.

Formula One 2000

Yet another **Psygnosis** franchise that race hungry Europeans went gaga over, this game will again include all the pageantry that is **Formula One**.

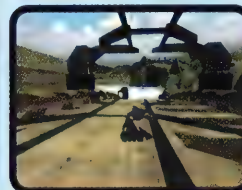


The Getaway, WipeOut Fusion, Drakan

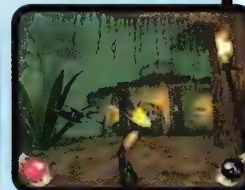
Check out our Photophile section, pages 74 and 75, for information and pictures of these potential blockbusters.



The Getaway



WipeOut Fusion



Drakan

Homer Trades In Ball For Steel Chair



In a strange and twisted development, **The Simpsons** are moving from the alley and into ring. **Fox Interactive** has revealed that a wrestling title featuring the misfit characters from Springfield is in the works for **PlayStation**.

As we reported many months ago, Fox was originally developing a bowling game based on the cartoon series. Apparently this venture was either put on hold or changed into the current project. The game is being developed by **Big Ape Productions**.

Fox has not announced an exact release date for **Simpsons Wrestling**, but has said it will release this winter.

First Look At Time Crisis: Project Titan

Anyone who enjoys light gun games on **PlayStation** constantly poses the question, "When's there going to be another game that uses the gun?" Your virtual handgun prayers have been answered as **Namco** has released a preliminary look at **Time Crisis: Project Titan**.

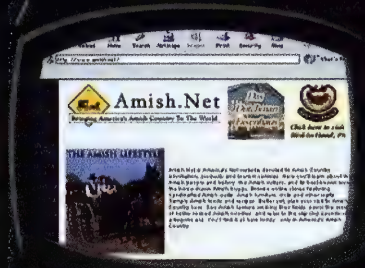
Obviously, the game is a follow-up to **Time Crisis** and promises those with a quick trigger finger plenty of rewards. The game is slated for a fall release. Go get 'em, cowboy!



Lick It Up! KISS Comes To Dreamcast

Gathering of Developers is bringing heavy metal icons, **KISS**, to the **Dreamcast**. In conjunction with developer **Tremor**, **KISS Psycho Circus** is a first-person shooter featuring one of rock's most flamboyant and popular bands.

The game is tentatively scheduled to release in September and will rock n' roll all night on Sega's system with plans for full online support. It is said that **Psycho Circus** will also party everyday.



SITE OF THE MONTH

Amish.Net

www.amish.net

Here is the ultimate piece of irony on the web. A site devoted to people who will never look at it. This should be a joke, but it's not. Here you'll find everything you need regarding the Amish. General information, Amish-produced products, and tourism services can all be had from this one address. There's even a deep pictorial discussion on that ultimate Amish icon, the horse-drawn buggy. Weird.

TRIVIA CONTEST

- 1 What is the best-selling pinball machine of all time?
- 2 What actor played Bison in the Street Fighter movie?
- 3 What Atari video game appeared in a Dabney Coleman spy movie of the same name?
- 4 In Enemy of the State, what portable video game system is incriminating evidence hidden in?
- 5 Who directed the cinema version of Mortal Kombat?

[Answers on the bottom of page 36]



NAME THAT GAME

This crapola carnival for Super Nintendo starred "everyone's favorite St. Bernard" in his one and only SNES game. Players attempt to rescue lost puppies and return them to mama. The box, which bears a different game name than the title screen, boasts that it's "Based On the Hit Movie!" Hit with a bunch of rotten cabbages by theater patrons, maybe. What game is it?

[Answer on the bottom of page 36]

Data File:

➤ **Konami** and **Universal Studios** will team up for games based on the upcoming film **The Grinch Who Stole Christmas**. The film stars none other than **Jim Carrey**. The developers are also working on a game based on the movie **The Mummy**.

➤ **Sony** hopes to provide one **PlayStation2** for every 600 people on the planet through the next business year (April 2000-April 2001). This adds up to four million shipped in Japan, and three million each for both Europe and North America, meaning people in Africa, South America, Australia, and the sub-continent are pretty well out of luck, forced to beg for a couple stray units.

➤ **Enix America** announced that two classic **NES** RPGs are in the works for **Game Boy Color**. The company will release versions of both **Dragon Warrior I & II** later this year.

➤ **Red Sox** strikeout king **Pedro Martinez** has inked a deal to be the coverboy for **Sega's World Series Baseball 2K1**. Pedro finished last year's season leading the American League in ERA, strikeouts, and wins. **World Series Baseball 2K1** is scheduled for a summer release.

➤ A true dog in the financial world these days, **Eidos Interactive** is still planning a full scale assault on the **PlayStation2**. Eidos has stated it has over seven titles in the works for Sony's new system. We would like to bet large sums of cash that one of these titles stars **Lara Croft**. Unfortunately, no one will bet against this proposition.

➤ **Ruins of Kunark**, an expansion for the wildly popular, **Verant** developed **PC** game **EverQuest**, has been released by **Sony**. Remaining **GI** staff members will conduct a memorial service for an MIA comrade on May 29.

➤ We are still keeping a keen eye out for the **Dreamcast** version of **Rainbow Six**. Its publisher, **Majesco**, first thought it would be available in April and then considered the month of May. Word on the street pegs it for June. Or was that October?

➤ **Ubi Soft** will produce **PlayStation, Dreamcast, and Game Boy Color** games based on **Disney's** computer animated film, **Dinosaur**.

World's Scariest Network Brings Equally Frightening Game To Dreamcast

Admit it, you've watched the tube and gotten sucked into one of **Fox Television's** series that features cops, bad guys, and insane vehicular mayhem. No, we are not talking about the bad boys of **Cops**, it's the **World's Scariest Police Chases**. It's coming to the **Dreamcast** from **Fox Interactive**.

Fox and developer **Teeny Weeny Games** are working on a good old game of cops and robbers for release later this year. Players can choose to play as either the police or take the role of some doped up felon as the series' host, **Sheriff John Bunnell**, calls the action. Fox promises that the game will include "the largest and most expansive metropolitan area ever designed."

Sounds interesting, now where's that **When Animals Attack** game?



Mega Man Legends 2 To Feature True Legend

Capcom's upcoming sequel to **Mega Man Legends 2** may feature a throwback to the glory days of one of video games' most popular characters. In a recent interview with **Mega Man** creator, **Keiji Inafune**, **Game Informer** learned that he was considering the inclusion of a minigame featuring the original **Mega Man** game. While Inafune was not sure if it would be possible to include the entire game or if he would feature excerpts from a selection of **Mega Man** classics, he did tell us that both were a strong possibility.

Mega Man fans craving to relive the **Mega Man** days of old should keep their eyes on these pages for future developments. **Capcom** is currently developing **Mega Man Legends 2** for the **PlayStation** to release later this year.

Sega Arcade Title Falls Into Hands Of Activision

Activision has revealed that it has acquired the publishing rights for **Sega's Virtual On 2** for **Dreamcast**. Currently on the shelves in Japan and still a favorite in Japanese arcades, **Virtual On 2** is a 3D mech combat game where players compete head-to-head in combat arenas. **Activision** plans to release the game for **Dreamcast** this summer.

Sega is currently working on a **Dreamcast** online version of the game for release in Japan.



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VMU



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N64 Owners To Chat With Pikachu

Poké-fanatics with a soft spot in their hearts for **Pikachu** will be shouting, "Hey You" later this year. **Nintendo of America** is currently developing a **Nintendo 64** game that will utilize a voice recognition system and come packaged with a microphone. Aply entitled **Hey You, Pikachu**, this new title has been reworked from a Japanese title that appeared there some time ago.

The basics of this new *Pikachu* game center around caring for and raising the cute yellow friend. The game will recognize different phrases and respond to commands, making it like owning a pet Pikachu.

Hey You, Pikachu will be unveiled at the **Electronic Entertainment Expo** and will arrive in stores this holiday season.



Foreman, Jones Jr. Sign On For PS-X HBO Boxing

Acclaim has announced it has signed heavy-weight grillmaster **George Foreman**, as well as talented **Roy Jones, Jr.** for its upcoming boxing game, tentatively entitled **HBO Boxing**. The game is under development for **PlayStation**.

You may fondly (or not so fondly) recall Foreman was Acclaim's posterboy for two boxing titles in the 16-bit era. Big George lent his name to **Foreman For Real** and **George Foreman's KO Boxing** that Acclaim produced back in its heyday.

We're not sure whether Acclaim would be bold enough to use the past engine for its new PlayStation game, but sources close to the *Game Informer* staff have said that this would not be the case.



Which game will rule the first-person roost on N64 this year?

PERFECT DARK - 91%
It's the semi-sequel to GoldenEye, after all.

TUROK 3 - 9%
Tons of sweet additions to a killer franchise.



Source: gameinformer.com survey

NOT GETTIN' ANY?



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THE GOOD, THE BAD, THE UGLY

GOOD - It's no secret that **EA Sports** has been developing **Madden 2001** for **PlayStation2** for many, many months now. However, attendees at this year's **E3** show will get their first chance to play it, as the best selling sports franchise in history is unveiled (again) in all its glory.

BAD - Sony recalled 61 over a million **PlayStation** utility discs in Japan. The utility disc contains the DVD driver which, when loaded onto the **PS2**'s memory card, controls the unit's DVD playback functions. Apparently, this version (1.00) mistakenly allowed owners to view DVD movies not coded for viewing in the country, a feature which could potentially bring a Hollywood lawsuit upon Sony. Those who don't want to be able to view DVD from around the world, but would rather be restricted to watching only Japanese ones, can send back their old disc or exchange it for a new one at participating Japanese convenience stores. Thus far, very few have opted to participate in this exchange program.

UGLY - Game Informer's rogue reviewer and all-around freak, **Reiner**, is a random enemy and multiplayer character in **Rare** and **Nintendo's** potential blockbuster **Perfect Dark**. BE ADVISED: When you see Reiner's ugly mug (pictured below) in **Perfect Dark** - shoot to kill.



UGLY - **Fox Sports Interactive** has closed its doors and canceled all further development of games including a baseball and football title. The label's publishing reign was extremely short-lived, with only three games released.

GOOD, UGLY - **Mega Man** is coming to **Nintendo 64**! **Capcom** is producing **Mega Man 64** for release this fall. Unfortunately for those Mega Man fanatics expecting something new and exciting, **Mega Man 64** is little more than an adaptation of the **PlayStation** title, **Mega Man Legends**.

- Video Game Title Awards
1. The Adams Family
 2. Ray Arcs
 3. Clark & Dagge
 4. NEC TurboPower
 5. Paul Anderson and Nelson's son (3rd Anniversary)
- News That Could Affect:
Retailers, Ad & Publishers,
The Internet Game Community

new releases

**All dates subject to change.
Call your local retailer for
more details.**

| Release Date | Title | Publisher/Distributor | System |
|--------------|---------------------------------|-----------------------|--------|
| MAY | | | |
| 5/15/00 | Toy Story 2 | Activision | DC |
| 5/15/00 | Rhapsody: A Musical Adventure | Atlus | PS-X |
| 5/16/00 | Casper | Interplay | GB |
| 5/16/00 | Super Shot Robot Golf | Crave | GB |
| 5/16/00 | Toobin' | Midway | GB |
| 5/16/00 | Vagrant Story | Square | PS-X |
| 5/19/00 | Dinosaur | Ubi Soft | GB |
| 5/20/00 | Digimon World | Bandai | PS-X |
| 5/22/00 | Perfect Dark | Nintendo | N64 |
| 5/23/00 | Caesar's Palace 2000 | Interplay | DC |
| 5/23/00 | Nightmare Creatures 2 | Konami | DC |
| 5/23/00 | All Star Baseball 2001 | Acclaim | GB |
| 5/23/00 | Pro Pool | Activision | GB |
| 5/23/00 | T Tex | Eidos | GB |
| 5/23/00 | Carmageddon | Titus | N64 |
| 5/23/00 | Fighter's Destiny 2 | South Peak | N64 |
| 5/23/00 | World Rally Challenge 2000 | South Peak | N64 |
| 5/23/00 | Arena Football | Midway | PS-X |
| 5/23/00 | Grind Session | Sony | PS-X |
| 5/23/00 | Nightmare Creatures 2 | Konami | PS-X |
| 5/30/00 | Arena Football | Midway | DC |
| 5/30/00 | Bust-a-Move 4 | Acclaim | DC |
| 5/30/00 | South Park Rally Racing | Acclaim | DC |
| 5/30/00 | Lemmings Revolution | Take 2 | GB |
| 5/30/00 | Mary Kate & Ashley... | Acclaim | GB |
| 5/30/00 | Wario Land 3 | Nintendo | GB |
| 5/30/00 | Duke Nukem: Planet of the Babes | GT Interactive | PS-X |
| 5/30/00 | In-Fisherman Bass Hunter | Take 2 | PS-X |
| 5/30/00 | Martian Gothic | Take 2 | PS-X |
| 5/30/00 | Mike Tyson Boxing | Activision | PS-X |
| 5/31/00 | Draconus:Cult of the Wyrm | Crave | DC |
| 5/31/00 | NASCAR 2000 | THQ | GB |

JUNE

| | | | |
|---------|-------------------------------|------------|------|
| 6/1/00 | Dragon Dance | Crave | GB |
| 6/1/00 | International Rally | Tommo | GB |
| 6/1/00 | MIB 2 | Crave | GB |
| 6/1/00 | Pocket GT | Interplay | GB |
| 6/5/00 | Blaster Master 2 | Sunsoft | PS-X |
| 6/5/00 | Countdown Vampires | Bandai | PS-X |
| 6/6/00 | Gauntlet Legends | Midway | DC |
| 6/6/00 | Space Channel 5 | Sega | DC |
| 6/6/00 | Tony Hawk Pro Skater | Crave | DC |
| 6/6/00 | Ronaldo V Soccer | Infogrames | GB |
| 6/6/00 | PGA European Tour | Infogrames | N64 |
| 6/6/00 | ESPN MLS: Game Night | Konami | PS-X |
| 6/6/00 | Reel Fishing 2 | Crave | PS-X |
| 6/7/00 | Legend of the Blademasters | South Peak | DC |
| 6/12/00 | StarCraft 64 | Nintendo | N64 |
| 6/13/00 | ESPN Baseball Tonight | Konami | DC |
| 6/13/00 | Fur Fighters | Acclaim | DC |
| 6/13/00 | Spec Ops: Omega Squad | South Peak | DC |
| 6/13/00 | Looney Tunes Collector: Alert | Infogrames | GB |
| 6/13/00 | ReVolt | Acclaim | GB |
| 6/13/00 | Titus the Fox | Titus | GB |
| 6/13/00 | Toca Tour Racing | South Peak | GB |
| 6/13/00 | Towers:Lord Baniff's Revenge | Vatical | GB |
| 6/13/00 | X-Men Mutant Academy | Activision | GB |
| 6/13/00 | Blues Brothers 2000 | Titus | N64 |
| 6/13/00 | Iron Soldier 3 | Vatical | PS-X |
| 6/13/00 | Legend of Dragoon | Sony | PS-X |
| 6/13/00 | Legend of Mana | Square | PS-X |
| 6/13/00 | McGrath Supercross 2000 | Acclaim | PS-X |
| 6/13/00 | N Gen Racing | Infogrames | PS-X |
| 6/13/00 | Rampage Through Time | Midway | PS-X |
| 6/13/00 | Test Drive Cycles | Infogrames | PS-X |

| Release Date | Title | Publisher/Distributor | System |
|--------------|-------------------------------|-------------------------|--------|
| 6/13/00 | World Touring Car | Activision | PS-X |
| 6/15/00 | Arcatera | Ubi Soft | DC |
| 6/15/00 | Railroad Tycoon 2 | Gathering of Developers | DC |
| 6/15/00 | Virtual On 2 | Activision | DC |
| 6/15/00 | Micro Machines V3 | THQ | GB |
| 6/15/00 | Moomin | Sunsoft | GB |
| 6/15/00 | Road to El Dorado | Ubi Soft | GB |
| 6/15/00 | ToonSylvania | Ubi Soft | GB |
| 6/20/00 | Austin Powers 1: Oh Behave | Take 2 | GB |
| 6/20/00 | Cannon Fodder | Activision | GB |
| 6/20/00 | Wacky Races | Infogrames | GB |
| 6/20/00 | Xtreme Sports | Infogrames | GB |
| 6/20/00 | DarkStone | Take 2 | PS-X |
| 6/20/00 | Paperboy | Midway | PS-X |
| 6/26/00 | Crystalis | Nintendo | GB |
| 6/26/00 | Kirby 64: The Crystal Shards | Nintendo | N64 |
| 6/27/00 | Arcade Hits | Midway | DC |
| 6/27/00 | Demolition Racer | Infogrames | DC |
| 6/27/00 | Hidden & Dangerous | Take 2 | DC |
| 6/27/00 | Silver | Infogrames | DC |
| 6/27/00 | Wacky Races | Infogrames | DC |
| 6/27/00 | Austin Powers 2: UG Lair | Take 2 | GB |
| 6/27/00 | Test Drive Cycles | Infogrames | GB |
| 6/27/00 | Test Drive LeMans | Infogrames | GB |
| 6/27/00 | Hercules | Titus | N64 |
| 6/27/00 | Aladdin | Sony | PS-X |
| 6/27/00 | Covert Ops: Nuclear Dawn | Activision | PS-X |
| 6/27/00 | MK Special Forces | Midway | PS-X |
| 6/27/00 | Vanishing Point | Acclaim | PS-X |
| 6/27/00 | Who Wants To Be a Millionaire | Sony | PS-X |
| 6/27/00 | X-Men: Mutant Academy | Activision | PS-X |
| 6/30/00 | Earthworm Jim | Interplay | PS-X |
| 6/30/00 | Lunar: Eternal Blue | Working Designs | PS-X |

JULY

| | | | |
|---------|---|-------------------------|------|
| 7/1/00 | Mag Force Racing | Crave | DC |
| 7/1/00 | Super Magnetic Neo | Crave | DC |
| 7/1/00 | Xena | Titus | GB |
| 7/11/00 | Ecco the Dolphin: Defender of the Future | Sega | DC |
| 7/11/00 | McGrath Supercross 2000 | Acclaim | DC |
| 7/11/00 | SeaMan w/microphone | Sega | DC |
| 7/11/00 | Virtua Tennis | Sega | DC |
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| 7/11/00 | ECW: Anarchy Rulz | Acclaim | GB |
| 7/14/00 | Peter Jacobsen's Golden Tee Off | Wizard Works | PS-X |
| 7/15/00 | Evolution 2 | Ubi Soft | DC |
| 7/15/00 | Kiss: Psycho Circus | Gathering of Developers | DC |
| 7/15/00 | Monster Breeder | Tommo | DC |
| 7/15/00 | MTV Sports: Skateboarding | THQ | DC |
| 7/15/00 | MTV Sports: Skateboarding | THQ | GB |
| 7/15/00 | Power Rangers: Lightspeed Rescue | THQ | GB |
| 7/15/00 | Scooby Doo | THQ | GB |
| 7/15/00 | Aidyn Chronicles: The First Mage | THQ | N64 |
| 7/15/00 | International Superstar Soccer Pro | Tommo | N64 |
| 7/15/00 | Super Bowling 64 | Tommo | N64 |
| 7/15/00 | Moho | Take 2 | PS-X |
| 7/15/00 | MTV Sports: Skateboarding | THQ | PS-X |
| 7/15/00 | Surfing | Ubi Soft | PS-X |
| 7/18/00 | Metropolis | Sega | DC |
| 7/18/00 | Vanishing Point | Acclaim | DC |
| 7/18/00 | Teletubbies | Havas Interactive | PS-X |
| 7/24/00 | Perfect Dark | Nintendo | GB |
| 7/24/00 | Warlocked | Nintendo | GB |
| 7/24/00 | Banjo Tooie | Nintendo | N64 |
| 7/30/00 | Super Runabout | Interplay | DC |

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Crash Knee- df, df+K
Dancing Doll Kick- S+K
Shoulder Tackle- b, f+P
Short Range Lariat-
P+K
Elbow Suicida- f+P+K
Rolling Sabot- b+K
Front Roll Kick-
f+S+K
Low Drop Kick- f+S+K
Moonsault Press- b+P+K

Throws

Death Valley Bomb- P+G
Body Slam- f+S+P
Texas Driver- d+S+P
Bust Cyclone- f+S+P
Frankensteiner- b+S+P
Hammer Throw- f, f+S+P
Japan Ocean Suplex- S+P
Bust J.O.S.- f, f+S+P
Tackle- b, f+S+P
Oki-Agari Tackle- [FD/FA] S+P
Tackle Giant Swing- hcf+S+P
Pile Driver- f, b+S+P
Gorri Bomb- d+S+P
Skytwister Press- d, u+S+P

Flying Mare- QCB+S+P
Surfboard-Style Lock- b, f+S+P
Japan Ocean Suplex- d,
u+S+P
Fisherman's Suplex- HCF+S+P
Japan Ocean Cyclone- D, f,
b+S+P
German Suplex- S+P
Double Break- d+S+P
Release German Suplex-
f+S+P
Bust Suplex- f+S+P
Full Nelson- f, b+S+P
Dragon Suplex- f, b+S+P
Bass Bomb- d+S+P
Trans-Four Leg Lock- d,
d+S+P
Double Arm Suplex- db+S+P
Tiger Driver- d+S+P
Japan Ocean Bomb df, df+S+P
Neck Crasher- d+S+P

Holds

Locking Hammer- f, u+S
Spring Leg Lock- f, u+S
Arm Whip- f, b+S
Dragon Screw- b, f+S

Figure 4 Leglock- d, d+S
Rolling Cross Lock- f, d+S
Leg Split- f, d+S

Pounces

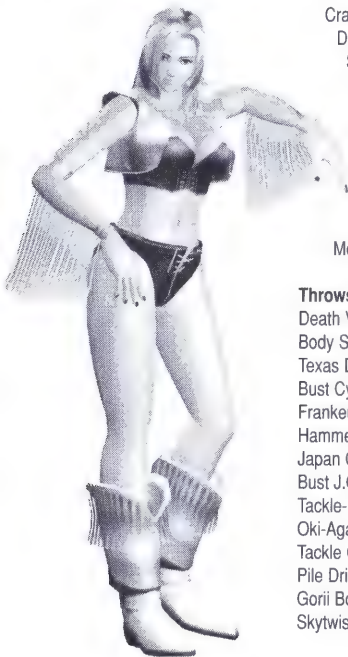
Hip Drop- u+P+K
Elbow Drop- d+P

Special Moves

Appeal "Come On!"- b, f,
b+S+P+K (taunt)
Appeal Guts Pose- d,
d+S+P+K (taunt)
Front Roll- d+P+K

Tag Throws

Spike Tombstone [to Bass]- f,
f+P+K+S
Double Armstrong Buster [from
Bass]- f, f+P+K+S
Bombe de la Rougeau [to
Zack]- f, f+P+K+S
Iron Claw-Skytwister [from
Bass]- qcf+P+K+S
Double Lariat [to Bass]-
qcf+P+K+S
Tag Arm Drag [anyone but
Bass]- f, f+P+K+S



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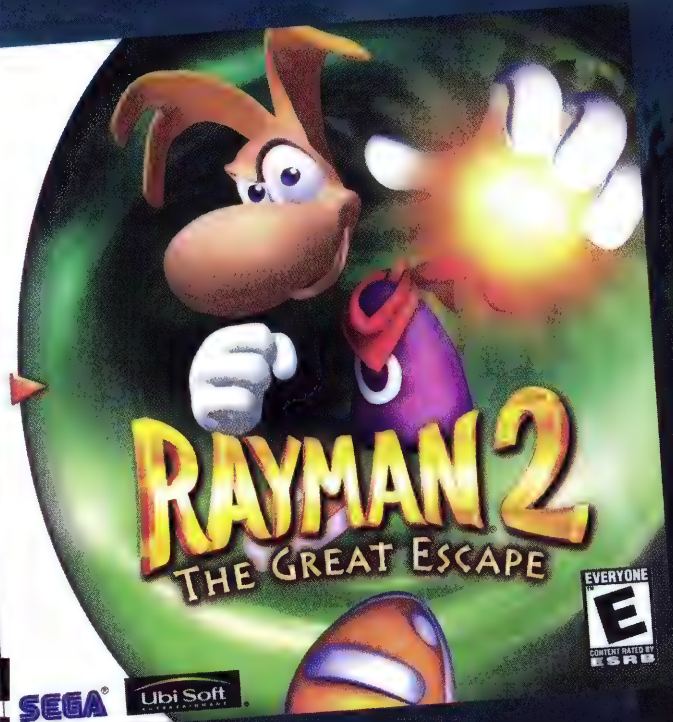
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- Official Sega Dreamcast Magazine

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- IGN.com

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Nintendo 64 Review



- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 20 Tracks; 6 Riders; 6 Hidden Modes Including the Original Excitebike; Custom Track Builder; Expansion, Rumble, & Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Left Field Productions for Nintendo
- **Available:** Now for Nintendo 64

Bottom Line: 7.25



Kick Startin' It Old School

The difference between Motocross and Supercross is as big a mystery as why so many games devoted to these spectator sports have been released lately. Despite titles involving motorcycles and dirt tracks being plentiful, none have successfully captivated an audience like

Excitebike on the NES. It was simple, it was fun, and it had a track creator that gave the cart near-infinite replay value. It may have taken 16 years, but it finally looks like Nintendo has gotten wise, bringing an updated version of this NES classic to the N64.

The first thing a fan of the original will notice is that Excitebike 64 has gone fully 3D, but the basic rules of the game have remained the same. When taking a jump, the best way to land is on both wheels. When two riders collide, the one whose front wheel is farther ahead rides on while the other licks dirt. Using the turbo boosts your speed, but using it too much slows you down from engine overheating.

These basic Excitebike rules must be taken quite seriously through the game's grueling Season mode. Not only are the AI opponents amazingly competent, the indoor courses have tight turns that demand a mastering of power-slide techniques, and the outdoor tracks have plenty of shortcuts to be discovered. The higher the level of competition players achieve, the more tracks there are to explore. If, however, you consider all the available tracks not extreme enough, you can once again design your own.

Once players begin to build a winning Season record, six special games gradually become unlocked. In Desert, players race across randomly created dunes to distant checkpoints. Hill Climb poses the question, who would win in a battle between a 150cc motorbike and a 70 degree mountain incline? Players can even unlock all the original Excitebike courses in 3D form. But if all of this isn't enough to rev the engines of you old school gamers out there, rest easy in the knowledge that the original Excitebike is also included in the cart, waiting to once more be admired in all its 8-bit splendor.

ANDY

THE GAME HOMBRE

Concept

5

Graphics

6

Sound

5

Playability

6.75

Entertainment

5

5.5

OVERALL

"Excitebike certainly brings back memories...good memories of a time when games were simple and no one cared about the poly count. But times have changed and so has Excitebike. This new 3D edition is not fun, as a matter of fact the only part of the game that I enjoyed was playing the original. Secondly, the polygon count isn't that great, which is painfully obvious in the no-hum levels that lack detail and innovative design. On the other hand, the control is rather interesting and does seem to add a good bit of challenge, but I quickly found that I could care less about mastering its repetitive tracks. This game will sell just because of its name, but I think there will be a lot of disappointed gamers out there who will quickly discover that the thrill that Excitebike once delivered is now gone."

JAY

THE GONZO GAMER

Concept

8

Graphics

8.25

Sound

7.5

Playability

8.5

Entertainment

8

8

OVERALL

"After all the motocrap and supercrap games that have come out lately, I never thought the day would come where I actually found myself enjoying a title involving motorcycles and dirt tracks. Lo and behold, that day has arrived. Excitebike 64 has left behind the exacting physics and real-life courses, and brought back the fun. **This game has what everyone wants out of motorcycle racing: tons of air and cool crashes.** The control is simple enough for anyone to pick up and play, yet leaves plenty of room for mastery. Best of all, the plentiful game modes and options give mondo single and multiplayer replay value. Although certainly not a classic like the original, Excitebike 64 delivers on the promise inherent in its name - it excites."

REINER

THE RAGING GAMER

Concept

8

Graphics

8.25

Sound

8

Playability

8.5

Entertainment

7.5

8

OVERALL

"To be dead honest, I really didn't want to play this game; but surprise surprise, developer Leftfield Productions actually pieced together a decent follow-up to the NES classic. Along with a track editor and a slew of hilarious minigames, **Excitebike 64 delivers realistic physics and a hearty challenge.** All of Excitebike 64's tracks are diverse in design, and loaded with varied terrains and huge air. Just like in Wave Race, differences in the terrain force the player to keep constant control, otherwise, you'll wind up eating dirt. For the truly skilled, a handful of tricks can be performed. Of course, one of the minigames is the 8-bit release; and get this, another mode is the original NES game presented in Excitebike 64's 3D killer graphics. Very cool. This is the game motocross fans have been waiting for."



On the wrong side of a mid-air collision.



Doing tricks opens a window that allows better viewing.



Up to four players can soar through weeks of time.



The first thing players unlock in the original Excitebike.



Oh Stop looking at me now!





- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 17 Levels (3 More Hidden); 4 Difficulties; Over 40 Weapons (All With Secondary Functions); Co-Operative & Counter Operative Modes; Tons of Deathmatch Options; Hidden GoldenEye Arenas & Weapons
- **Replay Value:** High
- **Created by:** Rareware for Nintendo
- **Available:** Now for Nintendo 64

Bottom Line: 9.25



The Game With The Golden Gun

"Maybe it was all the waiting, but my expectations for Perfect Dark were quite high and, in a way, I'm a little disappointed. Joanna isn't the awesome super-spy extraordinaire that I had hoped, and the story (even though it includes all the necessary ingredients - chicks, guns, and aliens) is uninspiring. The gameplay, however, is right on. With silky smooth control and lots and lots of weapons, Perfect Dark has plenty to keep you playing. The additional Co-Op and Counter Operative modes also add some legs to the already fantastic multiplayer gaming which is easily this game's greatest asset. Overall, Perfect Dark is an amazing game that features some great touches, but I would have been happier with the game if they had kept it a little less campy (Elvis the vest wearing alien - come on, this wasn't needed)."

ANDY
THE GAME HOMBRE

Concept **9.5**

Graphics **9.25**

Sound **8.25**

Playability **9.25**

Entertainment **9.75**

9.25
OVERALL

"Is this the last great game for the N64? If you are not a Zelda fan, it just may be. To say the least, this is the best first-person shooter ever to hit consoles and, although it loses a little without the Bond license, this game towers over GoldenEye in every department. The regular one-player game is superb. It has exceptional enemy AI and an excellent variety of weapons and items to use. Furthermore, the control is nearly flawless. Even better are the multiplayer modes. The options are endless, as is the enjoyment of nailing your opponent with heavy fire. Perfect Dark has been in the works for a long time and is well worth the wait. It is one good reason to grab an N64 - at least until Rare's next first-person shooter arrives in a couple years."

PAUL
THE GAME PROFESSOR

Concept **8.75**

Graphics **9**

Sound **9.25**

Playability **9.75**

Entertainment **9.5**

9.25
OVERALL

"Just like many of you, the anticipation of this game nearly killed me. From chills to shakes, I was jonesin' for a Golden fix in a bad way. Yet just when I thought I'd wrap my fingers around the goods, Nintendo yanked it out of my reach, laughed in my face, and delayed the product yet again. Well, my brethren, the sequel has finally landed...and landed it has. If you thought GoldenEye was heaven on the pixelated earth, just wait until you play Perfect Dark. The brilliant team at Rare has forged a monster of a sequel that delivers as much innovation as it does Golden gameplay. From its high-powered arsenal to its outrageously deep multiplayer options, N64 gaming has never been better. The new weapons rock. The multiplayer arenas rock. The graphics rock. The story...well...it sucks, but hey, that's what a sequel is for. Not quite perfect...but close."

REINER
THE RAGING GAMER

Concept **9.5**

Graphics **9.5**

Sound **9.25**

Playability **9.75**

Entertainment **9.75**

9.5
OVERALL

After teasing gamers for years on end, Nintendo is finally letting the dog get the bone. Rareware has just put the finishing touches on Perfect Dark, and as suspected, the final product is a work of art that gamers will cherish forever. It may not deliver the star power that the James Bond license did so well, but rest assured, Perfect Dark packs more than enough heat to whet the appetites of crazed first-person fanatics. Shaken and stirred, the gameplay in this pseudo-sequel has evolved into a powerful new entity. The wildly popular multiplayer options have sky rocketed through the stratosphere, and the single-player game has received similar enhancements, including a much more cinematic touch.

With Bond on hiatus, Rare decided to play the role of God by creating a brand new universe for gamers to explore. Set in the distant future, this shooter has a Blade Runner feel to it. Flying cars, robotic beings, and even aliens show their beady eyes from time to time. Not veering too far away from the past, Perfect Dark's main character, Joanna Dark, stealthily slinks through the future with double-O agent qualities oozing out of every pore. Her struggles, on the other hand, dwarf those of any modern day hero. To put it mildly, the future is not a very nice place.

Ms. Dark's wild adventure is spread across 17 stages. Just like in GoldenEye, these stages present a number of different objectives for each of the difficulties...and yes, the hardest setting is next to impossible. If you are fortunate enough to emerge without a body bag, you'll be well rewarded. If you thought GoldenEye showcased a ton of secrets, think again. Perfect Dark is crawling with goodies buried in the woodwork.

One of the sections featuring the most secrets is multiplayer. To begin with, there are more than enough multiplayer options to keep gamers immersed for decades. Two players can team up in a Co-operative game spanning across all 17 missions; and get this, in Counter Operative, one player controls the enemy, the other the hero. Players can also customize their weapon list, and if you feel homesick, several arenas and weapons from GoldenEye can be unlocked. We could go on for pages as to how great this game is, but instead, we're going to ask that you run out to your local retailer, buy the game, and see for yourself.



There are a ton of ultra-cool multiplayer characters to choose from.



Note to self: Don't use rocket launchers in close quarters.



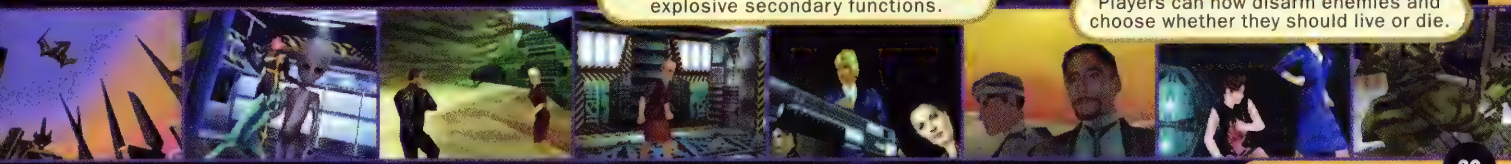
Many of the original GoldenEye arenas are hidden.



Players can now disarm enemies and choose whether they should live or die.



All the powerful weapons have explosive secondary functions.



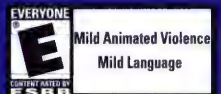


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- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Turn-Based Combat; 56 Missions; 3 Storyline Branches; Combat Moves Discovered Through Ability Advancement; Battle Cutscenes
- **Replay Value:** Moderate
- **Created by:** Human Entertainment for Working Designs
- **Available:** Now for PlayStation

Bottom Line: 7.75

VANGUARD BANDITS



Medieval Mecha Melee

Giant, mechanical exoskeletons could be put to many benign uses in a pre-industrial society. They could help lift heavy keystones for castle walls or be a kind of super-plow for the serfs in the potato fields. On the continent of Cretia, however, as is so often the case when some explorers discover just such technological wonders, they are immediately used for war. Known as ATACs (a reference to Working Designs' TurboGrafx-16 title, *Vastel*), these machines resemble 25 foot-tall armored knights, and anybody who is anybody uses these bad boys on the battlefield. Players initially follow the story of Bastion, a young man determined to reunite the kingdom with his charisma and, when necessary, the steel fist of his ATAC.

Like a cross between *Vandal Hearts* and *Front Mission*, *Vanguard Bandits* weaves a tale of intrigue, but the gameplay focuses on combat. Before and after almost every mission, players watch and read as this tale of a kingdom divided unfolds in role-playing game-like cutscenes. After the necessary plot portion is unveiled, a menu screen comes up that allows players to receive a mission briefing, talk to others in the ATAC squadron, and occasionally use money earned in battle to purchase better weapons and accessories. After all this chaff is cut through, it's time to get into what this game is all about - war!

Each of the 56 missions begins with friendly and enemy forces placed on a rotatable, overhead 3D map. It is from here that all the major decisions are made. In turn, characters move about and, when close enough, attack others. What your characters can do is mostly up to you. Combat experience translates into level advancement that allows players to allocate earned ability points. When certain thresholds are met, new attacks, skills, and abilities are learned. Depending on which side you are attacked from, various defense options are available. Defend almost assures getting hit, but lessens damage. Avoid will completely duck an attack, but if it doesn't work the full blast is taken. Counterattacks are nice, but excessive reliance on them will wear your character out quickly.

Once all the decisions are made, a briefing screen pops up that shows the chance of attacks working and the likely damage. If all looks satisfactory, the camera cuts to a close cutscene of that combat's results, with the pilots trading such clever quips as, "You're a piece of dung!" War...Uh! Good God, y'all. What is it good for? Absolutely nothin'? NO! It's good for about 40 hours of gigantator action in this carefully crafted Working Designs game.

ANDY
THE GAME HOMBRE

Concept **8**

Graphics **7.75**

Sound **7.75**

Playability **8.5**

Entertainment **8.25**

8

OVERALL

"As you would expect, *Vanguard Bandits* is another very solid title from the crazy guys at Working Designs. Featuring classic 2D art, that wacky Working Designs sense of humor that we all know and love, and a solid strategy engine, this game has a lot to offer. Sure there were times when I thought it moved a little too slowly, but the wacky little one-liners that fly across the bottom made me laugh enough to make it not a total waste of time. The game itself plays a lot like the PS-X strategy greats *Final Fantasy Tactics* and *Front Mission 3*, though *Vanguard Bandits* is not nearly as polished or deep in the options department. *Vanguard Bandits* is an excellent addition the PS-X's strategy library, and while it may not be on the top of the list of all-time greats, it certainly offers plenty of play and an intriguing story."

JAY
THE GONZO GAMER

Concept **7.5**

Graphics **7**

Sound **7.5**

Playability **8**

Entertainment **7.5**

7.5

OVERALL

"*Vanguard Bandits* combines many elements from the *Vandal Hearts* and *Front Mission* series, but is superior to neither. *Vandal Hearts* has better battle terrain and storyline cutscenes, *Front Mission* has comparatively exceptional combat sequences and robot-tweaking options. Both have better graphics than *Vanguard*. You might assume that this all adds up to a bad game, but not so. As with both titles to which I compare it, **you're absorbed into the storyline and battle interface by the third fight.** The game's more varied defense options and high difficulty also make for some nail-biting combat sequences as you wait to see how your decisions pan out. *Vanguard Bandits* can't stack up to the games it emulates, but will most likely be enjoyed by those who like the titles it's modeled after."

REINER
THE RAGING GAMER

Concept **7.5**

Graphics **7.25**

Sound **7**

Playability **7.5**

Entertainment **7.75**

7.5

OVERALL

"Working Designs takes chances on games other developers wouldn't think twice about. Because of this high risk publishing, we've received a handful of unusual, must-play titles. As suspected, *Vanguard Bandits* fits this bill perfectly. It's by no means a great game, but that's not what it tries to be. What it does well are the basics. It delivers solid gameplay; a long, difficult quest; and a beautifully written story. That's all you need. Broken down, the combat chemistry is old school, playing out like a mix between *Shining Force* and *FF Tactics*. For hardcore Working Designs fans, the plot is similar to the Saturn classic, *Dragon Force*. The premise is a holy war, and when two characters clash in combat, token *Dragon Force* snide quips are in full effect. **It won't knock your socks off, but it is worthy of play.** Check it out."





- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Vicious Axe Combos; Fatality Animations; 3 Difficulty Settings; 8 Deadly Power-Ups; Music by Rob Zombie; Therapy Mode; Bloody, Bloody, Sick, & Bloody; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Kalisto for Konami
- **Available:** Now for PlayStation

Bottom Line: **5.25**

Sanguine Dreams Are Made of This

"Considering that I enjoyed the first Nightmare Creatures very much, you can understand my dismay at how utterly disappointing and lackluster this sequel is. When I first started playing, I thought the control was the same as the original, but in time I noticed that it has been altered just enough to make it completely annoying. Combine this little fact with the addition of the unbelievably unoriginal fatalities and you are starting to get the idea of how nightmarish this game is. I will say I do like the new character designs, but the enemies and the environments are incredibly boring and leave you wondering **what took them so long to get this mediocre sequel finished.** I thought Activision was stupid for not jumping on this sequel but apparently they knew something Konami didn't - this game sucks."

ANDY
THE GAME HOMBRE

| | |
|----------------|----------|
| Concept | 5 |
| Graphics | 7 |
| Sound | 7 |
| Playability | 4 |
| Entertainment | 2 |
| OVERALL | 5 |

"Kalisto created an entirely new engine for Nightmare Creatures II, but they should have left well enough alone, for what it's made is **an ugly beast that's in all ways inferior to the original.** The graphics would have been adequate about four years ago, but nowadays it's hard to be impressed with, or frightened by, environments consisting entirely of differing shades of brown. Perhaps you've noticed how all the screenshots on this page look the same? Well, that's what playing the game is like. Wander around until you find a monster, then fight it using the same strategy you used on the other 50 before it. After a half hour, I couldn't even bring myself to do fatalities because I'd seen them so much it was boring. I swear, better gameplay could be had by spinning a piece of toast on your PlayStation."

JAY
THE GONZO GAMER

| | |
|----------------|-------------|
| Concept | 5 |
| Graphics | 6.5 |
| Sound | 6 |
| Playability | 5 |
| Entertainment | 3.5 |
| OVERALL | 5.25 |

"**Hello, nasty!** Three years ago, I fell head over heels in love with the original Nightmare Creatures. It's gameplay was vigorous, loaded with combos, and incredibly challenging. The announcement of a sequel sent shivers down my spine. Another Nightmare Creatures meant another week in hack n' slash paradise. The second I played the sequel, I fell to my knees and cried. Everything that made the original a smash hit has been removed. The main character moves like a sloth. Combos have been replaced by horrible fatalities. The enemy AI is wretched. The texturing and effects are generations behind everything else on the market. Kalisto's focus was to enhance the gore. Apparently, to add more blood, the gameplay had to be sacrificed. As the name suggests, playing this game is a serious nightmare."

REINER
THE RAGING GAMER

| | |
|----------------|-------------|
| Concept | 6 |
| Graphics | 7 |
| Sound | 6.5 |
| Playability | 4.5 |
| Entertainment | 5.25 |
| OVERALL | 5.75 |

Developed by Kalisto, the first Nightmare Creatures had players chasing after an evil necromancer named Adam Crowley. Slight changes are expected when it comes to sequels, but the previous sentence sums up the only similarities Nightmare Creatures II shares with its predecessor. The game even has a new publisher in Konami, which snatched away the rights from Activision.

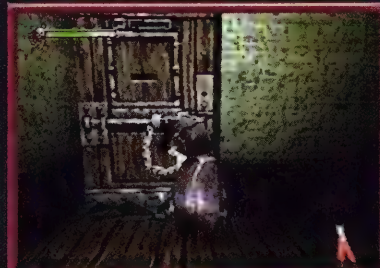
Taking place exactly 100 years after the first story, the singular protagonist (there is only one playable character in part two, as opposed to two in part one) in Nightmare Creatures II is Wallace, an escaped lab experiment of Crowley's. Looking like a partially mummified Marilyn Manson, Wallace finds a nearby axe and quickly learns to make chop suey of all the freaky monstrosities haunting his hood.

Nightmare Creatures II boasts a world that is ten times bigger than that in part one. Within these large environments are many hidden items that Wallace needs to find to progress. Some doors require keys, some chained gates need to be taken on with wire cutters, and some blockades can only be dismantled with dynamite. Chopping apart items will also reveal secret passages and power-ups that will do such things as incinerate or completely blow apart enemies.

Rather than have the combat and exploration portions of the game flow together as in the original, whenever a monster nears Wallace the game shifts to a kind of combat mode. Jump is disabled and more attacks enabled. Either through experimentation or Therapy mode, a minigame that continually throws beasts at the character to slice and dice, devastating combo moves can be learned. When an enemy's health bar is reduced to nothingness, a double-button press activates a fatality animation showing Wallace dismembering his opponent in a most unkind way. Maybe there is one more similarity between Nightmare Creatures I and II - they both splatter more red than a cracked Kool-Aid Man.



"Flair goes to the top turnbuckle, but Hogan catches him!"



The wire cutters will get Wallace through chained doors.



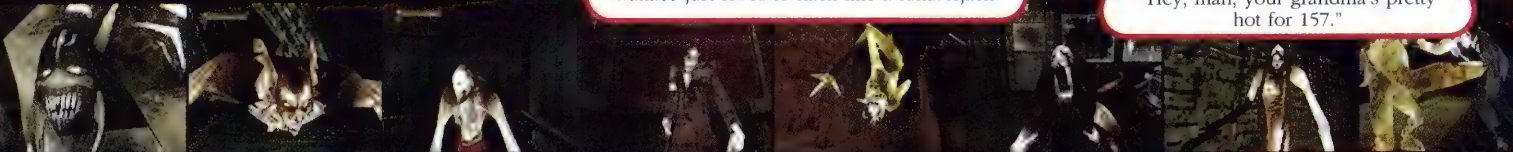
"I told you I didn't want a bowl cut."



"Hey, man, your grandma's pretty hot for 157."



Wallace just loves to hack like a lumberjack.





- **Size:** 1 CD-ROM
- **Style:** 1 to 6-Player Sports/Action
- **Special Features:** 6 Professional Boarders; 8 Tracks; Tony Hawk-esque Controls & Play; Balance Meter; Several Multiplayer Modes; Tons of Tricks; Rockin' Soundtrack With GZA & KRS-One
- **Replay Value:** Moderately High
- **Created by:** Shaba Games for Sony
- **Available:** Now for PlayStation

Bottom Line: 6.75

grind session

grind master sexy

Wanting a piece of every pie, emperor Sony has enlisted the services of Shaba Games to track down and eliminate the bothersome Tony Hawk. Rather than using a lead pipe on the shins like Tanya Harding did, Shaba is keeping its assassination attempts within the legal boundaries.

Hoping to humiliate the 900 master, Shaba has pieced together a game that mimics Tony's every move, then adds a few that Tony hasn't even dreamed of. Shaba has also cloned the engine that brought to life Tony's million selling game, Pro Skater. More moves...same play...sounds like a silver bullet to the head.

Saying Grind Session features the same controls and gameplay of Pro Skater is an understatement. Players who are familiar with Tony Hawk will have no problem getting into the groove with Grind Session. The button layout is exactly the same. The physics are almost identical. And the goal of the game is one in the same. On each of the eight levels, players must break two different high score marks and destroy specific objects. One upping Tony Hawk, Grind Session asks that players also complete technical challenges that range from grinds to air maneuvers. By pressing L2 or R2, glowing icons will appear within the stage, showing players where each technical feat is located. Finishing each of these tasks rewards the player with points that unlock new levels and bonuses.

Since Tony Hawk and his posse are tied up by Activision, Sony has secured the rights to six additional professional skaters, including Pigpen and Willy Santos. Sony has also partnered with Vans Triple Crown, G-Shock, ESPN, Mountain Dew, and Ford. As for musical talent, players can skate to the hardcore beats of Black Flag, the sensual styling of Sonic Youth, and the jingles of Zen Guerilla.

Tony Hawk may have had his day in the sun, but that was yesterday. Step aside bird boy, the empire is taking over...or at least trying to.

ANDY

THE GAME HOMBRE

Concept

8

Graphics

8.25

Sound

8

Playability

8.5

Entertainment

8

8.25

OVERALL

"Grind Session is such a blatant rip-off of Tony Hawk's Pro Skater, it's not even funny. All the controls and moves are virtually identical, as is the camera work which gives you this strange deja vu feeling the whole time you play it - like when you buy Hydrox rather than Oreos. Sure they look the same and even kinda taste the same, but it's just not the same thing. That's how I feel about Grind Session. I will give it some props though, as I like the tech challenges, and the ability to pick the moves for your character is kinda cool (even though it completely destroys the skater's individuality). The multiplayer modes on this one are pretty weak, but overall Grind Session is interesting to check out as it is just a **poor man's Pro Skater**. Save your pennies for Tony Hawk 2, but waste a couple dollars on a weekend rental and have some fun with Grind Session."

JAY

THE GONZO GAMER

Concept

1

Graphics

8

Sound

8

Playability

8

Entertainment

8

6.5

OVERALL

"Did the designers of Grind Session blatantly rip off Pro Skater, or is the staggering similarities between the two just a coincidence? There's plenty of people at Sony arguing the second explanation. Personally, I'm sure that **if this were high school English class, Shaba would be expelled for blatant plagiarism**. The two games certainly look alike, but the difference in quality is obvious. Grind Session's controls are frustratingly less responsive, and its graphics and trick animations aren't as smooth. Plus, being able to see where all the hidden point bonuses are detracts from the fun. If Pro Skater didn't exist, I'd probably have scored Grind Session much higher. But it does, and all Grind Session does is make me wish I was playing it instead. Shaba, go sit in the corner until you've learned your lesson!"

REINER

THE RAGING GAMER

Concept

2.25

Graphics

7.75

Sound

8.25

Playability

7

Entertainment

4

5.75

OVERALL

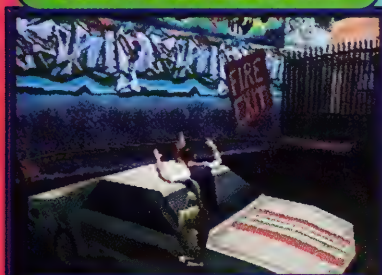
"What a poser! In an attempt to jump aboard the skating bandwagon, Sony has done everything but call its game Tony Hawk. In all my years as a reviewer, I have never seen a clone job as blatant as this. Grind Session wants to be Tony Hawk so bad, every inch of it has been constructed to play exactly the same. Sure, it tries to hide its tracks by tossing out a few different things here and there, but come on! All of my Tony Hawk skills transferred flawlessly to this copycat. The grinds are the same. The controls are the same. The grabs and spins are the same. Even the level objectives are the same. Coincidentally, since it is a carbon copy, Grind Session is actually somewhat entertaining. Even so, **I won't endorse this game**, nor will I ever play it again. If I want to play Tony Hawk, then I'll play Tony Hawk, not this lackluster leech."



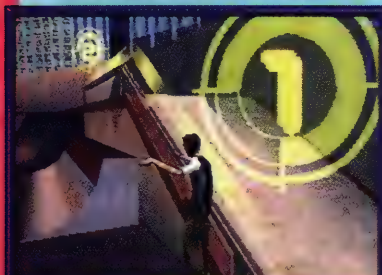
Grinding features a balance meter.



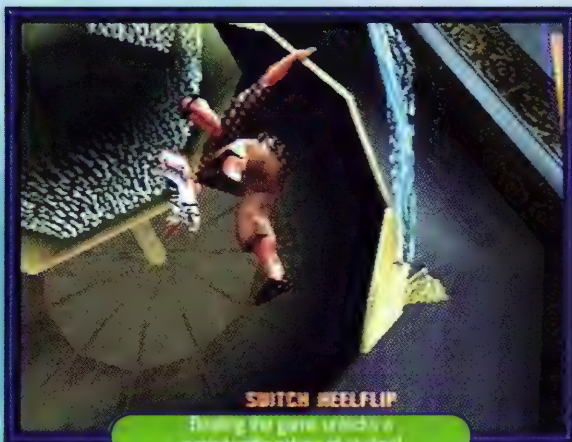
Choose from six professional boarders.



Just like Tony Hawk, a number of objects must be smashed on each stage.



Hit R2 to display collectible icons that must be accomplished.



Timing the game tracks a super-fancy piece of skating!



TONY HAWK'S PRO SKATER

2 APPLYING THE NUTTER

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports/Action
- **Special Features:** Original 10 Professional Skaters & More; Create-A-Skater; Park Editor; New Grabs, Grinds, & Specials; Ground Manuals; Hidden Areas; New Multiplayer Modes
- **Created by:** Neversoft for Activision
- **Available:** Late Summer for PlayStation

65% Complete

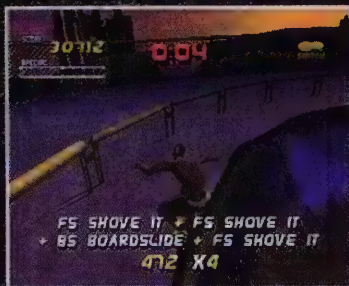
The Ambassador of Kikyorasater is soaring like an eagle, taking names, and laying waste to all who dare compete. Over one million units of Tony Hawk's Pro Skater have been gobbled up by PlayStation gamers, and the frenzy doesn't appear as though it will die out anytime soon. Hot on the heels of this instant classic, Neversoft is working feverishly to produce a worthy sequel. The goal of this speedy development process? To develop a Super Tony Hawk game with infinite replayability. Along with new songs, tracks, and skaters, THPS 2 offers a snazzy track editor and the ability to insert yourself into the game with the create-a-skater. Not wanting gamers to get too comfortable, Neversoft has added a handful of new biiffs, including the incredibly painful nutter.

Park Editor >>>



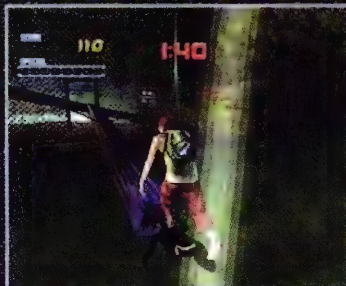
Tired of the standard courses? Have an idea for a park of your own? Or have you ever wondered what a park filled with nothing but 50 halfpipes would be like? The development gods at Neversoft have forged a fabulous track editor in THPS 2. Over 100 different pieces can be set, a handful of texture themes can be applied, and each created park only takes up one memory card block. Neversoft states that THPS's Warehouse level can be recreated almost perfectly in this editor. However, you may not have the power to implement scoring gaps or bonus points.

New Parks >>>



All the parks are brand spanking new. This isn't a complete listing, but here are the courses we've confirmed thus far: Marseille (France), Skate Street (Ventura), NY City (New York), School 2 (Southern CA), Philadelphia (PA), Venice Beach (CA), The Hangar (Tadzhikistan), and The Bullring (Mexico). Neversoft has also added new multiplayer challenges to each level. Apparently, four (and maybe up to eight) players can compete in multiplayer.

Hidden Areas >>>



On each level, players will be on the look out for well-hidden areas. Pictured: When a board propping up a tree is smashed, the tree will fall over, revealing a hidden zone.

Switch Footing >>>



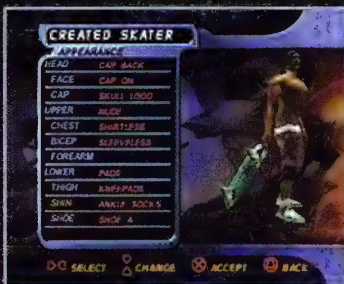
By pressing R2, the skater will switch footing. Switching will affect certain tricks.

Thrash Masters >>>



The original posse of professional skaters are making a return, and from what we hear, they've brought a few friends with them. Who? We don't know yet. But we can't wait to check 'em out. Neversoft actually let each skater pick his or her own moves list. Not only special moves are exclusive to each skater. They may also have a different grab or grind assigned.

Create-A-Skater >> Landings >>



If you don't like any of the professional skaters in THPS 2, then insert yourself into the game and see how you fare on some of the world's most dangerous parks. Clothing, skin and hair color, and even trick lists can be fitted to your liking.



Landing straight on will give you a perfect score modifier. Landing skewed (sloppy) reduces the point total.

Manuals >>>



By pressing Down to Up or vice versa, the player will perform a ground manual. This balance move can be used as a scoring multiplier.





Is that the mana tree?



Taking a fashion tip from Orco, Vivi hides behind a long hat and Jawa-like eyes.



TO ALL GOOD THINGS THERE COMES AN END

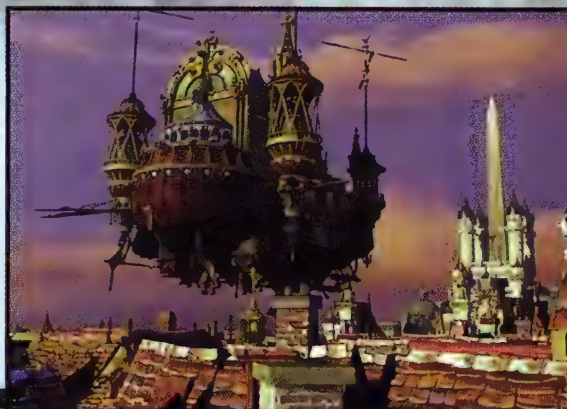
Square Soft has announced that Final Fantasy IX is the final work in this magnificent era of the series. To tie up all loose ends in this nine part sequence, the "Crystal," which is viewed as the starting point of the series, has been restored. Every question you've ever had about the Final Fantasy lineage will be answered in this release. Hironobu Sakaguchi has returned as producer. Nobuo Uematsu is providing the score. And after a long, two-game absence, Yoshitaka Amano has returned as world and character designer.

With Amano back in the saddle, Square Soft has also returned to its character class roots. This means characters will have specific functions for combat and who knows what else? Not tossing out the realistic direction of FF VII and VIII completely, Square has entwined Amano's unique manga art within detailed backdrops and environments. The majority of Final Fantasy IX's world is composed of floating islands, some hosting complete metropolises and civilizations. Because of this, the entire world travels via airship.

While it appears that most of the development effort is focused on the look of the game, Final Fantasy IX features a deep and emotional story, not portrayed through the eyes of one character but through what is to be believed to be eight different characters. Square Soft hasn't tipped us off about what combat will be like, but we're sure it will be amazing. Another interesting note is the overabundance of little creatures. In each of Amano's character sketches, a tiny beast accompanies the hero. Is this just artistic flair, or something much more? We'll have to wait until July 19 to see. ■



The character designs have de-evolved to resemble the popular 16-bit styling and classes, but as you can clearly see from the imagery, the background details continue the PlayStation tradition of realism.



CAFFEINATED PROMOTION



How big is Final Fantasy in Japan? Huge. Here in America we watch CG polar bears drink Coke. In Japan, beautifully rendered Final Fantasy IX characters go hog wild for this delicious beverage. Check out these amazing shots from the FF IX/Coca-Cola Japanese commercial.



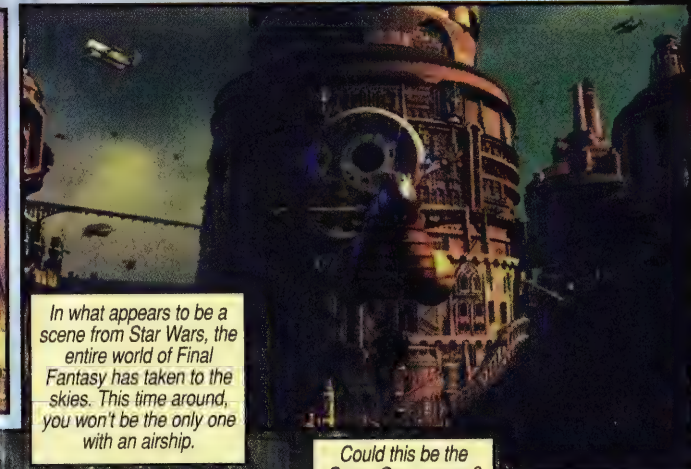
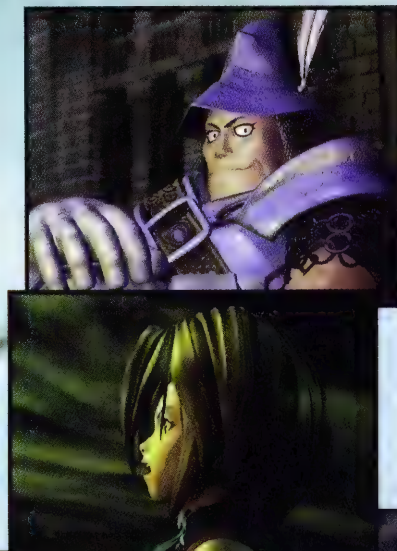
FINAL FANTASY IX™

ファイナルファンタジーIX

PlayStation Preview

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Classic Character Classes From FF IV & V; Gorgeous FMV Cutscenes; Summon Guardians; Restored Crystal; Characters & World Designed by Yoshitaka Amano; Score by Nobuo Uematsu
- **Created by:** Square Soft
- **Available:** July 19 in Japan for PlayStation (U.S. Release Fourth Quarter)

60% Complete



In what appears to be a scene from Star Wars, the entire world of Final Fantasy has taken to the skies. This time around, you won't be the only one with an airship.

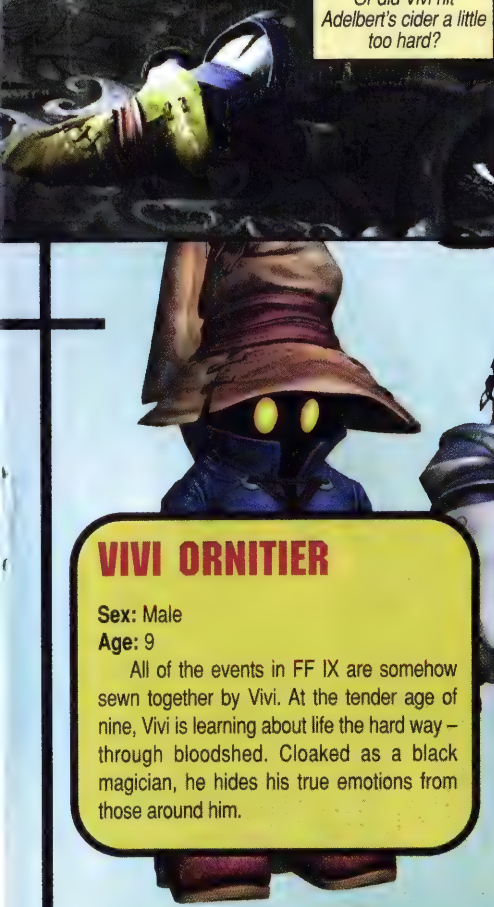


In the foreground a red dragon ignites the neighborhood while a gigantic walking city lays waste to the capital.

Could this be the Game Over screen? Or did Vivi hit Adelbert's cider a little too hard?

CHARACTER VIEWS

Instead of focusing heavily on the struggles of one specific character, this adventure will unfold through the eyes of many. Thus far, only three characters have been introduced, but Square Soft insists that there will be at least eight different personalities. In the Coca-Cola promotion, we've also seen: Garnet Till Aexandros (a princess), Quina Quen (a bizarre cook), Slamander Coral (a hard-headed warrior), Freya Crescent (a courageous female warrior), and Eiko Callor (an intelligent young girl).



VIVI ORNIER

Sex: Male
Age: 9

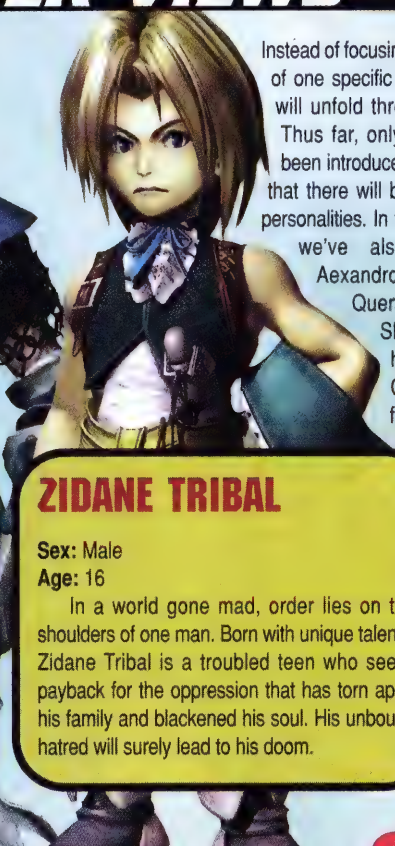
All of the events in FF IX are somehow sewn together by Vivi. At the tender age of nine, Vivi is learning about life the hard way – through bloodshed. Cloaked as a black magician, he hides his true emotions from those around him.



ADELBERT STEINER

Sex: Male
Age: 33

Experienced and trusted by the Alexandria kingdom, Adelbert Steiner brings unmatched brawn to the battlefield. He's a heavy hitter – but is he swinging for the right team? Time will tell...



ZIDANE TRIBAL

Sex: Male
Age: 16

In a world gone mad, order lies on the shoulders of one man. Born with unique talents, Zidane Tribal is a troubled teen who seeks payback for the oppression that has torn apart his family and blackened his soul. His unbound hatred will surely lead to his doom.

PlayStation2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 38 Characters; New Arenas; Enhanced Character Models & Lighting; Tag Tactics; Team Battle & Training Modes; Hidden Bowling Minigame
- **Created by:** Namco
- **Available:** Now in Japan for PlayStation2 (U.S. Release Pending)

80% Complete



THE FIGHTING EDGE

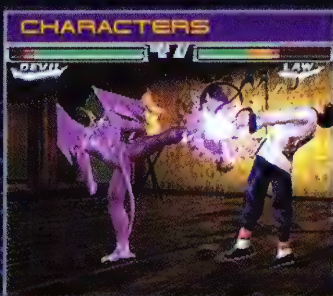
Namco's fighting heritage has always been a success on the console side, despite lackluster numbers in the arcade market. Namco's latest fighter, Tekken Tag Tournament, came and went from U.S. arcades without a sound. For the PlayStation2 release, Namco has tapped into the power of the new kid on the block to beef up the look of this fighter. Just like Soul Calibur for the Dreamcast, Tekken Tag Tournament is expected to kick off the U.S. PlayStation2 launch.



As the Tekken franchise continues to flourish, the story of the iron fist tournament continues to change. Within each of the four chapters, a new boss has arisen. The first challenger was Heihachi. In the next game, Devil Kazuya took over. After this, Ogre made his presence known. Now, players must battle a mysterious character named Unknown. She looks and moves like a sadistic Jun. What makes her truly unique is the wolf spirit floating over her shoulder, mimicking her every move. Unlike the rest of the characters, Unknown's health rapidly regenerates, making her one tough encounter.

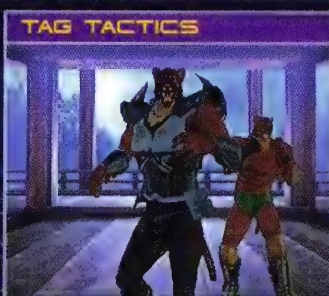


Beating the game with a majority of the characters unlocks the obscure new mode, Tekken Bowling. One or two players can compete in ten frames of traditional bowling with any of the characters in the game. All the characters feature different attributes and skills. Certain characters, like Yoshimitsu and Jack, have a different targeting system. This is one of the best bonus games we've seen, and to be quite frank, one of the best bowling games out there.



Many of the characters also feature new costumes and winning/losing animations.

Almost every character ever to appear in a Tekken game is readily available or hidden in Tekken Tag Tournament. All of the characters feature the same moves and combos you know so well. The modeling for each character has been touched up and improved greatly.

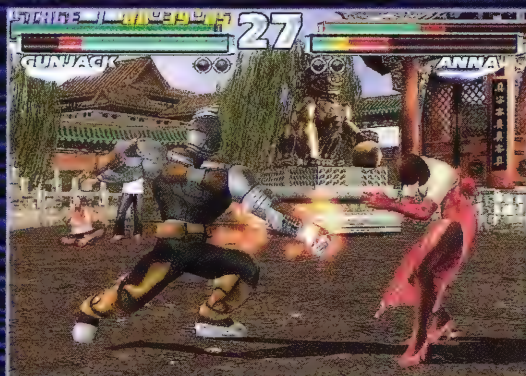


If you don't like this play, Namco has incorporated a single-match mode.

As the name implies, the gameplay features tag play. At any time during a match, the player has the power to tag a partner. Injured players on the bench will regain health, and of course, the player can call upon both characters to perform a double team maneuver.



The graphics have been spiced up, but the gameplay hasn't changed a bit.



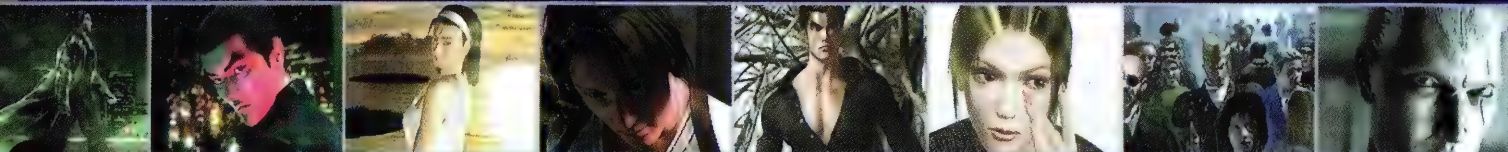
With the power of PlayStation2, Tekken's arenas have never looked better.



Tekken's introductory movies have always featured amazing visuals. Tekken Tag's movies are no exception. For the PlayStation2 release, Namco has pieced together a new intro to accompany the original from the arcade.



Changing the tradition of rewarding players with highly detailed FMV endings, Tekken Tag Tournament comes to a close through real-time endings.



PlayStation2 Preview



DRIVING EMOTION TYPE-S

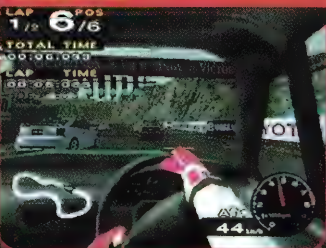
SQUARE TURISMO

In a recent online survey, Game Informer readers cast a vote for Square Soft as their favorite third-party developer. Until now, Square has received its fan base for its killer role-playing lineup. Oddly enough, Square's first PlayStation2 games are not RPGs. The first one out of the gate is a racer, Driving Emotion Type-S; and the second will be a baseball game, Gekikuukan Pro Baseball. We're under the assumption that Square's thinking, "If they can do it...we can do it better." Will Type-S come Stateside? Not this year, but according to our reliable Square contacts, U.S. gamers will be graced by its presence early in 2001.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 11 Car Manufacturers (Including Porsche & Ferrari); 7 Tracks; 4 Difficulties; Racing School Mode; Intricate Vehicle Customization; Realistic Physics; State-Of-The-Art Cockpit View
- **Created by:** Escape/Square Soft
- **Available:** Now in Japan for PlayStation2 (U.S. Release 2001)

65% Complete

VIEWS



For a high-end racer, you'd think Square's racer would offer more than two views. Along with the standard third-person cam, players can strap into a detailed cockpit view. From this view, you'll see a working dash display and even retractable headlights.



EFFECTS



Type S is the first PlayStation2 game to deliver an over-abundance of motion blur, and it's also the first game to display realistic windshield reflections. The motion blur is a tad distracting, but it is cool. If you look closely, you can actually see the driver's reflection in the glass. Crazy!

STEERING



Instead of sitting back and gliding through a race, Type-S is demanding of control. This means the wheel must be cranked constantly to maintain control. You'll also be asked to master a realistic slide. Counter steering has never played a larger role in a racer.

MULTIPLAYER



A wide array of racing modes are available to the two-player crowd, including a fantastic drag racing mode.

WRECKS



Even with the big name licenses, Square was able to implement wrecks into the gameplay mix. Vehicles don't take on damage, but they do flip over. If this happens to you, and you don't recover, the race is over.

VEHICLES



The name of the game nowadays is quantity. Type-S doesn't feature hundreds of cars, but rather nearly 50 highly detailed rides from 11 different manufacturers: Honda, Subaru, Mazda, Toyota, Mitsubishi, Nissan, Porsche, Ferrari, TVR, Alfa Romeo, and BMW.

CUSTOMIZE



If a car doesn't handle to your fancy, tweak it. Type-S takes vehicle customization to the next level, allowing players to alter individual gear ratios, and even power-to-weight ratios.



Every vehicle is equipped with a unique cockpit view.



This racer features a brief off-road segment. Within the first-person view, you can actually hear pebbles ricochet off the bottom of the car.

REPLAYS



After a race, a beautifully rendered instant replay is available for viewing. While watching, players can switch between four different views, and if they like the race, they can save it.



ONIMUSHA: WARLORDS

Capcom Parries
PlayStation 2

The development of Onimusha began over two years ago with a concept developed by Yoshiki Okamoto at Capcom subsidiary Flagship. Originally, Okamoto envisioned a game using Ninjas. He then went to Keiji Inafune, Capcom's general manager of development and creator of Mega Man, with his vision. Inafune told Okamoto that a better action game would involve samurai and changed the concept of this game. After nearly two years in development, Onimusha is nearly complete and ready to debut (in a playable form) at the E3 show in Los Angeles.



STORY

Onimusha is set in feudal Japan around the year 1560, a time of great civil unrest. The story is based partly on actual historical events and also on a fictional tale woven by Capcom's subsidiary, Flagship – the creators of everything Resident Evil.

As the story opens, the great Japanese warlord, Nobunaga Oda, is preparing to attack Yoshitatsu Saito's Inabayama Castle. Yoshitatsu gets wind of the attack and, to say the least, is furious. He prepares a Noh ceremony to pray for victory. Nobunaga and his army are devastated, but strange powers have resurrected the great warlord. Seeking revenge against Yoshitatsu, Nobunaga kidnaps Yoshitatsu's sister. Searching for someone to rescue his beloved sister, Yoshitatsu meets the hero of the story, Samanosuke.

It is Samanosuke's job to rescue the princess and uncover the mystery surrounding Nobunaga's resurrection.

PRESENTATION

The introductory movie in Onimusha is nearly five minutes long and presents some outstanding computer-generated imagery (CGI). The cinema-quality short introduces the story and characters that will play a role in the adventure. Along with the opening CGI, three others will present themselves as the game unfolds, but other scenes will be presented using the real-time scenes where the player watches the computer control the action.

Inafune told Game Informer that there will be nearly 50 real-time cutscenes that range from a few seconds to more than two minutes. These scenes are used to move the story along or present crucial parts of the game's interesting storyline.

In terms of graphics, Capcom said that characters are designed using an average of 10,000 polygons each. To put that in perspective, Resident Evil 3 used 400 polygons per character and Resident Evil Code: Veronica used 2,000 polys per character. Also, environmental effects such as wind and other elements will interact with the characters, causing clothes to ripple and hair to ruffle in the breeze.



PlayStation2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Loosely Based on Actual Japanese History; 10 Different Blade-Based Weapons; Nearly 50 Real Time Cutscenes; Weapon Powers & Special Attacks
- **Created by:** Flagship/Capcom
- **Available:** September for PlayStation2 (Possible Launch Title)

75% Complete



PLAYCONTROL, MORE SURVIVAL HORROR?

Similarities in Onimusha's playcontrol can obviously be drawn to Capcom's survival horror games, but Inafune is quick to point out that this is not survival horror. Onimusha, like almost any other game, is definitely about survival, but there is virtually no horror. Inafune said that the emphasis is on action, confrontation, and sword fighting. Resident Evil commonly forces players to fight from a distance, whereas Onimusha will encourage the player to attack enemies at close range.

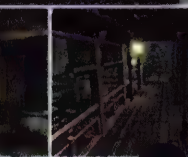
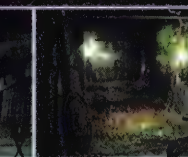
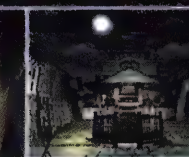
Plans call for ten different feudal weapons ranging from a standard samurai katana to a western broadsword. There are also plans to include spears and long-blade weapons such as a naginata. There will be six standard blade attacks, as well as the ability to learn new moves and attacks throughout the adventure. Another interesting aspect of the weaponry will be the conjuncture of powerful jewels with the main character's gauntlet. When you place various jewels in the gauntlet, new elemental powers will give your character devastating mystical attacks.



PUZZLES

With the game designed around action, players will get plenty of hacking and slashing in Onimusha, but there is also room for other tactics to defeat opponents and move further in your quest. For example, interactive environments will allow you to do such things as slash a rope which will release a log. With correct timing, the log will roll into a group of enemies and wipe them out. Similarly, you can use an almost identical tactic to create a path over a chasm.

As for other puzzles and tactics, Capcom was a little tight-lipped about details, but they did add that there would be less item collecting involved in gameplay than is found in the Resident Evil series.



Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Lock-on Combat System; Branching Storyline; Brain Jack To Control 13 Different Characters; Real-Time, FMV, & Single-Frame Cutscenes; 20 Levels; 7 Different Endings
- **Replay Value:** Moderate
- **Created by:** Atlus for Sega
- **Available:** Now for Dreamcast

Bottom Line: 7.75



If This Dreamcast's A Maken, Don't Come A Knockin'!



Lock-on targeting makes dealing destruction a snap.



Those Slipknot guys are everywhere lately.



Brainjack this character?

Brain Jacking lets you to gain control of another character.



"I'm not sure that acupuncture is the answer for you."

Ever since the Doom series made the genre a gaming staple back in the early '90s, the first-person shooter has soared to unprecedented popularity on the PC and console systems. Strangely, Sega's upstart console has thus far been without such a game.

All this is set to change with *Maken X*, a title which will go down in history as the game that pioneered first-person action on the Dreamcast. Developed by Atlus, *Maken X* has a plot packed with so many convoluted twists that it almost defies summary. Briefly, a top secret AI project created Maken, a sentient being that somewhat resembles a one-eyed jalapeño pepper. Maken then morphs into the form of an intelligent sword, which feeds on human consciousness, or Psi. The game's protagonist is Kai, a beautiful girl whose father was in charge of the Maken project. Kai merges with the Maken sword, which is quickly devouring her Psi. As Kai, you must save your father and conquer the forces of evil before your Psi is devoured by Maken. Oh, and did we mention the mysterious kingpin Mr. Lee? What about the Blademasters? Widespread mind control? Satan? These are but a few of the myriad elements that are a part of *Maken X*'s confusing plot.

Luckily, *Maken X*'s gameplay is as simple and visceral as its plot is complex. Instead of the traditional first-person gunplay, *Maken* focuses on classic hack n' slash action, with a few twists. Atlus has implemented a lock-on function, which gives you a much needed strategic advantage when dealing with hordes of vicious and wily enemies. The most useful move in your repertoire is a lock-on/jump maneuver that allows you to leap over an enemy in your sights, and immediately deal damaging blows to his unprotected rump.

Another point in which *Maken X* diverges from typical first-person fare is your ability to Brain Jack other characters. Instead of gaining new weapons and power-ups, you actually take control of another character's body, assuming his special powers and weapons. Some areas may only be accessible by certain characters, requiring you to backtrack through zones once you've acquired a new body. To add to the intrigue, the branching storyline has seven different endings.

Moving at a smooth 60 frames per second, *Maken X* is as visually stunning a first-person game as has been seen on a home console. While some might scoff at first-person swordplay, *Maken X* will make true believers of those brave enough to join its daunting quest.



"Worship the turd!"

MATT

THE ORIGINAL GAMER

Concept

8

Graphics

9.5

Sound

7

Playability

7.75

Entertainment

8

8

OVERALL

"So far, the lineup of Dreamcast action titles, from *Expendable* to *Blue Stinger*, reads like a list of inductees to the Hall of Videogame Shame. Dreamcast owners should thank their chosen higher power for *Maken X*, a game that, while not perfect, does provide all-out white-knuckle action. This is one of the best looking first-person console games ever, and despite the sometimes shallow hack n' slash gameplay, is one of the premier Dreamcast titles to come down the pike in some time. Brain Jacking different characters and exploring the branching plotline adds some depth and replay value to a game that could have easily been a one-dimensional bore. The ludicrous plot is harder to follow than Joyce's *Ulysses*, but that doesn't detract from the enjoyable gaming experience."

JAY

THE GONZO GAMER

Concept

8.5

Graphics

8.5

Sound

7.5

Playability

7

Entertainment

7.75

7.75

OVERALL

"*Maken X* has one of the smoothest first-person engines one could hope to see coupled with some of the most brilliant ideas the genre has yet seen. Being able to Brain Jack to switch characters makes for some interesting dilemmas, as does the fact that the choices you face actually matter. Often players have to ask themselves, 'Do I or don't I?' Unfortunately, the developers chose to take this wonderful framework and bury it in inappropriate gameplay. Rather than getting elaborate sword battles, players get something more akin to a first-person puzzle/platformer game with hordes of ninjas around to make life frustrating. *Maken X* is a good game that could have been so much better. If this game were given an understandable story and a workable interface, a huge hit for Dreamcast would be born."

REINER

THE RAGING GAMER

Concept

7

Graphics

8.5

Sound

7.5

Playability

7.75

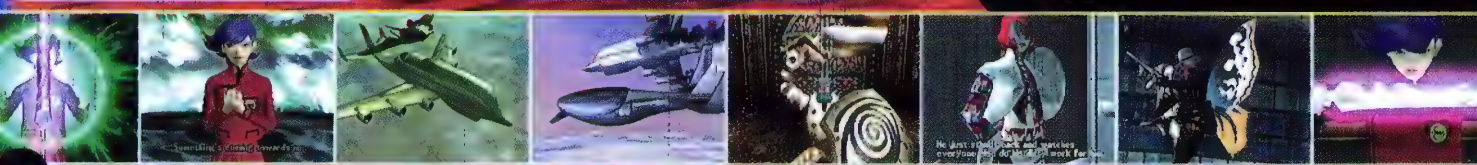
Entertainment

7.75

7.75

OVERALL

"Did something get mixed up in the translation, or is the story so deep that it's not supposed to make any sense? I tried to follow the plot. I tried to get in touch with the characters. Yet after each cutscene, I was left in a state of confusion. I felt like a monk on Viagra. I was excited...but I didn't know why. Even with its inability to flow from step A to B, Atlus has pieced together a smooth first-person game that delivers crisp visuals and decent gameplay mechanics. Unlike most first-person games, this one doesn't deal in excessive firepower. It's all about hand-to-hand combat. There are no new weapons to find. The only way to acquire new abilities is to Brain Jack different characters. Even though it's developed by Atlus, *Maken X* feels like a good Sega arcade game. It's not incredibly deep, but it is an entertaining ride."





Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 3 Playable Characters, Each With Varying Abilities; 8 Humorous Levels; Sniper Mode; Ribbon Chute; Atomic Toast; Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Bioware for Interplay
- **Available:** Now for Dreamcast

Kurt's Atomic Toastbin

Bottom Line: 8

"I wasn't expecting a whole lot from MDK2, so I was pleasantly surprised by how entertaining this game turned out to be. In a way, **MDK2 is three games in one**, as each character's controls and missions are completely different. The sniper missions with Kurt Hectic are familiar to fans of the original, but the new pure action delivered with Max the dog and the puzzle-solving action platforming of the Doctor are completely foreign. While I really enjoyed playing Kurt and Max, I found the Doctor's levels to be pretty annoying and the downfall of this game. Which is a shame, as the story's comic-styled delivery was brilliant. In the end, however, since there has been a recent drought of Dreamcast games, I would say you should give MDK2 a whirl. It's a lot of fun."

ANDY
THE GAME NOMBRE

Concept **8.5**

Graphics **8.5**

Sound **8.5**

Playability **8**

Entertainment **8**

8.25
OVERALL

"At first, I really enjoyed MDK2. Kurt and his Coil Suit had a variety of cool features and weapons to try out, and the game was pretty challenging. Then I started playing Max. The mindless carnage seemed like a nice break from the hectic scenes I had just worked my way through. **The game was all good until I hit the entertainment wall that is Dr. Hawkins.** Using a 3D action engine for a slow-paced platformer not only bored me, it frustrated me to the point where I didn't care at all about the adventure that previously had me involved. Also, whoever designed this game should know that it's better not to use humor than to force it. If MDK2 were a straight-ahead action game without the less-interesting side characters, this title would have fared much better."

JAY
THE GONZO GAMER

Concept **8.25**

Graphics **8**

Sound **7.75**

Playability **7**

Entertainment **6.75**

7.5
OVERALL

"In my book, the first MDK resembles a leaflet of toilet paper. Whenever I see it, I wipe my butt with it, then flush it. Of all the miracles in the world, the development of MDK2 has to be the biggest yet. Bioware actually pieced together a noteworthy sequel that stands tall as a unique release, completely burying its grizzly past. **The action is still fast as all heck, but now more variety has been added.** Two new playable characters offer new gameplay techniques, and all of the levels feature different objectives. The serious quest has also been replaced by a wacky EWJ-esque story. I actually laughed out loud several times. At the same time, the incredibly difficult play made me curse my existence. Yet I kept pressing forward to unlock more of the plot. Because of its harrowing play, I recommend this one only for the hardcore crowd."

REINER
THE RAGING GAMER

Concept **8.25**

Graphics **8.5**

Sound **8.25**

Playability **7.75**

Entertainment **8**

8.25
OVERALL

The acronym MDK used to stand for Murder, Death, Kill, but in the sequel it stands for Max, Doctor, Kurt. Unlike the original, players not only get to control Kurt and his amazing Coil Suit, but also Max the robotic dog and Dr. Fluke Hawkins. Picking up right where the first left off, our heroes are celebrating Kurt's victory over alien invaders when suddenly, more alien invaders show up! The doctor orders Kurt to check it out, and thus another adventure begins.

The abilities of Kurt's Coil Suit are largely the same as they were in MDK, and his parts in the game play like a classic stealth/action game. The Ribbon Chute allows Kurt to glide, while the Chain Gun can spray an area with hundreds of bullets in a flash. Kurt's gun can also shift to a Sniper mode when small and distant targets need to be capped. Power-ups dispersed throughout the levels allow the Coil Suit to do such things as turn invisible or send out decoys that the enemy will shoot at.

When Kurt suddenly disappears, however, it's time for Max to step in. Putting his four arms to good use, this robo-puppy has the ability to wield four weapons of any size, simultaneously firing at anything that gets in his way. Max later finds a jet pack that allows him to briefly fly when he finds refueling points. With his overwhelming firepower, the Max portions of the game are like a super shoot 'em up where anything that gets in the way will be destroyed.

It isn't long before Dr. Hawkins takes the spotlight, having to rid his ship of aliens trying to take it over. As an inventor, the Doc's biggest weapon is his brain. This character's adventures are a kind of puzzle/platforming game. Players must find various parts and items, then discover how to combine them to make such things as a ladder, a leaf blower, and the ever-useful Atomic Toaster.

As perhaps you've gleaned, MDK2 hardly takes itself too seriously. Setting itself up as a comic book adventure in 3D form, every cutscene is packed with zaniness. Of course, if you find that the humor detracts from this triple threat of an action game, you can always turn down the volume, insert your own serious dialogue, and pretend that MDK once more stands for its original appellation.



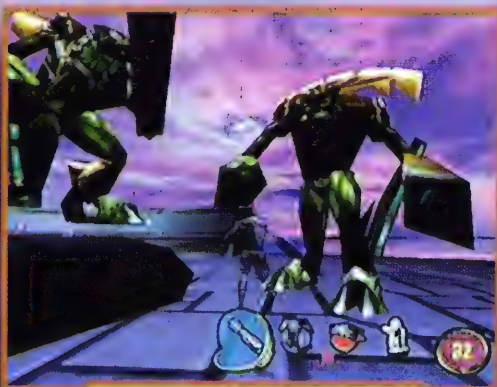
The Ribbon Chute allows Kurt to glide around.



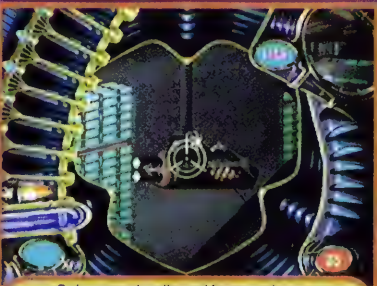
"I loved you in Little Shop of Horrors."



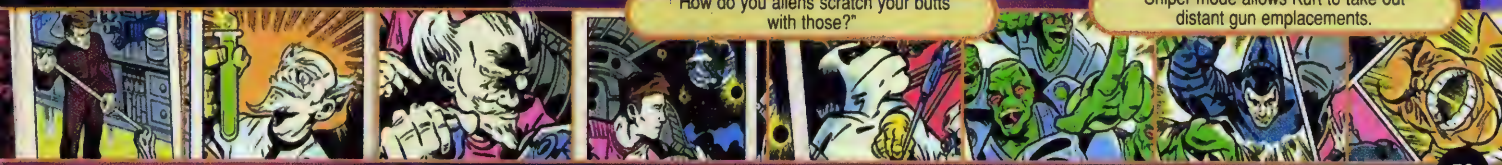
The Doc invents a ladder and puts it to good use.



"How do you aliens scratch your butts with those?"



Sniper mode allows Kurt to take out distant gun emplacements.



Dreamcast Preview

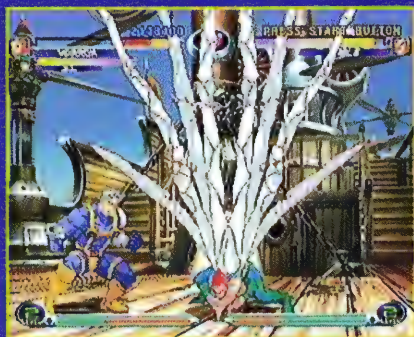
- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 3-on-3 Gameplay; 24 Characters (30 More Hidden); Item Shop Containing New Costumes & Characters; 3 Ism-Type Meters; New Polygonal Backgrounds; Head-To-Head Internet Play
- **Created by:** Capcom
- **Available:** Now in Japan for Dreamcast (U.S. Release Pending)

85% Complete



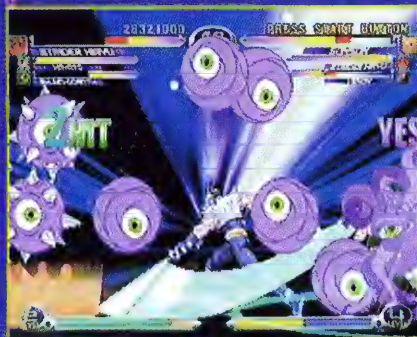
When Heroes in Tights Collide With Pixelated Posers

Notorious for its plethora of fighting game rehashes, Capcom is finally changing gears from its tried and true formula. Instead of piecing together a standard Marvel Vs. Capcom sequel, Capcom has actually redesigned most of the game. These changes are so drastic that fans of the original will struggle to come to terms with this game's fighting techniques. All of the medium attacks have been removed; super and standard cancels can be performed at whim; and, for the first time in Capcom history, players must travel to the arcade and link to the Internet to gain the precious points needed to unlock hidden characters.



GAMEPLAY

Another huge addition to the Marvel Vs. Capcom experience is the changing of two-on-two play to three-on-three. Tag partners can be called in to perform actions such as attacking or healing. Unlike the original, these actions are unlimited. Because of these drastic changes, the game is much more strategic and each match is a heck of a lot longer. It's the same style of game, only tweaked a tad differently.



CANCELS

Adding standard and super cancels adds a ton of depth to this fighter. When a character begins a move, the player can quickly hit QCF + a tag button to make another character enter and perform a super or special. These can then be linked back to back, creating a magnificent combo.

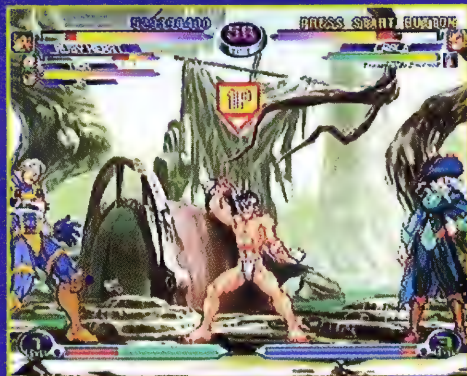
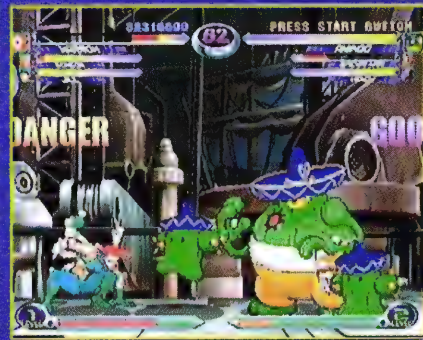
SHOP

Throughout gameplay, the player will be awarded points for his or her performance. These points can be cashed in to buy new characters, costume colors, and even arenas. There are three different point types. You'll get D-points from the Dreamcast version, N-points by competing online, and V-points by bringing your VMU to the arcade. You cannot open every character through standard play. Capcom is pushing players to compete in different ways.



NEW FACES

The typical Capcom fighting game sequel usually includes two to three new characters. With a list of 56 characters, Marvel Vs. Capcom 2 features dozens of new personalities to step behind and lay down the smacketh. These characters include Jill from Resident Evil, Cable and Marrow from X-Men, Miss Tron from Mega Man, and new creations, Amingo, SonSon, and Ruby Heart.



Marvel Vs. Capcom 2 is equipped with Internet play. This means that you can link up and compete with players across the U.S.



The last boss is gigantic.



SPECIALS

Just as with its predecessor, the special moves not only light up the screen with magnificent colors, they also deal out the most damage. To really unleash a ferocious blast, players can also perform double and triple team specials.



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OUTRAGEOUS GIANT ROBOT FIGHTING



Sega Dreamcast

CAPCOM
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Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Deeply Skateable Environments; Urban Chaos Through In-Line Skating/Graffiti Spraying; Painting Combos & Trick Moves; Unique Artistic Stylings; Be a Fugitive From Justice & Run From the Law
- **Created by:** Sega
- **Available:** Summer in Japan (U.S. Release Pending)

50% Complete



ACRYLIC PAINT & IN-LINE SKATE

The title of this fairly original game for Dreamcast does little to describe what it is all about. It is not about airline pilots who peruse the FM dial while landing, nor is it about the bourgeoisie spending incredible amounts of money on new stereos. Jet Set Radio has a far more juvenile and, dare we say, video game-oriented theme. Recently displayed for the first time at the Tokyo Game Show, this game is about vandalism and running from the law. Actually, there's more to it than that, and the basics of Jet Set Radio combine elements of many different game genres.

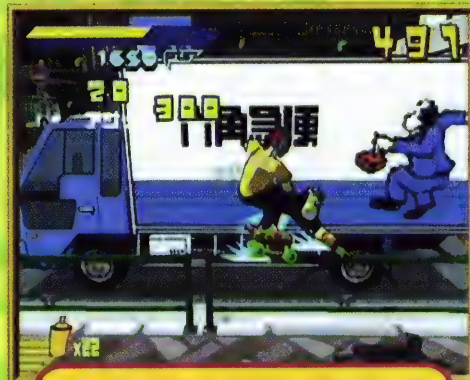
First and foremost, there is the extreme sports angle. Jet Set stars a cast of your typical hip-hop, baggy-pants-wearing, in-line skaters. Given that, the game includes complete, skateable environments with an emphasis on linking grinds and jumps to access different areas of the urban landscape. Trick combos and other high-flying stunts are just the beginning.

Turning to the unlawful side of Jet Set, the game involves defacing public property not only by skating in prohibited areas, but also by "tagging," as it's known on the streets. In other words, Jet Set is about graffiti. In a similar way to Crazy Taxi, the game marks certain areas of the city in which you must leave your mark with a spray paint can. Action/platform elements are added by requiring you to collect your ammo – in this case spray cans. Through the use of the trigger buttons and various directional combos, your character will leave his or her mark on the streets.

Jet Set Radio's concept has been described as a mix between Tony Hawk and Crazy Taxi, but it remains to be seen if this initial impression will remain as it continues in development. One thing is for sure, Jet Set Radio is one of the most interesting and promising Dreamcast games of this year.



Skate the city while avoiding traffic and other obstacles.



Don't try this at home!



Here, our hero leaves his mark with some spray paint.



Big air? You bet!



Be careful with dispensing the paint because...



...the law may dispense a little something of its own.



Rail slides are a big part of the trick set.



Dreamcast Preview

- **Size:** 1 GD ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 8 Professional Players; Realistic Player Likenesses; Varying Court Surfaces; Singles & Doubles; Career Mode; VMU & Jump Pack Compatibility
- **Created by:** Sega
- **Available:** July for Dreamcast

85% Complete

Sega Serves It Up

Lobbed From the Arcade



Released last December as Power Smash, this tennis game has seen tremendous success in arcades across Japan. Utilizing Sega's NAOMI technology, this title takes a simple game and beautifully recreates it in a virtual world. With other NAOMI games, such as Crazy Taxi, coming home to the Dreamcast, this game's move to the DC was pegged the moment the first coin was dropped in its slot.

Volley for Home



As you have probably already seen, the home version does not share a name with its arcade counterpart, and for good reason. Virtua Tennis is being revamped with a number of options not found in the arcade version. The arcade has only a singles match for one or two players, while Virtua Tennis will have singles or doubles. With the additional players on the court also comes four-player support, as well as a Career mode that saves individual statistics and win/loss records. Finally, Sega is also working on adding some minigames to increase the replayability, just like it did with Crazy Taxi.



Overhead Smash



Given the arcade origins of Virtua Tennis, the game's playcontrol is relatively simple. Serves are executed using a powerbar and quick timing to get the most muscle on the ball. Variation in serve can be changed using not only a directional pad, but one of two stroke buttons. These two buttons are also used with regular ground strokes in conjunction with where you are on the court, as well as the type of shot that is played to you. For example, when a player is near the net, he or she can either send a quick volley with one button or lob it with the other. Conversely, when a player is on the baseline, a normal shot or lob can be executed. All this sounds simple enough, but there is a little more to the dynamics of Virtua Tennis.

Player momentum and balance play a large role in successfully placing shots and winning points. The game takes into account which way players are running and their distance to the ball when calculating the return. In other words, you won't be a skilled player if you overrun shots or are out of position for a return. The game rewards players who set up good shots and anticipate where the opponent will return their volley.



Ground Strokers & Baseliners: The Players

There are a total of eight real players in Virtua Tennis, and there is a possibility we may see more before the development of the game is finished. Although we don't anticipate any big-name players, there have been hints at possibly adding some females to the mix.

Jim Courier – U.S.A.
 Tim Henman – England
 Mark Philippoussis – Australia
 Yevgeny Kafelnikov – Russia

Cedric Pioline – France
 Carlos Moya – Spain
 Tommy Haas – Germany
 Thomas Johansson – Sweden



PlayStation

by Matt, The Original Gamer



Street Sk8er 2

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports/Action
- **Special Features:** 10 Skaters; 30 Powell Decks; 10 Levels; Park Create Mode; 2-Player Split-Screen Mode; Pool Duel Minigame; Features Music by Static X, Del the Funky Homosapien, Deftones, & Ministry
- **Replay Value:** Moderate
- **Created by:** Micro Cabin for Electronic Arts
- **Available:** Now for PlayStation

| | |
|----------------|-----|
| Concept: | 7.5 |
| Graphics: | 8 |
| Sound: | 6 |
| Playability: | 7 |
| Entertainment: | 6 |

Bottom Line: 7

Since most of my time here is spent giving Reiner foot massages, I was tickled to death when I actually got a game to review. This highly-unanticipated sequel is light years ahead of its predecessor, a game that was as painful and pointless as jabbing a pencil in your ear. Street Sk8er 2 is more like flogging a poodle with a Nerf bat - amusing for a while, and nobody walks away from it seriously harmed. Graphically, a host of improvements, from texturing to a higher framerate, have been implemented. The wider variety of tricks and Park Create mode give the game some much-needed replay value. Despite these improvements, Street Sk8er 2 falls far short of the standard set by Pro Skater. The game's Achilles' heel is a muddled and unresponsive control system, which makes it difficult to pull off fluid trick combos. Also, to the annoying "California Dude" announcer that kept saying "The wheels go on the ground, not your face!" - I will hunt you down like the dog you are.



PlayStation

by Andy, The Game Hombre



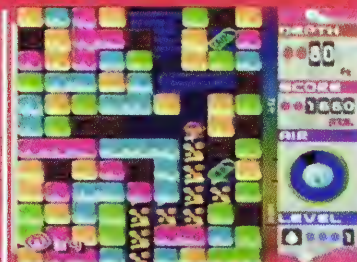
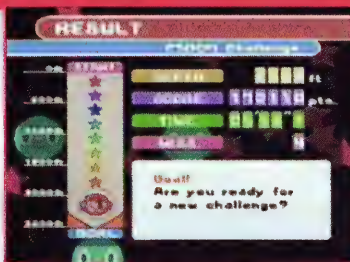
Mr. Driller

- **Size:** 1 CD-ROM
- **Style:** 1-Player Puzzle
- **Special Features:** Arcade, Time Attack, & Survival Mode; Simple Yet Addicting Gameplay; 4 Difficulty Settings; Dual Shock & Memory Card Compatible
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 8.75 |
| Graphics: | 7 |
| Sound: | 7.25 |
| Playability: | 8.25 |
| Entertainment: | 8.25 |

Bottom Line: 8

There's just something about a good puzzle game that will keep you playing for days...and if there is one thing that I can do for days...it's drillin'...with Mr. Driller, that is. The premise of Namco's newest puzzler is to see how deep you can dig into a field of colored blocks. Sounds easy, but here is the catch: you must collect air capsules to keep yourself alive, but these are often surrounded by X-blocks (that can only be broken for a very prohibitive air penalty) that you must drill around to collect your prize. So you must move fast to keep your air supply up, all the while avoiding block cave-ins that collapse behind you. To add to the danger, the structure is never really stable because any time four or more blocks match up they disappear, causing even more chain reactions. After you master Arcade mode there is also a Survival and Time Attack mode to challenge your skills.



PlayStation

by Reiner, The Raging Gamer

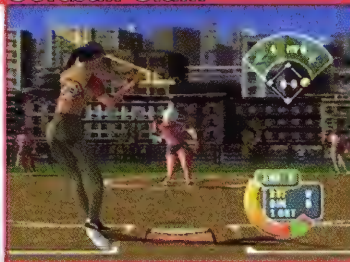


Sammy Sosa Softball Slam

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 8 Teams Featuring Male, Female, & Coed Lineups; League Editor; Tournament Mode; 3 Difficulty Settings; Wacky Animations; Errors Galore
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 5.75 |
| Graphics: | 6 |
| Sound: | 4.25 |
| Playability: | 6.25 |
| Entertainment: | 6 |

Bottom Line: 5.75



I respect 3DO for trying something out of the norm, but who wants to play softball without beer? The really sad thing is, this game is better than 3DO's flagship baseball game, High Heat 2001. Just like an amateur softball league, this game is loaded with erratic throws, players ducking on pop-ups, and fat thighs. It's moderately amusing for 15 minutes. After that, you'll regret picking it up.

PlayStation

by Reiner, The Raging Gamer



MLB 2001

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** New Franchise Mode; Spring Training; More Than 250 Motion-Captured Animations; Improved AI; Detailed Stat Tracking; Commentary By Vin Scully & Dave Campbell
- **Replay Value:** Moderately High
- **Created by:** 989 Studios
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 8 |
| Graphics: | 7.75 |
| Sound: | 7.75 |
| Playability: | 7.75 |
| Entertainment: | 8 |

Bottom Line: 7.75



The radically redesigned Triple Play 2001 receives my vote for best baseball game of the year, but I still recommend enthusiasts of the sport check out MLB 2001 as well. Its gameplay hasn't changed too terribly much since we last saw it, but the frontend has been beefed up big time. Joining the innovative Spring Training mode is the phenomenal new Franchise mode, allowing players to sculpt a baseball dynasty. Very cool.

Street Fighter EX2 Plus



Street Fighter EX2 Plus is yet another chapter in Capcom's legendary SF series. Street Fighter EX2 Plus is yet another chapter in Capcom's legendary SF series. Getting a strange feeling of déjà vu? You will after playing EX2 Plus, a game that offers only slight improvement over its predecessor, Street Fighter EX Plus Alpha. Graphically, EX2 Plus is a cut above Plus Alpha. The backgrounds are more detailed, and the character models have been buffed and polished to a brilliant sheen. The Excel combos add a greater variety and depth of moves to the age-old SF formula, without taking away from the storied SF control scheme. On the downside, the new characters are lackluster and Blair and Garuda, two of the best characters from Plus Alpha, are MIA. Those of you who still buy new SF games will no doubt love EX2 Plus, everyone else should wait for Street Fighter EX5 Omega π Criterion, which Capcom is already developing for PlayStation3.

PlayStation

by Matt, The Original Gamer

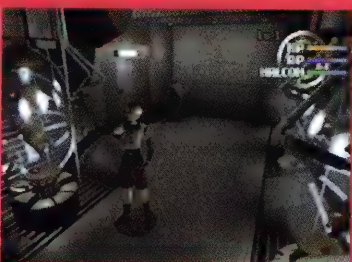


- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Save Replays in Director Mode; 20 Immediately Playable Characters; At Least 3 Hidden Characters; 4 New Characters; Excel Moves; Bonus Games; Meteor Combo Super Attacks
- **Replay Value:** Moderately High
- **Created by:** Arika for Capcom
- **Available:** Now for PlayStation

| | |
|----------------|-----|
| Concept: | 6 |
| Graphics: | 8 |
| Sound: | 7 |
| Playability: | 9 |
| Entertainment: | 8.5 |

Bottom Line: 7.75

Galerians



Crave's new psychological thriller takes you deep into the mind of a frightened child who is suffering from total amnesia and painful brain spasms. Stepping into the shoes of this troubled youth proves to be an invigorating rush and an emotional tug of war. He may not remember his past, but he's not afraid to take a life to find answers. In the end, the character you control may very well be true evil. Galerians story telling is intertwined nicely to the quest, and the gameplay is pieced together in an equally impressive way. Since the main character uses psychic powers and telekinesis, the weapons pallet is not very explosive. The quest also has a tendency to be quite repetitive at times. On the graphics front, the backgrounds are a little washed out, but house nice details. The character animation also leaves much to be desired. Yet even with its shortcomings, this action/adventure is filled with amazing plot twists that keep you engrossed and on your toes. Altogether, Galerians is a nice substitute to the survival horror genre.

PlayStation

by Reiner, The Raging Gamer



- **Size:** 3 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Unique Psychic Combat Abilities; Over 70 Minutes of FMV; Tons of Puzzles; Drug Power-Ups; Incontestable Psychic Rage
- **Replay Value:** Moderately Low
- **Created by:** Ascii Soft/Polygon Magic for Crave Entertainment
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 8.25 |
| Graphics: | 8 |
| Sound: | 7.75 |
| Playability: | 7.5 |
| Entertainment: | 8 |

Bottom Line: 8

Superbike 2000

PlayStation

by Matt, The Original Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 20 Superbike Riders; 12 Modeled Tracks From The Superbike Circuit; Adjustable Bike Settings; Variable Weather Conditions; 3 Difficulty Levels; 2-Player Split-Screen; Single Race, Championship, & Practice Modes
- **Replay Value:** Moderately Low
- **Created by:** Milestone for EA Sports
- **Available:** Now for PlayStation

| | |
|----------------|---|
| Concept: | 3 |
| Graphics: | 3 |
| Sound: | 5 |
| Playability: | 6 |
| Entertainment: | 4 |

Bottom Line: 4

It seems that companies will put out a crappy racing game based on any license they can get their greedy paws on. I wouldn't be surprised if there is an officially licensed Cub Scouts Pinewood Derby game in the works. Come to think of it, that would probably be more fun than playing Superbike 2000, a drab racer that offers nothing in the way of fun or innovation. Choppy framerate, pixelated textures, uninspired control – a virtual compendium of suck.

Urban Chaos

PlayStation

by Matt, The Original Gamer



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 30 Missions; Hand-to-Hand Combat Levels; Hand-to-Hand Combat Combo; 2 Playable Characters; Real-Time Cutscenes; Interact With Pedestrians; Naughty Language
- **Replay Value:** Low
- **Created by:** Mucky Foot for Eidos
- **Available:** Now for PlayStation

| | |
|----------------|---|
| Concept: | 3 |
| Graphics: | 2 |
| Sound: | 5 |
| Playability: | 1 |
| Entertainment: | 3 |

Bottom Line: 2.75

Chaos? Not exactly. Tedium, perhaps. Words fail to describe how utterly awful this game is. Urban Chaos is the video game equivalent of Larry King – ugly, boring, and generally unpleasant. The combat is of the most vile beat 'em up variety, and the camera is set to a drunken reel. Terribly to be sure, but the peanut on top of this dung sundae is the driving. Simply put, I have never in my life seen driving levels this bad. Urban Chaos will make you regret buying a PlayStation. In fact, you might regret ever being born.

PlayStation

by Paul, The Game Professor

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Based On Midway's Blitz; Arcade & Season Mode; All The Arena Football Teams; Play Editor; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** M In A Circle for Midway
- **Available:** May 25 for PlayStation

| | |
|----------------|----|
| SConcept: | 1 |
| Graphics: | 5 |
| Sound: | 8 |
| Playability: | 3 |
| Entertainment: | 25 |

Bottom Line: 2.5

Kurt Warner's Arena Football Unleashed

I have to come straight. I have probably watched a total of one quarter of Arena Football since it started a few years back. Although I don't give a rip about the Iowa Barnstormers or whatever they call Milwaukee's team, I do think the sport has its merits. It is also a great way for NFL fans to satiate their football cravings in the off season. However, there is just no way that any Arena fan should get excited about this piece of putrid PS-X software. Why would anyone want to play an exact clone of Blitz with less teams and a shorter field? Sure, Midway added some more after-the-whistle slams and crashes into the boards. Yet, shoddy player models, horrible camera movements, and general lack of polish on this game make it a true eyesore. The entire concept of the game is ludicrous, so poignantly indicated by Midway's choice to sign Kurt Warner. Hello? He's not in the friggin' league anymore. Midway should bury its collective head in the sand on even considering the development of this junk.



PlayStation

by Andy, The Game Hombre

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** Evolution & Factory Driver Single-Player Modes; Capture the Flag, Chase, Time Battle Multiplayer Modes; Nifty Era Videos; Porsches From The Classic, Golden, & Modern Era
- **Replay Value:** Moderate
- **Created by:** Electronic Arts
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 7 |
| Graphics: | 8.75 |
| Sound: | 7.75 |
| Playability: | 8 |
| Entertainment: | 7.5 |

Bottom Line: 7.75

Need for Speed: Porsche Challenge

Like any red-blooded male, I have always dreamed of owning a Porsche. What can I say? There is just something about them. In Porsche Challenge, Electronic Arts lets you race and collect Porsches from three eras, taking you from the early 956 all the way to today's modern GT racers. As you work your way through the eras you can buy and sell your cars to make money or just leave them in your garage to stare at them in appreciation. But be careful racing your little gems as the vehicles take on damage and each race devalues the cars. If that's not enough to keep the single player happy, you can also go through 12 assignments in Factory Driver mode where you get to read a story from behind-the-scenes as they challenge you with driving tests that lead to promotions. Unfortunately, all the single-player modes are pretty easy, and the multi-player modes are only so-so even though it features four-player split-screen. The only real value this game offers is to the car aficionado looking to collect a few Porsches. It's fun, but a disappointing follow-up to the fantastic High Stakes.



Dreamcast

by Andy, The Game Hombre

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** New Online High Score Posting Through Dreamcast Network; 24 Tracks On 8 Unique Worlds; 23 Pods; Soundtrack by John Williams; Exclusive Dialogue by Jake Lloyd, Andy Secombe, & Lewis Macleod
- **Replay Value:** Moderately High
- **Created by:** LucasArts
- **Available:** Now for Dreamcast

| | |
|----------------|-----|
| Concept: | 8 |
| Graphics: | 9 |
| Sound: | 9.5 |
| Playability: | 9 |
| Entertainment: | 8 |

Bottom Line: 8.75

Star Wars Episode I: Racer



This is and always will be a solid racer no matter what platform it is on, but the Dreamcast version gives consoles players a chance to enjoy all the bells and whistles that were found on the PC version, including hi-res graphics, red-book audio, and FMV cutscenes for each world. This heart-pounding racer is a tad easy at first, but later requires Jedi-like Zen to compete in the Executioner class. The only thing new to this version, is the ability to post your high scores on the Dreamcast Network.

Dreamcast

by Jay, The Gonzo Gamer

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Tracks; 30 Cars; Vehicle Upgrades; Variable Weather Conditions; Shortcuts; Pit Stops for Nitro Canisters; The Titus Seal of Quality; Jump Pack, Compatible
- **Replay Value:** Moderate
- **Created by:** Player 1 for Titus
- **Available:** Now for Dreamcast

| | |
|----------------|---|
| Concept: | 5 |
| Graphics: | 8 |
| Sound: | 6 |
| Playability: | 4 |
| Entertainment: | 4 |

Bottom Line: 5.5

Roadsters



Have you ever seen a car stopped dead in its tracks by a highway cone? Would you like to? Then by all means check out Roadsters. Other things you can look forward to are bumper car physics, annoying voice-overs, collision fields bigger than the vehicles, and the ability to go outside the track boundaries and strand yourself in a place you can't get out of. Lackadaisical programming at its finest.

4 Wheel Thunder

Dreamcast

by Andy, The Game Hombre



As you may have guessed from the title, 4 Wheel Thunder is basically a dirt track version of Hydro Thunder with some good improvements and some nagging changes. The main similarity is how they both require you to collect boost icons to maintain enough speed to keep up with the leaders - so there is a nice challenge here (or frustration depending on how you look at it), as missing one boost may just cost you the race. The tracks are also well designed with both indoor and outdoor settings. I especially liked how the outdoor tracks featured shortcuts and even allow you to wander off-road to cut short turns (something many "off-road" games don't let you do). For all the things this racer has going for it, its staggered racing field kinda mucks it up. Every race you start in last place and must work your way to the front - which works in some racers - but when you combine that with 4-Wheel Thunder's required booster collecting, it makes the game a little too over the top.

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Vehicles With Upgrades; 30 Tracks Across Single & Multiplayer; 3 Camera Views; Jump Pack Compatible; Save Replay & High Scores To VMU
- **Replay Value:** Moderate
- **Created by:** Kalistu for Midway
- **Available:** Now for Dreamcast

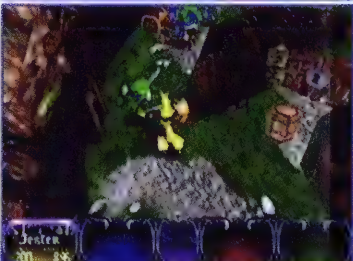
| | |
|----------------|------|
| Concept: | 7.25 |
| Graphics: | 7.75 |
| Sound: | 6.5 |
| Playability: | 7.25 |
| Entertainment: | 7 |

Bottom Line: 7.25

Gauntlet Legends

Dreamcast

by Andy, The Game Hombre



Based on the arcade game of the same name, Gauntlet Legends has made appearances on the PS-X and N64 thus far. To add a little something extra to the Dreamcast release, Midway has added new characters and levels from the Dark Legacy sequel that is in arcades now. The four new playable characters (Dwarf, Sorceress, Jester, and Knight) are a nice bonus if you have played this game before, as they give players something new to master, but the new Dark Legacy levels and bosses are where this patchwork Legacy really shines. Like previous versions, this game is best played multiplayer, but the ability to gain items, familiars, and experience makes the one-player game interesting as well. Gauntlet Legends' hack n' slash gameplay certainly isn't for everyone, but fans of the arcade will love this mix and match edition as I did.

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 8 Playable Characters, Including 4 New Additions From Dark Legacy; 4 Difficulties; VMU & Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Midway
- **Available:** Now for Dreamcast

| | |
|----------------|------|
| Concept: | 8 |
| Graphics: | 7.75 |
| Sound: | 7.75 |
| Playability: | 7 |
| Entertainment: | 7 |

Bottom Line: 7.5

Tony Hawk's Pro Skater

Dreamcast

by Jay, The Conzo Gamer



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 10 Pro Skaters & 2 Hidden Characters; Signature Styles, Tricks, & Equipment; Career Mode; 9 Courses; Replay Save; 10 Song Soundtrack; New Run Finish Animation; Jump Pack & VMU Compatible
- **Replay Value:** High
- **Created by:** Activision/Neversoft, Treyarch for Crave
- **Available:** May 30 for Dreamcast

| | |
|----------------|------|
| Concept: | 9.25 |
| Graphics: | 8.5 |
| Sound: | 9 |
| Playability: | 8.5 |
| Entertainment: | 9.5 |

Bottom Line: 9

He's here, he's there, and now he's officially everywhere. Pro Skater revolutionized and revitalized the skateboarding video game genre, and with the Dreamcast release, no home console owner has a reason not to play it. The graphics aren't remarkably better and the control isn't quite as responsive as other versions, but the fun is still present. If you haven't played this game yet, the Dreamcast isn't a bad place to begin.

Tomb Raider: The Last Revelation

Dreamcast

by Jay, The Conzo Gamer



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Young Lara Training; Egyptian Setting; Rope Climbing & Swinging; Lots O' FMV; Improved Textures, Lighting & Effects; Weak VMU Pictures; Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Core Design for Eidos Interactive
- **Available:** Now for Dreamcast

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

Bottom Line: 7.75

Finishing a Tomb Raider game is like breaking up with your girlfriend for the first time. You feel completely worn out, then later you wonder if you should take her back. So if you still have love in your heart for Lara, then you'll most likely find momentary happiness in Last Revelation on Dreamcast: the best looking console Tomb Raider yet. If you've sworn to yourself that you've kicked that skank to the curb for the last time, maybe it's time to date someone else.

AT A GLANCE

Game Boy Color

by Reiner, the Raging Gamer



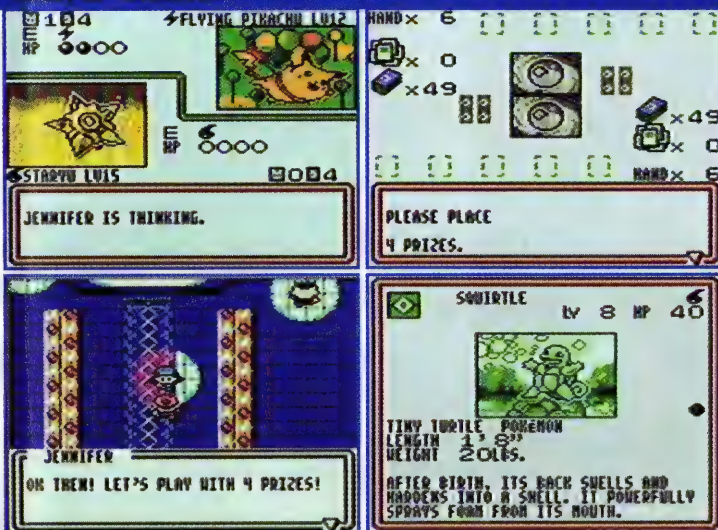
- **Size:** 8 Megabit
- **Style:** 1 or 2-Player Puzzle/RPG
- **Special Features:** Over 200 Cards (Several Exclusive to the Game Boy Version); Build & Manage Decks; Difficult Trainer Battles; 2-Player Matches Via Link
- **Replay Value:** High
- **Created by:** Game Freak/Creatures for Nintendo
- **Available:** Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 7 |
| Graphics: | 7.5 |
| Sound: | 7 |
| Playability: | 7.5 |
| Entertainment: | 7.25 |

Bottom Line: 7.25

Pokémon Trading Card Game

If you collect and trade Pokémon cards in the real world, Nintendo is inviting you to do it all over again in the video game realm. In Pokémon Trading Card Game, Wizards of the Coast's collectible card game is now completely digital. Over 200 of the cards you hold close to your heart are in the game, and as an added bonus, Nintendo has thrown in several new ones as well. Within the game box you'll also receive a limited edition foil Meowth card not available anywhere else! The Game Boy version of this card frenzy is actually pieced together with a surprisingly deep interface. All the menus are easy to navigate, and building decks is a piece of cake. Through the power of a link cable, two players can compete or trade cards. The single-player mode features a graphical styling similar to the original Game Boy release. There are also a ton of different trainers to battle, and a ton of secret cards to unearth.



Game Boy Color

by Matt, The Original Gamer



- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Unlock Special Abilities; 20 Enemies; Bonus Minigames; 30 Levels; Trade Ubi Keys With Friends Via Infrared GBC Link; Password Save
- **Replay Value:** Moderately Low
- **Created by:** Ubi Soft
- **Available:** Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 7.5 |
| Graphics: | 8 |
| Sound: | 7 |
| Playability: | 8.5 |
| Entertainment: | 8.75 |

Bottom Line: 8

Rayman



Unlike many Game Boy Color versions of high profile titles (vile GBC ports like Tony Hawk, WWF Attitude, etc.), it appears that some time and effort actually went into creating Rayman. Although the graphics aren't spectacular, they are definitely above par, and the gameplay is challenging and addictive. Dust off your old 2D platforming skills, because this game puts your reflexes to the test, particularly the flood levels. Ubi Soft should be commended for putting out a GBC game that is actually fun to play.

Game Boy Color

by Reiner, the Raging Gamer



- **Size:** 8 Megabit
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 10 Professional Skaters; Halfpipe & Racing Modes; 10+ Tricks; Freeze-Frame Specials; Grinds; Turbos; Head-To-Head Racing Via Link Cable
- **Replay Value:** Moderate
- **Created by:** Natsume for Activision
- **Available:** Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 3 |
| Graphics: | 4.5 |
| Sound: | 3.5 |
| Playability: | 3.25 |
| Entertainment: | 3 |

Bottom Line: 3.5

Tony Hawk's Pro Skater



Expecting maximum grindage similar to the GB and NES classic, Skate or Die 2, I dropped all of my daily activities to soar in Tony Hawk's first handheld venture. Big mistake. Every trick, every track, every little aspect of this game made me gag. Where's the gameplay?

Neo Geo Pocket Color

by Jay, The Conzo Gamer



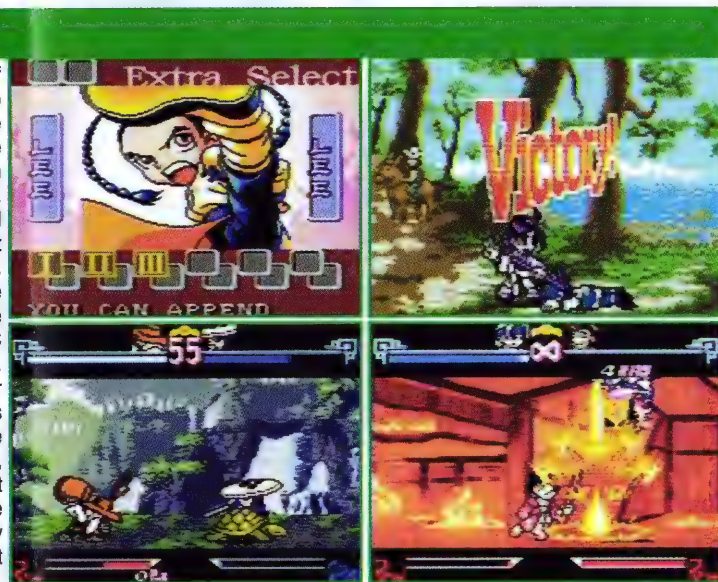
- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 14 Characters (5 Hidden); Story, Survival, Vs., & Training Mode; Two Storylines to Complete; Earning Points Unlocks Artwork, Profiles, Special Moves, & Minigames
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now for Neo Geo Pocket Color

| | |
|----------------|-----|
| Concept: | 6 |
| Graphics: | 7.5 |
| Sound: | 7 |
| Playability: | 7.5 |
| Entertainment: | 7 |

Bottom Line: 7

Last Blade

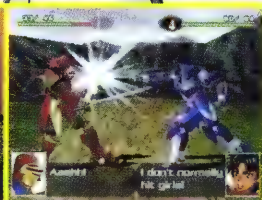
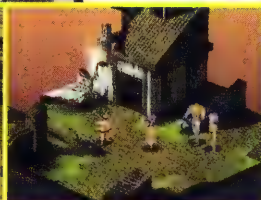
The Neo Geo Pocket Color has plenty of fighting games to choose from - probably too many, in fact - and out of all the fighters the system has to offer, Last Blade ranks in at the bottom. There's nothing particularly wrong with it, but nothing particularly compelling either. The game has a fair amount of characters, all with their share of special maneuvers, but there isn't a good balance between them. Playing certain characters makes the game harder than upping the difficulty level in the Options menu. Practically every other NGPC fighter has more play options than Last Blade. The Gallery mode is the only thing it's got over the rest. Through play, combatants earn points that can be used to purchase scrolls. These unlock art, text, fighter profiles, ending scenes, and minigames that add a bit of replay, but only fighting fanatics will have the endurance to collect 'em all. Last Blade isn't horrible by any stretch of the imagination, but it just can't stack up to the competition.



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.**



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MARIO TENNIS

CREATED BY: CAMELOT FOR NINTENDO
AVAILABLE: UNKNOWN

The last truly great tennis video game was Super Tennis for the SNES, so naturally we were giddy when we got our first glimpse of Mario Tennis for the N64. Developed by Camelot, the masterminds behind the highly-successful Mario Golf, Mario Tennis should balance a cartoonish feel with realistic gameplay. In addition to racket-bashing action, the game will mark the debut of a new character in the Nintendo universe, Waluigi. Brother to Wario, Waluigi is an evil doppelganger of the taller, less famous of the plumbing brothers, Luigi. Mario Tennis is set to be released for the Game Boy Color as well, which will be compatible with the N64 version via the Transfer Pak.



CONKER'S BAD FUR DAY

CREATED BY: RARE FOR NINTENDO
AVAILABLE: DECEMBER

This game's been @*#%ing delayed so much, nobody thought it would ever @*#%ing be released. This Christmas, Conker is finally coming to N64, but with an "M" rating and an entirely new @*#%ing attitude. Conker's world is filled with cute creatures, but he doesn't want to be their friend, he just wants to @*#% with 'em. Players can @*#%ing go solo and help Conker in his quest (whatever the @*#% that is), or find some @*#%ing friends and take part in some four-player deathmatches. Sounds pretty @*#%ing cool.



THE WORLD IS NOT ENOUGH

CREATED BY: ELECTRONIC ARTS
AVAILABLE: LATE 2000

After the proven success of GoldenEye and the very probable success of Perfect Dark, EA is molding its next N64 Bond game in a very Rare way. This first-person shooter boasts 40 weapons and gadgets, 10 levels, and many multiplayer modes. It certainly looks like something to get excited about,



but given EA's timing with Tomorrow Never Dies, don't hold your breath or you'll most likely suffocate by Christmas.





SPYRO 3: YEAR OF THE DRAGON

CREATED BY: INSOMNIAC/CERNY/UNIVERSAL INTERACTIVE FOR SCEA
AVAILABLE: NOVEMBER

The heart-warming tale of a dragon's growing pains continue this November in Spyro 3: Year of the Dragon. An evil Sorceress has captured a clutch of dragon eggs, and it's Spyro's intention to rescue all those little buggers and help 'em hatch. Four new critters that players can control join Spyro's quest (take a look at the pictures for clues to what animals to look forward to). Their adventures will lead to boxing, skateboarding, sharp shooting, submarine diving, tank piloting, and cruising in a speedboat.



NHL FACE OFF 2001

CREATED BY: SONY COMPUTER ENTERTAINMENT
AVAILABLE: SEPTEMBER

What's there to look forward to in NHL Face Off 2001? Well, there's four new play modes (Tournament, Shoot Out, Practice, and Draft), an enhanced line manager, and 30 NHL teams, including the Minnesota Wild – the team with the butt-ugliest logo in all of hockey. North Stars, Tupac, Big Pun, we miss you. One love, y'all.



NBA SHOOT OUT 2001

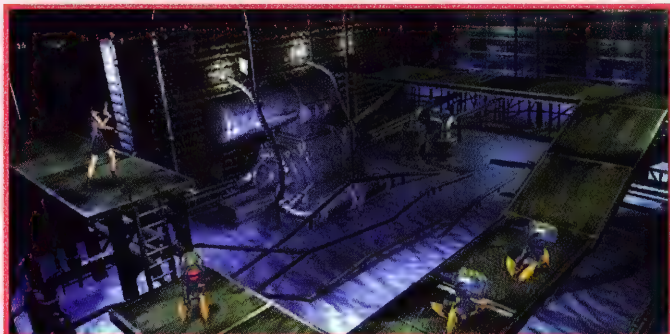
CREATED BY: SONY COMPUTER ENTERTAINMENT
AVAILABLE: NOVEMBER

989 is no more, but its legacy lives on in Sony's upcoming sports titles. NBA Shoot Out 2001 is striving for yet more authenticity to become every hoopster's heavenly hobby. Additions to this year's version include new player models and animations, Touch Shooting and Touch Dribbling – which supposedly has nothing to do with the Original Gamer's favorite pastime, touchy dribbly.



FEAR EFFECT: RETRO HELIX
 CREATED BY: KRONOS FOR EIDOS
 AVAILABLE: FALL

What's better than being in control of the sleek and sexy Hana Tsu-Vachel? Also being the master of her hotsa-hotsa buddy, Rain Qin. These two bad-to-the-bone babes are joined by the rest of the Fear Effect cast for a prequel that once more combines action and mysticism in a cinematic shell. In addition to four playable characters, this story before the story boasts many secrets to boost replay value and absolutely no loading time, even after you die.



DISNEY'S EMPEROR'S NEW GROOVE
 CREATED BY: ARGONAUT SOFTWARE/DISNEY INTERACTIVE
 FOR SONY
 AVAILABLE: DECEMBER 2000

Groove. Madonna got into it. Stella got her's back. Now Disney is groovin' with this PlayStation title based on the upcoming animated feature film of the same name. Apparently Kuzco, an Incan ruler, has been transformed into a llama (Michael Jackson is going to LOVE this game!). As Kuzco, players must find the magical potion that will change him back to human form. Exploring through over 30 action/platform levels, Kuzco must take out his enemies by kicking, head-butting, and even spitting (Yeeehh!). Features cutscenes and voice-overs from the motion picture.



DESTRUCTION DERBY RAW
 CREATED BY: STUDIO 33 FOR PSYGNOSIS
 AVAILABLE: AUGUST

The last edition of this series blew our minds with its groundbreaking Deforming Geometry system, so naturally we expect great things of DD Raw. If you couldn't tell by the name, Psygnosis has taken some inspiration from Vince McMahon's grappling empire by creating special destructive combo moves that allow you to maneuver your car in ways you never thought possible. Sporting an impressive 31 tracks, Destruction Derby Raw boasts improved driver AI, four-player mode, 24 vehicles, and a Cash/Car upgrade mode.



WHO WANTS TO BE A MILLIONAIRE: 2ND EDITION
 CREATED BY: BUENA VISTA INTERACTIVE FOR SONY
 AVAILABLE: JUNE 20

REEEEEEEGE! REEEEEEGE! Like the rest of America, we here at Game Informer are enthralled with what might be the most explosive phenomenon in American television history - Who Wants To Be a Millionaire. This quick and easy quiz title already topped the PC sales charts, and now it's coming to our beloved PlayStations, packed with over 600 mind-bending questions, lifelines, and soundbites by the man himself. Ah Regis, that excitable personality, the heavy pancake make-up, the hair that may or may not be fake - you divine man. Will we be your love slaves? Yes! And that's our final answer!





NFL GAMEDAY 2001

CREATED BY: SONY COMPUTER ENTERTAINMENT
AVAILABLE: AUGUST

989's, oops, we mean SCEA's once proud GameDay franchise received a vicious drubbing at the hands of both long-time rival Madden and Dreamcast rookie NFL 2K last year. Can this struggling dynasty regain its footing in 2001? Time will tell, but Sony has overhauled GameDay with 200 new motion-capture animations and photo-realistic stadium models. Over 70 NFL players took time off from their busy schedules of praising Jesus, abusing illegal chemicals, and stabbing people in nightclubs to help the developers create enhanced playbooks and improved opponent AI.



RPG MAKER

CREATED BY: ASCII FOR AGETEC
AVAILABLE: JULY



Perhaps the coolest release of 2000, RPG Maker allows gamers to fulfill their lifelong dreams — to make a game of their own. Everything from the color of the main character's hair to script and town location can be set to your liking. We can't wait to get our hands on this one, and when we do, we'll make the ultimate RPG based on How Stella Loveline. It'll rock!



DISNEY'S ALADDIN IN NASIRA'S REVENGE

CREATED BY: EUROCOM FOR SCEA
AVAILABLE: AUGUST 29

The entire cast of Disney's Aladdin comes together in this Sony platformer for the whole family. There'll be jumping, swinging, pushing, swimming, and carpet flying aplenty. Best of all, the game features absolutely no "witty" voice-overs by Robin Williams. Thank you, Allah!

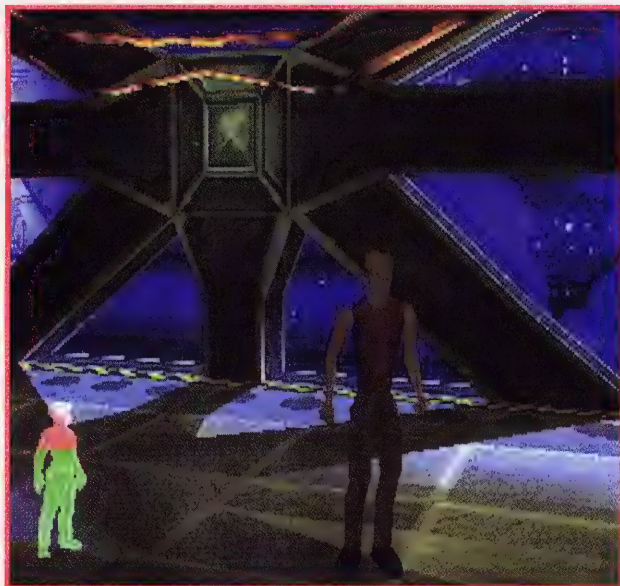




TITAN A.E.

CREATED BY: INTERACTIVE STUDIOS FOR FOX INTERACTIVE
AVAILABLE: SUMMER 2000

The Hollywood hype machine has been working overtime heralding the summer release of Titan A.E., Fox's computer animated sci-fi epic. Set to be released in conjunction with the film, Titan A.E. allows gamers to take on the role of one of the movie's two main characters, Cale or Akima, as they battle the nefarious Drej aliens in search of the lost ship Titan. The game combines action/adventure levels with space fighter combat set against lush backdrops that capture the CG beauty of the feature film.



DEUCE

CREATED BY: POINT OF VIEW FOR
MIDWAY HOME ENTERTAINMENT
AVAILABLE: NOVEMBER

Midway's main dish is still arcade to console conversions, but when gamers get sick of playing 12 different versions of Blitz they can always turn to Deuce, Midway's obscure adventure. Players assume the role of a playing card named Deuce whose quest is to take down the nefarious villain, Jack of Spades. For years now, we've begged developers to make a platform game based on playing cards. Our dream is finally a reality. Thanks, Midway!



MUPPET MONSTER ADVENTURE

CREATED BY: MAGENTA FOR PSYGNOSIS
AVAILABLE: OCTOBER

It's not easy being green. There, we said it. Now that we've got that hoary Muppet cliché out of the way, let us speak about this sure to be legendary title. Muppet Monster Adventure stars Kermit's nephew Robin, a wee tadpole who can not only swim, but glide through the air and put the smackdown on a host of terrifying enemies. The title looks to be pretty standard action/platform fare, and belies a strong Spyro the Dragon influence in its design. Features realistic weather effects and authentic Muppet voices.



RAMPAGE THROUGH TIME

CREATED BY: MIDWAY
AVAILABLE: JUNE

While some might feel that the Rampage series is a little prehistoric by today's standards, Midway is bringing back those building bustin' beasts for one more voyage of destruction. Since the mutated bad boyz have already laid waste to the globe, this time they're hopping in that phone booth outside of the Circle K and going back in time. Yes children, imagine being able to travel back to the days of yore, observe the wonders of the ancient world, then crush them into a pile of smoldering rubble.



reviews archive

BL = Bottom Line

DEAD OR REVIEW 2

| TITLE | BL | DATE | TITLE | BL | DATE | TITLE | BL | DATE | TITLE | BL | DATE | |
|----------------------------------|------|--------|------------------------------------|------|--------|--|------|--------|------------------------------------|------|--------|--|
| PLAYSTATION | | | | | | | | | | | | |
| 3Xtreme | 5/75 | Jun-99 | March Madness 2000 | 8/25 | Feb-00 | Tomb Raider III | 9 | Jan-99 | Rainbow 6 | 8 | Feb-00 | |
| 40 Winks | 7 | Feb-00 | Marvel Super Heroes vs. X-Men | 8 | Jan-99 | Tomb Raider: The Last Revelation | 6 | Jan-00 | Rampage 2: Universal Tour | 8 | Apr-99 | |
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| Akuji the Heartless | 6.75 | Mar-99 | Metal Gear Solid: VR Missions | 3.75 | Nov-99 | Tony Hawk's Pro Skater | 9.5 | Nov-99 | Ready 2 Rumble Boxing | 6.5 | Feb-00 | |
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| Alundra 2 | 6.5 | May-00 | Misadventures of Trome Bonne, The | 7 | May-00 | Trick'N Snowboarders | 4.25 | Oct-99 | Ridge Racer 64 | 7.25 | Feb-00 | |
| Ape Escape | 8.75 | Jul-99 | MLB 2000 | 5.5 | May-99 | Triple Play 2000 | 6.5 | May-99 | Road Rash 64 | 8 | Oct-99 | |
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| Bloody Roar II | 7 | May-99 | NBA Showtime | 6.5 | Jan-00 | Warcross 2000 | 7.75 | Jul-99 | SuperCross 2000 | 6.75 | Jan-00 | |
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| Boombots | 4.5 | Jan-00 | NCAA Final Four '99 | 5.5 | Mar-99 | Wheel of Fortune | 7 | Jan-99 | Super Mario 64 | 9.75 | Aug-96 | |
| Broken Sword II | 6.75 | Jan-00 | NCAA Final Four 2000 | 7 | Jan-00 | Wild 9 | 6.25 | Dec-98 | Super Smash Brothers | 8.5 | Apr-99 | |
| Bugs Bunny Lost In Time | 5.25 | Aug-99 | NCAA Football 2000 | 8 | Oct-99 | Wild Arms 2 | 8.5 | May-00 | South Park Rally | 4.5 | Apr-00 | |
| Bust-A-Groove | 6.5 | Jan-99 | NCAA GameBreaker '99 | 8 | Jan-99 | Wipeout 3 | 7.75 | Nov-99 | Tarzan | 7.25 | Mar-00 | |
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| Cool Boarders 4 | 7.75 | Dec-99 | No Fear Downhill Mountain Biking | 4.25 | Jan-00 | All-Star Baseball 2001 | 7.75 | Jan-99 | VR Pool 64 | 7.75 | Dec-98 | |
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| Destrega | 8.25 | Mar-99 | Quake II | 7.5 | Dec-99 | Beetle Adventure Racing | 8 | Apr-99 | Xena: Talsman of Fate | 3.5 | Jan-00 | |
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| Dead End Trillogy 2 | 7 | Mar-00 | Rainbow 6 | 6.75 | Feb-00 | Blunswick Circuit Pro Bowling | 5.25 | Jan-00 | D R E A M C A S T | | | |
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| Front Mission 3 | 9 | Apr-00 | Shadow Man | 6.75 | Nov-99 | Gesman's Great Adventure | 7.25 | Sep-99 | JoJo's Bizarre Adventure | 8 | Mar-00 | |
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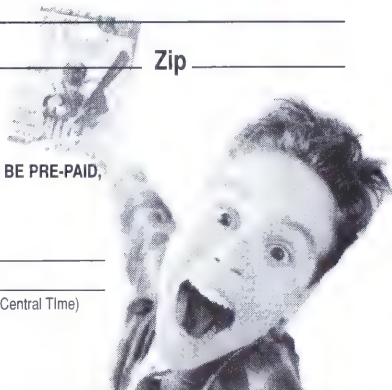
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Show 'em who knows all the moves!

LEGEND

P- punch
K- kick
S- free

f- forward
b- backwards
d- down
u- up
dl- down and forward
db- down and backwards
uf- up and forward
db- up and backwards

qcf- quarter circle forward (d, df, f)
qcb- quarter circle back (d, db, b)
hcf- half circle forward (b, d, f)
hcb- half circle back (f, d, b)

(when direction letters are capitalized, press and hold)

[FU/FA]- On the ground with face up and feet away from you

[FD/FA]- On the ground with face down and feet away from you

[back]- your opponent's back has to be facing you



Dreamcast

Part 2

Tina Armstrong

Jab -P
Upper- df+P
Low Knuckle- d+P
High Kick- K
Middle Kick- df+K
Low Kick- d+K
Turn Spin Knuckle- [back] P
Turn Middle Knuckle- [back] d+P
Turn Low Knuckle- [back] d+P
Turn Spin Kick- [back] K
Turn Sidekick- [back] d+K
Turn Low Kick- [back] d+K
Turn Savate- [back] S+K
Moonsault Attack- [back] S+K
Front Fist Drop- uf, P
Drop Kick- uf, K
Front Step Hammer- uf, P
Kangaroo Knee Kick- uf, K
Flying Fist Drop- u, P
Branching Kick- u, K

Step Hammer- u, P
Kangaroo Knee Step- u, K
Back Step Hammer- ub, P
Back Step Low Drop, ub, K
Strikes
Jab High Kick- P, K
Jab Straight- P, P
Machine Gun Middle- P, P, K
Machine Gun Elbow- P, P, P
Machine Gun Knee- P, P, P, K
Knuckle Arrow- ub+P
Blazing Chop- u+P
Backhand Elbow- uf+P
Back Elbow Knee- uf+P, P
Double Hammer- b+P
Low Spin Knuckle- df+P
Elbow- f+P
Elbow Back Knuckle- f+P, P
Infinity Combo- f+P, P, P
Ultimate Combo- f+P, P, K
Spin Knuckle Combo- f+P, P, d+P

Low Drop Combo- f+P, P, d+K
Dashing Upper- f, f+P
Double Upper- f, f+P, P
Combo Drop Kick- f, f+P, P, K
Tina Special- f, f+P+K
Vertical Back Chop- DF+P
Vertical Hammer- DF+P
Dolphin Upper- df, df+P
Rolling Elbow- d, df, f+P
High Kick- K
Ankle Spin Kick- K, K
Middle Kick- df+K
Double Middle Kick- df+K, K
Step Kick- uf+K
Back Brain Kick- ub+K
Drop Kick- u+K
Front Step Kick- f, f+K
Jumping Knee Pat- f+K
Knee Hammer- f+K, P
Turn Low Kick- D+K
Alley Kick- D+K, K
Double Alley Kick- D+K, K, K



MEDAL OF HONOR: UNDERGROUND

CREATED BY: DREAMWORKS INTERACTIVE FOR EA
AVAILABLE: FALL

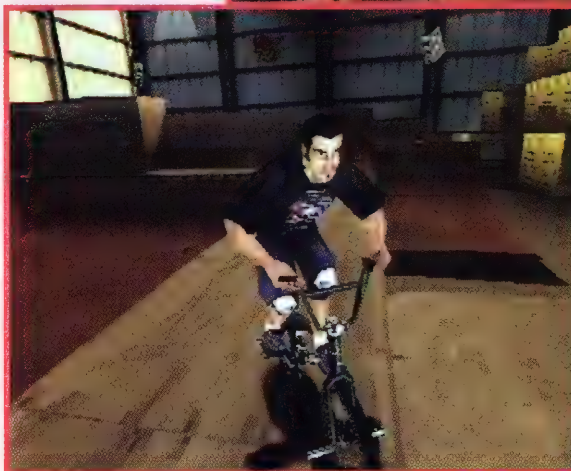
Sure, pretty much every red-blooded American loves a game where you get to put Nazis in their graves, but would we still like it if we had to play the French? EA's upcoming Medal of Honor: Underground puts players in the shoes of Manon, the French Resistance member who was a great help in the original game. Touring through Europe and North Africa, it's Manon's task to liberate France. Hmm...Kill Nazis or free France? Kill Nazis or free France? This may be the first game in history where players purposefully try to fail in every mission.



MAT HOFFMAN'S PRO BMX

CREATED BY: NEVERSOFT FOR ACTIVISION
AVAILABLE: FALL

Those obsessed with the movie Gleaming the Cube finally got their video game wish granted when Tony Hawk's Pro Skater came out. But what about devotees of the film Rad? Activision will be answering freestyle bikers' prayers this fall with Mat Hoffman's Pro BMX. Using the same engine that brought you Pro Skater, Pro BMX definitely looks to heat up the halfpipe wars.





BREAKOUT: THE GREAT ESCAPE

CREATED BY: HASBRO
AVAILABLE: SEPTEMBER

First Pong, and now Breakout. What next, Arkanoid? Anyway, Hasbro is once more bringing decades-old gameplay into the third dimension. Up to four players can compete in the game's ten chapters, enjoying its compelling storyline...Say what!? A storyline for a game about a brick that breaks other bricks? Eh, guess it sounds better than most of WB's fall lineup.



BUZZ LIGHTYEAR OF STAR COMMAND

CREATED BY: TRAVELLER'S TALES FOR ACTIVISION
AVAILABLE: FALL

Buzz Lightyear of Star Command is based on Disney/Pixar's upcoming animated series. Making the correct decision by giving old Woody the boot, players assume the role of Buzz. His mission: explore the galaxy and put an end to Zurg's evil empire. Mr. Lightyear is expected to blast off this fall for the PlayStation, Dreamcast, and Game Boy Color. Rocket man!



LEGACY OF KAIN: SOUL REAVER II

CREATED BY: CRYSTAL DYNAMICS FOR EIDOS INTERACTIVE
AVAILABLE: FALL

If all goes as expected, Soul Reaver II will be delayed for three years. When it does hit retail, Crystal Dynamics will rush it out, chop off the ending, and leave bloodthirsty gamers with a big fat "To Be Continued..." From early footage, Soul Reaver II looks almost identical to the original. Raziel can still shift between spectral and material realms, but this time around the story spans across all of time. Kain is the nemesis, and from what we hear, Raziel will find out about the extinction of the vampire clans. Soul Reaver II will release on both the PlayStation and Dreamcast.





MORT THE CHICKEN

CREATED BY: ANDNOW FOR CRAVE
AVAILABLE: UNKNOWN

From Toe Jam & Earl to Earthworm Jim to the legendary Boogerman, console gaming has always held a place in its small, black star of idiosyncratic 3D adventure stars. Now Crave is bringing forth Mort the Chicken, the star of a free-roaming 3D adventure in which our fowl hero must battle an invasion of Boolyon Cubes and free his imprisoned chicken brethren. Instead of pecking out eyes, as cubes don't actually have eyes, Mort battles his foes by whipping them with his ultra-elastic comb (that's the weird, red thing on top of a chicken's head, for those of you not well versed in veterinary anatomy).



HOGS OF WAR

CREATED BY: INFOGRAMES
AVAILABLE: JUNE

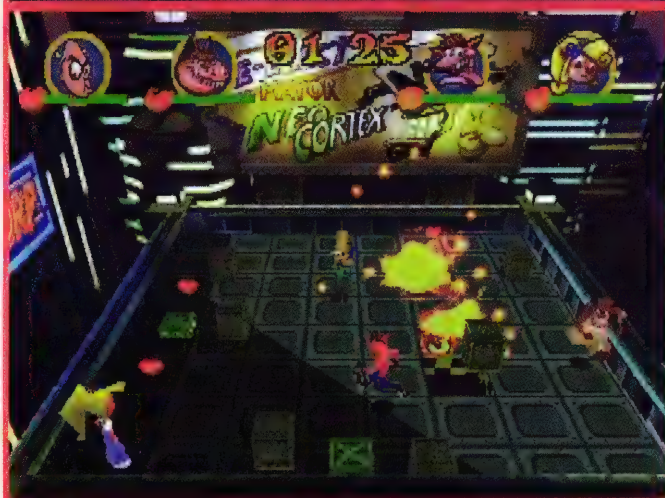
Mix the Black Sabbath classic "War Pigs" with 3DO's Army Men series, and what do you have? No, it's not Ozzy biting the head off a machine gunner; it's Infogrames' Hogs of War for PlayStation. This military game uses literal swine to represent the superpowers of Earth's armies (as opposed to the more realistic figurative swine). It's a turn-based 3D strategy title, where simple piglets can be promoted to generals, and loads of different weapons are makin' bacon.



CRASH BASH

CREATED BY: EUROCOM/UNIVERSAL INTERACTIVE FOR SONY
AVAILABLE: NOVEMBER

Crash Team Racing followed Nintendo's plump plumber into the cart racing sweepstakes, but Mario was already racking up big sales by showing everyone how to party. Now Crash follows Nintendo's lead once again with Crash Bash, a four-player title jam packed with nine different minigame events. Apparently Eurocom's inaugural attempt at creating a new Crash platformer crashed and burned, so the game was scrapped in favor of this more modest title. Crash Bash features eight characters, including Crash, Coco, N.Cortex, and Dingodile, as well as both Adventure and Battle modes.





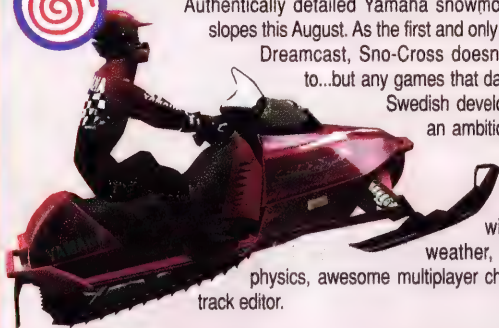
SNO-CROSS CHAMPIONSHIP RACING

CREATED BY: UDS FOR CRAVE ENTERTAINMENT
AVAILABLE: AUGUST



Authentically detailed Yamaha snowmobiles hit the Dreamcast slopes this August. As the first and only snowmobile game for the Dreamcast, Sno-Cross doesn't have much to live up to...but any games that dare follow in its tracks will.

Swedish developer, UDS, is working on an ambitious project that is said to make EA's PlayStation game, Sled Storm, look prehistoric. Sno-Cross will feature variable weather, time of day, realistic physics, awesome multiplayer challenges, and a fantastic track editor.



LOONEY TUNES RACING

CREATED BY: INFOGRAMES
AVAILABLE: FOURTH QUARTER

We don't know if we should be thanking Naughty Dog for creating a best selling kart racer, or if we should be hunting them down for placing Crash behind the wheel. Ever since this gigantic PlayStation game hit the market, there's been an influx in PS-X kart racers. The latest creation? Looney Tunes Racing by Infogrames. If this one sells well, expect to see Tiny Toons Racing followed closely by a Road Runner game.



SHEEP, DOG N' WOLF

CREATED BY: INFOGRAMES
AVAILABLE: FALL

Lookit all dem sheep! Yeeee doggie! Huh huh...dem sheep sure are purdy. We reckon you could nit an antire sweater wit all dem sheep dere. Yes sir, dem sheep be worth a purdy penny. We can't wait to pop dem into our PlayStation. Huh huh...



DAVE MIRRA FREESTYLE BMX

CREATED BY: ACCLAIM
AVAILABLE: FALL

Stunt-based games are popping up like Korn clones in the music biz, making it hard for gamers to separate the thrashers from the posers. Acclaim's Dave Mirra Freestyle BMX just might be the genuine article. Sure, the riders wuss out by wearing helmets, but they still pull off sick tricks and joint-popping crashes. The control is stylin', and a modifier button lets you flail any number of appendages mid-trick. Take the training wheels off your Huffy, kids. It's time to ride.



EVIL DEAD: HAIL TO THE KING

CREATED BY: HEAVY IRON STUDIOS FOR THQ
AVAILABLE: FALL



Hail To The King indeed. In our distorted world, Bruce Campbell is the one and only god. We bow down to his brilliant acting and spread his word whenever we get the chance. If something cool happens in our lives, we say, "Groovy." If we confront a girl, we confidently bellow, "Give me some sugar, baby." THQ has big plans for the continuation of the Evil Dead series. Bruce Campbell has signed on as voice talent (excellent!), and both Sam Raimi (excellent!) and Robert Tapert have signed on to give the script the flavor it needs to sedate horror fans. The action is reportedly gory as all heck, and the cutscenes on the mark humor-wise with the motion picture trilogy.



PlayStation



PlayStation



PlayStation



Dreamcast

TEAM BUDDIES

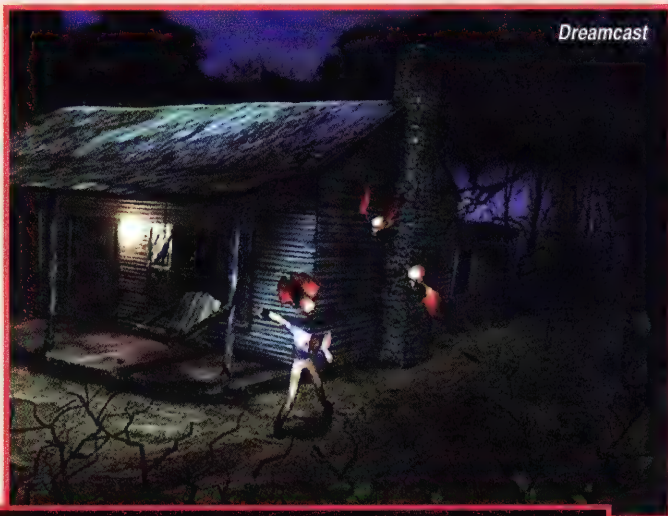
CREATED BY: PSYGNOSIS
AVAILABLE: JULY



Never trust a red...or a blue, orange, yellow, or green for that matter. The candy shaped characters may be cute as a button nose, but the object of Team Buddies is to obliterate all opposition as swiftly as possible. Grab parachuting boxes, stack them, and then break 'em to create new Buddies to join your army, weapons for them to carry,



or tanks for them to jump into. There's plenty of play for one, but the game really shines during a four-player split-screen session. Much better than that over-glamorized My Buddy doll from the '80s.



Dreamcast



Dreamcast



GALAGA: DESTINATION EARTH

CREATED BY: HASBRO INTERACTIVE
AVAILABLE: 2001

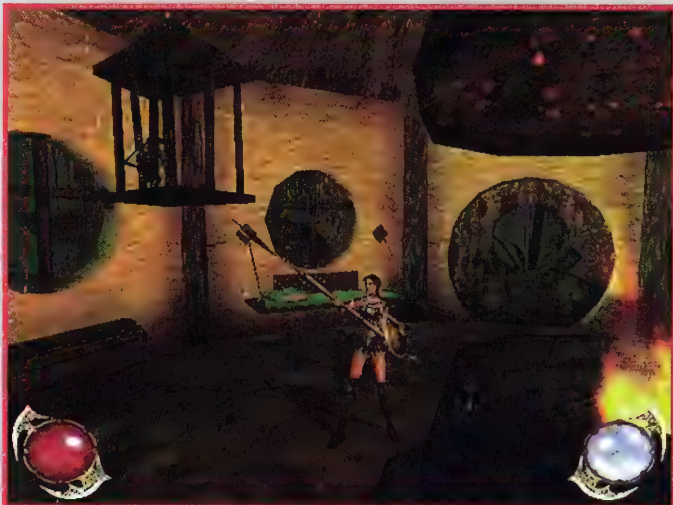
Pushing the PlayStation to the limit in graphics, effects, and speed, this Galaga reincarnation clings to the original arcade formula while blowing gamer's socks off with new gameplay techniques. Without Hasbro Interactive, the PlayStation would be a boring system. Thank goodness for the classics!



DRAKAN

CREATED BY: SURREAL STUDIOS FOR SONY EUROPE
AVAILABLE: TBD

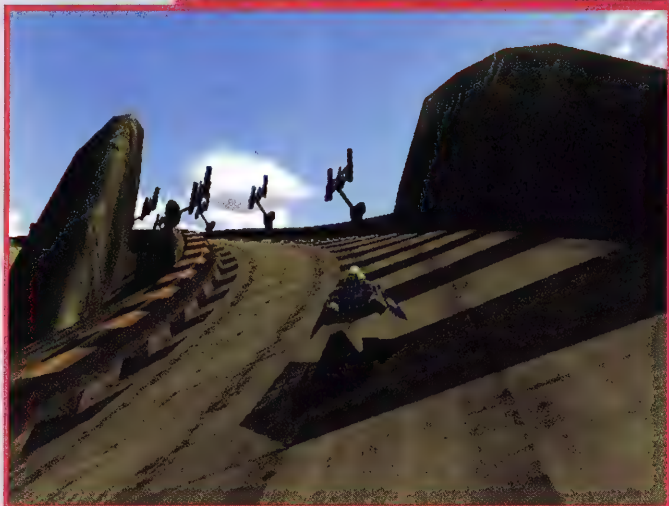
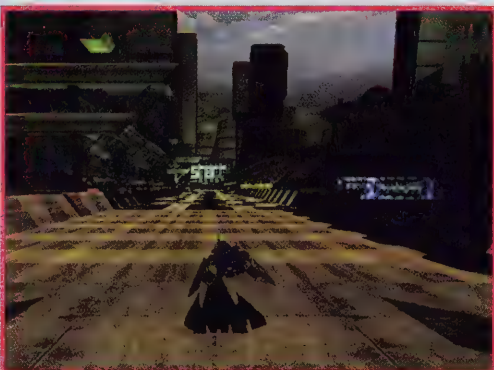
Drakan has already romanced the PC realm with its addictive fantasy hook, and now it's moving to the console realm. Early indications point toward a more action-orientated quest with RPG elements on the side. The main character, Rynn, shares a sort of Banjo-Kazooie-esque relationship with her dragon friend, Arokh. Both beings possess different powers and abilities. Rest assured, this is not a port. This will be a full-on sequel, and as the European release inches closer, we're sure a name change will occur.



WIPEOUT FUSION

CREATED BY: PSYGNOSIS FOR SONY EUROPE
AVAILABLE: TBD

In Europe, the Wipeout series is just as popular as those sissy boy rockers, Oasis. To kick off the Euro-launch of PlayStation2, a new Wipeout entitled Wipeout Fusion will be on hand. This series sold fairly well in the States as well, so don't be surprised if Sony adds it to its E3 lineup. It looks very similar to the 32-bit run, only much cleaner and heavily detailed. Now then, rock on sissies! "Maybe this is going to be the game that saves me. After all, you're my wonderwall."



DEAD OR ALIVE 2

CREATED BY: TECMO
AVAILABLE: NOW IN JAPAN (U.S. RELEASE UNDETERMINED)

Japanese Dreamcast owners didn't get the pleasure of DOA2, so when the PS-2 makes it to the States will it be a launch title? Only time will tell, but DC owners shouldn't fret that their version of DOA2 is destined to become an inferior pile of feces. The PS-2's DOA2 is nearly identical, with only some touched up lighting effects and a few new alternate costumes to set it apart.



GOLF PARADISE

CREATED BY: T&E SOFT
AVAILABLE: NOW IN JAPAN (U.S. RELEASE UNDETERMINED)

As David Lee Roth would say, "This must be just like livin' in Golf Paradise, and I don't wanna go home." PS-2's premier bogey blaster has a Hot Shots look, but also an option-heavy frontend for those who take their clubbin' and ballin' a bit more seriously than Diamond Dave did his life.





THE GETAWAY

CREATED BY: STUDIO SOHO FOR SONY EUROPE
AVAILABLE: TBD

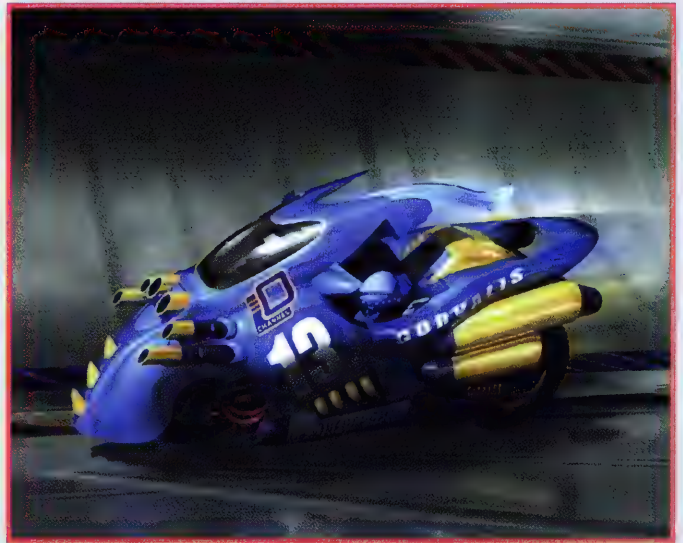
With over 70 square kilometers of London mapped out and textured in amazing realism, players may actually be able to transfer their gaming skills into a real-life getaway. Now you, don't get any crazy ideas. These things always lead to a bullet in the keester, and believe us, it's not pretty. Developed by Studio Soho, the team behind Porsche Challenge and Spice Girls, The Getaway looks to be one of the most promising action/racers we've seen in a great while. If the driving is too hectic and the chase too intense, players can hop out of their car and check out their surroundings on foot. What a cool little feature.



MOTOR MAYHEM!

CREATED BY: INFOGRAMES
AVAILABLE: 2001

The year is 2166. The populace of the world is bored to death with its everyday activities. To find a cheap thrill, it has created the World Vehicle Combat League. Here speed and firepower collide to create the ultimate rush. Live by the seat. Die by the seat. Motor Mayhem is a bike racing tour de force you won't want to miss!



ESPN X GAMES: SNOWBOARDING

CREATED BY: KONAMI
AVAILABLE: NOVEMBER

Following in the footsteps of Square Soft, Konami is kicking off its PlayStation2 festivities on an off-beat. ESPN X Games: Snowboarding will feature the best professional boarders in the world, tons of game modes, full ESPN integration, plus tunes by big name artists. Hopefully, they'll add a couple of tracks by Jesse & The 8th Street Kidz. Who knows though, Jesse ain't cheap y'allz.





GUNSLINGER

CREATED BY: ACTIVISION
AVAILABLE: SPRING 2001

Listen here, ya yella-bellied snake. I don't know what in tarnation these here other game companies are thinkin', tryin' ta jingle their spurs like they're the cock o' the walk. After Activision releases *Gunslinger*, a few o' them greenhorn PS-2 developers might find their games layin' six feet deep up on Boot Hill. *Gunslinger* lets you slip into the boots of a straight-shootin' pistelero whose done been double-crossed by an evil land baron. Dang varmint! Robbin' stagecoaches, quick draw at ten paces, springin' outlaws outta the pokey, and playin' 5-Card Stud are just a few of the skills you'll need to tame the Old West. Better sleep with one eye open, pardner — *Gunslinger*'ll spit in yer eye and put some lead in yer tail.



EVERGRACE

CREATED BY: FROM SOFTWARE FOR AGETEC
AVAILABLE: FOURTH QUARTER

Agatec has picked up all three of From Software's PlayStation2 titles. In addition to *Armored Core 2* and *Eternal Ring*, the U.S. audience will have the chance to get up close and personal with *Evergrace*. While similar in design to Nintendo's *Zelda*, *Evergrace* dishes out just as much exploration as it does hack n' slash combat. Players can also customize their character's appearance in a multitude of ways. Heck, you can pick up a pumpkin and wear it as a helmet if you want to. Our early prediction is that this will be one of the most highly touted PS-2 games in America. Just wait and see!



INDEPENDENCE WAR 2: THE EDGE OF CHAOS

CREATED BY: PARTICLE SYSTEMS FOR INFOGRAMES
AVAILABLE: FOURTH QUARTER

Set 100 years after the explosive conclusion of the original adventure, *Independence War 2* will warm the hearts of its PC fan base along with the Dreamcast crowd. Don't expect just another space sim. This one asks that you manage resources, control squadrons, and save the galaxy — a usual night's work. It really will drive you to the edge of chaos.



102 DALMATIANS

CREATED BY: CRYSTAL DYNAMICS FOR EIDOS INTERACTIVE
AVAILABLE: NOVEMBER

Cuter than Leonardo DiCaprio, more action-packed than *Star Wars*, Disney's surprising live action sequel, *102 Dalmatians*, is expected to break box office records and (through hostile actions) become the largest grossing film of all time. Yeah right. For those who saw it, the first film wasn't bad. The video game references were great, and if the sequel is anything like it, *102* should score a perfect 10. Cruella De Vil is back and it's up to the puppies to send her to the dog pound. *102 Dalmatians* is a platform game similar to *Toy Story 2*. Look for it this November!



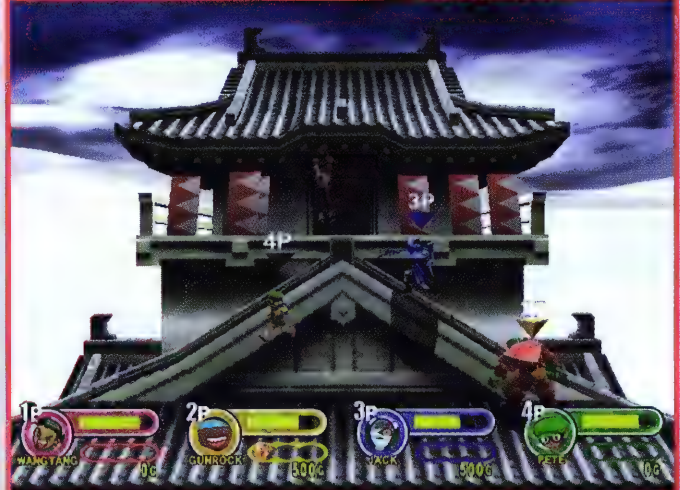


POWER STONE 2

CREATED BY: CAPCOM
AVAILABLE: AUGUST



With six new characters, 120 items, 65 weapons, three playable vehicles, and simultaneous four-player battle, Power Stone 2 is more than a standard Capcom update. It's a full-on sequel. The gameplay has changed focus a tad, feeling more and more like Nintendo's Super Smash Brothers. Players can save and trade items via the VMU. They can also team up and play the game cooperatively.



HALF-LIFE

CREATED BY: VALVE SOFTWARE/GEARBOX FOR HAVAS INTERACTIVE
AVAILABLE: JULY

As long as first-person shooters have been around, you would think that the concept is growing stale and people would be getting pretty tired of them. Of course, a game like GoldenEye put a kick start back into the genre on the console side of things. On the PC side, the same might be said for Half-Life. With more "Game of the Year" awards than levels, Half-Life's appearance on Dreamcast is definitely worth keeping an eye on. In fact, initial word on the game points to the fact that it may be even better than its PC mother. Developer Gearbox, under the direction of Valve Software, will keep the lauded game AI and general story details, but are upping the poly count for enemies, as well as giving the graphics a general remodeling for the better. Half-Life will go on display in a playable form at E3.



WORLD SERIES BASEBALL 2K1

CREATED BY: SEGA
AVAILABLE: SUMMER

Conspiracy Theory 23-TH004: Kevin Costner Killed Baseball. As we all know oh so well, everything that Kevin Costner touches is cursed. Let's examine the evidence, shall we? When he made Field of Dreams, we had a bad season of crops. When he made Waterworld, a ton of whales died. When he made For Love of the Game, everyone forgot about baseball. He must be stopped. Thankfully, Big Mac is still swinging for the fence, and Sega has returned to the diamond. Later this year, World Series Baseball will bring unprecedented realism to the Dreamcast. All of the big leaguers and their fat, flabby fannies will be a part of the package. Stay tuned for more info on America's favorite (yawn)... z-z-z-z-z





EVOLUTION 2

CREATED BY: STING/ESP FOR UBI SOFT
AVAILABLE: SUMMER

Despite its simplistic design, Evolution is a surprise hit for both the Dreamcast and its publisher, Ubi Soft. Even more surprising is the fact that developer Sting has already pieced together and released a sequel in Japan. Later this summer, Ubi Soft is expected to port this bad boy Stateside, and believe us, if you enjoy the first game, expect the sequel to deliver the same gameplay, same graphics, and same list of awesome characters!



SUPER MAGNETIC NEO

CREATED BY: GENKI FOR CRAVE
AVAILABLE: FALL

Just when it seems that there are no fresh ideas left in the well-worn action/platform genre, along comes Super Magnetic Neo. Developed by Genki, the game features unique gameplay based on the principles of magnetism. Neo, a lovable scamp that resembles some lysergic burnout's



vision of a breakfast cereal mascot, is able to generate red and blue magnetic fields. The day-glo levels are littered with moving tracks, bounce pads, and swinging ropes that are charged either red or blue. Neo can either repel from a pad by using his matching-colored magnetic field, or attach with the opposite field and hitch a ride on the ski lift-styled tracks. Levels are filled with hidden items, coins, and bonus stages. Super Magnetic Neo's vibrant visuals and innovative gameplay makes it a title to watch.



STARLANCER

CREATED BY: WARTHOG FOR CRAVE ENTERTAINMENT
AVAILABLE: SEPTEMBER



Taking full advantage of Sega's upcoming Internet prowess, StarLancer thrusts players into intense intergalactic space combat. Chris and Erin Roberts, the masterminds behind the Wing Commander series, have once again worked wonders with first-person space combat. Along with sophisticated gameplay, StarLancer offers an intriguing story. Sadly though, Luke "Mark Whatshisname" Skywalker won't be making an appearance.



by Erik, The PC Jedi >>KRUNCHEE<< >>KRUNCHEE<<

Nothing stirs the spirit quite like the sound of AT-STs on the move or a TIE fighter's high-pitched engines. After George's new "musical number" in Jedi, and then Jar Jar making me embarrassed to be a Star Wars fan, I wasn't sure if I would ever return to my loving fascination with the trilogy, but my recent binge Rogue Squadron experience (all Gold Medals baby!) and the mixing and matching of walker battalions for that final assault in Force Commander, has returned me to the source of my silly nickname. It's good to be back.

8

Star Wars: Force Commander - LucasArts

TEEN T

That Was Too Close

We were pretty giddy with anticipation when we first heard LucasArts would be doing a real-time strategy game set in the Star Wars Universe. As far as plot, units, and missions go, this game kicks butt. Unfortunately, a couple of problems keep it from the place that a Star Wars RTS ought to be in.



Force Commander features a fully three-dimensional environment that can be explored with the game's camera system, which allows you to zoom right up into a storm trooper's face, and sometimes far enough out to make AT-STs indistinguishable from other units. While an excellent tool for portraying cutscenes and getting a close look at units and battles, the camera system is the game's Achilles' heel. It is sometimes extremely awkward to use and on some levels you can barely get a 45 degree angle view, much less a 90 degree bird's-eye look at the action.

The other ugly factor is the graphics. While I enjoyed the look and the animations of the game's units, the terrain is pretty ugly, clothed in simple textures and trees that are nothing more than two flat planes intersecting one another. The discrepancy between the environment and the attractive units definitely takes a little away from the game's sense of realism.

Interface in Your Face

The interface for this game has been getting some remarkably contrasting reviews. People hate it because it takes up a third of the screen (although it can be turned off once you become accustomed to the quick keys) and it isn't very pretty. Others seem to love it. I fall in the middle ground. Some of the icons are too small despite the enormous amount of space the interface screen takes up, and the text gets blocky to a point where it is difficult to read. Despite these problems, however, it becomes reasonable intuitive in a relatively short period of time, and you can do quite a lot with it.



The Other Perspective on the Trilogy

Borrowing much from the original movies, many of the missions are pulled directly from events in the movies, but from the perspective of an Imperial officer who eventually defects. Between these important chapters directly from the films, a great number of holes are filled in by new missions. If you're wondering how the Empire actually figured out the Rebel's plans before their fateful attack on the second Death Star, or why the Ewoks were pissed off enough at the Imperials to instantly ally against them (hee hee), Force Commander has it all.

Whether stomping out the Ewok infestations with scout walkers and troops, capturing Rebel dignitaries with storm trooper stun weapons, or enlisting the aid of the fuzzies with '3PO and Leia, and then sending Han and Chewie to take out the shield generator, Star Wars junkies are constantly reminded that they are in fact playing a game in their favorite setting.



Building a Glorious Empire

Rather than wasting time constructing bases from scratch, all components are stored in a Star Destroyer or rebel capital ship in orbit where they can be dropped down at any time. Thus, the only thing that takes time when building a base is the flight time from orbit to base site.

Resources are not mined, but take on the form of command points. Every time an enemy unit is wiped out, a portion of its total purchasing command point value is added to your total. The only source of regenerating command points comes in the form of bunkers and mining installation which grant a steady flow of command points as long as they are held by your troops. One of the best ways to garner a steady flow of income is to set up a massive defense to wipe out rebel raiding parties.



The Imperial Ground Forces

The play balance between units in this game is probably one of the factors I was most impressed with. Nearly all the Imperial weaponry from the movies plus a few returnees from previous LucasArts games like the AT-PTs have returned. At the beginning of the game, you start off with a mere handful of troops, a couple of dewbacks, and one troop carrier car, but you are eventually granted access to a host of walkers, fighter craft, and artillery.

Imperial units are devoted primarily to one task. Of the three smaller walker types for instance, the AT-PT makes an excellent infantry killer, the AT-ST works best against armored targets, and AT-AA is solely devoted to wiping out Rebel Speeders and Y-Wings. Even when you get the almighty AT-AT, you will still need these units to fend off Rebel infiltrators, tow cabling speeders, and units hitting at the heavily armored but incredibly slow walkers from long range.

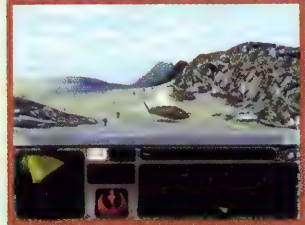
Other Imperial units include the TIE fighters and bombers, probe droids with extended visual range, light and heavy mobile artillery units, dewbacks, speeder bikes, and a slow, bulky shield disabler unit with a secondary ion cannon attack.

Rebel Scum

Rebel units are generally more diverse in their tasks and have a much greater tendency toward special attacks. Rebels have also invested a great deal more in shield technology, providing their primary attack vehicles with shields that regenerate allowing them to make it through a host of minor skirmishes unscathed.

The Rebel hover tank for instance, eliminates a third of the Imperial walker formula by coupling a powerful anti-infantry weapon with an anti-aircraft launcher. To fill the gap between a lighter armor-attack unit and the deadly but expensive Heavy Attack Tank, the Rebels have a heavy trooper unit equipped with a large gun and secondary grenades for wiping out infantry.

Other Rebel units include Speeders, Y-Wings, unarmed Swoop Bikes, the Loratus proton torpedo launcher and mine layer, Infiltrators, and a scanner jamming unit with long-range sensors.



Close the Blast Doors! Wait! Open the Blast Doors!

I loved the missions, the balance between units, and the amount of attention that was put into making the game feel like the movies. Yes, the heavymetal Imperial march on the menu screen is cheesy, the interface goofy and sometimes awkward, and the camera system awful, but I still managed to have a blast wiping out Rebel scum, exterminating Ewok villages, and then turning around and playing as the good guys all over again. LucasArts could have done a lot better, but they also could have (and have) done a lot worse.

- PC Quickies -

Soldier of Fortune - Raven

Software - 7.25

Make no mistake. This is a total action game and a seriously gory one at that. I had fun playing it, but it doesn't come close to Unreal Tournament and stays on par with rest the of the mediocre first-person shooters out there. Aside from its weapons and the occasional nifty gun animation, I really wasn't that blown away.



Majesty - Microprose - 7.75

At first I thought this game was kind of silly because you can't control any of the units directly, but instead have to provide incentive by placing a bounty on important targets; yet as it moved on, I was having an excellent time building up my townships and trying out new things. Unfortunately, single-player could be easily finished in two sittings.



Alien Vs. Predator: Gold Edition - Fox Interactive - 8.75

This game still stands as one of the most frightening first-person shooters of all time, at least when you are playing as a lowly marine facing off against Aliens that literally leap out at you from dark corners, walls, ceilings, and move at speeds that boggle the mind. If you already have the Millennium Pack, skip it, but this game is an absolute must for Aliens' fans.



Risk II - Hasbro Interactive - 8

At first I was looking forward to making fun of this game and anyone who would buy it for not having the social skills to make enough geek friends at a local gaming convention to play the regular board game with. Then I became seriously addicted. Risk II offers classic modes, tournament play, and a hardcore Simultaneous mode. Serious replay value here.



Disc One

The Beginning

After the opening CG and cutscenes, players will be in control of Dart. Move across the fence to see two soldiers playing soccer with a villager, and to get into your first fight. After giving the guards a thrashing, talk to the battered peasant and he'll tell you to rescue Shana. Also, look for a Save Point and a chest nearby.

Go west to meet another injured fellow. He also requests you rescue Shana. As he does, an enemy sergeant will see you and then brag like a good villain that Shana has been sent to prison. A fight with the sergeant ensues.



Move further west and chat with the village weapons master. After receiving his tutelage on the Addition system, check the third grave from the left to find some Star Dust. Exit the village by heading north.

Prison Break

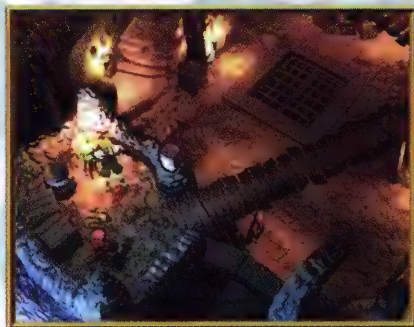
Once outside, follow the path from South Serdia to the Forest. In the Forest, talk to the merchant to pick up some items and get a quick lesson on using things in battle. Note the chest on the hidden path to the right. Head west to find another chest upscreens from the bridge. Continue on and you will come to a really easy forest maze. Search all the entry points for two chests and the exit to the Southwest. Exit the Forest to return to the overland map, and from here follow the path to Hellena Jail.

Follow the cart going into the prison and jump into it as it goes through the gate. From the first room, go through the northwest door to find a chest. Return to the first room and talk to the merchant. The cowardly toady will call a guard, but after the fight he changes his tune and will sell you items if you talk with him again. After this, you can avoid combat with guards by sneaking by them, but we found it more beneficial to take them all on for experience and improving Addition combos.

Go through the door the guard came through, head to the right, and go up the stairs. Cross the bridge to a Save Point, then head into a nearby barracks to find some guards and chests, one of which has armor for a soon to be acquired character. Once finished in here, take an elevator up and head west to enter a tower.

After some dialogue and a fight with three guards, Lavitz joins your party. Check the cells for items, and when finished exit the way you came in from. Take the elevator up and go left to a room with

a plethora of guards that turn a blind eye to your presence. Head up a ramp to find a key to a tower where Shana is imprisoned.



Head east to find said tower and three guards blocking your path. Fight them, then head into Shana's cell. After some discussion and a fight, Shana joins the party. Equip her with the armor you found and head back to the prison entrance. There you'll meet the big boss man of Hellena Jail, Fruegel.

Boss Battle: Fruegel

Fruegel will have two guards with him, and will summon two tougher guards if they are defeated. Take out all his sidekicks first, then concentrate on the solo Fruegel and you shouldn't have any problems.

Once you're out of the prison and back to the overland map, head toward the Forest, but take the newly branching path to the Grassland. A cutscene commences where your characters hide behind a tree. Take the semi-hidden trail to the south to get to a hut. Enter for a dose of plot progression. Everyone decides it's time to head for Bale to talk with King Albert.



Off to Bale

Exit the hut and head north. Examine the tree, then go back to the hut, get an axe, and return to the tree. Go to where your characters were hiding and go north. The tree is now a makeshift bridge, allowing you to cross the river. Follow the trail to find a chest, an exit, and a suspicious family.

On the overland map, take the path to the Limestone Cave. Inside, check out the chest above the cliff, then jump into the first stream to be taken to another chest. Jump back in the stream, hold right and then down to get to another chest. Leave the room to come to an area where you have to jump over some rocks. After a harrowing experience occurs, be sure to check out the nearby chest before moving on.

THE LEGEND OF DRAGON

Legend of Dragoon is a big game. Four discs big to be exact. To fit a walkthrough for the entire game into one issue, we had to go with a minimalist approach. Thus, we've spared you the specific details on conversations you'll end up reading anyway, and how exactly to find every single non-vital item. For the most part, thorough searching of caves and towns will reveal all. Of course, reading this guide will also reveal Dragoon's plot, so those who wish to be surprised should use this guide only when they are stuck.

In the next cave, go northeast to find a chest (ignore the froggy thing for now). Go north to find a Recover Point and more chests. A path to the east leads to rock fireflies and a chest. The path to the southeast leads on. Once you come to a chest, head north and chase the froggy monster down. After catching it, it drops another chest. Back out and head east to find a large cave with a Save Point and two chests. Head north to meet the boss of the Limestone Cave.

Boss Battle: Uroboros

Uroboros has poison, so you may want to equip Shana with a poison guard. Uroboros can dish out the damage, but you will have the opportunity to heal whenever it crawls into the wall. Just block and you will be immune to its status effect attacks and most likely heal back to full by the time it comes back down.



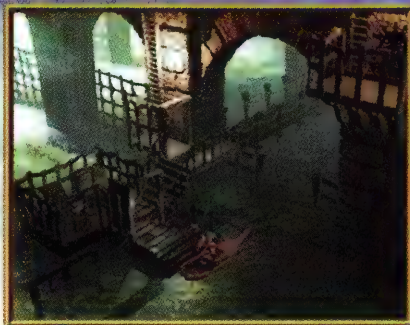
Once Uroboros is beaten, a Shana scene commences. After this, exit the area to find two chests. Head back out to the overland map and follow the trail to Bale.

The City of Bale

Once you arrive in Bale, it would behoove you to do a bit of town exploration. Be especially sure to examine the well in front of Lavitz's house, and the bottom of the weapon shop to find some Star Dust. If you're curious what this stuff is for, go into a house to the left of the well to meet an informative lass you run into when you try to exit the town. After you've done the city to satisfaction, head for the castle.

The castle has plenty of good items to find, so don't rush while touring this keep. On the first floor, be sure to check the fireplace to find some Star Dust. Take the ladder near the exit to find an underground area, and turn the wheel here. On the second floor, Star Dust can be found on a northwest platform. After you're confident in having found everything, go all the way upstairs to talk to King Albert.

Some dialogue will transpire, and Shana will walk to the balcony. Go over and talk with her. The characters decide to go to Hoax, but Lavitz wants everyone to come to his house in Bale first. Before going to Lavitz's house, however, go to the pub in front of the inn and talk with the bartender. He will sell you a bottle of wine. By the fountain is a drunk blocking a passage. Give him the bottle and he'll move. Head down this corridor to find a boat that can be used to cruise around town. Check the room where it stops to find more Star Dust.



After this, go to Lavitz's house. Discussion, dinner, and character exposition occur. Lavitz's mom will be blocking the way to the kitchen, where some Star Dust is kept. This can be gotten after completing the Hoax portion of the adventure.

To Hoax

Follow the overland path to Hoax. After entering, Lavitz wants to head to the war council. A little town exploration before heading to the council isn't a bad idea though. There's plenty of items to be found about the city, but in particular, a house to the west has Star Dust hidden in a fireplace in the basement.

Once this burg's been checked, head for the war council in the center of town. There you'll discuss strategy with Kaiser. Afterwards, go back into the room and dig up the Star Dust in the southwest corner. Then head for the wall near the front gate. Relieve the soldier on duty and the scene shifts to evening. As you discussed with Kaiser, enemy forces attack during the night. Your characters will have to fight two soldiers, and then two bosses.

Boss Battle: Black Knight

After damaging this boss halfway, he will begin casting a spell that creates an illusion that there are three of him. If you hit his true body, the illusion ends. Guard when he divides into three, then wait for him to perform a magic attack. His true body is the one that casts spells. After defeating this boss, a second one arrives.



Boss Battle: Kongol

Kongol will do a counterattack every time an input for an Addition is incorrect. To prevent this, use the Additions that are simplest or that you are very good at performing. Otherwise, this boss is all about brawn vs. brawn. Just whack him and don't let your health fall into the red.

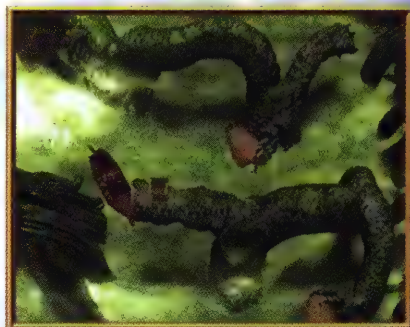


After Kongol's apparent defeat, some story twists take place which cause Dart to collapse. Upon Dart's awakening, the characters meet Rose, a female Dragoon. The characters are told to help out a stronghold in the Marshland. As you're about to leave, Rose spouts off instructions regarding the art of fighting as a Dragoon. Handy advice. On the overland map, make a quick detour back to Bale to get the Star Dust you left behind in Lavitz's house, then head for the Marshland.

It's Not the Heat...

Once you get to the Marshland, tread north to get to the stronghold. By the time you get there, the fort's already pretty much wiped out. Check the chest outside the stronghold, then head inside and check the chests there. Also investigate the fireplace for Star Dust. Nearby, talk to the dying soldier for another trinket. After searching the entire stronghold, head back to the front gate. Be sure not to miss the exit from the interior of the stronghold that leads to a new weapon for Lavitz.

Go west from here and walk across the branches. Jump in the boat and take a trip, stopping to get all the chests on the way. After you've reached the terminus, head back and meander north until you see a cutscene and return to the overland map.



The path leads to Volcano Villude. Upon entering, a fiery bird scares the bejeebies out of the characters, making them run to the next screen. Here you'll find a handy weapon and a chest. When the path forks, go right to find an item, then left to find a Save Point.

Continue west to see some rocks resting atop magma. Jump across the rocks and follow the suddenly upset Shana to a statue. Rose has time to tell you a quick story about the sculpture before it comes to life and attacks!

Boss Battle: Virage

This boss has three body parts: head, body, and arm. The arm is the weakest part, but it regenerates. Attack the body first, then take out the head to defeat this mean old rock.

After hacking apart Virage, head east to find a person trapped on top of a cliff. Helping him is in your best interest. Continue around the magma lake to once more face the bird that scared you so. This time, there's no escape.

Boss Battle: Piton

Use Rose's Astral Drain and Dart's regular Dragoon attacks to dispatch this flaming featherhead. If it summons fiery rocks from the volcano, attack these quickly to avoid the full brunt of a special attack.

Return to the overland map. From here, follow the path to the Dragon's Nest.

Double Dragon Hunt

Head north until the characters talk of feeling uncomfortable. After resting, continue on. Eventually the characters fall into an underground cave. Take note of the recovery pond that you start off next to as you will need its waters for a special task later. This cave is filled with chests and mushrooms. Open all the chests and touch all the mushrooms. When you've felt all the fungi, the plant blocking passage to the upper area will wither. Again, crack open any chest you come across.

Past a Save Point, Lavitz runs into an old buddy of his. An argument ensues that ends in a knock down, drag out fight against Greham and the green dragon.

Boss Battle: Greham & Feyrbrand

Once more, Rose's Astral Drain can work wonders against this pair of losers. Feyrbrand actually seems to go down more quickly than Greham so take the dragon down first.



Lavitz acquires the Jade Green Dragon Spirit after this fight, and Shana passes out. Turns out she's poisoned. Lavitz thinks going to Lohan to see a physician wouldn't be a bad idea. Get out of the cave, go south to a chest, then backtrack and exit north to the overland map.

Take the path to Lohan. The characters immediately go to the hospital. The doctor there tells you that he can't cure Shana unless the characters

can find the legendary Dragoni Plant that he doubts truly exists. Thanks for the positive prognosis, doc!

Put aside your emotional pain for now and explore Lohan. Visit a shop run by a man named Dabas to hear a little tidbit about the Dragoni Plant. Be sure to check out the suit of armor in the shop to find Star Dust. Next go down to the ground level of the city and talk the merchant down from 1,000,000 to 100 coins for the bottle you will need. Some more Star Dust can also be found in the box opposite the chest by the merchant you just talked to, in a fireplace located behind a secret panel in the room next to the one with the big bird (use the examine button on the bookcase to find it), and in a bottle to the right of the city entrance.

Once the treasure hunt is concluded, return to the Dragon's Nest. Go back underground to the recovery pond. Get some water, then head south. Try to exit this screen and Dart will pour some of the recovery water on the strange plant. Here you'll be able to return to the overland map.

Take the trail that leads to Shirley's Temple (groan). It looks like someone's already been through this place. Explore until Rose has your characters bring out the Dragon Spirits. Further exploration will reveal a dial that requires a three digit password. Climb up the stairs to find a box that, when opened, takes you on a cart ride around the temple. The numbers 352 will be revealed on this trip. Decipher the dial code to reveal another exit. Go through this and up the stairs until you come to a silver and a gold statue. Turn the gold one to the north and the silver one to the west to continue. Soon you'll come to a Save Point and a bad boy named Drake.

Boss Battle: Drake

Drake will occasionally roll bombs at your characters. Be sure to destroy these before they reach you to avoid serious damage. He also summons a barrier which must be destroyed before you can hurt him.



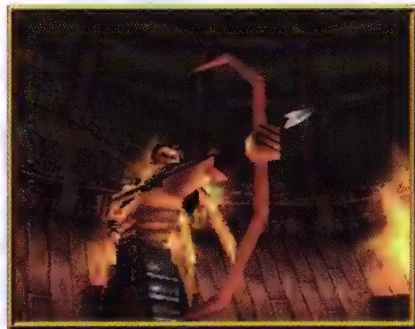
When Drake is defeated, Shirley shows her face. She tells you that there isn't any Dragoni Plant, but she can give you her Silver Dragon Spirit which possesses powerful healing magic. Sounds fair. Ah, ah, ah, not so fast. Before you can have the Dragon Spirit, you must first answer some questions. The game will shift into combat mode. Stay on guard while you answer the questions. The correct responses must be given, but it isn't too hard to figure out what's right, and even if you get the question wrong you're given another chance to get it right. Just place compassion before revenge or duty and you'll be fine. Guard to heal up when facing Shana and Albert.

Shirley asks that you use the Silver Dragon Spirit to heal Drake. After doing so, go collect all the items in the building's chests, then head back to Lohan. Enter the hospital to see a miracle. The doctor is so impressed he doesn't charge you for any of his services (what services?), and he tells you about a contest in the arena. Sounds interesting, no?

Clash of the Champions

At the arena, talk to the register. Should you decide to enter the contest (and you should), Dart will volunteer for action. In the waiting room, Dart meets his old buddy Haschel.

The contest consists of five fights. The first four shouldn't present too much of a problem. The last one is impossible to win. After the fight, an introduction scene takes place during which Lavitz gives Dart some tickets that allow him to play some minigames.



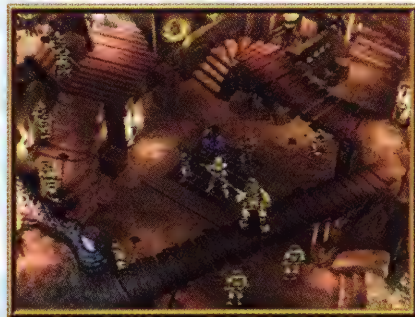
Leave the city after this. One of those "loyal soldier clinging to life just in time to warn the hero" scenes commences, and you are told King Albert has been captured and sent to Hellena Jail to be executed. Haschel joins the party and everyone decides to go save the king.

Back Behind Bars

Go directly to Hellena Jail. Lavitz will take care of the gate this time. Inside, a scene describing Fruegel's plan to execute the king at sunrise plays.

Once again, there are no random encounters. Fights only occur if you touch guards. The merchant by the entrance is still your buddy and won't rat you out to the guards if you need to buy anything.

Go to the formerly broken elevator. Stop on every floor and make a thorough search for chests and items. Once finished, take the main elevator all the way up. Stop to open the chest, then continue on your way.



Your characters will eventually run into a group of guards that spring a trap on you. The party falls into an underground cavern. Open the chest, and

then check the east wall for a secret door guarded by a monster.

Boss Battle: Jiango

Rose's Astral Drain once more works wonders.

A dramatic moment happens after Jiango is defeated. Go up the stairs, fight a couple guards, check the chest, and keep fighting your way up until you come to an area with three chests and a Save Point. Keep moving on to arrive just in time to save the king.

Boss Battle: Fruegel 2

Fruegel's learned that his men are no good, so he has the only things he can rely on with him this time — his pets. Kill his dog first to stop it from causing confusion on the party, then slice up his bird. Once only Fruegel is left, use Rose's Astral Drain to heal between giving out beat downs.

A long scene in which Lavitz is replaced by Albert commences. Afterwards, all the characters wind up back in Seles. More of this grand tale is told there. The party decides there's only one thing to do and vow to kill Emperor Doel.

The Black Castle

On the overland map, go through the Forest, and then southwest. The Black Castle is south of Lohan. Make the rounds in Cathas, but be sure to pick up the Star Dust in the barrel inside a room by the city entrance. Opposite this room is a counter where you can register as a soldier. Do so, go upstairs, and search a pile of stuff to find more Star Dust. In a weapon shop, a snake oil merchant will get nabbed as you walk in. Check out the pile to the left of the counter for another dose of Star Dust.

The guards at the gate of Black Castle won't let you in. Head into the abandoned fort for help. Go into the first door and search the bookshelf for Star Dust. In the shopping area there are two Star Dusts inside barrels.



Try to exit this area by the secret weapon shop. A kid blocking the way asks you some questions. Eventually, he tells you his name is Popo and that he knows a way into Black Castle. Use the nearby Save Point if you wish, then talk to Popo again to enter the basement of Black Castle.

Climb down the first rope to a chest, then go to the far right and go down that rope. Climb up the ladder to a room with some guards. Fight your way to the chest, then exit the room to get to the front of the castle. Battle to the entrance hall and go east to the room with the weird columns in the middle. The two researchers here tell you that the center column is the power source for Black Castle. One of them will give you Magic Oil that you can use to activate elevators and other machines with.

Grab some of this oil and meander east to an elevator. Put some Magic Oil in the slot and go down. Meet some more researchers, then continue down to a magical garbage dump. Cross the platform while dodging falling rocks. Open the chest and talk to the man for a Red Stone key. Backtrack, go down the ladder, and open the other chests.

Return to the entrance hall, go west, and use the elevator to go up. Travel on and fight until you come to another research area. After an impressive magical display, check the chest in the room.

Return once more to the entrance hall and take on the guards in front of the north elevator. Go up to arrive on the second floor of Black Castle. Search this floor, then take an elevator up to the third floor. Fight the guards who were training, move onward a bit, then take another elevator to meet the captain. Turns out he's a friendly bloke, and he gives you one of the stone keys for Black Castle.

Go back down and continue the way you were going. Fight on until you find an elevator going up. After fighting the special guard, travel east to the rail car. This takes you to a construction site. Grab all the booty here, then head back to where you met the three guards in training.

Take the elevator up to a huge hall with a statue and a Save Point. Have a conversation with the priest, then take a closer look at the triangle by the Save Point. Put your colored stones in the slots and a door will open in the statue. Go in and take this hidden elevator up into the statue. Head east to another run in with Kongol.

Boss Battle: Kongol

Kongol's in full armor this time and more prepared for your party. If you attack with spells, he creates a magic barrier so you will only want to nail him once with magic. It might be a little tough, but good use of Additions will eventually defeat him.

It's probably a good idea to return to the Save Point after this. Once your game is saved, continue on past where you ran into Kongol. Sooner or later, you'll meet Doel, who will weave you an interesting tale, then fight you.

Boss Battle: Emperor Doel

Welcome to the final fight of disc one. Expect a tough fight. You will want to have a host of healing and reviving items. Attack Doel in the standard

fashion, keeping you hit points high, until he transforms into a Dragoon. Once this happens, use Rose's Astral Drain and Albert's Flower Storm. Once you've gotten him halfway down, Doel creates a shield that will block all attacks. Guard until this drops. Hit him as hard as you can after this to finish him.

Before dying, Doel tells you to stop Lloyd before he destroys the world. Lloyd has gone to Tiberoa. The party decides to head out, Haschel gets a Purple Electric Dragon Spirit when he has doubts, and disc one ends.



Disc Two

Looking for Lloyd

This disc begins with the characters arriving in the city of Fletz. Cross the bridge to hear of a weird coincidence. Spooky. Now search the town. Examine the wine cask just outside the bar, the stairs by the guy working on his plants, the west box in the weapon shop, the southwest corner of the jewel shop, and the telescope in the item shop north of the jewel shop to find Star Dust.

Go to the entry to Twin Castle. The guards refuse to let you through. Climb the ladder to the side to have a look, then return to the now open bar. The barmaid gives you some local history. Talk to her again and she will tell you to find Fester.

Exit the bar and go to the house next to the inn. Eventually Fester will let you in and give you an astronomy lesson. After Fester leaves, go to the first house to the west to meet Nello. He'll tell you about his environmental project and bore everyone to sleep.

Everyone meets at the gates in the morning. The party decides to go on to Donau. Before departing, return to the bar where Martel will offer you items in exchange for Star Dusts.

Make your way north on the overland map to the Deserted Land. Get the item out of the chest in the first screen, then head north to meet three gangstas looking for a fight. Just as Dart's preparing for the kill, the head thief begs for mercy. With the party distracted, the thief will cause Dart's Dragon Spirit to fall off. This master pilferer then gets away with the Spirit before anyone can do anything about it. The group decides the only thing to do is continue on to Donau and gather information on this gang of thugs.



Take the northeastern path and, after a quick search for treasure in this area, exit to the overland map. Follow the path to the north to arrive at Donau.

Beautiful Donau

Once the cutscene that begins when the party enters Donau is finished, take a look around this flowery community. In addition to the usual shopping and gabbing pleasures, Star Dust is to be found in the water pond near the town entrance.

Visit the first house on the right to have a chat with Kate. She tells you a terrible tale of the thief gang's antics and asks you to take a letter to the mayor. The mayor's house is up the stairs near the harbor. The mayor will tell you that the bandits' den is somewhere beyond Valley of Corrupted Gravity. After he tells you this, search the northwest part of his house for Star Dust.

While going back down the stairs, your party will meet a silver haired vixen by the name of Meru. Not only is she the best dancer in Donau, she knows about Valley of Corrupted Gravity and that you need a permit from the king in Twin Castle to go there. She insists on joining the party. Head back to the overland map, go through the Deserted Land, and return to Fletz.



Fletz Lives

Return to the entry to Twin Castle. A guard still blocks the way, but Meru has a plan...that doesn't work. You're then given options on how to get into Twin Castle, but either one will result in you having to find someone that can get you past the guard.

Search around town for Fester. He's in the item shop looking at a telescope. Go outside and talk to him again, and he will take you to his home to discuss strategy. Once all is figured out, follow him and he'll bring you to meet King Zior. The king grants you the necessary permit.

From the castle's entry hall, head east to the armory to find some Star Dust. As you try to exit the castle, a maid will ask you to meet the princess in her room. Much discussion and an invite to a banquet follows. Talk to the maid to be brought to the dining

hall. After a banquet filled with hushed conversation, the party is invited to stay in a guest room. After further discourse, it's beddy-bye time.

Upon waking, you have free reign of the castle. Check the altar in the lower room of the east tower for Star Dust. After this, go to the Deserted Lands, and go through the west exit to make tracks to Valley of Corrupted Gravity.

On the Culprit's Tail

When he sees the permit from King Zior, the guard will open the gate to the valley. Upon entering, a cutscene demonstrating the magic of this area will play. Eventually you regain control. Search the whole area for chests. While disorienting, the valley isn't as bad as it seems. Just use the hovering rock platforms to move between rocks. Eventually you will get to an area with numerous hovering rock masses. Some of these have white shiny dots on them. Step on these and hit the examine button to reverse your own gravity and land upside down on other platforms. When you get to a Save Point and a cutscene, you are near the end of the valley and close to a nasty boss. If you see any more chests floating around, grab those first and then continue onward to get into a fight with a full fledged Virage.



Boss: Virage

This Virage has a head, body, and two arms. Be sure to keep the left arm out of action to prevent the Virage from using its instant death attack. If the body's confusion attack is bothering you, take it out next. Killing the head will defeat this creature.

Exit the valley to the north, then take the trail to the Giganto Home on the overland map. Traps go off as soon as you enter the city. Run around to prevent getting shot by them. Examine the shiny thing on the screen to the west to call a cease fire. Look carefully for two chests. You will have to go into the temple where the switch was and take the third door to the south to get to one of them. Continuing north from the first area will reveal a bunch of thieves shooting arrows at you. Both exits are blocked. Keep dodging arrows until you get into a fight with a tougher than average thief and his gang. When this lot runs off, Haschel will break his way through the north door.

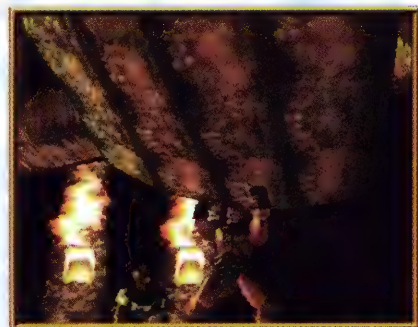
The party goes through and wants to continue on. Haschel wants to go it alone, so much so he's willing to use violence to get his way. After Haschel departs the party, go east to where a chest and a Save Point are. Continue on until you meet Kongol again.

A scene with Gehrich and Mappi at their hideout will then play. A fight breaks out soon after.

Boss Battle: Gehrich & Mappi

These guys are two of the toughest bosses yet – the first that we actually had to take some time to power-up for. If you're low on healing items, don't even bother. Get rid of Mappi first to eliminate his instant death attack and the combo he shares with his partner. We also recommend putting Shana into the group equipped with a Physical Ring (to up her HP). Her Dragoon healing abilities can come in quite handy.

After beating these two, it looks like the battle will end in disaster, but Kongol comes in and saves the day. Kongol doesn't care too much for the bandits, and joins the party after some sweet talk. Before leaving this room, take a closer look at the east candle to find some Star Dust. Head to the basement after this.



Downstairs, the party will release Lynn and find the Red Eye Dragon Spirit. Return to the Deserted Land for some special time with Lynn, who invites you to his wedding in Donau. Attend the wedding, then go to Lohan to buy the Dragon Spirit for Kongol from the wacky merchant who sold you the jar. After business is taken care of, return to Fletz.

Fletz Three

Once in Fletz, the party finds out that the ceremony for Princess Emille's birthday is going to begin shortly. After attending, everyone thinks something not so nice has happened and a trip to Twin Castle is immediately planned.

If you've been collecting all the Star Dust, meet Martel in the bar to collect another item. Also be sure to visit any shops if there's anything you need. No, really. It's pretty important to be fully stocked for what's coming up. Ready? Okay, head for Twin Castle.

A guard in the front entrance will tell you that all the guards are up to no good. Search this level for stuff, then go up the stairs. The new guards don't want to let you pass. Tell them you're here for Princess Lisa and they'll let you by.

You can't get into Emille's tower, so head for Lisa's. Avoid the guards or you'll be taken back to the starting point. When you reach Lisa, she'll tell you that Emille is an impostor and the real deal is missing. The party decides to check out Emille's room.

Once again, avoid guards or you'll be forced to backtrack. Talk to the guards in front of Emille's door, and Lisa's presence will cause them to back down.

Three party members stand guard while everyone else ransacks that room.

Examine the portrait on the right. The group is shifted to another dimension where an unconscious Emille can be seen, but not gotten to. Chat with everyone, then check out the glowing bits on the wall. A bridge appears that allows the group to cross to Emille. Albert awakens the princess and Emille insists on immediately going to stop the birthday ceremony. Go back to where you first met King Zior. The party arrives just in time to see the false Emille reveal her true self.



Boss Battle: Lenus

This boss is pretty tough. Have Albert use Flower Storm right away and use Dart's Final Bust continuously until he runs out of magic points. Then switch to physical attacks. Rose's Astral Drain is also handy.

When defeated, Lenus jumps off the balcony and flies away. The king asks you to recover the Moon Dagger. Emille says that Lenus has gone towards Elisa Bay, and that the party should meet up with the captain of the Queen Fury in Donau. Sounds like a plan.

Fury Ghosty

Go to Donau's harbor to meet Tim. He calls for the Captain, who lets you aboard the Queen Fury. Set sail for Elisa Bay. Part way through the trip, Shana gets a chatty bug. She wants to talk to Dart, who happens to be on the bridge. Don't be so hasty in finding him, however.

Go down to the engine room where Kongol lurks and discover Star Dust in a box next to him. More Star Dust can be found on a pipe next to the exit to the front deck. If you're so inclined, you can also play a minigame with the chef in the kitchen.

Once Shana finds Dart, she runs off. Players are now in control of Dart. He wants to find Rose, who is at the top of the mast. Once found, you now control Rose. She wants to go for a walk. Go find Haschel sleeping on the upper deck, below the bridge. After talking with him, Rose walks off. Haschel has some inner reflection, then decides to go talk to Kongol in the engine room. During their discussion, Haschel tells Kongol to talk to Albert. Take Kongol to see Albert in the first cabin north of the door to the front deck. Albert will then want to take a stroll. Have him hook up with Meru in the next cabin over. Meru plays some mind games with him, then decides she wants to find Dart. Meru and Dart then decide to look for everyone else. Go find Rose to see that something spooky this way comes.

After the Ghost Ship hits the Queen Fury, everyone empties onto the deck. In addition to the engine being damaged, Shana is missing. It looks like she's on the Ghost Ship, and the party has to go rescue her. When the party gets to the spirit schooner, the demons surrounding Shana get chased away by spirit knights and she rejoins the gang.

Like the prison, the Ghost Ship doesn't have any random encounters. Only if you touch someone do you battle. Take the stairs down, then go into the door on the right. Head back to the stairs and follow the little ghostie through the door. Open the chest and get in a fight, then watch the little buggie escape. Go out and open the second door on the left. Another chest and another fight is inside. The Magician Bogy escapes again. Go to the door at the end of the hall and open it for another fight with him and his two Bogy buddies. Winning this will release the captain's spirit and he invites you to his cabin.

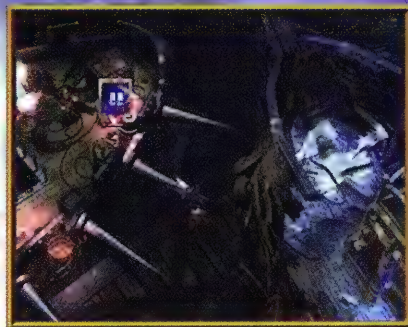
Before going, check the shiny thing to the northeast. Four spirits will materialize and give you four numbers. You can use three of these for the locked chest in the room closest to the bridge back to the Queen Fury. The numbers used for the combination change every time you open the chest and get an item, so you will have to return to the room with the number speaking ghosts to find out the next set. If you don't get it right in ten tries you get in a fight and the combination changes. This chest can be pilfered in this manner many times, but with you getting less guesses after each successful attempt. Numbers can not be repeated in the three digit code unless the ghosts mentioned the same number more than once, so the methodical approach is best. If none of the numbers match, there are 24 total combinations. Our first set was 0789. We started with 0 for the first digit, 7 for the second digit, and then tried 8 and 9 in the third. Next we moved up to 8 in the second digit and tried 7 and 9 in the third. By following this pattern, we knew which codes we had already tried. Once you get 100 gold from the chest, you've gotten everything there is to be had.

Go to the captain's quarters just to the right of the stairs on the deck after he invites you. The door will be open. After talking with him, check the chests and pick up the key on the floor. Use this to get through the locked door. Open the chest, then go west. Some ghost knights will think you're the Black Monster and a fight breaks out.

Boss Battle: Dead Captain & Four Dead Knights

This fight isn't too hard. Use Shana since her Star Children spell will completely eliminate the four regenerating knights in one hit and do sizable damage to their leader. Work the leader until the fight is over.

Shana tells the warriors to rest in peace. They vanish and the west door unlocks. In this room, examine the chest and the baby bed. A nanny spirit recognizes Shana. After this, the ship begins to shudder. Time to go! As your party jumps back on the Queen Fury, Rose and Dart end up getting thrown to sea.



Rosy Details

Turns out Rose and Dart made it to a cave. Dart is out cold. In the meantime, players are treated to lengthy details of Rose's past. Eventually, she falls asleep on Dart's lap. Developing a love triangle in an RPG? How novel.

In the morning, a boy named Pete takes you to Lidiera, his village. Pete's mom is sick, and they are heading to the hospital in Feuno. Since Feuno is where the Queen Fury was before the man overboard incident, Rose and Dart decide to go there.

Before leaving, explore Lidiera. Enter the cage in the large house by going outside, up the ladder, then down the ladder on the roof. Star Dust is in the cupboard next to the ladder.

As you leave town, Pete and his mom join you. Go to the Underwater Cave on the overland map. Cruise through this cave and get back out to the overland map. From here, follow the path to Feuno.

In town, Pete and his mommy thank you and go their separate ways. Visit them at the hospital, then check the painting below the staircase to discover Star Dust. Across from the hospital is an inn. Investigate the barrels underneath the stairs for more Star Dust.

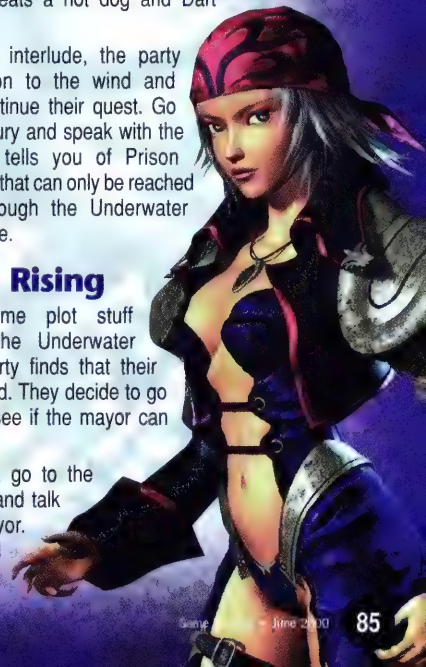
Head for the harbor to see the Queen Fury. Tim is happy to see you and tells you that everyone went into town. Go back and Meru will tell you everyone's at the inn. All the party members are glad you're alive. They tell you to see Shana upstairs. After talking to Shana and scaring off eavesdroppers, the screen goes black. Hmmm...what happens then? Well, the two goo-goo eyed lovers probably have some fast food. Shana eats a hot dog and Dart chows taco.

After this interlude, the party throws caution to the wind and decide to continue their quest. Go back to the Fury and speak with the Captain. He tells you of Prison Dragon Island that can only be reached by going through the Underwater Cave. Go there.

Lenus Rising

Once some plot stuff finishes in the Underwater Cave, the party finds that their path is blocked. They decide to go to Lidiera to see if the mayor can help.

In Lidiera, go to the sea platform and talk with the mayor. Go around

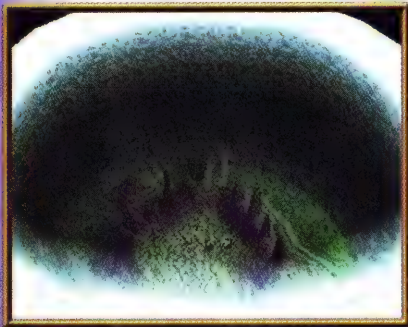


Pete's house to find a cave. Open the chests there, then descend and examine the wheel there. Return to the Underwater Cave.

Go through the cave, merrily opening chests before heading up the tower. When you get to a Save Point, heading north will prompt a scene between Lloyd and Lenus. The party shows up to put a stop to their shenanigans. Lloyd flies off, while Lenus transforms into a Sea Wave Dragoon and fights you.

Boss Battle: Lenus & the Sea Dragoon

The dragon should be your main priority in this fight. Use everything you've got to finish it off, then use standard attacks to take out Lenus.



Meru inherits the Sea Dragon Spirit after this. Everyone decides to go to Fletz and report to the king. Head for Feuno and gather anything you might have missed. Chat with the captain and then Tim to set sail for Donau. From there, it's on to Fletz.

Fletz Four: The Lost Adventures

In Fletz, head directly for Twin Castle. The party arrives to see Emille giving a speech. Talk to the guard and he'll let you in. You'll then be whisked to the Chamber of the Sun and make your report to the king. The king declares you heroes and arranges a party for you.

As everyone prepares for the party, Dart and Shana try to have a little smoochy-smoochy up on the balcony.

After that fails miserably, go find the rest of the party. Rose is in the guest room, Albert is in Emille's room, Haschel and Meru are in the dining room, and Kongol is in the training area beneath the Chamber of the Sun.

With the party assembled, go to the dressing room behind the training area. You are then sent to the guest room until called to the party.

At the shindig, talk to your fellow party members. Enjoy yourself, have

a good time. Hey, why not get that kiss you were after. Then kiss this disc good-bye.



Disc Three

Who's Afraid of Furni Wolf?

This disc begins with the adventurers aboard the Queen Fury. The ship is bound for Dart's original home, Mir Sezo. The ship soon docks at Furni. Take this opportunity to explore the city. Be especially sure to investigate the pile of crap near the house across from the inn. There is some Star Dust hidden there.

Wandering about town, the characters learn of a monster and a reward for killing it. Go to the inn and speak with the innkeeper. She gives you a permit to use the town's boats and tells you to see the mayor. Use the boats to check out the town, then go see the mayor. The mayor invites you to stay at his house, and much plot progression occurs during the night.



In the morning, a path in town that was formerly blocked is now accessible. It leads to Teo's house. Get inside by using the slide. Go upstairs and look for a switch in front of the painting. This opens the way to the basement, where Star Dust can be found by a crystal ball. After this, leave town and go to the Evergreen Forest on the overland map.

The Evergreen Forest is a bit of a maze. Don't leave the forest until you find a boy and talk with him. It's Teo, who will run away with the monster (a wolf). Follow Teo to an area with three exits. Take the top one. Just when things look under control, some people out to kill the wolf spoil everything. The beast then turns on you.

Boss Battle: Kamuy

Not only does this wolf have a healthy amount of hit points, it also has magic that can damage or

paralyze your entire party. Standard boss strategy works fine on this furry fiend.



Teo isn't too happy with his wolf friend being dead. To cheer him up, Shana heals it. Somehow, this transforms this formerly brutal beast into a cuddly cub. Return to Furni to collect your reward. With the cash in your pocket, go back to the Evergreen Forest and find your way to Deningrad.

Tri-Town Boogie

On the way to Deningrad, Rose and Meru take off for a while. Don't worry, you'll all meet up again. In the meantime, explore this new town. Talk to Bishop Dille in the temple to hear some interesting stuff and see a nice movie. He tells you to go to the library to learn more. It just so happens that the librarian is standing next to the altar. Talk to him and he'll go unlock the door to the library.

The library is near the Crystal Castle. Talk to everyone in the library to hear more interesting stuff and see another movie. When all is finished here, the scene switches over to Rose.

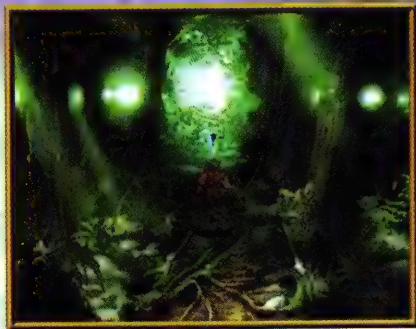
Rose is in the town of Neet. Explore the nearby area to get to know Rose better. The scene now shifts to Meru.

Meru tries to visit her home, but with mixed results. Once you finally get Meru in the town, wander until the chief comes to see you. Personal info on Meru and a movie eventually follow. After all this, players will be back in control of the main party back in Deningrad.

Everyone in Deningrad is waiting for Rose and Meru. Leave the town to find Rose and her newfound companions. They all go to chat at the inn. After a tremor, Meru rejoins the group. One of Rose's new buddies suggests you speak to Queen Theresa. Head for Crystal Castle.

The queen is at the top of the castle. Much discussion follows and a quest to find the Dragon Block Staff is finalized. As you're ready to depart, Shana can't be found. Find her in the room up the stairs from the queen's chamber. She's sick, and Miranda takes her Dragoon and her place. Good riddance.

Return to the Evergreen Forest and go where you first ran into Teo. Go through the southeast exit which is no longer blocked by a guard. This path leads to Neet, which is a dung heap of a town, but there is Star Dust in the lamp near the entrance. After collecting this, go back to the Teo point in the Evergreen Forest and head north.

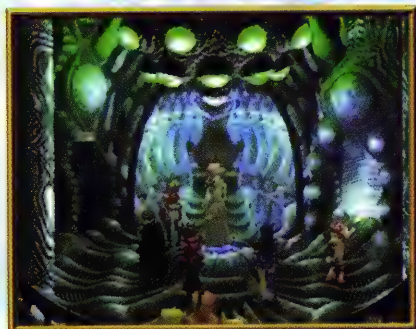


Meru reveals a secret to the party, then leads you into the Winglies' city. Talk to a Wingly next to a Save Point to be taken up to a building. Wander through the rooms until you find Meru's parents. They ask you to take care of Meru.

In this area are three teleporters. The one on the left takes you to the ground, the upper right one goes to some shops, and the lower right one will teleport you to a rec room. Go to the shops and buy whatever you need. Exit this area to the northwest to go to Guaraha's house.

After Guaraha and Meru argue, search the northeast portion of the room for some Star Dust. Go back to the shops and check out the area to the northeast. Meru opens a secret door that reveals a statue. Go back to Meru's parents and use the teleporter to go to the rec room. Get Star Dust from the right column, then exit the room.

An interlude with the Bardel brother commences. Afterwards, talk to the Wingly outside and he'll take you to where the chief is. The chief allows the party to go after the Dragon Block Staff. To get it, you must travel to the Forbidden Land. When you're ready to go, talk to the chief again to be taken there.



Dragon Block Staff Infection

Welcome to the Forbidden Land. Travel through this area until you're inside a building. Explore the innards of this place until an arena is discovered. Meru is ashamed of her brutal past. Dart says it's okay. We've really learned a lesson here, haven't we?

When you find a Save Point, there are two ways to go. Both lead to the same place, but the trip there will be quite different.

North Path

This will take you to six statues, each of which represents a race. You must examine them by the order in which the race was created. Consider the statue all the way to the left number 1, the next one over number 2, and so on. Investigate the statues in

this order: 6, 1, 3, 4, 5, 2. After collecting your reward and moving on, Virage strikes back.

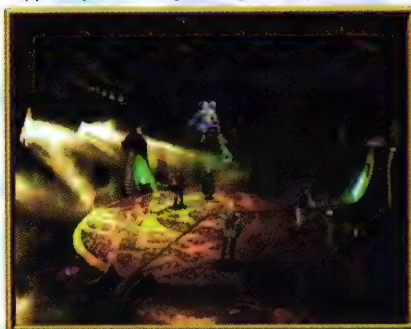
Boss Battle: S Virage

Your goal in this fight isn't to kill, but to stay alive while the Virage kills itself. It has ten lives and every other round or so he loses one. Keep your hit points up when he's about to die because he'll use a devastating attack near the end. Just use the characters with the highest hit points and block. You should be fine. After defeating this boss, we recommend going back and taking the east path so you can get a new sword for Dart if you haven't already.

East Path

This room contains five marks on the floor and a bunch of flying robots. If you touch a robot, they fight you. Destroy all the marks on the floor to destroy all the robots and open the exit. The next room contains some flying blocks and chests. If you haven't defeated the S Virage for a ton of easy experience points yet, return and take the north path after you get Dart's new sword by hopscotching to hovering platforms. Take the northeast exit to get to the Dragon Block Staff if you've done both paths.

Both paths lead to a room with the Dragon Block Staff hanging above. Meru flies up to get it, but is stopped by something looking for a fight.



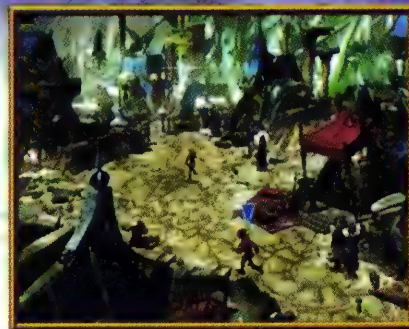
Boss Battle: Grand Jewel

Grand Jewel can be really nasty and will use the Dragon Block Staff to mess up your characters when they are in Dragoon form. The trick is to deplete all of your characters' SP down to level 1 before the battle so you can cast spells without making yourself vulnerable to attack.

After getting the Dragon Block Staff, return to the Wingly Forest. The chief tries to teleport you, but fails. Luckily, the Winglies have a change of heart and take the party to Deningrad.

Götterdämmerung

Your party gets to Deningrad a bit late, and it ain't pretty. The Divine Dragon beat you here and destroys everything. Miranda hurries back to the castle, but you should be a bit insensitive and check around the ruins for stuff first.



The pile in front of the new shops has two Star Dusts. Go to the upstairs of the inn and look at the gyroscope thingy to find another Star Dust. Now head for the castle.

After talking and finding out Shana is fine, look at the destroyed entryway to Shana's room for Star Dust. Head up to a room where Shana is. She tells you how she was able to protect the queen.

The party decides this Divine Dragon has got to pay for what he's done. Time to travel to Mt. Mortal Dragon and give him a thrashing he'll never forget. Before leaving, check the wrecked entrance to the seal room for a bit more Star Dust. Make sure you load up on Healing Fogs and Healing Breezes as your in for a whopper of a boss battle.

Bad Dragon! Bad Lloyd!

Go to the Evergreen Forest and speak with the guard blocking passage. He lets you pass. Once on the overland map, take the trail to Mt. Mortal Dragon.

Explore this area for chests and items. When a cutscene regarding goings on at the top of the mountain transpires, head up to a Save Point. Continue up to see Lloyd fighting the Divine Dragon. After a CG sequence, Lloyd vanishes, leaving the Divine Dragon to you.

Boss Battle: Divine Dragon

Dart uses the Dragon Block Staff immediately to weaken the Divine Dragon. This also has the unfortunate side effect of weakening the characters' Dragoons, making their effectiveness in this battle near nil with the exception of support magic like healing and AI's Rose Storm. Once again, the Dragoons will be extremely vulnerable in battle so be sure to drain their SP levels before the battle and never transform a character who has acquired a second SP level. The Divine Dragon has three sections: the main body, the Divine Dragon Cannon, and the Divine Dragon Ball. Take out the Cannon, the Ball, and then the body to finish this boss off. We recommend having Miranda in the party as backup for when the healing items run out. You might want to eat lunch first. This is a lonnnngg battle.



As Dart goes for the killing blow, Lloyd steps back in to finish the job. He steals the Divine Dragon's Spirit. Lloyd disappears and the party must backtrack to find him. In a cave filled with magma, Lloyd shoots a fireball at the party that knocks Dart and Rose off a ledge. Rose has a flashback before Meru flies down to make the save. Miranda then has a revelation and the party must hurry back to Deningrad.

After a short scene in the Evergreen Forest, go to Crystal Castle. Turns out Lloyd has beaten you to the punch once again. Knowing where Lloyd is going, the party must head for Kashua Glacier.

The Cold Shoulder

On the overland map, take the trail to Kashua Glacier. Upon entering, a little character development happens. Follow the slippery path until you arrive in an ice cave. Two merchants have set up shop in this unlikely location.

Using the ice pillars, work your way down the cliff. A bit after the Save Point, a cutscene and a boss battle occur.

Boss Battle: Divine Dragon

This boss isn't overly tough, but it does have plenty of hit points. If a character gets captured in its belly, destroy the snow cannons to release him.

Continue on to reach Falanvel Tower. After Rose gives you a history lesson, search the tower innards. Exit by using the teleporter. You will now have to teleport from room to room. Being sure to grab any chests on the way, use the teleporter in the southeast sphere, then west, then southwest. Use the Save Point and you will soon see where Lloyd is.

Queen Theresa has just given Lloyd the Moon Mirror. Lloyd brags, then tries to destroy you.

Boss Battle: Lloyd

As you may have expected, Lloyd is no slouch. He has plenty of strong magic attacks and is very good at dodging. Thankfully, he doesn't have a massive amount of hit points. Since Lloyd uses an instant death attack if any of your characters transform into Dragoons, this may not be the best approach. Additions and constant healing are the way to go in this fight.

Thanks to Wink, Lloyd escapes death. Emperor Diaz has ordered Lloyd and the party to come to Vellweb. As ordered, Lloyd hands over all the Moon

Artifacts. Before departing, go to the top of the tower to meet someone who doesn't want to be disturbed. Grab the item from the chest under his nose.

Return to Kashua Glacier and use the formerly inaccessible exit to the northwest. Take the trail to the west to the Snow Field. While moving through this area, Lloyd suggests taking a break in a nearby cave. There Lloyd shares his knowledge of Diaz's plans. You can now continue on.

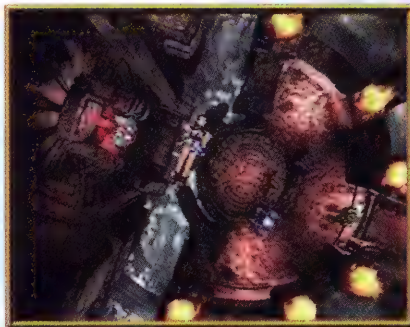
In the final area of the Snow Field there is a sign warning of slippery ice. Go west to fall off the cliff and see two chests. When you fall, you're prompted to press the button four times. To get to the left chest; press, don't press, press, and press. To get to the right chest; don't press, press, don't press, press. The first time you're at the bottom of the cliff, the party notices a glowing tablet that tells of ancient cities.

You can get to a side quest boss by continuing on and getting to the ancient ruins of Magrad. See the end of the strategy guide for details. Once you've collected everything, exit the Snow Field to the northwest, and follow the northwest trail on the overland map to Vellweb.

The Emperor's Plan

Enter Vellweb and move along until Rose tells you about one of the towers. To the southeast of here is some merchants if you need any stuff. Continue on your way and Shirley will appear to give you direction. At the Save Point there are two ways to go. West leads to Diaz, while north takes you to the Dragoon Towers, an optional adventure. No matter what you decide, be sure to go into the center tower that belongs to Rose to collect Star Dust from the altar.

Diaz is in his throne room, holding Shana captive. Diaz tells you of his evil intentions, then takes Lloyd out of the picture. Who exactly is Emperor Diaz? You find out, then get a lengthy speech.



Many shocking plot twists occur. Just when you think you can't take it anymore, the game asks you to switch discs.

Disc Four

The Deadly Frontier

As this disc first spins, the party finds themselves in what Rose calls Death Frontier. Rose also tells you of a Wingly settlement that is somewhere in the area. There is an underground cave to go to, but there isn't much there. Another exit leads to where you came from. Take the path that leads into the sand

This area has no random encounters. Like the prison, only if you touch something do you fight. There are sand falls scattered about the area. If you get caught in one, you'll end up in the underground caves and will have to return to the beginning or the closest oasis. Some sand traps will drop you next to a treasure chest in the caves.

Work your way southeast to get to the first oasis. Head east and then north from that oasis to get to the next one. You will occasionally have to backtrack, but the general direction is north to the exit of this insane desert. There are some halfway decent items to be found in this desert but it takes a lot of patience to get to them.

After figuring out the way through the sand maze, exit to the overland map and follow the trail to Ulula.

Ulula & The Winglies

It looks like there isn't a city here after all, but Rose knows better. After Ulula is revealed, open the chest and step on the teleporter. You'll arrive in town and be greeted by Karon. She tells you to see Charle.

On the way, check out a flower bed to hear of some developing enmity and to find Star Dust. Inside a shop there is Star Dust on the north wall in addition to the standard wares. At the place where Rose talks to a local about the seals, take a look at the carnivorous plant to find more Star Dust.



When Charlie is found, talk to her about all three things she has to discuss. Listen and learn. After you've chatted on three subjects, a fourth, and then a fifth topic will appear. After this lengthy discourse, Charlie invites you to spend the night.

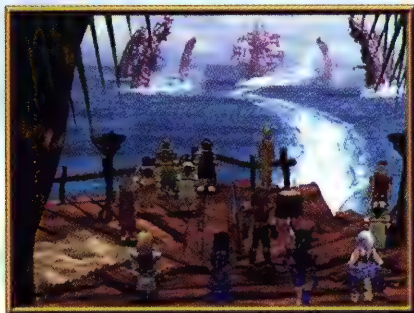
Check out her house for treasure chests, then head outside for a flashback. Take a trip to the shop after this. Once you've talked with Albert and Kongol, trek on over to the bar which is now open. Miranda and Haschel spill their guts. After listening to these drunks, find Meru talking with Karon near the city entrance. Once you've gathered some more information, it's time for bed.

In the morning everyone will be waiting by the city's entrance. You leave the city and are once more on the overland map. Head for the Home of Gigantos. Go through Home of Gigantos, Valley of Corrupted Gravity, Barrens, and on to Fletz. Once there, step on in to Twin Castle. Talk with the king, go to the basement and chat with Pyura and Tim, then talk to Tim again to set sail on the Queen Fury.

Pit Stop At Rouge

The Queen Fury first stops at Rouge. The mayor comes out and invites you to come talk with him. Go up to where the mayor is, but don't discuss anything with him yet. Exit his room through the other door and search around for items and chests. Eventually you'll run into Martel. Her son is sick and she needs Star Dusts for a cure. Walk past her, go around the balcony, and search the chest in the next room. Below that is the final Star Dust. If you've been collecting them all, return to Martel. She cures her son, thanks you profusely, and gives you everything she promised and a Dispel Illusion Stone.

Now it's time to talk to the mayor. After swapping stories, the mayor mentions a pillar jutting out of the sea. Go outside to a large platform where a bunch of kung fu guys are practicing. The pillar is here and Rose thinks it's the lost city of Aglis. Ask Rose about all the things on her discussion list. Now all you need to do is figure out how to get into Aglis. It's decided to return to the Queen Fury and see if anyone can help. Return to your dinghy.



While out at sea, choose to investigate Aglis. When there, a little scene will take place. Talk to everyone in the party, examine the door, and head on in to Aglis.

The Magical Mystery City

Use the teleporters to get around Aglis. You'll soon meet someone who's been waiting quite a while to meet you. Follow him to a place with two chests. Open those, then use the teleporter near

the exit to find some more good stuff. Return to where you left your guide and move on to where all the creatures are doing research.

After checking out their work, you'll come to more teleporters. Work through these and you'll soon meet someone who tells you to speak with the person in charge of research, Savan. In a room with seven colored portals and a Save Point, Savan says hello.

Savan has quite a story to tell. Turns out he's got a courage-powered device. Your party looks like they might be good fuel sources, but you must be tested. Save the game, then talk to Savan to begin the quiz.



In Kongol's test, he's faced by Rose and Emperor Doel. When Doel moves to strike you, take his sword to pass the test.

Miranda goes through a Q&A session. Choose the second option to both queries and she'll pass with flying colors.

Albert is told by one of his ministers that an unknown enemy is attacking the city. Have Albert tell the minister that the force is not an enemy to get through his quiz.

Meru faces a Bardel brother out for revenge. Guaraha blocks the attack. When the brother attacks again, have Meru block the attack herself to pass.

Have Haschel choose the second option in his courage quiz to have him make the grade.

It turns out, Rose doesn't have to be tested.

Dart is given his trial last. His sword forces him to kill Shana. Choose to help her instead to prove Dart's courage.

After passing all the tests, follow Savan. Head through the teleporters and you'll eventually meet up with Savan. He gives you a Psychedelic Bomb. Continue following him past a place with a Save Point. You'll eventually wind up in a seal chamber. When you arrive, Zieg is there with Last Kraken. The party has to stop them from destroying everything.

Boss Battle: Last Kraken

This overrated octopus isn't too hard. It will occasionally whip out multiple attacks that can bring a character down from perfect health to near death. It can also summon two helpers that aren't too much of a threat. Standard boss defeating methods apply here.



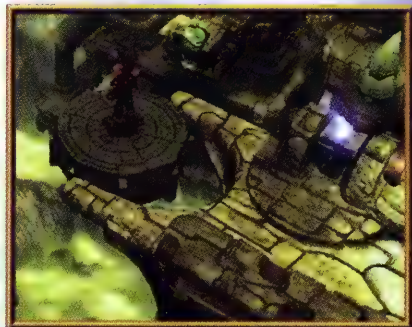
Unfortunately, you didn't win in time. The bomb goes off, but Savan sacrifices himself to save the party. Head back out to witness more tragedy. Before keeling over, one of the city's denizens tells you to use a teleporter near the entrance of Aglis. Return to the beginning of the city and use the door that was formerly locked. Witness a short scene, then use the teleporter inside.

Martial Law

Exit the place you've been transported to and you'll discover that you're in Zenebatos. A robot tells you that no races but the Wingly are allowed inside, but then flies away without enforcing its decree. A giant creature named Cooron then flies in and introduces itself. Cooron was summoned by Savan to bring you to any important locale on the overland map. Should save you some time in the future.

By talking to denizens of the city, the characters quickly come to realize how strict the laws in this town are. Talk to the robot by the Save Point twice to be taken to Legislation Hall and make some changes in this bunk system.

In this area, the goal is to not get caught. Getting captured on purpose, however, isn't a bad idea. Kongol will get you out of prison and you'll find some items to boot. When you do make it to Legislation Hall, stand in line. When it's your turn, go investigate the center of the hall. You'll be asked if you want to make a new law. Say no. You'll then be asked if you want to change an existing law. Say yes. When asked for a code, enter 703. You'll be given a permit.



Go to the Law Factory and once more dodge security bots. Move inside and speak with the robot to the left of the machine. It also gives you a permit.

It's now time to visit the Law Launch Area. Avoid getting caught and head for the platform. Go up and your law will be enacted. Return to the roof of the teleport facility and talk up the robot by the blue rock. Speak with it a second time and choose to see the Grand Magistrate.

Star Dust List

Although we run down where to find all the Star Dust in our Play to Perfection, this quick reference should help you quickly find where to look for one or figure out what you've missed. For more details on how to get a particular one, see the guide. Trade your Star Dust in to Martel, who can first be found in the bar in Fletz, and later in Rouge. Every ten you trade to Martel earns you an item.

Disc One

Celes

- Third grave from the left

Bel

- The weapon shop
- A room in the basement reached by boat
- The well by Ravitz's house
- The kitchen in Ravitz's house
- Third floor of Inderus Castle
- Fireplace on the first floor of Inderus Castle

Hocus

- Fireplace in basement of northwest house
- Southwest corner of the war council

Humid Terrain

- Fireplace of the stronghold

Lohan

- Armor in Dabas' shop
- Pot near the town's exit
- Cargo near the arena entrance
- Hidden cabinet in the bookshop

Cathas

- House west of the city entrance
- The weapon shop
- Upper floor of the house east of the city entrance
- Bookshelf in a top room of Shantytown
- Barrel near the bottom of the Shantytown shop
- Barrel at the bottom of Shantytown shop's stairs

Disc Two

Fletz

- Box in the weapon shop
- Box by the bar
- Telescope in the item shop
- Gem shop
- Platform north of Nero's house
- Statue near the castle's front hall
- Lower room in the east tower of the castle

Donau

- Water next to entrance
- Kitchen in the mayor's house

Home of Gigantos

- Candle near treasure room stairs

Queen Fury

- Pipe near path to lower deck
- Near Kongol in engine room

Rediela

- Cupboard next to the cage in the middle tent

Phino

- Below the stairs of the inn
- The painting by the healing house's stairs

Disc Three

Farni

- Barrel in house to east
- Crystal ball in Teo's house

Winged Forest

- Northeast of Guaraha's room
- Rec room

Neat

- Lamp near entrance

Denningrad

- Gyroscope in the inn
- Stuff in front of shop (x2)
- Wrecked door to Shana's old castle room
- Wrecked door to seal chamber

Belweb

- Altar of center Dragoon Tower

Disc Four

Wurara

- Pot on the north side of weapon shop
- In mouth of carnivorous plant
- Flowerbed

Rouge

- Near the chest in the room next to Martel's

There you'll all be sent into court. Use the Save Point, for you'll soon be found guilty. Those meaning to carry out your punishment arrive immediately.

Boss Battle: Kubila, Vector, & Selebus

Take out Selebus as she has the nasty habit of healing her companions and enlarging Vector. Next work Kubila and then Vector. Miranda's Star Children works wonders on these characters.

Having avoided sentencing, go up to the seal chamber. Zieg has again beaten you to the punch. The party now has to find the city of Mayfil. Go to the teleport facility and talk to one of the robots. It will tell you it's illegal for anyone but Winglies to go to Mayfil. As before, follow the steps for changing a law, but this time it's code 410. After enacting this new ordinance, speak to the robot again and you will be able to transport to Mayfil.

Mayfil So Bad

When you get to Mayfil, you'll see Zieg arriving. Go out to have a cutscene, then use the teleporters to move on. In the next room, Albert's Spirit feels something in the middle of the chamber. Investigate to meet the ghost of Feyrbrand. It's trapped. Continue talking to it to release it the only way it knows how, by fighting. The dragons are optional, but you may want the experience for some of the upcoming battles.

Boss Battle: Green Dragon Ghost

It doesn't seem like the Dragon Ghost wants to win too badly. It's attacks aren't very strong and you should be able to mop the floor with this palooka. You might want to bring Kongol along for this battle.

Once you've bested this specter, travel on to another teleporter maze. Eventually you'll be in another room with a Dragon Ghost looking to be free.

Boss Battle: Sea Dragon Ghost

This one has a lot more hit points than the previous boss, but you should be able to cope with that at this point. Fire works best.

Move on to another room with another trapped spirit. Hey, one more time.

Boss Battle: Divine Dragon Ghost

Do NOT underestimate this boss. This Dragon Ghost is like the Divine Dragon, but it can perform multiple attacks and the Dragon Shot and Dragon Cannon can't be destroyed before the body. Fortunately you don't have to worry about being vulnerable in your Dragoon state this time. Be sure to have someone able to heal lots of damage in the

party, and Albert's Rose Storm can help keep things in check. Attack, heal, repeat.

Past the Save Point in the next room is a grid. When the squares are red, they're safe to walk on. Stepping on a white square will cause you to fall through. Safely cross this checkerboard to see Rose being haunted, and later a teleporter.

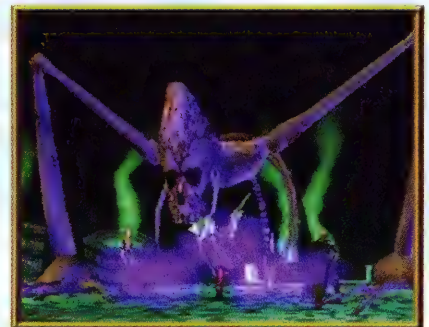
After another Save Point is a ghost. Follow it. Suddenly, someone notices something on Lavitz's back that's doing him harm.

Boss Battle: Lavitz's Ghost

Talk to Lavitz when prompted, and attack him when he isn't facing your character. When enough damage is dealt, the creature changes.

Boss Battle: Zackwell

The Zackwell will occasionally turn into a bat. In this form, all attacks against it do no damage. In its other form, this boss will certainly dish out plenty of damage. Be sure to have a good healer in the party. Other than that, strike hard and true.



Lavitz suddenly becomes possessed again. He resists the demon's power, but at a heavy price. Be sure to use the Save Point before using Lavitz's gift to travel up. Also, if you have any optional areas or unfinished business in the game, do it now. From here, there's no turning back.

Beam Me Up

Using Lavitz's last act will deposit the characters in a high chamber. Wander through to come to the seal chamber. It looks like you beat Zieg here. Whoops, no you didn't. The party knows they have to follow Zieg into the Setting Moon. Cooron shows up for a rescue, and takes you to the Divine Tree, which holds the Setting Moon. Too hurt to continue on, Cooron can help you no longer.

Use the Save Point, then sally on up the tree. Examine all glinting object on the way. In time you'll come to an air current that will carry the party up. Being so heavy, when Kongol lands he shakes a giant caterpillar loose from the tree. Continue up, again examining anything shiny. Just after a Save Point another caterpillar shows up and mistakes the party for a tasty leaf.

Boss Battle: Divine Tree Butterfly

The caterpillar can shoot out paralyzing and poison gas. After it's defeated, it transforms into a cocoon which doesn't attack at all. Once enough damage is dealt to the cocoon, it becomes a butterfly. This form is the most dangerous, but still not a major threat. Standard boss tactics will win the battle.



Move on and soon you will find the portal to the Setting Moon.

The Setting Moon

Not long after exploring this place, a tremor will take place and the characters will fall. When everyone comes to, you're in a forest. Rose discerns that the Moon is creating illusions from the characters' past. Explore this bizarre landscape. Soon you'll come to a place from Miranda's past. After a deep insight, her past comes back to haunt her.

Boss Battle: Bad Momma

Not a tough battle at all. What's more important is to choose to have Miranda forgive her mother after you win.

Continuing on you'll pass through a cave, eventually arriving at an inn. There is a Save Point nearby. Wander this area to discover shops and interesting personal facts of the characters' past. Once you felt you've seen everything, follow the girl that went through the mirror.

You're now in a village of the Mininto. Explore the area until you find the girl again. Claire and Haschel follow her into the hole she goes in to. Inside, Claire and Haschel will get into a fight.

Boss Battle: Claire

Possessed by a god of martial arts, Claire uses a forbidden move against Haschel. This devastating maneuver reduces its victim to one hit point! Heal when necessary and attack when you can. Eventually you are given a choice. Choose to go with the hidden eye and all will be well again.

After everyone regroups, return to the inn. The guard that blocked a lower exit has now moved. Go through here and you will see a castle. A guard tells you that Doel has gone to the Home of Gigantos. Go

through the caves to the west to arrive at a place with glass platforms.

As you move on, the party narrowly avoids Rose's Dark Dragon. Dart and Rose, however, have inadvertently split from the party. Kongol then sees a scene from his past. Have the party go up the stairs. Kongol will split from the group to enter the top building on his own. There he meets Indora.

Boss Battle: Indora

Indora fights like Kongol used to. Any missed Addition is automatically countered. Kongol is declared the best warrior of his race after winning.

Once everyone's back together, return once more to the inn. The group will decide to wait for Dart and Rose. The scene shifts to them. Search the area they're in to find some little dragons and some stuff. Rose will eventually recognize a place where she met her first dragon. Turns out, that first dragon is looking for a fight.

Boss Battle: Dark Dragon Michael

Until Rose tells you this dragon's weakness, you will be unable to harm it. When prompted, use Rose's advice to attack its heart. Guard or practice your Addition combos until your time comes.

You will now be able to exit and will end up in the cave above the inn. Go to the inn and chat with everyone. Then head out and talk to the guards of the castle. Albert will ask to speak with Doel. After the two let some of their past out in the air, they fight.

Boss Battle: Dark Doel, Light Blade, & Dark Blade

You must break both the dark and light blade before you'll be able to hit Doel. Standard attacks will work just fine.

Return to the place where the party was split because of Rose's dragon and continue to where you intended to go. You'll come before a grand palace and Meru will be teleported inside alone. Inside, a Wingly God accuses Meru of treachery.

Boss Battle: Archangel

Archangel has an attack that will lower Meru to one hit point, but otherwise doesn't do too much damage. Use healing when needed.

With the party reassembled, head up. Continue through the weird rooms until you find a Save Point. Get ready for a big battle, then continue on.

FINAL BATTLE

Boss Battle: Super Virage

This boss has three parts: head, body, and arm. Killing the body will defeat the Varaz, and in this case, it's a good idea to concentrate on that.

Go to the next screen and use the Save Point. Continue on to meet Zieg.

Boss Battle: Zieg

Having lost Dart's Dragon Spirit, this power is unusable this battle. Zieg attacks like Dart would, but in an enhanced manner. Zieg's hit points are mercifully low.

A lot of stuff happens. If you want to know what, stop reading this and start playing the game. Go back and use the Save Point, get all your characters ready, go to the bathroom, and get yourself a snack. Like Final Fantasy, the final boss battle can take a while.

Boss Battle: Big Bad MuthaShutYoMouth

Defeating this boss takes patience. It defends well against all attacks, and if you attack it while it's guarding it automatically counterattacks. The backgrounds, as well as the boss' attacks, will change as the battle progresses. Standard strategy without any mistakes is the basic strategy of taking this one down.

For your efforts, you'll be well rewarded. Sit back and enjoy the show.



Optional Quests

There are three main side-quests in Legend of Dragoon. We don't have the space to go into any specific detail regarding them, but give some quick facts here to let you know what you're getting into. If you go into any of these areas and it quickly becomes evident that you're overmatched, leave.

Magician Elder Fausta

Your first chance to see Fausta is in Cashua Glacier after your battle with Lloyd. Without the Dispel Illusion Stone, you will be unable to defeat the illusion that stops you from exploring earlier. Bring all 50 Star Dusts to Martel to get said stone. With this in hand, the illusion is no problem. A teleporter maze leads to many items and an extremely difficult boss fight.

Magrad Stronghold

In the Snow Field is the Magrad Stronghold. There is much to learn about Rose in here, as well as some handy items and a relatively tough boss battle.

The Dragoon Towers

In Belwe there are seven Dragoon Towers. If you do decide to explore these, be aware that four of the seven towers contain unruly Dragoons out for a fight. Fortunately, you can back out to the Save Point at this area's entrance after each battle.

WILD ARMS 2

Part 2 of 2

BASIC TRAINING

We wanted to squeeze in some general pointers in the last issue, but the walkthrough took up most of the space. Here are a few tips for making your way through Wild Arms 2.

Personal Skills

Upgrade your personal skills whenever you get the chance. The first thing you should upgrade to full is Up HP as this will add even more to your total number of hit points every time you gain a level. You'll notice the difference when you start picking up new characters. At Level 40, Lilka and Tim had roughly the same amount of Vitality and Strength, but she had a thousand more HP.

Next we moved on to Critical and Counter as both of these will frequently do additional damage to enemies when fully upgraded, and they are relatively cheap. We also found it useful to take one level of Convert HP to automatically patch up those minor wounds at the end of each battle instead of allowing them to build up over time. After that, we started building up an immunity to those pesky attacks like instant death, ability block, disease, sleep, and confusion.

Upgrading Weapons

Choosing what upgrades to use for your guns can be a tough decision as you will only be able to upgrade each ammo type ten times. Due to the different nature of Ashley and Brad's Force Skills, you will probably want to take a different approach with each. Here are some of our thoughts on how to go about it.

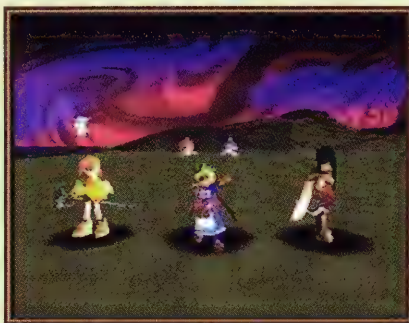
We found that by relying on Brad's Lock On ability for most of his gun attacks, we didn't need to bother with accuracy and just used the extra upgrade levels on raw power. It might be a good idea to up the accuracy on weapons found after he acquires the Rail Gun attack (but don't bother with the Rail Gun itself) so he has a couple reliable attacks to use with the Force Power skills he picks up later in the game, but don't waste points on accuracy for earlier weapons. For most of his guns, we didn't push the ammo past five. By the middle of the game, you'll have more than enough ammo from new types to take down bosses without running out.

Ashley can't rely on Lock On so you will want most of his gun attacks to be at least 80-85% accurate with a couple in the 90s for when the shot really counts. Ammunition is considerably more important to Ashley as he can eventually gain the Full Clip attack, a Force Skill that uses all of the ammo in a gun at once. Don't trade off power and accuracy on all of your attacks for this skill as you don't get it until late in the game, but you may want to consider loading up

the ammo on one powerful multiple enemy attack and one single enemy attack."

Learning New Skills

Aside from their PS skills, the starting trio of characters learn most of their battle skills automatically. Kanon, Tim, and Marivel, however, all have to be in actual combat to learn a lot of their abilities. While you will definitely bring members from your original team into boss battles, it's a good idea to always use the new ones for fighting regular monsters.



Tim learns new spell-like abilities by fighting enemies while being equipped with a medium. Once Tim has acquired all the skills he can from a medium, be sure to equip him with a new one. We highly recommend picking up First Aid and Turn Undead from Odoryuk right off the bat as both are quite potent. Light and Darkness attacks are useful as well, as they are frequently the weakness of enemies immune to all other elements, and Lilka doesn't get any spells of those types.

Kanon learns new special attacks through use of her bionic moves. Use her normal attacks to boost her FP to a higher level, and then use her best Bionic Arm attack for the rest of the battle, finishing with a Gatling attack when it looks like things are coming to a close.

Marivel has to use her Skill Drain on certain monsters to pick up new skills. Unfortunately, which monster you have to do this to isn't always obvious, so whenever you come across something new, have the other two characters block while Marivel uses Skill Drain. Using her "My Mike" at old dungeons is a handy way of finding monsters quickly. Just make sure you're not in a room with a pyramid.

WALKTHROUGH — DISC 2

The second portion of this guide starts at the very beginning of Disc Two. For Disc One, see last month's issue.

Errata

Somehow, while editing the text for the previous issue's walkthrough for Disc One, the brilliant author managed to wipe out an entire chunk of text devoted to the Closed Mine Shaft dungeon. We apologize and hope it wasn't too much of an inconvenience. The Closed Mine Shaft can be found by teleporting to Holst and then to the hovercraft to get down to the lower level of the island. Search the Northeastern tip of the island to get to it. It's a really easy dungeon to get through, but the fight with Kanon is kind of rough. The Dark medium dungeon, Dark Reason, can be found directly to the West of the Mine Shaft. Also, the abandoned Ice Box has nothing to do with getting Level 2 Crest spells. That was another editing screw up.

Memory Maze: The Secret of the Sword Magess

This "maze" is pretty simple. Just find your way through the invisible barriers between the columns to get close enough to the knife cylinders. Hit these to unlock any gates blocking your way. When you get to pink force fields in front of doors, it means you have to find the mysterious girl and talk to her first. The fields will disappear when she moves on. When you get to a dead-end room. Simply examine the crystal to see a vision and you will automatically be teleported to another room.

Enjoy your powerful but temporary new characters in combat, but watch your health if you're low on items, as you will only have health crystals and one of Anastasia's Force Powers to heal you. Just keep on puzzling your way to the North until you get to some more plot stuff and a return to Filgaia. The only area where the solution doesn't become pretty obvious is in a place between the second memory crystal and the third. You will need to hit a cylinder with a knife while the mysterious girl is standing on the gray walkway to the Northeast. Turn your view to the South to see her. Eventually you will get to the end of the puzzle, and the perspective will return to your friends on Filgaia.

Millennium Puzzle Mk. II: Same Ol' Millennium Puzzle

The second coming of the Millennium Puzzle is pretty much the same as the first, but there are now five blocks to be cleared rather than three. We recommend you start with the gate to the West of the central area and work your way counterclockwise, but skip the South gate until you're done with the rest. Although, you may want to pay a brief visit to the South path for a save point. You will frequently come across moving blocks that never come together. In order to get past them you will have to freeze one in place with Lilka's Freeze Rod in order to make it possible for them to connect.

Many of the puzzle paths have junctions where you can take multiple routes. On the Western puzzle

path be sure to take the route to the South to get to the end with no further serious complications. Take note of the blue block that is only one space tall.

On the Southwestern path the first area has three blocks you can go up. Take the one to the Northeast. Note the column of three red blocks before exiting the Southwestern puzzle path.

On the Southeast path you will get to an area with a series of descending square walkways. The crystal gate you want is the one farthest to the South. When you see the green boxes that are two columns high, you are at the exit.

The East path is a little tricky. Ignore the moving blocks in the first area. Just hit the activation boxes from angles to get past barriers and take the Northernmost crystal. You will eventually get to another area with more than one crystal to choose. Pick the Northeastern one and make your way through the puzzle to get to it. Note the yellow column that is four blocks high.

The puzzle path to the South has a block puzzle similar to the final puzzle in the original. Just raise all the blocks to the same height that you saw them at the end of the previous puzzle paths by standing on them and then getting off them when they've reached a certain height. Blue is one, red is three, green is two, and yellow is four blocks high.

When you've hit all five of the smaller activation boxes in the central chamber, run up the path to the North and plot stuff will follow. After Ashley's return and a long update on current events, a new quest is given.

Grotto of Lourdes: Kanon's Past Revealed

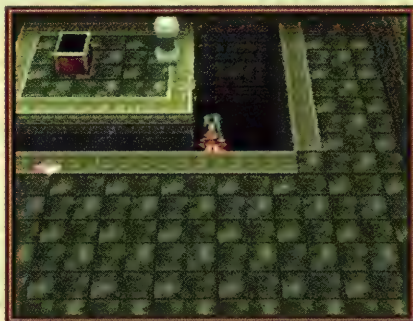
To get to the Lourde's Grotto, teleport to Sjelje and then to your hovercraft. Head due South until you hit a beach. Exit the boat and explore the area to the Northwest to find it. Switch to Kanon to get past the retinal (eye) scanner at the first door. The next area is the central chamber of this dungeon. You will see a door open. Go through it.

Keep on heading South, using Kanon's Wire Hook when necessary to cross the lava. Eventually you will get to a chest. Hop down to it to get the Rad Blades for Kanon. You can now scoot across dangerous materials, like lava, by using this tool. Head to the Western side of the stairs and activate the Rad Blades while facing South. This will get you back to the other side of the room. Now get in the middle of the stairs and use the Blades while facing North; this will stop you at a switch. Hit it to open a door and use the blades again to get to the North. Use the blades to get to the Southern side of the area again and go North, using the Wire Hook. Enter the square in the middle of the next room for a Kanon flashback. When it's over, head back to the central chamber.

A new door opens. Go through it and use Kanon's tools to get across the next two sets of obstacles and another memory square. Step into it, see the sequence, and then return the central chamber.

Once again, a new door opens up. Enter it. Once again, the puzzles are quite simple. Use Pooka to open a chest with a Mega Berry and use the Rad Blades to scoot over some lava at an angle when you get to the ramps, but otherwise, you should escape relatively unscathed. See the memory and move back to the central chamber.

In the next area, use Pooka to help get a couple of chests and then Brad to kick off the wall while standing on a large wooden crate. Walk in, have the flashback, return to the central chamber, and go through the next door.



In the next area, be sure not to miss the hidden door that can be reached by jumping off the platform with a chest on it. This door leads to a room with four duplicator keys in it. Jump into the glowing hole in the floor to get back to where you were before you jumped off the platform with Kanon's Maine Gauche. Head South through the door and up to the final memory square of this level.

Baskar: Wanting Contact

When you're done with the Grotto of Lourdes, head over to Baskar and enter to get to some dialogue and your next mission. When you're done talking to the village elder, exit Baskar Village and teleport to Guild Galad. Head North up around the peninsula and then follow the Eastern coastline to the South until you get to a beach that is directly Southwest of the large circular island. Search here to find the Sacrificial Altar.

Sacrificial Altar: Home of the Guardians

The trick to this dungeon is finding hidden switches. At the first gap you get to, there is a small switch on the pillar to the Northwest. Hit it with the knife to close the gap. At the next hole in the floor, use Brad to kick the pillar to the East to reveal another switch. Hit it with the knife to get across. There is a hidden room at the beginning of this area. Just look at the black space on either side of the first set of pillars and you should see a platform with a door next to it. Drop down and go up the stairs to get to a puzzle room. Step on the bow-and-arrow symbol and wait a few seconds to make the door open. Go in and get your statue.



Continue on until you get to an area with a switch. Hit it and move up to the next hole in the floor.

Examine the hole by turning your view to the East. There is a platform in the middle of the gap. Grab one of the nearby blocks and drop it onto the platform to create a bridge. Now push the other block across the new bridge and push it into the gap in the stairs so that you can go up them and hit the switch to lower the barrier. Exit through the South door.

In the next area, kick the pillar supporting the platform to the North to make the platform drop. Cross it and go through the door to the Northwest to get to the next area. There is another statue room hidden in this area. Look under the bridges for a doorway. To solve this puzzle, you have to go up the stairs and drop down on one of the large gargoyle heads hanging on the wall. Drop down to one of the heads on the floor and shoot the elevated stone head with Lilka's Fire Rod to open the door to the next statue.

All you have to do in the next room is step on floor switches to make the blocks move. The one to the North can be activated by jumping off the walkway above and landing on it.

Take note of the next area. A secret door can be found by kicking the two bricks lodged between the pillars to the East. At the next statue puzzle room, push the rocks into different pools of water to open the door and get another statue. When you return to the previous area, the upper door to the East leads to the end of the dungeon and some dialogue.

The Lost Garden: Anger Management Gone Awry

Get off the Chateau, teleport to the Chateau (to move the hovercraft) and then to the hovercraft. Head to the island to the Southwest off the Northeastern tip of the large peninsula and explore it to find the Lost Garden. Enter. The first room has two red columns. Go up the ramp and step on the first to raise it and lower the one to the North. Step on the one to the North and it will raise you up to the door. Go through and continue on until you get to the area with a smiley-faced block, which can be activated later with Marivel's windup key. To the Northeast there are two doors. The farther one leads to a room with a magic chest. Use a duplicator key to get a Crest S. Exit and go through the other door to get to a room with a magic symbol on the floor. Step on the symbol and leave a character there (we left Lilka) to open the door. The next puzzle area has more of the moving columns. It's not hard. Ignore the Northern red block and hit the blue block to East first.

Continue on until you get to another magic symbol. The hole in the floor will allow you to return to the room where you left your first character, so don't jump down unless you think you made a mistake. Leave another character here (we left Brad) to open the door and continue on until you get to a complicated blue and red column room. Step on the red column on the floor to the Northeast and then cross the bridge of red columns on the East until you get to a blue one. Cross the regular walkway to the West and step on the red column to get to the upper platform where the door is.

Continue on until you get to another column puzzle. This one is easy but don't forget to get Ashley's new ammo, Fantom Fang, to the North. Leave another character at the magic symbol in the next area (we left Kanon) and move on.

The next puzzle has a moving platform with a blue column attached to it. Get on the platform and step on

the blue column. Get off the column and stand on the West side of the platform until it slides by a row of blue columns. Get onto these columns and they will raise up. Before hopping down, step on another blue column to lower the row to the floor. Hit the red column in the floor and stand back on top of the columns to wait for the platform to come by again. Get back on the platform and get off when it passes the row of red columns. Get off and then take the platform that passes on the South. Continue on until the next puzzle.



There will be one more place to leave a character. Just make sure Ashley is the final character. After that, you will get to the final puzzle. Jump down to hit the red column to the East of the walkway. Get off it and then cross the series of columns to the West. When you get to the green one, go back and get on the green column to the South. Throw a knife to the South, and it will bounce, drop, and hit the knife cylinder, causing a set of stairs to move right in front of you. Prepare for a boss fight against Caina and go up the stairs. Trust us on this one. You might have to use a healing item once or twice, but you shouldn't need any help. Just keep on pounding away with the second attack on the list.

Grauswein: One Ugly Boss Vs. One Ugly Friend

Following the boss battle with Caina and a serious upgrade to Ashley's Access power, a ton of plot stuff follows and you will fight Grauswein, a nuclear dragon capable of doing a ton of damage to your characters with its Nuclear Sphere attack. It's probably a good idea to have both Liika and Tim in the party for this one. Equip Tim with Odoryuk for massive healing and cast Quick on him at the beginning of the battle. Once party members start losing health to the point where any of them are well under 1,000 HP, use Tim's Combine ability. Just try to space out the Odoryuk Combine so he has enough FP to cast First Aid at the beginning of the next round. Grauswein is intimidating but it doesn't cast nuclear sphere every round, so you should be able to get your hit points back up to a reasonable level before he does. We highly recommend using a Lucky Card for this battle as the experience points you get are enormous.

After the first round with Grauswein, the party gives up and Ashley/Lord Blazer takes over. Again, Blazer is just plain nasty and the odds are definitely stacked against the boss. You may be in trouble if you don't have any healing items though. Don't use Blazer's third attack, but his fourth will most likely wipe the boss out if you've been going at it for a while. Just be certain, as this attack will lower Ashley's hit points to one and he will return to plain ol' Ashley. After the next series of plot junk, you will get a new mission. You just might want to pick up three elemental Water

Rings from the guy at the B1 Level of Valeria Chateau as most of the enemies in the next area are vulnerable to water.

Sleeping Volcano: A New Ally

Head over to the live reflector near Valeria Chateau and activate the yellow beam to get to the area where Raline Observatory is located. Head Northwest until you get to the base of a huge mountain. Explore the foot of it to find the Sleeping Volcano and enter.



The inside of this mountain is fairly tricky to describe as the paths don't always follow one cardinal direction for long. In the first area, there are no hidden items, so just keep on moving North to find the entrance to the next area.

When you get to it, use Liika's Fire Rod on the flammable gas to cause the floor to cave in so you can move on. In the next area you will get to a river of magma. For the sake of reference, we will refer to this area as the central junction.

Switch to Kanon, so you can use her Rad Blades to cross the lava. Cross to the West and then to the North to get to the power-up for Brad. Kick the chest open to get the Mini Scud ammo and zip back across to the South. Now head North to get to an area with another flammable gas outlet. Burn it and watch the floor go down.

Go back to the central junction, cross to the East and then to the South to get to the next area. Cross to the South to get to an island. Drop down onto the Southwestern side of the island and cross to the South. Now skate to the Northwest to get to another island. Get the item out of the chest and then drop down to the Northeastern corner of this island. Cross to the Northwest to get to the door leading to the next area.

A save point lies to the West, but you will want to take the path on the Eastern side to get to the next area. There is a line of three crystals on the magma to the West. Cross a little bit West of this line to cross the magma and then go over a bridge. Head to the East and drop down to get to a Northern door. You will get to a platform facing a gas leak. Use Liika's Fire Rod to collapse the floor and return to the previous area.

Drop off the cliff to the South and follow the path to get to a door going to the West. Hug the wall to your character's right until you get to more lava. Head West until you pass a large rock. Cross the magma here to the Northwest. Keep on following the path to the North and drop down to the East to get to the next door.

In the next area is a maze with two chests and a door to the East. It's not too complicated. When you find and go through the door, use Liika's Fire Rod on

the gas and cross the new walkway you've created to the East and up some hilly terrain to get to an obelisk with a hint on it. Blow up the silly thing with Brad's bombs to reveal the final gas leak. Flame it to reveal a door, prepare for a boss battle, and enter.

Lombardia is similar to Grauswein. His Dragonic Blast isn't quite as powerful as Nuclear Sphere, but he tends to use it more often. Just be sure and use Odoryuk and even items when necessary. Get Ashley to transform as soon as possible and you should be okay.

Lombardia: The Quest for the 4 Raypoints

Before searching for any of the silly Raypoints, we suggest you use Lombardia to scour the world for all those juicy items and extra dungeons you have yet to explore. See the secrets section for a listing.

Palace Village

The final town is on a large island far North of Meria. Stop here first to pick up the best store-bought weapons and items you can find and then head Northeast to get to Raypoint Flam.

Raypoint Flam

Get Liika's Change Rod in the first area of this dungeon and then use it to get through the orange blocks. Use the Wire Hook to get to the door. Throughout the dungeon you will see red and gray blocks. To get these block to disappear and cause things to happen, you need to light the red blocks with Liika's Fire Rod and put out any lit gray blocks with the Freeze Rod.



In the room after the first of these puzzles, get the apples from the chests to the Northeast. Then hit the Southern row of crystals and blocks with the Change Rod and hit the Northern row a couple times to get through. Throw a knife at the remaining orange block to make it fall down and hit the cylinder below. Go through the door that opens to get a Gimel Coin in the next area. Return to the previous area and take the Southern door to move on.

Light all the torch blocks in the next area and then use Freeze Rod from the cardinal directions to put the gray ones out. Later, you will get to blue torch blocks that go out after time. You will have to light them all quickly to make them disappear. When you get to a large circle of blue torch blocks, stand in the middle of it, hold R2, and hit the blocks individually to get the whole circle to disappear.

Go down the stairs. Continue on and you will get into a boss battle with the Flam Knight. We recommend using Brad or Ashley to do damage with

Lilka and Tim providing support. Don't bother using elemental attacks on his shield as these will be absorbed. Stick with Saber or just physical attacks. When you get to the body, be sure and cast Dispel before casting any other spell as his Mirror spell will cause magic attacks to bounce back at you. The rest of the dungeon is a cakewalk.

Raypoint Wing

Position yourself directly over Sylvaland, get as high as you can, and fly due West. Raypoint Wing is actually floating in mid-air above the ocean. In the first area, use Tim's Air Ballet on the bridge to make it level and move on. Next, hit the first bridge and get on it when it evens out. Use Pooka to get Tim's Mist Cloak out of the chest to the North. Use the cloak to travel to the platform with the HP crystals to the South and hit the second bridge. Use the Mist cloak to get back to the bridge and then to get to the door to the South.



Eventually you will get to an area with a duct blowing wind. Get in front of it, face West, and use the Mist Cloak to get to the door. In the next area there are four wind ducts, but only one is blowing. Move to the Northwest to get to an area with a large weather vane. Whack it with Tim's Air Ballet to change which duct is blowing. The duct to the East is just a "hint," but the ones to the West and South contain chests with items for Tim. Just use his Mist Cloak to blow over and then go through the gates to get the goods. The exit is to the North. When you go through it, prepare for a boss battle and continue moving to the North. The Wing Knight is pretty much the same deal as the Flam Knight. Just use the same strategy. Continue on until you get to a wind duct pointing up. Step on it and use the Mist Cloak to fly up to the next area. There are five different directions to go from here. Before going into the Northern building, you have to acquire four tablets with symbols on them by taking the four paths to different puzzles.

Northwest Path – Hit the two bridges with the Air Ballet and then take the stairs to get on top of the Eastern one. Get on the edge of the bridge and go East, crossing the gap with the Mist Cloak. Repeat the process on the next bridge to get to a door and a chest with one of the pieces.

Southwest Path – You will get to a room with wind ducts. Ignore the door to the Southeast as it leads to a weather vane you don't want to use. Get on the East side of the wind duct and use the Kanon's Wire Hook on the post to the West. Step on the switch and jump into the hole to return to the door. Use the Mist Cloak in front of the wind duct to get across to the platform East of the flipping bridge, which should now be in the upright position. Use the Mist Cloak to cross over to the edge of the bridge, and then use it two more times to get to the area with a barrier and then through it to the chest with a tablet piece.

Northeast Path – Run around behind the flipping bridge and nail it with the Air Ballet. Go up the stairs and use the Mist Cloak to cross over the switch without touching it. Go through the door to get another tablet piece.

Southeast Path – Skip the South entrance to the puzzle room and go up the ramp to get to the Eastern entrance. Hit the block with the Air Ballet and use Pooka to get the final tablet piece from the chest.

When you've collected all the pieces, enter the building to the North. Place the pieces in descending order from North to South – Cloud, Moon, Sun, Star – and the gate will open. This will get you to the end of the dungeon.

Raypoint Geo

Explore the large round island to the Southeast of Guild Galad that we've constantly been using for reference to find Raypoint Geo. Enter the dungeon and run down the hallway to the next area. Use a bomb to lower the block barriers and run through them before they move up again. Just jump into a hole if you don't make it in time to try again.



In the next room, use Pooka from the first set of stairs to open the chest and get Brad's Earthquake tool. Take the door to the Northeast and use Earthquake to make the platforms swing. Whenever the platforms don't swing far enough, just use Earthquake again.

Continue on until you get to a long corridor. Head to the South to get a new ammo type for Brad and then North to a room with a bunch of medicine boxes. Just detonate one to set off a chain reaction, go up the stairs, and cross over to the East by moving at an angle and then back again to the North to get past the gap. Continue on.

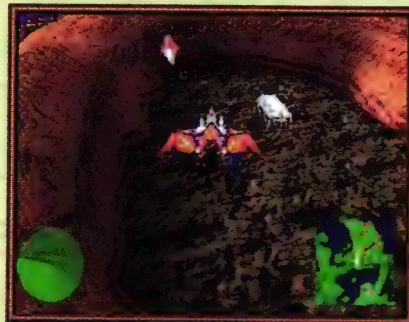
Eventually you will get to a series of platforms suspended in midair. Walk along them until you are stopped and then use Brad's Earthquake toy to make them descend. When you get to the other side, head South first to get to a treasure chest. Return and head North, and then continue on until you get to a boss battle.

In the next area, go through the Eastern door first, cross another suspended plate puzzle, and kick the large slab in the next area to make it fall. Return back to the area with the torches and take the Northern door. Continue on to get to the end of the dungeon.

Raypoint Muse

In order to get to Raypoint Muse, you will have to land on the West side of the Gate Bridge and enter. Use Tim's Mist Cloak to go through the screen and examine the console to raise the bridge. A new ammo

type for Ashley is in the chest on the wall. Go outside, teleport to Sjelje and then to the hovercraft. Head West to get to the bridge and go through the new opening. Head all the way North and you should pick up Raypoint Muse's location on the radar.



In the first area of this dungeon, you need to find the switch hidden on the North side of a pillar to get the door to open. Use Tim's Mist Cloak in the next area to get over to the wooden platform and over to the open door. Use Pooka from the stairs to get the item from the chest in the next room and continue on. Push your way through the blocks and then grab an item out of the chest to the West. Go through the door to the East to get to the next area. Hit the switch and go back to the room with the floating wooden platform.

Now that the water level has been lowered, a new door has been revealed. Use Mist Cloak to get over to it. The next areas are identical to the ones you just went through. Repeat the process two more times until the water has been lowered all the way down to the bottom floor. Go through the large door here to get to a boss battle with another knight.

When the boss is defeated, head North to get to Kanon's jump boots. Head back to the central wooden platform room and jump from the marker to the South. Continue on until you get to the room that used to have a block puzzle in it. Stand next to the statue (if it's not a single statue, you're in the wrong area) and walk five steps to the North and then three to the West. Jump up and down on the tile and fall through the floor. Continue on until you get to an area with water. Head East to the next area and then jump up the stairs. Jump up and down on the second wooden platform from the East to fall down to the previous water area with a new bridge. Use Pooka to get the items and then head through the door to the West. Jump from the pad to the South to get to an item and then jump back. Use the pad to the North to get up above and go through the door. This time jump on the platform two spots from the Western side to make a bridge to the next door.

The next room is filled with statues. The trick is to get them all to face a partner by examining the jewels to make them rotate. Start with the statues that have broken gems first, as they can only have one partner. Next, look for statues that are near one of the broken gem partnerships to find statues with only one possible partner. The rest should fall into place and the door will open. Go through the door to get to the end of this final Raypoint dungeon. When you attempt to exit, the phone rings. Answer it and a series of plot junk will follow.

Life Form

Just head East to find this dungeon on your radar. To do a step by step description of this entire dungeon would probably take up the whole magazine. It's

intimidating at first, but all you have to do is keep on trying new teleport pads to create new bridges and eventually unlock new locations. Many of the pads have three health crystals in front of them. These pads will actually take you somewhere. Ones that aren't marked by the crystals are just entry points. We found it was useful to leave one crystal behind as a reminder that we had already taken that path and that it would indeed take you somewhere. When you get to a new location where three very long paths branch out, take the Northern one to get to the boss. We fought it with Ashley, Liika, and Tim and had no problems. Go for the mouth first as this seems to be the source of its status attacks which are the only real threat it has.

Fiery Wreckage

Teleport to Halmetz and you'll see the blip on your radar to the East. When you get to the area, use Brad's Earthquake tool to blast open all the doors in the area. You'll want to turn on all the computers you come across as you go. The first door is to the Northwest. Use Tim's Mist Cloak to cross over to it. Get a coat for Ashley through the door to the South and go back outside heading East. You will pass a large chunk of debris and then get to another one. Climb it to get to the top of a hill. If you get on the Eastern edge of this plateau, you should be able to see a place where Kanon can stick her Wire Hook. Go to it and then use Mist Cloak to get to the door to the North. Before messing with the sword in the next room, put Kanon, Liika, and Tim in your party. Touch the sword and a boss battle with the ghost of Vinsfield will commence. Have Kanon use a lucky card, Liika cast Quick on Tim, and Tim cast Turn Undead on the ghost to make the quickest 24,000 experience points in the game. Head back outside and get back to the plateau from which you used the Wire Hook. Cross over to the Northern passageway with the Mist Cloak and go West to get to a door. Hop down to get a new gun for Ashley, go outside, and then come back the way you came to get back on the upper level. Go through the big door and examine the large computer.

Spiral Tower

Head West and a little South to get to an area where you can land that is just North of a long rocky path leading to the South. Follow this route until you get to a junction and then take the Western path. Eventually you will get to a mountain with a path going up to its top on the Western side. Head up and search the area for the Spiral Tower.

The first puzzle is just a bunch of blocks, some of which fall. Just use Tim's Mist Cloak to cross the gaps. The first real puzzle of the game requires you to hit seven plates in the wall in proper order. Hit the Right Western plate, Right Eastern plate, Left Western plate, Left Eastern plate, Middle Eastern plate, Middle Western plate, and then the Northern plate to open the door.

In the next puzzle room you have to use bombs on the purple eggs and then stand on a nearby orange tile before it detonates to cause platforms to lower. After that, the room is pretty straightforward, but at the egg on the Southwest wall, you have to run to the East after dropping a bomb next to it in order to get to the tile on time.

Following that are a couple puzzles involving bridges that are self explanatory. Just make sure you

don't miss Ashley's Flare Gun on the Western wall of the first bridge puzzle. The room after the second bridge puzzle room is a set of candles burning in a pattern. Memorize it and continue down the stairs to a similar set of candles that aren't blocked by a wall. Ignite all the candles with Liika's Fire Rod and then put the Northern and Southern rows out with the Freeze Rod. Now just ignite the Northern candle from the North side and then stand on the row of bricks to the South of the Southern candle and light it. This will open the door to the North. Continue on and you will get to a surprisingly easy boss that is extremely vulnerable to electrical attacks. We had no problem taking this guy out.

The next set of puzzles involve doors that you must examine. Then you'll get into battle with the Spiral Tower's standard monsters. Defeating them causes the doors to fade. You will sometimes need to cross between gaps on top of these doors, so attacking them all isn't always the best way to go. In fact, you can frequently avoid the doors altogether.

The third monster door puzzle is kind of tricky. Don't attack any of the doors. Instead, use the stairs to get up to the top of the first door and use the Mist Cloak to keep on crossing to the North until you can't continue. Now cross over to the West and then move up North and use the Mist Cloak to cross to the final door. In order to cross over to the East you have to stand on the Northeastern corner of the door to avoid bumping into the torch.

At the fourth door puzzle room, you just have to choose the right corridors. The Eastern corridor has a chest and the Western corridor has the least number of doors. At the fifth and final puzzle, you must work your way from the West corridor to the Northeast corner, only attacking doors that you need to use. When you're past the door battles, go up the stairs and use the Mist Cloak and the doors to get to the Northern door.

Continue down until you get to a room with stairs and two sets of doors on the West and East walls. Attack the doors on the East wall to get to a lightning bolt symbol. Zap it with Marivel's Electel to open a door leading to a treasure room with Ashley's Rising Nova ammo. After you get the ammo, prepare yourself for a boss fight and continue down until you get to it. This boss is of medium difficulty. You may want both Liika and Tim in the party as this boss does do some pretty serious damage. After you defeat the boss, you automatically go to the next dungeon.

Using the Mist Cloak to cross gaps, Get the Flare Gun through door on West wall. Use it by the locked door to South.

Glaive Le Gable

Glaive Le Gable is a maze of corridors. When you get to paired statues, turn them toward a nearby door to get it to open. Statues sitting by themselves must be turned to the North. There are six of them and each opens a treasure door in a room to the Northeast. This room has a large door and six smaller ones. Be sure to pick up the goods through the smaller doors before moving through the big one.

When you go through the large door and through the next area, you will have to choose three of your characters to go and fight three bosses by themselves. We recommend choosing, in the following order, Marivel, Brad, and Kanon. Cross the wacky bridges with each of the three and you will fight three consecutive boss fights with each character

going solo. These bosses shouldn't be too tough, as long as you have a few Mega Berries to spare.

The next boss is unbelievably nasty. We recommend being at least up to Level 50, and also suggest you complete as many of the secrets below as possible. We actually managed in the mid-40s, but it was only by the seat of our pants. Equip Ashley with the Full Libra item (found behind one of the six doors we told you check out earlier) and pick out the very best magic resistance mediums for your group. Get Ashley set to attack.

Secrets

Level 2 Spells

The only way to get Level 2 spells is by accidentally teleporting to a small island with a house inside it. Go inside and talk to the man there. Head back out and teleport to Sjelje. Talk to the man in the library and then teleport back to the Island Outpost to get the spells.

The Mediums

While many of the mediums are acquired automatically, most have to be found. Here is a listing of their locations.

Valeria Chateau (Schurdark & Moor Gault)

Search the second floor the moment you gain access to the Chateau to find these mediums.

Wind Tiger's Den (Fengalon)

This area is Northeast of the large, very round island in the gulf to the Northwest. You can actually get there with Valeria Chateau. All you have to do is ignite all the candles in each room before the wind blows them out. Sometimes, several candles can be ignited with one shot.

Shining Garden (Stare Roe)

You can get to this area when you first get the hovercraft. It's Southeast of the island; we used it as a landmark for Wind Tiger's Den. When you teleport to the room with three doors, take the East one, the West one, and then go back to get to a room with a staircase. Going up the stairs and looking at the wall gives you the password "RAY," which you'll need for the next area.

Thunder Lion Cage (Noua Shax)

This dungeon is on the delta formed by the forking canyon on the West side of the Inland Sea. When you first get the upgraded hovercraft, you can go there. It's a pretty easy dungeon, but be sure and come back with Marivel as you can use her Electel on the lightning symbol to get a Mecha Boost for her weapons and one of her best capes.

Abandoned Ice Box (Aru Sulato)

You will need the upgraded hovercraft to get to the next dungeon. Teleport to Halmetz and take the hovercraft to the beach to the North and explore the area. There is a puzzle at the end of this dungeon where you need to hit colored tiles in the following order: Blue, Green, Yellow, Red, Black, and White.

Lost City of Archeim (Ge Ramtos)

When you get to this city, bomb open the hidden doors on the building to the Southwest to get to this medium.

Dark Retreat (Leitea Salk)

This dungeon is North of Holst. Just use trial and error to find your way across the collapsing bridges.

Promised Catacombs (Dan Dairam)

You will need the Lombardia to get the time medium. See below for details.

Meteorite Crater (Rigdobrite)

You can only get here with the Lombardia. This dungeon is on an island far to the Southeast from Halmetz. Explore the center of the crater to find it. Be sure and get all eight of the elemental artifacts to take full advantage of the medium's powers.

Additional Dungeons

Once you get the Lombardia, almost all the dungeons are now accessible. We highly recommend doing as many of the side quests as you can before moving on. At the very least, get Marivel at Crimson Castle.

Crimson Castle

Head South from Guild Galad and you should come across a couple of green dots on the radar. The Northern dot is Crimson Castle. Make your way through this dungeon to get the sixth character, Marivel. Her tools in particular are key to unlocking a lot of the game's secrets.



Werewolf's Den

The Den is South of Guild Galad, within radar range of Crimson Castle. This dungeon is pitch black outside of a short radius so it's difficult to navigate, but it's also really small. When you get to the first dark room, head South to get to a door. In the next area, look for a blocked passage on the Northern wall and blow it open with Brad's bombs. In the next room there is a larger door that must be blown open on the West wall. Go in and get an upgrade to Ashley's first Lord Blazer power, by typing in the proper name, "Lucied." If you just can't find your way through this dungeon, you could always wait for the Flare Gun, but it's really not that hard.

Promised Catacombs

After completing Raypoint Wing and getting Tim's Mist Cloak, use Marivel to read the book in the Meria Castle library that you couldn't understand before and

head to the Southwestern-most island. Land in a grassy patch and search the Eastern side of the isle.



Use the Mist Cloak to cross to the North and then use Electel on the lightning symbol to the Northwest to open the door. Get the Windup key in the next room and use it on the block with a face on it. Grab the Ebony Cloak and go East. Use the Windup Key on the block and follow its path. Every time it stops, hit it again to make it move. The following is a list of the steps you have to take to avoid falling into the pit. If the path gets close to a wall, sometimes you can see it by using the proper camera angle.

1. 1 E, 3 N, 1 E
2. 2 E, 2 S, 2 E, 2 N
3. 5 N, 3 W, 2 S
4. 2 W, 7 N

When you get to a room with four coffins, check out the walls to find a magic door. Using a duplicator key here will get you the Time medium, Dan Dairam. This is the only medium we found that works with Tim's Hi-Combo. You will want to return to Lost Garden to use Marivel's Windup Key on the smiley-face block found there. This will open a door leading to Marivel's third tool, "My Mike."

Marivel Monster Locations

To gain powerful items and additional Force Powers for Marivel, you must use her "My Mike" tool at all of those pyramids you were passing by before. This will initiate a fight with an extremely deadly boss. Some of the bosses are easier, but you will definitely want to save your game before fighting each one. There are eight in all, but for the life of us we could only remember where seven were. Most are in plain sight in the first room of dungeons, however, so you shouldn't have too much trouble finding the eighth.

1. Mt. Chug Chug - East of Damzen
2. Slayheim Castle - Northeast of Quartly
3. Wind Tiger's Den - East of Guild Galad, Northeast of large round island
4. Golgotha Prison - West of Halmetz
5. Closed Mine Shaft - Northeast of Holst
6. Meteorite Crater
7. Northeast corner of Halmetz

Odd Headquarters

After you get Marivel, you can get to an item shop that sells healing items and carrots. Head to Odd Headquarters, go downstairs, and zap the robot with Electel to open the way. On the lower level you can get to a Teddy Bear if you have Tim's Mist Cloak and Lilka's Change Rod.

Pirates' Warren

Head to an island off the Northeastern tip of the deep water East of Sielje. The dungeon contains a

number of powerful items in magic chests to the East and West, and when you get Tim's Flare Gun in the Spiral Tower, you will want to return here and shoot the dragon. Head to the North with the gun to open a door leading to a chest with a powerful pair of gloves.

Coin Purse

Search the area on the Western side of the peninsula to the South of Sylvaland to get an item that enhances the amount of cash garnered for defeating enemies.

Lost City of Archeim

After getting Brad's Earthquake and Tim's Mist Cloak, return to the Lost City of Archeim to the North of Quartly. You can get some good stuff in the Western room of the large Northern building by using Earthquake to smash open some boxes and then fetch the goods with Pooka. Use Tim's Mist Cloak to get some good stuff from the building in the Northeast.

Ashley and Lilka's Third Force Powers

Aside from Marivel, Ashley and Lilka are the only two characters that don't get their Force Powers automatically. Some time between the end of the Ray Point dungeons and preceding the Spiral Tower dungeon, Ashley's third Force Power becomes available in Guild Galad. Just go to the throne room and talk to the King's son. To get Lilka's third power-up, go to the library in Sielje and talk to the same guy you gave the Level 2 spell research to. If he whines about having to take care of yet another task, head back to the Island Outpost and talk to the researcher with Lilka to get her third Force Power.

MIA

Hey, we're pretty good at this stuff, but there were some areas that even we couldn't figure out. If you discover any of these for yourself, feel free to send us the info and we'll print it in Secret Access.

1. There is one of those doors "locked by a mysterious mechanism" in the upper levels of Guild Galad. We're sure the switch can't be far away but we're stumped.
2. The eighth monster pyramid location.
3. Just what do you do with those statues you find at the Sacrificial altar anyway?



Nintendo 64

code of the month

Tony Hawk's Pro Skater

Enter all these codes from the Pause screen. Note: If the codes are entered correctly, the screen will shake.

All Tapes – Hold the L Button and press Right C, Left, Up, Up C (x2), Right, Down, Up.

Faster Specials – Hold the L Button and press Up C, Left, Down C (x2), Up, Down, Right.

Random Starting Location – Hold the L Button and press Left C, Right C, Down C, Up, Down.

Less Falls – Hold the L Button and press Up C, Right C, Left, Right C, Right, Up, Down.

Full Special Meter – Hold the L Button and press Up C, Left, Down C (x2), Up, Down, Right.

Boost Stats x10 – Hold the L Button and press Down, Right, Up, Right, Up, Left, Left C.

Turbo Mode – Hold the L Button and press Right, Up, Down (x2), Up, Down.

Slow Motion – Hold the L Button and press Down (x2), Up C, Right C, Left.

Unlock Officer Dick – Collect all thirty tapes with one character and Officer Dick will appear at the Boarder Select screen.

Hidden Image – Hold the L Button then press Left C, Down C, Right C, Left C, Down C, Right C (x2).

Unlock Private Carrera – To skate as this well-hidden character, Officer Dick must be unlocked first. Select Officer Dick as your character, then enter Career mode. When the game starts, pause, then hold the L Button and press Left C, Down C, Right C, Down C, Up, Right, Left. The screen will not shake after this is entered. Now, quit Career mode. Begin again and Private Carrera will replace Officer Dick on the Boarder Select screen. Here are her special moves:

- Well Hardflip** – Right, Left, Left C
- Somi Spin** – Left, Down, Right C

*"Mister Disaster"
Webville, COM*

All-Star Baseball 2001

Enter the Options screen, and input these codes within the Enter Cheats menu.

- Big Ball** – BCHBLKTPTY
- Small Players** – TOMTHUMB
- Trail Mode** – WLDWLDWST
- Fly Mode** – FLYAWAY
- Blackout Mode** – WTOTL
- Blur Mode** – MYEYES

*"The Rhino"
Toledo, OH*



 GoldenEye 007

Old game...new codes!!! Enter all these cheats during gameplay. Note: When dealing with combinations like R + Left, hit R first, then apply the Left. This will save you from running into hours of frustrating key entry.

Invincibility – L + Down, R + Right C, R + Up C, L + Right, L + Down C, R + Up C, L + Right, R + Down, L + Left, L + R + Right C

All Guns – L + R + Down, L + Left C, L + Right C, L + R + Left C, L + Down, L + Down C, R + Left C, L + R + Right C, R + Up, L + Left C

Max Ammo – L + R + Right C, R + Up, R + Down, R + Down, L + R + Right C, L + R + Left, R + Down, R + Up, L + R + Right C, R + Left

Line Mode – R + Down C, L + R + Down, L + Right, R + Up C, L + R + Right C, R + Up, L + Down, L + Right, R + Left C, R + Up C

Invisibility – R + Left C, L + R + Up C, L + R + Left, L + R + Up, R + Up, L + Left C, R + Up C, L + Down C, L + R + Left, R + Right

Enter all these codes at the Mission Select screen. **Note:** You'll need to hold the last button press to make the level appear. Levels will only appear if the level before it is open.

Facility – L + R + Up C, R + Left C, L + Left, R + Up C, L + Left, R + Down C, L + Right C, R + Right, L + R + Up C, L + Right

Runway – L + R + Left, R + Left, L + Up C, L + Left, R + Up C, R + Down C, R + Right C, R + Right, L + Down, R + Left C

Surface – R + Left C, L + R + Up C, L + Left, R + Up, R + Left, L + Up, R + Down C, L + Right, L + Right C, L + R + Down

Bunker – L + Down C, R + Right, L + Right C, R + Left C, L + Down C, L + R + Left, L + Right C, L + R + Up, R + Right C, L + Up

Silo – L + Up, R + Down C, L + Left, R + Down, L + Left C, L + R + Right C, L + Up C, R + Right, R + Right, R + Right C

Frigate – R + Up C, L + Down, R + Right C, L + Left, L + R + Up, L + R + Down C, R + Right C, R + Up, L + R + Down C, R + Up

Surface II – L + Down C, L + R + Right C, R + Right C, R + Up C, R + Left C, L + Right, L + R + Up C, L + Up C, L + R + Down, L + Right C

Bunker II – L + Down, R + Down, L + R + Up C, L + Left, L + R + Right, L + Left C, R + Right, L + Up C, L + Left, L + Down C

Status – L + R + Down C, L + R + Down C, L + Right, L + R + Left, R + Left, R + Right C, L + R + Left, R + Up C, R + Down C, R + Right

Archives – R + Left, L + R + Up, L + R + Down C, R + Left, L + R + Right C, L + Left, L + R + Right, L + R + Down C, L + Up, R + Down C

Streets – L + R + Left C, L + Right C, L + Up, L + R + Down C, R + Right C, R + Down C, R + Left, R + Down C, R + Up C, L + Down

Depot – L + Down, L + Down, R + Down C, L + Right C, L + R + Right, R + Left C, L + Down, L + Left C, L + Right C, L + Up

Train – R + Left, R + Down C, R + Right C, L + R + Left, L + Right, R + Down C, L + Left, L + R + Left C, L + Up, L + Up C

Jungle – R + Down C, R + Left, L + R + Up, R + Right, R + Down, R + Down, R + Up, R + Left C, R + Up C, L + R + Left

Control Center – L + Down C, R + Down, L + Right, R + Right C, R + Down C, R + Left, R + Left, R + Up C, R + Left, L + R + Up C

Caverns – L + Down, R + Down C, L + R + Up, L + Right, R + Up C, R + Left C, R + Up, L + Left C, L + Up, R + Left C

Cradle – L + R + Up C, L + Left, R + Down, L + Down, L + Up C, L + Down, R + Right, R + Up C, L + Left C, R + Right

Enter all these codes at the Cheat menu. **Note:** You'll need to leave this menu and re-enter to make the cheats appear. You may also need to hold the last button press for a few seconds. A sound will signal code completion.

Paintball – L + Up, Up C, R + Right, L + R + Left C, L + Up, R + Down C, L + Down C, L + R + Down C, L + R + Up, L + Down C

DK Mode – L + R + Up, Right C, R + Left, R + Up, Up, R + Right, Up, L + R + Down C, L + R + Down, L + R + Left C

Turbo Mode – L + Down, L + Down C, L + R + Up, R + Down C, Left, R + Down, L + Down C, Up, R + Down, L + Right

Invincibility – R + Left, L + Down, Left, Up, Down, R + Left C, L + Left C, L + R + Left, L + R + Right, L + Left C

All Guns – Down, Left, Up C, Right, L + Down, L + Left, L + Up, Left C, Left, Down C

Infinite Ammo – L + Left C, L + R + Right, Right C, Left C, R + Left, L + Down C, L + R + Left, L + R + Down C, L + Up, Right C

2X Hunting Knives – R + Down C, L + Right, R + Left C, R + Right, L + R + Right, L + R + Up, L + Down, R + Left, L + Right, L + Left C

2X RCP-90s – Up, Right, L + Left, R + Down, L + Up, L + Left C, L + Left, Right C, Up C, L + R + Down

2X Rocket Launcher – R + Right, L + Up, Down, Down, R + Down C, L + Left, L + Left C, R + Up, R + Down, R + Left C

2X Grenade Launcher – R + Down, R + Up, Right, L + R + Down C, L + Right, R + Left, Left, Down, Up, R + Down C

2X Throwing Knives – R + Left C, L + Left, Up, L + R + Right, Right, L + R + Left C, L + R + Left C, R + Down, R + Left, R + Left C

No Multiplayer Radar – R + Up, Down C, Left C, Up C, L + Down, R + Up, Left C, Right, R + Left, R + Right

Tiny Bond – L + R + Down, R + Down, L + Down C, Left, R + Left C, L + R + Down C, Right, Down, R + Down C, R + Right

Invisible Bond – L + R + Left C, L + R + Down C, L + Left C, R + Left C, R + Right, L + R + Left, L + Right, Left, L + R + Left C, L + Down

Fast Animation – L + Down C, L + Left C, Down C, Right C, Left C, L + R + Right, Right C, L + R + Up, R + Left C, L + Left

Slow Animation – L + R + Left, L + R + Left, L + R + Down, L + R + Left, Right C, L + R + Down, L + R + Down, L + Down, Left C, Up C

Enemy Rockets – L + R + Down C, Left C, R + Down C, Down C, Down C, L + R + Down C, L + R + Up, Down C, R + Up, L + Up

Silver PP7 – L + Left, L + R + Up, L + Right, L + R + Up, L + R + Left C, L + R + Left, L + R + Down, Down C, L + R + Right, L + R + Left

Gold PP7 – L + R + Right, L + R + Down, L + Up, L + R + Down, Up C, R + Up, L + R + Right, L + Left, Down, L + Down C

*"GI Droid"
(location unknown – last seen fixing Molly Ringwald's pipes)*

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.

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PlayStation

Command & Conquer 64

Cheat Mode – At the Press Start screen tap B, A, R Button (x2), A, Right C, Up, Down, A. As this is a little out of the ordinary, don't expect to hear a sound when this is entered. Now, head to the Main menu and select Replay Mission. Press L Button to display all missions and R Button to select your team. During gameplay press the L and R Buttons to display debug info, or press Up, and the L and R Buttons to automatically win.

*Don Baylor
Chicago, IL*

Rocket: Robot On Wheels

Enter all of these codes from the in-game pause screen. Correct code entry is signaled by a sound or through the restarting of the game.

- All Vehicles** – Up, Down, Z, R Button, Left, Up, Down, Left, Down (x2)
- Low Gravity** – Z, R Button, Z, R Button, Down, R Button (x2), Right (x2), R Button
- Super Jump** – Down, Up, Down, Z, Up (x3), R Button, Up, Z
- Super Speed** – Z, Right, Down, Up, Down, R Button, Up, Down, Left, Up
- Super Grapple** – R Button (x2), Right, Up, Z, Left, R Button, Z, Left, Up
- Heavy Rocket** – Up, Right (x2), R Button, Right, R Button, Z, R Button (x2), Up
- Super Grab** – Down, Left, Right, Z, Down, Right, Down (x3), Left
- Low Friction** – Up, R Button (x2), Left, Z (x2), Down, Left, Up, Right
- Disable Cheats** – Up, Z, Right, Up, Down, R Button, Up, Down (x2), Up

*"Big Mama"
Louisiana Bayou*

Cyber Tiger

Enter all these codes as Player Names.

- Unlock Starr** – Retro
- Unlock Kimmi** – Rapper
- Unlock Marvin** – Ufo
- Unlock Festus** – Goldddr
- Unlock Lil' Tiger** – Prodigy
- Unlock Biker** – Delvis
- Unlock Cindy** – Instyle
- Unlock Bobby** – Brat
- Unlock Mark** – Marko
- Unlock TwFan** – Cybertw
- Unlock EAGamer** – Willi
- Unlock Robert** – Ice
- Unlock Traci (Leopard Outfit)** – Safari
- Unlock Bengal** – Tigerrr
- Volcano Course** – Sthelens

*Sam Snead
Sarasota, FL*



Star Wars: Jedi Power Battles

Play as Darth Maul – This may be next to impossible, but to unlock this Sith lord you'll need to beat the game with frail boned Qui-Gon Jinn. If and when this is completed, head to the Character Selection screen and highlight Qui-Gon. Now, press Select. Doing this will replace Qui-Gon's picture with Darth Maul's. Sadly, Maul only has one of his saber's lit, but he's still a blast to play.

Play as Queen Amidala – Not quite as difficult as the Darth Maul code, Amidala is unlocked when the game is beaten with Obi-Wan Kenobi. Next, head to the Character Selection screen and highlight Obi-Wan. Now, press Select. Doing this will replace Obi-Wan's image with Amidala's. She's not a Jedi, therefore she shouldn't be in this game. But pegging off battle droids from a distance proves to be a joyous experience.

Play as Captain Panaka – Beat the game with Plo Koon and Mr. Panaka's bucket of butt kicking will rear its head. Next, head to the Character Selection screen and highlight Plo. Now, press Select. Doing this will replace Plo's image with Panaka's. Just like the Queen, this guy has no business in this game.

Hidden Levels – A whole slew of new challenges await, and if you're truly talented (and lucky) you'll have a chance to check out the well-hidden bonus levels. What you'll need to do could take years. Three of your characters must reach Level 10 with 100 Skill Points each. This feat will unlock Level 11 and 12. If you power-up all five characters, two additional levels will become available for play. One of these stages lets you play as a destroyer droid!

*Marcus Lands
Pittsburgh, PA*

NASCAR Rumble

Enter this code at the Password screen. To find the Password screen, head to the Main Menu and press Right on the Memory Card option.

All Tracks, Cars & Drivers – C9P5AU8NAA

*Kelly Gordon
Trenton, NH*

Triple Play 2001

All these feats must be completed in Season mode.

- Willie McCovey** – Hit three consecutive homers.
- Hank Aaron** – Hit four consecutive homers.
- Mickey Mantle** – Hit a homer over 575 feet.
- Reggie Jackson** – Hit an in-the-park home run.
- Mike Schmidt** – Hit two consecutive in-the-park home runs.
- Jimmie Foxx** – Hit a ground rule double.
- Babe Ruth** – Hit a homer with a pitcher.
- Lou Gehrig** – Hit for the cycle.
- Ty Cobb** – Hit two consecutive triples.
- Satchel Page** – Throw three consecutive strike outs.
- Cy Young** – Pitch a shutout.
- Eddie Mathews** – Perform a triple play.

EA Sports Team – Enter the Single Game mode, then at the Team Selection screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. If entered correctly, the announcer will say "Triple Play Baseball."

Announcer Commentary
Enter all these codes during gameplay.

- Weather** – Hold L1, L2, R1, and R2, then press ✕, Down, ▲, Up.
- Historical** – Hold L1, L2, R1, and R2, then press Up, ▲, Right, ●.
- Trivia** – Hold L1, L2, R1, and R2, then press Down, ✕, Right, ●.
- Batter Info** – Hold L1, L2, R1, and R2, then press Left, ■, Up, ▲.

Secrets
All these feats must be completed in Season mode.

- Big Bats** – Hit two homers in a game by the same player.
- Big Balls** – Strike out nine consecutive batters.
- Flaming Ball** – Strike out six consecutive batters.
- Skinny Players** – Hit a homer with a player weighing under 160 pounds.
- Large Players** – Hit a homer with a player weighing over 250 pounds.
- Thin Heads** – Strike out six consecutive times.
- Stronger Arms** – Get caught stealing more than twice in one game.

*Frank Castle
New York, NY*



Colin McRae Rally

Enter all these codes at the Name Entry screen.

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

*Ombuguula Anandankye
Elsion Quadrant, Coreward 67493-34*



Street SkBer 2

Enter all these codes at the Press Start screen.

- All Characters** – Left (x2), ● (x2), L2, ■, Right, R2
- All Tracks** – Left, Right, Left, Right, ● (x2), R1, ■
- Max Player Status & Tricks** – L1, ■, Left (x2), R2, Left, R1, Left
- View FMV** – R2 (x2), L1, L2, L1, R1 (x3)
- All Boards** – ● (x2), ■, ●, ■ (x2), ●, R1

New Clothing – When selecting a character, hold L1, L2, R1, or R2, then hit ✕.

*Randolph Harrison
New Britain, KY*

Syphon Filter 2

Secrets

Rockies Stage – On the first stage, Colorado Rockies, follow the mission until you come to the waterfall where you meet chance. Hang on the ledge overlooking the waterfall and drop into the cave. Grab the H11 to open the Rockies Multiplayer stage.

Caves Stage – In the Colorado Interstate 70 stage, run into the tunnel and enter the door to the left. Once inside the tunnel, run to the left, and enter the door. Grab the Binoculars to unlock the Caves Multiplayer stage.

Rhoemer's Bunker Stage – In the Moscow Streets level, follow the mission until you jump and grab a pole to avoid two speeding cars. After the cars crash, turn around and search them to find the PK-102. This will also open the Bunker Multiplayer stage.

Aljir Prison – This level can only be unlocked in Mission 15: Aljir Prison Break-In. Trek across the entire level without using the crossbow and this level will be added to your multiplayer arsenal.

D.C. City Park – This level can only be unlocked in Mission 19: New York Slums. When you enter the sniper building, search the washing machines to unlock this killer multiplayer arena.

Moscow Club 32 – This level can only be unlocked in Mission 11: Moscow Club 32. Nail all three guards that enter the disco room before they start throwing grenades and you and a friend can reenact Saturday Night Fever deathmatch style.

Wacky Multiplayer Characters – To unlock a bag lady, CBDC agent, corpse, monk, and viral test subject, simply beat McKenzie Airbase Interior in under three minutes. You can unlock even more characters by beating C-130 Wreck Site in under three minutes as well.

Bonus Videos

After unlocking these videos, you'll need to input the Movie Theater Code.

Video 1 – Beating Mission 5 (McKenzie Airbase Exterior) on the hard difficulty will unlock the first bonus video entitled "Before and After I."

Video 2 – Beating Mission 10 (Morgan) on the hard difficulty will unlock the second bonus video entitled "Before and After II."

Video 3 – Beating Mission 16 (Aljir Prison Escape) on the hard difficulty will unlock the bonus video entitled "Deleted Scenes."

Video 4 – Beating the game on the hard difficulty will unlock the bonus video entitled "Congratulations! Party Time!"

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, one knife slit, 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.

Super Agent Mode – During gameplay, pause, then highlight the Weaponry option and hold Select, L2, ●, ■, and ✕ (in this order). After hearing a buzzer, enter the Options to find the newly added Cheat menu.

Expert Mode – At the Title screen, highlight one-player, then simultaneously press and hold Up, L1, R2, ●, ✕, ■, and Select. Note: This must be done perfectly, otherwise it will begin the game. A frustrating code indeed.

Mission Select – Successfully complete the game on the normal difficulty setting to unlock the level select option.

James Jefferson
Seattle, WA

Dreamcast

Resident Evil Code: Veronica

Linear Launcher – In the Battle mode, score an A ranking with Claire, Steve, Chris, and Wesker to unlock the Linear Launcher.

Rocket Launcher – This feat will be impossible for most, but it does work. To unlock the Rocket Launcher, you'll need to score an A ranking in the normal game. This means that you cannot save, cannot use First Aid Spray, and cannot retry. You'll also need to save Steve from the Luger, give Medicine to Rodrigo, and finish the game in under four hours and thirty minutes. Ouch! Next, start a new game and the Rocket Launcher will appear in the first Item Box.

Albert Wesker – To unlock this mean man, simply complete Battle mode with Chris Redfield.

Steve Burnside – In the main game, when you come to the underground save room (with Chris), complete the drawer puzzle in the corner. Grab the Gold Luger to unlock Steve.

Battle Mode – Simply beat the game on any difficulty setting to unlock the action-heavy Battle mode. To play this game in first-person, pick up Alfred's sniper rifle that he drops in Disc 2.

Orlando Williams
San Antonio, TX



MDK2

Slo Mo – With Max the dog as your character, hold the R Button and tap Up (x4). The words "Slo Mo" will shoot across the screen and the game will chug.

Fart Code – With the Doctor as your character, simultaneously press the L and R Button, Left (on the d-pad), and A. Let her rip!

Jeremy Valenzuela
Iris, OR

Game Boy

Rayman

Enter all these codes from the in-game Pause screen.

99 Raymen – A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B

Full Energy – B, Right, A, Up, B, Left, A, Down, B, Right

World Map – A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A

"Daddy Fat Sax"
Memphis, TN

Spawn

Enter both these codes at the Password menu.

Chapter 5 – Heart, Skull, Spawn, Spawn

Chapter 7 – Skull, Spawn, Spawn, Heart
"Virtual Gap Boy 2001"
Phoenix, AZ

Star Wars: Episode I Racer

Challenge Sebulba – Complete all four races on a planet, and Sebulba will become available on any of the four courses. If you win, you'll unlock his killer pod.

Faster Anakin – Complete all five planets and Anakin's max speed will increase to 735.

Sam lam
Plato Goto, IL

Dragon Warrior Monsters

Here's a listing of how to get a few of Dragon Warrior Monsters' most powerful critters.

DragonLord – Breed together a Great Drak with a Servant (pedigree) to unlock the original NES DragonLord.

Gophecada – Breed together a Madcat with a Giantslug, and you will receive a Gophecada egg. Pay to have it hatch.

"The Kramer Gamer"
White Fish, MT

Matchbox Caterpillar Construction

Enter this code at the Password screen.
Stage Select – BG65

"Mr. Monday Night"
Fargo, ND



Hydro Thunder

- Enable Code – f124ffa0 2400
- Place 1st – 812c4c96 0001
- Infinite Turbo – 802c4c9d 00ff
- All Tracks – 812b5c94 0101
812b5c96 0101
812b5c98 0101
812b5c9a 0101
812b5c9c 0101
812b5c9e 0101
812b5ca0 0101
- All Boats – 812b5ca2 0101
812b5ca4 0101
812b5ca6 0101
812b5ca8 0101
812b5caa 0101
812b5cac 0101
812b5cae 0101



Army Men: World War

- All Levels (After First Save) – 800f7ad8 0002
800f7adc 0006
- Infinite Health – 800feb7c 0250
- Infinite Health (PT Boat) – 800feca0 17f0
- Infinite Health (Jeep) – 800ff80814b0
- Infinite Health (Tank) – 800ffa50 ead0
- Infinite Health (Train) – 80100c901ff0
- Infinite Grenades – 800f8998 0909
- Infinite Bazooka/Mortar – 800f899a 0909
- Infinite Flamethrower/Auto Rifle – 800f899c 0909



Galerians

- Infinite Health – 801c2f9c 00c8
- Psychic Level Maxed – 301af994 0003
- Infinite Nalcon PPEC – 801af978 00c8
- Infinite Red PPEC – 801af97c 00c8
- Infinite D-Felon PPEC – 801af980 00c8
- D-Felon Ability – 801af9ae ffff



Front Mission 3

- Shunyo MK111 Max HP: Body – 801e4fd2 03e9
801e4fd4 01dd
- Shunyo MK111 Max HP: L.Arm – 801e5032 03e9
801e5034 0246
- Shunyo MK111 Max HP: R.Arm – 801e5062 03e9
801e5064 0246
- Shunyo MK111 Max HP: Leg – 801e5002 03e9
801e5004 0207
- Shunyo MK111 Max HP: Body – 801e523e 03e9
801e5240 01dd
- Shunyo MK111 Max HP: L.Arm – 801e529e 03e9
801e52a0 0246
- Shunyo MK111 Max HP: R.Arm – 801e52ce 03e9
801e52do 0246
- Shunyo MK111 Max HP: Leg – 801e526e 03e9
801e5270 0207
- Zenislev Max HP: Body – 8011a016 03e9
8011a018 03e9
- Zenislev Max HP: L.Arm – 8011a016 03e9
8011a078 03e9
- Zenislev Max HP: R.Arm – 8011a0a6 03e9
8011a0a8 03e9
- Zenislev Max HP: Leg – 8011a046 03e9
8011a048 03e9
- Kyojun MK107 Max HP: Body – 8011a4ee 03e9
8011a4f0 03e9
- Kyojun MK107 Max HP: L.Arm – 8011a54e 03e9
8011a550 03e9
- Kyojun MK107 Max HP: R.Arm – 8011a57e 03e9
8011a580 03e9
- Kyojun MK107 Max HP: Leg – 8011a51e 03e9
8011a520 03e9
- Drake M2C Max HP: Body – 8011a282 03e9
8011a284 03e9
- Drake M2C Max HP: L.Arm – 8011a2e2 03e9
8011a2e4 03e9
- Drake M2C Max HP: R.Arm – 8011a312 03e9
8011a314 03e9
- Drake M2C Max HP: Leg – 8011a2b2 03e9
8011a2b4 03e9



Star Wars: Jedi PowerBattles

- Note: These codes are very touchy and may not work at all times. Be warned, when activated, you may lose all of your saved game data.
- Infinite Health – 800b240c 0064
- Infinite Force – 800b2414 0064
- Infinite Health (Player 2) – 800b2428 0064
- Infinite Force (Player 2) – 800b2430 0064
- Infinite Credits – 800b2404 0000
- Max Score – 800b2408 05f5
800b240a e0ff
- Infinite Jedi Jumps – d409d094 0020
8009d094 0004
- Infinite Health (Anakin) – 800b247c 0064
- All Secret Levels – 800ad29c 000f
- Hidden Characters – d40b2cbc 0100
800b2cbc 0001 (Press Select on Plo, Qui-Gon, and Obi-Wan to unlock Maul, Amidala, and Panaka)
- All Levels (Plo Koon) – 50000a01 0000
300b2675 0001
- All Levels (Qui-Gon Jinn) – 50000a01 0000
300b2619 0001
- All Levels (Darth Maul) – 50000a01 0000
300b2694 0001
- All Levels (Mace Windu) – 50000a01 0000
300b2637 0001
- All Levels (Obi-Wan Kenobi) – 50000a01 0000
300b25f9 0001
- Armored Core: Master of Arena
- Max Credits – 8003ea74 e0ff
8003ea76 05f5
- Infinite AP - d007afd8 0168
801e73b0 9c3b
- Infinite Small Missiles – 800454be 0028
- Infinite Rifle – 80045480 00c8



games index

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- GoldenEye 007
- Hydro Thunder
- Matchbox Caterpillar Construction
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- NASCAR Rumble
- Rayman
- Resident Evil Code: Veronica
- Rocket: Robot On Wheels
- Spawn
- Star Wars: Episode I Racer
- Star Wars: Jedi Power Battles
- Street Sk8er 2
- Syphon Filter 2
- Tony Hawk's Pro Skater
- Triple Play 2001



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.

Acolaim

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

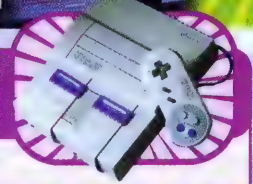
900-370-4468

CLASSIC G

gaming from the past to the present

Boogerman: A Pick and Flick Adventure

SNES



Availability: Common
Replay Value: Moderately Low
Similar Games: Earthworm Jim 1 & 2 (SNES, SG, Sega CD, SS); Frantic Flea (SNES); Awesome Possum (SG); Ren & Stimpy: Veediots (SNES); Bubsy 1 & 2 (SNES, SG)
Created by: Interplay
Access Tip: To earn an extra life at the end of a level, grab all the red plungers you see and destroy all the red blobs that cross your path. Also, fart, burp, and flick as much as you possibly can.
Overall: 6.75



Society may be down on it, but we believe picking boogers is a natural thing. As natural as coughing. If your breathing is hampered by a boogie woogie and there is no Kleenex around, what are you going to do? Leave it and suffocate? We say pick it! Also, if you're hungry, eat the darn thing! Mmmm...tastes like a salty gummy bear. Anyway, Interplay's conceptual masterpiece, Boogerman, is a celebration of all things crude and rude. Flicking boogers, farting on enemies, and even hocking a loogie are the fundamentals that bring to life this bizarre package. Unfortunately, these grotesque antics didn't add up to much, since the gameplay was incredibly monotonous. He's a great looking character who should have had a promising future, but due to poor sales and a not-so-notable appearance in Clay Fighter, Boogerman is now just a crusty, dried up piece of snot.

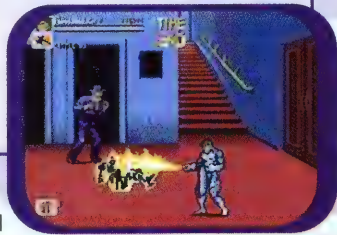


The Punisher

Genesis



Availability: Uncommon
Replay Value: Moderately Low
Similar Games: Double Dragon Series (NES, SNES, SG); Final Fight Series (SNES); Streets of Rage Series (SG)
Created by: Capcom
Access Tip: When you get into a tight situation, use the jump kick to knock the opposition away.
Overall: 6.25



He doesn't transform into a rampaging green giant when he gets angry. He doesn't ride a galactic surfboard across the Milky Way. He doesn't even wear a cape. Frank Castle, a.k.a. The Punisher, has no powers. He's just an angry man who needs to vent his rage at life. Call him psychotic if you like, but never bad-mouth him, or you may end up dead. To commemorate the return of The Punisher as a monthly Marvel Comic, we've pulled Capcom's side-scrolling flop out of the closet. Unlike his ultra cool (and abusive) comic persona, Frank is a serious wuss in the game - one who opts to use his fists instead of a firearm. Say what?! Just like Capcom's other arcade title, Final Fight, The Punisher is a side-scrolling brawler that tosses endless streams of enemies at the player. With poor controls, a slim move list, and choppy graphics, The Punisher was not warmly accepted by the gaming nation. Actually, he was spat on and kicked to death. Poor Frankie...



Zero Divide

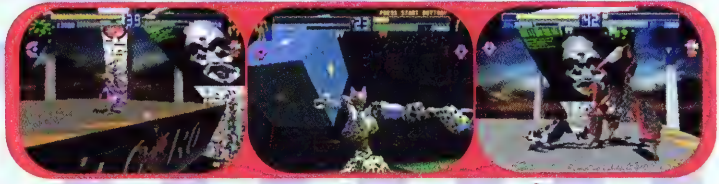
PS-X



Availability: Common
Replay Value: Moderate
Similar Games: Toshiinden Series (PS-X, SS); Rise of the Robots Series (SG, SNES, SS, PS-X)
Created by: Zoom for Time Warner Interactive
Access Tip: Tiny Phalanx - With the PlayStation power off, grab controller two and hold Select and Start. While still holding this combo, turn on the PlayStation and continue holding Start and Select until the Zoom logo appears and disappears.
Overall: 7



A long time ago, in a video game industry far, far away, a promising developer named Time Warner Interactive did everything in its power to win over the hearts of fighting game fanatics. Investing all of its cash into the prehistoric fighter, Primal Rage, a game that looked cool but ultimately sucked, Time Warner found itself sinking in a tar pit. Instead of lending a hand to pull this company out of its death trap, the industry watched it die; and as it sunk, we yelled, "Good riddance!" Before Time Warner vanished, it released a PlayStation game entitled Zero Divide. Developed in Japan by Zoom, this fighter was actually quite amusing. Its combat was a tad clunky, but the difficulty was good, and the secrets were divine. You could unlock an awesome Phalanx minigame, time-released characters, and even hidden comic strips. A sequel was eventually forged, but without Time Warner to publish, the robotic follow-up remained a Japanese secret.

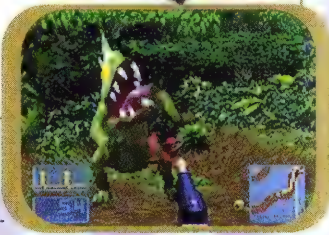


Congo: The Movie

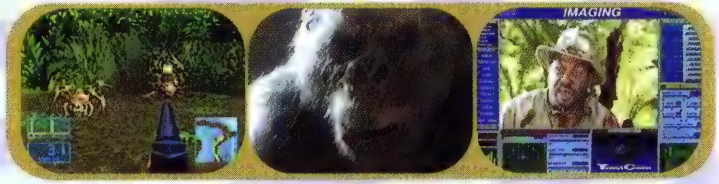
Batera



Availability: Uncommon
Replay Value: Low
Similar Games: Ghen War (SS); Doom (PS-X, SS, SNES); Powerslave (SS, PS-X)
Created by: Jumpin' Jack Software for Sega
Access Tip: Run from this game like you did the movie.
Overall: 2.5



Through mountains of letters and email, you annoying Sega lovin' weenies continually remind us that Sega's games are perfect, never once disappointing. Well then...how the hell do you explain Congo? Based on the film that ripped to shreds Michael Crichton's best-selling novel, Congo will forever be one of the worst licensed games ever made. Just being in the same room as this Sega title gives us shivers. Playing it is an excruciating experience and a complete waste of life. We'd rather scrub toilets for a living. Using state of the art 2D sprite enemies set in a choppy 3D world, Congo pits the player against large spiders, wooden totem poles that shoot fire, and even lizards with enormous tongues. Later in the game, evil apes await. Oh boy. If you have a friend who is head over heels in love with Sega, show them this review, then point and laugh at them until they cry.



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ANY QUESTIONS?

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**PLAYER'S
EDGE™**

RX150 Racing Wheel

Manufacturer: Saitek
List Price: \$59.95

Driving games on the PlayStation can just about simulate every road experience except having a foxy honey at your side. The RX150 won't get you any dates down at the malt shop, but it will get you a lot closer to the reality of piloting a hot rod down the sunset strip. If nothing else, its six buttons, d-pad, two gear shift switches, gas and brake pedals, desk clamp, and rumble feedback will impress your other single friends - and you can "practice kiss" them between laps.



Chrono Cross Resin Statues

Manufacturer: Palisades Marketing
List Price: \$74.95

Palisades is becoming the champion to hardcore video game fans everywhere. One can never predict what amazing merchandise it will pull out of its bag of tricks. Case in point, the announcement of Chrono Cross statues being released this fall. If you want to be drop-jaw impressed, go to www.palisadesmarketing.com to see all the other amazing stuff coming from this factory of dreams. It's almost like having a cool Japanese manufacturer here in the States.



Pokémon Origami 2

Manufacturer: Viz
List Price: \$8.95

If ever there was proof that the Pokémon merchandising machine is running out of gas, here it is. Behold! The ancient Japanese art of paper folding in pocket monster form. If you're about three and bored out of your mind, maybe...Ahhh; who are we trying to kid? We admit it! For some reason this is fun. What, like we're lesser men because we can find enjoyment in creating colored paper? You think you're tough or something? You want tough, try folding an Oddish. Yeah, that's what we thought, ya origami pansy.



Game & Video Selector

Manufacturer: Sony
List Price: \$19.99

With plenty of last-generation consoles still floating around, current-generation systems being sold for a song, and next-generation platforms on the way, a multiple console household is about as common as a multiple television one. Rather than fussing with cables every time you want to swap systems, you should pick up a switch box like this one from Sony. With it, you and your couch will be able to spend just that much more quality time together.



Color Jolt Pad

Manufacturer: Innovation
List Price: \$39.99

Here's a good idea that could have been better. This Dreamcast controller has a jump pack built into it, but it also has one less expansion slot. Save a slot, lose a slot apparently. If you're really paranoid that people are out to steal your controller accessories, this is the device for you.



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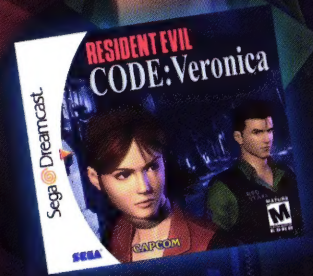
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