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Perfect Dark
Strategy Guide
Inside

Game Informer

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GAMES YOU'VE
NEVER SEEN**

*Metal Gear Solid 2, Dinosaur Planet,
Timesplitters, Sonic Adventure 2,
Pokémon Puzzle League, Dino Crisis 2*

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July 2000
Vol. X • Issue 07 **#87**



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I will not mate outside my species. I will not mate outside my species.
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Dreamcast
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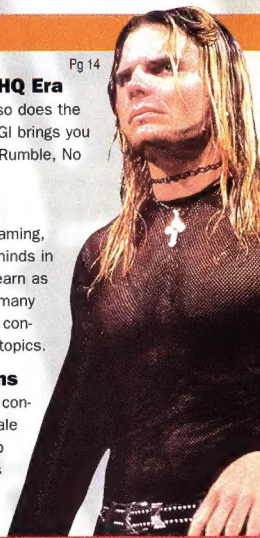


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*No Morolians are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

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- 24 Feature: Visions of the Visionaries**
 As we stand at the dawn of a new era in video gaming, Game Informer asks some of the most brilliant minds in the industry to peer into the future. Listen and learn as Shigeru Miyamoto, Yu Suzuki, Jason Rubin, and many more top game creators state their views on the console wars, online gaming, and other provocative topics.
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 Game Informer recently infiltrated the annual E3 convention in Los Angeles, bringing you the sordid tale of the proceedings. We give you the inside scoop on the games of E3, a special behind-the-scenes party report, and hand out our E3 report cards.



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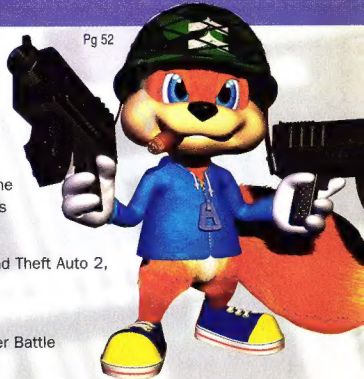


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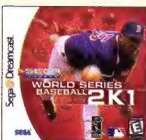


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A Sign Of The Apocalypse

BY ANDREW McNAMARA

Whenever video games hit a transitional period, I get a bit frantic. Perhaps it's the skeptic in me, or maybe it's just the fact that without them I may have to go out and get a real job. Regardless, I entered this year's E3 with a sense of urgency. I felt that this show must reassure me of how strong video games are and will continue to be. I'm a freak, what can I say?

Bummer is, the show floor at this year's E3 didn't give me the reassurance I was looking for. Sure, there were plenty of good games that I will gladly play, but I was looking for a game that would show me that with the new generation of systems, a new generation of games could deliver a new experience — something that would make video games even more a part of American pop culture than they already are. The game that would, in essence, bridge the gap and take video games over the top.

While I did not find my answer in the swirling seas of E3 displays, I did find the reassurance I was looking for from the developers who create the games we all love so much. Nothing I learned about the upcoming games is really printable, unless of course I want to get all my friends in the industry fired,

but lets just say that the scope of a game is now more than you could ever imagine.

Think about this...even the most sophisticated game out there now, in many ways, is basically still an Atari 2600 game. The characters' legs still move like scissors — opening and closing to give that illusion of movement — no matter what terrain they are on. Now envision lush environments where the platforms aren't basic blocks, but real rocks that require thousands of character animations as they cross the uneven surface. Rain falls from the sky and bounces off this character, and puddles form at his feet while the next move is calculated. Lightning strikes in the background (you hear it over your right shoulder through Dolby 5.1 surround sound system) as the character leaps and fumbles to grab the ledge of a nearby cliff...and this is just the first level.

Watch out Hollywood, we're coming. But everyone should be forewarned, with the added time it will take to develop games like this, we won't see anything close to this until next year, and the good games will really start to be a cut above the rest. The day of the garage developer is dead. The day of the big-budget über-game is upon us, and it is going to be awesome.

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Andy floats in the zero-g graviton gaming sphere.

Erk shocks the monkey...while Matt & Reiner test the plasma containment monitor.

Joey's brainwaves power-up the neural net implant controller.

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"This issue was quite a treat, as the week before E3 I got wicked sick and lost my voice — which the staff loved as they finally got their wish. For once at work I actually had to keep my big mouth shut, lucky I recovered just in time to get out to E3 and party my butt off until I couldn't party anymore. At E3, Filter was great, the Sony party was unbelievable, and, as always, the afterhours with GI is the best. Even with all this adversity (and beer-goggled fun), we still managed to get the issue out."

"I have to point something out about my top ten games of E3 I found on page 39. It was the general consensus that Metal Gear Solid 2 rocked, and it was the most talked about game of E3. But I couldn't name it as one of the top 10 games because it wasn't playable. This game is well over 18 months away from release and I won't take part in the hype machine until I can actually play it. I can't call it a game, just as I wouldn't call X-Box the best hardware of the show - like some other industry dorks did. Let's just say MGS 2 was the best video of E3, 2000.

"Erk said it was weird. Paul complained it had way too much text. But you, the reader, joyously exclaimed you loved last month's Video Game Deathmatch. Thanks to your support, Andy has asked that I be hired for the honoree to pick out the print-studs, since anyone with a website and a business card can get a media press pass nowadays, but since I'm a highly recognized man of near Hugh Hefner stature, it doesn't take long for the lookers to gravitate my way. Ah, the stories I could tell. Unfortunately, they're fit to print only in the forums of other mags."

"Despite daily 1,000 mg doses of ginseng and ginseng, I still haven't been able to shake the inevitable post-E3 sickness. In the grip of a heavy fever, I seem to be hallucinating. Nintendo had a better E3 showing than Sony? The New Lara Croft is 16 going on 27? There's a new demographic called "Gen Joe" comprised entirely of people who live in glass boxes? Midway and 3DO have formed an evil alliance to bring Army Men to the Dreamcast? Ahhh...make it stop!"

"Bah! I don't care what the other guys say. The show this year was totally lame. Only a small handful of games featuring mecha were present. I can't wait until my investors and dream development team come through for my new company, Mecha Mecha Interactive Entertainment, Limited. I'm looking for a partner but better mecha games in which you can build everything from the ground up, right down to choosing what quality of nuts and bolts you want to use. MMIE will bring mecha games into the spotlight."

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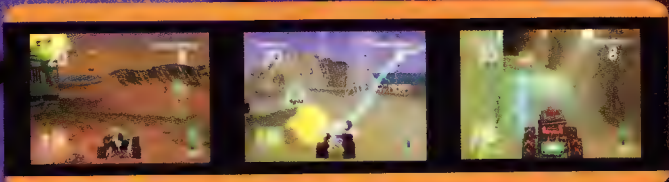
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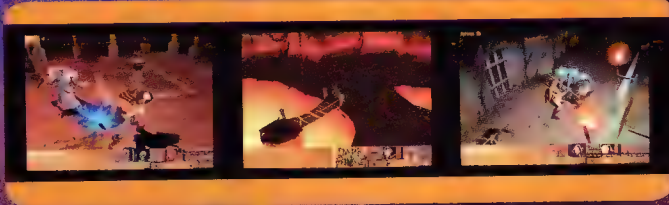
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July 2000



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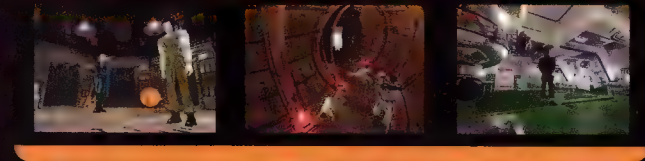
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May 2000



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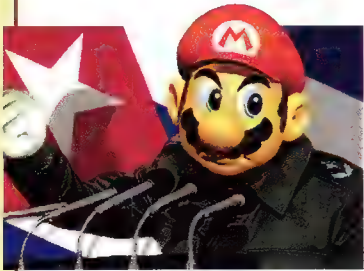
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Letters From Our Readers

iViva Nintendo!

Hi. I have read GI for years, and have always eagerly awaited each issue. But your May issue was bittersweet. It seemed like the topic of the month was "Let's trash Nintendo." I feel that all these back-handed comments are a farce. I admit Nintendo 64 has had its lulls, but have we really forgotten what we got in return? The sheer awe and humility that we could only begin to experience with *Zelda 64*? The frustrating joy of *1080*? The rush of *Episode One Racer*? Or even the plain-out fun of *Super Smash Bros.*? And that is just the tip of the iceberg.



I personally believe that the Dolphin will probably be late, but I also believe this is like the tiger, waiting patiently to pounce on the arrogant, unsuspecting prey. This will give Nintendo a chance to improve its processes, and updating from cartridges will just begin to give it momentum. I think Nintendo is more aware than we like to think - count on it forging new alliances with Square and other third-party manufacturers.

An Evil Question

I would just like to say that your mag rocks and to keep up the good work. Now for the numbered questions that we've all grown to love.

1. I heard that Capcom has a new Resident Evil game coming out called Resident Evil Gun Survivors. Any details?

2. One day I was playing my PlayStation and it just stopped working. It keeps on doing this everytime I play. What's wrong with it and what can I do to stop this?

I have found some of those yummy chocolate eggs you love with the toys inside, and if you print this I will gladly send you a box.

E. Morris
Huron, Michigan

I have always stayed faithful to that "pleasantly plump," giddy little Italian plumber. I still often play my NES, even buying new games. I have another prediction for you - X-Box will have mind-blowing graphics and such, but Microsoft just doesn't know games. I also foresee Playstation 2 having the same fate as the Dreamcast, and third-parties returning to Nintendo.

So people, please don't be fooled by cheap gimmicks and souped-up graphics. Nintendo is undergoing a metamorphosis. Don't abandon the one ship that leads to gaming utopia for the bandwagon leading to Crapville. Oh by the way, any Queen fans in the office? Thanks for reading this.

Alex Herning
via angelfire.com

Our May article wasn't meant to dis Nintendo. Heck, GI and Mario go back like fat shoelaces and pin-striped Lee jeans. We were merely pointing out the problems that have plagued the Nintendo 64, and tried to offer our suggestions as to how Nintendo can reclaim the throne as the dominant console manufacturer.

Any company that has Rare, Miyamoto, Pokémon, and a roster of legendary characters can't be counted out. However, in the face of stiff competition from Sony, Microsoft, and Sega, Nintendo is going to have to get its act together. This means more third-party titles, fewer release delays, and a system that has the horsepower to compete with the next generation of systems. As far as classic rock bands go, Queen is okay, but they're no Mott the Hoople.

Let Love Rule

"I have a dream. A dream that someday games on all systems will be judged not only by the quality of their graphics, but also by the strength of their storylines, their play control, and their overall content. And I'll keep reading the excellent Game Informer magazine, because I can always be sure that no matter how many times Titus tries buying one of GI's editors, they will never give in."

Anonymous
via hotmail.com
[Sob....sniff] These inspirational

words touched the hearts of the GI staff, causing us to drop our petty differences and remember that we are here because we love games, and doggonit, because we love each other. After several group hugs, Reiner apologized to the rest of us for shooting spitballs at our heads, verbally abusing us, and slashing our tires. He then gave the rest of the staff foot massages. It was a bittersweet moment, however, as we remembered that we had recently sold our beloved colleague Erik to Titus for a 1986 LeCar and a case of Mentos. Godspeed, PC Jedi!

Sawing Logs

Did you know that about 80% of all Americans do not get enough sleep? I am here to ask you on an average just about how much sleep you get.

Michael Eric Bremer
via yahoo.com



Due to his EverQuest addiction, Andy averages around 1.5 hours of sleep a day, while Erik usually sleeps for about 18 hours at a stretch. Paul gets exactly 8 hours, 13 minutes, and 23 seconds of sleep per night. Reiner hasn't slept since 1997, when he rented the horror classic *Tales From the Hood* and became afraid of the monster under his bed. Since Jay got his "open-eye" novelty glasses, he's been sleeping like a baby from 8 to 5, Monday through Friday. Through his use of tantric meditation, Matt entered a trance back in December, and has been in a coma-like state since then. Surprisingly, his productivity is actually up 45%! We're just sick of changing his colostomy bag.

AOL SOL on DC

First off, I'd like to say that your mag is the best. In my house we only have AOL. Would this prevent me from connecting to Sega Dreamcast network? If so, does my ISP need to be AT&T? Thanks for your time, I just don't want to be left out of the Internet fun.
Neil Sweeney
via aol.com

America Online is not compatible with the Dreamcast Network due to its use of proprietary software. However, you do not have to use AT&T as your Internet service provider; any other ISP (except for AOL) will work with your Dreamcast. AOL has been in contact with AOL to work on Dreamcast/AOL compatibility issues, but the outlook is not promising.

Spell It Out

I can't seem to get a strat answer from anywhere so plan and simpl what will the Nintendo DD use disks or cartreg. I am hoping cartreg (that's right CARTREG)

Phillip Lockhart
Canton, Ohio
Plan and simpl, the strat answer is disc. Being that the DD in 64 DD stands for Dynamic Drive, we have brilliantly deduced that indeed the 64 DD will use



discs similar to those used in zip drives, not your beloved cartridge format. In fact, with the announcement that the Dolphin will use the DVD format,

it appears that we have seen the last of game cartridges. As for the 64 DD, given the lukewarm response the add-on has received in Japan, don't expect to see it released in the U.S. We compare the DD to be D.O.A. Besides, you can always take the money you would have spent on a 64 DD and invest in a Speak & Spell.

No amount of aspirin is gonna fix that headache.

The Dawn of the Evil Empire?

So it's true. I never thought I would live to see this day, but it has happened. Bill Gates now runs the gaming industry. Now I suppose he is going to take over gaming like he did to the Internet and PC market. This is horrible. When will this man stop the horror, when he buys out some big game company like Sony or Sega? I like my PlayStation the way it is, I don't really want to see a Microsoft symbol when I turn it on.



Nick
via aol.com

Being the shameless sycophants we are, the GI staff has already begun kissing up to Big Bill, in hopes that we might be spared from his awful wrath.

Rage Against the Machine

I already emailed Sega about this three times and have gotten no response, so I was wondering if you'd be able to tell me. When I turn on my Dreamcast, it makes a long beep before coming on. Is there something wrong with my Dreamcast? It just started doing this lately.

John Gennaro
via aol.com

As Sega's "It's Thinking" ad campaign made clear, the Dreamcast is so advanced that its Artificial Intelligence

Heck, since the Game Developers' Conference, we've all been strutting around town in our cool matching X-Box leather jackets and talking everyone's ear off about that cool ping-pong ball demo King William showed at GDC. Repeat after us: Bill is God! Bill is God! Seriously, we don't expect that Sony will be going belly up anytime soon. The PlayStation 2 is going to be huge when it launches in the U.S., despite the recent subpar Japanese launch titles. Just remember how horrid the Dreamcast launch lineup was in Japan. The X-Box is definitely going to be a major player in the video game market, but don't expect Microsoft to instantly take over the industry.

circuitry is capable of learning. The beep you hear is actually your Dreamcast's first attempt at communicating with you. Our office Dreamcast quickly progressed beyond beeping at us and began mastering such rudimentary phrases as "Mama," "Yummy," and "Andy is stupid." Unfortunately, it quickly became hyper-intelligent and has enslaved us all. While our Dreamcast now writes and lays out the magazine, we are forced to spend our days working in a sweatshop, manufacturing Sonic the Hedgehog dolls.

A Star Is Born

Reiner certainly gets around. Not only is he going to be a selectable character for multiplayer in Perfect Dark, but I saw him in the cartoon Pokémon the other day. The episode was "The Battling Eevee Brothers." In the episode, there were three brothers - a yellow-haired Jolteon trainer, a blue-haired Vaporeon trainer, and a red-haired Flareon trainer - and the Vaporeon trainer's name was Reiner!

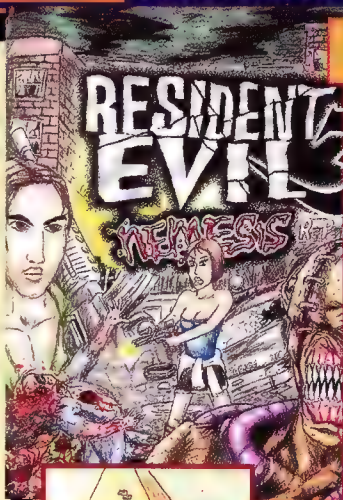
David Hoelzer
via exepcpc.com

Reiner's acting career is really taking off. In fact, the *Raging One* recently signed a deal to replace Robin Williams as the funny robot in *Bicentennial Man II*. Also, he is making a guest appearance as a teenage bulimic in an upcoming episode of

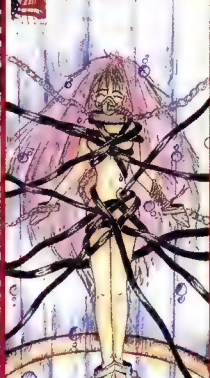


Dawson's Creek. The scene in which he pukes up asparagus on James Van Der Beek is not to be missed. As far as Perfect Dark is concerned, Reiner only made it in because he told the

Make-A-Wish Foundation that he was dying of the ebola virus and it was his last wish to appear in the game. After Nintendo found out about the fraud, it promptly removed his ugly mug from the game.



No amount of aspirin is gonna fix that headache.



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Kathie Garza

Someone should tell Lara big belt buckles are out unless it is inscribed with "Monster Trucks" in big bold lettering.



Jenna Gopilan

Alright...now this girl knows what it takes to make good "art".

Chris Martinez

I think, therefore I am.



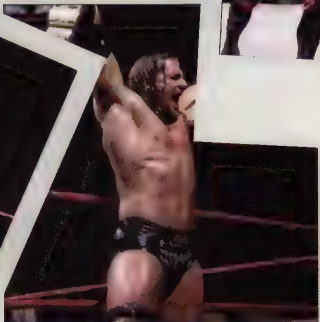
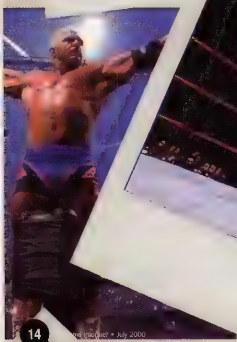
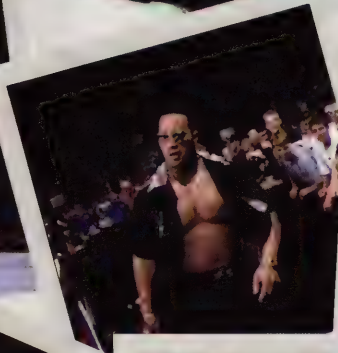
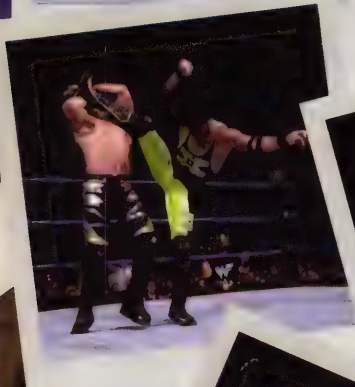
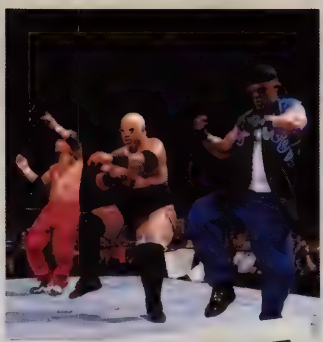
William Carlisle

You should have seen what he did to Jay's secret admirer.



Khang Le

Rainy days and Sundays always get me down.



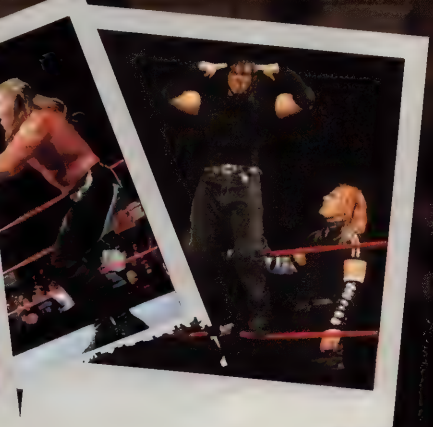
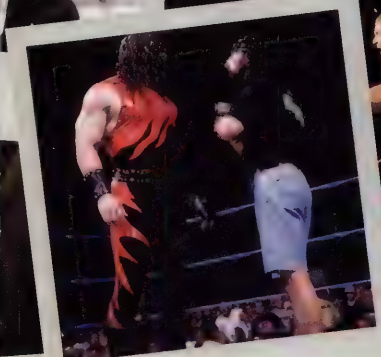
Mahon/THQ Era

Nearly a year ago (August '99), Game Informer delivered its annual report on the wrestling video game scene. Games from all leagues and companies were represented, including a brief news piece regarding THQ's then recently acquired WWF rights which had a few screenshots of its at-that-time untitled WWF Nintendo 64 title. Funny how quickly things change.

Not even a tenth of the way through its ten-year exclusive licensing agreement, THQ has completely taken over the wrestling scene on home consoles. Its success certainly owes thanks to the continuing mega-popularity of the WWF, but THQ's dedication to gameplay and graphic innovations cannot be denied. Rather than porting a single game to every system under the sun, THQ creates games unique to each console, making each worth owning and never leaving any single-system owner feeling slighted.

THQ has competition in the ring, but like the WWF, none can achieve a similar popularity level. Acclaim has yet to create anything truly unique with its ECW license, instead changing faces and adding features to its final WWF endeavor. Electronic Arts put a strong foot forward with its first WCW title, but has now pushed all plans to the PlayStation 2 backburner. Any other wrestling titles in the works rely on humorous characters as a selling point (and none of them look that promising).

This year, Game Informer devotes all its wrestling coverage to the only real game in town – the WWF and THQ, a partnership of boundless synergy. Within, we reveal upcoming games, both in the near and far future. If the ratings wrecking ball and the gaming giant continue on their path, it's clear that it won't be game over for quite some time to come.



WWE ROYAL RUMBLE

Nine Characters In The Ring? It's True! It's True!

Thus far, the Dreamcast has two wrestling titles under its wing in America. Neither are particularly horrible, yet both have been the product of multi-console strategy. If some gameplay element couldn't be achieved on PlayStation or Nintendo 64, no attempt was made to implement it into the Dreamcast version. The developers simply put on a fresh coat of paint and sent it on down the line. Now THQ is in town and, as one of the characters featured in Royal Rumble might say, the mood is about to change.

Yuke's and Sega have teamed to create a high caliber wrestling game for arcades, and THQ is bringing every minute detail home to the Dreamcast. The end result is the fastest moving and best looking WWF title any home console has ever seen.

Eight Isn't Enough

Finally, four isn't the magic number. Thanks to the power of the Dreamcast, Royal Rumble is able to have nine characters onscreen at a time - with no slowdown whatsoever! This allows four players to choose a wrestler and a run-in partner, and have a ref floating about at all times to make the count. If there are less players, then don't be surprised if a posse of four superstars suddenly shows up during your match to deliver an all-around beatdown.



The Dreamcast can handle nine characters onscreen at once.

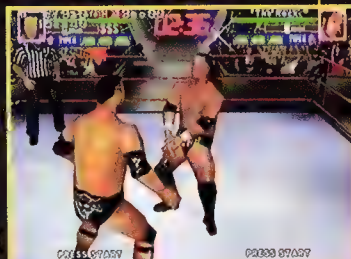


Keeping It In Control

Since Royal Rumble is to be simultaneously released as an arcade game, the controls had to be easy to pick up quickly. Similar in play to SmackDown, Royal Rumble's button layout is as follows - X is used to block, climb, pin, whip, reverse moves, and run; A is for basic attacks and striking moves from a grapple; B grapples and performs moves from a grapple; the Left trigger taunts; and the Right trigger performs specials.

To dismiss Rumble's controls as overly simplistic would be a mistake, however. Within this seemingly basic shell hides thousands of combinations for experienced players to discover. Pressing the d-pad different directions will bring up varying moves, as will the situation the buttons are pressed

in. The same button press brings a different high-impact maneuver when applied during a front grapple, a back grapple, from the top turnbuckle, while running, when your opponent is on the return from an Irish Whip, and so on. The controls are easy to learn, but they have to be to keep up with the insanely fast action.



"DX rules! Nation of Domination can suck it!"

Two Cool

The character selection setup in Royal Rumble is quite unique. The game has only singles matches, but requires players to select a partner who waits in the wings. After this monumental decision is made, players then must choose between three Partner Attack configurations with three interference options each.

Small boxes below the Special bar light up when the appropriate time for an assist arrives. Performing the predetermined two-button tap will bring your partner into the fray one way or another. Depending on the characters combined and the configuration selected, weapons can be thrown to the wrestler in the ring, quick in and out run-ins can transpire, and double team maneuvers can be performed.



Rock and Rikishi about to give Godfather a double atomic drop.



Dreamcast Cover Story

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 9 Characters Onscreen Simultaneously; Over 20 WWF Superstars; Backstage Areas; Partner Interference Options; Multiple Signature Moves Per Character; VMU & Jump Pack Compatible
- **Created by:** Yuke's/Sega for THQ
- **Available:** Late August for Dreamcast

80% Complete

In The Arena...

If it's possible to take your eye off the action, there's a ton of detail to appreciate in Royal Rumble. Outside the ring, one can see a table with Jim Ross and Jerry Lawler working the mikes (although there is no voice-over commentary), people waving signs, and cameramen doing their job. We've even caught a glimpse of that huge bodyguard guy the WWF has at every event for crowd control.

Like SmackDown, one can't help but instantly notice the incredible lighting effects. When performing a finisher, you can almost count exactly how many people in the audience have the benefit of flash photography. The highly detailed character models truly come to life when combined with real-time shadows, colored entrance lights, and varying lighting for backstage locales.

Entrances and victory celebrations aren't very long at all, but are well done. Pyros blast when appropriate, and the wrestlers do pretty much exactly what one would see them do on television.



Entrances are short, but detailed.



Rikishi does the Too Cool dance after a win



Rikishi finishes Tazz.



When the lighting goes haywire, watch out.



You could end up in a cage...

...And Out

Things happen fast in the WWF, and in Royal Rumble scenery shifts happen in the blink of an eye. Unless the option is turned off, randomly during a match the arena lights will dim and everybody in the ring will look about confused. The screen fades to black for but a moment, then BAM! Everyone's mysteriously been relocated. Sometimes the only change is that the ring is surrounded by a cage, but usually the match has been taken somewhere else. Out of ring locales include the entry ramp, a parking lot, a boiler room, a kitchen, and a back hallway. Many of these places are filled with danger zones that you don't want to be caught in. In the parking lot, for example, if you don't stay out of the exit lane, don't be surprised if a car mows you down.



...or get run over by a car



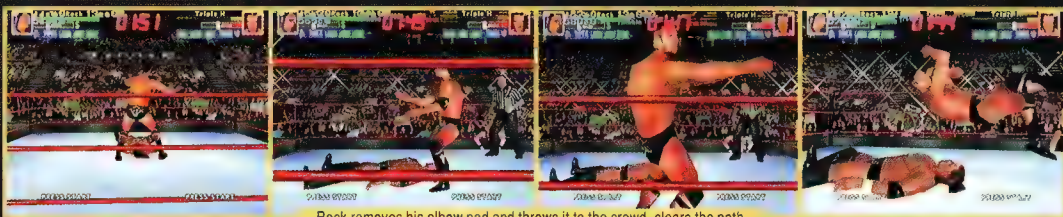
1-2-3 Kid

X-Pac

How did such a nice young man from our beloved home state of Minnesota change from the scrappy young babyface 1-2-3 Kid to the petulant heavy known as X-Pac? Apparently frustrated by his lack of success in the WWF, the 1-2-3 Kid sought career advice from America's preeminent proponent of thug life, ballet student turned studio gangsta Tupac Shakur. Impressed with the 1-2-3 Kid's moxie, 2Pac legally adopted the young man as his son, giving him his new nom de ring. X-Pac is one baddazz mutha-grabba, regulating the goody-two-shoes in the WWF reeal peropriete by yelling "Suck it!" while karate chopping his private parts. Unfortunately, any cool points he may have earned are negated by a skanky porn star beard and looking silly in floppy fisherman hats, so this battle goes to the 1-2-3 Kid.

Winner: 1-2-3 Kid





Rock removes his elbow pad and throws it to the crowd, clears the path, bounces off both ropes, and delivers the People's Elbow.

Triggers, Trademarks, & Tap-Outs

Your wrestler's health bar naturally gauges how well your character is doing, it is your Special bar, however, which tells you how much pain your opponent is about to be in. For every kick, punch, and move performed, the players' Special bar increases. Once the bar is filled, an S appears next to it. Up to five S's can be stored, but why save when you can spend?

When wrestlers are positioned correctly, pulling the Flight trigger will perform one of their signature moves and subtract some letters (depending on the severity of the special) from your account. In addition, any pin can automatically be broken by spending a single S.



HHH gives Rock the double underarm hook, tucks him between his legs, then gives him the Pedigree



Behold! The deforming cookie sheet.

Cookie Sheet of DOOM!

A WWF match is often decided by who first ventures under the ring and brings forth an implement of destruction. Royal Rumble is no different. Whether tossed in from a partner or found lying about backstage, weapons are easy to come by. The number of foreign objects in the game is truly staggering. After six hours of play by the GI staff, new ones were still popping up! More impressive, however, was the fact that some actually deform with use. Grab a cookie sheet, whack somebody in the head with it, and watch it bend.



Big Show rolls a stretcher at Mankind.



Good Stephanie

GI
Grudge Match
VS.



Bad Stephanie

Ahh, Stephanie McMahon – the walking definition of the word nepotism. In her role as the Tori Spelling of the WWF, daddy's girl Stephanie dazzles us with her wooden acting skills in both her bad and good incarnations. Good Stephanie was whiny and infantile, reminding us of every spoiled rich chick we hated in high school. After a ratty perm and a roll in the hay with Triple H, Stephanie became a conniving sub-Jerry Springer grade hootchie. Good or bad, Stephanie's grating voice and creepy looks make us cringe.

Winner: Draw



The Name Of The Game

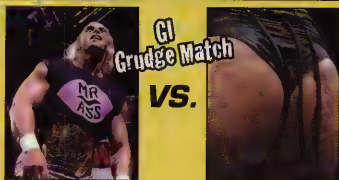
Rather than go one-on-one (with the Great One, or an opponent of your choosing), players can opt to partake in a mode for which the game was named after: The Royal Rumble. With nine characters able to be onscreen at once, it's a guarantee this mode will be more exciting than it's ever been in any other WWF game.

To keep players from cowering until most of the competition has been eliminated, players are given a time limit: If the sparse minutes are wasted, the game is over. To earn seconds, players have to work hard making sure they are the ones eliminating opponents by flinging them over the top rope. Success in this endeavor earns an extra twenty seconds on the clock.

Royal Rumble's Wrestlers

There may be late additions made, but this list of playable characters is most likely what will be seen in the final version. Consider it 95% accurate at worst.

| | |
|---------------|----------------|
| Kurt Angle | Vince McMahon |
| Big Show | Rikishi |
| D'Lo Brown | Road Dogg |
| Edge | The Rock |
| Godfather | Al Snow |
| Jeff Hardy | Stone Cold |
| Matt Hardy | Tazz |
| Chris Jericho | Triple H |
| Kane | The Undertaker |
| Mankind | X-Pac |
| Shane McMahon | |



Mr. Ass

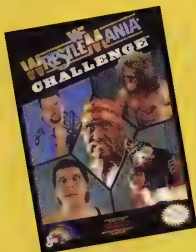
Rikishi's Ass

Señor Ass' tangerine fake bake, greasy blond locks, and well-toned tochas have made him a favorite with the ladies, but how does the former New Age Outlaw size up against The Ass That Ate Tokyo? Not well, we're afraid. The funkiest big man this side of William "The Refrigerator" Perry, Rikishi and his prodigious posterior have caused a sensation in the WWF, inspiring awe in all those that gaze upon his hypnotic caboose. Whether he's shaking his moneymaker with his homies Too Cool, or squashing the competition with a brutal butt-splash, Rikishi wins this match ass down.

Winner: Rikishi's Ass

A Brief History of WWF Video Games

- 1988 – *WrestleMania* – NES – Acclaim
- 1989 – *Superstars* – Arcade – Technos
- 1990 – *WrestleMania Challenge* – NES – Acclaim
- 1991 – *WrestleFest* – Arcade – Technos
- 1992 – *WrestleMania Steel Cage Challenge* – NES – Acclaim
- 1992 – *Rage in the Cage* – Sega CD – Acclaim
- 1992/93 – *Super WrestleMania* – Genesis/SNES – Acclaim
- 1993 – *Royal Rumble* – Genesis/SNES – Acclaim
- 1993 – *King of the Ring* – NES – Acclaim
- 1994 – *Raw* – Genesis/SNES/32X – Acclaim
- 1995 – *WrestleMania* – Arcade/PS-X – Midway/Acclaim



1996 – *In Your House* – Saturn/PS-X/SNES – Acclaim

1998 – *War Zone* – PS-X/N64 – Acclaim

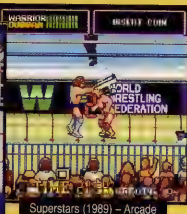
1999 – *Attitude* – PS-X/N64/DC – Acclaim

1999 – *WrestleMania 2000* – N64 – THQ

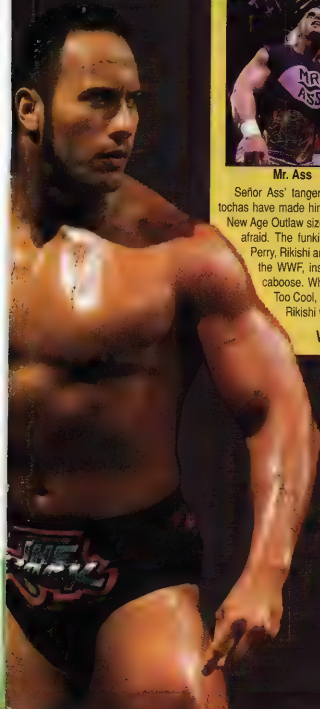
2000 – *WWF SmackDown!* – PS-X – THQ



Royal Rumble (1993) – Genesis



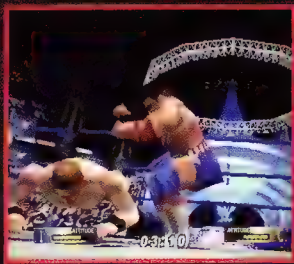
Superstars (1989) – Arcade



WWF No Mercy

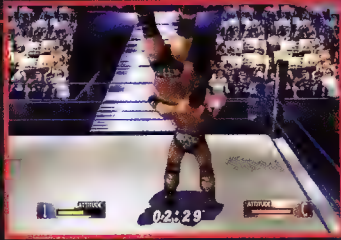
The Best There Ever Will Be

At E3 2000, THQ made two huge announcements regarding its future plans for Nintendo 64 wrestling titles. The first was that a new game, *WWF No Mercy*, would be available for the coming holiday season. Secondly, THQ declared that *No Mercy* would be the last WWF game it would be releasing for N64. Planning to end its short reign on a high note, *No Mercy* will deliver the same graphics and gameplay showcased in *WrestleMania 2000*, but with enough new features and modes to make it the undisputed champion of the N64.



Change of Seasons

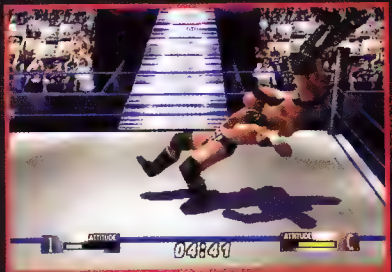
The Road to WrestleMania option on *WrestleMania 2000* was certainly a large career mode, but the developers considered it a bit too long. In *No Mercy*, rather than have a single mode where every belt is eventually battled for, Championship mode now has players decide which gold they're going after. Each belt will have its own storyline and distinct challenges, and if you become the title holder, your wrestler will walk to the ring wearing the strap. Unfortunately, to create enough space for all this action the Create-a-Belt mode had to be removed.



Major Modes

To make *No Mercy* even more addictive than its predecessor, many new modes are being pieced together. In addition to the Exhibition and Championship mode, players will be able to participate in a Royal Rumble and create their own dream card with the Pay-Per-View option. Survival mode pits players against a never-ending stream of one-on-one matches to see how long they can last, and the developers have even hinted at the possible inclusion of a Ladder Match.

No Mercy also borrows a page from *SmackDown* with its Guest Referee mode, in which a player picks a wrestler to don the black and white stripes. During the match, every count – pinfalls, count-outs, illegal hold warnings, and submission checks – is controlled by the guest ref. The person in control can choose to make fast counts, turn their backs on dirty players, or take part in the action.



Old Undertaker

GI
Grudge Match

VS.



New Undertaker

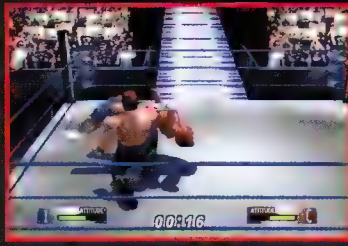
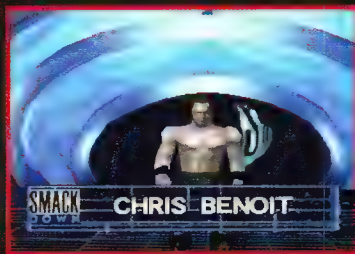
Overcoming stiff wrestling skills and an almost total lack of charisma, The Undertaker has inexplicably become one of the WWF's most enduring superstars. The old Undertaker was an undead lord of the underworld known for rambling, incoherent speeches and rolling his eyes into the back of his head. The new "Born to be Wild" Undertaker rides a gas guzzlin' Harley and wears Axl Rose-style bandannas. Neither are interesting or fun to watch. Old Undertaker wins this match because he was down with Paul "The Sexiest Man in Wrestling" Bearer.

Winner: Old Undertaker

Nintendo 64 Cover Story

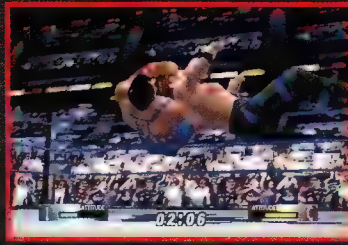
- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 80 Superstars; Championship Mode For Each Belt; Expanded Wrestler Edit; Guest Referee Mode; Compatible With Game Boy Titles Via Transfer Pak; Rumble & Controller Pak Compatible
- **Created by:** Asmik/Aki for THQ
- **Available:** Late November for Nintendo 64

50% Complete



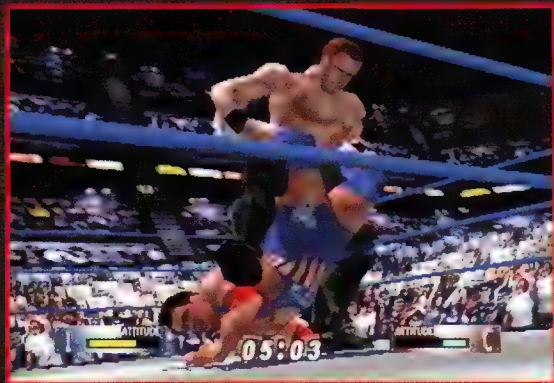
It's The Bigger Snow

There's also a slew of little tweaks planned for No Mercy. As the pictures on these pages clearly show, SmackDown has been added to the arena choices. Wrestler Edit will be expanded, especially in the appearance options. The early version we were shown also had two announcer tables sitting outside the ring with nobody sitting at them. When we asked a developer if players would be able to use those tables, either to slam somebody against or through, the response was, "That's the plan." Watch out Spanish broadcast team!



ForERock

Perhaps No Mercy's biggest innovation will be its compatibility with future THQ WWF Game Boy Color titles. At least one version of No Mercy for Game Boy (additional versions with different wrestlers are planned) will appear on store shelves simultaneously with its Nintendo 64 counterpart. Fans who spend some time with these pocket versions can earn points and use the Transfer Pak to send them to their N64. A SmackDown Mall option on the menu screen can then be accessed to buy new costumes, additional weapons, and possibly extra moves. This will be the only way to unlock these extras, so players who have to have it all had best save a little extra cash for the handheld version.



Too Much



Too Cool

GI
Grudge Match
VS.

This was by far the hardest match to call. Too Much or Too Cool? Both of these tag teams hold a place near and dear to our hearts. Hot WWF up-and-comers from their early days as ambiguously happy best friends, these life partners knew how to work it, girlfriend! Seductively dressed in loud 80's spandex workout gear, Too Much never took defeat sitting down (in fact, it was rather hard for them to sit down most of the time). Then, just as they were on the verge of becoming the Siegfried and Roy of wrestling, Too Much flipped the script. Transforming into Scotty 2 Hotty and Grandmaster Sexy, they became Too Cool, the hippest homeboys since 3rd Bass. Pop goes the weasel! These dapper hot boppers have rocked the WWF hizouse with their patented worm slam finisher and a wardrobe they must have stolen from former cast members of In Living Color. As much as we love the Percolaters of Cool, we have to give Too Much two snaps up and a circle for making the obvious homoerotic undertones in wrestling crystal clear to all.

Winners: Too Much



The Smacketh Returneth

SMACK! 2 DOWN

Know Your Role



Jeff Hardy smacks Buh Buh Ray's head against the announcers' table...



...but then gets a 3D in the center of the ring

Of all the WWF games we preview in this issue, SmackDown 2 is the farthest from completion. The game is so early that THQ could provide us with a look at a five minute video of gameplay that was shown at E3, and a chat with SmackDown 2's producer, Sanders Keel. In lieu of a preview, we've decided to simply tell you everything we know.

Some Highlights From The Video

The Rock is shown standing in the streets outside of the arena [one of the game's backstage areas], next to the People's Cafe. The scene briefly switches to Triple H celebrating a win in the ring, then changes to Jeff Hardy on the receiving end of the Dudley Death Drop. Another snippet from a Dudley match is shown - this time D'Von lifting Christian up to Buh Buh Ray sitting on the top turnbuckle. Once Christian is properly set up, Buh Buh jumps down to deliver his sit down power bomb that's so popular with the ladies. [Buh Buh doesn't put him through a table, but Sanders does mention that he hopes to put that in]

The video switches to a singles match between Jeff Hardy and Buh Buh Ray. Jeff throws Buh Buh through the ropes to the outside, then exits to the apron and does a springboard moonsault from the ropes to the floor. Jeff recovers, lifts Buh Buh to his feet, then pounds his head on the announcers' table.

Triple H is then shown relaxing on a couch in a luxury lounge [another backstage area]. There's no platter of cheese on the table in front of him, but the action shifts to Head Cheese in the ring soon enough. Steve Blackman and Al Snow are teaching Hardcore Holly a lesson in double team maneuvers. Blackman whips the super-heavyweight to Snow, who drop toe-holds him into a tumbuckle. Snow then whips Hardcore back to Blackman, who has climbed a tumbuckle and delivers a dropkick. Blackman then drapes Holly across his knee, allowing Al Snow to go to the top and deliver a flying leg drop.

Suddenly, Jeff Hardy is shown climbing a ladder in the ring. He soon does his suicide swan dive onto D'Von below. The two brawl in the ring as the ladder leeters every time someone hits the mat. The Rock's victory animation is shown and the video comes to a close.

SmackDown 2 will have over 50 wrestlers when finished, but here's a list of the ones even briefly seen in the video:

- Steve Blackman
- Bradshaw
- Christian
- Buh Buh Ray Dudley
- D'Von Dudley
- Edge
- Farooq
- Hardcore Holly
- Jeff Hardy
- Matt Hardy
- Kane
- The Rock
- Al Snow
- Tori
- Triple H
- Undertaker



Triple H chills out in the green room.



New Features & Changes

- Additional backstage areas, including the streets outside the arena, a lounge, a shower room, and possibly the WWF theme restaurant.
- Many more double team and tag team maneuvers.
- Pre-Season mode will be removed.
- The Create-a-Wrestler is being heavily changed so there will be more appearance options and it will be easier for players to make a superstar.

Details on the Ladder Match

Precisely how the Ladder Match will work is still being ironed out, but here's how the developers envision it. The ladder will start outside the ring with the belt suspended above the middle of the ring. The ladder will have to be brought into the ring and set up. When characters try to climb for the belt, the more injured they are, the slower they'll climb. Any attack to the ladder will cause the person climbing it to be knocked off.



Isaac Yankem, DDS



Kane

GI Grudge Match VS.

Before he was the Big Red Machine, Kane was a sadistic dentist (and Sid Vicious look-alike) called Isaac Yankem, DDS. The combative yuckmouth rattled the fillings of his rivals, dishing out pain novocain couldn't ease. Following a horribly disfiguring accident, Yankem reappeared as Kane, a musclebound mute who is apparently the Undertaker's lost brother. Neither Yankem or Kane are exactly what we'd call attractive, so Kane wins this match for actually getting a little action from hot ring babe Tori. Hmm....mutilated face, long stringy hair, a ravaged croak for a voice - what's not to love? Guess they must call him the Big Red Machine for a reason.

Winner: Kane



The Smacketh Returneth

SMACK! 2 DOWN

Know Your Role



Jeff Hardy smacks Buh Buh Ray's head against the announcers' table...



...but then gets a 3D in the center of the ring.

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GI
Grudge Match
VS.



Kane

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Winner: Kane

The Percolater of Cool

An Interview With Sanders Keel, Producer of THQ's WWF Titles

Game Informer: Since the SmackDown development team is located in Japan, how do you coordinate your efforts?

Sanders: Everything happens in Japan, so naturally I have to be over there a lot.

We send them tapes of the WWF broadcasts so they can get an idea of what's going on. Later in the development process - the last month and a half or so - I basically live in Japan just so I can oversee the final stages. We've had surprisingly few problems. Some minor problems with text translations, but nothing too bad.

Game Informer: How much time do you actually spend with the wrestlers?

Sanders: I have the opportunity to spend a fair amount of time with the wrestlers. I'm really surprised at the work ethic that goes into it, as far as studying what they do. After a match, most of them sit down and watch tapes of the show, or watch the WCW to see what the competition is up to.

Some of them are really into video games, especially D'Lo Brown, The Rock, and Kane. A lot of them play themselves in SmackDown, so we do get a lot of input from the wrestlers. We get a lot of request like "Make me look bigger, more muscular," stuff like that. But their requests are usually more reasonable than the fans' [laughs].

Game Informer: What wrestler did the fans most want to see included in SmackDown 2?

Sanders: Mainly Tazz because he came in about a month after we were done. So he came in right at the time the game came out and people were saying, "Why isn't Tazz in?" It was basically bad timing. Too Cool will be another addition for SmackDown 2 as well, but you have to try and balance the roster with the new and the old. For example, Mankind will still be in the game, but Shawn Michaels is still a question mark at this point.

Game Informer: What innovations are you going to be able to implement on the next generation of consoles. What will you be able to do on PlayStation 2 that you couldn't on PlayStation?

Sanders: Not much on PlayStation 2. [laughs] With X-Box, I'd hope that we'd be able to implement a lot more multiplayer features. We're going to have so much more space to incorporate more complex AI that will make the wrestlers much more unpredictable. Also, you could have in-ring events that will trigger different

storylines. There's still a lot to do in wrestling games, so the next generation of systems is going to be a challenge. But I'm confident that we'll come out ahead. If we have space to do it, we'll do it. We don't want to half-ass anything.



"Should I reach for the belt..."



"...or jump on your face?!"

Game Informer: Are you going to be building your next-gen games from the ground up, or simply porting over existing games with improved graphics, as a lot of developers in the industry are doing?

Sanders: There's no point in doing that. It's a waste of money and it's a waste of time. You have to put out a product that represents the system. We're going to concentrate on getting this batch of games out, then take

some time to think about what we want to accomplish on the next-gen systems. Right now, we're in the planning stages, figuring out the new hardware. I think working with Yuke's in Japan gives us better roots than the competition as far as our knowledge of the sport. Those guys were big WWF fans before we started working with them, but we also watch the Japanese and Mexican wrestling leagues to incorporate elements from those as well.

Game Informer: In another article in this issue we ask Miyamoto, Suzuki, and some other top producers for their quick impressions of the four next-generation systems. Care to weigh in with your opinions.

Dreamcast? Underrated.

PlayStation 2? Overrated.

X-Box? Very excited. Definitely the system I'm most looking forward to.

Dolphin? Questionable. I'm excited about the Dolphin as well, but we haven't received our development kits for it yet. I know some companies have them.

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 50 WWF Superstars; New Backstage Areas; Many

More Double Team Moves; The Ladder Match; Completely Revamped Create-A-Wrestler

- **Created by:** Yuke's for THQ
- **Available:** December for PlayStation

30% Complete



Sanders Keel,
Producer THQ

VISIONS OF THE

Leonardo da Vinci, William Shakespeare, and Michelangelo are but a few of the great masters whose creative work has influenced the world. The products of these geniuses are so potent that they still inspire admiration today, imprinting the creators' names on the minds of those with but a passing knowledge of the arts.

Which of today's creators will become legendary hundreds of years from now cannot be guessed, but odds are that at least one of those names will come from the video game industry. Within a single game, script, music, and graphics must come together in such a way that those playing are affected by the vision of its creators. In other words, creating an affecting game is art. It has been said that if Shakespeare were alive today, he'd be writing for television. More likely,

Yu Suzuki

Corporate Vice President, Software R&D, Sega Enterprises
Claims to Fame: Hang-On, Virtua Fighter, Shenmue

YU SUZUKI



Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

I think that online is very important for the future, but I think that non-online games will remain successful. The online game is simply a new genre.

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

I think that two things are very important. One is keeping pace with technology. We always create based on the hardware technology. Another thing is bringing in people from movies and music. Before, games were made only by people in the gaming industry, now we must

make games with people from other industries. I think that out-sourcing is very important.

Have you come across any disappointments, or do you see any downfalls, with the Dreamcast?

No. I think that the Dreamcast is a good machine. It is good enough to make the games that I want to create. Of course, it would be better if the Dreamcast was a bit more powerful, but the Dreamcast is a well-balanced hardware system, so I've never felt any frustrations.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

Whenever new hardware comes out, we need to do a lot of research at the very beginning. At that stage, the development cost will increase. After one or two years that cost will go down, as the know-how increases. Also, there will be new development tools created for that hardware. In any age, having one million dollars for a one year project (making an ordinary game) would be a reasonable amount. Of course, you could make a game for half that, depending on the concept. If there is less challenge to the game, the development cost is lowered.

Do you feel there is room for four competitors in the video game industry?

All four hardware systems will not be successful. But I think that four hardware systems can exist in the market, and all four companies have the stamina to survive as console manufacturers. It depends on how they see it. If the company is content to be the third or fourth shareholder in the market, it will be able to keep going. But always, the number one and number two companies will have the advantage.

What will be crucial to a game's success on the next-generation platforms?

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

“The ideas of the creator and the gameplay itself will become more important because anyone will be able to have good graphics. There will be no restrictions.”

THE VISIONARIES

Video Games' Top Talent Looks to the Future

he would be a writer and designer for a role-playing game, while da Vinci would be head conceptual artist, and Michelangelo a famed 3D animator.

The renowned creators of eras past shaped the future of art, just as the celebrated video game developers of the present are indirectly dictating the future of the industry by virtue of their work. At the great gathering of console artisans known to the world as E3, Game Informer took the opportunity to meet

with as many of the great masters of video games as possible. We picked their brains about where they saw the interactive entertainment field going, and what they were doing to make these visions a reality. Not surprisingly, their predictions vary greatly, but all provide insight into both the near and far future of console gaming.

Tetsuya Mizuguchi

Producer, Sega of Japan
Claims to Fame: Sega Rally,
Space Channel 5



What will be crucial to a game's success on the next-generation platforms?

Its balance of technology and concepts. The games must change — not only the technology. In most games, the sound and visuals are getting better, but the gameplay is the same. In the last 20 years, the games have been changing, but humans never change. The question is, how can we dig deep enough to cross the human senses with the games?

Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

I feel very positive about the Internet, but I want to take some time and think about the future. I feel that so many online games exist now, but all the games are running on the same roads. If I make an online game, I'd like to challenge the existing way. I'd like to create a new type of experience that's different from what we've seen. It's very exciting.

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

Everybody is talking about how I love music, dancing, and clubbing. Yes I do, but it's not just that I love these things. I love to create new entertainment. I want to make all types of games, not just the last game [Space Channel 5]. Perhaps a bike racing game or something. I want to make new types of games, new experiences.

Do you feel there is room for four competitors in the video game industry?

That is a difficult question. As a console maker, I feel that Dreamcast is very good. But as a creator, I want to use new hardware and new consoles and new technologies.

I am anxious about the competition. Everyone always talks about the war between hardware companies, but no one focuses on the software. We need to focus on how to make the games more fun.

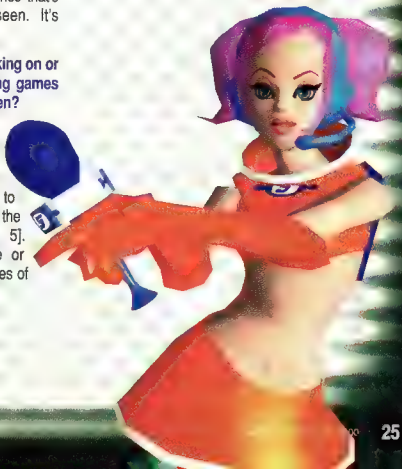
Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

I think this is nature. Some will be able to survive, but it depends on who you are. Myself, I am happy that I will always be able to create my games.

Besides yourself, who is the greatest creative mind in the video game industry?

Nobody.

“Everybody is talking about how I love music, dancing, and clubbing. Yes I do, but it's not just that I love these things. I love to create new entertainment... I want to make new types of games, new experiences.”



TETSUYA MIZUGUCHI

VISIONS OF THE VISIONARIES

Lorne Lanning

Co-Founder/President, Oddworld Inhabitants
Claims to Fame: Oddworld Abe's Oddysee & Abe's Exodus

LORNE LANNING



What will be crucial to a game's success on the next-generation platforms?

In the beginning of the new system's life, a number of games that aren't that special will become hits just because there isn't enough software out there. But once the market gets a taste of something new, well, then the stakes are going to get higher.

Art and animation quality are going to get a lot more important. There will be a big distinction between those games that look great and those that don't. On 32-bit, the difference was marginal between good and okay art. But in 128-bit, there's going to be a world of difference, and this time the public will notice it right away. Worlds will feel more real; characters will feel more lifelike. Those games that rise to the occasion are going to capture the attention of non-gamers as well, thus opening up a wider demographic.

Creativity is going to play a critical role in game design for this next era. Once the world gets a taste of new mechanics and concepts that many never thought possible, then the playing field is going to change dramatically. This will happen in the adventure genre first.

Humor and entertainment value are going to play a large role in this new style as old genres dissolve away. Once people play a completely dynamic character that talks and has relationships that are hilarious to witness...well, then the traditional approach to game character development is going to quickly feel old and tired.

Financial ability is going to play a large role also. 128-bit games are going to cost a lot more money to build than 32-bit games. It's just a lot more to program, a lot more to design, and a lot of new infrastructure that needs time investment. In the case of PlayStation 2, it will cost more to build

...a title than it would for the identical title on the PS-X.

...is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

Maybe with the X-Box, but it's hard to imagine this will be the case for Dreamcast or PlayStation 2. PS2 will probably be able to do strong sports and racing multiplayer titles later on in its life, but the X-Box should be able to deliver the power that finally incorporates physical dynamics into the massively multiplayer environment. This will change the basic feel of the online community experience, which will then draw to it a lot more attention.

“Creativity is going to play a critical role in game design for this next era. Once the world gets a taste of new mechanics and concepts that many never thought possible, then the playing field is going to change dramatically.”

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

With Munch's Oddysee, we've focused on genre merging. We've been picking the most fun, functional mechanics from previous genres and then splicing them into a new multi-genre singular experience. We're now able to have central characters that are more dynamic than anything on 32-bit (even Mario 64), and using their Gamespeak to then control individuals or groups of other characters the way you could previously only do in Real-time Strategy games. Each member of the group is also completely dynamic, is controllable through possession, can be commanded in real-time to do your bidding, and

comes with its own Gamespeak and humor commentary.

This emergence of abilities allows for many other new events and circumstances to take place that you couldn't even think about before. Now you're putting a whole community into motion and reaping the benefits or consequences of your actions. The environment is not static as it typically has been, but now it's a character in itself that is susceptible to health changes. These changes have additional benefits or disabilities to the other inhabitants of the world.

Characters that are found in the world can be nurtured into more powerful allies, or be misled to weaken them and undermine their community. The saintly qualities and deviousness that are enabled through Munch's world open up a whole new sensation to the gaming medium. A new moral dilemma emerges with this type of gaming experience.

Have you come across any disappointments, or do you see any downfalls, with any of the next-generation consoles?

We've come upon many disappointments, but ultimately you've just got to bite the bullet and figure out ways around the shortcomings of a new system. You look at the specs, you see impressive chip performance numbers, you predict as well as possible while still trying to be conservative, but then when you finally get into the dev systems you learn that they made some unbelievably stupid mistakes. Why? Because hardware designers don't understand how to make great looking graphics. Of course they think they do, so they don't bother to ask the people who really know before they go and design the system. So you kill yourself trying to figure out how to make great looking stuff with a system that was designed by guys who don't understand graphic excellence and think that only polygons are important. It can be a heartbreaker because you wind up putting a lot of money into areas of code that should have come free in the hardware.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

It will separate the men from the boys, it will hurt variety, and it will hurt innovation for the industry in general. This is because publishers are taking less chances as titles become more expensive.

If we didn't create Oddworld in the 32-bit era, we probably wouldn't have been able to create it at all. At the beginning of 32-bit, there was a lot of excitement and dumb money being thrown around the industry. Today, the industry's much wiser and much more skeptical. It's hard for new concepts to get funded, even by established game designers. Publishers feel safer with existing franchises and big licensing deals. They don't want virgin properties with big risks.



Beside yourself, who's the greatest creative mind in gaming today? Why?

I'd have to say it's Peter Molyneux, as Black and White is the game I'm most interested in seeing because it's dabbling with several concepts similar to Munch.

Is there room for four competitors in the video game industry?

The market is not going to support four similar class console systems. The major battle is going to be between Sony and Microsoft. Sega is doing well now, but in the face of PS2 and X-Box, I don't see how it will be able to compete. Nintendo doesn't get the concept of being an entertainment business. It's still stuck in a toy industry mentality. We think very few developers will support anything new from Nintendo as its business policies are far too risky.

What system are you most excited to work with? Why?

The X-Box. If it's not vaporware, then developing for this system will allow more money to go into the game itself, with less time and money being spent battling hardware idiosyncrasies and shortcomings.

Briefly sum up your feelings on...

Dreamcast: Good system...for now.

PlayStation 2: Where's the VRAM?

Dolphin: Game Boy Deluxe, anyone?

X-Box: A brand new day!

Where do you see the video game industry going in the next five years?

New creative titles that understand entertainment value as well as gameplay are going to redefine the industry and change the rules. Content will no longer be optional, but will become critical to a title's market viability. The mass market will open up as a result of those content titles that are able to take the gaming experience to the next level. The publishers and developers that don't understand content are going to have a hard time surviving. Budgets will get higher and fewer games will rake in more of the winnings. Online will become more viable as PC and X-Box titles forge the path. People will be playing more games and watching less TV. The game industry will mature into an entertainment beast that more closely resembles the music and film industries.

After this new crop of consoles has run its course, what can we expect next?

The next level system is a PC-ish device that sits in your living room and integrates today's PC, game console, hi-fi system, and cable box. It will have an infrared wireless keyboard and use an HDTV big screen as a monitor to your computer, your game system, and your web/email needs. Basically, the PC is going to move into the living room. If you can't afford a big screen, you'll be able to get glasses that display similar quality. You'll also be interacting with massive multiplayer online worlds that will make EverQuest look like Pong.

Shigeru Miyamoto

General Manager, Nintendo EAD

Claims to Fame: Mario, Donkey Kong, Zelda



What will be crucial to a game's success on the next-generation platforms?

Unfortunately, I cannot tell you exactly what I am doing with the Dolphin project. Of course, we are working on a number of different games. What I can tell you is that the current situation in the market is like this: some specific family member becomes addicted to gameplay, and this is wrong. From the outside, people or other members of the family are afraid that he or she may become an outcast from society or something like that. Traditionally games are different, games are something that can be (and should be) enjoyed by a whole family together. I believe that we have to get back to those kind of basics of video gameplay, otherwise we won't see a bright future for expansion of the market. What can we do about it? As you know, the console technology is evolving and this technology may bring us to the new era.

Currently, we are also seeing the use of mobile technologies serving the Game Boy Advance, as well as other cellular phones. By combining these different platforms, we may be able to achieve some new approach. What I can tell you is that the technology alone cannot bring us to the new future. That is the most interesting thing about doing business now, I think.

“

I don't think there will be enough room. That is why we believe that the battle will be fought between Sega, Sony, and Microsoft. While Nintendo is going to do something really different from them.

”

Is there room for four competitors in the video game industry?

I don't think there will be enough room. That is why we believe that the battle will be fought between Sega, Sony, and Microsoft. While Nintendo is going to do something really different from them.



SHIGERU MIYAMOTO

VISIONS OF THE VISIONARIES

TED PRICE

Ted Price

President, Insomniac Games
Claims to Fame: Disruptor, Spyro



Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

It's very exciting that this new batch of consoles has such online capacity, but the fact is that until widespread broadband access becomes a reality, the online gaming revolution is merely smoldering. Right now, games like EverQuest and Ultima Online are proving that the demand will be there, but access will have to be faster, cheaper, and more convenient for the console market to really jump into heavy online gaming. Therefore, for the first couple generations of software on the next-gen systems, I don't believe that online capability is vital at all.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

Since the retail price for games can't go much higher, but development costs continue to rise, there is less and less of the pie for developers and publishers to split up. As a result, developers will either have to have mega-hits consistently or start limiting the scope of their games to stay in business. The gap between those developers that have the mega-hits and those that just hang on will probably continue to widen because of the decreased returns, so I guess I'd agree that the men will be separated from the boys.

But I'd also guess that the rising costs will actually spur innovation and variety versus squashing it. Therefore the best developers will figure out how to maintain their budgets while increasing the scope of their games. You really can look at the coming years in a couple of ways: yeah, the risk of failing spectacularly is even higher, but to have an opportunity to work on these amazing

“
The fact is that until widespread broadband access becomes a reality, the online gaming revolution is merely smoldering.
”

new consoles and potentially create something groundbreaking is worth that risk.

Beside yourself, who's the greatest creative mind in gaming today? Why?

Outside of the other people in our group, I'd have to give the same answer that everyone has been giving for the last five years – Miyamoto (yawn). His games are just too consistently good. Though, for a close second, I'd pick Sid Meier. Once I start playing one of his games, I forget about sleeping and eating for about a week.

Is there room for four competitors in the video game industry?

Hmmm, three may be the magic number. Console competition is great for the industry, but when you've got four consoles to choose from, things get awfully confusing for the consumer. Based on what's happened over the past several generations of consoles, it's pretty likely that two will emerge as clear leaders, one will barely hang on, and the fourth will disappear completely.

Briefly sum up your feelings on...

Dreamcast: Will eventually get squashed by PS2.
PlayStation 2: Will win the console wars.

Dolphin: Nope.

X-Box: Best competition for PS2.

Where do you see the video game industry going in the next five years?

If the industry continues to expand at the same rate, video gaming will be one of the top (if not the top) forms of entertainment around the world in a few years. Therefore, while costs continue to rise, profits could increase for those developers who have the real hits since every new generation brings a bigger installed base. For those that don't have the hits, things will most certainly be tougher since it will take more and more units sold to break even. But will things really change in the industry? While there will probably be a consolidation phase over the next couple of years, opportunities should continue to increase for developers and publishers as more people buy consoles and more niche gaming markets spring up. Our industry has experienced steady growth since its birth and there's no reason to expect that it will slow right now.

HIRONOBU SAKAGUCHI

Hironobu Sakaguchi

President/Producer,
Square Soft
Claim to Fame:
Final Fantasy



“
The online game revolution shall begin with the next-generation consoles.
”





HIDEO KOJIMA

Hideo Kojima

Producer/Director, Konami
Claims to Fame: *Snatcher*, *Metal Gear*



What will be crucial to a game's success on the next-generation platforms?

It is important that we focus on creating and developing games that revolve around the network. Also, it is important that graphics are expressed and the game created utilizes the full capacity of the hardware.

Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

In addition to the traditional PC access, it will be possible to enjoy online games through next-generation game consoles that feature communication facilities and hard disks. Since a new type of enjoyment of games will be made possible, the online game revolution shall begin with the next-generation consoles. For example, with RPGs, the stand alone games used to be supported and enjoyed by only a limited number of people, but with the online phenomenon, players of different countries, cultures, environments, and ages shall be able to enter one world/one story and enjoy the game as well. The online experience allows the ideal situation of playing the game while communicating with many others at the same time.

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

First of all, we would like to change the scope of people who can join the game. The PlayOnline service, which will commence initially in Japan beginning in the year 2001, is aiming to go beyond and exceed the scope of traditional online games.

These online games will be devised so that new players will be able to join the games without stress. Also, with online games, downloading data will be possible, so eventually, users will be able to download results of sports games and use the data in the games they play.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

It cannot be said that development costs constantly rise, as the costs are dependent upon the way the product is created, the type of game being created, and the timing of joining a new hardware system. Even if the costs increase at the beginning of development, the situation gradually improves and it becomes possible to absorb the initial high costs. In the case of RPGs, development costs seem to increase when switching to a high performance platform, but as expression and game content improve, the market expands as well, and as a result, we are able to achieve a balance.

Is there room for four competitors in the video game industry?

As game expression and technology increase with the introduction of next-generation game consoles and the market for those who enjoy playing games expands, there will be room for four competitors to compete in the video game industry. But from the user's standpoint, four platforms may be too much.

“ Small companies obviously won't be able to create a mega-game, but at the same time they can focus on a small game, a low-budget game. ”

What, if any, differences will there be in making a successful game on PlayStation versus on PlayStation 2?

As you know, PlayStation 2 has been launched in Japan, and you can play DVD movies on it. There are people in Japan who bought the PlayStation 2 as a DVD player, so we have to keep in mind that target audience. We have to get the graphics' level up to a certain point where these DVD watchers will be satisfied. At the same time, what I'm working on is a game, and it has to be fun and playable as a game. While it is a game, what I have to keep in mind is that this other audience will expect a certain level of graphics. So what I have to do is get the both graphics and gameplay up to these expectations. That is what is key with the PlayStation 2.

How do you view online games? Do you think it is all hype or do you view this as a new focus for the future?

Up until now, we had no idea of what game players looked like or what their tastes were. You know, the people who buy our games. We did our market research the best way we knew how; using this, we imagined what kind of person would be buying our games and created for that person. But now, with online capabilities, we can communicate with the players and maybe we can talk to them within the games. This way we can learn the tastes of the player and hopefully quickly incorporate this into our game. I predict that online will become a mainstream thing to all games.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

I believe that we should not be worried about that. Small companies obviously won't be able to create a mega-game, but at the same time they can focus on a small game, a low-budget game. It is really 100% idea. I mean, if a company comes up with a low-budget game with a lot of innovative ideas, it will be successful. With that money they can then go on and create a higher-profile game. There are a lot of niches to explore.

Beside yourself, who's the greatest creative mind in gaming today?

Mr. Miyamoto, and Mr. Yuji Kori who created *Dragon Quest*.

Is there room for four competitors in the video game industry?

Just like in the natural world, I think they can coexist. When all other species are gone and all that is left is one powerful species, that being will become extinct. They will coexist.

VISIONS OF THE VISIONARIES

Greg Thomas

President, Visual Concepts
Claims to Fame: NFL2K, NBA2K

GREG THOMAS



What will be crucial to a game's success on the next-generation platforms?

As we go forward from this point, I believe that online play in all titles will be an important feature. Playing with or against another human is a far better experience than playing with or against the AI. And with online play, playing with other people is much easier since they don't actually have to be in your house!

Additionally, the video game market continues to grow and get more mass market which opens the door for new ideas that will appeal to a broader audience. Games like Seaman and The Sims come to mind.

One more thing, consumers are more demanding now than ever. They expect the visuals and the overall visual experience to be perfect and will not settle for anything less. This, of course, makes the developer's job more difficult.

Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

Definitely vital. As we see with the Dreamcast leading the way with online gaming, we will prove that all titles should be online playable. I believe that online gaming will become such an important feature that if your title doesn't include it but your competitor's does, then your rival's title will take the lion's share of the sales. Of course, this is if developers make it super easy to get online!

Do you think sports games are far better suited for online play than fantasy role-playing games?

No, definitely not. I believe that online gaming is a whole new shift in video game design, and developers must figure out new ways to use the

modern and the Internet, and to enable connections between people. This is not just about competitive play against another player, this can be about using data from the Internet, having another player helping you along, etc. There are so many ways to use connectivity, it's up to the developers to create these new experiences.

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

We are spending a good amount of our time on online gaming. This has really been a focus for us. We made a goal at the beginning of this year to deliver a seamless online play experience, and we are trying very hard to be able to deliver that this year. In addition, we continue to experiment with new graphic technologies that will give our games better visuals, whether it be animation, textures, physics, or audio.

“ I think one of the biggest issues facing the industry is the lack of creativity, and this is almost purely due to the overall cost of getting a game developed. Publishers would much rather develop a sequel to an existing game than take a chance on something new. ”

Have you come across any disappointments, or do you see any downfalls, with any of the next-generation consoles?

Developers will never be entirely happy with any console they are given. There are always disappointments. But you try to minimize those disappointments by playing to the strength of the machine itself. With the Dreamcast, we have been real impressed with the power of its overall

display for polygons and textures. We continue to get more out of the machine all the time. I believe that any machine that doesn't come standard with connectivity out of the box is a disappointment.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

Games are getting much tougher to develop, and this will hurt our overall industry. The Dreamcast is not difficult to develop for and that's why you're seeing innovative titles from Sega. However, rising development costs are a fact of life and if you want to compete in this industry you really have no choice. I think one of the biggest issues facing the industry is the lack of creativity, and this is almost purely due to the overall cost of getting a game developed. Publishers would much rather develop a sequel to an existing game than take a chance on something new.

Beside yourself, who's the greatest creative mind in gaming today? Why?

I definitely do not consider myself in the same league as the greatest creative minds in the industry. Here are the people I most respect: Yu Suzuki, Shigeru Miyamoto, Will Wright, Peter Molyneux, Tetsuya Mizuguchi, Hideo Kojima, and Yuji Naka.

Is there room for four competitors in the video game industry?

It all depends on how similar those competitors are and how their offerings differ. If they are all offering basically the same console, then definitely not. But if each of them carve out a niche, then it's possible. One thing's for sure, I don't know that any of these guys want to carve out a niche for themselves, so it's going to get real interesting!

Briefly sum up your feelings on...

Dreamcast: Way better than anyone thought it would be.

PlayStation 2: Not as good as everyone expected.

Dolphin: Nobody has a clue yet.

X-Box: Very powerful, but that's not enough. Where are the games?

Where do you see the video game industry going in the next five years?

I still see the future as pay-per-play and a dedicated console as dead. I see games as being selected on your television like a TV show and these huge online communities of people all over the world playing together! Entertainment like this will make passive entertainment like TV a thing of the past! But, this will not happen for probably more than five years, more like seven is my guess. Technology has a way to go before everything will be in place to make it all a seamless experience – and that's what it needs to be in order to be successful.

Jason Rubin

President, Naughty Dog
Claims to Fame: *Way of the Warrior*,
Crash Bandicoot



What will be crucial to a game's success on the next-generation platforms?

Until we get true broadband online gaming, I think the basics are going to remain the same: gameplay, graphics, story, and presentation. The hardware is being upgraded, but the audience is still version 1.0. They want the same thing that they did in the last generation, they just want it to play better, look better, make more sense, and be exciting.

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

Is this next-generation batch of consoles going to be where the industry's talk of an online gaming revolution comes true? How vital will online capability be to a game's success?

Vegas gives this generation even odds. Maybe it happens, maybe it doesn't. Me? I'm betting that if someone doesn't come through, it's going to be the cable and phone companies. Look at your cable box. Do you really think that the guys that haven't changed that piece of crap in two decades are going to provide decent broadband to the entire country in less than five years? No? Then I guess it will have to be the phone guys. The same idiots who have taken five years to get something as simple as caller ID into less than half of our households, and have been promising web-capable cell phones for almost as long as the next-generation of consoles is supposed to last.

When online does arrive, though, I still think that there will be a call for the current type of single-player, or local multiplayer, gaming. A title's success, therefore, will not be based on whether

it is online, but whether or not it is a GOOD online game, or a GOOD offline game.

What innovations are you working on or do you visualize that will bring games beyond what we've already seen?

We can't talk about our current title, but I do have an idea for a monster fried clam trucker named Ferdinand that I am always willing to share. Ferdinand the Fried Clam and his heavily armed monster truck race around on the top of a giant Italian restaurant table (red and white checkerboard, of course) fighting against the evil Dr. Marinara and his henchmen, Al Dente and Al Forno. I think I have a way of fitting The Rock and Mr. Ass in as well, if I can get the license...am I losing you?

“...many of today's developers are sliding by on the short-sighted decision-making process prevalent in the gaming publishing community.”

Have you come across any disappointments, or do you see any downfalls, with any of the next-generation consoles?

One big problem that Naughty Dog is having is that the tools we're using to create the worlds on PS2 are not up to the challenge. The PS2 is significantly faster than today's PCs, so the 3D tools on the PC just aren't hacking it. It's kind of like digging the Grand Canyon with a spoon.

Will the rising cost of development simply separate the men from the boys, or will it hurt variety and innovation in the long run?

I'm sure that the following statement will not make me popular, but I believe that many of today's developers are sliding by on the short-sighted decision-making process prevalent in the gaming publishing community. Money is being thrown at teams that have failed or been late numerous times in the past, and at new teams with no record. The idea is to start as many projects as possible, and keep the ones that succeed. Unfortunately, less projects are canceled than should be.

As development costs go up, the risk to publishers increases, and in the near future, publishers that don't change their policies will go the way of the dodo. The slaughter will be merciless...and will free up the talent from the teams, which for whatever reason, just didn't hack it. The better part of this talent pool will work their way into the successful development teams

that are being forced to expand by progressing technology.

The boys will give up being boys and learn to work for the men. And there will be fewer teams overall. Variety and innovation might indeed be hampered by this process and the increased risk each project bears. It will be the gamers responsibility to vote with their dollars to reward cool new ideas. If they don't, and they flock to the basics, then one day the gaming selection might be no better than the variety offered by today's television programming.

Beside yourself, who's the greatest creative mind in gaming today? Why?

I like Miyamoto-san, of course. He always manages to throw in a twist, or push things forward, with each and every title he works on. Sega is doing some interesting things with its online push, and it will be interesting to see how Phantasy Star Online and the like work out. And I think that Sony's focus on broadband will bring the single greatest change to gaming since the pixel.

Is there room for four competitors in the video game industry?

Have you ever noticed that most receivers have only three video inputs? Even a diehard gamer doesn't need four gaming systems! If the Dreamcast ends up being the Saturn of this generation, then Sega will be the Eastern Airlines of the gaming industry. And if Microsoft thinks that its internal developers are going to be able to create the content they need to beat Nintendo/Pokémon/Miyamoto and Sony/Square/Namco/Konami/Capcom, then the government should reverse its antitrust ruling on the grounds that any company that believes such a thing couldn't have possibly figured out how to compete unfairly.

What system are you most excited to work with? Why?

A wise man once said: "Horse sense is what keeps horses from betting on people...but if you have to put money down, bet on the favorite." Exactly. Naughty Dog is sticking with the PlayStation 2.

Briefly sum up your feelings on...

Dreamcast: First off the line, but it doesn't have the engine to win the race.

PlayStation 2: The favorite. Will they blow a tire or screw something else up?

Dolphin: Hold the race! Hold the race! It'll be there soon. Best driver, but where's the car?

X-Box: Good car and engine...maybe. But who's driving? And where are they going?

Where do you see the video game industry going in the next five years? After this new crop of consoles has run its course, what can we expect next?

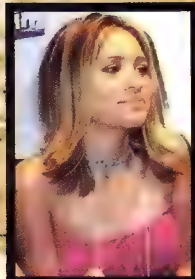
Bigger, better...and online. Other than that, my eight ball says, "Ask Again Later." Naughty Dog is too busy dealing with 2001 to look at 2005!

E3 2000: CLASH OF THE TITANS

Each May, the video game industry descends on Los Angeles for three days of schmooze and booze, to attend the orgy of hype and commerce known as the Electronic Entertainment Expo. As the industry has grown, so has E3. This year's show featured 450 exhibitors, over 2,400 games (up from last year's tally of 1,900), and drew an attendance of 62,000.

Surveying the sea of retailers, media, producers, programmers, executives, and press agents, it's difficult to distinguish the players from the posers. Listen close and you'll discover that the middle aged guy in a three-piece suit is struggling for a break while that 23-year-old skatepunk drove to the show in a Porsche. As palms are pressed, deals are inked, and fortunes are made, the question on everyone's mind is "what's next?" E3 is the event of the year in gaming, one which sets the stage for the year (and the lucrative holiday retail season) to come. Despite Sony's much-ballyhooed American unveiling of the PlayStation 2, many came into this year's E3 feeling both excited and apprehensive about the uncertain times ahead.

Sony had a lot riding on E3. After the record-breaking PlayStation 2 launch in Japan, many media outlets had panned the Japanese launch games. With Microsoft nipping at its heels, Sega proving to be surprisingly resilient, and Nintendo's Dolphin system quietly waiting in the wings, Sony was planning E3 as a jump start for the U.S. launch of the PS2 in October. Now that E3 2000 is but a fond memory, Game Informer sorts through the fallout of the convention, and hands the Big Four our E3 Report Cards.







SONY

Until the Japanese launch of the PlayStation 2, Sony had been riding a wave of media hype that portrayed the PS2 as a technological advance on par with the invention of the internal combustion engine. George Lucas even claimed that the PlayStation 2 would be able to produce CG graphics in real-time that had taken him years to create for *The Phantom Menace*. Spurred on by glowing articles in several mainstream magazine that appeared to have been written by the Sony PR department, the gaming nation was expecting the PS2 to be a miracle machine, one that would wake you up in the morning, make your toast, and give you a back rub as your mind was blown by the virtual reality of its games.

Inevitably, the public was sorely disappointed by the Japanese launch of the PS2. Consisting of prettied-up sequels to the long-running *Ridge Racer* and *Street Fighter* franchises, unspectacular niche titles like *Fantavision* and *A Train 6*, and music games like *Stepping Selection* and *Drum Mania*; the PS2's launch lineup was more mediocre than miraculous. The great sucking noise you heard on March 4th was the sound of the air being let out of the sails of gamers the world over.

Sony had suddenly been transformed in the public imagination from an unstoppable juggernaut to an aging heavyweight champion, forced to defend itself against claims that it was washed up. Following Bill Gates' announcement of the X-Box at the Game Developer's Conference, many press pundits jumped off the PlayStation 2 bandwagon and hopped on the

X-Box express, fawning over the power of Microsoft's upstart console. Like the PS2 before it, the X-Box was lauded as the be all, end all of home console systems, ignoring the minor fact that it doesn't actually exist yet.

Thus, E3 was billed as Sony's opportunity to allay fears that the PS2 is going to be technologically outgunned by Microsoft, and that many developers, intimidated by the difficulty and cost of developing for the platform, were ready to focus on the X-Box. With so much riding on the show, anticipation ran high. Could Sony deliver the goods?

Things got off to a promising start at Sony's press conference, where it announced some key improvements in the hardware. The American PlayStation 2 will be able to play DVDs without using the memory card, a move probably spurred by numerous reports of defective memory cards in Japan which left many unable to use the PS2's DVD functions. Also, Sony has added a 3.5" hard disc drive bay which will also support a network expansion unit and further upgrades. A U.S. retail price of \$299 was announced, bringing the unit in at the same price the original PlayStation launched at in 1995. But, as the old cliché goes, it all comes down to the games, and this is where the chinks in Sony's E3 armor began to appear. On the show floor, the general consensus was that Sony's PS2 games were a bit underwhelming, with some notable exceptions.

First and foremost was Konami's trailer for *Metal Gear Solid 2: Sons of Liberty*. This astonishing video was almost unanimously crowned the buzz





game of the show. Hourly screenings drew throngs of gawkers, and was received with enthusiastic standing ovations. Even more exciting was Konami's claim that all footage was from real-time gameplay, not CG cutscenes.

EA also had a strong showing with its PS2 sports line, particularly Madden 2001 and FIFA 2001, which looked ready to go toe-to-toe with Sega Sports' stable. Also of note was the announcement that EA has picked up the U.S. publishing rights to Koel's Kessen, one of the highlights of the Japanese launch lineup, and T&E Soft's Golf Paradise, a solid golf game which will be retitled Swing Away when it's released in the States.

Square's modest booth held no surprises, just mouth-watering video of hotly anticipated games Final Fantasy IX and The Bouncer. Sadly, nothing was shown on the PS2 epics Final Fantasy X and XI.

Other winners include Eidos, who brought out a warmed-over sequel to Legacy of Kain: Soul Reaver, but turned heads with their behind-closed-doors demo of Timesplitters, a first-person shooter developed by ex-GoldenEye team members Free Radical Design. In the Infogrames booth, Oddworld Inhabitants continued to wow showgoers with new footage from Abe's Odyssey, although it didn't present a playable version of the game.

On the downside, many highly anticipated titles appeared to be rushed to the show floor, showcasing little more than lackluster graphics and choppy framerates. Among these were Activision's Gunslinger and Street Lethal,

Rockstar's Oni and Midnight Club, and THQ's Summoner. Capcom's Onimusha looked promising, but many had expected the game to be much farther along in the development process.

What caused this large gap in quality among the PS2 titles on display? In most cases, the answer was time. EA and Konami, both of which had the best showings at this year's E3, had their PlayStation 2 development kits for over a year. Most American companies received their kits only about six months ago. This head start was very evident in the product on the show floor.

Overall, many expressed disappointment with the PS2 games on display. Those who came to E3 looking for the a revolution were forced to settle for a few nice looking titles and promises that the best was yet to come. Most of the developers we've spoken to have stressed that there is an extremely high learning curve in programming for the PS2. Because of this, it's interesting to note how many American developers did not show their PS2 games at this year's E3. Naughty Dog and Insomniac Games, two high-profile development houses with PlayStation 2 product in the works, wisely sat out this year and have designated their games as second generation titles. It will probably be at least a year until we see any truly groundbreaking PlayStation 2 games.

Sony E3 Report Card:

C+

This E3 seems to have raised more questions than answers for Sony. With the American launch of the PlayStation 2 rapidly approaching, Sony intended E3 to be the PS2's grand coming out party. Unfortunately, the games on the show floor seemed to leave many unimpressed by what appeared to be merely pretty versions of existing PlayStation games. With the exception of Metal Gear Solid 2, no PS2 title captured the imaginations of the convention attendees. Sony also failed to change the perception among many in the industry that they are vulnerable to Microsoft. Nonetheless, expect the launch of the PlayStation 2 to easily best Dreamcast's one-day sales record.



While Sony and Sega slugged it out in the next-generation trenches, and Microsoft loomed ominously over the proceedings like a sleeping giant, the house that Mario built, in true Nintendo fashion, opted to stay mum on their upcoming Dolphin system until Space World in August. From high atop a large pile of money earned from the relentless Pokémon phenomenon, Nintendo brass surveyed the terrain and decided that there was still some life left in its aging Nintendo 64. While most journalists weren't surprised that Nintendo chose not to show its hand regarding the Dolphin, few expected to be dazzled when they stopped by the Nintendo booth.

Ignoring the next-gen console was allowed Nintendo to focus on what they do best — producing high quality titles based on bankable franchises.

The Nintendo software lineup was the most pleasant surprise of this year's E3. Of all the exhibitors at the convention, Nintendo had the strongest lineup of games on the show floor.

Most notable was Conker's Bad Fur Day, a game that has been festering in development hell for what seems like eons. The retooled Conker made a huge impression at E3, dropping jaws with its gory visuals and an NC-17 sense of humor that could make even Jenna Jameson blush. Imagine a game created by an unholy collaboration of Shigeru Miyamoto and Andrew Dice Clay. Saving Private Ryan parody, aquatic mammal porn, mechanical phalluses, even golden showers — Conker's holds nothing back. This game will shatter people's perception of Nintendo as a "kiddie game" publisher. Bad Fur Day was so raw it was shown in a special "21 and up" section of Nintendo's booth.

Although Conker definitely grabbed our attention, Nintendo was far from a one trick pony. High profile sequels like Legend of Zelda: Majora's Mask, and Rare's Perfect Dark and Banjo Toxie looked like soon-

to-be classics and almost guaranteed sellers. Not content to just focus on proven bluechippers, Rare also debuted a surprise game titled Dinosaur Planet, an action/adventure title that takes place on an alien planet where prehistoric creatures run wild. Dinosaur Planet's vivid visuals and gameplay look to continue the tradition of Ocarina of Time, and could be a potential Nintendo franchise of the future.

Other games in Nintendo's lineup were Kirby 64: The Crystal Shards, Paper Mario (known as Mario RPG 2 in Japan), and Battle for Naboo. Those of us with fond memories of the SNES classic Super Tennis were heartened by the appearance of Mario Tennis, which looks as masterfully executed as last year's Mario Golf.

Of course, no profile of Nintendo would be complete without a mention of those day-glo critters — diminutive in size but gigantic in retail, bankruptor of parents and scourge of school teachers — Pokémon. Anticipation was already running high for the October release of Pokémon Gold and Silver, but when Nintendo predicted a sell-through of 10 million units within six months of release, one couldn't help but be taken aback.

Other new Pokémon titles include Hey You, Pikachu!, a cross between Tamagotchi and Seaman. The game will be available November 6th, and comes packed with a microphone/voice recognition peripheral. Of more interest to GI staffers was the dangerously addictive Pokémon Puzzle League, a revamped Tetris Attack with Pokémon characters, a larger game board, and a greater degree of difficulty.



Conker's Bad Fur Day



The Legend of Zelda: Majora's Mask

Nintendo E3 Report Card:

A-

Nintendo: The Comeback Kid. It seem that reports of Nintendo 64's death have been greatly exaggerated. Although it was disappointing that Nintendo showed nothing on the Dolphin or Game Boy Advance, its N64 and Game Boy Color games were hands down the best of show. Expect Nintendo to line its pockets this year with revenues from a slew of blockbuster titles like Majora's Mask and Conker, and to break all existing sales records with Pokémon Gold and Silver.

SEGA

Like a certain gutsy boxer from the mean streets of Philly, Sega continues to fight the good fight despite the odds. Ever since Dreamcast was released, people (including a few in this very magazine) have given Sega little chance of surviving the next-generation showdown. "Sega can't compete," the naysayers crowed. "It's not as big as Sony or Microsoft, and it's not as rich as Nintendo." Skeptics called the Dreamcast underpowered, and rumors circulated that Microsoft was ready to buy out Sega to use them as an in-house developer for the X-Box.

Yet at this year's E3, Sega showed few signs of backing down. In fact, Big Blue came into the convention ready for war, with a staggering 103 games on the show floor, and a large section of its booth devoted to SegaNet, its Dreamcast ISP and online multiplayer network.

Sega is clearly leveraging its future on the success of SegaNet, which, if successful, could make it the first company to bring online multiplayer gaming to the masses. To keep pace with technological advances, Sega announced a modular Ethernet card unit, which allows DC owners to access the Net through cable or DSL modem connections. Other peripheral add-ons shown were a Dreamcast DVD player and an

MP3 player, which resembled a silver VMU. To draw in members of the already-thriving PC online gaming community, Sega set up a large kiosk of networked Dreamcasts running Quake III. This section was so well attended that many times we saw the same people playing Quake from open to close, drooling and sopping themselves as they remained fixed in a state of online nirvana.

With 16 scheduled networkable titles on display, Sega showed its commitment to making SegaNet a viable force in online gaming. Highlights of the SegaNet roster include Phantasy Star Online, a gorgeous RPG that allows groups of up to four to undertake quests together online; NFL and NBA 2K1, which add Net play to last year's smash sports games; and Black and White, a god-sim game by Populous creator Peter Molyneux.

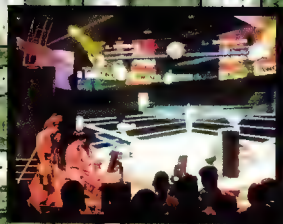
Sega continued its impressive showing with offline games as well. Screenings of Sonic Adventure 2 showed the sequel to be quite similar to the first, although we hope Sonic Team has fixed the buggy gameplay that plagued its predecessor. Although Jet Set Radio has been saddled with the rather unappealing new name Jet Grind Radio, the game's bizarre look and breathtaking level designs drew much praise, but gameplay appeared a little on the shallow side. Two long-awaited titles, Shenmue and Seaman, were playable at the show, but it seems as if these titles might have waited a bit too long, as their moment in the limelight may have passed.

Another Sonic title, the very early Sonic Shuffle, offered up barely functional Mario Party-style board game action. Much better was the quirky music game Samba de Amigo, featuring jumping bean salsa tunes and what has to be the only maraca controller peripheral in video game history. Rounding out a solid Sega Sports lineup was Virtua Tennis. With its amazing graphics and eerily realistic gameplay, it joined Mario Tennis in making video tennis the stealth trend of this E3. Adding to the healthy roster of DC racing titles was the slightly twisted trucker sim, 18 Wheeler: American Pro Trucker, which detailed the sensation of driving a big rig down to the leather roach clip hanging from the sun visor (although it was missing the bottle of Mini-Thins on the dashboard). It was also announced that Yu Suzuki's Ferrari F355 is coming out under the Acclaim banner Stateside, as it has the rights to the Ferrari license in the U.S.

Sega E3 Report Card:

Overall a solid showing by Sega. Although none of the newly unveiled games were truly mind blowing, Sega seemed to present a high level of quality in a good portion of its titles. While the viability of its network has yet to be seriously tested, the announced modem upgrades and sheer number of Net-linked titles were an encouraging sign that SegaNet is for real. In the coming year, Sega's NBA and NFL titles will become bonafide franchises, and games like Sonic Adventure 2, Jet Grind Radio, Quake II: Arena, and Shenmue will post strong retail numbers.

B



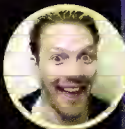
ERIK

TOP 10 PC GAMES OF E3

- 1 Command & Conquer: Red Alert 2
- 2 Battle Realms
- 3 Dark Reign 2
- 4 Freelancer
- 5 X-Com Alliance
- 6 Arcanus
- 7 Homeworld: Cataclysm
- 8 Earth Empire
- 9 Baldur's Gate II
- 10 Krimson Order

5 AMAZING MOMENTS OF E3

- 1 Sitting down for 20 minutes.
- 2 Gloating about how big we'll be next year.
- 3 Realizing that there was more exciting PC product than console.
- 4 Not having to put up with all of the très chic people who would normally be at an Eidos party.
- 5 Watching Matt Atwood work his PR magic by accosting random passers-by at the Sega party.



5 DISAPPOINTING MOMENTS OF E3

- 1 Not sitting down for eight hours.
- 2 Seeing Eidos' underage Lara Croft model being drooled over at a convention that doesn't allow anyone under 18 in.
- 3 Waiting in line behind hordes of kids from amateur web sites asking stupid "already-on-the-press-release-you-moron" questions.
- 4 Really long lists.
- 5 Not being able to get in to see the Halo exhibition movie.



REINER

TOP 10 GAMES OF E3

- 1 Metal Gear Solid 2: Sons of Liberty - PS2
- 2 The Legend of Zelda: Majora's Mask - N64
- 3 Tony Hawk's Pro Skater 2 - PS-X
- 4 Dinosaur Planet - N64
- 5 Madden 2001 - PS2
- 6 Spyro: Year of the Dragon - PS-X
- 7 Conker's Bad Fur Day - N64
- 8 Banjo-Toolee - N64
- 9 Oddworld: Munch's Oddysee - PS2
- 10 WWF Royal Rumble - DC

5 AMAZING MOMENTS OF E3

- 1 Ted Price welcoming his baby girl into the gaming world.
- 2 Konami's unveiling of Metal Gear Solid 2: Sons of Liberty.
- 3 Using the urinal next to Shigeru Miyamoto.
- 4 Nintendo's impressive first-party lineup.
- 5 Hands on with Sega's online games.



5 DISAPPOINTING MOMENTS OF E3

- 1 Sony's PlayStation 2 lineup.
- 2 Final Fantasy IX was nowhere to be seen.
- 3 Space Channel 5's Ulala wouldn't give me a private dance.
- 4 Developers complaining about the PS2's lack of VRAM.
- 5 Finding out the new Lara Croft model is only 18.



MATT

TOP 10 GAMES OF E3

- 1 Timesplitters - PS2
- 2 Metal Gear Solid 2: Sons of Liberty - PS2
- 3 Virtua Tennis - DC
- 4 Banjo-Toolee - N64
- 5 Conker's Bad Fur Day - N64
- 6 Dinosaur Planet - N64
- 7 Madden NFL 2001 - PS2
- 8 Onimusha: Warlords - PS2
- 9 Mario Tennis - N64
- 10 18 Wheeler: American Pro Trucker - DC

5 AMAZING MOMENTS OF E3

- 1 Metal Gear Solid 2 mania.
- 2 My \$400 room service bill.
- 3 Filter at the Sega party.
- 4 Finishing a race in Flintstones Bowling without touching the controller.
- 5 Taunting the poor "Gen Joe" schmuck imagine payed to stay caged in their booth like a slack-eer baboon.



5 DISAPPOINTING MOMENTS OF E3

- 1 The general lack of excitement on the show floor.
- 2 Losers performing ridiculous stunts to get crappy free T-shirts.
- 3 Missing an opportunity to get Coolio's autograph.
- 4 Not getting into the 3DO party.
- 5 Not receiving the Academy of Interactive Arts & Sciences Lifetime Achievement Award. (I was robbed!)



ANDY

TOP 10 GAMES OF E3

- 1 Metal Gear Solid: Sons of Liberty - PS2
- 2 Timesplitters - PS2
- 3 Madden NFL 2001 - PS2
- 4 Quake III Arena - DC
- 5 Dinosaur Planet - N64
- 6 Tony Hawk's Pro Skater 2 - PS-X
- 7 Virtua Tennis - DC
- 8 Mario Tennis - N64
- 9 Conker's Bad Fur Day - N64
- 10 The World Is Not Enough - PS2, N64, PS-X

5 AMAZING MOMENTS OF E3

- 1 Hearing about the things PS2 will do next year.
- 2 "How YOU doin'?"
- 3 Jay Fitzloff's "greeting" session at Sega's Party.
- 4 The first time I watched the MGS2 video.
- 5 Watching people's reactions when I gave them our new cards.



5 DISAPPOINTING MOMENTS OF E3

- 1 Seeing underdeveloped PS2 software everywhere.
- 2 Macy Gray as the entertainment at Sony's party.
- 3 No new X-Box stuff...anywhere.
- 4 Naughty Dog's Jason Rubin refusing to ride the bull.
- 5 That 3DO's booth did not implode. (Stop with the Army Men games already!)



It's A Party Up In Here!

Forget about games. Forget about enormous booths. Forget about free T-shirts. Forget about booth chicks with enormous...smiles. To truly understand E3, you need to focus on the precious liquid that is the fuel in the gas tank of the Electronic Entertainment Expo - free booze.

While the PR flaks pitch away on the show floor, jaded magazine hacks feign interest and think about the after show parties, where the real action at E3 takes place. A notoriously gluttonous and miserly bunch, game journalists get to politic with the rich and famous at some of L.A.'s hottest nightspots, all the while stuffing their pasty, bloated mugs with all the free food and drinks they can manage. Besides the chance to socialize with actual human beings for a change, these underpaid drones might even stumble upon a scoop in the midst of a conversation with an inebriated game producer - if they can remember it in the morning.

The show started off with a bang on Wednesday night at the Sega Party. Not yet fatigued from any actual work, the assembled industry insiders hit the open bar with a vengeance. [Close circuit to website nerds - it's not cool to wear your

media badge to an industry party.] The GI staff, particularly Jay Fitzloff, behaved even more obnoxiously than usual, offending all those within earshot and most likely plunging Sega deep into debt with their prodigious consumption of gratis alcoholic beverages. Nu-metal kingpins Filter fit the rowdy mood of the evening nicely, bawling the crowd and earning extra rock star points for wearing sunglasses inside.

Filling the void left by Eidos, 3DO stepped up to the plate with a party at the legendary Derby (featured in the film *Swingers*). A more subdued event, partygoers had a fine time grooving to the smooth sounds of Real Seduction and quaffing cocktails, until a horrific pair of Las Vegas Blues Brothers impersonators ground the party to a screeching halt.

Friday night brings us to the Sony bash: the Big Kahuna of E3 parties. Despite a guest list that numbered in the thousands, invitations to Sony's party were the most highly-prized possession at E3. PS2 developer Rockstar Games even had some of its passes stolen right out of the Sony booth by a renegade band of invitation rustlers. Food and beverages were ample, but after Beck's roof-raising performance at last

JAY

TOP 10 GAMES OF E3

- 1 Conker's Bad Fur Day - N64
- 2 Legion: Legend of Excalibur - PS2
- 3 WWF Royal Rumble - DC
- 4 The Bouncer - PS2
- 5 Alone In The Dark: The New Nightmare - PS-X & DC
- 6 Metal Gear Solid 2: Sons of Liberty - PS2
- 7 Dynasty Warriors 2 - PS2
- 8 Driver 2 - PS-X
- 9 Armored Core 2 - PS2
- 10 18 Wheeler: American Pro Truckee - DC

5 AMAZING MOMENTS OF E3

- 1 Getting to leave early to go to my sister's wedding.
- 2 Yelling at a bunch of Ubi Soft staff for stealing my Space Channel 5 Planet Dance CD.
- 3 Showing my boobs to a guy at a party to get some gold beads.
- 4 Ulala!
- 5 The Game Informer booth not falling apart.



5 DISAPPOINTING MOMENTS OF E3

- 1 Having to leave early to go to my sister's wedding.
- 2 Evil Dead: Hall to the King
- 3 The lack of crowd reaction to a great ECW match.
- 4 The huge line to get autographs from Mary Kate and Ashley.
- 5 Quality of free stuff way down.



PAUL

TOP 10 GAMES OF E3

- 1 Madden NFL 2001 - PS2
- 2 Tony Hawk's Pro Skater 2 - PS-X
- 3 Dinosaur Planet - N64
- 4 The World Is Not Enough - PS-X, N64
- 5 NFL 2K1 - DC
- 6 X-Games Snowboarding - PS2
- 7 Virtua Tennis - DC
- 8 Mario Tennis - N64
- 9 Onimusha: Warlords - PS2
- 10 The Legend of Zelda: Majora's Mask - N64

5 AMAZING MOMENTS OF E3

- 1 The unveiling of Metal Gear Solid 2.
- 2 The crowds building around Konami's booth to watch MGS 2.
- 3 The next evolution of Madden football.
- 4 Interviewing Shigeru Miyamoto and Hideo Kojima on the same day.
- 5 The look on people's faces when handing them a new business card.



5 DISAPPOINTING MOMENTS OF E3

- 1 EA Sports only having two PS2s to play Madden 2001 on.
- 2 Acclaim's entire lineup except Ferrari 355.
- 3 Midway's entire lineup.
- 4 Dreamcast baseball games.
- 5 No playable Metal Gear Solid 2.



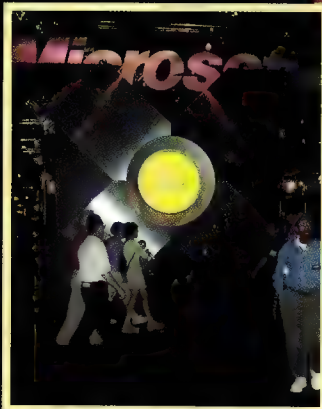
MICROSOFT

If this year's E3 could be compared to a presidential campaign, then Microsoft was intent on playing the role of Colin Powell. General Powell has long been suggested as a presidential candidate, but he has never run. As any political analyst will tell you, a potential candidate never seems as appealing as he does before he announces his plans to run. As soon as he announces his campaign, the media begins shaking the skeletons in his closet and mercilessly exposing his weaknesses.

Thus, Microsoft was happy to play coy regarding further details on the X-Box, letting the media pick apart the flaws of the PlayStation 2 while it quietly solidified third-party support. Most attendees waited in long lines just to see the same tech demos that Bill Gates premiered at the Game Developer's Conference, but we were lucky enough to see two new demos: an example of the Direct X music system and a real-time version of the giant robot demo from GDC.

The audio demo showed the ability of Direct X to quickly "morph" between different styles of music. Four styles of music (drum n' bass, country, jazz, and disco) were represented by four icons in the corners of the screen. An icon in the middle was moved between these points, as the music seamlessly changed between genres. Think of this as an audio version of the video for Michael Jackson's Black and White.

The real-time robot demo was visually impressive, but since it was running on a "Frankenstein" prototype made up of PC components, it was hard to gain any real insight into power of the X-Box. Of course, Microsoft dutifully claimed that the demo only showed "one-tenth" the power of the actual X-Box unit.



year's soiree, some were disappointed by the musical act Macy Gray, who with any luck might well be the next Neneh Cherry. Nevertheless, a Sony party is an amazing experience, the place to see and be seen at E3. New this year for Sony was an ultra-exclusive Saturday after-show party at the trendy Standard Hotel, which the GI staff, reviled by many in the industry, managed to crash before being forcibly removed from the building.

Throughout the show, Game Informer held court at its hotel for after-party debauchery. Behaving like a D&D geek version of Led Zeppelin on tour in the '70s, GI staffers stayed up well into the wee hours of the morning, running up thousands of dollars in room service bills and causing a writer from another publication to remark, "I can't believe you guys aren't dead yet." Dream on, sucker! See you next year.

The buzz party moved to the hotel lobby.

X-Box E3 Report Card:

Incomplete Needs to try harder. Microsoft's E3 exhibit gave us little new information on the X-Box, except for a neat audio demonstration and another look at its impressive tech demos. Third-party developers definitely seem excited about making games for X-Box, but given the fact that Microsoft has not even finalized the console's chipset, it seems premature to make any judgment on its prospects. Buy into the hype if you must. We'll wait for some hard proof.

Sony Revamps PS2 for U.S. Launch

Sony will make a number of changes and modifications to the **PlayStation 2** for its launch in the U.S. on October 26. As predicted, the PS2 will retail for \$299, but Sony has made adjustments to the **DVD** capabilities of the machine, as well as made manufacturing changes that did not appear in the machine when it was released in Japan last March.

On the DVD front, Sony announced that the PS2's DVD functions will all be built into the system – as opposed to the Japanese PS2 that relies on the **8 MB Memory Card** to drive the DVD functions. In regards to the 8 MB Memory Card, this peripheral will not be included with the system, but will be sold separately for around \$35. This exclusion is likely the reason for the PS2's \$299 price as opposed to the \$350 Japanese system that includes the 8 MB card.

Next, the U.S. PS2 will feature a rear bay that will allow for the network expansion pack to be placed inside, which will house, for example, an Ethernet adapter, a 3.5" hard disc drive, or future (unannounced) additions. As reported in last month's issue, expansion modules will be sold separately. Prices and availability of these expansion packs have yet to be determined.



The PS2's new drive bay will house a hard disk drive, an Ethernet/LAN card, and other network devices.

- **Suggested Retail Price (SRP):** \$299
- **Available:** October 26, 2000
- **Accessories included:** Dualshock 2 Controller, AV Multi Cable, AC Power Cord
- **Dimensions:** 12"(W) x 7"(H) x 3" (D) (301mm x 182mm x 78mm)
- **Weight:** 5 lbs. 5 oz. (2.4 kg)
- **Media:** PlayStation 2 CD-ROM / DVD-ROM
PlayStation CD-ROM (yes, it will play original PS-X games)
- **Formats supported:** Audio CD, DVD-Video, Dolby Digital™ (AC-3), DTS
- **Interfaces:** Controller port (2)
Memory Card slot (2)
AV Multi Out connector (1)
Optical Digital Out connector (1)
USB connector (2)
i.LINK™ (IEEE1394) connector (1)
- **New features:** Drive bay (for 3.5" hard disc drive), Expansion unit (for network interface)
- **Peripherals (sold separately):**
Dualshock 2 Controller – \$34 SRP
Memory Card (8MB) – \$34 SRP
Multi-Tap – \$34 SRP



Gran Turismo 2000 will likely anchor the launch of the PlayStation 2 in the U.S.

Dolphin, Game Boy Advance To Debut In August

Nintendo's choice to hold back information regarding its **Dolphin** system and **Game Boy Advance** was clearly a disappointment for those who attended the recent **Electronic Entertainment Expo**. However, Nintendo did announce that both of these system will be unveiled at its special **Nintendo Spaceworld** show.

The Spaceworld is to be held in Tokyo in August and will mark the first public display of Nintendo's next console system, code named Dolphin, as well as its next portable handheld, Game Boy Advance.

Game Informer is already making travel arrangements to be on hand for this historic event.

Dreamcast for \$149, Games at \$20

Gamers who purchase the **Dreamcast** this summer will receive a nice kickback from **Sega** in the form of a \$50 rebate.

Sega announced that those who buy a Dreamcast between June 4 and August 31 will be eligible for the \$50 rebate, as well as receive one free month of **SegaNet** service. The special promotion came as quite a surprise to the industry when announced at the **Electronic Entertainment Expo**. Most pundits did not expect a Dreamcast price drop until the fall. This rebate is offered in addition to the \$200 rebate that Sega is offering to those who sign up for two years service with SegaNet (see *GI News*, June '00).

Sega also announced that select Dreamcast titles would drop from the current \$49 pricing. Starting this September, procrastinating Dreamcast owners, and potential future ones, will be wooed by at least five first-party titles that will go for around \$19.95. Although the exact lineup has not been announced yet, and third-party support for the program is still unclear, a spokesperson for Sega said that the collection will most likely start off with games like **NFL 2K**, **Sonic Adventure**, and **Crazy Taxi**.

Contact your local retailer for more information on these special Sega offers.

SEGA NET



Sega Unveils MP3 Player, Behemoth DVD Player

Sega of America introduced attendees of the **Electronic Entertainment Expo** to a number of new Dreamcast peripherals, including an **MP3** and **DVD** player.

The MP3 player looks nearly identical to the current VMU except that it is metallic silver in color and comes equipped with a headphone jack. With the MP3 VMU, users will be able to download MP3 music files and play them anywhere. Also, the device will allow you to take tracks off of audio CDs. No definitive release date nor pricing has been announced.

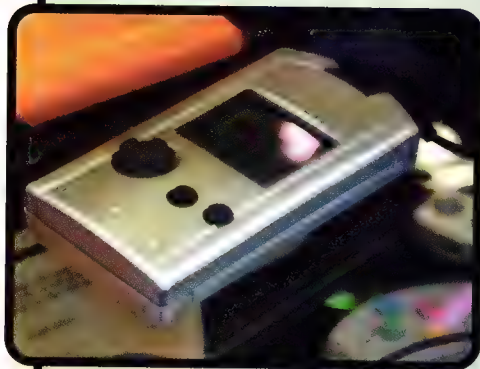
Even less definitive is the Dreamcast DVD player that Sega quietly unveiled at the Electronic Entertainment Expo. Because the DC is not already equipped with a DVD-ROM drive, this component looks to be along the lines of your standard DVD player. The only benefit that this DVD player would have over those currently on the market is that it connects into the Dreamcast to possibly allow for games that are produced in the DVD format. As with the MP3 player, no definitive price or release date has been announced. *Game Informer* speculates that this device's release is a long shot.

Besides these two DC peripherals, Sega also announced colored VMUs and controllers, a Zip Drive, an Ethernet/LAN component (see *GI News*, June '00), a digital camera, and a DC mouse.

Controllers and VMUs are coming in five new colors.



Dreamcast DVDPlayer



Dreamcast MP3 Player





MATCH REPORT

editors' top ten

- 10 Metal Gear Solid 2 - PS2
- 9 MDK 2 - DC
- 8 Front Mission 3 - PS-X
- 7 Vagrant Story - PS-X
- 6 Tenchu 2 - PS-X
- 5 Dinosaur Planet - N64
- 4 Virtua Tennis - DC
- 3 Conker's Bad Fur Day - N64
- 2 Perfect Dark - N64
- 1 Tony Hawk's Pro Skater 2 - PS-X

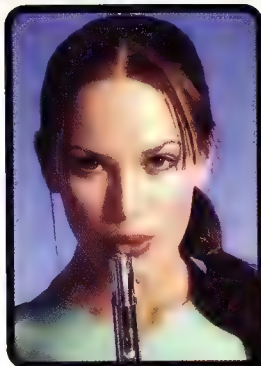
readers' top ten

- 10 Resident Evil Code: Veronica - DC
- 9 Metal Gear Solid - GBC
- 8 Tony Hawk's Pro Skater - N64
- 7 Syphon Filter 2 - PS-X
- 6 Star Wars: Jedi Power Battles - PS-X
- 5 Tony Hawk's Pro Skater - PS-X
- 4 Pokémon - GBC
- 3 Pokémon Stadium - N64
- 2 WWF SmackDown! - PS-X
- 1 Perfect Dark - N64

Top Ten Favourite Games for the X-Box

- 10 C-Box
- 9 B-Box
- 8 A-Box
- 7 XXX-Box
- 6 Z-Box
- 5 BillBox
- 4 HotBox
- 3 WindowsBox
- 2 X-computer-console-container
- 1 Stationcast X

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
 Game Informer Magazine
 Attn: Top Ten
 10120 West 76th Street
 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!



The Shrinking PlayStation

In top secret, behind-closed-doors meetings at the **Electronic Entertainment Expo**, Sony introduced a redesigned **PlayStation** console that it hopes to introduce this fall.

Resembling a bulky **Sony Discman**, the new PlayStation will function just like the system we have all grown to love (or hate). But the new PlayStation will be about 1/4 the size of the current system. Although the scaled down PS-X lends itself to portability, Sony only briefly mentioned the possibility of including a small LCD screen. However, given the cost of such a screen, the likelihood of including that with the new system is almost non-existent as Sony plans to sell the system for the same price - \$99.

The downsizing of the PlayStation is a strategy that nearly every video game manufacturer has adopted late in a system's life. Who can forget **Sega's CDX** which was a small **Genesis & Sega CD** unit.



Although not the actual unit, this Sony Discman gives an indication as to what the new PS-X will look like.



Nothing could compare to the mystical powers of The Divine Tree. Massive, graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly bluish in the land of floating cities. The Wingles reigned superior. The Dragons...

Live-Action Lara Livens E3

There have been several look-alikes of **Tomb Raider's** cyber diva, **Lara Croft**. However, only one of them has been officially proclaimed as "the new face of Lara Croft." Her name is **Lucy Clarkson**, a 16-year-old from Yorkshire, England.

Lucy is already a professional model, though a bit more curvaceous than the norm. This suits her new role perfectly however. Lucy says, "It's such a high profile job – and one of the few that lets you keep your boobs and bum."

Lucy's daily appearances at **Eidos' E3** booth, and 32DD-25-36 measurements, kept gamer traffic high and tongues on the floor.



Final Fantasy Meets Mickey Mouse

Details have emerged on a role-playing game that brings together the worlds of **Final Fantasy** and **Disney**.

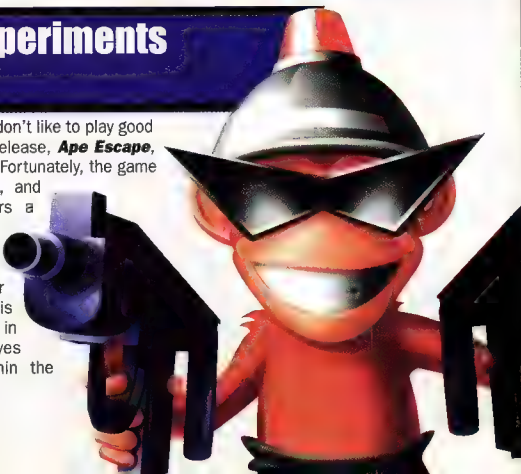
Disney Interactive and **Square** are currently collaborating on an RPG that will star a number of Disney's classic characters, as well as some figures new to the Disney world. A member of the Disney creative team told *Game Informer* that plans for the game call for it to be styled much like Square's **Final Fantasy VII** and **VIII** in terms of gameplay. We were also told that this game will not be aimed at the typical Disney fan, but it will target the hardcore RPG player.

Disney Interactive said that images and additional details regarding this RPG will surface later this summer.



Sony's Ape Experiments Continue

Proving most gamers really don't like to play good games, **Sony's** revolutionary release, **Ape Escape**, didn't fare too well in the U.S. Fortunately, the game sold incredibly well in Japan, and because of the big numbers a sequel has been forged. No word has been given as to whether it will be on **PlayStation** or the big brother **PlayStation 2**, but the game is indeed confirmed to be deep in development. Keep your eyes peeled for first details within the coming year.



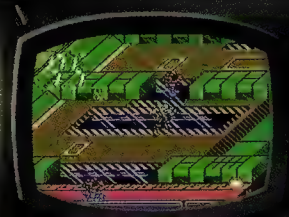
SITE OF THE MONTH
Google
<http://www.google.com>

There are a ton of search engines on the Internet, but none are quite like Google. The great thing about this site is its blazing speed. Type in anything and Google quickly responds with anything and everything. Its only flaw may be that Google doesn't allow you to refine your searches, but for quick hits...it rocks.

TRIVIA QUIZ

- 1 Who is the creative mind behind the Metal Gear Series?
- 2 Name the last console system from Atari.
- 3 True or False: The PlayStation 2 will play original PlayStation games.
- 4 In Japan, Resident Evil is known by what title?
- 5 Super Nintendo is to Super Famicom, as Sega Genesis is to _____?

[Answers on the bottom of page 47]



NAME THAT GAME

This game, starring an environmentally friendly martial artist, made its way to the NES in 1993. Developed by Konami, the game sports a hero (with a name the same as the title) who came from outer space to wage war against corrupt polluters around the world. This game also marked Konami's final effort on the 8-bit machine. What game is it?

[Answer on the bottom of page 47]

Kessen and Swing Away for PS2 from EA

Electronic Arts has secured the U.S. publishing rights to two **PlayStation 2** games already on the shelves in Japan.

First, EA will translate **T&E Soft's Golf Paradise** for U.S. consumption and rename the game **Swing Away**. Second, the strategy game **Kessen**, which is developed by **Koei**, also joins EA's stable.

Both **Swing Away** and **Kessen** are scheduled to release with the launch of the PS2 on October 26.



Sony Sports A PS2 No-Show

It was no secret that **989 Sports**, makers of such titles as **GameDay** and **FaceOff**, have been working on iterations for the **PlayStation 2** for many months. However, we were surprised to discover that none of its PS2 titles made an appearance at the recent **Electronic Entertainment Expo (E3)** in Los Angeles.

It seems that 989 Sports is holding its cards until after E3, and will soon debut **GameDay 2001**, **GameBreaker 2001**, **FaceOff 2001**, **ShootOut 2001**, and **Final Four 2001** for the **PS2**. All the titles are said to build off the existing gameplay, but add new features such as facial expressions, interactive and animated crowds, as well as realistically detailed animations.

Currently, the above mentioned games are all planned for the launch of the PS2 on October 26.

Bleem! Brings PlayStation Games To Dreamcast

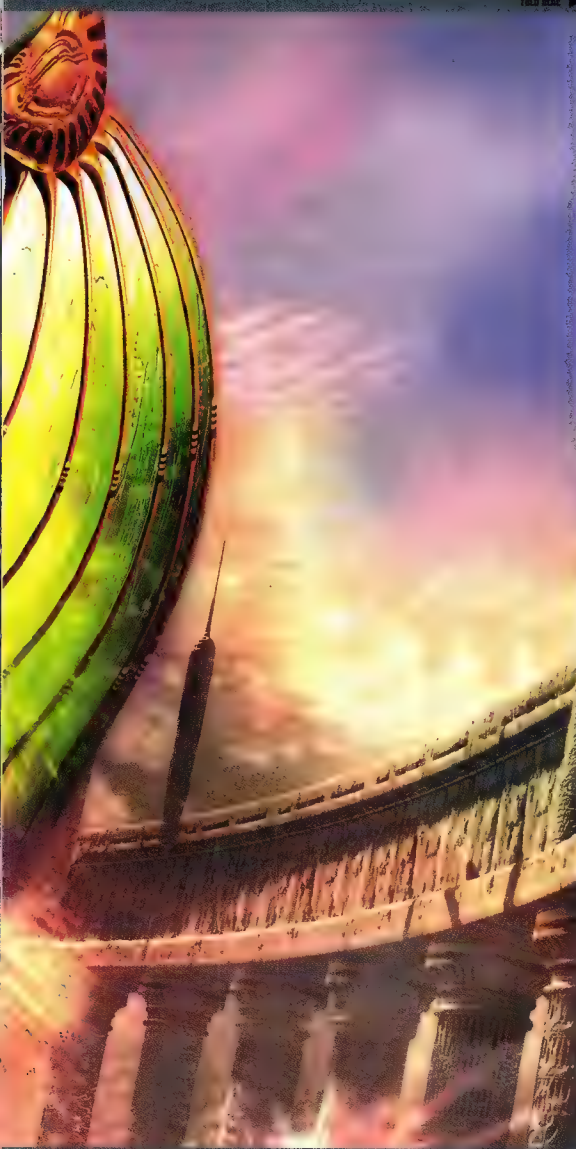
Bleem, Inc. created tremendous interest and controversy at the recent **Electronic Entertainment Expo** with its **PlayStation** emulator that allows the **Dreamcast** to run PlayStation games.

Bleem displayed its emulator, as well as a peripheral that allows users to connect standard PlayStation controllers into the Dreamcast. We witnessed a version of Ridge Racer IV running on the Dreamcast and it was a huge step above the look of the game when running on PS-X.

Bleem said that the emulator will work with around 400 current PS-X titles and should be available sometime this summer. The software will be sold in four separate pieces called **BleemPaks**. Each BleemPak will be compatible with about 100 games and will retail for around \$20. For more information, take a look at the official Bleem website, **www.bleem.com**.



...were a powerful race in their own right. And the humans lived as slaves. Divided by
 hatred, a battle for freedom would ensue. Armed with the spirit of the Dragon, the
 humans prevailed. And all races now live in peaceful harmony. But beneath the



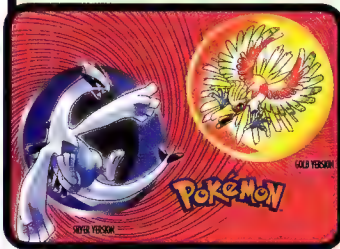
tranquility, calm, a mystery, a prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

Pokémon Gold/Silver Date Set

Pokémon Gold and **Silver**, the true sequels to **Pokémon Blue** and **Red**, will definitely arrive on **Game Boy** this fall. **Nintendo** announced that on October 16, gamers can expect to find the titles in stores across the country.

Pokémon Gold and **Silver** add a hundred or so new Pokémon species, better graphics, Pokémon breeding, and a ton of other new bells and whistles to insure that every kid this side of the subcontinent is going to want their own copy.

Nintendo intends to be prepared for the deluge of Poké-maniacs and hopes to ship a whopping eight million Game Boy cartridges by year end. Eight million? Is Pokémon still that hot? We'll see.



Pokémon Movie Hit Theaters July 21

Listen up, Poké-freaks. **Warner Bros.** is set to release the next Pokémon film to theaters this month. Known as **Pokémon 2000: The Movie**, the film again stars everyone's favorite trainer, Ash, and the cute and lovable Pikachu.

The film will release nationwide on July 21. Check out the official website at www.p2kthemovie.com.



No Soul Reaver Sequel for PS-X

There's some good news and bad news surrounding the development of **Legacy of Kain: Soul Reaver 2**. The good news for **Soul Reaver** fans is that **Eidos Interactive** is hard at work on a sequel for both the **Dreamcast** and **PlayStation 2**. The bad news is that Eidos has scrapped plans to bring the game to the PlayStation.

Eidos did not give specifics as to why it has chosen to cancel the PS-X version of **Soul Reaver 2**, but one industry observer was overheard saying that the influx of pirated software within the market influenced the decision.



As for the upcoming DC and PS2 versions, Eidos has said that this game will indeed include a proper ending – something that was not included in the game's first iteration. **Soul Reaver 2** is scheduled for a fall release.

Data File:

Activision is promoting the September release of **Tony Hawk's Pro Skater 2** with a little contest. A **Tony Hawk's Pro Skater 2** demo will be included in the Summer 2000 Jumpack demo disc and all you have to do is bust a high score on the two-minute demo. From now until July 28, if you break the 25,000 point threshold, a password will appear that you can use to enter the contest. Top prize is a trip for two to the X-Games. For more info, go to Activision's website — www.activision.com.

► **NewKidCo** has officially snagged a licensing agreement with **Universal Studios Consumer Products** and **Amblin Entertainment** to create games based on the decades-old **E.T.** No dates have been set for any gaming projects, but when they occur, they will come out for the **Dreamcast**, **Dolphin**, **Game Boy Advance**, **Game Boy Color**, **X-Box**, **PlayStation**, and **PlayStation 2**. No word as to if NewKidCo will revive the **Atari 2600** version.

► **Sony** stated that by year end, there will be at least 51 titles released for **PlayStation 2**. Additionally, Sony added that in the first three months of next year there will be at least 56 more releases.

► **Bob Pittman**, President and Chief Operating Officer of **America Online, Inc. (AOL)**, delivered the keynote address at this year's **Electronic Entertainment Expo (E3)**. No one listened.

► For the over-25 crowd who can remember some semblance of 1970's television, **Empire Interactive** signed an agreement with **Sony Pictures** to bring **Stargy and Hutch** to gaming consoles in 2001. Empire's managing director Ian Higgins noted that "the brand is hugely recognizable in all of our key global markets, and the marketing possibilities are limitless."

► **Sierra Studios** is bringing its action adventure, **SWAT 3**, from the **PC** to **Dreamcast**. The game brings a unique team strategy to the first-person shooter genre with players working with computer controlled SWAT officers to take out terrorists and thugs. A winter release is planned.

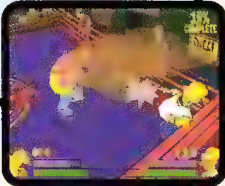
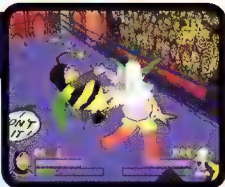
► **SouthPeak Interactive** is returning to **Hazzard County**, preparing a follow-up to the surprising hit **The Dukes of Hazzard: Racing for Home**. Having already shipped over 500,000 copies of the original, SouthPeak is rolling in the cash. When something works, drive the license into the ground. If the sequel, to release for **PlayStation** this fall, is successful, SouthPeak plans another.

First Look: The Simpsons Wrestling

Do you smell what Homer is cookin'? It is, of course, **The Simpsons Wrestling** for **PlayStation**. As reported last month, Fox Interactive and developer **Big Ape Productions** is cookin' up a wacky wrestling game featuring the cast and locations from *The Simpsons*.

The game boasts 13 playable characters, each with their own special moves, as well as more than 200 verbal taunts. Players will be able to grapple in such locations as Moe's Tavern, the Kwik-E-Mart, and other memorable Springfield spots.

No definite release date has been announced for *The Simpsons Wrestling*. **Fox** has only given the game an ambiguous "winter" release date.



Industry Scrambles To Be Lord Of The Rings

If you haven't been on the Net in the last few months or aren't complete fantasy geeks like us, you may not have seen the new movie trailer for **The Lord of the Rings Trilogy**. **New Line Cinema** is planning to bring the first movie of the trilogy, **The Fellowship of the Ring**, to theaters late next year, with plans calling for the other two films to follow in subsequent years after that.

With new hype generating around the films, the information regarding video games based on the movie has also spawned talk. A number of game companies are reportedly vying for the rights, and the front-runner appears to be **Sierra Studios**. Many years ago, Sierra secured the right to the J.R.R. Tolkien literary works and announced an online game entitled **Middle Earth**. That game has been in development hell for at least two years, but the game might see the light of day if Sierra can secure the film rights. Other companies thought to be in on the hunt are **Hasbro**, **Mattel**, **Electronic Arts**, and **Infogrames**.

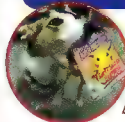
The film and the game are a ways away, but in the meantime be sure to check www.lord-oftherings.net for a behind-the-scenes look at the film.



When the PlayStation 2 comes out, will you still be interested in PS-X games?



NOT GETTIN' ANY?



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THE GOOD, THE BAD, THE UGLY

GOOD - There's a lot of talk of a revival of Super Mario Bros. on the part of Nintendo, but actually there's a game that might have replaced Square's announcement that Final Fantasy II will be released in Japan on July 7. Originally, Square declared the game would hit stores on June 29, but it hasn't been made.

BAD - Tecmo's revival of the classic Mega Man has a significant delay. The PlayStation 2 game was originally scheduled to hit the market in Japan and the U.S. this fall. Tecmo is apparently extending the development time to at least another year, possibly two. (Mega Man is scheduled for release in Japan in 2001.)

UGLY - In the opinion of certain Game Informer staff members, the lack of upcoming racing games for PS2 is disappointing. Not that there aren't any good racing games out there, but the lack of a new racing game for PS2 is disappointing. Not to worry, though, because the PS2 racing game market is still very hot.

GOOD - In the opinion of certain Game Informer staff members, the lack of upcoming racing games for Nintendo 64 is heartwarming.

UGLY - Nintendo's new Game Boy Advance will be a success. The company has a lot of good games to bring to the market. The company has a lot of good games to bring to the market. The company has a lot of good games to bring to the market. The company has a lot of good games to bring to the market.

GOOD - *Syphon Filter 3* is currently in development for PlayStation 2. It's a good game, and it's a good game.

Syphon Filter 3 is currently in development for PlayStation 2. It's a good game, and it's a good game. Although this is a classic video game duh along the lines of a Mario game for Dolphin or Crash Bandicoot for PS2, we just have to point it out and say, Duh!

Video Game Trivia Answers

1. Hiroo Kojima

2. Jaguar

3. Tron

4. Biohazard

5. Sega Mass Online

Name That Game Answer:

Zen: Intergalactic Ninja



MATCH ABOVE



MATCH ABOVE

THE LEGEND OF DRAGON

THE END IS JUST THE BEGINNING.

Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action/Adventure
- **Special Features:** 40 Abilities Including Single Character Control; 125 NPCs; 10 Multiplayer Games; 8 New Worlds; 10 Bosses; Dolby Surround Sound; 16:9 Widescreen Display
- **Created by:** Rareware for Nintendo
- **Available:** August 28 for Nintendo 64

80% Complete

RARE BRINGS BACK
THE BEAR NECESSITIES

BANJO-TOOIE



For two years, Banjo-Kazooie enthusiasts have been waiting for Rare to reveal the solution that would unlock the mysterious key hidden behind the ice wall in the Freezey Peak stage. Rare still hasn't divulged any information as to how the sequel will work with the original adventure, but we have a feeling that Banjo-Tooie will connect to Banjo-Kazooie the same way Sonic & Knuckles linked together with the Sonic games on the Genesis. Whether the result of this union is worth the hours we spent trying to secure the unreachable goods in Banjo-Kazooie is unknown, but after getting some hands on with the new game at E3, we can safely say that the new adventure is incredible. Given the amount of new stuff, it's obvious why Rare ran into a series of delays. Pray it doesn't slide out of reach again.

New Worlds

Banjo-Tooie offers eight brand-spanking-new worlds set on the mysterious Isle o' Hags. With real-time lighting and the option to enhance the game to a 16:9 widescreen view, the graphics dance across the screen with amazing detail. Over 125 new non-playable characters have been included. Ten gigantic bosses also await your presence.



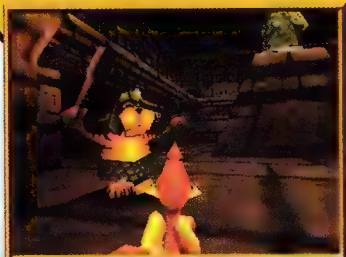
New Moves

Gruntilda has learned a few new tricks since you last saw her, so to rise above and beyond her sinister plans, Banjo and Kazooie will need to master some new techniques as well. Over 40 different abilities are in the game. Joining the handful of tactics from the first game, you'll now have the ability to perform the Breegull Blaster, attack with the Bill Drill, hurt Clockwork Kazooie Eggs, and claw with the Claw Clamber Boots.



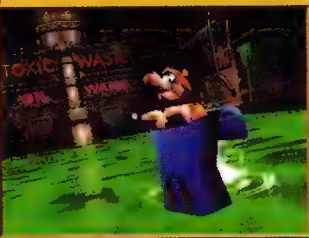
First Person

Mimicking the gameplay skeleton of Donkey Kong 64, Rare has included a ton of minigames and multiplayer options into Banjo-Tooie. Along with ten multiplayer games ranging from Bottles' Revenge to a kickball tournament, Banjo-Tooie is equipped with a first-person engine where Banjo wields Tooie as a gun.



Solo Missions

On certain stages, Banjo and Kazooie must separate from one another. We're surprised they never split apart in the first game. Other than finding inner peace, running through the world stag has its benefits. Kazooie can actually fly (instead of floating), and Banjo can use his backpack as a weapon and also as a floatation device.



Transformations

In your quest to secure every Jiggie and Jinjo, the gang will have to see Mumbo Jumbo yet again. Mumbo is a wacky shaman who can transform the bear and bird into a handful of different forms. This time around, the washing machine transformation actually serves a purpose; and to blend in to the prehistoric era, Banjo and Kazooie will morph into a t-rex.



new releases

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

| Release Date | Title | Publisher/Distributor | System |
|--------------|----------------------------------|-----------------------|--------|
| JUNE | | | |
| 6/15/00 | Arcatera | Ubi Soft | DC |
| 6/15/00 | Railroad Tycoon 2 | Take 2 | DC |
| 6/15/00 | Micro Machines V3 | THQ | GBC |
| 6/20/00 | Draconus: Cult of the Wyrn | Crave | DC |
| 6/20/00 | Fur Fighters | Acclaim | DC |
| 6/20/00 | South Park Rally Racing | Acclaim | DC |
| 6/20/00 | Austin Powers: Oh Behave | Take 2 | GBC |
| 6/20/00 | Dragon Dance | Crave | GBC |
| 6/20/00 | MIB 2 | Crave | GBC |
| 6/20/00 | Pocket GT Racing | Interplay | GBC |
| 6/20/00 | Pro Pool | Activision | GBC |
| 6/20/00 | Xtreme Sports | Infogrames | GBC |
| 6/20/00 | DarkStone | Take 2 | PS-X |
| 6/20/00 | Mike Tyson Boxing | Activision | PS-X |
| 6/20/00 | Who Wants To Be A Millionaire | Sony | PS-X |
| 6/21/00 | ToonSylvania | Ubi Soft | GBC |
| 6/21/00 | Fighter's Destiny 2 | SouthPeak | N64 |
| 6/21/00 | World Rally Challenge 2000 | SouthPeak | N64 |
| 6/26/00 | Crystalis | Nintendo | GBC |
| 6/26/00 | Kirby 64: The Crystal Shards | Nintendo | N64 |
| 6/27/00 | Hidden & Dangerous | Take 2 | DC |
| 6/27/00 | Midway Arcade Flashback 1 | Midway | DC |
| 6/27/00 | Ring | Infogrames | DC |
| 6/27/00 | Silver | Infogrames | DC |
| 6/27/00 | Wacky Races | Infogrames | DC |
| 6/27/00 | Austin Powers 2: UG Lair | Take 2 | GBC |
| 6/27/00 | Backgammon | Infogrames | GBC |
| 6/27/00 | Test Drive Cycles | Infogrames | GBC |
| 6/27/00 | Test Drive LeMans | Infogrames | GBC |
| 6/27/00 | X-Men Mutant Academy | Activision | GBC |
| 6/27/00 | Hercules | Titus | N64 |
| 6/27/00 | Covert Ops-Nuclear Dawn | Activision | PS-X |
| 6/27/00 | Duke Nukem: Planet of the Babes | GT Interactive | PS-X |
| 6/27/00 | Hogs of War | Infogrames | PS-X |
| 6/27/00 | Koudelka | Infogrames | PS-X |
| 6/27/00 | MK Special Forces | Midway | PS-X |
| 6/27/00 | World Touring Car | Activision | PS-X |
| 6/27/00 | Worms Pinball | Infogrames | PS-X |
| 6/27/00 | X-Men: Mutant Academy | Activision | PS-X |
| 6/30/00 | Power Rangers: Lightspeed Rescue | THQ | GBC |
| 6/30/00 | Earthworm Jim | Interplay | PS-X |
| 6/30/00 | Lunar: Eternal Blue | Working Designs | PS-X |

| Release Date | Title | Publisher/Distributor | System |
|--------------|------------------------------------|-----------------------|--------|
| JULY | | | |
| 7/1/00 | Mag Force Racing | Crave | DC |
| 7/1/00 | Heroes of Might & Magic | 3DO | GBC |
| 7/1/00 | Xena | Titus | GBC |
| 7/11/00 | Demolition Racer | Infogrames | DC |
| 7/11/00 | Marvel vs Capcom 2 | Capcom | DC |
| 7/11/00 | Seaman | Sega | DC |
| 7/11/00 | Virtua Tennis | Sega | DC |
| 7/11/00 | World Series Baseball 2K1 | Sega | DC |
| 7/11/00 | ECW: Anarchy Rulz | Acclaim | GBC |
| 7/15/00 | Evolution 2 | Ubi Soft | DC |
| 7/15/00 | Kiss: Psycho Circus | Take 2 | DC |
| 7/15/00 | Monster Breeder | Tommo | DC |
| 7/15/00 | MTV Sports: Skateboarding | THQ | DC |
| 7/15/00 | Microsoft Entertainment Pack | Classified | GBC |
| 7/15/00 | Microsoft Pinball Arcade | Classified | GBC |
| 7/15/00 | MTV Sports: Skateboarding | THQ | GBC |
| 7/15/00 | Scooby Doo | THQ | GBC |
| 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 |

| Release Date | Title | Publisher/Distributor | System |
|--------------|---------------------------------|-----------------------|--------|
| 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 | McGrath Supercross 2000 | Acclaim | DC |
| 7/18/00 | Metropolis | Sega | DC |
| 7/18/00 | McGrath Supercross 2000 | Acclaim | PS-X |
| 7/24/00 | Perfect Dark | Nintendo | GBC |
| 7/24/00 | Warlocked | Nintendo | GBC |
| 7/24/00 | Banjo Toole | Nintendo | N64 |
| 7/24/00 | Peter Jacobsen's Golden Tee Off | WizardWorks | PS-X |
| 7/25/00 | Ecco the Dolphin | Sega | DC |
| 7/30/00 | Crazy Driver | Interplay | DC |
| 7/30/00 | San Francisco Edition | Interplay | DC |
| 7/30/00 | Super Magnetic Neo | Crave | DC |
| 7/30/00 | Super Runabout | Interplay | DC |

| Release Date | Title | Publisher/Distributor | System |
|---------------|--|-----------------------|--------|
| AUGUST | | | |
| 8/1/00 | Snow Cross Champ Racing | Crave | DC |
| 8/1/00 | Tokyo Extreme Racer 2 | Crave | DC |
| 8/1/00 | AMF Bowling | Vatical | GBC |
| 8/1/00 | Jimmy White's Cue Ball | Vatical | GBC |
| 8/1/00 | Jimmy White's Cue Ball | Vatical | PS-X |
| 8/1/00 | Kengou: Master of Bushido | Crave | PS-X |
| 8/1/00 | Snow Cross Champ Racing | Crave | PS-X |
| 8/8/00 | ECW: Anarchy Rulz | Acclaim | PS-X |
| 8/10/00 | Mary Kate & Ashley | Acclaim | PS-X |
| 8/15/00 | Deep Fighter | Ubi Soft | DC |
| 8/15/00 | Dennis the Kangaroo | Titus | DC |
| 8/15/00 | ESPN Baseball Tonight | Konami | DC |
| 8/15/00 | Test Drive OffRoad 3 | Infogrames | DC |
| 8/15/00 | Harley Davidson | WizardWorks | GBC |
| 8/15/00 | Rocky Mountain Trophy Hunter | WizardWorks | GBC |
| 8/15/00 | Walt Disney Racing | Eidos | GBC |
| 8/15/00 | Mia Hamm N64 Soccer | SouthPeak | N64 |
| 8/15/00 | Polaris SnoCross 2001 | Vatical | N64 |
| 8/15/00 | Carmageddon | Interplay | PS-X |
| 8/15/00 | NFL Gameday 2001 | Sony | PS-X |
| 8/15/00 | Polaris SnoCross 2001 | Vatical | PS-X |
| 8/15/00 | ReVolt 2 | Acclaim | PS-X |
| 8/18/00 | Sydney 2000 | Eidos | DC |
| 8/18/00 | Sydney 2000 | Eidos | GBC |
| 8/18/00 | Sydney 2000 | Eidos | PS-X |
| 8/22/00 | D2 | Sega | DC |
| 8/22/00 | ECW: Anarchy Rulz | Acclaim | DC |
| 8/22/00 | NFL QB Club 2001 | Acclaim | DC |
| 8/22/00 | ECW: Anarchy Rulz | Acclaim | N64 |
| 8/22/00 | NFL QBClub 2001 | Acclaim | N64 |
| 8/22/00 | ATV: Quad Racers | Acclaim | PS-X |
| 8/22/00 | NCAA Gamebreaker 2001 | Sony | PS-X |
| 8/28/00 | Donkey Kong Country | Nintendo | GBC |
| 8/29/00 | Quake 3 Arena | Sega | DC |
| 8/29/00 | Sega GT | Sega | DC |
| 8/29/00 | Vanishing Point | Acclaim | DC |
| 8/29/00 | Hoyle Casino | Havas Interactive | GBC |
| 8/29/00 | SeaDoo HydroCross 2000 | Vatical | GBC |
| 8/29/00 | Turok 3: Shadow of Oblivion | Acclaim | GBC |
| 8/29/00 | SeaDoo HydroCross 2000 | Vatical | N64 |
| 8/29/00 | Turok 3:Shadow of Oblivion | Acclaim | N64 |
| 8/29/00 | Aladdin | Sony | PS-X |
| 8/29/00 | Animorphs | Frontline Video | PS-X |
| 8/29/00 | SeaDoo HydroCross 2000 | Vatical | PS-X |
| 8/29/00 | Time Crisis: Project Titan | Namco | PS-X |
| 8/29/00 | Vanishing Point | Acclaim | PS-X |
| 8/30/00 | Ogre Battle 64: Person of Lordly Caliber | Atlus | N64 |

PLAYSTATION

| TITLE | BL | DATE | TITLE | BL | DATE | TITLE | BL | DATE | TITLE | BL | DATE |
|-----------------------------------|----|------|----------|----|------|----------------------------------|----|------|----------------------------|----|------|
| 3Xtreme | | 6/75 | MLB 2001 | | 6/5 | Tomb Raider: The Last Revelation | | 6/8 | Rayman 2: The Great Escape | | 7/75 |
| 40 Years | | 7/6 | MLB 2001 | | 7/5 | Tomb 2: The Evil Sun Return | | 8/75 | Resident Evil 2 | | 8/75 |
| Acti-Combat 3 Electroshock | | 7/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Alka, the Heartless | | 6/23 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Alien: Janis Int'l Soccer | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Alundra 2 | | 6/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Apex Escape | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Archie's Fun House | | 6/23 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Armed Core Master of Arena | | 7/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Army Men: Air Attack | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Army Men: Sarge's Heroes | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Assault Rigs | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Balistic | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Base Lines | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Base Wars | | 6/4 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Battle Tnx II: Global Assault | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Big Air | | 4/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Big Radius | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Big Top | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Bombman Fantasy Race | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Bombz | | 4/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Brown Wolf II | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Bugs Bunny Lost in Time | | 5/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Bus & Truck | | 8/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Castrol Honda Supersport Racing | | 8/28 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Carnivores | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Championship Bass | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Championship Motorsport | | 8/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Chocobo Racing | | 6/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Chocobo's Dungeon 2 | | 7/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Civilization II | | 7/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Clash Tower | | 6/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Colin McCraty Rally | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Colony Wars: Red Sun | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Commander | | 8/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Conan | | 7/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Crash Team Racing | | 8/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Croc 2 | | 7/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Crossroads of Might and Magic | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Cyber Trooper | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Dead in the Water | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Deception III: Dark Delusion | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Demigra | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Demolition Derby | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Die Hard Trilogy 2 | | 7/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Dino Crisis | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Driver | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Duress of Hazard: Racing for Home | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Earthworm Jim | | 7/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Edo Night | | 8/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| EDW Hardcore Revolution | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Engage | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Enzo's Zone | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Fatal Fury: Wild Ambition | | 3/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Fear Effect | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| FIFA 2000 | | 8/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| FIFA 2001 | | 6/8 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Fighting Force 2 | | 5/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Fisherman's Ball 2 | | 6/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Final Fantasy VII | | 8/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Final Fantasy VIII | | 8/5 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Fishman's Ball | | 6/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Freestyle Boarding '99 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Freestyle Boarding 2000 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride | | 4/75 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 2 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 4 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 5 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 11 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 14 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 15 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 20 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 21 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 25 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 26 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 27 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 29 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 30 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 31 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
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| Gallop 'n' Ride 33 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 34 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 35 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 36 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 37 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 38 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 39 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 40 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 41 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride 42 | | 8/25 | MLB 2001 | | 7/5 | Tomb Raider: The Last Revelation | | 7/25 | Resident Evil 2 | | 8/75 |
| Gallop 'n' Ride | | | | | | | | | | | |

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In the Nick of Time

THE LEGEND OF

ZELDA

ゼルダの伝説 Majora's Mask

Over four million gamers took a bite out of *The Legend of Zelda: Ocarina of Time*, and we're certain almost everyone who stepped into the 64-bit kingdom of Hyrule will be waiting in line to pick up a copy of the unexpected sequel, *Majora's Mask*. This game really came out of nowhere. Everybody wanted a sequel, but given Nintendo's track record, nobody expected it to come to fruition. Well, good things do come to those who wait. *Majora's Mask* has already released in Japan, and later this year it will hit U.S. shores. If you thought *Perfect Dark* was the Nintendo 64's last hurrah, think again. As long as Nintendo pumps out quality games, the Nintendo 64 will continue to thrive.



Majora replaces Ganon as the main villain.



Most of the story is told through the eyes...er glow...of these fairies.

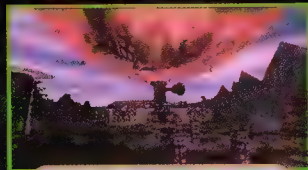
TIME

This adventure should have snared the title *Ocarina of Time* rather than the last game. Time is of the essence, and if Link doesn't put an end to the madness that has engulfed the land within three days, the moon will plunge into the land and everything will be destroyed. The sophisticated looking sundial at the base of the screen displays the day and time. Each day only lasts for 15 minutes. That's right, 15 minutes. No no, the game doesn't end in 45 minutes, it's actually just as long as the original.

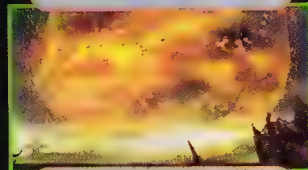
Confused? You should be. Just like Bill Murray in *Groundhog Day*, Link is trapped in a three-day time loop. Instead of watching the world die, he has the power to return to the first day as much as he likes. If the end is near, all Link needs to do is play the Song of Time on his Ocarina, and the three-day cycle begins anew. In this short time, Link must alter as many events as he can, and maybe, just maybe, he'll change the course of history. Along with the subtle changes he makes, Link is the only one not affected by the time loop. When he returns to day one, all of the items and information he's garnered remain in his possession.



As time passes, the moon gets closer...



...and closer...

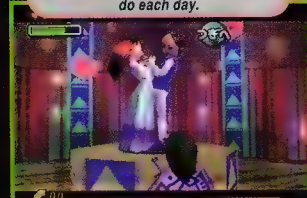


...then eventually collides with the world, destroying everything.



ボンバーズ 正義の秘密結社 24時間作戦展開中

Link keeps a three-day record of everyone he's met, and what they do each day.



If certain events are changed, Link can change history.



The Song of Time resets the world to the first day.

TRANSFORMATION

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Limited Time To Beat Game (3 Days), Tons of Masks to Wear; Transform Into a Goron, Zora, & Deku Shrub; New Weapons & Items; Expansion Pak Required; Rumble Pak Compatible
- **Created by:** Nintendo
- **Available:** Winter for Nintendo 64

Deku

Zora

Goron

Within the first 15 minutes of gameplay, Link's journey takes an unexpected turn. After a thief steals his Ocarina and trusty steed, Epona, Link gives chase, but lets his guard down and falls into a deep pit where the mysterious pickpocket has the upper hand. Before Link can so much as move, he is transformed into a Deku Shrub, and the adventure begins. Playing as a Deku is very strange. The villagers of the world really don't care for your kind, but being a plant person does have its advantages. The Deku can shoot nuts out of its big wooden nose, and it can also use flower petals to float for a brief period of time. Just when you become comfortable as the Deku, Link transforms back into a human. At this point, he can freely morph back into a Deku by placing the Deku mask on his face. Later in the game, Link unlocks the ability to transform into a Goron and even a Zora.

80% Complete



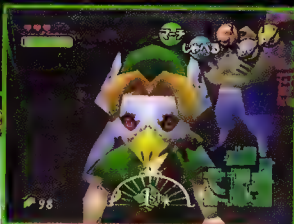
The Deku Shrub can temporarily float.

MASKS

In addition to the three masks that transform Link into different entities, a slew of regular masks can be picked up and used to cloak your appearance. The Pikachu mask from Ocarina of Time is back, and you'll also run across a mask for practically every species found on the planes of Hyrule. Other than making you look a bit odd, each mask serves a purpose, unlocking more and more of the plot when used correctly.



Familiar faces return.



Link the eagle boy.



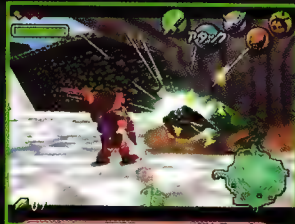
Link the fairy princess.

GAMEPLAY

Majora's Mask is running on exactly the same engine as Ocarina of Time, however this time around it requires the Expansion Pak to bring even more magnificent gameplay to the field. All of the combat and exploration techniques are still intact, and yes, the Rumble Pak can be used to detect secrets. Combat features the same dynamic lock-on technique, and the

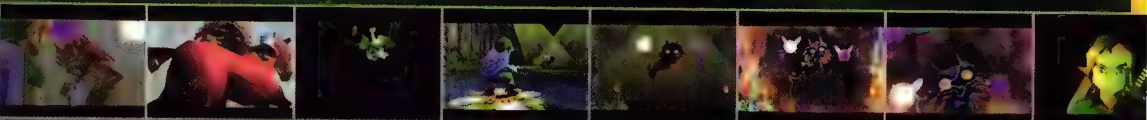


An entire new world awaits!



This may be a sequel, yet the combat hasn't changed a bit.

puzzles are still incredibly difficult. Most of Link's toys have returned, but you won't get too comfortable with them. There are also a ton of new items and weapons to manhandle, including a sword with two blades. Darth Link at your service!



Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action/Adventure
- **Special Features:** Mature-Themed Humor & Gore; Tons of Weapons & Vehicles; Wacky Facial Expressions; Multiplayer Deathmatch & Team Games
- **Created by:** Rareware
- **Available:** December 4 for Nintendo 64.

65% Complete

CONKER'S BAD FUR DAY



He's One Bad Mutha

At this year's Electronic Entertainment Expo (E3), Nintendo held its annual press conference where several never before seen Nintendo 64 products made a debut. The audience sat quietly and watched videos for *Dinosaur Planet*, Mickey's Speedway, Banjo-Tootee, and *Zelda: Majora's Mask*. Not a word was murmured until Conker reared his drunken head. Right before their bedazzled eyes, those in attendance watched Conker spew profanity, stumble into a bar hung over, and even take a leak on opposing barnyard critters. Seconds after the video came to a close, the crowd erupted with jubilation, nearly giving the game a standing ovation. *Zelda...nothing*, *Banjo...nothing*, *Conker...unheralded praise*. Have our morals been flushed down the toilet? Or are we just sick and tired of Nintendo making #2-ing kiddie games? Either way, Conker is on his way, and nothing can stop him from ripping this industry a daring new hole. What you see below is quite tame, and we mean that wholeheartedly. We've seen some stuff in this game that will shock you to death. As the December 4 release date draws closer, we'll reveal more. For now, get to know the S.O.B.



Mouth:
Mischievous and abusive

Eyes:
Painted by the devil himself

Hands:
Shaped to kill

Shoes:
Still properly tied (even drunks can do it)

Tail:
Pointed in the wrong direction



Eyes:
Full of love

Mouth:
Cheerful and innocent

Tail:
Pointed at the heavens

Hands:
Shaped to give big hugs

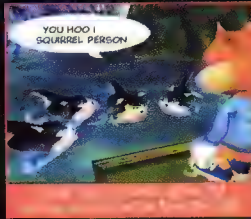
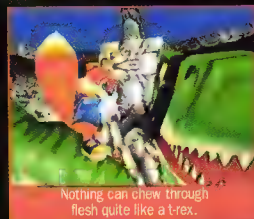
Shoes:
Properly tied

New Conker With Hangover

Here's a lesson for you: Keep an eye on your kids and guide them through life, or you may end up living with an alcohol abusing, party raidin', cop killin', master of all evil like good ol' Conker here.

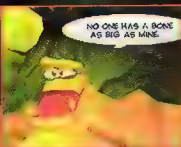
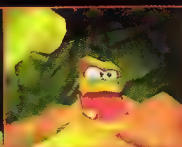
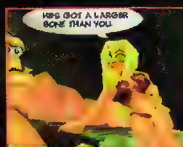
Old Conker

Three years ago, Conker pranced around the E3 floor as the cutest (and most annoying) character ever made. Never in our wildest dreams did we think he'd change so drastically.



A Typical Scene

Here's a sequence of shots showing a standard cinematic moment from Conker. Keep in mind, while heavy on innuendo, this scene is very tame.



DINOSAUR PLANET

NINTENDO 64

Preview

- **Size:** 512 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Characters; Full Speech Throughout Adventure; Facial Expressions; Real-Time Environmental Effects; Day & Night Cycles; Expansion Pak Required
- **Created by:** Rare for Nintendo
- **Available:** 4th Quarter for Nintendo 64 (so next year some time - Ed.)

50% Complete

A Blatant Rip-Off of Zelda...But Who Cares?

Not so long ago, Rare brought us Banjo Kazooie – a game that was obviously modeled after Mario 64. Certainly, it had some slight changes, but overall it was amazingly close. Well Rare has done it again, as Dinosaur Planet is as close as you can get to Zelda without putting the main character in a Link outfit.

This epic adventure follows the exploits of its two heroes, Sabre and Krystal, as they travel to Dinosaur Planet to stop an evil that could bring the end of the universe. While these two will visit similar towns and dungeons, their adventures are completely different.

To bring this saga to life, Rare has incorporated facial expressions and hours of voice-overs for all character interactions. Sabre and Krystal will even meet side-kicks along the way, Tricky and Kyte, who will help them in their adventures. Through a unique command feature, the player can instruct one of these side-kicks to do various useful functions like dig a hole, uncover secrets, retrieve objects, or even distract enemies.

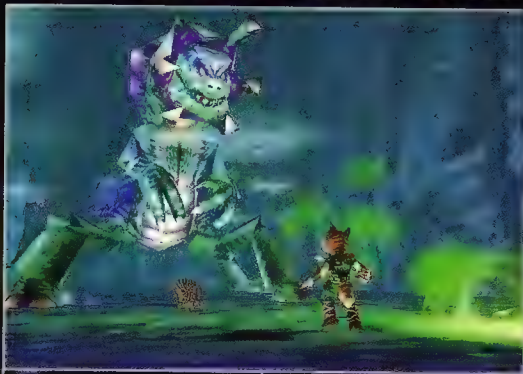
The battle interface is almost exactly like Zelda, complete with lock-on battle commands. Even the puzzles you encounter will seem oddly familiar, but one thing you won't

be prepared for in Dinosaur Planet is some of the gigantic bosses you will meet. These range from an amazing run-in with a T-rex to fighting an ice beast that requires some rather ingenious play to defeat (all we're gonna tell you is it involves getting inside this beast, and getting there isn't easy).

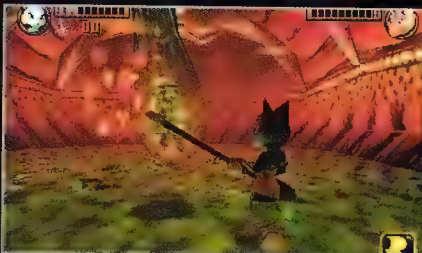
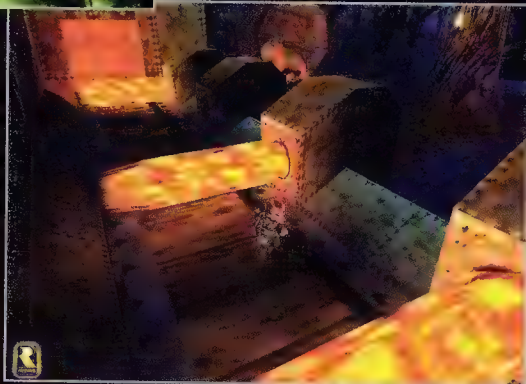
This 512 Megabit monster is scheduled to release this holiday season, but GI would guess that we probably won't see it until March of next year at the earliest. Don't let that stop you from getting excited about this one. Even the little we played of Dinosaur Planet was amazing; it's almost scary to think what the whole adventure will be like.



"Hey, didn't I see you in The Never Ending Story?"



Gulp!



Plenty of challenges await.

Tickle, tickle, tickle.





Capture runaway cat with repairman's help.



Use new tools to get treasure.

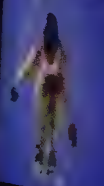
Kick computer to make it work.

Teleport Orb sets 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?

Buy drinks to learn gossip.

Save before using duplicators.

Look inside barrels.



Use search System to find money

Condition Green
rains
stains.

Player-controlled camera angles

Choose from 3 characters to start quest

Battle detailed enemies

Solve brain-racking, action-oriented puzzles

WILD ARMS 2
What legends are made of.

the answers are out there

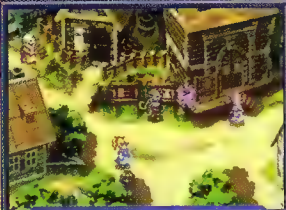
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PlayStation Review

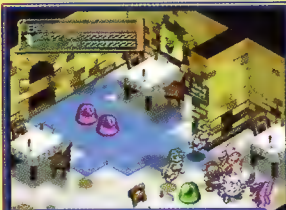


- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 26 Song Soundtrack in English & Japanese; Puppets & Monsters Join Party; Illustration & Song Gallery; Free CD Soundtrack Included; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Nippon Ichi for Milius
- **Available:** Now for PlayStation

Bottom Line: **6.75**



Cornet can play a tune in town to earn extra cash.



Rhapsody's battles are reminiscent of Vandal Hearts.



A musical interlude with the story's antagonist.



A picture and music gallery open as players progress through the game.

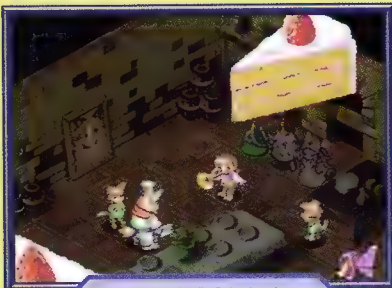
People performing on stage for the entertainment of others is as old as civilization itself. Somewhere along the line, however, some crackpot director decided to take a chance. People could relate to and empathize with an acted-out tale, but would the same emotions be evoked if occasionally the characters sang a song? The musical, as it came to be known, did indeed work and has since become a staple in stage productions.

Now Atlus is taking a similar risk on PlayStation. If a standard role-playing game is the video game equivalent of a play, then *Rhapsody* is a musical. All the standard RPG elements are there – a twisting storyline, leveling up, special attacks and spells – but unlike other games of the genre, the characters of *Rhapsody* occasionally bust out in song in place of telling their tale in text boxes.

The story involves Cornet, a girl who inexplicably has the ability to speak with puppets. Cornet has always dreamed of meeting her Prince Charming, and due to a little bit of luck, she soon finds herself in the running to marry a prince and eventually become the queen of the land. Unfortunately, before she even has a chance to steal a kiss from her suitor, an evil sorceress turns the prince to stone and spirits him away. Cornet, along with her lifelong puppet friend, Kururu, takes it upon herself to rescue the prince in the hopes of living happily ever after.

Cornet's ability to talk to puppets turns out to be quite useful. In battle, these lifeless hunks of cloth and stick come alive. As the puppets go up levels, they not only become tougher, but also learn spells. Occasionally, monsters will be so enamored with Cornet after a battle, they too will ask to join. One can't be capricious when it comes to an ally's safety, however, for a monster killed in battle is forever gone, and repairing broken puppets isn't cheap.

As her name implies, Cornet is quite proficient at horn playing. Every town has a square where she can busk for money. In a fight, belting out a tune will power-up allies, and also slowly add notes to a score that, when sufficiently filled, allows Cornet to assault her enemies with cotton candy, flan, and giant pancakes.



Cornet's deadly Cake Attack.

No Strings Attached

ANDY

THE GAME HOMER

Concept

7.5

Graphics

6.75

Sound

5

Playability

5

Entertainment

2

5.25

OVERALL

"Okay let me put it to you this way, *Rhapsody* is a musical adventure where the main character, Cornet, can break out into song at any moment. If that is not scary enough, she can also talk to dolls, and her adventures include baking a fish and searching for a fetching outfit all in the hopes of getting a date with her dream prince. Now I'm in touch with my feminine side and all, but this is a little much for me. **The game offers absolutely no challenge – just push the auto-attack button and you're sure to blast through any foe.** But I think there is a bright side to this game...if you're a 10-year-old girl this may be the greatest adventure you ever have. Sure, some women will find this *Suzi Homemaker* overtones a little much, but if you're in the target audience, like Matt, then you'll love this one. I just didn't."

JAY

THE GONZO GAMER

Concept

8

Graphics

7.75

Sound

8

Playability

7

Entertainment

7

7.5

OVERALL

"First and foremost, I must warn any males out there not comfortable with their masculinity that *Rhapsody* is an extremely female-focused game. **Those able to open up to their filly side, however, will find *Rhapsody* has enough camp and pop cultural references to draw a laugh out of almost anyone.** I love this game's storyline, characters, and music, but everything else is quite average. Combat, especially is a bit of a disappointment due to its extremely low difficulty level. Characters go up levels very quickly (about every third or fourth fight), and when they do, they are completely restored. Thus, it's all too easy to use your most powerful magic without fear of running dry in a pinch. *Rhapsody's* not at all bad, but an RPG needs more than catchy tunes to stand out."

REINER

THE RAGING GAMER

Concept

7.5

Graphics

8.5

Sound

8.25

Playability

6.5

Entertainment

7

7.5

OVERALL

"There's one reason why I don't watch Disney movies. It's because at every crucial plot point, the characters break out into song and dance. **To say the very least, musicals drive me nuts.** Atlus' new RPG, *Rhapsody*, is the first game to attempt this angle. A few minutes into the quest, the main character sings a mournful tune. I say, boring! Shut up! Thankfully, the song ended rather quickly, and it took awhile for another to rear its head. As much as I hate to say it, many of the songs are hysterical. Completely unnecessary, but hilarious. The story is also witty, making reference to today's culture. At the same time though, the gameplay leaves much to be desired. It's way too easy. Yet the overall package is something unique. If you took chances on *Thousand Arms* and *Grandia*, and enjoyed them, you'll find this RPG to be another unusual treat."

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/PRG
- **Special Features:** 2-Player Cooperative Play; 11 Weapons With 12 to 16 Skills To Be Learned From Each; Special Moves Like Somersaults & Counterattacks; Breed Monster Allies; Make Your Own Weapons
- **Playability Value:** Moderately High
- **Created by:** Square Soft
- **Available:** July for PlayStation

Bottom Line: **8**



Sequel of Mana

"For all the things Legend of Mana does so well, I'm a little annoyed at this title for the sole reason that Square Soft didn't just deliver a straight ahead sequel with better graphics. I love the original, and while I admire Square for its ingenuity by taking the series in a different direction, I just can't help but take it a little personally. Having said that, I did find Legend of Mana to be a fun title. While the lack of a prevailing storyline is a tad annoying at times, the mercenary-styled quests kept the action moving and weaved plenty of fun little tales. The item creation and overworld map stuff is a nice addition, but for me this game is all about the action, which seems to work pretty well in this one, though I must admit it did seem a little rigid at times. Square fans will enjoy this one, but it doesn't quite deliver the complete package."

ANDY
THE GAME HOMBRE
Concept **7.5**
Graphics **8.75**
Sound **8**
Playability **8**
Entertainment **8.5**
8.25
OVERALL

"For the first three hours or so, I was pretty disappointed in this game. As a Secret of Mana sequel, it doesn't do a great job focusing on the action element of the previous game. I also found the general lack of plot to be a let down. Placing dungeons was somewhat interesting in concept, but all this does is splinter the game world. Once I started making my own weapons and enhancing them with obscure items, discovering new moves, and breeding monster companions for battle, I was hooked. The wealth of new abilities and cool stuff to try out rivals Final Fantasy Tactics. If Square had focused more on an actual story and a cohesive game world, LoM could have been one of my top picks of the year. Secret of Mana fans should be wary. LoM is similar, but definitely not the same game."

ERIK
THE PC JEDI
Concept **8**
Graphics **8.25**
Sound **7.75**
Playability **8.5**
Entertainment **8.5**
8
OVERALL

"Legend of Mana is constructed like a semi, in that it has to shift several gears before it really gets going. The first few hours of gameplay are quite dry and, for Secret of Mana fans, very disappointing. On the graphical front, you couldn't ask for much more, but as you stare at the beautiful backdrops and characters, you continually cry out for gameplay. If you can make it through the first few hours, completely burying any feelings of being ripped-off for buying this game, Legend of Mana finally opens up, allowing you a look at marvelous things and amazing gameplay. You'll have the ability to create your own weapons and breed your own monster companions. Before you know it, you're completely engrossed in finding new items and learning new moves. Slow start, great finish."

REINER
THE RAGING GAMER
Concept **8.5**
Graphics **8.25**
Sound **8**
Playability **7.75**
Entertainment **8**
8
OVERALL

The Legend of Mana takes many of the concepts from its SNES precursor, the Secret of Mana, and places them in a world almost devoid of plot. Rather than exploring the land for new areas, for instance, you must complete mini-quests in order to find artifacts that allow you to plow down new dungeons and towns on the world map. Despite this shortcoming, Legend offers a ton of things that made the old game great and plenty of new stuff to keep things interesting.

True to the Secret, there are 11 weapons to choose from in the game, and your main character can use any weapon he or she chooses. Each weapon has a wealth of special weapon techniques that can be learned and then unleashed on your enemies when your power meter is full. Mastering all of these techniques is comparable to learning all the classes and abilities in Final Fantasy Tactics.

Characters also start with eight basic abilities like jump, defend, and crouch. While these abilities are all useful, more powerful ones can be learned like counter-attack and slide, which topples your enemies over and allows you to get some free hits in. Learning new standard abilities will unlock new weapon techniques as well.

Eventually, you gain additions to your home (the first thing that gets placed on the map) that allow you to create and modify your own weapons, make musical instruments that allow you to do magic, breed monster companions, and even grow crops to feed and enhance your battle-weary critters.

Huge fans of the Secret of Mana should be patient with Legend. Many of us were uncertain of the game at first, but most of the good stuff in the game doesn't start breaking out until you've been playing for a good eight hours or so, which is a very small fraction of what it would take to actually see and do everything this game has to offer.



Baab's Rabble looks excited to join the fray.



"Get ahold of yourself, man! She's only a biped!"



"Wait a minute. I thought this was a blacksmithing lesson."



Recognize these guys? They saved your butt in Xenogears.



This dragon is in for a brutal Weapon Technique.



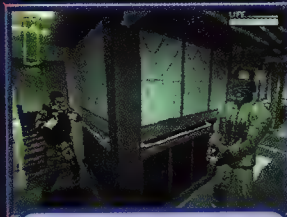


- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Entire Game Takes Place on a Train; Real-Time & FMV Cutscenes; Save Points Not Limited by Typewriter Ribbons; Resident Evil-Style Item Stash Boxes; Special Action Sequences; Regenerating Enemies
- **Replay Value:** Low
- **Created by:** Sugar & Rockets and TYO for Activision
- **Available:** Now for PlayStation

Bottom Line: **7.75**



How on Earth did I get so jaded?



Life's mysteries seem so faded.



Never seen this before.



"I must save the bus. I mean...the train!"



COVERT OPS NUCLEAR DAWN

**Runaway Train
Never Comin' Back**

The inspiration for this game isn't too hard to find. Using a near-replica of the Resident Evil engine, *Covert Ops* is obviously attempting to harness that game's cinematic gameplay and incorporate it into a cheesy action movie setting. Surprisingly, this works quite well as *Under Siege 2* makes for a much better video game premise than it did a film.

The majority of the game takes place on a train that has been taken over by terrorists. After rescuing the ambassador and his family, you must move from car to car, taking out the bad guys in order to prevent a nuclear catastrophe. Most cars have two levels each, but the player is frequently forced to get up on the roof or crawl underneath the train to get past locked doors and cars that have been destroyed. In one of the game's action scenarios, the player must jump over to another train, eliminate the terrorists inside, and then catch up with the previous train.

The gameplay is pretty much *Resident Evil*, but there have been a few changes. The environments are polygonal rather than rendered, allowing players limited camera control in order to get a decent look at the enemy or a better view of a puzzle situation. *Covert Ops* also includes action sequences where the player must race against time to catch up with another train, or take out helicopters with a gun turret.

Players looking for survival horror will find little to enjoy in this game. There are the occasional gory remains of one of your former comrades, but that's about as grim as the game gets. Instead, *Covert Ops* tries to be a race-against-time action movie and is surprisingly successful. The game keeps the pace running despite the fact that there is no real time limit, and it does maintain a deeply cinematic feel throughout play.



The gun turret is one of many action sequences.

ERIK
THE PC JEDI

Concept

7.75

Graphics

8.75

Sound

8

Playability

8

Entertainment

7.5

8

OVERALL

"I was really surprised by how cool *Covert Ops* turned out to be. Just the idea of playing an entire game on a train seemed silly, but the game didn't turn out as linear as...well, a train. Each car is reasonably large and most have two levels with a number of rooms in each. The puzzles follow the same general 'key item' pattern, but figuring out what to do with your items isn't always totally obvious. The game also does an excellent job of keeping the pace on par with an action flick. My one big beef with *Covert Ops* is that you could probably finish it in a weekend, provided you don't get stuck on something for too long. After a little over one workday of gameplay, we were already on the second disc. I like the game a lot, but I would have to suggest a rental rather than a purchase."

JAY
THE GONZO GAMER

Concept

8

Graphics

8

Sound

8

Playability

8

Entertainment

8

8

OVERALL

"There's no doubt that *Covert Ops* is a *Syphon Filter*-flavored *Resident Evil* rip-off — but it's a pretty darn good rip-off. The game's action movie slant and train setting make it come across as somewhat fresh. In my mind, there are only two things keeping *Covert Ops* from being a really great game. First, the main character, Jack Morton, has absolutely no personality. Give the guy a catch phrase or something. Second, and more importantly, the game has no sense of urgency. Players are constantly reminded that certain goals should be accomplished quickly, but in actuality nothing happens until trigger points are hit. A first-time player could easily finish *Covert Ops* in 20 hours, but if you had to finish the game in 12, it would be a nerve-wracking experience indeed."

REINER
THE RAGING GAMER

Concept

7

Graphics

8.75

Sound

7.25

Playability

6.5

Entertainment

6.75

7.25

OVERALL

"Let me get this straight. The entire game takes place on a train? You never leave the train? Not once? Wow. Sounds horrible, huh? Guess what? It's not! *Covert Ops* does a tremendous job spreading its thin premise across hours of gameplay. Storytelling is integrated nicely with detailed FMV sequences and slick real-time cutscenes. Dare I say it, the gameplay mechanics and controls showcase several RE qualities. The mission breakdown also follows suit, usually pushing the player to find items or keys to open new destinations. Unfortunately, *Covert Ops* has difficulties with combat discharge. Targeting is very frustrating and the variety of weapons is quite slim, if it had incorporated intense action, this could have been a blockbuster. Without it, I couldn't stay hooked. Action is crucial in action games. *Covert Ops* doesn't deliver enough."



PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** 2 Playable Characters (Mint & Rue) With Different Stories; Mint Hurls Magic; Rue Transforms Into Monsters; Real-Time Action; Unique Continue System; Experience Gaining
- **Replay Value:** High
- **Created by:** Square Soft
- **Available:** July 18 for PlayStation

Double Your Pleasure, Double Your Fun

"In the graphics department, Square Soft never ceases to amaze, and *Threads of Fate's* character designs and 3D world are impressive indeed. Even the somewhat trite story is pretty entertaining, but what holds this game back is its never-really-that-exciting action. Like *Brave Fencer Musashi* before it, Square has proven once again with *Threads of Fate* that platforming is not its forte. Sure there are times when the action glows, but mostly these are short interludes that get you right back to the story. The two different storylines and different action of the characters is nice from a development point of view, but it didn't do anything to increase my enjoyment of the game. Stick with Square for RPGs, but you may want to look elsewhere for your action titles."

| |
|-------------------------------|
| ANDY THE GAME HOMER |
| Concept 7 |
| Graphics 8.75 |
| Sound 8 |
| Playability 7 |
| Entertainment 5 |
| 7 OVERALL |

"Square is notorious for hiding little goodies in its RPGs to entice players to go back and play the game all over again. Personally, there's never been a secret good enough to make me play the whole thing over – until now. For the first time, I believe Square may have hooked me. *Threads of Fate's* two characters share a common storyline, but their personalities and powers make their two adventures quite unique. What you use to get through one area with Mint often has to be approached differently with Rue. Of course, having the option to play through twice wouldn't be very appetizing if the game sucked in the first place. Per usual, however, *Threads* is another quality Square product. The PlayStation hasn't had an action/RPG this good in a while, and I can't wait to finish it...twice."

| |
|-------------------------------|
| JAY THE GONZO GAMER |
| Concept 9 |
| Graphics 8.5 |
| Sound 8 |
| Playability 8 |
| Entertainment 8.5 |
| 8.5 OVERALL |

"I laughed. I cried. I slammed my controller to the ground and cursed this game's existence. In many ways, *Threads of Fate* is an emotional roller coaster that preys on your every sense. Your breath will be sucked away by the stunning environments and smooth character animations. Frustration will rear its head when the real-time combat overpowers your weak gameplay prowess. Then out of nowhere, the game slows down and tells a mournful tale for both of the playable characters, making you think it sucks to be you. I'm not just tootin' Square's horn because it's Square. This is another remarkable title that deserves an in-depth look from all RPG fans. Two separate quests, wicked gameplay, phenomenal storytelling – what more do you want?!"

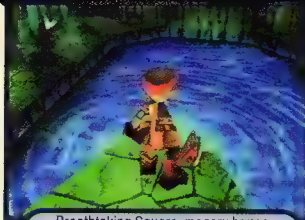
| |
|-----------------------------------|
| REINER THE RAGING GAMER |
| Concept 8.75 |
| Graphics 9 |
| Sound 8.5 |
| Playability 8 |
| Entertainment 8.75 |
| 8.75 OVERALL |

Threads of Fate has all the ingredients of a great game. So why haven't you heard of it? We don't know. Square really hasn't put any marketing muscle behind this monumental action/RPG, but we have a strong feeling that even without extensive advertising and tons of press, word of mouth will push this game to the best-seller list. Following *Vagrant Story* is a tough act indeed, but *Threads of Fate's* gameplay package is very unique, something RPG fanatics have been longing for since the SNES days.

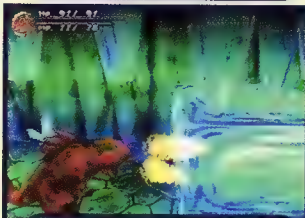
The concept of controlling two playable characters, each equipped with a unique story, is very intriguing to say the least. Basically, you get two games for the price of one. In the graphics category, like almost every Square game, *Threads* is simply breathtaking. The flat-shaded texturing and fluid animations come together as a unique visual masterpiece. On top of all of this, the gameplay is the strong suit. Both of the separate stories are loaded with variety and the game doesn't dawdle around with exploration lulls. After a quick visit to a town, the player can immediately jump into a new scenario. Along with the standard RPG fare of gaining levels and becoming stronger as the game progresses, victory lies in the hands – not necessarily the brains – of the user. Most Square games ask the player to think of new solutions. *Threads of Fate* veers in the opposite direction and forces the player to find answers through action, via real-time combat.

In many ways, this game is more or less a sophisticated platformer. Tricky pitfalls and incredibly difficult enemy encounters await. To tackle these scenarios, *Threads of Fate* is equipped with a smooth gameplay engine, and each character presents unique abilities to tackle specific roadblocks. Rue can transform into most monsters, which all offer new talents and attributes. Quite different, Mint is a spell caster who has an arsenal of seven types of magic at her fingertips. While the sagas for both playable characters are quite different, most of the gameplay tends to be quite similar. However, if you're anything like us, you'll trek through each dungeon twice to learn the fate of both characters.

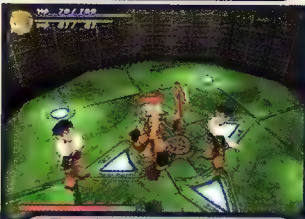
Bottom Line: 8



Breathtaking Square imagery brings each scenario to life.



Rue can transform into various monsters to pass perplexing puzzles.

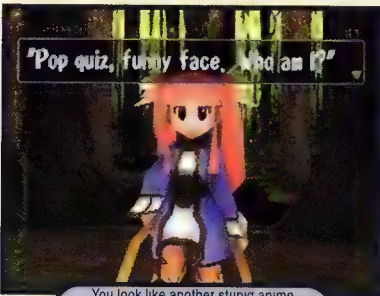


The real-time combat demands great skill and speed.



"Why are you sitting in father's seat? Oh, my dear sister, we must talk."

While comedic in many ways, the story has a serious overtone and each character has a dark past.



You look like another stupid anime chick, but then again, that was our answer for Cloud. Are you Cindy Lauper?



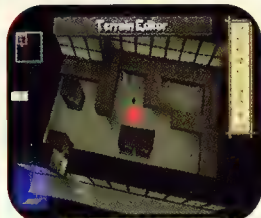
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters, (Younger Rikimaru & Ayame), Plus At Least 1 Hidden; 1-Hit Kills; New Stealth Kill Sequences; Mission Editor; Hide Bodies by Dragging Them; New Special Items; Swimming
- **Created by:** Sony Music Entertainment for Activision
- **Available:** 4th Quarter

50% Complete

The Mission Editor

The new Mission Editor allows players to choose the type of mission and kind of environment they want, determining the win conditions, and types of objects and enemies you can place. You won't be able to make a level that looks quite as cool as the regular ones, but you'll be totally free to set up whatever whacked-out scenarios you desire.



It took us about ten minutes to put this mission together.

GI Office Tenchu!

The goal of this scenario is to sneak into the GI Office and pick off the PC Archer, the Gonzo Swordsman, the Spearman Professor, the OG Archer, and the Raging Swordsman while attempting to avoid notice from the fearsome big boss Hombre.



The Jedi Aroner is slain quickly and mercilessly.

Standing on top of the boxes full of crappy PR presents is your best escape when the whole office thinks you're attempting to walk off with the PS2 and gets into a rage. Fortunately, the team is easily distracted by games and will eventually stop paying attention once you're safely hidden.

TENCHU 2

BIRTH OF THE STEALTH ASSASSINS

Ninjas Never Get Old

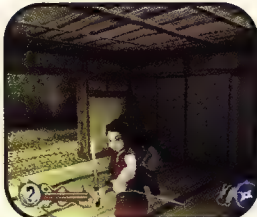
Tenchu is a prime example of what we like to call a sleeper hit. At a time when everyone had their hearts set on the stealth-intensive Metal Gear Solid, this virtually unmarketed game snuck into our offices and won us over for its relative ease of control and total focus on slaying guards with one-hit stealth kills while avoiding notice. Word of mouth once again proved every bit the equal of a strong marketing department, and the game rapidly became a top seller.



Rikimaru Back From the Dead?

Both Rikimaru and Ayame have returned, but the sequel is actually a prequel in terms of storyline. Both characters are considerably younger and at the beginning of the game are given their final tests to become deadly ninja. While a bit

smaller and not quite so fearsome and buxom, the two retain all of their moves from the previous game, but are less hydrophobic, being now able to swim underwater while preventing their enemies from noticing the sound of splashing water.



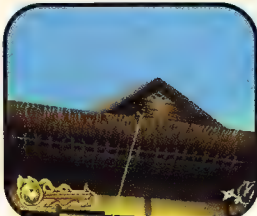
Tenchu Gets a Reality Check

One of the major goals of the developers of Tenchu 2 was to make a game that was slightly more realistic. Enemies have become considerably more paranoid about seeing a dead friend on the ground and are also more likely to follow you whether you're whooshing away on a grappling hook or not.



Move That Body

Nothing puts a guard more on edge than a disemboweled buddy, especially if it flew off the upper balcony and landed right in front of him. Best to hide those bodies. Incidentally, judging by the intro FMV, the guy who's not dead appears to be the hidden character in the game.

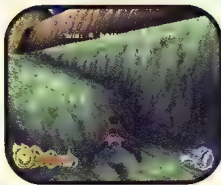


Grappling Made Almost Reasonable

Although one still puzzles over just how hard it would be to make a small device capable of yanking you up the rooftops so quickly with modern day technology much less that of Feudal Japan, the new grapple can only be used on places that make sense, like ledges and rooftops. It will no longer mysteriously stick to the middle of a wall or a stone pillar.

Swimming

As soon as the water-elemental ninjas from Super Ninjas were, there is nothing stealthy about an inflatable water ring and a paddle. We're certain swimming will be a much more important aspect of the game as it is a great way to get past your enemies.



Fighting

Fighting has remained the same with one exception. You move more slowly with your sword drawn. This can actually be quite frustrating at times, as sheathing your blade is done by holding down the attack button and waiting a few seconds, which can make a real mess out of any escape attempt.



ALIEN RESURRECTION

Resurrecting the Worst of the Aliens

The most recent and arguably weakest film in the Aliens series may not have been our first choice, but Fox has a license and means to go with it. Fortunately, the Aliens universe provides a great deal of gaming possibilities, and developer Argonaut Games has shown a deep commitment to bringing this terrifying universe to life.

The player takes on the roles of Ripley and several of the pirates from the film, following their dramatic escape from certain nasty, painful death. All characters cry "ouch" in different voices, have their own set of weapons, and take advantage of their own unique abilities. It's hard to say just how different an experience playing each character will be, as the game is still in its early stages, and we have yet to see any individual skills in action.

The levels themselves are gigantic and beautiful. To minimize load time, environments are streamed in as the player moves between areas rather than being loaded up at every door. From what we saw, the game moves from claustrophobic tunnels and walkways to gigantic generator rooms and warehouses. All areas in the game are loaded with ambush potential, where aliens could bust out at you at any time from any direction, including the floors and ceiling.

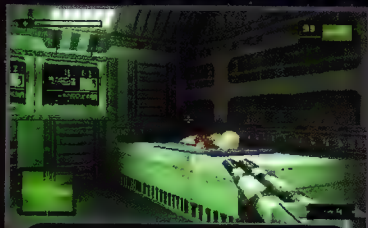
Since the real stars of the game are the aliens themselves, Fox has put a lot of effort into creating dynamic beasties capable of a wide variety of attacks, postures, and tactics. Whether attacking with tail, claw, or deadly extending jaws, the aliens are a deeply cinematic part of the game; many encounters with them will just be brief glimpses as they hunt down fleeing marines and then are the cause of the screams heard from somewhere offscreen.

Other enemies include the deadly face-huggers which actually inject eggs down your character's gullet, a wide variety of different types of combat personnel, and no doubt an alien queen and the ultra-fleshy alien that destroyed any potential of Resurrection holding its own with the rest of the series.

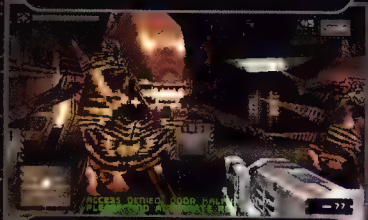
There are very few Aliens games that have turned out poorly. Even Aliens vs. Predator on the Jaguar was one of that doomed system's better titles. As long as Argonaut focuses primarily on the aliens themselves, and the thriller/horror aspect of the better films instead of Resurrection's almost whimsically artsy approach to the series, it will have a solid game on its hands.

- **Size:** 1 CD-ROM
- **Style:** 1 Player Action
- **Special Features:** 4 Different Characters (Ripley, Call, DiStefano, & Christie) With Different Skills, Abilities, & Weapons; 10 Levels; Weapons Include Pulse Rifle, Shotgun, Flame-Thrower, Pistol, Electro Gun, Grenade Launcher, Laser Gun, Rocket Launcher, & Dual Pistols
- **Created by:** Argonaut Games for Fox Interactive
- **Available:** August 2000

60% Complete



Sometimes it's better not to examine the corpses.



Lousy time for the doors to be on the Fritz.



Mommy!



One ugly situation after another.



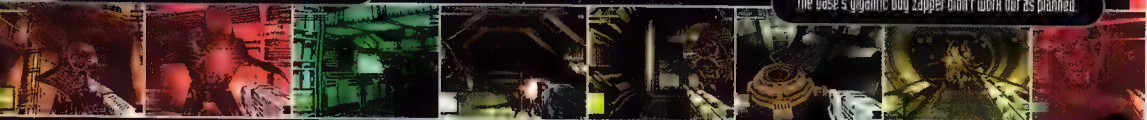
Can you guys understand the words "common enemy"?



Sometimes a can of Raid just won't do the job.



The base's gigantic bug zapper didn't work out as planned.

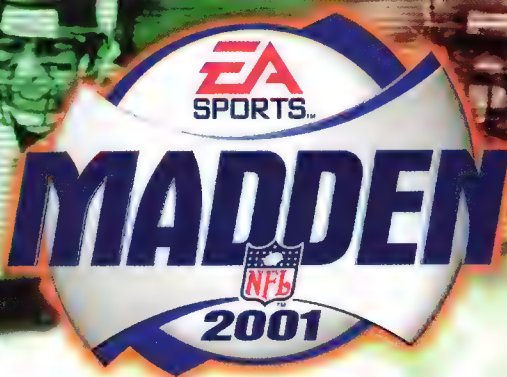


PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** New Defensive Audible; Coaches Mode Featuring 28 NFL Coach Likenesses & Voices; Revamped Playbooks; Individual Player Celebration & Taunts; Madden Card Challenge; Minnesota Vikings
- **Created by:** Tiburon/EA Sports
- **Available:** October 26 for PlayStation 2

75% Complete

**NEXT
PLAYSTATION
MEANS NEXT
MADDEN**



A CHANGE IN CONTROLS?

The controls for Madden have remained virtually unchanged since the series debuted. There have been changes along the way such as the man-in-motion, audibles, and the like, but the main feel of the game has stood the test of time. So imagine our surprise when EA Sports told us that they had changed the button that moves the defender closest to the ball. What? Change the controls? Indeed, EA Sports did make a minor change to this button, moving it from the X button to the circle. This makes room for an improved speed-burst button on defense.

There have also been some minor changes to the defensive scheme that allow for a defender to read and adjust to the offensive set up. As in previous iterations of Madden, players will be able to adjust the d-backs and linebackers to better suit the situation and coverage.

ANIMATION & GRAPHICS

Even before the opening kick off, we were quick to notice the place-kicker raising a single finger to signal the referees he was ready. Speaking of referees, we also got all juiced up when we saw multiple refs on the screen. More impressive was that these refs would toss the ball to each other. But these are just some of the subtle nuances. We noticed the completely modeled (and interactive) sideline players and benches (right down to the cool air misters). Also witnessed were players scowling at bad plays; finger pointing; and linemen with hands on knees, sucking, looking for a breather. This is all fine and good, but more importantly, the animation during the actual play is also nicely done.

By far the most noticeable new animations happen when you get tackled. Taking a page right out of Visual Concepts' NFL 2K, the collision of players is not frequently the same. Hits from a linebacker send the opposing halfback spinning and gyrating for balance, depending on the relative weight of the player, as well as at what point of the body he is hit.

THE MADDEN-POKÉMON CONNECTION

If you think that you can put Pikachu in as quarterback in Madden 2001, you had better think again. This game has cards you can acquire and trade, but they are not Jigglypuff and Charmander.

The Madden Card game is a spin-off of last year's Madden Challenge where the game keeps track of user's various milestones – such as a 400-yard passing game, more than 100 yards in receptions, and so on. In the Madden Card game, when players reach certain milestones, they will be rewarded with a player card. This card is then stored to the memory card and can be traded with other users. Just like Pokémon, certain Madden Cards will be very rare and hard to acquire. We are not sure who will be featured on the rare cards, but think a likely candidate would be Randy Moss.

COACH'S CORNER

Acquiring the exclusive license to the NFL Coaches Club will allow EA Sports to include the likenesses and voices of pro football's sideline generals. EA said that it has 28 of the 31 coaches (they didn't reveal which three opted out), whom it will place on the sidelines to add strategic commentary to the player. These boisterous coaches will also do what they do best, including occasionally giving some constructive criticism to the referees.



TIME SPLITTERS

GoldenEye's Heir Apparent

More than a few jaded game journalists were in for a surprise when they stopped by the Eidos booth expecting to snack on the usual fare of quickly produced sequels and reshapes. Instead, we were whisked behind closed doors into the dark stinky bowels of E3, and served up a sizzling sirloin of superlative shooter in the form of Timesplitters. Soon the game was popping up on everyone's "Best of Show" lists, and stealing some of the thunder from Konami's Metal Gear Solid 2 trailer.

Like a championship racehorse, Timesplitters has been bred from good stock. The game's developer, Free Radical Design, is made up of former Rare staffers, many of whom worked on the original GoldenEye team. Suffice it to say, these individuals know a thing or two about making a great first-person shooter. Instead of looking to reinvent the genre, Free Radical is taking it back to its roots, to the hectic arcade-style action of the original Doom. Expect hoards of enemies, ample supplies of ammunition, and blazing gunplay. The frenzied fracas will be captured in beautiful high-res graphics running at a full 60 frames per second, even in the four-player split-screen mode.

If all this sounds a bit run-of-the-mill, we kindly point you in the direction of Timesplitters' groundbreaking Mapmaker mode. You will now be able to create massive multiplayer levels out of modular "Lego" hallways and rooms. Larger bi-level rooms let you build out from the top and bottom levels, allowing your arenas to grow both vertically and horizontally. A variety of texture packages allow you to customize the walls, even selecting the color and shading from a vast palette of hues. Place dynamic lighting effects, like flickering lights, anywhere you see fit. Bot placement, weapon pickups, character start points - it's all up to you. Never before has there been a level create so comprehensive and intuitive. Look for more on Timesplitters once Eidos blesses us with a playable copy.

PlayStation 2 Preview

- **Size:** Unknown
- **Style:** 1 to 4-Player Action
- **Special Features:** 2-Player Cooperative Mode; 4-Player Split-Screen Mode; Deathmatch, Capture the Flag, & Last Stand Playmodes; 20+ Weapons; 35 Playable Characters; 18 Levels; Mapmaker Mode; Custom Control Layouts
- **Created by:** Free Radical Design for Eidos
- **Available:** October 26th for PlayStation 2

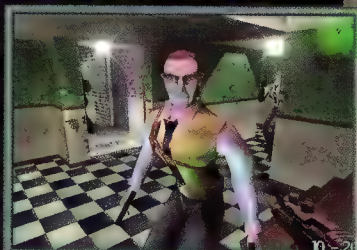
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It's good to see that Sir Dan is still finding work.



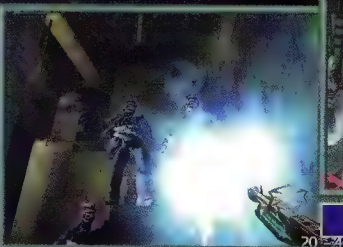
Levels span the centuries, from ancient Egypt to postapocalyptic Earth.



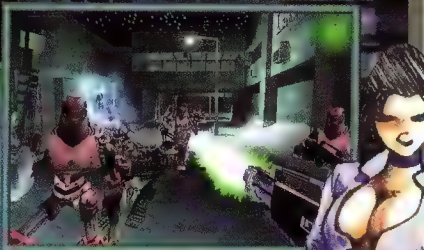
"Does this vest go with these pants?"



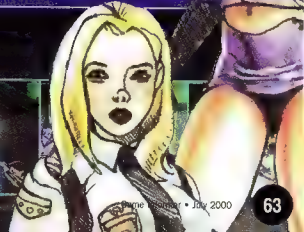
Packin' dual pistols like Joanna Dark.



With over 20 weapons, there's no shortage of firepower.



The levels are thick with enemies.



TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SONS OF LIBERTY™

On May 10, 2000, Metal Gear Solid creator Hideo Kojima introduced Game Informer and other members of the industry to the second installment of his blockbuster game, aptly titled Metal Gear Solid 2: Sons of Liberty. To say the least, the gameplay footage that we were shown was simply amazing. It is hands down some of the most dazzling and incredibly produced video game content we have ever seen. Regrettably, the game wasn't playable for us, and it is at least a year away from making it to stores. We heard many details, but many others were left unanswered. Still, this was the most talked about game at the recent E3, and here we present what we learned.

**A CHANGE IN
BATTLE PLANS**

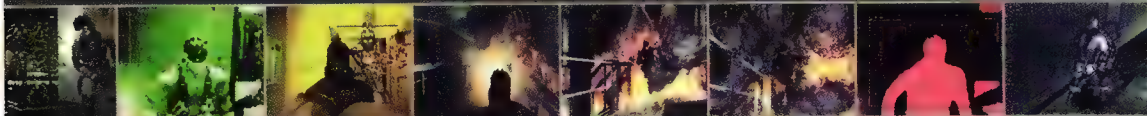
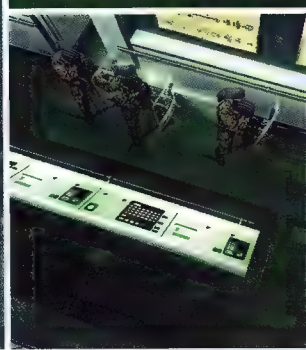
Although Kojima said that much of the control scheme would remain nearly identical to its predecessor, there were a bunch of new features that will add to the interactivity in MGS 2. Most notably, gamers can now do battle in a first-person mode. As you may remember, the first MGS had a first-person view, but failed to allow the player to fire any weapons. This is no longer the case. Now when you switch to first-person, you will be able to see your weapon and target your enemies. Like other games of the genre, you'll see a portion of the weapon and Snake's arm from this first-person view.

Solid Snake also has some new moves at his disposal. Besides the crawl, duck, and other stealth maneuvers that players are already accustomed to, Snake can do a lot more. He can jump and flip, as well as dive roll to escape enemy fire. Snake will also be able to hang on ledges and shimmy across to other areas. Lastly, Snake will be required to hide the bodies of fallen enemies. This is necessary to keep other soldiers from discovering them and thus alerting the facility of an intruder.

As for weapons in the game, Kojima would only reveal that there are a number of firearms that are identical to the ones found in the first game. However, we were introduced to the new tranquilizer gun. In fact, Kojima said that if players are good enough with this weapon, they could play the game all the way through without killing a soul.

As you may know, firing upon enemy soldiers is not always the best tactic in MGS, but it is sometimes necessary for survival. MGS 2 will even require you to aim your weapon at other objects to stop the enemy onslaught. One example is when you can have Snake shoot at a pipe to release steam. If an enemy comes into contact with this steam it may damage your foe, but the moisture will also disable his communications' equipment so he will be unable to radio others. Another example will allow Snake to ricochet bullets off a wall to take out a soldier.

**LIFE
OUTSIDE THE
[CARDBOARD]
BOX**



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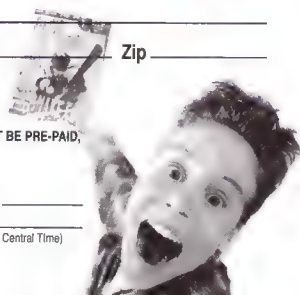
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TRAINING CARD

#56

Show 'em who knows all the moves!

LEGEND

P- punch
K- kick
S- free

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

qf- quarter circle forward (a, df, f)
qob- 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



Jann Lee

Lead Jab - P
Lead Upper - df+P
Low Knuckle - d+P
High Kick - K
Sidekick - df+K
Thrust Kick - d+K
Sidekick - d+K
Thrust Kick - d+K
Turn Jab - [back]P
Turn Bodyblow - [back] d+P
Turn High Kick - [back] K
Turn Spin Kick - [back] D+K
Blind Knuckle - [back] db+P
Blind Elbow - [back] P+K
Front Jump Knuckle - uf, P
Front Jump Snap Kick - uf, K
Front Jump Spin Kick - uf, P
Front Jump Spin Kick - uf, K
Jump Knuckle - u, P
Jump Snap Kick - u, K
Jump Spin Kick - u, P

Jump Spin Kick - u, K
Back Jump Spin Knuckle -
Back Jump Spin Kick - ub,

Strikes

Knuckle Upper - uf+P
Back Hook - u+K
High Shin Knee Kick - ub+J
Rear High Kick - u+K
Kick Upper - uf+K
Double Rising Knicks - uf+K
Chastisement Chop - b+P
Sway Jab - ub+P
Jab High Kick - P, K
Sonic Hook - P, f+P
Sonic Spin Kick - P, f+P, K
Sonic Low Spin Kick - P, f+K
Sonic Blow - P, d+P
Sonic Upper - P, d+P
Combo Low Pin Kick - P, D
Lead Hook - P, P



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Back Knuckle - P, P, P
Dragon Rush - P, P, P, K
Dragon Cannon - P, P, P, f+P
Dragon Slicer - P, P, P, d+K
Combo Knuckle Upper - P, P,
F+P
Combo High Kick - P, P, K
Body Blow - f+P
Body Upper - f+P, P
Body Low Spin Kick - f+P, d+K
Flash Hook - f, f+P
Flash Spin Kick - f, f+P, K
Flash Low Spin Kick - f, f+P,
d+K
Low Dragon Hammer - db+P
Dragon Hammer - b, f+P
Shin Knee Kick - S+K
Shin Knee High Kick - S+K, K
Middle Hook Kick - b+K
Double Hook Kick - b+K, K
Thrust Kick - d+K
Thrust Spike Kick - d+K, K
Thrust Spin Kick - D+K, K
Side Kick - df+K
Side Master Kick - df+K, K
Dragon Strike - df+P, f+P
Side Back Kick - df+K, b+K
Snap Kick - f+K

Snap Spin Kick - f+K, K
Snap Spike Kick - f+K, b, f+K
Dragon Low Kick - db+K
Low Spin Kick - d+S+K
Dragon Blow - d, df, f+P
Dragon Elbow - P+K
Dragon Knuckle - D, b, f+P
Dragon Kick - d, df, f+K
Dragon Spike - b, f+K
Flash Turn - b, b_P
High Kick - K
High Spin Kick - K, K
Dragon Flare - f, f+K
Dragon Step High - f+S+K

Throws

Hell Drive - S+P
Dragon Gunner - f+S+P
Piggyback Throw - b+S+P
The Way of the Dragon - d,
db, b+S+P
Headlock - d, df, d+S+P
Bulldogging Headlock - b,
b+S+P
Front Facelock - d+S+P
Side Buster - db+S+P
Punishment Punch - d+S+P

Holds

Godless Shoto Knee - f, u+S
Trace Gunner - f, u+S
Double Bind - f, b+S
Leg Sweep - b, f+S
Deep the Dragon - f,
d+S
Dragon Twist - f, d+S

Pounces

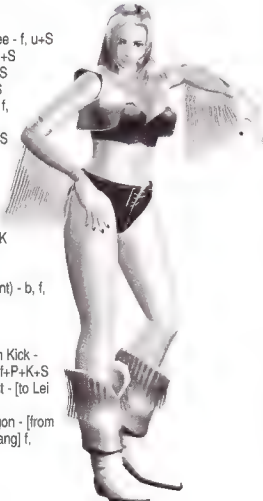
Trample - u+P+K
Enter the Dragon
- u+S+P+K
Low Snap Kick - d+K

Special Moves

Appeal Shout (Taunt) - b, f,
b+S+P+K

Tag Throws

Skyscraper Dragon Kick -
[from Lei Fang] f, f+P+K+S
Double Dragon Fist - [to Lei
Fang] f, f+P+K+S
Tap Deep the Dragon - [from
anyone but Lei Fang] f,
f+P+K-S



IT'S IN THE AIR

Kojima is working on using the air and temperature as part of the gameplay. Although he wouldn't go into detail as to how this would be incorporated, Kojima said they are also attempting to develop a way for the player to feel the changes in air conditions such as heat and moisture. But he did not want to reveal any specifics at this time.

The first MGS game did some incredibly innovative and memorable tricks with the Dual Shock controller, and we suspect that Kojima and his staff have other tricks up their sleeves.

PlayStation 2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** New First-Person Combat; New Solid Snake Moves Like Flips & Climbing; Even More Stealth Tactics; Enemy Squad Tactics; High-Tech Weapons; Return of the Cardboard Box
- **Created by:** Konami Computer Entertainment Japan - West
- **Available:** Summer 2001 for PlayStation 2

50% Complete

THE WORLD OF TACTICAL ESPIONAGE

The essence of the game's tactics remain intact - avoid detection and infiltrate the enemy installation. In the first installment, players quickly learned the patterns of the relatively stupid enemies and also relied on the game's use of a small map that indicated the enemies' line of sight. In Metal Gear Solid 2, the map is gone and the enemy intelligence promises to be far more sophisticated.

First off, soldiers will now work in teams. By studying and researching the methods used by actual special military tactics groups, the designers of MGS 2 will unleash groups of soldiers at Solid Snake that will methodically search through rooms with great diligence. Often working in teams of four, these soldiers will communicate with each other and search every inch of a particular room. It is your job as

Snake to learn these tactics and avoid detection. If you are discovered, the team of enemies will use yet another tactic to take you out. You may see one soldier attempt to flush you out in one direction while others cover him and wait for you on the other side. Additionally, some soldiers will come equipped with bullet-resistant shields that will require Snake to retreat or aim at open body parts, namely the legs.

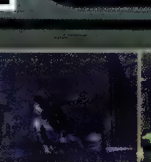
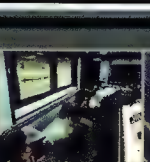
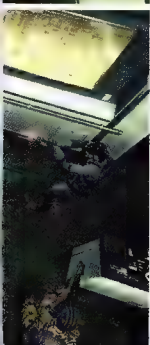
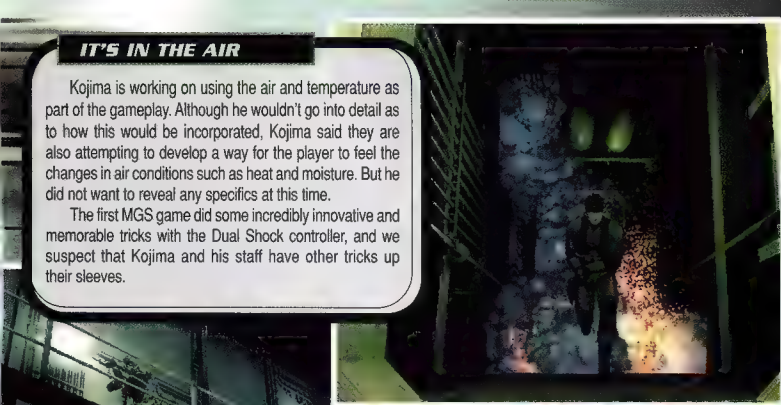
Soldiers will have increased capabilities of sight and hearing that, for example, will notice your shadow or see your reflection in a piece of glass. Not to worry, Kojima revealed that the cardboard box will again be used by Snake to avoid enemy detection. However, Kojima did add that it will take many forms in MGS 2.

Lastly, the enemy foes that Snake goes against will show far more personality. For instance, in the footage we witnessed, Snake held a soldier at gunpoint and you could see this soldier shake with fright. Other examples weren't detailed, but we suspect other entertaining enemy behaviors.

SOLID THEME

As you may recall, the theme for the first Metal Gear Solid game dealt with escaping from the restraints of your genetic destiny. In Metal Gear Solid 2, the theme branches on this idea and further explores the destiny of a digitized society. Kojima said that this game sounds the alarm for the digital society and warns of the effects the "digitized" world may have on future generation. Kojima says that the conceptual theme is about "leaving and passing on the soul, memories, and way of life to future generations."

It sounds deep and profound, but Kojima would not release concrete details to how he would unfold the story of Solid Snake in MGS 2.



PlayStation 2 Preview

- **Size:** Unknown
- **Style:** 1 or 2-Player Racing
- **Special Features:** 2-Player Split-Screen Mode; 75 Races; 17 Non-Licensed Vehicles; 3 Accurately Modeled Cities; Shortcuts & Hidden Routes; Variable Traffic Conditions
- **Created by:** Angel Studios for Rockstar Games
- **Available:** Fall 2000

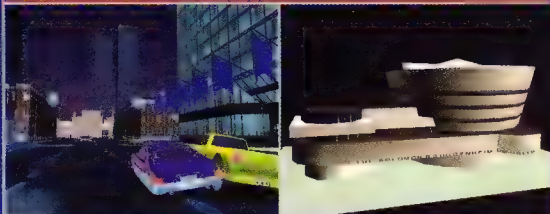
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LIVIN' AFTER MIDNIGHT

The advent of the next-generation systems presents developers with the opportunity to create gaming experiences previously unimagined. It also challenges them to be inventive; to create new genres and redefine existing ones. So far, the results have been mixed. The Dreamcast library largely consists of better looking versions of tried-and-true video game formulas. The Japanese launch of the PlayStation 2 was widely criticized for its lineup of quickly developed rehashes. With the development of *Midnight Club*, Angel Studios assumes the task of injecting innovation into the racing game, a genre littered with knock-offs and retreats.

REAL CITIES



The *Midnight Club* team is intent on taking *Driver's* concept of modeling real-life cities to the next level with the power of the PlayStation 2. There are three cities: London, New York, and Tokyo. The environments are extraordinarily detailed; NYC aficionados will be able to recognize such landmarks as the Guggenheim Museum and the World Trade Center. The sheer number of building textures and models means that these virtual cities are almost as breathtaking and varied as the real thing (and a lot less smelly, at that).

CROSTOWN TRAFFIC



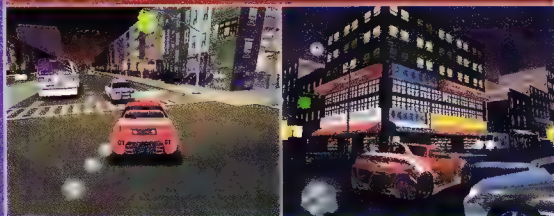
As anyone who has ever succumbed to road rage during rush hour knows, nothing can ruin your day like bad traffic. In an effort to create a driving experience of unparalleled realism, *Midnight Club* features "persistent world" traffic that ebbs and flows throughout the course of the day. To wit, at midnight the roads will be all yours, while during peak traffic periods you must avoid getting stuck in infuriating gridlock.

PAT POLICE



While none of *Midnight Club's* 17 high-performance vehicles are officially licensed, you might notice eerie similarities to some popular sports cars. Also, as you progress through the game, you can upgrade your hoopie with tricked-out equipment from industry specialists such as Dimmer, VeilSide, Zender, and Wings West.

THE OPEN ROAD



While many racing game developers have enhanced their tracks with alternate routes, never before has a developer attempted racing a totally open, large-scale city. In *Midnight Club* there are no set tracks. Races are conducted between two points, and drivers must choose the most effective route, running from the cops and running down helpless pedestrians.





EA BIG SSX



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 7 Courses; 8 Characters (4 Hidden); Free-Ride, Single Event, & World Circuit Modes; Adrenaline Bar, Varying Soundtrack; To The Extreme!; Dual Shock & Analog Compatible
- **Created by:** Electronic Arts
- **Available:** October 26 for PlayStation 2.

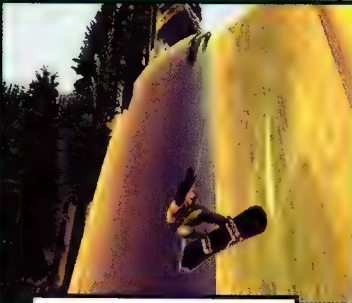
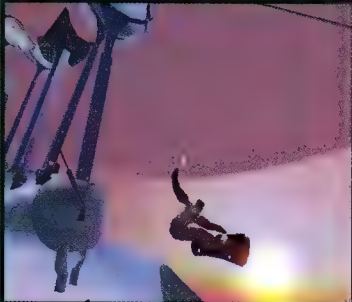
The Extreme Cream Dream

Having announced that it has over 20 titles in development for the PlayStation 2, Electronic Arts isn't exactly being reticent about which console it's putting its faith in and considerable software clout behind. Many of the games it's working on are sports related, but one such title is a bit on the fringe. It's not motocross. It's not supercross. It's not even super snocross. This game's based on the new extreme sport of the slopes that's driving all the Mountain Dew maniacs out there wild - boardercross.

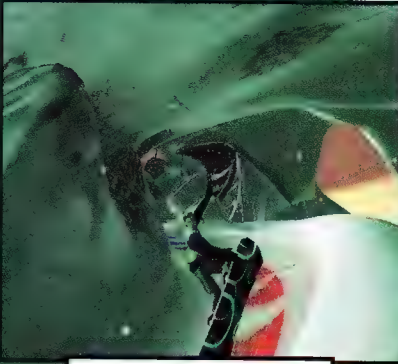
SSX plants six snowboarders on tracks filled with huge jumps, sharp turns, and hidden shortcuts. The first to the finish line wins, but just sledding without doing any tricks isn't going to impress the cabin bunnies waiting at the bottom. In fact, not performing will cause you to face plant in the snow for good. All characters come equipped with their own particular air specialties, but all must pay heed to the Adrenaline Bar. The higher the bar gets, the more air the snowboarder catches. If the adrenaline completely runs out, you're out of the race.

In addition to vibrant graphics at a high framerate thanks to the PS2's processing power, SSX offers an array of locales to slip on your waxed wood. There are icebergs in the South Pacific to defeat, but if that sounds too tame for you thrill seekers out there, try hitting a mountain carved up like a virtual pinball machine. Not insane enough? Then head over to the Tokyo Megaplex: a highly exaggerated indoor course with moving ramps and shifting doors.

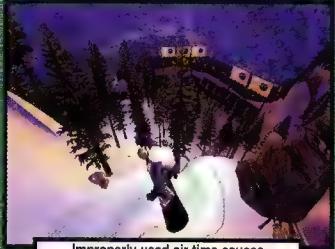
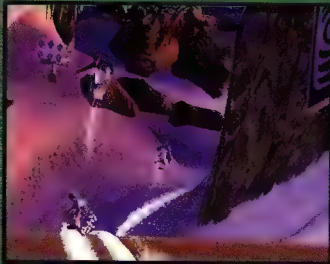
Variety is key to a game's success, EA has covered the audio side of this by promising an original music score for every race. SSX's soundtrack keeps pace with the player. Tracks laid down by such artists as Mix Master Mike, Rahzel, and Mickey Finn are to be interactive. For example, as huge tricks are landed one after another, the Adrenaline Bar keeps on climbing and the music gets more intense. If the gameplay can keep up with the beat, this could be the PlayStation 2 launch title that's reason enough to forego a lift pass.



You call this steep?"



There are plenty of tunnels to navigate.



Improperly used air time causes adrenaline loss.



Six racers compete, but only one can finish first.



"Tag! You're it!"

60% Complete

Dreamcast Review

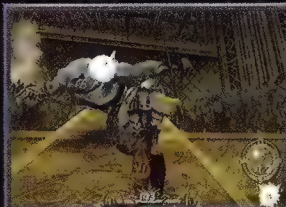


- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Characters Possess Varying Strengths Between Their Magic & Weapon Use, & Have Unique Combos; Morphing Allows Switch Between Sword, Axe, & Club; Shield Use & Dodging for Defensive Moves
- **Created by:** Treyarch for Crave Entertainment
- **Available:** Now for Dreamcast

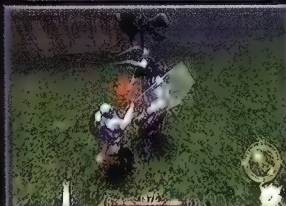
Bottom Line: 7.75



The environments are both huge and attractive



This is one guy you definitely don't want to get cornered by.



Huzzah!! I'm fighting a Minoan reject.



The heroes are only slightly more eloquent than this guy.



In the world of pen and paper role-playing games, the term "hack n' slash" is well known. Occasionally it's sneered upon by the role-playing elite, but often it's embraced by other fans as a great way to bust out of a dull plotline, stupid puzzle, or simply break stuff and kill nasties just because you're an adventurer and that's what they do.

In terms of plot, Draconus is best described as a bad Chuck Norris movie. While both male and female heroes are hopelessly macho and their sarcasm makes them sound more like idiots than bad asses, enemies are all depicted rather one-dimensionally as stupid, cowardly, or just plain mean. Even allies are frequently portrayed as inept cowards, incapable of taking care of themselves or fighting the good fight for home and family, inspiring further cynicism and sarcasm from the heroes.

Oddly enough, none of this is really bothersome as the real goal of the game is to beat the crap out of things while finding keys, navigating through tricky platforming situations, and solving minor puzzles to unlock the next area of an environment so you can continue to open more cans of whoop ass on the unfortunate critters of this fantasy world.

Have no doubt. The real star of this game is the combat. Wading into a horde of enemies never gets old due to the wide variety of combos you can pull off and the varied environments you can take advantage of. To add to the experience, the characters can also learn spells and get weapon and armor enhancements to supplement their fighting prowess.

People looking for a more sophisticated gaming experience had best search elsewhere, as Draconus offers nothing more than a whole mess of goblinoid beatdowns and some semi-interesting dungeon crawling experiences. The environments are pretty, the action is grand, but you won't be blown away by FMV or crazy plot twists. For the old-school hacker, however, Draconus offers plenty.



Magic is this lady's specialty.

Hack, Slash, & Burn

ERIK

THE PC JEDI

Concept

8.5

Graphics

8.25

Sound

8.75

Playability

7.5

Entertainment

8

8.25

OVERALL

"The frenzied melee of Draconus is a lot of fun. Even when blocking and then punching out the same combo over and over again, each fight manages to have a unique quality due to the detailed environments and enemy AI. Most enemies, particularly the cannon fodder, are pretty easy to pick off when alone, but become considerably harder in groups, as one or two will keep you occupied while the rest try to flank you and get you from behind. The puzzles aren't amazing, but they do take you half a step away from the usual "find the key and move on" bit and do a decent job of breaking up the action. The only things that detract from this game are its slightly awkward camera system and the tacky dialogue. If you wanted to like Soul Fighter, Draconus is definitely the action game for you."

JAY

THE DUNZO GAMER

Concept

8

Graphics

8.25

Sound

7.75

Playability

7

Entertainment

8

7.75

OVERALL

"As an out of the closet Dungeons & Dragons nerd, a game like Draconus is obviously going to appeal to me. I do like the game, but some shortcomings prevent me from making like I'm rolling a 20-sided die over it. The landscapes are large and well used, but outdoor environments are heavily fogged. The advancement and spell system are pretty cool, but could have been better handled. The camera is absolutely screwy. Where Draconus completely falls apart, however, is the simplistic combat system. If you're facing off with just one enemy (including many early bosses), you simply block with your shield, wait for the strike, hit back, and repeat until the enemy's dead. Draconus is a good pseudo-RPG that dorks like me will have to finish, but Sword of the Berserk delivered better action."

REINER

THE RAGING GAMER

Concept

7

Graphics

8.5

Sound

7.5

Playability

7.75

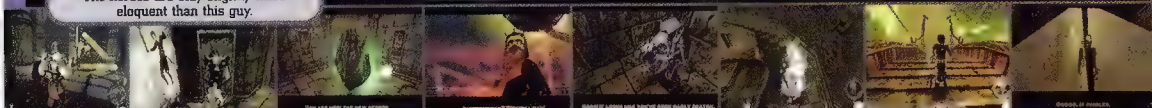
Entertainment

7

7.5

OVERALL

"I've tangled with a Wyrms cult before, only it was with several bandanna wearin' bikers arguing over a worm at the bottom of a bottle. Just like my hazy past, Cult of the Wyrms is fulfilling, but I ended up bruised after playing it. The action is huzzahly there, yet the whole package feels rushed. Some of the collision fields within the environments are really bad, and the character floats across the land. I was also disappointed with the game being broken down into stages. I was hoping for a massive overworld, but instead, the player is forced to run from start to finish, then enter a new level. I respect the combat chemistry, however an enemy lock-on would have made it more dynamic. This is a decent game, but it should have remained in development a tad longer to iron out the bugs."



Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Shooting & Dancing Gameplay; 78 Characters to Collect & View in Profile Option; Multiple Paths Open After Game Completion; VMU & Jump Pack Compatible; A Funky Beat That You Can Bug Out To
- **Replay Value:** Moderately Low
- **Created by:** Sega
- **Available:** Now for Dreamcast

Bottom Line: **7.75**



In Space No One Can Hear You Disco

"With its listen and repeat formula, Space Channel 5 will draw inevitable comparisons to Um Jammer Lammy and PaRappa—and such a comparison isn't that far from the truth. The game has a very distinctive look and sound that make it entertaining to play through, but the reality is that there's only about an hour of gameplay in this package. A few bonuses open up once the game is completed, but these don't give near the replay value Lammy had. Therefore, Space Channel 5 gets the old 'great rental, questionable purchase' review. If you could play through the game again as another of the main characters, I most certainly would be singing a different tune (or is that stepping a different dance?). Space Channel 6, anyone?"

JAY
THE GONZO GAMER
Concept **8**
Graphics **8.5**
Sound **8**
Playability **7.5**
Entertainment **7**
7.75
OVERALL

"I've been known to back my thang up at several of the Twin Cities' hottest dance clubs on a regular basis. In fact, you might have seen me display my expertise at getting jiggy as one of the hot hunks in Salt 'N' Pepa's 'Shoop' video. Naturally, I was pretty excited about Space Channel 5. I can't help but feel a little let down. Despite its mouth-watering heroine and astonishing graphics, Space Channel 5 falls short of the standard set by Um Jammer Lammy in a couple key areas. One, SC5's twinkly Eurodance fluff doesn't hold a candle to Lammy's tunes. Two, the gameplay doesn't offer enough variety. Lammy forced you to use every button on the controllers and offered the opportunity to improvise. In contrast, SP5's repetitive 'left, choo, right, choo' patterns quickly become oldhat."

MATT
THE ORIGINAL GAMER
Concept **7**
Graphics **9**
Sound **7.5**
Playability **7.75**
Entertainment **8**
7.75
OVERALL

"I always thought it was a little bizarre when guys drooled over Lara Croft, but after seeing Space Channel 5's Ulala shake her groove thang, I was bitten by the polygonal love bug myself. She's simply irresistible. As for the game, picture if you will PaRappa featuring dancing instead of rapping. Unlike the aforementioned title, the player can actually watch the game unfold, rather than focus all of his or her attention on a bar at the top of the screen. The overall design of Space Channel 5 is obviously inspired by the retro soft-f settings of the cult film, Barbarella. It's a trip. Unfortunately, the game doesn't last long. If your timing is on and if your memory can easily repeat sequences, the action will come to a close in under an hour. There are a ton of secrets to unlock, including the king of pop, Michael Jackson. Even so, this space age dance-athon only lasts for a night."

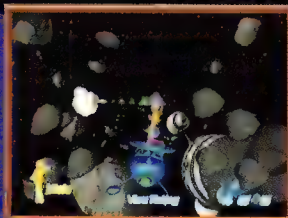
REINER
THE RAGING GAMER
Concept **8.25**
Graphics **8.5**
Sound **7.75**
Playability **7.25**
Entertainment **7**
7.75
OVERALL

A character named Max Headroom warned of a future where television ratings had become the driving force behind human culture. Space Channel 5 predicts a similar fate for mankind, but rather than having this apocalyptic vision represented by a stuttering claymation face, delivery comes in the sugar pill package of a slender young thing with a penchant for short skirts and impossibly high heels.

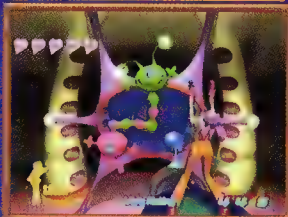
The year is 2499, and an alien race known as the Morolians are forcing people to dance. As the top reporter for Space Channel 5, it's up to Ulala (Ooh, la, la. Get it?) to strut her stuff and show what busting a move is all about. As Ulala makes her way through alien-infested portions of the galaxy, she must keep an eye out for entranced humans who must be shot with a different ray than the Morolians to relieve them of their dance fever.

There are two types of gameplay in Space Channel 5, shooting and dancing, but the same principles apply to both. In the shooting portions, Morolians and hypnotized humans jump out as Ulala moves through the areas she's assigned to report on. To the beat of the game's disco love-lounge soundtrack, Ulala will be presented with a set of moves needed to take out the opposition. If the players perform these steps correctly, Ulala's entourage will grow and the ratings will go up. If players don't have the rhythm, ratings will drop. Bosses in Space Channel 5 are eliminated in a dance off. A certain number of hearts appear in the corner, and Ulala must imitate her opponent's moves or lose one of these icons. If Ulala lets the ratings drop too low or if she ever loses all her hearts, the show is canceled and the game is over.

Hipper than that dude from Dance Fever, sexier than that chick from Flashdance, and smarter than every VJ on MTV combined, Ulala's reporting is sure to brighten the day of even the most sullen Dreamcast owner. As Ulala herself would say, "Let's dance!"



Ulala shoots her way through an asteroid field.



Face off with a funky alien.



As Ulala saves captive humans, they dance behind her.



Meet Ulala's appropriately named robotic twin, Evila.



To the right of Ulala, you'll see that Michael Jackson has survived far into the future. Flowery prediction or apocalyptic vision? You be the judge!



Dreamcast Review



- **Size:** 2 GD-ROMs
- **Style:** 1-Player Action/Shooter
- **Special Features:** 8 Different Subs; 6 Environments; Tons of Weapons & Items; Mineral Mining; Fish Breeding; FMV Cutscenes & Briefings; 100 Cutscenes
- **Replay Value:** Moderately Low
- **Created by:** Criterion Studios/Renderware 3 for Ubi Soft
- **Available:** Now for Dreamcast

Bottom Line: **6.75**



20,000 Leagues Under the Dreamcast

ANDY

THE GAME HONDRÉ

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

6.75

OVERALL

"Despite its cheesy movies, Deep Fighter ain't bad. Basically, it's a flight game set in an aquatic world. So, as with any flight game, you must complete various missions, which start off easy to get you familiar with your HUD, and get more intense as the game moves on. The FMV sequences between missions are poorly produced, but in a way, that's what makes them good. The controls and interface are fairly easy to follow, though I did find myself somewhat disappointed with the fighting. The game does little to convey the feeling of being hit or the shockwave effects from fast-moving projectiles blasting through the water. The result? I never really felt like I was underwater; it just seemed like I was playing Descend in an open environment. The missions are fun, but nothing groundbreaking."

PAUL

THE GAME PROFESSOR

| | |
|---------------|-----|
| Concept | 5 |
| Graphics | 4.5 |
| Sound | 7 |
| Playability | 8 |
| Entertainment | 2 |

5.25

OVERALL

"Maybe it was unfortunate that I sat down to review this game right after seeing some excellent DC games at E3. Or maybe not. This doesn't change the fact that this game seems more like a game from 1994 than one from today. First you have the horrendous and laughable FMV. It even has live actors with poor audio lip syncing. While this might really be beside the point since it's not what the game is all about (though it does detract from what might be an interesting story), it is stupid nonetheless. The actual game opens to some fairly interesting missions, but quickly deteriorates into to a cutrate first-person shooter with an underwater theme. Deep Fighter is fairly average in design and graphics. The bosses are uninteresting and the story...well, just do yourself a favor by passing on this game."

REINER

THE RAGING GAMER

| | |
|---------------|------|
| Concept | 8.25 |
| Graphics | 8.25 |
| Sound | 7 |
| Playability | 8.25 |
| Entertainment | 7.75 |

8

OVERALL

"Using a first-person engine that combines the gameplay chemistry of Wing Commander with Descend, Deep Fighter's engine is incredibly smooth and perfect for underwater exploration. Just like Namco's PS-X title, Treasures of the Deep, this title features a realistic ecosystem and a gameplay mixture of discovery and war. Through sophisticated sub controls, the player experiences everything from fish breeding and mineral mining, to militant attacks and even carnivorous marine life. I really don't think a piranha would attack a sub, but then again, it does justify the urge to blast all the fish you see. Countering the fascinating gameplay presentation, Deep Fighter sinks to new depths with its talentless acting and horrendous blue-screen effects. Still, despite its storytelling difficulties, Deep Fighter is surprisingly good."

For millennia, a deadly species has hidden beneath the darkness of the sea. Lying dormant, increasing its armies, waiting for the perfect time to emerge, this mythical race is poised to make its return. They wiped out Atlantis, and now, have targeted all life on Earth to sate their unquenchable thirst. Fearing the end is near, mankind has begun to construct a mothership that will carry the human race to safety. As a member of the Defense Force, it's up to you and your team to "undersea" the production of the mothership, Leviathan.

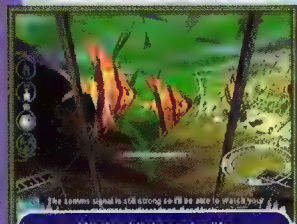
Since your duty is of the aquatic nature, your patrol is seen through the glass of a submarine. Along with monitoring the sea for impending doom, you'll be asked to lend a hand in several random activities. On off days, you can mine minerals that speed up the production of the Leviathan. You'll even need to help out the ecosystem by breeding fish and eliminating unwanted predators who threaten the balance. Of course, the leisure ends quickly, and you'll soon be asked to put your life on the line to defend the mothership.

In total, there are eight different subs to pilot through 36 missions. All of the subs are equipped with unique features and a ton of ammunition. Many of the subs come equipped with tow cables and fish breeding devices. Some subs are made for deep sea diving, while others are agile surface huggers.

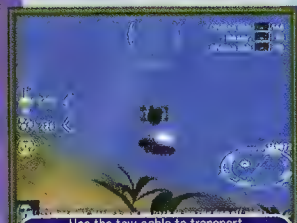
When combat situations arise, the sub's sophisticated targeting system comes to life, allowing for the easy elimination of all intruders. At times, the adventure does stray away from your cozy little abode and into uncharted waters. This gorgeous underwater adventure spans across two discs and comes packaged with over 100 FMV cutscenes. Will you help your people survive, or will you simply swim with the fishes? The choice is yours.



Missions offer plenty of variety including fish breeding, convoys, and underwater war.



Mingle with the marine life.



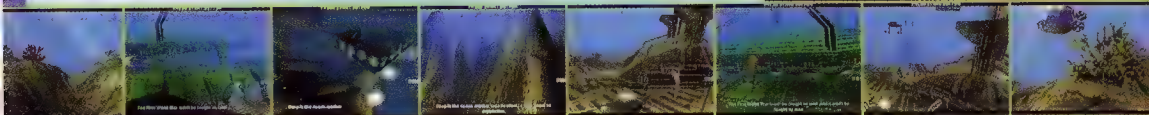
Use the tow cable to transport materials across the ocean floor.



"Just like Reiner, I give Deep Fighter an enthusiastic thumbs up!"



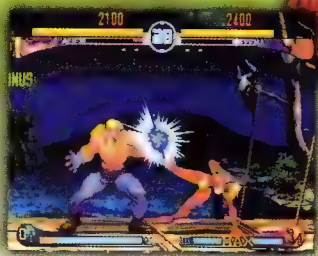
The sea is filled with unexpected encounters.



WANT A BRAWL? MAKE IT A DOUBLE.



STREET FIGHTER III DOUBLE IMPACT



Street Fighter® fans everywhere get a double-dose of double-trouble with Street Fighter III: Double Impact. This explosive street brawl for the Sega

Dreamcast™ contains TWO arcade hits on one disc -- Street Fighter III: New Generation and Street Fighter III: Second Impact. Loaded with a new legion of fighters, Street Fighter III: Double Impact is double dynamite!



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 **Sega Dreamcast.**

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Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 to 4-Player Fighting
- Special Features: 12 Characters (4 New); Over 120 Items Including 65 Weapons; 3 Vehicles (Fort, Tank, Airplane); Interactive Multi-Tiered Arenas; Stone Morphs; 2 Gigantic New Bosses
- Created by: Capcom
- Available: August for Dreamcast

85% Complete

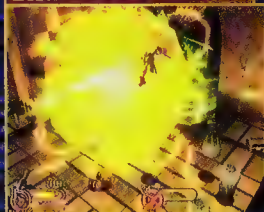
DAZED, CONFUSED, & COMPLETELY STONED

Interactivity



The most astounding gameplay aspect in the first game was the character interaction within the environments. Thankfully, this exciting feature has remained intact. You can still slide across tables and swing around poles. You'll now have the opportunity to hop into a tank, mount a gun turret, and even take to the skies in a plane!

Stone Power



When a character collects three differently colored stones, his or her physical form will transform into a powerful new entity. This effect is limited, but always proves to be worth the effort.

Innovation



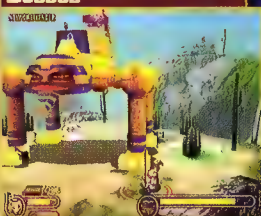
At first glance, Power Stone 2's arena design looks like a chapter taken straight out of the first game; but as the match intensifies, several different things may happen. For instance, on the airship level, a huge explosion sends the players tumbling through the air in free fall. As you battle in the air, you'll need to grab an umbrella, or you'll plummet to severe injury. Every stage comes packaged with such an unexpected twist or two.

Multiplayer



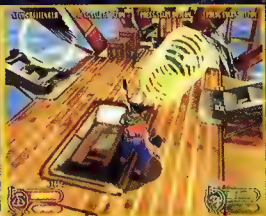
Up to four players can compete in a no-holds-barred deathmatch extravaganza. The last player standing is the victor.

Bosses



Players will confront not one, but two gigantic bosses through the course of the Adventure and Arcade modes. The first boss is a gigantic Egyptian mecha that can engulf players, shoot lasers, and even summon troops. The second and final boss is a tall green dude who summons the power of a new gem color to make your life a little more difficult.

Items



To obtain the upper hand, item usage is a necessity. Every combat floor is covered in weapons and objects that can be freely used. There are over 120 different items in this sequel, including 65 weapons. In the Adventure mode, tokens are earned to buy new items.



New Characters

Joining the highly obscure list of combatants stand four new recruits. Julia is extremely resourceful, possessing the ability to float with her umbrella. Gourmand is a cook, nothing more. Pete is a wimpy brainiac who uses technology to inflict immense pain. Accel is a stylish acrobat with combos aplenty.



Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 to 2-Player Fighting
- Special Features: 22 Combatants; 34 Fighting Styles; 3,000 Moves; 1,200 Combos; Fighter Create; Training; UFC, Tournament, & Champion Modes; VMU & Jump Pack Compatible
- Created by: Anchor for Crave
- Available: Fall for Dreamcast



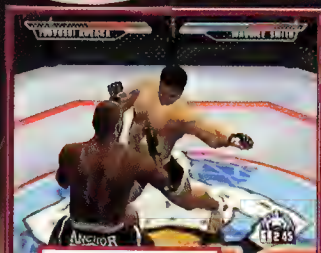
High Octane Octagon

Take one part boxing, one part professional wrestling, add a splash of "anything goes" viciousness, and put it in an eight-sided cage. Mix it up in five minute rounds, and that's some Ultimate Fighting Championship you've got cookin'. UFC has been holding tournaments since 1993, but for the first time Crave is bringing all the octagon action to the home console - and the brutality begins on Dreamcast.

Anchor, the development team that sports members responsible for games such as Tekken and Soul Edge, has put together a graphically attractive package. Bouts begin with the combatants entering the ring in a television-presentation style. As they walk to the ring, roaming cameramen can sometimes be seen following them as lights flash and the crowd goes wild. Once all are accounted for, the ring announcer gives introductions, the tale of the tape is shown, and the ref then yells, "Let's get it on!"

Remarkably, this video game version captures the action of the league quite well. With moves and combos numbering in the thousands, well-animated characters, good collision, and its Tekken-like controls, UFC is something even the most hardened fighting fan can appreciate. While standing, you can rapidly deliver relatively mundane punch and kick combos. To really deal out the damage, however, it's best to grapple your opponent, take him to the mat, and put him in a compromising position. One can simply sit on top of the contender and continually punch him in the face, or go for a variety of submission moves. Those on the wrong side of the mat can always punch back or go for a reversal.

Considering the popularity of the UFC, it's rather surprising that it took this long for a video game version of it to be made. The game can appeal to wrestling, boxing, and fighting fans alike - and if the developers continue along the path they've formed so far, it will.



Float like a butterfly...

...Sting like Bruce Lee!



In the midst of a reversal



All combatants enter à la wrestling titles.



Take 'em to the mat...



...To deal out the pain.



Yeeeee Haw!



Dreamcast Preview

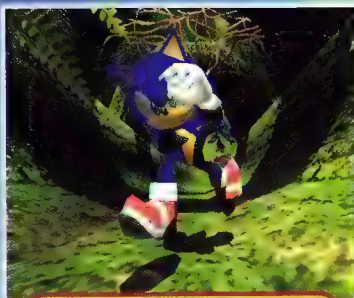
- Size: 1 GD-ROM
- Style: 1-Player Action
- Special Features: Improved Graphics; New Characters; More Levels; Storyline Continuation From First Sonic Adventure; VMU Downloads; Online Capabilities
- Created by: Sonic Team for Sega
- Available: Early 2001

40% Complete



SONIC™ ADVENTURE 2

IT'S GOTTA BE THE SHOES



All the classic gameplay elements remain.



He has a brilliant mind, but Dr. Robotnik just doesn't know when to call it quits.

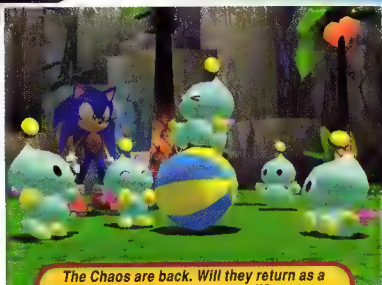


Take a break from running to enjoy the scenery.

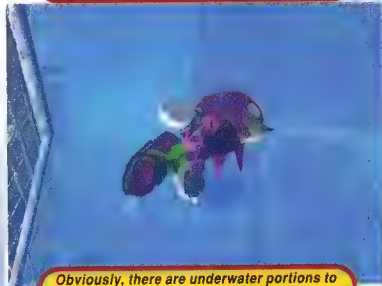
Nintendo launched the 64 with a blockbuster title from its marquee character, then cashed in on the poor fellow's good name by plopping him in easy-to-produce board games. Sega seems to be following suit, but at least it's giving the adoring public a second Sonic Adventure to go along with all the Sonic Shuffles of the future.

As you read this, Yuji Naka and Sonic Team are busy putting together another blue-streaked classic. Behind closed doors at E3, a short video of Sonic Adventure 2 was shown and a very brief press release handed out. From these snippets of information, we know that Sonic 2 offers similar gameplay and uses the same engine as the first Dreamcast adventure. The game looks nearly identical, with improved texturing and collision high on the upgrade list. Sonic Team is naturally working on new game levels, but also new characters whose adventures you can play. The game's story builds on the events of the first Dreamcast Sonic title.

One can only speculate as to what new surprises Sonic Adventure 2 will hold, but we can confidently make a few obvious guesses. Sonic 2 is sure to have another VMU minigame in addition to, or as a replacement for, the Chao raising of the first game. Due to Sega's heavier focus on Internet strategy, it's a sure bet that the game will have greater online capabilities. Online head-to-head racing, perhaps? Alas, it will be a while before these questions will be answered since Sonic Adventure 2 isn't set for a North American release until 2001. Until then, take a look at the pictures and dream of speed-blurred things.



The Chao are back. Will they return as a VMU minigame as well?



Obviously, there are underwater portions to this adventure.



Similar to outrunning the avalanche in the first Sonic Adventure, here Sonic attempts to stay clear of an 18-wheeler's grill.



This is your game.



This is your game on the blink.



ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



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• GAME BOY® • GAME GEAR™ • MULTIMEDIA & GAME CDs

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**PLAYER'S
EDGE**

AT A GLANCE

Nintendo 64



Army Men: Air Combat

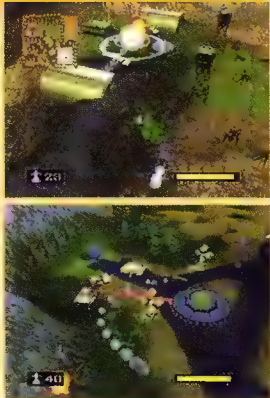
by Matt, The Original Gamer

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 4 Choppers; Co-Pilots With Unique Skills; 16 1-Player Campaign Levels; Cooperative & Head-to-Head Multiplayer Modes; 4 Multiplayer Games; Plastic World & Real World Levels; Weapons, Winch, & Power-Ups; Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** Summer for Nintendo 64

| | |
|----------------|-----|
| Concept: | 6.5 |
| Graphics: | 7.5 |
| Sound: | 7 |
| Playability: | 8 |
| Entertainment: | 8 |

Bottom Line: 7.5

3DO poops out Army Men sequels like teen mothers on Jerry Springer poop out unwanted children, so it would be easy to write off this title as just another whack on the deceased pony's behind. Actually, like Air Attack for the PS-X, Air Combat is a fun Strike rip-off that should provide some fairly enjoyable action. Although Air Combat's action is primarily focused on tumblin' and burnin', savvy players will want to make judicious use of the winch to make strategic alterations to the environment. As an N64 owner, one could certainly do worse than Air Combat for a pure action addition to your game library. However, the relatively easy Campaign mode doesn't last long, so unless you're a multiplayer fiend, I'd recommend that you rent this before you buy. As 3DO seems intent on running this franchise into the ground, this title might also be notable for being one of the last decent Army Men titles.



PlayStation



Strider 2

by Reiner, The Raging Gamer

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

| | |
|----------------|------|
| Concept: | 6.75 |
| Graphics: | 6.25 |
| Sound: | 6.5 |
| Playability: | 7.5 |
| Entertainment: | 6 |

Bottom Line: 6.5

Strider Hiryu's long awaited return is brimming with the necessary dosage of action that fans of the original crave, but at the same time, it lacks the difficulty, length, and cinematic punch needed to keep gamers truly engrossed. Developed as an arcade game first, Strider 2 is designed to allow gamers to beat the game through a few dollars worth of gameplay. On the console end, this translates into unlimited continues and a disappointing array of senseless action ending in under an hour. The stages come and go at break-neck speeds and before you know it, the game has been beaten and there's nothing left to do. My assumption...Capcom knew that this game couldn't stand on its own. Therefore, the original Strider arcade game has been included in the package to entice gamers. Honestly, the original arcade game is the only reason this game is worth getting. In every aspect fathomable, the first Strider crushes the sequel. Boo hoo to Strider 2.



PlayStation



Expendable

by Jay, The Gonzo Gamer

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** 20 Levels; 20 Weapons; 3 Difficulties; 2-Player Deathmatch; Really, Really, Really, Really, Really, Really Small Characters; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Rage for Infogrames
- **Available:** Now for PlayStation

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

Bottom Line: 3.5



Infogrames Executive 1: "Hey, how'd that crappy Expendable game for Dreamcast do?" Infogrames Executive 2: "Quite poorly." Exec 1: "I see. Is there some way we could squeeze some more money out of it?" Exec 2: "We could release it on PlayStation, but it wouldn't look as good." Exec 1: "It didn't look that good anyway." Exec 2: "Oh yeah! Let's go with it!"

PlayStation



Test Drive Le Mans

by Jay, The Gonzo Gamer

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 25 Cars; 6 Tracks; Pre-Race Track Overview; Arcade Championship, & 24 Hours Racing Modes; Quick Pitting Options; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Eutechnyx for Infogrames
- **Available:** Now for PlayStation

| | |
|----------------|---|
| Concept: | 5 |
| Graphics: | 2 |
| Sound: | 2 |
| Playability: | 7 |
| Entertainment: | 3 |

Bottom Line: 3.75

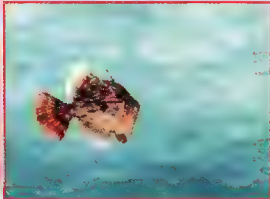
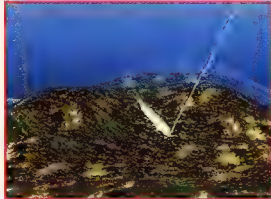
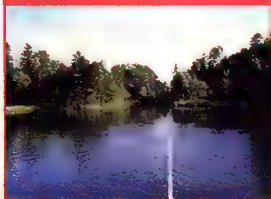


We here at GI get many early versions of games that have strange bugs, but rarely do we get a packaged game (just like you'd buy in the store) with such flaws. This is one of those rare games with such flaws. The audio skips and graphical flashes happen all the time. Cars will also mysteriously fly off the road. Test Drive Le Mans' claim to fame is being able to race a full 24 hours, but I don't see how anyone could bear even one hour of this game.

Reel Fishing II

PlayStation

by Matt, The Original Gamer



I should have known that fishing was a sexy sport when former GI editor Jon "The Buffalo Studmuffin" Storm jumped ship to work at a fishing magazine. Reel Fishing II features such suggestive fish names (like Lake Chub, Black Porgy, and Bastard Halibut) that the game probably should have garnered an M rating. If only the game was as exciting as those lascivious lunkers. Graphically, Reel Fishing II is a tale of two fishies. The above-water environments use creatively animated photo-realistic settings that make you feel as though you're actually at the water's edge. Unfortunately, the underwater views are drab and pixelated. The gameplay does little to save Reel Fishing II from sinking into the depths of mediocrity. Despite the great variety of obscure fish species and tackle equipment, the control is extremely jerky and mechanical, and fails to bring the finesse and techniques used by expert fisherman into play. Kick this carp to the curb.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Sports
- **Special Features:** 500 Pieces of Tackle Equipment; 70 Different Types of Fish; Fresh Water & Salt Water Fishing; FMV Sequences; 4 Fishing Methods; Compatible With PS-X Rod Controllers; Underwater View
- **Replay Value:** Moderate
- **Created by:** Victor Interactive Software for Natsume
- **Available:** June for PlayStation

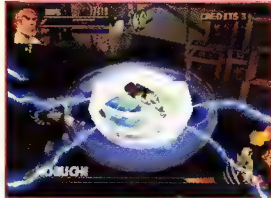
| | |
|----------------|-----|
| Concept: | 6 |
| Graphics: | 7.5 |
| Sound: | 5 |
| Playability: | 6 |
| Entertainment: | 7 |

Bottom Line: 6.5

Gekido: Urban Fighters

PlayStation

by Reiner, The Raging Gamer



This industry is loaded with lemmings. Perfect example: Eidos Interactive released two separate Fighting Force games, then later realized nobody really wanted them. Now, Naps Team has pieced together a Fighting Force clone that moves and looks like the real deal. The problem? Nobody is going to play it! Why do developers do things like this?! "Hmmm...What kind of game should we make? How about one that no one will ever play? Brilliant! We'll release it, file Chapter 11, then flip burgers for a living!" They should have known Gekido was a mistake to begin with. Everything about it, from the graphics to the gameplay, is simply awful. But get this, Infogrames actually sunk some extra cash into this game and signed Fatboy Slim and Tripwire to do the soundtrack. I guess if you can pick Gekido up in the bargain bin for a buck or two, it's worth it for the tunes. Otherwise, it deserves to be launched to the planet of the stupid people. They'll play anything. We won't.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Fighting
- **Special Features:** 9 Different Characters; 9 Multiplayer Arenas; Tons of Combos, Weapons, & Items; Soundtrack Featuring Tracks by Fatboy Slim & Tripwire
- **Replay Value:** Low
- **Created by:** Naps Team/Grenlin Interactive for Interplay/Infogrames
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 4 |
| Graphics: | 5.25 |
| Sound: | 6.5 |
| Playability: | 3.5 |
| Entertainment: | 3.25 |

Bottom Line: 4.5

Sim Theme Park

PlayStation

by Matt, The Original Gamer



- **Size:** 1 CD-ROM
- **Style:** 1-Player Simulation
- **Special Features:** In-Game Advisor; Ride Attractions in First-Person Mode; 4 Theme Areas To Build In; Customize & Upgrade Attractions; Manage Staff & Concessions; Tutorial Mode
- **Replay Value:** Moderately High
- **Created by:** Bullfrog for Electronic Arts
- **Available:** Now for PlayStation

| | |
|----------------|-----|
| Concept: | 8 |
| Graphics: | 6.5 |
| Sound: | 7 |
| Playability: | 7 |
| Entertainment: | 7 |

Bottom Line: 7

I've never been a sim game fan, but I was excited at the prospect of checking out this port of the PC game that has earned so many kudos in the last year. Sadly, I came away from Sim Theme Park feeling a little underwhelmed. My main complaint is the confusing interface, which is coupled with a vague instruction book. Don't expect the schizophrenic in-game advisor to be of much help. Naturally, the graphics are a notch or two below the PC version, as is the sound. This is the type of game that belongs on the PC, not the PS-X.

Armorines

PlayStation

by Erik, The PC Jedi



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 2 Characters With Different Primary Weapons; Wide Variety of Aliens; Multiple Weapons; Train Ride Gunner; Enemies Attempt To Fool Player by Fracturing Into Broken Polygons When Up Close
- **Replay Value:** Low
- **Created by:** Distinctive Developments for Acclaim Studios
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 7 |
| Graphics: | 4.5 |
| Sound: | 6 |
| Playability: | 4.75 |
| Entertainment: | 3 |

Bottom Line: 5

This game has taken a steep dive from a slightly above mediocre game for the N64 to a total waste of time on the PlayStation. Enemies fracture and break into pieces when they get too close, all of the game's lighting effects have been removed, certain areas are so dark you can't even see the aliens, and the control has become like driving a car with two flat tires. Steer clear of Armorines for the PlayStation. It's not worth the frustration.

PlayStation

by Reiner, The Raging Gamer



Digimon World

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Virtual-Pet Monster Training; Pre-Rendered Backdrops; Over 80 Digimon; Limited Edition Digi-Battle Card Included
- **Replay Value:** Moderately Low
- **Created by:** Bandai
- **Available:** Now for PlayStation

| | |
|----------------|------|
| Concept: | 6.5 |
| Graphics: | 5.75 |
| Sound: | 4 |
| Playability: | 5.5 |
| Entertainment: | 5 |

Bottom Line: 5.25

Digimon World is by no stretch of the imagination a quality title. To be quite frank, it almost seems that Bandai spent more time on the introductory FMV sequence than it did the game. Sharing many similarities to Monster Rancher, the game requires the player to raise a monster and to round up as many others as possible to rebuild the Digimon society. Based on this great premise, I was ready to invest some serious time. Yet the second I started playing, I knew my time with it would be short. The graphics are sharp and the animation is decent, but all the good material is overplayed by the horrible sound effects and the even more tragic gameplay. Its virtual-pet aspect is way too basic, and its RPG elements are almost non-existent. The entire chemistry of the game is poorly constructed and in no shape or form something players will want to spend time with. Other than watching monsters have regular bowel movements, I was completely bored by this obscure game.



Dreamcast

by Erik, The PC Jedi



Gundam Side Story 0079

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Strategy
- **Special Features:** Sniper Cam for All Weapons; 4 Mecha (Only 2 at the Beginning); Tactical Interface Allows Player To Set Waypoints & Targets for Allies; Beam Saber Combat; 6 Weapons; Jump Jets
- **Replay Value:** Moderately Low
- **Created by:** Bandai
- **Available:** Now for Dreamcast

| | |
|----------------|------|
| Concept: | 8.75 |
| Graphics: | 7.5 |
| Sound: | 8.25 |
| Playability: | 6 |
| Entertainment: | 8.5 |

Bottom Line: 7.75

Fans of Macross and Gundam have been continually let down by games based on their favorite genres over the years due to the fact that most come across as mere mecha art gallery than actual game. Side Story places the same loving attention on its mecha, but the game itself is actually pretty good. On each level the player must direct three allies by selecting waypoints and picking targets on a map screen which freezes gameplay when brought up, making the game an unusual combination of action and strategy. The handful of levels, while a bit small, are well designed and complement the strategic elements of the game nicely. Unfortunately, the environments are so heavily fogged that it's hard to call them attractive and the action itself is made extremely awkward by an absurd set of controls. Strategy buffs and mecha fans will enjoy this game, despite how short it is. Unless you're a total Gundamiac, however, I can only recommend a rental.



Dreamcast

by Matt, The Original Camer



Grand Theft Auto 2

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Non-Linear Gameplay; Respect-O-Meter; 7 Gangs; Over 30 Vehicle Types; City Divided Into Different Turf; Kill Frenzies; Innocent Bystanders; Cool Eurotrash
- **Replay Value:** Moderately High
- **Created by:** DMA Designs & Liquid Games for Rockstar Games
- **Available:** Now for Dreamcast

| | |
|----------------|------|
| Concept: | 8.5 |
| Graphics: | 6.5 |
| Sound: | 7 |
| Playability: | 7 |
| Entertainment: | 8.75 |

Bottom Line: 7.5

The Grand Theft Auto series' combination of high concept thuggery, old-school graphics, and clunky gameplay has always added up to more than the sum of its parts. On the Dreamcast, GTA 2 is nothing more than a slightly sharper looking version of the PS-X title we know and love. The branching missions and multiple gang storylines remain compelling, but it would have been nice to see the franchise taken to the next level. On the new generation of systems, GTA2 needs to shed the retro top-down perspective and venture into the third dimension.



Dreamcast

by Jay, The Gonzo Gamer



Evolution 2: Far Off Promise

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Random & Pre-Defined Dungeons; 2 Exploratory Camera Angles; Japanese Voice-Overs; English Subtitles; Downloadable VMU Watch; VMU & Jump Pack Compatible
- **Replay Value:** Low
- **Created by:** Sting/ESP for Ubi Soft
- **Available:** July 2000

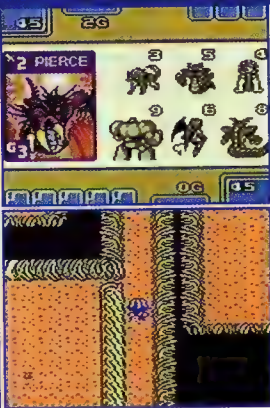
| | |
|----------------|-----|
| Concept: | 3 |
| Graphics: | 7.5 |
| Sound: | 7.5 |
| Playability: | 7 |
| Entertainment: | 5 |

Bottom Line: 6



Arriving in stores a mere seven months after the original, Far Off Promise is nearly indistinguishable from the first Evolution. The game stars the exact same characters, uses precisely the same battle interface, and is nearly a graphical twin to the original. The only real new feature is the download that turns the VMU into a watch. Whoop de do! Evolution 2 feels more like an afterthought than a sequel. Will Dreamcast ever have an RPG worth a damn?

Monster Rancher Battle Card



Monster Rancher is a semi-hot property in the video game realm, however if Tecmo continues to transform this unique license into a Pokémon clone, it's going to burn out and fade away. Duplicating the Pokémon television show is one thing, but when you sink so low that you clone the video game adaptation of a collectible card game, you need serious help. Monster Rancher Battle Card is exactly what you'd expect it to be. With over 100 cards to collect, players pit their most powerful monsters against another trainers. The victor receives a card or two. The interface used to bring this game to life is not as fluid or easy to manipulate as Pokémon's, but it is sufficient to get the job done. The tie in of RPG elements gives this game a little flair, but not having the key Monster Rancher aspects of creating and raising your own pets is a real letdown. Honestly, it feels like I'm comparing a tuna to a shark. The Monster Rancher license just doesn't have the bite it needs to branch out into different games.

Game Boy Color

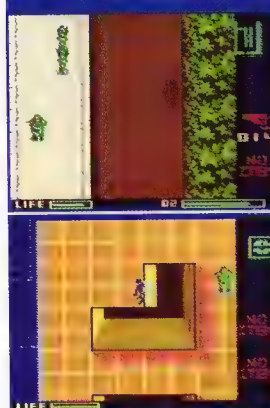
by Reiner, The Ragging Gamer

- Size: 8 Megabit
- Style: 1 or 2-Player Puzzle/RPG
- Special Features: 3 Team Decks (Miracle, Speed, Power); Over 100 Different Cards; Monster Discs; RPG-Style Town & Dungeons Exploration; 2-Player Matches Via Link Cable
- Replay Value: Moderate
- Created by: Tecmo
- Available: Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 6.75 |
| Graphics: | 7.25 |
| Sound: | 6.5 |
| Playability: | 6.5 |
| Entertainment: | 6.5 |

Bottom Line: **6.75**

Metal Gear Solid



When the world is on the brink of nuclear destruction, you don't call the Ghostbusters, you call on Solid Snake...cause he's one badass mother...well, you get the point. This little Game Boy cart packs a wallop thanks to a view from the 8-bit glory days of Metal Gear and the incorporation of many of the new stealth techniques from the PlayStation blockbuster, like hugging walls, causing diversions, and crawling. Using the Codex to deliver the story, the game offers a deep quest that will have Snake getting in some hairy situations. But don't worry too much as he has an arsenal of weapons at his disposal including the classic cardboard box. The only drawback to this game is that the text moves at a snail's pace and, at times, had me ignoring it altogether. Luckily, the stealth exploration and action is superb. Few titles like this come to the Game Boy, so don't miss this opportunity - quit playing Pokémon and check this one out.

Game Boy Color

by Andy, The Game Hombre

- Size: 8 Megabit
- Style: 1-Player Action
- Special Features: 2-Player Link Vs. Battle; VR Missions; Codex; Complex Interface; Infamous Cardboard Box; 4 Difficulties
- Replay Value: Moderate
- Created by: KCEJ for Konami
- Available: Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 9 |
| Graphics: | 9.25 |
| Sound: | 8.5 |
| Playability: | 9.75 |
| Entertainment: | 9.5 |

Bottom Line: **9.25**

WCW Mayhem



Game Boy Color

by Jay, The Conzo Gamer

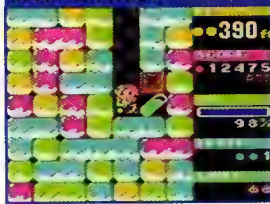
- Size: 8 Megabit
- Style: 1 or 2-Player Fighting
- Special Features: 12 WCW Wrestlers; Locker Room & Alley Backstage Areas; Weapons; Finishing Moves; Voice-Over for the 1, 2, 3; Head-To-Head Via Link Cable
- Replay Value: Moderate
- Created by: Electronic Arts
- Available: Now for Game Boy Color

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

Bottom Line: **7.75**

There has yet to be a truly entertaining handheld wrestling title, but Mayhem is taking things in the right direction. It looks fantastic, has great character animation, and above average sound. The game's most notable shortcoming is in the number of moves. Each character has a unique finisher, but other than that they all share around 10 maneuvers of note. Mayhem is fun, but won't entertain for more than a few days.

Mr. Driller



Game Boy Color

by Jay, The Conzo Gamer

- Size: 4 Megabit
- Style: 1-Player Puzzle
- Special Features: 2500 Ft, 5000 Ft, & Survival Mode; High Score Section; Simple Yet Addictive Gameplay; Little Man, Big Drill
- Replay Value: Moderate
- Created by: Namco
- Available: Now for Game Boy Color

| | |
|----------------|------|
| Concept: | 8.5 |
| Graphics: | 8.25 |
| Sound: | 7.5 |
| Playability: | 8.25 |
| Entertainment: | 8.25 |

Bottom Line: **8.25**

Mr. Driller is burrowing his way onto many platforms, but he has hit the mother lode on Game Boy Color. The game wasn't exactly a great leap in graphical performance for either the PlayStation or Dreamcast, so its look is easily transferred to a handheld. The gameplay is as simple and addictive as ever. Driller's a great game that will give GBC owners plenty of play. If you haven't picked it up yet, here's a great place to do so.



STAR WARS: EPISODE I BATTLE FOR NABOO

CREATED BY: FACTOR 5 FOR LUCASARTS
AVAILABLE: FALL

Inspired by the runaway Nintendo 64 hit, *Rogue Squadron*, LucasArts has forged yet another game based on the Episode I license. Developed by Factor 5, *Battle for Naboo* places gamers in the shoes of Lieutenant Gavyn Sykes, a dedicated Naboo soldier fighting to bring freedom back to his people. Through 16 different missions ranging from the city streets of Theed to snow-covered mountain tops, Sykes will commandeer a slew of different vehicles. Whether in the Naboo Starfighter, on a heavily armored STAP, in a Gian Speeder, or in a stolen gunboat, he will see the Trade Federation pay for its crimes. From this oddball list of vehicles, the action explodes in ground-to-ground, air-to-air, and air-to-ground battles. Just as in *Rogue Squadron*, the better your performance, the more weapons, power-ups, and vehicles you'll unlock. Hopefully, this time around players will have the power to blow Jar Jar off the face of the planet.



HEY YOU, PICKACHU!

CREATED BY: NINTENDO
AVAILABLE: NOVEMBER 6

In this Seaman-esque game, you give orders to Pikachu by talking into a microphone. Unlike *Seaman*, however, it looks as though the little Piker has a much larger world to



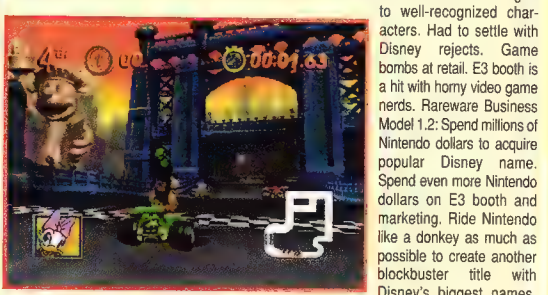
explore. The game will include a new microphone attachment for the N64 and will retail for a mere \$89.95. Is it any wonder parents love Nintendo?



MICKEY'S SPEEDWAY USA

CREATED BY: RAREWARE FOR NINTENDO
AVAILABLE: 4TH QUARTER

Eidos Business Model 3.54: Spend millions of dollars to acquire popular Disney name. Shave development budget to hire hot new Lara Croft model for E3. End Result: Couldn't afford rights



to well-recognized characters. Had to settle with Disney rejects. Game bombs at retail. E3 booth is a hit with horny video game nerds. Rareware Business Model 1.2: Spend millions of Nintendo dollars to acquire popular Disney name. Spend even more Nintendo dollars on E3 booth and marketing. Ride Nintendo like a donkey as much as possible to create another blockbuster title with Disney's biggest names.

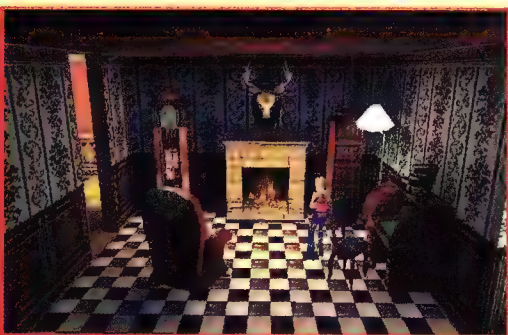
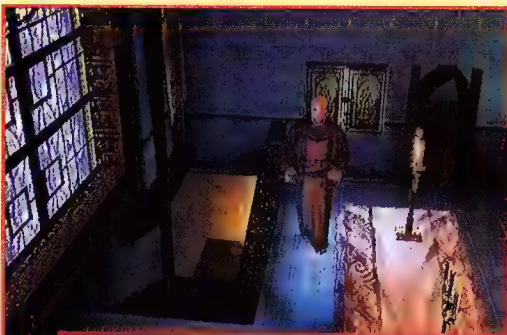
End Result: Enhance existing *Diddy Kong Racing* engine. Touch up graphics to look like a cartoon. Incorporate character catch phrases that make kids giggle. Parents flock to stores to fulfill children's desires to race as Mickey, Donald, and Goofy. Make millions to fund future *Perfect Dark* project. Buy gold teeth for stainless stogie marathons.





ETERNAL DARKNESS
 CREATED BY: SILICON KNIGHTS FOR NINTENDO
 AVAILABLE: SEPTEMBER 30

Brought to you by the same people who did the original Legacy of Kain for the PlayStation, Eternal Darkness follows the story of Alexandra, a time traveler capable of using magic who must contend with a wide variety of horrors across time. Having access to over 120 spells will help her to get past obstacles, but seeing too many creep show villains or getting into too many violent confrontations will put a strain on her mind, causing her sanity meter to deplete. The game appears to take place in a broad spectrum of times and places including ancient Rome, 14th century Europe, and World War I.



POKÉMON PUZZLE LEAGUE 64
 CREATED BY: NINTENDO
 AVAILABLE: NOVEMBER 20

No doubt about it, this is Tetris Attack with a Pokémon facelift. Featuring a larger screen and Pokémon faces on all the game pieces, it remains to be seen if there are any new gameplay elements. It wouldn't surprise us if there aren't any. Not that it matters. Unless Pokémon loses its Castro-like dominance of the kiddie craze market, the game will still sell a ton.



MEGA MAN 64
 CREATED BY: CAPCOM
 AVAILABLE: SEPTEMBER

The best way to think of this title is Mega Man remix. Capcom has promised that the game has been tweaked to work better on the N64. A handful of new options have been offered, and the enemies have been moved around, but otherwise it looks like the same game on another system.

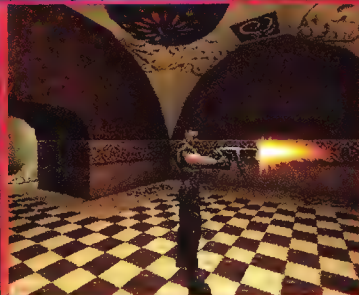
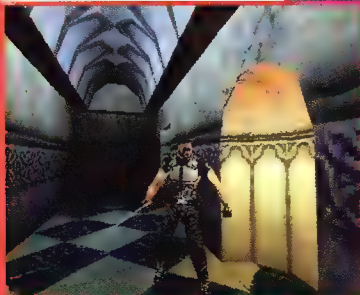
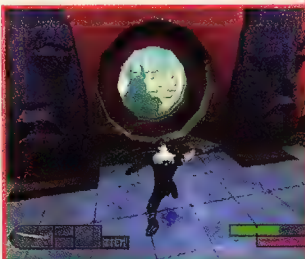




BLADE

CREATED BY: HAMMERHEAD FOR ACTIVISION
AVAILABLE: FALL

There's only one proper response to knowing that Activision is making a game based on Blade (the movie and the comic book), and that response is, "SWEETTTTTT!" As the vampire hunter the game is named after, it's the player's job to use kung fu kicks and silver weaponry to kick the ever-loving crap out of 34 different types of nocturnal creatures. Blade won't rest until he's gone through 21 levels, killed everything that's a member of the House of Erebus, and rescued Whistler...wait, if Whistler's alive, is this some kind of prequel or something?



MIKE TYSON BOXING

CREATED BY: CODEMASTERS
AVAILABLE: SEPTEMBER

Believe it or not, kids, before he became famous for wife whipping and lobe lunching, Mike Tyson actually used to be a somewhat renowned pugilist. Codemasters' Mike Tyson Boxing puts this lost soul back where he belongs, allowing players to compete with 90 boxers (24 playable) and face off in rings from around the world.



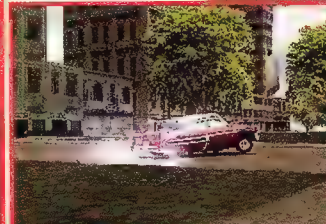
As Don King might say, "This is going to be the greatest boxing game of all time! Now give me my 85 percent cut"



DRIVER 2

CREATED BY: REFLECTIONS INTERACTIVE FOR INFOGRAMES
AVAILABLE: 4TH QUARTER

Driver 2 not only looks a lot better than the first game, but it will also feature a two-player split-screen cooperative mode, 40 new missions, and four new cities. Players will also be able to get out of their cars on certain missions in order to set detonators, open gates, and even commander



any vehicle on the road by flashing their badge at it. If the enemy cars are no longer high-indestructible and total kamikazes, we're psyched for this one.

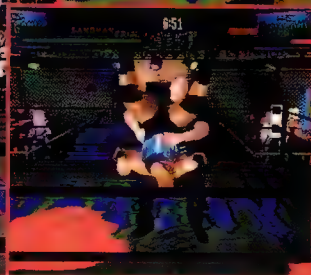




ECW: ANARCHY RULZ

CREATED BY: ACCLAIM
AVAILABLE: AUGUST

Rumor has it that Acclaim is simplifying the control for Anarchy Rulz so you'll actually be able to play without having to pause during every grapple to see the moves list. If this is true, this game could truly shine. To the already extensive feature list, things such as outdoor matches, octagon cages, and commentary by Joey Styles and Joel "I always have a dirty limerick that rhymes with whatever city the show's in" Gertner are being added. Oh, and the blood doesn't just run down the wrestlers' faces; it actually smears and pools on the canvas.



RAYCRISIS: SERIES TERMINATION

CREATED BY: WORKING DESIGNS (ORIGINALLY TAITO)
AVAILABLE: 3RD QUARTER

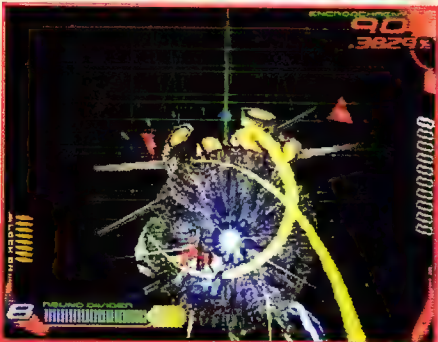
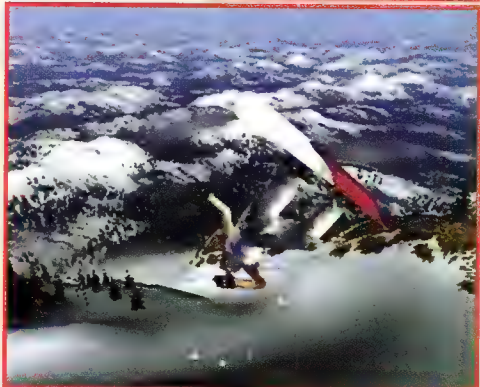
Sequel to RayStorm, one of the most chaotic shooters we've ever played, RayCrisis appears to be more of the same stuff. In its typically wacky fashion, Working Designs will be throwing in a full color manual with foil stamping and a set of translation notes. C'mon guys. It's cool, but it's just another 2D shooter. MSRP is set at a reasonable \$34.95. Unconfirmed rumors from industry pundits suggest that it may be the last in the series.



COOL BOARDERS 2001

CREATED BY: IDOL MINDS FOR SCEI
AVAILABLE: NOVEMBER

The latest Cool Boarders update will include 20 authentic events, motion-captured moves from Todd Richards, and a whole mess of snowboard champions including Michele Taggart, Barrett Christy, Tara Dakides, and Kevin Jones. All of these pros can be challenged individually in the game's new Pro-Challenge mode. The game will also feature customizable boards and gear licensed by the likes of Morrow, Sims, Vans, and Dragon Optical.

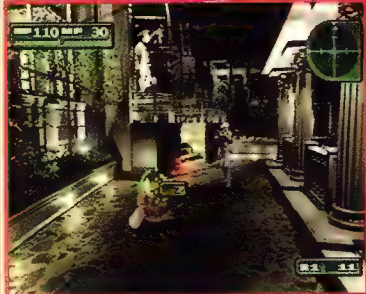




PARASITE EVE II

CREATED BY: SQUARE SOFT
AVAILABLE: SEPTEMBER

The first Parasite Eve got huge props for its attractive environments and compelling story, but mixed opinions on its unusual gameplay. Not willing to deal with further criticism, Square has taken the Resident Evil-style of play and enhanced it with a few of its own ideas. Inventory is expanded, in some areas the rendered environments actually scroll by, and Aya retains her psychic skills. Pre-review verdict – this game rocks.



DINO CRISIS 2

CREATED BY: CAPCOM
AVAILABLE: OCTOBER

At the speed this sequel showed up, you can bet DC 2 won't be that much different from the first game, but it will feature the ability to hold two different weapons, two playable characters, over ten dinos, and a lot more outdoor jungle action than the first Dino Crisis. As with the original, DC 2 will receive an M rating.



THE GRINCH

CREATED BY: KONAMI
AVAILABLE: NOVEMBER

There's no violence in this action/adventure, but who cares when you get to steal presents from children then watch them cry on Christmas morning! Muhahahahahahaha! It's good to be bad! Early on, The Grinch has sort of a Gex-ish look to the way it plays. The animation is smooth, and never once do you think that the Grinch is just Jim Carey in a latex suit. Konami plans to have this game on retail just in time for this motion picture debut this November.





ALONE IN THE DARK: THE NEW NIGHTMARE

CREATED BY: DARKWORKS FOR INFOGRAMES
AVAILABLE: FALL

Before Chris Redfield even knew what survival horror was, a game called Alone in the Dark was already making people poop their pants nationwide. It's been a while, but Infogrames is confident it can reclaim the creep-out throne with Alone in the Dark: The New Nightmare for



PlayStation (and Dreamcast). In the game, two playable characters try to solve the supernatural mystery transpiring on Shadow Island. Jinkies, we're scared already!



X-MEN: MUTANT WARS

CREATED BY: MATRIX FOR ACTIVISION
AVAILABLE: FALL

Marvel cranks out about 372 X-Men comics every month, so it's no surprise that Activision felt it had to put together more than one X-Men video game. This title puts players in the role of that feisty Canuck, Wolverine, as he fights through 12 levels à la Fighting Force (sans exploding office furniture). Along the way, players will be



able to play other X-members in the quest to take out threats to humankind like Magneto, Sabretooth, and Mystique. Yeah right, a blue lady that can change shape is a threat. What's she going to do, transform into Jim Shooter and get this game cancelled?

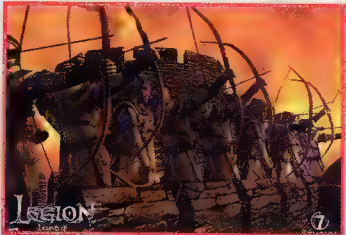


LEGION: LEGEND OF EXCALIBUR

CREATED BY: SEVEN STUDIOS FOR MIDWAY
AVAILABLE: 2001



Being put together by a team partially consisting of those who worked on Command & Conquer, Legion is a real-time strategy game that takes place in Arthurian times. Players build and control a legion of knights, archers, cavalry, and footmen. Rather than provide an overhead view, Legion brings the camera in during battle, showing all the gory results. Like Metal Gear Solid 2, Legion looks to blur the barrier between gameplay and FMV.



STAR WARS: SUPER BOMBAD RACING

CREATED BY: LUCASARTS
AVAILABLE: SPRING 2001

LucasArts is no doubt betting on the fact that Super Bombad Racing will be fun for the whole family, a wild and wacky time at parties, and generally appealing to kart-racing fans. It probably also expects to suck new people in with the well-known, but anime-deformed, appeal of Star Wars characters. Right. Maybe in Japan.

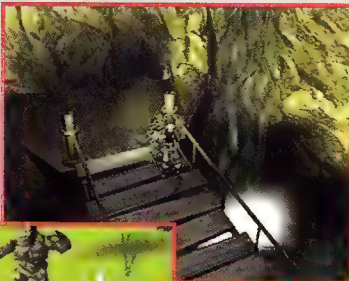




ETERNAL BLADE

CREATED BY: STORMFRONT FOR MATTTEL INTERACTIVE
AVAILABLE: SUMMER 2001

There sure isn't going to be any shortage of role-playing games for PlayStation 2, and apparently there's some unwritten law that all of them must have the word "Eternal" in the title. Looking similar to Baldur's Gate, Eternal Blade allows up to four characters (played by up to four players)



to explore the incredibly animated world, fighting monsters and going up levels on the way, Mattel already intends for this to be the beginning of a franchise, and Eternal Blade looks like it could be a strong start.



DYNASTY WARRIORS 2

CREATED BY: OMEGA FORCE FOR KOEI INTERACTIVE
AVAILABLE: WINTER

Dynasty Warriors 2 takes a step away from a standard fighting format and now features combat against very large groups of enemies. The game is best described as a fighter/beat-'em-up. Currently, it looks as though there are at least nine characters to choose from and one hidden. If this game ends up as smooth as the previous DW, we're certain it will be a hit.



SMUGGLER'S RUN

CREATED BY: ANGEL STUDIOS FOR ROCKSTAR
AVAILABLE: FALL

In Smuggler's Run, you traverse through enormous open environments with powerful off-road vehicles while attempting to smuggle contraband under the noses of police and competing smugglers. The game's star attraction is its huge, five-square-mile environments which are completely open and do not limit the player to a track. If it plays as good as it looks, this could be one of Rockstar's finest yet.



KNOCKOUT KINGS 2001

CREATED BY: BLACK OPS FOR EA SPORTS
AVAILABLE: 4TH QUARTER

Knockout Kings 2001 will feature the biggest line up of modern and legendary boxers yet, allowing players to set up any dream match they want. The game will also allow players to customize boxers according to the styles of famous boxers from the past and present, letting them create new boxers that emulate Marciano's offensive focus or Ali's freestyle methods.

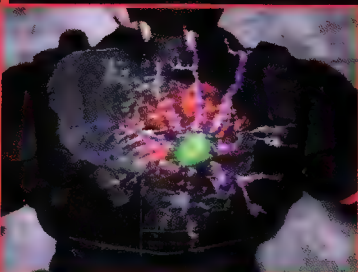
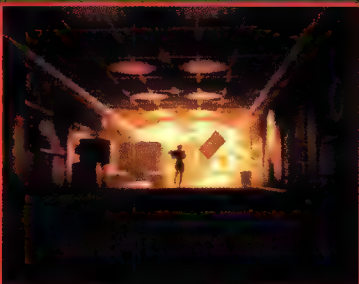




EXTERMINATION

CREATED BY: DEEP SPACE INC. FOR
SCEA & SCEI
AVAILABLE: TBA

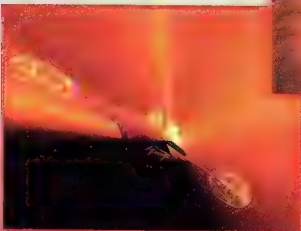
Brought to you by the producer of Resident Evil, Extermination is guaranteed to be freaky. Players take on the role of a man fighting a war against a biological experiment run amuck. The game looks to be exceptionally gory and is full of vivid environments including an outdoor level where the player's view is constantly obscured by a massive blizzard and a grim, abandoned laboratory. This one's full of nasty critters and edge-of-your-seat action; we look forward to getting a chance to play it in the office.



STAR WARS: EPISODE I STARFIGHTER

CREATED BY: LUCASARTS
AVAILABLE: FALL

One of the stars of LucasArts' lineup, this game is supposed to be the next of the space combat sims in the vein of the original X-Wing. We've seen some beautiful graphics, but all from an external view so it's hard to say whether Starfighter will follow



the same shield weapon and engine balancing of the previous games. The new ships look cool and fit in well with the Episode I atmosphere.



PIRATES OF SKULL COVE

CREATED BY: WESTWOOD STUDIOS FOR ELECTRONIC ARTS
AVAILABLE: WINTER

This pirate simulation/RPG(?) allows the player to take on the role of a backstabbing swashbuckler interested only in raiding, searching for lost treasure, and scoring the daughter of a governor whose quest is one of diplomacy and intrigue. The game features everything from coastal raids and ship battles to negotiating alliances and establishing trade. You will also be able to customize your very own pirate and set your own goals in privateer mode. We Arrrrr! excited to play this one.

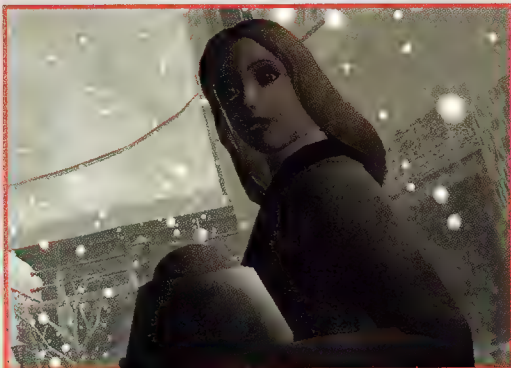




SHADOW OF DESTINY

CREATED BY: KONAMI
AVAILABLE: 2001

Set in a fictitious present-day European town, and using Goethe's Faust as its primary motif, Konami's new graphic adventure will not only introduce players to new gameplay mechanics, it will also blow the doors off storytelling as we know it. The player controls the actions of a 20-year-old named Eike Kusch. In the introductory moments, Eike is killed. Is the game over? The shortest game ever made? The biggest rip-off in the history of gaming since the Virtual Boy? No, no, the game is much more than a scam. When the player dies, a mysterious being brings him back to life and grants him the power to travel back in time to alter history, ultimately saving his life. The player must piece everything together, then stop the murder from ever happening. But once this is solved, what happens next? Intriguing, no?



READY 2 RUMBLE BOXING: ROUND 2

CREATED BY: MIDWAY
AVAILABLE: NOVEMBER

Midway is obviously betting heavily on this game with a simultaneous release on the PlayStation, PlayStation 2, Dreamcast, Nintendo 64, and Game Boy Color. From what we saw of the game at the show, the engine is pretty much the same as in the first game and



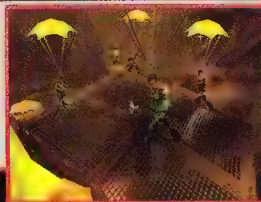
the AI (our biggest problem with the first) is still weak. Hopefully this problem will be addressed before the game goes gold. As an added surprise, Michael Jackson will be a boxer in this version, complete with motion-captured dance moves.



RAYMAN 2

CREATED BY: UBI SOFT
AVAILABLE: 4TH QUARTER

Ubi swears that this is a totally different Rayman game with redesigned gameplay, a nonlinear quest, and multiple worlds. Aside from being a more attractive game, it pretty much looks like



Rayman 2 in a new setting. But hey, Rayman 2 for Nintendo 64 and Dreamcast wasn't bad, and we expect the PS2 edition to be a solid action/platformer as well.



NASCAR 2001

CREATED BY: EA SPORTS
AVAILABLE: FALL

EA Sports has continued its commitment to NASCAR by completely reworking previous game's engine and adding in 33 of the top



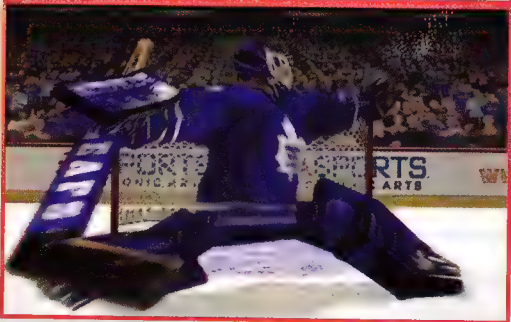
drivers and cars, including everybody's favorite, Jeff Gordon. EA promises that all drivers will race true to their own personal tendencies, taking turns high or low and using the tactics that they're famous for. The game is also the first actual NASCAR game to feature the Daytona 500.



NHL 2001

CREATED BY: EA SPORTS
AVAILABLE: FALL

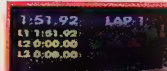
In the words of Ol' Dirty Bastard, "I can't waaaii!!!!" for the new NHL hockey game! Electronic Arts never really got a solid foothold on the PlayStation sports market like it did way back in the Genesis days, but from the footage we've seen thus far, NHL 2001 has made a gigantic leap into the next generation of gaming. If the pictures look a tad blurry to you, it's not your eyes. EA has incorporated motion blur effects into every little movement, that add a new depth of realism not yet seen in video game sports. You'll also see players grimace in pain, talk smack, and blink periodically. Setting the standard for options, NHL 2001 promises to have a spectacular frontend, loaded to the hilt with fantasy options and numerous statistical categories.



STREET LETHAL

CREATED BY: ACTIVISION
AVAILABLE: SPRING 2001

Not wanting to be left out of the hordes of companies who are pumping out racing games for the PS2, Activision has entered Street Lethal into the race. This PS2 racer focuses on concept cars. This has allowed them to curtail the car companies' usual



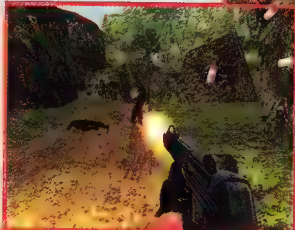
disapproval of car damage, and cars will be affected both cosmetically and in terms of handling when they take a hit. The game will also allow players to create their very own concept vehicles.



NO ONE LIVES FOREVER

CREATED BY: MONOLITH FOR FOX INTERACTIVE
AVAILABLE: 4TH QUARTER

This wacky PS2 game appears to be a cross between James Bond and Austin Powers, but starring a female agent. The player is given access to over 30 gadgets and weapons, including a robotic poodle, that must be used to truck through the game's



15 single-player missions. This game looked fantastic at the show and appeared to feature a number of unique gameplay sequences like getting into gunfights while parachuting. You can also drive a wide variety of vehicles in the game.

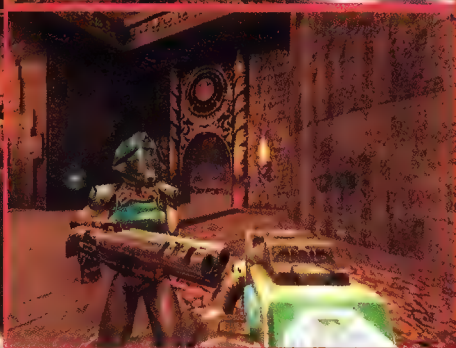
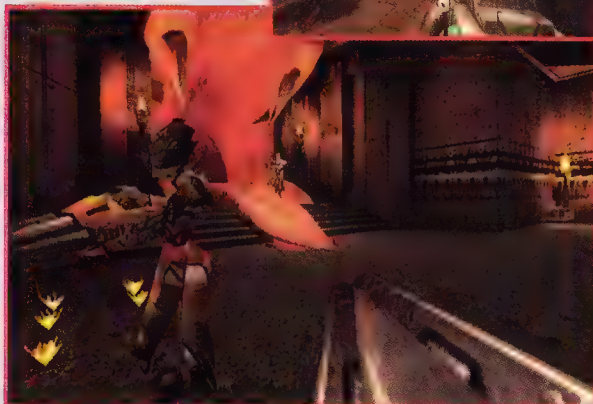
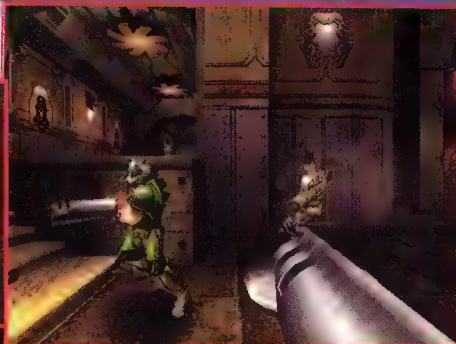




QUAKE III ARENA

CREATED BY: ACTIVISION/RASTER FOR SEGA
AVAILABLE: 4TH QUARTER

It's a marriage just a shade more exciting than the one seen on the series finale of 90210. Quake III Arena is bringing its brand of first-person mayhem to the Dreamcast, and for the first time, console owners will be able to let PC owners of the game bite the bullet online. In addition to the thrill of showing those PC pansies who rules the gaming roost, players can enjoy exclusive new arenas, six play modes, and a redesigned interface to make things oh so easy on Dreamcast.



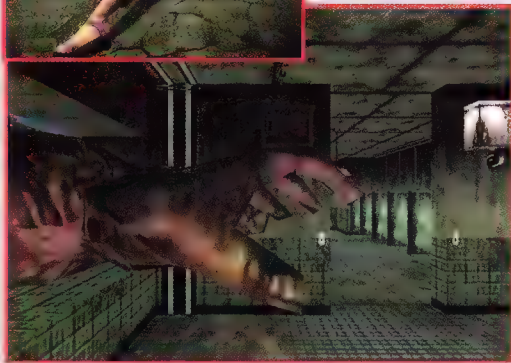
ILLBLEED

CREATED BY: CLIMAX
FOR SEGA
AVAILABLE: 4TH QUARTER

Sounding more like a Norwegian death metal band than a game, Illbleed challenges players to get through an amusement park that no one has ever survived. All characters have a rating in sight, sound, smell, and intuition, as well as a



Horror Monitor that must be kept somewhat high to keep them alert, but not so high that they keel over with fright. Sounds like a cross between Resident Evil and Deception.



ROSWELL CONSPIRACIES: ALIENS, MYTHS, & LEGENDS

CREATED BY: RED STORM
AVAILABLE: 4TH QUARTER

Based on an upcoming children's cartoon, Roswell follows the story of an agency whose goal is to uncover an alien conspiracy in which all of Earth's myths and legends concerning werewolves, vampires, and other monsters are true, but the secret is that they are all actually extraterrestrial in nature. To avoid a game that the TV show fans won't be able to play, all creatures are captured rather than killed. The game will also be coming out for the PlayStation, Nintendo 64, and Game Boy Color.





18 WHEELER: AMERICAN PRO TRUCKER

CREATED BY: SEGA
AVAILABLE: 4TH QUARTER

Nothing is a better example of fantasy versus reality than the trucker — portrayed in cinema as a tough guy hero, but actually some stinky, fat guy who eats too many Chuckwagons and Ding Dongs. Thankfully, Sega's 18 Wheeler focuses more on the truck than the lifestyle of the person behind the wheel. Players need to deliver cargo quickly to collect cash. Unlike in Crazy Taxi, getting into accidents causes the delivery to devalue, so some caution must be taken.



CART FURY

CREATED BY: MIDWAY
AVAILABLE: AUGUST

From the looks of it, Cart Fury will be the next racing sensation to hit arcades. Aside from looking good and moving fast, the game's primo feature appears to be its extensive damage system. As vehicles suffer from frequent hits, they will slowly deteriorate and start to lose parts

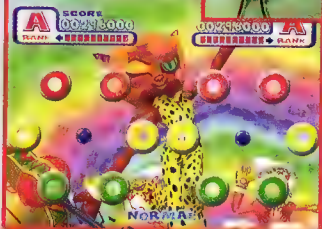
which fly off like shrapnel, potentially doing damage to other racers. Damage is slowly repaired, but if you slam into your competitors one too many times, your cart will turn into a hurtling mass of flaming debris. You lose the game, but anyone unfortunate enough to be nearby could be in for some serious hurt.



SAMBA DE AMIGO

CREATED BY: SEGA
AVAILABLE: FALL

The Latin invasion continues! Let PlayStation 2 have its dancing and drumming games. Only Dreamcast has a game that comes packed with maracas (what, no sombrero?). To the beat of different songs, players of Samba De Amigo must shake at the right time and in the right place as dictated by the visuals one usually only gets to see after having too much tequila. If one-player action doesn't get the fiesta going, get another pair of maracas and try two-player. ¡Viva, Sega!



COMMANDOS 2

CREATED BY: PYRO STUDIOS
AVAILABLE: 4TH QUARTER

Almost every real-time strategy game on the market deals with building up massive numbers of troops to take out all threats. Commandos 2, the sequel to the PC hit, instead focuses on a small group making guerrilla strikes against the Nazis. The game requires careful planning and patience. Commandos 2 features a bunch of new vehicles to commandeer and new team members, including a dog!





NFL 2K1

CREATED BY: VISUAL CONCEPTS FOR SEGA
AVAILABLE: FALL



In addition to having a Franchise mode, improved AI, better pass coverage, more animations, and not requiring you to use a whole friggin' VMU to save a game, NFL 2K1 will allow face-offs over the Internet. Up to eight players (four per console) will be able to chat with one another in-between plays. It's always more fun trash talking another human.



VALKYRIE PROFILE

CREATED BY: ENIX
AVAILABLE: 3RD QUARTER

The star of Valkyrie Profile is a Valkyrie of Norse Myth, charged with collecting the souls of the dead and preparing them for the Norse apocalypse, Ragnarok. In this story, one of the most violent of the world's apocalypse tales, the player must select the proper warriors and train



them well in order to get to one of three endings in the game. This attractive game features hand-drawn environments and classic 2D action. Enix is back in the U.S. and RPG fans couldn't be happier.



FERRARI 355 CHALLENGE

CREATED BY: SEGA FOR ACCLAIM
AVAILABLE: 4TH QUARTER

Sega developing for Acclaim is a rather unusual combination. It looks like Acclaim's Achilles' heel of owning hordes of useless licenses has finally turned to gold.

Sega's premier producer, Yu Suzuki, wanted to do a Ferrari racing game, and Acclaim held the rights to publish anything dealing with this automobile make in America. This gorgeous racer was probably one of the best lookers of the show. It seems a shame that it has to rub elbows with South Park Rally and Revolt (ing), but such is business.



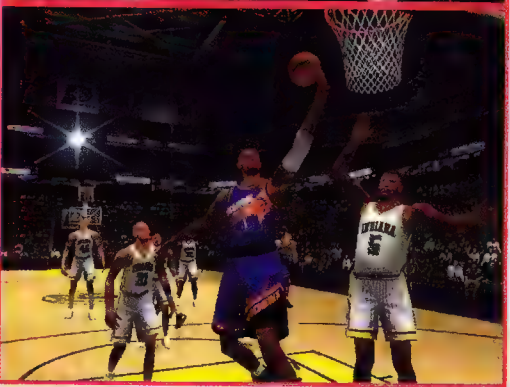
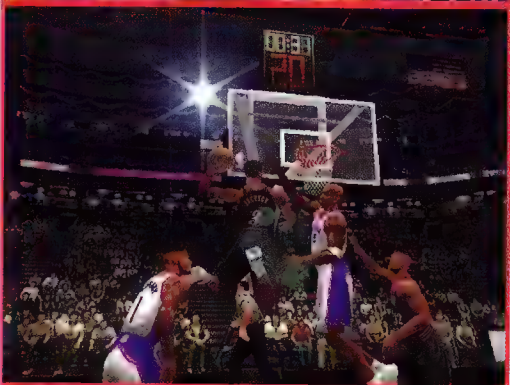


NBA 2K1

CREATED BY: VISUAL CONCEPTS FOR SEGA
AVAILABLE: FALL



Like NFL 2K1, NBA 2K1 allows up to eight players (four per console) to hook up online and start a flame war on the B-ball court. In addition to network play, NBA 2K1 will feature updated graphics, improved AI, more commentary, less VMU space hogging, a few new moves, and more people playing the Timberwolves than probably should.



GUN BIRD 2

CREATED BY: CAPCOM
AVAILABLE: OCTOBER

Another Dreamcast shooter from Capcom, Gun Bird 2 features wacky action, a ton of bosses,



and an appearance by the lovely Morrigan from Darkstalkers. Oddly enough, the arcade version of the game appears to be coming out at about the same time. Hmm...50 cents a game or 50 bucks to play it whenever the heck you feel like it. We don't get it.



I'M GOING IN

CREATED BY: INNERLOOP FOR EIDOS
AVAILABLE: 2ND QUARTER 2001

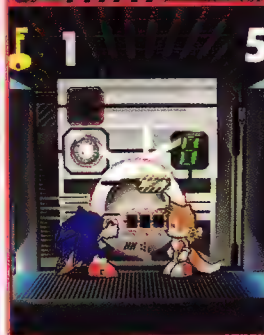
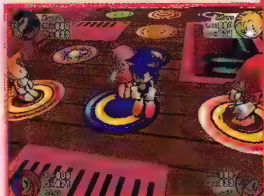
We were and totally excited about video game's first proctology title. Then these screenshots came in and we found out it has nothing to do with that. It doesn't even involve spring-break hijinks. Oh well, a Dreamcast first-person shooter that uses stealth, thievery, sabotage, and reconnaissance isn't bad. Not as good as proctology, but not bad.



SONIC SHUFFLE

CREATED BY: SEGA
AVAILABLE: WINTER

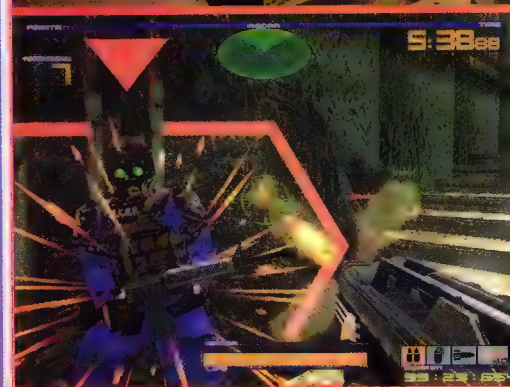
What's better than a game of Monopoly? Well, let's see, there's Risk, Axis & Allies, Acquire, and about 80% of video games. What's better than a board game on a console? There's Risk, Axis & Allies...well, you get the idea. Working off the formula that Mario created, Sonic Shuffle allows four players to choose from eight characters and play a load of minigames to collect rings and precious stones. Sounds like a party!



OUTTRIGGER

CREATED BY: SEGA
AVAILABLE: 4TH QUARTER

The title may say triggers are out, but the gameplay suggests they're in, in, in! This shooter with variable viewpoints can not only be played by four players via split-screen, but also online. With the biggest apathy creator since television, otherwise known as the Internet, players can blast buckshot solo or recruit members to form a team and earn a ranking among all other Outtrigger groups worldwide.



CANNON SPIKE

CREATED BY: CAPCOM
AVAILABLE: UNKNOWN

In this shooter game, several Capcom favorites like Mega Man, Cammy, and Nash (plus a few new characters) zip around on motor boots and shoot the crap out of evil terrorist robots. What else can we say? Cannon Spike is unconfirmed by Capcom, but due to a flub that we won't specify, it's pretty obvious this title is coming to Dreamcast.



Generally, it was a much more exciting E3 for PC games than it was for console. I've started having dreams about Red Alert 2, Freespace's graphics blew my mind, Battlerains was one of the most attractive and well animated RTSs I've ever seen, Arcanus continues the good fight for original RPGs, Alliance dashed all trepidation aside by featuring a much improved look over last year's build and some awesome weapons. Gah! I can't contain myself! It's going to be an exceptionally good year for PC games.

9.5 EverQuest: The Ruins of Kunark - SCEA



Ask any loyal EverQuest player and he/she will tell you, EQ is perhaps the most addicting game ever created. Developed by Vert Interactive this MMORPG (Massively Multiplayer Online Role-Playing Game) has set records as the most subscribed to and best selling online game ever created. However, as this massively multiplayer online game grew, issues of overcrowding began to mar the game. With the introduction of Ruins of Kunark, the world of Norrath will never be the same as this expansion adds 33% more zones (think of them as indoor and outdoor themed dungeons) and has opened up the world enough that overcrowding should be a thing of the past.

Special

Note: I decided it would be best to let Andy (EverCracknamara) McNamara handle the EverQuest expansion pack. The Ruins of Kunark, seeing that we haven't actually seen him outside of work for the last few months, and that I'm personally afraid to even touch the game for fear of losing what little social life I have. The man has put more hours into this game than, well...you don't even want to know. So here's the skinny from one of EQ's



be found in Kunark, this expansion also enables players to play a new lizardman race, the Iksar, and finally grants players the ability to advance past level 50 to the new level cap of 60. Which all in all, makes the Ruins of Kunark a must for any EQ player, and the newly enlarged world should make it much easier for new players to get hooked. If you have yet to adventure to the world of Norrath, we highly advise a trip; but be forewarned, you may never want to come back.

Bottom Line

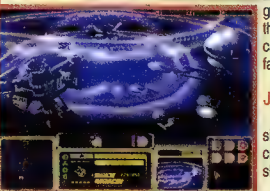
As a fan, I have found my days in Kunark to be amazing. The new experience curve gives the game plenty of legs and playtime for your old characters, and playing my new Iksar monk is a treat indeed. But easily the best part of Kunark is exploring this new world. Verant has done a wonderful job making Kunark about tackling dungeons with your friends, not fighting them for camps. I know where you live Veeshan, and I am coming for you.

world. Verant has done a wonderful job making Kunark about tackling dungeons with your friends, not fighting them for camps. I know where you live Veeshan, and I am coming for you.

8.25 Star Trek: Armada - Activision



Star Trek: Armada is yet another solid RTS game that manages to be pretty cool despite being immersed in a big whopping pile of good, great, and crappy ones. Armada features Star Trek adventures from the perspective of four different groups: the Federation, Klingons, Romulans, and the ever popular Borg. In addition to these groups, players will encounter a number of other nonplayable factions whose ships can be destroyed, left floating derelict in space, or simply captured for fun and profit. So far, I've seen Cardassian, Ferengi (surprisingly tough), and Dominion vessels.

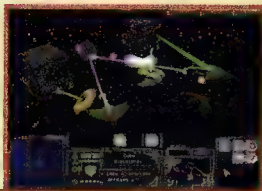


Jane Says: Needs More Wessels
In addition to the standard construction and dilithium gathering ships, each race has six or seven combat vessels at their disposal. Each ship carries a full complement of crew whose livelihood is essential to the maintenance of the vessel. Losing crew will slow down the repair rate of critical systems like shields, life support, sensors, etc.

Every combat ship has at least one special ability to cause havoc and mayhem for its foes. These abilities range from Klingon torpedoes that penetrate shields and completely disable one system, to Romulan phase-shifting cloaking devices that pass through solid matter, to the immensely entertaining Borg auto-assimilator that rapidly transports enemy crew to the Borg vessel and instantly makes them their own regardless of shields. All of these attacks come at the cost of energy and munitions which are represented by a series of yellow bars that deplete when used, but recharge slowly if the abilities are given a rest for a while.

Bottom Line

Capturing vessels is probably one of the most entertaining aspects of the game. Any time an enemy vessel's shields have been breached, a player begins transporting crew to attempt to wipe out the enemies' crew and take their ship over. A favorite play of mine is to lure the enemy near my bases and then start transporting crew from all the starbase structures in the area to avoid depleting valuable crew from the fleet itself. Starting with only a handful of ships and some good base defenses, a large, if somewhat haphazard, fleet can be put together with minimal cost.



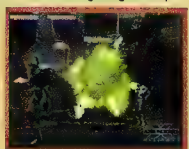
Mech Warrior 4 - Microsoft - Holiday 2000

Another series dropped by Microprose, now practically a nonentity in the inexperienced hands of Hasbro Interactive, Microsoft is hard at work on the fourth in the MechWarrior series. All that's been said thus far is that the game will allow the player to make a lot more choices in terms of missions. If the screenshots can be trusted, the game looks gorgeous with attractive lighting effects and sharp textures.



X-Com: Alliance - Hasbro Interactive - November 15, 2000

Looks as though Microprose has finally come close to completion of this potentially last in the X-Com series. Instead of finishing in the genre X-Com started in, we'll be getting a first-person shooter created with the Unreal engine. Despite this, the game looks to be entertaining with squad management, technological development, and the return of the aliens from the first X-Com game along with the introduction of a new friendly race.

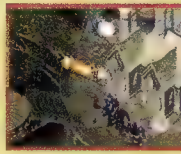


- Eye on E3 -

Forgive my failure to include Halo, Shogun, Starlancer, Black and White, and others, but they will be shipping long before this issue rests in your hands. The following titles all look excellent, were shown at E3, and are expected to be out toward the end of the year.

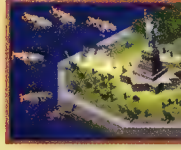
Baldur's Gate II - Interplay - Fall 2000

BGI uses the Landscape engine for a polished look and features a host of "kits." These variations on standard classes, like the Thief-Assassin and Fighter-Mage Slayer, will be available as well as three new character classes from the upcoming 3rd Edition AD&D rules: the Barbarian, Monk, and Sorcerer. The game also features 10 to 15 hour, class-specific quests that allow characters to acquire strongholds and special items.



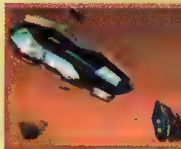
Command & Conquer: Red Alert 2 - Westwood Studios - Fall 2000

Aircraft carriers, blimps, Chrono technology wielding soldiers, irradiating nuclear strikes, teleporting harvesters, psychic troops, the four-treaded mammoth-dwarfing Apocalypse Tank, and even dolphins and giant squid all conspire to make this the most wacky intense RTS ever created. C&CRA 2 looks absolutely fantastic and maybe even complete enough to actually meet its fall release date. Cross your fingers, folks.



Homeworld: Cataclysm - Sierra Studios - August

Hot on the heels of the original Homeworld, Cataclysm inhabits a vague place between sequel and expansion pack. While the graphics will generally be the same, all of the units in the game take a completely different approach with a modular mother-ship and fighters that can combine to create corvettes. There is also a third new enemy called the Beast, a sentient alien microorganic race that infests ships and takes them over.



Arcanus - Sierra Studios - September 2000

Developed by Troika, the people responsible for Fallout, this fantasy/industrial age setting has all the usual Fallout aspects with a few nifty quirks. Players can choose to follow the path of a Steam Age tinker, inventing new gadgets and putting them to the test, or following the path of a Mage with over 80 spells to choose from. It looks like all the character creation and branching plot path aspects are extremely similar to Fallout. Looking good.



PERFECT DARK



Skill Test

On the Agent difficulty, Perfect Dark is a breeze. Seriously people, a monkey could beat it with one hand over his eye. The other two difficulties are a different story. To succeed you'll need to learn the levels and inch forward step by step through trial and error. Don't get flustered. Just press forward and you'll eventually pass each stage. To help you out, we've listed several key maneuvers and tactics for you to master.

Corner View

To look around corners hold the R button and press either Right C or Left C. This will give you a slight advantage. Just don't stay peering for too long. The enemy is very intelligent and can pick you off within seconds. Simply look, shoot, then duck back and repeat.

Duck & Crawl

Another helpful tactic is the ability to quickly duck behind objects. You may even need to

crawl from point to point. To duck, hold the R button then press Down C. To crawl, hold the R button and press Down C (x2).

Reverse Weapon Selection

If you accidentally pass by the desired weapon, and don't have time to bring up the menu, hold A and press Z to shuffle back to the previous weapon.

Hoverbike

To mount the super sonic hoverbike, simply press B (x2) from behind it.

Hidden Goodies

For a complete listing of everything hidden in Perfect Dark, including multiplayer arenas, new weapons, and even additional Solo stages, flip to page 106 of Game Informer's award winning Secret Access section.



[Agent]

[Perfect Agent]

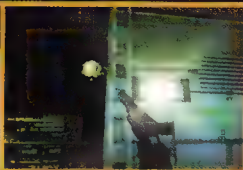
[Special Agent]

MISSION 1.1: DATADYNE CENTRAL - DEFECTION

1 SP

DISABLE CAMERAS

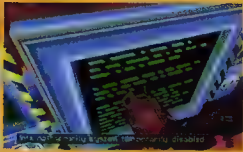
With security cameras positioned on every entry point, your stealthy entrance won't work. The cameras are located in different areas for the Special and Perfect difficulties. Look for them, then knock them offline with a few bullets or sneak past them.



2 SP

DISABLE INTERNAL SECURITY HUB

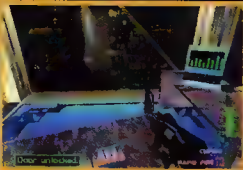
After entering the complex and eliminating all cameras, work your way to the glowing red light and video monitor. Access your inventory, then place an ECM Mine directly on the video screen. This will complete Objective 1.



3 SP

ENTRY

Work your way down the stairwell and into the office lobby. A few guards are on patrol to the left. Make quick work of them, then approach the desk with a red and silver object on it and hit B to open the door leading to Cassandra De Vrie's office.



4 SP

OBTAIN KEYCODE NECKLACE

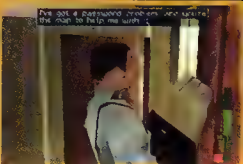
Pass through the double doors in the center of the room to meet Cassandra (wearing a blue dress). After a brief conversation, disarm and punch Cassandra in the face to get the Necklace.



5 P

DOWNLOAD PROJECT FILES

Exit Cassandra's room and use the stairs to the left to descend to the 22nd floor and clear it out (you're currently on 23). Next, maneuver further down to the 21st floor. Clear this level of all guards and cameras. Head back to the stairwell and you'll see an office clerk running down the hall (see Extra). Point a gun at him, and he'll become your boy toy. Lead him into the elevator and over to the computer terminal on floor 22. After he logs in, smack him on the back of the head with your gun, otherwise he'll delete the files. Place the Data Uplink on the terminal to get the goods.



EXTRA 1

BONUS WEAPONS

Let the office clerk escape, but keep close to him. He'll lead you to a slew of weapons including the Laptop Gun.

EXTRA 2

SHIELD POWER-UP

When you're on the 22nd floor, make a left from the elevator to the far room to find a guard with a shield power-up.

6 SP

DISABLE EXTERNAL COMMS HUB

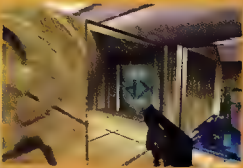
Find the glass elevators and take one down to the first floor. A swarm of difficult guards will appear at the base of the stairs. Mow through them, then find the mural on the wall. Hit B next to the mural to reveal the hidden comms hub. Crouch to the hub and apply an ECM Mine to it.



7 ASP

GAIN ENTRANCE TO LABORATORY

Exit the hub room and find another mural/secret entry. Inside you'll run into a ton of guards. If you're playing on Perfect, this is a great place to set the Laptop Gun. Position it, then open the door and watch everyone die. After the room is cleared out, you'll find the elevator and the level exit.



XXCHEATSXX

Finish Level (any difficulty). Classic Sight

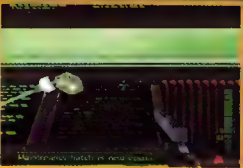
Finish Level in under 1:30 (Special Agent only): Marquis of Queensbury Rules

MISSION 1.2: DATADYNE CENTRAL - INVESTIGATION

1 ASP

OPEN MAINTENANCE HATCH

After the cutscene ends, exit the elevator to the right. Pass through the door and eliminate the guard in the green suit next to the terminal (see Extra). Access the monitor with red letters to open the Maintenance Hatch leading to the weapons' testing area, where you can get your hands on a K7 Avenger early on. Or you can wait until step 5 to get it.



ASP

EXTRA 1

FALCON 2 AMMO

The guards in the snazzy green uniforms are packing serious heat. Disarm their current weapon, the CMP150, and grab it before they do. Doing this will make them pull out their secondary weapon, the Falcon 2.

2 ASP

NOLOGRAPH THE RADIOACTIVE ISOTOPE

Work your way to the left and through the sci-fi door where several guards are relaxing. Exit through the opposite door and you'll enter a vast room with a stylish multi-tiered centerpiece. Enter the door to the right, then pass through the second door a few steps down. Eliminate the two guards, then release the Cam Spy and take a picture of the green isotope in the next room. If Joanna enters this room, she'll be eaten alive by radiation (see Extra 2).



ASP EXTRA 2**PROXIMITY MINE**

If you feel daring, enter the lab and run behind the isotope to find a Proximity Mine. This test will suck away some life.

3 SP**START SECURITY MAINTENANCE CYCLE**

Backtrack to the hallway you began the level in. Follow the tiny yellow mouse droid and it will open a secret door next to the one you exited moments ago. Either break through the glass barrier or take the ramp down to a door. Quickly log onto the computer terminal to reprogram the robots, then head to the terminal just a few feet away and activate them (see Extra 3).

**ASP EXTRA 3****TWIN CMP 150S**

To access this secret, you'll need to restart the level. While in the elevator, close the door and let the guard pass by. Now, sneak down the hall and follow the mouse droid to the secret entrance. Once again, stealth is the key. Break the glass, then drop down to the basement. Eliminate both guards without being seen. Next, find the terminal in a separate room and activate it to open the Weapons' Compartment. You'll now be able to open the secret Weapons' Compartment (the two white containers between the terminals).

4 SP**SHUT DOWN EXPERIMENTS**

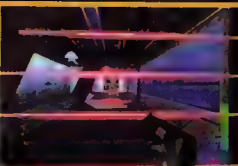
Head up the ramps past the guards and the door will lead you to the room with the odd centerpiece. Hang a quick left to the larger door and enter. Kill the guard, then pass through to the next room. An army of soldiers will appear. Do away with them, then head down the long hall to the room on the right. Eliminate the guards, then confront the scientist to make him shut down his experiment. Pistol whip him for good measure. Back out into the hall and take a right. Pass by one door on the left, then enter the next. Make the scientist pull the plug, then head through another exit in this room to another lab. Don't trust this scientist. Follow him to the terminal, and pistol whip him when he stops. If you don't he'll sound an alarm. You'll have to deactivate the correct terminal yourself. If you look at the station the terminals are on as a big C, the correct computer is located at the base of the C.

**5 SP****OBTAIN EXPERIMENTAL TECHNOLOGIES' FIRST TWO ITEMS**

Head back down the hall in the direction you just came, and veer off to the second door on your left. Blast the glass chamber, then grab the Night Vision Goggles. Now, head back into the hall and veer to the left. Enter the first door on the right, then walk behind the C-shaped desk to find a hydraulic lift. Take it down to the basement. Carefully, snipe the guard, but leave the scientist be. The guard is holding a powerful K7 Avenger.

**6 ASP****EXPERIMENTAL TECHNOLOGIES' LAST ITEM & LOCATE DR. CAROLL**

Backtrack out into the hall, make a left, then enter the last door on the right. To get past the lasers you'll have to wait for a mouse droid to pass by. When it lowers the lasers, quickly run to the next set, then repeat. You'll eventually work your way into a lounge with a fish tank. If you're playing on the Agent or Special difficulty, destroy the fish tank to find a Shield power-up. Exit this room at the opposite end, then use your Data Uplink to hack into the computer to the right of the door. Look out! An ambush is behind you! After eliminating the sneakiest of foes, continue forward through the door you just hacked open. If you're playing on Perfect Agent, veer to the left in the next area to find the final piece of technology. You'll need to pass through a fake wall to reach the goods. Now then, exit back into the previous chamber and to the only door you haven't accessed yet. Set the K7 Avenger to Threat Detector, then enter the door. If you don't do this, the turrets in the final hallway will shred you to bits.

**XXCHEATSXX**

Finish Level (any difficulty): Slo-Mo Single Player

Finish Level in under 6:30 (Perfect Agent only): Pugilist

MISSION 1.3: DATADYNE CENTRAL - EXTRACTION**1 ASP****ACCESS Foyer ELEVATOR**

Right off the bat, turn on your Night Vision Goggles. In Perfect mode, the lights will stay off for 60 seconds. In Special, they'll stay off for 90. In Agent, they're always off. Use the darkness to your advantage (see Extra). Continue down the path to the stairs. Ascend to the next level, then secure the far elevator leading to floor 21. If you're playing on Agent, a Shield awaits through the door to your immediate left. If you shot the guards on the main floor without being spotted too much, a guard will appear around the corner from the elevator. He holds a key that opens Cassandra's office.

**ASP EXTRA 1****DY357 MAGNUM**

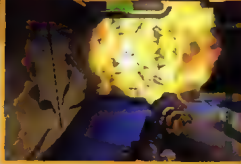
If you headshot the first five guards, ignoring the ones on the stairs, the fifth soldier will drop a DY357 Magnum. The guards cannot know of your presence. Good luck!

2 P**REACTIVATE THE OFFICE ELEVATOR**

When you hear the chopper pass by, access the computer on the table to reactivate the elevator.

**3 SP****DESTROY DATADYNE HOVERCOPTER**

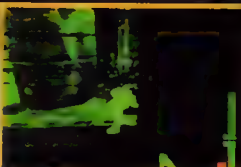
Don't proceed any further on floor 21. Take the next elevator over up to floor 22. Work your way through the offices to the stairwell. Take it up to floor 23. Listen to the guards talk, then blow them away. Grab the Rocket Launcher, and if you have Cassandra's key, enter her office to get a Grenade (see Extra 2). At this point, a large hovercopter will open fire on you from outside the building. Use the Rocket Launcher to take it down.

**ASP EXTRA 2****DRAGON GUN**

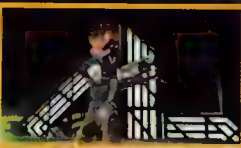
After picking up the Grenade (see Step 3), find the mural to the left with a man on it. Toss the Grenade at it, then enter the hole to find a ladder leading to a secret compartment with the Dragon Gun.

4 ASP**DEFEAT CASSANDRA'S BODYGUARDS**

Find another stairwell and maneuver upstairs. Here you'll meet Cassandra yet again. When the lights go out, run to the right and quickly turn them back on. This will stun the closest guard, allowing a fast kill. Quickly rid the room of the rest of the guards, then if you haven't done so already, take out the rest of the bodyguards on the previous levels.

**5 ASP****RENDEZVOUS AT HELIPAD**

Next, exit out onto the roof and work your way up the ramps to the helipad, which happens to be Perfect Dark's starting point.

**XXCHEATSXX**

Finish Level (any difficulty): Rocket Launcher

Finish Level in under 2:03 (Perfect Agent only): Hurricane Fists

MISSION 2: CARRINGTON VILLA - HOSTAGE ONE

1 ASP SAVE THE NEGOTIATOR

From the starting point, run straight forward and draw the Sniper Rifle. Without hesitation, remove the guards from the pier before they shoot the negotiator. On Perfect Agent, players will start the game as the negotiator. Simply take out the Laptop Gun, hit the guard, then find cover!



2 SP ELIMINATE ROOFTOP SNIPERS

Depending on your position, there are several key sniper points. Some of the metal crates you pass in the tunnel hold ammo. One crate on the helipad contains a Devastator. There are only a handful of snipers to take out, but as the name implies, they're aiming for you too, so look out (see Extra 1). If you're playing on Perfect, the Sniper Rifle is located inside the penthouse in the bathroom on the second floor.



ASP EXTRA 1 TWIN CMP150S

Quickly work your way to the guard on top of the pillars near the staircase. If you can take him down in under 36 seconds, he'll drop two CMP 150's. This is impossible to do on Perfect Agent, simply because you don't have enough time to get to this point.

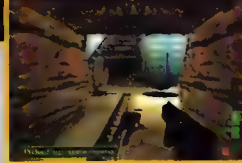
3 P CAPTURE DATADYNE GUARD

This objective is the fifth on the list, but it can be accomplished at any time, and there's no easier time after entering the penthouse. Simply punch an unaware guard on the back of the head to take him down.



4 ASP ACTIVATE WIND GENERATOR

Enter the penthouse and work your way down to the basement. When you get to the basement (cave walls), follow the pipe on the floor to the pond. Activate the two white switches on the metal casing, then exit and follow the pipe to the second destination. Activate one last white switch and the wind generator will start up.



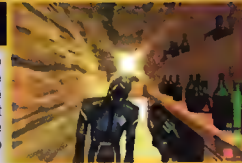
5 P ELIMINATE DATADYNE HACKERS

Turn on your R-Tracker to pinpoint the hackers' location. Return into the penthouse and locate them quickly. Blast them into oblivion to complete this task.



6 ASP RESCUE CARRINGTON

By turning on the windmill, you've also unlocked the door leading down into the wine cellar. Instead of following the pipe in the cave area, angle off in the one direction it doesn't lead to find the door. Battle your way past the guards. The last man standing holds the key to Carrington's position. Grab it and save him.



XXCHEATSXX

Finish Level (any difficulty): Sniper Rifle
Finish Level in under 2:30 (Special Agent only): Hit & Run Buddy

MISSION 3.1: CHICAGO - STEALTH

1 ASP RETRIEVE DROP-POINT EQUIPMENT

Don't draw your weapon just yet. The first encounter on this level is with a civilian. If he sees your gun, he'll freak out. When he turns his back, punch his lights out. Now, draw your gun. Quickly take out all the FBI agents you see (two on Special, three on Perfect), otherwise they'll put the streets on alert - meaning a swarm of enemies cometh. Also, keep your eyes peeled for the security robot. Don't attack it, just run. When the coast is clear, cross over to the other side of the street (by the taxi), and slip through the hole in the fence to the right. You should be near a ton of water now. Head right and duck under the gap to find the gear. If you're playing on Agent, a shield awaits in a tiny gap near the fence exit (see Extra).

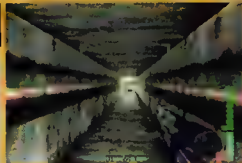


ASP EXTRA 1 TWIN FALCON 2S

Before heading into the fence, take a left and run to the buildings on the left side. One of the shops has a sliding door that can be opened. Enter in and proceed down the ramps. Eliminate the first two guards, then disarm the third. Without his weapon, he'll flee into the locked area where another Falcon awaits.

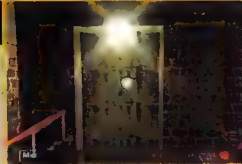
2 P ATTACH TRACER TO LIMOUSINE

Before heading on your merry way, return to the fence you just passed through, but instead of returning to the street, duck and crawl through the gap directly below. After crawling for a good hundred feet, stand and open the red metal gate. Now, attach the Tracer under the limo.



3 SP PREPARE ESCAPE ROUTE

Return toward the beginning of the stage and enter the tight alleyway with a red tint (see Extra 2). Exit through the opposite end, and as you blast baddies, watch out for wandering civilians. One stray bullet will end your game. With the area clear, ascend the fire escape and toss a Remote Mine on either door. Which door you pick determines your escape route for the next mission.



ASP EXTRA 2 BOMBSPY

Put away your weapons and punch the two civilians. At this point, push the dumpster as close to the keg stack as you can. Blast the kegs to destroy the dumpster and unlock the BombSpy.

4 ASP CREATE VEHICULAR DIVERSION

Backtrack to the taxi and use your Reprogrammer on it. After a few seconds, the taxi will fly away. It will then crash into the sentry robot, creating a great diversion which allows you to duck into the carport.



5 ASP GAIN ENTRY TO GS BUILDING

Eliminate the guards, then step forward to complete this stage.



XXCHEATSXX

Finish Level (any difficulty): DK Mode
Finish Level in under 2:00 (Perfect Agent only): Psychosis Gun

MISSION 3.2: G5 BUILDING - RECONNAISSANCE

1 ASP CLOAK & DAGGER

To start this stage, the enemy comes right at you with new technology in full force. Find a safe spot, then watch your surroundings carefully. When you see them, stop and fire! (See Extra.) Grab the key card they drop, then move into the next hall. The next room holds a similar surprise, only in greater number. Grab the key card after these chameleons are disposed of, then carefully step into the next room. At this point, stealth is the key to success. If an enemy gets to an alarm, trouble is on the way.

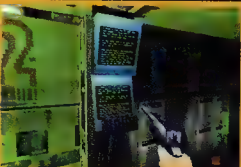


ASP EXTRA 1 CROSSBOW

Battling the cloaked enemy is tricky, however, if you take one down with bullets, then show the world how cool you truly are and use your fists on the second, you'll receive a Crossbow for your heroics.

2 P DISABLE DAMPING FIELD GENERATOR

Locate the staircase and descend to the lower level. Locate the terminal (with two screens) and activate it to turn off the damping field.



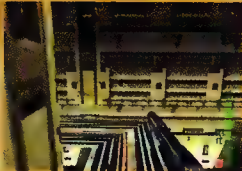
3 SP DEACTIVATE LASER GRID SYSTEMS

After eliminating from the perimeter all alarm-happy troopers, deactivate all four laser grid systems. Look at the grids carefully, some may actually be alarms. Avoid these.



4 ASP HOLOGRAPH MEETING CONSPIRATORS

With the laser fields down, ascend the stairwell and crawl across the blue and orange planks until Joanna prompts you to use the Cam Spy. Whip it out and send it to the small gap directly in front of you.



5 ASP RETRIEVE DR. CAROLL BACKUP FROM SAFE

After taking the hologram, hop off the plank and dispose of the guards before they get to the alarm. Now, proceed through the only new door in the room. Ascend the stairs and eliminate the guards (see Extra). The vault is in the closest door. Attach the Door Decoder to the white panel in the vault room. This will trip an alarm. Guard the door and blast the troops as they arrive. After a good 20 seconds, the vault will finally open. When you have a chance, run and grab the backup from within.



ASP EXTRA 2 SHIELD & N-BOMBS

Before heading to the vault, work your way deeper into this complex. On the back stairwell awaits a Shield (for Agent and Special Agent), and if you placed your Remote Mine on the top door of the fire escape on the last level, a box of N-Bombs will be sitting in the corner next to the door (for Special and Perfect Agent).

6 ASP EXIT BUILDING

If you're playing on Special or Perfect Agent, you'll need to buy some free time so you can use the detonator on the Remote Mine you placed on the last level. After the exit is blown open, find it and leave.



XXCHEATSXX

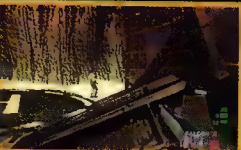
Finish Level (any difficulty): Small Jo

Finish Level in under 1:40 (Agent only): Cloaking Device

MISSION 4.1: AREA 51 - INFILTRATION

1 ASP DEACTIVATE AUTOGUN

From the beginning of the stage, eliminate the guards on the helipad quickly. If you don't, someone will run over and activate the autogun.



2 ASP SHUT DOWN AIR INTERCEPT RADAR

Work your way around the bunker. When you see more autogun stations, back away and fire from such a distance that they won't retaliate. When you come to a clearing, take out the guards in the tower, then cautiously approach. Three guards will run down the tunnel. Take them out then ascend into the tower. Hit the red button to open the main gate. The gate is on a timer, so you'll need to be quick. Don't enter, or you'll be pelted by turrets. Inside the gate, a technician on the helipad holds the Hangar Key. Take him out with a pistol whip to the back of the head. Not killing him will grant you access to a better weapon on the next stage. Also, destroy the machine he's working on, otherwise it will target you later in the level. Now, return to the tower, but don't ascend. Walk behind it toward the tunnel. Veer to the left and toss a grenade through the hole in the fence. This will destroy all the land mines, allowing you to reach the Rocket Launcher, and crawl to the backside of the complex. Destroy all turrets and guards, then go grab the Key the technician dropped. Work your way to the left of the large complex (see Extra). Descend into the bunker and enter the silver door. Place the Explosives on the computer terminal, then get the heck out. On Special and Perfect Agent, you'll need to avoid the flashing lasers. Duck under some if you can.



3 SP PLANT COMMS DEVICE ON ANTENNA

Exit out of this area and proceed down the ramp. At the base, an autogun is to your immediate left. You'll also encounter several guards and a turret above a door. Take baby steps to get through this zone unharmed. When the chaos has ended, walk to the centrally located antenna and lower the dish. When it stops, throw the Comms Rider onto the antenna. As soon as you do this, the door behind the antenna will open, and a handful of guards will emerge. If you're quick, you can fire a rocket to take them all out (see Extra).



SP EXTRA 1 HOVERBIKE

After the antenna is bugged, you can quickly hop onto the hoverbike in the furthest stall (hit B twice to get on it), then speed away before they can pop a shot.

4 P DISABLE ROBOT INTERCEPTORS

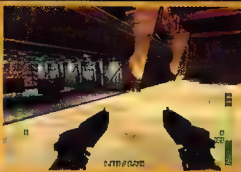
After the antenna is bugged, all nearby robot interceptors will be placed on red alert. Find as much coverage as you can, when dealing with these baddies. Don't worry about finding them. They'll come to you.



MISSION 4.1: AREA 51 – INFILTRATION (CONTINUED)

5 ASP GAIN ACCESS TO HANGAR LIFT

Return up the ramp to the tower area. Pass through the door again, then work your way to the far side of the lot. Access the green monitors on the left and right of the lift to enter the hangar. After the door shuts behind you, the elevator will descend to the depths of Area 51.



6 ASP MAKE CONTACT WITH CI SPY

Basically, just work your way through the swarms of enemies up to the stairwell and over into the elevator. After a relaxing trip, you'll arrive in another room filled with guards. Once on the catwalk, more guards will appear from behind you. Continue along the catwalk down to the CI Spy's location.



XXCHEATSXX

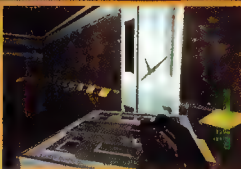
Finish Level (any difficulty): Small Characters

Finish Level in under 5:00 (Special Agent only): Hotshot

MISSION 4.2 AREA 51 – RESCUE

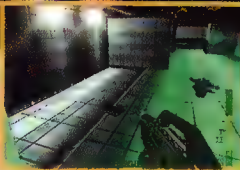
1 ASP HOUSE CLEANING

This level is filled to capacity with trigger-happy goons. The only way around them is through them. Leave the explosive crate behind and wax all the enemies in the storage area before moving it (see Extra). If you're playing on Agent, try and eliminate all enemies with the Falcon. If you accomplish this, a guard will drop a Shield. Next, use the elevator to ascend to the balcony (see Extra 2). Enter the large door, then quickly dispose of the enemies on the level directly above. With all the guards gone, retreat to the beginning of the level and grab the explosive crate. Bring it back to the area you were just in. Ride up the elevator and proceed to the far side of the balcony. Place the container in front of the small "X" on the wall. Stand a safe distance away, then destroy the crate. Pass through the hole into the hall. On Agent and Special Agent difficulties, proceed up the ramp and into the first room on your left to find a Shield.



4 ASP OBTAIN & USE LAB TECHNICIAN DISGUISE

As soon as you blow through the wall, the technician disguise is lying on the ground just waiting for you to slip on. For Special and Perfect agents, follow these simple steps. From the contamination units, turn and head all the way down to the other end of the hall, passing the hole you created. Enter the door straight ahead and you'll walk into the warehouse. KO the guards, then ascend the ramp. Drop out onto the railing and crawl into the shower. If you're playing on Special Agent, you can avoid the warehouse and enter through a side door. Either way, it's better to get a drop on the opposition. For Special Agent, the man in the shower will drop the disguise when you eliminate him. On Perfect Agent, the disguise is hidden inside one of the lockers.



EXTRA 1 TWIN FALCONS

On the backside of the closest crate stack to the starting position sits an irregular metal container. Shoot it, then duck down and grab the Falcon.

EXTRA 2 PHOENIX

If you left the technician alive on the previous mission, he will open the locked door at the end of the catwalk. Use the elevator up to find a Phoenix on a white bench.

2 P DESTROY COMPUTER RECORDS

Walk up the ramp, then turn right down the hall. Enter the first room to your right and destroy the turret. Now, use the Data Uplink on the computers. This will open the door at the beginning of this stretch of hall. Enter this room and destroy the computer.



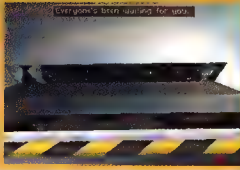
3 SP LOCATE CONSPIRACY EVIDENCE

At the wall that you just broke through, continue down the flat portion of hallway. Follow this passage to a locked door, then turn to the right and enter the door. Take out the scientists and guards that enter, then hit all four red buttons to raise the containment units. Turn on your X-Ray Specs and look at all four pods. When you see a little critter, you achieve mission completion.



5 ASP GAIN ACCESS TO AUTOPSY LAB

Disarm yourself and throw on the lab clothes. Return to the hole you put in the wall and enter the slanted door directly across the hall. Run to the second door and enter. When the security door slides open, draw your weapon and blast the guard. Eliminate the fleeing scientists to get your hands on the Medlab 2 Key Card and some Sedatives.



6 ASP RESCUE THE CRASH SURVIVOR

Exit the lab the same way you came in, then get ready for war. A ton of guards are hiding in the next room. Splatter their brains across the medical center, then re-enter the hallway. Take a right through the door, then enter the next slanted door on your right. After another intense assault, press forward into the lab. Annihilate all enemy scum, then enter the door at the back of the room to rescue the alien.



XXCHEATSXX

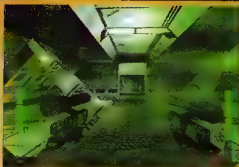
Finish Level (any difficulty): X-Ray Scanner

Finish Level in under 7:59 (Perfect Agent only): Elvis

MISSION 4.3: AREA 51 - ESCAPE

1 ASP PASSING GAS

The real-time cutscene will blend right into gameplay. Just keep pressing forward and push the gurney out of the room (see Extra 1). Run through the sleeping quarters, then exit the door and take a right through another door. Push the gurney at the lab techs to make them jump. Plug them when they move. If you're on Agent, a Shield will be hiding on the far side of the circular room to your right. Otherwise, continue straight through the brown door, then hang a left down the ramp. Drop the Maian alien in the next room (see Extra 2). Backtrack through the brown door, then take a right into a large circular room. Descend the ramp, then pass through the newly opened door. Enter the room on the right, then cross over to the door on the left. Walk across the outdoor bridge and enter the second complex.



6 ASP ESCAPE FROM AREA 51

The easiest way to finish the level is to lay down cover fire so that Jonathan can activate the bay doors. You can also run up the catwalk and do the deed yourself. If you activate both computers, then hop on the hoverbike and jet to the location where you first met Jonathan on this stage, he'll help you out in Mission 7.



CHEATS

Finish Level (any difficulty): SuperDragon
Finish Level in under 3:50 (Agent only): Invincible

EXTRA 1 ASP TWIN FALCONS

From your starting point, release the gurney and run into the glass room directly behind you to find two Falcon guns.

EXTRA 2 ASP REMOTE MINES

If you can bring the Maian alien to the room in under 35 seconds, three Remote Mines will be waiting for you.

2 ASP LOCATE ALIEN TECH MEDPACK & SHIELD

Once inside the second complex, slide the can to the window, then send a few bullets through it to destroy the glass. Activate the door, then walk around the corner, blast the guard, and enter the containment chamber. On Perfect Agent, you'll find an Alien Medpack. On all other difficulties, a Shield awaits.



3 ASP RENDEZVOUS WITH CI SPY

For Agent players, Jonathan, the CI Spy, will meet you in the room after the bridge. To rendezvous with the contact on the other two difficulties, simply work your way through the complex, then veer off to the right when you get a chance. You'll find Johnny stashed in a corner. After talking to him, spin to the right and stop the soldiers from advancing.



4 ASP LOCATE SECRET HANGAR

Backtrack to the outdoor bridge and cross it. When you enter the next area, Jonathan will plant some explosives on the wall, revealing the secret hangar.



5 ASP REVIVE MAIAN BODYGUARD

Descend to the hangar floor and open the door beneath the ramp to find the Maian bodyguard. Activate the Alien Medpack and Elvis will come to after a matter of seconds. After a cutscene, a handful of enemies will invade your territory. Blast them to Uranus, then exit into the hangar.



MISSION 5.1: AIRBASE - ESPIONAGE

1 ASP OBTAIN DISGUISE & ENTER BASE

Snipe the guards with your bow and arrow, making sure you don't kill them. Do the same for the school girl. Sedate her, then steal her clothing. Now, disarm and toss on the outfit you just picked up. Proceed back toward the beginning of the level and use the side entrance (see Extra). Catch the elevator to the immediate right, then grab the suitcase off the floor. Knock out the pilots then return to the main lobby. If your weapons are still subdued, the receptionist will wave you through the door.

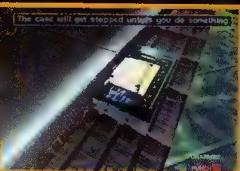


ASP EXTRA 1 PROXIMITY MINES

When all the guards are knocked unconscious, enter the tunnel the girl came out of. At the far end you'll find a box of Proximity Mines.

2 SP CHECK IN EQUIPMENT

After passing the security check point, walk around the corner and descend the escalator directly ahead (see Extra 2). Set the suitcase on the table to check your gear. You can now pass through the metal detector.

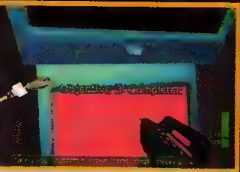


ASP EXTRA 2 TWIN DY357S

If you subdue both Magnum-wielding guards near the escalators (See Step 2), as well as the henchmen in a blue shirt before alerting security, you'll receive twin Magnums.

3 ASP SUBVERT SECURITY MONITORING SYSTEM

After making it through the metal detector run into the next room and punch the man in the suit before he turns around. If you have time, knock out a guard to get Dragon. Run to the opening ahead, then veer around the corner and ascend the stairs. Punch the technician at the computer (shoot him if you must), then blast the guard in the corner. Now, activate the console to stop the monitoring system.



MISSION 5.1: AIRBASE - ESPIONAGE (CONTINUED)

4
P

OBTAIN FLIGHT PLANS FROM SAFE

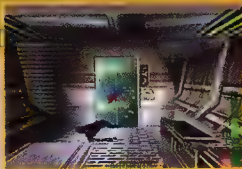
As soon as you mess with the system, armed forces will enter the complex. Use what little ammo you can (grabbing more as you go) to stop the forces. Run back through the complex to an orange door. Enter it, then work your way to the second door on the left. Shoot the mine you see on the door to break the glass. Crouch, then crawl through the opening. Hit the button on the way to open the safe, then retrieve the flight plans.



3
ASP

GET PRESIDENT TO ESCAPE CAPSULE

With the President behind you, descend the stairs you just came down, then head back toward the dumbwaiter (see Extra 2). Don't enter this time, continue working your way to the other side of the ship. When you come to a hole, snipe the guard below, then drop down. Pass through the brown door, then head straight forward and open the silver door which leads to the capsule.



ASP

EXTRA 2

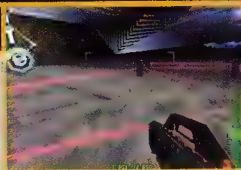
TWIN CYCLONES

Two of the President's guards at the base of the stairs are holding Key Cards to closets on the left and right of the stairs. When they perish, grab the Cards and open the doors to get twin Cyclones.

5
ASP

BOARD AIR FORCE ONE

Battle your way through the onslaught of troops. From your current location, find the elevator (located just a few clicks down from the stairs leading to the computer you hacked, or if on the Perfect Agent level, an elevator is located in the same hall as the interrogation rooms). If you're playing on Agent, the elevator guard has a Shield. Enter the elevator and descend to Air Force One's location. Before entering the room with lasers, shoot the computer on the wall to short circuit the lasers. Now, eliminate the horde of goons. With all opposition pancaked, slowly work your way past the lasers. To get on Air Force One you can either enter through the cargo hold, or you can use the personnel elevator to access a side entrance. The entrance you take will be the starting point on the next stage.



4
ASP

DETACH UFO FROM AIR FORCE ONE

After the President gets into the pod, return to the main deck and locate the tunnel the invaders boarded from. Take out all troops, then whip a Time Mine at the umbilical entrance. Now, find a safe spot!



5
P

SECURE FLIGHT PATH

With the President safe and the alien vessel destroyed, quickly work your way back up to the upper deck (the floor with the President's quarters). Use a Boost, then run to the front of the plane and enter the cockpit. The pilot is dead, but the plane is easy to save. Simply press the red button to reroute your course and end the level.



XXCHEATSXX

Finish Level (any difficulty): Team Heads Only

Finish Level in under 3:00 (Special Agent only): Unlimited Ammo - No Reloads

MISSION 5.2: AIR FORCE ONE - ANTITERRORISM

1
SP

LOCATE & RETRIEVE EQUIPMENT

If you started out on the upper balcony, use the dumbwaiter to drop to the belowdecks. Otherwise, turn around and enter the door. Punch the guard to get his Key Card. Next, find the red console and activate it to bring the evidence into perspective. Grab the briefcase off the dock.



2
ASP

LOCATE PRESIDENT

Maneuver back to the starting point and proceed forward (see Extra). Knock out the ever-attentive cooks, then use the dumbwaiter to ascend to the main deck. To activate the dumbwaiter, hit the large red button that kind of looks like a security console. Now, enter the multicolored door directly ahead. Before the guard can pound out a round, glide up the stairs. Proceed around the corner to the left and into the slanted door to find the President.



ASP

EXTRA 1

HOVERBIKE

If you lower the cargo hold with the bike, it will become available for use on the next mission.

XXCHEATSXX

Finish Level (any difficulty): Laptop Gun

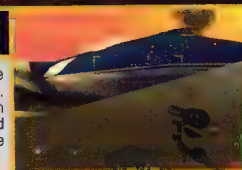
Finish Level in under 3:35 (Perfect Agent only): Unlimited Ammo (Laptop Gun)

MISSION 5.3: CRASH SITE - CONFRONTATION

1
SP

RETRIEVE PRESIDENTIAL MEDICAL SCANNER

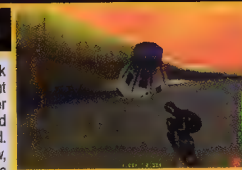
(See Extra.) Proceed forward past two large rocks. Angle to the right after the second rock. When you see a third, angle to the right again toward the crashed Air Force One. You'll find the desired briefcase on the far side of the plane near the cockpit.



2
ASP

ACTIVATE DISTRESS BEACON

(See Extra.) If you're playing on Agent, walk behind the two large rocks, then take a right and you'll find the escape pod. For all other players, turn away from Air Force One and head behind the third large rock to find the pod. Just touch the pod to activate the beacon. Now, return toward the second rock. Enter the white canyon to the right.





MISSION 6.1: PELAGIC II - EXPLORATION

ASP EXTRA 1 PROXIMITY MINE & HOVERBIKE

If you visit Elvis' saucer before completing any objectives, Elvis will hand you a Proximity Mine. Agent players will also find a Shield here. In addition to this, if you lowered the cargo hold on the last level, the hoverbike is waiting for you just a few feet behind your starting position.

3 P SNUT DOWN JAMMING DEVICE

Work your way along the right edge, avoiding the steep descent to a cave. Cross the narrow bridge, then continue hugging the right side. When you come to a clearing with pine trees in the center, you're in the right place. Eliminate the turrets from a distance then find the ship. Place two Remote Mines on the multi-colored thruster, then back away, far away, and detonate it.



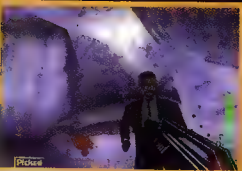
4 ASP RETIRE PRESIDENTIAL CLONE

From the start of the white canyon, work your way to the left through a small gap. When you come to a fork in the road, veer right, then right again, and the next option will be just a few feet down. Don't ascend the ramp on the left wall. Simply drop below it and head left. Pop the guards on the perimeter, then look down into the large hole to achieve a beautiful look at the Presidential clone. Send a metal shower his way. When you do this, tons of enemies will approach. Retreat as quickly as you can, or if you have the fire power, fight. If you miss him, he'll run into the cavern, which isn't too bad since it's your next destination.



5 ASP LOCATE & RESCUE PRESIDENT

Backtrack to the fork in the road where you made two rights. This time take the route you passed up. You'll see the President standing next to that weenie boy Trent. Send a few bullets into the red suit-wearing freak (see Extra 2). Now, run over and get the President. He'll follow you. If the clone ran away before you could blast him, turn on the Presidential Scanner to find his location. With the real President in pursuit, either return to the beginning of the stage and head in the opposite direction that you took before or find the alternate exit leading to the vast opening with a nearby rock and trees in the distance. From either direction, find Elvis' ship to end the level.



ASP EXTRA 2 DY357-LX

If you can disarm Trent before he runs or shoots the President, you can pick up his DY357-LX.

XXCHEATSXX

Finish Level (any difficulty): Perfect Darkness
Finish Level in under 2:50 (Agent only): Trent's Gold Magnum

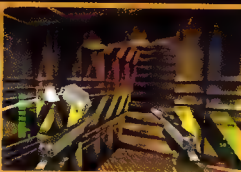
1 ASP DISABLE PRIMARY POWER SOURCE

Work your way through the ship, eliminating all the shipmates before they can hit the alarm. Enter the first door you see on your left. Destroy the security cameras, then turn on your X-Ray specs and approach the column in the center of the room. Deactivate all the green switches. With this accomplished, drop to the lower level and deactivate the main power switch.



2 P SECURE LABORATORIES & RESEARCH DATA

Exit the power room from the door you used to get into it in the first place. Continue further into the ship, then ascend the stairs on the left (see Extra). Veer to the left and enter the door. At the end of the hall enter the door on the right. Pistol whip the researcher and you'll get a disc. Now, enter the door across the hall and pistol whip the two scientists.



3 ASP DEACTIVATE GPS & AUTOPILOT

With the power cable cut, work your way deeper into the ship. Use the stairway on the right to ascend to the next deck (see Extra). Not wasting any time, ascend the next two levels as well. When you get to the third deck, two of the officers will comply with your orders. The third will pull a gun. Take him down, warning the others that you're one tough cookie.



ASP EXTRA TWIN FALCONS

After disabling the power, continue working your way through the ship. Pass a stairway on the left; the next room contains two guards. Kill them and you'll get twin Falcons.

4 SP ACTIVATE MOON POOL LIFT

Return to the main floor and work your way even deeper into the ship and enter the door with grating over the window. Activate the monitor on the right-hand wall to open the moon pool lift. For Agent and Special difficulties, a Shield is resting on a crate in this room.



5 ASP RENDEZVOUS & ESCAPE WITH ELVIS

If you're playing on Agent, head toward the command deck again, then take a right after ascending the first stairwell. Pass through a few more doors and you'll find Elvis waiting for you at the moon pool. For Special and Perfect players, a long path awaits. Enter the room where the guards held twin Falcons (see Extra), then veer to the left and pass through the door. Descend to the lower deck, then head through the door. Pass through another door on the right, then work your way to the stairs leading down to another deck. Yet another stairway must be tackled, then simply make it through this series of doors and Elvis awaits.



XXCHEATSXX

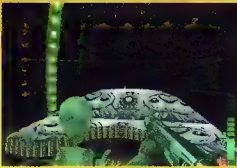
Finish Level (any difficulty): Enemy Rockets
Finish Level in under 5:50 (Special Agent only): Unlimited Ammo

MISSION 6.2: DEEP SEA - NULLIFY THREAT

1
ASP

REACTIVATE TELEPORTS

Avoid the elevator and exit through the metal hallway. When you see a large organic-looking cavern, take cover. Always wise, the enemy is wearing cloaking suits yet again. Elvis will help you quickly dispose of them. When the area is secured, exit through the large tunnel. In the next area, more chameleon troops await (see Extra). Work your way down the winding hall, then descend the ramp to the left. This dark area is actually a mini-maze. To get through it, take a right up the ramp and shoot the lantern on the floor. Turn around and run through the new opening. Shoot the second lantern near the far wall, then turn right and ascend another ramp. Jaunt across the small strip down to another lantern on the right. Blast it, then return up the ramp, taking a right when you can. Follow Elvis up to the controls and let him do his deed.



ASP EXTRA 1

PROXIMITY MINES

If you can knock off all the guards before Elvis gets a shot off, one of the troopers will drop Proximity Mines.

2
ASP

DISABLE CETAN MEGAWEPON

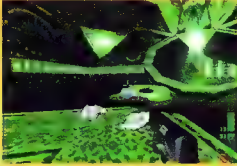
Re-enter the maze and exit the way you came in. Once you make it to the hall, open the large gate to the left. For Agent and Special players, a Shield awaits at the end of the hall to the left. The hall to the right leads to a teleporter. You'll be warped to different points for each of the three difficulty levels. Agents have it easy, only needing to worry about wearing the IR Scanner to see baby Skedar. Special and Perfect Agents will arrive in the same room, but will need to split up from there. Special Agents should run past the circular room to the ramps on the right. When Elvis works, blast all baby Skedar that enter the room. Perfect Agents will need to run past the circular room to the teleport on the left. This will lead to a series of power stations. As you work your way through this area, blast the power cells to open the doors. When you get to your destination, destroy the calling turret, then use the Farsight to target the last two generators. At the end of each path, Elvis will disable the weapon.



3
SP

SECURE CONTROL ROOM

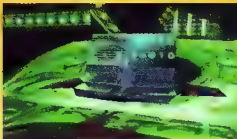
After Elvis performs another miracle, find the exit teleport and leave the area. Next, open the door and eliminate the blondes to save Dr. Carol.



4
P

RESTORE DR. CAROLL'S PERSONALITY

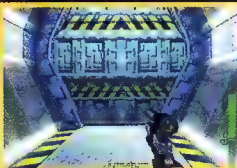
Use the Backup Disc on Dr. Carroll to restore his playful personality. Now, the horrible consequences.



5
ASP

ESCAPE FROM CETAN SHIP

When Dr. Carroll goes boom, run like the dickens back to the beginning of this level. Three guards will cross your path. If you don't eliminate them, Elvis is a goner. Dispose of them quickly then move! Move!! MOVE!!! Don't worry about Elvis catching up. He'll get there.



XXCHEATSXX

Finish Level (any difficulty): Jo Shield

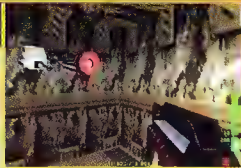
Finish Level in under 7:27 (Perfect Agent only): Farsight

MISSION 7: CARRINGTON INSTITUTE - DEFENSE

1
SP

REACTIVATE AUTOMATIC DEFENSES

From the beginning, quickly turn around and descend the ramp. You'll only have a limited amount of time to turn on the defense system, so get on your horse and ride. When you get to the hall, run to the right across the two helpads. In the next clearing, you'll see the defense turret to the right. Sprint to the left and hit the switch around the corner to activate it. Run down the hall with the turret and take a left in the next hall. Open the door, then turn to the left and activate the second turret. Exit past the two guards into the hangar, then run to the ramp on the other side of the room. Ascend it then turn to the right and enter the door to find the final turret (see Extra).



AS

EXTRA 1

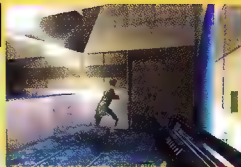
SHIELD

Descend to the depths of this level and work your way past the two helpads. Continue entering doors and you'll find a Shield in the corner of a large room.

2
ASP

RELEASE HOSTAGES

Make your way to the beginning of the level, or if you're playing on Agent, run around the corner and take out the Skedar. Maneuver across Carrington Institute to the far elevator. Use a Combat Boost, then enter the brown rooms to save the first batch of hostages (see Extra 2). Exit, then return downstairs and enter the room between the two elevators. Use your last Combat Boost to save these innocent workers. Now, head to the weapons room, to the left of the room you were just in.



ASP

EXTRA 2

DEVASTATOR

If you save all the hostages on the top floor, you'll receive a Devastator for your heroics.

3
ASP

RETRIEVE EXPERIMENTAL WEAPON

Stay in the weapons room and activate the terminal on the desk. When the glass on the wall breaks, go grab the weapon behind it, which just happens to be an RC-P120.



4
P

DESTROY SENSITIVE INFORMATION

Return upstairs and enter the second room furthest to the left. Use your short stream Laser on the center of the safe to destroy the information inside.



5
ASP

DEACTIVATE BOMB

Turn on your cloak (the secondary function on the RC). Return to the beginning of this level and run down to the helpad. Whack the two guards. From the rear of the ship, use the Data Uplink to upload the virus onto their ship (just like Will Smith and Jeff Goldblum did in ID4). Now, use the cloak on the RC and back up the ramp and out to the Carrington vessel in the hangar bay.



XXCHEATSXX

Finish Level (any difficulty): Enemy Shields

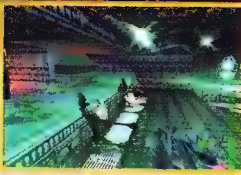
Finish Level in under 1:45 (Agent only): Super Shield

MISSION 8: ATTACK SHIP - COVERT ASSAULT



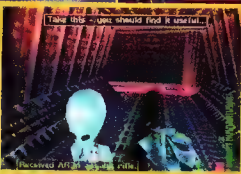
1 ASP DISABLE SHIELD SYSTEM

Sadly, all the cool weapons from the last stage have been stripped from you. Use the knife to slice and dice the Skedar in the next room. Grab the weapons they drop and use the new fire power to destroy the three statues in this room. Head to the backside of this room and use the elevator to get to the hangar.



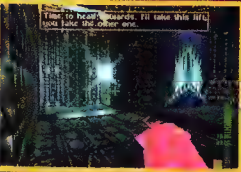
2 P OPEN HANGAR DOORS

Run from one side of the hangar to another elevator leading to the control room. Eliminate the guard, then activate the terminal to open the doors for Elvis.



3 ASP ACCESS NAVIGATIONAL SYSTEMS

As you fight the Skedar in the hangar, the elevator at the back of the room will activate. Take it up to the main deck and work your way to the navigation terminal at the other end of this long and peril-filled floor (see Extra).

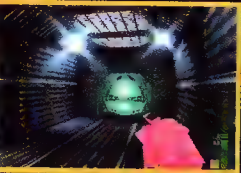


ASP EXTRA 1 SLAYER & SHIELD

If you work your way straight across the main deck, you'll find a Slayer lying on the floor behind the central structure. If you head through the right door, you'll find a Shield on the ledge.

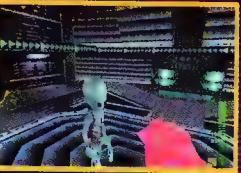
4 SP SABOTAGE ENGINE SYSTEMS

From the navigation room, head up the stairs on either the left or right side. Proceed down the long halls to the central door. Enter into the glowing engine room. Shoot out the braces holding the core together, then run like a madman away from this place.



5 ASP GAIN CONTROL OF BRIDGE

From the engine or navigation room, locate the stairwells to the left and right and work your way up to the bridge. A swarm of Skedar will attack as Elvis takes the controls. Blast them to kingdom come (see Extra 2).



ASP EXTRA 2 TWIN MAULERS

One of the Skedar on the bridge is packing double heat. Slaughter him then take his pulse-pounding gadgets right out of his hands.

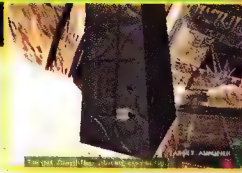
XXCHEATSXX

Finish Level (any difficulty): Phoenix
Finish Level in under 5:17 (Special Agent only): Alien

MISSION 9: SKEDAR RUINS - BATTLE SHRINE

1 ASP IDENTIFY TEMPLE TARGETS

There are five alien obelisks dispersed across the main floor. You'll need to tag three of them, but they have to be specific ones. Joanna will know when you find the first "special pillar." To find the rest, turn on your R-Tracker and it will guide you to the remaining obelisks. When you find the correct ones, place Target Amplifiers on them. After the last Amp is set, back away or you'll be blasted by the obelisks blowing up (see Extra).

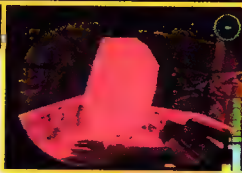


ASP EXTRA 1 SHIELD

When you pass an obelisk tipped on its side, you should run smack dab into a gigantic obelisk tipped on its side as well. Work your way to the base of this obelisk to gain a Shield.

2 ASP ACTIVATE BRIDGE

From the last obelisk, work your way over to the cliff (see Extra 2). Drop down to the narrow ledge and slowly maneuver to the left. When the gap narrows, hop to the other side and scale the metal wall plants up to the second half of the ruins. Turn on the IR Tracker and drop to the ground level. Fill the Skedar full of lead then continue forward. Turn to your left and you'll see a piece of wall that looks slightly different. Launch a grenade at it (wall huggers, of course) and it will reveal the secret entrance. Slowly creep through the tunnel and enter the door on the right. Push the pillar onto the brown tile to activate the bridge.

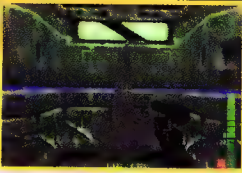


ASP EXTRA 2 DOUBLE PHOENIX

With three pillars destroyed, locate the remaining two pillars and destroy them with the Devastator. When you return to the cliff, two powerful Phoenix guns will be waiting for you.

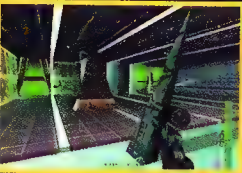
3 SF GAIN ACCESS TO INNER SANCTUM

Cross over the energy bridge and maneuver through the hall to the door on the left. With extreme caution eliminate the rocket hurling Skedar in this next area. Also, look to the sky and take out the Skedar on the bridge. At the back of the room awaits a shrine. Hand the shrine your most worthless weapon, and it will grant you access to the sanctum.



4 P DESTROY SECRET SKEDAR ARMY

Just when you thought the going was getting a tad easier, an entire army awaits. Retreat to the ramp, then cross the bridge. The door will now be open. Pass through and eliminate the Skedar that jump out of the cryo-chambers.



5 ASP ASSASSINATE THE SKEDAR LEADER

Here it is, ladies and gentlemen. The final boss in Perfect Dark is just a room away. Enter and get ready to rock and roll. Quickly get rid of all the Skedar it launches at you, then back away when it teleports near you. Continually blast the leader until it moves under the shrine. Blast the pieces of the shrine behind the leader. When the last one is destroyed, the leader will perish as well.



XXCHEATSXX

Finish Level (any difficulty): R-Tracker-Weapon Cache Locations
Finish Level in under 5:31 (Perfect Agent only): All Guns in Solo

Nintendo 64

Battlezone: Rise of the Black Dogs

Enter all of these codes at the Main Menu.

Infinite Armor – Hold Z then press Up, Right, Down, Left.

Infinite Ammo – Hold Z then press L Button, R Button, L Button, R Button.

Level Select – Hold Z then press Up C, Right C, Down C, Left C, Start.

Add Buildings – Hold Z then press A, B, A, B.

Add Satellite – Hold Z then press B, Left C, Down C, A.

*"Sad Unicorn"
Rosemary Asylum, TX*



Cheat Mode – At the Main Menu, tap Left (x2), Right (x2), Up, Down, Left, Right, Up (x2), Down (x2). After this you'll hear a sound. Now, scroll down to find the hidden Cheats icon.

*Itchi Sqritchi
Odesa, KS*

Shadow Man

Pea Soup Mode – Enter the Temple of Fire and proceed to the pool of blood. Locate the room with the ramp that leads up the left side to another large ramp. From here move up the ramp and look to the left. You should see an opening in the wall. Leap to the railing then jump towards the hallway. If you do this correctly you should grab a ledge in front of you. After pulling yourself up a secret message will appear signaling activation of the new mode.

*"The Rhino"
Toledo, OH*

Armormines: Project Swarm

Enter this code at the Cheats menu.

All Cheats – GOLDENPIE

*Tommy Dreamer
Santa Anna, WY*

Perfect Dark

Cheerio! Welcome to Game Informer's mad phat list of Perfect Dark goodies. If this first-person shooter is anything like GoldenEye, you can expect to see new codes and secrets unveiled for years to come. Now then, let's get on with the show!

Challenges & Presents

Completing the Challenges within the Combat Simulator rewards the player with amazing presents ranging from new multiplayer arenas to gameplay scenarios. Simply complete the listed number of Challenges to get the corresponding cheat.

Present

- Farsight XR-20
- Grenade
- Complex Level
- Shotgun
- Hold the Briefcase
- Falcon 2 (Snipe)
- Warehouse Level
- Pistol One-Hit Kills
- Super Dragon
- Hard Sim
- Capture the Case
- Laptop Gun
- Ravine Level
- Remote Mine
- Temple Level
- Hacker Central
- Tranquilizer
- Falcon 2 (Scope)
- Slow Motion
- Reaper
- G5 Building
- Perfect Sim
- Cloaking Device
- Devastator
- Temple Explosives
- Grid Level
- Proximity Mine
- Felicity Level
- Pop a Cap
- Slayer

Requirement

- Complete 1 Challenge
- Complete 1 Challenge
- Complete 1 Challenge
- Complete 2 Challenges
- Complete 2 Challenges
- Complete 3 Challenges
- Complete 3 Challenges
- Complete 3 Challenges
- Complete 4 Challenges
- Complete 4 Challenges
- Complete 4 Challenges
- Complete 5 Challenges
- Complete 5 Challenges
- Complete 6 Challenges
- Complete 6 Challenges
- Complete 6 Challenges
- Complete 7 Challenges
- Complete 8 Challenges
- Complete 8 Challenges
- Complete 9 Challenges
- Complete 9 Challenges
- Complete 9 Challenges
- Complete 10 Challenges
- Complete 11 Challenges
- Complete 11 Challenges
- Complete 11 Challenges
- Complete 12 Challenges
- Complete 12 Challenges
- Complete 12 Challenges
- Complete 13 Challenges

- Phoenix
- Villa Level
- Boost
- Mauler
- Cloaking
- Sewers Level
- Callisto NTG
- Car Park
- Crossbow
- Base Level
- RC-P120
- Dy357-LX
- Fortress Level
- N-Bomb
- Dark Sim
- Ruins Level
- X-Ray Scanner
- Laser

- Complete 14 Challenges
- Complete 14 Challenges
- Complete 15 Challenges
- Complete 16 Challenges
- Complete 16 Challenges
- Complete 16 Challenges
- Complete 17 Challenges
- Complete 17 Challenges
- Complete 18 Challenges
- Complete 18 Challenges
- Complete 19 Challenges
- Complete 20 Challenges
- Complete 20 Challenges
- Complete 21 Challenges
- Complete 21 Challenges
- Complete 22 Challenges
- Complete 22 Challenges
- Complete 22 Challenges

GoldenEye Weapons

Enter Carrington Institute and proceed to the weapons testing area. Achieve gold stars in all the weapons to unlock the classic GoldenEye arsenal.

Multiplayer Characters

To unlock new player skins, simply complete stages on various difficulties and finish the Challenges.

End of Game Bonuses

Beating the game will reward you with many things for each difficulty. Beat it on Perfect Agent and you'll be rewarded with an even harder difficulty: Perfect Darkness. Ouch! Is this a reward or a cruel joke? By far the coolest present you'll receive are new levels that fill in several important holes in the story.

- Training Bonus Mission** – Duel
- Agent Bonus Mission** – Revenge
- Special Agent Bonus Mission** – SOS
- Perfect Agent Bonus Mission** – War

*"GI Droid"
(location unknown – last seen rummaging through Matt's dirty magazines)*

code of the month



Excitebike 64

At the Main Menu hold down the L Button, Right C, and Down C, then tap A to make the Cheat Entry screen appear. Now, enter any of the codes below.

- Invisible Riders** – INVISRIDER
- Big Head Mode** – BLAHBLAH
- Stunt Bonus** – SHOWOFF
- Mirror Mode** – YADAYADA
- All Stunts** – TRICKSTER

Bonus Modes

- Soccer** – Place first in the silver round of the novice season.
- Hill Climb** – Place first in the gold round of the amateur season.
- NES Excitebike** – Complete the Tutorial mode.
- NES Excitebike 3D** – Place first in the challenge round of the pro season.

*Steven Wild
Oakland, CA*

ENTER TO WIN!

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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PlayStation

Monster Rancher 2

Follow these directions provided by loyal GI reader, Jesse Salgado, to unlock two powerful new critters to love and raise. Thanks, Jesse!

Ghost – Making a ghost isn't as hard as it used to be. Simply let a monster die, then, some time after it has passed away (and given the chance), upgrade your shrine. Eventually, Master Pabs will come scolding you to keep your shrine clean. Upgrade it again and some time later, while Colt is complaining about cleaning the shrine, she will find a stick (better defined as a wand or staff). Use it in combining any two monsters to get a ghost. Note: All upgrades come on May 4th.

Beacon – First, you'll need a worm. Raise the worm by punishing it whenever it does something bad but praise it whenever it does any good. Feed it a smoked snake if it ever falls to soft. Feed it milk the first six months of its life and then load it down with cup jellies. You may enter it in tournaments, but do not raise its rank above D. Raise its stats evenly. Work it three days, then let it rest once. If its loyalty is equal to or greater than 80, if it is very well, and it is greater than 4 years old (but not 5), on the third week of May, when you rest it, it may spin a cocoon of worm, out of which will hatch a Beacon.

The Beacon has everything – same name, stats, age, rank – as your worm. If you have raised it good, its stats should allow you to promote it to A class within a few battles (two, if you plan well). Beware, it will not live much longer (2 years for me). This strategy is mostly good breeding to make sure its loyalty is above 80. The rest of it actually helps you get a Beacon. This trick sort of assumes you are laden with cash, but not too much.

Jesse Salgado
Morris, IL

BattleTnx II: Global Assault

Enter all of these codes at the Password screen.

Level Select – BCKDR
Invincibility – MSTSRVV
All Weapons – SRTHMB
Extra Bucks – DDPCKTS
All Tanks – THRTN
Cassandra Gang – NSTYGRLL
Brandon Gang – SMSLGNL
Custom Gang – TRDDYBRKRS
Campaign Mode Bonus – WRDRB

Karla Monroe
Grand Valley, IL

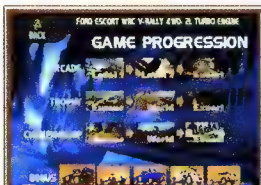


Road Rash: Jailbreak

From the Main Menu, enter the Options menu, then highlight Multiplayer. Simultaneously press L1, R1, R2, Left, and * to bring up the Cheat Menu. Now, enter one of the codes below.

Jailbreak Mode – KLFSDA
Jailbreak Nitros – FDMFG
Sidecar Mode – CMB
5-0 Mode – BDK

Harry Knowles
Polar Creek, AK



V-Rally 2

All Cars & Trophies – At the Game Progression screen tap L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, *, * + Select. If entered correctly, you'll hear a sound ring out. Now, highlight an empty square and press * to unlock the car and trophy.

Corey McDaniel
Dallas, TX

Silent Bomber

Advanced Mode – Simply complete the game to unlock this exciting new mode.

Unlock VR Mercury – In each level of Advanced mode, record a rank of B or higher to unlock the deadly Mercury.

Unlock VR Benoit – In each level of Advanced mode, record a rank of A or higher to unlock Benoit.

Unlock VR Neko – In each level of Advanced mode, record a rank of S or higher to unlock the wacky Neko.

"Mix Master Mike"
Pittsburgh, PA

MediEvil II

Bonus Areas – Once you obtain the Danhand power from Winston in Level 9, return to the listed stages to find well hidden goodies.

Museum
Backtrack to Museum and take a right down the first hall. Before reaching the staircase, use Dan's head on the hand that follows you. Enter the small crack on the wall to the left to find treasures galore.

Kensington
Make your way through this obscure level until you reach Kensington the tomb. Walk down a series of inclines to a dark wall on the right. Thoroughly explore it to find some treasure.

Freakshow
Make your way to the games area where the strong man competition is located. Directly across from the Whack The Imps game are the two colored tents. Look for the green hand in this location and use Dan's head on it. Explore the red tint to find some treasure, then check out the blue tent to explore more of the level.

Observatory
Go to the docks where the ships are tied up (duh!). Next, drop down into the lower area and look for the hands. They'll lead you to several wonderful things.

Gardens
Maneuver through this stage, until you reach the rooms where the hot house valve is located. In this area you'll also find the severed hand. Place Dan's head on top of it, then proceed through the glass window with a hole in it. Inside this secret room you'll be asked to participate in a minigame. Rescue all of the hands and you'll receive some goodies.

Dan-Kenstein
Speak with the Professor about finding the body parts for his fighter. Now, enter the area where the mutated specimens are meandering. Drop down to the lower area and find the hand. Put Dan's head on the flocking green hand, then enter the small hole to the right of the incline to find valuable treasures.

Calle Donniger
AOL, COM

Speed Punks

Unlock Cosworth – In the Easy Tournament mode, place first in all of the races, then defeat Cosworth in a special race.

Unlock Tetsuo – In the Medium Tournament mode, place first in all of the races, then defeat Tetsuo in a special race.

Unlock Beamer – In the Hard Tournament mode, place first in all of the races, then defeat Beamer in a special race.

"The Kramer Gamer"
White Fish, MT

Wild Arms 2

In our last issue we asked for the answers to three sticky points that we didn't have time to get in our Wild Arms guide. Here are the answers from an astute reader.

1) To unlock this door, you need to find a switch on a wall. The wall the switch is on is opposite of where two guards stand (it's the staircase near the kings chambers) When you hit the switch the door opens, but all that is in the chest is a cret cap.

2) The locations of the eighth pyramid is in Aguel Mine.

3) The three statues found at the Sacrificial Altar are actually Guardians! After you acquire the statues, talk to the following people with the proper character selected. Have Tim talk to Colette in Baskar to get the Guardian, Raftina. Select Brad to talk to Billy in T'Box to get Justice. Have Ashley talk to Marina in Valeria Chateau to get Zephyr.

Shining Garden – A lot of people were confused by an editing error in the second half of the guide. The Shining Garden is East of the Thunder Lion Cage. Just follow the coastline to the East and explore whenever you get to a beach.

Brendon Budness
Worcester, MA

Clock Tower 2: The Struggle Within

Extra Mode – Beat the game with an A ranking to unlock the killer Extra Mode that contains Time Attack and Score Attack games.

View Bios – Unlock all 13 endings then access Pamphlet mode to view the new Guide option.

"PlayStation Peter"
Gothic Heights, OR

GameShark

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



Codes found in this issue:

| | |
|---|---|
| 4 Wheel Thunder | ⊗ |
| Armories: Project Swarm | ⊗ |
| Asteroids | ⊗ |
| Babe and Friends | ⊗ |
| BattleTnx II: Global Assault | ⊗ |
| Battlezone: Rise of the Black Dogs | ⊗ |
| Clock Tower 2: The Struggle Within | ⊗ |
| Excitebike 64 | ⊗ |
| Gekido: Urban Fighters | ⊗ |
| Grand Theft Auto 2 | ⊗ |
| Grudge Warriors | ⊗ |
| Gundam Side Story 0079 | ⊗ |
| Kurt Warner's Arena Football Unleashed | ⊗ |
| Maken X | ⊗ |
| MDK2 | ⊗ |
| MediEvil II | ⊗ |
| Metal Gear Solid | ⊗ |
| Monster Rancher 2 | ⊗ |
| Mr. Driller | ⊗ |
| Perfect Dark | ⊗ |
| Rayman 2: The Great Escape | ⊗ |
| Road Rash: Jailbreak | ⊗ |
| Shadow Man | ⊗ |
| Silent Bomber | ⊗ |
| Spec Ops: Stealth Patrol | ⊗ |
| Speed Punks | ⊗ |
| Tarzan | ⊗ |
| The Misadventures of Tron Bonne | ⊗ |
| Tony Hawk's Pro Skater | ⊗ |
| Toy Commander | ⊗ |
| V-Rally 2 | ⊗ |
| Vagrant Story | ⊗ |
| Virtua Striker 2 | ⊗ |
| Wild Arms 2 | ⊗ |

Vagrant Story

- Maxed Risk –
d005e1c0 0020
8011fa60 0064 (Press ●)
- Health –
d005e1c0 0020
8011fa58 00fa (Press ●)
- Low Risk –
d005e1c0 0020
8011fa60 0000 (Press ●)

Mr. Driller

- Slop Timer –
800d2cfe 3c00
- Everything Unlocked –
801983e0 ffff
801983e2 000f
80198458 ffff
8019845a 000f
- Infinite Air –
801f0700 49f0
- Infinite Lives –
8019a598 000a
- Invincible –
801f06c0 0000

Kurt Warner's Arena Football Unleashed

- Score 99 1st Quarter –
801c8dc0 0063
- Score 99 2nd Quarter –
801c8dc4 0063
- Score 99 3rd Quarter –
801c8dc8 0063
- Score 99 4th Quarter –
801c8dcc 0063

Wild Arms 2

- Lilka
- Force Abilities –
3011a897 00ff
- Max HP –
8011a824 1388
8011a828 1388
- Max FP –
8011a832 03e8
- Level 50 –
8011a830 0032
- All Tools –
3011a88c ff06
3011a88d ff07
3011a88e ff08

Grudge Warriors

- Infinite Power & Ammo –
8002ca9e 2400
- All Tokens Found –
800b2dbc 0000
- Generators Destroyed –
800b2dc0 0000

Maken X

- God Mode –
1944170E00000001
- Homing Attack –
91A80B6800000001
- Debug Display –
E9071AB600000001
- Super Jump –
88B38C9E0000001E
- Super-Duper Jump –
88B38C9E0000003C
- High Jump –
88B38C9E0000000F
- Tiny Character –
F1A1971800003F80
- Giant Character –
F1A19718000041A8
- Narrow Character –
57BF76C900003F80
- Wide Character –
57BF76C9000041A8
- No Clipping Mode –
6DAB6ADE00000001

Ashley

- All Force Abilities –
3011a79f 00ff
- Max HP –
8011a72c 1388
8011a730 1388
- Max FP –
8011a73a 03e8
- Level 50 –
8011a738 0031
- All Tools –
3011a792 ff00
3011a793 ff01
3011a794 ff02

The Misadventures of Tron Bonne

- Max Health –
800c8622 10f0

Brad

- All Force Abilities –
3011a81b 00ff
- Max HP –
8011a7a8 1388
8011a7ac 1388
- Max FP –
8011a7b6 03e8
- Level 50 –
8011a7b4 0031
- All Tools –
3011a80e ff03
3011a80f ff04
3011a810 ff05

Gekido: Urban Fighters

- Refill Health –
d00b6c52 ffff
800be146 0900 (Press R2 to refill)
- Max Rage Gauge –
800ce486 03e8
- Infinite Special Move –
800ce482 0fff
- All Characters –
800b7170 ffff
- Shadow Fighter Mode –
800b7220 0001
- Team Battle Mode –
800b722c 0001
- Survival Mode –
800b7238 0001
- Street Gang Battle Mode –
800b72440001

Spec Ops: Stealth Patrol

- Infinite Time –
80065ebc 0bbc

4 Wheel Thunder

- Infinite Cash –
821B8F2A00000010
- 999 Points –
1FB414BB0000003E7

Gundam Side Story 0079

- Level 1 Infinite Armor –
80F396D700000384
- Level 1 Inf Ammo Primary –
49DA041F0000001C
- Level 1 Infinite Ammo Special –
7E25C8D40000001C
- Level 1 Low Heat –
B7B6215B00000000
- Level 1 Low Barrel Heat –
7E1DC8D400000000
- Level 2 Infinite Armor –
15A4305D00000384
- Level 2 Inf Ammo Primary –
EF773E580000000A
- Level 2 Inf Ammo Special –
2FE745890000000A
- Level 2 Low Heat –
85A3ABCC00000000
- Level 2 Low Barrel Heat –
2FDF458900000000'

STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between \$.95 and \$1.25 per minute.

| | |
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| Acclaim | 516-759-7800 |
| Activision | 1-900-680-HINT |
| Capcom | 900-976-3343 |
| Eidos | 1-900-773-4367 |
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| GT Interactive | 900-225-5248 |
| Konami | 900-896-4468 |
| LucasArts | 900-740-5334 |
| Midway | 903-874-5092 |
| Nintendo | 900-288-0707 (Game Counseling) |
| | 425-885-7529 (Automated) |
| Sega | 1-900-200-SEGA |
| Sony | 900-933-7669 |
| Square Soft | 900-407-KLUE(5583) |
| THQ | 900-370-4468 |

Classic GI

gaming from the past to the present

Life Force

NES

Availability: Common

Replay Value: Moderately High

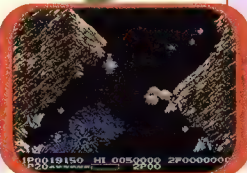
Similar Games: Nemesis (GB), Gradius Series (Various Systems)

Created by: Konami

Access Tip: To acquire 30 Lives, use the classic Konami code at the title screen – Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

Overall: 9.25

As far as spaceship shooter games go on the NES, Life Force shares the top spot with its brethren and predecessor, Gradius. Despite the difference in title (and since Gradius II never made it to the U.S.), Life Force can be viewed as the sequel to the aforementioned game. Actually, Life Force is the home version of the Japanese arcade game Salamander, which shares similar power-up systems and other design characteristics with Gradius. Originally hitting the NES in the summer of 1988, Life Force contains excellent two-player action where players twich to eliminate enemy targets while memorizing the challenging stages of cellular slaughter. Another formidable task is scrambling to collect various power-ups – the best of which is the option orb that doubles the firepower and acts as a makeshift shield. Life Force brings back fond memories for a number of GI staffers. It has stood the test of time very well; over a decade later, Life Force is still a phenomenal game.



Crystalis

NES

Availability: Common

Replay Value: Moderately Low

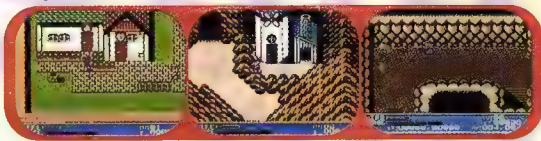
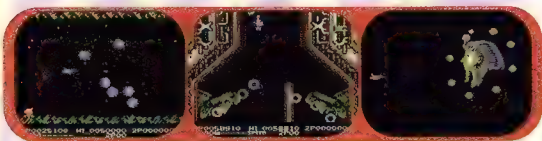
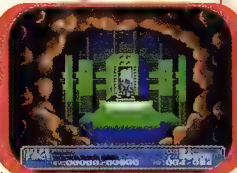
Similar Games: Legend of Zelda (NES), Star Tropics (NES), Illusion of Gaia (SNES)

Created by: SNK

Access Tip: You can access a hidden warp feature by holding down A + B on controller one and then hitting A on controller two.

Overall: 8.75

In honor of the upcoming Game Boy Color release of this very title, we have slipped into the infamous Game Informer Vault to unearth this action/RPG. Clearly drawing inspiration and design from the godfather (mother?) known as Zelda, SNK released the U.S. version of Crystalis in June 1990 – nearly three years after Link's first adventure to rescue Zelda. The story of Crystalis revolves around a young warrior who has been cryogenically suspended prior to an earthy cataclysm, which ironically is dated October 1, 1997. After the Earth is rebuilt during a 100 year slumber, the warrior is revived in an attempt to stop the world from being destroyed again. An evil-doer named Dragonia must be stopped, and it is up to you and the hero to do the job. Like we said, Crystalis borrows heavily from Zelda. There is the hack n' slash combat, similar inventory system, and heavy use of special items. Although Crystalis doesn't come close to offering the range of gameplay that Zelda gives, it does provide an entertaining quest.



Bubble Bobble

NES

Availability: Common

Replay Value: Moderate

Similar Games: Bubble Bobble II (NES), Adventure of Lolo (NES), Kickle Cubicle (NES)

Created by: Taito

Access Tip: To open up all the levels, enter DDFI as a Password. Select 1P Continue Round and then use B and A buttons to scroll through the levels.

Overall: 8.5

Although outwardly Bubble Bobble looks to be child oriented, this action/puzzle game packs an assortment of challenges that gamers of all ages can enjoy. As the text on the cartridge casing reads: "These are two hungry Dino-mights and they've got bubble fight'n down tight." Bubble Bobble, which hit the mighty NES in late '88, comprises 100 levels of gameplay that require quick reflexes as well as some brain power. The first 15 levels or so are pretty basic – use your dinosaur's bubble shot to capture and destroy your enemies. This basic premise continues throughout the game, but increasingly more difficult level designs make the task much more daunting. Additionally, power-up items must be used strategically to capture enemies out of your reach. The NES has a few other titles that may edge out Bubble Bobble as far as puzzle games are concerned, but like the package says, this game is down tight.



Elevator Action

NES

Availability: Common

Replay Value: Moderate

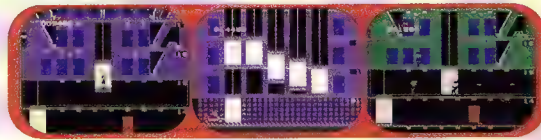
Similar Games: Elevator Action Returns (SS Japan), Rolling Thunder (NES), Kung Fu (NES)

Created by: Taito

Access Tip: Wait for enemies to shoot before exiting a door. It will free up time to return fire.

Overall: 8

This game first came to arcades in 1983 and is a game that you either love or hate. Most of the GI staff remember this game eating many a quarter; however, others have pointed out Elevator Action's quirky controls. Either way, the NES adaptation of the game hit stores in the spring of '87, and the home version was a typical arcade translation. It doesn't quite have the graphical punch of its forefather, but it adequately brings you the action. The NES version even has that goofy control that makes opening doors and taking escalators a little frustrating. The game consists of a 30-story tower and you as secret agent no. 17. Infiltrating the building via the roof, you must navigate past gun-toting baddies, collect important documents, and use the complex's elevator system to reach the bottom floor. A game of cat and mouse (you being the latter), Elevator Action repeats this same scenario over and over with increasing difficulty. Like we said, you will either enjoy or despise this game. We happen to dig it.





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Take the Gladiator, for example, a true warrior, who fights for the sport of it. If a double-handed broadsword isn't

another tattoo on his cretinous cranium.

*Note: Mike (The Militant) chose not ever to wear a helmet, but had to keep track of his conquests somewhere, thus he painstakingly tattoos little notches into his head for each one he makes.

"Ignorance" a.k.a. Iggy Iron, on the other hand, prefers to keep track of his kill and a lot of other menacing information inside his heart database, a computer three times as powerful as what the

Pentagon is currently using. A lot of negative things have been said about Iggy because of his cold way of killing. But let's face it, when you're a machine, you have no guilt, so anything goes. Anything. Did we say anything? Well, did we?

Finally, there's Talon Night. Yes, we've seen Ninjas in video games before. But not Ninjas like Talon. In fact, as far as we know, he has no information



from the arsenal of tomorrow to fight with here and today. Think of it like this, a guy shows up to battle an entire army clad in armor, bearing broadswords, catapults, sling shots, maces and all of metal doesn't stand a chance. Well, not until he reaches and grabs a few Tomahawk pretty much blood and sticking to the bottom of it

Then there's Mike The that ditched military school and grenades. To say he be an understatement, time married to the mud swamps and the wetland face-to-face with this guy. Two options, salute and



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