



PS2
KNOCKOUT:
Bouncer Pg. 60

Game Informer[®]

MAGAZINE

NETWORK TO NOWHERE?

SegaNet Games - Where Are They Going? And How Do You Get There?

VIDEO GAME DEATHMATCH II

Round Two Pits Gabe Logan Vs. Solid Snake, Samus Aran Vs. Megaman, & Nemesis Vs. Ash

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September 2000 #89
Vol. X • Issue 09

FINAL FANTASY IX

Square's PSX Swan Song



www.bvinteractive.com



AGE 27

What pro wrestler grapples with Sylvester Stallone in the movie "Rocky III"?

A: Dolph Lundgren B: Hulk Hogan
 C: Andre the Giant D: The Iron Sheik

LIFELINES





Good news, now you get to be the genius that blew the easy question. Okay, smarty pants, strap on your thinking cap and let's get down to

business. Who Wants To Be A Millionaire: 2nd Edition, is now on PlayStation. Six-hundred questions, plenty of topics, 3 Lifelines, even a 2-player Fastest Finger round. It's just like the TV game show, only without all the commercials. Real questions, real drama, real Regis. And, yes, that is our final answer. (Sorry, we couldn't resist.)

WHO WANTS TO BE A
MILLIONAIRE
2nd EDITION

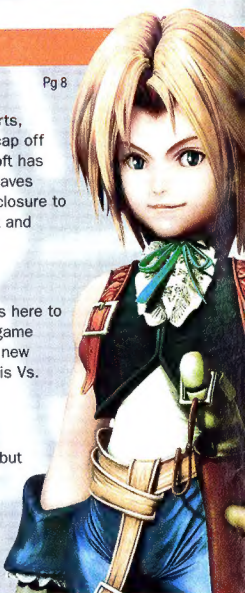
SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.



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 For generations, Final Fantasy has touched our hearts, and invited us to take the journey of a lifetime. To cap off the franchise's PlayStation life cycle, Square Soft has forged another exciting chapter, one that not only waves good-bye to 32-bit gaming, but also one that gives closure to the series and bridges the gap between the current and upcoming gaming frontiers.
- 20 Feature: Battle of the Bitstream: Video Game Deathmatch II**
 You love him. You hate him. Either way, The Vidiot is here to stay. In his continuing saga to take over the video game universe, The Vidiot has constructed three devious new battles pitting Solid Snake Vs. Gabe Logan, Nemesis Vs. Ash, and Mega Man Vs. Samus.
- 24 Feature: Exploring Sega's Bold Venture**
 Sega is poised to reinvent the entire video game industry as we know it. Many will follow their lead, but will it be a shining example of how to do things right, or a text book lesson in things gone wrong? Game Informer shows you the games, and asks questions that every potential online gamer wants to know.

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THE WESTERN FRONT ADDITION

All's Quiet On The Western Front

BY ANDREW McNAMARA

It's odd. Right now we are sitting on the brink of a new system launch from Sony in the PlayStation 2 and the unveiling of the first-ever console gaming online community in SegaNet, yet the industry is as quiet as a Nuon press conference.

Sega took us out to see its new gaming network up and running in New York recently, but the whole event seemed terribly strange to me in that we shouldn't really have to travel anywhere to see an online network - being able to play anywhere in the world is kind of the selling point behind online gaming, if I'm not mistaken. So, even at this late hour, we have only seen SegaNet in a controlled environment, not out in the great, big, scary Internet world, where router crashes and lag wait around every corner to pounce on you.

Likewise, Sony has managed to get us a debug unit, but we have yet to see one piece of software from Sony proper (we did, however, manage to get our hands on

some third-party software which you'll find previewed in this issue). So know the PS2 is coming, but I still have little to no idea what games will hit the launch date and what of the games, if any, are going to be good.

Now maybe I'm just being a little uptight, but generally when launches start to get close there is usually a lot more action happening - like the office going abuzz about that awesome new online game or us staying all weekend just to play through that amazing new PlayStation 2 title. But you know what? None of this is going on. In a way, I guess the calm is all right, but it sure makes me nervous. With each passing day I get a little more skeptical of how things are going to go down, because any time a company leaves the press out of the loop, nine times out of ten there's a good reason - and that reason is usually that the product stinks.

Back to School Gamers I to r: Erik, Arthur, Reiner, Andy, Paul, Matt & Jay.



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"I have received some emails of congratulations (and some mocking me) for my score on the Dude or Dudez quiz. Now I'm definitely rags myself amongst the hardest of the hardcore out there, but I wanted to express my distress in a calm and civilized manner about how I...wow, screw it, 'THE QUIZ WAS LOADED!' I'm a little bit of a dolt: read: action figures like Reiner! I don't have a collection of hand painted miniature like Jay. Heck, I've even kissed a girl (which in this office is quite a feat). I was ridiculed! I demand a new quiz!"

"Important things are happening on the gridiron. The Vikings are about to unleash their fury on the NFL and the verdict is in on the PlayStation football games. Check out the reviews. The big question in my mind remains: Where's GameDay for PS2? I'm getting a little tired of waiting for 989 Sports to show its hand. I only think bad things when they hide stuff from us. It's enough to make me break out in a rap about the Chicago Bears. 'I'm the lunky QB they call McMahon...when I go on the field I have no plan...I throw that peep all over the place...if you don't watch out I'll get in yer face...'"

"I'm so sick and tired of being admired, I wish I just died or got fired! These headlines are killing me! In Perfect Dark you keep shooting me! This world is unfair! So I think I'll dye my hair! You think my life is easy because I'm a celebrity?! Well, think again punk! I'm a homeless drunk! Wow, Reiner's life is a mess, do you think he'll cross dress? I hope he doesn't die. I want his autograph on my thigh! Get out of my face freak! Your friendship I don't see! Play some games! Meet some dames! Just leave me alone, and quit callin' my homel! Game Informer you can play my jam."

"Seems like all I ever do is hang with nerds. Not one at a time, but in these big-ass herds. If it's not here at work, then it's places I lurk, where all these loser jacks wanna talk about Kirk. I'm off to the Classic Gaming Expo (tech dorks are the worst, yo), then I'm going to Milwaukee (they drink beer, but I like sake) for a role-players' convention they call Gen with people so fat they should relegate Phen Phen. That's what you get for lovin' vids and D&D. It's just so sad no one's super cool like me. Cradle rock-style. BAMMM!"

"Step up and get done, son. Don't give a damn where you come from. Say 'Yousa ystessa' in wack, good with the beats, the rhymes, and what-have-you. On the mic I come off like a temporary tattoo. Stay you in my eye with my Dual Shock Controller. Make Jericho bow down to the new Ayatollah. Make you eat truffles and love it. Make you snuggle my nuggles. Show shirng down your gutlet. Make your mom wear a mullet. Grab you. Slick your head in the toilet and flush it! Peace and I'm out, time to go tub-a-dub it."

"I would follow suit and rap like the rest of the group, but for god's sake, I'm already Caucasian enough to blend in seamlessly with Elmer's glue. The thing I need to do is present the horrendously ironic contrast and the over-the-top, over-the-top, over-the-top Scandinavian whiteness by attempting to have rhyme or rhythm. Oh alright! Here's a line of Norwegian rap. Jeg er Norsk og elsker Kirk! Kan den jeg Norsk! Sann Sjøst staa opp. Staa opp rappa! Sann Sjøst staa opp! Hal Waa! That's great! Look at the Norwegian guy rapping. Oh, I know! Maybe we could sell Taco Bell with this! A bunch of bad white rappers! Brilliant!"

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Letters From Our Readers

Long Lost Arcade Brigade

Why is the arcade section missing in some of the more recent issues of your magazine?

Dane Stallone
via worldnet.att.net

As you know, the arcade scene in the U.S. is dwindling faster than you can say "Marvel vs. Capcom 2." We believe that filling a page with a couple of racing or fighting games each month was getting

a little old and uninteresting. However, you may have noticed that a few arcade games occasionally pop up in our Photophile section. This is where you may find them in the future.

Surprisingly, yours is the first letter we have received regarding Arcade Brigade in the five months it's been absent. This may be a sign that most of our readers don't miss the section, but we'd like to hear from more of you about this issue.

Angered Misfit

I was reading your August issue and the first thing I opened up to was your Blade story. I saw a Misfits T-Shirt on the sidebar called Vampire Survival Kit. This story was pertaining to what gothic individuals wear. I enjoyed the story - until I hit the Misfits T-Shirt. I like the Misfits and to label them gothic is wrong. They are not a gothic band, nor will they ever be. They are punk, and by labeling them gothic you disgrace all the punk followers. This tells me that you know nothing of the gothic genre and nothing of the Misfits.

Reader of the Punk type,
Wi Punker
via hotmail.com

We're willing to admit that the Misfits aren't goth, but don't you dare say we know nothing of them. We've been following the Misfits career since they first appeared in 1984 as the rival band to Jem and the Holograms. The group was composed of Pizzazz (a

spoiled daddy's girl), Roxy (the wild one), Stormer (the good girl with low self-esteem), and in later episodes, Jetta (a pathological liar). Managed by Eric Raymond and owned by Misfit Music, the Misfits were the perfect punk foil to the Holograms' glam lifestyle. Who can forget their classic taunt that interrupted Jem's theme song: "Our songs are better. We are the Misfits, the Misfits...and we're gonna get her." We're not sure what happened to them after the cartoon ceased in 1988, but we've never stopped being fans; and at night we sometimes dream of Pizzazz finally winning the heart of Jem's stage manager, Rio.



Your Vision Overlooked a Visionary

First of all, I'd like to say that your magazine is truly the cutting edge of the gaming industry. Personally I have a Dreamcast, PlayStation, and of course, a PC. I play all of them pretty much equally, and your magazine is one of the few that actually takes the time to report on all platforms in one magazine - props to you. Regarding the article Visions of the Visionaries, you seem to have forgotten the Absolute God of the Gaming Industry, John Carmack. Without him we would not know games in the first-person sense as we do. Let us remember our roots with games such as Castle Wolfenstein, Doom, Quake, etc. Few can even touch John Carmack's 3D engine programming abilities. And as we reach the halfway point of this new millennial year, John is said to be working

on an all new Doom, with Trent Reznor providing the soundtrack. I've always believed giving props where props are due, and I believe this great magazine MISSED the true Gaming God.

David J. Burrencia
Pasadena, California

You could rattle off a ton of names that we overlooked in the PC gaming industry because we didn't consider any of them. Actually, we did consider them but we had to direct our attention more to the console market. Even so, we still had people on the list that we didn't have a chance to interview.

Indeed, Carmack is one of the most prominent gaming programmers in the world, and we would jump at the chance to interview him. Maybe he can be a Visionary for a feature in a future issue.

Nerdometer Revisited

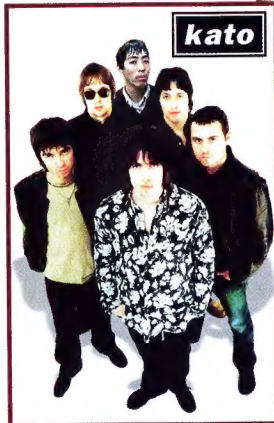
I need to tell you, no offense, that your Nerdometer has got to be way off. I probably just lucked out on the questions you gave me or something, but I got only 126. Isn't that kinda low? Maybe not, but I should think that I would get somewhere more near the five or six hundred thousand mark. I mean, we're talking about a guy who got nearly a 150 percent in history. That should automatically give me a thousand to start. So I guess what I'm really trying to say is, either I cheated without my knowing it - and that wouldn't be a first - or you gave me questions that I really lucked out on. After all, that would mean I did better than most of the GI staff, and they're the coolest people on the planet.

Derek Brofslovski, brigham17
via yahoo.com

First of all, we hope you gave yourself 25 bonus points for writing us regarding this quiz. We talked it over and all agreed that thinking we are cool will score you another 15 points.

It also must be pointed out that we didn't take the test to try to score cool, we took it as the gaming nerds that we are. Being a gaming nerd does not

necessarily translate into other forms of nerdom. For example, look at staff member Kato - who scored the lowest of the staff. From outward appearances he looks to be pretty cool, but if you gave him the Oasis/British pop nerd quiz, he'd score off the chart.



BleemStationCast?

I read in your July issue that Bleem will bring PS-X games to Dreamcast. Is there any word on there possibly being a similar product to bring DC games to PS2?

David Leibly, piper125
via hotmail.com

We have yet to hear of anything like this for the PlayStation 2 and it may

be difficult for Bleem - or another company - to accomplish such a feat due to the mere fact that the games run on a proprietary Sega format. Although these disks are now being pirated on the black market, the GD-ROM disks may be a problem for the PS2 to read. Still, we never thought we'd see the so-called Bleemcast, so we can never say never.

Reiner in Perfect Dark 2?

Words can't describe the ecstasy I feel while blasting away Reiner's ugly mug featured in Rare's Perfect Dark. To ensure the success of the obvious-to-come Dolphin Perfect Dark sequel, Rare needs to once again include the Raging One as an enemy/multiplayer character. Maybe this time though, they can make him more like the fab E3 hairdresser he is flamboyantly portrayed as on his business card.

That would rock even more than being a roadie on a Blue Oyster Cult world tour!!!

One question: When reviewing games, does each editor do his own individual review, or do all the reviewers get together and jointly decide

the quality of a game? Just wanted to know. Your mag is the king!

Ryan "evolus" Vogt
San Antonio, TX
via yahoo.com

We doubt anything can rock as much as being a roadie for Blue Oyster Cult - well, maybe being a roadie for Dokken would rank up there. However, we definitely think hairdresser Reiner would be great in any game. Hopefully, Rare will read this and fulfill your and Reiner's dream.

As to your question, we review everything independently from one another. That's not to say that we don't help each other if one particular reviewer gets stuck or has a question, but we try to keep our opinions to ourselves until all the scores are in. Then we will make fun of each other's scores and tell each other how stupid the other is.



Envelope Art

September Winner

Mark Anderson, Cleveland, OH

Picking Your Screens

How do you guys choose the screenshots for the mag?

Mikey MMK315
Fairfax, VA
via aol.com

Determining the screenshots that go into the magazine is a very scientific process involving a 12-sided die and some anti-freeze. We won't go into more detail as it would give away one of the best kept secrets in the industry. We will tell you that each editor has the capability to take screenshots via a graphics card in his computer. Sometimes hundreds of screens are taken of each game, and he then determines - through this scientific

and secret process - which will appear in the mag. In addition, some screens are supplied to us by the game's publisher. We have yet to share our selection process with these publishers.



Where's Dreamcast DVD?

Do you know if a DVD drive will be coming out for Dreamcast? If so, would you know when and how much?

Nick "oldhouse" Caruso
Wickliffe, OH
via msn.com

No official release date or price has been announced for the Dreamcast DVD add-on. Even so, many in the Game

Informer offices speculate that this device will never see the light of day. First, consumers and Sega alike are a little leery of add-on components given the past failures of the Sega CD and 32X. Any add-ons that Sega does plan will be focused on the SegaNet business. Second, the cost of the unit would likely fall into the category of most of the current DVD players on the market.

RPG Player Seeks Magnifying Glass

My first two issues of GI held little of interest and were quickly passed on to youngsters in the neighborhood.

Now I have received May and June with all the RPG insights and reviews and am delighted.

However, I have come to realize that all readers except me must be under 12 with 20/20 vision! If it were not for my magnifying glass, this 57-year-old woman could not really read the details on many pages, let alone find the place to notify you of my new address.

Now about your type face, the Letter From the Editor has a type face I can read. How about using it for the rest of the magazine? And before the youngsters bombard us with email for me to get new glasses - I did and it did



not make it any easier to read! Please continue to keep us aware of ALL the titles available for U.S. distribution so we can demand them from retailers who in turn will demand them from the suppliers!

Diane Cassidy Ollivett-Miles S. Cairo, New York
As for our type face and readability, we agree. Some sections of our magazine are incredibly hard to read - in particular, the strategy guides on RPGs. We are working to make the magazine more readable, but we must point out that we'd rather pack an entire strategy guide into one issue than string it out into six installments. Additionally, no other magazine (not even the ones written especially for strategies) came close to offering guides on Wild Arms 2 and Legend of Dragoon.

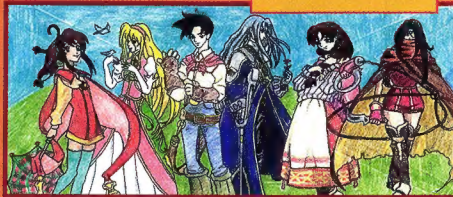


Sweet Tooth lives out a common fantasy here at the GI Office - running over Matt with a tricked out ice cream truck.



Oscar Toro
Grrr...I should have ordered my swords from Ginzu. They can slice off a head AND cut a nail right in half.

Tina Browder
Ashley contemplates whether he should take off one glove and go with a Michael Jackson-styled look.



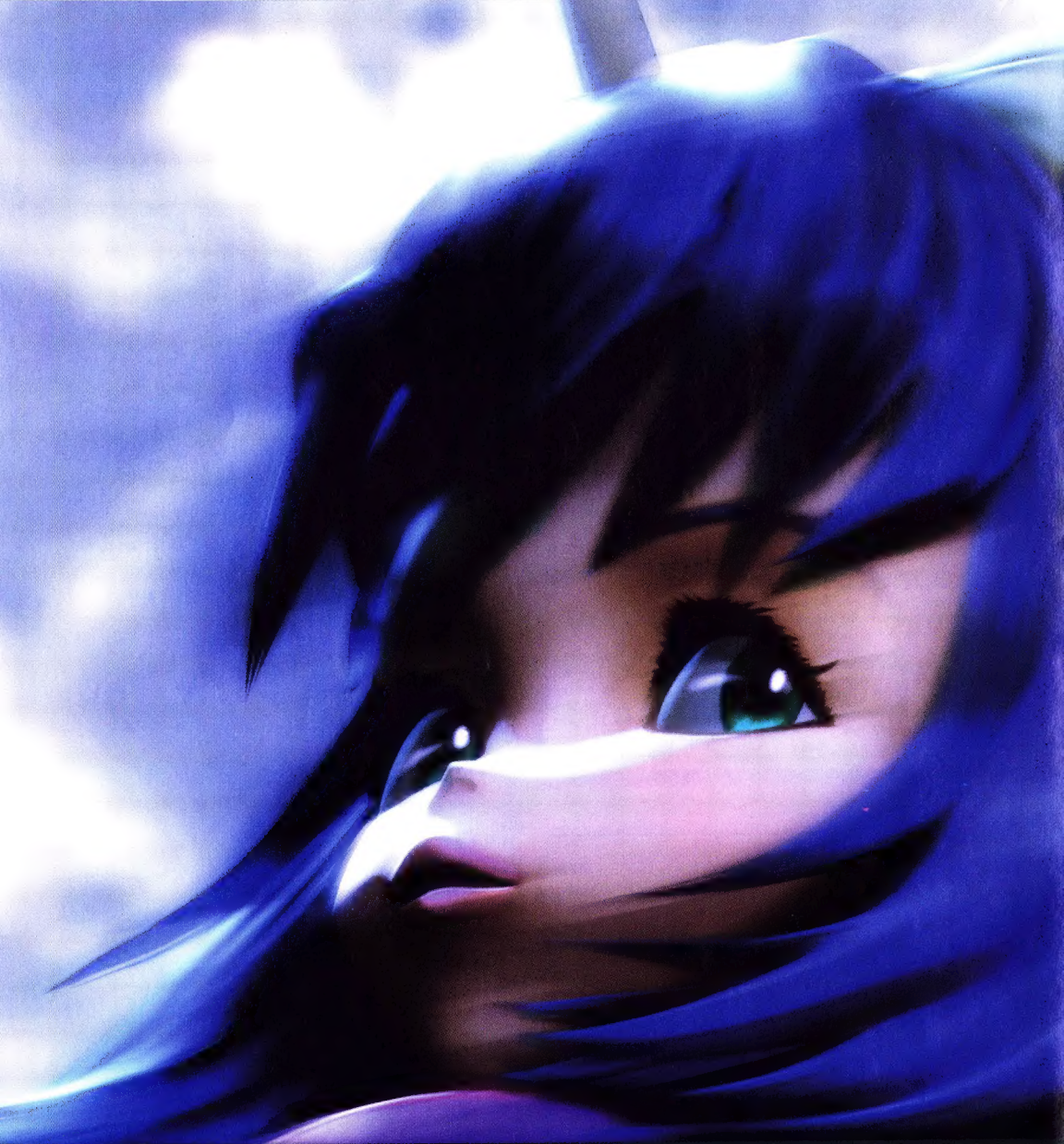
Antjuan Ratliff
"YOU need a breath mint..."
"no YOU need a breath mint..."
"no YOU..."



Andrez Galvez
Brad hopes to take Fabio's spot as romance novel coverboy extraordinaire.



Roberto Baez
Kills bugs dead.



Tales Of Fu

Never let it be said that Square Soft is running low on surprises when it comes to its benchmark franchise, Final Fantasy. The brain trust behind the series that's inspired hundreds of imitators wasn't always so intent on stupefying its ever-growing fan base, however. The first five, although certainly great games, stayed well within standard sword and sorcery guidelines. Other than new gameplay innovations, players could probably predict the things they would do and see before the cart was popped in for the first time.

Final Fantasy VI (known as Final Fantasy III upon first release in the U.S.), the last chapter to appear on a Nintendo console, challenged all expectations. The developers took a chance by mixing a heaping helping of technology with magic, creating a world unlike anything previously experienced. The gambit paid off. FFVI became an instant classic, and is still considered by some to be the best of the series.

After redefining what elements a role-playing game could be composed of, Square reinvented Final Fantasy and the entire genre when it upped the ante of what an RPG could look like with its first PlayStation effort. Final Fantasy VII not only shocked the world with its tale of a steam-powered technocracy, but also with its flowing gameplay to cutscene to FMV switches. The game was a defining moment in PlayStation's history, perfectly showcasing what Sony's console was capable of.

By the time the eighth chapter in Square's signature series arrived two years later, its graphical formula had been emulated so often that players had grown somewhat desensitized to it. But nothing could have prepared them for the large leap forward Final Fantasy VIII made in intricate gameplay options and chronological setting. In between admiring some of the best CG movies ever produced, fans boggled over the intricacies of the Junction system and the workings of the game's very unfamiliar, seemingly futuristic, setting.

After finishing the four-disc marvel that was Final Fantasy VIII, many had to be left wondering, where could Square possibly take the series next? The answer: the only place left unexplored on the PlayStation - back to Final Fantasy's Nintendo roots. The next in the series, and the last to be made for Sony's aging grey box before moving on to greener PS2 pastures, Final Fantasy IX returns us to a simpler time, but with all the visual, audio, and gameplay wonders the series has grown famous for.

To celebrate this return to form, Game Informer is going to take you on a tour de force through every feature of this faux finale. Those wishing to be completely surprised by what transpires in Final Fantasy IX had better not turn the page. We're about to spill it all (and you won't believe what's happened to Cid).

ture's Past

Back In Black (Mages)

FINAL FANTASY IX



The Look

Graphically, Final Fantasy IX certainly presents an interesting dichotomy. It's instantly obvious that the pinnacle of Square's PlayStation programming experience has been achieved, yet most things in the game haven't been seen in FF since the Super Nintendo days. In a way, this combination of old settings with top-of-line visuals creates a greater sense of wonder than any other PS-X title in the series.

The character designs have returned to the cartoony, somewhat exaggerated look from part VII, but much more refined and realistically rendered. When it comes to environments, Square has truly outdone themselves. Towns and dungeons combine rendered and hand-painted backgrounds with bits of streaming animations to bring the surroundings to life.

The Movies

As expected, the FMV in Final Fantasy IX is a masterpiece. Housing around an hour of CG movies, about the same as FFXIII, the scene often switches to video that was obviously a labor of love. Rather than describe scenes that words couldn't do justice to, we're showing as many pictures of the FMV as we can. Here's a guide to what you're seeing:

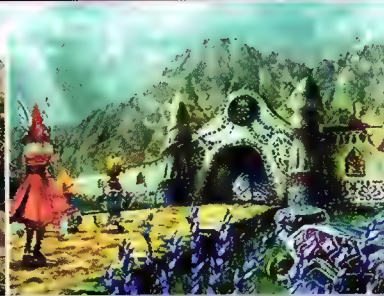
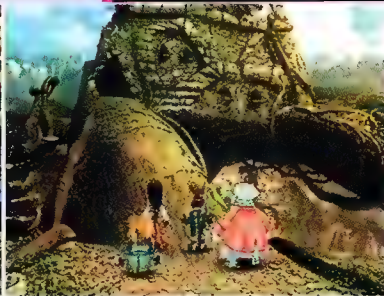
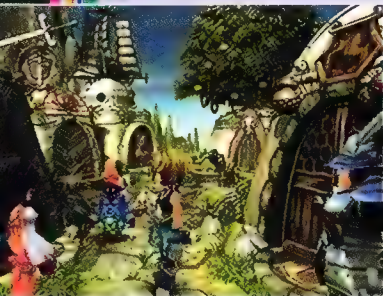
Page 10 & 11 – Odin arrives.

Page 13 – After being soundly defeated, Zidane, Vivi, and Freya watch helplessly as the person behind Queen Brahne's schemes mounts a blue dragon and flies away.

Page 14 – In an airship dogfight, the party is saved by a stroke of luck as the black wizard chasing them accidentally ignites his own ship, causing a massive explosion.

Page 17 – One of Zidane's brigand buddies sacrifices himself so the others can make it out alive.

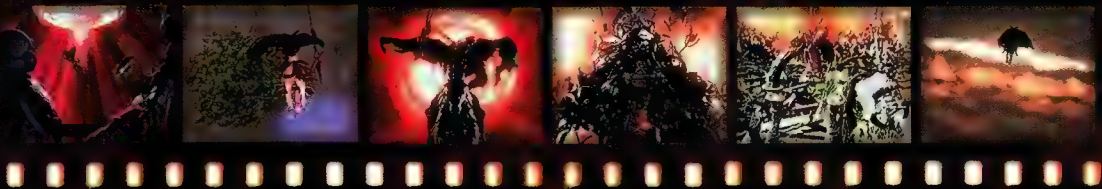
Page 18 – The queen's secret weapon.



Before the series moves on in a completely new direction on PlayStation 2, Hironobu Sakaguchi, the main mind behind Final Fantasy, wanted to tie up any loose ends created over the last eight installments. Final Fantasy IX is his answer. Even though the game has returned to its classic style, there's still plenty of new features that haven't been seen before in the franchise. Of course, there's also many returning elements from previous games in the series as well. Whether something old, something new, something borrowed, or something blue (like blue magic), we present it to you here. Sit back, relax, and read on to familiarize yourself with Square's newest – or is it oldest? – Final Fantasy title.

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Classic Fantasy Setting; 8 Main Playable Characters; Many Minigames; QuadMist Card Game; 260 Character-Specific Learned Abilities; Loads of FMV; Chocobos, Moogles, & Cid
- **Created by:** Square Soft
- **Available:** November 19 for PlayStation

80% Complete



The Story

As per usual, the land is in trouble and it's up to the player to set things right. Taking place on Gaia, a world made up of four continents, a powerful (and fugly) queen named Brahne is attacking neighboring kingdoms with advanced magical weapons. Cid, the king of one of the jeopardized nations, sends Zidane and the band of airship sailing bandits he travels with to kidnap Princess Garnet, hoping she'll be able to explain Brahne's actions. Infiltrating the town by disguising themselves as a traveling troupe of thespians, it isn't long before Zidane convinces Garnet to join their cause, and she in turn persuades Steiner, her bodyguard, to seek out answers as well. A snafu in the brigands' master plan comes courtesy of a young black mage named Vivi, which earns all the characters the enmity of Queen Brahne, who tries to forcibly prevent them from leaving town, and sets the stage for the upcoming adventure.



Zidane rescues Garnet...again!

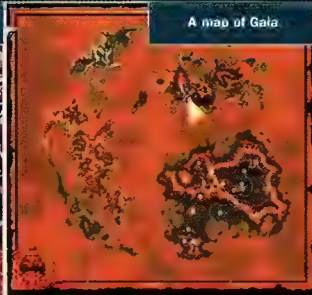
It's easy to tell when you've moved forward in the story. A title screen like this appears.



See that ensie weensie goblin thing on the throne? That's Cid.

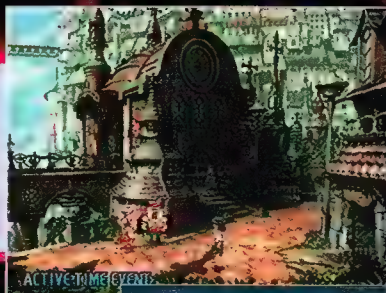


A map of Gaia.



Active Time Events

More so than any other Final Fantasy title, part nine attempts not to have a central character. Rather, each of the eight main playable characters have their individual goals, and each plays an equal part in the developing story. Active Time Events (ATE) allow players to keep tabs on everyone. Occasionally while one group of characters is running around, a flashing message in the lower corner of the screen will ask that the Select button be pressed. Doing so will bring up a menu giving the player the choice of who they'd like to peer in on. The scene then shifts to what that character is currently up to, often providing a quick side story regarding the character's background and desires.



When the Active Time Event warning flashes...

Talk To Me

Borrowing a page from Vagrant Story, FFX now uses word balloons to convey dialogue transactions. We would accuse Square of stealing this idea, but they invented it!



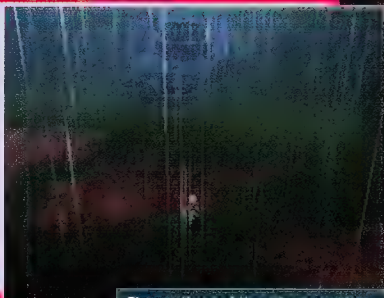
Do you have any copies of Vagrant Story?



Hit Select, then choose a scene...

Big Wide World

Of all the visual spectacles Final Fantasy IX presents, the overland map is probably the least impressive, but it's still entirely functional. There's plenty of ground to cover, and as players walk from one area to another, they will often witness changes in the weather, and shifts from day to night and vice versa.



The weather and time changes quickly on the overland map.



...and see what other party members are up to.

On The Air

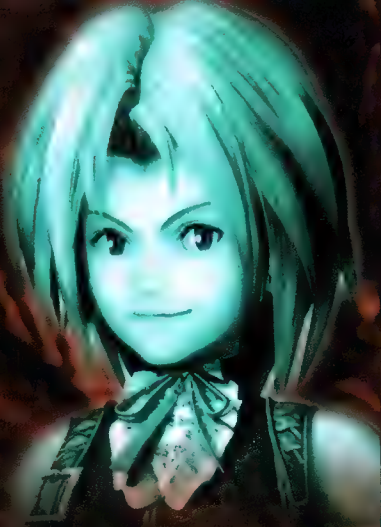
Airships have always been prominently portrayed in Final Fantasy, but in IX it seems nobody walks around but you. Players will encounter towns with more air traffic than street traffic, places where airtaxis must be used to get around, and will often see airships flying overhead on the overland map. Characters will eventually earn an airship of their own to tool around in, although for the first disc all it seems you're destined to do is crash every one you step foot on.



The airtaxis of Lindbulm Kingdom.



Amlidala before the liposuction.

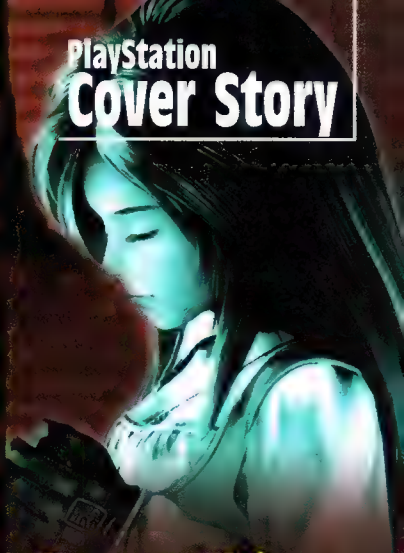


Zidane Tribal

Age: 16

Nickname: Goo Goo Doll

As the protagonist of this epic adventure, thief extraordinaire Zidane figures heavily into the plot of FFX. This 16-year-old studmuffin sports a beguiling blond bob that often gets him mistaken for Meg Ryan. Despite his sissy-boy appearance, the female populace take quite a shine to Zidane. When he's not making girlies' underthings sticky, Zidane's sticky fingers are busy stealing valuables from the rich. A Robin Hood of sorts, Big Z's knack for "borrowing" items will come in very handy during your quest.



Garnet Til Alexandros XVII

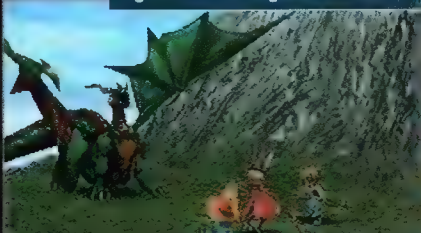
Age: 16

Nickname: Jackie Kickassis

As you might have gathered from her rather unwieldy moniker, Garnet isn't exactly a 'round the way girl. In fact, she's the pampered princess of Alexandria. After meeting our sexy hero, Garnet flees her crazy mother, Queen Brahne, to go adventuring with young Zidane. To be blunt, Garnet is all up on Zidane's tip like flies on stank. Even though she's escaped from her mother's grasp, Garnet still hopes to cure the Queen of the spell that she suspects is causing her evil behavior. Garnet's a bit snobbish when dealing with the proletariat, but her healing powers make her a formidable white mage.



We were definitely in the wrong place, but we got to see a cool dragon before we died.



The desert lobster's devastating sandstorm attack.

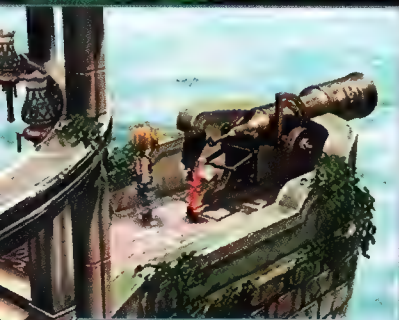


Edward Steiner

Age: 33

Nickname: Bumpy Knuckles

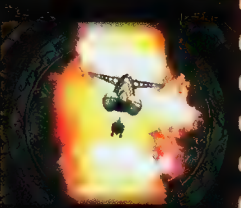
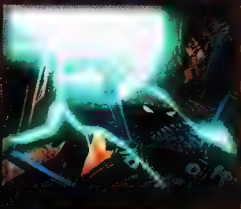
A distant cousin of Big Poppa Pump, Edward Steiner shares his relative's knack for bustin' heads. Steiner is a veteran knight who has sworn to protect the beautiful Princess Garnet, and is prepared to do anything to carry out his duty. This beefy swordsman is a brutal combatant, ready to hand out punishment at a moment's notice. Not exactly a barrel of laughs, but he dishes out hell in a bar fight.



In this interesting sequence, Zidane uses a telescope to scout out places he'll soon visit.



で望遠鏡を操作しよう!

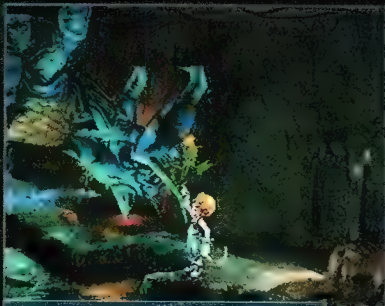


Vivi Ornitia

Age: 9

Nickname: Skidmark

Before settling on a career as a black mage, Vivi was a child actor in the 1980s, starring as Orko in the animated series He-Man and the Masters of the Universe. Like many child stars, Vivi has had a tough time adjusting to normal life and struggled with a debilitating inhalant addiction. Painfully shy, Vivi is in the midst of a major identity crisis, which leads him into many dangerous situations. As he adventures through FFXIX, Vivi will come into his own as a mage, and his powerful elemental spells prove invaluable during combat.



Riding giant, flower-hungry bugs is a good way to get around caverns.



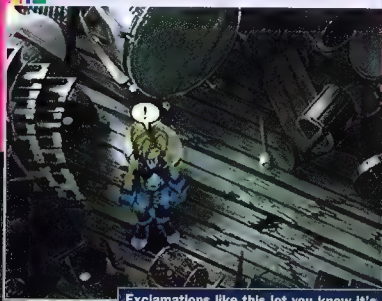
Abilities

A big complaint about FVIII was that aside from their unique Limit Breaks, characters were basically the same. Final Fantasy IX takes players back to a place where a fighter is a fighter and a mage is a mage. Each of the eight characters has a specific expertise, and to drive their focus home even harder, all earn class-specific abilities as the game goes on.

There are two types of skills for characters to acquire: Command Abilities (combat attacks and spells that use magic points) and Support Abilities (things that are constantly active), all of which are made available through equipment the character is wearing. After each battle, surviving characters earn AP that go towards learning a new ability. Once the requisite AP have been applied towards the ability, the character no longer needs to keep that particular item equipped. For example, equipping a certain staff on Vivi will allow him to cast a Fire spell. As he fights, the AP bar next to the spell will go up, and once it's filled, Vivi can cast Fire even if that staff is no longer equipped.

It won't be long before characters will have racked up an impressive list of abilities, but rarely can they have all of them active. Many abilities use Magic Stones, of which characters only have a certain amount. More Magic Stones are earned as characters go up levels, but there will never be enough to go around, and players will have to pick and choose when it comes to abilities.

Within the game's environments, it's easy for things to get hidden. To make it easier to know when there's something worth investigating, an exclamation point or question mark will appear over characters' heads when such a situation arises. Players then know they should be opening a chest or checking something out.

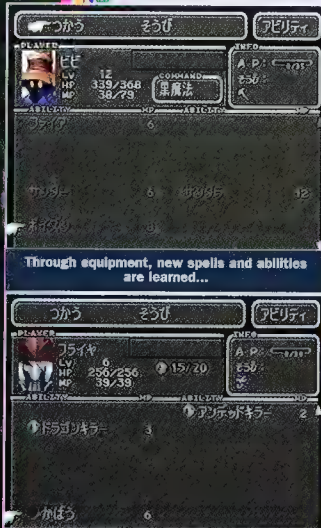


Exclamations like this let you know it's time to search.

Combat

Anyone familiar with any Final Fantasy in the series should be able to pick up FFIIX's battle interface with little effort. Gone are many of the combat elements introduced in FVIII (using R1 with a gunblade to inflict more damage, for example), and even Limit Breaks have been replaced with Trance mode.

Just below each health bar on the combat screen is a red meter that slowly fills in as damage is taken. When this bar is filled, lightning flashes about the character and they glow a strange color. Welcome to Trance state. Trance is different for each individual, but almost always opens up new and powerful abilities. Steiner simply does more damage with his attacks, while Vivi becomes able to cast two spells simultaneously. Unfortunately, players can't save Trance states for later, and they often come up at inopportune times. Even if it does occur during a critical boss battle, however, it only lasts for a few rounds.



Through equipment, new spells and abilities are learned...



...such as Vivi's Fire spell.

...and Zidane's ability to scan enemies for items worth stealing.

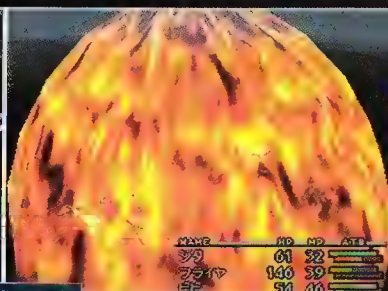


NAME	HP	MP	ATB
ジナ	87	36	
スライヤ	120	24	



フリーエナジー

NAME	HP	MP	ATB
ジナ	54	16	



NAME	HP	MP	ATB
ジナ	61	32	
スライヤ	140	39	
ビ	24	66	

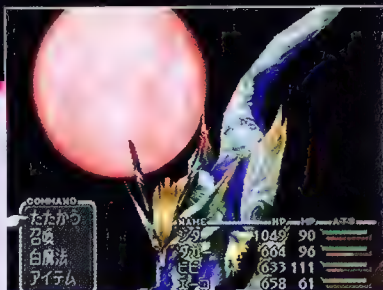
In Trance state, characters can do things otherwise unavailable to them, such as Zidane's ability to fry every enemy in sight.

"For the last time, it's not a doll.
It's an action figure!"



Summons

It just wouldn't be a Final Fantasy if there weren't giant creatures to summon. FFXIX doesn't disappoint, giving players first access to old friends such as Ifrit, Shiva, and Odin around the middle of disc two. Many complained that having to watch the long summoning animations over and over got really fast. Square apparently listened, for the long version of a summoning is only played once, and thereafter a highly abbreviated version takes its place. Hopefully there's an option to switch over to the extended animation occasionally. Seeing it only once wasn't enough. Sigh, there's just no pleasing gamers, is there Square?

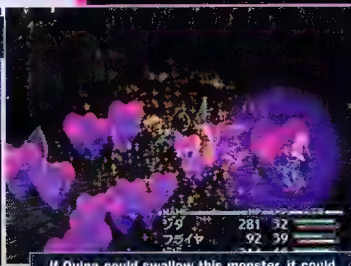


Magic

That Final Fantasy IX has returned to its roots is especially evident in the game's magic system. No longer can all characters learn any spell. In fact, half the playable characters don't know any magic at all, and the other half only know certain types. Vivi casts only with Black Magic, which is used mostly to directly harm enemies. Garnet and Eiko both cast White Magic, but Garnet uses it mainly for healing and protection spells, while Eiko focuses mainly on summons. Quina is an odd creature and fittingly uses Blue Magic, the strange ability to use monsters' magic after eating them.



Vivi brings down a little lightning.

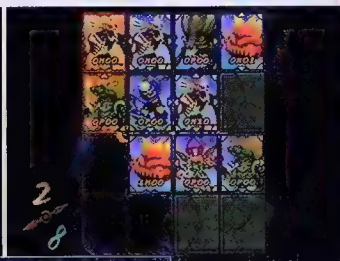


If Quina could swallow this monster, it could gain this ability.

QuadMist

Final Fantasy VIII gave those with a couple hundred hours of spare time the option of tackling its card game, Triple Triad. Players of FFXIX will be either miffed or overjoyed to find that Triple Triad has been replaced by an even more addicting game, QuadMist. As before, many people living on Gaia take part in this addicting pastime. By pressing **□**, you ask them to play a hand. If they take you up on your offer, the scene shifts to the game board.

Both players pick five cards from their collection, each of which has a toughness rating and arrows pointing in up to eight directions. A 4x4 grid is then set up with two to five spaces blocked off. A coin toss decides who lays down the first card. By placing a card with an arrow pointing at a card that doesn't have an arrow pointing back, that card turns to your color. If cards have arrows that do meet, a clash occurs and the one with the higher rating wins. The goal is to be the one with the most cards of their color at the end of the game, with the winner getting to take on of their opponent's cards.



Triple Triad is for chumps! QuadMist is where the real action is.





Quina Quen

Age: Unknown

Nickname: "What the hell is that!?"

Square's bio states that Quina's "only concern is eating and leaving descendants on the planet." Hmm...sounds kind of like Big Pun (God rest his soul). No one is quite sure what Quina is, or if it is male or female. Suffice it to say, hanging out with Quina is a real freaky scene. Quina is a master of blue magic which give it the Kirby-like power to eat monsters and acquire their spells. A true gourmet, Quina's snack of choice is raw frogs. Nummy!

A Kind of Junction

Since abilities are acquired through equipment, completists will find it essential to locate every accouterment available. To complete their collections, players will find it necessary to visit combination shops. Here, talented smiths will combine two weaker items into a more powerful one for just a few gil. Now there's a reason not to sell off all the extra junk you're not using.

ITEM	PRICE	INFO
タガ	320	2580G
メイジマッシャー	500	0
ブロードソード	330	0
アイアンソード	660	
ロッド	260	
魔道士のつえ	320	
リスト	130	

A guide tells you if a new piece of equipment would be beneficial.



PlayStation Cover Story

Eiko Carol

Age: 6

Nickname: Gigglepoo

This charming child, like Eddie Murphy and Snow White before her, has the unique ability to communicate with animals, particularly the Moogles. When she's not rappin' with vermin, Eiko practices the art of summoning, which she learned from her parents. Her spells summon a variety of monsters that do her bidding in battle. All in all, a lovable young tot who is very caring and affectionate. Sugar and spice and everything nice - that's what little Eiko is made of.



The brigands' plan goes awry.



Vivi tries to follow his friend across the rooftops.



Amarant Coral

Age: 26

Nickname: Adam Ant

Sure, he looks like he got kicked out of some early-80s new wave band, but this New Romantic assassin is no chump. In fact, he's the biggest bruiser in your crew, able to use punishing throw attacks against your foes. He was paid by Queen Brahne to capture the princess, but joins your cause after he makes nice with Zidane, who he has been harboring a grudge against for years. A petulant loner, Amaranth is an intimidating character, in spite of his habit of wearing sleeveless leather vests that make him look a little "flamboyant."

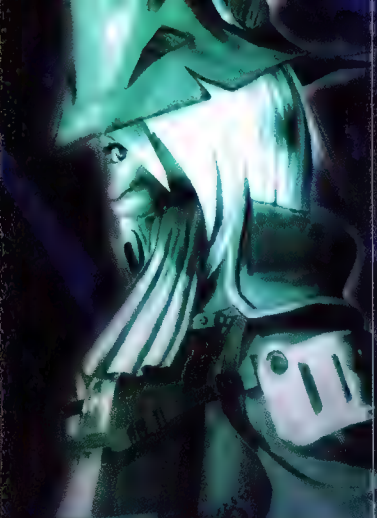
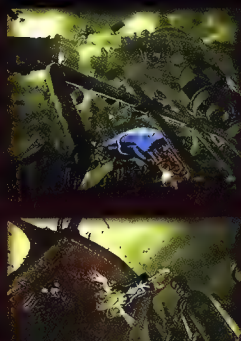
SPICY GOLDEN CHOCOBO ALA CID

Mmmmm!!! How tasty! After combating the forces of evil, nothing hits the spot better than a plate of Spicy Golden Chocobo Ala Cid! This recipe has existed for centuries, being passed down for countless generations. The beautiful thing is, this feast is cheap. Leaving plenty of gil for new weapons!

- 1 1/2 pounds skinless, boneless gold chocobo's breast - cut into strips (substitute white chicken for golden chocobo)
- 6 parurage, chopped (substitute green onions)
- 1 sprite pias, chopped (substitute onion)
- 1 jalapeno phoenix feather (substitute jalapeno chile pepper)
- 3/4 cup wakuchen (substitute soy sauce)
- 1/2 cup distilled bahamut urine (substitute white vinegar)
- 1/4 cup elixir (substitute vegetable oil)
- 2 tablespoons mog droppings (substitute brown sugar)
- 1 tablespoon echo grass (substitute chopped fresh thyme)
- 1/2 teaspoon gisal vegetable (substitute ground cloves)
- 1/2 teaspoon meiwkuchen (substitute ground nutmeg)
- 1/2 teaspoon obuda (substitute ground allspice)

Makes 4 Servings

Use a blender to combine the parurage, phoenix feather, wakuchen, sprite pias, distilled bahamut urine, elixir, mog droppings, echo grass, meiwkuchen, gisal vegetable, and obuda. Mix for twenty seconds, then place the chocobo strips in a bowl. Pour the marinade mixture over the strips. Refrigerate the chocobo for six hours, then cook over a Fire2 spell (or a grill) until done.



Freya Crescent

Age: 21

Nickname: Rodentia Hootchius

Crescent fresh! This mouse girl is not only a seasoned world traveler and a brave knight, but also a descendent of the Dragoon warriors that appeared in FFV and Tactics. Freya struggles to protect her homeland of Burmeclia from Queen Brahne, even though she was sent into exile many years ago. Freya is highly principled and wise, and her leap attack is one of the more devastating combat moves in the game. It allows her to soar high in the air for a couple of turns, then swoop down on her opponents with deadly force.

Moogles-Mania!

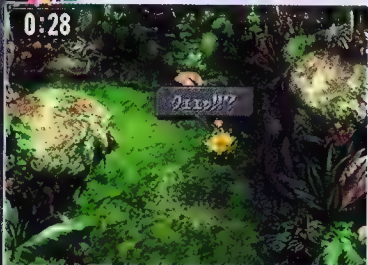


These Moogles talk players through new gameplay features.

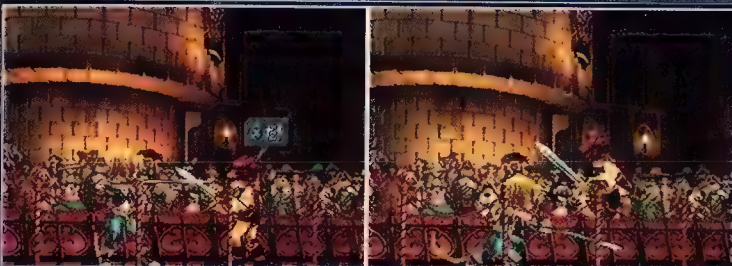
Minigames

Aside from QuadMist, there's also plenty of minigames for players to take part in throughout the game. Very early on in the game, Vivi is given the opportunity to beat a jump rope record. If he can, he'll be given new QuadMist cards. Not long after that, players can perform some exhibition sword fighting for tips.

One of the more involved minigames (it's so big it should hardly even be termed a minigame) is Chocobo digging. When you first find this yellow birdie, a nearby Moogle will allow you to play this game for a small fee. Zidane rides around the area on the Chocobo, running around and having it peck at the ground. With a little luck, you'll dig up some treasure. With a lot of luck you'll find a Chocograph. These treasure maps display a picture, and players must seek out a similar looking area on the world map. One successful hunt often leads to another, making it a worldwide scavenger hunt. What are the rewards? Besides great items, players will sometimes be transported to Chocobo Dream World where your riding beast can be upgraded and given powers!



If you dig up a Chocograph, then it's time for an overland map treasure hunt.

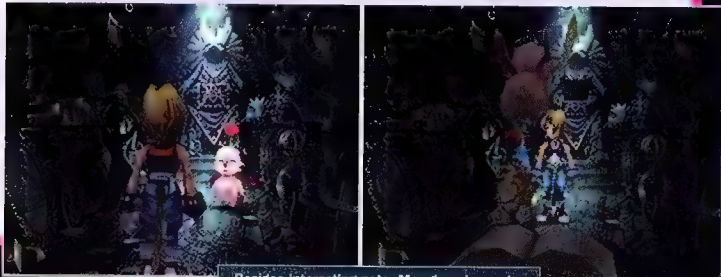


Tap the button quickly and accurately to choreograph a good sword fight.

These bat-winged kitties took a back seat in the other PlayStation FF titles, but they're back with a vengeance for the last call. Moogles can be seen hanging out all over the world, and serve a variety of functions.

Moogles basic functions are to teach players new gameplay elements, allow them to save their game, and let them use a tent to fully recover. Every so often, a Mooglet will allow you to go to the Moogshop, where very powerful – and often very expensive – equipment can be purchased.

Players will also eventually become privy to Moognet, a kind of worldwide communication Moogles are capable of, perhaps due to the antennae on their heads. By connecting to Moognet, the game's characters often find out about new quests.



Besides interesting pets, Moogles also make great save points.

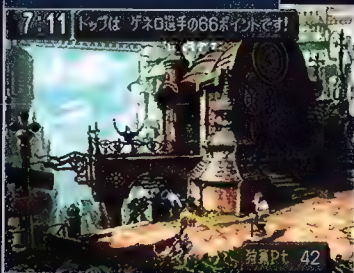
PlayStation Cover Story

Timed Events

Another staple in the FF games, events where a set amount of time is given to complete a task occasionally pop up in Final Fantasy IX. Of the ones we've seen thus far, about half involve life or death situations, while the others are a kind of minigame where performing well earns money and prizes.



In this timed event, players kill monsters for points, trying to score higher than the competition.



GAME OVER

Battle of the Bitstream Video Game Deathmatch



HELLO, PUKE BRAINS! AS MUCH AS IT PAINS ME, I HAVE TO SAY, IT'S NICE TO SEE YOU AGAIN, RIGHT NOW, I SHOULD BE ON A CARIBBEAN BEACH HANGING TEN WITH THE CAST OF V.I.P. AND THAT ULTRA HOT MAID FROM THE JETSONS, BUT THOSE CROOKED JOKERS AT GAME INFORMER HAVE MADE ME A VERY RICH LITTLE CYBORG. TRUST ME, CYBER CHICKS DIG FAT POCKETS, IF YA KNOW WHAT I'M SPRAYIN'. YEAH!!! HA HA HA! YEAH!!! AH...IN THE SECOND EDITION OF DEATHMATCH, THREE EXCITING NEW BATTLES UNFOLD. IT ALL STARTS WITH SYPHON FILTER'S GABE LOGAN VERSUS METAL GEAR'S SOLID SNAKE. THE FRAY INTENSIFIES WITH A DAVID-VERSUS-GOLIATH-STYLED BATTLE BETWEEN POKEMON'S ASH AND RESIDENT EVIL'S NEMESIS. THEN TO TOP OFF THE FESTIVITIES, WE FEATURE OUR FIRST READER'S FICTION, PITTING SAMUS ARAN OF METROID FAME AGAINST M-M-M-MEGA MAN!!!

SOLID SNAKE VS. GABE LOGAN

The Battle: Spies Like Us

"Lian?"

Nothing.

"Lian? Do you copy?"

Again, nothing.

"Damn. This isn't good." Ducking into the dark entryway of an abandoned warehouse, Gabriel Logan cautiously eyes his surroundings. Not a soul. For a busy air base, the perimeter is way too quiet. To a highly trained covert operative, this mission has taken an unexpected turn for the worse. Just moments ago, he received an anonymous transmission from a raving lunatic calling himself The Vidiot. Now his phone is dead. Swallowing hard, Gabe tries to relax, but knows deep down inside that if he can't contact Lian within the next forty minutes, he'll have to deactivate the nuclear warhead by himself.

"One last chance," he thinks. "One last chance to save my ass." Rolling out of the foyer, Gabe makes a mad dash toward the warhead, pulling up short behind a stack of crates.

"Gabe! Are you there?!"

Covering his nervousness, Gabe whispers confidently, "It's good to hear your voice again, Lian."

"Listen...you haven't much time. It'll take me at least two minutes to feed you the directions to shut down that warhead."

"I read you loud and...uh...clear. Lian, hold please." Perplexed, Gabe looks into the shadows of the warehouse he just vacated. "Odd. I don't remember that cardboard box..."

Shaking his head, Gabe jumps into action again. "Go ahead, Lian."

"Okay, buddy. This is going to be extremely difficult. Did you locate the box?"

"Copy. I found...what in the world?!" Peering back at the warehouse, he sees the box has moved, not slightly, but at least six feet closer to him. Looking at the night sky, Gabe feels no wind. As he stares closely, the box

moves again, then again - closer and closer.

"Lian. There's this box, this strange box with two holes in it. It's moving toward me."

"Oh no...Gabe. Take a deep breath. It's just an illusion. Agent Orange is playing tricks on your mind again. Just close your eyes and relax."

Lian's advice sounds great, but Gabe can't do it. Shaking with fear, he begins to sweat profusely. "Li-i-an."

Sounding like a heart beating beneath a wooden floor, the box inches closer...and closer...and closer. It is now almost on top of Gabe.

"HEY YOU!!!! Stop or we'll shoot!"

In a flash, a spotlight descends from a nearby tower, illuminating not Gabe but the box.

"It is really there," Gabe thinks.

Before he can even blink, several gunshots ring through his ears, and he notices another hole appear atop the box. Suddenly, the box flips over and a man emerges. Stierly, the stranger points his finger at the tower and begins to scream, "You idiots! You shot me in the ass!!!! Oh god...It hurts...Argh!!! In the ass, of all places!!!!" Falling to the ground, the man grabs his buttocks and cries. With puppy-dog eyes watering profusely, he looks up at Gabe and in a raspy voice says, "My...ass..." As he collapses onto his face, another bullet rockets from the tower, ending his life. Staring at the body, Gabe realizes it's the spy, Solid Snake.

Hearing of the insane missions he's tackled single handedly, Gabe has always had the greatest respect for Snake and his legacy, but he can't help but chuckle at his surprising demise. "I'll keep this one to myself," he thinks. "A cardboard box?! What was he thinking?"

Touched by an angel again, Lian's voice sings through his ears, "Gabe? Oh God, Gabe! Are you all right? I heard gunshots!"

"I'm fine, Lian. Everything's under control. Let's get back to business and finish this job."





ASH VS. NEMESIS

The Battle: The Irresistible Fad Vs. the Immovable Object

Roaming the land in search of adventure, Pokémon trainer Ash and his faithful Pikachu reach a deserted town called Raccoon City. Earlier, a trainer named The Vidiot told Ash of an extremely rare Pokémon that could be found here, which has our young hero ecstatic. An eerie moan can be heard in the somber dusk.

"It's getting late," Ash tells Pikachu. "We should find shelter for the night."

"Pika-chu," the cute creature responds.

The two knock on a nearby door. No response. They enter. The place is an utter mess. The inseparable pair lay down on the floor, huddle together, and vainly attempt to fall asleep in this spooky place. Their hearts race as the sound of heavy footsteps echo through the vacant halls. A low, guttural groan follows.

Ash springs to his feet. "This must be the rare Pokémon The Vidiot told me about!" He turns his hat backwards, ready for a good battle. Pikachu timidly hides behind Ash's leg.

A huge shadow approaches, followed by the silhouette of a massive figure. It has the size of a Snorlax and the stench of a Muk. What a trophy this would be for Ash!

"Whatever you are, Pokémon, you're about to be mine! Pikachu, I choose you!" Ash's dramatic words do little to pry the frightened Pikachu off the trainer's leg. Ash shakes his leg, but Pikachu holds firm.

"If you don't want to help, fine. Caterpie, I choose you!" Ash throws a Poké-ball directly at the target, who has advanced a bit. Caterpie appears, poses briefly, and attacks.

"String shot now!" coaches the euphoric Ash. The figure's foot lifts, and crashes onto the little insect, instantly crushing it. The form gets a few paces closer, and Ash can see this creature is twisted and horrid.

Holding back tears, Ash readies another Poké-ball. Lips quivering, the trainer flings the ball toward his adversary. "Pidgeotto, go!" Out pops the bird Pokémon, who dive-bombs at its foe. Ash hears a sound resembling a rocket firing. Suddenly the room lights up, and feathers rain down upon the trainer and his yellow friend, who has made a yellow puddle underneath their feet.

Ash, though scared, has an idea. He reaches confidently for his final Poké-ball. "Go get him, Magikarp!" Ash shouts, putting all his faith in the weak, water Pokémon.

Free from the ball, Magikarp flops around frantically, howling "Karp! Karp!" as if possessed. It approaches the

monster, who picks it up and throws it against a nearby wall with breakneck velocity. Amazingly, Magikarp survives. A strange glow encircles it as it evolves into the mighty Gyrados!

"That's it, Gyrados! Go for it!" Ash cheers. With a prehistoric shriek, Gyrados advances, only to be decapitated by the scarred, freakish brute, leaving its tail flapping in the pale moonlight.

Ash's jaw drops in disbelief. He begs Pikachu one last time. "You're our only hope, Pikachu. Please...thunder shock!" Pikachu releases its grip and stares at the foe, now mere feet from them.

The electric field around Pikachu grows, and it shoots a dazzling bolt from its body. The blast hits Ash in the back, propelling him into Nemesis' hand, who palms the trainer's face before folding his body to the ground like an accordion.

"Pika-ha ha!" laughs the playful Pikachu, jumping through a window and running off into the night, finally emancipated from its oppressive existence.



Reader Fiction!
By: Russell Gribbell
Cincinnati, OH

SAMUS ARAN VS. MEGA MAN

The Battle: Powered Armor

Deep within the bowels of an as-yet-unnamed planet, famous Metroid hunter Samus Aran is after another bounty. The mark is described as short, in blue armor with a gun arm. Rounding the bend, she sees the mark with a robotic dog, digging for something. She decides a quick burst with the wave beam will incapacitate the little blue man.

"Hurry Rush Dog, before Dr. Wily finds out where we are. We have to get this special ore to Dr. Light so he can construct new armor for me to penetrate Wily's defenses and stop his mad plans," says Mega Man.

"Arf," replies Rush Dog.

Suddenly, an internal warning beeps inside Mega Man's head.

"Somebody's got a weapon aimed at us, Rush Dog! Keep digging, I'll draw their fire!"

As he spins around, Mega Man spots a figure's shadow on the cavern walls.

"You're mine, buddy," grins the man in blue.

His surprised opponent is hesitant on the trigger, but quickly recovers, firing what appears to be circles traveling in a wave.

Mega Man leaps 15 feet in the air, dodges the attack, and aims at his opponent.

"Goodnight, Gracie," he thinks.

He fires, but the intruder transforms into a ball and rolls away from the shot.

"What the he..." stammers

Mega Man.

That's when the Power Bomb goes off.

Samus unrolls as the little blue man falls with a thud to the ground. The dog is also unconscious, but something is glowing where it had been digging. Samus walks over and performs a quick scan. It seems to be radiating powerful energy.

"Get...away...from...Rush...Dog!" Mumbles the blue robot.

Samus turns around just in time to see the bolt hit her. As Samus is rocketed back 30 feet, her suit screaming damage reports, she's puzzled how her scan misjudged the power that the mark obviously possesses.

As her suit struggles to repair itself, she finds her gun inoperative. All she has are missiles. Looking up, she sees the target charging in for the kill.

Mega Man was hurt badly by the power bomb. He hasn't encountered such a weapon before. As the armored figure tries to rise, its gun arm opens up.

"I wonder why he's doing that?" Thinks Mega Man. In a flash, a missile screams past him.

"Holy zenny!" Gaspes Mega Man. He dives behind a large rock formation as three more missiles fly by.

Samus checks her remaining missile supply: 10. She's unsure whether the Varia is repaired enough so she can move, but she notes her internal repair system was working overtime.

"Hold on! We don't have to fight!" Shouts Mega Man. "I know who hired you. He's a diabolical scientist named Dr. Wily. The ore I've found will stop him from conquering the galaxy."

"I don't care about your battles," she replies. "I have a contract on your life. Pay the bounty and maybe I'll let you go."

"Fair enough," says Mega Man. He steps out from his cover, only to find ten missiles searing at him.

In a slow-motion ballet, Samus watches her target's body explode into a million pieces. With the velocity of a meteor, Mega Man's head lands at her feet before melting into the planet's surface.



ILLUSTRATIONS: DAN VEESENMEYER
COLORS: JESS HEITLAND

SEGA.COM

Exploring Sega's Bold Venture

On the cover of the October 1999 issue of Game In, this strong image was the provocative double entendre, "Ready to Blow?" Meaning, would the Dreamcast blow away the competition or blow up in Sega's faces?

9-9-99 proved to be a day of success for Sega, one that exceeded all expectations. In the year that's followed, the Dreamcast has sold more than 7 million pieces of software. Certainly not chump change by any stretch of the imagination. Yet, despite this success, there was still a hole in Sega's plans. Or, more accurately, a hole in the back of the Dreamcast that held many of Sega's unanswered promises – the modem.

On September 7, 2000, only a couple days shy of the Dreamcast's one year anniversary, Sega's day of reckoning

At the heart of Sega.com is SegaNet, an online network and ISP that promises the fastest connection and the lowest latency around. It is with this excitement that Sega hopes to capture the lion's share of the online gaming market, a hobby that over 30 million people cite as their main Internet activity, and lure more console owners into the Dreamcast fold.

Will the plan work? As is commonly becoming the case with Sega, some are screaming, "Yes, definitely!" While others are shouting, "It's all about the games."

In the following pages, we follow Sega's advice, exploring all the upcoming games Dreamcast owners will be able to play through to Blow?



Black & White - Sega

Dreamed up by Peter Molyneux, the creator of Populous and the designer most other game makers wish they could be, Black & White lets Dreamcast owners be a god, or at least play one on TV. As a sorcerer in the land of Eden, your main goal is to make the world's population worship you, either through kindness or intimidation. As you gather followers, your powers grow, and soon your spells will begin to affect the surrounding land and the people who live in it. You're not the only one vying for power, however. Other would-be deities will eventually want a piece of your action. To settle territorial disputes, the sorcerers transform local animals into Titans and have them fight. Through Sega.com, players will be able to have their best Titans fight in online tournaments, finding out not only who is the greatest power in Eden, but our world as well.

GorkaMorka - Ripcord Games

Based on the tabletop miniature game by Games Workshop, GorkaMorka is a combat racing game with a twist. Not only do players customize their vehicle's weapons, armor, chassis, engine, and tires, they also must recruit the Ork Mob to pilot it and decide if they want to drive or operate the guns. Then it's time to race against either computer-controlled or online opponents in environments filled with traps and spectators that aren't against jumping on teams they don't like. And they say NASCAR fans are loyal.



How Much Faster Is SegaNet?

Sega has stated that the typical latency (the time between you pushing a button and something happening onscreen) of modem connections is between 250 and 800 milliseconds. With its made-for-gaming servers and superior proprietary software, Sega expects to get its latency below 200 milliseconds. In other words, SegaNet is as good a connection as modem users will be able to get.



The Little Things

In addition to fully interactive online games, it's a sure bet that most future Dreamcast titles will have at least some kind of Internet feature. Software designers could easily provide new downloadable game features and other extras that are available for anyone who visits their site. In the same vein, any game could have an online forum where players could trade their in-game creations and saves. For example, players of Jet Grind Radio could trade their graffiti designs or download someone else's.

Outrigger - Sega

A shooter that can be played either in first or third-person, Outrigger allows up to four players to compete via split-screen...if you're lame. C'mon! This is an article about SegaNet, and the only way to get the full Outrigger experience is through four-player online play. In addition to shooting each other, Netizens can customize their characters' appearance, form online teams, earn personal and team rankings, and engage in battle room chats with one another. We can see conversations now: "u like the FT?" "no...the RL." "RL users suK!!" "why dont u..." **DethDave and KillMeizter Ejected From Chat For Strong Language Use**



PBA Tour Bowling 2001 - Bethesda Softworks

Cosmic bowling? Yawn. Bumper bowling? Sigh. Online bowling? YES!!!! PBA 2001 serves up plenty of waxed lane festivities in single-player with its superior physics, realistic graphics, complete control gameplay, and lanes that actually degrade as they're played. Throw in six-player online support and the party never ends. Isn't technology awesome?



Peacemakers - Ubi Soft

What would an online gaming launch be without a real-time strategy game? A big old smoldering pile of crap? Probably not, but we don't have to worry about such things since Dreamcast will soon have Peacemakers. Two players can face off over the Web, gathering resources and building engines of war, but they must also face public opinion. Much like today's CNN-centric society, by convincing the media that your cause is just, the masses will begin to rally behind you, giving players more funding and better technology. George Bush, eat your heart out.

Phantasy Star Online - Sega

One of the more anticipated titles amongst long-time Sega fans, the release of Phantasy Star Online will be a truly global event. Four-character online parties composed of players from anywhere in the world will not only be able to fight together, but also communicate. Using a quick-find keyword system, when a person in Japan clicks on the symbol for, "Let's go north," that same phrase will be translated to the other players' native tongues no matter where they reside. The only downfall is that there probably isn't a keyword for, "I hope you get the Ebola virus."





NFL 2K1 - Sega

It can be argued that the Sega Dreamcast launch was seriously enhanced with the accompaniment of NFL 2K. Likewise, the launch of SegaNet will be anchored by the sequel. The award-winning football game is back, with online head-to-head capabilities via SegaNet. We had the chance to play a few series recently, and walked away thoroughly impressed. If not for some idiotic play from our opponent, there would have been no indication we were playing anyone other than the computer. In other words, the action was seamless and we found no lag that is common with many Internet games. Unfortunately, we didn't have a chance to play with more than two players, but we did learn something interesting about how NFL 2K1 will support up to eight. A maximum of two Dreamcasts with NFL 2K1 can interact over SegaNet, so you have to have four people at either end to get the eight players. Even though it would be cool to play with eight people all on different systems, the enjoyment for us usually comes from thrashing a single opponent.

Do I Have To Sign Up For SegaNet To Play Dreamcast's Online Games?

Yes, to make sure you can play online, you'll have to play with any other Dreamcast user that's internet connected. It's a simple matter on all its high-speed promises, SegaNet will help you see how fast!

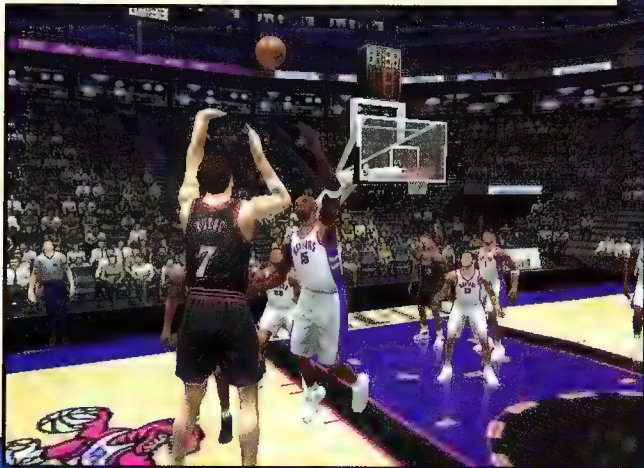
Railroad Tycoon II - Gathering of Developers

You may have played this game on PlayStation, but the Dreamcast version looks much sharper, has new scenarios, and gives the option to go head-to-head with other robber barons online. Who's the baddest JP Morgan around? It could be you, daddy!



NBA 2K1 - Sega

We were first introduced to this game's SegaNet capabilities at an E3 party hosted by Sega. At the event in Los Angeles, we witnessed rapper Ice-T play a staff member from Visual Concepts who was in San Francisco. Just like NFL 2K1, we observed no lag or hiccups during the gameplay. It was as smooth as it would be if the opponent was playing on the same machine. As you might expect, playing NBA 2K1 over SegaNet confirmed the same experience we watched earlier. SegaNet had no problem keeping up with the action.





Shrapnel - Ripcord Games

Looking like a first-person strategy/shooter in the Rainbow Six vein, Shrapnel lets eight players work together online to take out terrorists by any means necessary. With participants controlling up to three troops simultaneously in the game's urban environments, the need for a well-organized assault is of the utmost importance. Like Hannibal of the A Team, you'll love it when a plan comes together.

In This The Future?

Will there be a connection between the two? We can't offer any definite games when their new consoles first launch, but that isn't stopping them from making their new systems market ready. It means we begin to have the online console market to themselves for a year or so, but we'll have our first to attempt.

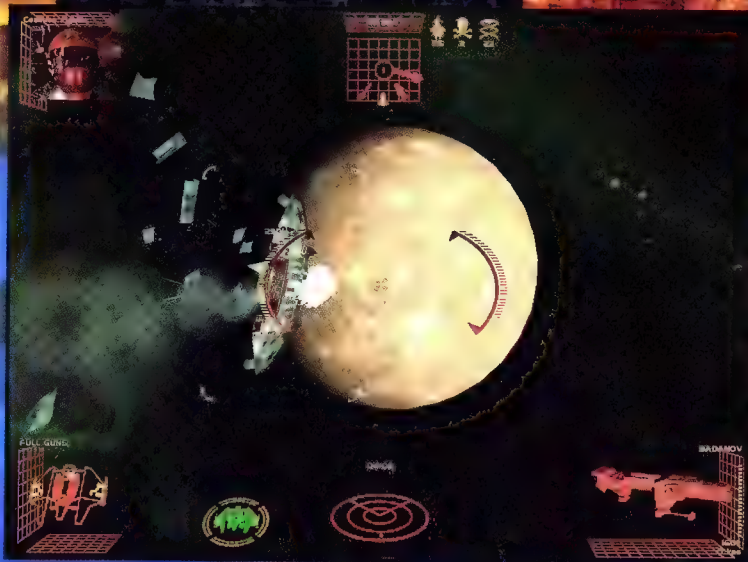
When Do These Games Come Out?

Both Shrapnel and Psycho Circus are currently in development for the PlayStation 2. As the first game will be available in launch, we're hesitant to be shipping it. Please note is a condition for the game. But the release of the game is not what we have expected. The situation is that the game will be at least a couple of weeks in the air, and we'll be at least a couple of weeks in the air.



KISS Psycho Circus: The Nightmare Child - Gathering of Developers

Ever wanted to live the life of a member of KISS? Well, forget it. This game isn't about the rock n' roll lifestyle, and if it were, it would probably be too ray for Dreamcast. Instead, Psycho Circus is a first-person shooter with four playable characters, each based on a member of KISS. The main goal is to stop the Nightmare Child from completely warping the fabric of reality, but if that gets too heavy for you there's always the online deathmatch option.



Starlancer - Crave Entertainment

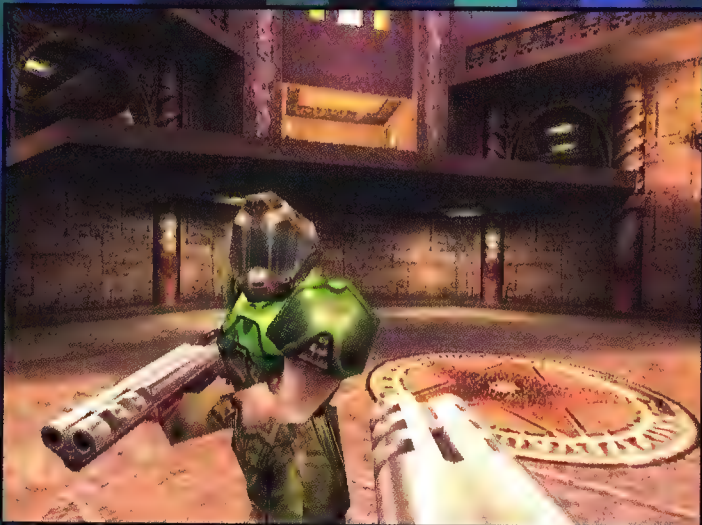
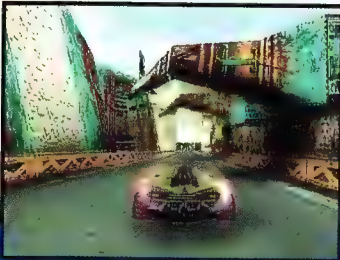
Developed by the award winners responsible for Wing Commander, Starlancer takes first-person space combat to Sega's new frontier. Players form squadrons of spacecraft, and either head out to safeguard planets across the solar system or have an online face-off against another player's squadron. Sounds good as long as they get a restraining order to keep everyone even remotely responsible for the Wing Commander movie at least 300 yards away from the design team at all times.

What If I'm Playing With Someone Using Broadband?

Simple answer - you win it. For games that allow PC users to play with Dreamcast owners (Quake III Arena, for example), broadband users will be identified and unable to join groups using their 56k modems. This shouldn't be too big a problem initially, but if a broadband upgrade becomes a reality for Dreamcast, a schism between the haves and the have-nots could suddenly appear.

POD II - Ubi Soft

Even if POD II didn't support online multi-player racing, it would still have our interest piqued. Driving across a landscape infested with a mutagenetic virus, even your car isn't immune to the disease. As players take the game's eight cars across the ten tracks, they may notice their vehicles undergoing strange changes... Interesting...



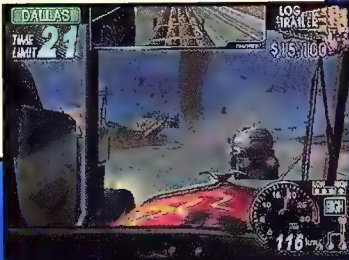
Quake III Arena - Sega

To prove to the gaming press that it wasn't just blowing smoke, Sega invited the media to New York City last month to check out some of its online games. Quake III Arena was the centerpiece of its exhibit. Jaded journalists that thought they had seen it all sat at four separate Dreamcasts, and were soon squealing with glee. Aside from the very infrequent drop offs, the game moved at a constant 60 frames per second, never showing any lag. Quake III Arena will also allow PC owners to download a patch and join in on the action with Dreamcast owners. If all of Sega's games run as well as Quake did on that day, it should have no problem converting console hermits to the virtues of the Internet.

18 Wheeler: American Pro Trucker – Sega

18 Wheeler lets players take the role of one of the last American icons, the trucker, and delivers all the action of the arcade game, minus the big-ass steering wheel. Somewhat of a yin to Crazy Taxi's yang, 18 Wheeler asks that cargo be delivered quickly AND safely. Players choose between five trucks, each with distinct handling, and two levels of load. The heavier the freight, the slower the big rig brakes and accelerates. Players must then make deliveries through four stages. The better your time and the fewer your scrape-ups, the more the drop off is worth. Sega recently delayed Pro Trucker until 2001 to assure plenty of online options like a versus mode. Looks like we got ourselves a convoy, good buddy, rockin' through the night.

Yeah, we got a mighty convoy, ain't she a beautiful sight? Come on and join our convoy, ain't nothin' gonna get in our way. We gonna roll this truckin' convoy 'cross the USA. Con-vo-y!



Get Your Dreamcasts For Nothing, Your Games For A Few

Business analysts figure that Sega needs 220,000 active SegaNet subscribers to turn a profit. To gather this user base quickly, and get more Dreamcast owners into the fold, Sega will soon be implementing an interesting rebate program. Anyone who signs up for two years of service with SegaNet, at \$21.95 per month, will receive a check for \$200 and a free Dreamcast keyboard, in most cases immediately at the store you sign up at. Essentially, this means that all current Dreamcast owners will instantly have a couple hundred bucks to blow on new games, and everyone else will have the funds to buy themselves a new Dreamcast. Just don't forget your "free" keyboard!

4X4 Evolution – Gathering of Developers

Considering how common driving games are, it's surprising how few are planned for SegaNet. What's even more amazing is that none of the online racers are of the standard variety. 4X4 Evolution does something that few SUV owners ever get to do in real-life: go offroading. Up to four players race across 16 wide open tracks, earning money to upgrade and customize their vehicles. The game sounds unrealistic, however, as it has no Haul a Boat | Barely Use 500 Miles to a Cabin | Only Go To Once a Year mode.

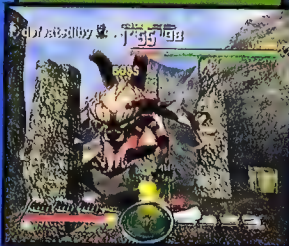


Legend of the Blade Masters – Ripcord Games

This game was formerly going to be released as two games: one for solo play and one for online play. Ripcord instead decided to combine both into one massive action/RPG experience. Allowing up to five players to quest together online, Legend of the Blade Masters is set in a war-torn fantasy world. Players must travel through a variety of breathtaking environments in search of the seven swords that will deliver the world from chaos. If being all buddy-buddy gets old, players can take each other on in multiplayer minigames like King of the Hill, Hidden Key, and Last Man Standing.

Online MIA

Implementing online Dreamcast features can sometimes be anything but a dream. Just ask Capcom. The Japanese versions of Street Fighter Alpha 3 and Marvel Vs. Capcom 2 both had Internet features that were inexplicably scrapped upon the games' arrival Stateside. Whispers have also been heard that the North American version of Spawn: In The Demon's Hand will arrive without its online deathmatch options. The blame for this definitely falls on Sega's side of the fence, but hopefully isn't a portent of problems to come.



There's More?

In addition to the games we've shown pictures of here, there are plenty more online compatible titles planned. Also, don't forget about the currently available Chu Chu Rocket. This addictive puzzler is already making waves online, and rumor has it that playing it through SegaNet will be completely lag free.

- **Allen Front** - Sega
- **Armada II** - Metro 3D
- **Baldur's Gate** - Interplay
- **DC Bomber Man** - Sega
- **Deadly Pursuit** - Fox
- **Dee Dee Planet** - Sega
- **Frontier** - Turbine
- **Magic The Gathering** - Sega
- **Sierra Sports** - Game Room
- **Soldier of Fortune** - Crave
- **Spec Ops: Omega Squad** - Ripcord
- **System Shock 2** - Vatical
- **Unreal Tournament** - Infogrames
- **Worms Armageddon** - Sega



Extra! Extra!

Being able to use your console to surf the Net opens up a market for items that would otherwise be unnecessary. Here's a list of some peripherals Sega plans to release to enhance everyone's online experience.



Mouse

Exactly what it sounds like. Not only will this make cruising the Web easier, but it also improves accuracy in first-person shooters.

Ethernet/LAN Adapter

A replacement unit for the modem that's included with the Dreamcast, this device would allow DSL (Direct Service Lines) connections and let players form LANs (Local Area Networks).

Zip Drive

A big maybe. This is the only file storage device Sega has hinted at, but no concrete details have been provided.

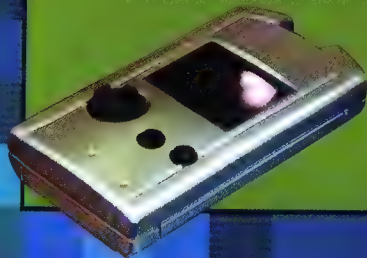
DreamEye

A webcam that will allow users to display both stills and streaming video of whatever perver-sions they feel like performing for the world to see.



Microphone

Packed with the game Seaman, the Dreamcast microphone could theoretically be used in conjunction with the DreamEye, or to transform your human beatbox version of the entire Appetite For Destruction album into MP3 form.



MP3 Player

Shown at E3, this device looks like a silver VMU, but has a higher storage capacity and can store downloaded MP3 files.

Delays & Changes Hit Nintendo's Lineup

Nintendo has moved up the release date of its new *Zelda* title, as well as delayed the release of *Banjo-Tooie*, *Conker's Bad Fur Day*, and *Dinosaur Planet*—three highly anticipated titles from Rare.

The most interesting change in the lineup comes with *The Legend of Zelda: Majora's Mask*. This title is set to release on October 26, the very same day as the PlayStation 2. Viewed as a stroke of marketing genius by some and product suicide by others, Nintendo hopes the release of the new *Zelda* will spur Nintendo 64 system sales during Sony's expected day of glory. Also seeing the shift is *Banjo-Tooie*, Rare's sequel to *Banjo-Kazooie*, which slips a couple months to November 20, and *Conker's Bad Fur Day*, which is now slated for early next year. Lastly, *Dinosaur Planet* and *Eternal Darkness* have been completely removed from Nintendo's near-term release list. This likely indicates that the games will not be seen until next spring at the earliest.

This rescheduling should come as no surprise to N64 owners, as Nintendo has shuffled, changed, and reordered its game releases every year. The Big N has made a habit of playing roulette with its games and leaving the gamer to wait until his number comes up. You put your bet on a high profile game just to see it chased out of its release date by another title, while the true number slips into obscurity for months as the developers fine tune it. It's usually a sure bet that, in the end, the game will pay off, but we are beginning to think that many gamers just might walk away from the table.



Dinosaur Planet

Zelda's Deku

Nintendo Release Dates As Of 7.18.2000

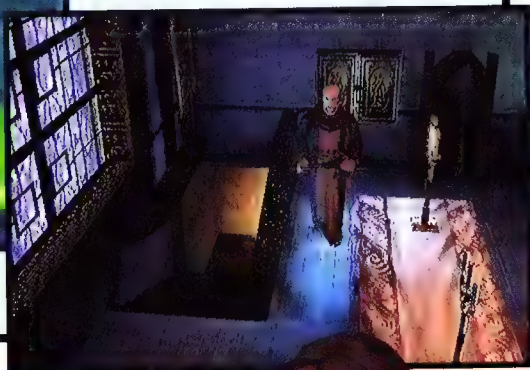
Nintendo 64

- Mario Tennis - August 28
- Pokémon Puzzle League - September 25
- The Legend of Zelda: Majora's Mask - October 26
- Hey You, Pikachu! - November 6
- Pikachu N64 System - November 6
- Mickey Speedway USA - November 13
- Banjo-Tooie - November 20
- Paper Mario - December 26
- Conker's Bad Fur Day - January 22, 2001
- Eternal Darkness - TBD
- Dinosaur Planet - TBD

Game Boy Color

- Perfect Dark - August 28
- Alice In Wonderland - September 25
- Little Mermaid 2: Pinball Frenzy - September 25
- Pokémon Gold - October 15
- Pokémon Silver - October 15
- Donkey Kong Country - November 20
- Kirby's Tilt 'n Tumble - December 4
- Pokémon Puzzle - TBD

Eternal Darkness



Rare Plans Perfect Dark Sequel, Gets After Dark

Rare, the creative minds behind the stellar Nintendo 64 hits *GoldenEye* and *Perfect Dark*, has been marked to create a follow-up for Nintendo's next system it was recently revealed.

Reports circulating around the industry have linked Rare to this first-person shooter project and information indicates that Rare has dubbed the game *After Dark*. Although development is in its early stages, we understand that the game will continue the story arc started in *Perfect Dark*.

No word as to when this project will be released, but we suspect gamers will not see *After Dark* until late in 2002.

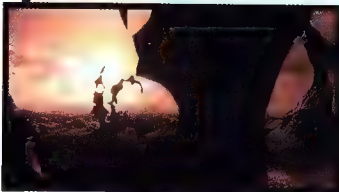


Final Fantasy Movie Trailer

Sony Pictures Entertainment unveiled a 50-second film trailer for the upcoming release of **Final Fantasy: The Movie** on the film's official website – www.finalfantasy.com.

Still almost a year away from its theatrical release, the film is entirely computer generated and stars a cavalcade of Hollywood talent who will supply the voice acting. The trailer itself unveils a setting that is a far cry from the world presented in the video game releases. The short clip is partially narrated by actor **James Woods** and also contains a small segment with actor **Ving Rhames**.

Be sure to check out the trailer at www.finalfantasy.com and prepare for what is sure to be one of next summer's hottest films.



Dolphin Gets Cubed At Space World?

Recent reports and rumors suggest that **Nintendo** has settled on a new name for the **Dolphin**. Speculation has centered around the name **Star Cube** as the moniker for Nintendo's successor to the **Nintendo 64**.

Nintendo, as expected, has been tight lipped about the new console system it will unveil at its **Space World** show in Tokyo at the end of August. The company will neither confirm nor deny the Star Cube moniker, but sources indicate that the company has already sought a U.S. trademark for the name. It also must be pointed out that even if the system is dubbed the Star Cube, it could likely undergo another name change. When developing the Nintendo 64, Nintendo first called the system the Ultra 64 before settling on the more everyday name.

We'll have the lowdown on Star Cube – or whatever Nintendo calls it – and the **Game Boy Advance**, in an upcoming issue. Also, for up-to-the-minute news, be sure to keep your eyes on www.gameinformer.com on August 25 for the Space World lowdown.



Dreamcast Sports New Hardware

Kicking off the new fall sports season with a bang, **Sega** will introduce a new **Dreamcast** hardware bundle in September that comes complete with two of the system's top-selling sports games.

Known as the **Sega Sports Hardware Bundle**, the package will come complete with a black colored Dreamcast unit, a black controller, and a copy of **NFL & NBA 2K**. The unit itself will operate no differently than the machine that is already on the market, but the entire set will be priced at around \$220. That's just \$20 more than the standard DC with no games.

Again, look for the new **Sega Sports Dreamcast** in stores mid-September.



- Top Ten**
- 10 Madden NFL 2001 - PS-X
 - 9 TimeSplitters - PS2
 - 8 Parasite Eve II - PS-X
 - 7 Dino Crisis 2 - PS-X
 - 6 Perfect Dark - N64
 - 5 Virtua Tennis - DC
 - 4 Tenchu 2 - PS-X
 - 3 Final Fantasy IX - PS-X
 - 2 Chrono Cross - PS-X
 - 1 Tony Hawk's Pro Skater 2 - PS-X

- Top Ten**
- 10 Wild Arms 2 - PS-X
 - 9 Virtua Tennis - DC
 - 8 Pokémon Trading Card - GBC
 - 7 Resident Evil Code: Veronica - DC
 - 6 Kirby 64 - N64
 - 5 Tony Hawk's Pro Skater - PS-X
 - 4 Legend of Dragoon - PS-X
 - 3 Legend of Mana - PS-X
 - 2 Perfect Dark - N64
 - 1 WWF SmackDown! - PS-X

- 10 Every single character in the game is a snail.
- 9 There's a promise of over 1000 styles of gaming rolled into one.
- 8 It's based on a movie that you've never heard of.
- 7 There's no option to turn off the auto-fielding.
- 6 No graphics, just sound.
- 5 All of the screen shots on the box look nothing like the game you're playing
- 4 Promises over 10 minutes of gameplay.
- 3 It's billed as an interactive movie.
- 2 Features list includes "In Full Color!"
- 1 The game instructs you to close your eyes and imagine the cutscenes.

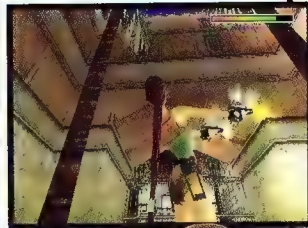
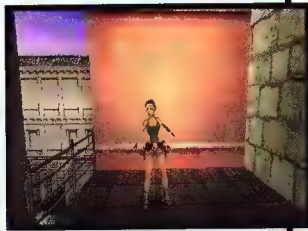
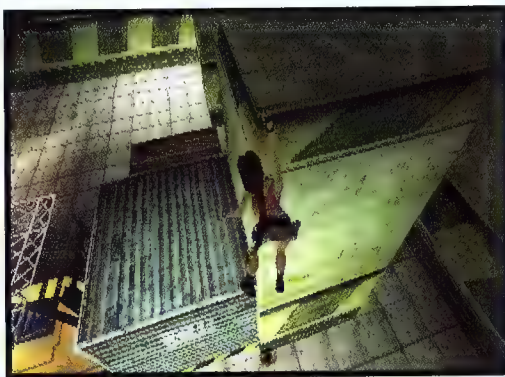
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
 Game Informer Magazine
 Attn: Top Ten
 10120 West 76th Street
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 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Lara Croft Shows Off Her New Tombs

Eidos and **Core Design** recently unveiled the fifth game in the **Tomb Raider** legacy, **Tomb Raider Chronicles**. The game which is planned for **Dreamcast**, **PlayStation**, and **PC** is scheduled to release this November.

If you have followed the series, you know that in the last adventure **Lara Croft** seemingly meet her demise at the end of the game. As a result, **TR: Chronicles** is a look back at some of her most memorable adventures. The game won't repeat any levels from the past games, but it will reveal some of her lesser-known, but exciting, trials. The game is said to introduce new elements to about every department. Notables include new stealth gameplay, weapons, and a tightrope walk.

We'll have more on **Tomb Raider Chronicles** in the next issue.



Model **Lucy Clarkson** has little to do with the film or the game, but we just had to show you a few more shots of her.



Tomb Raider Movie To Spawn Sequels?

Just as the first live action **Tomb Raider** film has begun production, there is already talk of two additional films that are planned for the future.

The current film, which stars Oscar winner and all-out hot mama **Angelina Jolie**, is currently shooting in the United Kingdom. Word has leaked that the producers of the film believe that – just like **Indiana Jones** – Lara Croft needs a trilogy of adventures. Sure, this is purely speculation at this point as the continuation of **Tomb Raider** on the big screen is hinged upon the success of the first film, which is due to hit theaters late next year.

Solid Snake Shows More

Even more images have surfaced for Konami's spectacular PlayStation 2 title **Metal Gear Solid 2**.

Garnering high acclaim and accolades at its unveiling at last May's **Electronic Entertainment Expo**, the game has become the most sought after PS2 prize. People around the industry – and gamers alike – are chomping at the bit to actually play the game. There's not really any new information regarding the game, but the pictures speak volumes.

Metal Gear Solid 2 is slated for a late 2001 release on PlayStation 2.



THE OFFICIAL SITE OF

The Official Metal Gear Solid 2 Page

<http://www.konami.co.jp/kcei/products/west/mgs2/english/01.html>

The geniuses at Konami Computer Entertainment Japan have created a beautiful site featuring the most anticipated game for the PlayStation 2. Featured in both Japanese and English, the site also has a great section on the events surrounding MGS 2's unveiling at E3 earlier this year.

TRIVIA CONTEST

- 1 True or False: Madden 2001 is the 10th game in the series.
- 2 Prior to the name Nintendo 64, what two names did Nintendo publicly refer to the system as?
- 3 Zelda is to Link, as Princess is to _____?
- 4 What is the name of Sega's 8-bit console?
- 5 What developer is responsible for such titles as Tale of the Sun and A-Train?

[Answers on the bottom of page 37]



This IKEM arcade shooter originated in Japan and was brought to the PlayStation by XING Entertainment in 1995. Then, in the spring of 1996, THQ released it Stateside. What is the name of this submarine shooter?

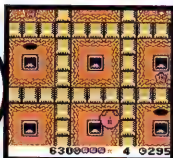
[Answer on the bottom of page 37]

Kirby Gets Special GBC Cartridge Design

Nintendo will introduce a new Game Boy Color cartridge with the release of **Kirby's Tilt'n Tumble** later this year.

From outward appearances, the transparent pink cartridge looks nearly identical to a standard cart, but inside is a motion sensor that responds to player movement. With the cartridge, the user will interact with the game by tilting the Game Boy in different directions to control Kirby on his handheld escapades. This technology will also be used on upcoming games for the **Game Boy Advance**.

Kirby's Tilt'n Tumble is slated for release on December 4.



Data File:

Edios has put themselves up on the sales block. The company that is responsible for publishing the popular **Tomb Raider** franchise has hinted that it is in discussions with a number of suitors. Leading candidates include **Infogrames**, **Ubi Soft**, and **Electronic Arts**.

► **Atlus** has announced the re-release of the **PlayStation** games **Persona** and **Kartia**. These two underground RPGs will now also come with a new suggested retail price of \$19.99 each.

► Interested at how **Sony** is advertising the **PS One** on Japanese television? Check out these links:

<http://www.scei.co.jp/news/puki/ram/000717.ram>

<http://www.scei.co.jp/news/puki/ram/000719.ram>

*Note: Your computer will need Real Player G2

► The Japanese release of **Virtua Tennis** will feature online play, something not included in the U.S. version.

► The arrival of **Enix's** long awaited RPG, **Dragon Quest VII**, has been slated for August 26 in Japan. The oft delayed game has been in development for longer than we can remember. If **DQ VII** actually makes its Japanese release, U.S. gamers could see a translated version by next spring.

► Something very interesting is planned for the November issue of **Game Informer**.

► **Square** banned Japanese publishers from printing strategy guides and walkthroughs for the recently released **Final Fantasy IX**. Square wants gamers to uncover the story on their own, but the company said it would allow published guides later this year.

► A sequel to the popular **Nintendo 64** cart, **Wave Race**, has been linked to Nintendo's **Dolphin/Star Cube**. The game will reportedly be unveiled at **Space World** on August 25.

► **Mattel Interactive** has been linked to the development of a game based on the classic animated series **Robotech**.

► **Sega of Japan** is busy working on arcade sequels to **Crazy Taxi** and **Virtua Tennis**.

Miyamoto Sez: Dolphin Zelda In 2 Years

In a recent interview, **Nintendo's** chief gamer and general manager of product development, **Shigeru Miyamoto**, confirmed the obvious – **Zelda** is in the works for Nintendo's new system. Unfortunately, he also commented that the game is at least two years away from release.

A Long, Long, Long, Long, Long Time Ago...

LucasArts Entertainment Company has enlisted the talents of **BioWare** to create a **Star Wars** role-playing game set some 4,000 years before **Episode I: The Phantom Menace**. Currently scheduled for a 2002 release for **PC** and next generation console systems, this RPG will feature an entirely original story that doesn't tie in with **LucasFilm's** set of trilogies, nor **Dark Horse's Tales of the Jedi** series. We can't wait to see what **LucasArts** has in store for this daring venture. With **Baldur's Gate** and **MDK 2** under its belt, **BioWare** is already experienced in delivering the best in action and RPGs. Hopefully, they can combine the two elements to create an amazing **Star Wars** adventure.

Tecmo Makes Fighting Game - Hardcore

Tecmo is planning to revamp its fighting game **Dead or Alive 2** for its U.S. release on **PlayStation 2**. Dubbed with the new name **Dead or Alive 2: Hardcore**, Tecmo hopes new additions will differentiate it from the game that has already released for Dreamcast.

Team Ninja, Tecmo's development A-team, has redesigned the game from the ground up. A new graphic engine is in place and the flavor of the month seems to be 'more.' More costumes, more secrets, and more stages will be found in the PS2 version of the game.

Dead or Alive 2: Hardcore is set to launch around the same time as the PS2 – October 26.



Video Game Trivia Answers:
1 False. It is the 11th.
2 Ultra 64 & Project Reality
3 Mario

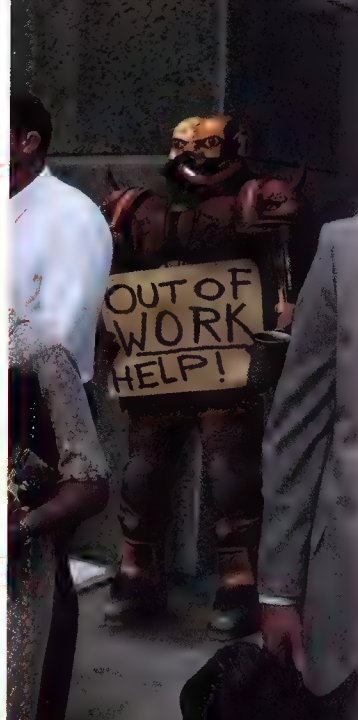
4 The Master System
5 AnDink
Name That Game Answer:
In The Hunt

Capcom's Prehistoric Dreamcast Port

Capcom Japan has announced plans to release **Dino Crisis** for the **Dreamcast** this fall. The game that draws its lineage from the classic survival horror game, **Resident Evil**, is said to be receiving the royal treatment in the graphics department, but no other changes over and above the original **PlayStation** game have been announced.

If you recall, **Capcom** also released a port of **Resident Evil 2** for the Dreamcast last year. However, this game was soon dwarfed by the monumental release of **Code Veronica**. Since **Capcom USA** chose not to publish **RE 2** in the States, we may be out of luck with **Dino Crisis** as well. **Capcom** has yet to announce any plans for its release.





THE GOOD, THE BAD, THE UGLY

GOOD - The word *Good* (well) is that there is a *good* thing about the *Good* (well) series. There is no word if the film will be produced in the U.S. or in Japan, but one thing is for sure: it's better and more successful than *Looney Tunes*. *Good* (well) is a *good* thing.

BAD - It looks as though *Game Informer's* editor will continue to be hooked into a cold, known as *EverQuest* as well as *Diablo II*. *Game Informer's* editor will continue to be hooked into a cold, known as *EverQuest* as well as *Diablo II*.

UGLY - Sega has laid the hammer down on suspected Dreamcast software pirates. The company has been in a *bad* mood since the release of the Dreamcast. The company has been in a *bad* mood since the release of the Dreamcast. The company has been in a *bad* mood since the release of the Dreamcast.

Editor, Andy McNamara, was recently overheard suggesting to a fellow editor that they get together to play *Diablo II*. *Game Informer's* editor will continue to be hooked into a cold, known as *EverQuest* as well as *Diablo II*.

EA Games reign over the *WCW* will continue with *WCW 2001* for both PlayStation and Nintendo 64. The games will release on October 17 and November 7 respectively. *Goldberg* is gonna kick your...



Cool Boarders for PS2

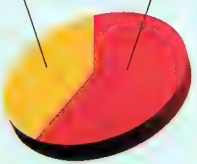
Idol Minds, the developer behind *Cool Boarders 3 & 4*, is currently working on a follow up for *PlayStation 2*.

Sources close to the Colorado-based developer have been tight-lipped about details surrounding game specifics or even a solid release date. However, *Game Informer* suspects that the game will be released sometime in the fall of 2001.

Have you ever purchased, obtained, or distributed a pirated video game??

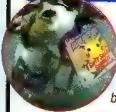
YES - 40%
It's not a crime if you don't get caught.

NO - 60%
My conscience is clear.



Source: gameinformer.com survey

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Don't buy a lame game. Check it out on FirstLook.com first. FirstLook.com lets you see streaming samples of games before you buy, so you can see them in action. Log on to FirstLook.com and see it before you buy it.

first look.com

Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3D Environments; Character Interaction & Item Shops; Weapon & Armor Upgrades; Real-Time Combat; Power-Ups & Arm Upgrades; Auto-Targeting; Memory Pak Compatible; Puzzle-Solving
- **Created by:** Capcom
- **Available:** November for Nintendo 64

80% Complete



BUSTIN' BUSTERS WITH THE BUSTER!

What would you do if you heard that Capcom was readying a new 3D Mega Man game for the Nintendo 64? Run wild in the streets, lighting garbage cans on fire? Toilet paper your high school principal's house? Get "I'm With Stupid" tattooed on your forehead? Soil your boxers and Fed Ex the offending underpants to the Prime Minister of Canada? Whoa kiddies...settle down! Although we are overjoyed to see that Mega Man is coming to the N64, we are somewhat disappointed to report that it won't be in a brand new adventure. Mega Man 64 is actually a port of the 1998 PlayStation classic Mega Man Legends.

As its PS-X predecessor did, Mega Man 64 represents a revolutionary break away from the classic Mega Man formula. The most obvious change is the move from old-school 2D levels into a massive, interactive 3D world. However, minutes into the game, one quickly notices that this is far from a prettied-up version of past games in the franchise. The non-stop Mega Man action of yore has been replaced with a more thoughtful mixture of exploration, puzzle-solving, and frantic action.

Mega Man will still rely on his arm weapons to shoot his way out of tight spots, but now he must use his sparkling personality to gain information and favors from the locals as well. Every character he meets can be engaged in a little conversation, often revealing some tantalizing clues or donating a handy gadget to the cause. The adventure is also interspersed with numerous cutscenes, some of which feature those clown-princes of video games, the Servebots. Despite the constraints of the cartridge format, Capcom has managed to include most of the voice-overs from the PS-X version in Mega Man 64.

As always, our hero can upgrade his trusty Buster arm in a number of different ways. Some power-ups can be found hidden throughout the levels, but many can be purchased from kindly store owners. With a little experimentation, different combinations of items and power-ups can create the ideal configuration for each mission.

Although Mega Man 64 will seem old hat to those of you who enjoyed Mega Man Legends or The Misadventures of Tron Bonne on the PlayStation, Nintendo 64 owners should have reason to rejoice at Mega Man's return to Nintendo. This game might well stand alongside the best of the N64 action/platformers.



Mega Man 64 is packed with numerous boss battles.



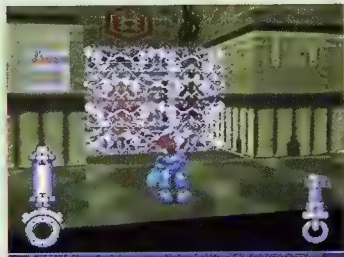
...gulp...



Lunchroom hijinks with the Servebots.



"Hey sugarbutt, what's your sign?"



Some obstacles require rudimentary puzzle solving.



Nintendo 64 Preview

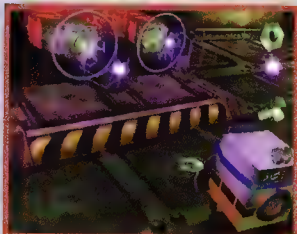
- Size: 256 Megabit
- Style: 1 to 4-Player Action/Adventure
- Special Features: 40 Abilities Including Single Character Control; 125 NPCs; 10 Multiplayer Games; 8 New Worlds; 10 Bosses; Dolby Surround Sound; 16:9 Widescreen Display
- Created by: Rareware for Nintendo
- Available: November 20 for Nintendo 64

90% Complete

How Long Will You Wait?



meaner, and more fun, than ever before!



washing machine. Why? We have no idea.

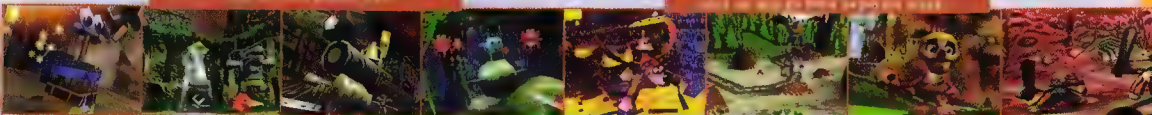
With a PlayStation and Dreamcast at our side, Nintendo's delays really don't bother us in the slightest. Delay? We say, big deal! Oh wait... How rude of us. What about you poor souls who only have Nintendo 64? How do you feel about Banjo-Tooie being delayed for another two months? Are you mad? Are those tears in your eyes?! Why don't you cry, baby! Cry! Come on! Let it out!!! Oh...poor baby!!! You don't have any new games to play, do you?! Whahhaahh!!!!

Only kidding. No really...We would never hurt your feelings like that. Unless of course you provoke us. We honestly, with all our hearts, feel your pain and hope you accept our apology for being so rude. Banjo-Kazooie is a great game, and we've played the sequel. From what we've seen thus far, it is everything you could ever want in a game. Rare has really gone out of its way this time. Will you ever play it? Probably not. Ha ha ha!!! You're stupid! You'll never play it!!! Oh no, are those tears again?! Just cry, baby!!!! That's all you are!!! Just a dumb little baby with no new games!!!! Ha ha ha!!!

Okay...this time we're serious. We've picked on your fragile ego enough. To make up for our crime, take a look at these gorgeous new shots! See! We're decent hearted individuals after all, ya fat lil' baby!

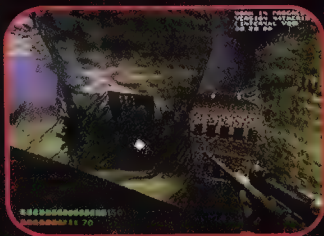


backpack contains many surprises.

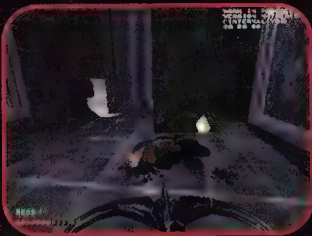




The original Turok was one of the first shooters to truly show off what the N64 could do with the genre. Although it was later overshadowed by GoldenEye, it spawned a well-received sequel in the form of Turok 2: Seeds of Evil. Now Turok once again falls under the shadow of a Rare creation, Perfect Dark. In spite of a relative lack of weapons and multiplayer options, Turok 3 manages to hold on to that special Turok feeling without losing too much to Rare's monster.



▲ The Lost World's jungle remains similar to previous incarnations



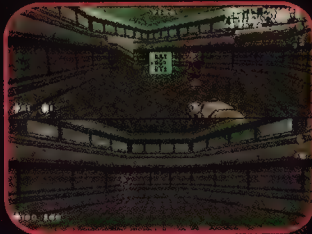
▲ What is it with level designers and plumbing?

Expansive Environments

While Acclaim has added a much needed "save anywhere" feature to rectify complaints about the previous two games requiring hours of play between save points, they did hold on to some of the gigantic environments of Turok 3's predecessors that made the scarcity of save points so frustrating.



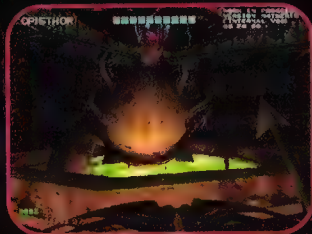
▲ Silly monkey. Conversion pads are for me!



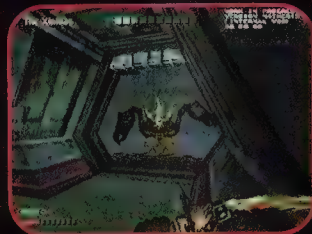
▲ The cerebral bore is a great weapon for multiplayer games.

Deathmatch

There are now eight different types of deathmatch games, including certain favorites from Rage Wars like Monkey Tag, a game in which players randomly turn into a monkey and must find a conversion pad to return to normal before their opponents blow them away for points. Other games include standard Death Match, Capture the Flag, Last Stand, Golden Arrow, Arsenal of War, Color Tag, and Weapon Master. Bots can be assigned to fill in for absent or nonexistent friends, but you can't put more than four characters in a game.



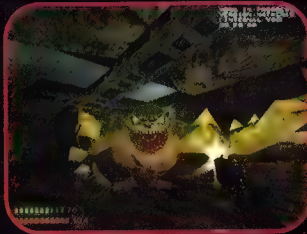
▲ Crispest: How many arrows does it take?



▲ In our version of the game, you can just shoot this boss from afar.

Enemies

Turok's enemies once again prove that AI is far deadlier than big guns. Few but the weakest and dumbest of enemies will run straight at you with weapons blazing. Most try to move in at an angle or circle around you, making them hard to target and extremely difficult to deal with in large groups.



▲ The shotgun and lots of lagwork are the best way to defeat this enemy.



▲ These dogs are weak but hard to hit.



VALKYRIE PROFILE

If God Was One of Us

"Valkyrie Profile is an interesting treat. It lays the story on thick, as you will watch many a tale of human tragedy while you fulfill your role as a servant to Odin. At times, these stories seem a little long, but they are actually well thought out and sometimes evily twisted (a plus in my book). The battle system is unique as well, with a shell that is very action-oriented (with combos and a simple interface), and an underbelly of skills and items that is pure RPG. At first, I thought the interface was a little too simple for my taste, but as you progress, new items and the passing of players to Asgard deliver much more than you bargained for. For anime fans, Valkyrie Profile's wealth of hand-drawn art and animation is a sight to behold and makes this game, with its multiple endings and mesmerizing story, one they will definitely not want to miss."

ANDY

THE GAME HOMBRE

Concept

8.75

Graphics

8.5

Sound

7

Playability

8

Entertainment

8.5

8

OVERALL

"Valkyrie Profile has to be one of the most initially baffling RPG experiences of all time. After playing the game for six hours, thoroughly reading the instruction manual, and skimming an online guide for the Japanese version, I was just beginning to feel like I knew what was going on in the game...kind of. This title doesn't knock you out graphically, but everything else—story, combat system, character advancement—is thicker than a Dairy Queen Blizzard. In fact, I'm betting that most who play this game will feel like starting over after the first eight hours of play just so they can go back and do it right. With its heavy menu options and character tweaking, Valkyrie Profile is an **RPG fanatic's RPG**. All others will probably lose interest well before getting to the second disc."

JAY

THE GONZO GAMER

Concept

8.5

Graphics

7.75

Sound

8

Playability

7.75

Entertainment

7.5

8

OVERALL

"The first hour of gameplay could quite possibly be the slowest and most confusing hour I've ever invested in a game. Valkyrie Profile dazzles the eye with its hand-drawn animation and detailed painted backdrops, but the majority of gameplay does little more than make you scratch your head. The problem isn't necessarily with poor gameplay mechanics, but rather with its execution. Enix created a decent game that offers plenty of geek-worthy RPG material, and I love how much you can customize the characters, but **Odin would roll over in his grave if he saw how poorly this game was sewn together**. It jumps from scene to scene, never really finding a comfortable groove. If you're the impatient type, look elsewhere. However, if you have a lot of time on your hands and can tolerate hours of frustration, this unique RPG should prove to be a good investment."

REINER

THE RAGING GAMER

Concept

7.5

Graphics

8.5

Sound

7.5

Playability

6.5

Entertainment

7

7.5

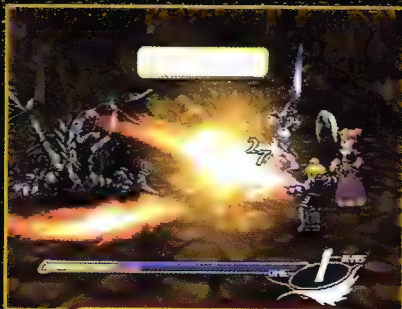
OVERALL

Following the illustrious chronicles of Norse mythology, Valkyrie Profile paints a wonderful tale that steers away from the mainstream of today's role-playing crop, and exercises its gameplay demons in an entirely new light. Widely known for its work on the NES series, Dragon Warrior, Enix's hard-hitting role-playing past has finally come full circle, as is evident through every inch of this exciting new PlayStation release.

Players assume the role of Valkyrie, one of three goddesses chosen to oversee humanity's fate. With the gods' holy war, Ragnarok, in full swing, Valkyrie must travel to Midgard (Earth) to find souls strong enough to overthrow the wrath of the gods. The player steps into the shoes of a powerful being who possesses unique powers and abilities, unlike most personas in role-playing games. With the ability to fly, the need to walk from town to town is erased and replaced with a Superman-esque ease of exploration. Valkyrie can also contact Asgard, praise Odin with offerings, create weapons, distribute experience to weaker allies, and spiritually concentrate to locate new party members.

As a whole, the entire gameplay package has an overtrailer feel to it, yet every gameplay component is fully unique. Combat is driven by an inventive multi-party combo system, and dungeon exploration tests gamers' reflexes through difficult platforming exercises. At the peak of the innovation chain, Valkyrie Profile is very unforgiving. Early on, players learn of a dark ultimatum. If they do not stop the gods within a certain time period, Midgard will be destroyed and the game will come to a close.

Through two-dimensional painted backdrops and smooth hand-drawn animation, Valkyrie Profile's look is exceptional; and as you've just learned, the gameplay presentation treads where no developer has walked before. It's revolutionary, created solely for the gods.



Combat is driven by multi-character combo chains.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Interactive Combat With Combos & Finishers; Platforming & Dungeon Exploration; Item Creation; Skills & Traits; Combat & Cutscene Voice-Overs; 3 Endings
- **Created by:** Tri-Ace for Enix
- **Available:** August 22 for PlayStation

Bottom Line: 7.75

Status

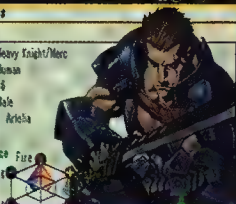
Avatar

Class Heavy Knight/Merc
Race Human
Age 28
Gender Male
Symbiose Archa

Resistance

Fire
Lightning

Darkness



You can tweak your characters' attributes to your liking.



With the power of the gods behind you, small creatures don't stand a chance.



Some of the text is accompanied by spoken dialogue.



Valkyrie is one unusual girl.



PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1 or 8-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor; Franchise Mode; Custom Season & Teams; Coach's Comments; New Defensive Audibles; '98 Vikings
- **Replay Value:** Moderately High
- **Created by:** Tiburon for EA Sports
- **Available:** August 22 for PlayStation

Bottom Line: 8.75



EA Takes the PlayStation Deep Downfield

The best selling and longest running sports franchise in video game history is back for its fifth season on the PlayStation. Clearly overshadowed by the upcoming release of the new PlayStation 2 version, you might think that the developers at Tiburon and EA Sports would just change the rosters in this game and leave it at that. Nothing could be further from the truth as Madden 2001 packs new options and design into nearly every part of the game.

Last year's game instituted a bevy of new passing controls, such as route-based passing. However, this season's installment includes a number of new playcontrol schemes on the defensive side of the ball. Before the snap, you can change a number of coverage schemes to loosen or tighten the secondary's pass coverage. Additionally, EA has instituted what it calls "Read and React" defense, which essentially allows you to change your defense to either look for the run or pass - without calling a full-scale audible. After the play begins, defenders can use new tackling and evasive maneuvers that will allow them to spin, swat at a ball, and even attempt to strip the ball.

The options and extras in Madden football have never ceased to amaze us. The popular Madden Challenge that was introduced in last year's iteration has been completely overhauled and turned into a sort of card game. The milestones such as passing for more than 200 yards or scoring over 35 points are still intact, but now you are awarded points to purchase Madden card packs. These cards feature players or cheats. They can be activated to bump up a player's attributes for a game or even be wagered between two players. A strange new twist on one of our favorite extras in the last game.

On the whole, Madden looks to be about the same in terms of graphics. But fanatics may notice some new modifications that give players such extras as elbow pads, gloves, a variety of face masks, and other little details. The little details are what have separated Madden over the years. The game is loaded with so many things that it takes many hours to explore every menu and see every animation. Without a doubt, Madden is again the best football game for the PlayStation and clearly a worthy sequel.

ANDY

THE GAME NOMBRE

Concept	8.75
Graphics	8.75
Sound	8
Playability	9
Entertainment	9

8.75

OVERALL

"When I reviewed these two games this year I played GameDay first, and when I first put in Madden, I thought it looked a little cheesy. But once you get into it, you start to notice the little touches - receivers fumble for the ball, running backs stumble along the ground trying desperately to keep their balance with their off hand, and defense linemen move around and even react to the QB's cadence - it's pretty impressive. Madden's gameplay is as solid as ever and still delivers the most realistic football you can buy on PlayStation. If you are looking for video game gridiron this fall, look no further than Madden 2001; it's got all the extras you could hope for and gameplay that is still second to none."

PAUL

THE BEST ILLUSTRATOR

Concept	9.25
Graphics	9
Sound	8.5
Playability	9
Entertainment	9.25

9

OVERALL

"Even though I am more excited about Madden's arrival on PS2, this game is one of the best I have ever played. There is just so much packed into it. The options in Franchise mode boggle my mind. I found my days fade away as I fired Coach Green and took over as coach of the Vikings. Some of the roster management stuff is extremely time consuming, but it is easy enough to let the computer do the work. Initially I thought the new Madden Card mode would be fairly lame, but it soon proved to be an interesting and entertaining new feature. It really adds to the overall longevity of the game. Much of what you'll find is tried-and-true Madden, but everything has been refined and tweaked for the better."

REINER

THE RAGING GAMER

Concept	9.25
Graphics	8.25
Sound	8.25
Playability	8.75
Entertainment	9.25

8.75

OVERALL

"You gotta be kidding. Each year, EA continues to implement exciting new features to the already bulky gameplay mix. This year's updates go above and beyond anything EA has offered before. Get this, you can actually purchase packs of football trading cards. Just like the real deal, you have to open these packs, praying you don't get doubles, and try to collect them all. All of the cards even have statistics on the back! Crazy! Like I need to say it, the gameplay itself has been pumped full of steroids and now rampages across the PlayStation as the most complete football experience to date. The only gripe I have is with the running game. It's still way too loose and unresponsive. Other than that, this game has it all, and should transition nicely into Electronic Arts' upcoming PlayStation 2 dynasty."



NFL GAMEDAY 2001



PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** GM Mode; Import Players From GameBreaker; Play Editor; Commentary by Dick Enberg & Phil Simms; New Tackle Animations; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Red Zone for 989 Sports
- **Available:** August 15 for PlayStation

Bottom Line: **7**

NFL SAMEDAY?

"Unlike some of the Madden-heads here in the office, I actually enjoy the GameDay series quite a bit. The graphics are pretty good, and it is overall an entertaining game to play. The improvements to this year's edition are minimal. Sure, they cleaned up the controls a little and added the Receiver mode so you can run routes and call for the ball, but overall the gameplay is the same. Though the menus are slightly improved, I still hate them. When you score a touchdown in Madden, you hit the X button three times and you're done. In GameDay you have to wander through a bunch of menus just to pick the silly play - annoying to say the least. I like GameDay, and if EA didn't put out Madden every year, I would think it was awesome. But EA does, so I say go with Madden."

ANDY
THE GAME HOMBRE
Concept
7
Graphics
8
Sound
7
Playability
8
Entertainment
8
7.5
OVERALL

"I am entirely sick of this football game. Very little has changed with it since last year. Sure, there are a couple new animations and some flashy new menus, but the overall game is identical. There are a number of plays that you just can't use to be fair to the computer. Otherwise it's just march up the field and score. Likewise, rushing the quarterback is fairly easy from the outside. Five or more sacks by one player is pretty easy to accomplish. Another thing that really bothers me is the transition after scoring a touchdown or knocking down a pass. The plays always end abruptly. Sometimes you haven't even seen your player enter the end zone or a tipped ball is still in the air when the whistle is blown. I don't find the game fun anymore. It's time to retire and move to PS2."

PAUL
THE GAME PROFESSOR
Concept
5
Graphics
8
Sound
8
Playability
8
Entertainment
5
6.75
OVERALL

"Like a rock star with bad heroin addiction, the GameDay franchise has deteriorated into a washed up has-been with no apparent purpose in life other than to annoy all who play it. Sony's work on this update, or should I say re-release of last year's game, is pathetic - hardly significant at all. Sony added a few new animations, the Skill Player, and new playbooks; but otherwise, this is the same game you've played for the last three years. Let me tell you, three years is a year too long. The 32-bit GameDay experience is dated now, and the thrills have ended. A company that actually cares about keeping its fan base, Electronic Arts, has beefed up this year's Madden to an incomprehensible state, obscuring everything GameDay has to offer."

REINER
THE RAGING GAMER
Concept
6.25
Graphics
7.25
Sound
7
Playability
7.5
Entertainment
6.5
6.75
OVERALL

Another football season is upon us and with it comes the sixth installment of Sony's groundbreaking football series, NFL GameDay. Holding the distinction of being the longest running football franchise on the PlayStation, this year's version carries a number of improvements, as well as some tried-and-true features.

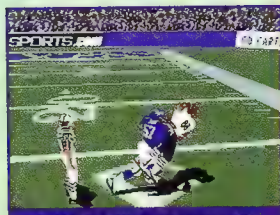
As with most iterations of GameDay, the 2001 version has completely redesigned menus and playcalling screens. Most are just simple graphical tweaks over the existing framework of menus. However, the confusing and cumbersome playcalling screens found in last year's game have been simplified and are much easier to navigate. More importantly, new enhancements in graphics also appear in the player animations. Most apparent are a number of new tackle animations. Additionally, some of the more insane and out-of-place breaking celebrations have been removed. Lastly, players may notice their favorite stadiums have been nicely redone. Yes, the Hubert H. Humphrey Metrodome looks exceptional this year.

When you get down to playing GameDay 2001, everything seems pretty familiar. As mentioned in last month's preview, advanced moves such as the dive-over-the-pile have been simplified to simple double-button presses. Other than that, the sure-fire plays that you've used to exploit opposing defenses still work. No major overhauls have been made to the computer's intelligence, so running plays like the pro-splitt/sweep will work again and again. Granted, you must have a halfback the caliber of a Robert Smith.

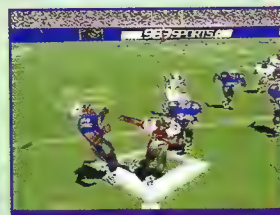
The real-life NFL season will soon be underway, and there are many questions as to how the tattered and inexperienced Minnesota Vikings will fare. Super Bowl? Never. NFC Central Champs? Doubtful. Below .500? Quite possibly. However, the question as to how the GameDay 2001 season will manage is now clear. Just take a look at what the most experienced reviewers in the industry have to say about this game.



Sean King may be the only thing that keeps the Bucs from winning it all.



Rudd does a little purple people eatin'.



Wham! A wooly placed stiff-arm.



A classic NFC Norris battle.





Parasite Eve II

Master of the Mitochondria



5.56mm assault rifle. Customizable with attachments.

Trade Battle Points for powerful new weapons.

"Although Parasite Eve II has a few token frightening encounters and creepy moments, its real strength is in the action and the continuation of the original game's story. By the time I'm finished with a Resident Evil game, I usually have to play something more action-oriented just to get over the awkward combat and the fact that I can't blow every zombie I see into chunks because of limited ammo. In Parasite Eve II, ammo is in plentiful supply, there are weapons galore, and you're actually better off slaying every little punk minion you see for bounty points. Parasite Eve's wide variety of entertaining weapons, focus on quick action through the use of auto-targeting and psionic skills, cool puzzles, and an interesting story to boot make this action/adventure an experience you won't want to miss."

ERIK

THE PC JEDI

Concept

8.5

Graphics

9

Sound

8.25

Playability

8.75

Entertainment

9.25

8.75

OVERALL

"There are few things that are left of the original game in this sequel. Square still kept some of the excellent elements of weapons systems and other inventory options, but went for an entirely new battle system and graphics engine. Even though I could argue that Parasite Eve succumbed to the survival horror mold, the elements of RPG that still reside within this game are excellent and take it beyond Capcom's series. I didn't care for the first installment in the least, but this game had me hooked from the get-go. The mix of story and action is superb, and the multitude of cutscenes are the quality you'd expect from Square. If you enjoyed the first game, playing this is a no-brainer. If you are like me and steered clear of the first, I think you may be pleasantly surprised."

PAUL

THE GAME PROFESSOR

Concept

8.75

Graphics

9.25

Sound

8.5

Playability

9

Entertainment

9.25

9

OVERALL

"Not at all amused by the snail-paced antics of the first game, I thought that if Square even hinted at the possibility of a sequel, it had better revamp the entire product. Low and behold, a sequel has been forged, and thank the almighty gaming gods, the gameplay has received a complete facelift. Parasite Eve II is more of a sequel to Resident Evil than it is to the original offering. Granted, experience is still gained and it does hold several RPG qualities, but the new combat system and overall game presentation breathes survival horror. Is this a bad thing? Not at all. An RE-styled RPG is actually a very entertaining premise, and Square pieced it together brilliantly. Once again, I have no complaints with the graphical presentation. All of the cinematography is completely breathtaking. Simply said, this is another must-play release by Square."

REINER

THE RAGING GAMER

Concept

8

Graphics

9

Sound

7.75

Playability

7.75

Entertainment

8.5

8.25

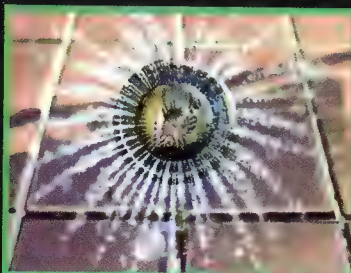
OVERALL

Three years have passed since Eve spread her deadly seeds far and wide. Shortly after these chaotic events, Aya resigned from the PD and enlisted herself as a NMC Hunter for the Ghostbuster-like organization, M.I.S.T. Wherever there's a neo-mitochondrion outbreak, Aya and her boys are on the scene mopping the floors with any mutant who has the guts to stand up to her and her impressive parasitic powers.

The introductory sequences of Parasite Eve II prove to be both powerful and artistic. Right off the bat, it's evident that Square Soft revamped the entire game to hold both better graphical qualities and gameplay mechanics. The game begins with Aya training in the shooting gallery, enjoying a little R&R. But of course, to all good things there comes an end. Just when Aya starts warming up, she's ripped away and asked to look into strange activities at the Akropolis Tower. Upon her arrival, a gigantic and fully explosive FMV flashes across the screen, showcasing mass carnage, death, and of course, a great shot of Aya surveying the scene. Unfazed by the chaos, Aya calmly enters the Tower, and the game begins.



Have you ever seen anything more beautiful?



Through incredibly detailed CG, Aya finds a second to relax and take a "hot" shower.



PlayStation Review

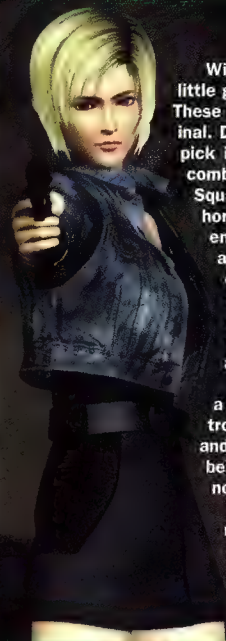


- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/RPG
- **Special Features:** Improved Real-Time Battle System; Customizable Weapons; Elemental Parasite Magic System; CG Movies & Real-Time Cutscenes
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** September 12 for PlayStation

Bottom Line: 8.75



Along with CG movies, Parasite Eve II is jam packed with real time clips as well.



Within the first few minutes of this dangerous quest, every little gameplay mechanic is used and introduced to the player. These mechanics are drastically different than those in the original. Different to such a degree that Resident Evil junkies will pick it up easier than Parasite Eve fans. From the real-time combat interface to the design of puzzles, it's obvious that Square Soft drew inspiration from Capcom and its survival horror series when making this sequel. Not shedding its entire identity, Square Soft didn't make this an all-out action game. First and foremost, it's an RPG. Just like the original offering, Aya gains experience points and has the ability to create custom weapons. With her parasitic powers reaching new heights, she can also tap into new elemental magic attacks. These powers drain her considerably, therefore wielding heavy firepower is still a must.

Throughout the first few hours of play, the overall plot is a complete mystery. All Aya knows is that someone is controlling the outbreak of mitochondria through brain implants and remote control. Aya also stumbles upon a mysterious being named No. 9, who from time to time, appears out of nowhere and drops a few hints.

Spanning across two discs, Square Soft has loaded this real-time action/RPG with tons of amazing CG movies, outstandingly rendered background details, and a story so complex it'll keep you guessing up until the final minutes of play. Joining Chrono Cross, Threads of Fate, Vagrant Story, and Legend of Mana, Parasite Eve is another stellar release by the gods known as Square.



Combat is delivered in complete real-time, allowing the player to run, hide, and open fire.



"Uh...like...dude! Here's that bag of strange green leaves you requested for, like, that investigation."



Tapping into her parasitic powers, Aya can unleash elemental-based magic attacks.



The faces of evil.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 11 Real Riders; 12 Courses; Tons of Bikes & Upgrades; Sponsors; Detailed Record Keeping; Auto & Manual Acceleration; 10 Multiplayer Modes
- **Created by:** Z-Axis for Acclaim
- **Available:** September 26 for PlayStation

85% Complete

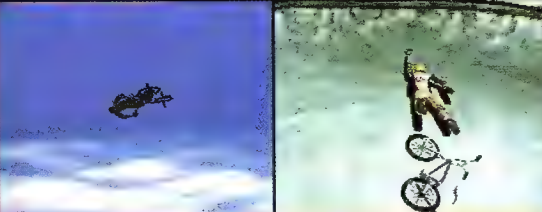
Dave Mirra freestyle BMX



Pedal to the Metal

Skateboarding, namely Tony Hawk's Pro Skater, has become the rave among gamers, pushing the boundaries of hand-eye coordination and twitch reflexes. More boarding games are on the way - more than you'll care to see - but so is an entirely different extreme. Mimicking the gameplay model of the skate games, Activision is forging a BMX game on the Tony Hawk engine called Mat Hoffman's Pro BMX. Acclaim hopes to one up Activision's thunder with its own tour de force, Dave Mirra Freestyle BMX. Come this fall, it'll be a race to the finish and a battle on retail shelves. Can Activision repeat? Or does Acclaim have the winning formula? Stay tuned...

BODILY HARM



Freestyle BMX enhances the realism of this dangerous sport with spine-crushing wrecks and teeth-shattering faceplants. If you played Thrasher, you know how much detail goes into each and every biff. In Freestyle BMX, the human body will once again sustain great damage, twisting and spinning into awkward positions as it bounces off the ground. Acclaim assures us that only a few professional riders were harmed in the making of this game.

SHAKE YOUR BIKE THANG



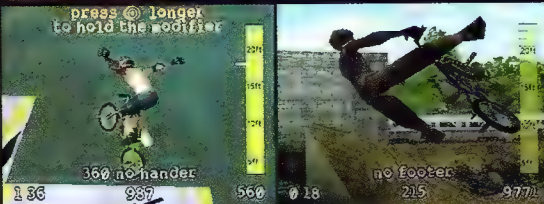
Along with Mr. Mirra, players can hop into the shorts of Chad Kagy, Kenan Harkin, Joey Garcia, Shaun Butler, Tim Mirra, Ryan Nyquist, Mike Laird, and Leigh Ramsdell. The gameplay takes place in several fantasy locations as well as some real parks like Woodward. As for the musical talent, Pennywise, Social Distortion, and Rancid are on the bill with more to follow.

GAMEPLAY



Riding high on the Thrasher engine, Dave Mirra's Freestyle BMX features a smooth gameplay engine with a steady cam, beautiful pastel graphics, outstanding level designs, and a heavy frontend. The Career mode begins slowly with the player peddling a cheap piece o' trash. Through competition the player will gain sponsors and unlock new rides, duads, and parks. The controls are very much like those in Tony Hawk, featuring tricks on ■, grinds on ▲, spins on the shoulders, and jump with ✱. The unique piece of the pie is the modifier set on ●. This move allows players to create new moves by freely throwing their arms off the bar or by tweaking the bars.

RECORD KEEPING



Unlike in Tony Hawk, record keeping is a big part of Dave Mirra. What does this mean exactly? Well, would you like to know who landed the longest grind? How about who soared the highest? Every little stat you can think of is included in this title. Cool beans.



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
AUGUST				9/12/00	Parasite Eve 2	Electronic Arts	PS-X
8/17/00	Power Stone 2	Capcom	DC	9/12/00	Ray Crisis	Working Designs	PS-X
8/17/00	Tenchu 2: Birth of the Stealth Assassins	Activision	PS-X	9/12/00	Tony Hawk Pro Skater 2	Activision	PS-X
8/18/00	Spawn	Capcom	DC	9/15/00	F1 Championship	Ubisoft	DC
8/18/00	Sydney 2000	Eidos	DC	9/15/00	Monster Breeder	Tommo	DC
8/18/00	Sydney 2000	Eidos	PS-X	9/15/00	An morphs	Ubisoft	GB
8/21/00	4X4 Evolution	Take 2	DC	9/15/00	F1 Championship	Ubisoft	GB
8/22/00	D2	Sega	DC	9/15/00	Frogger 2	Majesco	GB
8/22/00	NFL QB Club 2001	Acclaim	DC	9/15/00	Hoyle Card	Havas Interactive	GB
8/22/00	Ring	Infogrames	DC	9/15/00	Hoyle Casino	Havas Interactive	GB
8/22/00	Spec Ops: Omega Squad	SouthPeak	DC	9/15/00	Lego Racers	Lego Media	GB
8/22/00	Dragon Dance	Crave	GB	9/15/00	Lemmings Revolution	Take 2	GB
8/22/00	NFL QBClub 2001	Acclaim	N64	9/15/00	M&Ms	Majesco	GB
8/22/00	ATV Quad Power Racing	Acclaim	PS-X	9/15/00	NASCAR Heat	Majesco	GB
8/22/00	Madden NFL 2001	Electronic Arts	PS-X	9/15/00	Nitcoasters Racing	Majesco	GB
8/22/00	Lunar 2 Eternal Blue	Working Designs	PS-X	9/15/00	Q Bert	Majesco	GB
8/22/00	NCAA Gamebreaker 2001	Sony	PS-X	9/15/00	F1 Championship	Ubisoft	N64
8/22/00	RC DE GO	Accaam	PS-X	9/15/00	Looney Tunes: Duck Dodgers	Infogrames	N64
8/22/00	Resident Evil Survivor	Capcom	PS-X	9/15/00	Ogre Battle: Person of Lordly Caliber	Atlus	N64
8/22/00	Valkyrie Profile	Enix	PS-X	9/15/00	Alien Resurrection	Fox	PS-X
8/25/00	G'n Bird 2	Capcom	DC	9/15/00	F1 Championship	Ubisoft	PS-X
8/25/00	Austin Powers 2	Take 2	GB	9/15/00	Land Before Time: Return to the Great Valley	Sound Source	PS-X
8/27/00	Titus the Fox	Titus	GB	9/15/00	Lego Extreme Team	Lego Media	PS-X
8/28/00	Kiss: Psycho Circus	Take 2	DC	9/15/00	MTV Sports: T.J. Lavin's BMX	THQ	PS-X
8/28/00	Perfect Dark	Nintendo	GB	9/15/00	Rayman 2	Ubisoft	PS-X
8/28/00	Mar o Tennis	Nintendo	N64	9/15/00	Rayman Brain Games	Ubisoft	PS-X
8/28/00	Pro Pinball Fantastic Journey	Take 2	PS-X	9/18/00	Flintstones BurgerTime in Bedrock	Classified	GB
8/29/00	Sega GT	Sega	DC	9/19/00	Greatest Arcade Hits 2	Midway	DC
8/29/00	Ultimate Fighting Championship	Crave	DC	9/19/00	SNK vs Capcom	Capcom	DC
8/29/00	Vanishing Point	Acclaim	DC	9/19/00	Bust-A-Move Millennium	Acclaim	GB
8/29/00	Dragon Warrior 1 & 2	Enix	GB	9/19/00	Commander Keen	Activision	GB
8/29/00	SeaDoo HydroCross 2000	Vatical	GB	9/19/00	Jack Nicklaus Golf	Vatical	GB
8/29/00	Spider-Man	Activision	GB	9/19/00	Monster Rancher Explorer	Tecmo	GB
8/29/00	Tony Hawk Pro Skater 2	Activision	GB	9/19/00	Army Men Sarge's Heroes 2	3DO	N64
8/29/00	SeaDoo HydroCross 2000	Vatical	N64	9/19/00	Mega Man 64	Capcom	N64
8/29/00	Turok 3: Oblivion	Acclaim	N64	9/19/00	Army Men Air Attack 2	3DO	PS-X
8/29/00	Aladdin Nasira's Revenge	Sony	PS-X	9/19/00	Army Men World War Land Sea	3DO	PS-X
8/29/00	Animorphs	Frontline Video	PS-X	9/19/00	NASCAR 2001	Electronic Arts	PS-X
8/29/00	Duke Nukem: Land of the Babes	GTInteractive	PS-X	9/19/00	WDL Thunder Tanks	3DO	PS-X
8/29/00	SeaDoo HydroCross 2000	Vatical	PS-X	9/20/00	Big Mountain	SouthPeak	N64
8/29/00	Spider-Man	Activision	PS-X	9/20/00	Mike Tyson Boxing	Activision	PS-X
8/29/00	Team Buddies	Midway	PS-X	9/21/00	Virtual Pool 3	Interplay	DC
8/29/00	Vanishing Point	Acclaim	PS-X	9/22/00	Breakout	Hasbro	PS-X
8/29/00	WTC: World Touring Cars	Activision	PS-X	9/22/00	Galaga	Hasbro	PS-X
8/30/00	MTV Sports: Skateboarding	THQ	DC	9/25/00	Star Wars: Jedi Power Battles	LucasArts	DC
8/30/00	Super Runabout San Fran Edition	Interplay	DC	9/25/00	Pokemon Puzzle League	Nintendo	N64
8/30/00	Harley Davidson	WizardWorks	GB	9/26/00	Sega Marine Fishing	Sega	DC
8/30/00	Action Man: Mission Xtreme	Hasbro	PS-X	9/26/00	Mega Man X	Capcom	GB
8/30/00	Earthworm Jim 3D	Interplay	PS-X	9/26/00	Spider-man	Activision	N64
8/30/00	MTV Sports: Skateboarding	THQ	PS-X	9/26/00	Dave Mirra BMX	Accaam	PS-X
8/31/00	Ferrari 355	Acclaim	DC	9/26/00	Destruction Derby Raw	Midway	PS-X
8/31/00	Armaaa FX Racers	Metro 3D	GB	9/26/00	F1 Championship Season 2000	Electronic Arts	PS-X
8/31/00	Speedball 2100	Take 2	PS-X	9/26/00	Frogger 2	Hasbro	PS-X
9/1/00	Daikatana	Eidos	DC	9/26/00	NHL Hockey 2001	Electronic Arts	PS-X
9/1/00	Microsoft Pinball Arcade	Classified	GB	9/27/00	Legend of the Blademasters	SouthPeak	DC
9/1/00	Toca Tour Racing	SouthPeak	GB	9/28/00	Cannon Spike	Capcom	DC
9/5/00	Bang Gunship Elite	Red Storm	DC	9/28/00	Family Feud 2	Hasbro	PS-X
9/5/00	ESPN Int'l Track & Field	Konami	DC	9/28/00	Jeopardy 2	Hasbro	PS-X
9/5/00	NFL 2K1	Sega	DC	9/28/00	Wheel of Fortune 2	Hasbro	PS-X
9/5/00	Quake 3 Arena	Sega	DC	9/29/00	Dino Crisis 2	Capcom	PS-X
9/5/00	Rush 2049	Midway	DC	9/30/00	Micro Machines V3	THQ	GB
9/5/00	Street Fighter 3rd Strike	Capcom	DC	9/30/00	MTV Sports: T.J. Lavin's BMX	THQ	GB
9/5/00	Cannon Fodder	Activision	GB	9/30/00	Scoby Doo	THQ	GB
9/5/00	Rush 2049	Midway	GB	9/30/00	Who wants to be a Millionaire	THQ	GB
9/5/00	John Madden 2001	Electronic Arts	N64	9/30/00	Ardyn Chronicles: The First Mage	THQ	N64
9/5/00	Mia Hamm Soccer	SouthPeak	N64	9/30/00	Power Rangers: Lightspeed Rescue	THQ	N64
9/5/00	Rush 2049	Midway	N64	9/30/00	Champ Motocross 2001	THQ	PS-X
9/5/00	ESPN Great Outdoors Bass Fishing	Konami	PS-X	9/30/00	Incredible Crisis	Titus	PS-X
9/5/00	ESPN MLS Game Night	Konami	PS-X	9/30/00	MTV Sports: Pure Ride	THQ	PS-X
9/5/00	In Cold Blood	Midway	PS-X	9/30/00	Power Rangers: Lightspeed Rescue	THQ	PS-X
9/5/00	NHL Faceoff 2001	Sony	PS-X	OCTOBER			
9/7/00	Hall-Life	Havas Interactive	DC	10/1/00	Dark Angel: Vampire Apocalypse	Metro 3D	DC
9/7/00	Ford Racing	Take 2	PS-X	10/1/00	Grand Prix 4	Hasbro	DC
9/8/00	Little Mermaid 2: Pinball Frenzy	Nintendo	GB	10/1/00	Harvest Moon 2	Crave	GB
9/10/00	Champ Motocross 2001	THQ	DC	10/1/00	DarkStone	Take 2	PS-X
9/12/00	NFL Blitz 2001	Midway	DC	10/1/00	Martian Gothic	Take 2	PS-X
9/12/00	Army Men 2	3DO	GB	10/3/00	Muppet Race Mania	Midway	PS-X
9/12/00	Gobs of Games	3DO	GB	10/5/00	Brunswick Pool	Vatical	GB
9/12/00	NFL Blitz 2001	Midway	GB	10/10/00	Metropolis	Sega	DC
9/12/00	VR Powerboat	Vatical	GB	10/10/00	Ms Pac-Man Maze Madness	Namco	DC
9/12/00	NFL Blitz 2001	Midway	N64	10/10/00	NBA Jam 2001	Acclaim	GB
9/12/00	VR Powerboat	Vatical	N64	10/10/00	Formula 1 2000	Midway	PS-X
9/12/00	Micro Machines: Micro Maniacs	Activision	PS-X	10/10/00	Harvest Moon: Back to Nature	Crave	N64
9/12/00	Ms PacMan Maze Madness	Namco	PS-X	10/10/00	HBO Boxing	Acclaim	PS-X
9/12/00	NFL Blitz 2001	Midway	PS-X	10/10/00	Mary Kate & Ashley	Acclaim	PS-X



PlayStation Preview

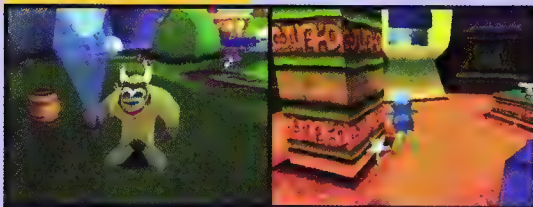
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 30 New Worlds; 4 New Playable Characters; New Vehicles; Larger Levels; Speed Rounds & Mini-Boss Challenges; Real-Time Cutscenes; Tons of Secrets & Goodies
- **Created by:** Insomniac Games/Cerny Games/Universal Interactive for Sony Computer Entertainment America
- **Available:** November for PlayStation

75% Complete

Burn Baby Burn!

The wily dragon we know oh so well and love oh so much has finally returned from his much needed vacation in Dragon Shores. Accompanied by his winged buddy, Sparx, Spyro's homecoming is cut short as trouble once again ensues. It turns out a new little devil species known as the Rhynocs have stolen all the Dragon eggs! Eeeek! What will Spyro do?! Seeing that Spyro is the only Dragon small enough to creep through tiny holes, the Elder Dragons have placed the fate of the baby Dragons on Spyro's shoulders alone. Poor little guy. He never can catch a break, can he?

New Characters



Controlling Spyro is a real hoot, but we think you'll take a liking to controlling four different critters as well. Sadly, Sparx is still nothing more than the sidekick (or is he?), but now he has the chance to dance with a whole new crop of heroes. You can now play as Sheila the kangaroo, Sgt. Byrd the penguin, Bertley the large-hearted yeti, and Agent 9 the intelligent lab monkey. These characters all possess unique powers and must be used to find all the treasure in the game.

Gameplay



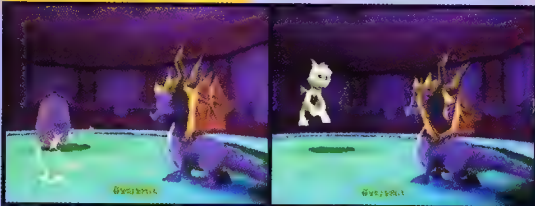
The same brilliant formula that won our hearts for two consecutive releases is back. This time around, the changes are as drastic as night and day. New characters have been added. After a level is done, players can compete in Speed Rounds complete with rockets and turbos, plus Mini-Boss Challenges against the foulest beasts in the land. Spyro is equipped with all of the moves from his second adventure, and yes, he's still as light-footed as ever!

Minigames

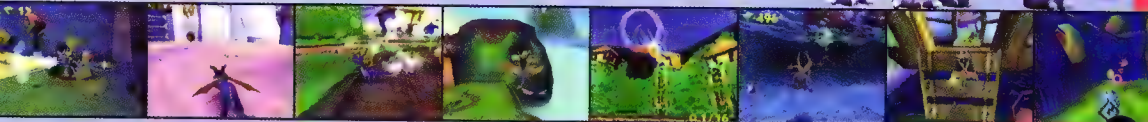


Most gamers praised the hockey minigame in Spyro 2: Accepting the accolades, Insomniac has added even more mini-surprises to Year of the Dragon. Along with boxing, a submarine shoot out, and figure skating, you can jump on a skateboard and make Tony Hawk look ill.

Baby Dragons



Thus far, Spyro has always been the youngest Dragon in the land. Not anymore. When the eggs hatch right before your eyes, Spyro will briefly look like a giant. All 140 of the babies have unique animations, just like the Elder Dragons did in the first game.



TENCHU 2

BIRTH OF THE STEALTH ASSASSINS

火忍屋
The House That Gohda Built



Both Ayame and Rikimaru are equipped with a handful of different stealth-kill animations.

"Ahhh Tenchu...I am a huge fan of the first game, and was more than a little giddy when the second arrived in our offices. Like the first, each level is a mix of stealth, action, and thrill as you silently (or not so silently) slice and dice through the enemy horde working to the level boss. Not much has changed in Tenchu 2, but the levels are well designed and the controls feature a couple of new nuances. While the movement and stealth is still smooth, I find the combat control a tad archaic – a lot could be done to improve it (like a button that keeps you focused on an enemy for boss encounters). But as with the first game, even your frustrations add to the fun as you will find yourself screaming at the game yet restarting each level just 'cause you have to see what's next. Oh, and did I mention the awesome Level Editor? Tenchu 2 is an outstanding sequel that more than delivers."

ANDY

THE GAME NOMBRE

Concept

9.5

Graphics

8.5

Sound

8.5

Playability

8

Entertainment

9.5

8.75

OVERALL

"If you've played the other game, you know some of the problems it had in the graphics and control department. I'm sorry to say that a lot of these quirks are still present in Tenchu 2. The camera perspective fights to keep up with your actions, and there are a ton of tears and dropout in the textures, but it doesn't really matter. The game is still a lot of fun. I like the new assortment of stealth kills, as well as the general level designs. The new swimming and body drag moves are also great new additions. Almost two years after the first game, Tenchu 2 does seem like a rather lackluster update. However, I can't say that I would miss the chance to play it."

PAUL

THE GAME PROFESSOR

Concept

9

Graphics

8

Sound

8.75

Playability

8.25

Entertainment

8.5

8.75

OVERALL

"Tenchu's camera system proves to be even more unforgiving than in the original, stabbing you in the back when you need it the most. In reaction to the defective camera, I cussed, spit, and slammed my control to the ground, vowed never to play the game again, then found myself glued to it a mere ten minutes later. If it were any other game, I'd never touch it again, but as you all know so well, achieving a stealth kill in Tenchu is one of the finer moments in life. No matter how many gripes you have, you bury them in the back of your head and enjoy the thrill of the hunt. The graphics may not be the best you've ever seen, and the camera may resemble evil in its purest form, but come on! Tenchu's stealth is irresistible! Once you achieve the taste for blood, there's no going back. It's longer than the original, more grueling, and even more entertaining than before."

REINER

THE RAGING GAMER

Concept

9.25

Graphics

8.75

Sound

8.75

Playability

8.5

Entertainment

9.25

9

OVERALL

Tenchu has been a tricky title to track. Selling like gangbusters in North America, the original Tenchu actually fared quite poorly in Japan; and because of this, Japanese gamers will not receive the sequel. With over one million units sold, Tenchu is one of the PlayStation's best-selling titles in the States, and it would be a crying shame to see the series end because half its public didn't like it. Teaming up for a U.S. exclusive release, Tenchu's original developer, Sony Music Entertainment Japan, and Activision have forged a mighty sequel that fans of the original will go hog wild for.

With no intention to bait newcomers to the series, Tenchu 2 is developed for the seasoned player. The overall difficulty of the game has been beefed up to give you a serious run for your money. Oddly, Tenchu 2 is not necessarily a sequel. Set years before the war in the original, Tenchu 2 is actually a prequel set in the early days of Rikimaru and Ayame's lives. When you first greet these two upstart ninjas, they are still training under their master, Shiunsai. After a brief training exercise, you actually control the very first mission in both of these characters' ninja careers. How exciting!

Just like Star Wars: Episode I, this prequel actually has more to it than the original game. In Star Wars, the vehicles were sleeker and the technology more impressive. In Tenchu, the player is equipped with a slew of new moves and the technology is more impressive. To keep the timeline accurate (and yes, we're geeking out right now), are we supposed to believe Rikimaru and Ayame forgot how to perform a handful of moves as they grew older? Yeah right! What, did their bones grow more brittle? Did they succumb to too many concussions while training? Or did they just grow lazy? What happened?!

Complain all you want, but the enhancements to the gameplay mix will cool your jets and put your aggression on cruise control. Tenchu 2 is a massive follow-up with 29 exciting new missions. To give



At times, the odds are not in your favor – yet as a ninja of the Azama clan, you are required to save the day or die trying.





- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters; 29 Missions; Individual Missions for Each Character; 5 Stealth Kills Per Character; Level Editor; New Items
- **Replay Value:** High
- **Created by:** Sony Music Entertainment; Japan for Activation
- **Available:** August 17 for PlayStation

Bottom Line: 8.75



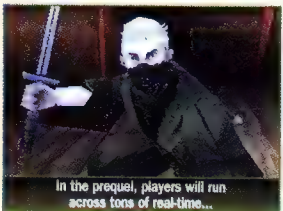
Use bamboo to breathe underwater and hide from enemies.



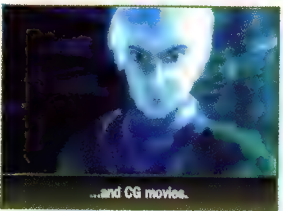
The camera isn't the best, and because of this, combat suffers.



Stick to the wall, then pounce on the prey when his or her back is turned.



In the prequel, players will run across tons of real-time...



...and CG movies.

the game some diversity, both Rikimaru and Ayame partake in 11 individual missions. Add these up and the total is 22. So what are the other missions for? Activation has hinted at the possibility of another character, and accidentally referred to this mysterious character as "he" once, leading us to believe that Tatsumaru, the elder classmate, is a hidden playable character (see page 52 for the skinny on this ninja).

Individualizing missions keeps both adventures fresh and completely genuine. On top of this, both characters are equipped with unique abilities as well. Most of these skills are displayed in the stealth kills, each unleashing at least five different animated execution maneuvers. Ayame is once again more agile, and Rikimaru deals out the most damage. The same items are still available to the player, and yes, if you can maneuver through a stage, achieving the rank of Grand Master, powerful new weapons and items await. You'll unlock poison blow guns, exploding arrows, invisibility, and...well...we won't ruin it all for you, but you get the idea.

As far as the overall engine is concerned, Tenchu 2 features improved graphical effects, better texturing, and another brilliant musical score. The camera view has been changed to a slightly more overhead pan – which kind of sucks, actually. Why Activation did this makes no sense to us. The camera was bad enough in the original, and now it's a tad worse. Other than this, it's the same bag of tricks you know, love, and cherish as the next best thing. To give the game even more depth, a killer Level Editor has been implemented to allow you to create your very own ninja hunting grounds. Can your friends achieve Grand Master on your stage? You can see where this mode has its longevity.

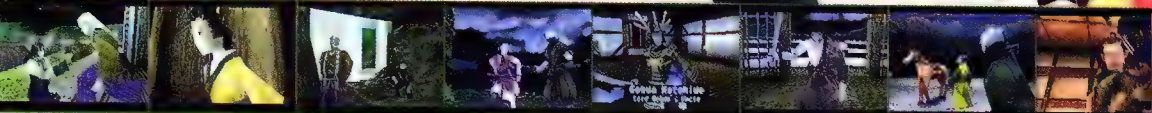
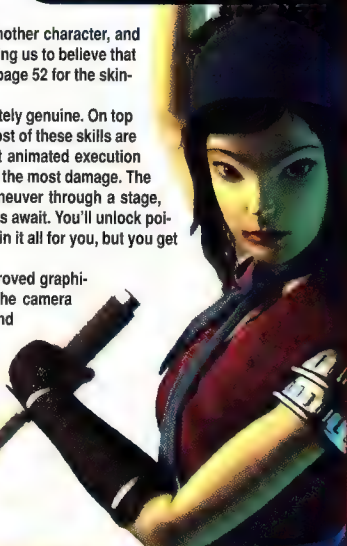
The Tenchu name may not mean much in Japan at the moment, but if Activation and Sony Music continue making follow-ups like this, the Azuma ninja clan should only gather more respect on the upcoming high-end machines.



To achieve the rank of Grand Master, you'll need to slilt several throats.



After an enemy is slain, drag the body to a safe place so other opponents don't see it and trigger an alarm.



3 Ninjas Kick Back!

After witnessing the horrifying deaths of their parents, three young ninjas were taken in by Master Azuma Shlunsal. As the leader of Lord Gohda's Azuma Ninja, Master Shlunsal has a heavy burden on his shoulders, and the development of his ninja clan also means the safety of Gohda's people. Growing old faster than he cares to, Master Shlunsal declared these three ninjas the last he would train.

Rikimaru

Teased by ninja clans across the globe for his white locks, Rikimaru spends most of his days sharpening his sword. Determined to be the greatest ninja alive, Rikimaru has not seen much outside his village, and knows very little about the world. He's a work horse when it comes to learning new techniques, but his proud ways have led to a fatal weakness - overconfidence. A weakness that the Master believes will end his life in the not-so-distant future.

Ayame

Studying side by side with two boys, Ayame's feminine side is buried beneath a tomboy charm. Accused of having girl germs, she often studies new techniques by herself. Her lonesome dove approach to things is frowned upon by the Master and will eventually lead to trouble. Ayame was the last student chosen by Shlunsal for her raw talent and impressive reflexes.

Tatsumaru

The eldest of the three students, Tatsumaru is a madman with his fists and feet, and frowns upon using other weapons. With superior strength and judgment, Tatsumaru is an excellent ninja...but he's not perfect. With an uncontrollable subconscious self-destructive tendency, he often overextends himself, which in turn leads him into sticky situations.





Design your own level, then hand the controller over to your buddy and see how he or she fares.



Boes battles are a serious pain in the booty.



Even through the fog, it's easy to see distant enemies.



Snuggle time!!!



After too many iced teas, Ayame spills her innards into the sea.



Use stealth wherever you can.



Swim, Forrest! Swim!!!!



Shark!!!



Pop goes the weasel!



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 25 Tracks; 20+ Vehicles; Smash for Cash, Battle, & Wreckin' Racing Modes; 4 Multiplayer Minigames; Spin Moves & Smash Hits
- **Created by:** Studio 22/Psyonosis for Midway
- **Available:** September 25 for PlayStation.

90% Complete



Crash Course

As the Destruction Derby license continues to evolve, the gameplay has spun 180°, now focusing more on racing than all-out carnage. Finishing the race is the primary concern here, whereas completely annihilating the competition was the focus of the previous two PlayStation releases. Gaining points by spinning competitors out of control is still required, but this time around, you won't find yourself driving around the track backwards looking for head-on wrecks.



Bash Your Friends

The original Destruction Derby was the first game to offer link play between two PlayStation consoles. Raw is one of the few to support four-player split-screen. While the framerate and vehicular detailing are drastically reduced with four players duking it out, the game is still playable and enjoyable.



Banging Your Bumper & Battling Your Oppose

Poor software sales and expensive development costs have finally caught up with European developer Psyonosis. Plummeting along the same downward spiral that has consumed numerous development houses, Psyonosis now faces overall extinction. At the beginning of the PlayStation reign, Psyonosis couldn't be touched. Now it's on life support. With its independence stripped away, all of Psyonosis' American releases will now be published by Midway Home Entertainment. Taking steps in the right direction with quality games like Team Buddies and the long overdue Destruction Derby Raw, Psyonosis might well put itself back on the map.



Mass Carnage

At the end of each race, points are awarded for placement and style. When we say style, we don't mean driving on two wheels or whipping rockfords. Style is actually achieved by trying to knock the opposition off the road using cleverly named moves like the Teeth Rattler and the Jaw Breaker. Big points can be racked up by spinning opponents 90°, 180°, or 360° degrees. The biggest point total is gained by destroying an opposing vehicle.



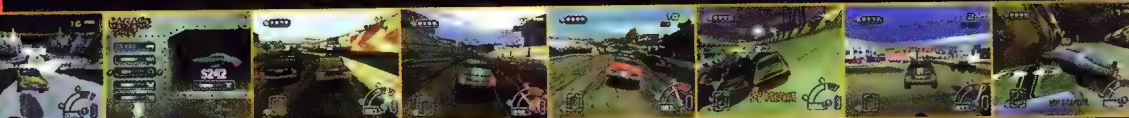
Smash Games

Taking a couple tips from THQ's Nintendo 64 Destruction Derby venture, Psyonosis has implemented several unique minigames and modes into Raw's destructive mix. The main game, Wreckin' Racing, offers 25 different tracks, ranging from bowls to rally-style races. New vehicles can be purchased in the Smash for Cash mode, and most unique of all, cars can be dropped off fifty-story buildings in the Battle mode. No matter what your flavor, Raw packs a powerful punch.



Vehicular Dynamite

In the first two Destruction Derby games, it really didn't matter what car you were in as long as it had four wheels and an engine that wasn't smoking. In Raw, the player can choose from over 20 different rides, including vans and muscle cars. The appeal this time is speed, not necessarily durability. Cars still take damage and show it, but very rarely do they get knocked out of races. These cars are made of titanium and can take numerous hits. Basically, the faster the car, the better.



DRAGON VALOR

A Lineage of Lizard Liquidators

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/RPG
- **Special Features:** Attack Combos; 8 Spells; Ability Increasing Items; Branching Overland Map; Vengeance From Every Branch of the Family Tree; Platforming Gameplay Elements
- **Created by:** Namco
- **Available:** October 17 for PlayStation

80% Complete



The game is filled with plenty of pitfalls...



...puzzles and traps...



...and enemies galore.

Namco is known for quite a few things, but role-playing games isn't one of them. In fact, the company's forte – racing and fighting games – have little need for background story or anything remotely resembling a plot. Come October, Namco will change its reputation with the action/RPG offering, *Dragon Valor*.

The game opens with Clovis, the initial main character, finding his home town burnt to cinders, his sister dying, and a strange sword next to a fried crisp of a man. Clovis finds out that a dragon is responsible and that the sword is a *Dragon Valor*, the only weapon capable of slaying a wyrm. As might be expected, Clovis decides he doesn't care much for dragons, and sets out to kill every king-size lizard he meets.

Gameplay in *Dragon Valor* is mostly of the hack n' slash variety, with platforming and puzzle elements thrown in for good measure. As the adventure continues, players will even learn a spell or two. Killing monsters and bashing boxes open will reward players with cash,

valuables to be sold at shops, and power-up items that increase attack power, hit points, and magic points.

It isn't long before Clovis dies, but actually that's where the game begins. The things our hero learns, as well as the *Dragon Valor*, are passed on to one of his descendants. Eventually, that person will also pass on, and yet another relative must take up the slaying mantle. And so continues the story until all the dragons have been wiped out.

In addition to lineage decisions, players must make irrevocable path choices as they play. After slicing your way through a level, you'll find the overland map often branches to different places. Once you move to one place, you'll never get the chance to go to the other again.

Dragon Valor isn't heavy on graphical flash, but its cup runneth over with branching storylines and playable characters. Considering it's two discs large, this could turn out to be a game worth playing a few times through. ■



Once you choose your path, you can't go back.



Stores either buy things or sell things, but never both.



"Being a dragon slayer isn't as cool as I'd thought it would be."



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 20 Courses; 20 Snowboards From 6 Manufacturers; Slope Editor, Halfpipe & Downhill Runs; 4 Professional Riders; Soundtrack Featuring Gravity Kills & Incubus
- **Created by:** Radical Entertainment/MTV Interactive for THQ
- **Available:** Winter for PlayStation

70% Complete

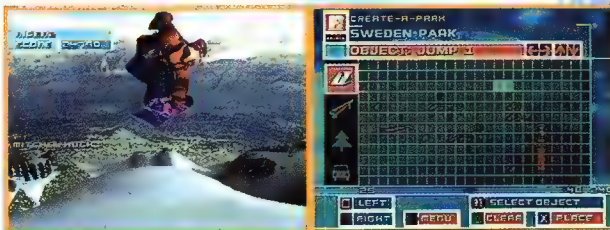


Under the assumption that a new name will deliver a bold new attitude, THQ has added a little more flavor to its snowboarding series and changed the name from MTV Sports: Snowboarding to MTV Sports: Pure Ride. With the new name carving the way for an exciting future, developer Radical Entertainment has improved almost every aspect of the freestyle mix and essentially broken free from the mold of a sequel, creating a genuinely new game that buries its grisly past.

IMPROVEMENTS

With a slope editor, 20 different courses, and a tricks list large enough to fill the Grand Canyon, Pure Ride has more than enough to keep gamers occupied for weeks on end. To give the game a taste of the real thing, four professional riders and 20 authentic snowboards from six manufacturers have been added to the mix. The biggest change comes in the controls and overall gameplay execution. With ease, players can now perform sick tricks and wicked combo strings. Basically, the controls are reminiscent of the award-winning formula in Tony Hawk.

SLOPE EDITOR



Just like the Lord Almighty, players can play the role of creator and construct their own mountains filled with crazy runs and wild slopes. While this tool is limited, you can place your own rocks, trees, rails, cars, and jumps. A wide variety of terrain designs are available as well.



TRICKS



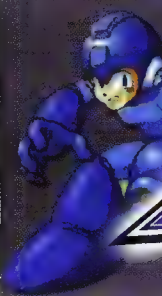
A snowboarding game isn't complete without a halfpipe where you can freely strut your stuff and show the world how fly you really are. Don't expect instant gratification though. Landing tricks in Pure Ride demands skill and a firm understanding about how this game truly works.



ENVIRONMENTS

Unlike most snowboarding games, the environments in Pure Ride are massive, not just in length but width as well. These tracks are designed to give players gameplay freedom to explore and find new shortcuts, and of course, areas featuring massive air.





MEGAMAN X5

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters (Mega Man & Zero); Time-Based Gameplay Events; 8 X-Hunter Levels & Bosses; New Weapons, Power-Ups, & Vehicles
- **Created by:** Capcom
- **Available:** November for PlayStation

Flashback to the Sweet 16

A good portion of the Mega Man fan base shneked in horror when Capcom drastically altered the Mega Man legacy under the Legends' moniker. Being caught in the middle between the fan and the developer, we hear the same complaints, receive the same hate mail, and ultimately loathe Mega Man fans with email accounts. It took Capcom while, but we can finally breathe a sigh of relief and tell all you sissy Rockman fanatics out there to take a pill and chill! Capcom is not only continuing the new Legends' series, it is also releasing more Mega Man titles in the classic vein. Just in time for the holidays, another Mega Man X title bearing the classic 16-bit formula is racing to American retailers. If any game developer listens to its fans, it's Capcom. Just look at all the Street Fighter games! No sane developer would release that many games without being coaxed by a fan or two.

65% Complete

Gameplay



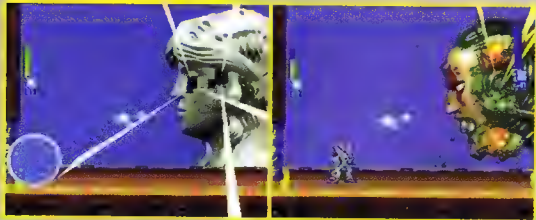
Changing the pace to a feverish pitch, Mega Man X5 forces the dynamic duo to finish tasks as quickly as possible. Why? Because if all is not resolved within 48 hours, the world will explode. Finishing levels quickly also unlocks new powers and weapon enhancements. Mega Man X5 features eight new stages guarded by eight new X-Hunter bosses.

Variety



Keeping the game fresh, Capcom has cleverly implemented several different gameplay formulas into the mix. Of course, the game starts out with Mega Man on foot, but it quickly evolves into a series of different minigames including the popular rocket sled stage!

Bosses

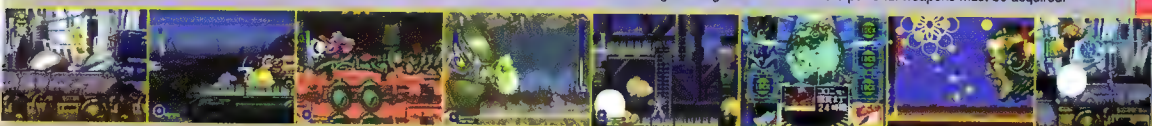


If we could give this game a label, it would be Mega Man X5: Boss Battle. Seriously people, there are a ton of bosses in this game, and as you can see from the pictures above, some of them are very bizarre and innovative.

Characters



Apparently, Mega Man just isn't enough any more, is he? Joining the boy in blue for a jet-set reunion is fan favorite and all-around good guy, Zero. Both of these characters are playable, and get this, both of them start with their powered-up X armor. That's right! The rocket slide, hover, and power shot are available from the get go...but of course, the challenge is far greater now and more powerful weapons must be acquired.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Season, Playoff, & Tournament Modes; Multi-User Seasons; New In-Game Icons Indicate Player's Ability; Big Checks & One Timers; Detailed Player Models Featuring Facial Expressions; Classic Uniforms
- **Created by:** EA Sports
- **Available:** November for PlayStation 2

80% Complete



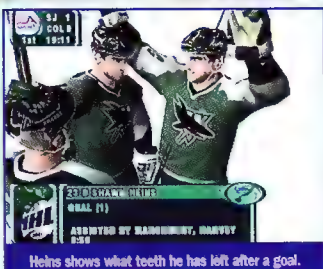
EA Sports Skates to PS2

Since the early days of the Sega Genesis, EA Sports' NHL Hockey franchise has been a mainstay on the video game scene. Year after year, it consistently provides hockey fans an experience that has been rivaled by few other hockey titles. Many games have tried to dethrone the king of the ice, but none have put the puck on net as many times as NHL Hockey. Now we enter a new level of hockey competition on the PlayStation 2, and so far it seems like NHL may dominate again as FaceOff is nowhere to be found. We recently got our first playable glimpse of NHL, and we bring you our impressions.

As you would expect, EA didn't mess with the controls – which is something that any veteran of the series demands. Sure, there have been a number of additions such as signature moves and various defensive moves, but the main shell of the control is still the same as it was in 1991. We had no problem jumping into the game, pulling off a few fancy moves and crisp passes, and schooling the computer. Well, we didn't exactly school it...but we had some fun.

Concerning the options and other features, this new version will not have a Career mode like its PlayStation and PC counterparts. We are not sure why EA chose to exclude this feature, but we sure were glad to see that the multi-user season was back in NHL. Other interesting new additions are little icons that indicate whether a player is adept at body checking or has the cannon shot. This feature permits you to recognize the better players on the ice and use that to your advantage. This makes sense because we have no idea who the heck can play on the Minnesota Wild anyway – but now we know what the full uniforms look like.

If you can't tell by the look of the screenshots, NHL Hockey 2001 looks excellent and has some of the graphical features that were found in the PC version. Players' faces show a number of expressions and their reflections can be seen in the ice surface. Additionally, you will notice a ton of real-life hockey nuances beautifully recreated in the game.



Heins shows what teeth he has left after a goal.



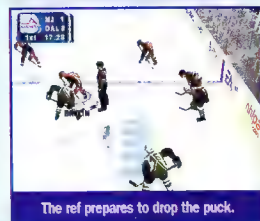
A sprawling save prevents a goal.



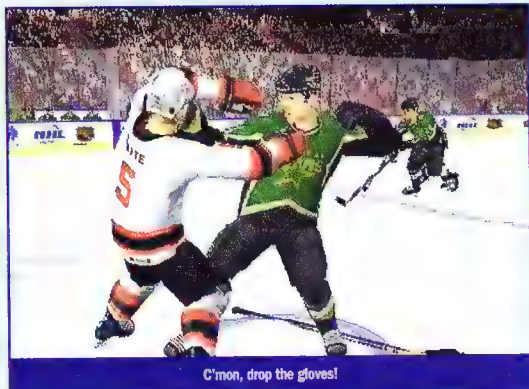
Keep the stick down, ya goon.



Hatcher & Modano make a Dallas sandwich.



The ref prepares to drop the puck.



C'non, drop the gloves!



Small icons next to the player names will indicate if the player has a strong shot or can hammer someone.

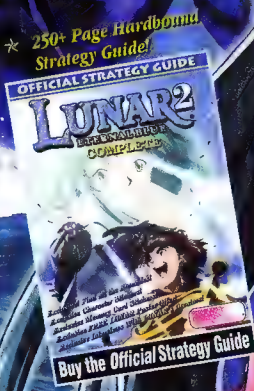


LUNAR²

ETERNAL BLUE

COMPLETE

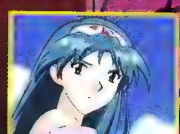
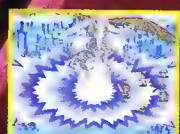
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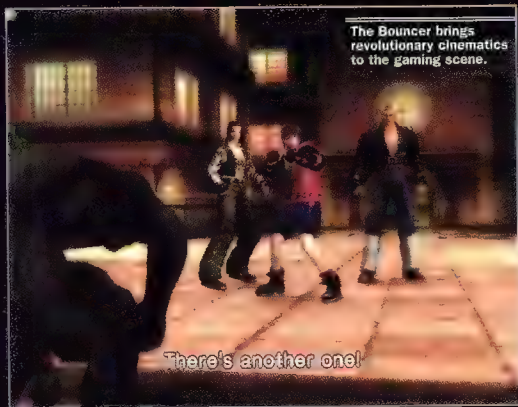
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Sion, a man haunted by a tragic past
Whom him lies strength and kindness, but also great sorrow
All that will change when he meets a girl named Dominique
These are the residents of 2000 AD

The Bouncer

SQUARE'S BAI



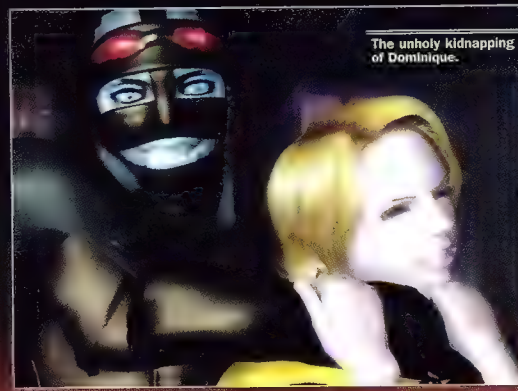
The Bouncer brings revolutionary cinematics to the gaming scene.

There's another one!

AFTER SIX MONTHS of tantalizing gamers, Square Soft has finally divulged significant details of its upcoming PlayStation 2 science-fiction thriller, *The Bouncer*. Tapping into the eternal lifeline of Patrick Swayze's defining role as a bouncer in 1989's motion picture event of the year, *Road House*, *The Bouncer* follows the trials and tribulations of nineteen-year-old bar-room bouncer, Sion Barzahd.

Mopping up the floors with the staggering drunks at the hottest club in town, FATE, this is one night Sion will never forget. Relaxing and taking a break from the action, Sion closes his eyes, only to hear a sweet female voice say, "Good morning," directly into his ear. As he turns his head, a smile crosses Sion's face as he greets his friend and long-time FATE regular, Dominique Cross. Before a conversation can commence, glass shatters, lights flicker, and hoards of shadowy figures drop to the bar's floor, kidnapping Dominique. Helpless, Sion shouts for help, and fellow FATE bouncers, Volt and Kou, assemble, giving chase to try and save the lovely lass who was snatched from under Sion's nose.

Tapped and facing nearly impossible odds, the game begins, and a deadly dance ensues in the crowded bar-room between the three bouncers and the unknown assailants. Well trained in several forms



The unholy kidnapping of Dominique.



We've got company.

Even though subtitles are shown, the entire game is presented with spoken dialogue.

PlayStation 2 Preview

- **Size:** 1 DVD-ROM
- **Style:** 1-Player Action
- **Special Features:** 4 Main Characters; Spoken Dialogue From Start to Finish; Completely Interactive Environments; Real-Time Combat Styled After Tobal; Matrix-Style Cinematography
- **Created by:** DreamFactory/Square Soft
- **Available:** Winter for PlayStation 2

65% Complete

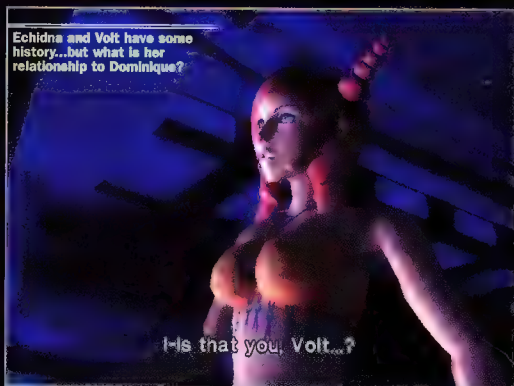
Where did you take Dominique?

BROOM BLITZ

Who are these guys?



Echidna and Volt have some history...but what is her relationship to Dominique?



I-is that you, Volt...?

of martial arts, Sion can hold his own...but his kung fu may prove to be weak against this crop of rowdy denizens. Acting on reflex, Sion (controlled by the player) can use any object in the bar as a weapon or defensive tool. Brought to life in stunning high-resolution graphics, this introductory scenario ignites the screen with never-before-seen special effects, incredible environment interaction, and Matrix-like camera work.

It may be hard to fathom now, but the entire game unfolds this way, with Square's brilliant strokes painting a wonderful game for countless hours. Even more outrageous yet, every inch of the game appears as though it's a CG movie from Final Fantasy VIII, with spoken dialogue accompanying every line. Because of these impressive qualities, The Bouncer will take advantage of the PlayStation 2's larger DVD format.

Developed by DreamFactory, the same team who brought to life Tobal No.1 and Ehrgeiz, The Bouncer features fluid combat and some of the most awe-inspiring cinematic sequences ever to be displayed in a video game. Set as a tentative winter 2000 product, The Bouncer may lay down the law with inebriated PlayStation 2 owners this holiday season.

indeed...

But I am not the Volt you once knew.



A good portion of the game takes place within the towers of the Mikado Building. The towers represent the three divine treasures of the Imperial throne.



Through CG movie-like graphics, the entire game unfolds with dynamic camera angles and amazing effects.

Early rumors leaked out by Square Soft indicate that Sion may not be the only playable character. Both Volt Krueger and Kou Leifoh are candidates for the spotlight, and depending on what turns the game takes, Dominique Cross may have the chance to seek revenge later on.

CHARA

SION BARZAH

Age: 19

Height: 5'9"

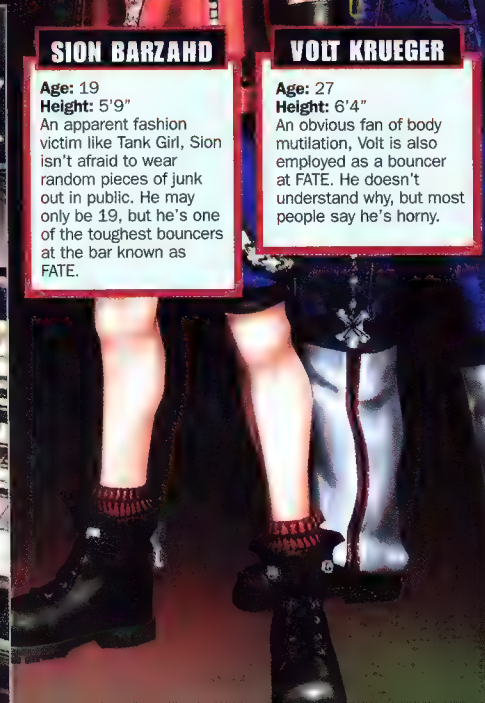
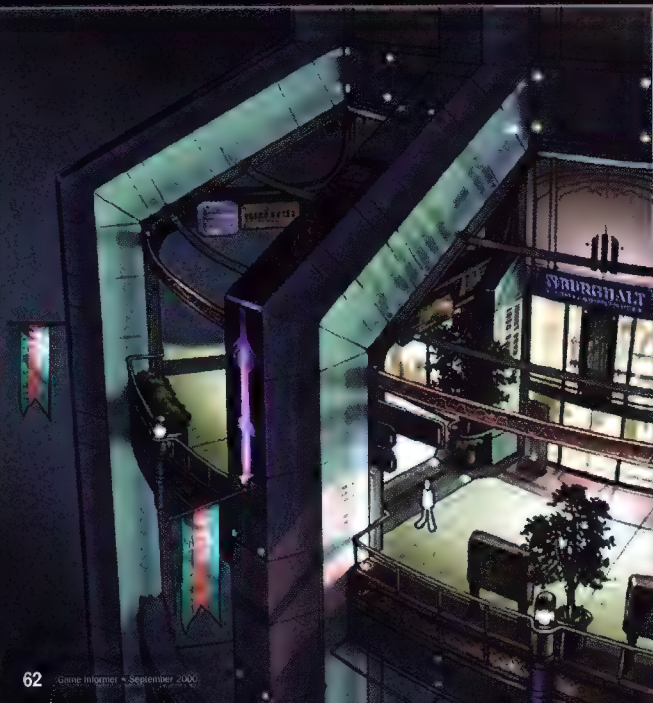
An apparent fashion victim like Tank Girl, Sion isn't afraid to wear random pieces of junk out in public. He may only be 19, but he's one of the toughest bouncers at the bar known as FATE.

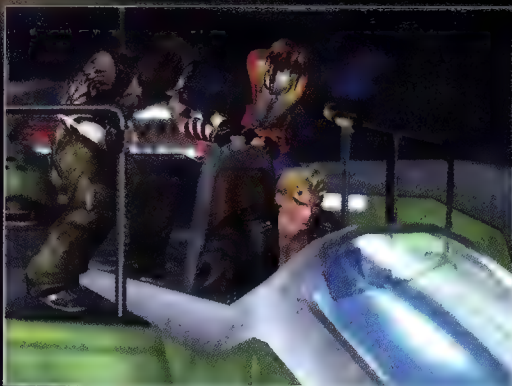
VOLT KRUEGER

Age: 27

Height: 6'4"

An obvious fan of body mutilation, Volt is also employed as a bouncer at FATE. He doesn't understand why, but most people say he's horny.





▼ The futuristic transport vehicle, Air Carrier, may turn out to be the Airship in this adventure. ▲



CTERS

KOH LEIFOH

Age: 25
Height: 6'0"
The other two FATE bouncers could learn a thing or two about fashion sense from this guy. Koh is a smooth-talking greaser who may look intimidating, but is actually a very easygoing individual.

DOMINIQUE CROSS

Age: 15
Height: 4'10"
Petite and sweet, Dominique is a real treat. Always wearing a smile, Dominique's joyful personality (and clothes) can brighten anyone's day.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 200 New (?) Parts; New Part Locations; 2-Player Competition Via Link or Split-Screen; Functional Torso Weapons; Super Boosts Allow Rapid Forward Booster Dash; Gorgeous Effects
- **Created by:** From Software for Agetec
- **Available:** October 26 for PlayStation 2

Armored Core 2 Core

90% Complete

FLY ROBOT, FLY!

THE ARMORED CORE EXPERIENCE

The original Armored Core had just about everything a mecha junkie could want. A wide variety of parts and weapons made it possible to experiment with all kinds of configurations. Selecting from a massive list of heads, arms, legs, torsos, shoulder weapons, arm weapons, laser blades, jet boosters, engines, targeting chips, and performance-enhancing option parts gave the game a considerable amount of longevity despite its somewhat lackluster single-player missions. Furthermore, the game's complex but tight control allowed players to strafe, gun, slide, and fly, making for an intense two-player experience.



Some of the new effects will blow you away.

MORE THAN JUST A NEW LOOK

So far, everybody is yammering about how pretty AC 2 is. The true AC nerd couldn't care less, but would instead ask, "new parts?" There will be a little over 200 parts in the game, some of which will be devoted to brand new categories. Remember that torso with the gun that didn't shoot? Certain torsos will allow the use of special core weapons that will add to the firepower of your mecha. In addition to the standard arm and shoulder locations, there is a new location for paired weapons that will allow weapons with special functions like mine-laying. Engine overheating can now be reduced further with special cooling systems.



The Kirasawa returns with some alterations.

HASN'T LOST THAT ANIME FEELING

The fast pace of the game remains consistent, but high-flying antics seem to be even simpler to achieve in AC 2 with more hangtime and a reduced gravity effect. A cool new feature allows mecha to execute a rapid booster dash forward by hitting the right analog button, making rapid escapes and lightning fast blitzes on the enemy a possibility. Otherwise, control (one of the previous game's strong points) remains the same.



Flashier than ever.



Screenshots cannot describe the sheer speed of the Super Boost.

PLOT? HELLO?



Grimlock no need plot! Grimlock smash!!

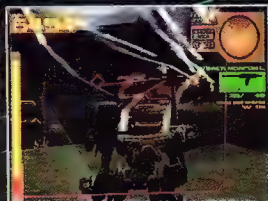


Boost and shoot for a split second of pure art.

You can count on more single-player missions and an Arena mode, but we can't be sure of how the levels or the plot they're based on will turn out. Don't hold your breath. We know the plot will once again involve feuding corporations. Go figure. From Software has never exactly worked magic with its plotlines, one of the more memorable ones being, "You're in an evil tower." But we sincerely hope the point of fighting with giant robots will be better illustrated this time around than, "You're a mercenary in a corporate war. Plot twist! A computer is controlling everything." But again, who cares? Think of the new parts, man!

LOOKIN' GOOD

Okay, non-AC nerds, it is very pretty (if that's all you care about). The mecha look even more solid than before and the weapon effects are spectacular. Death blossom missiles now ignite the night sky with their exhaust flares, and heavy energy weapons dazzle the eye with a brilliant powering-up sequence. Animation is smooth, without a broken polygon or seam in the environment to mar the eye candy experience.



Multiple lock death blossoms are a sight to behold.

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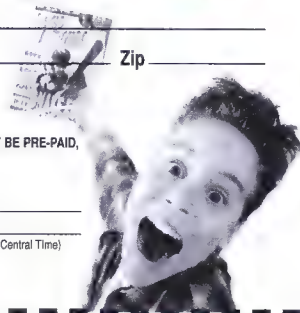
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PlayStation 2 Preview

- Size: 1 CD-ROM
- Style: 1 to 4-Player Action
- Special Features: 2-Player Cooperative Mode; Death Match, Capture the Flag, Bank Job, Escort, & Last Stand Playmodes; 20+ Weapons; 50+ Playable Characters; Mapmaker Mode; Custom Control Configurations
- Created by: Free Radical Design for Eidos
- Available: October 26 for PlayStation 2

75% Complete

Eidos Does The Bang Bang Boogie

TimeSplitters

Although we've been sorely disappointed with the lackluster crop of games that have been released thus far in Japan, we here at GI sincerely hope that the American launch of the PS2 will feature games that offer more lasting depth. Instead of arousing our imaginations with a flash of graphic prowess, then leaving us flaccid with boredom, we need games that stroke our cerebellums with inspired concepts and tug our nuggies with their unbelievable gameplay.

One such game will be *TimeSplitters*, a first-person shooter developed by Free Radical. This lighting-fast action title will be a must-buy for the PS2 launch. Although Free Radical, back when it worked for Rare, was the brains behind *GoldenEye*, don't expect *TimeSplitters* to follow the path of that classic title. Instead, the developers have opted to return the first-person shooter to its roots, taking inspiration from the frenzied frag-fests of the original *Doom*. *TimeSplitters* steers clear of *GoldenEye*'s stealthy action, forcing players to run in all guns blazing. To keep the action moving, Free Radical promises that ammo will be plentiful. No need to count bullets kids - just lock, load, and release some of those aggressions in a safely pixelated environment.

While it appears that the heart and soul of *TimeSplitters* will be the multiplayer mode, with its groundbreaking Mapmaker, we have gleaned a few details regarding the single-player game. There will be nine levels that span the decades, from the early 20th century to the middle of the 21st. There are over 20 playable characters at the outset, but that number quickly swells to over 50, as you unlock enemy characters by completing levels. Most of the levels are simple find-and-retrieve missions set in intricate levels crawling with enemies.

Stay tuned for more on *TimeSplitters* next month when we blow the lid off this upcoming smash hit. We should have a playable copy by then, plus an exclusive interview with the developers.



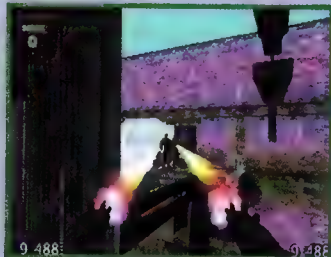
Urkle's cloning machine is out of control!



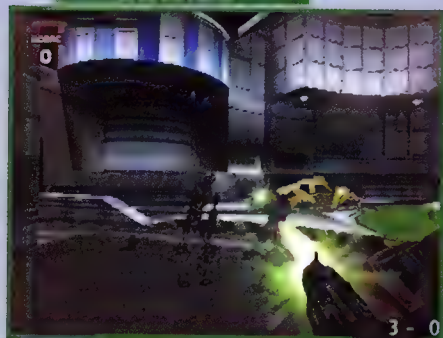
George O'Malley seems a little weird lately.



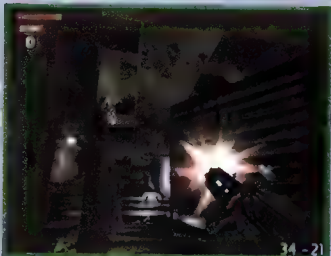
TimeSplitters



Zappin' fools with a double rainbow blast.



"Die, robots, die!"



TimeSplitters.





Until the arrival of the PlayStation 2, creating a real-time war simulation with dozens of characters on screen has been limited due to the lack of sufficient system power. Several companies like Westwood Studios worked around this problem, creating Micro Machine-sized wars with characters no more than six pixels high, as seen in the classic PC series Command & Conquer. The need to squint to see character detailing will become a thing of the past come October 26. For the PlayStation 2 launch, Koei is readying a war simulation that would make William Wallace blush and Genghis Khan smile. For years, we've pondered the possibility of all-out war with highly detailed, high-resolution characters. This dream has finally been realized in the extraordinary release, Dynasty Warriors 2.

BEHIND THE LINES

Koei says that over 40 characters can be displayed onscreen at once without any slowdown, flicker, or texture breaks. Witnessing it first hand, we were amazed at the commotion before us. Each of the wars in the game are separated into stages. Unlike the Romance games, the player doesn't need to manage resources or kingdoms. You're here for one reason, and one reason alone - to fight. After one battle ends, and you view your post war statistics including number of kills for each general, another battle awaits just around the corner. Each of the stages feature nearly 3,000 characters set within a 150 acre (1 kilometer) battlefield.



Over 40 characters can be displayed on-screen at once.



Each stage features over 150 acres of terrain.



With the entire war erupting in real-time, anything can happen.

War by the Thousands

THE COLORS OF WAR

Clinging loosely to its PlayStation fighting history, this continuation of the Dynasty Warriors series breaks the one-on-one combat barrier and multiplies it by the dozens. With combat streaming at sixty frames per second, and high resolution graphics showing the finest of details, the magnitude of carnage on screen will suck your breath away and stimulate your brain. At times, the player is faced with devastating odds, like 30 to 1. Amazingly, these odds can quickly change. Since this is a war, ally forces may run to your aid, or if you're as talented as Mr. Ripley, you can lay waste to all your enemies without breaking a sweat. With thousands of characters on the field at once, the outcome of the battle is different every time. Every action happens in real-time, with you stuck smack dab in the middle.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 28 Playable Characters; Thousands of Enemies Per Stage; Combo Strings & Magic-Sewn Attacks; Horse Riding; Real-Time & CG Movies
- **Created by:** Omega Force for Koei
- **Available:** October 26 for PlayStation 2

80% Complete



Mount a horse and knock the opposition down like bowling pins.

WARRIOR PRIDE

Some may be hidden, but Koei is saying that Dynasty Warriors 2 will feature 28 playable characters, all sporting unique moves, attributes, and animations. Set in either the Shu or Wei Kingdom, many of these characters made their debut in the PlayStation fighter, but there are a few powerful new faces to step behind. If you were a fan of the fighter, you may find the minuscule moves lists a tad disappointing. All of the characters feature a powerful combo string, magic attacks that can be sewn into the combo string, and a powerful blast that can be unleashed when the Power Bar is maxed out. As you make your way through a stage, each kill you achieve will be tallied. The player will also have to keep the morale of his troops high. To do this, you simply need to slay tons of men and come to the rescue from time to time. If you perform well, you'll be rewarded with personal guards who watch your back and fight in your shadow.



Each character features unique moves and powers.



Choose your warrior from a cast of 28 playable characters.

BLOOD, SWEAT, & TEARS

The combat in Dynasty Warriors 2 is similar to the chemistry used in games like Fighting Force. Flailing on the controller works well...for the first few stages; then the enemies grow more intelligent, fight in swarms, and even launch arrows from behind barricades. The player also has the ability to launch arrows, which is done through a snazzy first-person view complete with targeting crosshairs. Above and beyond this, powerful magical attacks can be unleashed. These special maneuvers range from axe throwing to magnificent uppercuts.



When in a jam, tap into the Power Bar to unleash a devastating attack.



The player can launch arrows from the comfort of an easy-to-use first-person targeting system.



During gameplay you'll run across real-time and CG movies.



The map gives you a pre-battle heads up on enemy locations and the design of the stage's terrain.





- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 9 Characters Onscreen Simultaneously; Over 20 WWF Superstars (Some Hidden); Backstage Areas; Double Team Moves; Deforming Weapons; Exhibition & Royal Rumble Modes
- **Replay Value:** Moderate
- **Created by:** Yuke's/Sega for THQ
- **Available:** August 10 for Dreamcast

Bottom Line: 6.75



Suddenly, Road Dogg found he had chest congestion.



Weapons deform, and sometimes break, as they are used.



Just one of many double team moves in the game.



Why attack your opponent, when you can get them run over?



It's been a long time coming, but finally Sega's top of the line console has a wrestling title to call its own...sort of. A Dreamcast-perfect arcade translation (or is it the other way around?) of Royal Rumble will be appearing across the nation nearly simultaneously with the home version.

Since WWF Royal Rumble is an arcade game, it has been designed to be easy to pick up and play. Similar in control to SmackDown, one button is for attacking, one is for grappling, and the third is for running, climbing, and pinning. Depending on the direction you press the d-pad when tapping buttons and what situation your opponent is in, different moves result. Royal Rumble also requires you to pick a partner and choose from three sets of assist moves. A double button press during a match will then cause your partner to throw in a weapon, do a run-in attack, or perform a double team move with you.

Of all the buttons, however, players will find the right trigger the most useful. Every time a wrestler delivers or takes damage, his or her Special meter increases. Once it's filled, an S appears next to the meter, and players can save up to five of these important letters. A certain number of S's allow signature moves to be pulled off, or they can be used to escape any hold or pin. He who hold all the S's, holds all the aces in a match.

That this is no mere port from a lesser-powered home console becomes quickly evident from the chaos of the matches. Nine characters can appear onscreen at once, making Royal Rumble mode more accurate than it ever has been in any other game. During matches, players will often be suddenly shifted to backstage areas filled with deforming and breaking weapons, and dangerous places that are better left avoided. Royal Rumble may not have the character count and tweaking options of the other THQ wrestling masterpieces, but there's no doubt that the action is more intense than any other.



Nine characters onscreen makes for a rumble of royal proportions.

The Dreamcast Bad Ass

JAY THE GONZO GAMER
Concept 8
Graphics 9
Sound 9
Playability 6
Entertainment 8
8 OVERALL

"Initially, Royal Rumble is going to amaze you. The action is relentless, and the double team moves and interactive backstage environments will impress even the most adept wrestling game player. There is no denying, however, that this is a game designed for the arcade and, as such, is a brawler. This doesn't bother me at all in multiplayer, but I have a serious problem with playing it solo. There is no automatic facing in the game, and often when you're jamming away trying to get up or get a move off, your character will go through an attack sequence in thin air, allowing the computer to take advantage of you. So essentially, it's a button masher that penalizes you for button mashing. Great game if you've got lots of friends to play with, but single-player will only take you so far."

PAUL THE GAME PROFESSOR
Concept 2
Graphics 9
Sound 7
Playability 7.75
Entertainment 2
5.5 OVERALL

"The Dreamcast was introduced to the WWF with a fairly mediocre game last year. The characters moved like robots and the control was far too cumbersome. Luckily, Royal Rumble changes all that with excellently animated wrestlers and fairly solid controls. What is in Royal Rumble is really good, and matches turn into an entertaining melee of action. However, this game falls way short in offering any sort of depth. There are no cool entrances, no titles, no tag matches, no nothing - just a stupid arcade mode that wears thin in about a day. There is about 1/16 of a good game here. WWF Attitude now looks like a masterpiece when compared to this shallow game. Wrestling fans look elsewhere."

REINER THE RAGING GAMER
Concept 5.25
Graphics 8.75
Sound 7
Playability 7.25
Entertainment 6
6.75 OVERALL

"Stripped to the bones, WWF Royal Rumble lacks the bells and whistles of its tremendous PlayStation counterpart, WWF SmackDown. It doesn't come packaged with a Create-A-Wrestler option. It doesn't offer a Career mode. There are no belts to unlock. Nor are there any story angles. So what does this game have to offer? The bare minimum, consisting of an Exhibition, Versus, and Royal Rumble mode, and that's it. Most gamers will probably be disappointed with THQ's arcade styling, especially if they've already invested great time into SmackDown. It may not have a fancy frontend or a hefty amount of options, but the gameplay is finely crafted. Some of the characters are already outdated, and it doesn't hold much single-player charm; but if you dig multiplayer games, Royal Rumble is a blast."





Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Cheap Price (Suggested Retail is \$29.95); 5 Classic Capcom Characters & 2 New; Special Attacks & Lock-On Targeting; 7 Difficulties; 10 Missions Plus Final Battle; Jump Pak & VMU Compatible
- **Replay Value:** Moderately Low
- **Created by:** Psikyo for Capcom
- **Available:** September for Dreamcast

Bottom Line: 7

Fast Go Arcade Action Shooter Now!

"If Cannon Spike sold for 60 bucks, I would rip it a hole for being too shallow, too short, and asinine by design. But at 30 bucks this game takes on a whole new meaning. Sure you can blast through it on Easy in no time, but if you turn up the difficulty, Cannon Spike sends out an army of deadly enemies that will challenge you for weeks on end. The new characters aren't that great, but I really enjoyed playing as Cammy and Mega Man (who I thought were easily the best of the bunch). I certainly don't think this game is for everyone, but it does offer some fast and furious action to keep your trigger finger nimble. If you are looking for some **mindless fun**, check it out; you may be a little surprised by this one. But don't expect the thrills to last for too long as the game isn't terribly deep."

ANDY
THE GAME SHOBIE

Concept **6**

Graphics **7**

Sound **6.5**

Playability **8**

Entertainment **6**

6.75

OVERALL

"This is a pretty interesting shooter. Not only can you go in with guns a-blazing, but there are the close combat maneuvers found in an action brawler. The assortment of characters is really kind of interesting. Cammy and Charlie of Street Fighter fame? Weird. This strangeness doesn't change the fact that this game looks excellent and that the multitude of things going down onscreen never slows the action. I did find the controls a little strange as far as the shooting goes, but again **this isn't a typical shooter**. Still, like any shooter, the entire game might seem to be over relatively quickly if you are not into this type of game. In the end, Cannon Spike provides some challenging and enjoyable action, but falls short of getting my seal of approval."

PAUL
THE GAME PROFESSOR

Concept **7**

Graphics **8.25**

Sound **7**

Playability **7**

Entertainment **6.75**

7.25

OVERALL

"Capcom often plays the role of innovator. True to form, Cannon Spike is one of the most original games to emerge from the bitstream in quite awhile. Sporting an overhead view and melee reminiscent of Smash TV, the game offers a handful of Capcom characters ranging from Mega Man to Cammy. Cannon Spike takes full advantage of the DC technology, presenting **gorgeous environments and ultra-smooth gameplay**. Oddly, each level only lasts for one or two minutes tops, then you move to the next environment. This frenzied shooter is definitely short, but thankfully Capcom made it somewhat difficult by limiting the continue pool. If the levels didn't end so abruptly, and if there was some form of story or purpose, I'd love this game to death. The gameplay is great! Unfortunately, it's sculpted to be nothing more than a quick one-riper."

REINER
THE RAGING GAMER

Concept **5.5**

Graphics **7**

Sound **7.5**

Playability **8.5**

Entertainment **6.5**

7.25

OVERALL

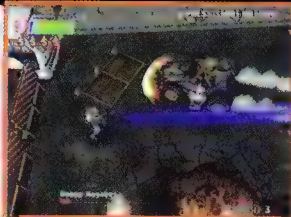
Tired of all these modern games trying to be so deep and complicated? Ever wish you could just sit back, relax, drink a cold one, and blast an evil horde to hell and back? If you answered yes to either of these questions, then Cannon Spike is the game for you.

This 3D isometric action/shooter is simple by design. Sure, there is a little backstory to Cannon Spike, but who cares? The real meat is that up to two players can pick one of seven characters to work through 11 missions of mayhem.

Two of the characters, Shiva and Simone, are new, while B.B. Hood from Darkstalkers, Charlie and Cammy from Street Fighter, Arthur from Ghosts 'N Goblins, and Mega Man round out the all-star cast. Each character has unique characteristics to his or her attacks, but basically you have a shot and a super shot (the shooter half of the game), and a punch and a heavy attack (the action/brawler half of the game). As you would expect, you can use a target to lock on, and you also have a limited number of special attacks to get you out of tough jams.

Each mission is basically a small room where the hordes come at you from all sides (à la Smash TV), so the secret to being successful at Cannon Spike is to learn to evade and then attack quickly as you only get four credits to work through to the final boss.

If you set Cannon Spike to the easiest difficulty, you can blast through this game in half an hour, but if you love to challenge yourself there are plenty of difficulties to master, with Very Hard making even the strongest of players cry for their mommies.



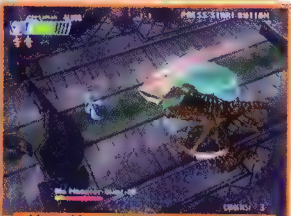
Simone's laser cuts through bad guys like a hot knife through butter.



Little cutscenes break up the action from time to time.



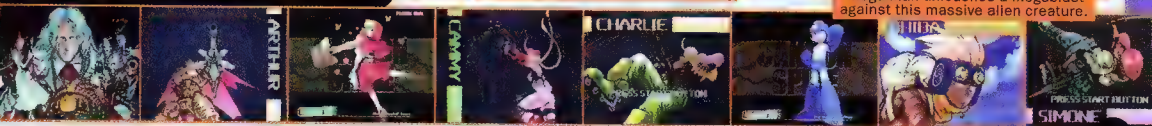
The pace switches from classic shooter to brawler in a heartbeat.



Mega Man unleashes a megablast against this massive alien creature.



Two players can play simultaneously.





- **Size:** 1 GD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Real-Time Pet Simulator; Packed With Microphone; Aquarium for Raising Seaman; Atrium for Raising Food; Hours of Voice-Overs; Leonard Nimoy Gives Playing Tips
- **Replay Value:** Moderately Low
- **Created by:** Vivarium for Sega
- **Available:** July 25 for Dreamcast

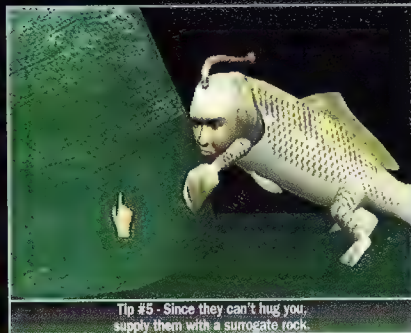
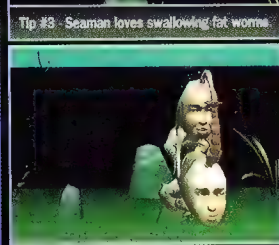
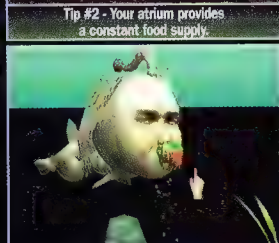
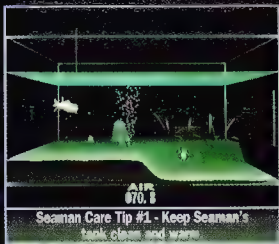
Bottom Line: 7

What's Seaman? Ask your dad and he'll giggle, then tell you to ask your mother. Ask your mom and you'll get a smack in the head, followed by a bar of soap shoved in your mouth. Ask a Dreamcast owner and he or she'll tell you, "umm, it's hard to explain..."

Sega is known for innovations, but its newest game makes all its past efforts seem flaccid in comparison. Seaman challenges you to care for a species that's more difficult to raise than a ravenous Mogwai on a ten-yard island. Packed with a microphone that's shoved into your controller's rear, players must not only feed the Seamen and keep their tanks in order, but also entertain them orally.

Once players manage to thrust the Seamen into their world, the first thing they must learn is basic care. Seamen like it hot, ask for an occasional blow, and swallow every chance they get. Thus, the player must make sure to keep the tank's heat high enough, generously use the air bubbler, and feed their pets. The initial food supply quickly drains away, and players must then learn to manage an atrium filled with caterpillars that Seamen just love to choke down. Even when you're not playing, the Dreamcast's internal clock keeps ticking. Stop pleasing your Seamen for more than a day and you're likely to be met by a bunch of stiffies on your return.

After a few days of fooling around, players will notice their Seamen engaging in verbal intercourse. Best of all, they want you to join in on the action. Having a few tête-à-têtes with your Seamen is what the game's all about. Before long, you'll be sharing your most private fantasies with your new friends, and learning some valuable life-lessons to boot. Part philosopher, part therapist, part freaky fish with a tentacle sticking out of its head, Seaman just wants to get to know you a little better. Treat him right, and he'll still respect you in the morning.



A STAIN OF ORIGINALITY

JAY

THE QUIZZY GAMER

Concept	9
Graphics	8
Sound	9
Playability	2
Entertainment	5

6.5

OVERALL

"Like watching a documentary on dung beetles, Seaman is interesting but leaves you wondering, 'Don't I have something better to do?' The technology is fascinating, and you'll be flabbergasted by the depth of some of Seaman's responses. For example, when he asked what my favorite Dreamcast game was, I tried to stomp him a few times - but couldn't! He recognized everything I said. Unfortunately, 90% of the game (although I hesitate to call it that) plays like a new millennium version of a text adventure. Players discover certain key words they need to say to progress, then sit back and hear the results. The game's worth seeing in action, but **do yourself a favor and rent it.** By messing with your Dreamcast's clock settings, you'll get your spoonful of Seaman soon enough."

PAUL

THE GAME PROFESSOR

Concept	9
Graphics	8
Sound	8.75
Playability	7
Entertainment	6

7.75

OVERALL

"There is no easy way of scoring this game because there is really nothing else like it around. True, Seaman is completely original, but the game is a little confusing. Without reading the manual or seeking some help, the thing may never really get going. Even if it does, it will take you days to figure out what is going on. Having some inside information that surfaced with the Japanese release, I fiddled with the DC's internal clock to keep the days moving rather quickly. More than 15 days into it, things start picking up and there is plenty to observe. This strategy proved to be very entertaining, but made my Seaman very irritable as I didn't spend much time talking to them. There are **plenty of hilarious comments and the voice-activated microphone actually works very well** at understanding my northern Minnesota accent. I wonder if you Southerners will have the same luxury."

REINER

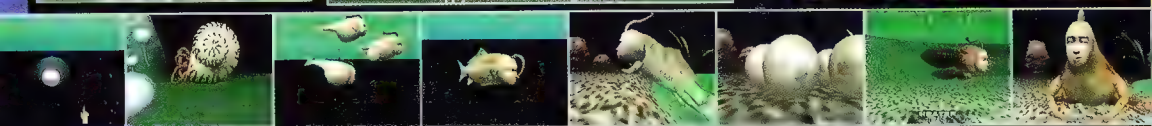
THE RAGING GAMER

Concept	6.5
Graphics	7.5
Sound	8
Playability	5
Entertainment	6.25

6.75

OVERALL

"This obscure Dreamcast product **should not be labeled a game, but a virtual pet.** To actually make Seaman evolve into a wise crackin' fishman requires days of patience. That's right...days!!! Like a high school sweetie, Seaman is a high maintenance pet. The biggest perk of this innovative product is the voice-recognition aspect. Talking with your fish folk is hilarious, and the technology used for this feature is outstanding. Most of the time, Seaman is a bitter creature with a heart made of stone, but every once in a while you connect with the little fella. Even with a parental bond in place, I tired of conversing with my aquatic friend, so I cut off his air and killed him. As a game, Seaman blows. As a virtual pet, it's quite impressive. If you really need a friend, or have way too much time on your hands, you may want to try stormaching Seaman. It's slow, yet strangely rewarding."



Virtua Tennis™



Tennis Players Have Fuzzy Balls

"For me, the top of the video tennis food chain is Super Tennis for the SNES. It's truly one of the greatest two-player games ever. And for me to say that Virtua Tennis is right up there with it (not quite as good, but close) is a compliment of the highest order. Virtua Tennis' controls are quite simple, which is one of this game's greatest achievements since anyone can pick it up and be overhead smashing in seconds. But once you get into the nuances of it, there is a lot you need to do right to get the shots you want, which gives the game legs that will keep you playing for many months to come. If you have a Dreamcast, I highly advise you pick this one up. The matches are always great, and it seems like in every game you achieve at least one amazing, pulled-it-out-of-your-butt shot—and that's a sign of a great game."

ANDY THE GAME NOMBRE

Concept
9

Graphics
8.75

Sound
8.5

Playability
9.5

Entertainment
9.5

9

OVERALL

"After hitting grand slams with NFL and NBA 2K, Sega delivers another awe-inspiring sports title in Virtua Tennis. Of course, one look at the screenshots of this game will show you the amazing level of graphic detail that Sega packed into one tiny GD-ROM. What it won't show you is the fluid animation, the instinctive control, and the seemingly endless supply of minigames and training modes. The most striking aspect of this game is how the control is contingent on the player animations and vice versa. Instead of running on a track, as in games of the past, individual steps actually matter. As masterfully executed as a game-winning drop shot, Virtua Tennis stands among the finest sports games ever."

MATT THE ORIGINAL GAMER

Concept
9

Graphics
9.5

Sound
8

Playability
9.75

Entertainment
9.75

9.25

OVERALL

"Not only has Sega flawlessly converted the arcade game to the Dreamcast, but it has implemented a handful of exciting new features to give this game the longevity and variety it needs to keep players completely engrossed. The World Circuit mode is complete with challenging matches, unique minigames, and a shop loaded with tennis wear. On the flip side of the frontend, Sega worked wonders with the gameplay engine. Not only is the animation true-to-life, the controls are right on the money. Together these two units create one of the finest-looking and playing games on the Dreamcast. With a fast arcade interface, this game not only appeals to hardcore tennis junkies, but casual gamers alike. A must play if there ever was one."

REINER THE RAGING GAMER

Concept
9.25

Graphics
9.5

Sound
8.25

Playability
9.5

Entertainment
9.25

9.25

OVERALL

In an effort to rebuild its video game dynasty, Sega has worked diligently to bring top-quality sports titles to the Dreamcast. NFL 2K was obviously the flagship title, but Virtua Tennis may end up being the crowd favorite. The concept is as old as video games themselves, but don't think for a second that Sega hasn't added some new pieces to the puzzle to make it better than ever.

Making "wow" graphics on a tennis game is no easy task, due to the simple fact that the camera perspective doesn't lend itself to impressive close-ups. So you would expect, Virtua Tennis' graphics aren't mind-blowing; still Sega did an outstanding job of implementing tons of animations for each player to make sure every diving volley and overhead smash is as real as any TV broadcast.

The controls are simple: use the direction pad for movement and two buttons to choose between a standard stroke or lob. Controlling your shot, however, is not so easy. How far forward or backward you pull the analog stick determines where on the court you want the ball to go, and how long you hold the appropriate button down determines the power of the shot. Sounds easy, but it definitely takes some practice if you want to make the finals and win.

To practice your skills, head to the World Circuit mode where you can unlock the other players and courts (which adds some nice replay value to the single-player game). This highly addicting mode puts you in singles and doubles tournaments where you can win money to buy other players, stages, and clothing. There are also great challenges in this mode like Pin Crusher (play five frames of tennis bowling), Cannon Ball (blast shots at automatic servers that bombard you with shots), or Drum Shooter (lob balls into oil drums located on the court) to help you pass the time.

Virtua Tennis is a fantastic addition to Sega's sports lineup, a game that you don't need to be a tennis fan to enjoy. If it is not already permanently in your Dreamcast, you might want to take a gander at what our reviewers have to say.



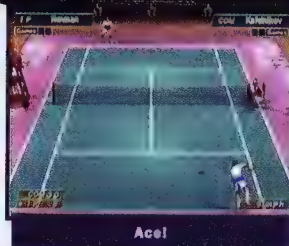
Luckily, you don't have to know who this guy is to enjoy Virtua Tennis.

Dreamcast Review



- Size: 1 GD-ROM
- Style: 1 to 4-Player Sports
- Special Features: 16 Real-Life Players Including Jim Courier, Carlos Moya, & Mark Philippoussis; 10 Courts; Arcade, Exhibition, & World Circuit Modes; VMU Required
- Replay Value: Moderately High
- Created by: Sega
- Available: Now for Dreamcast

Bottom Line: **9.25**



Up to four players can volley their brains out in the Exhibition mode.



Tennis players prefer the high five over football's more risqué fanny pat.



The World Circuit mode features lots of fun minigames.



Dreamcast Review



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Detailed Player & Stadium Models; Exhibition, Season, & Playoff Modes; Player Create; Signature Batting & Pitching Styles
- **Replay Value:** Moderately High
- **Created by:** Sega
- **Available:** July 26 for Dreamcast

Bottom Line: 5.75

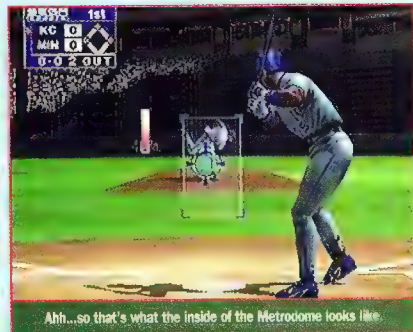


Sega has developed the franchise of World Series Baseball over many years and a wide range of platforms. Dating back to the Genesis, the game has seen a tremendous amount of change as well as numerous developers. In more recent iterations on the Saturn, World Series development has been handled by Sega of Japan. Likewise, the first game to hit the U.S. Dreamcast comes from the Land of the Rising Sun.

Visually, World Series 2K1 continues the standard of excellence that has been found in other Sega Sports' games featuring the NFL and NBA. Players faces are modeled after their real-life counterparts from the big leagues. Details of the players' mugs include a number of expressions and also a number of other intricacies that show the athletes chewing gum and even blowing bubbles. Player appearances are also complimented by accurate batting stances and swings. These finer points are carried nicely into the game's player-create option which gives the user a huge array of choices. Additionally, all the major league stadiums are exceptionally well represented. The only chink in the armor of WSB 2K1's graphics is the gameplay views. With only three, not-so-different batting views and no choice of fielding views, the game is limited by not allowing the player to customize the experience and feel in control of the fielding action.

Gameplay modes and options include typical choices such as Exhibition, Season, and Playoff. Roster management, which includes trades and lineup, offers changes that are easily executed and user-friendly. Season options will track a number of statistics for each team, as well as detailed numbers for individual players throughout the league. The game modes that are included are adequately presented and work very well, yet the game is missing such popular elements as a Home Run Derby.

The release of World Series Baseball rounds out an impressive line of Dreamcast professional sports simulations. However, the game is clearly not as polished and refined as the NFL and NBA franchises. Even so, this is your only choice for Dreamcast baseball at this time.



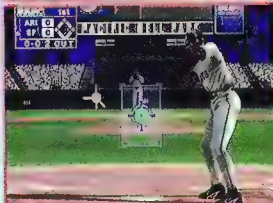
Ahh...so that's what the inside of the Metrodome looks like.



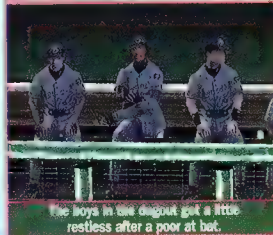
I wonder if he remembered to wear a cap?



An easy out at first.



Pac Bell Park was specifically designed for Barry Bonds to hit dingers.



The boys in the dugout get a little restless after a poor at bat.

DC Serves Up a Fat Pitch

ANDY
THE GAME HOMBRE

Concept	3
Graphics	7
Sound	6
Playability	1
Entertainment	25
4	
OVERALL	

"OK, I hate it when reviewers do this, but I'm going to do it anyway...I hate baseball. The sport stinks. Yet over the years, I have found many a video baseball game to be a real treat. In fact, I think the sport transfers very well to video games; so many baseball titles have been among my favorite sports' games. Given that, I am sad to say that World Series Baseball 2K1 **completely and utterly sucks**. Sega managed to remove all the great video game-styled controls that have worked for many years, and replaced the entertaining portion of video baseball (you know, where you get to control stuff with your control pad) with boring cutscenes of overweight ball players scratching their crotches. Yippee! I am going to forget this game ever existed, and hopefully this review will be the last time you think of it. Trust me, you are better off without it."

PAUL
THE GAME PROFESSOR

Concept	6
Graphics	8.5
Sound	5
Playability	6
Entertainment	6
6.25	
OVERALL	

"Prior to playing this game, I had high hopes for the continuation of one of the best baseball franchises in video games. As I expected, the game looks fantastic. The players are very life-like and their animation is exceptional. The stadiums are also beautiful. As far as play goes, I'm a little disappointed. Although the basics are **adequate**, the batting interface is far too difficult. Some may argue that it is realistic, but I would have liked to see an option to give it more of an arcade feel. Furthermore, the game lacks appropriate views and options to set up fielding. You are essentially locked into a pseudo auto-fielding mode. This game is decent, but really lacks anything that makes it exceptional. I would venture carefully onto the DC diamond."

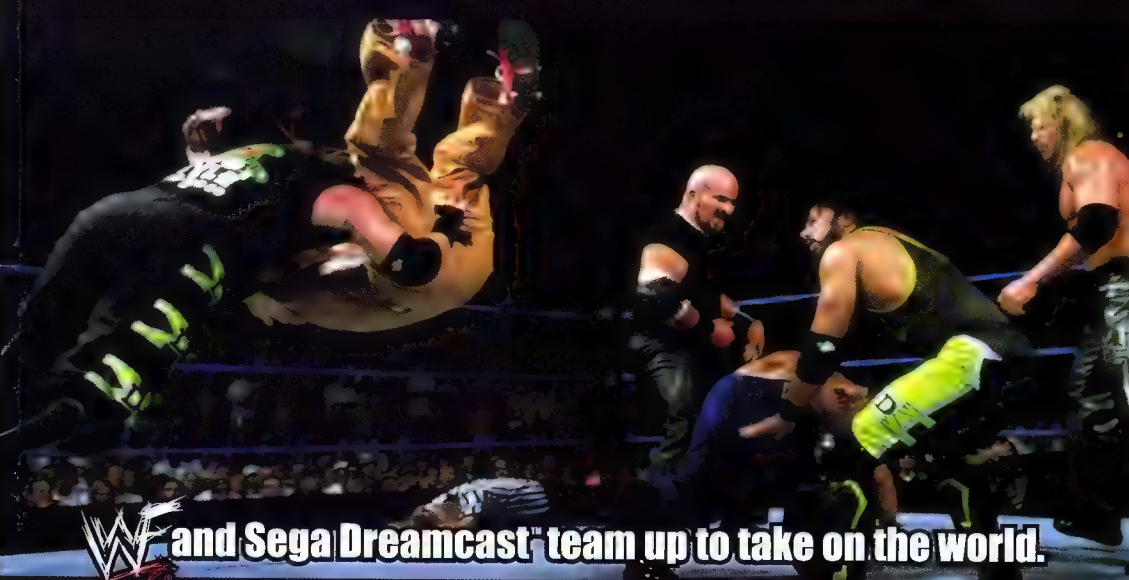
REINER
THE RAGINS GAMER

Concept	5
Graphics	9.5
Sound	7.25
Playability	6
Entertainment	6.5
7	
OVERALL	

"Sega's high-end entry onto the baseball diamond will turn a fair share of heads, but I'm afraid that's all it will do. With highlights nicocheing off helmets, a fancy TV presentation, and the **most realistic batting stances around**, World Series Baseball offers up more than enough eye candy to draw you in. But as you'll quickly see, a stellar look is the only thing this game has going for it. The entire gameplay package, right down to the pitching and batting interface, is poorly crafted. In what looks like a rush job to get this product on retail shelves, Sega has more or less eliminated the entire fielding aspect of the game. The player doesn't actually control any of the fielding. The CPU reacts to hit balls and tracks them down. You just have to toss the ball. That's it. Pretty, but altogether this is a disappointing release on Sega's part. Maybe next year you'll actually play it."



Do you have the grapefruits to get in the ring with these guys?



and Sega Dreamcast™ team up to take on the world.



Nine **WF** Superstars in the ring at once. This is gonna get ugly.



Can't handle the heat? Stay out of the kitchen. Or the boiler room. Or the parking lot.



All's fair in the **WF**. When you're getting' whupped, call in a partner to help you out.

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Sega® Dreamcast



What's
Your Sign?

JET GRIND RADIO

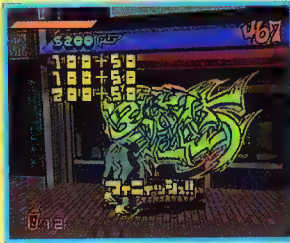
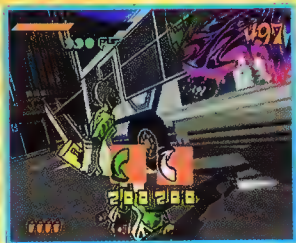
Equipped with Overdrive Magnetic-Motor Skating Shoes, the youth of Tokyo have taken the city by storm, and even the cops are one step behind them. Always competitive types, the kids have separated into gangs and are jousting for territorial boundaries. In Sega's stylish new action game, *Jet Grind Radio*, known as *Jet Set Radio* in Japan, players take control of their very own gang and wage war on all who oppose. With a trusty can of acrylic spray paint in hand and a feisty pair of skates on your heels, the city is your canvas. Your goal is to spray your logo across town and cover those left by rival forces. As you perform this dirty deed, you'll need to keep an eye out for officers of the law as they are focused on stopping you at any cost. They'll even launch a missile or two your way.

Sega has always pushed the boundaries on innovation, and just the look of *Jet Grind Radio* says more than enough. Never before has a game had such colorful graphical qualities, and never before has a game tried a concept quite like this one. The Dreamcast may find itself outdated by the end of the year when PlayStation 2 hits American retailers, but games like these will keep it alive for years to come.



In hot pursuit.

THRASH TACTICS



Hang on the back of cars to gain speed.

It may sound like one of the most bizarre games to date, yet *Jet Grind Radio*'s gameplay premise is actually little more than a combination of many earlier games. Character movement features similar control to Electronic Arts' classic Genesis game, *Skitchin'*. Most of the moves in the game are performed by hitting the B button and pressing in one of eight different directions.

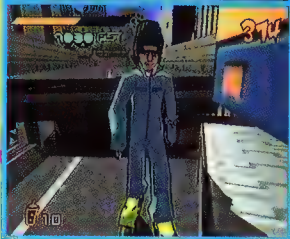
Grinding, the most used move in the game, is unleashed by hitting B. Unlike skating games of late, the player doesn't need to balance. On each of the 18 stages, the player's goal is to use these techniques to reach graffiti zones, additional cans of spray paint, and hidden objects. The cityscapes are extremely detailed, containing the qualities, interaction, and

destructive traits of *Crazy Taxi*. Graffiti zones are highlighted with arrows. When players find one, they simply need to hit the L button to start spraying their logos. While the paint is sprayed, you'll need to perform stroke actions (shown in one of the pictures above) to lay down the paint quicker. When all the zones are covered, the stage is over.

PART-TIME SUCHAS-



ガア工にこの造りがで改力か修



0110



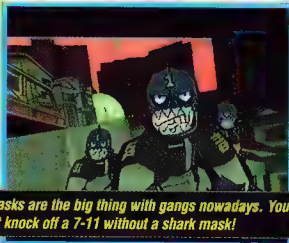
As you progress further into the game, new allies will appear from time to time. These unique personalities will teach you a few new techniques. If you can complete their training exercises, they'll join your posse and become new playable characters. All of the characters in the game feature unique attributes.

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Graffiti Logo Editor; Over 100 Hidden Logos; 18 Missions; Tons of Playable Characters; Fully Interactive Environments; Sophisticated Grind Controls; Urban Industrial Soundtrack
- **Created by:** Sega
- **Available:** November 1 for Dreamcast

90% Complete

GANG BANGERS



Shark face masks are the big thing with gangs nowadays. You can't knock off a 7-11 without a shark mask!



Of course, not every character in the game is friendly. But then again, they have a right to be angry since you're defacing and eventually acquiring their precious 'hood. While these gangs are intimidating, they're mostly harmless. The adversaries you'll need to watch for are the cops. The city's defense is very strong. The cops ride motorcycles, track you on choppers, parachute into your presence, and even wield machine guns. That's bunk, yo!

TERRITORY

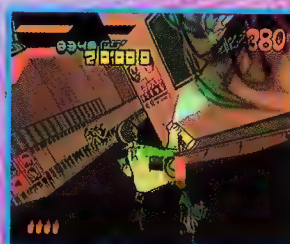


The goal is to take over the entire city.

The goal of the game is to invade the city and splatter your paint everywhere. At the end of the game, only your color will remain, and complete dominance will be achieved.

URBAN DESIGNS

If wolves can mark their territory around a forest, why can't humans mark theirs in city streets? Call them vandals, call them hooligans, call them whatever you like. The gangs in Jet Grind Radio are very territorial, and they're not afraid to spray their colors across the city. Thankfully, all the gangs infesting the city have artistic looks. Sometimes their logos add something to a drab corner of town. Sega has even given gamers the chance to make their own logos and patterns. You'll also stumble across and unlock over 100 different Sega-made logos hidden within each level.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 130 Cars; 12 Courses Including Drag Strips; Car Create Mode; Driver & Factory Tests; Tons of Car Tuning Options; VMU Minigame; Save Replay to VMU
- **Created by:** Sega
- **Available:** August 30 for Dreamcast

Sega GT



95% Complete

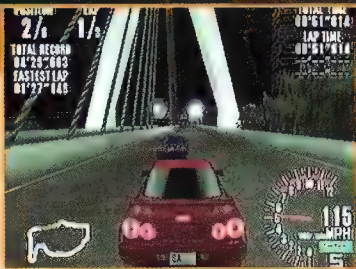
RACING TO THE EXTREME

Back in May, we gave you a glimpse of Sega's monstrous racing title for the Dreamcast. That version was the completed Japanese game and, although the text was in Japanese, the racing was in the universal language of video gaming. Now, we have finally gotten our hands on a nearly completed English version of the game. Styled in many ways like another perennial racing success on the PlayStation, Sega GT packs a ton of authentic cars and a huge variety of trials to test your driving skills.

The basics of Sega GT will require the player to acquire a car and then compete in races to earn money. This money is then used to modify and tune the car's equipment to win more races and thus acquire even more cars. A vicious circle indeed, but one that is filled with challenging racing and tons of replayability. The ultimate goal is then to build and design your own cars, as well as assemble a huge stock of cars to fill your garage.

Like Gran Turismo, Sega GT has a number of driver's license tests that must be completed in order to earn the right to race. These tests put you in various cars and contain a run against a predetermined lap time. These tests require some precision driving as one mishap will spell failure. The learning curve is a little steep, but once you've become accustomed to the controls and the way the cars handle, you'll hit the benchmarks soon enough.

The arrival of Sega GT on the Dreamcast scene is a welcome one. So far we have seen few racing games of this caliber on the machine. Most have a futuristic or arcade style, but Sega GT aims at the car enthusiast by offering a more hardened simulation. Be on the lookout for the bottom line on this game in an upcoming issue.



The tracks have beautiful scenery, but don't spend too much time looking.



Races take place at all hours of the day and night.



That's a nice set of wheels.



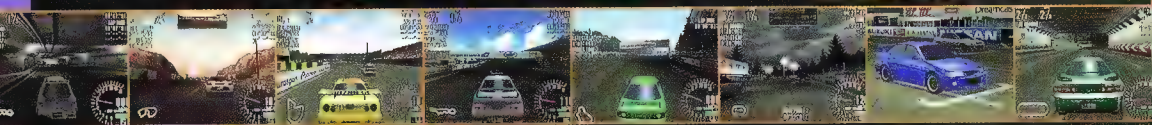
Two players go head-to-head.



Careful not to take the corner too tight or the backend will kick out.



Three laps to go. Better get to the front of the pack.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 13 Vehicles; Adjustable Car Attributes; 6 Courses With Tons of Shortcuts; 4 Stunt Courses With Multitudes of Jumps; 4-Player Split-Screen; Jump Pack Compatible
- **Created by:** Midway
- **Available:** September 5 for Dreamcast



63 Less Than a Rock Classic

If your life revolved around music rather than video games, seeing this game's title might make you think that a new album is coming from a particularly well-known Canadian rock group. Yet, if you've followed the straight and narrow path of gamedom, you'd recognize Rush 2049 as the follow-up to the popular arcade and console game San Francisco Rush. Like its predecessor, Rush 2049 is an all-out arcade racer with insanely designed tracks and massive hangtimes. Midway is readying the title for Dreamcast in early September, and we had a chance to take a look at an early version.

As you may know, the first San Francisco Rush title went through quite a transformation when it made the jump from arcade to home. Although Midway hasn't quite nailed down what new modes and features we can expect in 2049's move home, we can tell you that it will include a number of new treats. Most notably there is the Stunt mode, where players can take the car of their choice into one of four stunt arenas. Each arena is loaded with every conceivable type of berm, ramp, hill, and jump to launch your car over. And since we are dealing with a time 50 years in the future, the cars are equipped with short retractable wings to stabilize them. More importantly, these wings will aid in rolling and flipping the car in the air - that's why they call it the Stunt mode.

Of course, much of what makes up Rush is the racing. There will be plenty of burning rubber. The game will have six courses that can be raced forward or backward and in mirror image. One of the important keys of a successful race is learning the multiple and sometimes hidden paths that each of the six courses may offer. Sometimes the alternate path will do nothing but slow you down, but most of the time a hidden route will offer the shortcut to success.

Right now, there is a flood of racing games on the Dreamcast's radar, and Midway is hoping that Rush's blip won't fade off the screen. With some high-profile racers from the likes of Sega and Acclaim coming, Midway will have to put the hammer down to speed Rush 2049 past its rivals.

82% Complete



Hey, watch the paint job.



Just me, my truck, and one helluva big stunt course.



There are four racing views to choose from.



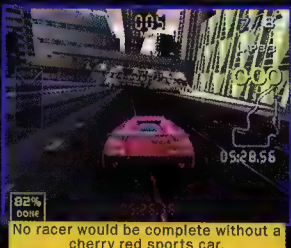
Whoa, just narrowly escaped a fiery wreck.



Attempting to score big points with a crazy stunt.



Traffic laws are not enforced in Rush.



No racer would be complete without a cherry red sports car.



This time we weren't so fortunate. Medic!



Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2-Player Racing
- Special Features: 6 Race Courses; Training, Driving, Championship, & Race Modes; 3 Difficulty Levels; Race Data; Variable Car Settings; Register Game Results & Rankings on the Internet
- Created by: Sega AM2 for Acclaim
- Available: November for Dreamcast

80% Complete

FERRARI 355 CHALLENGE



MC FERRARI & DJ SUZUKI GET FUNKY ON DC

Seeing the venerable Acclaim logo slapped on this game might cause a few arcade fanatics to scratch their heads in puzzlement, wondering why Sega chose not to publish this coin-op sensation. As is often the case, it turns out that it came down to the legalities of licensing. Since Acclaim had fortuitously nabbed the Ferrari license in America, Sega was forced to forgo the publishing rights to Ferrari 355 Challenge.



As Corey Haim found out during one magical weekend back in the mid-'80s, learning to drive can be a harrowing experience. Especially if you don't have your homie and illicit-drug vacuum, Corey Feldman, watching your back. Luckily, the developers have included an excellent Training mode to help you master the subtleties of oversteering and powersliding. As you drive each of the tracks in Training mode, a red line that shows the ideal drive path is superimposed on the track. Steering and brake assist functions are more noticeable, and there are also turn-indicator icons which warn you of approaching hairpins.

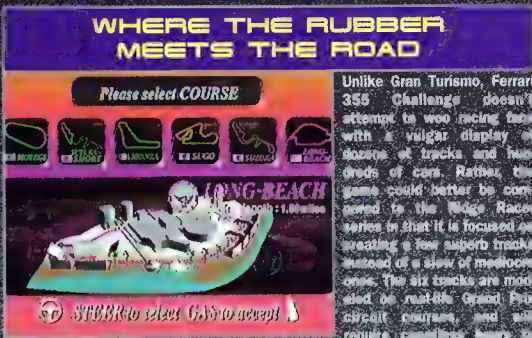


As a large part of the thrill of playing Ferrari 355 in the arcade was the innovative wrap-around three-monitor cabinet, many wondered how the game would translate to the Dreamcast. Although the game is not as immersive as it was in the arcade, it remains a fantastic racing sim, and should compare favorably to the best in the genre. Ferrari 355's Achilles' heel might be the fact that there is only one car to pilot, but it can be tweaked and upgraded in the garage. The learning curve is extremely difficult, but most should be able to master the novice setting after a few runs.



link cable. Sadly, there are no plans to make the two-player mode compatible with SegaWeb for online play.

Compared to other racers on the market, Ferrari 355 is a little slim in the way of extras, but it does have a few key features. The Championship mode allows you to compete for the best point total on the entire six-track circuit, and through the game's SegaWeb functions, to post your best times and race data on the Internet. Also, there is a two-player split-screen function, as well as the ability to link multiple Dreamcasts and televisions together with a link cable.



Unlike Gran Turismo, Ferrari 355 Challenge doesn't attempt to woo racing fans with a vulgar display of dozens of tracks and hundreds of cars. Rather, the game could better be compared to the Ridge Racer series in that it is focused on creating a few ashy tracks instead of a slew of mediocre ones. The six tracks are meticulously realized Great Prix circuit courses, and will require countless hours to master.



READY 2 RUMBLE BOXING ROUND 2

Return of the Boom-Bap

Dreamcast Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** New Characters Including Shaq & Michael; 3 Levels of Rumble Power; Improved AI; New Training Modes; New Boxer Costumes; New Outscenes & Back Stories; New Combos
- **Created by:** Midway
- **Available:** Fall for Dreamcast

65% Complete

Although we here at GI were a little disappointed in the finished product, Midway's Ready 2 Rumble Boxing was one of the breakout hits of the Dreamcast launch lineup. Dreamcast owners lapped up R2R's combination of wacky characters and amazing graphics, and will soon be able to wet their whistles with Ready 2 Rumble Boxing: Round 2.

DON'T CALL IT A COMEBACK

Many curmudgeonly members of the press grouched that there wasn't much of a game behind Ready 2 Rumble's gaudy visuals. Midway looks to address these complaints with much tougher opponent AI, and a host of new moves and combos. The Rumble Power has also been revamped to include three levels of power-ups. If you get Rumble twice before activating, your punches will be invincible. The third tier of Rumble Power allows you to knock your adversary out of the ring. Boo-YAH!



Championship mode has been expanded to include several new training minigames, including jump rope and rumble pad training. Throughout your career, you will see your gym grow and gain new equipment as your earnings increase. For the fashion conscious, new outfits are also available for the boxers.

WORK THE ANGLES



To improve Ready 2 Rumble's already-impressive graphics, the developers have implemented several new television-style camera angle options, in addition to the numerous views that were in the first game. These new angles include side-by-side close ups of the boxers, and dramatic long-distance arena shots.

NEW GLADIATORS

Michael Jackson and Shaq provide Round 2 with some serious star power, but those big brawlers are just the tip of the iceberg. There are 13 new characters this time around, including rotund mafioso Joey T., happy cow-poke Wild Stubby Cooke, malevolent bean-pole Freak E. Deke, and Randy of the Redwoods look-alike Freedom Brock.



Michael Jackson



Age: 41
Weight: 87 lbs.
Height: 5'-10"

Nicknames: The King of Pop, The Gloved One, Diana Ross

Signature Moves: The Moonwalk, Crotch Grab

Strengths: Uses ear-piercing "woo" cry to disorient opponents

Weaknesses: His face is now constructed entirely of papier mâché

Hobbies: Prank calling Lisa Marie Presley, "spending time" with children

VS.



Shaquille O'Neal

Age: 28
Weight: 315 lbs
Height: 7'-1"

Nicknames: Shaq-Fu, Shaq-Daddy, Booger Butt, The Worst Rapper in History

Signature Move: The Monster Dunk

Strengths: Excessive arm span and enormous booty means he packs a punch

Weaknesses: Clumsy footwork, poor free-throw shooting, no acting ability

Hobbies: Getting tattooed, paying people to write rhymes for him, wearing wack-ass leather suits



Indy Racing 2000

by Matt, The Original Gamer



- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Gold Cup Mode With Midget, Sprint, & Formula Cars; 11 Actual Indy Tracks; 20 Indy Drivers & Cars; 8 Open Wheel Courses; Adjustable Car Settings; 2-Player Split-Screen Mode; Memory Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Paradigm Entertainment for Infogrames
- **Available:** Now for Nintendo 64

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

Bottom Line: 8

Generally, Nintendo 64 racers are as highly anticipated around the GI offices as dental appointments and April 15th. That said, this high-octane gem might make yours truly reconsider my prejudices. While one could hardly claim that it reinvents the genre, *Indy Racing 2000* is the best driving game I've played for some time. The most important facet of this game, one which so many other racing game lack, is that it truly conveys a sense of speed. The graphics aren't terribly impressive, but the framerate is amazingly fast. The control eschews an in-depth sim approach for all-out arcade action. I rarely, if ever, used the brake, and kept the pedal to the metal throughout the race. The real challenge in the race comes in avoiding the other cars on the track. As R. Kelly said, there's nothing wrong with a little bump n' grind! The Indy Car Championship mode was great, featuring a ton of real-life courses, but the mode that really hooks you is the Gold Cup, in which you work your way up by unlocking four classes of cars, from Midgets through Indys.



Madden NFL 2001

by Reiner, The Raging Gamer



- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor; Franchise Mode; Custom Season & Teams; Coach's Comments; New Defensive Audibles; Madden Trading Cards
- **Replay Value:** Moderately High
- **Created by:** Tiburon for EA Sports
- **Available:** August 29 for Nintendo 64

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

Bottom Line: 8.75

Nintendo 64 owners should bow down and kiss EA's feet for this one. Everything you'd ever want in a football game, excluding actual role-playing as a spectator in the crowd, has been jammed into this gigantic sports sim. The most notable changes occur in the Franchise mode. Never before have I seen so many fantasy options, and never before have I been so engrossed in a game mode. On the statistical front, Madden is still light-years more involving than any other football game on the market. I'm honestly surprised it doesn't track how many times a player takes a breath. It has everything else. Even more impressive yet, and my favorite part of the Madden 2001 package, is the new Madden Cards by Upper Deck. Just like last year, you'll be rewarded points for performing specific tasks during a game. These points can now be used to buy way packs of trading cards; and yes, you actually open the pack, sort through the cards, weed out doubles, and place them in a scrapbook hoping to collect all 300. As always, the gameplay is solid, but nothing too flashy.



Rally Challenge 2000

by Paul, The Game Professor



- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Arcade & Championship Modes; 9 Rally Cars From the Likes of Mitsubishi & Subaru; 4-Player Split-Screen; Variable Car Settings
- **Replay Value:** Moderately Low
- **Created by:** Europress/Imagineer for South Peak Interactive
- **Available:** July for Nintendo 64

Concept:	5
Graphics:	5
Sound:	4
Playability:	7.75
Entertainment:	1

Bottom Line: 4.5



The land of N64 racing has become a blur to me. There are just so many mediocre racing titles for this system that they have become an amalgam of donkey doo-doo. Rally Challenge has been out for a few weeks, and I hope none of you have made the mistake of picking it up. There is little redeeming about this game other than that it has authentic cars. Cool enough, but the physics are just poor and the looks of the game are pretty dull. It's in no way worthy of purchase. Save your pennies.

by Andy, The Game Hombre



- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Point-Based, Fighting System; Vs. Computer, Record Attack, Fighter's Arena (Raise a Character), & Training Modes; The Option To Turn It Off
- **Replay Value:** Low
- **Created by:** Xicat/Imagineer/Opus for Southpeak Interactive
- **Available:** July for Nintendo 64

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

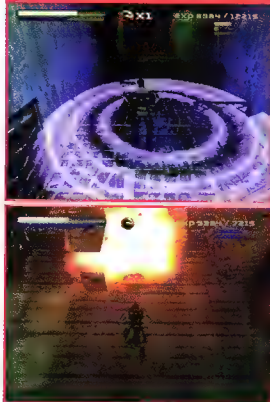
Bottom Line: 2

Fighter Destiny 2



If the picture on this page of *Fighter Destiny 2* looks unimpressive, that's because it is. Mired by horrible graphics, adolescent character design, and inane gameplay, the only reason *Destiny 2* isn't the worst fighter of all time is that Titus beat it to the punch with its own monstrosity, *Xena: Talisman of Fate* – not exactly company you want to be keeping. Why a company wanted to publish this stinker I have no idea, because the only *Destiny* I can think of for this fighter is the trash.

Mortal Kombat: Special Forces



My how the mighty have fallen. The Mortal Kombat license has finally hit rock bottom, careening out of control in a digital downward spiral. What drove this promising license into the pooper? Is it the simple fact that combat is misspelled with a "K"? Each new MK release continues to get worse, and not gradually either. When a new Mortal Kombat game hits retail shelves, I suggest you run like hell and pray that you don't have to play it. Following in the foul footsteps of MK Mythologies: Sub-Zero, Midway has sunk to new depths with Special Forces. Not one inch of this game, if you want to call it that, has anything to do with Mortal Kombat. Granted, Jax and Kano are in the game, but whoop de friggin' do! The gameplay is little more than a horribly sculpted Metal Gear Solid with obnoxious hand-to-hand combat, unmanageable camera angles, and horrific level designs. Stay away from Special Forces or you too may find yourself running in Midway's Special Olympics.

PlayStation

by Reiner, The Raging Gamer

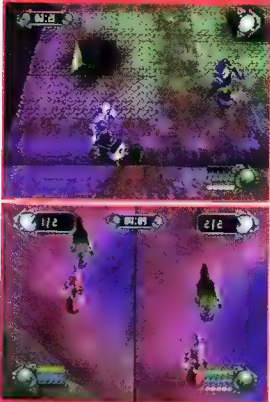
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Unmanageable Camera Views; Worthless Weapons & Combos; Stupid Computer Opponents; Horrific Level Designs; Cheesy Box Art; Jax's Metal Arms
- **Replay Value:** Low
- **Created by:** Midway Home Entertainment
- **Available:** June 28 for PlayStation

Concept:	0.25
Graphics:	2.25
Sound:	2.5
Playability:	3
Entertainment:	0.5

Bottom Line: 1.75



Ball Breakers



After taking a look at another of Take 2's el cheapo games, Action Bass, I was thinking that there may be some other gems in this lineup. Just maybe, Ball Breakers would prove to be both inexpensive and entertaining. I've got to admit that the title is pretty humorous, but sadly the name of the game may be its high point. There are plenty of different game modes that include an obstacle course where you collect shiny tokens. The fact that your character is a robot placed on top of a ball makes for some crazy momentum controls. However, after a short time and a few conquered arenas, I completely lost interest. Maybe it was because the difficulty curve was way wacky, or maybe it was because the game is just plain dumb. This gaming hodgepodge isn't even worth its low price.

PlayStation

by Paul, The Game Professor

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 5 Ball-Breaking Characters; Multiple Game Modes Including Racing & Last Man Standing; 2-Player Split-Screen; Value Priced at \$9.99
- **Replay Value:** Moderate
- **Created by:** Lost Toys for Take 2
- **Available:** July 25 for PlayStation

Concept:	5
Graphics:	4
Sound:	3
Playability:	5
Entertainment:	1

Bottom Line: 3.5



Rampage Through Time



A journey through the past, indeed. The latest in the long-running Rampage series, which debuted way back in 1986, Rampage Through Time offers little in the way of improvements from the original arcade machine. It's the same three-player stomp-and-crush action that even the staunchest of old-timers have long grown tired of. Midway threw in 20 minigames, although many are essentially the same game with slight graphical changes. I think it's time to put this old dog to sleep.

PlayStation

by Matt, The Original Gamer

- **Size:** 1 CD-ROM
- **Style:** 1 to 3-Player Action
- **Special Features:** 20 Civilizations; New Levels & Characters; 20 Minigames; Adventure, Tournament, & Challenge Modes; Special Attacks; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Avalanche Software for Midway
- **Available:** Now for PlayStation

Concept:	5
Graphics:	6
Sound:	7
Playability:	7
Entertainment:	2

Bottom Line: 4.75



Dinosaur



The overall plot and dialogue of Dinosaurs are irritating to the more mature gamer, while the horrible control and misplaced collision fields are enough to make a younger paleontologist wannabe throw a temper tantrum and toss away all his or her T-Rex toys. I haven't played a game this bad since the early days of the PlayStation when a lot of people didn't know any better. Thank God those days are over and damn this game for reminding me of them.

PlayStation

Erik, The PC Jedi

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Makes Any Other Stinkers You Might Own Seem Leagues Better in Comparison; Works as a Frisby; Tortures Without Inflicting Wounds
- **Replay Value:** Low
- **Created by:** Big Grub/Sandbox Studios/Disney Interactive for Ubi Soft
- **Available:** Now for PlayStation

Concept:	2
Graphics:	1.75
Sound:	2
Playability:	3
Entertainment:	0.75

Bottom Line: 2.25



AT A GLANCE

PlayStation

by Jay, The Conzo Gamer



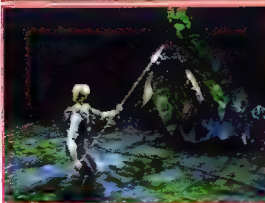
Koudelka

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 3 Characters; Resident Evil-Styled Exploration; Turn-Based Battle Grid Combat; Customizable Character
- **Advancement:** Welsh Setting; American Voice-Overs
- **Replay Value:** Low
- **Created by:** Sacnoth/SNK for Infogrames
- **Available:** June 27 for PlayStation

Concept:	3
Graphics:	7
Sound:	5
Playability:	4
Entertainment:	3

Bottom Line: 4.5

A hot chick for a main character, a gothic setting, and four discs of space to play with – what the hell went wrong? Role-playing games are usually at least halfway entertaining due to their interesting stories, characters, or combat systems. Koudelka fails to deliver any of these things, then puts the poop-flavored frosting on this rotten cake by making the player interface as annoying as possible. Exploration in Koudelka is done in a heavily Resident Evil-influenced style. Small items, however, do not twinkle, sometimes making finding them a matter of luck or constant button presses. Combat is your standard turn-based affair, but players are allowed to move about the bland battle map to get into position. Unfortunately, there's absolutely no strategic importance to being in a certain spot unless you need to be next to someone to attack. Even obvious details were overlooked. The story takes place in, and involves characters from, the UK, yet everyone speaks with an American accent. This one was way too rushed.



PlayStation

by Retner, The Raging Gamer



Bust A Groove 2

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** All-New Scoring System; Hundreds of New Moves; 12 New Songs; 18 Characters; 11 Dance Venues; Interactive Stages
- **Replay Value:** Moderately High
- **Created by:** Metro Frame Graphics for Enix
- **Available:** August 15 for PlayStation

Concept:	6.75
Graphics:	8.25
Sound:	8.5
Playability:	6.25
Entertainment:	7

Bottom Line: 7.25

Why does Enix have to get all uppity-up in my Kool-Aid with bunk games like this, yo?! Bust A Groove 2 wants to be all phat and dope, but it ain't. Uh uh! If it wants to be fresh like Marky Mark, or my main man, Def Jef, its gotta get rid of dat gameplay formula. It's offensive like 2 Live Crew, yo! Enix tried to add some juicy flavor by changing the scoring system, but unfortunately, the scoring wasn't the problem. It's da gameplay! Due to the need for rhythmic button presses, the player never really has an opportunity to check out the flashy graphics or the impressive motion-captured animations. Through the entire game, your eyes are glued to a four-inch bar, and nothing more. Just like the PaRappa games, spectators actually get more out of this game than da playa behind the controls. Keeping a tempo and calling upon lightning reflexes is entertaining, and all of the songs stay stuck in your head days after, but the gameplay doesn't lure you back for more. Better than the original, but still a tad disappointing.



PlayStation

by Erik, The PC Jedi



NGEN Racing

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 39 Jet Fighters Split Between 4 Classes; 14 Tracks; Upgradeable Aircraft; Permit Testing; Remove Competition With Guns, Rockets, & Guided Missiles; Realistic & Arcade Style Controls
- **Replay Value:** Moderate
- **Created by:** Curly Monsters for Infogrames
- **Available:** Now for PlayStation

Concept:	7.75
Graphics:	7.25
Sound:	5
Playability:	8
Entertainment:	8

Bottom Line: 7.25



A 7.25 may not look too hot, but NGEN is actually quite entertaining. Bad sound effects and a ton of pop-up brought the game's score down considerably, but Curly Monsters compensated for this by making an incredibly fast game with challenging tracks and plenty of planes to check out. The upgrades weren't as exciting as Gran Turismo, but they were interesting. Bottom line: Don't cry if grandma gives you this one for Christmas.

PlayStation

by Paul, The Game Professor



Action Bass

- **Size:** 1 CD-ROM
- **Style:** 1-Player Sports
- **Special Features:** Arcade Fishing Action; Multiple Locales; Choose & Acquire Lures; Free & Challenge Modes; Dual Shock Compatible; Value Priced at \$9.99
- **Replay Value:** Moderate
- **Created by:** Syscom/Wing-et-un for Take 2
- **Available:** July 25 for PlayStation

Concept:	7
Graphics:	7
Sound:	6
Playability:	8.5
Entertainment:	6

Bottom Line: 7



There is a lot to like about this fishing game, and to boot, it is one of those games you can get for ten bucks. I can see why Take 2 would price this game so low as there is not much to it. Still, it is styled just like the DC's Gel Bass, so the emphasis is more on arcade speed and action than on what you'd find in a true simulation. Even with the simplicity of the modes and gameplay, Action Bass is nicely presented and easy enough for anyone to pick up and play. However, the Challenge mode will give die-hard anglers something to keep them busy in the off season.

Toy Story 2



Finding immediate success with the PlayStation and Nintendo 64 releases, Activision quickly pieced together a Dreamcast port. A noble idea — but only if it's executed with the same tender loving care that made the other versions quality titles. Naturally, the Dreamcast port is the best looking of the three. The high-res graphics make the colorful textures jump off the screen, and the massive worlds seldom display any signs of pop or texture tear. Falling right into place, the gameplay is also very smooth; however, it has one major flaw. The controls are way too touchy. Controlling Buzz Lightyear's movements on the Dreamcast controller is a difficult feat that often leads to extensive profanity, wall kicking, and controller bashing. Every little turn you make has to be lightly tapped, almost as though you're walking on a tightrope. Thankfully, digital control is available, but it's still way too slippery. If you have the option, pick up the PlayStation version. For a so-called kiddie game, gameplay shouldn't be this difficult.

Dreamcast

by Reiner, The Raging Gamer

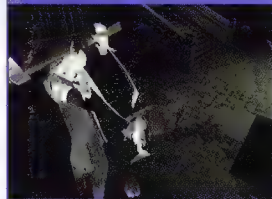


- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 15 Large Real-World Environments; Multiple Level Objectives; First-Person Targeting; Hidden Power-Ups; FMV Cutscenes; Interaction With Entire Toy Story 2 Cast
- **Replay Value:** Moderate
- **Created by:** Traveller's Tales/Disney Interactive for Activision
- **Available:** July 10 for Dreamcast

Concept:	7.25
Graphics:	8.25
Sound:	7.5
Playability:	5.75
Entertainment:	6.75

Bottom Line: **7**

Nightmare Creatures II



You know what I like most about this game? That I'm not playing it right now. I'm having a much better time staring at my computer screen and typing a brief review. Come to think of it, I'd rather type up a 50 page thesis on the various mold spores of northwest America than play this all the way through. For those who missed the wonderful rip-fest on the PlayStation version from our June 2000 issue, here's Nightmare Creatures II in a nutshell: attack monster, find item, move on. There's plenty of blood, but there's no interesting storyline, varied gameplay, or complicated puzzles. Even the fatalities — one of the game's few redeeming features — are constantly repeated. The Dreamcast version has better graphics, but they're still nothing special. Do yourself a favor and don't waste your time or money on this. Hey! I just thought of something else I like about this game. I'm finished writing this review and I'll never have to think about Nightmare Creatures II again.

Dreamcast

by Jay, The Conzo Gamer



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Axe Combos; Bloody Fatalities; 3 Difficulty Settings; 3 Gore Settings; 8 Power-Ups; Therapy Mode; Theme Song by Rob Zombie; Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Kallisto for Konami
- **Available:** June 20 for Dreamcast

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

Bottom Line: **5**

Wacky Races



Dreamcast

by Jay, The Conzo Gamer



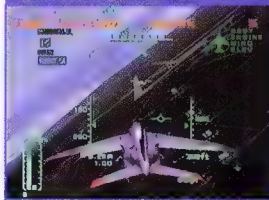
- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 11 Wacky Characters With 3 Wacky Abilities Each; 22 Wacky Tracks; Track, Wacky Cup, Golden Muttley, & Battle Arena Challenges; VMU & Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Infogrames
- **Available:** June 27 for Dreamcast

Concept:	4
Graphics:	4
Sound:	7
Playability:	6
Entertainment:	5

Bottom Line: **6**

For a game that uses second-string characters from a cartoon that no one under 25 would have a chance in hell of remembering (Laff Olympics, if you're wondering), Wacky Races takes surprisingly few chances. This "zany" kart racer is just like any other of its kind, with absolutely nothing making it memorable save its distinctive look. Not a terrible game, but there are plenty of better four-player options on Dreamcast.

AeroWings 2: Air Strike



Dreamcast

by Reiner, The Raging Gamer



- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Shooter/Strategy
- **Special Features:** Detailed Training Exercises; Realistic Combat Sequences; Tons of Hidden Planes & Arenas; 2-Player Split-Screen
- **Replay Value:** Moderate
- **Created by:** CRI for Crave Entertainment
- **Available:** August 8 for Dreamcast

Concept:	7.5
Graphics:	8.25
Sound:	7
Playability:	6
Entertainment:	7.25

Bottom Line: **7.5**

Unlike most console flight sim games, AeroWings 2 actually forces the player to earn his or her stripes before jumping into the bulk of the game. What does this entail? Painful training and a ton of it. Just like the first venture, AeroWings 2 is a solid game that delivers beautiful graphics, incredible gameplay depth, and a hearty challenge. Nicely done!

Dreamcast

by Jay, The Gonzo Gamer



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Exploration, Fighting, & First-Person Shooter
- **Modes:** Hugo Cinematic
- **Environments:** Somewhat Seamless Loading Times
- **Soundtrack:** by David Bowie; Finish Game or Become Soulless Husk
- **Replay Value:** Low
- **Created by:** Quantic Dream for Eidos
- **Available:** June 27 for Dreamcast

Concept:	7
Graphics:	8
Sound:	8
Playability:	2
Entertainment:	3

Bottom Line: 5.5

Omikron: The Nomad Soul

Bet you didn't know that your Dreamcast is a device capable of transferring your soul to another dimension, did you? Omikron allows you to access this little-used hardware feature, then later warns you that if you don't finish the game, your body in this world will become a mindless automaton. Yeah, it sounds cheesy, but Omikron's story is one of the game's best features. In fact, I like almost everything about this game. The futuristic environment is very well thought out, I'm actually interested in the whodunit mystery; and the soundtrack from yesteryear's futureman, David Bowie, is very fitting. There's just one thing about Omikron that sucks – the gameplay. The exploration collision fields are iffy, the inventory system is a bit frustrating, the first-person shooter engine is completely inferior, and the fighting segments are a complete joke. Too bad, really. Given another year or two of refinement, this could have gone down as a revolutionary game. As it stands, Omikron will probably become known as Shenmue Lite...very lite.



Dreamcast

by Jay, The Gonzo Gamer



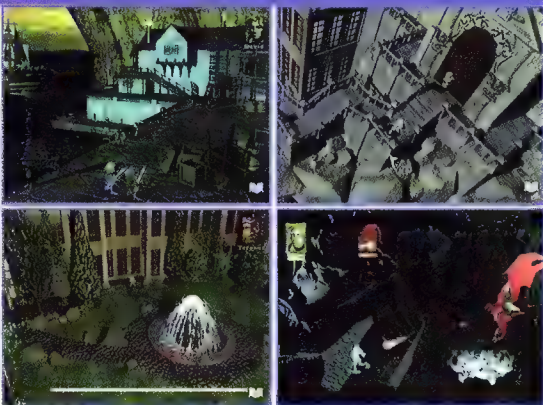
- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** 3 Character Parties; Switch Characters & Weapons on the Fly; Multiple Spells & Special Maneuvers; Tons of Voice-Overs; Lush Environments; Small Characters
- **Replay Value:** Moderately Low
- **Created by:** Spiral House for Infogrames
- **Available:** June 27 for Dreamcast

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

Bottom Line: 8

Silver

This is the best role-playing game the Dreamcast has – not that that's saying much. So far, Sega's console-that-could has only offered up RPGs that would generously be described as barely average. Silver's storyline may use every cliché in the book (a main bad guy who steals your girlfriend and kills your grandfather), but the game's extensive use of voice-overs helps beef up what would otherwise be a stringy premise. More an action game than an RPG, Silver offers real-time combat, with the characters that the players isn't controlling acting on their own. If the player feels the need to take over someone else, a quick tap on the d-pad switches control instantly. Graphically, some may be suspicious of Silver's minuscule characters being dwarfed by the detailed environments they reside in, but it doesn't take long to appreciate a game that never suffers any slowdown or extended pause in the action. It could be that I'm desperate for quality in this genre; in any case, Silver has me hooked, and is the first RPG for Dreamcast that I've felt like finishing.



Dreamcast

by Reiner, the Raging Gamer



- **Size:** 4 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Includes 2 Games (SF III: New Generation & SF III: Second Impact); Exciting New Characters Like Alex, Yang, Elena, & Ibuki; Deflect Blocking; Super Art Fighting Styles
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** June 24 for Dreamcast

Concept:	8
Graphics:	8
Sound:	7.25
Playability:	8
Entertainment:	7

Bottom Line: 7.75

Street Fighter III: Double Impact

Street Fighter III, which is actually like the fifteenth or twentieth title in this long-running series, has finally made strides to the Dreamcast. Debuting in arcades in the mid '90s, Street Fighter III quickly transformed into Street Fighter III: The Triology. That's right. Before Capcom could release one SF III port on a console, it had already pieced together and released two arcade sequels. The action started with New Generation; then Second Impact reared its head; and, as we speak, Third Strike is clobbering the coin-op crowd. Instead of releasing just one of these games, Capcom has forged a compilation of the first two ventures: New Generation and Second Impact. This Dreamcast port has a few rough edges, but altogether the play transferred with no strings attached. All of the jaw-dropping animations are still intact, yet some of the effects didn't transfer cleanly, and many of the characters have a pixelated look to them. Other than this, both games feature fluid gameplay and minimal loading times. It's not as fully loaded as Alpha III, but is still impressive nonetheless.



Namco Museum



If this collection seems oddly familiar, maybe it's because you already returned to the arcades of yore with the Nintendo 64 version that came out earlier this year. What? You don't have an N64? Well, if that is the case, consider yourself lucky because Namco has brought this collection of great old-time quarter munchers to Dreamcast. Featuring Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position, and Dig Dug, this six-pack-o'-fun takes you back to a time when graphics were secondary and gameplay was king. Personally, I find Galaxian and Pole Position rather boring, but Galaga, Ms. Pac-Man, Pac-Man, and Dig Dug are some of my favorite golden oldies. If you grew up slippin' slurpees and pounding quarters into an upright Galaga at the 7-11 like I did, this collection is a must.

Dreamcast

by Andy, The Game Hombre

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 6 Classic Games on One Disc; Dipswitches To Alter Play; Tips for Each Game; High Scores; Nostalgia
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** July 25 for Dreamcast

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

Bottom Line: 7.75

Warlocked



I never would have thought a real-time strategy (RTS) game would be possible on the Game Boy Color, but Nintendo and Bits Studios somehow managed to pull it off with their new fantasy title Warlocked. If you are a veteran of RTS, you can already guess some of the problems that plague Warlocked, namely slow cursor movement and the lack of buttons to give you quick access to your troops. But these annoyances can't be avoided when you shove such a complicated genre into such a small package. Luckily, many of the other elements, like base expansion, resource management, and troop creation, work just great on the GBC. Nintendo even added some nice extras, like the named wizards that you can find in-game and then trade with your friends via the Infra-Red Communication Port. For its size, Warlocked is a fun title. There were times when I would have killed for a mouse and a host of F-keys, but in the end I made do as my PC is a little difficult to use in the car.

Game Boy Color

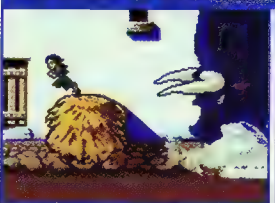
by Andy, The Game Hombre

- **Size:** 4 Megabit
- **Style:** 1-Player Strategy
- **Special Features:** 2-Player Vs. Via Link Cable; Trade Wizards Via Infra-Red Comm Port; Play as Human or Beast; Battery Back-Up
- **Replay Value:** Moderately High
- **Created by:** Bits Studio for Nintendo
- **Available:** July 24 for Game Boy Color

Concept:	8
Graphics:	7.75
Sound:	8
Playability:	7.25
Entertainment:	8.5

Bottom Line: 8

The Road to El Dorado



Game Boy Color

by Matt, The Original Gamer

- **Size:** 4 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable Characters; Collect Gold; 20 Levels; Find Pieces of Map; Sword Fighting & Running From Bulls; Password Save
- **Replay Value:** Low
- **Created by:** Light & Shadow Production for Ubi Soft/Dreamworks
- **Available:** July for Game Boy Color

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

Bottom Line: 4.5

Remember generic foods? You know, those white cans with black block letters that read "Corn" or "Soda"? If Ubi Soft hadn't shelled out the bucks for the red-hot The Road to El Dorado license, they could easily have packaged this in a white box that read "Action/Platform Video Game." If exciting gameplay concepts like, say, running and collecting coins really tickle your brain, by all means check this game out—but I say, why drink Shasta when you can get a Coke?

Toonsylvania



Game Boy Color

by Matt, The Original Gamer

- **Size:** 4 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Level Map; Cutscenes; Multiple Power-Ups; Combine Quest Objects To Build Inventions; 3 Playable Characters; Ubi Key Compatible
- **Replay Value:** Moderate
- **Created by:** RFX Interactive for Ubi Soft/Dreamworks
- **Available:** July for Game Boy Color

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

Bottom Line: 7

This is an average GBC platformer made marginally interesting by a couple of key features. Although the gameplay falls into the familiar "jump around and collect items" rut, the scavenger hunt actually becomes compelling because you must combine your quest items to create new gadgets that can be used on subsequent levels. Also, there are switches in each level that open up new areas or reveal hidden quest items. Overall, Toonsylvania won't knock your socks off, but it might tickle your tootsies enough to warrant a purchase.



READY 2 RUMBLE BOXING: ROUND 2

CREATED BY: MIDWAY
AVAILABLE: FALL

It was inevitable. Shaq Daddy and Michael Jackson joined forces. Luckily for music fans, it isn't for an album of duets. Rather, the twin towers are both jumping in the squared circle for Ready 2 Rumble: Round 2. In addition to these fearsome pugilists, expect to see ten characters from the first game, and a few new boxers, including Joey T. and Freak E.



Deke. Responding to complaints that the first game was much too easy, the opponent AI has been overhauled, and there are now three levels of Rumble Power. Also, expect a ton of new combos and moves. In related news, we have heard reports that Midway is close to signing Shawn Kemp and Terrance Trent D'Arby for Ready 2 Rumble: Round 3.



BLUES BROTHERS 2000

CREATED BY: PLAYER 1 FOR TITUS
AVAILABLE: FALL

Why do we get the feeling this game is going to be the answer to a future trivia question? Let's see...Name the Titus action/platformer based on a late-'90s comedy flop starring Dan Aykroyd? Umm...Celtic Pride? Buzz! Coneheads? Sorry. Blues Brothers 2000? We have a winner! As inconceivable as this game seems, Titus has faith that the game's mix of platforming and puzzling will win the hearts of



the public that shunned the film. They've even thrown in a Space Channel 5-style dance multiplayer game for those who want to shake their mojo to some digitized R&B. Ruuuuuubber biscuit!



HERCULES: THE LEGENDARY JOURNEYS

CREATED BY: PLAYER 1 FOR TITUS
AVAILABLE: FALL

Hercules' serialized day in the sun may have ended, but his adventures will live on in polygon form. Nintendo 64 owners will soon have the pleasure of controlling Hercules, Iolaus, and Serena in a quest too big for



television. Players will wander the landscape, beating up bad guys that get in their way, and occasionally stopping in town to solve problems for the locals.

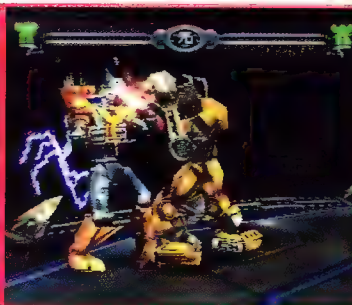
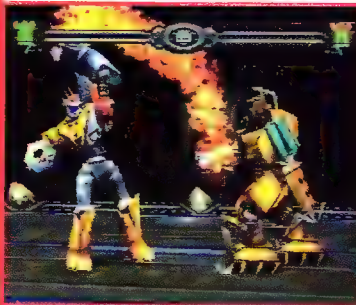




ROCK 'EM SOCK 'EM ROBOTS ARENA

CREATED BY: PARADOX FOR MATTEL INTERACTIVE
AVAILABLE: NOVEMBER

Those of us born way back in the 1970s have fond memories of Rock 'Em Sock 'Em Robots, the legendary two-player mechanical fighting toy of yore. Mattel is resurrecting the toy line in 2001 as a series of mecha action figures with interchangeable parts. To herald the return of the robots, its interactive division will unleash a two-player PS-X fighter based on the figures this November. The mechanized combatants are fully modular, and can be upgraded with an array of arms, legs, and torsos. A "Pink Slip" mode has been added to allow players to wager their upgraded parts against their competitor's.



DUCATI

CREATED BY: ATTENTION TO DETAIL FOR ACCLAIM
AVAILABLE: FALL

If you're a motorcycle nut, there is one bike that turns heads and takes names. No we're not talking Harley's, we are talking Ducatis. The premier motorcycle in the world is getting its own racer courtesy of Acclaim. This game encompasses all that is Ducati by incorporating the newest machines, as well as classics from the '50s and '60s. The game is at a very early stage, but looks to be modeled after Gran Turismo with license tests and plenty of machines to buy and upgrade.



NHL FACEOFF 2001

CREATED BY: SOLWORKS FOR 989 SPORTS
AVAILABLE: SEPTEMBER 5

Tape up the sticks and foil up those knuckles because NHL FaceOff is back for another season on the ice. The originator of Icon Passing, FaceOff has a proven track record of solid control. This year's updates will come off the ice with the addition of a Draft mode. Here you can act as GM and make all the line-up decisions. The game will



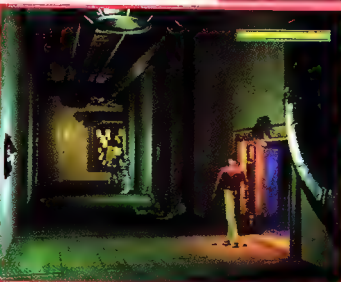
also include a new line management feature, as well as the Minnesota and Columbus expansion teams.



IN COLD BLOOD

CREATED BY: REVOLUTION SOFTWARE FOR MIDWAY
AVAILABLE: SEPTEMBER

Literature buffs will be disappointed to note that this game is not based on the classic Truman Capote crime tale, but is rather a spy epic that takes place in the ever-popular former Soviet Union. Developed by Revolution Software, the creators of Broken Sword 2, In Cold Blood melds Resident Evil's preferred backgrounds with Metal Gear Solid's stealth-based gameplay. The environments are detailed and striking, although at this point the



character animations and control are quite choppy. As in Fear Effect, item management is handled through an onscreen inventory function. With some fine-tuning, this title could be quite a hit with the action/adventure crowd.



BUZZ LIGHTYEAR OF STAR COMMAND

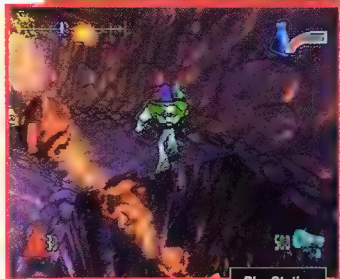
CREATED BY: TRAVELLER'S TALES/DISNEY
FOR ACTIVISION
AVAILABLE: FALL



Doesn't anyone like to play with their Woody anymore? Buzz Lightyear stole the show in Activision's video game adaptation of Toy Story 2, and now Buzz is going solo in a game that captures his space adventures. Players of Buzz Lightyear of Star Command must race across a planetary environment to fight Evil Emperor Zurg and his minions. Along the way, Buzz can pick up power-ups to help him battle these space fiends. Those looking for a solo Woody adventure will just have to dream one up, preferably in private.



Dreamcast



PlayStation



MEDAL OF HONOR: UNDERGROUND

CREATED BY: DREAMWORKS INTERACTIVE FOR EA
AVAILABLE: FALL

Medal of Honor: Underground gives players the greatest challenge of all – being French. As Manon, a French resistance member, players will fight the good fight in North Africa, Italy, Germany, Greece, and, of course, France. Underground uses the same engine and attention to detail of its predecessor, adding new missions, six new weapons, new undercover disguises, and new vehicles including motorcycles and tanks. Best of all, after each mission, Manon returns to her headquarters – a French bakery. Croissants for the resistance!

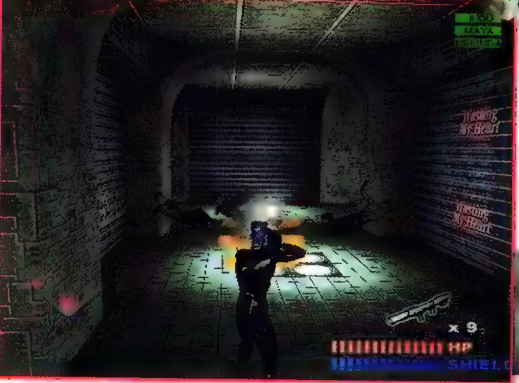
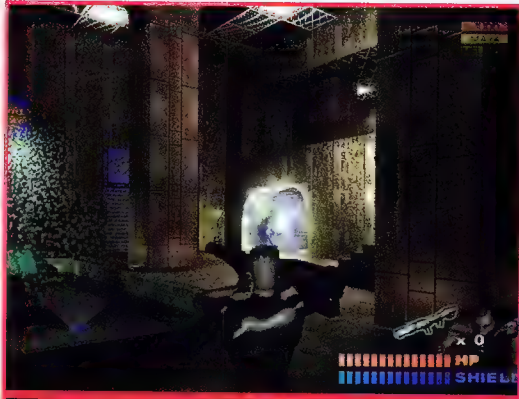




X SQUAD

CREATED BY: ELECTRONIC ARTS
AVAILABLE: FALL

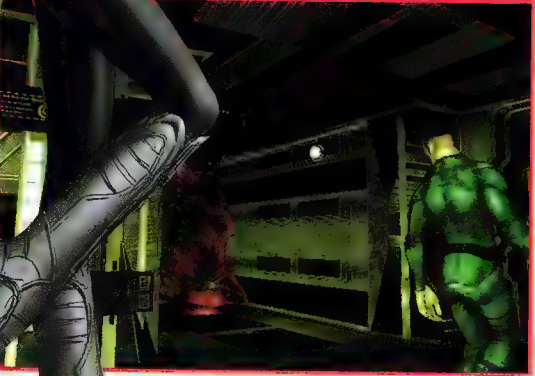
After all the excitement created by the X-Men movie, it was only natural th...What's that? This game isn't about the X-Men? Oh, this is that one where you command a squad of four people to take out terrorists assualting the city. Each team member has a specialty - like sniping or demolitions - and to succeed, you have to be sure to keep every member busy yet safe. Since it's backed by the power of the PS2, X Squad has tons of weapons, weather effects, plenty of voice-overs, and over 2,500 motion-captured movements. Sounds better than an adamantium claw up the tailpipe.



RUN LIKE HELL

CREATED BY: DIGITAL MAYHEM FOR INTERPLAY
AVAILABLE: SPRING 2001

Interplay's first PlayStation 2 project is still early in the development stages, and is tentatively scheduled for a spring 2001 release. Pictured are several character models that will be included in this third-person science-fiction horror game. No details have been given as to how gameplay will unfold, but we do know that the hostile alien species is called "The Race," and it should have a few things in common with Capcom's survival horror series. Interplay says that when all is said and done, players will enter a highly disturbing and horrific sci-fi story.

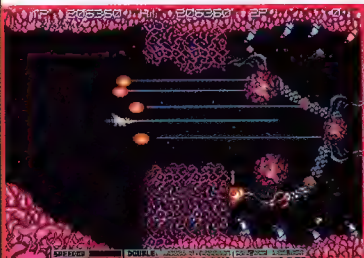




GRADIUS III & IV

CREATED BY: KCET FOR KONAMI
AVAILABLE: NOVEMBER

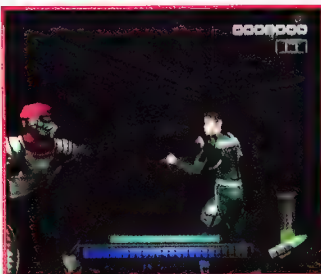
Compiled on one CD, gamers can get down and dirty with two arcade shooters, Gradius III and Gradius IV. Both games are 100% conversions of the 1989 and 1999 Japanese coin-ops. Gradius III bears a 16-bit look while Gradius IV taps into the power of PS2 to deliver environmental mapping and polygon morphing. For both games, Konami has added several features including an Easy mode for beginners. Two beautiful CG Movies have also been included for your viewing pleasure.



MAX STEEL

CREATED BY: TREYARCH FOR MATTTEL INTERACTIVE
AVAILABLE: LATE FALL

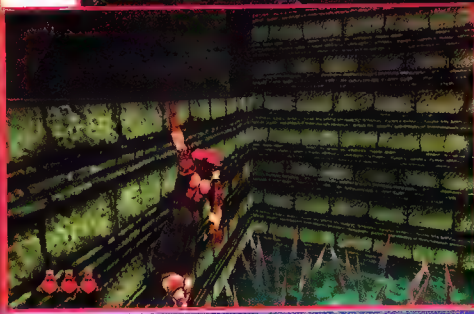
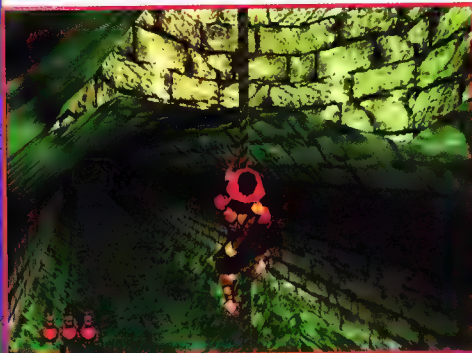
Based on the horrific animated television program of the same name, Max Steel might become the first video game based on a CG-animated property that actually looks better than the license it's based on. Max Steel (née Josh McGrath) must battle the high-tech terrorist cadre DREAD throughout eight single-player levels. In addition to his Nanotek powers, Max utilizes his puzzle-solving and weapons skills to go all Solid Snake on DREAD booty. With an involved storyline, over 65 character animations for Max alone, and awesome dynamic lighting and particle effects, Max Steel should be one to watch for, Dreamcast owners.



PRINCE OF PERSIA

CREATED BY: TREYARCH FOR MATTTEL INTERACTIVE
AVAILABLE: LATE FALL

Eidos struck gold by reconfiguring the original Prince of Persia's gameplay formula into the third-dimension and transforming the Prince into a Daisy Duke-clad hottie named Lara. Fresh off his success on the PC last year, the Prince is ready to reclaim his throne. The Dreamcast version is essentially a port of the 3D PC adventure, although the control scheme has been changed to accommodate an increased emphasis on action. Still, expect to be faced with an array of treacherous traps and puzzles, and some new enemies designed especially for the Dreamcast.

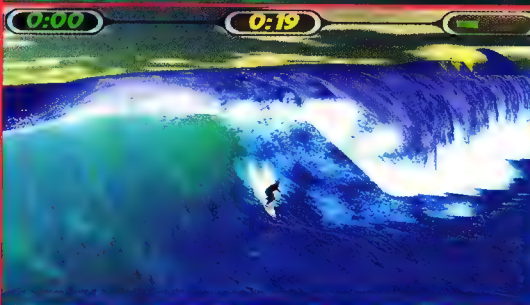




PRO SURFER

CREATED BY: KROME STUDIOS FOR MATTEL INTERACTIVE
AVAILABLE: LATE FALL

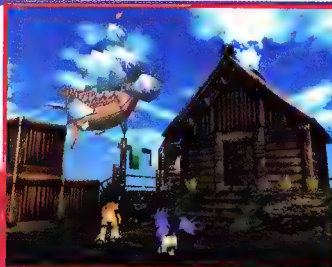
The world of pro surfing is a mysterious, cultish realm. Its adherents have developed a cabalistic slang to prevent outsiders from learning the secrets of professional wave riding. For instance, if we were surfers, we might say, "Kennie-Co jib-jabbers been gobslibberin' a rinkie-doo driftin' the Great Whoosh!" In English, this means that Mattel Interactive is set to release Pro Surfer, a surf-sim for the Dreamcast which features 10 different beaches, realistic wave physics, combo tricks, and a host of surfing competitions. There are also plans to release a PlayStation port of Pro Surfer later this year.



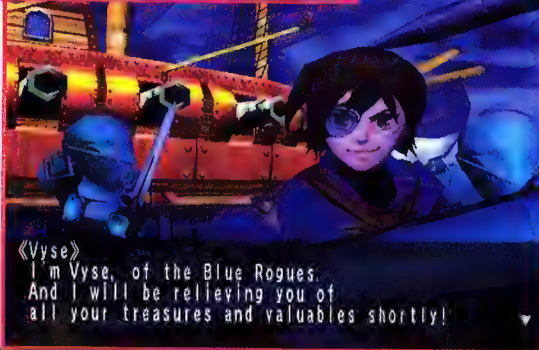
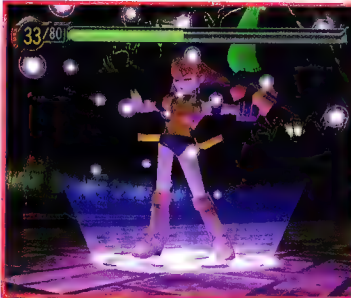
SKIES OF ARCADIA

CREATED BY: SEGA
AVAILABLE: WINTER

Playing the name game, Sega waved its authoritative magic wand and transformed Eternal Arcadia's name into Skies of Arcadia. Knowing full well this name isn't set in stone, we



predict Sega's next name will be "Flying Boats in Epic Adventure." Being the rebellious losers that we are and to spite Sega's localization efforts, we'll continue to call this game by our name. In Flying Boats in Epic Adventure, big boats fly through the air, and the passengers on these monstrous machines will embark on an epic journey. The Dreamcast hasn't landed a truly spectacular role-playing game yet, and we hope Flying Boats in Epic Adventure can end this drought.



TOKYO XTREME RACER 2

CREATED BY: GENKI FOR CRAVE
AVAILABLE: FALL

This game's premise has always been intriguing, but the first TXR was marked down for its dearth of courses. Tokyo Xtreme Racer 2 adds a variety of courses, each offering a number of alternate routes. Otherwise, the after-hours illegal racing remains unchanged, while looking better than ever with some graphical improvements.

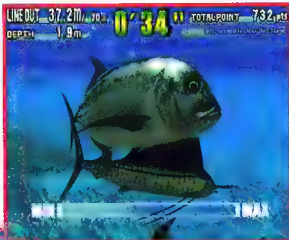




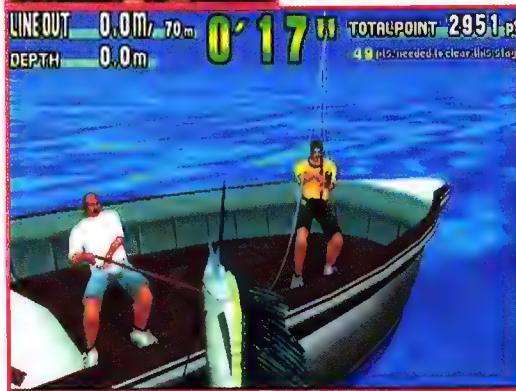
SEGA MARINE FISHING

CREATED BY: SEGA
AVAILABLE: WINTER

Are you tired of having a big ol' bass sitting on your rod? Have you ever wondered what it'd be like to drop a hook into salt water? Well then, you've come to the right place. Sega Marine Fishing is running on the same engine that animated the gills in Sega Bass Fishing. This time around though, catching lunkers is insanely difficult, a serious battle that will leave



your wrists sore and your fingers completely bruised. As you can clearly see, bringing in a prize catch is all the more gratifying. Look at the size of those fish! If you're a weenie fisherman, we suggest sticking with the guppies and little freshwater fish. However, if you're truly a man (or woman - chill out, we're PC!), marine fishing is the way to go.



THE GRID

CREATED BY: MIDWAY
AVAILABLE: WINTER

You know it. We know it. Heck, even the game industry smells the blood in the water. As much as it pains us, the arcade scene is dying. With games that look just as good at home as they do in the coin-op world, gamers have abandoned their arcade hangouts and are now bigger couch potatoes than ever before. Along with a plethora of racing games and Blitz sequels, the last remaining of arcade dwellers finally have another innovative game at their fingertips thanks to Midway. Bearing a familiar Smash TV aroma and a Running Man premise, the buff and the tuff



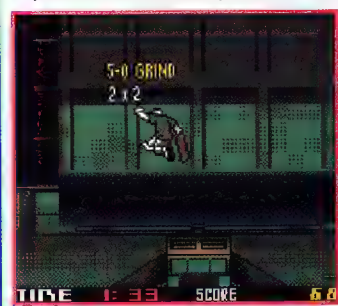
are competing in an all-out weapon-frenzied tournament where fame and fortune await those who live to see another day. The goal of the game is to navigate a colorful 3D terrain and blast the opposition to smithereens. With over 25 weapons at your disposal, this is as easy as sneezing. The Grid is both a single and multiplayer game, supporting up to six linked cabinets. It even features Scorpion of MK fame as a playable character.



TONY HAWK'S PRO SKATER 2

CREATED BY: ACTIVISION
AVAILABLE: AUGUST 29

No matter where he grinds, the Tony Hawk name has caught huge air and been a blockbuster retail franchise. Hot on the heels of the best-selling handheld release, Activision is piecing together a Tony Hawk sequel for the Game Boy Color. We weren't very fond of this first release. Actually, we hated it with great passion. We may be the sole



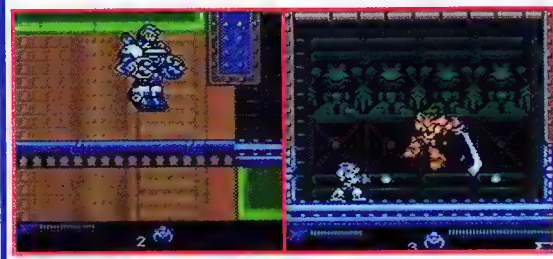
reason why the second venture has been completely revamped, but we have a feeling everyone who played the original, despised the GBC release as well. Just like the big brother console release, Tony Hawk 2 features new characters, tricks, and parks. Pray to the gaming gods that this effort is better than the last.



MEGA MAN EXTREME

CREATED BY: CAPCOM
AVAILABLE: OCTOBER

Good for a few surprise games each year, Capcom has just unveiled an exciting new release entitled Mega Man Extreme. In this completely original title, Mega Man must fix the Earth's mother computer before it destroys the world. Allied with a new character named Midi, Mega Man's road to glory is cut short by a new nemesis, Techno. Extreme's gameplay is reminiscent of the X series, giving the player intricate control. After the game is completely beaten, different stages become available in the second round.



9.25

Diablo II - Blizzard Entertainment

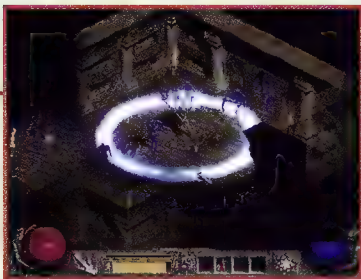
A Whole New Can of Beans

I never really got into the first Diablo in the way that so many others did. The remarkable variety of items and equipment you could collect was cool, but other than raising your stats, experience advancement was fairly limited. Diablo II brings back the exact same dungeon-crawler gameplay but adds a host of new character types, killer skills and spells, and a lengthy set of quests.

Characters

The fighter/mage/thief formula has been done away with and characters are now split between five brand-new class types.

Amazon: Amazons specialize in bows, thrown weapons, and thrusting weapons. They can use other weapon types if they please, but they are most effective when nailing enemies with their special attacks from afar. Amazons don't seem too popular a choice on battle.net, but this belies their powerful skills. Try them, you fools!



Necromancer: The newbie favorite. You can't beat summoning skeletons and golems to act as your front line while you run around behind your enemies and smack them from the rear. Necromancers can also afflict their opponents with curses that reduce their strength.

Barbarian: The Barbarian is the most capable melee fighter of the game and equally popular as the Necromancer. The Barbarian's special attacks are brutal and by specializing in a weapon of choice, a high-level Barbarian can do obscene amounts of damage.

Sorceress: The Sorceress is a battle mage to the core. Her spells are devoted to fire, lightning, and ice. While she has some token personal-defense magic at her disposal, the majority of her magic is devoted to causing pain and breaking things. An asset to any party but a challenge to play in a single-player game. Sorceresses run really fast.

Paladin: Not a very popular choice for a single-player game, the Paladin is the ultimate party enhancer. Much of his magic and skills are devoted to healing the party and temporarily enhancing their ability in battle. He's a good fighter overall, but no barbarian.

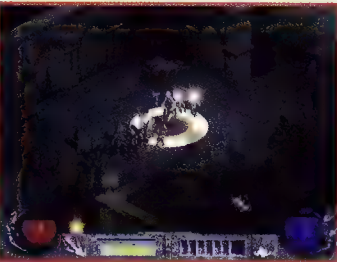
Skills

Disarm Trap is not a skill in this game. Most of the skills are devoted purely to combat whether directly or indirectly. Every time a character gains a new level, he or she can choose to learn a new skill or "specialize" by upgrading a previous one. This makes the types of characters you want to play even more diverse. An Amazon player can choose to focus all her efforts on mastering bow skills while ignoring special spear and javelin attacks.

From this perspective, choosing your class is only the beginning of choosing what kind of character you want to play. A Sorceress who splits her attention between the different elements will have a more diverse range of attacks, but won't be capable of unleashing the kind of devastation that a fire specialist of the same level can. The strategy of skill choice offers a whole new level of strategy in the game.

Bottom Line

Like I said, the first Diablo never really hooked me. The action was repetitive, and I had played enough pen & paper RPGs and dumped enough quarters into Gauntlet that a standard fighter/mage/thief dungeon crawl was old territory for me. Diablo II is still a crawl, but the diversity of classes and skills bring party interaction to a new level, and I had a blast trying out new things with old characters. If you had similar thoughts as I did about the first Diablo, don't let them cloud your judgement when deciding on this exceptional sequel.



- PC Quickies -

Vampire The Masquerade: Redemption - Activision - 7.25

I enjoyed this game, but its unfinished feel definitely made the experience somewhat aggravating at times. Vampire looks fine on a screenshot, but the movement and animation is a little rough. I also found the in-game loading to be a bit disorienting at times. Fortunately, the Vampire powers are entertaining and complement the Diablo-style combat well. Just don't have high expectations, especially if you're a White Wolf fan.



Earth 2150 - SSI - 8.25

This RTS kicks a lot of butt, yours mostly. I can't believe how brutal some of the missions are. I had to replay several over ten times just to pull through with some measure of dignity. The AI, unit design, and remarkably lengthy single-player campaigns are everything an experienced RTSer could ask for, but newbies to the genre may want to try a more basic RTS first.



Terminus - Vatical Entertainment - 4.25

I don't know what kind of budget these guys were working with, but every time I played Terminus, I could feel their pain. A lot of work and imagination may have gone into the pre-development process (the manual is an impressive read), but the graphics are subpar, the missions generic, and the talent... Let me put it this way, the pictures that you choose for your character look like the developers and their bar buddies.



Icewind Dale - Interplay - 8.75

Interplay promised a lengthy dungeon crawl and that's what it delivered. The game's fairly linear quest is pretty much one long string of towns and cool dungeons with plenty of nifty side quests, cool items to be found, and a reasonably interesting plot. I was a little disappointed that character creation was limited to the basic Second Edition Player's Handbook, but otherwise Icewind Dale offers a nice holdover until Baldur's 2.



Parasite Eve II™



Warning: This is a game walkthrough. It may spoil your enjoyment of the game. Use At Your Own Risk!!

THE WEAPONS OF PARASITE EVE II

Our list includes all the weapons you can acquire the first time you play through the game. The others (of which there are at least two), we'll leave as a surprise for you.

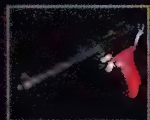
MELEE



Tonfa

If you actually manage to run out of ammo in this game, you'll be forced to use the Tonfa. Fun to watch, but less entertaining when you're dead. Ammo is easy. Melee is not.

9 MILLIMETER WEAPONS



P08

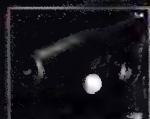
There is no reason to purchase this handgun. It's worse than the one Aya starts off with.



MP5A5

With a combat flash and excellent rate of fire, the MP5A5 is the best of the 9 mil weapons, but it costs way too much to be worth getting, and the

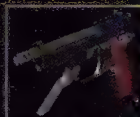
price of upgrading its ammo capacity to 90 is obscene.



P229

For some reason, this gun does out critical hits like nobody's business and the combat flash will stun and sometimes damage lesser enemies, but it's

not worth counting on when fighting tougher enemies or in other critical situations.



M93R

Aya's starting weapon is a reliable backup weapon compared to the single-fire pistols you get later in the game. A solid weapon for taking out minor enemies with free ammo.



M950

This "pistol" is more of a submachine gun that can fire continuously. Its performance is marginally less impressive than the MP5A5 that you get to

borrow in the Akropolis Tower and purchase toward the end of the game, but it's free if you save Flint.

5.56 MILLIMETER WEAPONS



M4A1 Assault Rifle

A fine weapon for damage and range, but its true strength is its versatility. By affixing a number of attachments to it, you

can use it for a number of purposes (see M4A1 attachments).



M249 Light Machine Gun

Keep in mind that "light" refers to a type of gun that is usually meant to be fired from a stationary position. The M249 is one

of the most powerful bullet-based projectile weapons in the game. Aya must be able to shoot it Rambo-style with the help of a little telekinesis from her mitochondria.

M4A1 ATTACHMENTS



M4A1 Bayonet

The M9 attachment is inexpensive and allows you to spear enemies with a bayonet if you run out of ammo. Running out of ammo in this game is

pretty hard. Don't waste the BP.



M4A1 +1 and +2

By adding clip holders to the M4A1, you can expand its ammo capacity to 90, reducing the need to reload in the middle of a fire fight. Don't bother upgrading past +1 though.



M4A1 Grenade

The M203 allows you to launch grenades with the Assault rifle. While its performance isn't quite as good as the Grenade Pistol, it does free up

some space by creating two weapons in one package.



M4A1 Hammer

By affixing a heavy taser to the M4A1, you get one of the best close-range weapons in the game, capable of stunning and even knocking over

multiple enemies while doing damage. Since it uses batteries that can be recharged for free, there are no ammunition costs.



M4A1 Pyke

This flame-thrower attachment burns through fuel too quickly to be used frequently, but it does hideous damage to most enemies, particularly

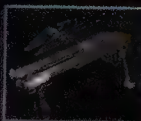
water creatures. Fuel can be refilled for free.



M4A1 Javelin

The javelin is the best of the free ammo attachments for damage and ammo capacity, but it tends to leave the player vulnerable to attack and is way too expensive to be worthwhile.

SHOTGUNS



PA3

This gun's lousy rate of fire and hideously small ammo capacity make it one of the worst buys in the game. Skip it.



PS12

You get this gun free if you found the black card in Akropolis Tower, and it has a surprisingly speedy rate of fire for a shotgun. It's an excellent replacement as a freebie ammo weapon for the Shelter levels when using Buckshot. Equipping it with Firefly rounds makes it a terror against slimes and water creatures, and the R. Slug rounds are the best choice for heavily armored opponents like Golems.



AS12

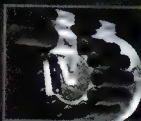
Don't get too excited. The extra ammo capacity of this gun is really nice and the rate of fire is slightly improved, but the cost is way too high. It is technically one of the best weapons in the game; but it's not a 12,000 BP improvement over the PS12, which you get free.

GRENADES



Grenade Pistol

This weapon is best used for taking out bosses and tougher enemies. Its ammo is too expensive to be wasted on cannon fodder. Just make sure your enemies are taking a breather when you reload.



MM1

You don't get to purchase this baby until the very end of the game and only if you saved Flint earlier on. Capable of loading 12 grenades at a time and of semi-automatic fire, it's one of the deadliest weapons in the game. Just make sure your enemies are taking a vacation when you reload. Good luck affording it on your first trip through the game.

SPECIAL



Mongoose

You can acquire Rupert's heavy-duty pistol if you're on the losing track toward the end of the game. It's the best pistol in the game and even compares favorably to many of the rifles. It is also possible to earn this weapon through Replay mode.

SECRET WEAPONS

If you get a high enough score on the Replay game or play the game over enough times, a couple seriously cool new weapons will show up at the stores. We won't spoil the surprise, but one of them was featured in a Final Fantasy game.



BASIC TRAINING

WIPE THEM OUT. ALL OF THEM.

Unlike in Resident Evil, here ammo is in great quantity. Your real goal in this game is to kill as many baddies as you can, so you can strengthen your Parasite Energy powers and buy new gear with your bounty points. To find all these enemies, be sure to check your map every time you complete a task. Areas that are painted red have enemies in them. As an added incentive, enemies that lurk in rooms you don't need to visit anymore tend to give away special items like Protein Capsules, Special Ammo, and Pouches. Wipe them all out before moving on to your next task to maximize your experience and booty. If you can take 'em, don't run away. If you can't, come back later with a bigger gun.

EQUIPPING YOURSELF

The only items you have immediate access to during battle are the ones that are equipped to whatever armor type you have on, so make sure you have your guns, ammo, and some revive items on your armor at all times.

USE THE FREE AMMO

Ammunition gets downright expensive in this game. Take advantage of the free ammunition offered in canisters that you find throughout. Don't bust your buns on the tougher enemies, but that silly M93R can go a long way with weaker opponents, and the M950 remains a reasonable alternative for killing weak and medium-strength opponents for the bulk of the game.

DO YOU REALLY NEED THAT ARMOR?

Good armor is pricey and often unnecessary. If you try to upgrade it at every opportunity, you'll kick yourself when that really cool weapon comes along. The suits we recommend are the Combat Armor after beating the Akropolis Tower, the Tactical Vest you find in Pierce's car, and then the Tactical Armor you get to buy from the military toward the end of the game. Also, when you find Pouches, use them sparingly as you won't be able to reuse them on new armor types that you acquire. Save at least two for the Tactical Armor.

PARASITE ENERGY

We recommend focusing on Plasma and Healing as your first Parasite Energy skills. Plasma is a great skill for wiping out large swarms of pests, and Healing saved our butts on countless occasions. Next, we went with Metabolism and Combustion as you will need a powerful fiery attack later on. Of the third level skills, which appear when you max out the power of two skills within an element to three, we found Life Drain (water) and Energy Ball (Earth) to be the most effective.

EXAMINE EVERYTHING MULTIPLE TIMES

Sometimes Aya won't find anything interesting when checking out something unless she examines it multiple times. If you suspect something, keep on examining an object until Aya starts repeating herself.

PROTEIN CAPSULES

These items upgrade your health by 5 HP permanently. Make sure you check your inventory occasionally to make sure you didn't forget to take one before you accidentally leave it in a box somewhere. Its icon makes it look like a regular healing item.

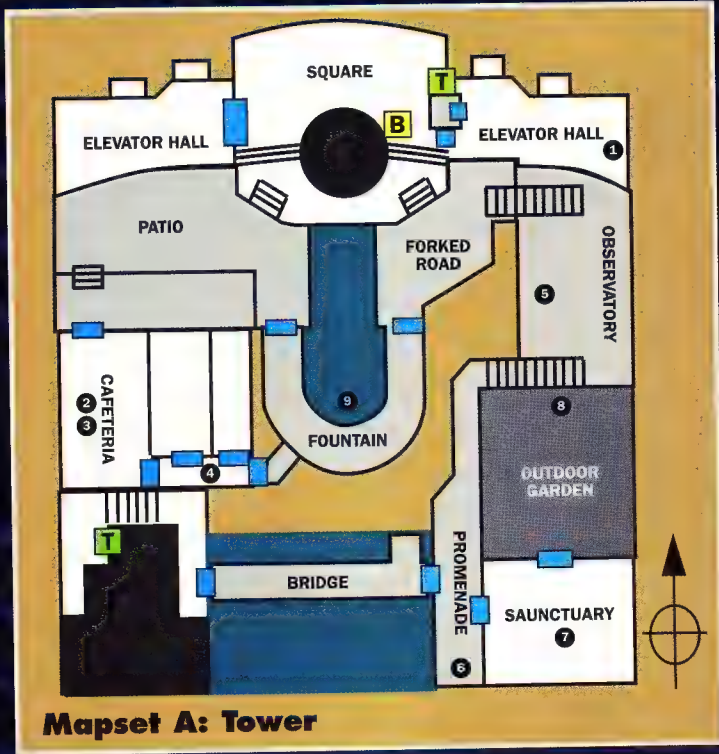
GRABS AND RUSHES

There are two basic enemy attacks that come up frequently in the game. Enemies grabbing you can be anything from a bunny gremlin gyrating wildly on your leg to being crushed in a giant fist. Anytime something like latter this happens, go crazy with the d-Pad and buttons to get loose. There are also several enemies that rush you. Once they begin to make the charge, they can't alter course, so a simple sidestep is all that's necessary to get out of their way and blast at their exposed backsides.

AMMO TYPES

Most enemies are weak to a particular ammo type. Try experimenting with the different shotgun ammunition in particular. For instance, Buckshot will tear one of the tougher failed experiment monsters to shreds with one shot in the Shelter levels; Fire Fly ammo works great on water-based and soft fleshy enemies like slimes and water ANMCs; while R. Slug works wonders on heavily armored enemies like the Golems. When nothing seems to work that well, hit 'em with the Assault Rifle, as "old reliable" seems to do about the same decent amount of damage no matter what you're shooting at.

PARASITE EVE II WALKTHROUGH



Mapset A: Tower

At the beginning of the game, you start off in MIST's equivalent of the Danger Room. Pierce will guide you through the steps of what you need to do for the training sessions. You can come back by telling Pierce that you need more practice in the Garage. If you do well enough in the training sessions, you will be awarded with special items when you talk to Jodie. There is a different item to be earned for every level of difficulty. If you don't earn 200 BP for finishing a level, then you didn't do well enough. You may want to pick up some extra Revive items at the Fire Arms Control Room by the Garage before you leave, but don't worry about ammo.

Akropolis Tower

When you arrive at the Tower, head left and note the incredible animated CG scene that flows around you as you move. Talk to the police officers to get inside. The real game begins in western Elevator Hall. Head over to the Square and inspect the grizzly remains of the Swat members for a couple Revive items. You can use the telephone in this area to call the home office and save your game.

NMC Mayhem

Now, run over to the eastern Elevator Hall and talk to the wounded SWAT team member by the elevator. He tells you that someone needs help in the Cafeteria and gives you the **Parthenon Key (A1)**. Go back to the Square and take the stairs to the southwest to get to the patio. A small set of stairs further to the southwest leads up to the Cafeteria. Enter and approach the woman to see a grizzly cutscene.



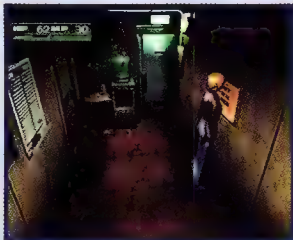
In the ensuing battle, keep the tables between you and the monster while you take pot shots at it. It shouldn't be too hard as long as you don't let it get too close. When the monster falls, examine it to find a **Metallic**

Implant (A2). This will trigger a cool cutscene featuring fellow MIST member, Rupert, and he tells Aya to go phone in.

Catching Up With Rupert

Head back to the Square and use the phone. After the conversation is over, return to the cafeteria and examine the table the "girl" was sitting at to get a copy of **Mental Magazine (A3)**, which could help you answer some questions later. Head through the door to the southeast to get to a hallway.

There are two doors on the north wall. Go through the first one to pick up some handy items in the kitchen and then go back to the hallway. Examine the yellow box on the southern wall to get a **Blue Key (A4)**. Enter the second northern door to get to a Security Room. Examine the large bulky thing with the flashing light on the east wall and put the Blue Key into the lock on the left to activate the escalator. You can also play with the cameras by messing with the console to the north, and the hint you need for the bridge code is on the western wall.



Go back to the hallway and exit through the eastern door to get to the Fountain area. From here, you can unlock the two doors that lead to the Patio and Forked Road areas. Head over to the Forked Road through the northeast door and take the elevator up to the Observatory. Before taking the elevator to the south to the next area, examine the SWAT corpse to get a **Tactical Vest (A5)**. Equip it and stock it with more gear. If you find any Pouches do not use them on this vest. You'll have to give it up at the end of the mission.

A Mysterious Foe

After taking the escalator down, head to the south to get to another dead SWAT guy. Examine him to get the **MP5A5 Submachine Gun (A6)**. Enter the Sanctuary area through the door to the east, where you will see Rupert being attacked by what appears to be a human in heavy-combat armor. Rupert tells you to chase it down, but ignore his command and grab the **Red Key (A7)** on the floor. Next, search the northern wall to find a door. It's important that you do this before you leave the Sanctuary or you will miss an important plot element. You will witness a man disguised as a SWAT team member discussing something with "No. 9." Head over to the door he went through and examine the ground in front of it to get a **Black Card (A8)**.



Now head out to the Promenade and go all the way back to the Security Control Room where you activated the escalator. Use the Red Key on the switch to the right to turn off the Fountain. You can now examine the area where the large blood stain is to get a **Grenade Pistol (A9)** from the SWAT member corpse. Check the map for red zones and clear out all the remaining monsters on the level.

Head through the gate to the west to get to a watery area. Examine the panel with the glowing red light to view a key pad. The code (which you can determine from the musical notes in the Security Control Room) is 5, 6, 1. Gun down the helpless fish for some Bounty Points and cross the bridge. Examine the door. After something really bad happens, open the door and kill the twitching, near-dead monster in the next area. Head up the stairs and save your game at the telephone. Make sure you

have the Submachine gun, the Grenade Pistol, and plenty of Revive items on your vest. Continue on to get to the Heliport.

Run all the way around the Heliport until you get to the lift. Examine it and run all the way back. You will be confronted by that strange humanoid thing that kicked the tar out of Rupert and made a Hulk jump through the stained glass. It calls itself a "Hunter." After some dialogue, a boss battle begins.

Boss Battle: No. 9

Start off with the grenade launcher and take a couple of shots. Quickly run around the corner of the catwalk. Just as the Hunter gets past the corner, nail it again and continue running until you get to an electrical panel on the wall. Get on the other side of it, switch to the submachine gun and nail the Hunter as it continues to approach you. Just save a few shots for when it gets next to the panel. Use your targeting button to switch your aim to the panel and shoot at it as the Hunter passes it to do major damage. You may have to try this multiple times to get the timing down as the Hunter can be unpredictable, but if you nail him with all the grenades, you can get away with missing one of the electrical cables. The last electrical box is also wedged next to a steam pipe that you will want to nail as well. If you have a lot of trouble defeating this boss, you may want to equip the special Hydra ammo for the submachine gun but we managed take it out with the grenade launcher and regular 9 millimeter ammo.

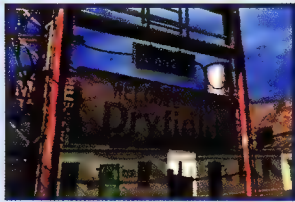


Back to Home Base

We recommend getting the best body armor you can before leaving as you won't have access to anything better for a while. Unfortunately you won't have any of the weapons you found in the previous mission (although they do get replaced with some nifty items in your car trunk), so you will be forced to fight through some medium-difficulty nasties with Aya's starting weapon for the first part of the mission. Of course, if you saved all your Hydra ammo, this shouldn't be too bad. Fortunately, you will eventually be able to buy new guns, including all the ones found at the MIST home base, and there are plenty of bounty points to be made off enemies in Dryfield.

Dryfield

When you first arrive in Dryfield, max out your 9 millimeter ammo at the box by the car and save at the phone to the west. Go through the gate to the left to get to Main Street where you will be attacked by a Pumathang. Whip out your boomstick and get to work.



Side Quest: The Holy Water Relic

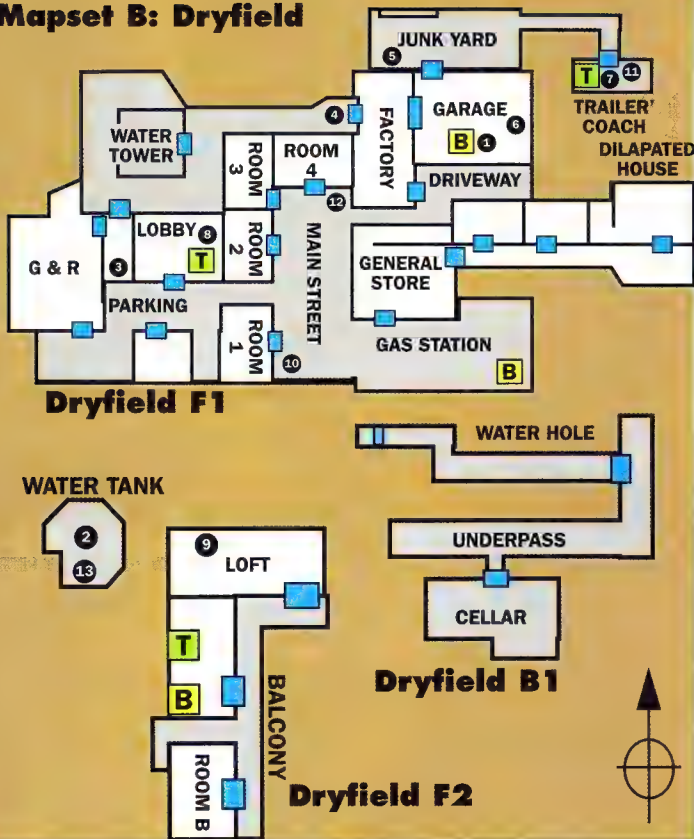
There are four notes in this town that give you hints for finding a four-digit code to a safe in the Hotel Loft. Since you need to find the first one in daylight in order to read it, you should check it out now. The first note is in the bathroom and gives you hints to get to the next note. Each note is somewhat garbled, but gives you a clue for finding a number. The four numbers give you the combination of a safe in the Loft. If you don't care to partake in such tomfoolery, we'll just list the number when you get to the Loft.

On the northeast corner of this area is a gate leading to the next plot point. We recommend exploring the rest of the area as much as you can and clearing out the nasties before going there. When you're ready, head over to the gate to get to the Driveway. Open the door by the well around the corner. Head through the door in the chain-link fence and run around to the northern side of the car. Activate the fuse box switch to power-up the hydraulic car lift. Run back to the other side of the chain-link fence. Press the up button and then the turn button. Go back through the hole in the fence and head east to get to a switch by the Garage door. Activate this switch and unlock the gate on the fence. Go back to the control box for the car lift and return the vehicle to its original position. You can now run through the new door in the fence to get to the Garage door. Open it to meet a new character, Douglas.

Douglas gives you **Motel Key No. 6 (B1)**. Head out to Main Street and go through the gate between Room 1 and Room 2. Head up the stairs to get to Motel Room 6. There is a phone and a storage box in the room. Go outside and climb down the ladder to get to the bottom of the Water Tower where two Pumathangs are digging a hole under the fence. You will need to take them out and then go around to the west to get to a switchbox on the northern side of the fence.

Hit the switch and then quickly run around to the other side of the fence to get to the door. Several Pumathangs will jump you, but ignore them if you can as the door will close after a certain amount of time. When you get

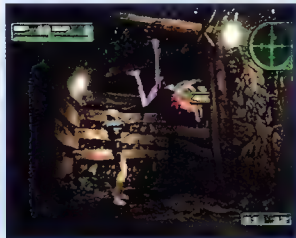
Mapset B: Dryfield



passageway (B1 Dryfield). Head east but be prepared for a boss fight before going through the gate.

Boss Battle: Clocking Crawler

This boss goes invisible periodically, making it impossible to target. Sometimes you can see the slightly distorted outline of its frame. The only real "trick" to beating this one is running back and forth in an attempt to avoid its far reaching claw attacks and then shooting at it whenever it appears. If you think it's close, sometimes doing a Plasma attack will force it to uncloak. Just bring an Assault Rifle and a couple of healing items. We didn't have a Grenade Pistol at this point and didn't have too much trouble beating this one.



Hit both light switches you see down here to activate the lights in the previous area. Before taking the ladder up to the General Store, hit the door to the south and examine objects in the Cellar for some great gamer jokes and some items in a box behind the wooden kegs.

Head up the ladder to get inside the General Store. The only item we found here was Coca Cola, which actually replenishes Aya's health and MP while rotting out her teeth. Unlock the door leading out to the Gas Station and then take the door to the east to get to the row of abandoned houses where the screams are coming from. There are three doors on the northern wall. Starting from the west, the first is a Souvenir shop. Search carefully behind the counter for a Pouch. The next is a house and the third is a locked door leading into the house where the woman is screaming. Take door leading to the house in the middle and examine the bookcase multiple times from the right side. Aya will see some bolts that are holding the case against a wall.

Run back to the Trailer Coach and talk to Douglas about your findings. He will tell you where to find a **Monkey Wrench (B6)** in the Garage. Search the shelves on the eastern wall to get the wrench. Now return to the room with the bolted bookcase and use the wrench on its right side. Enter the next room for a cutscene and another battle with No. 9, who is wearing a different outfit this time.

Boss Battle: No. 9 Take 2

This battle is actually much easier than your previous encounter with this guy. Get as far away from him as you can against a wall and most of his attacks won't reach you. When he charges toward you, simply run to the wall on the other side of the house and fire at him until he charges again. We beat this guy easily.

inside, the door will close and you will be attacked by several more Pumathangs. Take each one out as quickly as possible to avoid getting swarmed. After the last Pumathang goes down, a ladder will drop down from the Water Tower. Climb on up and run around to get to new character. He's Kyle Madigan, P.I.



After having a discussion about a mysterious paramilitary shelter, the two decide to team up and then immediately split up. Before heading back down the ladder, climb up to the top of the Water Tower and get the **Saloon Key (B2)**. Go all the way down to where you fought the Pumathangs and leave the fenced-in area. Use the Saloon Key to open a door to the southwest. Search the refrigerator for a **Magnet (B3)**. You can enter the G&R through the door on the western wall and unlock the

southern door. Examine the wall in the bathroom to get a complete map of the area.

Return to the 1F Water Tower area and go through the gate on the northeast corner. Run down the passage, kill the Pumathang that jumps you, and use the intercom to the left of the door. Douglas will direct you to a key hanging on the other side of a screen to the lower left. Examine it and use the Magnet in your Key Items inventory to drag the **Factory Key (B4)** to the hole in the upper-right corner. Keep it close to the top to avoid losing it.

Use the Factory Key to enter and unlock the door going out to the driveway. Now head over to the Garage and take the door on the southwest corner to get to the Junkyard. Head east to get to Douglas' Trailer Coach. Here you can talk to Douglas, who will sell weapons and gear to you. If you haven't picked up any heavy-duty guns yet, now is the time to do it. We recommend the M4A1 Assault Rifle. You will also want to pick up the Grenade Pistol at your first opportunity as this is an excellent boss weapon. To get the plot rolling, ask Douglas about the Shelter and Aya will hear a woman scream.

Go outside and Douglas' dog will lead you to the well you need to get to. Make sure you pick up the **Rope (B5)** in the Junkyard before exiting. It's near the door to the Garage. When you get to the Driveway, use the rope on the well and take it down to the underground



After a freaky cutscene, Aya is joined by Kyle once again, who actually helps her kill things this time. Make your way back to the Gas Station where Aya's beautiful car is getting some body work done by the NMCs. Blow the cruel bastards away. You can still salvage items you had stored in the trunk, but the car is now unusable. Return to the Trailer Coach and talk to Douglas. He'll get working on the truck and give you the **Lobby Key (B7)** so you can find a gas can.

The Hotel Lobby is the building to the east of the G&R. Head over and check out the cash register. To find the code, you need to check out the hints on the bulletin board on the eastern wall and examine the pictures in the hotel rooms to get the hints for the numbers you need. If you don't feel like bothering with it, the code is 3033. You need to enter #, 3033, and then Total to get the **Bronco Master Key (B8)** in the register.

You can now open all the hotel rooms to get to some more BP action and the Loft. You can now gain access to the vault in the Loft. The number is 4487. Search the aisles of the Loft for a **Jerry Can (B9)** and fill it up down at the Gas Station. Return to the Garage where Douglas is working on the truck. Give him the gas can and he suggests that you take a rest in the Hotel Room. To have an optional conversation with Kyle, swing by the bar, where he is enjoying an icy cold, refreshing Coca Cola. Hell, if Square is going to plug it this bad, we might as well too.



Now is a good time to make sure your inventory is in order. Make sure you have the best possible weapons and ammo that you can afford and that Aya is fully equipped. We highly recommend picking up a Grenade Pistol if you haven't yet and at least 24 rounds for it (each pack comes with four). Clear out any remaining red zones for more BP and then head back to Aya's hotel room. Equip the Grenade Pistol, a backup weapon, and some health before examining the bed to go to sleep. After beddy-bye a very cool cutscene begins and it soon becomes clear why we've been suggesting all of this preparation.

Boss Battle: Death Breath

This boss is as nasty as it is cool. If you have 22 rounds of grenades, that should be enough, but the backup weapon will help if you miss a couple of times in the excitement. In the first round, this boss has three attacks, a swipe, a downward smash, and a flame-thrower attack.

Fortunately, it's pretty easy to see what it's about to do. If it lifts its arm up like its about to pimp slap the Statue of Liberty, get clear as fast as you can since this is the hardest attack to get away from. The flame-thrower breath strike is pretty easy to avoid. The second it rears its head back like a dragon ready to blow fire, start running and don't stop until the fire runs out. The downward smash of its fist is harder to predict, but it is easily avoided by staying close to the hotel walls. Between each attack, you should have just enough time to reload your launcher and get off a shot, sometimes two, but avoid staying in one place for too long and try to keep Aya toward the middle of the walkway, so she can bolt in either direction without running into a dead end.

After the monster's face gets bloody, it will start attempting to grab you. Avoid this at all costs. It seems to have trouble doing this when you're close to the wall. If it does manage to grab you, rapidly wiggle the d-Pad to get away. If it takes you too long to kill the boss, Douglas' dog, Flint, bites it. This will change the type of item you get from Douglas as a reward for saving his life. If Flint dies, just reload the game. It's not worth losing the M950, and Flint plays an important role in making certain heavy weapons available later on in the game.

After Death Breath finally bites the bullet, he leaves a giant hole, preventing you from taking the stairs down to the Parking area. Run back to Aya's room and take the ladder down

to the Water Tower. From here, head over to Main Street and talk to Douglas, who will give you the **Truck Key (B10)**. Head over to the Garage and talk to Kyle. Don't leave yet!

Head over to the Trailer Coach and talk to Douglas. He has a gift for you in that conspicuous box by the door. Open it to pick up the **M950 auto-pistol (B11)**. This weapon is basically the equivalent of the submachine gun you found back at the Akropolis Tower earlier and makes a great backup weapon and minor-enemy killer. It is time to take stock of your inventory and decide what you want to take and what to leave behind. Don't forget to check your car and the closet in Aya's hotel room for items you may have left behind.

Clear out all of the red zones, fill up on ammo and health items, and load up the pickup truck for a new area. Save your game and talk to Kyle to go for a ride to Disc 2.

Disc 2

The Mines

After a very cool cutscene, you gain control of Aya for a brief moment. The place where Aya and Kyle are standing is close to a cliff, so try to keep the fight on the other side of the truck to avoid being pushed off by a Pumathang. After the first Pumathang attacks, Aya tells Kyle to get into the mine and gets into a heavy-duty battle with a whole horde of Pumathangs. Dispatch them quickly to avoid getting swarmed, but stay on the safe side of the truck as this will allow you to snipe the silly things as they bump into the truck trying to get to you.

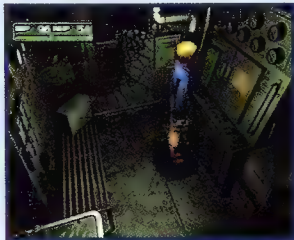
Mapset C: The Mines





After this grueling battle is over, enter the mines and head down the corridor. Ignore the door to the south for now and keep on going until you get to a busted bridge. Head back to that southern door we told you to ignore and release the brake on the mine cart. Run down the passage and pick up the **Oak Board (C1)** here. Run back to the broken bridge and use the board to bridge the gap.

Continue on until you get to a locked gate and a door to the north. Go into the room and examine the large device with a glowing green light on the northern end of the room to see a power grid. There are four holes at the top. Grab the **Jumper Plug (C2)** from one of these holes and stick it into the second hole from the top. Flip the switch to the lower left and the gate will be unlocked.



Exit the room and prepare yourself for a boss battle. Go through the gate and that large Pumathang you saw in the cutscene will attack you.

Boss Battle: Pumathang XXL

At first, it's nothing more than a slightly nastier Pumathang. It's not even worth using grenades on. You can light the oil barrels by putting enough bullets into them. Supposedly, you can damage the Pumathang by hitting the barrels when it's next to one, but the timing required was either too much for us, or the barrels are just there to provide much-needed light.

When you take the Pumathang down, you get Kyle's P229 pistol, another **Jumper Plug (C3)**, and a prompt rematch when it gets back up and attacks you again.

Boss Battle: Angry Pumathang XXL

The second coming of the Pumathang is considerably more difficult to defeat. Not only does it charge at you more quickly and erratically than before, but it will also disappear occasionally and then drop down on you from above. If it disappears on you for a moment, start running. When you hear a growl, it's usually too late to avoid this attack. It's time to whip out the Grenade Pistol. Usually you can get off two shots, as the first one will knock it down, giving you enough time to reload and fire again.

Once you've nailed the Pumathang for good, go back to the Power Control Room, flip the switch to the lower left, and plug one Jumper into the topmost hole and one into the bottom hole. Turn the power back on to unlock both gates and return to the room where you just fought the boss. Head over to the motorcycle and examine it until the secret gate opens up to reveal a hidden passage. Head down the passage and fight yet another boss.

Boss Battle: Cloaking Crawler Mk. 2

This guy is slightly nastier than the one you fought back in Dryfield. Its attacks can cause paralysis, so be sure to use Metabolism the second you need it. It's also a lot faster. If you have any grenades left, be sure to use them.



When you finish this last boss, it's time to ditch this abandoned mine facade and take the lift down to the B1 Shelter area to find out just what's really going on here.

The Shelter

Head all the way down the Elevator Hall and use the door to the northeast to get to a narrow passage. Keep on going until you get to the Store Room. Search the area for a bullet box and a healing item. Open the door on the northeast corner and take this passageway to the Sleeping Quarters area. You can examine the objects in this room for some interesting plot stuff, but you won't get any good items out of it. When you take the

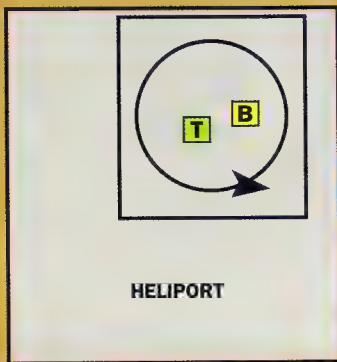
door to the west of the beds you'll get to the B1 Main Corridor. There are six doors here.

The first door you want to go through is the one to the southeast. This is the Armory and you can buy some new goodies and load up on ammo here. If you got the Black Card from Akropolis Tower, you can use it on the card key lock by the fenced area. Behind this fence you will find some interesting devices, an unlimited supply of Hydra and Buckshot ammo, and the **SP12 (D1)**, a shotgun that is actually worth using. We highly recommend purchasing the Hammer attachment for the Assault Rifle as this will give you a powerful close-range attack that is excellent for knocking enemies down while you reload or just so you can get a better shot at them. Wait on the armor for now. You'll be getting a Tactical Vest for free relatively soon.



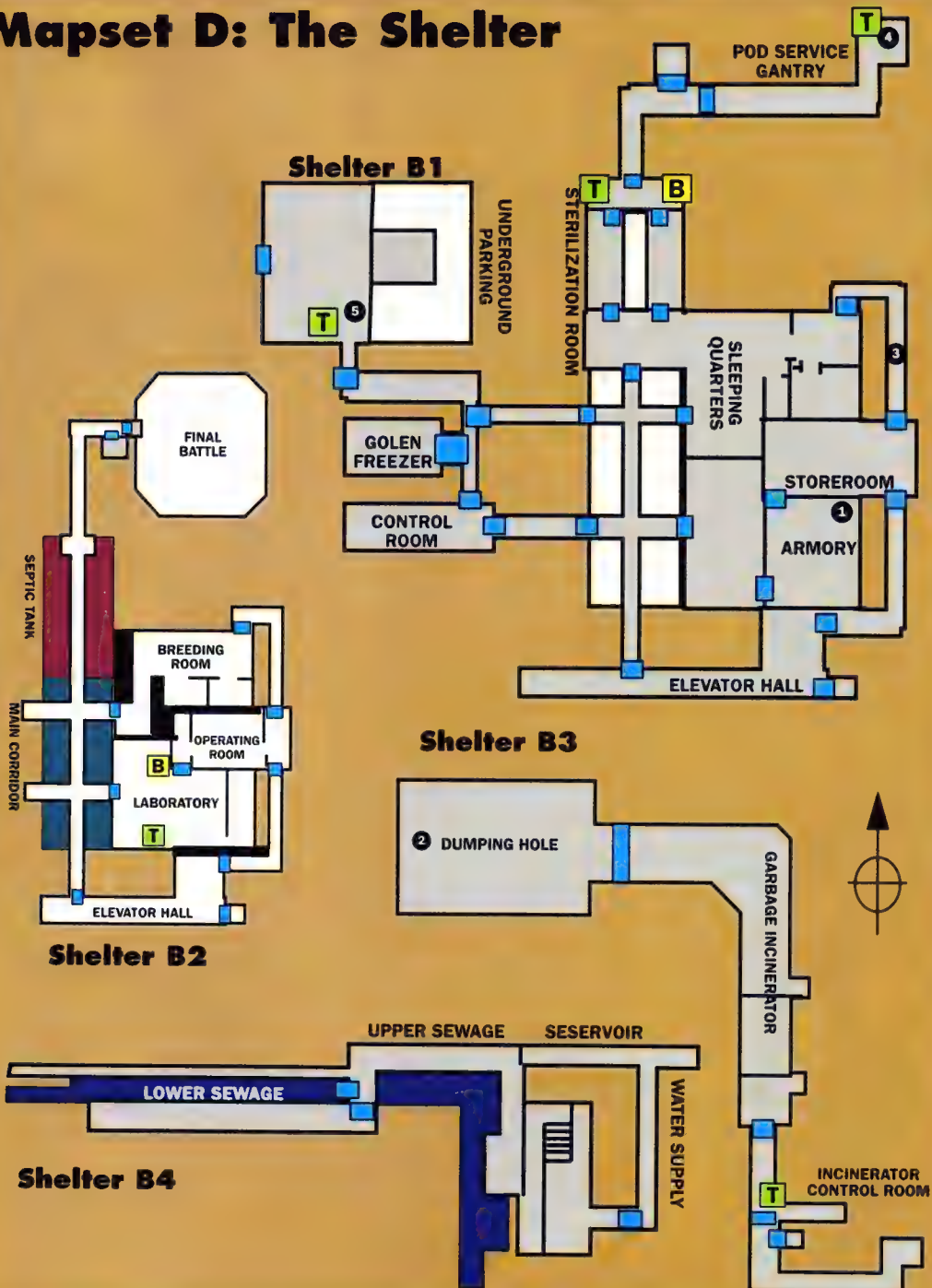
When you're all prepped and ready to go in the armory, you can unlock the door to the south to get back to the Elevator Hall, and you can explore the Control Room to the southwest for some automated-defense action and some frightening-looking No. 9ish enemies in cold storage. Aya makes the surprisingly silly assumption that they are dead. The door to the northwest is locked. Your next move should be to go through the door to the north and walk through the western doors in the sterilization chamber until you get to a locked door and a lift going down. Take the lift to the B2 level of the Shelter.

The large door here at the bottom is locked as well. Head down the path leading off to the



Shelter 1F

Mapset D: The Shelter



west and then south, through the Septic Tank area and into the B2 Main Corridor area similar to the one on the first floor. Go through the northeast door to get to the Breeding Room. Examine the notes on the desk for a chilling journal. The monster sounds you begin to hear are just background noise so relax. There are monsters in the room but they aren't approaching. Take the door to the northeast to get to a narrow hallway where you will have an encounter. Return to the Main Corridor of this level.

There is a lift at the end of the walkway leading southwest. Take it down and examine the elevator after you wipe out the turrets. Now backtrack all the way back to the lift leading up to B1 and attempt to go back through the sterilization chamber to get to the B1 Main Corridor. When the gas starts pouring in, you need to take the dust chute down to the B3 Dumping Hole. If you attempt to use the intercom on the other side of the room, you get a strange message from a mysterious party, but this will cause you to lose a lot of health.

Threepio!

When you drop down into the Dumping Hole, avoid moving too far to the east until you've stocked up on Hydra ammo from the garbage piles to the south. You can get regular 9 millimeter ammo to the north, but it's pretty much a waste of space at this point. Head east and you will be attacked by a boss.

Boss Battle: Shuffling Pile

This boss is simple enough. Unload on it. When its mouth is closed, it's effectively invulnerable, so don't waste your ammo. After getting hit, this boss launches an energy artillery barrage. Just don't stand on any of the shadows to avoid getting hit. Eventually it moves toward you. When it gets you cornered, it'll start launching orange plasma blasts that hold you in place for a lengthy amount of time, so avoid these at all costs.

It also has a poison gas attack that isn't too dangerous. Just keep on feeding it lead until it goes down.

When you're done taking out the trash, go through the door to the east to get into the Incinerator area.

Surprise, surprise, the boss isn't dead yet. You can kill him with your guns again, but the alternative is much more entertaining. Just run down

the passage until you get to a dead end. Step into the alcove to the east to raise a platform. Stay here until it lifts all the way. Now run across it until you're on the other side and just avoid the Shuffling Pile's attacks until it moves toward you and the platform sinks again. You may have to shoot it up a little bit to get it to move forward. Step into the alcove to the east to crush it for good.



Suddenly an alarm goes off. The incinerator is going to activate in five minutes. Ignore the door to the south for now and head back to the Dumping Hole. A new box has dropped in to the west. It contains one of the four relic items, the **Medicine Wheel (D2)**. Equip to your person right away to enhance your wind magic and increase your chances of getting cool items.

When you try to head back to the Garbage Incinerator, a horde of what appear to be unsuccessful experiments start attacking. Hit the rolling fleshy things first as they tend to explode and will sometimes damage surrounding enemies. Kill them all off and return to the Incinerator. Here, you will be attacked by more enemies. We didn't have any problem finishing off all the enemies in time, but if you get down to the thirty second mark, it's time to ditch the BP and get the heck out of there. To exit, run down to the southern door and examine it until Kyle opens it for you.

Kyle rejoins you, packing an Assault Rifle with a flame-thrower affixed to it. Don't get too green with envy. You'll be able to purchase your own soon. Head east along the drained sewer canal, and take the ladder to the southeast in the next area to get to the top of a dam. A hint to the south provides you with your next code. Add the number of legs of the different types of critters to get eighteen. Enter 1 then 8 on the console to empty the water out of the reservoir and then take the stairs down to where the water used to be. Enter the gate to the southeast. Head down the tunnel and head west at the Y-intersection. At the next area, take the ladder down.

Back to Dryfield

A console to the south will open the gate to the east in the previous area. The hints for the code are on an electrical panel by the door to the west and some text you read after looking through a window in Dryfield. That's way too obscure. Just enter 1 and then 5 to open the gate. Go back to the previous area and go through the gate to the east to get back to Dryfield. Follow Flint and open the doors he stops at to get back to the Water Tower. Here

you will find Pierce in need of medical attention. He gives you the keys to his SUV and passes out when he remembers how much he pays for gas to drive the silly thing. You will need to help him to get the good ending. Choosing not to help Pierce will get you the lame ending, but you will get to use the devastating Mongoose toward the end of the game.



Head down to the ice box on Main Street, get a **Bag of Ice (B12)** and return to Pierce three times to heal him. Each time he will give you an item. On the third, you receive the **Ofuda (B13)** relic. Equip it on your person to enhance your Earth powers and increase your attacks by 50%. Before clearing out the entire town's new set of red zones, we highly recommend checking out the new goods over at Douglas' Trailer. Among other things, the flame-thrower attachment for the Assault Rifle is now available. It is highly recommended.

Startling Revelations

Clear out all the red zones in the Dryfield area (don't forget to check the different floors) and head back to the Shelter through the gate in the tunnels. Head west, and continue on until you get to an elevator. Hit the switch to activate and take it up to B2. Now that you have access to the elevator, clear out any remaining red zones and then head over to the narrow passageway that connects the Sleeping Quarters to the Store Room.

Here you will get into a fight with the former Dr. Bowman. Just use the Hammer to knock him down whenever he's standing and then shoot him while he's on the floor. After the battle is over, you receive **Bowman's Card (D3)**. Head down to B2 and use the card at the panel to the northeast in the Elevator Hall. Walk down the narrow passage to get to the Operating Room and then enter the Laboratory through the door to the southwest.

Once you arrive at the Lab, examine the room for interesting bits of plot stuff and then examine the laptop with the glowing screen. You will need to figure out how to unscramble the password. The original password was MELISSAMAYA. If you check the dry/erase board you will get a clue on where to find a magazine to help you break the code. If you don't care to do it yourself, the password is A3E1LM2S2Y.



After Aya gains access, select the Visitor's Menu option (the only one that works). You will be forced to answer three random questions about the plot and science of the game. The answers to many of these questions can be found in the issue of Mendel you got from Akropolis Tower. Relax, they're multiple choice. When Aya is done using the computer, the phone rings. If you saved Pierce, it will be him. If not, there won't be anybody on the other end, and Aya will be forced to figure it out on her own.

Head over to the Pod Gantry area on B1 and talk to Pierce. He will fill you in on the camera system and the area you've inadvertently been trying to get to, the Ark. When you get a chance to play with the cameras, be sure to power-up the lift and unlock the door to the Underground Parking by pressing the Operate buttons to the lower left. After you're done talking to Pierce, go back to the cameras and shut down the security system checking the last camera. This will deactivate all the automated defenses in the building allowing you to destroy them at your leisure.

Unholy Paradise

Now that you've activated the lift, head over to B2 and take the lift to the northwest to get down to the Neo Ark level. Eventually you will get to a large observation area overlooking a forest. Take the stairs to the south and continue on until you get to a shrine. There is a basic puzzle in here that will unlock the door to the Power Plant around the corner. Just examine the object on the wall opposite of the Power Plant to find out the order that the pieces need to be in. To unlock the door, you need to put the red pieces in order between the two red markers on the lower-left and upper-right diagonals of the puzzle. Other prizes include being attacked by monsters and getting an MP restorative item.



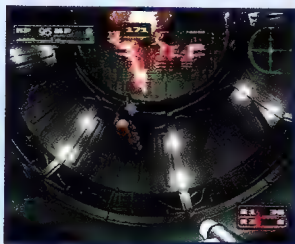
When you've unlocked the door to the Power Plant, go on in. If you shut off the security back at Pod Gantry, there shouldn't be any trouble at all. Just take out all the inactive guns and destroy the device behind the large creature in the middle of the room. Blow it away to open up the way to the other side of Neo Ark. Head all the way back to the Observatory and take

the stairs to the north. Take the southern door from Forest Zone to get to a pyramid. The top of the pyramid is a combination lock. You just have to run between the different squares to cause things to happen. The hints for the combinations are located at the Pavilion, the Garden, the clock-like thing by the pyramid, and the overly cryptic message hidden on the right side of the stairs by the pyramid.

To unlock the door to the other side of the Power Plant, step on red, yellow, blue, white, blue, white, red, yellow, white, blue, yellow, and red. To reveal the switch that moves the bridge, step on blue 6 times, white 2, red 3, and yellow 5. Hit the switch right away and run back to Forest Zone. Head west to get to the Pavilion and take the bridge over to the Island. Enter through the trap door to get to a battle with a whole mess of those water ANMCs. Take them out and you will be confronted by their mama.

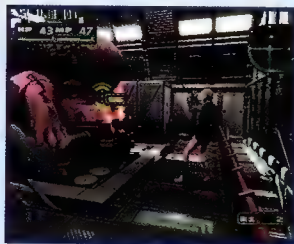
Boss Battle: XXL Water ANMC

All you have to do is run around the circle whenever this boss initiates its attack. Otherwise, just peg it with whatever you have until it dies.



After the boss sinks, examine the pool of blood for the **Skull Crystal (E1)** relic. Equipping this puppy enhances your fire

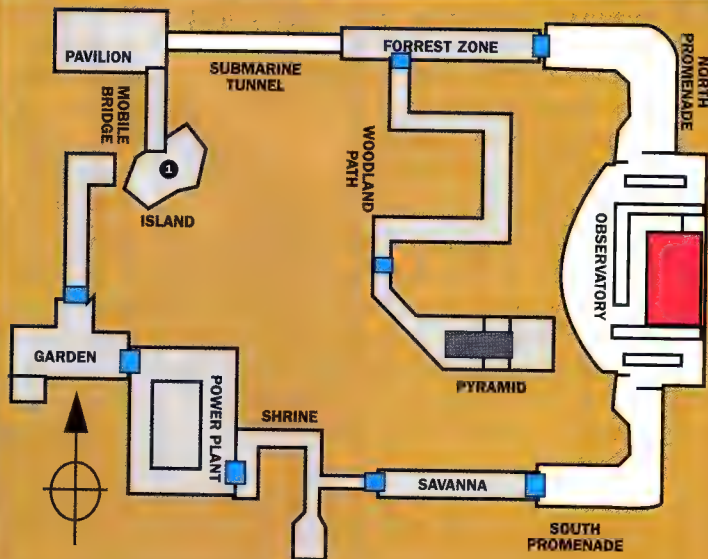
attacks and adds 20% to attack and defense. When you're ready to move on, head back to the pyramid and hit the switch to move the bridge back. Return to the Pavilion and cross the bridge to get to the Garden. You can enter the other side of the Power Plant from here. Repeat the same thing you did before on the other side of the Power Plant and kill the ANMC generator here. When you've destroyed it, clear out any remaining red zones and head back up to the Shelter.



Crossing the Barrier

After you exit Neo Ark, a chilling cutscene follows. Fortunately, those guys won't attack you until you take the elevator through the barrier you couldn't breach before. Now would be a good time to stock up on gear. We recommend picking up about thirty grenades. If you have any R. Slug shotgun ammo stashed around, now is a good time to pick it all up.

When you're ready, take the lift to the southwest in the Main Corridor of B2. Quickly head downscreen to avoid the automated defenses which have been reactivated. Destroy the speaker-like objects on the wall to prevent your MP from getting drained and then take out the guns by jumping out of your little safe zone, taking a shot and running back before they can nail you. When the battle is



Mapset E: Neo Ark

over, take the elevator down to the B6 level of the Shelter (B5 is Neo Ark if you were wondering).

When you get to the bottom, take out the speakers and the tubby NMC as quickly as possible to cut down on MP loss. The little girl with the helmet that appeared to be controlling it runs away. Equip the grenade launcher and a decent backup weapon and go through door for a boss fight with a giant-sized Bowman type ANMC.

Boss Battle: Bowman XXL

Did you get the grenades like we told you to? Good. All you have to do is launch and reload until the silly thing dies. The grenades knock it around enough that it won't be able to touch you.



After the fight a cutscene follows and you meet the young tot who's been causing so much trouble. Answer the phone and then check her dresser for an **MD Player** that makes you immune to certain status types when equipped. Talk to Kyle and attempt to leave. A really cool cutscene follows, and Aya and Eve end up in the Growth Room with gas slowly filling the room. Examine the cabinets to the Northwest to get a Protein Capsule but make it snappy. Next, examine the vat that Eve is staring at and then talk to her. Talk to her again and walk (don't run) toward the lift to the southeast. When Eve gets on it, press the button to get to Neo Ark's Garden area.

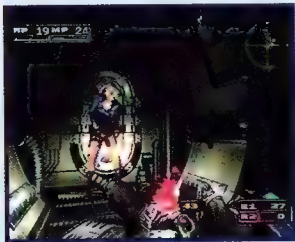
After Eve runs away, head over to the Submarine Tunnel. For some easy BP, slay the near-dead enemies you pass on the way. You still get full credit. After a cutscene in the tunnel, equip a shotgun with R. Slug ammo if you have it. Fire Fly ammo or grenades will work, but R. Slug does hideous damage to them. These guys aren't really as scary as all of the buildup made them out to be, but you do need to be careful.

Golem Lore

For now, you'll just be fighting green Golems. These guys have the lowest hit points and are unable to block. They come equipped with swords or a poison grenade launcher. Fortunately, they use laser sights to aim, so you can always tell when they are about to launch grenades at you. In fact, when fighting multiple opponents you can often trick one Golem into shooting another by running behind one while the laser is on you.

Later on, you will encounter dark Golems who have armor they can use for blocking your attacks. If they are in the middle of making an attack or holding their arms up, don't bother shooting. The more dangerous types of Golems are capable of cloaking and creating holographic images of themselves to confuse you. If a Golem appears out of nowhere and does nothing for a moment, use this time to

reload a weapon. Attacking the image will just cause the real Golem to appear and attack you from another location. If you ever get grabbed by the neck, you can shake yourself out of it by going crazy with the D-Pad and buttons.



Back to the Task at Hand

The Golems may be tough, but they are also worth a ton of BP so be sure to clear them all out before moving on to the upper levels. When you're ready, head back up to the Pod Gantry area to see if Pierce is okay. The man is missing, but he left a half-completed message. Examine the phone to get **Pierce's Memo (D4)**. Read it and call your office back when you get the chance to tell them what



Pierce discovered in order to get the good ending.

Hit the red zones and head over to the Underground Parking area. You will run into plenty of trouble on the way, so be sure to enter each area with a reasonable amount of health. Check out the control panel by the Garage to find a **Car Key (D5)**. Now examine the control panel again and turn the red, green, and yellow buttons on. Press Call and you can get a pouch out of the box that appears in the Garage. Return to the panel and turn the blue and yellow buttons on before hitting Call to get a Red Jeep. Hop into the jeep and Aya drives it on top of the platform in the middle of the room. Head over to the red box to the northeast and use Bowman's Card to open the outer doors. Drive the car out.

In the next area, open the door to the north to get to an airlock to bypass the locked door. Watch for cloaked Golems and proceed to the Vehicle Airlock. Make sure you get **Eve's Teddy Bear (D6)** from the motorcycle. Go through the door to the southwest to get into the Guard Room. Examine the device on the west wall to unlock the big door on the west side of the Vehicle Airlock. Exit the small room and open the large door to move on. The next door is unlocked. Simply open it after fighting the Golems to get to an exceptionally cool cutscene.



Taking Stock of the Situation

Several hours later, Aya is chatting with a Colonel who is temporarily acting as a Second Looie. If you didn't save Pierce or discover the nefarious plot involving MIST headquarters, Rupert will be outside. You're headed for the lame ending but to make up for it, Rupert gives you his personal holy handgun, the Mongoose, and hands you some ammunition for it. Don't waste it. You'll want to save it for the final bosses. If you saved Flint, the dog will greet you when you leave the tent and give you a message from Douglas and an MP revival item. If you're headed for the normal or good ending, Jodie will be there to fill you in on what happened back home.



Now it's time to take advantage of this base's wonderful facilities. Talk to the soldier by the pile of ammo crates to get permission to raid the military's goods for free. You can get all the ammo types you could get from the back room of the Armory, plus 5.56mm Rifle rounds and grenades! Stock up on what you need (free grenades!). The large metal crate by Jodie (or Rupert) contains all the items you left behind in Dryfield and out by the mines. Raid it for anything you might need.

Next, head toward the main gate, but swing a right to get behind the truck. The soldier here will sell you some new stuff. Don't go too crazy. If Flint greeted you by the tent, just buy R. Slug rounds for now, as you will be able to get better items shortly. R. Slug ammo is the ultimate Golem killer. If you have to see the laser, save the game first so you can reload later when you realize you'd much rather have saved the money. If you made it this far, you should have no problems heading back down into the Shelter. Before leaving, give Flint the Teddy Bear and he will follow you.

Finale

Head down to the Sterilization Chamber, where Aya comforts a wounded guard and reassures him that his burns are temporary. After she leaves Flint with him and walks into the next room, double back and head over to the Garage. The military is pulling out, but they left you with supplies and the engineer who sells weapons. If Flint was left with the wounded soldier, the man escapes. To express his gratitude, the engineer will allow you to purchase the M249 Light Machine Gun and the MM1 Grenade Launcher. You don't need either weapon to win the game, but they are rather entertaining. It's up to you whether or not you want to blow your funds on one of these puppies in lieu of getting Tactical Armor.

If you saved Pierce earlier, swing by the room where all the Golems were stored to rescue Pierce one last time for the final act leading to the good ending. Save your game at the Sterilization Room and head over to the Pod Gantry for a cool cutscene. After you exit the room, take the elevator down and attempt to go through the smashed door on the bottom. You will be neck-grabbed by one last Golem. If you're packing R. Solid rounds, you should be able to shake out and take him down easily. Heal up and prepare for a serious boss fight. We recommend the AS or PS12, loaded with R. Solid rounds, a backup weapon and all the relics and status-resisting items at your disposal. We highly recommend acquiring Life Drain and Energy Ball if you haven't acquired them yet. Life Drain will do heavy damage to all hit locations on the final boss, and Energy Ball goes a long way toward protecting you. Enter and the boss battle begins.

Boss Battle: The Legless Wonder XXXL

The moment the battle begins, start blasting away with R. Solid ammo at the thing's head. It will attack you with a pink beam that is almost unavoidable, which is why it's important to put some seriously big holes in its head early on. Heal up if you have to and run to the lower location and do the same to its belly. When it does a jiggy-tummy wiggle, run to either side to avoid getting nailed with a status-afflicting attack. Put about fifteen shots into each. By now, you may be getting low on health. If not, continue blasting at these two locations until you are low on

health and then hit Life Drain. This should heal you completely and destroy these two locations and their attacks.

However, once you've done this much damage, a brief cutscene kicks in. The boss' chest opens up and a powerful energy attack begins to power-up. It's relatively easy to avoid the first time, but later it can become difficult. Do NOT get hit by this attack. Now is your chance to run around behind the boss. Your next goal is its butt. **THE BUTT IS KEY.** Start with the fungal-looking stalks. Blast them until they split in half to prevent them from spraying you while you attempt to shoot at the boss' derriere. Any more damage you do to them is pointless, because they regenerate. Sometimes you can only target the butt when you're on the lower platforms, so follow the boss' behind as it spins around to get a good shot. Destroying the boss' butt is crucial because it will slow down its turning rate, making that chest-bursting energy attack much easier to avoid. Now you need try to stay on one of the boss' sides and take potshots at its neck to cut down on damage from that irritating radial blast that it unleashes. You can take out the shoulders to remove its ability to use poison gas. For more experience and to completely remove all but one threat, nail the boss' shoulders to take out its gas attacks.

When the head, belly, butt, and neck have all been reduced to jelly, it's time to go for the chest. Whenever it opens its chest to do its attack, make sure you're clear and then start shooting at the chest when the energy starts to subside. This boss is a lot more challenging than the previous ones so be prepared to go at it multiple times and make sure you're at full health before tangoing the bosses front end. One shot from that chest cannon can wipe out most of your health if you're not careful.



When you finally take this guy out. Rest your weary hands for a moment, restock your items, and heal up for the final boss fight. Stick with the R. Solid and Firefly rounds as your primary, but we highly recommend bringing the M4A1 equipped with a Pyke flame-thrower. Search the room for the glowing light of a console. Examine it and use Bowman's card key to extend a bridge across the pit. This will cause a new boss battle to begin.

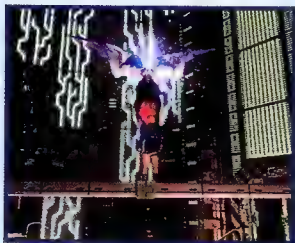
Boss Battle: Absorbed Eve

This is a much more straightforward battle, but it isn't much easier than the last one. Eve has a few basic attacks. Her most common attack is to attempt to fly into you and then disappear. She will do this several times before warping back to the bridge, giving you a few clean shots at her. Don't ever get on the bridge if you don't have to, especially in the

middle. She tends to make short work of you when you get too close.

If she suddenly stops in place and the screen starts to go wavy, nail her with a couple rounds or Life Drain to make her stop. If she completes this attack, you take heavy damage and lose all of your BP.

One of her other attacks is to summon a ghost form of herself. This is what you brought the flame-thrower along for. One or two shots from the Pyke and the ghost disappears. She also summons magical balls that move relatively slowly but they track you. The only thing you can do is run and hope they bump into the wall or the floor. Energy Ball is mighty useful here, but we made it through without it the first time.



Endings

When you finally take out the end boss, you get one of three endings based on the following criteria.

Poor: You never even bothered with the "saving Pierce" side quest.

Normal: You saved Pierce the first time, but missed one of the criteria on the list for the good ending.

Good: You defeated the huge Dryfield boss before it killed Flint (the dog), returned to Dryfield to rescue Pierce after escaping the Incinerator area, read Pierce's note and called the new info in, and saved Pierce's hide once again in the Golem Storage Room.

Replay Modes

There are actually four new modes you can unlock. The first two are regular Replay mode and Bounty if you beat the game with a decent ending, and Scavenger pops up if you get the good ending. To get the fourth, you have to beat the game once in the Scavenger mode. Each mode gets progressively harder, with nastier enemies and fewer conveniently located items to help you out.

You can unlock all of the game's special items from the regular Replay mode. Every time you play through, you get scored depending on how many items you collected and how much experience you had left over (that you didn't use on Parasite Energy skills). The game won't repeat the same set of items if you tie with a previous score, so playing through enough times will eventually get you everything. Supposedly, there are thirteen sets of items in all. We do not know if the final mode gets you any new toys but it's supposed to be absurdly difficult with minor enemies that can easily kill you in one hit.

Nintendo 64



Dark Nation: Zero Hour

At the Press Start screen, tap Up C, Up, Left C, Right, Down C, Down, Right C, Right Button, A, B. If entered correctly, you'll hear a horse. Now, start a new game and use controller 2 to activate the cheats listed below. To switch between the different menus, just hit the start button.

Alpha Palette
B or A: R0 down/up
Left C or Down C: G0 down/up
Up C or Right C: B0 down/up
L or R: R1 down/up
Left or Right: G1 down/up
Down or Up: B1 down/up

AI
A: AI 0/1 (set to 1 to stop enemies)
L: Difficulty 0/1/2
R: Auto aim 0/1

SFX
L or R: FX down/up
Left or Right: FX down/up by 10
B: First-person view
A: Third-person view
Z: Play SFX

Level Warp
L or R: Level down/up
B: Skip level
Z: Advance to selected level

Midi
L or R: Song down/up
A: Play song
B: Stop song
Global Palette
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up

Cheat
Z: All weapons L: All items R: All keys A:
Invincibility

AI Debug Values
B or A: GVAR 1 down/up
Left C or Down C: GVAR 2 down/up
Up C or Right C: GVAR 3 down/up

Fog
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up
Left or Right: NR down/up
L or R: FR down/up

Sky Top
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up

Sky Bottom
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up

Clouds
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up
L or R: HT down/up
Down or Up: AN down/up
Left or Right: SP down/up

Cloud Variant
B or A: Red down/up
Left C or Down C: Green down/up
Up C or Right C: Blue down/up
L or R: HT down/up
Down or Up: AN down/up
Left or Right: SP down/up

Player
L or R: DN Down/Up
*Tony Maroni
Rock Springs, CO*

Grey 64: The Crystal Storm

Bonus Modes – Collect all of the Crystals in the game to achieve a ranking of 100%. This will unlock Boss Battle and the Movie Viewer.

Sound Test – Complete the game to unlock a sound test in the Options menu.
*Jeff Gillis
Washington, DC*

Exhibit 64

At the Main Menu hold down the L Button, Right C, and Down C, then tap A to make the Cheat Entry screen appear. Now, enter any of the codes below.

Small Heads – PINHEAD
Beat This! Mode – PATWELLS
Developer Photo – UGLYMUG
*"The Rhino"
Toledo, OH*

International Track & Field 2000

Enter Championship mode, then input your name as one of the codes below.

Pole Vault Event – L.A.
Extra Events – Montreal
Green Mode – Mexico
Red Mode – Tokyo
Chrome Mode – Sydney
Bronze Mode – Roma
Silver Mode – Munich
Gold Mode – Helsinki
*Teresa Owens
Plano, TX*

Playstation



Legend of Mana



Sim Theme Park
Enter all of these codes during gameplay.

All Items – Enter the entire code: Up, Down, Up, Down, Left, Up, Down, Up, Down, Right eight times. When entered correctly, you'll hear a sound.

Gold Tickets – Enter the entire code: Up, Down, Left, Right, ●, Right, Left, Down, Up, ●, four times. When entered correctly, you'll hear a sound.

Free Development – Enter the entire code: Left, Down, ✖, ●, eight times. When entered correctly, you'll hear a sound.

*Jenny McCarthy
Las Vegas, NV*

Strider 2

Cheat Mode (Strider 1) – Complete the game to unlock a Stage Select and Player Set-Up.

Hien (Strider 2) – Complete the game with Strider to unlock his alternate projectile flinging freak.

Infinite Boost (Strider 2) – Complete the game with Hien.

Stage 00 (Strider 2) – Complete both Strider 1 and 2 to unlock this amazing stage.

*Lance Anderson
AOL, COM*

Colony Wars

Enter these codes at the Password screen.

Unlimited Secondary Weapon – Memo*X33RTY
Unlimited Shields – Hestas*Retort
Level Select – Commander*Jeffer
Unlimited Primary Weapon – TranquilleX
Unlock Hard Levels – vTbysrSIEApdPdz
Turn Off Cheats – All*cheats*off
*Kenneth McRound
Tubby, ND*



Who Wants To Be A Millionaire: 2nd Edition

Enter Regis or Millionaire at the Name Entry screen for some wacky Regis comments.

Don't put any names in at all for more outrageous Regis humor!!! Yuk yuk!

*Erik Salamon
Houston, Texas*



Tiny Tank: Up Your Arsenal

Highlight the Options icon, then hold L1, L2, R1, R2, Left, ●, ▲, ■. From here, press ✖ to display the cheat code screen. Now, enter the code below.

Low Gravity – FEATHER
Weak Opponents – WEAKROBOT
Little Tank – TINYNTY

*Manny Lanz
Webville, COM*



Street Fighter EX2 Plus

Street Fighter EX 2 Plus – PlayStation Vs. Bison II Bonus Game – At the Main Menu, highlight Bonus Game, then tap Select (x13), Up, Select (x4), Down, Select (x13).

Maniac Mode Samples – At the Main Menu, highlight Practice, then tap Select, Down, Select, Left, Select, Up, Select, Up, Select, Right, Select, Up, Select, Left, Select, Up, Select, Right, Select.

Unlock Garuda – Complete every combo set and you'll receive a message telling you that Garuda has been unlocked.

Unlock Shadow Geist – Complete Garuda's combo set.

Unlock Kairi – Complete Shadow Geist's combo set.

Unlock Hayate – Complete Kairi's combo set.

EX Menu – Highlight the Options menu at the Main Menu, then hold Select and tap Start.

Extra Modes – Complete Hayate's combo set.

Maniac Mode – Complete M. Bison's combo set.

*Timmy Twanks
San Demora, CT*

Mortal Kombat: Special Forces

Cheat Code – Complete the game on the Medium or Hard difficulty, then save the game. Now, head into the Options menu and you'll find new cheats including max ammo, all combos, and all weapons. If you actually want to play this game again, which we find hard to believe, you may want to check yourself into therapy or find a good game to wash the bad taste out of your mouth left by this one.

*Jeremy Karnsworth
Littleville, NH*

Monster Rancher 2

Follow these directions provided by loyal GI reader, Jesse Salgado, to unlock two powerful new critters to love and raise. Thanks, Jesse!

Ghost – Making a ghost isn't as hard as it used to be. Simply let a monster die, then sometime after it has passed away (and given the chance), upgrade your shrine. Eventually, Master Pabs will come scolding you to keep your shrine clean. Upgrade it again and later, while Colt is complaining about cleaning the shrine, she will find a stick (better defined as a wand or staff). Use it in combining any two monsters to get a ghost. Note: All upgrades come on May 4th.

Beacon – First, you'll need a worm. Raise the worm by punishing it whenever it does something bad and praising it whenever it does anything good. Feed it a smoked snake if it ever falls to soft. Feed it milk the first six months of its life and then load it down with cup jellies. You may enter it in tournaments, but do not raise its rank above D. Raise its stats evenly. Work it three days, then let it rest once. If its loyalty is equal to or greater than 80, if it is very well, and it is greater than 4 years old (but not 5), on the third week of May, when you rest it, it may spin a cocoon, out of which will hatch a Beacon.

The Beacon has everything—same name, stats, age, rank—as your worm. If you have raised it good, its stats should allow you to promote it to A class within a few battles (two, if you plan well). Beware, it will not live much longer. This strategy is mostly good breeding to make sure its loyalty is above 80. The rest of it actually helps you get a Beacon. This trick sort of assumes you are laden with cash, but not too much.

*Jesse Salgado
Webville, COM*

G-Darius

All FMV – Enter the Options screen, highlight Movie, then press Left, Right, Left, Right. Now, Hold L1, L2, R1, and R2 and tap Start.

Infinite Continues – Accumulate over one hundred continues, then enter the Options menu and switch Credit to Free Play.

*Marsha Brady
Brox, NY*



G-Darius

Enter both of these codes at the High Score screen.

Skeleton Mode – BONECRACK
Whack Mode – DEFORMANIA

Unlock Gorilla – Beat the Urban Fighters mode with Travis and Michelle.

Unlock Kobuchi – Beat the Urban Fighters mode with Tetsuo and Ushi.

Unlock Akujin – Beat the Urban Fighters mode with any character on the Hard difficulty level.

*Fritz Fankhouven
Webville, COM*

Cardinal Syn

Enter all of these codes when "Press Start" flashes at the Title screen.

Unlock Kron – L2, L2, Up, Up, Up, Left, Down, Up, ●, L1

Unlock Syn – R1, Right, R2, ■, R1, Down, R1, R2, R2, ●

Unlock Bonus Characters – L1, R2, R1, ■, Down, ●, Down, L2, ■, ■, ■, ■

Fatalities Anytime – Up, Up, Right, Right, Left, ●, ●, Down

Unlimited Magic – Right, Right, Right, Left, ●, Left, Left, ■

View Endings – Down, Up, Down, Right, Left, Left, Up, Left, R1, ●, ●, L2

Alternate Syn Costume – ●, ●, ●, L1, R1, ●, Left

Alternate Orion Costume – R2, Down, Down, ●, ■, R2

Alternate Juni Costume – Down, ■, Down, L2, Down, Down, Down

Alternate Nephra Costume – ■, L1, ●, Up, ▲, Left, ▲

*"Virtual Gap Boy 2001"
Phoenix, AZ*

Cruc 2

Enter this code at the Title Screen.
Cheat Mode – Hold L1 and press ▲, Left (x2), Right, ■, Up (x2), Left, ●. Then during gameplay simultaneously press L2 and R2.

*Mike Meyers
Detroit, MI*

Wait Disney World Quest: Magical Racing Tour

Ned Shredbetter – Complete the Trophy Challenge.

Jimmy Cricket – Obtain all parts of the Fireworks Machine.

Splash Mountain – Win all nine pennants.

X.U.D. 71 – Collect all fairies on the following tracks: Big Thunder Mountain, Haunted Mansion, Splash Mountain, Pirates of the Caribbean, Dinosaur, Blizzard Beach, Tomorrowland Speedway, Space Mountain, and Jungle Cruise.

*"Agent ExtranameforSecretAccess"
Who Cares!!!, ND*

Medal of Honor

Enter all of these codes into the Enigma Machine (code entry screen).

Invincibility – MOSTMEDALS
Infinite Ammo – BADCOPSHOW
Rapid Fire – ICOSIDODEC
Reflecting Shots – GOBLUE
Pict of Lynn – COOLCHICK
Pict of Adrian – AJRULES
Pict of Dev Team – DWIMOHTTEAM
Gallery of Picts – DWIGALLERY
American Movie Mode – SPRECHEN
Special Power-Ups – DENNISMODE
Bismark Dog – WOOFWOOF
Col. Muller – BIGFATMAN
Gunther – GUNTHER
Noah – BEACHBALL
Otto – HERRZOMBIE
Werner Von Braun – ROCKETMAN
William Shakespeare – PAYBACK
Winston Churchill – FINESTHOUR
Wolfgang – HOODUP
Velociraptor – SSPIELBERG

*Valentine Marco
Golden Valley, MN*

Command & Conquer: Red Alert

The following codes require that a default controller configuration be used. Also, click on the team buttons of the tool bar, then input the code you desire.

Instant Win – ✖, ✖, ■, ■, ●, ▲, ●
Nuclear Attack – ●, ✖, ●, ▲, ■, ▲
No Money – ■, ■, ●, ✖, ▲, ●
Soylent Green Mode – ✖, ●, ▲, ●, ▲, ●, ✖ (only available in multiplayer)

*David Toms
Oakland, CA*

Dreamcast



Cheaper Characters – Before spending valuable Battle Points on a new character, re-enter the Shop until the desired character is marked with a lower price.

Change Characters – At the Versus mode screen, hold R to select your second man, or L to select your third man as your starting character.
*George Lavitz
Chicago, IL*



Enter all of these codes at the Cheats menu on the Main Menu.

All Tracks & Characters – WACKYGIVEAWAY
All Vehicle Abilities – BARGAINBASEMENT
Hard As Nails Mode – CRACKEDNAILS
All Vehicles – WACKYSPOILERS
*Gillian Worthers
Houston, TX*

Virtua Tennis

Face Master & King – Complete Arcade mode without using any continues and without losing a round to face Master and King.

Unlock Master – Simply defeat Master in Arcade mode.
*"The Kramer Gamer"
Whitefish, MT*



The Next Stage – When your Seaman egg hatches, hit Y on the shell, then click the hand on the shell to lure the Seaman tadpoles to its location. Within the shell lies a predator that eats your Seaman. This sounds like a terrible thing, but get this. When swallowed, the Seaman actually eat away at the squid from the inside. When the squid dies, a handful of wonderful baby fish will explode from the chest cavity. At this point, feed the Seaman daily, and talk to them often.

Miracle Grow – To rapidly increase your Seaman's evolution, subtly change the time or date of the internal Dreamcast clock. If you change it too much, your Seaman will die. To be safe, don't add more than a day at a time. Make sure that you set the temperature and thermometer before you leave and change the time.
*"G! Vault"
Eden Prairie, MN*



Nightmare Creatures II

Cheat Mode – Pause gameplay, then hold L + R and tap Left, B, X, Left, B, X, Left, B, X, A, X, A. A cheat menu will now appear.

Refill Health – During gameplay simultaneously hit B, X, and Y.
*Ned Yelson
Pittsburgh, PA*

Slave Zero

While playing a one-player game, use the second controller to enter these codes.

Full Health & Ammo – Hold the L and R Buttons then hit X.

God Mode – Hold the L and R Button then hit B
*Angelina Jolie
Boulder, CO*

Sonic Adventure

2-Player Game – While playing as Sonic, a second controller can be used to control Tails. When Tails disappears from the screen, control will be lost.

Play As Super Sonic – Beat the game with all six characters to unlock this yellow speed demon.
*Bob Cameron
Redmond, WA*

Game Boy

Tazmanian Devil: Munching Madness

Enter all three of these codes at the Password screen.

China – BLG NGJ PDF FTJ
Greece – LLL NLJ KDJ FFJ
Switzerland –LMB PBK TFK DPK
*Tonya Harding
Long Pines, AZ*

The Smurfs' Nightmare

Enter all of these Smurfin' codes at the Password screen.

Level 2 – Brainy, Handy, Bashful
Level 3 – Astronaugt, Bashful, Brainy
Level 4 – Bashful, Baker, Handy
*"Marty, The Game Master"
Hillcrest, NJ*

Street Fighter Alpha 5

Fight Akuma – Enter Arcade mode and choose Manual or Auto option by holding both A and B simultaneously. Hold this combo until the fight begins to face Akuma.

Fight Bison – Enter Arcade mode and choose Manual or Auto option by holding A, B, and Select simultaneously. Hold this combo until the fight begins to face Akuma.
*"Mr. Monday Night"
Fargo, ND*

Asterix: Search For Dogmatix

Enter all of these codes at the Password screen.

Level 2 – CQPSJ
Level 3 – MLSPS
Level 4 – RFSFM
Level 5 – TTPGN
*Jeff Hammons
Denver, CO*

Battleship

Enter all of these codes at the Password screen.

Level 40 – PXGGTL
Level 41 – CHNQBW
Level 42 – CGYQJS
Level 43 – CDTQZQ
Level 44 – CBPQBP
Level 45 – CMXQCC
Level 46 – CKSQJP
Level 47 – CLVQZY
Level 48 – PPFQYM
Level 49 – PQMGTD
*Roland Conno
New Flounders, RI*

code of the month



Cheat Mode – At the Press Start screen, tap X, Y (x2), X (x2), Y (x2). Now, begin a new game or load an existing file. During gameplay, pause, then enter one of the codes below.

Health Up – Hold L and R, then tap Left.
Super Strength – Hold L and R, then tap Right.
Level Skip – Hold L and R, then tap Down.
*Lawrence Tenniach
Hanover, IL*

ENTER TO WIN!
Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

Send To:
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Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344
E-Mail:
secretaccess@gameinformer.com

GameShark

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

Codes found in this issue:

Kirby 64: The Crystal Shard

- Enable Code (Must Be On) – de00400 0000
- Infinite Health – 810d6e50 40c0
- Infinite Lives – 800d6f4f 0009
- Max Stars – d0098ab5 0030
810d6e60 0000
d0098ab5 0030

Threads of Fate

- Infinite Cash – 8009b2d8 fff
- Infinite HP – 8009b368 03e7
- Infinite MP – 8009b36a 03e7
- Max Strength – 8009b370 03e7
8009B372 0000
- Max Defense – 8009b374 03e7
8009B376 0000
- Final Area – 8009B2F0 00FF
- Time is Always 00:00:00 – 800a7aa0 0000

Who Wants To Be A Millionaire: 2nd Edition

- Note:** These codes require a Game Shark version 2.2 or higher.
- Infinite Lifelines – e01ffe78 0002
301ffe78 0003
- Infinite Ask The Audience Points – e01ffed2 0000
301ffed2 0001
- Infinite 50/50 Points – e01ffed0 0000
301ffed0 0001
- Infinite Phone A Friend Points – e01ffed1 0000
301ffed1 0001
- Million Dollar Question – e01ffe74 0000
301ffe74 000e
- Add Time – d0044c6e fff

Rhapsody

- Max Inotium – 8004bbe8 e0ff
8004bbea 05f5

X-Men: Mutant Academy

- Note:** These codes require a Game Shark 2.2 or higher.
- Unlock Everything – 50000402 0000
800be56c fff
- View Ending After First Battle – e009f0ac 0000
3009f0ac 0009
- Infinite Health – 800a1e5c b400
- 75% Health – d00a1e5c b400
800a1e5c 8700
- 50% Health – d00a1e5c b400
800a1e5c 5a00
- 25% Health – d00a1e5c b400
800a1e5c 2d00
- Sudden Death – d00a1e5c b400
800a1e5c 0000
- Infinite Round Time – 3009eb44 0063
- Infinite Super Meter – 800a1f38 1400
- Infinite Stringed Supers Meter – 800a1f3a 1e00
- Infinite X-Treme Supers Meter – 800a1f3c 2a00
800a1f34 1500
- Infinite Move Counters – 800a1f40 0000
- Never Lose – 800a1f28 0000
- Only Need 1 Win – d00a1f28 0000

Koudelka

- Quick Level Gain (James) – 801ce114 fff
- Quick Level Gain (Koudelka) – 8017d504 fff

Giga Wing

- Infinite Force Bombs – c92fadac00000063
- Infinite Lives – a8831bc500000063
- Max Score Multiplier – 1b64dab705f5e0ff
- Infinite Force Bombs (Player 2) – 94fc40a500000063

Virtua Tennis

- Infinite Funds – a3b5c7100000090
- Unlock Tinbergen – 2f97635e00000001
- Unlock King – 5957774c00000001
- Unlock Euler – 59e7774c00000001
- Unlock Ventura – bf763a9600000001
- Unlock Inoue – FF49969D00000001
- Unlock Tesla – af23518a00000001
- Unlock Altman – d1c883c400000001
- Unlock Singh – 30c1245c00000001
- Unlock Costa – 6ddb6b5a00000001

Fur Fighters

Quackenheim Museum

- Infinite Pistol Ammo – f619bee40000270f
- Infinite Shotgun Ammo – 39c90c250000270f

World Quack Center

- Infinite Pistol Ammo – dc58a9ef0000270f
- Infinite Shotgun Ammo – 149c3ca10000270f

Lower East Quack

- Infinite Pistol Ammo – 2bd749b80000270f
- Infinite Shotgun Ammo – 5d9f5daa0000270f

Village

- Infinite Pistol Ammo – f4f9b82e0000270f
- Infinite Shotgun Ammo – 3b290aef0000270f

New Quack City

- Infinite Pistol Ammo – e45738730000270f
- Infinite Shotgun Ammo – 24ff43a20000270f

Asterix: Search For Dogmatix	▶
Battleship	▶
Cardinal Syn	▶
Colony Wars	▶
Command & Conquer: Red Alert	▶
Croc 2	▶
Dracoon: Cult of the Wyrn	▶
Duke Nukem: Zero Hour	▶
Excitebike 64	▶
Fur Fighters	▶
G-Darius	▶
Gekido	▶
Giga Wing	▶
International Track & Field 2000	▶
Kirby 64: The Crystal Shards	▶
Koudelka	▶
Legend of Mana	▶
Marvel Vs. Capcom 2	▶
Medal of Honor	▶
Monster Rancher 2	▶
Mortal Kombat: Special Forces	▶
Nightmare Creatures II	▶
Rhapsody	▶
Seaman	▶
Sim Theme Park	▶
Slave Zero	▶
Smurfs' Nightmare, The	▶
Sonic Adventure	▶
Street Fighter EX2 Plus	▶
Street Fighter Alpha 3	▶
Strider 2	▶
Tazmanian Devil: Munching Madness	▶
Threads of Fate	▶
Tiny Tank: Up Your Arsenal	▶
Virtua Tennis	▶
Wacky Races	▶
Walt Disney World Quest: Magical Racing Tour	▶
Who Wants To Be A Millionaire: 2nd Edition	▶
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)
- 425-885-7529 (Automated)

Sega

- 1-900-200-SEGA

Sony

- 900-933-7669

Square Soft

- 900-407-KLUE(5583)

THQ

- 900-370-4468

CLASSIC G

gaming from the past to the present

Mario Andretti Racing

Genesis

Availability: Common

Replay Value: Moderate

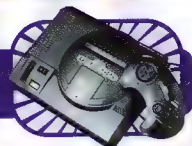
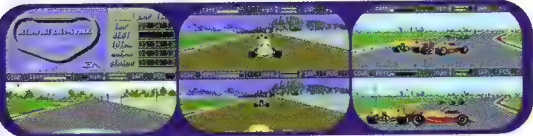
Similar Games: F1 Racing (SG), Andretti Racing (SS, PS-X), Super Monaco GP (SG)

Created by: Stormfront Studios for EA Sports

Access Tip: During the initial sprint races, go for technique rather than trying to keep up with the pack. After earning a few dollars, you'll find winning comes easily with an upgraded car.

Overall: 6.75

Long before the days of EA's powerhouse racing franchise Need for Speed, the company built a Genesis racer that encompassed the world of Mario Andretti. The game, aptly titled Mario Andretti Racing, hit the Genesis in 1994. Although the game offers little in terms of graphical flash, it does a great job of combining different classes of racing into one game. Andretti Racing doesn't stick to one vehicle type, it contains three distinctly different cars. The heart of the game is a Career mode where you begin your fledgling racing career in sprint cars, work into stock cars, and culminate in India cars. Each of the racing classes offer distinctly different playcontrol requirements and also driving tips from the legend himself. Looking back to our original review of Andretti Racing, we found most of the reviewers were fairly excited about this racing amalgam. In retrospect, this title has lost some of its flair over the last six years.



Soldiers of Fortune

Genesis

Availability: Common

Replay Value: Moderate

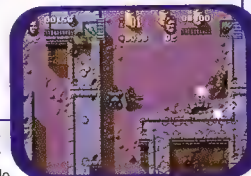
Similar Games: Smash TV (Various Systems), Ikari Warriors (NES), Alien Syndrome (NES)

Created by: The Bitmap Brothers/Renegade for Spectrum Holobyte

Access Tip: Use this password to start at the last world with tons of money - H485R9CQ193B.

Overall: 7.75

The Bitmap Brothers aren't a household name in video games, but enjoy a cult following after such memorable titles as Xenon, Gods, and Speedball. The company also developed this shooter that originally released as The Chaos Engine in Europe and made it to the States as Soldiers of Fortune. Not to be confused with the magazine nor the recent PC release, Soldier of Fortune, this game is an overhead shooter combining elements of adventure. The game can be played by a single player with a CPU assistant or as a two-player simultaneous adventure. First, a player hires two of six mercenaries for battle. Each mercenary has differing abilities such as firepower, speed, health, and the like. Throughout the game's 16 levels, players collect coins and other items while shooting down the constant throngs of enemies. The coins allow the player to upgrade a character's abilities and attributes. The game sounds fairly simple, but is nicely executed and extremely challenging.



The Incredible Hulk

SNES

Availability: Common

Replay Value: Low

Similar Games: Spider-Man (Various Systems), Captain America & The Avengers (Various Systems)

Created by: Probe for U.S. Gold

Access Tip: Watch the rage meter. When it reaches a certain point, Hulk will jump higher and smash harder.

Overall: 5

In the heyday of the 16-bit consoles, U.S. Gold (a company that would later become Eidos) took Marvel's Incredible Hulk and brought the green bulk to the SNES and Genesis. In the game, the Hulk is drawn and animated beautifully. It appears that the game's creators spent a lot of time perfecting the finer details of Hulk's raging persona. It also appears that these same designers didn't spend a lot of time on the overall game design and control scheme as the game is frustrating enough to make even the seasoned player more than a little perturbed. This frustration is soon replaced by anger...err...mmpfh...No like same stupid enemy. Have to think too hard...open dumb gate. Want to smash! Nothing to smash! Now I can't smash! Dumb button moves too complex...so is simple climbing. Hulk sure look good, but level design way boring. Look! Now transform to Dr. Banner and back to Hulk. What this about? Need more to smash and throw! Hulk is stupid...so is game.



A-Train

PS-X

Availability: Uncommon

Replay Value: High

Similar Games: Sim City (Various Systems), A-Train 6 (PS2), Railroad Tycoon (Various Systems)

Created by: ArtDink for Maxis

Access Tip: This game takes an incredible amount of time to learn. Start with one of the more than 30 preset scenarios to become accustomed to layouts and strategies.

Overall: 8

Without a doubt, ArtDink is responsible for some of the most unique and original games ever to hit video gamedom. This particular title appeared in the early days of the PlayStation and is clearly not for everyone. A-Train appeared in March of 1996 and is an adaptation of the Japanese game that was actually part four of the series. If you hadn't guessed, A-Train is about locomotives. This simulation/strategy game consists of running a transportation conglomerate in which the player builds and maintains a network of busses and trains. Building tracks and roadways are just part of it. You must schedule each trip, monitor passenger use, and maintain a profitable business. This requires that you not only run the train system, but also invest in land, move resources, build rental properties, and invest the earnings. Sound complicated? Actually it is. It takes many hours to master all the menus and other controls. Yet, for the fan of Sim City and the like, it is a winner.



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Manufacturer: SGRL

List Price: \$9.99

Two kids in the back of a car with nothing to do for an eight-hour road trip. Now that's an ugly situation. Mom and dad, don't be stupid. Get a Car Adapter from SGRL. This inexpensive little number plugs into the lighter outlet of your car and lets you run two Game Boys off the juice. Also, for those with low insurance rates, try playing your Game Boy while driving. It should pump up your premiums in no time.

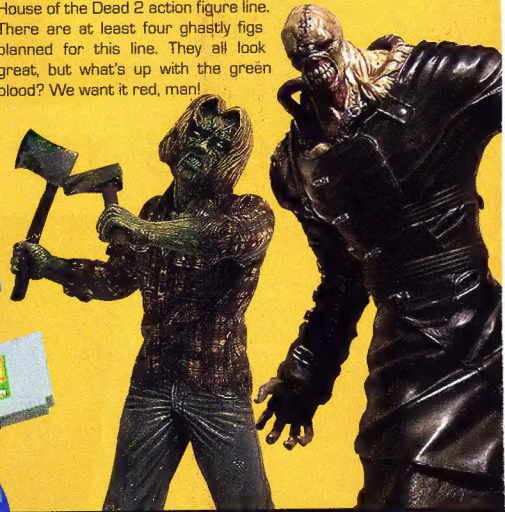
House of the Dead 2 Action Figures & Resident Evil 3 Vinyl Statues

Manufacturer: Palisades Marketing

List Price: To Be Determined

These figures are U-G-L-Y. They ain't got no alibi, they ugly! Palisades is picking up game licenses left and right, each time dropping jaws with its beautiful figures and statues. Its Nemesis vinyl statue stands at a whopping 16 inches of amazing detail. There's also a companion 11 inch Jill Valentine statue for it to tower over. If you're looking for still more hideous things to line your bookshelves with, you'll be happy with Palisades' upcoming House of the Dead 2 action figure line.

There are at least four ghastly figs planned for this line. They all look great, but what's up with the green blood? We want it red, man!



Erik's Car

Manufacturer: Volvo

List Price: He Paid \$2200

Nothing says used car like a hood that's a different color than the rest of the body, Erik was in heaven when he got this car, but things soon turned ugly. One day the brakes completely went out on him. He got the problem fixed, then a few days later he nearly got killed when the brakes went out on him again! There're a lot of these cars on the road, but if you ever see one behind you that has a brown hood, get out of its way. The life you save may be your own.



The Spine

Manufacturer: SGRL

List Price: \$19.99

Quite possibly the ugliest video game accessory we've ever seen. It's even got an ugly name - The Spine. Blechhhh! Anyway, this thing serves a purpose besides just sitting there being ugly. Each of the five vertebra that come with The Spine hold three Game Boy carts. If you have more carts than it can hold, simply buy more vertebra and stack to the sky, baby! The Spine can also be fun around the office. Simply place it on a coworker's chair and wait for him to sit on it. The emergency room story will make good water cooler material for months.



PlayDesign

Manufacturer: Planete Fan

List Price: \$8.99

Just look at your PlayStation. Gah, how can you even stand to be in the same room with something so ugly? If only there were some way to change it from flat, gray to a more super-fun texture.

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