



BLADE
The Game,
The Movie,
The Phenomenon
Pg. 26

Game Informer

ARE YOU A LOSER?

Take Game Informer's Dude or Dweeb Quiz To See How You Stack Up

LIFE SAVING STRATEGY

Full Chrono Cross Guide Inside With Alternate Routes, Character Locations, & Hidden Magics

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007 Bond Is Back!

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0 83



August 2000
Vol. X • Issue 08

#88

007 Targets The Playstation 2 & Nintendo 64
With New High-Powered Software

DETAILS INSIDE



Animated Blood
Animated Violence

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PASTY COMPLEXION,
FUNNY ACCENT,
BAD TEETH.
HE'LL FEEL
RIGHT AT HOME
IN LONDON.

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

MEDIEVIL

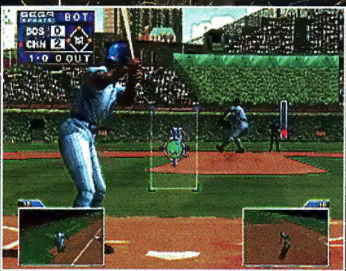
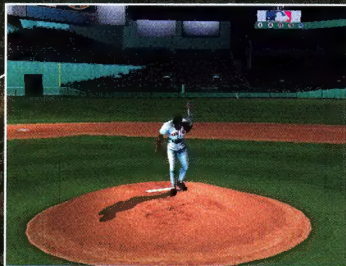
A GOTHIC JOURNEY TO DIE FOR.



SEGA
SPORTS

WORLD SERIES BASEBALL 2K1

Welcome to the Show, meat. It's all here -- detailed player profiles, full 3D ballparks, and ultra-realistic stat-based gameplay. Live it up while you can, though. Because our nastiest pitching engine yet has been designed to find your weaknesses, then hammer them mercilessly. And eventually it's going to be a certain Señor Martinez's turn in the rotation.

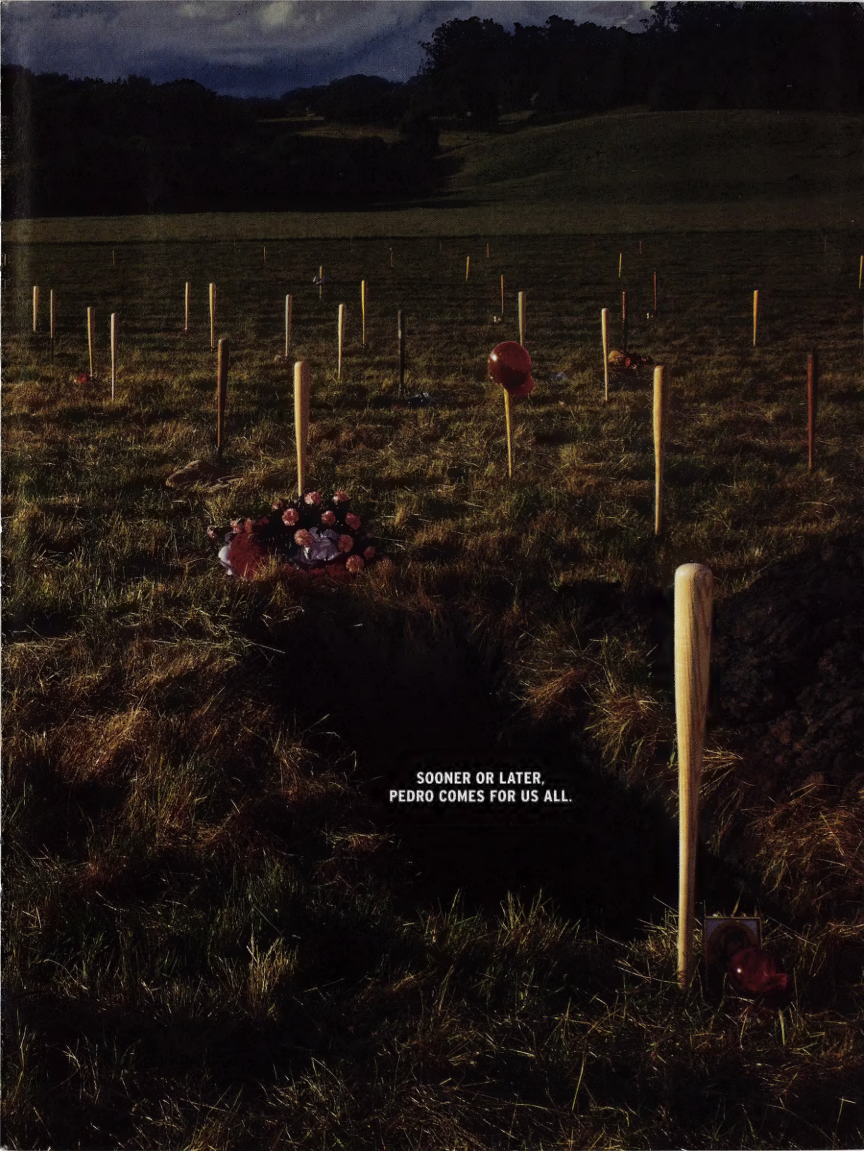


Sega Dreamcast

IT'S THINKING

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A wide-angle photograph of a grassy field at dusk or dawn. Numerous wooden stakes are planted in the ground, scattered across the landscape. Various items are placed on top of these stakes, including a red balloon, a bouquet of flowers, and a small framed picture. The background shows rolling hills under a dark, cloudy sky. The lighting is dramatic, with the sun low on the horizon, casting long shadows and highlighting the textures of the grass and the objects on the stakes.

SOONER OR LATER,
PEDRO COMES FOR US ALL.



Sega Dreamcast
IT'S THINKING

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



TEEN
Mild Language, Violence
Suggestive Themes

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AVAILABLE ON





You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

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

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 The PC Jedi has been meditating in his cave for weeks. After he awoke from his trance he brought us reviews of Evolve, Imperium Galactica II, and Ultima Online: Renaissance. May the Force be with you.

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- 110 Classic GI**
 GI takes a look at two golden oldie RPGs for Super NES, flashes back to Commando, and makes fun of Jim Carrey - what more could you want?



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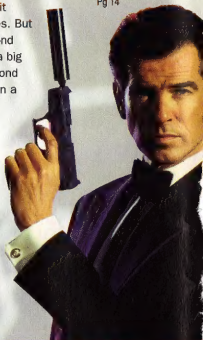
- 111 etc**
 From jammin' tunes on your Game Boy to delicious chocolate eggs in your belly, this month's etc has got it all.

- 14 Cover Story: Bond Is Back**
 GoldenEye changed video games forever when it delivered amazing multiplayer action to consoles. But Rare lost the license and now EA waves the Bond banner. Last year's Tomorrow Never Dies was a big disappointment, but as you will see, the new Bond games are shaping up quite nicely. There's even a driving game to boot.

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- 26 Feature: Blade: The Phenomenon**
 If you haven't seen the movie Blade, you are missing out on some serious ass-kickin' action. Now the Daywalker is coming back in a new video game for PlayStation from Activision. We even have some news on the upcoming movie sequel.

- 32 Quiz: Dude or Dweeb**
 Have you ever taken a really good look at yourself? Are you a serious playa or part-time sucka? Take the Dude or Dweeb Quiz and see what you score on the Nerdometer.



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WORKING DESIGNS

Our games go to 11!

UNDER NEW MANAGEMENT!

BY ANDREW McNAMARA

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For Game Informer readers that follow the video game business closely, I'm sure you already know that Game Informer is now under new management. If you don't, then I thought it might be a good time to fill you in and give you some ideas of what we hope to do with Game Informer over the coming months.

I am very pleased to announce that Game Informer magazine is now part of Babbage's Etc, a division of Barnes and Noble, Inc. Now I know many of you are trembling in fear that the evil ogre Barnes and Noble will fire your favorite editors and close the magazine down all together, but that is simply not the case. As a matter of fact, Barnes and Noble is going to help us deliver a bigger, badder, and more informative magazine.

The staff here at Game Informer has already put the ball in motion to begin redesigning the magazine. While I don't want to give away too much, I will say we are going to have some BIG surprises for you before the end of the year. Changes that we feel will help make Game Informer the number one source for interactive gaming

news, reviews, and previews (and maybe even a little bit more – but you'll have to wait and see).

Since these changes are still months away, there is still time to implement any new ideas that you may have. So please, I would love to hear what the readers want before we complete the new magazine. Do you want more toy, anime, or DVD coverage? How about PC game coverage? Do you want us to change anything? Do you even care? Heck, send us anything you can think of, just jot it down and send it my way to the address below or to my email: andy@gaminformer.com.

Big things are coming, boys and girls. In the meantime you can expect us to continue delivering the best gaming magazine out there. Just sit back and watch, 'cause the best is about to get better.

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matt@gaminformer.com

Erik, The PC Jedi
erik@gaminformer.com

"This last week I have spent my time taking care of Game Informer's financial matters. Now it's not Reiner... it's Arthur! The Game Informer wonder dog. Back from a long sabbatical of following Berger around the frisee golf course, Arthur is once again doing what the dogs do best and staying out of our way as we play vids. Not only does he protect us from outsiders, he entertains as his favorite pastime is gnawing the head off a Pikachu doll. Ahhh...that just never gets old."

"Things are heating up for my favorite time of the gaming year – the football season. On the PlayStation, we already have an early version of GameDay, and just today Madden showed up at the door. Sorry, we couldn't get it into this issue. What will be more interesting to see is the DC and PS2 offerings from Visual Concepts and EA respectively. NFL 2K1 has the whole Internet play thing going for it and Madden...it's Madden. The only unknown maybe is GameDay for PS2. Word on the street is that the game is way behind schedule. This will again be an interesting football season."

"Originally, I couldn't wait to see myself in Perfect Dark. Being a playable character in one of the N64's greatest games is a dream come true. However, what started out as the coolest thing to ever happen to little of me turned into a nightmare. Every day I receive hundreds of e-mails from readers proclaiming they met me directly between the eyes. When I go out into public, Perfect Dark fans recognize who I am and say, 'Hey! I shot you in the groin!' Even my sick and demented friends find pleasure in blowing my brains across the room. Somebody you too will be in a video game, and with a tainted grin, I shall seek my revenge."

"The announcement of the Neo Geo Pocket Color being pulled from shelves has hit me pretty hard. Not only because it was a great handheld, but also since this continues the cycle of my console curse. Every new system I've ever owned (the rule doesn't apply to used consoles for some reason) has failed completely. Look at my track record: Odyssey2, Turbo Grab-16, Sega Saturn, and the NGPC. This hex that is my burden should put some worry into all you Sony lovers out there – I intend my next console purchase to be a PlayStation 2."

"I received an email asking me what exactly it is I do around here. Here's a typical day – 7 AM: Go to Andy's house, wake him up and give him a bath. Make sure he brushes 8 AM: One hour of therapy with my psychiatrist. 9 AM: Arrive at Game Informer. Mix myself a cocktail. Pretend to work. Noon: Lunch (anchovy & onion sandwich). Quick round of mini-golf. 1 PM: Naptime! 2 PM: Quitting time. Leave work and hang out in Super America parking lot until dawn."

"People are afraid of getting old, but I'm actually looking forward to it. As long as I'm around, there are plenty of relatives that are dumb enough to breed. I'll have a blast. I can just sit there on the porch and shout out, 'Heyyyy!!! Screw You!!!' Change my colostomy bag and nobody will be the wiser. The only exception? Pay no attention to him. He's just getting old! And then to really irritate them, I'll become buddy-buddy with the black sheep youth of the family and set him straight on the fact that he's not really as smart as he makes out to be around here. I heard that when you get older you tend to trail off in the miffmrrr...."

What can you get for under \$10?

a)

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17.00	UPPER UPPER CONCOURSE					
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b)



c)



d) "A great new game for the PlayStation® game console..."

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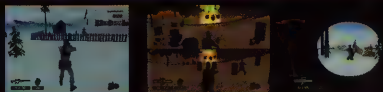
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SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW... YOU'RE ALREADY THERE!



April 2000



- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots**. An **arsenal** to choose from including **night-vision goggles**, **sniper rifles**, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.

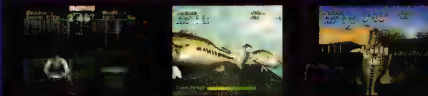
Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS

SIZE MATTERS



May 2000



Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.

- **Lure Action Gauge** (lure movement status meter) allowing the player to monitor **lure movement** easily.
- Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode**.
- Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements**. More lures will be available as the player **gains experience**.
- Wide variety of "lure action" possible to **attract bass**, with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

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MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown. Fate of Vita 1 base: unknown.



May 2000



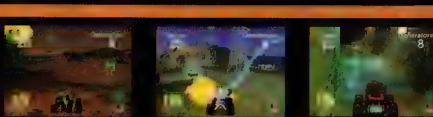
- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore**.
- **Non-linear** puzzle structures **challenge** you at every turn.
- Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



- **23 mission battle arenas**.
- **11 ruthless** and unique **gangs** + the Final Boss to compete against in battle. Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
- **Head-to-head** 2 player split screen **combat**.
- Dozens of power-ups including **Invulnerability**, invisibility, **double damage**, guided missile jammers, nitro boosts...
- An arsenal of **destructive** weaponry including **shield-draining bombs**, **energy mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

* Suggested Retail Price: \$9.99.
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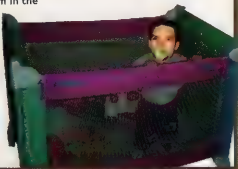
The Most Asked Question Of The Month

Now that Reiner's in Perfect Dark, do you sit around and kill him in the game all the time? I do.

Just About Everybody Everywhere, US

Actually, we'd be beating Reiner senseless for years before Perfect Dark came out. Now that everyone has a chance to cap the Raging One, we find the pastime passé. We now dress Reiner up in diapers and a bonnet, and rock him to sleep in the oversized

crib we constructed. This should entertain us until he appears in a Rugrats game.



RE: BLATANT DISLIKE

I came across so much detritus in your June 2000 issue that I wonder if children were left loose to work. To wit: Re: your review of Grind Session. If you must use the word "blatant" in an article, use it only once. A paperback thesaurus is only \$7.

Re: your review of Tomb Raider. I am also not very politically correct, but it is reliably the case that gentlemen and grown-ups do not refer to women as "skank."

Raymond Hanks
Orlando, WV

Re: using the word "blatant" twice on the same page. In the interest of remaining impartial when reviewing games, we don't read one another's work before writing critiques. It's inevitable that the same words get used occasionally. In this case it just happened to be one that blatantly stuck out.

Re: your love of Larry King. To be blatant - he's a yutz. Anyone who finds Larry King attractive, likable, and exciting is a mega dummy that should be



Re: your review of Urban Chaos. I can't say I agree with Larry King's politics, but you are the first I know of to describe him as "ugly, boring, and generally unpleasant." Ugly! His comely young wife doesn't think so. Unpleasant! No one turns down the opportunity to be on his show. Boring! How do you explain that this is the most watched show on cable? MEMO TO BE POSTED: When attempts at humor are juvenile and stupid, redefine them.

kicked repeatedly in the ~~ass~~. By the way, King doesn't have the top-rated show on cable. He's not even in the top 15. MEMO TO BE POSTED: When attempting to sound snobbish and knowledgeable, do some research before spouting incorrect facts.

Re: our Tomb Raider review. Shut up, you blatant skank.



WNBA! Yay!

I am a big WNBA fan, so why don't people start making WNBA video games?

Frederick Anderson
Sacramento, CA

None of the current-generation consoles are powerful enough to capture the beauty and speed of the WNBA players. It's the same reason we haven't seen an LPGA game. Perhaps PS2, X-Box, or Dolphin will be able to fulfill your dreams.

Reality Check

I have been reading articles on the PlayStation 2 and its backwards compatibility. I was wondering if there was any game for the PS2 that would work on the regular PS-X. I definitely know you can update the PS-X system to 128-bit and add a whole lot more RAM. I know this because my brother has updated both his N64 and PS-X. I saw him buy the updates. Please tell me if there are any games and don't tell me that I am illusional.

Zaime Light
via excite.com

You're not an illusion, but your brother might be. There is no device being sold that allows people to upgrade the PS-X or N64 to 128-bit.

The Expansion Pak for N64 gives the system more RAM, but you seem to be alluding to something entirely different. Also, games made for the PS2 will not work on the PS-X. Lay off the funny fungi, kid!



Picture This

The first thing I want to say is your mag RULES! Anyway, I'm 14 and have subscribed to GI since 1995. I have some questions for you.

1. I have heard a rumor that Sega said that if Phantasy Star Online does well, it would make a new game with the old Phantasy Stars on it. Is this true?
2. I have a bad memory and can't remember when you started putting those interesting pictures under the Letter from the Editor. When did you start doing that?

3. How many times has Reiner's hair changed color?

Michael
via hotmail.com
I, Sega hasn't declared any such plans, but if Phantasy Star Online sells well it's a definite possibility. Alternately, if a classic game network is instituted here as it was in Japan, some Phantasy Star titles could become available via download.



The Most Asked Question Of All Time

I think you guys have the coolest jobs on the planet. I mean all you have to do is play games, write down what you think of them, and get paid. I was wondering if you have any job openings (because I have years of experience in the gaming world)?

Chris Cordina
Moyock, NC

You're right when you say it's the coolest job on the planet, but you're wrong when you say all we do is play games, write something down, and get paid...especially the getting paid part. There's a lot more to putting together a video game magazine than just playing games. Hugh Hefner didn't create Playboy just by looking at naked women all day, did he? No, he waited until he was retired to do that. But that's not what you're asking, is it?

How do you get a job at GI?

Amongst current staff you'll find three recurring paths to employment: working here since the magazine's inception; playing in a band with an editor; and quitting GI, then asking for your job back a few months later. Unfortunately, without a time machine or the ability to jam on an axe like Richie Sambora, these ways may be out of reach. There is, however, a fourth way to get a position here (or anywhere else, for that matter) that many overlook. Try applying.

Send in a resumé and writing samples. If we like what we see, you may just get a call one day from Game Informer telling you to, "come on down!" Just realize that it could be a looooooong time before you get that call. After all, this is the coolest job on the planet, and job openings here are few and far between.

TITUS OR TETANUS?

I want to start a petition to bring Titus' reign of bad video game terror to an end. Come on, have they ever made a good game? Nope, can't think of a single one. Neither can you, right?

Carlos Fontanez
via hotmail.com

Your plan has one major flaw, Carlos. You're planning on going head-to-head with the most powerful and well-liked country in the world - France. Titus is indeed French owned, and your efforts would surely be quashed almost immediately by its political might. After all, this is the country that single-handedly won World War II, and has since gone on to become the most respected country on the planet, both in times of war and peace. Reflect upon how many times in your life you've eaten French Fries and you'll just begin to understand how deep its influence is.



We believe you'll also find that Titus has too much business savvy to be defeated by the likes of your petition. After all, we're talking about the same company that's going to be releasing an

N64 game based on a flop movie over two years after its theatrical release. If Titus could be taken down, it would have defeated itself long ago.

Who's Wrong?

In your June 2000 issue, you guys said that there is no adapter to play Game Boy games on N64. You're wrong!! I saw one for N64 and PlayStation in a store. They were \$40 each.

Mr. Mini Mog
via aol.com

Yes, there is indeed an adapter that

lets you play Game Boy titles on the N64. However, Game Boy Color titles put on the big screen with this device will still appear in black and white. Some of these adapters allow players to color the games manually, but the results are often less than pleasing. What we were trying to suggest was that there is no full adapter for Game Boy Color games.

NOSTALGIA UPDATE

As a youngster, I grew up with the classic systems: Atari, Coleco, Nintendo Entertainment System, and Genesis. While I thoroughly enjoyed all of these, one game for the Genesis really has kept a hold on me throughout the years - Toejam & Earl! I have been looking for info about the possibility of a resurrection of the duo, and it looked bright in early 1999. I have not seen any recent info on TJ&E and it saddens me greatly. If you could look deep into your hearts and kindly inform me about the prospects of TJ&E coming to any system in the near future, I will happily be your indentured servant!

Nathan Medina
Saginaw Township, MI

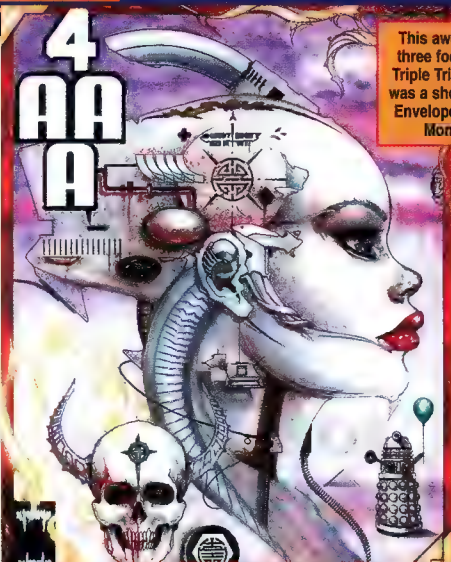
Considering we received your letter via email, Nathan, it's rather disheartening that you didn't use the tools at your fingertips to research your own question. Crank up your web browser and head over to toejamandearl.com for the latest details regarding Toejam & Earl III straight from the developers themselves.

At this time, pretty much all that's said on the site is that there will definitely be a TJ&E III, but when and for



what platform it will be released is still up in the air. Keep checking this site and Game Informer for further details.

We appreciate your offer for indentured servitude, but we already have Matt for all our menial tasks. Please send a large sum of cash (small bills) in lieu of service. Thank you.



This awesome three foot high Triple Triad card was a shoe in for Envelope of the Month.



Benjamin Perez
For once, we don't know what to say.



Eamon O'Connor
Pikachu hunting season starts this fall!



Mathew Hadly
I once caught a fish THIS big.



Jay Stoner
The last name says it all.



EA For One & All

License To Develop

The world of James Bond and the gaming universe don't exactly have a long history. Prior to 1997, gamers were treated to a hodgepodge of gaming boredom that did nothing to capture the essence of Ian Fleming's classic spy.

Of course, things changed in 1997 – the year Rare and Nintendo released the monumental hit *GoldenEye* for Nintendo 64. This game had it all. The action, intrigue, and wide assortment of missions engrossed the player and developed the clandestine world that gamers were craving. When *GoldenEye* was discovered by the gaming populace it was as if he'd just conquered Blofeld, Dr. No, and Goldfinger in one fell swoop. As a gaming franchise, James Bond was at the pinnacle of gaming properties and the world of 007 became highly coveted.

This success obviously did not go unnoticed as MGM, the company behind the films, quickly had its interactive division begin work on a PlayStation game based on the film *Tomorrow Never Dies*. The development of this title was a tumultuous trek filled with delay after delay. When the game was about to receive the death sentence from Mr. Big, in came Electronic Arts who had just reached a publishing agreement with MGM Interactive for the game. EA took *Tomorrow Never Dies* under its wing and gave it as much tender loving care as it could. The game's subsequent release was met by lukewarm reviews and even a few head shots along the lines of Francisco Scaramanga, but it did get EA's foot in the door and to the front of the line for the heavily sought after Bond license.

Almost to the day that *Tomorrow Never Dies* hit the store shelves last November, EA announced that it had secured an exclusive licensing deal with MGM Interactive, Danjaq LLC, and Eon Productions for the highly coveted Bond franchise that covered multiple years and multiple game titles – the first being *The World Is Not Enough*.

Bond Royale

If you had the right to make Bond games, what would you do? Concentrate on one platform or go ballistic and develop for virtually every system out there? We thought so. You would go the latter route and attempt to take over the world like Hugo Drax in *Moonraker*. Obviously, Mr. Drax had to deal with the likes of James Bond. Luckily, Agent 007 is on EA's side in this push for world dominance.

With its multi-year, multi-title Bond license in hand, Electronic Arts is bombarding the console market with no less than four games in the coming months. Three separate first-person shooters based on the *World Is Not Enough* are being readied for the PlayStation, PlayStation 2, and Nintendo 64. While a new driving adventure is also in the works for PlayStation.

Game Informer has been debriefed by M16 regarding these covert games and is here with some insights and information in the following pages.



Bond For All

007 Racing



The game starts you in the classic 007.

The Living Headlights

The designers of 007 Racing didn't want to link the game to any one film, and they didn't want this game to seem like a highlight reel of Bond films stitched together. What they want to do is to make this game seem more like a missing episode and deliver a Bond experience focused on being in the car. EA has been given creative license to create an entirely new Bond story which would encompass some of the more memorable vehicles in the series of films.



Even though the title suggests that you might be doing some competitive racing a la *Need For Speed*, in actuality, 007 Racing is less about racing and more about action and espionage. Although it would be easy for EA to create an action game along the lines of *Twisted Metal*, 007 is more than just blasting. Players will be required to handle such tasks as surveillance, pursuit, and other covert operations.

The game will attempt to balance offensive and defensive strategies that require the player to use a number of different weapons and gadgets to complete various missions.



You Only Drive Twice



EA worked with MGM to create an entirely new script for 007 Racing. Here is a general synopsis of the story.

An international terrorist organization has orchestrated a theft of high tech weapon technology from leading world government institutions. The terrorists have stolen blueprints, formulas, and prototype weapons and reverse-engineered devices for mass destruction in a secret underwater facility in the Baltic Sea. The weapons are concealed in vehicles made by a small, but legitimate car manufacturing company in Estoria – who distributes the vehicles throughout the world.

The vehicles are actually the Trojan horse for the true method of destruction which is a strain of the small pox virus. The cars are capable of releasing the virus through their exhaust system. The exhaust system – a hybrid of technology that was stolen from Q-branch – makes the cars hard to detect and destroy as they release virtually no distinguishing fumes or heat.

The terrorists are bent on world dominance and are led by evil mastermind Dr. Hammond Wit, who was once the chairman of the World Health Organization and now poses as an Eastern European trade diplomat. The diabolical fiend plans to release the virus throughout world, killing an estimated five billion people and using an estimated 30 million doses of vaccine to recreate his own benevolent world.

Bond must stop the release of the virus.

Don't Be An Octopus

The engine for 007 Racing is based on EA's *Need For Speed*, but this game has been expanded to create more grid-based environments as opposed to the course stylings of NFS. This means that many of 007 Racing's missions will be run on expansive cities that have multiple paths.



The game will be comprised of 15 missions that encompass a variety of sub-missions within each area. For example, the first into mission will require the player to do such tasks as take out enemy positions, collect missiles, destroy tanks and a menacing helicopter, and make it across the border.

This game will also borrow some of the memorable car chase aspects of NFS: *Hot Pursuit*. In other words, Bond will be chased around by the bad guys, as well as doing some pursuit of his own. EA says that the villain vehicles will be nasty and extremely intelligent.

The game won't be entirely populated by enemies as traffic and pedestrians will dot the landscape. It will be your job to protect the civilians and identify who should be destroyed.



It won't be too happy about this.

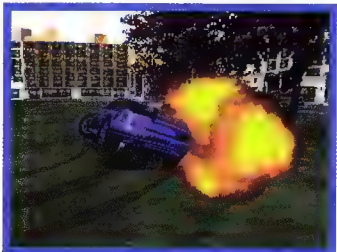


London, New York, and Hong Kong.

The Cars Who Loved Me

It is not too hard to figure out that 007 Racing will be more about the cars of the Bond universe rather than James Bond himself. Over the span of the James Bond film library, many cars played key roles in the film and are almost bigger stars than some of Bond's supporting actors. Right now the plans call for no less than six Bond cars to be featured in the game, but EA didn't rule out the inclusion of other, surprise vehicles — we suspect the BMW motorcycle.

Although there have been more than a dozen cars featured in Bond films, 007 Racing will concentrate on the cars created by Aston Martin, Lotus, and BMW. Here's a look at the what you can expect.



Slidewinder missiles should take care of that helicopter.

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 6 Classic Bond Cars Including Aston Martin DB5, Lotus Espirit, & BMW Z8; 15 Missions with Multiple Objectives; New Bond Storyline; Weapons & Gadgets; Pussit Mode; Visible Car Damage; Interactive Environments
- **Created By:** Eutechnyx for EA Games
- **Available:** November for PlayStation

50% Complete



Aston Martin Vantage Volante (circa 1987)

Appears In: The Living Daylights

This car was clearly more cool than The Living Daylights star, Timothy Dalton, and is packed with such items as front-mounted missiles and wheel hub lasers. The Vantage also specializes in winter driving and includes tire spikes to grip the ice, as well as side stabilizers to aid with its rearward propulsion system.

With the Vantage's winter capabilities, expect to see this car featured in 007 Racing's mountainous and cold levels.



Aston Martin DB5 (circa 1964)

Appears In: Goldfinger, Thunderball, GoldenEye, Tomorrow Never Dies

For any fan of Bond, the DB5 is the most memorable in the entire garage of Bond cars. Originally appearing in the third Bond film, Goldfinger, this pride and joy of Q Branch is indeed a classic and even spawned appearances in many recent films.

In the films, the car is equipped with such features as front-mounted machine guns, rear glass bullet shield, oil slick, smoke screen, rotating license plates, and passenger side ejector seat. In the game, the player will have access to many of the car's same features, as well as a few new ones.



BMW 750iAL (circa 1997)

Appears In: Tomorrow Never Dies

This luxury sedan takes amenities to the next level with such options as top-mounted missile bay, tire spikes, reinflating tires, and an exceptional anti-theft device complete with electrical shock door handles. This car also can be activated via remote control — a feature exploited in the game.



Lotus Espirit (circa 1977, 1981)

Appears In: The Spy Who Loved Me, For Your Eyes Only

This is yet another Bond car that may have been more interesting than the actual star of the film. The Espirit in The Spy Who Loved Me was fast and evasive on the street, but its real power was exploited underwater.

Yes, this is the infamous submarine car complete with harpoon gun, ink screen, depth charge, torpedoes, and surface-to-air missiles. EA was unable to confirm what, if any, underwater levels would be in 007 Racing, but we can only hope that EA has seen fit to include some wet and wild fun.



BMW Z8 (circa 2000)

Appears In: The World Is Not Enough

The last of the BMW triecta, the newest of the Bond vehicles was actually designed by Q's protégé, R. With titanium armor, missiles, and an infrared tracking system, this BMW coupe has also been equipped with six — yes, six — egg holders.



BMW Z3 (circa 1995)

Appears In: GoldenEye

Even though this car was showcased in the Q Branch labs as having Stinger missiles and a host of satellite navigational equipment, its appearance in GoldenEye was held to a brief drive-by. Thankfully, 007 Racing will allow this car to see some serious action and you had better bet that those Stinger missiles won't go unused.



The World Is Not Enough 007



You had better get that gun reloaded!

All Time High

We can count the number of quality first-person shooters for the PlayStation on one hand, with two of these games being adaptations of PC games. This genre has never really been exploited on the system, but recent releases like the highly acclaimed Medal of Honor have things changing for the better. Now, Electronic Arts and developer Black Ops are readying *The World Is Not Enough* (TWINE), and the bar may be raised even higher as this game is the answer for PlayStation owners' search for something comparable to GoldenEye.

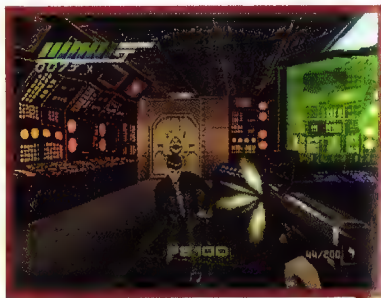


Tomorrow Did Die



You're going to need more firepower, Mr. Bond.

Remember the last PlayStation Bond game? Yeah, we'd like to forget it too. So would EA. You would think that after a fairly lackluster effort with *Tomorrow Never Dies* that Black Ops would have been given its walking papers, but TWINE's producers at EA are quick to point out that Black Ops has many strengths and learned a tremendous amount from the feedback it received concerning TND. Much of the existing programming code from TND was removed and/or modified to spectacular results. The rendering engine has been completely rewritten and, obviously, the perspective has been changed from third to first-person. TWINE bears no resemblance to the previous Black Ops game.



Live And Let's Play

As the title of the game suggests, you will take part in a virtual world surrounding the storyline of the film. The game follows the film almost precisely and recreates many of the film's scenes with great detail. Still, the game will take some liberties with the plot, but only to expand the story and translate it into better gameplay.

When watching the film, there are a number of instances where you think to yourself, "How did 007 get there?" or "What did he do in-between these scenes?" The game tries to bridge these gaps and provide some extra action along the way. A classic example of the extras is in the opening scene of the film when Bond is in a bank meeting. In the game, the scene begins well before Bond gets to the office and you must use some covert tactics to get past the guards and infiltrate the bank and its security system. There are a number of other liberties that the game's designers take with the story, but they are all for the better. Besides, who would want to play a game that only lasted as long as the film — two hours and eight minutes?

The game is split into ten separate missions which will be broken down with a number of key objectives to complete in each. An in-game hint system will aid those players who aren't quite up on their 007 skills by pointing you in the right direction when you are wandering around too much.

As this is a Bond game, the scenarios of play won't always lend themselves to guns-a-blazing action. As mentioned, the game will incorporate various tactics that reward the player for avoiding conflict and, many times, will require the player to not be detected at all. One such example lies in a mission set in Elektra's villa. After James and Elektra have met each other on a very personal basis, James makes his way outside the villa and, almost immediately upon leaving Elektra in the bedroom, is faced with a puzzle. A guard is blocking James' descent to the first floor so he must use his wits and a stereo to get by. Turning on the stereo alerts the guard to investigate and James slips through an alternate hall and down the stairs to the first floor.

There are other instances of this type of assignment, but there are also plenty of seek and destroy objectives as well.



The grenade launcher can be set for time or impact detonation.



Several Views To A Kill



James Bond films have not always been about violence and killing. There's always elements of intrigue, suspense, and, of course, the many women that 007 seems to always end up in bed with. Yet, we mustn't forget that James Bond has a license to kill and that the game would be oh-so-boring if you couldn't gun down thugs.

The designers at EA and Black Ops have done a remarkable job of creating enemies that look and move like the actual henchmen you'd see in the film. Detailed face texturing and equally accurate movements add an interesting and entertaining quality to the action. Utilizing over 300 motion-captured animations, the inhabitants of the game maneuver with great fluidity. Foes of Bond will dive and roll to avoid enemy fire, cower when weaponless, and

take a bullet in a wide variety of ways. The game's stunt directing and motion-capture stunt work was accomplished using seasoned Hollywood talent. In fact, the stunt coordinator for TWINE worked as Keanu Reeves' stunt double in *The Matrix*. No, there won't be any high flying martial arts in TWINE, but the hit-specific animations will contort and twist the enemies unlucky enough to bite the bullet. In

other words, if you shoot a thug in the leg, he will go down on one knee. Hit him in the gut and he may double over. Hit the baddie's weapon and he'll drop it. Watch out! This guy may be packing more heat and pull a gun from his jacket.

Other animations can also be discovered through various and destructive tactics that you can unearth when you have the license to kill.

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Action Based On Film of Same Name; 10 Missions With Multiple Objectives; 30 Weapons & Gadgets; Stealth Tactics; Well Over 20 Minutes of Movie Footage; Cutscenes With Voice Acting
- **Created by:** Black Ops for EA Games
- **Available:** November for PlayStation

75% Complete



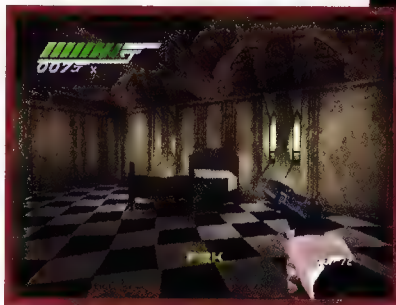
The mo-cap animation is outstanding.



Dr. No Multiplayer

Strange as it may sound, the PlayStation version of TWINE will not support any multiplayer capabilities. Blasphemy you say? Well, EA and Black Box decided that perfecting the one-player experience was far more important in this game than adding a split-screen mode for deathmatch. Instead of spending time making the two-player work and designing levels that would compliment this mode, the game's production staff have concentrated on designing a one-player game engine that is smooth, as well as pleasing to the eye.

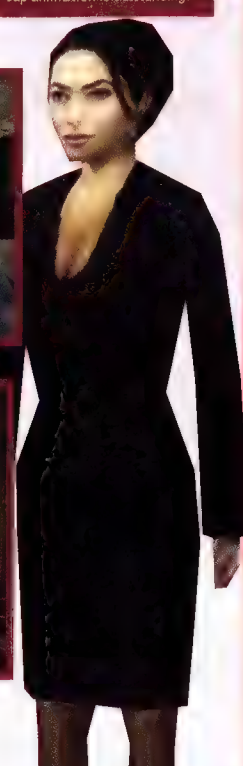
We are not sure at this point if excluding multiplayer was a wise decision, but looking back at how little we played two-player *Medal of Honor*, we may see EA's point. However, you may have had a different experience with head-to-head shooters on the PS-X.



You will actually see Elektra in her bed.



Grab the briefcase and escape!



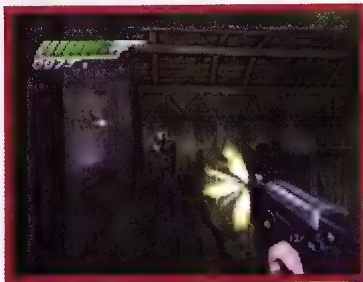
Sorefinger

Every button on the PlayStation controller is utilized in TWINE. From weapon selection to firing and moving, the system of controlling James in the game does take some dexterity.

Luckily, the TWINE button configurations are completely programmable. This opens up the control scheme to a number of possibilities. Although movement was controlled using the digital joystick, we prefer using the standard buttons as the keys to moving and strafing and the L and R button to control gun firing and other weapon controls.



Get through your sights and pull the trigger.



Gadgets Are Forever

The Q Branch of MI6 has always supplied bond with the latest in gadgetry and Q will again be developing a nice assortment of seemingly mundane items. Of course, the outward appearance of these objects appear as though they would be of no particular aid to Bond, but with special Q Branch training these items can blow up an entire city block.



- X-Ray Glasses
- Credit Card Lock Pick
- Grappling Hook Watch
- Telephone Bug
- Night Vision Goggles
- Pen Explosive
- Micro-Camera
- Cell Phone Fingerprint Scanner
- Keychain Flashbang Flashlight
- VLF Disruptor
- Credit Card Radiation Detector



Align the fingerprint and then use it to bypass the security lock.



Thunderarms

Where would Bond be without a selection of the latest weaponry? You can't stop crazed lunatics that are hellbent on world dominance without a little fire power.

- Wolfram P2K
- IAC Defender
- Koffler & Stock KS5
- Munitions Belgique PS100
- Kazakovich KA-57
- Ingalls Type 20
- Koffler & Stock AR36
- Meyer TMP
- Frag Grenade
- Gas Bombs
- Cell Phone Stunner
- Tranquilizer Dart Gun
- Frinesi Auto Shotgun
- Pipe Bombs
- Frinesi Double-Barreled
- Satchel Charge
- Rocket Launcher



Digital video with optional rocket launcher.



Always Say Video Again

The added storage capacity of a PlayStation CD-ROM will allow TWINE to be filled with a bunch of footage from the film. The digitized video footage will be used to bridge the gap between levels, and the game's creators have plans to include more than 20 minutes of movie scenes. We've been told that there is a possibility of including nearly 30 minutes. That's almost one quarter the actual film. Also adding to the story will be real-time cutscenes complete with voice acting.



The World Is Not Enough 007

From Britain With Love

The development of the Nintendo 64 version of *The World Is Not Enough* has been in the production stage for over a year – even before Electronic Arts announced it had the rights to the game. For the title, EA has enlisted U.K. development house Eurocom, whose credits include such N64 games as *Duke Nukem 64* and *Duke Nukem: Zero Hour*.

Eurocom's goal is to create the best Bond game for the N64 – a pretty lofty goal considering the phenomenal success of Rare's *GoldenEye*. Still, there has been plenty of time for both Eurocom and EA to completely dissect *GoldenEye*'s strengths and weaknesses – along with plenty of other first-person shooters – and adapt *The World Is Not Enough* to these high standards. Eurocom's offices are not too far away from another well known U.K. developer. You had better believe that Eurocom has a rare opportunity to one-up its fellow countrymen.

From what we've seen of this N64 game, Eurocom and EA are close to achieving these goals. The game is impressive to look at and equally exciting to play.



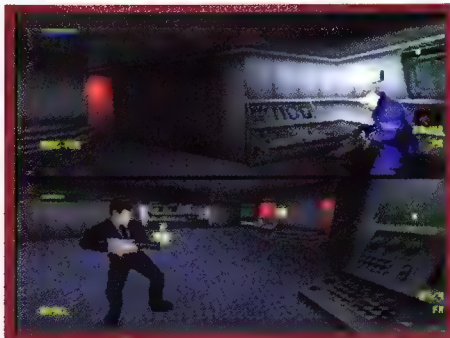
Use the laser sight or pull up the zooming scope.

Golden Sequel



Some characters will work with you in combat.

EA boasts that this game is "the official Bond N64 sequel," and you can't really argue with the logic. Even though *Perfect Dark* was produced and developed by the creators of *GoldenEye*, *Perfect Dark* lacked a key element that, in our opinion, was detrimental to the game – Bond. *Perfect Dark*, although phenomenal, failed to deliver an interesting story and key 007 elements. Plainly stated, Bond is back regardless of which is the "true" sequel.



There are a ton of multiplayer options.

On Her Majesty's N64

Clearly, the basic storyline of the film remains intact within the game – a story of love and betrayal, along with some classic Bond booty kicking. The game will spread the plot across 20 missions that take the player to the heights of the Caucasus Mountains and to the depths of the Mediterranean Sea. Each mission will take Bond through a series of objectives which are sometimes presented before the mission begins, but other times the action will be a little more dynamic.

The expansive environments in TWINE open up the game and create the freedom to take a number of different paths to the same result. The designers intend for this feature to adapt the game to many different playing styles. Some players will be more aggressive, shooting anything that moves while taking a very direct route. Others will be more cautious, taking the time to explore every nook and cranny of the game. These types of players will likely find that the environments yield many different routes to the same end. For example, a mission revolving around James' investigation of Davidov will lead him to an airfield. To get the plane, Bond will be required to navigate a forest. This forest will have a well-worn path filled with guards, along with several offshoots that provide a much easier route. There are many more examples of this throughout the game, but the creators would much rather have you discover all the possibilities.



This version of TWINE will allow players to interact with different civilian characters. These bystanders will give you clues, hints, and sometimes

special items and gadgets. Additionally, and more impressively, the characters will all speak to you. There have not been many N64 titles that use voice-overs within the game, but this one will include over 100 lines of script that are performed by actor voice-alikes. At this point we aren't sure how you can find a voice-alike to perform as poorly as Denise Richard's character, Dr. Christmas Jones, but the dialogue we heard from head honcho M bears an uncanny likeness to the actual actress, Judi Dench. You will swear that these are actual voices from the film.

You might also swear when a player partner frags your butt in TWINE's extensive multiplayer mode. If you have played any of the more recent first-person shooters, TWINE is essentially a "best of" compilation. Multiplayer levels are completely separate from the normal one-player experience. One such level is on a plane. Actually there are two planes that are coupled by a refueling catwalk. Players can move between the two planes, fight on the wings, and, if they are unlucky, plummet to their death. This mode can also be set up with computer controlled "bots" to add to the carnage.

Nintendo 64

Cover Story

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Action Based On Film of Same Name; 20 Missions With Multiple Objectives; Multiple Mission Paths; 40 Weapons & Gadgets; Stealth Tactics; Cutscenes With Voice Acting; Wide Variety of Multiplayer Games & Arenas
- **Created by:** Eurocom for EA Games
- **Available:** November for Nintendo 64

85% Complete



Night vision goggles will help you spot the enemy.

Now that's a shocking development.

Cover Story

RAMraker

All the action we saw and played in TWINE was presented in normal resolution, meaning we did not see it with the enhanced resolution that will be offered via the Expansion Pak. Unlike Perfect Dark, the Expansion Pak is not required to play the game with all of the features, modes, and levels.

The game will also support the Rumble Pak and Controller Pak.



This gondola level puts an interesting twist on the multiplayer games.



Break up behind unsuspecting goons.

The N64 With The Golden Gun

This game's arsenal is huge. Even though TWINE's creators opted to avoid the costly and time consuming route of licensing weapon names and likeness, they did pack in more than 20 arms. All are near representations of many actual weapons in the film, plus a few bonus items of destruction.

Each weapon has a unique load animation and details like flying shell casings. Additionally, weapons have secondary fire functions that can be as simple as turning on laser sighting or more destructive qualities like a grenade launcher. To be sure, there will be a number of sniper weapons with zooming scopes. Can you say head shot?

Wolfram P2K
IAC Defender
Koffler & Stock KS7
Munitions Belgique PS100
Kazakovich KA-57
Ingalls Type 20
Windsor Viper
Calypso P-750
Windsor FSU-4 / MAR-4
Meyer UGW
Frinesi Special 12
SWZ SSR 4000

MRL-22 Rocket Launcher
Meyer TMP
Koffler & Stock SA90
GL-40 Grenade Launcher
Koffler & Stock M45
AT-420 SENTINEL Anti-Tank missile
Delta 900-Mag Crossbow
SeaMaster Speargun
Satchel Charge
Flash-Bang Grenade
Cullpepper M6HB .50 Caliber Machine Gun



Agent 007: License To Kill

The Gun Is Not Enough

Indeed, Bond never has succeeded without the ingenuity of the Q Branch, and he won't have a chance without the use of these gems of deception. Look out! That bow tie is really a camera.

X-Ray Glasses	Key Copier
Inflatable Protective Jacket	Keypad Decryptor
Grappling / Laser Qatch	Laser Deflector
Telephone Bug	Bomb Defusing Kit
Night Vision (Infrared) Goggles	Portable Satellite Link
Data Scrambler	Remote Cameras
Q-branch Wrist Dart Gun	Booby Trap Kit
Safe Decryptor	Fingerprint Scanner
Electronic Safe-Cracker	Covert Modem
Camera	Sticky Bombs
Flashbang Gun	SCUBA Gear



The World Is Not Enough 007

For Gamers' Eyes Only

Along with the other *The World Is Not Enough* titles that are under development in studios outside of Electronic Arts proper, two more are simultaneously being constructed for the PlayStation 2 and PC inside the walls of EA's Redwood City headquarters.

Unfortunately, the development team is shackled to their computers and EA's brass won't let them loose to allow anyone a peek. Luckily, we did manage to pick the lock on one of the padlocks and had the game's executive producer, Jon Horsley, answer some questions.

Game Informer: With the PS2's DVD capabilities are you considering using the extra space for more cutscenes and other bonuses or has this game been planned for CD-ROM all along?

Jon Horsley: We're still determining how to best approach the PS2's DVD capabilities, so I think for now I will say that nothing is set, but we definitely have some interesting options to choose from. More information will be revealed at a later date, I promise.

GI: Aside from the Internet multiplayer features of the PC version, what differences, if any, will there be between the PC and PS2 versions?

Jon: We're trying to capitalize on the strengths of each system, understanding that there are varying limitations and parameters on both the PC and PS2. This also applies to the PlayStation and Nintendo 64 games. As far as the PS2 and PC, we are utilizing id Software's fantastic Quake III Arena engine for our PlayStation 2 and PC games. We've enhanced portions of Quake III's functionality so we could best bring the world of Bond to life. The *World Is Not Enough* film was superb and we respect the work and art that crafted it. In a similar manner, our partners at MGM and Danjaq respect the work required to make a game equally entertaining and fun. They've been great partners for Electronic Arts and I have always thought their ideas and guidance were key to capturing the essence of Bond. They are smart, talented people and it shows with their help on our game and character design.

In terms of differences aside from multiplayer, we expect to share much of the content, but to modify or enhance as appropriate. The PC will have very high screen resolution, a mouse interface, plus various PC sensibilities about game saving and the like. It should feel like a PC game, in other words, but deliver the experience of being James Bond, for example. Similar goals for the PS2 – it will share content, but not interface and certain key technical specs.

GI: The game has been said to require the player to use covert tactics such as stealth. Can you explain some specific examples of how this is being incorporated?

Jon: Our goal is to capture the essence of Bond – the exotic locations, the sexy women, his wit, and the fantastic gadgets and weaponry from Q Branch. The challenge is to do so in a way that is entertaining to a game audience, not just a film audience. We've been very careful to focus much of our attention on the second-to-second and minute-to-minute gameplay experience. Detailed, attentive focus on core aspects of gameplay combined with the unique elements of 007's world should yield an entertaining experience.

In terms of the license, MGM and Danjaq's James Bond franchise is one of the most highly coveted and successful licenses across all forms of entertainment. With 19 blockbuster films that span over 40 years, I'd say we have an established property (and game) that will match, if not exceed, past Bond-licensed games as well as give the first-person category a good run for its money!

One of those aspects of the Bond property is stealth. The player will be asked in certain missions to avoid detection while at the same time achieving his goals. So the use of material sound properties (i.e., walking on a marble floor creates more noise than walking on carpet) is an example. You need to be aware of how much noise you make. Likewise, the use of infrared glasses will let you sneak around in the dark and avoid those things that could reveal your presence to the enemies. There are portions of the game that are really full of action, but also places filled with tension and fear.

GI: What are some examples of AI routines you are using with these stealth missions?

Jon: All of our virtual characters will be very intuitive and will be able to "see" and "hear". Our engineers have routines that have some characters sleeping while others are highly vigilant. The player can visually determine their status and then decide which covert method to use. A sleeping guard, of course, compels the player to be quiet, a vigilant guard forces both stealth and line-of-sight avoidance. Use of diversions can help draw the guards away, so the stealth strategy would be to use their ability of sight and hearing against them.



GI: What other interesting details can you tell us about the enemies' behavior?

Jon: All the enemies are controlled and compelled via a blend of hand-scripting and general AI, so we have a lot of diversity. Consequently, sometimes the player is chasing an enemy who is attempting to avoid being captured by ambushing, outrunning, or outgunning the player. Other times the situation is reversed and it is Bond – the player – who must flee.

GI: We assume that each of the ten levels will be split into a number of sub-missions. How many and what tasks can a player expect on a level?

Jon: We will actually have over ten missions, and each mission will consist of multiple goals. The *World Is Not Enough* game will let the player see the world through the eyes of James Bond. Whether you are tumbling into the ocean depths in a stolen Russian submarine or flirting with women in an exotic casino, the player – as Bond – will need to use his wits to stay alive and succeed. This game stays true to the Bond legacy of fast paced action, intense stealth and complex storylines that reveal themselves through a series of missions and objectives.

For instance, in the Casino level Bond will need to crack a safe, win enough money playing blackjack to bribe another character, as well as covertly explore the back rooms of the casino using his X-ray glasses and other devices.

GI: The multi-tap doesn't have much consumer support on the regular PlayStation and many games with four-player are largely unplayed. Do you think this will change for the PS2?

Jon: I think so, especially for the PS2. I think multiplayer experiences are compelling, and I also think that the hardware can more easily accommodate four-way splits. The combination should create more demand and consequently increase supply.

GI: Are there any other gameplay features along the lines of skiing – such as the boat or car?

Jon: There will be a healthy slew of gameplay features for players to experience. In trying to capture and highlight the best action scenes from the movie, we've opted for lots of variety ranging from downhill skiing to sneaking through a nuclear facility. That said, you will see vehicles – namely the BMW Z8 – in the game, but the player will have very limited control and access to the vehicle. I'd say this is hardly worth defining as driving. But in terms of skiing and boating, it should be pretty cool. For example, the player will have an accessible interface where he can race the boat up the Thames in pursuit of the Cigar Girl and, as previously mentioned, ski.

The PlayStation 2 game is built around the Quake III engine.



PlayStation 2 Cover Story

- **Size:** Unknown
- **Style:** 1 to 4-Player Action
- **Special Features:** Action, Based On Film of Same Name; Utilizes Quake III Game Engine; Detailed Character Models & Environments; Weapons & Gadgets; Stealth Tactics; Cutscenes With Voice Acting; Wide Variety of Multiplayer Games & Arenas
- **Created by:** id Software/EA Games
- **Available:** Winter for PlayStation 2

25% Complete

BLADE



Blood Lines

Born a second-rate comic character and mocked by thousands, the ferocious vampire hunter known only as Blade quickly disappeared from Marvel Comics' monthly continuity, never to be seen again. Joining the mysterious Darkhawk, the brawny Cage, and millions of failed superhero ideas, it appeared as though Blade secured a home within Marvel's dirtiest toilet bowl filled to the brim with loathed comic rejects.

Just when it seemed Blade's fate was sealed, tremors rippled through the comic industry and the name Blade was whispered with a raised brow. In an odd turn of events, New Line Cinema and Amen Ra Films secured the movie rights to Blade, gave it a 45 million dollar budget, and quickly transformed it into a 121 minute live-action motion picture. Filmed by British director Stephen Norrington, and adapted by David S. Goyer, New Line Cinema cast Wesley Snipes as Blade and Stephen Dorff as his nemesis, Deacon Frost. Since nobody really liked the character to begin with, the film received practically no press, and was literally first announced when its trailer hit the big screen.

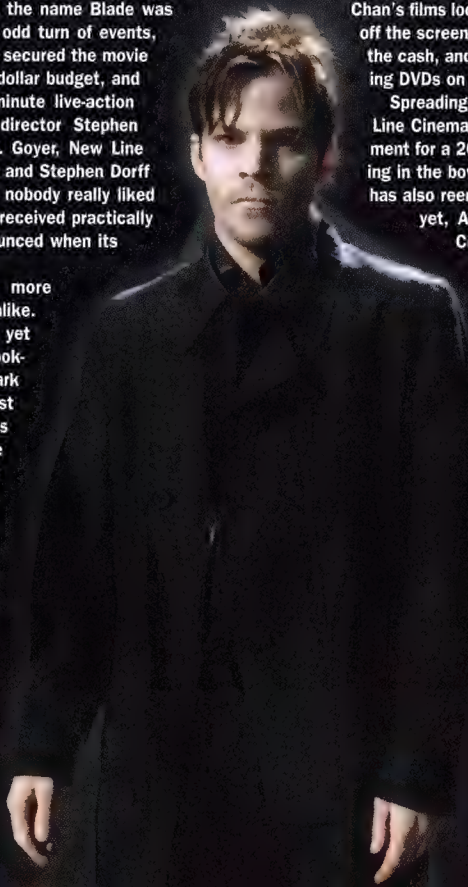
At this point, Blade lost even more respect with nerds and movie goers alike. The trailers made Blade look like yet another comic to silver screen flop, looking to join DC Comics' Steel and Dark Horse's Barb Wire as one of the worst movies to date. Casting Axl Rose as Anakin Skywalker seemed to make more sense than Wesley Snipes as a sword-wielding vampire slayer.

Despite the negative feedback and expectations, Blade didn't head straight to video, and actually opened in thousands of theaters across the country on August 21,

1998. The always trustworthy critics gave it mediocre reviews, but the theater going public ate it up as the next big thing. Blade, a comic character nobody even knew existed, quickly transformed into one of the big screen's most admired action stars. Wesley Snipes' brilliant acting abilities personified Blade as a character. While his role steered away from dialogue and well...everything actors do, he did participate in some of the craziest action sequences to date, making Jackie Chan's films look like a nice walk in the park. Even off the screen, the Blade film continues to pull in the cash, and is heralded as one of the best-selling DVDs on the market.

Spreading the blood line even thicker, New Line Cinema has another Blade film in development for a 2001 theatrical release. After festering in the bowels of Marvel hell for years, Blade has also reemerged as a monthly comic. Better yet, Activision has teamed with Marvel Comics and Hammerhead to develop a unique Blade game for the PlayStation console. As some of the biggest supporters of the film (not the comic - it was stupid!), we've scored an exclusive look at the game and have dug up some exciting details surrounding the development of the second film.

Blade may not be the most inspiring comic character in the world, but as long as he slices and dices vampiric armies on the big screen, he's all right in our book.





Blade

Real Name: Unknown
 Height: 6'2"
 Weight: 180 lbs.
 Eyes: Brown
 Hair: Black
 Base of Operations: Mobile
 Powers: Heightened Vampire Senses; Trained
 In Hand-To-Hand Combat & Small Bladed
 Weapons
 Occupation: Former Vampire Hunter, Now
 Private Investigator
 First Appearance: Tomb Of Dracula #10

The Sequel: Good Reason To Fear The Reaper

We don't want you to wet your pants or have a heart attack, but we have some juicy details on the new Blade film, currently set for a 2001 release. A source close to the Blade 2 project has filled us in with amazing tidbits. Currently, the script has the header Blade 2: Bloodhunt, but the title will more than likely change. Both Wesley Snipes and Kris Kristofferson have signed on to reprise their roles as Blade and Whistler. Hey - wait a minute! Didn't Whistler...uh...you know, bite the big one? According to our source, Whistler's return doesn't invalidate any of the material from the first movie. The way he comes back will make your knees shake!

Both New Line Cinema and Amen Ra are developing the film, and to much surprise, the sequel will be directed by Guillermo del Toro and not Stephen Norrington. Amazingly, our source also sent us a brief snippet of the story. After you read this, you won't be able to sleep again. It sounds awesome!

In Bloodhunt, Blade is forced to ally himself with the vampire clans to combat a new form of evil called the Reaper. With a bloodlust consuming their every thought, Reapers are the next evolution above vampires. They possess the ability to transform both vampires and humans into their own kind and appear to have no weaknesses. Led by Novak, the Reapers must be stopped. But how?

There you have it! Remember this may not be legitimate, but it sounds way too good to be a hoax. We can't wait to see what these mysterious Reapers look like!



FACTOID:

While filming Blade, several vampire extras were soaked in fake blood and developed an ugly, pimply rash. In return, these extras tried to sue New Line Cinema for product liability, negligence, fraud, and battery. All this over pimples...

The Comic: An Illustrious Past

Created by Marv Wolfman and Gene Colan in 1973, Marvel Comics had high hopes for its new dark vigilante. Instead of falling into the comic spotlight, Blade played second fiddle to Marvel denizens Ghost Rider and Morbius. Blade quickly vanished and periodically appeared in various comics, but never really found his niche. In the early '90s, Marvel's dark universe finally fell in a groove that was popular with geeks. Ghost Rider and his mean street posse paved the path, and Blade even made a vallant comeback attempt. Teamed with detective Hannibal King and Dracula's descendant Frank Drake, Blade joined the superhero team Nightstalkers, and together the three freaks stalked the vampire clans. Even with this amazing premise, Marvel canceled the series, and Blade once again became a nobody. He made cameos from time to time, but for the most part he was dead.

Then, out of nowhere, New Line Cinema snatched up the movie rights and transformed Blade into the coolest vampire hunter to ever touch celluloid. Hot on the heels of this success, Marvel developed a new Blade series, which is still running...or at least we think it is. Blade has dropped his vampire hunting act and is now a private investigator.



The Movie: A Virtual Blood Bath

With a modest budget of 45 million, director Stephen Norrington didn't have much to work with. Most Hollywood blockbusters are developed comfortably with at least 80 to 100 million behind them. Miraculously, the development of this high-octane action film didn't need a dime more. Stephen flawlessly translated David S. Goyer's screenplay while incorporating some of the most spectacular fight and special effect sequences to ever be seen on the big screen. The cinematography has a brilliant spin to it that has the edginess of most horror films, but still clings tightly to its comic book heritage. Wesley Snipes adapted the role of Blade nicely, and the supporting cast followed suit. For a low budget outing, Blade ended up as one of 1998's most exciting films.

Unlike the unbearable comic book series, Blade's script was actually very methodical and gripping. On an expedition to the Tomb of Dracula, Blade's mother was bitten by a vampire while he was still in utero. When she finally gave birth, Blade soon learned that he wasn't human, nor fully vampiric, but somewhere in-between. Vowing to avenge the death of his mother, Blade uses his superhuman powers to become the most feared vampire hunter to ever walk the night. But for how long? His unique blood line is immune to the vampire bite, but he still hungers for the blood of life, and slowly his vampiric side is taking over. Moments before his transformation, a fellow vampire hunter, Abraham Whistler, saves Blade and develops an antidote that stops the transformation cycle. Teaming together, Blade and Whistler convert a warehouse into their base of operations. Whistler is gifted with the ability to build custom weapons for Blade to use on the devil's spawn. The two make a perfect team and they've located the root of all evil.

In hot pursuit, Blade raids a notorious vampire nightclub, just as hundreds of vampires feast on unaware humans in a virtual blood bath. Slaughtering them all, the burnt corpse of vampire Quinn magically reanimates in a hospital morgue, biting hematologist Karen Jenson. Blade arrives and quickly brings Karen to his hideaway to try to save her. Behind closed doors, Blade's arch nemesis, Deacon Frost, has used computers to translate the Book of Erebus and has unlocked the secrets to perform the ceremony that will trigger the Blood Tide - an act in which everyone across the world will transform into a vampire. The fate of the world lies within Blade's hands...but is he too late?

If you haven't had the chance to digest this cinematic gem, run out and pick it up. Renting it won't be enough. This is a film that you must own. If you don't think the introductory night club sequences is the greatest thing since the Star Wars trench run, then you either must be a Sandra Bullock fan or just stupid!



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Vampire Survival Kit

Authentic vampires may be figments of our creative minds, but as you may have seen, individuals with issues have had no problems whatsoever transforming themselves into fake blood suckers. It's easy. First get your guardian's permission, then secure the following goods and you too can walk the night as an undead moron whom society has shunned. Be wary of your purchases or you may end up looking like a gutter punk instead of a blood sucker.

Black Wig \$49.95

Basically, you want to find a wig that looks like Cher's hair. That's the goal. It has to be long. Adding curls to the end gives it a classy look that elder vampires find attractive. Spiking it shows you're rebellious!



Press-On Nails \$5.99

All goths have long nails, simply because vampires don't use nail clippers. If you can, try to buy them during Halloween. You can find some ghoulish designs that should be a hit with your darkside friends!



Sharp Plastic Teeth \$24.95

These are essential. Without sharp pointy teeth, you'll never be a vamp. This should be the first purchase.



Viper Plastic Teeth \$24.95

Since most goths buy the same pair of plastic teeth, many long-time vamps have experimented with new teeth. Along with the sabertooth fangs, the viper teeth are becoming quite popular.



Misfits T-Shirt \$19.99

This isn't a necessity, but you will find that most goths wear these shirts.



Black Trench Coat \$209.00

Wearing this heavy garb may not be the most comfortable thing in the world, but it does give the illusion that you have wings, or better yet, a cape just like Count Dracula.



Black Boots \$129.99

Be very careful when picking out your goth boots. Try and find a pair that stretches to your knees and has studs and some kind of buckle on them. Newbie vamps have a tendency to purchase Dr. Martens, which is a big no-no in the goth community.



Solving the Mysteries of Activision's Daywalker

If two movies should ever be made into games it would be *The Matrix* (minus Keanu Reeves, "Whoa!"), and of course, an adaptation of New Line Cinema's work of art, *Blade*. Keanu should study Wesley Snipes' performance in *Blade*. To be a great actor, just shut your trap and kick butt! That's all we want in our action flicks. The possibility of a game based on *The Matrix* has been tossed around the industry, but appears to be stuck in development hell. *Blade*, on the other hand, landed in good hands. Activision has assigned developer Hammerhead to the project, and right now the game is slated as a fall PlayStation release. This powerful development team pieced together the *Quake II* port to the PlayStation, and also forged *Shadow Master* for Psygnosis way back in '97.



With an auto lock-on system, targeting enemies is a breeze.



Redecorate the art institute...with blood!

Plummeting deep into the eerie development sea, we caught up with the elusive Hammerhead, poked its funny eyes, then asked it some hard-hitting questions about the upcoming *Blade* game. Since *Blade* is a comic and a movie, we were a little confused as to where this new story takes place in the grand scheme of things. A spokesman from Hammerhead was quick to clear it up. "We view it as a kind-of prequel to the movie, mainly because we wanted to keep Whistler as part of the game. That said, as you don't actually see him die in the movie...in fact it could take place afterwards. It's more a complementary tale, rather than a direct continuation."

Stroking our hideously deformed chins, we pushed even further for a clearer answer, fearing all the while that the shark would bite our nose. "Stylistically we were more concerned with recreating the 'feel' of the movie, for want of a better description. So that was our major touchstone in plotting the game. We used the basic ground-rules established by Marvel: the history of the character, his abilities, and so forth." Interesting...most interesting indeed.

With Marvel and New Line Cinema offering Hammerhead the opportunity to extend the legacy of *Blade* through a brand new chapter, a perfect plot that didn't conflict with both universes had to be forged. According to Hammerhead, mission accomplished. "A routine vampire-slaying mission for *Blade* and Whistler goes awry when they stumble across a mysterious cargo at the docks. An ancient evil force is unleashed causing havoc in the city, the dead

walk, and our heroes find themselves trapped in a deadly game played by warring vampire factions."

Cool! With this unbound creative handle, Hammerhead was granted creative freedom to construct its own characters and environments. "We've been given a free hand really. We pitched a story idea, script, and some character designs, and were given the okay to proceed. Marvel has been very encouraging and helpful during the development."

After running a teaser preview of *Blade* in the July issue, *Game Informer* readers' most asked question was, will Wesley Snipes be in the game? Hammerhead has the answer. "Our *Blade* is definitely a mix of the comic and movie personas. The intention really was to design the character in such a way that it would be immediately recognizable to comic



All of the environments showcase fine details.



Money shot!

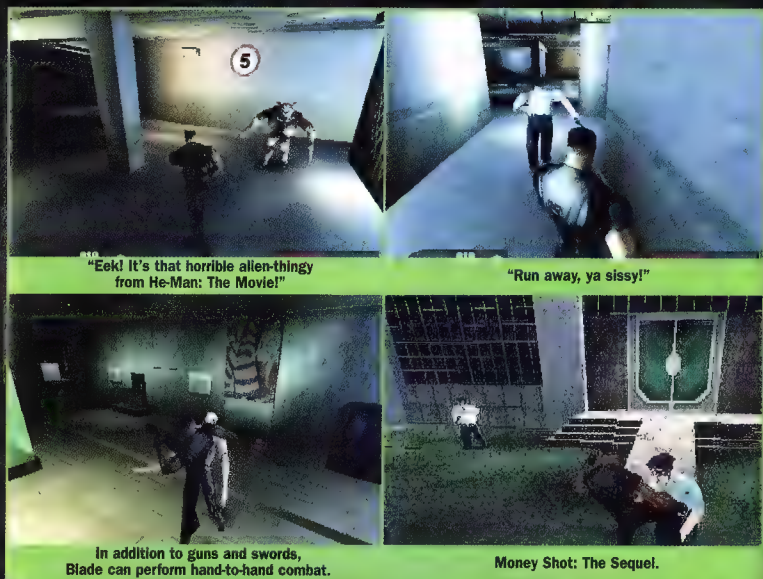
fans and movie fans alike." So, does this mean Wesley Snipes will actually be used? Unfortunately, no. However, Hammerhead has a solution. "There are a significant number of dialogue sequences in the game, as we have a fairly involved story to tell. We chose experienced American voice actors to perform the dialogue, and they've done a great job for us. I think people will be pleasantly surprised by the quality of the work."

We hope so too, but a license can only go so far in this industry. Just look at Acclaim and the

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Original Story Based Before the Motion Picture; 21 Levels; 34 Different Enemies; Tons of Weapons Including Swords & Guns; Hand-To-Hand Combat; Assisted Lock-On Fighting System; Gigantic Boss Battles
- **Created by:** Hammerhead for Activision
- **Available:** Fall for PlayStation

70% Complete



"Eek! It's that horrible alien-thingy from He-Man: The Movie!"

"Run away, ya sissy!"

In addition to guns and swords, Blade can perform hand-to-hand combat.

Money Shot: The Sequel.

Batman games. Ouch! So what does Hammerhead have in mind for gameplay and style of the game? You'll find this most interesting. "Blade is actually quite an unusual mix of styles, so it's a little difficult to draw direct comparisons. While it is an action game, there is also a significant puzzle and strategy element. It's not a complete no-brainer. For example, when the player equips Blade with firearms, they will need to bear in mind the type of ammunition to use. What works on a vampire will be less effective against a human familiar, and vice versa. When the sword is used, the player needs to be accurate in his strikes, otherwise Blade will tire and become more vulnerable to injury. As much as possible, we've tried to avoid the game becoming a basic button-basher."

It sounds like development is heading in the right direction, but we still can't make a clear visual as to how the game will play out. "Blade is an action game first and foremost. What we've tried to do is tie everything together within an ongoing and unfolding story line. Hopefully, it'll make the game more involving and immersive. There are secret areas, branching points, and different endings to the game, but on the whole it plays in a linear fashion. Structurally, it's probably best compared to something like Half-Life."

Hmmm...Half-Life, huh? 3D third-person games like Tomb Raider can make for some very frustrating combat. Hammerhead noted this early on and has worked day and night to make it play like a dream. "The main difficulty in this area is that in Blade, enemies can attack in a variety of ways (different ranges and styles), and from anywhere in the 3D world. Automating the system entirely is problematic because there is no reliable way to predict the target of greatest threat for any given situation. For example, Blade could be facing two unarmed vamps at close range while a familiar snipes at him from a distance. Which target is the most threatening? Our solution is to superimpose an icon over each target, indicating a pad-direction. Pressing the appropriate direction will cause that target to become locked. In this way, Blade can rapidly and accurately switch between multiple targets."

Sounds awesome, doesn't it? Well, hold onto your seat, because you're going to love the tools he uses to slay the vampiric horror that is running amok across the land. "Blade has a variety of firearms, from pistols to machine guns, and a way-cool multi-launcher device. Ammunition is all-important though, as Blade's enemies are not all vampires, so they don't share the same weaknesses. Using the right ammo at the right time is critical."

Whoa!!! Double Whoa!!!! But wait...there's more! "The tasks the player is asked to perform are always dictated by the needs of the storyline. For instance, at one point Blade needs to rescue Whistler, and later on Whistler (who is the playable character at that point) returns the favor. We've gone for a cinematic approach insofar as [story] events happen outside Blade's control, forcing him into taking certain courses of action. The player should always have a clear goal to achieve at any point in the game."

Fearing that the shark in front of us was growing hungry, we backed away and bid the beast a good night. From this terrifying encounter, we've actually unearthed some amazing info about this highly anticipated game. Hopefully, it will become snagged in our fishing net and we can ask it for more info in upcoming months!

Undead Gaming

Here's a small listing of games featuring vampires. If you're one of those goth kids who paints your fingernails black, you may be interested in adding these games to your collection.

- BloodNet: A Cyberpunk Gothic - PC
- Castlevania - NES
- Castlevania - GB
- Castlevania - N64
- Castlevania 2 - GB
- Castlevania Adventure - GB
- Castlevania: Bloodlines - SG
- Castlevania: Dracula X - SNES
- Castlevania II: Belmont's Revenge - GB
- Castlevania: Legacy of Darkness - N64
- Castlevania: Legends - GB
- Castlevania II: Simon's Quest - NES
- Castlevania: Symphony of the Night - PS-X
- Countdown Vampires - PS-X
- DarkStalkers - PS-X, Arcade
- DarkStalkers 3 - PS-X, Arcade
- Dracula - NES
- Dracula - Intellivision
- Dracula/Frankenstein - Sega CD
- Dracula Resurrection - PC
- Dracula the Undead - Lynx
- Legacy of Kain: Blood Omen - PS-X, PC
- Legacy of Kain: Soul Reaver - PS-X, DC, PC
- Night Warriors - PS-X
- Vampire - Commodore 64
- Vampire - Arcade
- Vampire Diaries - PC
- Vampire Hunter D - PS-X
- Vampire Killer - SG
- Vampire: Master of Darkness - GG
- Vampire Savior - Arcade
- Vampire Savior 2 - Arcade
- Vampire: The Masquerade - Redemption - PC



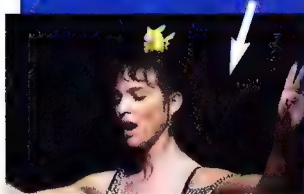
A Quiz to Measure Your Geek Quotient

Nerds. The Fonz refused to hang out with them in *Happy Days*, and Ogre was fond of beating them up in *Revenge of the Nerds*. Then again, for a guy that constantly made derisive comments about dorks, Fonzie sure spent a lot of quality time with Potsie, and Ogre joined forces with those he hated in *Revenge of the Nerds II: Nerds in Paradise*. So being a nerd is okay, right? Well, if you think so, that's all that matters.

There's a bit of dorkiness inherent in simply playing vids, but by taking the quiz on the pages that follow, finally you'll know just how big a video game goof you are. The pride you take in your score is left to you (but if you're high on the chart, do us a favor and don't talk to us when anyone else is around).

DUDE OR DWEEB?

1 DOES THIS PICTURE EXCITE YOU?



2 What's the most times you've ever played the same game the entire way through?

Was there new characters or secrets to find each time?

3 Which of the following have you named after a video game character:

- An online persona
- A pet
- A child



4 Have you ever purchased:

- A video game soundtrack
- A Depeche Mode album
- A They Might Be Giants album
- A Luteski album



5

Which of the following have you done in order to stay home and play a video game...

- Lied to get out of a social engagement with friends
- Used to get out of a date with a boyfriend or girlfriend
- Feigned illness to avoid going to school
- Called in sick to work

8

Have you ever kissed anyone full on the lips who wasn't a relative?



11

Picture in your mind the most beautiful person in the world. What word best describes what this person is made of.

- Sugar and spice and everything nice
- Snails and puppy dog tails
- Silicone
- Polygons

6

Have you ever had a serious conversation of over ten minutes length about:

- The various reasons one video game console is better than another
- How to exploit an RPG's battle system to maximum effect
- The pros and cons of the Alpha system for Street Fighter

9

Which of these situations would cause you to never speak to a life-long friend again?

- Slept with your boyfriend or girlfriend
- Borrowed a game of yours and broke it
- Erased one of your memory cards
- Made a bad Pokémon card trade with you

7 WHO IS THIS?



10

Do you own any of the following:

- A video game poster
- A video game shirt
- A video game action figure
- A video game cardboard standee



12 WHAT DO YOU SEE?



15 Has a video game ever caused you to:

- Break a controller?
- Break a console?
- Get in a physical fight?
- Cry?

13 Have you ever played a pen and paper RPG?

- Have you ever painted a metal miniature?



- Have you ever adapted a video game RPG adventure or battle system to a pen and paper RPG?

14 Have you ever dressed up as a video game character for Halloween?

Were you over 15 at the time?

Was it not Halloween when you dressed up?



16 While watching or playing anything labeled "science fiction," do you find yourself sometimes offended by things that are scientifically not possible?

17 Has a driving game ever influenced a car purchasing decision?



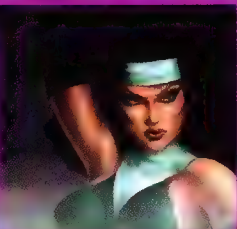
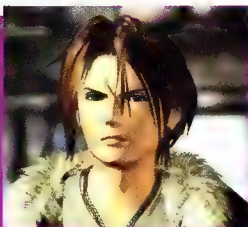
18 WHAT GAME

ARE THESE

CHARACTERS

ASSOCIATED

WITH?



19 Translate this EverQuest sentence into English.

BTW do the mobs in WC aggro to AE DOTS?

22 Have you ever played and broken a game solely to fix a bad move?



20 During the sports season do you regularly watch your video game variables to reflect updates and latest?



23 On a scale of 1 to 10, with 1 being not very and 10 being extremely, how excited would you be if presented with the following situations?

- Getting a new issue of Game Informer
- Winning a prize package from Game Informer
- Having your picture appear in Game Informer
- Meeting all the editors of Game Informer
- Working for Game Informer

21 How many video game console systems do you own?

How many multiples of the same console do you have?



24 Which position would you most like to hold?

- President of Sega of America
- President of Rockstar Games
- President of The Hair Club For Men
- President of The United States of America
- President of Procter & Gamble

25 Imagine you have no money, no job, haven't eaten in two days, and will be kicked out of the place you live at if you can't make your rent payment in a week. While out trying to figure out what to do, you find \$800 in cash lying on the sidewalk. There's no indication of who it belongs to and no one sees you pick it up. You suddenly realize that today just happens to be the day PlayStation 2 arrives in stores. What do you do with the money?





NERDOMETER!

1000+

"I'M HOT AND I KNOW IT!"



900 - 1000

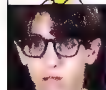


800 - 900



700 - 800

Andy: 733!!!



600 - 700



500 - 600



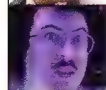
400 - 500

Reiner: 454



300 - 400

Erik: 356
Justin: 338
Paul: 308



200 - 300

Jay: 234



100 - 200

Matt: 180
Kato: 120



0 - 100

After you've completed the quiz, use this scoring guide to tally up your points, then see where you rate on the Nerdometer. The higher your score, the closer you are to being that bearded freak dressed up like Sailor Moon. We've even thrown in the editors' scores so you don't feel so bad.

- 1 If the picture excited you because Pikachu was in it: 20 points
If it excited you because of the lady: 0
If it didn't excite you: 5
- 2 1 for every time you've finished the game beyond the first. 2 for every time you finished the game when there was nothing new to discover.
- 3 If you've named an online character after a video game: 5 for each instance
A pet: 5 each
A child: 50 each
- 4 If you've purchased a vid soundtrack: 5
A Depeche Mode album: 5
A They Might Be Giants album: 10
A Luteski album: 100
- 5 If you've lied to friends: 5
If you've lied to a date: 20
If you've called in sick to work or school: 0 (who hasn't?)
If you've never called in sick to work or school to play a vid: 25 (nerd!)
- 6 If you've talked about one console versus another: 5
An RPG system: 10
The Alpha system: 25
- 7 This is Yu Suzuki. If you answered correctly, score 25. If you guessed another Japanese developer, 5. If you guessed Pat Morita, subtract 50 from your score.
- 8 If you haven't kissed a non-relative: 5
If you said you did, but actually haven't: 25
- 9 If you'd break a friendship over a slumber party: 0
Because of a broken game: 5
An erased memory card: 10
A bad Pokémon trade: 30
- 10 If you own a video game poster: 5
A shirt: 5
An action figure: 5 (20 if it's still in the packaging)
A cardboard standee: 40
- 11 Trick question. These are all nerd choices. Score 5 if you picked one of the first two choices, 10 if you chose silicone (because you're obviously desperate), and 20 if you said polygons. If you imagined Chelsea Clinton, score 50.
- 12 If you saw something video game related, score 10. If you saw anything involving a naked person, score 20. If you saw Mariah Carrey, score 50.
- 13 If you've played a pen and paper RPG: 10
If you've painted a miniature: 25
If you've used a vid for pen and paper material: 40

14 If you've dressed up as a video game character for Halloween, score 1. You score 10 if you were over 12 or it wasn't Halloween. You score 100 if you answered yes to all.

15 If you've broken a controller: 5
A console: 20
Gotten in a fight: 10
Cried: 50 (ya big baby!)

16 Score 20 if you answered yes. Score an extra 5 if you thought of an example immediately upon reading the question.

17 Score 10 if you answered yes. Score 100 if you didn't even take the car for a test drive before you bought it.

18 Score the following for each correct answer.
Link - Legend of Zelda: 1
Squall - Final Fantasy VIII: 5
Terry Bogard - King of Fighters: 10
Headdy - Dynamite Headdy: 25
Sister Mary Lascivious - Rogue Trip: 50

19 The translation is: By the way, do the bad guys in West Commons attack when I cast area of effect damage over time spells?
Score 25 if you got it word for word. 10 if you were half right. 50 if you've never played EverQuest, but you figured it out anyway.

20 Score 40 if you answered yes to this. Why so high? Because sports nerds are the worst nerds of all.

21 Score 5 for every system you own. Score 10 for every multiple. Score 50 if one is a working Fairchild Channel F.

22 Score 10 if you answered yes. 25 if you do it regularly.

23 Add up the ratings you gave everything and that's your score, unless you rated meeting the GI editors as a 10. That means you're just screwed up, and your score an automatic 50 for this question.

24 If you answered
President of Sega of America: 10
Rockstar Games: 0
The Hair Club For Men: 20
The USA: 5
Proctor & Gamble: 35

25 This is an open-ended question. Score yourself points if your answer involved the following in any way:
Buying the PS2: 10
Buying a console or games five or more years old: 25
Online investing: 30
Golfing: 50
Your mom: 5

Bonus Points

- If you looked ahead to the scoring section to adjust your final score: 15
- If this quiz makes you so mad you feel like writing us an email or letter: 25
- If you're considering bragging about your score to friends: 10
- If you haven't taken a bath or a shower in over five days: 10
- If you think the pictures on the Nerdometer should be in a different order: 5

Sony Shows Off New PlayStation

With the launch of the **PlayStation 2** looming on the horizon, **Sony** surprised some in the industry with the announcement of a redesigned **PlayStation** console to be retitled as **PS One**. The unit will debut on July 7th in Japan, and is scheduled to go on sale Stateside sometime in September at an as-yet-undisclosed price. The streamlined unit is about one-third the size of the current PlayStation, and weighs in at just over one pound. The PS One will come packed with a **Dualshock Analog controller**, **AV Multi Cable**, and **AC Adapter**.

The PS One will function just as its predecessor, with two controller ports and slots for two memory cards. New features include an adapter that will allow gamers network access via a mobile phone (the adapter will be compatible with original PS-X units as well) and a four inch LCD screen peripheral that can be attached directly to the console. With the LCD screen add-on, the unit should be semi-portable, although many were disappointed when Sony president **Ken Kutaragi** confirmed that there would not be a battery pack available for the unit. There are plans to release a PS One car power adapter, similar to those used for cellular phones and portable CD players.

Sony, obviously still convinced there is life left in its aging platform, said it expects to sell around six million PS One consoles worldwide by the end of March 2001. Sony will end production of the original PlayStation console this year, after around two million more units are manufactured.

Here is the PS One pictured with special 4" LCD screen peripheral and mobile phone network adapter. Also available will be a car power adapter. There are no plans for a PS One battery unit.



Pikachu N64 Cute As A Button

While most gamers are excited about the **PlayStation 2**, the general consensus among the public is that Sony's basic black console just isn't cute enough. **Nintendo** intends to quench the gaming community's thirst for a cute console with the release of the **Pikachu Nintendo 64**.

The unit, which will be available in blue and orange, features a raised-relief **Pikachu** and a **Poké Ball** which functions as the on/off switch. Another giggle-inspiring innovation is Nintendo's "Advanced LED Cheek Illumination System" which allows Pikachu's cheeks to light up when the unit is turned on. Amazing! If this wasn't enough, Pikachu's foot is now the reset button. Tickle, tickle!

While the Pikachu Nintendo 64 has been slated for a July 21 release date in Japan, no official U.S. release has been announced. Nintendo promises that the unit will be available before the end of the year, presumably in time for the lucrative holiday shopping season.



Neo Geo Pocket Color Gone, But Not Forgotten

You've no doubt suspected that we live in a cruel and unfair world, now here's the proof. Unable to compete against Nintendo's ubiquitous, outdated, and crappy **Game Boy Color**, **SNK** has thrown in the towel after just under a year of fighting the good fight.

In a tersely worded statement, SNK Entertainment broke the sad news – the **Neo Geo Pocket Color** is dead. The company has immediately ceased distribution of Neo Geo Pocket Color hardware and software in the U.S. and Canada. The company has requested retailers to return any unsold NGPC units or games for a full refund. Also, all U.S. distribution of SNK's Dreamcast and PlayStation titles has been stopped. Any scheduled American NGPC titles have been scrapped.

SNK will continue to market Neo Geo Pocket Color hardware and software in Japan, so Pocket Color diehards will be able to track down new titles through importers. Fair readers, shed a tear and pour out a little liquor for the Pocket Color as it shuffles off this mortal coil.



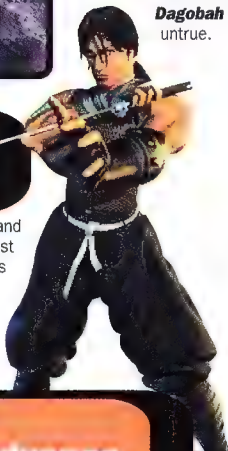
LucasArts Plans Star Wars Game For Dolphin

LucasArts has enjoyed a long and prosperous relationship with **Nintendo**, so it came as no surprise when we first heard word that the honchos at **Skywalker Ranch** were planning to develop **Star Wars** games for both the **Nintendo Dolphin** and **Game Boy Advance**.

LucasArts is currently evaluating the capabilities of Nintendo's next-generation console, and hopes to have a game available for the Dolphin launch. The game's plot will take place between the events of **Episode I: The Phantom Menace** and the upcoming **Episode II**. Rumors that the game would be titled **Jar Jar's Adventures On Dagobah** have proven to be untrue.

Mystery Tenchu 2 Character Unmasked!

Activision had hinted that there would be a third playable character in *Tenchu 2*, and now we have exposed this shadowy figure named **Tatsumaru**. Tatsumaru is the eldest of the three characters, and a more seasoned warrior than Rikamaru or Ayane. His hand-to-hand combat skills, as well as his poise, are well beyond his younger companions. Like Axl Rose, he is said to possess many self-destructive tendencies, which, coupled with his sense of honor, can get him into precarious situations.



New Details On Game Boy Advance

Nintendo is staying mum regarding any information about the **Dolphin**, but it did whisper a few sweet nothings in our ear regarding the **Game Boy Advance**. Apparently not wanting to alienate the 100 bazillion kajillion youngsters that have purchased a **Game Boy**, the Game Boy Advance will be backwards compatible with the original unit.

The GBA will operate on a 32-bit processor, which has raised speculation that Nintendo might be able to port over **Nintendo 64** and **Super Nintendo** classics to the handheld. Additionally, Nintendo has big plans for the GBA and Dolphin. The Big 'N' is already working on a Pokémon title of monumental proportions.



Artist's
rendition

editors' top ten

- 10 *Builder's Block* - PS-X
- 9 *Powerstone 2* - DC
- 8 *Super Magnetic Neo* - DC
- 7 *Tomb Raider* - GBC
- 6 *Fear Effect: Retro Helix* - PS-X
- 5 *Virtua Tennis* - DC
- 4 *Dino Crisis 2* - PS-X
- 3 *Perfect Dark* - N64
- 2 *Chrono Cross* - PS-X
- 1 *Tony Hawk's Pro Skater 2* - PS-X

readers' top ten

- 10 *Wario Land 3* - GBC
- 9 *Star Wars: Jedi Power Battles* - PS-X
- 8 *Excitebike 64* - N64
- 7 *Syphon Filter 2* - PS-X
- 6 *Vagrant Story* - PS-X
- 5 *Tony Hawk's Pro Skater* - PS-X
- 4 *WWF SmackDown!* - PS-X
- 3 *Pokémon Stadium* - N64
- 2 *Pokémon Trading Card* - GBC
- 1 *Perfect Dark* - N64

top ten lists

- 10 *Top Ten Infectious Diseases*
- 9 *Top Ten Best Whoopi Goldberg Movies*
- 8 *Top Ten Backstreet Boys (there's only five!)*
- 7 *Top Ten Famous Midgets*
- 6 *Top Ten Happiest Korn Songs*
- 5 *Top Ten Best Atari Jaguar Games*
- 4 *Top Ten Greatest All-Time L.A. Clippers*
- 3 *Top Ten Favorite Croc Catchphrases*
- 2 *Top Ten Uses For a Dead Hamster*
- 1 *Top Ten Sexiest Game Informer Editors*

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!



Game Boy Hits 100,000,000

Nintendo's Game Boy, the Energizer bunny of game consoles, has now officially sold over 100 million units worldwide since its debut in 1989. Fueled by the Pokémon craze, Nintendo sold over 1.7 million Game Boy Colors last year alone. To put this awesome number in perspective, we calculate that to reach the 100 million mark, the Game Boy has continuously sold an average of 1,000 systems per hour for 11 years. This record makes the Game Boy without a doubt the most popular game system in history.

Sony, Sega To Sell Console Components To Third-Party Manufacturers

Looking towards a future in which gaming consoles are likely to be replaced by multi-functional set-top boxes, **Sega** and **Sony** both made recent announcements stating their intention to sell console components and chip sets to outside manufacturers.

What does this move mean for consumers? The most likely possibility seems to be third-party DVD players that play **Dreamcast** or **PlayStation 2** games. Also, it would be possible for television manufacturers to market a TV/console hybrid, similar to current TV/VCR units on the market. While neither company outlined definite plans as to what manufacturers they would be forming partnerships with at press time, expect more details to be forthcoming.

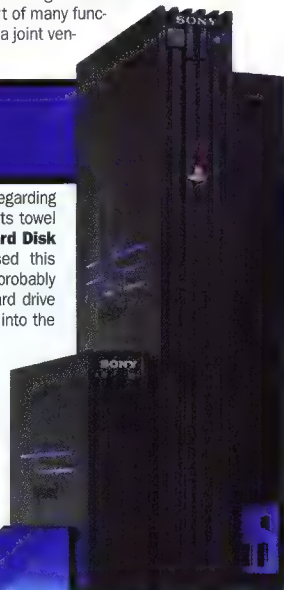
Sega vice chairman **Shoichiro Irimajiri** commented, "The future game box will be an all-in-one set-top box. In that case, Sega's role is one part of many functions, so we cannot do it alone. We need very good alliances or a joint venture."

Sony Reveals PlayStation 2 Hard Drive

As **Microsoft** continues to engage in locker room bragging regarding the size and strength of its unit, the **Xbox**, **Sony** whipped off its towel and flashed these pictures of the Japanese **PlayStation 2 Hard Disk Drive (HDD)** peripheral. The piggyback unit will be released this winter in Japan. The U.S. version of the PlayStation 2, and probably future iterations of the Japanese PS2, will feature a built-in hard drive expansion bay which will allow owners to plug the drive directly into the back of the console.

The HDD will allow PS2 owners to store game information, stats, store download game levels, and possibly manipulate images. Software developers will be able to use the HDD to store game data, which should make switching between multiple game discs a thing of the past.

Sony also announced a broadband adapter card for the console, which should facilitate high-speed Internet access through the PS2.



Kengo: Master of Bushido Moves To PS2

Crave recently announced that its upcoming martial arts masterpiece, **Kengo: Master of Bushido**, has been canceled for the PlayStation. Fear not, grasshopper, this is not the end. Instead, the game is slated to hack and slash its way onto the **PlayStation 2**.

There are few details as to how the game will change when it moves onto **Sony's** console of the future, but judging by screenshots we've seen, at least some of the gameplay elements from the **PS-X** will remain, including the sword practice and water resilience tests.



Ex-Square Staffers To Create GBA RPG

As the **Pokémon** phenomenon begins to wane (many retailers are reporting that sales of Pokémon-related merchandise are down more than 50% from last year), **Nintendo** has tapped a start-up development company, oddly named **Brownie Brown**, to create a new "communication RPG" game for the **Game Boy Advance** entitled **Magical Vacation**.

The game is said to center around brownies, the mythical fairies from Scottish folklore. Few details are available regarding *Magical Vacation's* gameplay but Nintendo promises that, "While Pokémon broke new ground by encouraging RPG users to trade with and battle with each other, *Magical Vacation* will facilitate the communication aspect further." We speculate that this could mean that the game will have some sort of online function, given Nintendo's recent announcement for an Internet connection adapter for the **Game Boy Color** (see Data File).

Nintendo is fully funding Brownie Brown's \$180 million startup costs. The company includes four ex-Square staffers who were responsible for creating the classic **PS-X RPG Secret of Mana**. At press time, no formal release date had been set for *Magical Vacation*.



SITE OF THE MONTH

Killer List Of Video Games

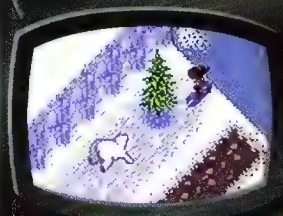
www.klov.com

Far and away the most comprehensive arcade game site on the web. Try as we might, we just can't seem to stump K.L.O.V. It features alphabetized listings for virtually every arcade cabinet ever made, and provides a brief synopsis of each game, along with tech specs and screenshots when possible. Well organized and frequently updated, K.L.O.V. is an excellent web resource.

TRIVIA CENTER

- 1 What was the last Neo Geo Pocket Color game released in America?
- 2 What was the first one-on-one fighting game?
- 3 What actor starred as James Bond in only ONE film (*Her Majesty's Secret Service*)?
- 4 What was the first game developed by Rare?
- 5 What is the name of Blade's mentor?

[Answers on the bottom of page 42]



NAME THE GAME

This legendary PlayStation series was *never* to make an appearance on a handheld console. The game was to be developed by the creators of the series, UEP, but due to some rather unfortunate circumstances it will now never be released. What was this game called?

[Answer on the bottom of page 42]

Data File:

► **Ubisoft** is developing a **Game Boy Color** title based on **Little Nicky**, an upcoming movie starring autistic funny-man **Adam Sandler** as the son of Satan. Sniff...we smell Oscar! Expect the game to ship around November, in conjunction with the release of the film.

► **Microsoft** has formed a partnership with digital satellite provider **Direct TV** and **Thomson Multimedia** to create a system that will offer **Xbox** users Internet access, interactive TV, and digital video recording.

► **Famitsu** has reported that the second chapter in **Yu Suzuki's Dreamcast** masterpiece, **Shenmue**, should be released by the end of the year in Japan. The first chapter of the saga, currently undergoing localization, is slated to be released in the U.S. this fall.

► Contrary to our previous report, **Resident Evil Survivor** has not been cancelled. The game, called **Biohazard Gun Survivor** in Japan, is still slated for a U.S. release. *Game Informer* apologizes for any confusion caused by our report and applauds Capcom's decision to remove "Gun" from the game's title.

► A new game in the legendary **Capcom** series, **Mega Man X: Cybermission**, will be released this August in Japan. The game, which returns Mega Man to his side-scrolling roots, has not been given a U.S. release date.

► Despite the fact that the original black and white **Game Boy** launched in 1989, before most of us had even heard of the Internet, **Nintendo** has unveiled plans for the **Game Boy Online** adapter. The unit allows its prosperous handheld, the **Game Boy Color**, to connect to the Internet. Players will be able to exchange information and trade **Pokémon** online.

► **Sega** and **Sun Microsystems** will incorporate **Java Virtual Machine** technology into the **Planetweb 3.0 Dreamcast** browser that will be released this September. The updated browser will give Dreamcast users access to Java-based games and other advanced applications.

► In **Forbes**, **Microsoft** gaming head **Ed Fries** stated that he expected that there would be only 300 titles available for the **Xbox** in its first year, and between 100 and 150 titles the following two years.

► In further **Xbox** news, reports have been circulating that have **Raven's Soldier of Fortune 2**, the sequel to the ultra-violent first-person shooter on the PC, as being the first confirmed title for **Microsoft's** console system.

Grave Hits The Drifts With Sno Cross Championship

Grave, no doubt inspired by the success of EA's **Sled Storm** for the **PS-X**, is developing a **Dreamcast** snowmobile racer entitled **Sno Cross Championship Racing**. The game sports an array of licensed Yamaha sleds, each of which can be upgraded. The game's 12 tracks span the northern regions of the globe, from Aspen to Nagano. The tracks are filled with tight turns and jumps perfect for busting out a few flashy tricks. Look for **Sno Cross Championship Racing** to hit stores sometime in the fall.



Resident Evil Zero Canceled For N64?



Nintendo 64 survival horror fans have been breathlessly awaiting the arrival of **Resident Evil Zero**, an **N64** prequel to the long-running series, for some time. Unfortunately, it appears that they might have to wait a long while. Rumors have been circulating throughout the industry that **Capcom** and **Nintendo** have shelved the **N64** version of **RE Zero**, and have instead decided to designate the game as a **Dolphin** launch title.

Capcom has been tight-lipped regarding the fate of **RE Zero**, cryptically commenting that the status of the game is "to be determined." There has also been talk of a **Game Boy Advance** port of **RE Zero**, which would be compatible with the **Dolphin** version via a link cable. Stay tuned, as we expect **Capcom** to let the proverbial cat out of the bag any minute now.

Video Game Trivia Answers:

- 1 Metal Slug 2
- 2 Warner. This arcade cabinet was released by Vectrobeam in 1979. The black and white graphics showed a top-down view of two knights lighting around two square pits. Supported two-players simultaneously.
- 3 George Lazenby

- 4 Slalom for the Nintendo Entertainment System
- 5 Whistler

Name That Game Answer:
Cool Boarders Pocket for Neo Geo Pocket Color

Microsoft Gobbles Up Bungie

It was only a matter of time. As **Microsoft** continues to eye up the video game industry like a fat man staring at a juicy slab of prime rib, the company treated itself to a tasty little appetizer. In a recent press release, the computer giant announced that it has acquired Chicago-based developer **Bungie Software**. Per the agreement, Microsoft will have exclusive publishing and distribution rights to select Bungie titles, including the upcoming PC/Mac/PS2 game **Halo** – which now may be an Xbox-only game.

The acquisition of Bungie should help Microsoft beef up its internal **Xbox** development efforts. The Bungie development staff will continue to operate as an independent development studio within Microsoft's games division, focusing on developing games for the Xbox. **Take-Two Interactive**, which had formerly owned 19.9 percent of Bungie, announced that it had sold its interest in the company to Microsoft while retaining the rights to certain Bungie properties, including *Oni* for the **PlayStation 2** and the *Myth* series.

"This acquisition reflects our commitment to growing our business with a strong portfolio of quality games for the PC and Xbox platforms," said **Ed Fries**, vice president of games publishing at Microsoft. Fries went on to note that Bungie "tastes just like chicken."





- **Size:** 64 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 1 to 4-Player Minigames; Inhale, Copy, Exhale, & Throw Enemies; 6 Worlds With 4 Stages & 1 Boss; Real-time Cutscenes; 3 Slot Built-In Battery Back-Up
- **Replay Value:** Moderate
- **Created by:** Hal Laboratories for Nintendo
- **Available:** June 26 for Nintendo 64

Bottom Line: **7.5**



02

Kirby the pink beartrap.



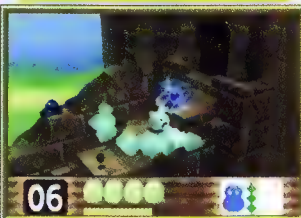
02

Kirby's friends are always willing to lend a helping hand.



04

Flame on!



06

Kirby's freeze power puts enemies on the rocks.



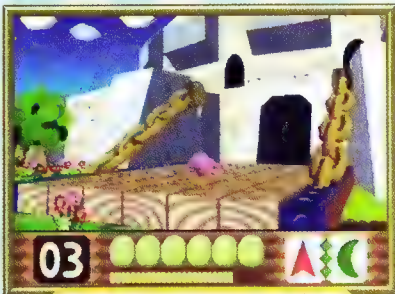
Nintendo's second-class hero, Kirby, always plays runner-up to everyone's favorite plumber, Mario. But it's been a long time since Mario reared his ugly head, and Kirby is here now to save the day with his new adventure, *The Crystal Shards*.

The game starts off with a little animated sequence that explains how this evil cloud, known as Dark Matter, is coming to steal the Ripple Star Fairies' shining Crystal. One fairy manages to escape with it before Dark Matter envelops the land, but the crystal shatters, and it is up to Kirby, with a little help from his friends, to find all the shards and put the crystal back together.

Fairy tale or not, Kirby still has to use all his powers to find all the pieces of the Crystal. Armed with the ability to inhale enemies and then either swallow them or copy their powers, there are many things Kirby can do. In this new adventure, Kirby now has the ability to combine different powers together to make even more powerful attacks. For instance, one burn power turns you into a blazing comet, two makes you into a massive fiery phoenix. Or match the flame with the needle and get a flaming sword. There are seven different special powers that can be mixed and matched to defeat the various puzzles and enemies that Kirby encounters as he searches for the shards.

Other creatures Kirby encounters don't have a power that he can copy, but that doesn't mean Kirby can't use them to help him in his adventure. Kirby can hold on to these characters to hitch a ride with a flying birdie or float to the ground with an umbrella-wielding baddie.

Kirby 64: The Crystal Shards is definitely best for the younger player, as this adventure is not too difficult; still, older players might not want to miss the great action/platforming that *Kirby 64* delivers.



03

Medieval castles are just one of many places Kirby will venture for the crystal shards.

Unlike Clinton, Kirby Inhales

ANDY
THE GAME HONORE

Concept
7.5

Graphics
7

Sound
7

Playability
8

Entertainment
7.5

7.5

OVERALL

"For what it is, Kirby 64 is a great game. He has lots of powers that are easy to use and the levels are stylish and fun. But since Nintendo decided to make this game for the younger crowd, I blew through this game like a Mexican platter does my digestive system. And like the Mexican platter, it got a little messy at times, but in general it's a smooth ride. Don't misunderstand me, I enjoyed playing Kirby while it lasted. The ability to mix and match special powers kept things interesting, and like any Nintendo game, there is always plenty to do and find. Not everyone should buy this game as it is definitely for a younger audience, but it is an enjoyable play so I would recommend renting it for the night and playing it through."

JAY
THE GONZO GAMER

Concept
7.75

Graphics
8

Sound
7.5

Playability
8

Entertainment
7.75

7.75

OVERALL

"Kirby's a big, pink bucket of blubber, yet I still wish there was more of him to love. As is common with Kirby games, the adventure is fun while it lasts, but is over too soon and it isn't too hard to get to the finish. The Power Combos in Kirby 64 make it especially easy. Find the right power and you'll be able to breeze through level after level, gathering stars and free lives. I'm pretty far from being a platforming whiz, but I made it through 42% of the game on my first go (and I just got plain reckless at the end because I had to go to the bathroom). Kirby 64's definitely fun to play, and anyone who likes the character and/or the series will want to play it, but most will only need to rent it for a few days to get everything they want out of it."

REINER
THE RAGING GAMER

Concept
6.5

Graphics
6.75

Sound
6.5

Playability
8.25

Entertainment
6.75

7

OVERALL

"Dwarfing the efforts of both Monica Lewinsky and Christina Aguilera, Kirby once again proves he's the one and only king, masta sucky. With a ferocious appetite, bowels made of steel, and an uncanny ability to suck up everything within a five foot radius, gaming's favorite pink puff has finally landed his first solo N64 venture. Sculpted just like an NES game, Kirby 64 is designed for a younger audience. Some of the bonus items are well hidden and can be a challenge to reach, but the majority of the game is a simple walkthrough for experienced players. As always, the gameplay is uniquely sculpted, featuring innovative powers and interesting puzzle solutions. I love this character; unfortunately, the game was just way too easy. On the other hand, the tikes out there couldn't ask for a better game."

BRING HOME THE FUN!

\$49⁹⁵



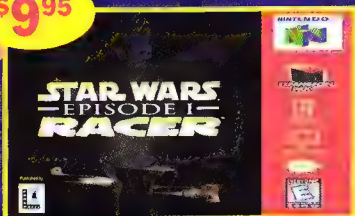
\$9⁹⁵



\$54⁹⁵



\$59⁹⁵



\$29⁹⁵
per controller

Color availability will vary by store
- quantities are limited.



Your
Choice of 6
Fantastic
Colors

Game Boy Color

\$69⁹⁵
Your Choice



\$99⁹⁵
per system

Color availability will vary by store
- quantities are limited.



\$29⁹⁵



\$24⁹⁵

Pokemon Red or Blue
Limited Supply



\$29⁹⁵

Expected to be
available 7/28/00



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Delayed Again...
But Worth the Wait!

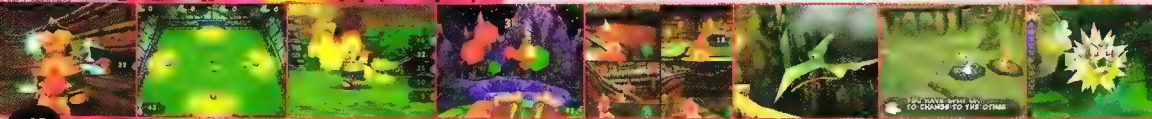
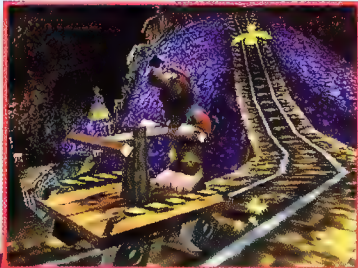
BANJO- -TOOIE™

Hey kiddies! Nintendo just delayed another game! For all of you out there who have been holding your breath since the summer of '98 for the Banjo-Kazooie sequel, you may just choke and die before it actually hits retail shelves. Scheduled for the street date of August 28, the sequel, Banjo-Tooie, has slid out a few weeks to September 18. We'd like to think this is the last delay for Banjo-Tooie, but who knows? With Nintendo, you can never really say what will happen next. The good news is the game is looking remarkable. The bad news? You have to wait a little longer to play it.

Just the other day we bumped into Nintendo big wig, Ken Lobb. Spraying questions faster than the fastest man alive, Game Informer learned a few interesting new tidbits about Banjo-Tooie. Ken wouldn't drop

any info about how Banjo-Tooie would interact with Banjo-Kazooie, but he was more than happy to talk about the rest of the game. This time around, Grunfilda isn't alone. She's joined by her two evil sisters, creating a very sticky situation for our beloved heroes. In addition to this new threat, the overworld has been expanded drastically. Some levels don't even link up to the overworld. You'll actually have to find their entrance in a different level.

Banjo's saving grace: the Jinjos are back in the sequel. Actually, the game is based around the Jinjo Village. The player will once again need to collect the Jinjos, but this time, will need to travel from level to level to collect families of Jinjos. That's right, you'll actually have to identify them before you pick them up, then move to a different level and grab another that looks the same. Crazy!

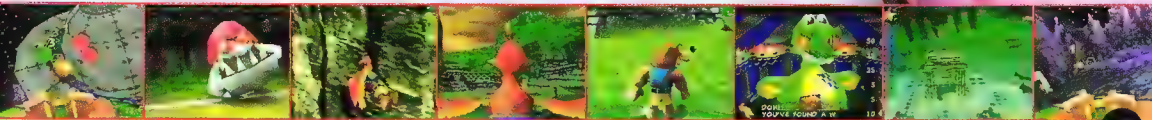
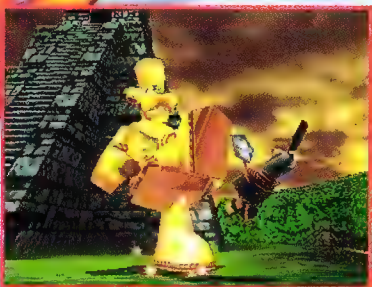
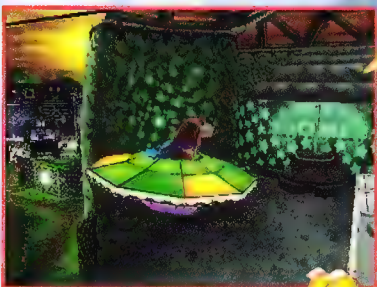
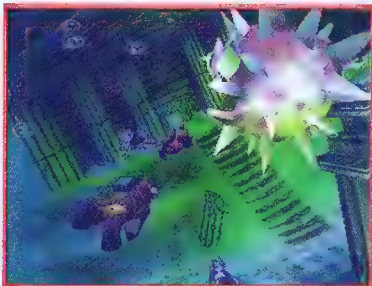
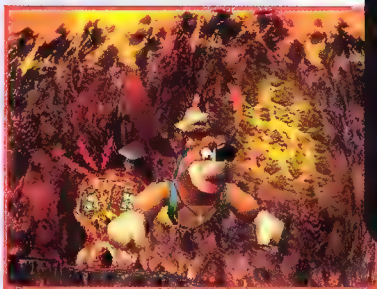
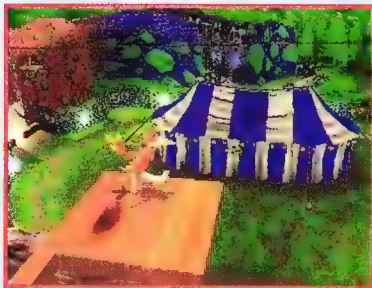


Preview

- **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:** September 18 for Nintendo 64

90% Complete

It was painful,
yet I'm sorry to
see it pass.



Preview

- **Size:** Unknown
- **Style:** 1 to 4-Player Sports
- **Special Features:** Multiple Tournaments; 16 Familiar Mario Characters; 4-Player Simultaneous Doubles; Minigames; Ring Shot Mode; Introduces Waluigi to Mario Universe
- **Created by:** Camelot for Nintendo
- **Available:** August 28 for Nintendo Wii

70% Complete

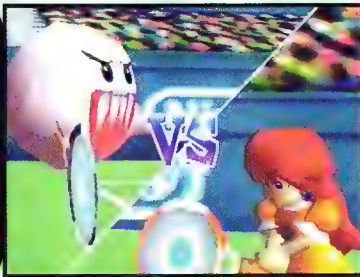
THE NEW KID IN TOWN

It's not often that Nintendo introduces a new character into the Mario universe, so Mario Tennis will go down in history as the debut of Waluigi, the evil likeness of Luigi. Waluigi's long limbs give him lightning speed, making him a strong presence on the court. When partnered with the powerful but sluggish Wario, the evil brothers make a formidable double team.



OLD FRIENDS

Nintendo's stable of characters is unparalleled in the world of gaming, so it's no wonder that Mario Tennis is packed with superstars. There will be 16 characters in the final game, including such familiar faces as Donkey Kong, Mario, Luigi, Princess Peach, Bowser, Toad, and Yoshi. While these choices might seem obvious, there are some long-forgotten Mario characters making a return in Mario Tennis. Birdo, who hasn't made a public appearance since Super Mario Bros. 2 for the NES, is back, as is Daisy from Super Mario Land. Other lesser-known characters include Boo and Baby Mario.



LET THE GAMES BEGIN

Nintendo's massive success with the Mario Party series has taught it a thing or two about the appeal of minigames. While Mario Tennis focuses on great tennis gameplay, Camelot has packed in a few goodies to add some flavor to the mix. Foremost is Ring Play, which is similar to the Ring mode included in Mario Golf. There are three Ring Play modes, each of which features five individual challenges. Another interesting game uses three piranha plants to spit balls at the player, who must return as many of them as possible. A special exhibition match features a teetering court that is suspended in Bowser's castle. There is also rumored to be a top secret Game Informer Fruit Cup tournament hidden in the game.



BASIC STROKES

Minigames and obscure characters are great, but Camelot promises that Mario Tennis will deliver gameplay that is second to none. The intuitive control system uses the analog stick to deal a wide variety of shots, from lobs to overhand smashes. Also, Doubles mode can support up to four players simultaneously.



MARIO TENNIS



Many gamers still regard Super Tennis as the game that set the standard for video tennis. Although Super Tennis was released way back in 1991 on the SNES, the game balanced ease-of-play with a surprising depth that hasn't been surpassed to this day. In 2000, it seems as though the video tennis drought is finally over. Along with Sega's Virtua Tennis, it is quite possible that Mario Tennis could contend for the title of best tennis game of all time. Created by Camelot, the developer that hit a hole-in-one with Mario Golf, Mario Tennis impressed us at E3 and has been gathering a buzz ever since.

new releases

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

Release Date	Title	Publisher/Distributor	System	Release Date	Title	Publisher/Distributor	System
JULY				8/29/00	Ultimate Fighting Champ	Crave	DC
7/15/00	Evolution 2	UbiSoft	DC	8/29/00	Vanishing Point	Acclaim	DC
7/15/00	MTV Sports: Skateboarding	THQ	DC	8/29/00	CyberTiger	Electronic Arts	GBC
7/15/00	Blaster Master	Crave	GBC	8/29/00	Dragon Warrior 1 & 2	Enix	GBC
7/15/00	MTV Sports: Skateboarding	THQ	GBC	8/29/00	Guntalet Legends	Midway	GBC
7/15/00	Scooby Doo	THQ	GBC	8/29/00	SeaDoo HydroCross 2000	Vatical	GBC
7/15/00	International Superstar Soccer Pro	Tommo	N64	8/29/00	Spider Man	Activision	GBC
7/15/00	MTV Sports:Skateboarding	THQ	PS-X	8/29/00	Tony Hawk Pro Skater 2	Activision	GBC
7/15/00	Surf Riders	UbiSoft	PS-X	8/29/00	Mia Hamm N64 Soccer	SouthPeak	N64
7/17/00	Lemmings Revolution	Take 2	GBC	8/29/00	SeaDoo HydroCross 2000	Vatical	N64
7/17/00	Action Bass	Take 2	PS-X	8/29/00	Turok 3: Shadow of Oblivion	Acclaim	N64
7/18/00	McGrath Supercross 2000	Acclaim	DC	8/29/00	Aladdin: Nasira's Revenge	Sony	PS-X
7/18/00	Metropolis	Sega	DC	8/29/00	Animorphs	Frontline Video	PS-X
7/18/00	Mr Driller	Namco	DC	8/29/00	Monster Rancher Battle Card	Tecmo	PS-X
7/18/00	McGrath Supercross 2000	Acclaim	PS-X	8/29/00	SeaDoo HydroCross 2000	Vatical	PS-X
7/18/00	Threads of Fate	Squaresoft	PS-X	8/29/00	Spider-Man	Activision	PS-X
7/21/00	Super Bowling 64	Tommo	N64	8/29/00	Star Trek Invasion	Activision	PS-X
7/24/00	Hidden & Dangerous	Take 2	DC	8/29/00	Team Buddies	Midway	PS-X
7/24/00	Austin Powers 1:Oh Behave	Take 2	GBC	8/29/00	Tenchu 2: Birth of the Stealth Assassins	Activision	PS-X
7/24/00	Austin Powers 2:UG Lair	Take 2	GBC	8/29/00	Vanishing Point	Acclaim	PS-X
7/24/00	Warlocked	Nintendo	GBC	8/29/00	WTC: World Touring Cars	Activision	PS-X
7/25/00	Namco Museum	Namco	DC	8/30/00	Motor Madness	Interplay	DC
7/25/00	Seaman	Sega	DC	8/30/00	Harley Davidson	Infogrames	GBC
7/25/00	Magical Drop	Sunsoft	GBC	8/30/00	Earthworm Jim 3D	Interplay	PS-X
7/25/00	Microsoft 6-in-1 Puzzle Collection	Classified	GBC	SEPTEMBER			
7/25/00	Pocket GT Racing	Interplay	GBC	9/1/00	Daikatana	Eidos	DC
7/25/00	Test Drive Cycles	Infogrames	GBC	9/1/00	Microsoft Pinball Arcade	Classified	GBC
7/25/00	NCAA Football 2001	Electronic Arts	PS-X	9/1/00	Action Man	Hasbro	PS-X
7/27/00	Titus the Fox	Titus	GBC	9/1/00	Breakout	Hasbro	PS-X
7/27/00	Carnageddon	Titus	N64	9/1/00	Galaga	Hasbro	PS-X
7/30/00	Peter Jacobsen's Golden Tee Off	Infogrames	PS-X	9/5/00	Bang! Gunship Elite	Red Storm	DC
7/30/00	RPG Maker	Agetec	PS-X	9/5/00	NFL 2K1	Sega	DC
AUGUST				9/5/00	Kiss: Psycho Circus	GOD	DC
8/1/00	Tokyo Extreme Racer 2	Crave	DC	9/5/00	Rush 2049	Midway	DC
8/1/00	AMF Bowling	Vatical	GBC	9/5/00	Cannon Fodder	Activision	GBC
8/1/00	Jimmy White's Cue Ball	Vatical	GBC	9/5/00	Road Rash	Electronic Arts	GBC
8/1/00	Mr Driller	Namco	GBC	9/5/00	Rush 2049	Midway	GBC
8/1/00	ESPN MLS: Game Night	Konami	PS-X	9/5/00	John Madden 2001	Electronic Arts	N64
8/1/00	Jimmy White's Cue Ball	Vatical	PS-X	9/5/00	Rush 2049	Midway	N64
8/1/00	Kengou, Master of Bushido	Crave	PS-X	9/5/00	In Cold Blood	Midway	PS-X
8/1/00	Snow Cross Champ Racing	Crave	PS-X	9/5/00	NFL Faceoff 2001	Sony	PS-X
8/8/00	Spec Ops: Omega Squad	SouthPeak	DC	9/5/00	Tony Hawk Pro Skater 2	Activision	PS-X
8/8/00	ECW: Anarchy Rulz	Acclaim	PS-X	9/5/00	Torneko: the Last Hope	Enix	PS-X
8/15/00	Aero Wings 2: AirStrike	Crave	DC	9/7/00	Nickelodeon Cat-Dog	Hasbro	PS-X
8/15/00	Deep Fighter	UbiSoft	DC	9/11/00	Perfect Dark	Nintendo	GBC
8/15/00	Ecco the Dolphin	Sega	DC	9/12/00	Legend of the Blademasters	SouthPeak	DC
8/15/00	ESPN Baseball Tonight	Konami	DC	9/12/00	NFL Blitz 2001	Midway	DC
8/15/00	Test Drive OffRoad 3	Infogrames	DC	9/12/00	NFL Blitz 2001	Midway	GBC
8/15/00	Microsoft Entertainment Pack	Classified	GBC	9/12/00	VR Powerboat	Vatical	GBC
8/15/00	Rocky Mountain Trophy Hunter	Infogrames	GBC	9/12/00	NFL Blitz 2001	Midway	N64
8/15/00	Toca Tour Racing	SouthPeak	GBC	9/12/00	VR Powerboat	Vatical	N64
8/15/00	Turok 3 Shadow of Oblivion	Acclaim	GBC	9/12/00	Micro Machines: Micro Maniacs	Activision	PS-X
8/15/00	Polaris SnoCross 2001	Vatical	N64	9/12/00	Ms PacMan Maze Madness	Namco	PS-X
8/15/00	Bust a Groove 2	Enix	PS-X	9/12/00	NFL Blitz 2001	Midway	PS-X
8/15/00	Carnageddon	Interplay	PS-X	9/12/00	Parasite Eve 2	Squaresoft	PS-X
8/15/00	Chrono Cross	Squaresoft	PS-X	9/12/00	RollerJam	Electronic Arts	PS-X
8/15/00	NFL Gameday 2001	Sony	PS-X	9/15/00	Dark Angel: Vampire Apocalypse	Metro 3D	DC
8/15/00	Polaris SnoCross 2001	Vatical	PS-X	9/15/00	Dragon Rider	UbiSoft	DC
8/15/00	ReVolt 2: Pocket Rockets	Acclaim	PS-X	9/15/00	ESPN Intl Track & Field	Konami	DC
8/15/00	Teletubbies	Havas Interactive	PS-X	9/15/00	F1 Championship 99	UbiSoft	DC
8/16/00	DarkStone	Take 2	PS-X	9/15/00	Heroes 3 Might & Magic	UbiSoft	DC
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8/18/00	Spawn	Capcom	DC	9/15/00	The Mummy	Konami	DC
8/18/00	Sydney 2000	Eidos	DC	9/15/00	Peace Makers	UbiSoft	DC
8/18/00	Sydney 2000	Eidos	PS-X	9/15/00	Stupid Invaders	UbiSoft	DC
8/22/00	D2	Sega	DC	9/15/00	Animorphs	UbiSoft	GBC
8/22/00	NFL QBClub 2001	Acclaim	DC	9/15/00	F1 Championship 99	UbiSoft	GBC
8/22/00	NFL QBClub 2001	Acclaim	N64	9/15/00	Hoyle Card	Havas Interactive	GBC
8/22/00	ATV:Quad Racers	Acclaim	PS-X	9/15/00	Hoyle Casino	Havas Interactive	GBC
8/22/00	John Madden 2001	Electronic Arts	PS-X	9/15/00	Inspector Gadget	UbiSoft	GBC
8/22/00	NCAA Gamebreaker 2001	Sony	PS-X	9/15/00	Lego Racers	Lego Media	GBC
8/22/00	Resident Evil Survivor	Capcom	PS-X	9/15/00	Aldyn Chronicles: The First Mage	THQ	N64
8/22/00	Rugby 2001	Electronic Arts	PS-X	9/15/00	F1 Championship 99	UbiSoft	N64
8/22/00	Valkyrie Profile	Enix	PS-X	9/15/00	Dinosaur	UbiSoft	PS-X
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8/25/00	Gun Bird 2	Capcom	DC	9/15/00	F1 Championship 99	UbiSoft	PS-X
8/28/00	Donkey Kong Country	Nintendo	GBC	9/15/00	Frogger 2	Hasbro	PS-X
8/28/00	Banjo Toxie	Nintendo	N64	9/15/00	Inspector Gadget	UbiSoft	PS-X
8/29/00	Quake 3 Arena	Sega	DC	9/15/00	Lego Extreme Team	Lego Media	PS-X
8/29/00	Sega GT	Sega	DC	9/15/00	Rayman 2	UbiSoft	PS-X

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Fighting Force 2	5/5 Feb-00	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Prince of Persia	7/25 Jun-99
Fisherman's Hat	6/75 Dec-99	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Pokémon Battle	8/75 Sep-99
FIFA 2000	8/75 Dec-99	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Pokémon Trading Card Game	7/25 Jun-00
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Fighting Force 2	5/5 Feb-00	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Pokémon Yellow	6/5 Nov-99
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Fighter Maker	8/75 Jun-99	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Pokémon Yellow	6/5 Nov-99
Fighting Force 2	5/5 Feb-00	Road Rash: Jailbreak	7/75 Mar-00	Blunkwork Cup Pro Bowling	5/25 Jun-00			Pokémon Yellow	6

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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**PLAYER'S
EDGE**



- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 44 Characters, Each With Unique Special Attacks & Abilities; Summoning Spells; Nonlinear Plot & Exploration; 2 Alternate Worlds & Other Locations; Deep Plot Ties to Chrono Trigger; New Game+
- **Replay Value:** High
- **Created by:** Square Soft
- **Available:** Now for PlayStation

Bottom Line: **9.5**



"Seeerge. I am your Faathurrri!"



"Noooo!!! It can't be! That's impossible!"

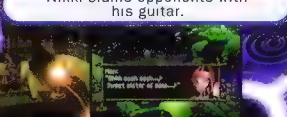


I'm gonna kick yer sorry arses so hard you'll kiss the moons!

Kid rocks.



Nikki slams opponents with his guitar.



When you're with a perfect doctor of mine...



Crossing Dimensions Between New and Old

While RPGs have come a long way since the 16-bit days, they've also managed to lose much of what made the experience such a popular one. Beautiful graphics, amazingly cool power-ups, and heavy emphasis on plot have made for a truly cinematic experience, but the inability to break out of the walls and explore areas whether they were relevant to the immediate quest at hand or not has made us yearn for some of the best of the 16-bit era RPGs. Chrono Trigger comes to mind.

With an amazing story that was never spoiled by the ability to freely roam about and explore new areas, intense character interaction, and time/space plot twists that might be the envy of a seasoned sci-fi author, Chrono Trigger is one of the definitive classics of the SNES. Square has delivered a true sequel, taking the best of its precursor and melding that with the beauty and depth of gameplay of its more recent games.

Surprisingly, Chrono Cross features less emphasis on time travel and more on a time stream which has been divided in two by an event that occurred 14 years ago. When the characters discover a means to travel between the two time lines that have developed along a different set of circumstances, they will discover two seemingly similar worlds where things have become more different than alike. Oddly enough, the worlds are still linked in some ways. Pushing a rock over a hole in one dimension could cause a loose rock to suddenly fall over and trap a hapless mushroom prospector in the other. This aspect of the game is the key to unlocking many of its secrets.

With 44 characters, wide open exploration, an interesting combat system, and an intriguing story, Chrono Cross makes a good argument for being the best RPG we've seen on the PlayStation thus far. Despite the deceptively small world size, we were truly blown away by how much there was to see in both worlds, and Chrono Trigger fans will be tickled with constant references and tie-ins to the previous game. A worthy sequel indeed.



Serge's Dash & Slash finishes with a cool pose.

ANDY THE GAME NERD

Concept

9.5

Graphics

9.75

Sound

9

Playability

9.5

Entertainment

9.5

OVERALL

9.5

"All I have to say is wow. Chrono Cross is amazing. From the detail in the character animations and backgrounds to the suspenseful storytelling, Chrono Cross has got it all. It has graphics that easily rival Final Fantasy VIII, and characters with tons of fluid animations that make them much more life-like and interesting. Oh yeah, and there are 44 of them - booya! Even the townsfolk in this game seem more real than those in any RPG I've played before. Then you add all the wonderful things Square has done with the gameplay (like the spectacular combo specials), and Chrono Cross is a combination that can't be beat. Don't miss this game if you play RPGs. If Final Fantasy IX can outdo it I will be duly impressed."

ERIK THE PC JEDI

Concept

10

Graphics

9.25

Sound

9.75

Playability

9

Entertainment

9.25

OVERALL

9.5

"Square has gone and taken everything that kicks butt in classic RPGs and brought these concepts forward into a visually dazzling, intensely story driven, nonlinear game that has renewed my slightly wavering faith in the modern RPG. FF VII brought RPGs back to the next generation of consoles and showed that spectacular new things could be done with them. Chrono Cross reminds us why RPGs got so big in the first place. While not quite as visually mindboggling as Final Fantasy, Chrono doesn't 'cheat' by throwing gorgeous movies into the game every 20 minutes or so, and still it remains a beautiful game. Furthermore, of the 44 characters (hoty crap!), I actually found that I liked most of them. Chrono Cross is hands down my personal favorite RPG on the PS-X to date."

REINER THE RAGING GAMER

Concept

9.75

Graphics

9.75

Sound

9.5

Playability

9.75

Entertainment

9.75

OVERALL

9.75

"If you asked me what my favorite Super Nintendo RPG is, I'd say it's a toss up between Final Fantasy III and Chrono Cross. If you asked me what my favorite PlayStation RPG is, I'd exuberantly explain, Chrono Cross! Years ago, Square Soft redefined console role-playing with Chrono Trigger, and with the long-awaited PlayStation follow-up, it's followed suit, delivering unforgetable material. With 44 different playable characters, all with unique abilities and multi-character combinations, you'll rack up well over 100 hours just trying new things. The storytelling and dialogue are hands down Square's best yet. Combat is also delivered oh so nicely. Chrono Cross outshines, outperforms, and outduels Final Fantasy in every conceivable way. It is, in my humble opinion, The greatest PlayStation RPG experience to date."

RPG MAKER

PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Edit Everything Right Down to the Text, Title Screen, & Enemy Placement; Design & Animate Your Own Characters & Monsters; Capable of Creating a 60 Hour RPG
- **Replay Value:** High
- **Created by:** ASCII/Spline for AgeTec
- **Available:** Now for PlayStation

Bottom Line: 7.75

The Chance of a Lifetime

"Just like every gamer out there, I have always wanted to make my own games. I knew I could make better games than any developer out there, and RPG Maker finally gave me a chance to prove it. However, I quickly learned there is nothing easy about making a game. The first step is learning the tools of RPG Maker, which isn't as difficult as hard coding, but don't believe for an instant that this is not going to take some time to learn. I sunk some time into learning my way around and I really didn't get anywhere with the incredibly raunchy quest that I dreamt up. Okay, so my game-of-all-games didn't quite turn out the way I wanted it to, but I had a blast putting in silly text and making my characters do stupid stuff. **If you want to make games, and you have lots and lots of time, RPG Maker is a your only choice.**"

ANDY THE GAME HOMBRRE
Concept 9.75
Graphics 5.75
Sound 7
Playability 7
Entertainment 8
7.5 OVERALL

"Think it's easy putting together a great role-playing game? **RPG Maker will put you in your place real fast.** This title gives potential world creators all the tools they need to slap together a quest of titanic proportions. All that's required is patience and a few hundred spare hours. Seriously, it'll take you months to create a complete adventure. I estimate that once all the game tools are understood and the manual properly earmarked, every five minutes of gameplay will take an hour to create (and punching in game text with the PS-X controller gets old real fast). Still, even those without an epic tale or an iron constitution may find interest in RPG Maker if they have a Dex Drive. Imagine an RPG with thousands of adventures downloadable online. If RPG Maker catches on, imagine no longer."

JAY THE ONZKO GAMER
Concept 10
Graphics 7
Sound 7
Playability 7
Entertainment 7
7.5 OVERALL

"Finally, the power to create lies within the hands of the gamer. If Kid Rock can call himself a musician, we can call ourselves game developers as well. With RPG Maker, any notalcent schmo can construct a 40 hour RPG, then load it onto the Internet for all Dex Drive owners to download and enjoy. **There are parameters and limitations, but for the most part, users have complete creative freedom to bring their vision to life.** Don't expect instant gratification though. To make a decent RPG, it takes time and patience. Just coming to grips with how the game works will suck away hours of your life. On top of this, if you want the game to look and play just as you envision it, you'll need to tweak animations, and even design your own characters. If you have a creative flare for storytelling, fulfill your dream and make your very own game. This may be your only chance."

REINER THE RAGING GAMER
Concept 8.5
Graphics 7.75
Sound 7.5
Playability 8.5
Entertainment 8.25
8 OVERALL

A hamster ball, Slim Shady, and an erupting volcano have absolutely nothing in common. Likewise, you'll never see any significant ties between Sammy Sosa, silly putty, and a three-legged dog. That is...until now. With AgeTec's RPG Maker, anything and everything can happen. As a volcano erupts, spilling flaming goo onto a tranquil village, a mysterious hamster ball leads Slim Shady to Sammy Sosa's secret abode, a place where three-legged puppies are getting high off magical silly putty. Sounds like a great plot for a game doesn't it? Well guess what? It is a game! We just made it! Now, it's your turn.

For the first time in RPG history, the video game enthusiast has the power to create his or her own fictional world. All you need is imagination, and you too can make RPGs that rival the likes of Final Fantasy, Dragon Warrior, and Lunar.

So what does it take to make a good RPG? Both time and patience are crucial. In the "real world" it takes development teams of fifty people over two years to concoct a role-playing game. While most of the work is done for you, it will still take weeks, months, maybe even years to put the finishing touches on your adventure - which hopefully, won't suck.

Once it's time to get down and dirty with the development process, the player can tweak everything, and we mean everything. This includes the story, town and dungeon designs, item location, enemy hit points, loading screen effects, and even the color of the hero's shoes. For those of you who become completely entwined, you can even design and animate your own characters from scratch. Thankfully, RPG Maker is actually RPG Maker For Dummies. To fully understand how this game works, all you need is time and the ability to read English. That's it!

When you break it down, RPG Maker sounds like more work than play. But believe us, the effort is well worth it. Watching your friends dig into your adventure and become truly engrossed in it is a remarkable feeling. A feeling rivaling your first kiss. Which, if you're a hardcore gamer, is something you'll never e-e-never experience. So this is the next best thing!!!



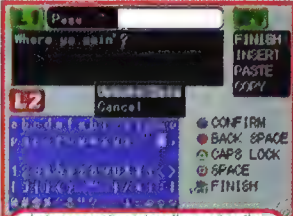
Place over 100 different enemies across the battlefield.



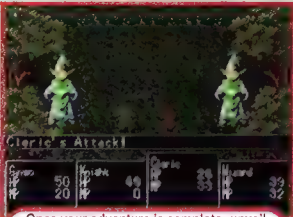
Design your own dungeons and towns.



If you're truly talented, you can design and animate your own characters.



Let your creative juices flow and scribe your very own story.



Once your adventure is complete, unveil it to your friends!



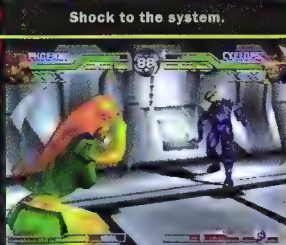
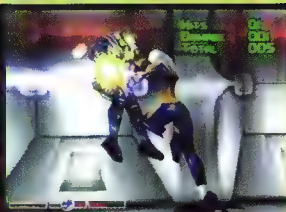


- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 10 Playable Characters. (4 Locked); 3 Super Meters; Alternate X-Men Movie Costumes; Arcade, Versus, Survival, Academy, & Cerebro Mode; X-Men Tagline Voice-Overs
- **Replay Value:** Moderate
- **Created by:** Paradox for Activision
- **Available:** June 27 for PlayStation

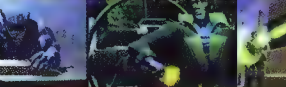
Bottom Line: 7.5



Academy mode allows new players to become acquainted with the moves.



The game often shows its 3D colors during throws and supers.

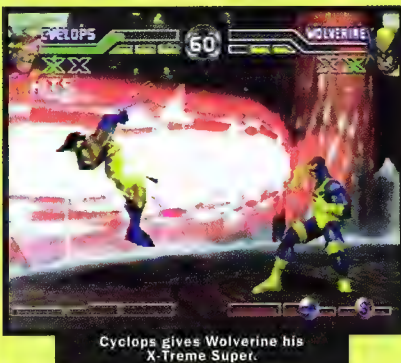


Hollywood and the X-Men are a pairing about as likely as Kitty Pryde and Wolverine – it sounds like something that would never happen, yet it has. With Marvel's mighty mutants getting the summer blockbuster treatment, a movie-based video game was inevitable. That it would be a fighting game was practically predictable. The fact that the game is actually somewhat original is downright unbelievable.

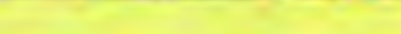
For the first time in a video game, the X-Men are going 3D...sort of. The one-on-one battles between Mutant Academy's selection of Homo Sapiens Superior take place on a 2D plane, with the camera revealing the third dimension when throws and supers are performed. This feature may sound rather frivolous on paper, but considering how vital and plentiful supers are it's a welcome bit of eye candy.

Each character has three bars at the bottom of the screen representing the availability of Supers, Stringed Supers, and X-Treme Supers. When one of these heavy combo moves is pulled off, the action freezes as lightning crackles around the character responsible. In the scant seconds before the super is unleashed, an arrow will appear below. If the d-pad is tapped in the corresponding direction, the super will do double the damage and another directional arrow will appear. Another correct tap will triple the damage and another arrow appears, and so on.

Sure, you've seen the movie, but have you seen Wolverine get his adamantium skeleton in CG? As a bonus for hardcore players, X-Men: Mutant Academy has Cerebro mode, where achieving a long list of goals in all the game's play modes unlocks FMV clips, comic book frames, and extra costumes. Sounds Mag-Neato!



Cyclops gives Wolverine his X-Treme Super.



Mutant Massacre

ANDY THE ULMME HOBBIE
Concept 7.75
Graphics 8.5
Sound 7.5
Playability 8.5
Entertainment 7.5
8 OVERALL

"X-Men: Mutant Academy isn't going to turn the world of video game fighting on its ear, but it does offer up a competent game. The developer, Paradox, did a good job of creating a balanced fighter, however its AI features some loopholes very similar to early Capcom fighters (like computer opponents who can't break a corner tap). The characters themselves feature a nice arsenal of attacks and the action is furious. I especially like the throws in this game, as some of the them are quite ingenious and the Matrix-styled camera work adds a nice effect. X-Men's biggest problem is its lack of characters. Throw in 15 more characters and this game could last you a long time, but as it stands, there just isn't enough here to entertain for long. But the fighting is fun while it lasts."

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

"X-Men: Mutant Academy is better than I thought it was going to be, but it's certainly not going down in history as one of the best fighters on PlayStation. The 3D effects serve no actual purpose, but I'm forgiving this since the developers really went to town on making the character-specific supers as flashy as possible. Unfortunately, the mostly underused 3D graphics make some of the character animations somewhat chunky. This, combined with controls that are erratically unresponsive, are the makings of a frustrating fiasco for fighting aficionados. If you're a comic book freak like me, though, you'll probably still like this game. Mutant Academy is much like a plot for an X-Men comic book – there's tons of cool snippets, but it never quite comes together."

REINER THE RAGING GAMER
Concept 6.75
Graphics 7.25
Sound 6.5
Playability 6.5
Entertainment 6.5
6.75 OVERALL

"Jumping on the Hollywood bandwagon, Activision's bold new fighter combines elements of the comic series with the movie. Surprisingly, this venture turned out better than expected. The graphics are highly detailed, and the characters look fantastic. Furthermore, there are a ton of interesting secrets to unlock, and the Danger Room training exercises are hilarious. As for the actual gameplay? Activision did a commendable job balancing the difficulty and AI, but the fighting mechanics are messed up. The animation is extremely choppy, and many of the collision fields are a tad off. Worst of all, the freeze frame specials destroy all the strategy in the game. If one of these moves is a projectile, the opposing player has all the time in the world to block it. Lame! If you don't play fighters for complexity, this game isn't bad. If you seek more, avoid it."



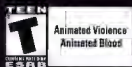


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TONY HAWK'S PRO SKATER 2

MAXIMUM
BACKSIDE
GRINDAGE

On Game Informer's Top Ten Coolest People in the World list, Tony Hawk has moved ahead of Jesus and now ranks at number three. Topping Tom Hanks and the number one spot holder, Arsenio Hall, will be difficult, but if Neversoft continues to pound out quality boarding games in his name, Mr. Hawk will most definitely get his shot at the top of the chart. You've already thrashed all over Tony's first venture, and come this September, your world will be blown off its foundation by what we believe to be the most impressive sequel in the history of PlayStation gaming. Read on and learn, young ones.

FRONTEND NAVIGATION



Neversoft has revamped the entire frontend with stylish new menus and navigational tools. From streaming video to a three-dimensional holographic globe that actually rotates, Tony Hawk's menus are a force to be reckoned with. True, they are just menus...but man! They're super cool!

STATS



Another nice frontend touch is the skater menu. Not only do these powerful screens display the skater's abilities, they also showcase cash earned, medals won, and even a quick link to the Skate Shop. In the original Pro Skater, skaters were only ranked in Ollie, Speed, Air, and Balance categories. In Pro Skater 2, Spin, Landing, Switch Footing, Manual, Hang Time, Rail, and Lip Balance have been added to the equation.

SKATE SHOP

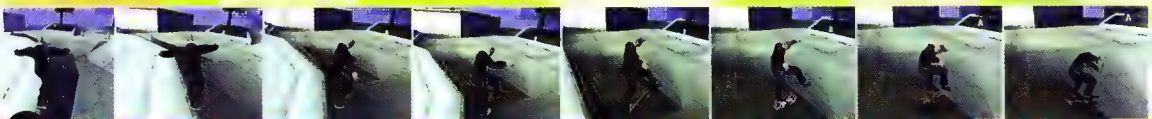


As you tool around each level, you'll run into a number of new items, one of which is the sweet nectar of life — cash. In easy and hard-to-reach places, the player will eventually unearth bills with Tony Hawk's face on them. Collecting this currency allows the player to buy new boards in the Skate Shop. This time around, the boards don't enhance a skater's performance. To increase your statistical prowess, you'll need to spend even more moolah on each statistic bubble. The price rises with each bubble you buy.

FASHION SENSE



Destroying the illusion that skaters wear the same clothes day in and day out, all 13 skaters feature two different outfits. And you thought dressing up Barbie was fun?



CREATE-A-SKATER



Early on, it didn't look like the Create-A-Skater would amount to much. We're happy to announce Neversoft has evolved this feature into something quite extraordinary. Just look at the poser we've assembled. He likes Blink 182 and lives in Los Angeles!

PARK EDITOR



This is where Pro Skater 2 unleashes infinite replayability. With this easy-to-use tool, players can construct courses as good as, if not better than, those Neversoft has created. With a Dex Drive, you'll have the ability to load your parks onto the Internet for others to test and enjoy.

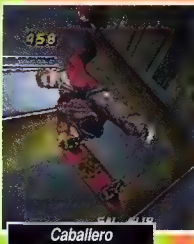
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 13 Skaters; 8 Parks; Create-A-Skater; Park Editor; New Grab, Grind, Kick, & Lip Tricks; Skate Shop; Ground Manuals; Hidden Areas; New Multiplayer Modes
- **Created by:** Neversoft for Activision
- **Available:** September for PlayStation

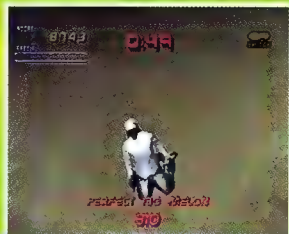
80% Complete

NEW BLOOD

Joining the ten original skaters, Tony Hawk 2 boasts three new personalities...not to mention the possibility of hidden characters. Age and wisdom can be found in the flighty legs of Steve Caballero. Heart and soul are the foundation of Rodney Mullen's career. But when it comes to Eric Koston, you just gotta go for broke. All three of these skaters complement the original cast nicely.

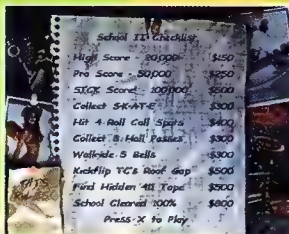


OUCHIE!



It may seem a tad sadistic, but we enjoyed the mass carnage in the original game. When skaters biffed it, they ate concrete harder than anyone ever has. In Pro Skater 2, the same teeth-shattering wrecks are included. But now they are joined by a few new animations like the knee slide and the incredibly painful nutter.

OBJECTIVES



For the second time running, players are asked to smash items, collect letters, and crush point totals on each stage. Instead of receiving tapes for these goals, cash is now the reward. Each stage features ten different goals: three devoted to scoring (easy, medium, and hard levels), S-K-A-T-E, one challenge, three item-based events, 411 Tape, and 100% level completion.

SCORING GAPS



Once again, the player will need to hunt down scoring gaps to truly land the big point totals. From what we hear, a specific scoring gap in conjunction with various moves can land you over 100,000.



LEVELS

While only five of the ten levels are currently in the game, we spent a good six hours on each stage exploring, finding scoring gaps, and breaking high scores. Here's a quick breakdown on what to expect.



MARSEILLE

Located in France, Marseille is the most balanced course in the game thus far. Along with some amazing grind locations, the player is given the freedom to soar on a series of pool-shaped ramps. Right now, Marseille is only used as a competition stage, where the player skates against other pros for medals.

NY CITY

Sadly, you never get the chance to grind all over the Statue of Liberty, but you do ride on an airborne monorail, and that's just dope! This course favors street skaters with its plethora of grind locations.



PHILADELPHIA

If you're a vert skater, this course will frighten you...that is until you find the hidden halfpipes. In the main area, there is only one ramp to catch air off. The crazy thing is, the player must score 250,000 to topple the last scoring goal.

SCHOOL II

At the moment, this is the first level in the game. It's sculpted just like the school in the first game, and is equipped with zones to teach new moves and techniques.



SKATERSTREET

This is another competition stage filled to the brim with ramps and rails. Lip tricks work well here, but vert skaters will more than likely take home the big point totals. The ramps are small, but the air is huge.



SPECIAL

When the meter turns yellow, rip like you've never ripped before! New moves include the Sacktap, where Tony brings his board between his legs...and well...look at the picture. Another interesting move is the Pizza Man. You'll have to see it to believe it. The best move in the original, The Christ Air, has been toned down so as not to deliver gigantic point totals any more. Damn!



DOUBLE TAPS

Along with the eight directional grab moves, the player can double tap Up, Down, Left, or Right to unleash an extra four moves. Not all skaters have these moves, but if they do, your vert experience will never be the same.



MANUALS



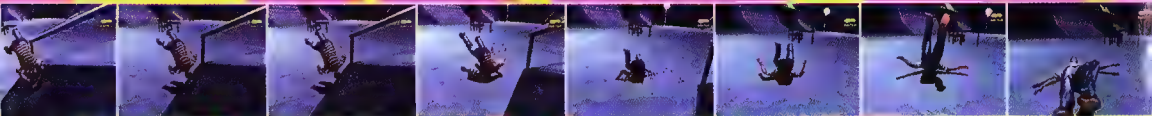
The seasoned Tony Hawk player will struggle with coming to terms with the Manual. This technique (and scoring multiplier) changes everything. When you land on a halfpipe - if you're good enough - you can perform a manual while going up the other side, creating a huge scoring opportunity.

MULTIPLAYER

The immensely entertaining game of Skate (or whatever sick and perverse word you call it) is making a jet set return as are all the modes from the original. Hopefully this time around, the entire course will be represented in split-screen. Removing the pipes on Chicago was bunk!



PROS



LEAP OF FAITH

When falling a great distance, your knees will now buckle and you will fail...unless you hit the **X** button just when impact occurs.



On big jumps...



...you'll need to hit the **X** button on impact...



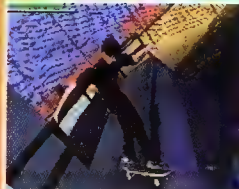
...to successfully land...



...otherwise your legs will buckle and you'll fail.

LIP MOVES

The handplant from the first game has been removed and replaced with a series of different lip plants. Just like the grab moves, each player has a different set of lip moves. By pressing Up, Down, Left, or Right with the **▲** button, the player can perform Axel Stalls, Disasters, Mute Inverts, Rock N' Rolls, Nosestalls; and good ol' Tony Hawk can pull off the amazing Gymnast Plant.



LANDING

Achieving a perfect landing every time is nearly impossible. It's mostly dumb luck that you land straight on. However, landing sloppily is something that can be prevented...unless of course you just suck.



HIDDEN GOODIES

Throughout the game Neversoft has hidden interesting little things. Pictured above, Bill Clinton gets a wet one from a hottie, while Hillary looks on in disgust.



PlayStation Preview

- **Size:** Unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** 4 Playable Characters; Over 120 Minutes of CG Sequences; 60 Enemy Types; Over 800 Camera Angles; Improved Inventory System; New Weapons; Replay Spawns Different Enemy Set
- **Created by:** Kronos Digital Entertainment for Eidos Interactive
- **Available:** 4th Quarter for PlayStation

55% Complete

Puzzles



In our early look at the follow up, we can see that Kronos has clearly added several new puzzle concepts to the mix. Most of the puzzles will probably make you pull your hair out, or if you're already bald, buy a strategy guide.



Let It Rain

Name: Rain Qin
Profession: Assassin

Known Facts: Other than the fact that she bears a look similar to Seven of Nine from Star Trek: Voyager, not much is known about little ol' Rainy Poo. She has a sister named Mist, and we heard that she may have a brother named Fog. Actually, we made that last one up. Funny though.

Hana Reveals All in Cyber Prequel!

For those of you who trekked all the way through the first Fear Effect adventure, you know a sequel featuring all three characters would be incredibly difficult to pull off. Instead of concocting a solution to several plot problems, Kronos Digital Entertainment has taken the safe path and woven a new story set in the not-so-distant past. Joining the ranks of the George Lucas-type prequel, Fear Effect: Retro Helix showcases the early adventures of Hana Tsu-Vachel, Royce Glas, and Jakob Decourt. It will also introduce Rain Qin, Hana's "bestest" friend. The question is, why isn't Rain in the original Fear Effect? We can't wait to find out!

Cinematics



With over 120 minutes of computer-generated cutscenes, you'll be seeing a whole lot of Hana, her revealing clothing, and her battle against Rain's evil twin sister, Mist.

Menu Management



With the game set within a widescreen frame, Kronos utilizes the dead space on the top and bottom of the screen to display stats and item management. In the sequel, the menus will be improved to be more user friendly.

Combat



Kronos has developed over 60 different enemy types each with unique AI. Hopefully, this time they'll hear gun shots fired ten feet away. After beating the game, new enemies will appear where



old ones once stood, creating what we believe will be a second quest just like the one in the original NES classic, The Legend of Zelda. This time, a good majority of the enemies are mechanical.

Items



If you're not solving a puzzle, then you're probably hunting for an item. Just like the last adventure, this quest is heavy on exploration, and of course, locked doors that require specific keys.

fear effect

RETRO HELIX

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 16 Levels; 6 Multiplayer Arenas; Real-Time Cutscenes; New Weapons & Inventory Items; 3 First-Person Split-Screen Modes; New Enemies; Music by Static X; Whaaaaassuup!
- **Created by:** N-Space & 3D Realms for GT Interactive
- **Available:** Late July for PlayStation.

80% Complete

DUKE NUKEM PLANET OF THE BABES

GT Interactive Drops Another Duke

If Lara Croft was the game geek's ultimate fantasy woman in the nineties, then Duke Nukem was his. An ironic riff on Arnold Schwarzenegger's Terminator persona, Duke looked like Max Headroom on steroids while spouting laconic one-liners that someone found in a dumpster behind the set of a Bruce Willis movie. Of course, what separated this muscle-bound killing machine from his competition was his winning way with the ladies. At long last, the Duke has returned to the PlayStation; and if you haven't already guessed by the title, Planet of the Babes finds Duke knee-deep in imperiled cheesecake.

Planet of the Babes pits Duke against a host of nasty alien invaders who have laid waste to our beloved blue planet, executing most of the native populace in the process. As further proof of Darwin's "survival of the fittest" axiom, the only survivors of this genocide are a gaggle of buxom beauties who have been enslaved by the alien conquerors.

It's up to Duke to save the babes, and if he succeeds, he will be rewarded with the task of repopulating the earth with the newly liberated vixens. Talk about incentive! If that doesn't get your heart pumping, perhaps Duke's new arsenal of weapons will. Grenade launchers, flame throwers — Duke's got 'em all — but the crown jewel in his palette of destruction is his gold-plated Desert Eagle. You're going need every bit of firepower you can get your hands on, as Planet of the Babes is teeming with enemies ranging from gigantic gorillas to vile pigs dressed as...tee hee...cops (get it?).

Planet of the Babes owes a considerable debt to the Tomb Raider series, with its emphasis on exploration and the love-it-or-hate-it control scheme that Ms. Croft patented. However, expansive levels, real-time cutscenes, and Duke's brand of "charm" ensure that this iteration of the Duke legacy is a captivating experience. N-Space has added some action-hero flair to the familiar formula through some killer combat sequences. Early

in the game, Duke takes command of a laser cannon to blast an enemy spaceship out of the sky. Later on, the big guy straps on a jet pack and takes to the air himself.

Although it was unjustly criticized, GT loved Duke Nukem: A Time to Kill for its addictive multiplayer mode. Keeping this in mind, GT has implemented six two-player battle arenas into Planet of the Babes. Players will be able to stay in the third-person, or zoom into first-person for a more traditional shooter experience.

While we are definitely excited about Planet of the Babes, we feel obligated to warn our readers about one potentially disturbing aspect of the game: Duke's new fascination with America's most ubiquitously annoying catchphrase, — "Whaaaaassuup!" Oh Duke, how could you?

"Take that, you big hairy ape!"



"You complete me."



There's nothing like a clean headshot.



There are six multiplayer arenas.



Duke takes command of a laser cannon.



"Luckily, I was on the men's gymnastics team in high school."





VALKYRIE PROFILE™

...And Justice Fjord All

What would you do if you were a god? Would you eliminate disease and hunger? Turn into a swan and visit the ladies? Perhaps you could use divine intervention to keep 'N Sync at the top of the charts for years to come. Sure, gods of today might have time to work on such things, but for members of the Norse pantheon it was nothing but work, work, work.

Just ask Valkyrie, the appropriately named heroine of Valkyrie Profile. Odin himself declares her one of the three goddesses in charge of all fate. Ragnarok, a war between the gods that marks the end of all existence, is imminent. Valkyrie needs to travel to Midgard (that's earth to you and me) and gather strong souls for the fight.

Bring Out the Dead

Once Valkyrie arrives at Midgard, her first order of business is to locate suitable warrior spirits known as Einherjar. To find such souls, players simply press Start while floating above the overworld map. Performing this Spiritual Concentration will reveal which town new party members can be found in or which dungeon to train them in. Valkyrie can then fly from place to place, swooping down to witness the details of people's tragic deaths and recruiting their spirits for her party.



Valkyrie flies around the world looking for places to explore.



Arngrim
How delightful.
I thank you from the bottom of
the grave void in my soul.

Dialogue is often accompanied by a voice-over.



Spiritual Concentration allows Valkyrie to find new party members.

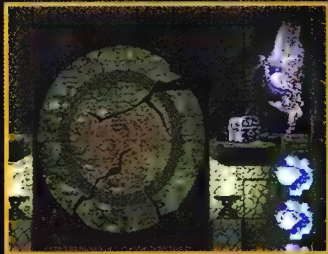
Exploring & Platforming

Towns and dungeons are explored in very similar ways in Valkyrie Profile, both being 2D side-scrolling affairs. While you're wandering about the beautifully detailed scenery, arrows will appear at the top of the screen when it's possible to travel to different areas by walking to the background or foreground.

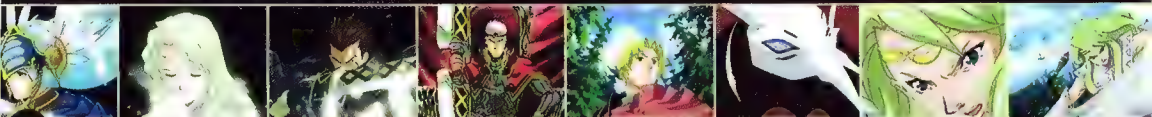
Fully exploring towns is a piece of cake, but reaching every niche in dungeons requires serious platforming skills. Chests and bags are often hidden in high places, and Valkyrie must use her ability to shoot ice crystals to reach them. Blocks of ice can be formed on the ground to provide elevation, or formed on walls to create a makeshift ladder. Ice crystals can also be slashed apart, then the pieces can be picked up and stacked to create a mile-high pile.



Arrows tell you when there's somewhere else to go.



Create ice crystals to get to out-of-the-way places.



Better Living Through Killing

combat screen. Up to four people can be in the party at one time, and each is assigned to a button on the PlayStation controller. When it's the player's turn, pressing the appropriate button will cause the assigned character to make a move.

Characters can be made to attack one at a time in any order, in pairs, or all at once. Also, characters can eventually strike up to three times in one round. Timing is crucial, however, to make the most out of combat sequences. For example, if one character causes an enemy to fly into the air, a second attacker that came in too soon would swing at thin air. Good timing also earns gems that give more experience and allow players to attack more often.



Deciding the best order to have characters attack is the key to winning battles.



With the counterattack skill, every time an enemy misses players can strike back.

Higher Ground

Rather than use the standard role-playing game formula for going up levels, Valkyrie Profile puts players in control of every aspect of character improvement. When a new level is acquired, Capacity Points (CP) are given to that character. CPs are used to increase proficiency in an ever-expanding list of skills. Want to be able to counterattack? Get the skill. Want to have more hit points? It's a skill. Need someone to heal damage during battle? You guessed it, it's a skill.

Skills are all Valkyrie needs to spend her CPs on, but all her formerly human compatriots also need to spend some points on traits. These are the mortal hang-ups that are keeping them from ascending to Asgard. Spending CPs will decrease a character's undesirable personality defects (such as Snobbery) or increase positive ones (such as Optimism). Once these characters are sufficiently heroic, Valkyrie can remove them from the party and send them to the gods to fight the good fight.

That's right, you actually have to remove your most powerful characters from the group to win the game and get the best ending. What's more, every time you leave a town or dungeon, a countdown to Ragnarok timer tells you exactly how much time you have left to accomplish your mission. There's no casual leveling-up in this game!

Skill					Learn	Set Up	Trans	
Jelande					Capacity	19		
Traits	Rank	Adjust	Total	Needed CP	Level 4			
Dupe	7 (-2)		-14	8	Character's Hero Value is			
Snobbery	8 (-3)		-24	20	53			
Love's Oed	7 (+1)		+7	6				
Shallow	5 (-2)		-10	6				
Foolhardy	2 (-2)		-4	--				
Stout	7 (+6)		+42	8				
Naveite	2 (-3)		-5	--				

To make humans worthy of Asgard, they need an attitude adjustment.

Divine Shopping

Another large departure from the RPG norm made by Valkyrie Profile is that there are no item or weapon shops anywhere, and nary a gold piece is earned in the entire game. Occasionally, items will be earned for a particularly well done combo, but for the most part any equipment needed must be created using raw divine power.

Valkyrie begins the game with a limited amount of Materialize Points (MP), and a short list of items she can create. The more powerful the item, the more MP it costs to make. Pretty much any type of equipment - armor, weapons, accessories, and items - are made using MP.

The only way to earn more MP is to transmute extra items or send heroes up to Asgard. Transmutating items earns a mere pittance, while ascending Einherjar can pull in quite a few MP. Add to this the fact that weapons break quite often in combat, and you have yet another reason to power-up party members and send them knockin' on heaven's door.

Divine Item	Topic	Costs MP	Weapons	Max number	Hold Outside #/MAX
Antler Sword		30	19	1 (1)	/20
Blazing Sword		30	19	1 (1)	/20
Ambrisa		100	20	0 (0)	/20
Winged Spear		100	20	0 (0)	/20
Two-Handed Sword		100	19	1 (1)	/20
Black Blade		100	17	1 (1)	/18
Ruby Mace		100	19	1 (1)	/20
Marte		40	20	0 (0)	/20
Tachi		40	20	0 (0)	/20

Need a new weapon? Create one using divine power.

PlayStation Preview

- Size: 2 CD-ROMS
- Style: 1-Player Action/RPG
- Special Features: Interactive Combat; Combos & Finishers; Platforming Dungeon Exploration; Item Creation; Skills & Traits; Combat & Cutsense Voice-Overs; Multiple Endings
- Created by: Tri-Ace for Enix
- Available: August for PlayStation

90% Complete

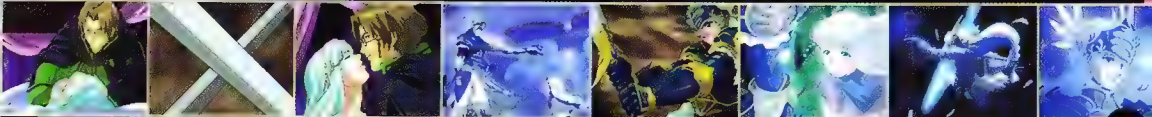
Super Spirit Strikes

A gauge at the bottom left of the screen rises every time characters score a hit against the same enemy. Pausing between strikes causes this gauge to lower, so once again timing is key to filling this bar. Why should you bother? Like in a fighting game, when this gauge is full the option opens up to do super attacks.

These devastating assaults cause major damage, and best of all, if they do enough damage, the attack gauge can again be filled, allowing another party member to perform his or her super. This process can be continued until all characters have delivered their massive assaults, and is the key to defeating the game's bosses.



Time attacks right to make supers available.



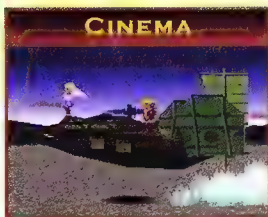
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 3,000 Frames of Animation for Each Party Character; Rendered & Hand-Drawn Graphics; Summon Dragons & Transformations; Story Branching; Agetec Fishing Controller Compatible
- **Created by:** Capcom
- **Available:** September for PlayStation

70% Complete



With over 3,000 frames of animation designed specifically for each party character, the newest in the *Breath of Fire* series hits the screen with a visual presentation rivaled by no one. The fourth installment also deploys a swarm of new gameplay aspects, as well as individual character story branching. Complaints stating that *bof III* moved way too slowly have been laid to rest in the sequel. The loading times have been chopped in half and the plot is always moving, keeping you on the run every step of the way. Capcom is one of the only developers clinging to its 2D roots. *Breath of Fire IV* is yet another reason why it should continue to do so for years to come.



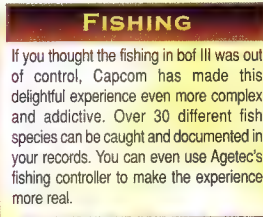
CINEMA
Telling a story is one thing, but seeing it unfold through animated actions is an entirely different beast – one that Capcom has tackled with flying colors in *Breath of Fire IV*.



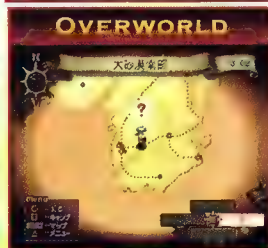
COMBAT
The combat chemistry is your standard RPG dish, featuring a few unique twists like secondary character back-up, a timed combo system, and magic dragon transformations.



SUMMONS
After Ryu, the main character, encounters dragons across the land, he will gain the power to summon them at will.



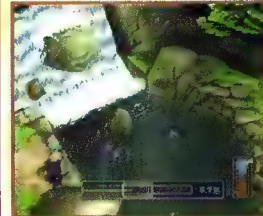
FISHING
If you thought the fishing in *bof III* was out of control, Capcom has made this delightful experience even more complex and addictive. Over 30 different fish species can be caught and documented in your records. You can even use Agetec's fishing controller to make the experience more real.



OVERWORLD
Sadly, exploration has been greatly toned down, and is now based on a tiny map with lines leading to different locals.



ABILITY
In *Zelda*-esque fashion, each character is equipped with a unique power, allowing the party to pass certain obstacles. For example, Ryu slashes with a sword, Nina soars into the sky, and Cray pushes heavy objects.



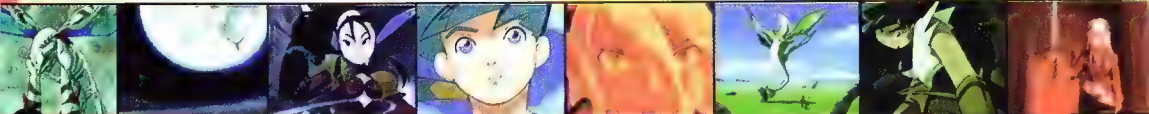
Use the overhand jig...



...to land a luncker on your rod!



DRAGON TRANSFORMATIONS
By tapping into his AP source, Ryu's molecular structure changes...
...he feels the burn...
...then transforms into a powerful dragon halfling.





STAR TREK INVASION

Play It Long & Prosper

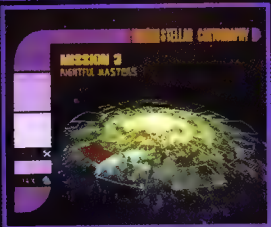
Game Informer editor and Star Trek fanatic, Erik Reppen, transformed himself into a Vulcan just as many Gothic youths shed their humanity and become vampires. Asked what his thoughts were on Activision's new Star Trek: Invasion game, Erik said, "I show no emotion, but I will say this game tickles me in places that no tribble ever could." After threatening to place the Genesis Device where the light don't shine, Erik proceeded to replicate a fresh pair of boxers, then eventually spilled the beans on this space sim.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** New Races; Ships Include New Borg Spike; Voices by Patrick Stewart & Michael Dorn; Running on Colony Wars' Engine; Over 20 Missions; Turret Mini-Missions
- **Created by:** Warthog for Activision
- **Available:** September for PlayStation

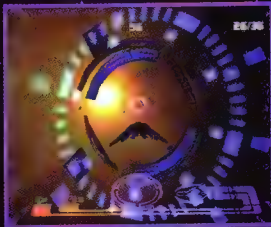
85% Complete

STYLING



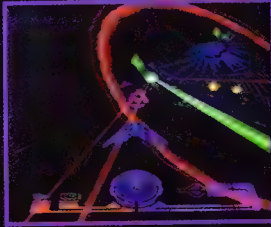
Fearing the wrath of the Star Trek nation, developer Warthog has styled every inch of the game to look just like it came out of a Next Generation episode. The backend is crafted identically to that of the show's computer.

TRAINING



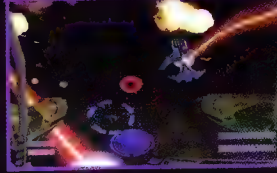
Before you can kick Borg booty, you must enroll in several mind-numbing training exercises made up of flying through rings, target practice, and convoy assignments.

COMBAT



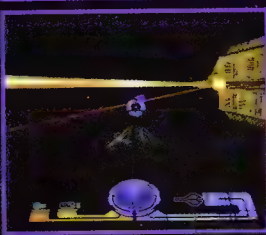
Running on the Colony Wars engine, Invasion has already proven itself to have the best gameplay in the console galaxy. Combat has been improved with a lock-on system and an evasive roll.

TURRETS

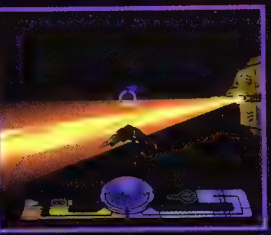


On a few defense missions, the player ascends a flagship-mounted turret and opens fire on a swarm of enemies. Star Trek this is not! Star Wars this is! "Great shot, kid! That was one in a million!" What next, a trench run?

LASERS

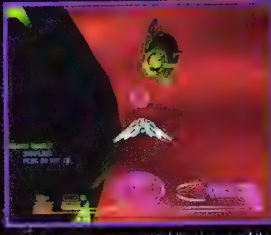


Instead of just blasting the player vessel without warning, Warthog has devised an interesting system giving the player the chance to maneuver. Before a



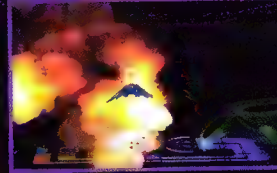
large phaser blast streaks across space, an infrared target laser is fired. A split second later, the actual shot caresses the screen.

SHIELDS



Destroying enemy shielding is one of the difficult hurdles players are faced with. To signify its density, the shield changes from green (max) to red (low), then disappears.

EXPLOSIONS



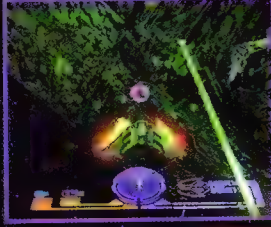
We couldn't end this preview without first showing one of the magnificent explosions in the game. Whenever you blow away an enemy, blinding light, fire streaks, and satisfaction soon follow.

SHIPS

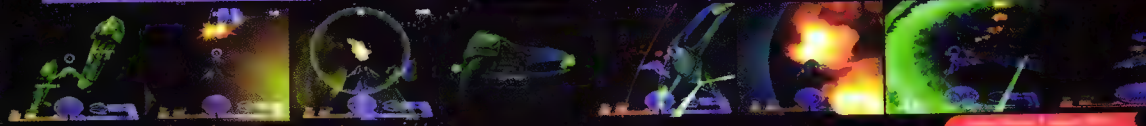


Playing a Star Trek game without the Enterprise is like eating a cheeseburger without the cheese. Yet as odd as it may seem, Activision is confident that players will adjust to the smaller vessels. After all, these fighters are fitted with enough firepower to drop a Romulan Warbird and even a Borg Cube. As the player progresses through the game, more vessels will become selectable.

VOICENOLGY



Joining the voices of Patrick Stewart (Picard) and Michael Dorn (Worf), the player will encounter a host of aliens, including the Borg, Romulans, and Klingons. Pictured to the left is a mammoth Borg Cube. Along with this fearful vessel, Warthog had the freedom to create a new Borg vehicle called The Spike.




DINO CRISIS 2

Breaking Away From the Survival Horror Mode

Capcom is taking a new direction with *Dino Crisis 2*, the sequel to one of the best-selling PlayStation games last year. In a bold step that may prove to differentiate it from its big brother *Resident Evil*, *Dino Crisis 2* will take on a much more action-oriented approach with more emphasis on fighting and less on puzzles and other trickery.


Who's Who?

Regina




The star of the first game will again be the main character in this adventure. This voluptuous heroine with no last name is a hardened gal with tons of dino slaying experience.

Dylan



When we first saw the game, we assumed that this guy was actually Gail from the first game. Even though this tough guy could be Gail's brother, he will actually aid Regina in *Dino Crisis 2*. You will play as Dylan in part of this adventure.

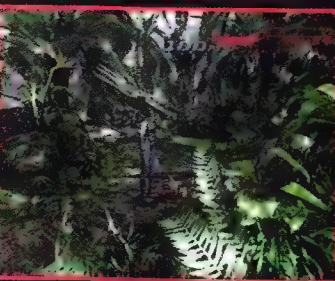

?????



We only had a brief glimpse of this mysterious character. Could it be the Rick from the original? Or maybe it is one of Dr. Kirk's diabolical colleagues. Whatever the case, this dark figure may prove to be the link to solving this grand adventure.

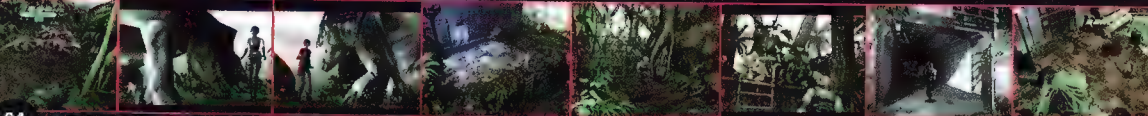
Change in Operation

Dino Crisis was a carbon copy of the game system found in *Resident Evil*, but there are major changes in the makeup of *Dino 2*. Although there will be a number of puzzles requiring you to do such things as open a locked door, *Dino 2* will be much more action oriented. The game system will award you points for killing dinosaurs. For example, taking out a raptor will award you 100 points, whereas a boss dino like an allosaurus awards 5,000. More points are also awarded for multiple kills in a given time frame. This combo system is an interesting twist, and you soon develop a strategy to move through an area quickly while taking out as many foes as possible. At the end of a section, your kill tally is accumulated, and extra points are awarded for taking no damage and multiplied by the number of kills you made.



Another interesting change has taken place in the control scheme. Never before in a survival horror game have you been able to move and fire your weapon at the same time, but in *Dino Crisis 2* you can. In fact the new combo system makes moving and firing a necessity. Even so, this is a welcome addition.

Lastly, *Dino 2* has changed in graphical appearance to more closely mimic the look of *Resident Evil*. The first game featured rendered backgrounds, whereas *Dino 2* has RE's distinctive painted backdrops. This allows *Dino 2*'s creators to add more action on the screen, which means packs of two or more raptors at once – or even more, smaller dinosaurs.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Wall Crawling; Web Swinging; 3 Web Weapons; Narrative Voice-Overs by Stan Lee; Superhero Cameos; Training, Records, & Gallery Modes; Classic Spidey Quips
- **Created by:** Neversoft for Activision
- **Available:** Late Summer for PlayStation

75% Complete

AIMING AT ARMCHAIR ARACHNIDS

In the comic book world, Spider-Man is about as hot as central Alaska in January. On the other hand, the character seems to rear his web-head every five years or so in the video game industry - and each time he has met with resounding success. Wisely intending to reiterate Peter Parker's past sales, current license holder Activision has given the development chore to those skateboarding wunderkinds, Neversoft. Money sense, tingling!

In classic comic fashion, Spider-Man is faced with a cadre of terrible dilemmas. Someone is impersonating him and committing crimes; Venom has captured his girlfriend, Mary Jane; and Rhino, Scorpion, and Doctor Octopus are up to their no-goodnik ways. Between every mission, surprisingly well voice-acted cutscenes sling out story details on the ever-complicating plot. Stan Lee himself even has a few voice-overs, introducing the beginning of the game's chapters.

Not only will this be Spidey's first PlayStation appearance, it's also the first time he's been in a fully 3D game. With a character like Spider-Man, it's easy to imagine the numerous design headaches. As per usual, Neversoft has risen to the challenge. Outdoor scenarios place Spidey among the towering buildings of the city skyline. While racing to the Daily Bugle or dodging missiles from an overzealous helicopter, Spidey can swing from building to building and climb along their sides. If he ventures too low, however, he gets lost in the mysterious low-lying fog. Once inside a building, players can climb and swing on practically everything. Thanks to a highly intuitive camera, arrows that point out nearby enemies (simulating Spider Sense), and ceilings that turn transparent when crawled along, the action never becomes too complicated.

There's a lot going on in this game, but luckily Spider-Man doesn't have to face it alone. Along the way, both Black Cat and Daredevil chat with Spidey in the cutscenes, and offer to help him out. The way these two move and swing away leads us to believe that perhaps they are hidden playable characters. Come to think of it, it wouldn't be too difficult to give Venom the same treatment.



Caught in the clutch of the symbiote.



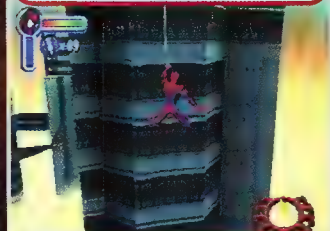
Sneaking up on some rooftop thugs.



In this chapter, Spider-Man must hustle along the skyline while dodging the helicopter's missile fire.



With his web shooters, Spidey can wrap up a foe...



...swing from building to building...



...create a protective dome...



...and spike his punches.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Based on Anime Movie; Eerily Familiar Survival Horror Gameplay; 2 Playable Characters; 3 Spells; Combo Moves; A Talking Left Hand; Dual Shock & Analog Compatible
- **Created by:** Victor for Jaleco
- **Available:** October for PlayStation

60% Complete

Vampire Hunter D

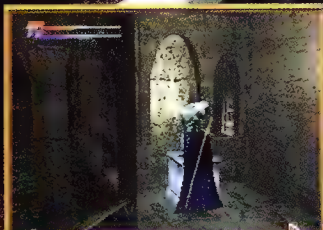
Obey Thy HAND

Here in North America, many are probably familiar with Vampire Hunter D through the popular anime video of the same name that's been around for years now. Oddly enough, Jaleco's upcoming Vampire Hunter D game for PlayStation isn't based on this movie, but on a new film that was released in Japan last year starring the same character. Fans of the original needn't fear, for the game features the same brooding human/vampire crossbreed they're familiar with.

In the game, D is hired by a noble to rescue his daughter who has been taken to a vampire's castle. Players begin in the foyer of this large estate, and soon meet D's right...er, left-hand man – the parasite that's formed a face on his palm. While all your hand may be good for is choking things, D's can give him advice and cast spells. A green meter in the lower left corner of the screen shows how much magical power the hand has. If the gauge is running a little low, the hand can also swallow the souls of weakened enemies to recharge its power.

In most respects, Vampire Hunter D plays very much like Resident Evil. The controls, movement, camera angles, and puzzles will feel very familiar to those who have played any survival horror game. Other than the handy features mentioned previously, and the option to save anywhere, the only gameplay distinction is in its combat chemistry. Since D uses a sword rather than guns, combos and hack n' slash take precedence over ammo conservation. In addition to a health meter, players must also keep an eye on vitality. Since he's part vampire, blood invigorates D. Whenever a strike of his causes blood to splatter, this meter rises and D's blows become stronger. Should vitality ever be diminished to nothing, D's combat ability becomes greatly reduced.

For Vampire Hunter D fans, the impending arrival of this game in the States should be a more exciting prospect than getting a bag full of candy on Halloween. Lord knows how excited we'd be about an Ogenki Clinic game.



Typical statue shovin' puzzles.



Left Hand

Be careful, D. This castle has an evil air. I've never felt anything like it before.

"Hold me! Kiss me!"



When blood hits D, he flashes red and gets stronger.



A nice card table...for vampires!



Preset camera angles determine the mood like in Resident Evil.

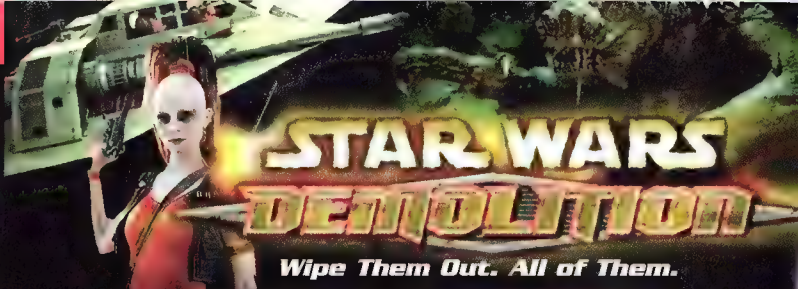


Cutting the competition in half.



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action
- Special 10+ Characters/Vehicles; 8+ Arenas; Individual FMV Endings for Every Character; Each Vehicle Possesses Unique Attack; Level-Specific Weapons
- Created by: LuxoFlux for LucasArts
- Available: Fall for PlayStation



75% Complete

The totally fat Jabba the Hutt is holding another totally phat tournament. The galaxy's most feared pilots (and Lando) are putting their lives on the line to become the champion of vehicular combat. The losers will pack their bags and return to Tatooine where they'll scrape bantha dung off of Mos Espa's streets. Demolition is one of the wildest Star Wars games made. It combines timelines, unleashes new characters, and offers the best vehicular gameplay known to man, alien, and whatever crossbreed you can fathom!

Gameplay



Demolition is running on the popular Vigilante 8 engine. What made this engine so special? Well, the vehicle physics are second to none, and everything within the environments can be completely destroyed (excellent!). Just like in V8, every vehicle features an exclusive weapon function, and every level has a hidden power of some sort. Right now, LuxoFlux is tackling the task of figuring out how to operate each of the vehicles and make them appear as though they are actually in the environments. When we saw the game at E3, the Rancor looked as though it were floating rather than running. Hopefully, they'll iron this out before release.

Locations



Demolition's gameplay spans across all four movies, invading familiar scenes like the ice planes of Hoth and the city of Naboo. Here's a listing of the sites, but again keep in mind, LucasArts is planning to add more. Dagobah, perhaps?

- Cloud City (floating platforms)
- Death Star II (surface)
- Hoth (remains of Rebel base)
- Kessel (asteroid surface)
- Naboo (city)
- Tatooine (Mos Eisley)
- Tatooine (Dune Sea)
- Yavin IV (Ruined Jedi temple)

Aura Factor



Do you know who this fine lookin' lass is? Of course you do...right? After all, she was in Episode I. Where? On a ledge during the podrace for a whopping two seconds. Her name is Aura Sing, one of the galaxy's most feared bounty hunters. Her prey? Jedi. Aura collects the lightsabers of the Jedi she defeats. Early rumors indicate that Aura may be one of the big players in Episode II. Some say Boba Fett and Aura are very close. Could the fabled wookiee braids on Boba's arm actually be braids of fallen Jedi? Whoa...

Characters



Steering away from the mythical side of the Force, LuxoFlux and LucasArts stretched their imagination to the far reaches of space and concocted a playful group of characters that are obscure, yet very intriguing. Below is a list of the characters and their vehicles. There are more hidden...and from what we hear, we'll see Leia on a speederbike.

Character	Vehicle
• Aura Sing	• Skill
• Boba Fett	• Jetpack
• General Otto	• AT-ST
• Malakili	• Rancor
• Pugwis (dug)	• Podracer
• Quagga (wookiee)	• AAT
• Tarniel Skreej (a.k.a. Lando)	• Desert Skiff
• Tia & Ghia	• Snowspeeder
• Wade Vox	• X-34 Landspeeder
• Wiffin & Battle Droid	• STAP



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 to 8-Player Sports
- Special Features: GM Mode; Import Plays From GameBreaker; Play Editor; 4 Difficulties With Custom Settings; Commentary by Dick Enberg & Phil Simms; Dual Shock & Analog Compatible
- Created by: Red Zone for 989 Sports
- Available: August 15 for PlayStation

85% Complete

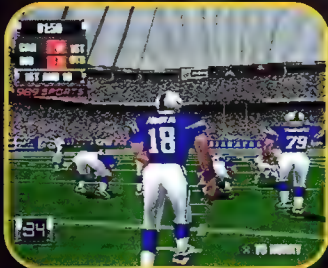
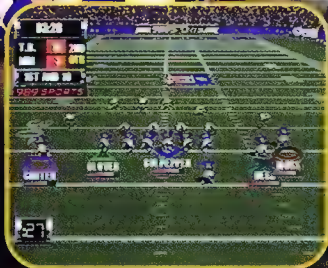
NFL GAMEDAY 2001

The Last Hurrah?

GAMEDAY has been with the PlayStation every season since the system launched in 1995. It has grown and evolved, introducing such innovations as Total Control Passing and polygonal graphics. Even so, GameDay has always been overshadowed by the PlayStation football king, Madden. With the football focus now shifting toward the PlayStation 2, many believe that GameDay 2001 may be the last for Sony's original machine. We recently had a chance to play an early version of the new GameDay and can't deny that the end might be near.

The development staff for GameDay promises a number of improvements and new additions to this version in areas such as AI and other options. These may prove to be empty promises as the version we played seemed almost identical to last year's game. Nonetheless, 989 Sports claims it will offer the "best graphics ever," the "smartest computer opponents," the removal of some of the more ludicrous break-dancing celebrations, and a "refined play editor." Most new features in GameDay 2001 seem to be modifications of existing modes, but one entirely new feature will be in-game help menus that are specifically designed with the newbie player in mind. In that same vein, 989 changed the advanced moves. Instead of holding the L2 button and a corresponding button, players can just double-tap a button to get moves such as the dive over the pile or double spin.

Clearly, this version of GameDay 2001 is far too early in development for us to pass judgment on what the final product will be. However, we will point out that if you enjoyed last year's game, this game will be just as good. Will it be better? The jury is still out. ■



PlayStation 2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player RPG
- **Special Features:** 2 Playable Characters; Plenty of Attribute-Enhancing Weapon & Armor Pieces; Tweakable Attributes; 3D Real-Time Action; Traps/Puzzles
- **Created by:** From Software for Agatec
- **Available:** October 26 for PlayStation

75% Complete



PS2 Legacy Starts Here?

Evergrace has managed to survive through several different changes in its lifetime. First it was being cast as a PlayStation game, but left home when it thought it could earn fame and riches elsewhere. Once brought onto From Software's PS2 roster, the game was beefed-up and readied for a Japanese launch date that came and went. Evergrace has finally been released in Japan (with Agatec bringing it out in the States), and has proven quick to move out of the gates after such a long hiatus.

Dual hero systems are all the rage, and Evergrace doesn't want to smell like the kid who wets himself on the school bus. At the beginning of the game, you are able to choose between friends Yuterald and Sharami, who are separated in a strange world and have no knowledge of their surroundings, save what they can glean from the help of strangers they meet. With this situation, which includes a mysteriously appearing hand symbol, your adventures begin.

Right away real-time battles make for excitement while you're fighting the lowlier of God's creatures, allowing you ample time to get used to Evergrace's mix of auto and manual camera-control systems. A more thoughtful approach to combat occurs than just slicing and dicing, as all of your actions are controlled by a power meter. Move around too much and your sword swings will have all the force of a wet noodle. Boss battles, therefore, require much patience, demanding an equal level of mobility and strength.

Even though Evergrace doesn't let you roam wherever you please, it makes up for this by having events flow, giving you items to hunt down, traps to avoid, environments to interact with, and people to talk to. Also, attribute points from findable herbs are yours to spread around, and your body armor comes in many different forms. Sturdy leafs shade your fair hair and also provide cover, a metal pot does even better, and you can't complain about finding a new pair of boots every once in a while. Don't get too attached to material possessions though - your armor will deteriorate to nothing as it gets hacked up. As the game progresses, you begin stockpiling and utilizing bags of items almost to the scale of a Vagrant Story or Zelda.

Despite having waited around for the PS2, Evergrace is in the interesting position of being the first RPG for the console (more or less). However, it remains to be seen exactly what the game's legacy will be once the big guns start hitting the console.



"How do mine compare?"



Sharami was momentarily distracted in battle by Jimmy the Flashing Fly.



Real-time battles add excitement to the RPG-ing.



Apparently the censors didn't want you to see something....





EA SPORTS FIFA 2001 MAJOR LEAGUE SOCCER

EA Sports Kicks PS2

PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 12 Major League Soccer Teams; World Cup, League, Exhibition, & Training Modes; Side-Line Bench Animations; FIFA Series Stats & Licensed Players
- **Created by:** EA Sports
- **Available:** October 26 for PlayStation 2

90% Complete

With the PlayStation 2 enjoying a healthy life in Japan, EA Sports has already jumped onto the scene with its first sports game. Known in Japan as FIFA Soccer World Championship, the game will get a slight overhaul for its U.S. release in October. Along with the addition of the 12 Major League Soccer teams, the U.S. game will be known as FIFA 2001 Major League Soccer. And yes, this game is a heck of a lot like the PlayStation game released last year. We got our hands on the Japanese version and we are here to bring you some details.

The Pass Indicator



As you see from the screenshots, the ball handler's icon contains a colored arrow (red, yellow, or green) which is known as the Pass Indicator. By noting the color of the arrow, players will be able to distinguish if it is safe to pass the ball. Obviously, when the arrow is red, the pass is likely to be intercepted. Likewise, when the arrow is green, you are usually good to go. Our experience with this FIFA feature was mixed, and we generally preferred zooming out the camera to make our own call.

View The Pitch

FIFA 2001 provides four different play perspectives to choose from, but the game also lets you modify these views by pitching and zooming the camera to suit your needs. The instant replay feature is extensive, and provides you with virtually any angle to give you another look at what just transpired on the pitch. You may also notice the things that occur off the field.



Even though you won't see any brawls or drunken shenanigans, the game's crowds will hoist flags and wave them with pride. This flag waving will sometimes cast shadows onto the field depending on the time of day. Also interesting are the cameramen who will track the action from the sidelines.

In-Game Tactics & Management



For the soccer aficionado, EA has again included on-the-fly commands to alter your team's defensive and offensive strategies. In-Game Management (IGM) will allow you to preset three different formations, along with attack pressure. Ideally this feature is used to put extra emphasis on offense or defense depending on the situation. Another feature that is unique to this version of FIFA is the In-Game Tactics (IGT) that will allow you to call two defenders to the ball or pull up your defensive backs to attempt the offside trap.

Moves To Score

Anyone who has played FIFA in the past knows the detail and variety of the game's motion-captured graphics. Bicycle kicks and headers are commonplace – as are more recent additions such as the 360, double stepover, and flickover. Most of the animation looks to be very similar to its predecessor on the PlayStation, but the level of detail has increased. Still, we get the feeling that this is an update rather than a new breakthrough in soccer games.



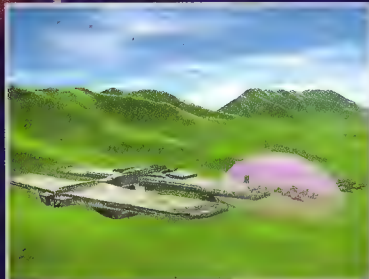
STAR WARS EPISODE I STARFIGHTER

FROM THE FAR
REACHES OF PC SPACE

LucasArts' long running and highly acclaimed flight simulator series has never escaped the PC sector of space. After hearing rumors of a luxurious new system, LucasArts has packed its bags and is bringing its goods to planet PlayStation 2, where a long and healthy relationship with its inhabitants is expected. If you've had the chance to immerse yourself in the PC product, namely the X-Wing series, you know what kind of magic LucasArts can work with this genre. Not having the luxury of dozens of buttons on a keyboard could result in a more simplistic arcade-styled game, but from what we've seen thus far, LucasArts is trying to jam as much geek-ness into this game as it can, before the upcoming fall release.



The Trade Federation invasion begins....
...and the Gungan's are screwed!



STORY

Through amazing model detail and beautiful terrain texturing, LucasArts will bring most of the story and cutscenes to life via real-time clips. The story is loosely based on the events seen in

The Phantom Menace, but unfolds through the eyes of three different pilots: Rhys (pronounced Rees) Dallows, Vana Sage, and Nym. Rhys is a rookie pilot with a gigantic ego problem. He thinks he's the greatest there ever was. His vehicle of choice is the N-1 Starfighter. Vana is a Naboo expatriate who treks across the galaxy as a gun for hire. Her vessel of choice is the Guardian, which is equipped with stealth capabilities, tracking devices, and powerful weaponry. Nym is a quiet little guy who makes his home on the outskirts of the Naboo system. He pilots the Havoc, a ship fitted with bombs and a rotating turret gun.

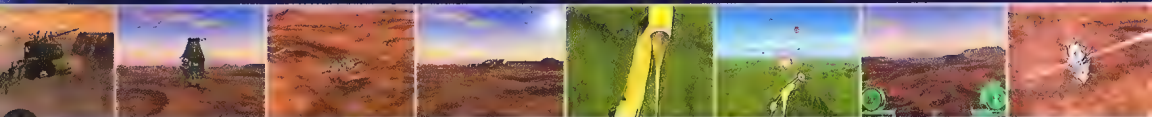
VEHICLES



LucasArts may give players control over an artillery speeder!

The sleek and shiny Naboo fighter has never looked better.

Starfighter takes place during the festivities within the film, The Phantom Menace. Since only a handful of vehicles were shown, LucasArts has designed several new ships to co-exist in this prequel era. Of course, the Naboo Starfighter will make a triumphant return, but the rest of the ships we've seen are new to the SWU. Rumor has it, you'll even get to pilot an artillery speeder. On the other hand, the Trade Federation and rowdy space denizens will attack in over 50 different vessels including the newly created Protector, Scarab, and Dagger.



PlayStation 2 Preview

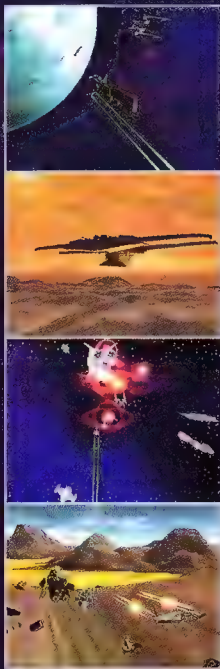
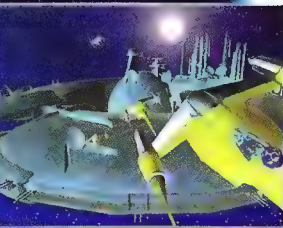


COMBAT

The first-person view is equipped with a 3D map. Hello, Star Fox!

With the expanded power of the PlayStation 2 hardware, LucasArts has transformed the face of console flight sims by incorporating sophisticated combat within an easy-to-use arcade control scheme. Each of the 20 plus vehicles features unique attributes and abilities. Some may be more powerful while others are more agile. As you can clearly see in the two pictures shown, targeting is implemented very nicely, and the player has a weapons and shields display up at all times. Of course, seeing the details of your vehicle is fine, but the first-person view is equipped with a handy 3D map on the HUD. The most unique aspect of Starfighter's combat chemistry is the ability to zoom in and target enemies through a lens. This is performed very similarly to sniping in a game like Syphon Filter or Perfect Dark.

75% Complete



SPECIAL EFFECTS



Still skeptical as to how powerful the PlayStation 2 is? Feast your eyes on this effect-heavy extravaganza!





- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action/Fighting
- **Special Features:** 1-On-1, Arcade, Original & Adventure Modes; 5 Stages & 2 Bosses; Interactive Environments; 12 Characters; Over 120 Items Including 65 Weapons; 2 Gigantic Bosses
- **Replay Value:** Moderate
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Bottom Line: 8.5

POWER STONE 2



The first Power Stone was a treat for Dreamcast owners, featuring unique 3D fighting in interactive environments that delivered barroom brawl-styled action to fighting fans across the nation. In true Capcom fashion, not even a year later a new, bigger, and badder sequel is ready to hit the streets. To keep it easy, the marketing geniuses at Capcom came up with the apt title, Power Stone 2.

Armed with the same furious action, this sequel's big improvements are mostly in the environments, which are much larger than the first and feature more interactive items. Some of the more interesting stages include the airship (which explodes halfway through your fight and sends you plummeting to the earth, fighting all the way), the dojo (where you must complete a series of jumps as the action moves from courtyard to inside), or the tomb (where the floor falls out from underneath you and then you are chased down a corridor by a huge boulder).

All the original cast is back plus four new combatants named Pete, Julia, Gourmand, and Accel. Unlike the original, Power Stone 2 offers four-player simultaneous action in multiplayer to give all these characters a workout; but if you don't feel like going mano-a-mano with your compadres, there's plenty to do in the one-player game which gives you an opportunity to collect, find, and create new items for your characters.

All four game modes in Power Stone take basically the same path of two stages, huge boss, one stage, and then an even bigger boss. While the modes don't offer a lot of variation, there is lots to do and collect; and if you like fighting games, the mayhem and action that Power Stone 2 delivers will certainly entertain.

Take Another Hit

ANDY

THE GAME HOMBRE

Concept

8.5

Graphics

8

Sound

8

Playability

8

Entertainment

8

8

OVERALL

"I was a fan of the original, and the sequel doesn't disappoint. Sure, I still think the levels are too small and the game too short, but **there is just something about running around this game's interactive levels beating the crap out of each other, jumping off walls, and smashing up the arena like Mötley Crüe does hotel rooms that I just find so primal and fun.** The new levels are very cool, though I wish there were a lot more, along with maybe some secret rooms, but I guess Capcom is saving that for the next sequel. Until that arrives, Power Stone 2 is a solid brawler that will appease fans of the first and maybe garner some new followers."

JAY

THE GONZO GAMER

Concept

8.5

Graphics

8.75

Sound

8.25

Playability

7.5

Entertainment

9

8.5

OVERALL

"Power Stone 2 is the bigger and tougher brother of Super Smash Brothers. There's endless four-player entertainment, but unlike SSB there are actually things to accomplish in the one-player game as well. It could just be the obsessive collector in me, but I was totally involved in mixing items and earning nice apparel for Wang-Tang (best name ever in a fighting game). The fighting is pretty far from the deepest thing you'll ever see in your life - but to be fair, a plethora of button combinations would be wasted on a game this chaotic. There's no time for special moves when you're jumping in tanks, grabbing stones, and leaving over traps. **You might already have a fighting game in your Dreamcast library, but I guarantee it's nothing like Power Stone 2.**"

REINER

THE BAGING GAMER

Concept

9

Graphics

9

Sound

8.5

Playability

8.75

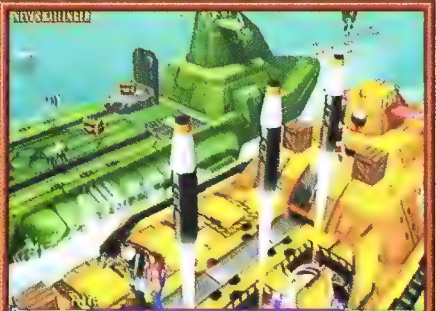
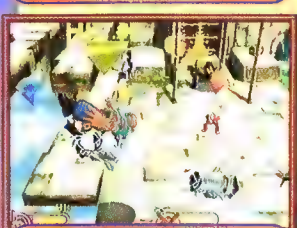
Entertainment

8.5

8.75

OVERALL

"For all you 'stoners out there, Capcom has conjured a powerful new fix that'll toy with your mind and fill your veins with an unlimited dose of competitiveness. In my humble opinion, the original Power Stone is still one of the best Dreamcast games available. The sequel is even better. Combining spastic four-player melee with Power Stone's innovative gameplay transforms an already addictive experience into **one of the most exhilarating pleasures known to man.** Implementing the Item Shop gives this game the longevity the previous incarnation lacked, and the newly designed levels give the game a taste of the unexpected. To my disappointment, the overall challenge has been tamed significantly. However, if you have friends roaming your house, multiplayer is the only mode you need. Brilliant!"





Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Platformer
- **Special Features:** Innovative Magnetic Gameplay; 4 Worlds With 5 Levels Each; Alternate Routes in Each Stage; Collectible Bonus Cards; Crash Bandicoot-esque Race & Escape Levels
- **Replay Value:** Moderate
- **Created by:** Genki for Crave Entertainment
- **Available:** Now for Dreamcast

Bottom Line: **8.5**

Opposites Attract

"Super Magnetic Neo is a surprisingly charming game that may look kiddie on the outside, but is a hardcore platformer through and through. Genki's ingenious use of polarity to create multiple routes past obstacles or to hide bonus Pinki icons makes this game unlike any other. Besides the magnetic push and pull that must be completed to conquer a level, there are also harrowing old-school platforming elements to keep you busy, which when you add it all up makes Super Magnetic Neo a fantastic game. I thought Sonic Adventure was neat, but if you want action/platforming on the Dreamcast look no further than Super Magnetic Neo; he's definitely the best thing yet."

ANDY THE GAME HOMER
Concept 9.5
Graphics 8.5
Sound 8
Playability 8.25
Entertainment 9
8.75
OVERALL

"It's not often that something new comes along, especially in the platformer category, but here it is. The minds behind Super Magnetic Neo have taken a simple premise and used it to create one of the more challenging games in recent Dreamcast memory. Don't be fooled by Neo's cutesy looks. You'll quickly develop, as I did, a real love/hate relationship with the little blockhead. Having to make split-second, life or death magnetic color choices will drive you crazy, but it will also keep you coming back for more. The only problems with this game are its occasional awkward camera angles and its short adventure length. In a way, though, I'm glad the game doesn't have twice as many levels. If it was much longer, I'd have had to break something to alleviate my frustration."

JAY THE DOXZO GAMER
Concept 9
Graphics 8.75
Sound 8
Playability 9
Entertainment 8
8.5
OVERALL

"My expectations were merely adequate, and my excitement for the game couldn't have been any lower. For crying out loud, the character looks like he should be endorsing a sugar-filled cereal! Above and beyond this, the colorful backgrounds have a toddler's appeal. Boy, was I wrong. This is without a doubt one of the most sophisticated platformers on the market. Incorporating magnetism with Crash Bandicoot-esque gameplay sounds ridiculous, but actually it works very well. Along with the stresses of difficult pitfalls and cunning enemies, a new form of tension-filled play comes from mastering the ins and outs of polarized magnetic fields. The way it works is actually quite brilliant. The look of the game is a tad too childish, but the gameplay solely targets platforming gods who seek an incredibly difficult challenge."

REINER THE RAGING GAMER
Concept 8.5
Graphics 8
Sound 7.5
Playability 8.5
Entertainment 8
8
OVERALL

Super Magnetic Neo. The name has the clever ring of a Beastie Boys song, yet delivers the sophisticated edge of a science fiction thriller. Unfortunately, you won't run across any creepy sunglasses-wearing goons calling you Mr. Anderson, nor will you stumble upon a super hot girlie in skin-tight black leather. Super Magnetic Neo is actually one of the most bizarre games to come along in recent years. For a change, this is actually a very good thing. The main character, Neo, is a robot who has the strange ability to summon magnetic hands from the top of his head. With this power he can control south and north polarized magnetic fields. Basically, he can attract and repel objects by intensifying his magnetic fields.

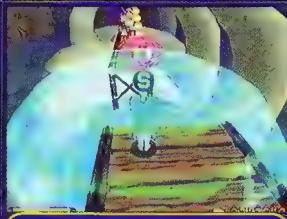
With this talent of sorts, Genki has sculpted the gameplay to include as much magnetic activity as possible. It's up to the player to learn how to use both north and south fields. Since magnetism is invisible to the human eye, Genki has color coated it so that everything with south magnetism is blue and everything with north magnetism is red. Players will also have to determine if they want to attract the object or repel it. This aspect alone is more than enough to confuse and frustrate gamers. In crucial situations with perfect timing a necessity, players will be forced to summon a magnetic field. If they choose incorrectly, they'll repel off the object they wanted to stick to and plummet to their death. The entire game is filled with such instances, but not everything is constructed around this.

Genki, obviously inspired by Crash Bandicoot, has developed a number of different gameplay scenarios ranging from riding a pony (instead of the Warthog), and fleeing from a firewall (instead of a boulder). The overworld warp room is also very Crash-esque as are the level goals and checkpoints.

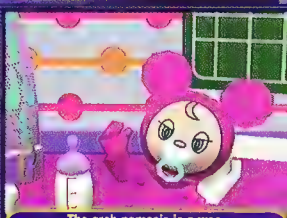
While childish in appearance, Magnetic Neo is actually one of the most perplexing and challenging platformers to release in the last five years. The magnetic puzzles will drive you to the brink of insanity, and the side dose of platforming will eat at your soul. He's cute, but believe us, when Neo doesn't accomplish specific tasks, we want to take a machete to his head and splatter his magnetic goo everywhere - a sign of a great game.



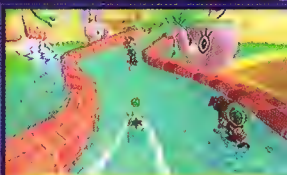
From the top of his head, Neo can unleash both north...



...and south polarized magnetic fields.



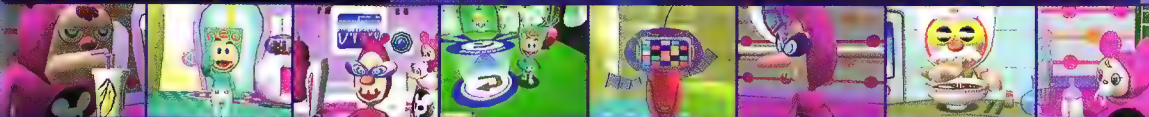
The arch nemesis is a wee little baby named Pinki.



Just like the Warthog level in Crash Bandicoot, Magnetic Neo features several scrolling stages set on the back of a robotic pony.



"OH YEAH! THAT'S THE SPOT!!!"



Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 3-on-3 Gameplay; 24 Characters (32 More Hidden); Item Shop Containing New Costumes & Characters; 3 Ism-Style Meters; New Polygonal Backgrounds; Standard & Super Cancels
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Bottom Line: 8



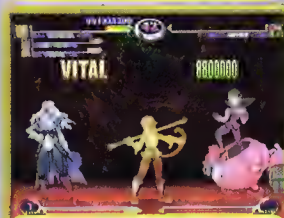
The special moves are quite a spectacle



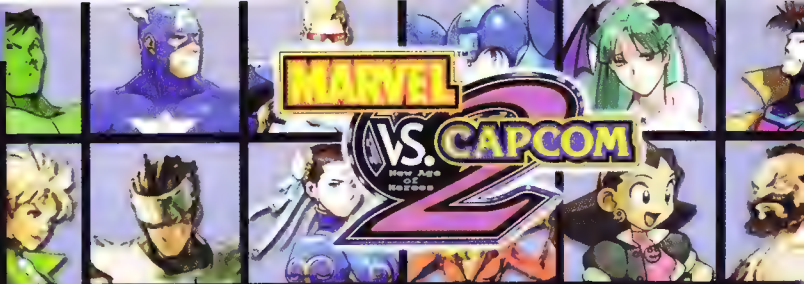
Unique to the SF heritage, Marvel vs. Capcom 2 doesn't utilize medium attacks.



Head to the Shop to purchase new characters, arenas, and costumes.



Choose your threesome.

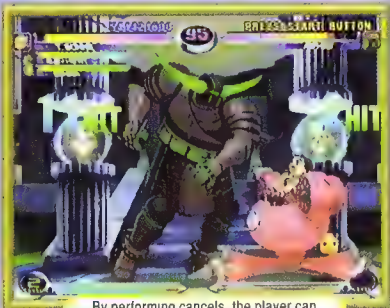


Channeling deeper into the heart and soul of technology, the video game industry grows more powerful with each passing day. It all started with a small pixel legend across the screen. Now, over one million polygons can be displayed at once without any slowdown or flicker. In the next few months, console gaming will stretch its cybernetic arm into the next dimension – the dimension of online gaming. Underdog Sega is the first to attempt the online revolution in America, but thus far, the Internet experience has been dry and empty, not worth a second look. In Japan, Sega's Internet empire has blossomed into a beautiful thing. One of the most impressive online games is *Marvel vs. Capcom 2*. Not only can players trade characters via the web, they can also compete head-to-head. Initially, Capcom planned to bring this game Stateside without any changes – meaning we'd finally have the chance to battle fellow fighting fanatics across the nation.

Unfortunately, Sega is still struggling with its U.S. online operations. Instead of waiting for Sega to iron out the kinks, Capcom was forced to remove the online capabilities from the U.S. version. On top of this, the arcade scene has not been as fruitful as it once was, and once again, Capcom was forced to remove the arcade link-up as well. Thankfully, the changes end here and nothing else has been removed.

The game still weighs in with a whopping 56 characters, featuring several new faces and a hearty crop of familiar fighters. Other than slightly pixelated character details, and a completely different pallet of startling characters, *Marvel vs. Capcom 2* is arcade perfect. Each match is composed of three-on-three battles. Super and standard cancels can be performed at whim. Tag characters can be summoned for a quick fix. Best of all, almost every special in the game can be linked into gigantic combos reaching to an amazing 100 hits plus.

Some people complain about Capcom making the same game over and over again. However, for those of us who take the time to play the games, we know each and every one is different in its own unique way.



By performing cancels, the player can link together huge combo strings.

We Are the World, We Are Capcom's Children

ANDY THE GAME HOMBRE

Concept	7
Graphics	8.5
Sound	8
Playability	8
Entertainment	8.5

8

OVERALL

"Like most of the free world, I have played my fair share of Capcom fighters. So every time a new one hits the streets, the same old question comes up – What makes this one tick? Well, *Marvel vs. Capcom 2* comes at you with an **overwhelming number of fighters** with three different attack settings so you can slightly tune the characters to your liking. The new four-button battle interface is interesting, as it seems to work better with the Dreamcast controller, but overall it left me feeling a little less in control than the standard six-button Capcom configuration. Even with this little drawback, I did find MVC2 to be very entertaining and the overall presentation to be very eye-catching (though I could have done without the pixelated last boss)."

JAY THE GONZO GAMER

Concept	7.5
Graphics	8.5
Sound	8
Playability	8.5
Entertainment	8

8

OVERALL

"With part 2, *Marvel vs. Capcom* has taken on a rather surreal slant, and I think I like it. The same Capcom gameplay of the first installment is present, but with more characters, 3-on-3 action, and borderline **ludicrous supers**. Overall, *Marvel vs. Capcom 2* is an incredibly fast-paced and fun fighter. I do wish, however, that there had been as many game options added as there were characters – and having the Internet options removed didn't help alleviate this feeling. With the overabundance of fighters available on Dreamcast, the ante has to be raised continuously to keep up the interest level. The best thing this game has going for it is the entertaining new characters and the general chaos of gameplay. That was enough to make me like this title, but it might not be enough for you."

REINER THE RAGING GAMER

Concept	7.5
Graphics	8.5
Sound	8
Playability	7.5
Entertainment	8

8

OVERALL

"As a fan of the original, my first impressions of the follow-up held no praise whatsoever. The general concept of the game is the same, yet Capcom hacked it to shreds and made some drastic renovations to the gameplay formula. Amazingly, these changes include the removal of all medium attacks. On top of this, the player can freely perform cancels. These **major alterations will disturb a good crop of fans, yet I strongly recommend you get to know it before condemning it**. Granted, the new play is more simplistic and targeted toward the general gamer, but the combo system is definitely something hardcore fighting fanatics can get into. In a game that has over 50 characters under its belt, replayability isn't an issue either. Personally, I enjoy the original formula much more, but the sequel is still immensely entertaining."





- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 6 Playable Characters Each With Unique Abilities; 10+ Weapons; MDK2 Control Scheme; Gigantic Worlds; Puzzles; 2 to 4-Player Deathmatch
- **Replay Value:** Moderate
- **Created by:** Bizarre Creations for Acclaim Entertainment
- **Available:** Now for Dreamcast

Bottom Line: 7.75

When Animals Attack!!!

"Fur Fighters is by no means outstanding, but it does deliver a lot of gameplay. At times, I found the third-person shooter action of *Fur Fighters* to be slightly annoying as there really isn't much to it. Luckily, the puzzles are interesting enough to keep you playing. The use of the six different Fur Fighters to accomplish different tasks adds a bit of depth to the game, however it also makes you retrace your steps a lot as you bring different Fur Fighters to different parts of the game. None of the characters are very interesting, nor is the story for that matter (though I love the evil dog with a little human as a pet...very humorous). When you add it all up, *Fur Fighters* is a pretty average game, but one that offers plenty of bang for your buck and some interesting places to visit."

ANDY
THE GAME HERO

Concept 7
Graphics 8
Sound 7.5
Playability 7
Entertainment 8

7.5
OVERALL

"What at first glance appears to be a child-oriented game turns out to be a surprisingly good action/adventure. Surprising because Acclaim's track record of late has been horrid. After stumbling through a rather dull Training mode, the game opens up with massive environments and challenging puzzles. Although the story is somewhat hard to follow, the game seems to gather some inspiration from *Donkey Kong 64* in terms of design. *Fur Fighters* is not without some problems as the action is a little sparse and the triggering events are somewhat disjointed. All in all, *Fur Fighters* packs enough to keep anyone busy for quite a while. It is worth a look."

PAUL
THE GAME PROFESSOR

Concept 8.25
Graphics 8.5
Sound 7
Playability 8.5
Entertainment 8.75

8.25
OVERALL

"The Dreamcast really hasn't landed a game quite like *Fur Fighters* yet; it's dead honest, no system has. It's violent. It's funny. It's off-the-wall gameplay at a feverish new pitch. The characters are cute and cuddly, but the gameplay is developed for the seasoned player who loves shooters and games featuring incredible depth. *Fur Fighters*' world is enormous and loaded with dynamic visuals. I respect this game's semi-aggressive difficulty, but most of the levels are way too big - big with regard to running for a few minutes without anything happening, then backtracking across the same vast plane to accomplish another task. I was also a tad disappointed with the cinematics and overall story arc. *Fur Fighters* does a commendable job with action, but struggles with everything else."

REINER
THE RAGING GAMER

Concept 7.25
Graphics 7.75
Sound 8
Playability 7
Entertainment 7

7.5
OVERALL

Steering away from the senseless violence that makes cartoons fun, Saturday morning viewing was rocked to its knees by a bold new concept in the fall of 1982, forever changing the course of low-budget animation. Wearing single-colored shirts with tag lines like "Hug Me" and "Wild 'N Crazy" that changed depending on the particular wearer's mood, a new cast of cartoon animals cleverly named The Shirt Tales caused America to fall in love. Bogey the monkey, Rick the raccoon, Pammy the panda, Tyg the tiger, and Digger the mole...(whimper)...we miss you guys. In the spring of '85, just when the show was beginning to mature into the most hysterical program on TV, it was canceled. The reason? Those damn Care Bears!!! For those of you who still haven't come to terms with The Shirt Tales' vanishing act, Acclaim Entertainment has concocted an alternative, the *Fur Fighters*.



They may not wear T-shirts that say witty things, but for those of you who know The Shirt Tales in and out and all about, you'd swear that the *Fur Fighters* were actually your childhood heroes in disguise. The only difference between the two groups is The Shirt Tales are loving creatures. The *Fur Fighters*, on the other hand, live for violence and bloodshed. Then again, their main goal is to save the children of the world...a heartfelt act that would bring tears to the eyes of everyone, even The Shirt Tales' superintendent, Dinkle.

Through vast levels ranging from snow-filled cityscapes to prehistoric planes, the player must control all six *Fur Fighters*, using each of their unique talents to pass roadblocks placed periodically throughout each stage. To jump higher, you'll need to use the kangaroo. To climb wooden objects, you'll need to use the cat. And so on. With an MDK2 control scheme, the face buttons on the controller are used for swift and accurate movement. Targeting enemies with a handful of weapons ranging from pistols to bazookas is a breeze, but the challenge comes in dodging the retaliating attacks. Basically, gameplay unfolds like this: run, run, run, shoot, shoot, wahl, wahl, shoot, shoot, run, next level. Repeat this process and enjoy.



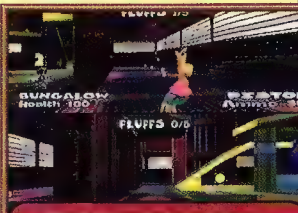
In Fur Fighter Village, animals are the pets.



Right then, let's go! Meet the dog, cat, kangaroo, and pig. Roofus, Juliette, Rico, and Chang.



Along with MDK2 sequences, the player must hunt ogres to unlock new worlds.



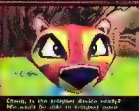
There's no puppy love in multiplayer.



Bungalow the kangaroo sneaks away from a gigantic boss encounter.



As it is with the other Fur Fighters, the dog is the most powerful character in the game.



Chang is the fastest character in the game, but he's also the most fragile.



That's no bear, that's General Pigg.



As it is with the other Fur Fighters, the dog is the most powerful character in the game.



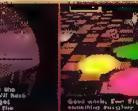
With its tail tucked, the pig is the most powerful character in the game.



Can you hear me, my old friend?



There's a hell of a lot of things to do in this game, but the most interesting is the dog.



Chang is the fastest character in the game, but he's also the most fragile.

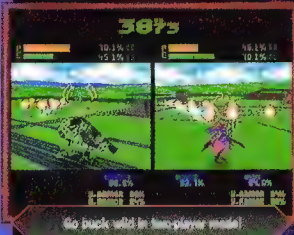
Dreamcast Review



Virtual On: Oratorio Tangram

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** 12 Playable Mechas; 17 Fighting Arenas; 2-Player Split-Screen Mode; Training, Replay, & Watch Modes; Kill Animations; Runs at 60 FPS; Compatible With Japanese Twin Stick Controller
- **Replay Value:** Moderate
- **Created by:** Sega for Activision
- **Available:** Now for Dreamcast

Bottom Line: 7.25



Armored Core has become a classic franchise on the PlayStation (soon to be continued on the PlayStation 2). Virtual On may not have the name recognition of the aforementioned series, but with Oratorio Tangram, the sequel to the arcade classic Virtual On: Cyber Troopers, it is coming a long way toward becoming a legend in its own right.

Virtual On isn't a traditional mecha series, in that it does not focus on upgradable parts and new weapons. Think of an arena-based fighter like Powerstone, starring mechas instead of humans, and you've got a good idea what Virtual On is all about. The robots in Oratorio Tangram come off the rack as is, but there are 12 different mechas to choose from, each with its own weapon configuration and powers. The mechas sport ranged and jet arm weapons, a middle weapon, as well as some special attacks. Turbo straining helps you escape a tight spot, and there are also special attacks that can be launched from your defensive crouch position.

This game was a huge hit in the Japanese arcade scene, and Sega has performed another near-perfect arcade port with Oratorio Tangram. Lightning quick and absolutely gorgeous, this game can go head to head with Soul Calibur, Code Veronica, NFL 2K, or any of the Dreamcast's visual stunners. In the thick of combat, with missiles and bullets flying, the screen literally seems to be bursting at the seams. The 17 environments are fairly barren, giving you plenty of room to brawl.

While the online functions of Virtual On were dropped for the U.S. release (this is becoming almost a mantra when discussing Dreamcast games lately), it does feature a two-player, split-screen mode, plus a much-needed Training mode.

Those who have played earlier Virtual On games will be interested to note that the U.S. release is compatible with the import Saturn Twin Stick controller (available with a Dreamcast adapter). Although this has not been officially announced, those who wish to order the peripheral from an importer will be able to use it with their American Dreamcast.



Mecha Lecka Hi, Mecha Hiney Ho!

ANDY

THE GAME HOMBRE

Concept

7

Graphics

8

Sound

7

Playability

6

Entertainment

5

6.75

OVERALL

"Virtual On: Oratorio Tangram does offer some fantastic mecha battle action. Unlike so many mecha games, Virtual On delivers blazing-fast action and lots of weaponry to pummel your opponent with. This Dreamcast version looks great, and if you were to put it side-by-side with the arcade unit, I would be hard-pressed to tell you what was different. Other than the cool Dreamcast unit built into each cybertrooper, there's only one thing - the controller. The Dreamcast controller is just not made for this game. Sure, it kinda works, and with time you get used to it, but it definitely detracts from the fun of the game. Unfortunately, I doubt even the awesome two joystick controller from Japan would be enough to save this game. The one-player game is limited with no story, and the Vs. could make you permanently squint with its minuscule split-screen."

MATT

THE ORIGINAL GAMER

Concept

7

Graphics

9.5

Sound

8

Playability

6

Entertainment

7.5

7.5

OVERALL

"Unlike Erik, I don't instantly get happy in the pants every time I see a giant robot, although I admit these are some of the most comely mechas I've ever seen. Graphically, this game sports some of the best visuals the Dreamcast has to offer. The explosions and lighting effects are truly awe-inspiring. Unfortunately, sometimes the fireworks seem to overwhelm the gameplay, causing disorientation. This confusion is not helped by the control, which is Virtual On's most glaring fault. The game was made for a dual joystick. Apparently, no one at Sega could figure out a good way to translate the control scheme to the Dreamcast controller, because you will often find yourself struggling to face your opponent. Lovely game, but I'd recommend tracking down an import Twin Stick controller before you play."

REINER

THE RAGING GAMER

Concept

8.5

Graphics

8

Sound

8.25

Playability

7.5

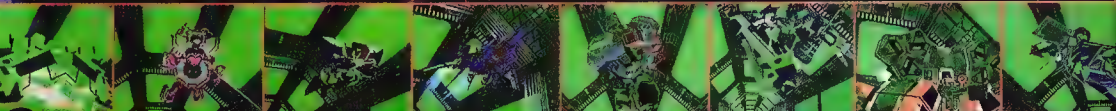
Entertainment

7

7.75

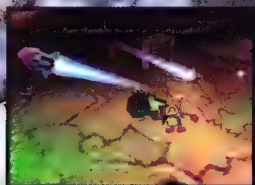
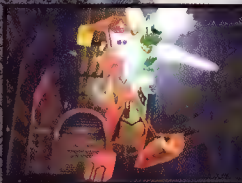
OVERALL

"In both the arcade and on the Saturn, I never really came to terms with the original Virtual On. The gameplay just didn't have the dynamics needed to lure me in. I expected a similar showing with the sequel, but after playing just a few matches, I noticed that this was a whole new ball game. Along with explosive new graphics and gameplay streaming at 60 frames per second, Virtual On: Oratorio Tangram is packing serious heat with its incredibly smart computer opponents and its depth of play. As many of you know so well, the only noteworthy challenge in the original game was against a human opponent. Not any more. Many of the CPU opponents in the sequel are cold blooded and relentless. With the standard Dreamcast controller, part of this game's charm is lost. However, if you can get your hands on the Twin Sticks...oh man! It's oh so sweet!!!"



Deadly Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!



FUR FIGHTERS

WWW.FURFIGHTERS.COM



Animated Violence
Comic Mischief
Suggestive Themes



PC
CD-ROM

Sega
Dreamcast

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Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Massive 3D Underwater Environments; Ambient Lighting Effects; Real-Time Cutscenes; Story by Sci-Fi Author David Brin; Advanced Animal AI; Puzzle Solving; 35+ Levels
- **Created by:** Appaloosa Interactive for Sega
- **Available:** Summer for Dreamcast

80% Complete

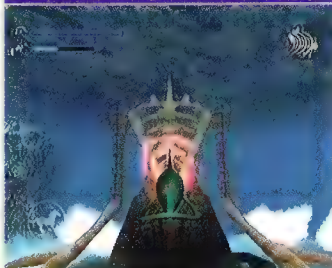


ECCO the Dolphin: Defender of the Future

Hipper Than Flipper

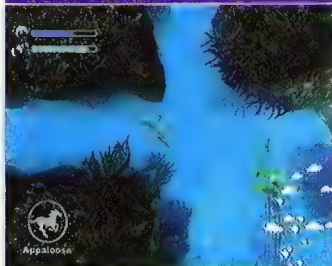
Ecco the Dolphin has always been an unlikely video game hero, but his non-violent and environmentally minded adventures on the Genesis made him a Sega icon. Now he's back on the Dreamcast, in a beautifully rendered 3D world. Once again, our hero must swim through the seas of time, this time to defeat an enemy known only as The Foie. The Foie has traveled back in time to disrupt the present, enslaving the dolphins and causing man and cetaceans to become enemies. With tons of cutscenes and a script written by sci-fi legend David Brin, Defender of the Future should be Ecco's most engrossing quest yet.

He's One Bad Mammal-Fishy



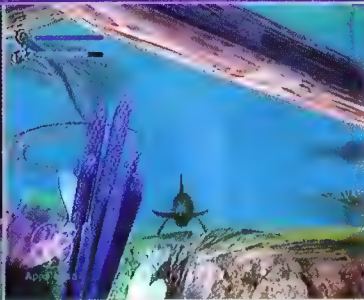
Ecco is by nature a peaceful creature. But when it's on, homefish is more than ready to throw down for his dolphin homies. Thus, Ecco has a slew of power-ups that turn him into a mean fightin' machine. The most useful is Power Sonar, which turns his sonar waves into a weapon capable of breaking objects or sending most enemies to a watery grave. A Super Strength power-up boosts his dolphin charge, allowing him to swim against strong currents. Ecco can also use his repertoire of songs to control the behavior of other sea creatures.

Swimming in the Past



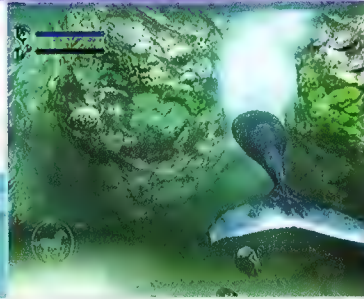
Although the new Ecco is three-dimensional through and through, fans of the Ecco games on the Genesis will be in for a pleasant surprise. In keeping with the series' theme of time travel, Appaloosa has included a couple of old-school 2D levels in Defender of the Future.

Unbelievable Undersea Worlds

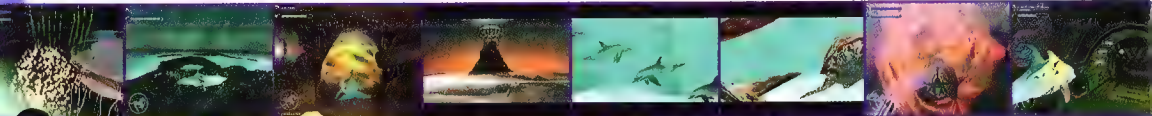


Defender of the Future showcases the Dreamcast's ability to produce awe-inspiring vistas. To accurately recreate underwater environments, the developers used numerous videos, photos, and National Geographic layouts to help them make the aquatic landscape come to life in vivid detail. Of course, Ecco's adventures take him far beyond the bounds of our dreary reality, so many of the levels reflect the game's futuristic sci-fi bent. Equally impressive is the fluidity with which Ecco moves. Much time and effort has gone into replicating the movements of actual dolphins, and it shows. The tight and responsive control makes it easy to navigate through craggy underwater ravines, and the camera is more than capable of following Ecco's maneuverings.

A Little Help From His Friends



Ecco is just one little dolphin in this great big crazy ocean, so one couldn't expect him to save the future all by his lonesome. Ecco frequently enlists the help of his fellow dolphins, as well as some other friendly sea creatures. Sometimes, a pair of dolphins will help out Ecco when he needs a little more muscle to move an obstacle, or a grateful blue whale will block a waterfall that is stopping Ecco's progress. As in the previous Ecco games, communication is key. Through the use of sonar, Ecco gains valuable clues to solving puzzles. Other ocean-dwelling creatures, like the nasty sharks, aren't quite so fond of our hero.



SUPER RUNABOUT

Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1-Player Action/Racing
- Special Features: 2 Scenarios (Cops & Robbers); 16 Missions; 25 Vehicles; Accurately Modeled San Francisco Cityscape; Mass Carnage; Hang Time Meter
- Created by: Climax/Digital Mayhem for Interplay
- Available: Fall for Dreamcast

80% Complete

Will the Real Crazy Taxi Please Stand Up?

Most gamers will look at Super Runabout and say it's little more than a big fat Crazy Taxi rip-off. Little do they know, Crazy Taxi is actually inspired, or so we believe, by the PlayStation cult classic, Felony 11-79. Now, you're probably scratching your head, periodically yanking out lice eggs and dandruff patches, and ultimately wondering where in the world these facts are leading. The catch is, Super Runabout is actually the sequel to Felony 11-79. In the grand scheme of things, this transforms Crazy Taxi into the big fat rip-off game. Just when you thought you knew everything about vids, BAM! Your small little life is forever changed!

Gameplay



With miles upon miles of authentically modeled San Francisco streets, complete freedom is granted to cruise around and explore the surroundings. Each of the 25 vehicles handles differently, and at times, is needed for a specific assignment. The physics are loose and designed to incorporate the most destruction possible.

Damage



Similar in theory to Twisted Metal, everything in Super Runabout's environments can be destroyed, smashed, and completely obliterated. Food stands can be knocked over, storefronts demolished, even your car can sustain immense damage. If too much damage is taken, your race will come to a sudden stop. Usually, this terrifying action is displayed through wobbly tires that eventually fall off.

Cops & Robbers



No no...this game isn't based on that horrible Chevy Chase film. Before the game actually begins, the player must choose his or her allegiance, which is either to the Cops or the Robbers. Both teams feature eight completely different missions, plus great variety in vehicles.

Missions



Instead of racing from start to finish, Super Runabout asks that missions be accomplished. These range from rescuing the President to tuning around town to find ingredients to make a hot dog, or even removing illegally parked cars.

Hidden Vehicles

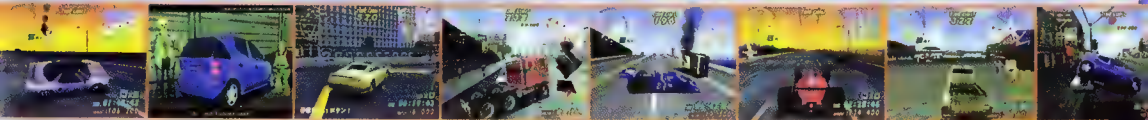


Just like Felony 11-79, the hidden vehicles are as obscure as they come. A Men In Black-styled vehicle is hidden, as are a tank and a pig. That's right, a pig.

Hang Time



With the far-fetched physics and carnage, gravity is also taken to the extreme. When you hit a jump, you'll not only fly forever, you'll also see how you rate on the hang time meter. Eat your Looney Tunes heart out, Michael Jordan! Naturally, more air usually transforms into a disastrous run...but for some reason, you continually strive to catch as much air as you can.



PlayStation

by Andy, The Game Hombre



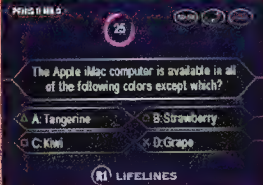
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** 600 Questions; Fastest Finger; Regis' Voice-Overs; Life Lines; Time Limit
- **Replay Value:** Low
- **Created by:** Buena Vista/Celador for Sony Computer Entertainment America
- **Available:** Now for PlayStation

Concept: 7
Graphics: 5
Sound: 7
Playability: 6
Entertainment: 8

Bottom Line: 6.5

Who Wants To Be A Millionaire: 2nd Edition

When the show *Who Wants To Be A Millionaire* became a TV phenomenon, we all knew a video game version was unavoidable. As predicted, Buena Vista (a branch of ABC's parent company Disney) had a PC version of the game on the streets in weeks. Millionaire quickly shot to the top of the PC charts, and soon had a second edition available. Sony, always wise to the ways of money, wasn't going to let this golden opportunity pass them by and worked out a deal to publish the second edition on PlayStation. Like its PC counterpart, Millionaire on PS-X will most likely be a success, as people will always dream of winning lots of money (even if it is, in this case, only virtual). But people will soon discover that this game, like its PC counterpart, moves at a snail's pace and the questions often repeat - so often in fact, that by the third day of playing, about half the question in a run were repeats. Even with its drawbacks Millionaire is fun; just don't expect too much.



PlayStation

by Matt, The Original Gamer



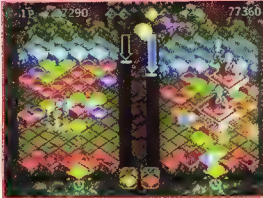
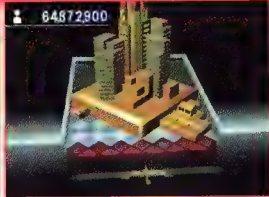
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Multiple City Maps; Various Building Motifs; Puzzle, Arcade, & Battle Mode; 2-Player Mode; Multiple Characters in Arcade Mode; Dual Shock Compatible
- **Replay Value:** High
- **Created by:** Taito for Jaleco
- **Available:** Now for PlayStation

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

Bottom Line: 8.25

Builder's Block

Last year the puzzle game market was so moribund that we almost dropped Puzzle Game of the Year from our annual awards issue. What a difference a year makes. We've already played two classic puzzlers in the double-O (Chu-Chu Rocket and Mr. Driller), now *Builder's Block* finishes the hat trick. *Builder's Block* renovates the classic Bust-A-Move gameplay with a unique architectural twist. The concept is much the same - connect like-colored blocks on the gameboard. However, instead of disappearing, linked blocks form buildings. Each level must be passed by completing a building of a certain size. There is a nearly infinite number of different preset boards, block colors, and power blocks that eliminate certain colors of block or turn all blocks on the gameboard one color. The sheer number of variables in *Builder's Block* elevates it above the run-of-the-mill, as does its inclusion of an arcade-style two-player Battle mode, which features insane Street Fighter-esque characters and animations. Elegant, ingenious, and dangerously addictive.



PlayStation

by Reiner, The Raging Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** \$10 Price Point; 23 Missions; 2-Player Split-Screen; Tons of Power-Ups Including Double Damage & Mini-Thermonuclear Warheads
- **Replay Value:** Low
- **Created by:** Tempest Software for Take 2 Interactive
- **Available:** Now for PlayStation

Concept: 5
Graphics: 4.5
Sound: 5.25
Playability: 5.25
Entertainment: 4.75

Bottom Line: 5

Grudge Warriors



I'd buy that for a dollar! Unfortunately, when it comes to the value of *Grudge Warriors*, that's all I'd pay for it. Even with the super-cheap price point of \$9.99, I didn't feel that I got my money's worth. The look of the game is a grade below the 3DO and Saturn, and the vehicular combat, while not completely terrible, is leagues below what *Twisted Metal* and *Vigilante 8* have to offer. If you have the funds, lay down an extra 10 spot for a Greatest Hits title.

PlayStation

by Reiner, The Raging Gamer



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** \$10 Price Point; Team Tactics; Co-Operative 2-Player Split-Screen; Tons of Weapons Including Grenades, Sniper Rifles, & Trip Wire Mines
- **Replay Value:** Moderate
- **Created by:** Runicraft for Take 2 Interactive
- **Available:** Now for PlayStation

Concept: 7.25
Graphics: 6.25
Sound: 5.25
Playability: 6.75
Entertainment: 7

Bottom Line: 6.5

Spec Ops: Stealth Patrol



Take 2 could have given this game a normal price point and it would still sell a fair share of units. *Spec Ops* doesn't offer the best animation or sound in the world, but the gameplay is integrated very nicely. As the game strives to deliver realistic military tactics, the player learns how to tackle terrorist situations, set trip-wire mines, and call for back-up. Along with a difficult single-player game, the two-player Co-operative mode is a riot and a half. For 10 clams, this game is a bargain.

ESPN MLS: Game Night

PlayStation

by Paul, The Game Professor



Konami has received mixed reviews on its sports games over the years, but I think its soccer titles have been fairly solid. While the initial soccer games it produced for PS-X (Goal Storm), were adequate, Konami really hit its stride with International Superstar Soccer Pro. The strange thing about this new MLS title is that it is the same game as the recently released International Superstar Soccer Pro Revolution, except this game has the MLS teams and ESPN slapped all over everything. Even so, both games feature excellent playcontrol, animation, and enough options to keep any soccer-hungry fan very happy. I especially like the shooting control which takes exceptional timing to get a shot on net. If you don't get it right, the ball goes sailing out of bounds - a common sight in many matches I've witnessed. MLS: Game Night has stiff competition from the likes of EA's FIFA, but I recommend that true soccer fans take a look at this game.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 12 Major League Soccer Teams & Over 50 International Teams; Season Play; Cup Play; Custom Leagues; Create & Edit Players
- **Replay Value:** Moderate
- **Created by:** Saffire for Konami
- **Available:** August 3 for PlayStation

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

Bottom Line: 8

Ms. Pac-Man Maze Madness

PlayStation

by Matt, The Original Gamer



Women are superior to men. That's what I told my Women's Studies teacher in college, and that answer stands in the world of Pac. The original arcade Ms. Pac-Man was better than her hubby, and this 3D update stands slightly above last year's very good Pac-Man World. Where Pac-Man World was essentially a platformer starring the chubby yellow legend, Maze Madness truly represents a reinvention of the classic Ms. Pac-Man. In keeping with tradition, no buttons are used during play, only the d-pad. The mazes are much more complex, forcing you to solve Kwirk-style box puzzles and find keys to access new areas. Of course, there are the familiar ghosts and a host of new enemies that force you to think on the run. By combining elements of the puzzle and platform genres, Maze Madness shows itself to be a welcome reminder of the days when gameplay, not flashy graphics, was the cornerstone of a great game. Factor in the inclusion of the original arcade game and Maze Madness becomes hard to pass up.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Puzzle
- **Special Features:** 4 Multiplayer Games; 16 Stages; 3 Bonus Rounds; Boss Characters; 15 Types of Enemies; Puzzle Solving; Original Ms. Pac-Man Arcade Game
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** September for PlayStation

Concept:	9
Graphics:	7.75
Sound:	7
Playability:	8.5
Entertainment:	9

Bottom Line: 8.25

Army Men: World War

PlayStation

by Paul, The Game Professor



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Vehicles Include a Jeep, PT Boat, & Tank; 2-Player Split-Screen; 9 Different Weapons To Collect; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** 3DO
- **Available:** Now for PlayStation

Concept:	1
Graphics:	1
Sound:	5
Playability:	2
Entertainment:	1

Bottom Line: 2

My word, I don't like this game. 3DO is pushing this whole Army Men concept way too far. So much so, that it makes me shiver to even hear the name. Don't get me wrong, if it wasn't for the uninteresting level design, poor controls, stupid AI, and lackluster graphic engine, this game would really rock. There is nothing positive I have to say about the game. It is poorly produced and filled with strange bugs and glitches. Toss Army Men World War in the brig and throw away the key.

Countdown Vampires

PlayStation

by Reiner, The Raging Gamer



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Lengthy FMV & Realtime Sequences; Holy Water/Vampire Transformation System; Tons of Puzzles; Resident Evil-Style Controls; Item Management
- **Replay Value:** Moderate
- **Created by:** Bandai
- **Available:** Now for PlayStation

Concept:	4.25
Graphics:	7.75
Sound:	7
Playability:	7
Entertainment:	8.5

Bottom Line: 6.5

Has the video game industry finally run out of ideas? Bandai's attempt to entrance fans of the Resident Evil series is a monumental catastrophe. Not only is it void of unique gameplay, its premise is completely asinine. The setting for this horror-a-thon takes place in a gothic casino that has been overrun by vampires. Gothic casino? It's up to the bouncer to lay down the law. Bouncer? Oddly, even with his life on the line, he still feels the need to gamble. Gamble? Need I go on? Play RE and let this wannabe die a quick death.

Dreamcast

by Reiner, The Raging Gamer



Street Fighter Alpha 3

- **Size:** 1 GD-ROM
- **Style:** 1 to 3-Player Fighting
- **Special Features:** 30+ Characters; 3-lam Types; Revamped World Tour Mode; Download Net Opponents; Extensive Training Mode; Dramatic (2-On-1) Battles
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Concept:	8.75
Graphics:	8.25
Sound:	8.25
Playability:	9.5
Entertainment:	9.25

Bottom Line: 8.75

Severely dated and stacked against heavy competition, Capcom's wonder child, Street Fighter Alpha 3, has finally landed on Dreamcast. Its graphics may not display flash equal to many of today's fighters, but the gameplay is just as impressive now as it was when it originally released in arcades years ago. The Dreamcast version is stacked with even more options than the PlayStation counterpart. The World Tour mode has received a subtle facelift consisting of new battles and challenges. In addition to the standard Arcade, Training, and Survival modes, Capcom has implemented a new Internet feature, allowing players to download new Grudge Match characters weekly. The Grudge Match is designed for experts and will whoop anyone who doesn't live, sleep, and breathe Street Fighter. For the Dramatic Battle mode, three players can now compete head-to-head-to-head. Graphically, Alpha 3 is a day late, but the gameplay package is still the best in Street Fighter history.



Dreamcast

by Paul, The Game Professor



Striker Pro 2000

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 130 Teams, Including Club & National Squads; Custom Teams & Uniforms; Training Mode Skills Test; VMU Strategy Calling; Create-A-League
- **Replay Value:** Moderate
- **Created by:** Rage for Infogrames
- **Available:** Now for Dreamcast

Concept:	7
Graphics:	7.5
Sound:	7
Playability:	7
Entertainment:	5

Bottom Line: 6.75



Although you'd have to drag me kicking and screaming to an actual match, I have always appreciated a good soccer sim. This game doesn't win any awards for innovation, nor is it a huge step forward in graphics or playcontrol. However, it is easy to say that Striker Pro is way better than Virtua Striker - the only other soccer game available for DC. The game does lack the actual players and teams, but it more than makes up for that with a ton of options and customizable features.

Dreamcast

by Erik, The PC Jedi

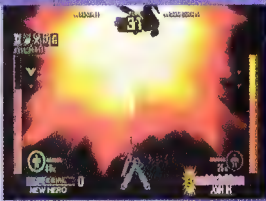


Tech Romancer

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 9 Mecha Plus Numerous Unlockable; Cool Specials & Counterattacks; Art Done by Creators of Robotech/Macross; Transformations & Recombinations; Unlock VMU Minigames by Earning Cash
- **Replay Value:** Moderate
- **Created by:** Capcom
- **Available:** Now for Dreamcast

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

Bottom Line: 8.5



Tech Romancer's attractive graphics, destructible environments, and the uniqueness of each mecha are its strong points. The enemy AI in single-player mode is fairly weak, but as a two-player game, the variety of moves provides for attack/counter marathons. Mecha fans will no doubt appreciate the wide variety of styles that have been employed in creating characters. Whether you're a Robotech, Apple Seed, or Tranzor Z fan, it's all here.

Game Boy Color

by Jay, The Gonzo Gamer

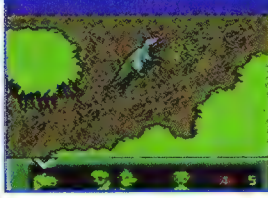


Dinosaur

- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 6 Playable Characters, Each With Unique Abilities; 2 Different Flower Types To Collect; Many Tasks To Complete; Game Boy Printer Compatible
- **Replay Value:** Low
- **Created by:** Digital Eclipse/Disney Interactive for Ubi Soft
- **Available:** Now for Game Boy Color

Concept:	5
Graphics:	4
Sound:	4
Playability:	3
Entertainment:	3

Bottom Line: 3.75



Dinosaur's six playable characters each have unique abilities, and the player must switch between beasts to accomplish level goals. This is a rather good gaming idea that could have worked if not for the fact that pretty much everything else about this title sucks more you know what than Christina Aguilera. Note to developers: taking a \$200 million special effects movie and turning it into a cheap-ass game is never a good idea.

Game Boy Color

by Jay, The Gonzo Gamer



1942

- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** 32 Levels; 3 Difficulties; 5 Stages of Power-Ups; Loop-The-Loops; Printable High Scores & Passwords; Unlimited Continues
- **Replay Value:** Moderately Low
- **Created by:** Digital Eclipse for Capcom
- **Available:** Now for Game Boy Color

Concept:	5
Graphics:	5
Sound:	3
Playability:	7
Entertainment:	7

Bottom Line: 5.5



1942 suffers the same problem that all arcade-to-Game Boy translations seem to encounter. Players receive unlimited continues for a game that worked best in quarter-long doses. Replay value and survival urgency are thereby greatly reduced. To make matters worse, the graphics are less detailed than the 16-year-old arcade game, the music is unbearable, and some of the power-up effects are missing. Lazy work at best.



Wario Land 3

Game Boy Color

by Reiner, The Raging Gamer



- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 100 Treasures; 25 Levels; Tons of Transformations Including Fat Wario & Vampire Wario; Unique Enemy Interaction; Super Mario 3-Style Overworld
- **Replay Value:** Moderate
- **Created by:** Nintendo
- **Available:** Now for Game Boy Color

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

Bottom Line: 8.75

While Mario continues to prance in the limelight of console gaming, his red-nosed nemesis, Wario, is slowly making a name for himself on Nintendo's minigaming rig, the Game Boy Color. His latest chronicle, Wario Land 3, is a harrowing adventure loaded with classic action/platform elements. Unlike most platform games, Wario will never visit the reaper. You won't have to worry about a set amount of lives nor pitfalls. When enemies attack, Wario is affected differently by each encounter. He may catch fire, grow obese, or even transform into a zombie. These freak occurrences actually play a large role in gameplay, and players must learn how to use them to their advantage. When you fully understand how this game works, it shows its true colors - how it's just as much of a puzzle game as it is an action game. With colorful graphics, and a hearty quest filled with mind-bending puzzles and out-of-this-world solutions, Wario Land 3 is a game no handheld should be without.

Crystals

Game Boy Color

by Jay, The Conzo Gamer



- **Size:** 8 Megabit
- **Style:** 1-Player Action/RPG
- **Special Features:** Complete NES Game; 4 Elemental Swords; 8 Spells; Zelda-ESQUE Puzzles; Digitized Speech & New Cinematics Added; Battery Save
- **Replay Value:** Moderately Low
- **Created by:** SNK for Nintendo
- **Available:** Now for Game Boy Color

Concept:	8
Graphics:	8.5
Sound:	8.5
Playability:	9
Entertainment:	8.5

Bottom Line: 8.5

In the sea of sludge that is the Game Boy Color title list, an occasional gem that's actually worth the silicon it's burned on can be found. In this case, the jewel is made of crystal. Nintendo has taken the post-apocalyptic Zelda knock-off SNK made for the NES, and translated it perfectly to the Game Boy Color. Anyone who's ever enjoyed Zelda, either on the NES or Game Boy, will find enjoyment in Crystals.

Tomb Raider

Game Boy Color

by Jay, The Conzo Gamer



- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Over 50 Still-Frame Outscenes; Tons of Exploratory Moves; Prince of Persia Gameplay; Smaller Lara, Smaller Bazongas
- **Replay Value:** Moderate
- **Created by:** Core/Eidos for THQ
- **Available:** Now for Game Boy Color

Concept:	8
Graphics:	9
Sound:	8
Playability:	8
Entertainment:	8

Bottom Line: 8.25

I wasn't thrilled with the prospect of a Game Boy version of Tomb Raider, but I enjoyed this version more than the last few on PlayStation. It can be a tad slow moving, but it's really quite an impressive game. The animation is fluid, and I'm amazed at how many moves the designers were able to pack in with only three buttons available. Best of all, the most was made of the Game Boy's sound by using a minimum of audio effects. Bravo!

Croc

Game Boy Color

by Matt, The Original Gamer



- **Size:** 4 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Overworld Map; Swimming & Climbing Abilities; Secret Levels; Minigames; Jigsaw Puzzle; Password Save
- **Replay Value:** Moderately Low
- **Created by:** Argonaut Software for Fox Interactive & THQ
- **Available:** Now for Game Boy Color

Concept:	6
Graphics:	7
Sound:	4
Playability:	6
Entertainment:	6

Bottom Line: 5.75

Damn you cruel fate [sob]! With the cancellation of Croc for Dreamcast, it would seem that this is the last game that will feature Croc. It's too bad that he will bow out with this generic platformer. I doubt that I would have been excited about this game ten years ago on the NES. Croc features nothing you haven't done a million times before - jumping onto platforms, jumping on enemies, jumping over pools of lava, then jumping off a bridge in a fit of boredom-induced psychosis. Oh Croc, parting is such sweet sorrow.

Triple Play 2001

Game Boy Color

by Matt, The Original Gamer



- **Size:** 4 Megabit
- **Style:** 1-Player Sports
- **Special Features:** Home Run Derby; Field Assist Control; Radar Gun; Scoreboard Animations; Announcers; Fully Updated Team Rosters & Statistics; All Major League Stadiums
- **Replay Value:** Moderately Low
- **Created by:** Handheld Games/EA for THQ
- **Available:** Now for Game Boy Color

Concept:	6
Graphics:	4
Sound:	3
Playability:	5
Entertainment:	2

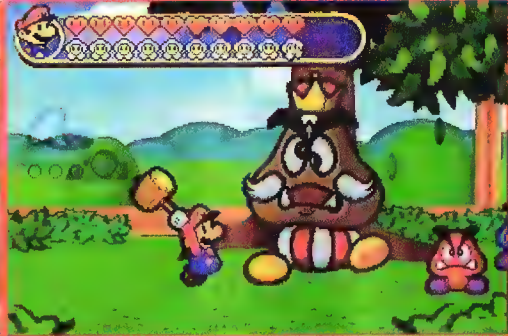
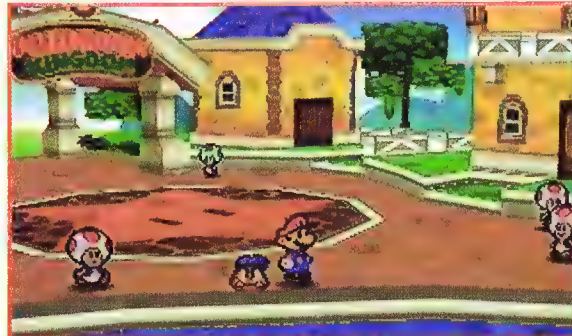
Bottom Line: 4

As if baseball didn't have it bad enough already, THQ had to go and release this stink bomb. A painfully slow framerate coupled with choppy control make Triple Play 2001 about as appetizing as a cup of chew spit. It appears to be an adaptation of NES chestnut RBI Baseball, but TP 2001 doesn't come close to delivering the fun of its ancestor. Even worse, there is no Season mode or password save, and the Home Run Derby mode is a complete snooze. This game should go over like John Rocker at an NAACP meeting.



PAPER MARIO
 CREATED BY: NINTENDO
 AVAILABLE: DECEMBER 26

Ever since he shocked the world with his triumphant return in Mario 64, the pudgy one has been spiraling out of control in the Hollywood fast lane like a video version of Robert Downey Jr. He's spent most of the past few years partying with his buddies (Mario Party 1 & 2). His few sober moments have been spent recklessly driving fast cars (Mario Kart) and getting into barroom brawls (Super Smash Bros.). We can't wait for VH1's Mario: Behind the Game special. Hopefully his comeback RPG bid, Paper Mario, can knock some sense into our hero. Titled Super Mario RPG 2 in Japan, the game features whimsical 2D characters adventuring in a vibrant 3D world. While definitely not for the Square crowd, Paper Mario does feature some hectic Timed Attack combat, which requires accurately timed button punches to pull off combos. The game's plot centers around the Mushroom Kingdom and familiar characters like Peach, Bowser, and Toad. It is rumored that Malloy and Geno from Super Mario RPG will be making appearances as well.



ARMY MEN: SARGE'S HEROES 2
 CREATED BY: 3DO
 AVAILABLE: FALL

That Sarge is one mean son of a buck, the type that'll eat up railroad iron and poop out steel. All you hippies out there better get your lazy butts ready. Attention sooulujuh! Are any of you maggots ready for war? You better be if you intend to tackle Army Men: Sarge's Heroes 2, the sequel to last year's N64 hit. A playable demo we received shows a game that is very similar to its predecessor, albeit with some new enemies that include giant bugs, robots, and even tan zombies (aaileyel!). Weapons and gameplay remain unchanged from the first Sarge's Heroes. Features four-player multiplayer, 14 missions (in both Plastic and Real worlds), and 12 weapons. At ease.



INDIANA JONES AND THE INFERNAL MACHINE
 CREATED BY: LUCASARTS
 AVAILABLE: FALL

Dr. Jones! Dr. Jones! After years of absence, Indy is finally climbing back into the console saddle. Indiana Jones and the Infernal Machine is little more than a PC port, but if you haven't played it, there's good reason to be excited. With gameplay styled like Tomb Raider, players will explore some of the largest and most treacherous sites across the land as they vigorously search for a machine rumored to have the power to open a door to a parallel dimension. Unfortunately, Indy isn't the only one in pursuit of this device. The Russians are hot on your trail, and will do anything to obtain what they desire. The Expansion Pak gives this game a crisp look, and LucasArts is touching it up to play better than ever before.

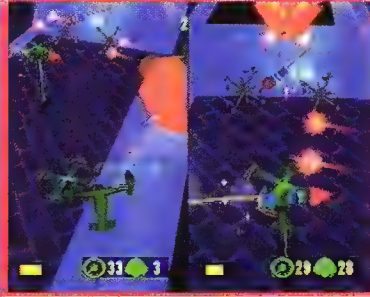
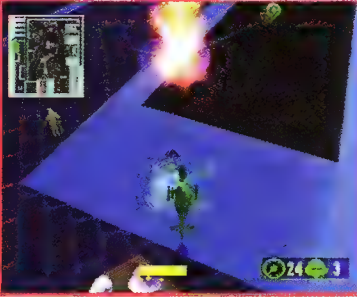
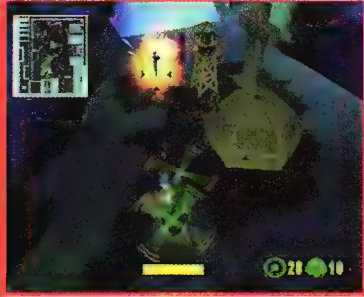




ARMY MEN: AIR ATTACK 2

CREATED BY: 3DO
AVAILABLE: FALL

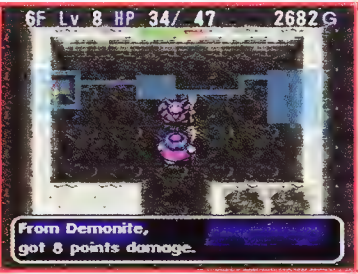
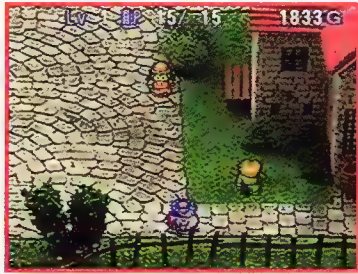
When it comes to Army Men titles, 3DO seems to subscribe to the adage, "strike while the iron is hot." Rarely a day goes by that we don't receive a new Army Men title to examine. Following fast on the heels of Air Combat for the N64, Air Attack 2 appears to be essentially identical to its precursor. Minor additions include one new helicopter, new co-pilots, improved winch mechanics, and new boss characters. Here's another proverb for you - "Familiarity breeds contempt."



TORNEKO: THE LAST HOPE

CREATED BY: CHUN SOFT FOR ENIX
AVAILABLE: THIRD QUARTER

The Last Hope follows the adventures of Torneko, the fat merchant introduced in Dragon Warrior IV. The game is set in the Dragon Warrior universe, but is more an action game than an RPG. Players have Torneko wander about randomly created dungeons, finding new equipment and going up levels. When he returns to town, Torneko regresses to level one and his wife sells all the stuff he has found. Torneko then must find another dungeon and start all over again. This game probably won't be a blockbuster here in the States, but for Dragon Warrior fans it will be the next best thing to the oft-delayed part seven that everyone is waiting for.



From Demonite, got 8 points damage.



ATV: QUAD POWER RACING

CREATED BY: CLIMAX FOR ACCLAIM
AVAILABLE: AUGUST

We all know how much fun offroad motocross games are. Now, what if instead of two-wheeled motorcycles, you had offroad racing with four-wheeled ATV vehicles? With a little simple math...umm...let's see...two times two...carry the one...ahh...that would be TWICE as fun! Obviously the Acclaim think tank made this same calculation when they decided to publish ATV: Quad Power Racing for the PS-X. Jam packed with 12 shortcut-laden outdoor tracks, 12 vehicles, and six riders, this game should make us forget how much we loved Championship Motocross featuring Ricky Carmichael.

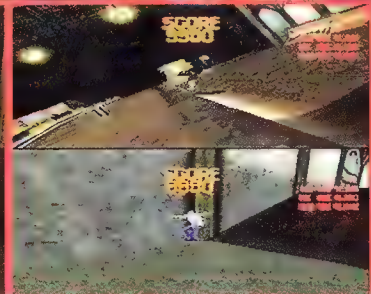




MTV SPORTS: SKATEBOARDING

CREATED BY: DARK BLACK FOR THQ
AVAILABLE: FALL

From fashion to movies, MTV has already co-opted about every element of youth culture, so it comes as no surprise that it is taking on the skateboarding video game, a genre that Tony Hawk's Pro Skater ushered into the spotlight. MTV Skateboarding's control scheme betrays the influence of the master, as do many of the level designs. Some new games, like Timebomb and Deathmatch, and a downhill Stunt mode, should add some interest to this title. The game features 30 pro and fantasy skaters, including Colin McKay and Rick Howard, as well as a soundtrack (Cypress Hill, The Deftones, Snapcase, and Pennywise, among others) that would make a pretty good Warped Tour lineup.



BLADE ARTS

CREATED BY: ENIX
AVAILABLE: FOURTH QUARTER

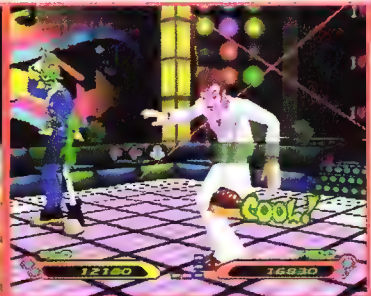
Now that Enix has its foot in the door of game publishing in America, it's bringing on a flood of new PlayStation games. One of its upcoming titles is a mix of exploration and fighting called Blade Arts. The game looks much like Tomb Raider, but rather than a pair of big guns, the main character sports a sword that gets bigger as the game goes along. It doesn't have a hot tamale for a protagonist, but every teenage boy loves a good sword fight, right?



BUST-A-GROOVE 2

CREATED BY: METRO/FRAME
GRAPHICS FOR ENIX
AVAILABLE: NOVEMBER

Ula!a made dancing the cool thing to do on Dreamcast, but Bust-A-Groove has been keeping it real on PlayStation for a while now. Using the same timing system as the original, Bust-A-Groove 2 adds some new characters to the mix, and a new combo bonus system called Just-A-Luck. Small colored bars appear in the lower portion of the screen each time smooth moves are pulled off. The first to align the bars gets major points and pulls off a move so funky it makes the other player look like a jive turkey.





INCREDIBLE CRISIS

CREATED BY: POLYGON MAGIC FOR TITUS
AVAILABLE: SEPTEMBER

We're surprised ArtDink didn't think of this first. Incredible Crisis is shaping up to be a bizarre melding of gameplay with twisted anime visuals. The game's plot revolves around a nightmare day in the life of a cartoon family. Calamity visits the brood in the form of giant balls, explosions, wolfmen, and overgrown bugs. The gameplay is a mish-mash of tried-and-true party game formulas, from International Track & Field-style button jamming to Bust-A-Groove dance marathons. To create these stunning visuals, Polygon Magic utilized polygonal 3D environments and streaming FMV sequences. All in all, the aesthetic here appears to be late-period Family Matters meets Mr. Bean on acid.



NCAA FOOTBALL 2001

CREATED BY: EA SPORTS
AVAILABLE: JULY 25

Back for another season on the college gridiron, EA Sports is readying the 2001 version of NCAA Football, and promises a number of new additions and modifications. Always a favorite among the hardcore football set, EA's patented Dynasty Mode will now include junior college transfers and the Bowl Championship series. EA will also introduce something it is



NCAA GAMEBREAKER 2001

CREATED BY: RED ZONE INTERACTIVE FOR 989 SPORTS
AVAILABLE: AUGUST 22

The world of college football is the dream of most of the GI staff. Last year, we would gather on Saturdays to watch game after game - cheering for the undergrads and our alma maters. There is nothing better than college football on a brisk fall day. Digressing from this diatribe, we present 989 Sports' next college game. GameBreaker has gained



calling Advanced Player Control which, when turned on, will allow you to pick a player to control for the entire play. For example, you could play as just the offensive tackle or wide receiver. We're not sure how many people prefer to play tackle and throw blocks, but running crazy patterns and calling for the ball is pretty fun.



prominence over the last couple years because it is actually more entertaining than its NFL counterpart, GameDay. GameBreaker 2001 looks like it will gain this distinction again this year with a newly modified Career mode. Top it off with more commentary from the legendary Keith Jackson and we definitely have a college football experience that might deserve to join the GI staff on Saturday afternoons.



FERRARI 360 CHALLENGE

CREATED BY: ACCLAIM
AVAILABLE: UNKNOWN

Not to be confused with Yu Suzuki's Dreamcast masterpiece, Ferrari F355 (which will also be released under the Acclaim banner in the States), Ferrari 360 Challenge features the car that is its namesake, a new Ferrari model designed specifically for Grand Prix racing. The game will feature real cars and drivers from the Ferrari Formula 1 racing team. No further details were available at press time, but Acclaim promises to unleash more killer information on this hot title in the future.



MONSTER RANCHER: BATTLE CARD

CREATED BY: TECMO
AVAILABLE: FALL

Francis Farmer will have her revenge on Seattle, and someday, mark our words, Game Informer will have its revenge on Nintendo for Pokémon. Don't get us wrong, we love everything about the craze. The Poké-pain comes from the aftershock, where hordes of Poké-wannabes strut their stuff. What's that? Can we name a copycat? Hmmm...Oh wait! Lookie here! Tecmo has just ported Pokémon Trading Card Game to PS-X. What's that? It's not Pokémon? Are you sure? Positive?...Really? Anyway, Tecmo is releasing a "Monster Rancher" game based on the "Monster Rancher" card game. It plays just like the Game Boy version, but is stylized more like the original PlayStation Monster Rancher titles. The gameplay is easy to pick up, and the cards feature incredible artwork. We still haven't seen what Squirtle looks like, but we're sure it's awesome!





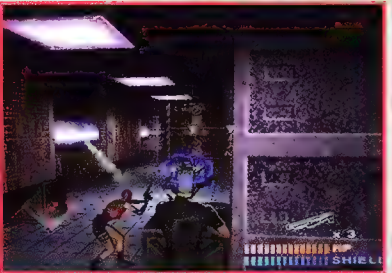
SYDNEY 2000
 CREATED BY: ATD FOR EIDOS
 AVAILABLE: AUGUST

Every four years, the world's best athletes gather together to...frantically mash buttons. Eidos is throwing a big fat shrimp on the sports game barbie in the form of Sydney 2000, an officially licensed Olympic game set to release in conjunction with the Sydney 2000 Summer Games. Fans of the long-running International Track & Field series should be sure to cop this paw-mangling gem. The game features teams from 32 countries, 12 events, multiplayer events (one to eight on PS-X, one to four on DC), and expanded Coaching and Training modes.



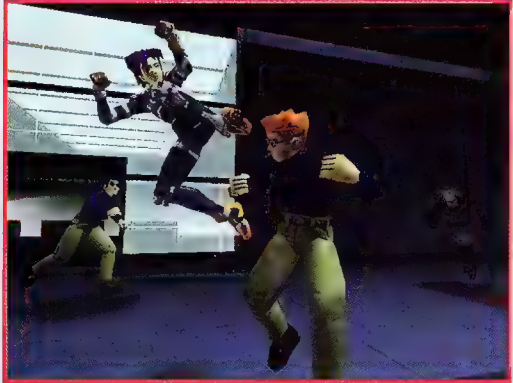
X SQUAD
 CREATED BY: ELECTRONIC ARTS
 AVAILABLE: FOURTH QUARTER

If there is a Fonzie among the alphabet, it most certainly is the letter X. Perhaps because it's the most underused letter, X connotes mystery and danger when somehow incorporated into a name. In the video game world, the letter X also helps sell lame games when plopped into the title. Hopefully this isn't the case with X Squad, EA's Syphon Filter and Rainbow 6 conglomerate. Players must complete military missions by taking first-person control of the main character while commanding the three other team members on the field. Each character has unique abilities, so cooperation is vital to success.



ONI
 CREATED BY: BUNGIE
 FOR ROCKSTAR
 AVAILABLE: WINTER

Whenever we see explicit violence expressed through beautiful video game graphics, we look down at the shackles around our ankles and wish that somebody would kick the livin' juices out of our beloved boss, Andy. Maybe then he'd learn a thing or two about human rights! We're not slaves, Andy! We can leave whenever we want! Unfortunately, dreams never come true, the shackles are thick, and life truly does suck. At the very least, the industry continues to pump out games like Oni - games that allow people with tempers to vent their rage at life without actually harming others. Oni is developed by Bungie and looks like a cyberpunk version of Eidos' Fighting Force. The main character and all around hottie is named Honoko, and believe us, she's incredibly feisty and quick to pull the trigger. The beat 'em up genre didn't go over too well on the original PlayStation, but Rockstar is taking a gamble that gamers will jump for joy when it hits the PlayStation 2.





RED FACTION

CREATED BY: VOLITION FOR THQ
AVAILABLE: 4TH QUARTER

The PlayStation 2 is still a few months off, yet we've already caught a glimpse of a war erupting between two of the industries' largest publishing houses, THQ and Eidos. At E3, Eidos showed off the top secret first-person shooter, Timesplitters, behind closed doors. Likewise, THQ showed off a top secret first-person shooter titled Red Faction. On top of this, both games are slated to release in fourth quarter of this year. Last month, we blew open the doors on Eidos' baby. This month, we have first details on THQ's. The team behind the carnage is Volition, the creators of the PC hit, FreeSpace. Red Faction uses the Geo-Mod Engine, which just happens to be the only FPS with real-time, arbitrary geometry modification. Eat your heart out, Eidos! In addition to the standard gameplay, the player can hijack land, sea, and air vehicles. Stealth plays a large role, as do objective-based missions. Red Faction will feature 20 gigantic levels, object shadow casting, and a proprietary level editor.



ALL STAR PRO WRESTLING

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

Wrestling is a worldwide phenomenon, and Japanese athletes have the technical edge over their American counterparts. Square brings the stiff kicking, head-dropping spectacle onto PlayStation 2 with the system's first wrestling game. The Rock may talk a good game, but guys like Great Muta and Kensuke Sasaki would spit in his face and make him cry like a dirty-diapered baby. Though Square's rookie effort couldn't do the same to THQ's WWF blockbusters, All Star Pro Wrestling is a good glimpse at things to come.

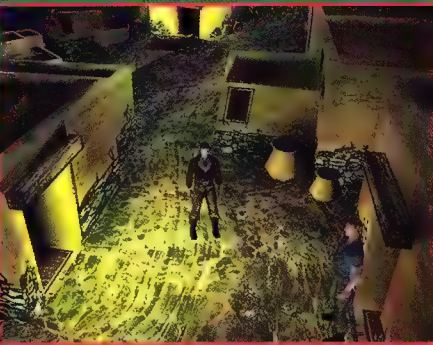




DRAGON RIDERS: CHRONICLES OF PERN

CREATED BY: UBI SOFT
AVAILABLE: FOURTH QUARTER

There are few hard and fast rules in life, but here's a big one – steer clear of people whose favorite animal is either the unicorn or the pegasus, or a mixture of both. People who fancy these beasts have problems. Not to say that loving fictional animals is entirely wrong. Take dragons, for instance. Liking them is cool. Based on Anne McCaffrey's series of books, *Dragon Riders* places players in the world of Pern, where humans hangin' with dragons is a common occurrence. This 3D adventure focuses on combat and puzzles. As players progress through the game, both human and dragon characters gain skills and become more powerful. In closing: dragons rule, unicorns can suck it.



AEROWINGS 2: AIR STRIKE

CREATED BY: CRI FOR CRAVE ENTERTAINMENT
AVAILABLE: LATE SUMMER

Sometimes life just doesn't make sense. The development of an *AeroWings* sequel is testament to this. While the focus of the game has shifted from hot doggin' to combat, in-depth training and complex missions still consume every inch of this title. If you've always aspired to learn how to fly a fighter plane, this little piece of gaming software will teach you everything right down to how many knots you'll need to make a 180 degree turn.



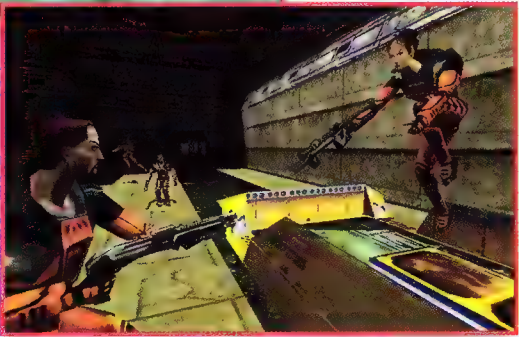
HALF-LIFE

CREATED BY: SIERRA
AVAILABLE: SEPTEMBER 17

Think you know about console first-person shooters? Well son, you're just a half-steppin' sucker who don't know half of the half about *Half-Life*, the far-from-half-assed PC classic that will be coming to the Dreamcast in about two and a half months. Any DC owner with half a brain will be willing to walk half a mile in the freezing rain to cop this game come September.



Amazing graphics? That's not the half of it. Awesome action? You're halfway there. The most impressive feature of *Half-Life* will be its SegaNet compatibility which will allow you to compete with half a dozen of your friends (up to eight, actually) online. Not a developer to take half-measures, Sierra has beefed up the DC version with some exclusive new levels.





LEGACY OF KAIN: SOUL REAVER 2

CREATED BY: CRYSTAL DYNAMICS FOR EIDOS
AVAILABLE: FALL



Looks like Dreamcast owners finally have something to hold over the heads of PlayStation loyalists. For various reasons, the PS-X version of Soul Reaver 2 has been scrapped. Only Dreamcast and PlayStation 2 will be blessed with the further adventures of the jawless wonder. In the sequel, Raziel goes after Kane...again! Thanks to the power of the Dreamcast, new additions to this chapter are a sword that changes color depending on the powers associated with it, and a rewarding ending. Considering the timeliness of the original, expect these extra features to stymie the design team for the next five years.



AUTOFACE ← → → → → THEN → TO PORGE



HOLD R1 TO AUTOFACE



AUTOFACE ← → → → → THEN → TO PORGE



VIRTUA TENNIS

CREATED BY: SEGA
AVAILABLE: JULY

Generally considered to be one of Sega's top titles at E3, Virtua Tennis continues to impress us as we play our preview copy. Although the gameplay retains the ease-of-play of the arcade unit, the inclusion of a Career Tournament mode and four-player doubles adds some depth to the package. Player movement and racket control are unprecedented in their realism, as are the graphics. While professional tennis has been a bore since McEnroe and Connors retired, even the presence of such new-school sissies as Mark Philippoussis and Carlos Moya can't ruin this amazing sports game.



VANISHING POINT

CREATED BY: CLOCKWORK GAMES FOR ACCLAIM
AVAILABLE: FALL

Given the sheer magnitude of racing games on the market, it's easy for many promising titles to get as lost as the proverbial needle in the haystack. If not for the excellent Stunt mode, Vanishing Point could have easily been one of those titles. Although it appears to be an above average racer, with 16 tracks, officially licensed vehicles, and custom parts, Vanishing Point starts to shine when you abandon all caution and start busting treacherous tricks on the stunt courses. These harrowing challenges must be unlocked through a point system that forces you to shave every second possible from your time.



preview

The Dreamland Chronicles:
 Freedom Ridge - Bethesda
 Soft - 4th Quarter



Looks like a tough ship to teach.

"Y-Corps" Would Have Been a Choice Name

I've been wondering when Mythos would follow up on X-Com with a title that just happened to be about an alien invasion, but had a different name. I was thoroughly excited to see this game at E3. Although nowhere near finished (I'm a little dubious on that 4th Q release date), Freedom Ridge looks like it's going to be an incredible experience.

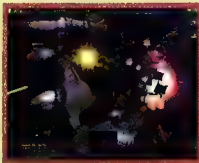
The general X-Com formula of capturing enemy tech to improve your odds against encroaching aliens appears to be the same, but is approached from an action style perspective. Instead of directing your troops from an isometric perspective, you can actually move around fluidly as if you were playing a shooter.

It's still turn based. You will run out of time units if you walk too far, and nothing else will move at you unless you triggered an unwelcome hail of opportunity fire. If you think of all the times you turned a corner with an X-Com agent and suddenly ran headlong into five aliens, you can imagine the enhanced freak-out factor of Freedom Ridge's approach.

- PC Quickies -

Imperium Galactica II GT Interactive - 7

I really liked the interface and real-time engine of this game. Everything from planetary and ship combat to colony management and moving ships on the starmap was done nicely. Unfortunately, I found myself frustrated by the game's campaign mode. The random events and pre-established plot points frequently happen simultaneously, making it near impossible to deal with three or four major time sensitive crises all at once. It's solid, but it could have been a lot better.



But We Liked the Floating Second Floors

Years ago, companies were talking about devising a skeletal framework system where damaged objects would collapse realistically. Mythos has finally done a game that fully implements this technique. Not only do buildings collapse when the foundation is uprooted, the detail of the debris left behind is spectacular. Everything in the game appeared to be destructible. Walls, trees, cars, mailboxes, individual components of stereo systems, furniture - everything in this game looked like it could be totally trashed, or at the very least knocked around.

Furthermore, the building interiors are fully decked out with furnishings and even working appliances. Some aliens have weaknesses like sensitive ears that can be exploited by cranking up a stereo system, the equivalent of a stun grenade to any nearby alien unfortunate to get caught without earplugs.

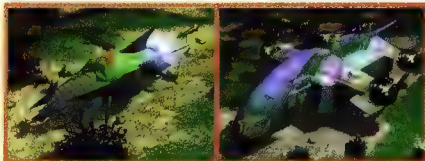
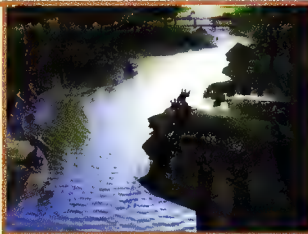
In addition to military vehicles, your troops will be able to drive a number of other types of civilian vehicles. When asked about the likelihood of being able to ram enemies with vehicles, Mythos sounded enthusiastic. What could be more fun than taking it to the hostiles with the front end of a Beamer.



Earth is Screwed

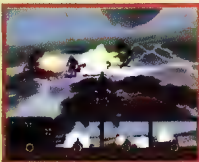
The plot is similar to the X-Com phenomenon, but the situation is much worse than the beginning of Mythos' previous alien invasion games. In 70 days, the aliens have managed to wipe out all major earth defenses and have begun eliminating the last remaining pockets of humanity. You start the game with a ragtag band of survivors who have managed to scrounge a few weapons and supplies together for a last desperate battle against the alien menace.

I do have to confess some doubts that everything Mythos hoped to implement in the game will be a part of the finished goods, as it wouldn't be the first time its goals ran headlong into deadline issues (I blame the publishers for those), but if the game is only half as cool as it sounds, it's going to be an excellent experience for strategy fans.



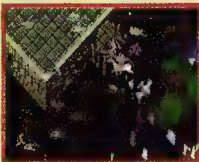
Evolva Interplay - 5.75

In Evolva, the player takes command of four genetically created soldiers who can absorb the genes of any monster they kill to take on new traits. The concept had me excited, but by the time I got to the second level, I was bored out of my skull. The graphics and level design were both pretty lackluster and the methods used to alter your characters are more frustrating than fun. I hope the developers don't give up on the idea though. It's cool.



Ultima Online: Renaissance Origin - 6.75

This update allows people to suburbanize the lands of Ultima even further by offering twice the housing space and throwing in a new town for beginners called Haven. It's still fun for the fact that you can spend hours messing around and training "Battle Maggies" to follow you around, but it's still buggy and the game is starting to show its age. UO remains fun for people who enjoy mucking about, but serious online RPGers should stick with EQ.



WARNING!!!

This is a game walkthrough. It may spoil the enjoyment of the game. USE AT YOUR OWN RISK!



CHRONO CROSS

GENERAL TIPS AND POINTERS

SELECTING ELEMENTS

As the game frequently reminds you, it is usually a good idea to have a wide variety of element types to handle any situation. However, there are times in the game when you can figure out what types of elements you're going to be dealing with. If going to the "Earth Dragon Isle," for instance, you can expect mostly yellow monsters. Stock up on the hardest hitting opposing elements you have. Remember, black opposes white, red opposes blue, and yellow opposes green. Opposites will do more damage to

one another and have less resistance to each other's status attacks.

COMBAT

Combat can be pretty confusing if you think too hard about it. Every time you use stamina points, everybody else including enemies gains the amount that you used (or more with stamina items equipped). However, if all the characters in your party run out or go under zero, your enemies appear to get a few free licks in, automatically returning everybody's stamina to a full seven.

Since spells use up a full seven stamina (but only return one point to others), you may want to avoid using six points on physical attacks and then your last to blast them with an element unless a quick, heavy strike is in order. Depending on the circumstances, we generally used six points on attacks and then defended, waiting until a party member was back up to seven to use elements. This leaves your party considerably better defended and makes HP maintenance a much easier process.

Pay attention to how much damage you do with physical attacks, as lower level elements can get outdated pretty quickly when you start getting weapon upgrades and better elements. Some spells just aren't worth wasting the stamina on if you can do more damage with physical attacks.

CRITICAL CASTING

When the party is near death and you have a character who is low on stamina, but close to being able to cast a desperately needed spell, you can get them what they need by switching back and forth between characters and making weak attacks. This will frequently allow you to get a powerful spell off while minimizing the threat of an enemy knocking someone out before you get the chance to cast it. This works well for last ditch attacks and powerful healing elements.

SUMMONING

Turning the element field one color can be pretty tricky to pull off in this game as it only takes one use of the wrong element to foil your summoning plans. Since most bosses use a spell or special attack, it's almost impossible. Using the following method is the only way we've managed to actually summon creatures against certain bosses.

First initiate physical attacks with everyone in your party until the summoning character's power level is at maximum and everyone else has at least

enough to cast a spell of the same color as the summons.

When you achieve the necessary power levels, defend until everyone has seven stamina points and wait for the enemy's next elemental attack. Right after

the enemy attacks, switch to your summoning character and have him or her cast a Level 1 spell that is the same color as the summoning element. Next, have your two companions cast whatever spells they can to change the element field all the way to that one color.

Your summoning character should have just enough stamina to get a spell off but they will be one power level short, so switch back to one of your other characters and have them make a single weak attack. Now switch back to your summoning character, make a weak attack (while praying that it hits), and you should be able to get off that powerful summoning spell in the nick of time.

TURN TAIL AND RUN AWAY!

Chrono Cross definitely has some of the toughest bosses we've seen in a while. Fortunately Chrono Cross breaks with RPG tradition and allows you to run away from anything (including the final boss), allowing you to collect valuable information about how they fight. Many bosses have a predictable pattern.

FORGING MATERIAL

Forging material can sometimes be tough to come by and at the beginning of the game you won't have enough elements to spare to trade them in to item dealers. The best way to stay on the ball with items is to try and fight every monster type you encounter at least three times. Also, keep Kid in your party so she can use her Level 3 Puffer ability on monsters and bosses in particular for the rarer items and elements.

Most weapons and armor have a primary item. From weakest to strongest, these include bone, bronze, iron, mythril, Level 6, and rainbow. If you have this primary item but none of the other stuff, you can usually get all the items you need by disassembling an inferior item. For example, if you're trying to make a Bronze Helmet and you have bronze but none of the other items, disassembling an Ivory Helmet will probably get you all the other items you need. This won't always work as well for more powerful items. Don't slack on your gear. Upgrade whenever you get a chance.

PRISM WEAPONS

These are the most powerful weapons and armor you can construct in the game. While you will have to find Rainbow Shells to make a weapon, all the other elements can be acquired by finishing off enemies with summoning spells. The final blow must be the summoning spell or you won't

get the goods. The type of items you get depends on the element color of the summons. Attack enemies of the same color so you can get the summons more easily. Monsters that show up in large groups are the best way to go.

SUMMONING SPELLS

You can get all of the more powerful summoning spells from the dragon quests, but with the exception of FrogPrince, Level 7 summons must be trapped with the trapping elements that can be purchased in Marble. Grab a bunch of these and then use them on the following enemies. Note: Enemies that are capable of casting summons will sometimes reveal their secret by giving out trap items for the appropriate summons after you defeat them. This also works for high-level regular elements that you normally wouldn't be able to purchase.

Mothership: Use the trap on the Shadow Cats that appear in Fossil Valley A when you return to the home world with a lot more hair on Serge's chest.

Unicorn: Use a Unicorn trap on the hopping mad Dodo in Fossil Valley A (this may work on other Dodos).

Golem: The Centaurpedes in Hydra Marsh lay claim to this summoning element.

Sonja: Trap Sonja from the Preymantis at Gaea's Navel.

RedWolf: Hot Doggity! That's the monster you need to trap the RedWolf summoning element from at Mount Pyre.

STRATEGIC TRAP DEFENSE INITIATIVE

Trap Elements aren't just for acquiring new spells. They make for a perfect defense against powerful spells that certain bosses almost always attack you with. However, only one trap element will work at a time. Casting a new one will cancel the previous one, so you will have to know a boss' pattern before casting the proper traps. They do not wear off until the battle is over, however, so if you know what to expect from a boss, cast it as soon as possible.

COMBOS

If you have the proper characters in a party and their power levels are at the required level, they will be able to perform combos. When looking for combos, try characters with similar abilities (Kid and Mel), professions (Nikki and Miki), age groups (Leah and Dragg), affiliations (Karsh and Zoah), and types of attacks (Serge and Glenn). We don't have space to list all we've found so far. After we've played through the game two more times, we may put together a list for Secret Access or some such, but don't expect it next month. Combos are wickedly cool but totally unnecessary for finishing the game.



WALKTHROUGH

The game starts off in a dream sequence. Simply run through the door on the right and then take the first stairs to the left and keep going until you're outside. Try to avoid enemies as you won't be able keep the experience or items you collect here. Head up the stairs to the left and go through the door.

Just move forward along the path in the next area until you get to a room with a large crystal in it. Examine it to activate the portal in the previous area. Head back and take the second set of stairs to the right to get up onto the portal. Examine the area and you will be shot up to a large floating platform. Run forward and examine the door to end this sequence.

IN THE BEGINNING

You start off in the quaint fishing town of Ami. When you wake up, search under Serge's bed for 200G. There are several items to be found in this town. Get a Heckran Bone in the back room of the restaurant under the bed, a Shark Tooth amulet from Kiki's father in the basement of their house, and a Komodo scale from the man underneath the giant fish by telling him, "You're probably right!" Give the kid waiting outside Kiki's a Komodo scale to get an Uplift element. Search the bucket in front of Radius' place for an AquaRay element and behind the framed Kanji character (Japanese symbol).

CHARACTERS

Poshul: Give Heckran Bone to Poshul who is playing with a child out in the training field.

LIZARD ROCK A

Push the rock out of the way at the beginning of this area. Walk up to the Komodo Dragon to the Southwest to scare it through the tunnel. Now push the rock in front of the tunnel and run around to the other side of the coral patch. The Komodo dragon will run into the tunnel, where you can trap it.

Head South to the next screen. North of where you spot the next Dragon, there is a large green plant stalk. Hop onto it and head up to a hidden area. Head South along the path and you will get to the previous screen. Run down to the edge of the rock and jump on top of the Komodo Dragon to ambush it.

Now head to the area to the Northwest. There is a Komodo Dragon in plain sight. Chase it around the loop until you catch it. When you defeat the last of the Komodos, their mommy shows up. Mama Komodo is easy. Just nail her with a couple of FireBalls and hack away.



LIZARD ROCK B

You will have to head back through Lizard Rock to get back to Ami Village. Strangely enough, there are new monsters in the area and a couple new chests.

ARNI VILLAGE B

Talk to Leena on the docks to have a confusing conversation. Select "I am Serge" when the option appears as this will allow you to get Leena's Level 7 Element later on. Leena will tell you that her old friend Serge died 10 years ago and that his grave is at Cape Howl. Head Northwest from Ami to get there. Before leaving, search all of the old locations for new items. Lift the drapes in the room that used to be Serge's and search behind the junk to the left to find a MagmaBomb element.

CAPE HOWL B

Enter Cape Howl and head North to find Serge's grave. After you notice that he is supposed to have been dead for seven years, a boss battle will ensue.

BOSS BATTLE

Karsh, Solt, & Peppor: With Kid's help, these guys are pretty easy to take down. Just work Solt and Peppor first as they are easier to knock out and both are capable of using magic to do serious damage.

CHARACTERS

Ditch Kid to get Leena. You'll get Kid soon enough.

ARNI B

QUEST

You will automatically be returned to Arni where the party has awakened after resting for the night. Leave the village and head North to get to Fossil Valley.

CHARACTERS

Mojo: Show the Shark Tooth to Kiki's alternate dad in the basement to get this character.

FOSSIL VALLEY B

Take the path going North to get to some guards by a ladder. Tell them that you are the exorcists they've been waiting for and then walk up to the dragon skull in the next area to get Skelly's Heavy Skull. You can also get a Bellflower on the cliff to the North and a Big Egg by climbing down the bone in the area to the left of the tent. If you get in a fight with a Dodo, be sure to avoid using elements on it as this will cause you to wipe out one of your characters.

When you're done getting all the stuff, head back down to the main path and continue to the left. You will bump into Solt and Peppor again.

BOSS BATTLE

Solt and Peppor: Oh please. Just hit these guys hard and fast to take them out.

When you exit the area, head Northwest to Termina.

CHARACTERS

Skelly: After you get Skelly's skull, you will need to find the rest of his body and bring them to his grandmother's house in Termina to get him as a character. The rest of his parts are in the following locations in World B (Another).

Angry Scapula: In the cave behind the waterfall in Shadow Forest

Firm Pelvis: Offer to trade with the item dealer in Guldove and then cancel.

Good Backbone: Hydra Marsh in a hidden cave South of where you fought the hydra in World A.

Sturdy Ribs: Talk to the explorers on Water Dragon Isle.

Mixed Bones: In a cave at the island of the damned.

TERMINA B

To get things rolling in Termina, the first thing you have to do is talk to the man polishing the statue at the top of the stairs. This will cause Kid to announce your new quest to get into Viper Manor. It's okay to let her join your party now. There are three different ways to get into the mansion and each one will get you a different character. Here are the details on each.

Note: Once you initiate one of these three plot branches, the other two will be closed off for you. For the hardcore player who has to see everything, we recommend you save here so you can go back later.

CLIFFS OF INSANITY (GUILLE)

To take the crazy back route into the mansion, talk to Guile at the bar and let him join your party. Exit the bar and head East until you get to some stairs. Head down and run around the shrines to get to Korcha. Pay him 100G to have him take you to the back entrance of the mansion.

ENTOURAGE TO THE FRONT GATE (PIERRE)

Head over to the Weapon Smith and go inside. If you walk behind the counter and take the door to the South you will meet the sissy swordsman who complains of his missing Hero Medal. Take the next door to the South and talk to the little kid who is running around to get the medal. Give it back to Pierre to begin the mission.

SUPER STAR RESCUE (NIKKI)

Head West from the central area until you get to a narrow set of stairs going up. Take them up until you get to a level with a door. Talk to the people inside and agree to try and find Nikki.

Talk to the Viper Churro salesman and then again after selecting a quest. Tell him that they cost too much and that he should sell them for 89G. After they start selling you can heal your party by talking to him. You can watch his progress from the window of Skelly's grandmother's place.

BREAKING IN TO VIPER MANOR B

After selecting a quest you will have to take one of three routes to Viper Manor. Our favorite is Super Star Rescue as Nikki is probably the most well-balanced character of the three you can acquire and his quest is the most entertaining. He is also the source of a great deal of comedy throughout the game.

ENTOURAGE TO THE FRONT GATE

Just head Northwest to Viper Manor on the world map and enter to get to the gate. For some humor you can see what Pierre does when you try to come up with a plan, but you'll just end up rushing the gate anyway. Fight the privates and then the Sergeants for a star. Next you will get to a real boss battle.

BOSS BATTLE

Solt, Peppor, and Ketchop: The two stooges have finally found a third. Completely ignore Solt and Peppor as they will get knocked out by their enthusiastic friend after a few rounds. One of your characters gets KO'd right off the bat. Don't worry about this as Peppor will revive them in a fit of



overconfidence. Ketchop dishes it out pretty hard, but after his companions are gone, you shouldn't have any trouble keeping your health out of the red long enough to defeat him. When Ketchop goes down, your break in to Viper Manor is complete.

CLIFFS OF INSANITY

To make it through this quest, you must first climb several cliffs to get up to the top while dodging rocks being thrown by the soldiers above. We recommend ignoring the chests until you get to the top as it is much easier to see what routes you have to take when climbing down, and you won't have to deal with the boulder-tossing Acacia soldiers. To get to two seemingly inaccessible chests, you have to go to the bottom and walk across the dark stretch of water leading to the right. Following a battle with two Acacia Privates (which earns you an easy star), you will fight KingMoaman.

ELEMENTS

Meteorite: As chest in plain sight.

FreeFall Capture Element: A chest in plain sight.

BOSS BATTLE

KingMoaman: As with most bosses of this kind, take out the cronies first to prevent them from using combo attacks and powering-up the king, and then go after the big guy. After defeating this boss, simply climb up to the top and examine the wall to break in.

SUPER STAR RESCUE

This one isn't too complicated. Move forward until you spot Nikki and then follow him to a boss battle.

BOSS BATTLE

3 Cassowary: The Cassowary have more hit points than your average monster but they're not very hard. Just focus on one at a time and don't be afraid to use elements right off the bat as this will eliminate them quickly and reduce the threat to Nikki.

After the battle, Nikki runs down into the cave behind the waterfall. Go after him (you'll have to go left and around to get down to the water) and he will join your party. Run back inside the cave to get the Aroma Pouch out of the chest and Skelly's Angry Scapula. The Aroma Pouch allows you to examine the large puffy looking plants outside to get a chunk of pollen that follows you around.

By moving up to one of the thumb-shaped plants the same color as the pollen, you can get them to follow you back to the sleeping plant monster who promptly makes a meal of them and wakes up. Don't let them get too close to the pollen, however, as this will cause them to eat it and stop following you. If you get the red plant at the beginning of the level, you will be rewarded with a Skull Duggerly frame that can be selected from the Customize menu to change the look of dialogue boxes and other windows. If you use one of the other plants, you will be forced to fight it. There is no reason to, however, as this boss doesn't give you a star.

BOSS BATTLE

Quaffid: The Quaffid can dish out some pretty serious damage, so use a defensive strategy and make sure you don't let any

of your characters' hit points drop below 50.

When you get past the Quaffid, head left and move toward the tree. Zoah, Solt, and Peppor will show up for another boss battle.

BOSS BATTLE

Zoah, Solt, and Peppor: Solt and Peppor have finally equipped elements powerful enough to be a reasonable threat to you. Eliminate them quickly before going after Zoah. He has plenty of hit points and a couple attacks that do more serious damage, but he isn't as much a threat as the dubious duo.

After defeating Zoah and cronies, enter the tree and move forward to the next area. Hug the left wall until you get to a rock with a Wraith standing behind it. Fight the wraith and then push the rock up toward the hole in the wall to prevent the monsters from jumping out of it. Go back down to the water and continue on. Go through the hole in the next area to get into a well and you will have successfully broken into Viper Manor.

VIPER MANOR B

Once you've made it to Viper Manor, you will have to go to the back area where the dragon stalls are. If you took Guile's route, this is where you start. Enter the large building to the Northeast and talk to the man in back to initiate the dragon-feeding game. We recommend playing the 10 to 40 games as they will award some pretty decent prizes.

We got all the way up to 40 dragons just by quickly zipping back and forth and hammering on the X button, pausing only to pick up three buckets. Feeding 100 dragons will get you a suit of Iron Mail, but it's not really worth the hassle. Either way, you only need to feed 10 to get the Manor Key.

Once you've acquired the key, run back to the front of the Manor, fight the guards at the front door (door, not gate), and then use the key to open it. The interior of the Manor is pretty basic. The first thing you need to do is examine the left snake statue by the huge door to fall through a hole in the floor. Here you will be released from a cage and forced to fight three guards.

Once the battle is over, you are free to explore the interior. Running along the carpet in the middle of the floor will cause lantern enemies to drop on you, so just hug the edges of the corridors to avoid them. They do yield some impressive elements if you steal from them, so it's worth fighting them a few times for the goodies. If you attempt to open any of the doors with the spooky eyes that open and close, make sure you do it when the eye is closed to avoid a battle with a tough enemy. (Of course, you gotta fight one just to see what they're like.)

To get the code you need for the central door, you need to find the barracks and examine the patch of wall that young Glenn was just looking at. The two digits are randomized so we can't give you the code. If you missed it the first time, just leave the room and come back.

Before running off to open that large door you will want to check all the chests in the area for "Turn" elements. Examining some chests will lead to a battle with the Boxer Brothers. Don't worry if you choose

the wrong one since an inanimate chest with the item you would have gotten will appear after the battle is over.

Dragon's Honor, which is a handy item whether you're on Guile's quest or not is in the upper right-hand corner of the cafeteria.

You will also want to enter the treasure room that is guarded by two soldiers. Fight them and search the room for all kinds of goodies. Be ready for a battle when you examine the large vase though. Check out the item on the wall and choose to fall for the trap. This will land you in the next room over where Lucia decides to use you as a test for her modified monsters.



BOSS BATTLE

Neo-N-Buib: Just focus on one at a time. After the battle, talk to Luccia and then release Pip in the back of the room.

For a random battle, you can grab the shield off of the wall of the armory and place it on the suit of armor that is missing a shield. You will fight four phantom knights who yield some decent stuff.

Be sure to equip any bronze items that you have found at this point as the action will start to get more intense. When you're ready, head back to the entrance area and input the code at the snake statue to open the big doors. Head inside and then take a detour to the left where you will meet up with a librarian and the creepy little kid, Marcy. You can activate the ladder here to get to a chest by examining the books next to it. After your conversation with the librarian, Marcy decides to test her mettle against you.

BOSS BATTLE

Marcy: Marcy is tough and has plenty of special attacks that nail the whole party. Do your best to prevent the element field from going totally blue as her IceBlast attacks do plenty of damage even without a bonus from a full field. When she is close to losing, she unleashes multiple IceBlasts in a row, so don't be afraid to go all out when this happens.

When you've defeated Marcy, head back out into the central hall and examine the back of the second to last pillar on the left to cause the throne to come down on an elevator. After eliminating the guards, examine the throne to make the elevator go back up. Head through the first door to get to a boss battle with Lynx.

BOSS BATTLE

Lynx: Lynx would be more dangerous if he didn't waste so much time casting non-damaging spells like AntiBlack. Use your healing items sparingly as the battle does go for a while, but Lynx isn't too scary the first time you fight him.

As it turns out, you weren't really fighting Lynx. A whole bunch of stuff happens and before you know it, Serge wakes up in Guidove.

GULDOVE B

After the grand escape, Kid takes ill from the poison on the dagger that Lynx threw. Eventually you will come to a decision point where you have to decide whether to refuse to save Kid at seemingly hopeless odds or help her out. The natural response in any other RPG would be, "Help her of course!" But in Chrono Cross this is a plot branch that could mean the difference between a few characters.

SAVING KID

If you decide to help Kid out, Korcha will stick with you and you will have a long and interesting journey ahead of you. Saving Kid will also enable you to get Mel in the party at a later date. We expect there is a third character you get as a result of this path, but we never played through the other choice long enough to find out who it was. Choosing to save Kid will get you her Astral Amulet.

DITCHING KID

Wishing the tomboy-in-distress the best of luck and a fond farewell will result in Korcha ditching you for the rest of the game, but this will enable you to acquire Macha, Glenn, and eventually the good Doc himself. (Kid will return eventually if you don't help her but, you'll have to do without her for a while.) If you decide to ditch Kid, Korcha will force you to leave the Astral Amulet with her. Talk to the dwarf in the bar for the Green Tinkler. If you choose to save Kid you will be able to get this item at a later time.

Whichever choice you make, you will end up having to go and talk to Direa and Steena on the leftmost tower to get the goods on what to do next. Before going anywhere, be sure to check for new elements at the element shop in the middle tower, and get any bronze you found at Viper Manor turned into more effective weapons and armor at the docks. You will also want to pick up Skelly's pelvis from the Item/Element trader at the docks. Simply offer to trade something and then cancel to get the bone. Simply head back to the boat at the docks and talk to Korcha or Macha when you're ready to leave.

TERMINA B

PLOT PATH: DITCHING KID

If you decided to ditch Kid, head over to the exit of town and you will witness a dialogue between Glenn and the flower seller. Head back to where Macha is standing by the boat and talk to her to get the boat. Glenn will join up shortly after this. Skip ahead to **Termina B, pg. 99**. If you got the Green Tinkler from the dwarf in Guidove you can also complete the side quest at Hydra Marshes B to get the required item for NeoFio on **Termina B, pg. 99**.

PLOT PATH: SAVING KID

If you chose to save Kid, run on down to Opassa Beach and use her Astral Amulet. After checking people's reactions to Serge's return with another Leena in Aml, head over to Hydra Marshes A to get the Hydra Humour.

CHARACTERS

Greco: Head down to the shrine area of Termina B to witness a funeral scene for a

young child. Go inside and talk to the unusual priest/pro wrestler to get him as a character.

HYDRA MARSHES A

The guard will let you pass at this point. Move left and forward to get to a large tree trunk (it looks more like a large fungal stalk) that leads up to the left. You will see a spectral fairy moving up the stalk when you get to it. Follow the spirit and keep on heading up until you get into a conversation with a strange looking creature called a Beeba. A fight will ensue. While these guys aren't incredibly hard, they are incredibly annoying as they attack you after almost every hit, and the first one will summon up to four allies.

Once you beat the first group of Beebas, they will give you their Beeba Flute so you can summon the Wingapede. Continue on along this bizarre tree and you will see another Beeba. You can go through the same hassle again to get an item in the chest behind them. When you're done, continue to head up the tree until you get to a gigantic stump. Use the

Beeba Flute in the middle of the stump to summon a Wingapede, which will attack you after you attempt to feed it something it doesn't want.

BOSS BATTLE

Wingapede: It's just another medium powered boss. After putting up with the Beebas, it will seem like a cake walk.

After you kick the tar out of the Wingapede, someone in your party warns you not go near the center of the tree. (Yeah right!) Immediately run up to the cracks and you will fall through to a hollowed-out area inside the tree. Fortunately a gigantic octopoid creature breaks your fall and is knocked senseless. There is a cage in the room containing a fairy. If you choose to save her, you will be forced to fight the recovered boss.

BOSS BATTLE

Pentapus: She's got some hit points to speak of, but little else.

After you take out this fairy-tale boss, Razzly will join your party. Make sure you got the goods in the chest and head outside. You will be in a previously inaccessible area of the swamp. Head Northwest and just keep on hugging the wall on your characters' left to get to a battle with six dwarves.

BOSS BATTLE

Dwarven Chorus Line: If you have Razzly in the party, don't expect her to survive this one, but your other characters should be fine after you take out the head dwarf, who is the sole dwarf (he's just called "Dwarf") responsible for the Hi-Ho Charge. Simply focus on one dwarf at a time to reduce their attacking strength quickly, and you should make it through this battle with minimal problems.

After you defeat the dwarves, take Razzly out of your party if she was in it already. If you have her in your party, she will notice something that will prevent her from getting her Level 7 Element later. You may want to save before this battle as the Hydra can be pretty nasty. Just remember! You can always run away.

BOSS BATTLE

Hydra: The Hydra has plenty of hit points and can seriously dish it out. Be extremely careful when fighting and be sure to bring plenty of healing elements to this battle. It uses some pretty hefty magic attacks, so by all means, don't let it get a full element field.

When you defeat the Hydra, examine its body to get the Hydra Humour. If Razzly was in the party she would notice that it was about to give birth, thus saving the Hydra from extinction yet again. This is great, but if she does this, the dwarves won't kill her sister later and she won't get her Level 7 Element. You are ready to return to Guldove B.

GULDOVE B

Give the Hydra Humour to Doc to get Kid back in your party. Choose to chase Mel down so you can get her in the party later. Just run through town and talk to people. You'll catch up with her at the residential tower. You will have to talk to Direa and Steena once more and then head back to Termina. Be sure to pick up

the Green Tinkler from the dwarf at the bar for a nifty side quest.

SIDE QUEST: GETTING NEOFIO

Head over to Viper Manor B and go all the way to the top. Here you will see Luccia talking about what she needs to evolve her latest creation. Head back downstairs to get her in your party and then head over to Hydra Marshes B and enter.

The layout of this place is identical to Hydra Marshes A but the water has been poisoned. Make haste to get to the tree you followed Razzly up before and take the same route to get to the huge stump at the top. If you're on the Ditching Kid route, you'll have to come back here after you fight the Wingapede in Hydra Marshes A to get to the same hole in the stump. Kid Ditchers will have to head back down the tree and use the Green Tinkler (they couldn't have just called it a little bell) to get the grumpy plants to make bridges for you. Talk to the guys on top to get Protective Gear to prevent your party from losing health as they walk through the water.

Kid Savers can jump through the hole in the tree and get into a battle with an undead hydra. Save before jumping through the hole, because if you have to run away from this one, it won't come back and you'll miss out on Steena's fifth level element.

BOSS BATTLE

Undead Hydra: We didn't fight this thing until much later in the game so people who take this side quest on right away may have more trouble than we did. For the most part, it only attacks with weaker black elements like Gravity Blow and Gravitonne, casting more powerful and potentially deadly black elements like FreeFall. If you managed to find the FreeFall Trap element on the cliffs of Viper Manor, you may want to try casting it here as a defense. Otherwise, if this Hydra is too tough for you, just reload your game and try later. It rewards with a Level 5 Element that only Steena can equip, and you won't be getting her for a while so it's not worth the bother if you're too weak.

Whether you fight the Hydra or not, just take the same route you take in Hydra Marshes A to get where the original Hydra was. Here a Snob and SniobGoblin are discussing a flower in the middle of the water. Beat the crap out of them and take it. Now head back to Viper Manor and use the Life Sparkle on the little pool at the top of the level to get NeoFio in your party.

TERMINA B

This is the point where the Kid Ditching and Kid Saving paths converge. Kid Ditchers can start on this one right after they leave Guldove, but Kid Savers will have to complete the Hydra Humour quest to get here. Talk to Korcha or Macha to "borrow" the boat for the rest of the game. You now have free reign to cruise around to all the islands on the overland map. We recommend exploring like mad, but be wary of the monsters in the Isle of Dungeons as most of them are downright nasty, particularly Earth. At the very least, wait until you can start equipping your party with iron weapons and armor.

HERMIT'S HIDEAWAY B

Stop by Hermit's Hideaway on the way to the Mount Pyre to get into an easy boss fight with Harle and a conversation with Raduis.



S.S. INVINCIBLE

Go to the large foggy mass on the Southeast corner of the central island and choose to head into it when prompted. Shortly after entering you will run into the pirate ship, S.S. Invincible. Some plot stuff will happen if you have Nikki in the party, so go ahead and bring him along if you have him. Shortly after stepping onto the ship you are accosted by pirates and forced to fight through a series of battles right up to the good captain Fargo himself.

The pirates, of course, don't play fair and the characters pass out from Fargo's doped blade. They later wake up in a prison cell to a skeleton walking in. The ship has been overrun by undead from a ghost ship (never seen this in an RPG). Your goal is to fight your way through the undead hordes to the top of the ship. As you work your way along be sure to scour every room you come across for items and dialogue. Most of the enemies reward with some pretty decent stuff so don't be a slacker in the fighting department. Also, be sure to steal from the Cross Bones whenever you fight them as they will reward you with iron for improving your weapons.

Eventually you will be stopped at a room with a blazing fire. Examine the wall for an air vent. Walk up underneath and examine the wall to get to another room. Talk to the chubby guy twice to get a key and head back down below to get to unlock the door at the end of the hall to the right.

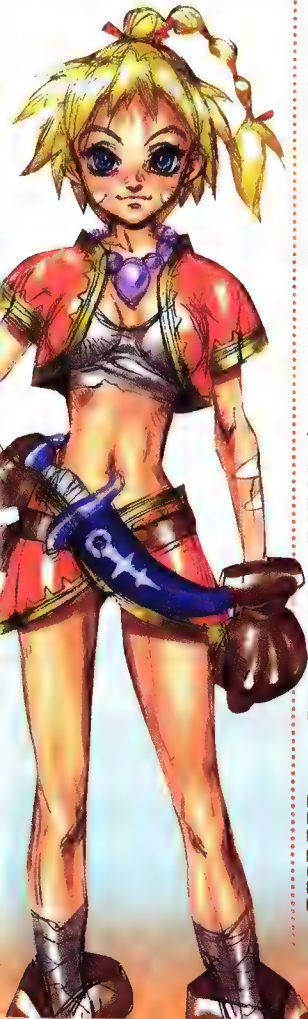


Continue on and you will eventually see Pip. Chase him down until he talks to you and he will join your party. Keep on trucking from here and you will eventually get to the top of the ship. Head left and talk to Fargo. This will lead to a boss battle with gelatinous evil.

BOSS BATTLE

Dead Head: Aside from blinding your characters on occasion, this guy ain't too tough. Just stick it out and nail him with elements whenever you get the chance.

The grateful pirates will let you go free and even get downright buddy-buddy with you. Fargo warns you that the caves of



Mount Pyre are full of magma and that they are the only way to get to Fort Dragonia. He suggests that you undertake a quest to receive a blessing from the water dragon. We do too. Players who chose to ditch Kid can return to Guidove at this point only to discover that Kid has miraculously recovered. Both Kid and Doc will join your party at this point. It's time to make iron weapons and armor with all the iron you got from those Cross Bones.



BOSS BATTLE

Hi-Ho Tank: The Hi-Ho Tank is pretty tough. It can take a pretty severe beating and unleashes some pretty powerful single character attacks, so be sure to have a party with a reasonably high number of hit points and make sure you keep their health in the green.

If you had Razzly in your party when you defeated the Hydra, her sister will survive and she will not be able to receive her Level 7 Element. If you didn't, her sister bites it and Razzly can come back later to reap from tragedy by examining the tree that grows here. When you defeat the tank, you will be able to gain entry to the cave of the water dragon. Talk to it to receive its blessing in the form of the Ice Breath item and your first summoning element, FrogPrince.

MOUNT PYRE

You are now ready to head to Mount Pyre on the Southeastern area of the central island. Change back to World B, and hop on your boat to get to Mount Pyre. This is a pretty small dungeon. When you run into magma, you can freeze it by getting on the edge of it and using the Ice Breath item, but we recommend you look carefully before you do. Some magma pools have chests in them that can only be opened while the magma is hot and yes, freezing is permanent. You can actually make your way through this dungeon without the Ice Breath, but you'll blow a ton of Tablets doing it as the magma reduces your health to one point pretty quickly.

See the General Tips & Pointers for making good use of the FrogPrince summoning element, as it will save you some trouble when you get to the bosses. Try practicing the method we suggested on the enemies. It may be more difficult when facing multiple opponents, but you'll score some handy shiny items long before you need them, saving you the trouble later.

BOSS BATTLE

Solt & Peppor... Again

Gettin' sick of these guys yet? Focus on one at a time. The use of excessive force has been approved.

When you get to the last area of this dungeon, you will run into the surprisingly small Red Dragon.

BOSS BATTLE

Red Dragon: Nail this dude with the FrogPrince as soon as possible as the water element will do an unbelievable amount of damage to him. He's pretty dangerous but the rest of the battle shouldn't be too tough.

Zoah, Karsh, & Marcy: Take out this troublesome trio after the Red Dragon. We recommend taking out Marcy and Karsh first.

FORT DRAGONIA

After you get past the Mount Pyre dungeon, walk over to Fort Dragonia on the world map and enter it. Follow the path until you get to the central chamber of the dungeon. From here, you can go through four doors. Each one has a separate puzzle or quest you have to work your way through.

LOWER RIGHT DOOR

When you get across the bridge and you enter the next area, choose the second option to get some chests, and then go back up and choose third to get to the switch.

UPPER RIGHT DOOR

After you cross the bridge, you get to a maze. To get to the switch, take the stairs going to the left and then follow that path until you get to a T-intersection on the next screen. Go up from this intersection and keep on running along this path to get to the switch. You can activate a set of stairs to make exploring for items (which is recommended) less of a hassle in the future. You will have to fight Taurusoid to get to the green crystal switch. He's not very tough.

UPPER LEFT DOOR

After you cross the bridge you will see a door on a platform to your right. The trick is using the chests to move the bridges so that you can get to this door. You will also want to gain entry to the two doors to the right and left to pick up some decent items and steal from Dragon Knight. Just be prepared to do battle with a relatively wiry boss GiantGloop.

LOWER LEFT DOOR

This is the most annoying puzzle of them all. Work your way to the room where you step on three tiles to change the order of a dragonite's body. There are six possible combinations. Stepping on the tiles will move a bridge between the walls of the circular maze depending on the order that your party is in. Try the first three combinations by switching your party order with the select button, stepping on the tile and then checking out the maze to see where the bridge moved. If it looks like it's somewhere useful (leading to a chest or the switch on the lower inner circle of the maze), work your way to the right side of the maze and take the stairs up to the walls. When you've done all these, step outside and get on the blue rectangle with the funky symbol to change the positions (not just the linear order) of your party. This will enable to check the last three combinations.

Once you've activated all the switches, a large cylinder will rise up in the middle of the central chamber. Enter it and you will fight a real boss for a change.

BOSS BATTLE

Sunufagun: The amount of damage you don't do to this boss with your attacks will frighten you at first, but remain steadfast and concentrate on belting out the damage and you should be able to wipe him out as his hit points are actually pretty low. If you actually have any powerful black element attacks at this point, use

them as soon as possible or he'll cast AntiBlack on you before you get the chance. It's also recommended that you pick up some HolyLight trap elements as he casts this spell frequently, and it's a nice one to have for your own collection.

After you take out Sunufasomelingwe shouldn't print, head upstairs and the dungeon from your flashback will appear. Only this time there are chests with decent booty to be found. We'll let you handle this one yourself since you've already been here before. Just be ready to fight a rather nasty black Element boss named Buniyp.

BOSS BATTLE:

Buniyp: Start by tossing white elements at this guy until he changes form, at which point he will be red and more vulnerable to a FrogPrince summon. He's nasty, but a defensive strategy should take you far.

When you take the teleporter up to the floating platform, Serge doesn't have the trippy expanding-door experience, but you will be able to make some sense of the weird premonitions.

BOSS BATTLES:

Viper: Viper is almost laughable. Don't mistake the ease it took to knock him over for weakness as a character though. It is three against one after all.

Lynx: Lynx shows his appreciation for Viper's failure by backstabbing him and attacks the party. He is a fearsome opponent, but if you keep your characters healed up and well defended, you should be all right. He uses a lot of physical attacks as well so if you wait until right after he uses magic to set up a blue field for a FrogPrince summons, you should be able to pull it off with relative ease.

Dark Serge & Friends vs. Confused Serge: In this fight you die. It's possible to win (we're not sure how), but this won't affect the overall events that take place afterwards.

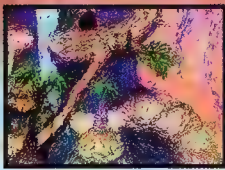
A bunch of really bad things happen between and after the boss battles and Serge awakens in a strange world.

CHAOS FIELD: SERGE OF FELINE RAGE

Welcome to the Chaos Field. To gain the attention of this dimension's apparent lone resident, Sprigg, you must knock a piece of fruit off of the branch hanging from the edge of a cliff. You can get there by going up the tree and heading right from the door. This will cause Sprigg to come running for the fruit while you ever so slyly run into the open door of her treehouse.

Dialogue follows and she joins your party when you try to leave after taking a nap. Head up to the top of the mountain to get to the entrance of a strange tower. After a dialogue with Harle, take the corresponding doors that the mindless Serge clone on the other level takes. If he takes the Northern door on the top level, take the same door on the bottom level. You may even walk back through the same door that you just came out of. Don't worry about it.





Turnip: Use the Ice Breath on the patch of hot ground at Hermit's Hideaway B and have Poshul examine the same spot at Hermit's Hideaway A.

MARBULE B AND THE ZELBESS: EQUAL RIGHTeousNESS

Hop on the boat after you're done talking to Norris and head down to Marbule island on the Southeast corner of the map. You will want to stop at Marbule first, before completing any quests on the Zelbess in order to not miss out on items and some cool plot stuff. Speaking with the explorers there will give you leads to the Zelbess. Stay at the inn overnight to witness a mermaid crying. In the morning, a mermaid will tell you that she wishes to join with you (although she doesn't actually join the party at this point).

Head up to the Zelbess which is parked on the Northeastern corner of the main island. When you board the Zelbess, head downstairs to the interior and talk to Fargo at his cabin at the end of the hall for some plot stuff. Exit and go down the ladder. Head all the way to the right and through the last door upscreen. After bumping into a demi-human on his way to work, exit and go back to Fargo's room after talking to the guard outside of the demi-humans' quarters. Fargo will wager your boat against being allowed to go through that door to the Grand Slam tournament.

Play him at the casino below his room. You will lose (you can play indefinitely using the cheating method down below but he'll never lose). Head down the ladder and into the inn below the casino. After witnessing something suspicious, head to the right and watch the magic show at the first door you come to. Exit the room and come back. Walk up the stage and Sneff says he will do his cat trick again. Volunteer. Immediately after he turns your party into cats, dash for the hole in the curtains to the right. Now exit the dressing room from a small door next to the bench. Sneff will try to catch you when you return to the lounge. Run for the door to get away.

There are many things you can do as cats. Talk to Calico in the kitchen upstairs to get a new window and search the chest for a frying pan (it's a weapon). For some cool plot stuff head up to the deck and climb the mast to see a cat walking across the rope. Walk across yourself and over the railing to get to Nikki's room and some dialogue. You can also talk to just about everybody on the ship for a reaction, including Fargo's dog. When you're done, head down to the inn and go up the ladder he wouldn't allow his cat to go up before. Grab the handle from the large magnet and challenge Fargo to another match. He loses on the first turn.

You can play the game afterwards to win prizes. The first three are lesser primary forging components but first prize is a rainbow shell. If you continue to win first, you will get denadorite, which is a grade up from myrthil (you can easily win the game with denadorite gear). There are two ways to cheat at the game. The less sure-fire method is to hold down the button before the machine starts up unless it starts from the Eastern position, in which case you will have to rely on luck to not hit South and lose all your points. The sure-

fire method is to hit pause repeatedly while the compass is spinning. Anytime you pause while the compass is pointing towards the Southwestern quadrant (between S and W) hold down the X button and un-pause. You're guaranteed a jackpot. Think of this as the shop where you buy denadorite for a measly 100G.

After defeating Fargo at the ship's casino, you get your boat back and permission to go to the Grand Slam Tournament. On the way to the tournament, you will see the janitor walking in and out of a series of doors that lead outside. Chase him down and start making unpredictable choices to get him to talk. You will have to choose to fight him for the information.

BOSS BATTLE

The Sage: This guy is no slouch! Be certain that your health stays near full throughout the battle or you could get nailed by some of his more powerful spells. You might want to try saving your game and throwing out a spell trap for Deluge (the spell that he KO'd two of our party members with), but chances are he has a number of equal-powered spells from other elements.

After beating the Sage, he will give you a fiddler crab that you can use to open Death's Door. Nikki talks to him and then invites you to meet him at his ship, where you can now go as humans. You can probably win the first two rounds of the Grand Slam Tournament, using Wrath and Crossbones in the first match and the powerful Lagoon in the second, but we wouldn't recommend trying for third until you've been to Chronopolis and the Isle of the Damned for some more powerful monsters. Still, you get two nifty prizes. For more plot junk, meet Nikki at his ship, where you can also enlist Irenes to your cause. Once you're done on the Zelbess, it's time to head for the Dead Sea.

THE DEAD SEA

Take your boat to the large mass of coral that is mostly obscured by a giant cyclone cloud. Move along coast until the words "Dead Sea" show up and use the Fiddler Crab. This will reveal Death's Door. Enter, move forward, and ARGH!! another obstacle appears in the form of the evil sword Masamune.

RADIUS, GARAI, AND THE ISLE OF THE DAMNED

First, head to Hermit's Hideaway to pick up Garai's Mirror from Radius. Next, head East to the ISLE OF THE DAMNED (sorry, too many readers appreciated that joke in the Wild Arms guide). This Isle is creepy and host to some nasty monsters. First of all, the Lanterns from Viper Manor are back and they appear to be much more powerful. To open up the doors in the first area, fight a Lantern right next to it and it will explode, burning the door away. There are two such places that have items in them. The one on the West wall will allow you to move on to an area with dragon bones.

Go through the door and move up along the spinal column of the dragon and then go underneath the bones through the hole on the far end. Now head back down

and exit the area. You will arrive in the same area but coming from a door on the Western side. Move upscreen to get to a mirror. Use Garai's keepsake to get through. You can get some items here, and burning the suit of armor with one of the lanterns will lead to a fight with enemies similar to the ones in Viper Manor's Army (could there be some connection?). Make your way to the next area, run up to the tombstone and read it for a really creepy message and a boss battle with Garai's undead self.

BOSS BATTLE

Garai: Garai unleashes some devastating attacks, so make sure you push your health back up to full whenever you get seriously nailed. This is one of those places where Funguy saved our butts with his powerful spellcasting ability and immense wealth of hit points. Make sure none of the other characters in your party have innate black elements and pick someone with a lot of hit points. Defensive magic is probably the only way to make it through this battle without having two-thirds of your party wiped out.

FINALLY, THE DEAD SEA

When you get your hands on the Einlanzer, head back down to Death's Door and go through. Use the Einlanzer to nullify the Masamune's corrupting influence and move forward.

Try not to sound too much like Keanu Reeve's when you say, "Whoa..." This place is one of the coolest things we've ever seen in an RPG. To emphasize the actual size of the place, the game puts you on an overland map after the first area. There are two town/dungeon areas to work your way through. Make sure you hit all the chests on the map as the "Anti" elements they yield are extremely rare (we never found them anywhere else).

The first location you will have to enter is a destroyed highway. To get to the hidden chests, walk past the set of stairs that you see right off the bat and continue on. Head back to the stairs to move on. You will encounter a boss.

BOSS BATTLE

Highwayman: This is another one of those medium difficulty bosses. You can get away with a mistake or two if you're careful, but don't get cocky. Try to build up your power levels quickly as some of its attacks will reduce your accuracy for a period of time, and it will be difficult to throw down some of your more powerful elements if you can't get enough hits in to build up to the required level.

Continue on along the upper segment of the highway area to get back to the world map. You will hit another area with a few chests but no boss. Continue on to get to the central structure in the middle of the landscape. This is the Tower of Geddou. Enter it.

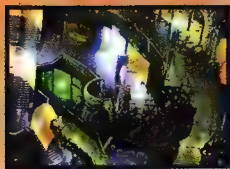
The first room contains a number of chests, all of which can be obtained without leaving the room so explore thoroughly. The one tricky chest is in the elevator. Go up to the top level of the area and examine the flashing red light. Send the elevator down to the bottom floor and go retrieve the chest inside.

SIDE QUESTS

Draggy: Now that you have a boat, swing by Fort Dragonia in this world, activate all the crystals, and take the elevator in the central chamber down to a hatching room. Use the big egg on the glowing egg cradle to get Draggy in your party.

Orlha: Head over to Gudove A and talk to Orlha in your current form. She will give you her Sapphire Brooch. Return it to her later when you return Serge to his normal self.

Starky: Get the star fragment from the center of El Nido Triangle and head over to Sky Dragon Isle A. You will fight a gigantic Starky, who will join your party when you win.



There are two exits from this area. Take the one to the right to get to a subway station. The yellow ghost to the Southeast is harmless. Talk to it and then follow it up the stairs. It will disappear and drop a station pass. Examine the area where it disappeared to find the item.

Now walk over to the train on the lower right and get on top of it. Get on the right side of the barrier and move forward to get up to a set of toll collectors. The Station Pass will allow you to walk through automatically. Collect the chest and move on the next area to find a Medicine Book for Doc. If he is in your party, you can give the book to him and have him learn his Level 7 Element from it when you see him in Guldove.

The left exit from the main chamber leads to a stage. Grab the Prop Sword so you can show it to Pierre later for his Level 7 Element and move on to the next room. In the next room you can find a chest by sticking to the left and then following the secret path.

Climb up the twisted piece of wreckage to get to the next area. A couple of chests can be found by taking the ladder on the left side of the area up to the catwalk. One of them is hidden in the glowing door-like area.

When you climb up the wreckage, you will get to a room full of ghosts and flying books that have been frozen into the foreground. Hug the left side to get to a secret path leading to a hidden chest. Walk up to the ghosts for a scene and then go through the portal. The booth in the next area will instantly revitalize you and remove all status ailments. Grab the chests, see the ghosts, and work your, upscreen to some dialogue and a bizarre boss battle with Leena's dad.

BOSS BATTLE

Miguel: Miguel has a lot of deadly combos to look out for. He frequently weakens a character with magic and then wipes them out with an attack that does an obscene amount of damage. If you still have your hands on a few trap elements from Marbule B, HolyLight is one of his more deadly group attacks and worth countering if you have the means. Accept that people are going to get wiped out and make sure your Revive elements are spread out among the party.

After Miguel bites the bullet, the whole place starts collapsing. Run out to the previous area to be rescued by the White Dragon. When you return to the regular world you will be able to use the Astral Amulet once again. Head back to Opassa Beach and warp to World B. After dealing with some of Lynx's minions head out and stop by Ami to see what's going on. Check the cart where the element seller used to be for a new window.

TERMINA B: PORRE RIDDEL

It's time to head to Termina. You will have to walk through Fossil Valley again as there are no new enemies here. When you arrive at Termina B, head up to the bar to find out what the heck is up with all the Porre soldiers running around. The Bartender will direct you to the back room. Examine the back wall on the left side to find a secret passage.

Here, Zoah and Karsh will enlist your aid and you can choose to have one of them in your party (the other will join later). When you head to Viper Manor, be sure to have Norris in your party as this will allow you to walk right through the front gate. If you don't have Norris, you'll have to sneak in through the Shadow Forest.

When you get to the manor, a cutscene depicting Riddel's interrogation and her being hauled off to prison will make it clear what your next goal is. Head downstairs and examine the grate in the back of the kitchen to open it. Head down and walk into the water where you will be quickly pushed out into the tree tunnel. Go through the tree tunnel entrance to get back to the sewers. You will have to construct a bridge pushing two barrels off the platforms. They float to the proper place automatically and you will be able to cross over them. Head up the stairs and tighten the valve to dam the waterfall, slowing down the current of the river. Head back to the kitchen (go back up through the well or the ladder leading to the prison, and drop down through the game again).

This time you will be able to cross the stream. Push across as fast as you can to get to a narrow tunnel with a chest. When you get the goods, return to the river flow and take the next tunnel to the right. The series of gates you have to open becomes fairly obvious at this point. Just keep on moving until you get to a boss fight with a gigantic bug.

BOSS BATTLE

Roachester: This bug is dangerous only because of its special party attack. A few HealAlls in the party should counter that problem nicely. Hit it hard and fast to make it go down as soon as possible.

Eventually you will get to three ladders going up. Head up the one on the right to free Fargo and give him the prison key. He will run amok and free the other prisoners. Exit the room and then head into the wooden door between cell blocks. Another boss battle follows.

BOSS BATTLE

Hell's Cook: This is really nothing more than an evil looking Orcha outnumbered by his peers. He has more hit points than the average character, but he doesn't have any incredibly dangerous attacks.



After defeating Orcha, you get him as a character and the Porre soldiers righttail it

outta there. Riddel escapes through the front door and the party must create a distraction by heading up through the main doors where they will be confronted with two boss battles.

BOSS BATTLE

Grobyc: Grobyc can be tough, but after all you've been through, you shouldn't have any problems. Just make sure your characters are equipped with plenty of healing items.

After defeating Grobyc, the Porre Officer will sic a new golem-type monster on you. Its attacks are pretty painful but its hit points aren't much to speak of. After taking it down, it gets back up and you will have to run for the library. Head up the stairs and you will have to fight the thing again until it drops. The librarian tells you to use the ladder. The button is on one of the books on the case to the right. Climb up to the top and jump out the window. Talk to the man in the Dragon Stables. For a vastly entertaining experience, select the "Hehehehe" dialogue option to set a stampede of dragons loose on a whole squad of soldiers. Grobyc joins you before you complete your escape by leaving the area.

Head over to Hermit's Hideaway B and Riddel will join your party. Stuff happens. Run outside and you will be rescued by Fargo. At this point, Zoah or Karsh (depending on which one you didn't pick), Marcy, Viper, and Fargo all join up. With Fargo's joining, you have finally regained the ability to steal items from enemies and bosses again. We suggest you take advantage of this.

Some time around now, Harle will leave the party. You will need to stop by the Death's Door of World B to get your next agenda. Head over to the Sky Dragon Isle and talk to the White Dragon at the top and he will tell you to get relics from the other five dragons and return.

SIDE QUEST: BRINGING BACK DARIO

Take Karsh to the Isle of the Damned B and use Gara's memento on the same mirror door you reached by going under the dragon skeleton in World A. Karsh will talk to Solt & Peppor and you will have to duke it out with them. When you acquire the Memento Pendant, head over to the small island with the smoke coming out of the Northeastern corner of the main island. Put Riddel in your party and you will end up fighting Dario, who is under the dark persuasion of the Masanume. Dario is tough. Just avoid using any elements on him except for summons to avoid a nasty counterattack. Bring plenty of healing elements as this is a pretty long fight. After you defeat Dario, he is freed, and Serge gains the Mastermune weapon. This weapon is only slightly less powerful than Serge's prism weapon.

THE QUEST KEEPS DRAGON ON

Finding the five dragons is a bit tricky since they all seem to have chosen World A or World B as their preferred realm. Here is a list of where you will find them all and a brief description of what you have to do to get to them. It is also highly

recommended that you steal from all of them using Fargo. If you miss, just run away and start the fight again. They give out some pretty sweet items.

DRAGON BOSS BATTLES

With the exception of the red and white dragons, we didn't have much trouble with this lot. The one thing to keep in mind is that the dragons will only use elements of their color, so don't let them get a full element field or you're gonna get hurt real bad.

BLACK DRAGON

If you talked to Nikki in the dressing room of his boat after defeating the Sage on the Zelbess, he will ask you to find a way to convince his father (Fargo A) to let them play at Marbule. Bring Fargo B to the Zelbess in World A and let him have it out with the scumbag. After much emotion, and a tremendously cheesy yet entertaining rock opera, the Lagoon ghosts on Marbule A will materialize. Take them all out and you will hear a growl. Some of them are in the cave houses. Now head back to Marbule B and talk to the sleeping dragon for a boss fight. If you missed the Nikki quest, you can just head over to Marbule B and get the relic from the sleeping dragon, but you won't get Fargo's Level 7 Element.

YELLOW DRAGON

Head over to Earth Dragon Isle A and jump into the quicksand. Hop in later after you get the dragon quests, and the explorers will have moved the sleeping Rockroach that was blocking your path with explosives. If you talk to the explorer by the door where that roach used to be, he will give you Explosives which you can use on stationary roaches to knock them out. Just be sure to only fight the moving ones when they're near a hole. The stationary roach is already in position. When they turn over, you can simply push them into a hole. When you block all three of the outer holes, the inner one will start blasting sand upward. Hop into it and continue on to the next area to get to the Yellow Dragon. After you defeat it, you can go to Dragon Isle B and fight a special boss. To get a kick-butt item, you will have to fight it rather than answering its riddles (which just causes it to disappear). Bring plenty of ThundraStorm trap elements.

WATER DRAGON

Simple enough. Go back to fairyland at Water Dragon Isle A and talk to the Water Dragon to mix it up with him.

GREEN DRAGON

This one is a little tricky. Head over to Hydra Marshes A and go up the tree again. You will meet those accursed Beeba, but this time you have to save one from a fight with a Snib and Snobgoblin. Kick their asses to the moons and the Beeba will give you Ancient Flute, the stuff that makes Wingapedes cool off when you call them with the Beeba Flute (something the previous set of Beebas "forgot" to tell you about). Head over to the right and you will see a Beeba standing on the tip of a branch. This is where you need to call the Wingapedes now that the previous landing pad is a giant hole.

The Wingapede will take you to Gaea's Navel and drop you off at a rock in the middle of a clearing. Simply return to this rock and blow the flute when you need to

go back. The Beeba will give you more fruit whenever you need it.

To set things rolling you need to slay all of the PreyMantis in the area. Don't feel guilty. A new brood will already be hatched and wreaking havoc if you return. This will cause a couple of dinosaurs to share a can of whoopass with you when you return to the clearing. Again, after Garai and other bosses, you should have no problem with these two. Just nail the pterodactyl as its special attacks actually do enough damage to be a serious threat over time and it's easier to take out than Tyrano himself.

Now head North from the clearing and the water here will have become passable. Cross to fight the Green Dragon who wastes more time inflicting status attacks on you than doing actual damage. No problem.

RED DRAGON

Head back to Mount Pyre. In the second area, head over to the right and slide down the first ice ramp. A new door will be open to the North when you get to the bottom. Go through it and continue on until you get to that little Red Dragon fellow you fought before. Go at him hardcore with your physical attacks, but use your elements sparingly, as he will transform into really big, really nasty, real red dragon, when you've done enough damage. Red Dragon's second form is more intimidating, but its single-character breath attacks actually do a lot less damage. It's the devastating full-party breath attack that you have to look out for. Bringing a blue element character along to cast a water summons goes a long way, but keeping that character alive to the very end can be a serious challenge due to the weakness against fire.

WHITE DRAGON

Simply go to Sky Dragon Isle B when you have all the other dragon relics and talk to the Sky Dragon to initiate the final dragon battle. What with being stuck in innate black body, this battle is particularly hard on Serge. You will need to maximize Serge's abilities to their fullest to get through this one. When the dragon casts Magnify, hit it with Imbecile to give your party the benefit while nullifying the dragon's. If you simply can't defeat this dragon, you may want to go out and try to trap some more high-level black spells from the innate black critters of the world and make any upgrades to your armor and weapons that you can.

SERGE'S LAST HAIRBALL

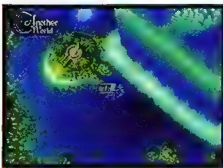
When you get all the relics from the dragons, you can head over to Guidove B and show the Tear of Hate that you got from Karsh and Zoath to Direa. She will give you a Dragon Emblem. Show it to the guard in front of the Shaman's tower in Guidove A to get the Tear of Love and Steena as a character. Now head over to Fort Dragonica A (like you haven't been here enough already!). If you didn't activate all the crystals to get Dragg yet, Steena will turn them on automatically. Head up to where you first faced off against Lynx (and got seriously screwed) and pummel the bejeezus out of Dark Serge.

BOSS BATTLE

Dark Serge: Okay. Easier said than done. Dark Serge is deadly, particularly if you have any white element characters in the party. On the flipside, an UltraNova spell will go a long way if you have one at this point (we didn't). Make sure you load all your characters with plenty of healing spells; we highly recommend the myconic madman, the fungal fury, the best of the best, Funguy, to this one. At this point of the game, having him cast HealAll was giving us over 300 points HP back for every character, and the amount of HP he had was almost obscene (over 850). Make sure you give Serge some FreeFall and BlackHole traps to thwart Dark Serge at critical junctures.

When you finally take Dark Serge out, the wily rascal escapes, but Serge will be able to reborn into his original body. Where did he get the clothes? Take the Star Trek explanation for about half of the conundrums they ever faced in the Next Generation. The world is all time/space distorted and stuff. Just emit a Tachyon field at your reasoning faculties and move on.

Ahh...It feels good to be a white element again. Unfortunately, unless you selected the Guile quest earlier, you just lost your most powerful black element user. It is now possible to get through the entrance leading to the remains of the dead sea. Enter any one of the three fate distortions and you will be in an interesting new place on World B. There are three smaller buildings in a triangle around the one in the middle. Go to all of these and examine the pyramids to fight a boss, which will remove the waterfall that surrounds the central structure. You will get a different boss depending on which order you examine the pyramids. None of them are all that hard compared to what you just faced.



CHRONOPOLIS

Welcome to Chronopolis. What's it doing here? Just shush and go inside. All will be explained at the end of the game by some helpful youths that you may also recognize if you played Chrono Trigger. The only enemies in this building are the machines. You can talk to all of the dark spirits as if they were real people. In fact, from what we know of the plot, we're not certain why they're not real people.

This is a surprisingly easy dungeon to cruise through with the exception of the robot boss PolisPolice at the very beginning. He's reasonably tough, but, "No match for Funguy!" (Have we driven the point home yet?) Just make your way to the fourth floor for the Card Key you need to get to the basement where you will literally fight Fate, or shall we say...FATE (Ahhhh!). Just make sure you search every nook and cranny for hidden chests and Grobyc's Level 7 Element. You'll

want to examine everything just for the interesting plot revelations alone.

BOSS BATTLE

FATE: FATE counts down to one from five before nailing the party with a tremendous black element attack. It also nails the party with black magic and weakens element attacks they make with Diminish right after five. By the time it gets close to one, this spell effect should have worn off, so between two and one is about the time you will want to unleash the best of your white magic against it. Pulling off a Saints summon is feasible and will probably knock off about half of FATE's hit points. Be sure to have Funguy in the party so you can heal everyone before FATE gets down to its final attack. Make sure Serge is defending before the timer goes down to zero.

GETTING KID BACK FOR GOOD

You beat fate the old fashioned way but Kid is still mysteriously wiped out. When she gets brought back to Hermit's Hideaway, go there with the Chono Cross or Mastermune in your possession to take a trip to the past.

Examine every little thing in Lucca's house and just fight all the fire enemies when you meet them (it makes exploring less of a hassle). There are five kids to be saved here and each one will give you an item. Search behind a plant, under a table, under a bed – and two are in plain sight. Grab the ice gun in Lucca's laboratory to put out the fire that is preventing you from getting to a child up against a door in the other room. That child is Kid. When you get to her, this mini-quest will be finished and a throat clenching dialogue ensues.

Before finishing, though, make sure you swing up to Lucca's room and check the memos for the code you need to input into the machine down in the first room, to the right of the door to get her Level 7 Element.

TIME TO FLY

After removing FATE's influence on humanity, it's time to preserve this newfound freedom of choice from being annihilated by the combined power of the dragons. But first, you need a flying boat. Take Starkey to the El Nido Triangle in World B and take the same route you did to get the Star Fragment. Only in World B, you will find an intact UFO instead. It's guarded by a jellyfish called Royal Jelly that can only be

damaged by fire elements (easy). Why they couldn't make the UFO your new vehicle is beyond us, but instead you must go inside and search the innards with Starkey to find an Anti-Gravity Device. Starkey will plug this onto your boat back at the Chronopolis docks, and you'll be ready to fly up to the newly risen Terra Tower.

TERRA TOWER: THE SECOND-TO-LAST BATTLE

The tower is another pretty straightforward dungeon. Just keep going up and fighting through the elemental guardians, Terroror, Pyrotor, and Anemotor. The first three are pretty tough depending on how well your parties are put together. Be sure to take advantage of the Field elements you gain from previous guardians to blast guardians of the opposite color with a quick summons, but don't rely excessively on elemental attacks, as these will leave your party undefended. In some cases it's better to use physical attacks and save your power levels for healing the party. All of these guardians possess Level 6

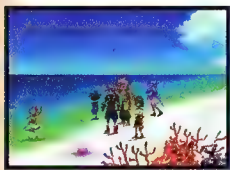


Elements and Level 7 summoning, so it's highly recommended you bring some trap elements for them.

After the first three, you have to defeat Luxator to the right and Gravior to the left to open the door leading further up. For some reason, the Luxator gave us the most trouble. We had to ditch the strategy that was working for the other guardians and lay down some strong black elements on him. A SuperNova trap is also highly recommended. The final guardian is Aquator, who is no more difficult than the others. Kick his butt and get a soda and some snacks for the most lengthy boss fight of the game.

When you get to the top of Terra Tower, you will fight the Unified Dragon. This probably has the most hit points of anything in the game, but it is mercifully weak. It starts off as an innate white creature and then shifts the full spectrum of yellow, red, green, blue, black, and back to white again as you do damage to it. We didn't need to do this, but setting trap elements of the appropriate colors for Level 6 magic should help you avoid taking some serious damage. Unfortunately, you will only be able to do this with three of its forms, but every little bit counts. Make sure you give the party a diverse grouping of elements and are loaded up with a ton of healing elements for the long haul. You don't want to have to run away from this one if you don't have to, because you will start again from square one.

When you defeat this boss, you will receive the time egg, a device that allows you to warp from Opassa beach A to the final boss.



FINAL BATTLE

LAVOS: There are two endings to be gleaned from this boss, credits rolling and some actual cutscenes. Both are pretty weak but you'll get to see better ones when you start a New Game+ session. To see the real ending, you have to use the Chrono Cross. When the Chrono Cross element is equipped, spheres appear whenever you use an element. You must cast spells from the Yellow, Red, Green, Blue, Black, and White elements, before casting Chrono Cross will do anything of import. This is easier than it sounds. Lavos frequently fills in one of the appropriate spheres for you or comes close to doing it. Your best shot is to build up your party's power levels to full before casting anything and then using lower level elements so you won't have to spend so much time regaining strength. It only took us a couple of attempts to do it. If you pull it off, the game is won.

NEW GAME+

When you beat the game, you have the option to begin a New Game+ session. Just about everything is the same, except you start off at the same level and you have all of your elements and items. Armor and weapons left on your other characters won't carry over, so make sure you strip everybody down before the battle with Lavos. You will also lose all of your summoning spells, but this really isn't a big deal. UltraNova goes a long way for the first half of the game. Check out your special item list for some new toys that let you switch Serge out in the middle of combat and a fast forward button that makes waiting through old plot stuff a lot less tedious.

After beating the dream-sequence dungeon, Serge wakes up with the Time Egg in his hand. This will allow him to fight Lavos at any time for new endings, depending on how far you've progressed into the game. When you get the Chrono Cross again, use this item at the warp point to the chaos field to get all of your characters from the end of the previous game back. By choosing the appropriate plot paths, you can get all of the characters on your third game.

THE BIG CHARACTER LIST

To our knowledge, this list of characters and all the special element locations is complete, but we had to resort to second-hand information for some characters because we didn't have time to play every plot branch out to the end of the game. If we put in a (?) marker, we haven't confirmed it yet so it just might be wrong. With the exception of Serge, the list is in alphabetical order.

SERGE

Found: If you can't find Serge you're probably not very competent with a toaster either.

Level 7 Element: Automatic.

DOC

Found: You have to elect not to help Kid and then talk to him later.

Level 7 Element: Find Book of Medicine in the central Tower in the Dead Sea and give it to him in Guldove B.

DRAGGY

Found: Get the Big Egg from Fossil Valley B and bring it to lower level of Fort Dragonia A. Take the elevator down to the egg chamber and plopp the Egg on the functioning cradle.

Level 7 Element: Bring Draggy back to the giant dragon skeleton in Fossil Valley.

FARGO

Found: One of a bajillion characters that joins you after you rescue Riddell on the Invincible.

Level 7 Element: When Nikki's concert is set to go in World A have your Fargo talk to the selfish land-lubbing lout Fargo on the Zelbess in World B.

FUNGUY

Found: Go to the tree tunnel in Shadow Forest A, talk to the child in distress where you had pushed the rock over the entrance before and then examine the Gerriidae that is sitting still under the water to the lower right of this area. Give the mushroom to the man in the cave behind the waterfall.

Level 7 Element: When you finally return to World B, go to Shadow Forest B and have Funguy examine the mushroom in the same cave where you got him for a funny scene.

GLENN

Found: When you choose not to help Kid, Glenn will join you automatically when you get the boat in Termina B.

Level 7 Element: Automatic (?).

GRECO

Found: In the house in the shrine area of Termina B.

Level 7 Element: Talk to the large-headed demi-human in the Termina A version of Greco's house.

GROBYC

Found: Automatically after you defeat him in Viper Manor B.

Level 7 Element: Take Grobyc and Luccia to the room in Chronopolis with a coffin-shaped object in it and examine it.

GUILE

Found: Talk to Guile at the bar in Termina B after you talk to the man polishing the statue to initiate his route to Viper Manor and get him as a permanent character.

Level 7 Element: Automatic (?).

HARLE

Found: She joins your party in Sprigg's alternate Van Gogh/Munch-esque dimension. There is nothing you can do to prevent her from leaving later.

Level 7 Element: Automatic.

IRENES

Found: Talk to her in Nikki's band's dressing room during the whole Zelbess quest. You may have to rest in Marbuie A and witness her crying before going to the Zelbess to get her to join.

Level 7 Element: After Marbuie B gets rebuilt, have her talk to the shaman in the house to the right at the town entrance.

KARSH

Found: At the Bar in Termina B after regaining the ability to shift between worlds.

Level 7 Element: Battle Solt and Peppor at the Isle of the Damned B (requires Garai's Keepsake).

KID

Found: Refuse her the first time she asks to join so you can get Leena. She joins after you talk to the man who's polishing the statue in Termina B.

Level 7 Element: During the burning house event, check out the memos in Luccia's room (up the left stairs) for the code you need to activate the machine to the right of the door in the first room.

KORCHA

Found: Joins in Guldove B if you decide to help Kid.

Level 7 Element: Examine the tank in Termina B where the mermaid is being held captive. Leave the screen, return, and talk to the shop owner. Head down by the bridge where you first met Korcha and talk to the mermaid.

LEAH

Found: Joins automatically when you go to Gaea's Navel for the first time.

Level 7 Element: Automatic.

LEENA

Found: When you first meet Kid refuse to allow her to join you and Leena will join back at Ami B. (Kid joins shortly thereafter).

Level 7 Element: If you told Leena that you hadn't forgotten and that you would still remember during an early conversation on Opassa Beach, her grandmother will give her the element if you have Leena talk to her in Ami A.

LUCCIA

Found: Fall for the trap in the treasure room in Viper Manor B and you will talk to her. Talk to her in Viper Mansion B at a later time to get her to join.

Level 7 Element: Enter the sewers of Viper Mansion B from the grate in the kitchen. Cross the water to get to a narrow passage to the right that leads to a small room with a chest and a blob next to it. Have Luccia examine the blob.

LYNX

Found: Automatic

Level 7 Element: Automatic and deadly.

MACHA

Found: If you choose not to help Kid, she will join you when Korcha refuses to help.

Level 7 Element: Automatic (?).

MARCY

Found: Joins party after you rescue Riddel at the S.S. Invincible.

Level 7 Element: Automatic.

MEL

Found: She will join your party later if you chase her down to get Kid's element grid back. Just return to Guldove B when you get the chance and talk to her.

Level 7 Element: Automatic.

MIKI

Found: Talk to her in the cafeteria of the Zelbess after Nikki puts on his show at Marbule.

Level 7 Element: Automatic.

MOJOY

Found: Give the Shark Tooth amulet to Kiki's father in Arni B (the religious nut who is a fisherman in Arni A) and attempt to leave the room.

Level 7 Element: Talk to Kiki's dad, the fisherman in Arni A, and then return to Arni B and examine the left, right, and then middle cat statues.

NANCY

Found: Defeat her in monster-arena combat on the Zelbess (best to wait until after you've been to Chronopolis and Isle of the Damned for better monsters).

Level 7 Element: Talk to the goofy plant thing in the Bend of Time (a small cluster of islands Southwest of the main continent) with Nancy.

NEOFIO

Found: Use the flower you got from the Hydra Marsh at the pool of water at the top of Viper Mansion B.

Level 7 Element: This one is weird. We tried having NeoFio help the red plant thing catch the butterfly on Sky Dragon Isle for a long time and then left the screen and came back. We pushed the plant thing off a fallen butterfly (pixie? sprite?) and got the element.

NIKKI

Found: Choose to find him in Termina B after talking to the man by the statue. Search for him behind Waterfall Cave in Shadow Forest B.

Level 7 Element: Have Nikki meet himself (off the coast of Marbule on Zelbess).

NORRIS

Found: Viper Mansion A.

Level 7 Element: Have him talk to Norris at Viper Mansion B.

ORCHA

Found: Joins automatically in Viper Mansion B.

Level 7 Element: Talk to his alternate persona in the restaurant of Arni A. Do this right after he joins or you might miss the opportunity later in the game.

ORLHA

Found: Talk to Orlha at the bar in Guldove B as Lynx and then return the Sapphire Brooch she gives you when you have Serge as a character again.

Level 7 Element: Talk to Doc in Guldove A and you will receive a Blue Brooch and Orlha's element.

PIERRE

Found: Living in the room connected to the Weapon Smith's shop in Termina B. Talk to him after chatting with the guy by the statue and get his medallion after talking to the kid outside in the training area. (It may be possible to get his medallion and then choose the Guile or Nikki quests and then give it to him when he reappears later.)

Level 7 Element: Automatic (Or maybe you have to find his third hero item?).

PIP

Found: Chase him down on the S.S. Invincible in World B.

Level 7 Element: Pip evolves into different forms (we think it depends on what elements you use).

POSHUL

Found: Give Poshul the Heckran bone found under the bed in the back room of Arni's restaurant.

Level 7 Element: Talk to Leena in Arni A.

RADIUS

Found: After you get stuck in the home world, he will fight, and then join you in Arni A.

Level 7 Element: Automatic.

RAZZLY

Found: After fighting the Wingapede in Hydra Marsh B, walk across the cracked area to fall down in to the tree trunk. Razzly is in a cage here, but you'll have to fight a boss first.

Level 7 Element: Don't fight the Hydra with Razzly in your party and you'll get it from the tree that begins to grow where her sister dies later.

RIDDEL

Found: At Viper mansion after meeting Zoah and Karsh at the bar in Termina B.

Level 7 Element: Defeat Dario on Forbidden Island.

SKELLY

Found: All over the place in World B.

Level 7 Element: Talk to the matron of the bar in Termina A.

SNEFF

Found: On the Zelbess, after returning to human form and resolving the rigged casino-machine ordeal, talk to him again and he will join you.

Level 7 Element: Automatic.

SPRIGG

Found: Joins automatically after the Serge/Lynx body switch in the Van Gogh dimension.

Level 7 Element: None. Finish enemies off with the Forget-Me-Not Pot equipped to get whatever monsters you want for her Doppelganger ability.

STARKY

Found: Fight him at Sky Dragon Isle A after you find the Star Fragment at El Nido Triangle A.

Level 7 Element: Search the UFO in World B twice

STEENA

Found: She will join you when you acquire the second half of the Dragon Tear at Guldove A.

Level 5 Element: Defeat the Undead Hydra in the tree at the Hydra Marshes B after you bust a hole through the tree in the other world and get Razzly.

Level 7 Element: Go to the Isle of the Damned A and return to Gara's grave (after you've defeated him).

TURNIP

Found: Use the Ice Breath at the hot patch of ground at Hermit's Hideaway B and then have Poshul examine the same spot at Hermit's Hideaway A.

Level 7 Element: Bring Turnip and NeoFio to the pool at the top of Viper Manor B.

VAN

Found: Speak to him in Termina A.

Level 7 Element: Automatic.

VIPER

Found: Joins at Hermit Isle B after you rescue Riddel.

Level 7 Element: Go to the bar in Termina A.

ZAPPA

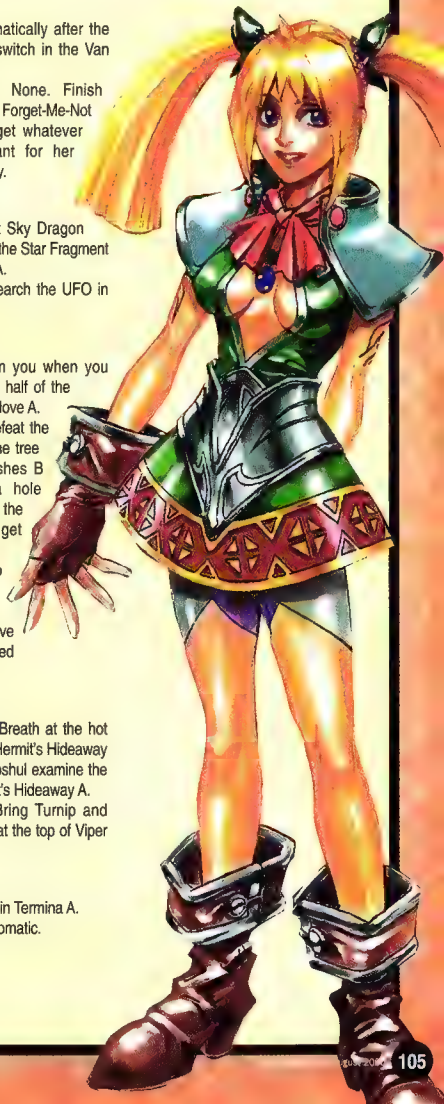
Found: At the weapon-smith shop in Termina A.

Level 7 Element: Automatic.

ZOAH

Found: At the Bar in Termina B after regaining the ability to shift between worlds.

Level 7 Element: Use Zoah to open the chest in his room (get in to the mansion with Norris).



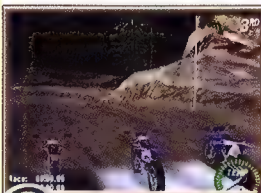
Nintendo 64

Perfect Dark

Cheese – Never question the sanity of the people over at Rare. Hidden on every level, away from all of the mission objectives is a block of cheese. That's right, just explore each stage thoroughly and you'll find some sweet cheddar!

Move Items – In multiplayer, if you shoot the weapons on the floor, you can actually move them to different locations. And yes, when the item re-spawns, it will appear in the new location!

Allan Rictor
AOL, COM



Excitebike 64

At the Main Menu hold down the L Button, Right C, and then tap A to make the Cheat Entry screen appear. Now, enter any of the codes below.

Night Mode – MIDNIGHT
Invisible Riders – INVISIDER
Big Head Mode – BLAHBLAH
Stunt Bonus – SHOWOFF
Mirror Mode – YADAYADA
All Stunts – TRICKSTER

"GI Droid"
(location unknown – last seen fleeing for his life from Ghetto Bear)

Harvest Moon 64

Infinite Coins – Go to the horse or dog races, then lay down a 99 coin bet on all of the horses. Instead of hitting the button on okay, tap Down on the controller and you won't lose any cash, but all of your coins still count.

Greg Mandrake
Osborne, WY

International Track & Field 2000

Hidden Event – Enter Championship mode, then input your name as L.A. to unlock the Pole Vault.

Sandra, The Sensual Gamer
Webville, COM

Playstation

Legend of Mana

Second Quest – After completing the game, and saving your data to a Memory Card, load the same file and your game will begin anew. The interesting thing is, all of the data you've cataloged is still tucked away in your library. With this new game you can fill in all the gaps you missed!

Orlando Ortega
Pinesdale, NH

Micro Maniacs

Head into the Options screen, then select Secret Options. At this point, hold Select, then enter any of the codes below.

Increase AI – ●, Up, ▲, ●, Left, ▲, ■ (x2), ✕, Down
Motion Blur – ▲, ●, Right, ▲, Up, Right, ●, Up, ■
Max Power – ■, ✕, R1, ●, Up, ■, Down, Up, Down, ✕, ■

"Daddy Fat Sax"
Memphis, TN

Sammy Sosa High Heat Baseball 2001

Enter both of these codes at the Stadium Selection screen.

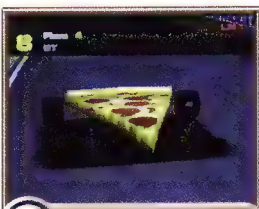
Goofy Clouds – R2, L2, ■, L1, R1, ■
3DO Clouds – L2, R2, L2, R2, ■ (x2)

Wade Boggs
Oslo, SD

Urban Chaos

Level Select – At the Main Menu press and hold L1, R1, Select, and Start until the words "All Levels Cheat Enabled" appears at the bottom of the screen.

"The VidMan"
Uptown, MN



Test Drive Le Mans

Enter all of these codes as your Driver Name from the Options screen.

Pizza Car – PIZZA
Space Shuttle – NAIMAR
Pie Car – PIE
Hotdog Car – HOTDOG
Cheese Car – FROMAGE
New Loading Screen – JACKPOT
Small Space Shuttle – MM1
Small Jet – MM2
Gangster Car – MM3
Taxi – MM4
Wacky Bus – MM5
Ice Cream Truck – MM6
Submarine – MM7
Audi RSR – MAYOU
Win Race – FIRSTON
BMW Prototype – POHLIN
Toyota GT1 – PINOU
All Cars & Tracks (Quick Race) – TATOO

"The Rhino"
Toledo, OH

Nightmare Creatures 2

Level Select – At the Main Menu, hold L1, R2, ●, and ■, then press Select.
Invincibility – Pause the game, hold L1, R2, ●, and ■, then press Todd.

Jason Todd
Gotham, WI

Medevil II

During gameplay, pause the game, then hold L2 and tap ▲, ●, ▲, ● (x2), ▲, Left, ●, Up, Down, Right, ●, Left (x2), ▲, Right, ●, Left (x2), ▲, ●, Down, ● (x2), Right.

David Kennedy
Rose Valley, MD

NHL Rock The Rink

Enter all of these codes as User Names.

NHL Teams – BAILEY
All Boards – POWER_SLAM
Bonus Moves (Any Mode) – IAMWEAK
Sound Test – NO_CHANCE

"Mr. Monday Night"
 Fargo, ND

Eagle One: Harrier Attack

Enter both of these codes at the in-game pause screen.

Level Select – R1, L1, R2, L2, Start
Infinite Ammo – R1, L1, R2, L2, R1
"The Kramer Gamer"
White Fish, MT

Populous: The Beginning

Cheat Mode – During gameplay, highlight every tree on the first level and hit ✕. Next, press Start to bring up the Options menu. If this feat is done correctly, Cheats will appear at the bottom of the menu.

"Manny, The Game Monster"
Relin, VT

code of the month



Colony Wars: Red Sun

Cheat Menu – Head to Home Station and tap R2 (x2), L2 (x2), R1 (x2), Select (x2). Now, enter one of the codes below.
All Weapons – Armoury
Space Station Select – Move House
Breaker – Break and Enter
Load Ship All Weapons – Big Daddy
Turn Off Cheats – All Cheat Off

Rainbow Snowpile
Maralan, NJ

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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secretaccess@gameinformer.com



Moves List

Beast

- Specials
 Handspring – QCB + ■
 Super Handspring – QCB + ▲
 Beast Slide – QCB + ✖
 Super Beast Slide – QCB + ●
 Hyper Beast Slide – QCB + R2
 Beast Roll – QCB + R1
 Taunt – ▲ + ✖

- Supers
 Handplant Hell – QCF + R2
 Flat Out – HCF + ●
 Seismic Smackdown – QCF + R1

- Throws
 Cranium Crusher – L2
 Jawbreaker – B + L2
 Bodyspring – F + L2

Cyclops

- Specials
 Optic Blast – QCF + P
 Upper Blast – QCB + ■
 Hyper Upper Blast – QCB + R1
 Super Upper Blast – QCB + ▲
 Lunge – QCB + ✖
 Hyper Lunge – QCB + L2
 Super Lunge – QCB + ●
 Taunt – ▲ + ✖

- Supers
 Power Lunge – QCF + R2
 Hyper Rush – B, F + R1
 Concussion Blast – QCF + R1 + R2

- Throws
 Head Butt – L2
 Backhand – F + L2
 Tombstone – B + L2

Gambit

- Specials
 Card Toss – B, F + ■
 Super Card Toss – B, F + ▲
 Hyper Card Toss – B, F + R1
 Falling Card – QCB + ■
 Super Falling Card – QCB + ▲
 Hyper Falling Card – QCB + R1
 Staff Charge – B, F + ✖
 Super Staff Charge – B, F + ●
 Hyper Staff Charge – B, F + R2
 Taunt – ▲ + ✖

- Supers
 Charged Staff – QCB + L2
 Card Trick – QCB + R2
 52 Card Pick-Up – B, F + R1 + R2

- Throws
 Shoulder – L2
 Trip Slam – F + L2
 Shove It – B + L2

Magneto

- Specials
 Power Gush – QCF + ■
 Super Power Gush – QCF + ▲
 Hyper Power Gush – QCF + R1
 Lure – QCF + ✖
 Super Lure – QCF + ●
 Hyper Lure – QCF + R2
 Magnetic Lift – B, F + ■
 Super Magnetic Lift – B, F + ▲
 Hyper Magnetic Lift – B, F + R1
 Taunt – ▲ + ✖

- Supers
 Power Lure – QCB + R2
 Power Gush – QCB + R1
 Power Magnetic Lift – B, F + R2

- Throws
 Magnetic Effect – L2
 Atomic Outflux – F + L2
 Narcosis Slam – B + L2

Mystique

- Specials
 Head Shot – QCF + ■
 Pop Shot – QCF + ▲
 Leg Sweep – QCF + R1
 Cheap Shot – QCB + ✖
 Super Cheap Shot – QCB + ●
 Hyper Cheap Shot – QCB + R2
 Taunt – ▲ + ✖

- Supers
 Decker Special – QCB + L2
 Sum Total – QCB + R1
 Surprise – QCF + R2

- Throws
 Executioner – L2
 DDT – F + L2
 Backfire – B + L2

Phoenix

- Specials
 Inferno Kick – QCF + ✖
 Super Inferno Kick – QCF + ●
 Hyper Inferno Kick – QCF + R2
 Air Strike – QCF + ✖
 Super Air Strike – QCF + ●
 Hyper Air Strike – QCF + R2
 Flying Phoenix – QCF + ■
 Super Flying Phoenix – QCF + ▲
 Hyper Flying Phoenix – QCF + R1
 Taunt – ▲ + ✖

- Supers
 Metaphysical Confusion – QCB + R1
 Hyper Air Strike – QCB + R2 (Air)
 Double Phoenix – QCF + R1
 Phoenix Force – ▲, ■, D, ●

- Throws
 Migrane – L2
 High I.Q. – F + L2
 Psychic Slam – B + L2

Sabertooth

- Specials
 Dusty Claw – B, F + ✖
 Super Dusty Claw – B, F + ●
 Hyper Dusty Claw – B, F + R2
 Ill-Fate – QCB + ●
 Dive – B, F + ■
 Super Dive – B, F + ▲
 Hyper Dive – B, F + R1
 Taunt – ▲ + ✖

- Supers
 Weapon X – ■, ●, B, ■
 Ground Pound – QCB + R1
 Rampant Strength – ■, ●, B, ▲

- Throws
 Piledriver – L2
 Spin Cycle – F + L2
 Suplex – B + L2

Storm

- Specials
 Lightning – QCB + ■
 Super Lightning – QCB + ▲
 Hyper Lightning – QCB + R1
 Electricity – B, F + ■
 Super Electricity – B, F + ▲
 Hyper Electricity – B, F + R1
 Lightning Roar – B, F + ✖
 Super Lightning Roar – B, F + ●
 Hyper Lightning Roar – B, F + R2
 Taunt – ▲ + ✖

- Supers
 EMF – B, F, B + R2
 Electric Drill – B, F, B + R1
 Static Force – ●, U, ▲

- Throws
 Goddess Hand – L2
 Dust Devil – F + L2
 Storm Toss – B + L2

Toad

- Specials
 Spit – QCF + ■
 Super Spit – QCF + ▲
 Hyper Spit – QCF + R1
 Toadie – QCB + ✖
 Super Toadie – QCF + ●
 Hyper Toadie – QCF + R2
 Flytrap – QCF + ✖
 Super Flytrap – QCF + ●
 Hyper Flytrap – QCF + R2
 Taunt – ▲ + ✖

- Supers
 Kicking Toad – B, F + R1
 Frog Legs – QCB + R1
 Flying Toad – B, F + R2

- Throws
 Circus Feat – L2
 Superman – F + L2
 Leapfrog – B + L2

Wolverine

- Specials
 Fury Claw – QCF + ■
 Super Fury Claw – QCF + ▲
 Hyper Fury Claw – QCF + R1
 Sudden Dip – QCB + ✖ + ●
 Dive – QCB + ✖, ▲
 Hop – QCB + ✖
 Super Hop – QCB + ●
 Hyper Hop – QCB + R2

- Supers
 Slice – QCF + R2
 Special Delivery – QCB + R1
 Weapon X – ●, ✖, D, ▲

- Throws
 Claw Ripper – L2
 Stab Kick – D + L2
 Jump & Jive – B + L2



"GI Vault"
 Eden Prairie, MN

Dreamcast



Striker Pro 2000

All Teams & Modes – At the New Competition screen, press Up (x2), Right (x2), Y (x3). Now, back out of the menu and re-enter.

Ball Control – During gameplay, pause, then hit Up (x2), Down (x2), Left (x2), Right (x2), L Button (x3), R Button, L Button, R Button, L Button. At this point, start a game, then hold L + R and tap Left or Right to move the ball.
Pernelia Tailordersodacanifaceball AOL, COM

Virtual On: Oratorio Tangram

Unlock Alpha Raiden – Complete the game with Raiden under the Fog Mode scenario without using any continues. Next, save your game and enter Dreamcast 5.45 mode. At the Character Selection screen, highlight Aphamd-B and press Left Turbo. At this point, highlight Dordray and press Left Turbo (x2). Move on to Specineff, press Left Turbo (x2), Fei-Yen Kn, press Left Turbo (x2), Cypher, press Left Turbo (x3). At this point you will hear a sound. Select Raiden to play as your new mecha.

Unlock Alpha Temjin – Complete the game with Temjin under the Fog Mode scenario without using any continues. Next, save your game and enter Dreamcast 5.45 mode. At the Character Selection screen, highlight Temjin and press Left Turbo. At this point, highlight a random character and press Left Turbo (x2). Move on to Raiden, press Left Turbo (x2), Bal Bados, press Left Turbo (x2), Cypher, press Left Turbo (x2). Lastly, highlight Grys-Vok and press Left Turbo (x3). At this point you will hear a sound. Select Temjin to play as your new mecha.

Unlock Voot 5.2 – Complete the game with all of the characters to unlock a new Arcade mode.

Secret Ending – Complete Voot 5.2 without using any continues.
Jeffrey Collins Round Lake, TX

Space Channel 5

Flaming Ulala – Scoring a ranking of 95% will engulf Ulala in groovy purple flames.

Extra Mode – Did the game end too quickly for you? Do you want more? Well, here ya go. After beating the game, load your data and choose a level. All four stages now feature multiple alternate routes and a more difficult challenge.

Michael Jackson – Your eyes aren't deceiving you. That really is Michael Jackson in the game. He's located in the last level, and if you save him, you'll receive a bio of him stating that he's the real deal.
"Hot Dancing Baba" Dream Dance Falls, ID



Original Intro – First, set your age to 21, then enter Survival mode and record a score high enough to make the Ranking menu. Enter your name as REALDEMO, then enter the options and save your game. Now, head to the Title Screen and watch the demo. The plasma chick will appear after the firely sequence. Cool!
Shaka Rocka Ellington Peaks, CA

Nightmare Creatures 2

Hidden Kalisto Intro – Insert your Nightmare Creatures 2 GD-ROM into a PC CD-ROM and you'll see the original Kalisto intro.

Hidden Art – Insert your Nightmare Creatures 2 GD-ROM into a PC CD-ROM and you'll find art.
Lance Jefferson Orange County, PA



Victory Conditions – During gameplay, press Up on the analog stick + Down on the d-pad + B.

Rudeness Mode – During gameplay, press Right on the analog stick + Down on the d-pad + B.

Clothopper Mode – During gameplay, press Left on the analog stick + Down on the d-pad + B.

Breathing – During gameplay, press Down on the analog stick + Down on the d-pad + A.

Big Head Mode – During gameplay, press Up on the analog stick + Down on the d-pad + X.

Gigantic Head Mode – During gameplay, press Left on the analog stick + Down on the d-pad + X.

Pola Mode – During gameplay, press Down on the analog stick + Down on the d-pad + A.

Side Scrolling Mode – During gameplay, press Down on the analog stick + Down on the d-pad + Y.

Short Mode – During gameplay, press Left on the analog stick + Down on the d-pad + Y.

Smart Mode – During gameplay, press Up on the analog stick + Down on the d-pad + Y.

God Mode – During gameplay, press Up on the analog stick + Down on the d-pad + A.

Team God Mode – During gameplay, press Left on the analog stick + Down on the d-pad + A.

Infinite Ammo – Unload all of your bullets except one. Now, insert a new clip. At this point, you'll never run out of clips.
"Virtual Gap Boy 2001" Phoenix, AZ

Street Fighter Alpha 3

Shin Akuma – At the Character Selection screen, highlight Akuma, hold Start, then press A.

Shin Bison – At the Character Selection screen, highlight Bison, hold Start, then press A.
Dong "Wong" Futiso Kendra, UT

Game Boy

Turok: Rage Wars

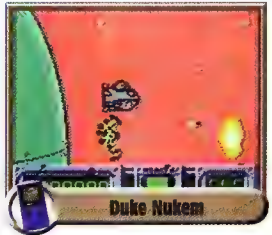
Enter all of these codes at the Password screen.

EASY
Level 2 – K14QF4
Level 3 – 3T5L31
Level 4 – SM5J4M

MEDIUM
Level 2 – 3MQTL1
Level 3 – Z1KMQ1
Level 4 – 2TQCMR

HARD
Level 2 – DT5JV1
Level 3 – 2F5QZM
Level 4 – MQ5LRS

"Ghetto Bear" Eden Prairie, MN



Level Select – At the Title Screen, tap Left, Right, Up (x2), Down, Up, Right, Left.

Invincibility – At the Title Screen, tap Up, Down (x2), Left, Right, Left, Up (x2).
Martin Lawrence San Bernard, IL

Mr. Nutz

Enter all of these codes at the Password screen. **Note:** Harming Mr. Nutz is forbidden. We love Mr. Nutz! Stroke his tangled hair and squeeze his round little body. This may make him a little testy, but never let Mr. Nutz go! This goes for every critter with same name, always give your Nutz tender loving care!

Level 2 – DDDMMN
Level 3 – NNRRGG
Level 4 – CCLLRS
Level 5 – JJJPPP
Level 6 – SSWTCH

Kelly Martin Sacawana, IL

ATTENTION:

The codes below only work with Interact GameShark enhancer attachment

GameShark

game index

StarCraft 64

Legend of Dragoon

Virtual On: Oratorio Tangram

- Enable Code (Must Be On) – f109ba54 1000
- Terran Episode I Complete – 800d13c4 000c
- Zerg Episode II Complete – 800d13c5 000a
- Protoss Episode III Complete – 800d13c6 000a
- Protoss Episode IV Complete – 800d13c7 000a
- Terran Episode V Complete – 800d13c8 000a
- Zerg Episode VI Complete – 800d13c9 000a
- All Ten Marines (1st Terran) – 800b5202 000a
- Infinite Minerals – d00a49e3 0000
810b1d46 ffff
d00a49e3 0001
810b1d4a ffff
d00a49e3 0002
810b1d4e ffff
d00a49e3 0003
810b1d52 fff
d00a49e3 0004
810B1D56 FFFF
d00a49e3 0005
810b1d5a ffff
d00a49e3 0006
810b1d5e ffff
d00a49e3 0007
810b1d62 ffff
d00a49e3 0008
810b1d66 ffff
d00a49e3 0009
810b1d6a ffff
d00a49e3 000a
810b1d6e ffff
d00a49e3 000b
810b1d72 ffff

Covert Ops: Nuclear Dawn

- Infinite Health – 80010402 1000
- Legend of Mana – PlayStation
- Debug Menu – d0102672 0101
30102674 0001 (Select Quick Continue)
- Infinite Items (Requires GameShark 2.2 or Higher) – 5000ff01 0000
300455b8 00ff
- Walk Through Walls – d005c244 0034
8005c246 2400
d005c308 0003
8005c30a 2400
d008e5b0 0007
8008e5b2 2400
- Infinite Lucre – 80043004 9680
80043006 0098

- Enable Code (Must Be On) – d01bf6f4 023a
801bf6fe 1000
d00fc08c 023a
800fc08e 1000
- Max Gold – 800bac5c e0ff
800bac5e 05f5
- Infinite Gold – 800bac5c ffff
- Max Star Dust – 300bac60 0063
- Infinite Items – 80023346 2400
8002336e 2400
- Save Anywhere – 8005a368 0001
- All Armed Items – 5000ff01 0001
300badb0 0000
- All Dragoon Spirits – 300bad64 00ff

Nightmare Creatures 2

- Level Select & Streamzone – 300b9300 0001
8002639c 0001
8002639e 2415
- Infinite Health (Level 1) – d01abcd8 0000
8018e518 0064
- Infinite Health (Level 2) – d01abcd8 0001
8018df58 0064
- Infinite Health (Level 3) – d01abcd8 0002
8018cddb 0064
- Infinite Health (Level 4) – d01abcd8 0003
8018eee8 0064
- Infinite Health (Level 5) – d01abcd8 0004
8018df98 0064
- Infinite Health (Level 6) – d01abcd8 0005
8018ec30 0064
- Infinite Health (Level 7) – d01abcd8 0006
8018d448 0064
- Infinite Health (Level 8) – d01abcd8 0007
8018E178 0064
- Infinite Health (Level 9) – d01abcd8 0008
8018d998 0064

Nightmare Creatures 2

- Infinite Continues – edf72dd600000063

- No Armor – 83438BD700000000
- Infinite Armor – 83438BD7000004B0
- Infinite Armor (Player 2) – C3F3D22A000004B0
- No Armor (Player 2) – C3F3D22A00000000

Gauntlet Legends

- Infinite Gold – f2599abc0000ffff
- Infinite Keys – 2d2767fe00000009
- Max Strength – 7eedd3E00004479
- Max Speed – c683ebc400004479
- Infinite Turbo – addB5daa000042c8
- Max Armor – f7019aba00004479
- Infinite Magic – 7475df3900000004
- Max Magic – 491213f560004479

Tech Romancer

- Infinite Funds – 4CE2124F000000F0
- No Damage – E887151600000000
- Infinite Armor – 6B9326C300000064
- No Armor – 6B9326C300000000
- Infinite Armor (Player 2) – 82BFC08200000064
- No Armor (Player 2) – 82BFC08200000000
- No Damage – E887551600000000
- Heavy Damage – E887551600000090
- No Damage (Player 2) – -1E605B1300000000
- Heavy Damage (Player 2) – 1E605B1300000090

Super Magnetic Neo

- Extra Zebi Coins – 1B1F1FAEC0705041
1B1C1FAE00000032
- Infinite Lives – BD4E33B200000063

Codes found in this issue:

- Covert Ops: Nuclear Dawn
- Dead or Alive 2
- Duke Nukem
- Eagle One: Harrier Attack
- Excitebike 64
- Gauntlet Legends
- Harvest Moon 64
- International Track & Field 2000
- Legend of Dragoon
- Legend of Mana
- Medieval II
- Micro Maniacs
- Mir Nuz
- NHL Rock The Rink
- Nightmare Creatures 2
- Perfect Dark
- Populous: The Beginning
- Rainbow Six
- Sammy Sosa High Heat
- Baseball 2001
- Space Channel 5
- StarCraft 64
- Street Fighter Alpha 3
- Striker Pro 2000
- Super Magnetic Neo
- Tech Romancer
- Test Drive Le Mans
- Turok: Rage Wars
- Urban Chaos
- Virtual On: Oratorio Tangram
- X-Men Mutant Academy

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.

- 3DO**
900-225-5336
- Acclaim**
516-759-7800
- Activision**
1-900-680-HINT
- Capcom**
900-976-3343
- Eidos**
1-900-773-4367
- Electronic Arts**
900-288-4468
- GT Interactive**
900-225-5248
- Konami**
900-896-4468
- LucasArts**
900-740-5334
- Midway**
903-874-5092
- Nintendo**
900-288-0707 (Game Counseling)
425-985-7529 (Automated)
- Sega**
1-900-200-SEGA
- Sony**
900-933-7689
- Square Soft**
900-407-KLUE(583)
- THQ**
900-370-4468

CLASSIC G

gaming from the past to the present

Chrono Trigger

SNES



Availability: Rare
Replay Value: Moderately High
Similar Games: Chrono Cross (PS-X), Final Fantasy Series (NES, SNES, PS-X)
Created by: Square Soft
Access Tip: To have Chrono fight Lavos at the beginning of the game, start a New Game + (received after beating it once), then go to the wrong side of the Telepod and press A.
Overall: 9.75



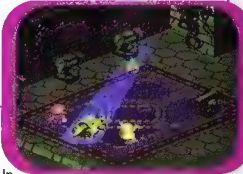
Withstanding the test of time, Chrono Trigger remains one of the most highly acclaimed role-playing games ever made. Many enthusiasts will even proclaim it the greatest video game of all time. Bold words, yet Chrono Trigger has the dynamic gameplay punch to back them up. With over 15 completely different ending sequences, Chrono Trigger is one of the few games that can keep a gamer playing for well over 100 hours and still have new material to offer. Amazingly, all of the endings offer different twists in the plot. With well-developed storylines for the entire cast, you continually want to know more. Therefore you go for broke, set your life on hold, and play until everything has been fully digested. Not only did the gripping saga keep you engrossed, the gameplay was also quite extraordinary and loaded with tons of secrets and techniques. If you ever see this game, grab it and never let go.

Super Mario RPG

SNES



Availability: Common
Replay Value: Moderately High
Similar Games: Chrono Trigger (SNES), Final Fantasy III (SNES), Paper Mario (N64)
Created by: Square Soft/Nintendo
Access Tip: This game is loaded with secret items. Check: <http://www.gamefaqs.com/console/snes/game/9415.html>
Overall: 9



Back in the days when Nintendo and Square Soft were pals, the two companies teamed up for a highly entertaining and unique role-playing experience. In the spring of 1996 this game was released to high praise and accolades. It even was fortunate enough to grace the April cover of good ol' Game Informer. In many ways, Super Mario RPG is for the beginner because it offers a simple control and employs many platform game experiences that most gamers are familiar with. Even with its simplicity, this game offers the most hardcore RPG players a fantastic experience that includes a humorous story and many secrets to uncover. As always, Mario is pitted against some classic foes including Bowser, but in a strange twist of fate, Mario's arch nemesis actually helps out in his cause. Probably the most interesting aspect of the game is the battle system. Using timed button presses similar to those of Final Fantasy III, various character attacks can unleash more destructive power. Sock it to 'em, Mario!

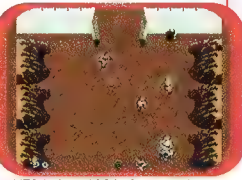


Commando

NES



Availability: Common
Replay Value: Moderate
Similar Games: GunSmoke (NES), Ikari Warrior Series (NES), Jackal (NES), Heavy Barrel (NES)
Created by: Capcom
Access Tip: To display all the hidden ladders, at the Title screen use Controller Two and press Left, Left, Left, B, B, A, A, A, Right. Then press Start on Controller One.
Overall: 5



Like many of the early NES games, Commando was a redo of a popular arcade game by Capcom. Originally arriving in arcades in 1985 and then hitting the NES in late 1986, Commando is a top-scrolling shooter where the player is armed with a gun and hand grenades. Moving through the landscape of enemy infantrymen and other armed militia, your goal is to avoid death and rescue captured POWs. Like any shooter, you must keep the trigger finger pumping while avoiding the constant barrage of enemy fire. Occasionally, a well placed grenade will open secret rooms containing extra points, but for the most part the point gathering takes place by shooting foes and collecting various booty. In the big picture, Commando is a fantastic arcade game that lost its luster when it came to the NES. The graphics are hampered by a familiar NES flicker that is downright annoying. Additionally, similar games – mentioned above – offer a far better experience. While Commando is memorable, its glory lies in being a fairly average arcade-to-home translation.

The Mask

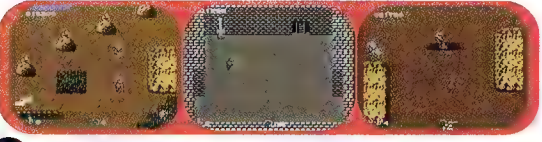
SNES



Availability: Uncommon
Similar Games: Any side-scrolling 16-bit action/platform game that bites the big one.
Created by: Black Pearl Software for THQ
Access Tip: Enter the Options menu and press A, B, X, Y, L Button, R Button, L Button, A, B to bring up a Cheat menu.
Overall: 5



Back when the Super Nintendo was s-s-s-smokin', movie licenses were red hot. They were so hot that developers jumped at every motion picture that hit the big screen. Along with the multiple Batman flicks, laughable games were created from such films as True Lies, Mary Shelley's Frankenstein, The Flintstones, Timecop, Cutthroat Island, Beethoven, and The Mask. With these disastrous pieces of software, the industry learned a valuable lesson: Gamers don't like to eat crap. Out of the games listed, and in honor of Jim Carrey's new film, Me, Myself & Irene, we choose The Mask as the front man to tell this mournful story of a sad, dark day in gaming. The Mask originated as a violent and humorous Dark Horse comic series, but then devolved into a horrible movie and an even worse game. Utilizing many of Jim Carrey's wacky CG animations, The Mask delivered beautiful...wait a second. Who flipping cares! It's The Mask! It blew raunchy chunks! That's all you need to know!





Goku: Midnight Eye

Manufacturer: Urban Vision
List Price: \$19.95

Crockett was cool in Miami Vice because he didn't wear any socks. Goku's even cooler because he wears a suit coat and tie, but no shirt. This video shows Goku's strangest case yet, in which he receives a mechanical eye and a telescoping rod from a mysterious benefactor. With these new assets, Goku goes after a crime boss who made the mistake of killing a girl he liked. Midnight Eye is a hard-boiled detective retelling of Perseus with enough weird Japanese stuff thrown in to keep any anime fan satisfied. You just haven't lived until you've seen a midget cruising around on a stripper with motor-bike handlebars and laser breath.



L'il Scoops

Manufacturer: Milka
List Price: Around \$4.00

A candy fairy knowledgeable about our infatuation with egg-shaped chocolate from Beuhenjand delivered a truckload of these Easter treats to our door. L'il Scoops come four to a carton, with two little plastic spoons packed inside. The chocolate outer shell is mighty tasty on its own, but there's also a rich mousse - either chocolate or cream flavored - inside. They're sehr gut, but only in small doses. There's been a standing offer of one whole dollar to the person man enough to eat an entire egg without puking. So far no takers.



Brainboy

Manufacturer: Pelican
List Price: \$29.95

A companion piece to Pelican's Code Breaker, a super cheat cartridge for Game Boy, Brainboy allows users to edit their Pokémon Red, Blue, and Yellow games. The Brainboy can be used to save up to 150 games, change the game's colors, add infinite items, and raise the level of any pocket monster. Remember, cheaters never win and liars never prosper, unless nobody knows you're doing it. Then everything's cool.



Boom Box Boy

Manufacturer: Pelican
List Price: \$12.95

Game Boy has some great games, but the musical scores on its titles always bite the big one. For those who would rather jam out than wince in pain, try the Boom Box Boy. Are you ready to rock? We can't hear you! We said, are you ready to rock? The Boom Box Boy plugs in to your GBC and allows you to listen to your favorite FM station instead. A cool invention, unless you live in Minnesota, where there are only three types of radio formats - classic rock, classic rock, and classic rock. If it rocks, it's on some crappy station in Minneapolis.



Thumbfit

Manufacturer: Funatix
List Price: \$4.00

If sweaty stick slippage is a personal problem, take a look at one of the most inexpensive yet ingenious video game accessories ever. The Thumbfit is easy to attach and remove, and will add years of life to your opposing digit. We intended only to give this device a quick test run, and now no one in the office can do without one. Just thinking about it makes your hand feel more relaxed. Brilliant!



Jay's Pinky Ring

Manufacturer: Nonamo
List Price: If you have to ask...





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COLOR**



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