

THE TOP TEN GAMES OF 2000 UNVEILED

# GAMEINFORMER

The Final Word On Computer & Video Games

## TWISTED METAL BLACK

SWEET TOOTH &  
CO. ARE BACK  
IN BLACK

## SULTAN OF THE SILVER BALL

Game Informer Uncovers The Man  
Who Has Dedicated His Life To The  
Preservation Of Video Game History

## BEHIND THE SCENES OF THE FINAL FANTASY MOVIE

Six Pages Of Juicy New  
Screens & Details On Square's  
Final Fantasy: The Spirits Within

## ZELDA: MAJORA'S MASK STRATEGY

Locations Of All The Masks, Fairies,  
Heart Pieces & Treasured Items

## DEVIL MAY CRY

A First Look At  
Capcom's Amazing  
New PS2  
Survival Game

## SEGA RETALIATES

Massive Dreamcast  
Previews Of  
Floigan Brothers,  
Phantasy Star Online,  
Soul Reaver 2 &  
Many More

## WHAT'S NEXT FOR PS2

The Latest On  
Metal Gear Solid,  
Clive Barker's Undying,  
Bouncer, Tomb Raider &  
Oni For PlayStation 2

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ISSUE  
#93

www.gameinformer.com



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## CRASH IS READY FOR BATTLE. ARE YOU?

It's time to separate the men

from the scared little boys. Crash and his friends are back in a knock-down-drag-out arena-style rumble. Blow stuff up in a tank, toss TNT and engage in some good old-fashioned hand-to-hand combat. Brawl on a floating iceberg and duke it out in a jungle. Just watch out for the falling anvils. Fight solo or plug in a Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare but, then again, Crash isn't a conventional bandicoot.



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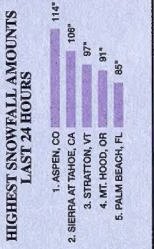
Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.





<b>Nashville</b> Snow 32/29 Tuesday: Snow 28/17 Wednesday: Snow 24/18 SOI: Hard Pack	<b>New York</b> Snow 31/22 Tuesday: Snow 35/25 Wednesday: Snow 34/20 SOI: Fresh Powder	<b>Philadelphia</b> Snow 34/25 Tuesday: Snow 30/25 Wednesday: Snow 33/25 SOI: Hard Pack	<b>Phoenix</b> Snow 20/18 Tuesday: Snow 32/15 Wednesday: Snow 32/14 SOI: Fresh Powder	<b>Portland</b> Snow 30/8 Tuesday: Snow 25/13 Wednesday: Snow 28/12 SOI: Icy	<b>Salt Lake City</b> Snow 32/10 Tuesday: Snow 27/18 Wednesday: Snow 24/14 SOI: Fresh Powder	<b>San Francisco</b> Snow 20/2 Tuesday: Snow 18/4 Wednesday: Snow 12/2 SOI: Hard Pack	<b>St. Louis</b> Snow 30/18 Tuesday: Snow 29/16 Wednesday: Snow 24/12 SOI: Fresh Powder	<b>Tampa</b> Snow 30/12 Tuesday: Snow 20/2 Wednesday: Snow 24/6 SOI: Hard Pack	<b>Washington D.C.</b> Snow 30/22 Tuesday: Snow 33/15 Wednesday: Snow 28/2 SOI: Fresh Powder
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**Weekend sports weather**

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational... For the third straight week, football stadium attendance will be significantly lower due to heavy snow... Record crowds should continue at mountain resorts nationwide.



Jones



Dakides

**TODAY'S SNOW QUALITY INDEX (SQI)**

**Powder:** A perfect time to use a sick day.

**Hard Pack:** A prime opportunity to work on your half-pipe prowess.

**Icy:** A bad day riding still beats a great day working.



**Today through Sunday outlook:** Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

**Hey, anything's possible.**

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.



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**Cool Boarders  
2001**  
L I V E T O B O A R D

# GAMEINFORMER®

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### COVER STORY

## 26 TWISTED METAL: BLACK

Following the frosty reception received by Twisted Metal 3 and 4, Sony is looking to resuscitate its ailing blue-chipper with a promising PS2 overhaul. To this end, they have recruited Incognito, a new development firm started by several original members of Singletrac's Twisted Metal team, to handle the creation of TM:B. Check out this article for exclusive new screens and insights from the game's creators.

### FEATURE

## 36 SULTAN OF THE SILVER BALL

Pinball, in many ways the direct ancestor of video games, was robbing America of its quarters for decades before Pong hit the arcades. This month, Game Informer profiles Tim Arnold, a former arcade operator who has built the largest collection of classic pinball machines in the world.

### FEATURE

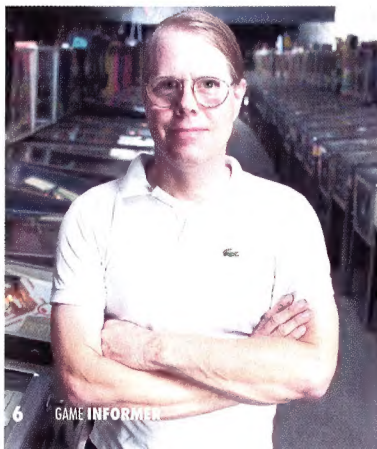
## 44 FINAL FANTASY: THE SPIRITS WITHIN

Following up his success with Final Fantasy IX, Hironobu Sakaguchi is readying his next masterpiece. This time, however, it is not a game, but an epic computer-animated motion picture. Read on for exclusive new screenshots from the movie, and an in-depth look at the production process behind the film.

### FEATURE

## 50 THE GAMES OF 2000

There were a lot of games released in the year 2000. Most of them were utter crap. Luckily, a few were absolutely brilliant, and these are the games we honor in our 9th Annual Game Informer Awards. Which game was rated the best of the best? You'll have to read to find out.





*"...the best superhero  
game ever..."*

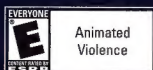
*OPM  
August 2000*



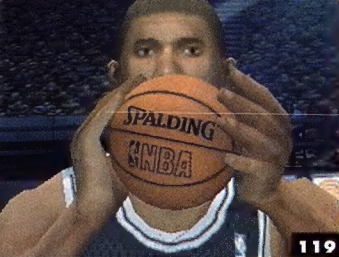
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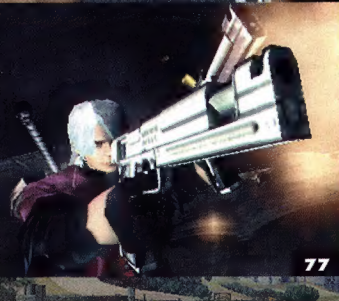
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## 18 NEWS

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In the ever-changing world of video games, sometimes it's hard to keep up. Luckily, we have new previews of Clive Barker's: Undying, Phantasy Star Online, new shots of MGS 2 and Capcom's newest PS2 blockbuster, Devil May Cry, to keep you on the cutting edge.

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## 154 SECRET ACCESS

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we report our first sighting of PS2 codes, including SSX and X-Squad. Also, we have a Medal of Honor: Underground code that's a Game Informer exclusive!

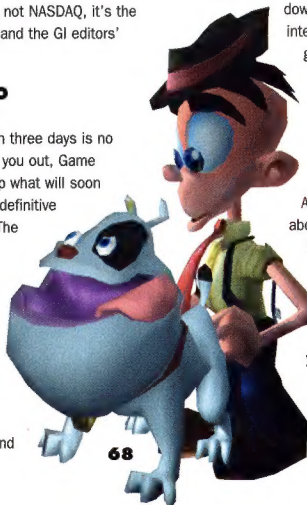
## 160 CLASSIC GI

The First Quarter: A 25-Year History of Video Games, Steve Kent's recently published book, provides readers with the definitive story of the industry. GI sits

down with the author for an interview discussing video games new and old. Also, check out our Dragon Warrior strategy guide, and retro reviews of Vanguard and Ladybug.

## 166 ETC

All you need to know about etc is that it has Scott Bakula (a.k.a. The Greatest American Actor Of His Generation). If that's not enough to get your salivary glands working overtime, wait until you try some chocolate gumballs.



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# ONI

PlayStation 2

A DARK FUTURE...  
AN UNCERTAIN PAST...

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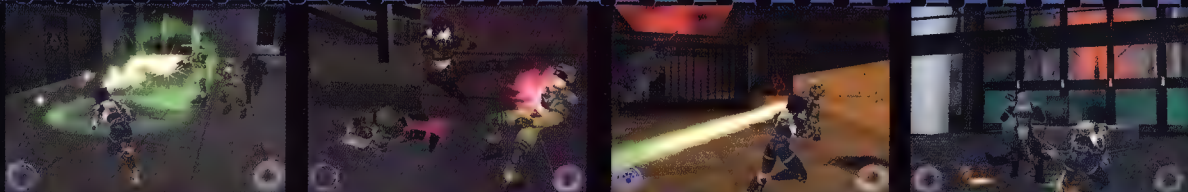
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**JANUARY 2001**

Volume XI • Number 1 • Issue 93

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---

**SUNRISE PUBLICATIONS, INC**

President John Woodson

Manufactured and printed in the United States of America

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, Game Informer® Magazine, 10120 W. 76th Street, Eden Prairie, MN 55344. Unsolicited manuscripts cannot be returned or acknowledged.

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- Nov 2000 EGM

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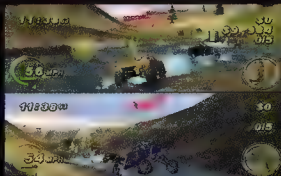
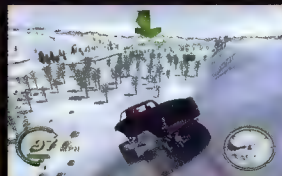
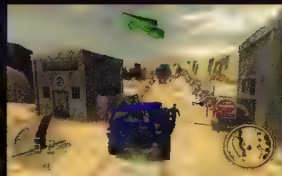
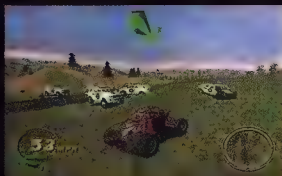
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Animated Violence



# EDITORS' FORUM

## REVIEW THIS!



I love magazines. There is just something about them. They're real. They're tangible. You can hold them. You can take them with you in the car, on a plane, or my personal favorite, to the toilet. There are many wonderful things about this paper medium we call a magazine.

For all I love about the magazine biz, it also has its drawbacks. For one, there is a lot of production that goes into making one of these suckers, and that translates into time. As you can probably guess, the thing that takes us the most time each month is our reviews. We take a lot of pride in these babies. Unfortunately, since magazines have deadlines and we need to get them out to you, we only have about a month to play and review quite a number of games.

I will certainly admit that there are times when we look back and ponder how we could have

possibly scored such and such game so low or so high (as I'm sure you, the readers, ponder as well). At times we blame a tight deadline, other times we blame sleep deprivation, but I can tell you that with each and every issue we strive to give you the best reviews possible to make your gaming experience as great as it can be.

So before you send in another email about how we should have given this game or that game a ten, remember that we only have about a month to play through a number of games, which isn't easy. (Yeah, it's a lot of fun, but roll with me – actually believe for a moment that we have some work to do here) You may not agree with what we have to say all the time, but I can assure you the review is coming from someone who has played more games than you have – or would want to.

Now stop reading on the toilet and go play some games.

Andy McNamara  
Editor  
andy@gameinformer.com

## NEW YEAR'S DAY



Andy's New Year's party – the morning after: 1 Rachel 2 Kim 2a Arthur 3 Tom 4 Cathy 5 Reiner 5a & b Reiner's monkeys, Binky and Bunky 6 Kristian 7 Erik 8 Curtis 9 Jay 10 Matt 11 Andy 12 Paul 13 Justin 14 Vicky 15 Kato

## PAUL, THE GAME PROFESSOR

paul@gameinformer.com

"Another year of gaming is virtually behind us and it is time to make some predictions for 2001. Sega will surprise the gaming world by releasing a Dreamcast add-on dubbed the 1.28X. On the other hand, Sony will recall every single PS2 sold because of potential electrocution risks. Nintendo will delay all Gamecube related material until 2002. Likewise, every Rare game announced at E3 will not make its original street date. The Game Informer staff will move to deluxe accommodations located in Nimrod, MN. Lastly, the Vikings will win the Super Bowl."

## REINER, THE RAGING GAMER

reiner@gameinformer.com

"I'm currently putting the finishing touches on my first movie script, Star War. The cost for this full-length motion picture is still up in the air, but with Matt's gracious contribution of \$5.65, the special effects budget has been doubled. I have already contracted some amazing artists and modelers who have transformed ordinary Styrofoam cups into galactic space cruisers that look too good to be true. Andy will play the role of Yoda, and Kristian, while she doesn't know it, will be Princess Ordana. I, of course, will be the hero who kills everyone – even the camera crew."

## MATT, THE ORIGINAL GAMER

matt@gameinformer.com

"Pikachu is my master. I shall not want. The yellow god speaks to me. I obey his commands. I babysit Caterpie for my lord. The yellow god was pleased. I make cabbage stew for my master. The yellow god smiled on me. Now the yellow god has decreed that the infidels at Game Informer must die. They have angered the yellow god. Especially the one who calls himself 'The Game Hombre.' He is insolent and his haircut is displeasing to the yellow god. For this he will pay. I take the Holy Pool Cue to smite him. I walk in Pika."

## ERIK, THE PC JEDI

erik@gameinformer.com

"One picture of me sleeping on the couch after a grueling five days in the office working on that FFVIII guide, and now it's a running joke. How am I supposed to get fan mail from inmates and freaked out Eminem fans when all they ever show me doing is sleeping all the...Okay, I guess it's not so bad. I'll have you all know, however, that when I've bathed, cut my hair, trimmed my nose hairs, shaved, stayed sober for 24 hours, slept, and put on clothes that don't have suspicious stains, I'm a damn fine looking man."

## JAY, THE GONZO GAMER

jay@gameinformer.com

"By the time you're reading this, something I've been dreaming of for over ten years will have been released (or perhaps more accurately, escaped) – Dungeons & Dragons: The Movie. Maybe it's wrong to be prejudgemental, but it seems to me that when you combine half a lifetime's worth of expectations with a no-name director, a low budget, and a Wayans brother, a recipe for emotional disaster is being cooked up. If everything turns out as I expect, shed a tear for my favorite hobby being panned by movie critics nationwide."

## KRISTIAN, THE GAME DAWG

kristian@gameinformer.com

"The number one super ability to have if you absolutely HAD to pick one would definitely be time stoppage. Think about the possibilities for crapes sake! You'd never be late for anything. Daylight savings wouldn't be nearly as big a deal, and you could pull some spectacular practical jokes on people. Like, say you're getting yelled at by your boss. I bet he wouldn't be so tough if his pants were suddenly dangling around his ankles! Take that, boss-man! That power would be all about de-pantsing people."

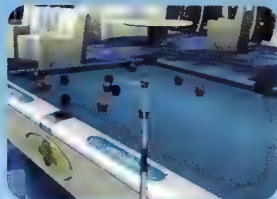
PlayStation®2

# Q-Ball

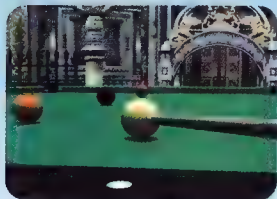
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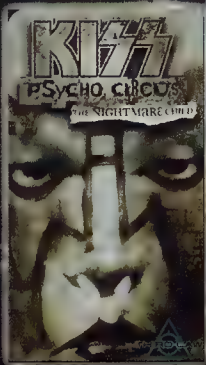
on the next edition ...

# POWER play



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**Power Play TV** is a thirty-minute magazine style television series that entertains, informs, and educates its audience about the **hottest video games**, the **coolest game hardware**, and the **latest peripheral device enhancements** anywhere.



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# GI SPY



**CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY**

(1) Heather Kozar, girlfriend of Chicago Bears' former warmer Cade McNown, displays the...ummm...talents that won her the title of 1999 Playboy Playmate of the year. The intelligent young lass is dressed as Vikki Grimm, the heroine of 3DO's upcoming PS2 title *Portal Runner* (2) This is NOT a remote-controlled car covered with thousands of firecrackers. It's definitely NOT in the Game Informer offices, and Jay Fitzloff did NOT spend dozens of hours working on this explosive masterpiece. Also, NO ONE is planning to blow up this car in the FuncoLand parking lot. Okay? (3) There can be only one! At the recent Las Vegas premiere of *EverQuest: The Scars of Velious*, these assorted geeks waged war to see who would win the title of "Biggest Nerd of All Time." Here, the posse is posing with Fronia Vie (fourth from right), the real-life model for *EverQuest* artist Keith Parkinson (4) Matt poses with fellow members of the hot new boy band made up entirely of video game journalists, *Syx Geex*. Look for their new video, "Jiggie My Joystick," on MTV (5) *At Square's Final Fantasy IX launch event in San Francisco*, fallen star Vivi (who has apparently been axed by Square brass for problems surrounding a reported cough syrup addiction), was reduced to working as a lowly parking valet (6) Web Editor Justin "Keeper" models his blood-stained tank top after a *World of Warcraft* concert. What's that injury on his nose? Don't ask...you don't want to know! (7) R&B diva Shanice Wilson performs "Love is the Gift" (from *The Bouncer*) at a recent Square press conference. After performing that sure-to-be smash hit, Shanice brought down the house with a rendition of funk/rock pioneer Jimmy Castor's classic "Bertha Butt Boogie" (8) At Sega's recent Games Summit in San Francisco, Game Informer's resident female, Kristian, spent some quality time with her new homie, *Shenmue* creator Yu Suzuki



# DEAR GI

## ADDICT SEEKS HELP

Holy moly, I'm addicted. I wasn't even sure I wanted to buy EverCrack, err...EverQuest, but I was getting bored with all the nonlinear games out for the consoles, so I figured I might as well. I have since saved at least 300 bucks from not buying ANY other games. My life is gone, I spend all my time playing EverQuest, and my friends either make fun of me for it or have bought the game themselves. I even dream about it, how sad is that? Anyway, do any of you guys play, and if so what characters do you have? I have a level 20 dwarven paladin on Morell-Thule (I've played almost every class up to around 10 and decided to play a paladin). It'd be real cool if you'd answer this.

Brigon Anganar, EQ addict of the 20th level  
(Hey, I play EQ more than I don't, so why shouldn't I sign it with the name of my paladin?)

Dearest, Brigon. You are not the only one who has lost a life playing EverQuest. Game Informer's big cheese, Andy McNamara, is a bigger addict than you. He has several characters maxed out, and get this, he plays two games of EQ at once. Along with his home PC, Andy purchased a powerbook PC for work, then confiscated it for his home use. The powerbook hasn't been in the office for seven months, and many editors actually need to use it. We've tried to get it from him, but he refuses, or accidentally forgets to bring it. A note to Cathy, our publisher: Please tell Andy to bring the computer back to work so that we can create a better magazine for you, Barnes & Noble, and our loyal readers. Thank you.



## TWISTED CONCERNS

Hello degenerate losers,  
I've been subscribing to your awesome mag for two years and I have a few questions for you.

1. Is Singletrac (the creators of Twisted Metal 2 - for all you morons who don't know who they are) still in business? If so, why have they not made a Rogue Trip 2 or a Critical Depth 2? The originals rocked.
2. Any new info on a new Resident Evil for PlayStation 2?
3. What is Reiner's original hair color?

Jason "The Hickmaster" Hickey  
Webville, COM

1. Singletrac's numbers dwindled, and then the plug was finally pulled. R.I.P. Before you break down and cry, many of the Singletrac guys jumped ship and formed Incognito, a company working closely with Sony to reignite the vehicular combat flame with the upcoming PS2

title, Twisted Metal: Black.

2. On a daily basis, we confront Capcom with this exact question, yet instead of filling our ears with horrific goodness, our contact bites his tongue and says, "No comment." It's definitely on the way, but whether we'll see it this year or not is uncertain. Hopefully, Capcom takes its time to create a sequel that breaks new ground in the survival horror genre.

3. His original hair color is blue. Someone call the X-Men, we found Beast!

## WOMEN...WHAT ARE THEY GOOD FOR?

Dear GI,

I was reading your magazine, and I have a few questions. I realize that you have no girls on your team, what gives? And, really, I am a true hardcore girl gamer and any game that has the word "Barbie" on it sickens me. Personally, my favorite games are Resident Evil and Zelda. Also, what is your opinion of Pokémon? Is it highly overrated, really cool, or just plain idiotic? Another thing, is the only way to get a letter in the magazine to bribe you with the chocolate eggs?

Janie Jones  
Webville, COM  
P.S. ANDROID 18 RULES!

Scrumptious chocolate eggs make the tummy feel fine! Tee hee! As for your inquiry, we have a female designer in our art department, and Krissy (Kristian) is the closest thing we have in the editorial department. He may not look like a girl, but you should hear him laugh. Oh boy! As for Pokémon, if you don't get caught up in the craze and focus solely on the gameplay, it's actually a wonderful game with amazing depth.

## INTERNET COMPARISONS

Hey GI, what's up? I just have a couple of questions regarding the Internet capabilities of the next-generation consoles. What I really want to know is how exactly does it work? I mean, is it similar to WebTV? I have WebTV and it's not that bad. Will other consoles, including Dreamcast, be better than that? I hope you guys understand what I'm trying to ask. Keep up the good work.

Rob  
Arlington, Texas

Right now, the Dreamcast online property is very reminiscent to WebTV. In the future, broadband connections, which will more than likely be used by Sony and Microsoft, will be much faster, rivaling the PC. If you were smart, you'd cancel your WebTV account and use a Dreamcast to fulfill your Internet interests. With it you can also play games, several of which have online compatibility.



## OH NO!

Spending hours of your time playing video games must make you hungry. What does your average diet compose of?

Luke Yohe  
Wilmington, Delaware

Ferret burgers! Heh heh heh...

## FAN # 1

1. Just how far apart are your offices (or cubicles) in the uh... office? That's just been buggin' me since I first got your mag.

2. Which one of you guys answer the Dear GI thing? Do you each choose a letter or what?

3. Where do you guys get the games from? Do you have to buy them yourselves, or does Reiner just pull 'em out of his pants and says it's magic?

4. This is gonna get a "freak" comment, but here goes. Andy, you're the coolest! My favorite part of the magazine is your Letter From the Editor. My goal is to grow up just like you!

Matthew Feiler  
Reading, PA

1. The staff is spaced within punching distance of each other.

2. It's a mystery. Muhahahah!!!

3. Reiner is always pulling stuff out of his pants. Not games, we might add. All of the games come from the companies that develop them, free of charge!

4. Wow...You're Andy's first fan! Sound the alarm! Wake the dead! It's finally happened! After ten years, someone finally enjoys Andy's work! Guess we won't have to fire him after all. You just saved his job. Congrats, Matthew. Damn! We were so close!!!

## NUMBERED QUESTIONS PART XXXVII

As any truly loyal reader knows, you guys love numbered questions. So here I go:

1. Do you guys really like Sir Mix-A-Lot, or are you just being sarcastic? You mention him all the time and I would like some clarification.

2. I am really trying to decide if I should buy a PS2 now, wait until the price goes down, or hold out until Xbox or Gamecube comes out. What do you think? Keep in mind that I do not get the big money like you guys must, so buying them all is not an option.

3. Do you guys miss the good ol' days where you only had to come out with a mag every other month? I still have the first GI that I ever got.

4. WHAT IS THE DEAL WITH THE FERRETS?!

Blake Michener  
Golden Valley, MN

1. Sir Mix-A-Lot stops by the office from time to time...delivering pizzas to the staff. He won't be doing this for long, as he just



## DECEMBER WINNER!

formed a new band with the Presidents of the United States of America called Subset. Go to [www.musicblitz.com](http://www.musicblitz.com) to hear a track from the album.

2. Ah yes...The dreaded question. We recommend getting them all, and yes, we know your funds are miniscule, but you have to make every effort to play everything. All three systems are going to be great. Sell your soul to the devil! Start pimpin'! Do whatever you can (within the legal or afterlife boundary) to get the goods. The devil's actually a sweetie! Don't be afraid of the darkside.

3. Do we ever! The new magazine requires even more work than the previous piece of dung we tried to pass off as an interesting read.

4. In hindsight, we never should have contracted those furry little bastards! They were constantly taking smoke breaks, complaining about their contracts, and wasting valuable time snuggling up to groupies. Next time, we're going with aardvarks. They work for ants, and their long noses will create several interesting plot points. Just wait...

### R & D CONFUSION



In your November issue (the one with the PS2 on the front), I read a few paragraphs about a game called the "New Testament," and I am somewhat confused. Is it going to be a game, or is it just a suggestion?

Andrea  
Wilmington, DE

While not completely clear, the R & D department is actually a section where the Game Informer staff proposes a game idea. These games will not be made, unless of course our idea piques the interest of a development house. Continuing with the invasion into Reiner's personal life, pappy Reiner is actually a pastor. Who would have thought, Reiner was a PK! After the new issue hit retail shelves, Mr. Reiner called the staff and voiced his disapproval with the inaccuracies in the New Testament article. We knew of the discrepancies, and like many Hollywood filmmakers, we would need to rewrite The Bible to fit into the video game realm. The latest script features an alien invasion with Jesus floating in space shooting lasers out of his eyes.

Send your comments to  
Game Informer.

**Snail Mail:**  
Game Informer Magazine  
Attn: Dear GI  
10120 W. 76th Street  
Eden Prairie, MN 55344

**Email:**  
[deargi@gameinformer.com](mailto:deargi@gameinformer.com)  
**WWW**  
[www.gameinformer.com](http://www.gameinformer.com)



### Regina Yazdi

Miss Yazdi promised that if she won she would give a big "BOOYA" to her stupid brother. Of course, we expect visual proof of the laying down of the "BOOYA".



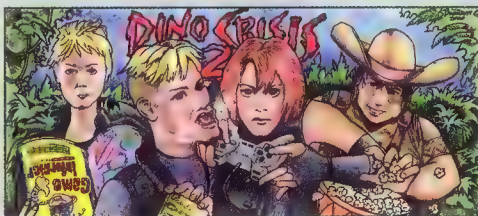
### Andres Mascorro H ▲

Game Informer's street cred is never in question, but like Rocket Fuel malt liquor we always need to make sure we are getting the word out on the streets. Damn!



### ▲Bill Fifer

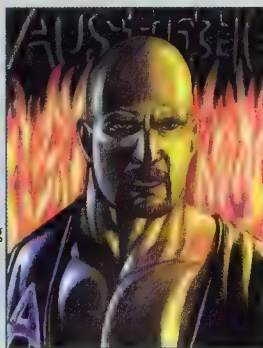
Careful, this Transformer is roaming the streets of your town whacking people with the ugly stick. They already got your sister, so watch out.



### ◀Branon Coleman

Regina puts an elbow to Dylan's face repeating those famous lyrics from 2gether, "Say it, don't spray it. I want the news not the weather."

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.



### Jason Rodriguez ▲

Stone Cold is crazy! Just look at those eyes. If that don't tell you he's crazy, then, well...you crazy!

Game Informer Magazine  
Attn: Envelope Art  
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Eden Prairie, MN 55344

# GI NEWS

## SPECIAL DREAMCAST PACK INCLUDES 16-BIT CLASSICS

Sega will release a new Dreamcast hardware bundle in January that includes classic 16-bit games, such as **Sonic the Hedgehog** and **Vectorman**. Dubbed the **Smash Pack Bundle**, the new DC package will also include a couple other surprises.

The **Smash Pack** will include ten games that first appeared on the **Sega Genesis** system, along with a new, Dreamcast rendition of the light gun shooter, **Virtua Cop 2**. It doesn't stop here, as Sega will also throw the DC puzzle game, **Sega Swirl**, into the pack. "With this bundle, Sega is giving gamers not only a bit of nostalgia, but even more reason to buy a Dreamcast this holiday season," said **Charles Bellfield**, vice president of corporate and marketing communications, **Sega of America**.

The **Smash Pack** will be available in stores in January and retail for around \$180.



Vectorman

### GAMES INCLUDED:

- Sonic the Hedgehog
- Revenge of Shinobi
- Altered Beast
- Streets of Rage 2
- Vectorman
- Columns
- Golden Axe
- Phantasy Star 2

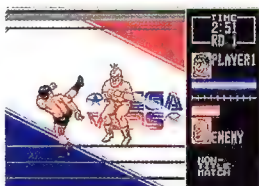
# SEGA™



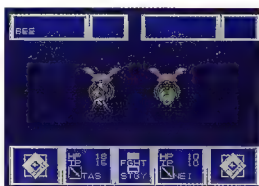
Altered Beast



Golden Axe 2



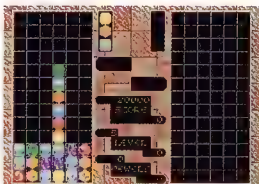
Wrestle War



Phantasy Star 2



Streets of Rage 2



Columns

*Tomb Raider* model, **Lucy Clarkson**, has nothing to do with any of the stories in *GI News*, but we don't care.



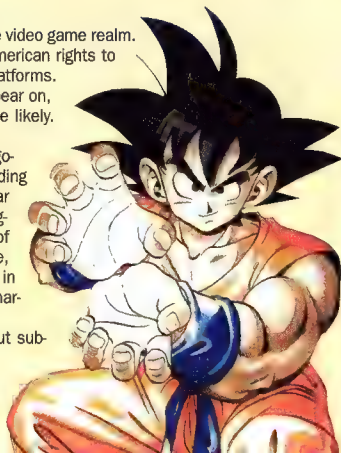
## DRAGONBALL Z, DRAGONBALL Z, DRAGONBALL Z!!!

**Infogrames** is finalizing plans to bring **Dragonball Z** back to the video game realm. The company is set to announce that it has secured the North American rights to the **Dragonball Z** license and will launch games on a number of platforms.

There is no official word as to what systems **Dragonball** will appear on, but we suspect that **PlayStation** and **PlayStation 2** versions are likely. The game should appear in stores in 2001.

**Dragonball Z** has gained popularity in the past years through ongoing broadcasts of the animated series on the Cartoon Network. Finding its origins in Japan, **Dragonball Z** has also spawned action figures and other toy products. However, video game versions of **Dragonball Z** are extremely hard to come by. A PlayStation game, **Dragonball GT Final Bout**, was released in limited quantities in 1997. Its price has subsequently skyrocketed in the collectors' market and is now valued at over \$100.

**Dragonball Z** is overwhelmingly the most frequently asked about subject letters and emails from our readers.





### Agartha

Available: 2001

This occult survival horror title, developed by **No Cliché (Toy Commander)**, tells the tale of Kirk, a Romanian prisoner who must save the world. Will probably feature online multiplayer and team modes.



### Outrigger

Available: 2001

First released as a multiplayer arcade game, *Outrigger* is an action/shooter with an emphasis on deathmatch.

## DAYTONA USA NETWORK RACING

# SEGA OPENS THE FLOOD GATES, ANNOUNCES THE MOTHERLODE

At a recent industry event dubbed the **Sega Executive Games Summit**, the company announced no less than 13 games that should be arriving on **Dreamcast** in the first half of 2001. Driving home the fact that it is a company about original and compelling video games, Sega opened its mouth and we listened. Here's a rundown of some of the games announced. Also, check the Previews section for more on some of these titles.

## Sega Dreamcast

### World Series Baseball 2K2

Available: Spring

A whole new game engine and an online component to this baseball game should make us all forget about the previous incarnation.

### Ooga Booga

Available: Spring

This **Visual Concepts** developed strategy game sounds as unique as its title. Take the role of an ancient tribe in an attempt to appease the gods and save your race. It will also feature online capabilities.

### Bombberman Online

Available: Spring

As the title suggests, this multiplayer classic will let you blow up your opponent real good.

### Farnation

Available: 2001

Touted as a massively multiplayer online RPG, DC owners will enter an enormous universe that is built almost entirely by the players.

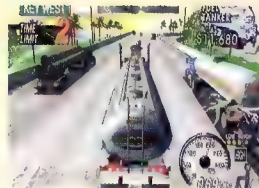
### Daytona USA: Network Racing

Available: February

"Let's Go Away, Let's Go Away!" The classic stock car racer has been revamped for DC – complete with **SegaNet** play for up to four players.

### ALSO ANNOUNCED

- *Phantasy Star Online* – see page 64
- *Floigan Brothers* – see page 68
- *Black & White* – see page 82
- *Headhunter* – see page 84
- *Alien Front Online* – see page 91



### 18 Wheeler: American Pro Trucker

Available: February

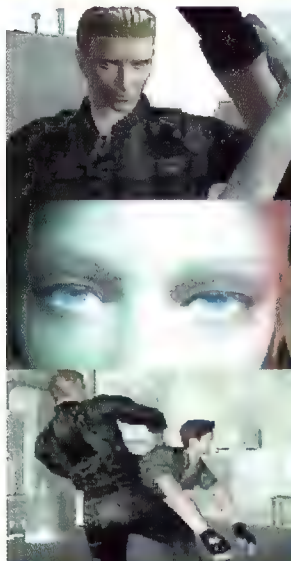
This here's the Rubber Duck and we're gonna set us up a convoy. Originally announced last May, *18 Wheeler* is yet another arcade to home conversion. This game will also include online play.



### Typing of the Dead

Available: 2001

Based on an arcade title of the same name, this game is essentially **House of the Dead 2** with a keyboard instead of a gun. Impress your fiends with your typing skills!



## DREAMCAST RESIDENT EVIL GOES TO PLAYSTATION 2

**Capcom** revealed that it will release its first *Resident Evil* game for **PlayStation 2** in March – but it's not *Resident Evil 4*. In fact, it is an enhanced version of the award-winning **Dreamcast** game, *Resident Evil Code: Veronica*.

Gaming the title, *Resident Evil Code: Veronica Complete*, **Capcom** plans to release the game for both the **PS2** and **DC** in Japan on March 22. These titles will include a number of enhancements such as new dialogue, scenes, and animation. **Capcom USA** told *Game Informer* it has yet to finalize US plans for this title. It is likely that a US version would follow the Japanese release and appear in the summer.

Who knows what new details this game will reveal about the *RE* storyline. We might discover more about the origins of the Ashford family. Another possibility revolves around developing more of **Chris Redfield's** story. There is a remote possibility that **Barry Burton** may show his face. Where the heck is Barry?

## WEAPON X TO RAGE ON PS2

**Activision** is apparently planning to resurrect a classic **Marvel Comic** mini-series for its next game on **PlayStation 2**. We speak of none other than **Logan**, a.k.a. **Wolverine**, a.k.a. **Weapon X**.

As reported in last month's *GI News*, Activision is working on two PS2 games based on the *X-Men* universe: a fighting game, **X-Men Mutant Academy**, and another title that was listed as an action/RPG. **Game Informer** has learned that this second title may be based on the classic **Marvel comic** story of **Weapon X**, which first appeared in **Marvel Comics Presents #72-#84** back in 1991.

The game, codenamed **Weapon X**, is said to be based on this storyline and has been described as similar to **Metal Gear Solid**, except with more hand-to-hand combat. The rumored development team is UK based **WartHog**, responsible for such titles as **Star Trek Invasion** and **Starlancer**.





PlayStation.2

# 湾岸 MIDNIGHT CLUB STREET RACING

You know the rules,  
there are no rules.

"AN AMAZING SENSE OF REALITY... ONE OF SEVERAL MUST-HAVES FOR PS2 LAUNCH!"  
- GAMER'S REPUBLIC, SEPT 2000

"AN EXHILARATING EXPERIENCE, ONE THAT YOU'D EXPECT TO GET FROM THE LATEST HOLLYWOOD BIG BUDGET CHASE SCENE, RATHER THAN A CONSOLE RACING GAME!"  
- NEXT GENERATION, JUNE 2000

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Animated Violence



## GI NEWS

# JAMES BOND TO RACE AGAIN

**Electronic Arts** has released details on **007 Racing**, set to hit the **PlayStation 2** this spring.

Sharing only the title of its counterpart on the original PlayStation, the PS2 version is to be completely different from its recently released predecessor. The game will include expansive environments – some of which have over 40 kilometers of track. Of course, **007 Racing** will also feature some of the better known cars of Bond's world, as well as plenty of gadgets from Q-branch.

The shots below are mock-ups and do not reflect the final look of the game.



## THE GOOD, THE BAD, THE UGLY

**GOOD, UGLY** – News out of Japan links **Sega** to development of games on other platforms. **Sega of Japan** is already committed to developing games for **PC** and mobile phones, but the company is also evaluating "other platforms." Namely, we may soon see Sega games on such platforms as the **Xbox**. Does this spell doom for the **Dreamcast**? Not in the near future, we hope.

**BAD** – The **PlayStation 2** racing game **Hresvelgr** – known as **Jet Ion GP** or **Fusion GT** – will not be released in the US. The game was apparently not up to quality standards set by **Sony Computer Entertainment America**. **Hresvelgr** wasn't up to **Game Informer** standards either.

**UGLY** – Just as it did in the US, **Sony** has cut its initial shipment of **PlayStation 2s** in the United Kingdom. For the European launch on November 24, Sony shipped a measly 165,000 units. Sony originally stated the UK would get 200,000 PS2s.

**GOOD** – As first reported in the November issue, **Crazy Taxi 2** is coming to the **Dreamcast**. The game has now been slated for a summer release in the US.

**BAD** – Poor dental hygiene has been cited as the cause of **Game Informer** editor **Andy McNamara's** two abscessed teeth. Root canal surgery has been planned.

**GOOD** – As reported in **GI News**, **Ape Escape 2** is in development and should be released sometime in 2001 for **PS2**.



**GOOD** – The ongoing saga chronicled in **Game Informer** regarding **Erik Reppen's** vehicles has taken a turn for the better. Erik is now the proud owner of a 2001 Honda Civic EX.



## LOOSE TALK

Wherever there's a juicy rumor in the industry, **Game Informer** experts are on it like a fly on stink. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. **Loose Talk** exposes inside rumors for all to see. These leads may turn out to be 100% untrue, but then again, they could also be dead honest, and you've just learned about them months before anyone else!

**Sony** and **Eidetic** have a new **Syphon Filter** adventure in the works for **PlayStation 2**, and it should surface fairly soon. **Syphon Filter 3** (tentative title) is reportedly scheduled to debut at this year's **Electronic Entertainment Expo**.

**Sega** won't confirm the existence of a new **Toe Jam & Earl** title, yet even after receiving the cold shoulder, **Game Informer** found a loophole in Sega's stubborn ways. If you go to the **Toe Jam & Earl** website ([www.toejamandearl.com](http://www.toejamandearl.com)) it clearly states a third adventure is indeed in the works.

In late 2001, **Naughty Dog** is expected to crawl out of the shadows with an exciting new property for **PlayStation 2**. Rumor has it that this game will fall into the action genre, and no, it will not tie into the **Crash Bandicoot** universe. BAM! Now there's a scoop!

**Microsoft's Xbox** will most definitely butt heads with **Sony's PlayStation 2** later this year, and if this tidbit of news is true, **Microsoft's** gaming also targets **Nintendo's Game Boy Advance**. Apparently, this mega-corporation has a handheld gaming machine in the works for early 2002.

Deep within **Sony** headquarters, rumors are floating around about the possibility of **PlayStation** collections repacked in DVD cases for **PlayStation 2**. Picture, if you will, the first three **Crash** titles sealed in a big box for a low price of \$49.95.



# IT'S NOT JUST ABOUT RACING ANYMORE!

"The battle mode in Rush 2049 has to be the best four player combat game available on the Dreamcast." - IGDC.com, 9/00

"The whole damned thing rocks" - EGM, 12/00

"One of the truly great games just got even better. ★★★★★"  
- Next Generation, 11/00



BATTLE



STUNT



RACE



# SAN FRANCISCO RUSH 2049

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www.midway.com

EVERYONE  
**E**  
Animated Violence

Dreamcast™

NINTENDO

GAME BOY  
COLOR

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## VIDEO GAME TRIVIA



Strap on your seatbelt, and floor it! In this month's incredibly difficult quiz, your score determines what kind of stick shift you should wrap your hands around. If you excel, you'll be cruising across the video game highway in a hot ride. If you fail, you're destined for the junkyard. Vroom! Vroom!! VROOM!!!

**Who was the main character in Nintendo's 1990 NES release, *Star Tropics*?**

- A. Storm
- B. Mike
- C. Anzel
- D. Aura

**2. How many extra lives are earned when three cherries come up in *Super Mario 2's* slot machine?**

- A. 7
- B. 3
- C. 5
- D. 2

**3. In the classic side-scrolling brawler, *Golden Axe*, who was the leader of the evil army?**

- A. Satanus
- B. Death Adder
- C. Neff, Lord of the Underworld
- D. Dark Guld, Lord of Darkness

**4. Before *Naughty Dog* became a powerful development house, the company developed three obscure titles. Which of these four games did they not make?**

- A. Keef the Thief
- B. Ski Crazyed
- C. Rings of Wisdom
- D. Dream Zone

**5. Which of these motion pictures didn't transform into a game?**

- A. Last Action Hero
- B. Total Recall
- C. Maximum Overdrive
- D. Death Race 2000

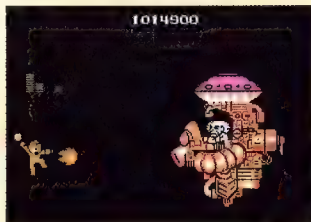
**6. The *Odyssey 2's* life span was short-lived and filled with controversy. One of this system's titles did not sit well with Atari. After an extensive lawsuit, *Odyssey* was forced to quit producing this game. What game was it?**

- A. K.C. Munchkin
- B. The Quest For the Rings
- C. Killer Bees
- D. Alpine Skiing

**7. In the first *Mega Man* for the NES, who were blue boy's seven adversaries?**

- A. Iceman, Elecman, Leafman, Windman, Sawman, Kniman, Dr. Wily

- B. Elecman, Leafman, Fireman, Bombman, Sawman, Bombman, Dr. Wily
- C. Tinman, Iceman, Fireman, Bombman, Sawman, Elecman, Dr. Wily
- D. Cutman, Gutsman, Iceman, Elecman, Fireman, Bombman, Dr. Wily



**8. Rick Dyer, the mastermind behind *Dragon's Lair*, *Time Traveler*, and *Space Ace*, took a break from video games in 1987 to pursue another line of work. What did he do?**

- A. Created fitness machines
- B. Robbed banks
- C. Developed dispensable sticker machines
- D. Revolutionized restaurant salad bars






**9. What was the first arcade game to have nine digits in the score column?**

- A. Ms. Pac-Man
- B. Galaxian
- C. Robotron: 2084
- D. Defender

**10. Can you name the three playable characters in the Genesis game, *Streets of Rage*?**

- A. Adam, Axel, Blaze
- B. Sean, Aaron, Cindy
- C. Max, Skate, Harold
- D. Ryu, Jinx, Jasmine

**SCORE RANK**

<b>0</b>	Erik's Volvo	
<b>1-3</b>	Buick Regal	
<b>4-6</b>	Dodge Durango	
<b>7-9</b>	Porsche 911 Turbo	
<b>10</b>	Ferrari GTO	

Video Game Trivia Answers:

1	2	3	4	5
10	9	8	7	6
5	4	3	2	1

## TENCHU TAKES AIM AT PLAYSTATION 2

Activision announced it has entered an agreement with **Sony Music Entertainment** for the worldwide rights to **Tenchu**. Activision plans the first title in this agreement to be a game for **PlayStation 2**, possibly to be released next fall.

No details as to what development company would be assisting Activision with the production of this new *Tenchu* game were available. The previous two *Tenchu* games on **PlayStation** were developed by **Acquire**, and published in Japan by Sony Music Entertainment. Activision acquired publishing rights for these games in the US and Europe.

*Tenchu* is one of 14 titles that Activision currently has under development for the PS2.



## MSR STALLS AGAIN, 2001 DATE

Citing last minute gameplay tuning as the culprit, **Sega** has delayed the US release of the **Bizarre Creations** developed **Dreamcast** game, ***Metropolis Street Racer (MSR)***, until sometime in early 2001.

Originally slated for release last November, and reviewed in *Game Informer's* December issue, *MSR's* release is apparently being held back due to gameplay bugs found after the game's European debut. *Game Informer* also speculates that the game may be undergoing some other gameplay tuning to make the difficulty slightly easier than its Euro counterpart.





## JANUARY 2001

TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE
<b>PLAYSTATION 2</b>														
Armed Core 2	9	Nov/00	Gekido: Urban Fighters	4.5	Jul/00	Spyglass 2000	2.75	Oct/00	Superswamp 2000	6.75	Jan/00	Tech Romancer	8.5	Aug/00
Dead of Alive 2: Hand Core	9	Nov/00	Gran Turismo 2	9.5	Feb/00	Syphon Filter 2	9	Apr/00	South Park Rally	4.75	Jan/00	Test Drive 6	8	Feb/00
Dynasty Warriors	8	Nov/00	Grand Theft Auto 2	7.75	Dec/99	Ten Bunnies	7.25	Oct/00	Terzan	7.25	Mar/00	The Next Steps: On-Line Addition	7	Dec/00
ESPN International Track & Field	6.75	Dec/00	Grid Session	6.75	Jun/00	Tenchu 2	8.75	Sep/00	The Wolf That Howls: The Wolf	9.25	Nov/00	Time Splatters	6.5	May/00
Fast Ring	7.5	Dec/00	Gridge Warriors	7.5	Aug/00	Test Drive 6	7.5	Dec/99	Top Gun: Battle Damage	7.75	Feb/00	Top Gun: Battle Damage 2	8.5	Nov/00
Evergraze	7	Mar/00	Harvest Moon: Back to Nature	6.75	Dec/00	Test Drive Le Mans	3.75	Jul/00	Top Gear Hyper Bike	6.25	Feb/00	Tomb Raider: The Last Revelation	7.75	Jan/00
Fantafusion	6.75	Dec/00	Hot Shots Golf 2	8	Mar/00	Test Drive Not Enough: The Thrasher: Skate and Destroy	7	Dec/00	Top Gear Rally 2	7.25	Dec/99	Toy Hawk's Pro Skater	9	Jun/00
FFA 2001	8	Dec/00	Incredible Creatures	7.75	Apr/00	Threads of Fate	8	Jan/00	Top Story 2	7.5	Jan/00	Toy Commander	8.75	Nov/99
GameDay 2001	3	Dec/00	Intentional Track & Field 2000	7.75	Nov/00	Through the Woods PGA Tour	8	Jan/00	Turk 3	8	Oct/00	Toy Story 2	7	Sep/00
Grand Prix 1 & 1F	5	Dec/00	Jackie Chan's Stuntmaster	6.5	Mar/00	TOCA 2: Touring Car Challenge	6.5	Jan/00	Turk: Rage Wars	7.5	Feb/00	UFL	8.5	Oct/00
Gun Griffon Blaza	3	Nov/00	Jedi Power Battles	8	May/00	Tomb Raider: The Last Revelation	8	Jan/00	Vigilante 8: 2nd Offense	8	Jan/00	Vigilante 8: 2nd Offense	8	Mar/00
Kessen	8	Nov/00	Jeremy McGrath	4	Oct/00	Tomb 2: The Evil Swine Return	8.75	Jan/00	Walt Disney World Quest: Magical Racing Tour	7.25	Oct/00	Virtual Fighter 3th	7.75	Nov/99
Madman NFL 2001	9.75	Nov/00	Joe's Bizarre Adventure	8	Apr/00	Tomorrow Never Dies	7.25	Jan/00	WCV Backstage Assault	7.75	Nov/99	Virtual Fighter 2	5.25	Dec/99
Midnight Club	7.5	Dec/00	K3 Grand Prix	5.5	Feb/00	Tommy Hawk's Pro Skater	9.5	Nov/99	Wrestlemania 2000	9	Dec/99	Virtual Racer	8.25	Sep/00
NASCAR 2001	8.5	Dec/00	Killer Loop	6	Mar/00	Tommy Hawk's Pro Skater 2	10	Nov/00	WWF No Mercy	9.5	Dec/00	Virtual Rnc: Ontario Tangram	7.25	Apr/00
NHL 2001	8.5	Nov/00	Knockout Kings 2000	8	Dec/99	Torneko: The Last Revelation	2.75	Dec/00	Xena: Talisman of Fate	3.5	Jan/00	WWE Backstage Assault	7.25	Nov/99
Orphen	4.25	Dec/00	Knockout Kings 2001	7.5	Dec/00	Top Story 2	8	Jan/00	Yoda: The Yoda Quest	8	May/00	World Series Baseball 2K1	5.75	Sep/00
Ready 2 Rumble Boxing: Round 2	7.25	Dec/00	Koudelia	4.5	Sep/00	Triple Play 2001	8	May/00	Vrally 2	7.25	Jan/00	WWF Battleground	8.5	Jan/00
Rampage: Reloaded	5.25	Dec/00	Legend of Dragoon	8	Jun/00	Vrally 2	7.25	Jan/00	Urban Chaos	2.75	Jan/00	Zoo Tycoon	6.75	Feb/00
Silphoed	6	Nov/00	Legend of Mana	8	Jul/00	Vampire Hunter	5.25	Sep/00	Vampire Hunter	5.25	Sep/00	Zone of the Enders	8.5	Nov/00
Sky Odyssey	7.75	Dec/00	Lego Rock Racers	1.5	Oct/00	Vampire Story	9	May/00	Warlock	7.5	Sep/00	Zone of the Enders	8.5	Nov/00
Smuggler's Run	8.5	Nov/00	Longny Tunnel Racing	6.25	Dec/00	Warlock 2	7.75	Apr/00	Warlock 2	7.75	Apr/00	Zone of the Enders	8.5	Nov/00
Street Fighter EX3	9.25	Dec/00	Mad March Madness 2000	8.25	Feb/00	Warlock 3	7.75	May/00	Warlock 3	7.75	May/00	Zone of the Enders	8.5	Nov/00
Summer	8	Dec/00	Mad March Madness 2001	9.25	Dec/99	Warlock 4	7.75	Jun/00	Warlock 4	7.75	Jun/00	Zone of the Enders	8.5	Nov/00
Super Bust-A-Move	7.5	Nov/00	Mad March Madness 2002	9	Nov/00	Warlock 5	7.75	Jul/00	Warlock 5	7.75	Jul/00	Zone of the Enders	8.5	Nov/00
Swing Away Golf	7.5	Nov/00	Mad March Madness 2003	9.25	Dec/99	Warlock 6	7.75	Aug/00	Warlock 6	7.75	Aug/00	Zone of the Enders	8.5	Nov/00
Tekken 4: The Ring of Doom	8.5	Nov/00	Mad March Madness 2004	9.25	Dec/99	Warlock 7	7.75	Sep/00	Warlock 7	7.75	Sep/00	Zone of the Enders	8.5	Nov/00
TimeSplitters	9.5	Dec/00	Mad March Madness 2005	9.25	Dec/99	Warlock 8	7.75	Oct/00	Warlock 8	7.75	Oct/00	Zone of the Enders	8.5	Nov/00
Top Gear: Dare Devil	2	Dec/00	Mad March Madness 2006	9.25	Dec/99	Warlock 9	7.75	Nov/00	Warlock 9	7.75	Nov/00	Zone of the Enders	8.5	Nov/00
Unlabeled Game	9	Dec/00	Mad March Madness 2007	9.25	Dec/99	Warlock 10	7.75	Dec/00	Warlock 10	7.75	Dec/00	Zone of the Enders	8.5	Nov/00
Wild Wild Racing	5	Dec/00	Mad March Madness 2008	9.25	Dec/99	Warlock 11	7.75	Jan/01	Warlock 11	7.75	Jan/01	Zone of the Enders	8.5	Nov/00
X-Squad	7.5	Nov/00	Mad March Madness 2009	9.25	Dec/99	Warlock 12	7.75	Feb/01	Warlock 12	7.75	Feb/01	Zone of the Enders	8.5	Nov/00
<b>PLAYSTATION 3</b>														
40 Works	7	Feb/00	Mad March Madness 2010	9.25	Dec/99	Warlock 13	7.75	Mar/01	Warlock 13	7.75	Mar/01	Zone of the Enders	8.5	Nov/00
Act of Rage: 3 Electrosphere	7.75	May/00	Mad March Madness 2011	9.25	Dec/99	Warlock 14	7.75	Apr/01	Warlock 14	7.75	Apr/01	Zone of the Enders	8.5	Nov/00
Action Bass	7	Sep/00	Mad March Madness 2012	9.25	Dec/99	Warlock 15	7.75	May/01	Warlock 15	7.75	May/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2013	9.25	Dec/99	Warlock 16	7.75	Jun/01	Warlock 16	7.75	Jun/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2014	9.25	Dec/99	Warlock 17	7.75	Jul/01	Warlock 17	7.75	Jul/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2015	9.25	Dec/99	Warlock 18	7.75	Aug/01	Warlock 18	7.75	Aug/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2016	9.25	Dec/99	Warlock 19	7.75	Sep/01	Warlock 19	7.75	Sep/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2017	9.25	Dec/99	Warlock 20	7.75	Oct/01	Warlock 20	7.75	Oct/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2018	9.25	Dec/99	Warlock 21	7.75	Nov/01	Warlock 21	7.75	Nov/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2019	9.25	Dec/99	Warlock 22	7.75	Dec/01	Warlock 22	7.75	Dec/01	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2020	9.25	Dec/99	Warlock 23	7.75	Jan/02	Warlock 23	7.75	Jan/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2021	9.25	Dec/99	Warlock 24	7.75	Feb/02	Warlock 24	7.75	Feb/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2022	9.25	Dec/99	Warlock 25	7.75	Mar/02	Warlock 25	7.75	Mar/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2023	9.25	Dec/99	Warlock 26	7.75	Apr/02	Warlock 26	7.75	Apr/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2024	9.25	Dec/99	Warlock 27	7.75	May/02	Warlock 27	7.75	May/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2025	9.25	Dec/99	Warlock 28	7.75	Jun/02	Warlock 28	7.75	Jun/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2026	9.25	Dec/99	Warlock 29	7.75	Jul/02	Warlock 29	7.75	Jul/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2027	9.25	Dec/99	Warlock 30	7.75	Aug/02	Warlock 30	7.75	Aug/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2028	9.25	Dec/99	Warlock 31	7.75	Sep/02	Warlock 31	7.75	Sep/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2029	9.25	Dec/99	Warlock 32	7.75	Oct/02	Warlock 32	7.75	Oct/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2030	9.25	Dec/99	Warlock 33	7.75	Nov/02	Warlock 33	7.75	Nov/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2031	9.25	Dec/99	Warlock 34	7.75	Dec/02	Warlock 34	7.75	Dec/02	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2032	9.25	Dec/99	Warlock 35	7.75	Jan/03	Warlock 35	7.75	Jan/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2033	9.25	Dec/99	Warlock 36	7.75	Feb/03	Warlock 36	7.75	Feb/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2034	9.25	Dec/99	Warlock 37	7.75	Mar/03	Warlock 37	7.75	Mar/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2035	9.25	Dec/99	Warlock 38	7.75	Apr/03	Warlock 38	7.75	Apr/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2036	9.25	Dec/99	Warlock 39	7.75	May/03	Warlock 39	7.75	May/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2037	9.25	Dec/99	Warlock 40	7.75	Jun/03	Warlock 40	7.75	Jun/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2038	9.25	Dec/99	Warlock 41	7.75	Jul/03	Warlock 41	7.75	Jul/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2039	9.25	Dec/99	Warlock 42	7.75	Aug/03	Warlock 42	7.75	Aug/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2040	9.25	Dec/99	Warlock 43	7.75	Sep/03	Warlock 43	7.75	Sep/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2041	9.25	Dec/99	Warlock 44	7.75	Oct/03	Warlock 44	7.75	Oct/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2042	9.25	Dec/99	Warlock 45	7.75	Nov/03	Warlock 45	7.75	Nov/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2043	9.25	Dec/99	Warlock 46	7.75	Dec/03	Warlock 46	7.75	Dec/03	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2044	9.25	Dec/99	Warlock 47	7.75	Jan/04	Warlock 47	7.75	Jan/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2045	9.25	Dec/99	Warlock 48	7.75	Feb/04	Warlock 48	7.75	Feb/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2046	9.25	Dec/99	Warlock 49	7.75	Mar/04	Warlock 49	7.75	Mar/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2047	9.25	Dec/99	Warlock 50	7.75	Apr/04	Warlock 50	7.75	Apr/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2048	9.25	Dec/99	Warlock 51	7.75	May/04	Warlock 51	7.75	May/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2049	9.25	Dec/99	Warlock 52	7.75	Jun/04	Warlock 52	7.75	Jun/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2050	9.25	Dec/99	Warlock 53	7.75	Jul/04	Warlock 53	7.75	Jul/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2051	9.25	Dec/99	Warlock 54	7.75	Aug/04	Warlock 54	7.75	Aug/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2052	9.25	Dec/99	Warlock 55	7.75	Sep/04	Warlock 55	7.75	Sep/04	Zone of the Enders	8.5	Nov/00
Alien Resurrection	6	Nov/00	Mad March Madness 2053	9.25	Dec/99	Warlock								

DATA FILE

► The ultraviolent PC game, **Soldier of Fortune**, was originally to be published by Dreamcast by Crave. The publisher has apparently dropped its plans to release the game. *Soldier of Fortune* may still show up on other platforms.

► For those of you who had enough skill to beat the **PlayStation 2** game, **TimeSplitters**, you already know this. **Eidos** and developer **Free Radical** have already started work on a sequel.

► According to a **BusinessWeek** column, **Viacom** chairman Summer Redstone is said to be trying to take over **Midway Games**. There is suspicion that Redstone, who already owns 28% of the company, purchased another 3.2% of Midway and is slowly amassing enough stock to take control of the company.

► **Jaleco** has apparently picked up the rights to the Dreamcast game **Illbleed**. The game was originally going to be put out by **Sega** here in America, and was even a part of the company's E3 materials.

► **Codemasters** recently announced two PC titles, **Operation Flashpoint**, a tactical FPS, and **Blade of Darkness**, a fantasy hack 'n slash adventure. Sources say these two games will also be appearing on the **PlayStation 2**.

► **Westwood Studios** is apparently working on a PC title of **EverQuest** sized proportions. The name **Earth & Beyond** has been tagged as a possible title.

► Dubbed **Street Fighter II X**, **Capcom** is producing this Dreamcast game to be compatible with **SegaNet**. The game is said to be a near-exact duplicate of **Street Fighter II Turbo**—except with the capabilities to play one-on-one over the DC's network.

► **Sega's** arcade division has announced a sequel to **F355 Challenge** and a new variation of **Top Skater**, called **Trix**—no relation to the General Mills breakfast cereal.

► **Epic Games** has signed on to supply developer tools for the **Xbox**. Epic's contribution will be development software based upon its **Unreal** game engine. It is designed to give Xbox developers a jump on creating first-person shooters.

Name That Game Answer:

# SQUARE'S PS2 DRIVING EMOTION ALTERED FOR AMERICAN RELEASE

The Japanese release of **Square's PlayStation 2** racing game, **Driving Emotion Type-S**, was initially blasted for its difficult control. In contrast, more patient gamers relished the challenge and came to appreciate the title as time wore on. Still, Square told GI that it would be changing it in order to reign in at least some of Type-S's more frustrating driving features.



A Square spokesperson told us that the company would be making an official announcement soon with specifics for the racer. The game is slated for release on January 30.

# CONKER HAS ANOTHER BAD DAY, PAPER MARIO SLIGHTLY CREASED

In the ongoing saga of ever-changing release dates for **Nintendo** products, **Game Informer** can report that two high-profile games for **Nintendo 64** have been delayed—again. **Conker's Bad Fur Day** and **Paper Mario** have received new release dates from Nintendo.



Taking each of these new dates as serious as we would a potential military attack from Canada, **Paper Mario** will now make its way to stores on February 5. The game is a pseudo-sequel to the **SNES** classic, **Super Mario RPG**. Likewise, the risqué—and possibly lewd—action/platformer **Conker's Bad Fur Day** is now slated to release in March.

Back in May both titles were announced as 2000 releases.



## BREAK DOWN

**10%** of Andy's time this month was spent stoned out of his mind on painkillers. Going to the dentist can be FUN!

**25%** of our letters were from people asking Reiner out on a date

**17%** of these proposals were from men

**0%** of GI Editors were involved in a plot to blow up an R/C Hummer in the Funcoland parking lot

**25%** of GI Editors secretly believe that the first word in Hey You, Pikachu! should start with an F

# CONTEST: WIN A LIMITED EDITION FINAL FANTASY IX FIGURE!



Game Informer and Square Soft have teamed up to offer Game Informer readers a chance to win the ultimate Final Fantasy package that includes the PlayStation games Final Fantasy VIII, Final Fantasy IX, and Final Fantasy Anthology; a huge Final Fantasy IX Quina Quen poster imported from Japan, and a limited edition Final Fantasy IX Vivi Ornitia plush figure. All you have to do is enter.

### Grand Prize (1)

- Final Fantasy Anthology
- Final Fantasy VIII
- Final Fantasy IX
- Final Fantasy IX Quina Quen poster
- A Limited Edition Final Fantasy IX Vivi Ornitia plush figure

### Second Prize (50)

- A Limited Edition Final Fantasy IX Vivi Ornitia plush figure

Your name will be placed in a pool of valid entrants for a random drawing to be conducted on February 1, 2001.

### There Are Two Ways To Enter:

- (1) Send a **POSTCARD** with your **NAME, ADDRESS, & TELEPHONE NUMBER** to:  
Game Informer's Vivi Giveaway  
10120 W. 76TH ST  
EDEN PRAIRIE, MN 55344

- (2) Send an **EMAIL** with your **NAME, ADDRESS, & TELEPHONE NUMBER** to: [vivi@gameinformer.com](mailto:vivi@gameinformer.com)

#### GAME INFORMER'S VIVI GIVEAWAY OFFICIAL RULES

1. NO PURCHASE NECESSARY. To enter and/or your name, age, address and phone number on a postcard to Game Informer's Vivi Giveaway 10120 W. 76TH ST, EDEN PRAIRIE, MN or email your name, age, address and phone number to [vivi@gameinformer.com](mailto:vivi@gameinformer.com). Entries must be received no later than January 31, 2001. One entry per person. Duplicate entries will be discarded. Game Informer magazine the "Sponsor" is not responsible for lost, late, misdirected, illegible, incomplete, or restricted entries. 2. PRIZES: One (1) grand prize winner will win the PlayStation games Final Fantasy Anthology, Final Fantasy VIII, and Final Fantasy IX, as well as a Final Fantasy IX Quina Quen poster and a plush Final Fantasy IX Vivi Ornitia figure. 50 second prize winners will win a plush Final Fantasy IX Vivi Ornitia figure. 3. SPONSOR: Game Informer reserves the right to substitute prizes of equal or greater value if prizes are unavailable. Prizes are non-transferable and no substitutions allowed. 3. WINNERS: Winners will be selected by random drawing of all valid entries received by the Sponsor whose drawings will draw on or before February 1, 2001. Winners shall be notified by mail and/or telephone. Prizes shall be subject to receipt by delivery of prizes. 4. ODDS OF WINNING: The odds of winning depend on number of valid entries received. 5. ELIGIBILITY: Prizes open to residents of United States only. Items of any prize program not available in some states will result in disqualification and an alternate winner will be selected. Winner may be required to sign a release of liability/warranty of liability/price acceptance within 14 days of receipt or forfeit prize. If a winner is a minor, then prize will be awarded to winner's parent or legal guardian. In acceptance of prizes, winners agree to the use of their name and likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies, and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of the sweepstakes or receipt of prizes. 6. RESTRICTIONS: Void where prohibited or restricted by law.

# twisted metN:BLACK



# DARK REUNION

**COALITION.** In the power-hungry video game industry, this word is spoken softly under the breath. When it is uttered, air horns sound off to warn the wary that a great disaster is on the way. In gaming, this terrifying noun usually refers to the merging of two companies, the disintegration of smaller factions, and the coming of the French parasite. Very rarely is it used to signal a unification, an alliance, or a partnership between two companies.

In the most unlikely of places, a powerful new friendship had been forged through coalition. As tyrannical as Sony may seem from the consumer perspective, this corporation has actually built up quite the camaraderie within the development community. From extensive talks with some of the most renowned game developers, we've learned that working with Sony is a wonderful experience. Early in the life span of PlayStation, Sony partnered with Singletrac, an upstart game developer that made its entry into the software market creating military simulations. Seeking an explosive game, Sony literally sought out the experts of the digital explosion. After flying to Singletrac to negotiate a handful of different concepts, and seeing the level of three-dimensional interactive environments that would be available on the PlayStation, Dave Jaffe

and Mike Giam, two of Sony's most prized designers, came up with the vehicular combat brainchild while driving through LAX airport traffic. What better place to spawn the idea of destroying cars?

Finding inspiration in the legendary film, *Mad Max*, Sony worked closely with Singletrac to create *Twisted Metal*. With its unique concept and destructive gameplay capabilities, *Twisted Metal* soared to success and became Sony's first noteworthy franchise. Keeping the fire burning, a sequel emerged a short year later. Even to this day, this second entry is heralded as a masterpiece and one of the best titles on PlayStation.

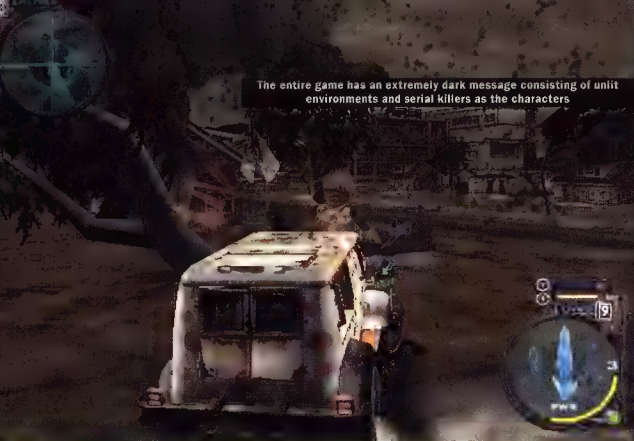
After licking up all of the tasty morsels *Twisted Metal 2* had to offer, the gaming audience demanded thirds. Instead of pounding out another release, the *Twisted Metal* legacy came to an unexpected end when Singletrac left Sony and made a new ally with publisher GT Interactive. What happened exactly is a mystery, but you could smell tension in the air. Scrambling to meet consumer demand, Sony handed the *Twisted Metal* license to 989 Studios – a movement that ultimately shouldn't have happened. With no experience in the vehicular combat genre, 989 hammered out two sequels, each with the incredibly short

development cycles of approximately eight to nine months each. Both titles were considered failures.


Even with the PlayStation 2 on the horizon, the rocky *Twisted Metal* track record put the continuance and stability of the series in question. Would Sony press forward or pull the plug? Sharing the same thoughts as PlayStation gamers, Sony knew if another *Twisted Metal* were to be created, the project should be handled by Singletrac. In an unfortunate turn of events, Singletrac ran into product consolidation by GT, and many of the titles in the works were canned. Not happy with this, people left, the studio was downsized, and eventually closed.

Not willing to throw its premiere franchise in the toilet, Sony tracked down several key players from the Singletrac team, who were lying low in a new company entitled Incognito. Immediately signing with Sony, Incognito was quickly given an assignment – an obvious assignment – bring *Twisted Metal* back into the hotseat of gaming. Twenty-three months have passed since this glorious day, and a new *Twisted Metal* is just a few moon cycles away from revitalizing vehicular combat. According to Dave Jaffe, *Twisted Metal: Black* will be the ultimate *Twisted Metal*.

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA  
 ■ **DEVELOPER** INCOGNITO/SONY COMPUTER ENTERTAINMENT AMERICA ■ **RELEASE** APRIL



The entire game has an extremely dark message consisting of unit environments and serial killers as the characters



The little details are the ones that count. Just look at the spirals in the rocket contrail! Amazing!

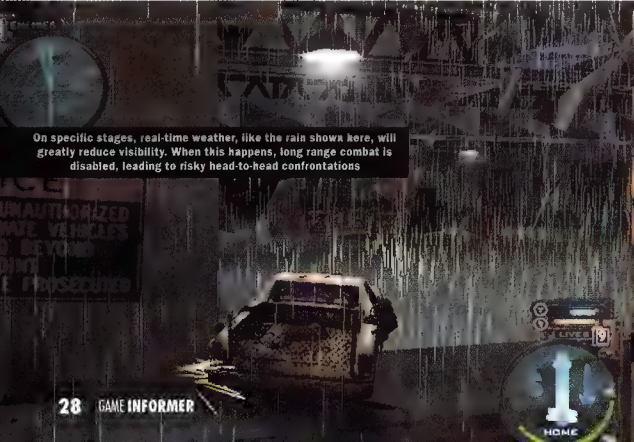
Transporting the existing Twisted Metal universe sounds like a decent proposition, but not in the eyes of Sony's design crew. Really, why rehash it when you can expand the scope of the series? The only thing Sony didn't want to destroy was the classic gameplay. When creating the characters and atmosphere, Sony turned to such films as *Seven*, *Silence of the Lambs*, and *Jacob's Ladder*. This may sound odd for a vehicular combat game, but the characters will be exposed more than they were in the past. When confronted with this obscure twist, Dave Jaffe had this to add, "If these characters were real and you spoke with them, they would have no knowledge of anything called Twisted Metal. I don't mean that as a slight on the earlier games. It's almost like a parallel universe to Twisted Metal. So, for example, Sweet Tooth is not the wacky, over the top clown he was in the previous games. He's not a clown at all. He's this big giant man wearing a clown mask, and it's apparent that he's wearing a mask. He's basically a serial killer that drives around in a truck and kills people. He's got a very deep story about where he came from. He's not that kind of crazy, in your face 32-bit character any more. He's more like Hannibal Lecter than the old Sweet Tooth."

For those of you who are frightened at the possibility of Twisted Metal turning into a dark Vigilante 8, you really have nothing to worry about. The gameplay in Twisted Metal 2 is the benchmark for Black. The same unrealistic arcade physics are back, and the only new variables are terrain differentials and changing weather conditions. Cruising over dirt mounds will add further challenge in targeting and evasion. Rain won't necessarily alter the car control, but rather the depth of visibility.




“The biggest leap that you will see is delivering the fantasy that we originally envisioned back in 1994. The idea of a living persistent world. In the PlayStation versions, the background was just a background. Now, you're actually living in world with moving traffic, changing night and day, weather conditions, and pedestrians running around the environment.”

DAVE JAFFE • SONY  
DESIGNER



On specific stages, real-time weather, like the rain shown here, will greatly reduce visibility. When this happens, long range combat is disabled, leading to risky head-to-head confrontations



No matter how powerful the blast or graphical assault is, Twisted Metal: Black runs at a constant 60 frames per second



Never before seen effects will debut in Twisted Metal: Black



“ It has been a long-standing desire of every one of us at Incognito to join back up with the guys at Sony and create the ultimate Twisted Metal experience on PlayStation 2. Once the contract between Sony and Incognito was signed, we headed off on our mission. ”

**SCOTT CAMPBELL** • INCIGNITO  
PRESIDENT/DESIGNER/PRODUCER

## POWER SURGE

How many ex-Singletrac employees do you think Incognito hired? Two? Five? Seven? Try 20. That's right, 20. We caught up with Incognito's president, Scott Campbell, and asked him what was salvaged from the PlayStation Twisted Metal series.

“Because of the hardware differences between PlayStation and PlayStation 2, and because Incognito does not own the original Twisted Metal game engine, we wrote a completely new game engine for Twisted Metal: Black. By starting from scratch and working from a foundation of knowledge that created three generations of car combat game engines, we had no problem recreating an even better game engine that fully exploits the performance and technology of PlayStation 2 in terms of both gameplay and graphics. We are confident that this game engine will deliver the best car combat experience to date.”

This engine is so powerful that Scott says up to 25 vehicles can be onscreen at once. While you probably won't see this many cars combating one another at any given time, some of these vehicles may be traffic on a city street or parked civilian cars at a bar. Another impressive accomplishment is the effects: Incognito has thrown together. Unlike the original series, the special attacks will not only hurt the opponent, the bright blast and effect storm may actually hurt your eyes as well.

When we asked Dave Jaffe how difficult it was to program for the PlayStation 2, he sighed, then said, “I've been involved with video game design since 1993, and this is the first time – and I'm so not bullshitting you, I certainly don't think it has no limitations – but every time I call Scott at Incognito and I say that I have a cool idea, it gets in the game. Before the response would be, ‘we can't do it, we're out of space and we're out of texture.’ Maybe it's hard, maybe it's not. From my side

as a designer, I certainly don't pick up on it. I call Scott, and two months later I'm playing it in the game.”

After hearing this, we hinted at the troubles Oddworld Inhabitants had. Changing moods like John Rucker, Dave let loose by saying, “You know what? You should do some research on the guys at Oddworld. You should find out what their background is. I'm not going to say anything else. The press is going, ‘Oh, Oddworld. Oddworld's all worried about the PlayStation 2.’ They're a bunch of freaking Hollywood artists! They're artists over there! There's like two programmers that know anything about anything! I'm so tired of seeing PlayStation 2 bashing on a group of people that have very little programming expertise.” You go, boy!!!



Even with gigantic vehicle models and amazing effects, the background detail doesn't display pop-up or any kind of graphical flickers. You can actually see all the way to the horizon

# ENVIRONMENTS

An essential piece of the Twisted Metal puzzle is the environments. Not only do they have to be designed just right to allow free-flowing combat to erupt, they have to hold secrets for the players to locate and harvest. All of the stages are set in "anywhere" USA, primarily places where serial killers like to hang out. Of course, you can't make a good killing in an unpopulated area, so some sort of city or dwelling accompanies each stage. According to Scott Campbell, "These stages take place in the part of town that people warn you to stay away from. The environments have an extremely hostile and disturbing mood – it's like there is this presence always lurking; that something wicked and tragic is about to erupt." In your crusade to destroy other blood-hungry vehicular combatants, you can take the time out of your four-wheel warfare to run down, mow down, or spear innocent onlookers.

All of the buildings in these stages can be destroyed if enough firepower is applied to the structure. Some of these fallen constructs will more than likely reveal hidden weapons, hidden passageways, and maybe even a level-specific weapon capable of destroying vehicles in nearly one shot. When Incognito says that everything can be destroyed, they mean it. This includes trees, planes soaring overhead, trash cans, and billboards. Shooting some of these targets may backfire, as various structures are very



On this stage, if you knock out the supports on this Ferris wheel, the wheel will drop to the ground, then slowly roll forward, obliterating everything in its path

explosive, sending a harmful shockwave in your direction. Really though, how can you resist? Death to everything, living or not! Hopefully, Incognito will incorporate some wildlife to eliminate as well. We'd love to launch a heat-seeking missile at a rabbit.

Making the rounds at Incognito, we spent some time with Kellan Hatch, the creative

director. He wouldn't reveal too many details, but he was quite proud of one stage in particular, and here's why. "I think the Suburbs level is my favorite, even though it was the most frustrating and time-consuming for everyone involved. That's because it was our guinea pig level, where we worked out the visual style and solved most of the technical issues. I think all of the levels in Twisted Metal: Black are impressive, and it's a privilege to work with our incredibly talented artists to bring them into the existence. I get this weird kind of paternal pride watching each level born. I'm very proud of our team. They're the most talented and brilliant people I've ever been associated with."

So, when you run out and get your copy of the game, take a close look at the Suburbs level. It all started with this stage! Altogether, the game will feature between eight and ten single-player levels, with the multiplayer offering stretching up to a possible 19 deathmatch arenas. We also asked Kellan what kind of a car a serial killer drives. Nonchalantly, he replied, "I drive a Toyota pickup." (Gulp) If you talk to this guy, make sure you meet him in a crowded place with a taser in your pocket.

What do serial killers do best? End life by any means. If you see civilians walking the streets, take them out however you can. "Ouch! That's gotta hurt!"





You'll get a good look at Outlaw, or one of his helpers, when he activates his special attack. This gun is automated while vehicle movement is still active.

## VEHICLES

The question on everyone's mind is who are the characters? Sweet Tooth, or someone with his name, is obviously back in the saddle again, but who else will return? Not wanting to divulge too much information before the game's release, Sony wouldn't comment or drop a hint as to who the other characters are. In total, the game will feature 14 maniacs, each supporting their own rides. Ten of these foul tempered Rugrats are immediately available for play, with the other four hidden. Snooping around, we have learned that Calypso will again be the last boss, and Outlaw will return as well.

Instead of being fastened into a cop car, Outlaw now rides in a paddy wagon. As you all know (and can see by looking at the artwork on page 26), Sweet Tooth's special attack transforms his ice cream truck into a gigantic rolling robot. Outlaw's special is quite different. He, or one of his minions, actually pops out of the top of his car with a turret. Immediately, we wondered if you could control his movement and aim, or if on the other side of the fence, snipe him. Dave Jaffe said no to both ventures, then added, "We're trying to do as much of that as we can. You've seen the guy who pops out of his car. He functions from the basic standpoint of an auto turret machine gun. It's fun to use, but there's no real skill to it. However, if the player can maneuver his vehicle while that weapon is firing, and get his front machine gun lined up with his little man in the gunner chair machine gun, the weapon basically becomes like a triple power-up and does a lot more damage. There are two functions to that

weapon. We've done a lot of that with different weapons."

In previous Twisted Metal offerings, and depending on how much damage was implied to the car, the vehicles either looked brand new or completely destroyed. The cosmetic change happened within a split second. Incognito really wants to put in realistic vehicular deformation, where the car shows appropriate damage to where they are hit and by what. At the moment this aspect still isn't in the code. Since the player will see the vehicle from every angle, Incognito still doesn't know if they can

“The vehicle physics model for Black are what we consider to be a perfect balance between driving and combat physics; i.e. when you are driving through the large environments, you will feel like you are really driving a car with mass, horsepower, and four-wheel suspension (the 60 fps update rate definitely contributes to this experience), but when you want to quickly engage in battle, you can easily control the car using techniques such as the 180 degree spin around, t-stop maneuver, or the d-pad pivot turn for a quick shot at your enemy.”

SCOTT CAMPBELL

implement this feature in a believable and workable sense. With completely different vehicle models, different deformation has to be added on each zone of the car. This feature would add to the realism, but let's get real here, it's going to be nearly impossible to implement. Yet as we sit and wait for the release of Twisted Metal: Black, Incognito will look for the best solution, or if these guys truly are as talented as everyone says, actually get the vehicular deformation to work. Time will tell.



All 14 of Twisted Metal: Black's vehicles feature unique attacks and vehicle attributes.

# WEAPONS

Back in the day, people had to beat each other with rocks. While this method is extremely confrontational and manly, we actually prefer launching a hot searing missile at someone's bumper. Nothing spells relief like the stench rising from the charred remains of a fellow homo sapien. Twisted Metal has always fulfilled our fictional fantasies. In Twisted Metal: Black the arsenal available to you is extremely lethal. Many of the weapons from the original series will be included, including the fire, homing, and power missiles. The machine gun has returned as the standard weapon on every vehicle, and all of the secondary options remain as power-ups, which you can find scattered across the levels.

For seasoned Twisted players, combo moves and Street Fighter-esque bonus moves are available if you can figure out the command sequence. If you



For attacks such as napalm, a handy targeting grid shows the main impact zone and the shockwave radius

New weapon power-ups are shown cosmetically through a snazzy animation showing the weapons popping out of the vehicle



press Left, Right, Down; your car will discharge a landmine. Entering a similar sequence will raise a shield on your ride. When it comes to these moves, one wonders if Incognito will tap into the Rogue Trip license, one of the vehicular combat games developed for GT. The return of the two-wheel driving would be a wonderful addition to the Twisted Metal mix. We always wanted to see this feature looked into further. Perhaps shooting the underside of the car would deal double damage. Or maybe a shortcut to a hidden area requires that you use this technique to squeeze through a thin crack.

Another interesting aspect that may be included in Black is full analog support. Incognito has messed around with the analog buttons, and at the moment the game also supports the analog sticks. Early impressions weren't in favor of the buttons. Pressing hard to accelerate faster wears on the user's fingers and actually makes the combat experience all the more frustrating. In limited dosages, however, this feature may come in handy for specific special attacks. For example, maybe Sweet Tooth would transform faster if you held the button in, or maybe projectiles would shoot further.



## MULTIPLAYER

While we only have shots of two-player, this game will support four-player split-screen. Usage of the I-link cable are also in the talks.



With a solid framerate, multiplayer will be greatly enhanced



Before Twisted Metal was conceived, several Singletrac employees proposed an obscure idea to Sony, which if accepted would have replaced Twisted Metal as the title you know and love. Dave Jaffe knew of this, and had a thing or two to say about it as well. "Some of the guys – who are certainly not with the company now – they were like, 'Hey, let's make it a pizza delivery game.' We were all kind of like...that's not a very good idea.' Maybe it would have been good, but we were really shooting for something more inspired by Hollywood action movies versus Domino's Pizza."

What do you think? Would you enjoy racing around town against a friend delivering as many pizzas as you possibly could? Or would you rather race around town and blow the living hell out of it! Sony made the obvious choice here, and just thinking of a world without Twisted Metal 2's multiplayer makes us want to listen to the Cure, wear lipstick, and paint our faces white.

As explosive as the single-player game is, Twisted Metal: Black's most played mode will probably be the multiplayer...at least amongst those with enough personality to have friends. This is the kind of combat that thrives on split-screen. Granted, spying out your opponent's location is kind of cheap, but it does add a little something. With the powerful PS2 sequel, Incognito has the game running at 60 frames per second, even in four-player. Sony predicts that the finished game will have 19 multiplayer stages, although only 14 are in the game at the current moment. But still...14 is a solid number. We asked Dave Jaffe, the most quoted person in this article, if multiplayer would consist of more than just deathmatch, team missions, and so forth. His response will put an end any rumors.

"There are a couple of different modes, but the primary mode is deathmatch. We're sort of following the same pattern from Twisted Metal 2. We had a lot of meetings on this. Originally, we said, 'Do we want to do more of a mission-based game?' What we really decided to do was take this genre of car combat, which we think is just as viable, and actually deliver on the promise of a deep experience. We've stayed with deathmatch and have tried to grow that genre instead of going in search of a different type of game."

**MATURE**  
Animated Violence  
Animated Blood and Gore  
Suggestive Themes



**EIDOS**  
INTERACTIVE

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# Sultan

*of the silver ball*



*Starting with a single pinball machine, Tim Arnold became a successful arcade operator, and eventually the owner of one of the world's largest collections of pinball and video games. Why should you care? Because if everything goes according to plan, he's going to share his accumulated wealth with you.*

Photographs by Lawrence Granada



SULTAN OF THE SILVER BALL



"...in high school, I was making 150 bucks a week...It was my first taste of the pimping lifestyle."

100  
POINTS WHEN LIT



ounded in eccentricity and built with flamboyance in mind, Las Vegas has a reputation for brightly lit spectacles of gargantuan proportions. Everything from Paris to New York is within

walking distance, and all the entertainment you're bankroll can handle is packed within a five-mile radius. But past the giant hotel/casino conglomerates of the strip, and beyond the glittering canopy of the downtown area, lies the greatest sight you've never seen.

From within a large shed located behind a house that, were it not for the bowling ball pyramid in the yard, would otherwise appear unassuming, you'll often hear the sounds of spinning reels, ringing bells, and coins being deposited. On approach, one could mistakenly believe that behind this building's sliding door was a hidden gambling den, but the reality is more exciting than any bank of slot machines could ever be.

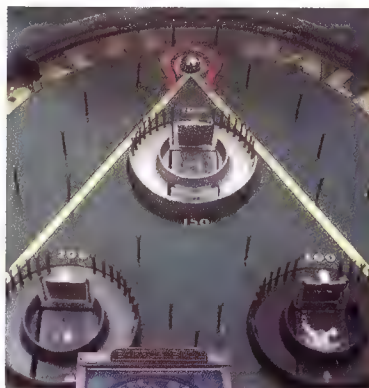
This is the residence of former arcade proprietor Tim Arnold, and housed within his outbuilding is one of the world's largest assortments of pinball machines. He works feverishly every day restoring each one to pristine playing condition, and for good reason. When his collection – which also includes a hefty assortment of classic novelty and video games – is in proper working, he intends to share it with the world.

The mind buzzes with questions when touring an assemblage of such extent. How many games are in here? What is this one like? How old is that? The biggest question of them all, though, is how did one man come to acquire something of this magnitude?

One doesn't just wake up one morning and decide that it's time to assemble an awe-inspiring assortment of pinball machines, and even if one does in fact do this, executing said idea is no simple matter. The tale of how Tim came to possess his

warehouse of wonderment is practically his life story.

"When I was a kid in the late '60s, pinball only cost a dime," recalls Arnold. "So if you stole five pop bottles from a frat house, you could trade them in at the grocery store and go play a game of pinball at the ice cream shop. The closest thing there was to getting something for nothing was winning a free game. If you were good, you could play all afternoon with 20 or 30 cents."



**The game that began it all. Created by David Gottlieb, Baffle Ball bears little resemblance to what one would consider a pinball machine today, although by looking at the playing field it's easy to see how the term pinball was coined**



The enjoyment from just playing didn't last long, however. By age 14, Tim decided that not only would it be cool to have a machine of his own, he just might make some money off of it. Scouring his hometown in Michigan, it wasn't long before he found a local business selling a pinball machine for \$165. His brother, a friend, and himself pooled their money together, bought the unit, and set up shop in Tim's garage. This, along with the gumball, candy, and soda machines that he eventually picked

up, quickly attracted many of the neighborhood children and their dimes.

Unfortunately, not all of the kid's parents were thrilled with Tim's entrepreneurial spirit. Eventually the city sent a notice that it was illegal to run vending machines in a garage, since it wasn't zoned for commerce.

Undaunted, he simply found a new place to do business. "It was one of the first Domino's Pizza places, actually. I think it was their seventh or eighth store," he says. "They had this back room that was only half-full of pinball machines. The guy who ran the arcade couldn't, or wouldn't, fill the place. I talked to the store owner, and he let me put

**A trivia machine from yesteryear, QuizTime was filled with slides that were projected onto the screen**



## SULTAN OF THE SILVER BALL

between the arcade he worked at and the arcade he operated, Tim's first foray into starting his own business didn't quite work out as planned.

"Every possible thing that could go wrong, went wrong," says Tim. "They were dealing dope out of my arcade, a guy pulled a gun on me, the place wasn't making any money, and then another arcade opened up right across the street. He had newer games than we had and his pool tables were cheaper. My brother and I refer to this time as the 94 days in hell."

Tim closed up shop three months after opening. Rather than give up,

though, he found a new locale – this time just outside East Lansing, a Michigan college town that, at the time, had nowhere that sold alcohol within city limits. In typical college crowd fashion, the students gravitated toward the bars. Tim's new place happened to be situated between one such bar and an IHOP. "We came up with the name Pinball Pete's at the last minute, and we even had a mascot. The building we were in used to be a taxidermy shop and it had a big fiberglass elephant on the roof. We painted it pink because we figured it would be funny for the



**A game from a time before there was such a thing as being politically correct**



**A sample of some of the groovy backglass art found on '60s pinballs**

my game in. The other guy's games were two plays for a quarter, and ours was only a dime, so we stole a lot of business from him. After a while, we bought another game, then a third. Eventually, our competitor took all his games out, and we filled it with seven or eight of ours. By the time I was in high school, I was making 150 bucks a week for showing up and emptying the machines. It was my first taste of the pimping lifestyle."

After graduating, Tim attended night college, but he never took a break in his vendor business. Wherever he could find an unoccupied corner, he'd put in one of his pinball machines. Whenever somebody else's machine broke down, Tim would charge double the minimum wage to do repairs. He reinvested every dollar he could into acquiring more machines.

In the mid-'70s, Tim picked up a part-time job as an attendant at a local arcade. The arcade scene was just beginning to boom, and it didn't take long for him to see the light. He found a storefront for rent about 15 miles from where he lived, and soon opened his own arcade. Working 18-hour days

**The consistently warm and dry weather of Las Vegas allows Tim to work on machines outside, alongside some of his yard treasures, such as the bowling ball pyramid**



**The edges of Tim's warehouse are lined with shelves of disassembled pinball machines awaiting restoration**

**This is but a portion of the overall collection**



**The cars actually move around the track behind the backglass in this Midway pinball machine**



**If not in use, Tim keeps his machines covered to keep dust from caking on the glass**

*"I feel like I'm the only guy studying this stuff. I'm either real smart and ahead of the curve, or I'm the stupidest person who ever lived."*

drunken students to come out of the bar and see a giant pink elephant."

On September 1, 1976, Pinball Pete's was open for business. Tim and his brother were buying used machines for \$100 to \$200, putting \$20 worth of parts in them to get them playing perfectly, and then making \$40 a week off them. With the only expenses being the \$350 per month rent and the \$50 per month electric bill, business was good, but it was about to become booming.

Video games were just beginning to catch on, and a few operators were missing the boat, but Tim and his brother had a secret advantage over the competition. "We actually played the games. Your average operator back then was just some guy who put pinball machines in bars. As long as money was coming in from the jukeboxes and the cigarette machines, the games were just an afterthought. We were game players before we were businessmen, and we could pick the hits.

"This game came out called Space Wars. It was the first game that wasn't a stupid variation on table tennis. You play a Pong game once, you get bored with it. Space Wars was just miles away play-wise from anything before it. You got a minute and a half of playtime for a quarter – real good math. So we plunked down the \$1,800 and bought it. The game

was super-hot. We put it in and instead of doing \$40 to \$50 a week, it was doing \$100 to \$200. Overall, we were making \$700 a week, when our expenses were barely \$700 a month. Then video games – like Space Wars, Breakout, and Sprint 2 – really started to happen. All of a sudden we were making \$1,500 a week, \$2,200 a week, \$3,500 a week, and our expenses stayed exactly the same."

Around this time, East Lansing repealed its prohibition stance. It was time to look for business opportunities within the college town itself. While walking around the downtown area, Tim found a basement space for rent. After talking about the place with his brother, Tim called the landlord. The rent was \$1,800 a month for the whole floor, and the owner was unwilling to split up the 3,500 square feet – a huge difference between the 800 square feet they were currently operating out of.

"The place was already divided into office suites, so we figured we could just sub-lease some of the space to try and cover the rent on this thing. So we call up the landlord to get the lease signed and he asks me, 'What do you want for build out?' I had no clue what this was, so I tell him, whatever's normal. He says, 'Well normally it's six months, but I'll give you eight.' I come to find out it means he'd give us eight months free rent for renovating the place how we needed, which basically meant taking the office furniture and pitching it in the dumpster. He even offered to pay the electric bill because he was too cheap to

**"I never buy wood," says Tim of this Superman pinball playing field being used as a backboard for a BurgerTime arcade machine**



## SULTAN OF THE SILVER BALL

put in a separate meter in the basement. Big mistake.”

In 1978, the Arnold brothers' second arcade was up and running. Business was slow at first since nobody knew it was there, but after enough promotions – ladies nights, foosball tournaments, free hot dog nights, etc. – things picked up. The once thought to be huge 3,500 square feet soon became barely adequate. “All this time, video games were getting better and better,” says Tim. “Space Invaders came out, and it was a major money-maker. Then Pac-Man hit. We had 15 of them next to each other and there were still people lined up to play.” Finances were soon good enough to warrant opening a third arcade two years later, and soon a fourth, fifth, sixth, and seventh.

W

ith the popularity of video games continually rising, the look of arcades across America quickly changed. Tim's first love was still pinball machines, but it

was a case of adapt or die. In just a few years, the product mix shifted from 80% pinballs and 20% novelties (basically anything that isn't a pinball or video game) to 80% video games, 10% novelties, and 10% pinball.

This sudden change in the arcade market left Tim with a large assortment of pinball machines that had no place to go. Since the \$50 distributors were offering for trade-in seemed a paltry reward for the games they had been taking meticulous care of for so long, Tim and his brother decided to store them in their warehouse rather than get rid of them. The collection had begun, and would continue to grow throughout the '80s.

By the late '80s, the arcade business was still good, but Tim was growing disenchanted with the vocation. “I began to hate the fact that I was just whoring for money, putting in whatever machine pulled in quarters,” he says. “With an 8-bit processor you had to concentrate on gameplay, but then as the 16- and 32-bit machines came along it was suddenly all about the graphics. Then the fighting games showed up. They just turned my stomach. Pac-Man was just about reflexes, and it was cute and women would play it. Chicks never played Mortal Kombat, so there goes half your audience. The whole scene began to lose its charm, and I began to think about all these pinballs we had in the warehouse. I thought, ‘Why do I have all these damn things? I should do something with them.’”



Based on The Who's rock opera, Tommy, the Capt. Fantastic pinball machine was very popular in its time, but also somewhat controversial. The art on the backglass is filled with many suggestive scenes. So much so that a second version of the artwork had conveniently placed stars to cover supposedly lewd acts



*"All of a sudden we were making \$1,500 a week, \$2,200 a week, \$3,500 a week, and our expenses stayed exactly the same."*

"When I started hustling pinball, Gottlieb was the Cadillac of the industry. Out of curiosity, I got a list of all the games Gottlieb ever made, and figured out that I had about 35% of them. So then I started wondering if it would be possible to put together a collection of one of every machine they ever made."

After contacting other collectors, and figuring out through serial numbers how many of each game were manufactured, Tim knew which machines were rare and which were common. Starting with the hardest to find first, figuring the more common pinballs could easily be snagged later, Tim started his quest.

Selling his half of the arcade business to his brother in 1990, Tim spent the next two years making many trips between Michigan and Nevada, moving himself and his ever-increasing collection to a climate better suited for preservation. By 1993, through distributors, local sales, and a new thing called the Internet, Tim had achieved his impossible goal. He had one of each of the 482 games Gottlieb had ever made, and all the significant pinball machines produced by Williams and Bally.



Despite the seemingly endless task in front of him, Tim retreats to his personal warehouse every day, renovating his collection piece by piece with tireless devotion. It's

the project he's been working on for the last seven years. Returning a pinball machine to mint condition from its original form – which could mean anything from it just collecting dust in a basement for years to it having become a chew toy for a nest of rats – is no small task. Everything has to be completely disassembled, cleaned of its sometimes solidified old lubrication, then reassembled and any broken parts replaced with the components Tim has been stockpiling for years. The machines need to be brought up to modern electrical code, and the dime and nickel chutes replaced with quarter and dollar coin slots. Then every object on the playing field is tuned to perfect working order, and the wood upon which games are played is waxed numerous times to make it truly pristine. Even with his years of experience, it usually takes Tim four to seven days to bring one machine up to speed, but the end result is truly something to behold. Pinball machines that are over 50 years old look like they are fresh out of the factory, and every ball you play feels like the first ever slung forward from the plunger.

Although Tim's work is certainly an obsession, it's much more than just a hobby. Expecting his restoration work to take another three to five years, when the majority of his machines are in perfect working order he plans to make the shift back to operator and maintenance man, only this time in the arcade of his dreams. He'll present his vision to all the casino executives who will listen, and if they're wise, close attention will be paid to what Tim has to say. What he'll be offering is a living history of pinball and video games.



**A novelty game where players try to crack The Safe's combination by listening to the tumblers. A prize awaits inside for successful pilferers**



## SULTAN OF THE SILVER BALL

cultural treasure. But unlike Ted Turner, I don't have to worry about people with VCRs recording my work from their televisions. The only way you can see what I've done is to come to Las Vegas and play it.

"I'll never have to worry about anybody duplicating my idea. I don't have to worry about competition. If this thing's a mega-hit, the casino owner can't kick me out and hire another guy to do the same thing. There's a lot of people collecting games, but there's so much involved in getting them to work perfectly. It's not something you can spray out of a can, it's not something you can just hire somebody to do. Finding parts is a bitch, but I've been hoarding them for years. What I have to offer just can't be found anywhere else.

"And even if I can't find a deal that suits me with a casino owner, I'll find an old hardware store or supermarket and use money out of my own pocket to try this out for two or three years. I would like to think games that aren't as hurried, and that require strategy, are still fun today. Whether or not I'm right remains to be seen. Will today's kids play yesterday's games? Is there enough of a nostalgia market to pay the rent? Those are the million dollar questions."



**Getting a machine in top working order can take Tim up to a week**

*Pay a visit to  
gameinformer.com  
and search using  
the keywords  
Sultan Of Pinball  
to see many more  
pictures of Tim's  
collection*



"It just astounds me that people study and idolize pop culture phenomena – there's movie study courses, teachers that have classes in rock n' roll, a television museum – everything except coin-operated games," says Tim. "I feel like I'm the only guy studying this stuff. I'm either real smart and ahead of the curve, or I'm the stupidest person that ever lived. When Ted Turner bought all those old movies, everybody laughed at him. He was told, 'People don't want old movies, they want new movies.' He did exactly what I'm doing. He cleaned them up, restored them, and put them in a special place where they can be treated with the respect they deserve. All of a sudden, what used to be old cast-off junk is



**As Tim restores more and more machines, the space to hold them diminishes, often resulting in corners where games become inaccessible**



**Here are some of the earlier light gun games. Tim has a number of machines that predate these – ones that shoot actual BBs**



# FINAL FANTASY

## THE SPIRITS WITHIN





## dreaming in digital

**In this advertising age**, the words “groundbreaking” and “revolutionary” are thrown around so casually they’ve begun to lose their meaning. In a world where everything from websites to laundry detergents are touted as massive technological breakthroughs, it’s easy to become jaded. Faced with an endless barrage of hollow boasts and trumped-up claims, the public is increasingly cynical, and seems to have lost the sense of wonder that inspired us in the past. However, once in a very great while, we have the opportunity to experience something that defies our expectations. Recently, we were given the opportunity to visit Square’s new state-of-the-art facility in Honolulu, where production has been underway for more than three years on the upcoming computer-animated feature film, *Final Fantasy: The Spirits Within*, set to be released in July of 2001.

The film, directed by the creator of the *Final Fantasy* game series, Hironobu Sakaguchi, is a science-fiction saga set in the year 2065. Earth has been overtaken by a hoard of alien invaders known as the Phantoms. The Phantoms have decimated the earth and only a small human population holds on to the fight for life. Against this bleak backdrop, the film unfolds an epic tale of love and death.

While this all might sound like fairly standard fare to sci-fi fans, *Final Fantasy: The Spirits Within* transcends the standards of its peers by telling its story solely through computer-animated graphics. No actual human beings ever appear onscreen. However, given the amazing level of

character detail, made possible by Square’s rendering technology, we expect many will be fooled into thinking otherwise.

This film represents a new benchmark in the field of animation. The impressive CG in movies like *Antz* and *Toy Story* pale in comparison to what Square Pictures has accomplished. Those aforementioned films were merely technologically advanced cartoons. *Final Fantasy: The Spirits Within* is something that has never been attempted – an animated film with characters so real the audience sees them as human actors. The filmmakers are attempting to compete not only with animated movies, but also with traditional live action films, in hopes the audience will relate to their digital creations on an emotional level, as they would a “real” actor or actress.

To complete this Herculean feat, Square built its Honolulu complex – a digital movie studio capable of rendering characters and scenes with unprecedented detail and realism. During our trip to Honolulu, we were allowed to see 17 minutes of actual footage from *Final Fantasy: The Spirits Within*, went on a tour of Square’s production facilities, viewed the recently released short theatrical trailer, and interviewed the creators of the film. Read on for a detailed look at one of next year’s blockbuster movies, a phenomenon that may well change the future of filmmaking.



# breathing life into digital visions

**Final Fantasy: The Spirits Within** was a gargantuan undertaking for Square Pictures. Rumors in Hollywood put the total budget of the motion picture at approximately \$100 million (although Square would not confirm or deny this figure). Walking through the complex, it's easy to see where the money went. There are well over 200 people involved with the animation of the film. Many come from traditional Hollywood movie backgrounds, although some have been drafted from the world of video games. Some have even worked on past Square titles. Almost everyone we saw had one or two expensive Silicon Graphics workstations, in addition to a Mac or PC. As we descended into the bowels of the facility, we were amazed to see a room filled with 960 custom-built CPUs and five refrigerator-sized SGI Onyx 2 machines. The amount of money spent on hardware alone is mind-boggling.

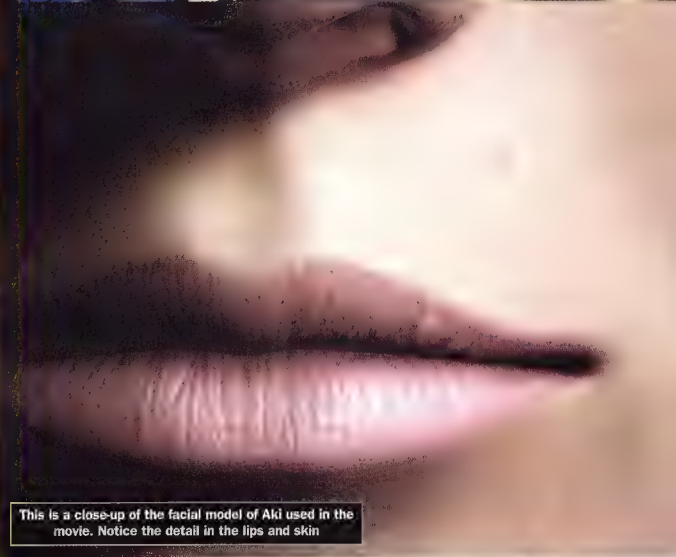
Of course, all of this technical firepower must be utilized correctly and, to that end, Square has assembled a top-notch team of talent. Each of the scenes in the movie moves through the painstaking production process (which the employees refer to as "The Pipeline"). The process allows each scenario to move as quickly as possible from the conceptual stage to a fully produced scene.

This process begins with the storyboarding department, headed by Tani Kunitake, an artist who has worked on such past masterpieces as *The Matrix* and *Fight Club*. Working under him is a staff of artists culled from the worlds of Hollywood and Japanese anime. Unlike the process in more traditional filmmaking, each scene is storyboarded, right down to the camera changes. Although time-consuming, this allows the animators to know exactly how each scene should be rendered, ultimately reducing time and money normally wasted on retakes and editing. The storyboards also give the animators and designers an idea of how the characters and sets should be rendered.

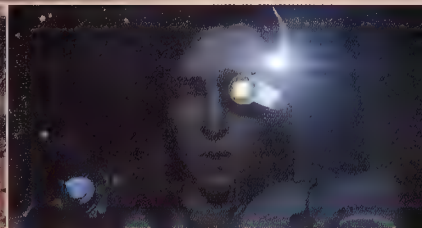
The character design staff, led by Steven Glesler, are responsible for creating the incredibly lifelike digital actors that populate the world of *The Spirits Within*. Sakaguchi gives them basic instructions on how each character should look, then it's up to them to work out the specifics. As you can see by the pictures in this article, they've managed to create virtual humans that rival the real thing. Looking close, you can see skin textures, subtle changes in coloration, wrinkles, and even pores. One designer's primary job was to construct the hair for the characters, making sure it was realistic down to the follicles. Even the characters' clothing is accurately modeled, using proprietary software that calculates how the garments will move and fold, given the weight and material type. While this minutia might seem unnecessary, it is absolutely central to Sakaguchi's goal of setting a new standard in computer animation.

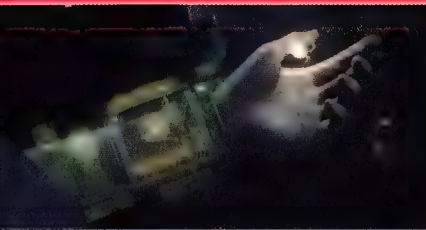


Square artists draw on the power of these 960 CPUs to render their fantastic creations



This is a close-up of the facial model of Aki used in the movie. Notice the detail in the lips and skin





## DREAMING IN DIGITAL



Once the models are created, the animators bring them to life. A key component of the process is motion-capture. Square set up its mo-cap facility at Diamondhead Studios in Honolulu, where, back in 1997, they constructed the very first 16-camera motion-capture system ever made. Here, scenes from the movie are played out by actors, then entered into a computer that can quickly render the scene using low-res character models. This only takes about 20 minutes, allowing the producers to quickly see if the session was successful. These performances are ultimately combined with the work of the voice actors and the animators to create a character. In the words of Remington Scott, Motion Capture Line Producer, "[the characters] are a synthesis of performances – different artists coming together to create a new lifeform. I'd like to stress that actors are not losing jobs in this type of movie, rather, we're creating a new medium for expression."

After motion-capture, more delicate animations must be done manually by animators in a frame-by-frame fashion. Speech and hand gestures are among the most challenging. An animator uses a number of slides on his computer, each of which controls a specific motion. Each character has a basic skeleton, hand and figure controls, and over 50 different facial muscles. Animating some scenes is so arduous that a single 20-second snippet can take a day or two to animate.

After this, the scenes are sent to Sets & Backdrops, where ornate backdrops and environments are constructed, then to Lighting, where the staff manually places light sources and shadows, which highlight the characters and settings. These processes are followed up by the Visual Effects team, who are responsible for particle and explosive effects. At the end of the process, the final clips are sent to the Composite department, where minor adjustments are made to color and shading, and all the different layers and elements are combined into one coherent scene.

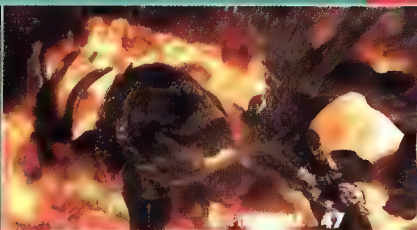
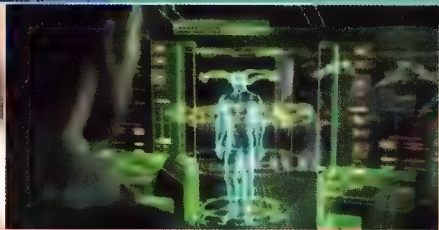
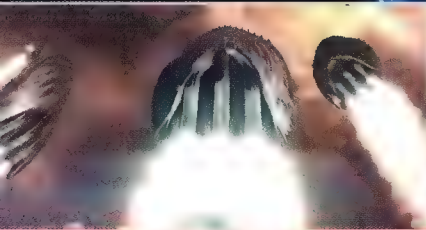
All through this process, Sakaguchi inspects the work to make sure it holds true to his vision. The work is difficult, and will have taken almost three and a half years by the time the movie is released. The end result, however, shows it has been well worth the effort. After seeing the 17-minute extended trailer, we can safely say that no other movie has come close to accomplishing what Sakaguchi and his staff have done. If you've had a chance to see the theatrical trailer, we're sure you'll agree. You can check out the trailer online at [www.finalfantasy.com](http://www.finalfantasy.com)

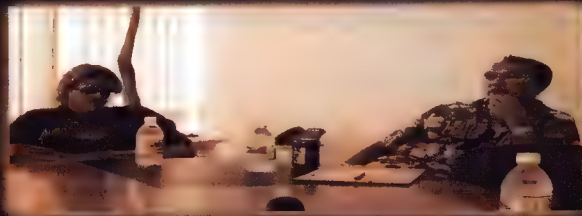


Square's motion-capture actors at work



Producer Remington Scott (pictured with gun prop) discusses the motion-capture process





Following our tour of the production facility, Game Informer and other members of the media were invited for a freewheeling press conference with six key members from the team behind the movie. Fielding our probing questions were Final Fantasy creator and Director Hironobu Sakaguchi; Producer and Square Studios Honolulu CCO Jun Aida (Street Fighter, Darkstalkers); Animation Director Andy Jones (Titanic, Godzilla); Producer Chris Lee (Jerry Maguire, Philadelphia); Director of Photography Motonori Sakakibara (FF VIII); and Staging Director Tani Kunitake (Fight Club, The Matrix).

## talking with the creators

**Do you see this as the next evolution of animated movies, or are you creating a new genre of film that isn't necessarily based on animated movies of the past?**



**Sakaguchi:** In all honesty, I couldn't really place what genre this movie falls into. I feel that this is a totally new and separate form of moviemaking. I hope that the audience would agree that this is not just another animated film.

**This movie seems to be a departure from the traditional Final Fantasy world of swords and sorcery. Why are you calling this movie a Final Fantasy film?**

**Sakaguchi:** If you think about it, FF VII and FF VIII were departures from the traditional fantasy world. I'm hoping that the audience will relate the movie to the games based on the underlying emotional themes, which are similar to that of FF VII and FF IX, rather than just the characters and magic.

Also, I didn't want the movie to be directly based off the worldview and environment of the games. I think that one reason that movies based on games aren't successful is that everyone knows the background and who the characters are, so it becomes very predictable. I didn't just want it to be an offshoot of the game.



**Chris Lee:** I think if you look at Wing Commander, if you knew nothing about the game, you really were at a complete and utter loss. Now, I don't think it was a good movie either way [laughs]. So when Sakaguchi approached this, he threw out everything people knew about Final Fantasy and decided it's not going to be beholden to what the franchise and the game is. As big as the audience is for the Final Fantasy games, the general movie audience is obviously much bigger,

and that's the audience we need to reach for this to be a successful motion picture.

**How did making this movie differ from making a live-action film?**

**Jun Aida:** It's a completely different process. In live-action film production, principal photography takes three to four months. We've been in principal photography for two years. The production values are so much higher. It's been a very rewarding process for me.



**Motonori Sakakibara:** In directing the photography for this film, I've actually been using more traditional movie visualization techniques. Back when I was working on creating CG for games, I would play around with the camera angles and try different things. But for this project, because we were trying to go for more realism, I wanted to incorporate a more traditional movie cinematography approach.

**Tani Kunitake:** It's much more extensive, because we had to storyboard everything and there were many script revisions along the way. We were wrestling with a new medium, so we were able to put a lot more effort into actually storyboarding shot for shot. We had to pace ourselves on what shots to make, because it takes a lot of time and effort just to create each shot. It's very expensive to make changes as compared to a live action film.



**What has been the most interesting facet of working on this movie?**



**Andy Jones:** Basically, for me it's been the chance to create life. It's an animator's dream to create something that looks so real, that some people can believe it's alive.

**Sakaguchi:** That's the biggest challenge, because what we look at the most throughout our lives are other human faces and features. Because we grow up looking at other faces, when something is different or off it looks very foreign to us. Whenever I looked at CG characters before, they always looked alien to me because there was something different about them. In the movie, I don't get that. I register them as human faces.

**Chris Lee:** It's amazing to work on something that's so revolutionary both in execution and concept. I also think it's the literal convergence of gam-



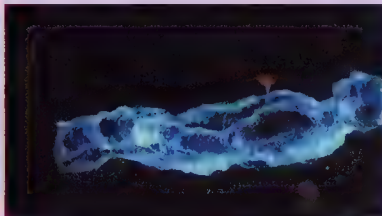


ing and film. Now, we've seen a lot of games, but never before have we seen one that has been both directed by the creator of the game, as well as executed in the medium that the game was made in.



**What are some of the features you have planned for the DVD edition of the movie?**

**Jun Aida:** We are planning to do both traditional and PlayStation 2 editions of the DVD. The PlayStation 2 version will be very interactive. On the PS2,



you will be able to render some sequences in real time. Then you will be able to edit and change camera angles. Our research and development staff is working on that now.

**Are there plans for a second Final Fantasy movie?**

**Jun Aida:** We are working on the concept for a second feature. We don't have a title yet, but the director just finished a treatment and has shared it with our partners at Columbia Pictures. The hope is to start making the second film right after we wrap production on the first.

**Now that you've created both games and movies, which do you prefer?**

**Sakaguchi:** When I'm working on a movie, I'd much prefer to be working on a game. When I'm working on a game, I'd much prefer to be working on a movie. [laughs]



## the cast of characters

Although plot details remain scarce, we do know a few basics. An alien race (The Phantoms, who are semi-transparent like the creatures from Predator) has taken over the earth. Aki, the film's protagonist, is trying to find a way to save humankind before it's too late. Screening footage from the film, we saw many breathtaking sequences. Two memorable ones involved a battlefield face-off between two armies of giant robots, and a spaceship fleeing a giant dragonlike creature. Here are the film's main characters, and the actors who give them voice.



**Aki – Ming-Na (ER, Mutan)**

Aki, the film's beautiful protagonist, is a scientist of half-Asian, half-Caucasian descent. Aki is seeking to unlock the secrets of The Phantoms, in hopes of avoiding certain doom. Her efforts place her in extreme danger, both from the aliens and devious humans. Aki has joined forces with the Deep Eyes team, and appears to have a romantic interest in Gray.



**Gray – Alec Baldwin (The Hunt for Red October, The Edge)**

Gray is the leader of the Deep Eyes squad, and seems to have divided his loyalties between General Hein and Aki. Based on a scene we've seen, Gray and Aki definitely are more than just friends, and engage in a little red-hot smooching action. Gray is a battle-hardened veteran, and his combat skills prove vital to the mission of the team.



**Ryan – Ving Rhames (Pulp Fiction, Mission: Impossible)**

Little is known about Ryan at this point, but this mammoth soldier is a fierce warrior whose laconic manner belies his sheer strength and power. Ryan is also a member of Deep Eyes, and seems to be very loyal to Gray.



**Jane – Peri Gilpin (Frasier, The Secret She Carried)**

Although this role was originally written for Janeane Garofolo, due to scheduling conflict the role went to Gilpin, best known for her role as Roz on Frasier. Jane is a sarcastic and androgynous female soldier. She seems to have little affection for the other members of Deep Eyes, and voices her displeasure with some very cutting one-liners.



**Neil – Steve Buscemi (Con Air, Fargo)**

Neil, like most characters that Steve Buscemi plays, is an annoying nerd. Also, Neil appears to be slightly shifty, and is not trusted (or well liked) by the other members of the squad. It is quite possible that Neil might be convinced to turn against some of the others.



**General Hein – James Woods (Any Given Sunday, The General's Daughter)**

In casting the nefarious General Hein, the producers wisely cast Hollywood's consummate bad guy – James Woods. Hein commands the Deep Eyes unit, but his motives are very suspect. Is he in league with the aliens? Who knows. We do know, however, that General Hein is no friend of Aki's.



**Dr. Cid – Donald Sutherland (M\*A\*S\*H, Animal House)**

Although his name will be familiar to any Final Fantasy fan, we know little about Dr. Cid's role in the events of the film. We do know that he is an elderly scientist, and had a hand in training Aki. During the movie, he serves as Aki's mentor and confidant.



Ladies and gentlemen, welcome to the ninth annual Game Informer Video Game Awards. Throughout this magazine's long and illustrious (or if you prefer, antiquated and tarnished) run, we've seen many games come and go. Many were bad, most were mediocre, but a few have stood out as great. Each year, the editors of GI sift through the sands of the ordinary to find gems worth being named Games of the Year. This year is no exception to the rule.

While most of the nation was debating over whether a bunch of geriatrics in Florida knew how to fill out a ballot, the writers of this publication locked themselves into the often mentioned yet rarely seen Game Informer Vault, vowing not to return to society until their annual task was done. Nine hissy-fits, three punches, two sniffers of caramel apple schnapps, and nearly 14 minutes later, they emerged with a top ten listing of the year's best games.

We present this not as a cut and dried definitive telling of the only worthwhile titles to have been released in the last 12 months, but instead as a reminder of the good things you may have passed by, or perhaps as a jumping off point for a debate between your friends and yourself as to what should have been the best games of the year. Surely you'll disagree with some or all of our decisions, but we think you'll be hard pressed to dismiss any of them as unworthy of mention. Everyone here is a winner...except the Worst Game of the Year, that one's the ultimate loser.

Without further ado, Game Informer proudly presents the Games of 2000.



Many only like certain types of games, and few have the luxury of owning every console. Because of this, and because we wanted to give more than just ten games props, here we present a platform by platform listing of the best in each genre. For some console categories we felt there was no game of note, and in these cases we gave "no award."



## Dreamcast

### Action

Jet Grind Radio

### Action/Adventure

Resident Evil Code: Veronica

### Action Platform

Super Magnetic Neo

### Fighting

Ultimate Fighting Championship

### Puzzle

Chu Chu Rocket

### Racing

Crazy Taxi

### Role-Playing

Skies of Arcadia

### Shooter

Bang! Gunship Elite

### Sports

NFL 2K1

### Strategy

no award

## Most Inspiring Performance by a Video Game Character

### The Servbots

They stole the show in The Misadventures of Tom Bonne, and shortly thereafter they stole our hearts. These larcenous jackeys with the LEGO look love to lend their services, but they often end up screwing everything up. Like little robotic Gligans (except cuter) there's only one thing you can be sure of when the Servbots show up – hilarity will ensue.

# 10

## Front Mission 3

PlayStation  
Developer: Square Soft  
Publisher: Square Soft



"...ranks up there with the best from Square Soft..." – Andy

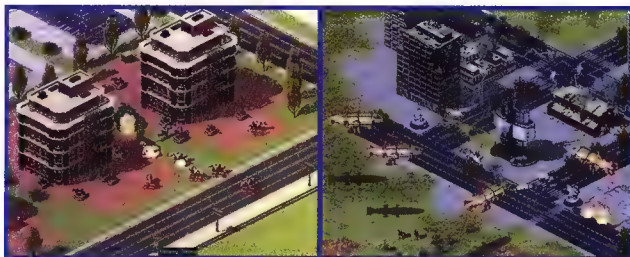
A popular franchise in Japan for years, Front Mission 3 was the first to be brought over to American shores, and oh how it made us regret not having been introduced to this series earlier. In a war-torn world, players form a team of people able to pilot giant robots known as Wanzers. Just which side of the battle you end up on, either with the status quo or part of a rebel force, depends on a single decision made early on in the game – and each of the two paths is a separate, 50-hour adventure. Like many games involving mecha, parts and weapons must constantly be changed or upgraded, but for more reasons than to just have the biggest blaster on the field. As pilots use certain weapon combinations, they learn special combat abilities that are critical to success later in the game. And did we mention the extensive in-game Internet to explore? Front Mission 3 is the kind of addicting strategy game that begs to be played again, and again, and again, and again.



# 9

## Command & Conquer: Red Alert 2

PC  
Developer: Westwood Studios  
Publisher: Electronic Arts



"...a real-time strategy gamer's ultimate fantasy." – Kristian

The Command & Conquer model has been reshaped and molded into thousands of similar games by other companies, but Westwood showed it was still the ruler of the roost when it released Red Alert 2. Its motto: if it ain't broke, don't fix it, just add a whole mess of cool and crazy crap to it. While somehow still managing to maintain game balance between the two forces, Westwood implemented mind control, focused-light prism attacks, and dolphins, among other things, to its mano a mano formula. There's so many strange strategies and cunning tricks to try that the mind bubbles over with possibilities while playing, especially in the mode that will keep its discs spinning for years to come – multiplayer. To state that this is the finest effort from the company that practically created the real-time strategy genre is saying a lot, and that's exactly what we're saying.





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## WWF No Mercy

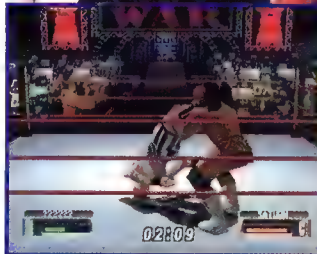
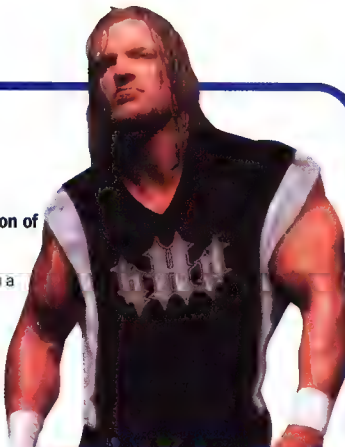
Nintendo 64  
Developer: Asmik/Aki  
Publisher: THQ

"...probably the best wrestling game the current generation of consoles will have." – Jay



This engine has been a proven winner since it debuted with WCW vs. nWo: World Tour, and time has been nothing but kind to it since. Three sequels and one wrestling league swap later, THQ blessed the Nintendo faithful with WWF No Mercy, single-player, which was always a weakness for this series, was expanded

so there's a unique, branching storyline for each of the seven belts. As per usual, the number of wrestlers to choose from is staggering, but if even they aren't enough the Create-A-Superstar in No Mercy – one of the deepest ever seen – can probably fulfill anyone's needs. On top of all this, new features such as backstage areas and the oft-requested Ladder Match were included in this jam-packed cartridge. The last wrestling game THQ will release for Nintendo 64, No Mercy exits with a top-turnbuckle powerbomb rather than a side headlock.



7

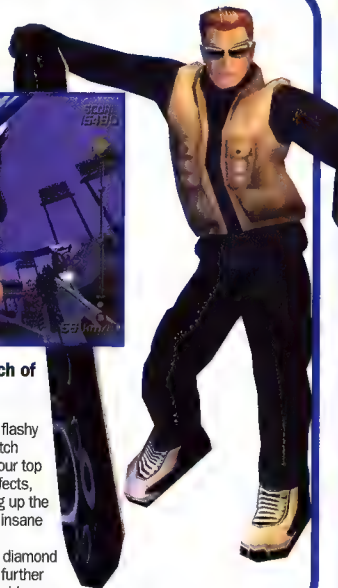
## SSX

PlayStation 2  
Developer: EA Big  
Publisher: Electronic Arts



"...a sensory overload that pumps adrenaline through every inch of your body." – Reiner

When a new console hits the market, the crowds will always be wowed by the flashy graphics it brings to the table. If none of its launch titles deliver gameplay to match their looks, though, the charm wears off rather quickly. SSX, the only entrant in our top ten that isn't some form of sequel, blows you away with its fluidity and visual effects, then keeps you coming back for more simply because it's a blast to play. Picking up the baton where Cool Boarders dropped it, SSX allows players to pull crazy tricks at insane speeds while delivering an ever-increasing level of challenge – and the beautiful surroundings and interactive soundtrack are the fresh powder icing on the black diamond slope cake. SSX was the surprise hit of the PlayStation 2 launch, and helped to further cement EA's status as a key component in assembling a bankable third-party stable.



## GAMES OF 2000

### Handheld



#### Action

Bionic Commando:  
Elite Forces (GBC)

#### Action/Adventure

Metal Gear Solid (GBC)

#### Action Platform

Sonic Pocket Adventure (NGPC)

#### Fighting

Match of the Millennium (NGPC)

#### Puzzle

Mr. Driller (GBC)

#### Racing

Star Wars Episode I Racer (GBC)

#### Role-Playing

Pokémon Silver & Gold (GBC)

#### Shooter

no award

#### Sports

Mario Golf (GBC)

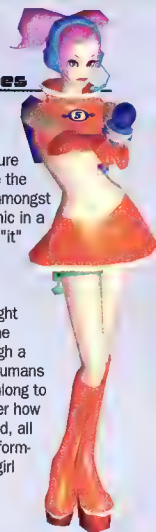
#### Strategy

Warlock (GBC)

### Best New Character In Video Games

#### Ulala

If video games predict the future, then we're sure Space Channel 5 will be the most-watched channel amongst the 18 to 25 demographic in a few hundred years. The "it" girl of the 25th century, Ulala got us more interested in a news broadcast than we thought humanly possible. As she sashayed her way through a Morolian invasion, the humans she freed would follow along to her groove, but no matter how big a crowd she collected, all eyes remain on her platform-booted booty. Here's a girl whose name says it all. Ooh, la, la!



## Nintendo 64

**Action**  
Perfect Dark

**Action/Adventure**  
The Legend of Zelda:  
Majora's Mask

**Action/Platform**  
Banjo-Tooie

**Fighting**  
WWF No Mercy

**Puzzle**  
Pokémon Puzzle League

**Racing**  
no award

**Role-Playing**  
Harvest Moon 64

**Shooter**  
no award

**Sports**  
Mario Tennis

**Strategy**  
Ogre Battle 64

## Worst Game of the Year



### Batman Beyond: Return of the Joker – PlayStation

There were plenty of contenders in this category – Mortal Kombat: Special Forces, WCW Backstage Assault, Fighter's Destiny 2; the list goes on and on – but at least these games looked like they belonged in the current generation of consoles. Batman Beyond had the look of a low-grade SNES game. To give you just a hint of how stupid this side-scrolling brawler is, you can't jump kick. Oh you can jump, and you can kick. You just can't do both at the same time. Even if someone offered to give you this game for free, you should pass it up. Just looking at it could affect your mental capacity.

## Resident Evil Code: Veronica

# 6

**Dreamcast**  
**Developer: Sega/Capcom**  
**Publisher: Capcom**



**"Code Veronica is a masterpiece." – Paul**

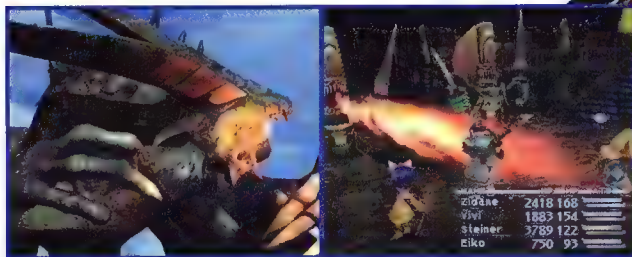
Here's a game that had all the typical signs of disaster written all over it. Sega was handling the majority of the development, and the series' creator, Capcom, wasn't happy with the way things were going. Numerous delays began to plague the release of Resident Evil Code: Veronica. When finally released in Japan, it quickly became the best-selling Dreamcast game there. Code Veronica made its way to the US in late March, and proved that those sales numbers were no fluke. The horror presentation certainly wasn't diminished by the addition of panning and zooming cameras, and was only enhanced by the Dreamcast's processing power. Additions to the gameplay formula – such as being able to wield two weapons at once – were also well received. The only valid complaint anyone could lodge against Code Veronica would come from PlayStation owners who missed out on the best chapter in this series.



# 5

## Final Fantasy IX

**PlayStation**  
**Developer: Square Soft**  
**Publisher: Square Soft**



**"...a great end to a great run." – Jay**

It's easier to screw up a franchise than it is to consistently create additions that are a step above its predecessors. Part of the reason for the continual freshness of Final Fantasy can be ascribed to the fact that they are only loosely based on one another, but most of the accolades must fall upon the huge teams of hard-working designers at Square Soft. Final Fantasy had been taking on more and more of a technological bent, so most everyone was taken aback when part nine made a return to sword and sorcery. Bringing many bits and pieces from the series together in a well-animated and FMV-heavy shell, Final Fantasy IX was a treat for both those familiar with and new to the series alike. This will be the last we'll see of Final Fantasy on PlayStation, and Square maintains that future installments will take the series in an entirely different direction. If this is even a hint of what's to come, however, color us excited.



4

## Madden NFL 2001

PlayStation 2  
Developer: Tiburon  
Publisher: EA Sports

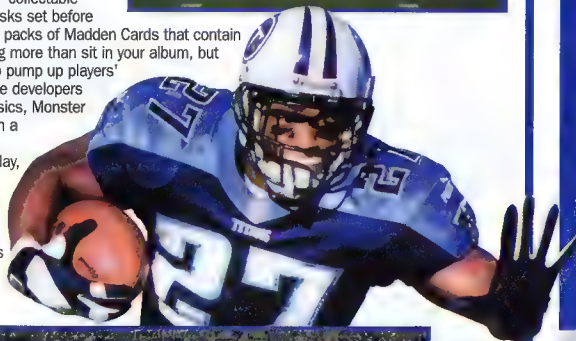
"I stopped playing, but not willingly." – Paul

Like it or lump it, good sports games are one of the biggest draws for a fledgling console, and Madden on PlayStation 2 has succeeded in catching the eye of many an armchair quarterback, causing an even greater strain on the system supply than there would have been without it. Graphics don't make a game, but with the PS2 Madden they enhance the solid playcontrol you're probably already used to from the PlayStation incarnations. The exceptionally realistic player models make it easier to pick out the individuals you're looking for on the gridiron. The "in the game" feel becomes only more involving by being able to see everything from coaches on the sidelines to a player making a grimaced face during Madden's television-styled presentation.

Taking advantage of the options available with the Dual Shock 2 controller, the most intuitive control scheme in video game football became even better. Many first-generation titles failed to take advantage of the analog buttons, but the success of jukes, spins, and tackles in Madden is dependent on how much pressure is applied to the buttons. Another brilliant move that added to the overall experience.

To top off this already addicting package is a feature that EA needs to incorporate into all its sports titles – collectable cards that unlock secrets. Perform certain tasks set before you in the Madden Challenge, and you'll earn packs of Madden Cards that contain 15 randomly inserted cards. Some do nothing more than sit in your album, but others open up options such as being able to pump up players' stats or make entire new teams available. The developers even gave a nod to one of EA's Genesis classics, *Monster League Football*, by making the *Monster Team* a Madden Card and a team to find and unlock.

NFL 2K1 for Dreamcast offered up online play, and had a slight edge in speed of gameplay, but when the entire package is taken in, Madden 2001 for PlayStation 2 is the victor in this playoff. Almost lifelike graphics, great controls, addicting play, and plenty of reasons to keep messing around in the single-player game when your friends aren't around. What more could a football fan ask for?



## GAMES OF 2000



**Action**  
Half-Life: Counterstrike

**Action/Adventure**  
Rune

**Action/Platform**  
no award

**Fighting**  
no award

**Puzzle**  
You Don't Know Jack  
5th Dimentia

**Racing**  
4x4 Evolution

**Role-Playing**  
Baldur's Gate II:  
Shadows of Amn

**Shooter**  
no award

**Sports**  
Tiger Woods PGA Tour 2001

**Strategy**  
Command & Conquer:  
Red Alert 2

### Lifetime Achievement Award (Posthumous)

#### Neo Geo Pocket Color

In its short time here, the Neo Geo Pocket Color gave us the greatest per capita handheld game library ever assembled. What did we give back? Apparently not enough, for less than a year after its arrival in the States, SNK had them all pulled from the shelves and shipped back to Japan, never to be seen in this country again. NGPC, we think of you on long plane rides, boring holidays away from home, and whenever another fighting game rears its ugly head on other inferior handhelds. We miss you, we love you, and wish you could come back to us.





**Action**  
Tony Hawk's Pro Skater 2

**Action/Adventure**  
Syphon Filter 2

**Action/Platform**  
Spyro: Year of the Dragon

**Fighting**  
WWF SmackDown 2

**Puzzle**  
Mr. Driller

**Racing**  
Driver 2

**Role-Playing**  
Chrono Cross

**Shooter**  
Silhouette Mirage

**Sports**  
Madden NFL 2001

**Strategy**  
Front Mission 3

### Blunder of the Year



#### PlayStation 2 Launch

One month before the October 26 launch day of PlayStation 2, Sony held a press conference, announcing to the world that only 500,000 units – half that of what it said it would deliver – would initially be available. With all its advertising already in place, backed up by more free media hype and exuberant word of mouth than any home electronic device had ever received, the PS2 suddenly became the hottest commodity since the Cabbage Patch Doll. Some say Sony cut its supply on purpose to create even more buzz than it had. If all the cheers coming from Sega, Nintendo, and Microsoft headquarters are any indication, Sony most definitely didn't plan this.

## 3

### Chrono Cross

**PlayStation**  
**Developer: Square Soft**  
**Publisher: Square Soft**

"...a nonlinear game that has renewed my slightly wavering faith in the modern RPG."  
– Erik

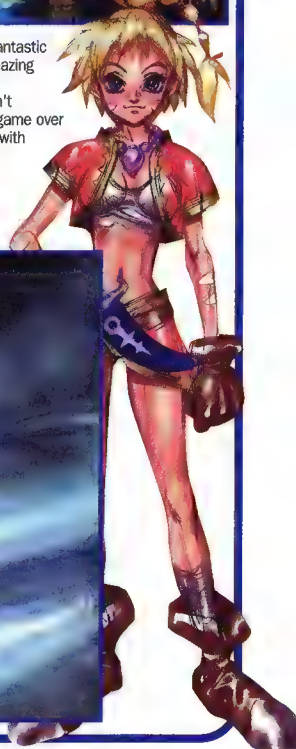
Formulating a top ten games of the year list generated plenty of heated debate amongst the GI editors, and the biggest argument of them all was which is better: Final Fantasy IX or Chrono Cross. By the numerical order you're witnessing here, it should be obvious which came out on top. Perhaps it was because we had been given an annual dose of Final Fantasy for the last three years, while the sequel to Chrono Trigger was five years coming. Our hearts certainly grew fonder in its absence, but that's not all Chrono Cross had going for it. FF certainly wins out in the FMV category, but in all other things CC is the superior force.

The main thing that put Chrono Cross two places higher than its main PlayStation role-playing game competitor was the factor that always makes or breaks an RPG – its story. Serge, the main character, gains the ability to travel to an alternate world, a place where he finds he's suffered an untimely death.

How did Serge die? It's your job to figure that out, and to do so you'll need to travel between the two timelines. Actions in one can have direct consequences in the other, opening a strange, dual-layered train of thought that no other RPG can invoke.

Added to this enticing recipe is an interactive combat system, fantastic graphics, and a staggering 44 playable characters. Even more amazing is that most of the characters are actually likeable. Just like its predecessor on SNES, when you finish Chrono Cross the game isn't over. Players have the option to play a New Game+, starting the game over with the same experience and items they just ended it with, and with new paths and endings to discover.

If there is to be a third part in this indescribably pleasurable series it has yet to be announced. Not knowing if another is coming is probably a good thing, however, for having to count down the hours to that time would be absolutely torturous.



2

## The Legend of Zelda: Majora's Mask

Nintendo 64  
Developer: Nintendo  
Publisher: Nintendo



"Miyamoto is a genius." – Andy

In his second Nintendo 64 adventure, Link has three days to stop the moon from colliding with his world, and each day only equates to 20 minutes of game time. Sounds like a short game, huh? Not even close. One of the first things Link learns is a song that sets back the clock, allowing him to relive the three days again and again ad infinitum until he prevents armageddon. By reliving these 72 hours, players slowly but surely begin to change things to the way they need to be to prevent the coming chaos.

A game of this quality is hard to come across at all, but Majora's Mask is unique in being the first true sequel in the entire Zelda series. Rather than having Link rescue the princess from the clutches of Ganon as he has in his last bajillion exploits, Majora's Mask actually recognizes that these things have already transpired, advancing the story beyond this point for the first time. It even hints at Link's adulthood if one manages to collect all the masks – a feature from Ocarina of Time that possibly foreshadowed them being a requirement to success in this title.

Since the game runs on the same engine as Ocarina of Time, the design team had a full two years to focus on making the textures and environments as detailed as possible. They did such a good job that

Majora's Mask is one of the few games that requires an

Expansion Pak –

not that that's a bad thing, though. The game looks like something that...well, that you never thought you'd see on Nintendo 64.

Looking at the rank Chrono Cross and Majora's Mask got on our Games of 2000 list, it might seem we're suckers for time travelling stories. Maybe we are. Or maybe, just maybe, The Legend of Zelda: Majora's Mask is a rare video game visionary by the name of Miyamoto.



## GAMES OF 2000

### Playstation 2

Action  
TimeSplitters

Action/Adventure  
no award

Action/Platform  
no award

Fighting  
Dead or Alive 2: Hardcore

Puzzle  
Super Bust-A-Move

Fighting  
SSX

Role-Playing  
Summoner

Shooter  
Silent Scope

Sports  
Madden NFL 2001

Strategy  
Kessen

### Worst Trend of the Year



#### Motocross

This movement began last year, but it has somehow managed to apply a stranglehold on the industry in 2000. Nearly every company released a motocross game or two this year, and we're perplexed why this happened. Actually, this whole thing might not be so bad if each developer making a game involving dirt tracks and motorcycles were trying something different, but it seems that everyone's making the same game with the same annoying sound effects and the same dull gameplay. C'mon people, it's time to move onto something better – like bull riding.

1

# Tony Hawk's Pro Skater 2

PlayStation & Dreamcast  
 Developer: Neversoft  
 Publisher: Activision

"The addiction is inescapable!" – Reiner



How does a developer improve upon perfection? Ask us later. We're too busy playing Tony Hawk's Pro Skater 2 right now to be bothered to answer.

The first Pro Skater won every award it was eligible for in last year's Video Game Awards, and now Neversoft has done the unthinkable – it's done the same thing with the sequel. With the sales that the original Tony Hawk was pulling in, it would have been very easy for its creators to take the easy way out. It shames us to admit this, but if the deuce only had some new tricks, some new parks, and some new skaters, we'd have been pretty happy with it. As the gaming world is beginning to learn, however, Neversoft doesn't do things the easy way. Tony Hawk's Pro Skater 2 hit the PlayStation like a four-wheeled freight train. It shattered all expectations placed upon it, breaking the iron-clad mold of its predecessor like wet tissue paper; and it never took a second out of its day to mourn the crushing of its pappy that birthed it.

Knowing that what they were creating was a balls-out, idealized version of skateboarding rather than a thrashing simulator, Neversoft decided to put the polyurethane wheels in the hands of the players and let them roll with it.

Success in Career mode now earns cash rather than tapes, and players can use this cash to improve their skaters or buy the maneuvers they want. Are there tricks that Bucky Lasek can't pull in real life? Sure. Is there something

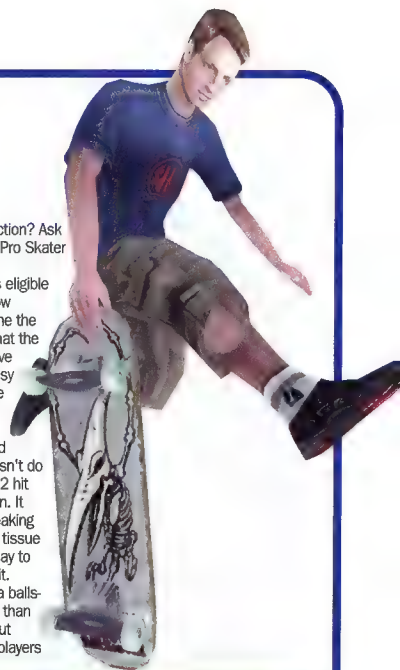
Bucky can't do in THPS2? Not if your \$10,000 has anything to say about it. Topping off this halffipe heaven is the option to create your own skater and your own skate park, both so amazingly detailed it defies all the space limitation logic of a CD-ROM.

The only thing not fooled with was the gameplay – something all other skateboarding games have been trying unsuccessfully to duplicate since Pro Skater arrived on the scene. The same fluid and addicting controls are present, and now you're able to program the moves to whatever configuration best works for you.

Tony Hawk's Pro Skater 2 is the one and only game to ever be given a perfect 10 in Game Informer Magazine's nine-year history. Is the game really that good, or were we suffering temporary insanity when we were writing the review for it? Ask us in ten years or so. We're too busy playing Tony Hawk's Pro Skater 2 right now to be bothered to answer.

As with any prestigious honor, an acceptance speech is customary. Without any further ado, here's a few words from Joel Jewett, president of Neversoft Entertainment.

*"Game of the Year! Holy Cow! That's quite an honor. The credit for THPS2 goes to the team, and that team includes both the guys who made the game and all the people out there who enjoyed the first game so much that they let us know what they wanted in the sequel. They let us know what they wanted, and the guys here at Neversoft busted their f\*\*\*ing asses to deliver. Thank you very much for recognizing our efforts. We will try to keep you entertained, one way or another, in the future."*





Sir Ferdinand I



Sir Charles V



Sir Pedro II



Sir Kuzco (aka... it's me.)



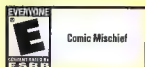
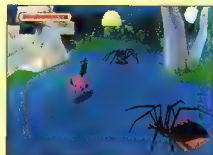
Sir Rudolf II



Sir Maximilian I

**Guess which emperor needs your help?** Emperor Kuzco is having a bad day—it seems he's been turned into a llama. It's your job to give him a hand, or, in this case, a hoof. Travel as a llama through fantastic, ancient worlds in your quest to find the magic potion that will turn Kuzco back into an emperor. Watch out, though, because you'll get turned into a turtle, a rabbit and a frog along the way. It's jammed full of wisecracking movie clips, puzzles, races and, of course, tons of llama attitude. Remember, this is one pack animal that packs a mean punch.

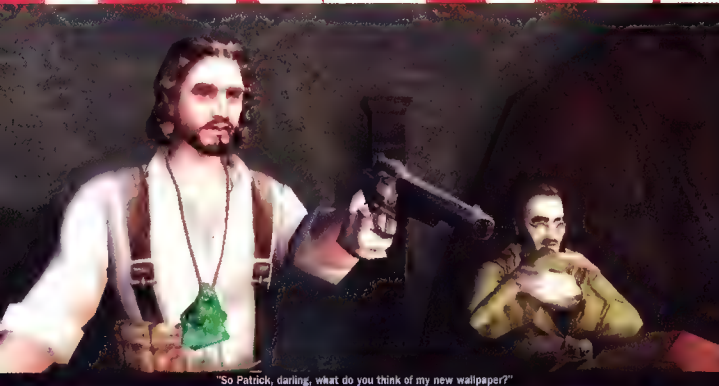
Disney's  
**THE EMPEROR'S  
NEW GROOVE**



See the movie in theaters December 15, 2000

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# PREVIEWS



"So Patrick, darling, what do you think of my new wallpaper?"



Before baseball became the rage, stick poking was the hottest sport

PLAYSTATION 2/PC

## CLIVE BARKER'S: UNDYING

SLEEPLESS IN IRELAND

**Steven King** may indeed be the uncontested king of horror, but in our minds Clive Barker is the ultimate scream master. Not only did he create *Hellraiser*, a horrifying movie saga, he also gave Scott Bakula the role of a lifetime in his roller coaster thriller, *Lords of Illusions*. Clive has worked on over 15 motion pictures, including the Academy-Award winning film, *Gods and Monsters*. A real-life Superman, he is an author, illustrator, playwright, and director. Now he's adding video game producer to his list of accomplishments with his first game, Clive Barker's *Undying*. Clive is the best thing to come out of Britain since...well...let's leave it at that. Game Informer secured an exclusive interview with this Hollywood sensation, and not pulling any blows, we were ready to ask Clive the most difficult of questions like, "Did you really stick nails in that guy's

head?" and "What was the deal with that *Weaveworld* book?"

Oh yes...we were ready to knock Clive Barker out with a hard-hitting interrogation. If he didn't cry by the end of it, we wouldn't have been happy. Unfortunately, the interview with Clive never took place. One week went by, then another came and went. He never got back to us. What's the matter, Clive? Are you scared? Do you have something more important to do, like collecting bones or writing a sequel to *Weaveworld*? What's the deal, dude?

In all seriousness, we know Clive is a busy man, and if he couldn't do it, that's fine with us. Maybe next time, buddy! The producer of Clive's first pixelated adventure was more than happy to supply us with material – especially after catching wind that we were going to give it four pages of coverage. If

your stomach can handle the brutality that is about to ensue, we have a feeling you'll take great interest in this title. Sharing many similarities to Clive's previous works, *Undying* is set in a world filled with supernatural monstrosities, arcane magic, and of course, horror.

Set in the 1920s, in a not-so-well-known area in Ireland, players will throw on the boots of a character named Patrick Galloway (pictured above). Little ol' Patrick gets tied up in a world of trouble when he's summoned to an ancestral estate by Jeremiah, the manor's solitary descendant and Patrick's good friend. Even dead, Jeremiah's four siblings have reanimated with the intent to kill Jeremiah. Why would undead family members want to kill the last of their bloodline? To lift the curse that prevents them from reaching eternal slumber.

Patrick Galloway

Concept Art / Brian Horowitz  
Clive Barker's *Undying*



Patrick Galloway, the hero of this journey, endorses soap on a rope

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** DREAMWORKS INTERACTIVE  
■ **RELEASE** FIRST QUARTER 2001





With the Unreal Tournament engine beneath your feet, the gameplay will feel just right



You can cast spells and wield a weapon at the same time



The curse of the undying king has spawned a greater evil



Always a troublemaker, one of Patrick's favorite pastimes is tossing rocks at lighthouse windows

## TOTALLY UNREAL

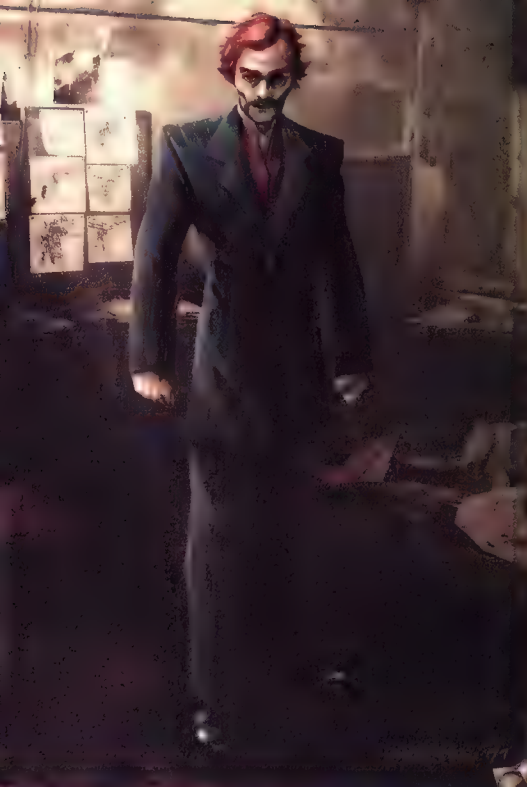
With World War II conquered in the provocative series, Medal of Honor, DreamWorks Interactive is taking a step back in time for the development of Undying. Instead of creating a new engine, or upping the power in the one used for Medal of Honor, DreamWorks is altering the Unreal Tournament architecture to deliver Undying's first-person horrors. While this may look like just another shooter, this is actually an extremely ambitious project on DreamWorks part. The alterations to the Unreal game are huge. Not only does the game feature massive levels, players will eventually stumble upon an ability that reduces the gravity, allowing them to fly within the spirit world. In addition to this, an item called Scrye creates a mystical power that enhances the player's vision and hearing. With this item activated you'll see and hear events that a normal human cannot. Many of the enemies can only be detected by sound, so if you're playing this game on the PC, make sure your sound card is up to snuff.

As the name implies, the Unreal Tournament engine delivers a fantastic multiplayer deathmatch experience. Naturally, this mode on the PC will tower over the split-screen antics on PlayStation 2. Either way though, the multiplayer in Undying should be something that brings a smile to your face.

While the arsenal seems a tad low, consisting of only eight different weapons like the Scythe of Brennus, Tibetan War Cannon, shotgun, Molotov cocktails, and dynamite; the addition of 16 spells gives players more than enough firepower to conquer a rich, dead family. Eight of the spells are purely defensive, with the other eight falling under offense and miscellaneous usage. The Mindshatter spell warps reality, while Skull Storm delivers all the destructive qualities you'd ever want in a game.



Clive Barker hard at work



## DEFEATING THE CURSE

Destroying all of Jeremiah's undead brothers and sisters seems like a simple task that can be completed with five or six shotgun blasts. Well, this curse has more to it than meets the eye. Jeremiah's bloodline is not roaming the halls of the estate, but rather five demonic environments spread all across Ireland. To banish this curse, Patrick must conquer all five of these zones, lay to rest the siblings, then confront the curse of the undying king head-to-head. If you succeed, everything should revert back to normal. Then again, if the game sells well, a sequel will most definitely be in the works and the curse will be back!

A horrific ambiance will set the tone for the adventure at hand. If this game has the Clive Barker stamp of approval, then we're sure it will be loaded with suspense, making you jump out of your seat.



Over 20 different creatures thirst for your blood



"Don't shoot! I'm not dead yet!"



This is what will happen if you don't eat your beans!!!

As you can see, you'll be covering a lot of ground as you quest to solve the mystery of the curse

## Covenant Estate





Navigate the dark caverns slowly. You never know what's going to jump out from the shadows



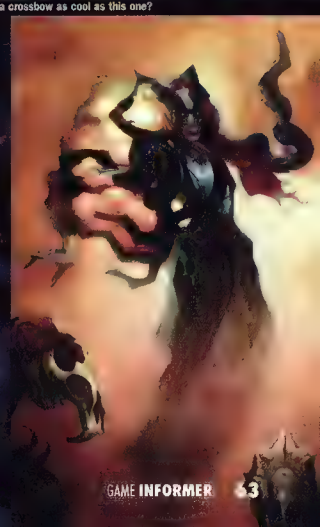
Exploration accompanies the frantic shooter aspect



Several enemies are packing heat as well



Have you ever seen a crossbow as cool as this one?



SETUMASA

SAKA

PSO

ブーマ  
属性:火  
正常



The indigenous life is hardly welcoming

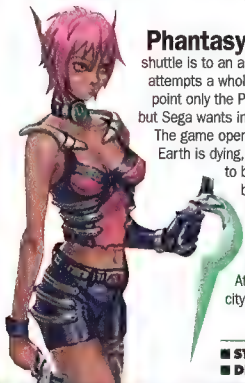


There will be no shortage of impressive items in PSO

DREAMCAST

# PHANTASY STAR ONLINE

A FANTASY PHANTASY



**Phantasy Star Online** is for Sega what the space shuttle is to an astronaut – a step into a different realm – and PSO attempts a wholesale coup of the online gaming community. Up to this point only the PC has enjoyed success with massively multiplayer titles, but Sega wants in.

The game opens with the story of humanity's search to find a new home.

Earth is dying, and as a result, a colony ship dubbed Pioneer 1 is sent to begin a settlement on the planet Ragol. As the settlers begin work on their new home, they send back word that Ragol is suitable for mass habitation. The government on Earth then sends Pioneer 2, a larger ship, to expand the fledgling colony. As Pioneer 2 nears the planet, it reports an enormous explosion on the planet's surface.

At that moment, they lose all contact with the huge domed city erected by Pioneer 1.

Your game begins as a warrior aboard the Pioneer 2. You are soon dispatched to the planet to sleuth out what happened to the city. As your first quest commences, the miniquests and differing plotlines are revealed. With your trip planetside, you find most of Ragol's animal life to be less than pleasant, and begin hacking them to pieces within seconds of your arrival. Your beginning character is quite weak, so you will use much of your introductory battle time alternately running from enemies and attacking.

Sega put a lot of energy into the character creation options and PSO features nine different preset characters to choose from. Of these nine, there are three classes, three races, and a choice of gender. A combination of all these options gives the player an idea of how the character will react and perform in a number of situations. The classes available are Hunters, Rangers, and Forces. Hunters specialize in melee weapons and close-quarters combat. Rangers focus on ranged weapons (imagine that) and guns, while Forces make up the magic-wielding segment of the game. After selecting your type of character, you're able to tweak

*Continued on page 66*

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME ■ **PUBLISHER** SEGA ENTERTAINMENT  
■ **DEVELOPER** SEGA ENTERTAINMENT ■ **RELEASE** JANUARY 23



PSO works hard to put you in the middle of the action





Booma  
Native

Early on, leveling up is difficult



Enemies will attempt to surround you if given the chance

シゴブーマ



A nice big melee weapon can always come in handy





Continued from page 64

its appearance. Face type, hair color and style, height, width, skin tone, and clothing color can all be customized.

As we took our preview copy of the game through its paces we found that your character type is something that can come back to haunt you if you're not careful. Choosing a Force leaves you with a lot of nagging questions. The first among them is, will I be able to survive long enough to level up? All characters are very weak in the beginning, but Force characters are particularly susceptible to damage and frequent death. Our hunter character served us the best throughout the beginning of the game. There is significant improvement in health and defense with your first level up, while attacks get quicker and more effective. Our Ranger turned out to be a little more forgiving than the Force, but not as effective as the Hunter was early. PSO is a game designed to be played with others. If you spend a significant amount of time playing alone you'll find yourself getting frustrated and dead rather quickly. With others on your team, the battle workload is significantly



reduced, giving you more time to develop your character and stats.

During online play, you're able to hook up with three other players and go questing. You probably won't have to look far for others to team up with, as each server will hold 1,000 people. As you proceed with your game, be it online or off, all experience and any items or weapons you come across will translate to either mode. The more you quest and battle, the

more options that open up to your character in terms of what weapons he can handle, and what spells he can cast.

On top of everything, PSO is graphically breathtaking. Testing the very limits of the Dreamcast, PSO's 3D environments and backgrounds are more detailed than any Sega title we have ever seen. Also, Sega is promising a translation option which will open communication gateways between English, German, French, Spanish, or Japanese speaking players. Console gaming may never be the same.

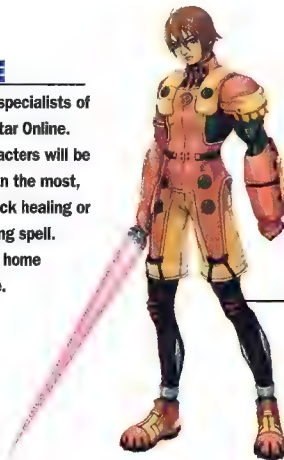
## CHARACTERS

The type of character you choose will affect your entire gaming experience in the realm of Phantasy Star Online. Choose carefully, because if you decide you don't like your character's appearance, performance, or what have you, you'll have to go back to the drawing board for a new one.



### FORCE

The magic specialists of Phantasy Star Online. These characters will be depended on the most, be it for quick healing or a devastating spell. Don't leave home without one.



### HUNTER

A melee specialist with a penchant for close-quarters ass-kicking. The Hunter is the backbone of any successful combat unit.

### RANGER

Firing in death from afar, the Ranger will be the eyes of your team. Specializing in ranged weapons, many a Hunter will have their fat pulled out of the fryer by a skillful Ranger.



## COSTUME



  Enter  + Select

## HAIR



## PREVIEWS



You're able to customize your character to find a unique look.

SAKAI

MIYOSHI

SETUMASA



This posse is ready to go.



The buildings are very detailed.





Interesting things happen when Moigle gets mad

Taking cues from Moigle is critical to success

#### DREAMCAST

# FLOIGAN BROTHERS

## THE JUNKYARD OF BROTHERLY LOVE

**Welcome to the** world of Moigle and Hoigle Floigan. Moigle and Hoigle are brothers who live in a junkyard that sits atop a lucrative oil well. An evil developer catches wind of this and tries to take control of the brothers' home by overrunning it with cats. Yep, that's right, cats.

#### THE PREMISE

Assuming the persona of Hoigle, you interact with your big brother Moigle, and much of the gaming experience surrounds your ability to illicit responses from him. He can be a bit thick-headed at times, so coaxing the right reaction out of him can be a chore. Teaching Moigle is another gameplay dynamic. You will have to teach Moigle to use a flashlight because he's afraid of the dark, for example. Plus, you'll have to be careful how you treat him. If you're constantly slapping him around, he'll be less willing to interact with you. If you're nicer, he'll be more willing to help you when you need it.

As the game rolls along, the plot unfolds. You must defend your home against the evil developer who hovers above in the safety of his zeppelin, dropping diabolical feline bombs. You must also help Moigle find all the parts to a secret contraption he's working on in the shed. While proceeding through gameplay, a number of different puzzles and surprises surface to keep things interesting.

#### THE ENVIRONMENT

The entire game takes place in the junkyard Moigle and Hoigle call home. Everything is rendered in 3D, and you're able to interact with the entire environment. Objects are accessed through onscreen prompts, and as you approach items or characters, choices pop up that correspond to your controller buttons. Minigames are scattered throughout the junkyard to expand the plot and gameplay.

#### THE MOIGLE

Moigle is a big, loveable oaf. He's great with machines and tinkering with different things around the junkyard, but when God handed out the brains, he mistook Moigle for a cactus (thank you, Diane Chambers). Moigle is very sensitive to his surroundings. If he sees something that scares him, he'll run away and hide until you give him a hug to soothe his rattled nerves. Moigle will also evolve throughout the game, and you must find the right combination of friendliness and tough love to keep moving forward.

Floigan Brothers will be an interesting release for the Dreamcast. Considering the unique premise, its potential is promising. Cheers to Sega for having faith in a property that other companies might have passed over. We think FB has enough ingenuity and creativity to be successful. It will depend on positioning and advertising to lay the groundwork, word of mouth should do the rest.



■ STYLE 1-PLAYER ADVENTURE ■ PUBLISHER SEGA ■ DEVELOPER VISUAL CONCEPTS ■ RELEASE MARCH 2001





Sometimes you've just got to indulge the poor guy

Moigle will give you tasks to accomplish throughout the game



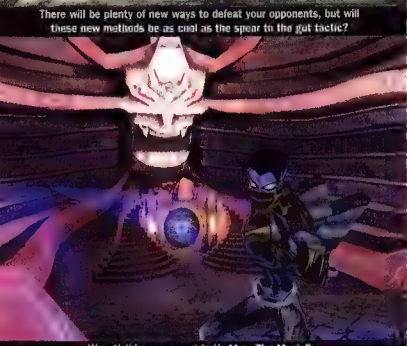
If Moigle doesn't get what he wants...

...he gets grumpy



If Moigle gets really sad, he'll cry. But that's not always a bad thing...

Your big brother has a mind of his own.



PLAYSTATION 2 / DREAMCAST

## LEGACY OF KAIN: SOUL REAVER II

BLOOD SUCKERS, INC.

**At the end of** Raziel's first adventure, a bloodied and bruised Kain escaped through a time portal before our jawless hero could exact revenge on his former leader. This anticlimactic ending, one most of you viewed in anger, actually creates a wonderful premise for the second saga. With Raziel in hot pursuit, players will learn of Nosgoth's ancient races, the corruption behind the sacred Pillars, and from what we hear, you'll even see how the vampire genocide began.

As the first vampire to evolve into a more powerful undead creature, Raziel is still tapping into his new abilities. He's more or less a newborn, still uncertain of his full potential. The Elder Gods helped Raziel maneuver through the Underworld, and they'll help him track Kain as well. Raziel already knows how to shift between the Material and Spectral planes, yet he still hasn't learned how to harness the power of his Soul Reaver. As the Elder Gods will illustrate, the Reaver is capable of changing properties; seven different properties, to be exact.

With Wind, Air, Earth, Water, Fire, Light, and Dark literally at his fingertips, Raziel is now a force to be reckoned with. Of course, a whole new breed of baddies await, and just like the vampires in the first game, many can only be destroyed by specific means. Some creatures are vulnerable to Fire, others cannot touch Water. You'll have to switch between Reavers to find out how to destroy them. Raziel is not as timid as he used to be either. If he doesn't find an opponent a serious threat, he can grab hold of them, rip their arm off, then beat them to death with the twitching detached limb. Just to name a few of the critters, Raziel will face off against spectral spirits, extra-dimensional demons, undead warriors, and Sarafan priests.

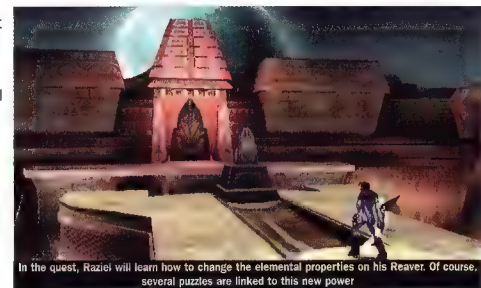
When we look back at the first Soul Reaver, we recall it as a decent game that had too many box puzzles. Developer Crystal Dynamics obviously had the same complaint, because this time around, a heavy focus was applied to delivering unique puzzles. Of course, a good dosage of the new puzzles revolve around Raziel's Soul Reaver. If there's a gulch you cannot pass, maybe the Rock Reaver will form a bridge? Did you run into a dark cavern with no exits? Then try using the Light Reaver to illuminate your path.

Doing his best Bill & Ted impersonation, Raziel's plummet through time will take him to both the distant past and the uncharted future. One wonders if Raziel will run into a past version of himself – a version who is still loyal to Kain? Thoughts like these just send shivers down your spine, don't they? How do you defeat yourself, without inadvertently destroying yourself? Also, if Raziel stops Kain before his vampiric clan took over the world, will he revert back to a human being?

The stakes are high, and on March 1, we'll find out exactly what happens to video games' most unlikely hero.



Note: Screenshots on this page are taken from Dreamcast, opposing page screenshots are taken from PlayStation 2



In the quest, Raziel will learn how to change the elemental properties on his Reaver. Of course, several puzzles are linked to this new power

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** CRYSTAL DYNAMICS  
■ **RELEASE** MARCH 1



From this vantage point, why confront the enemy? Snipe them!



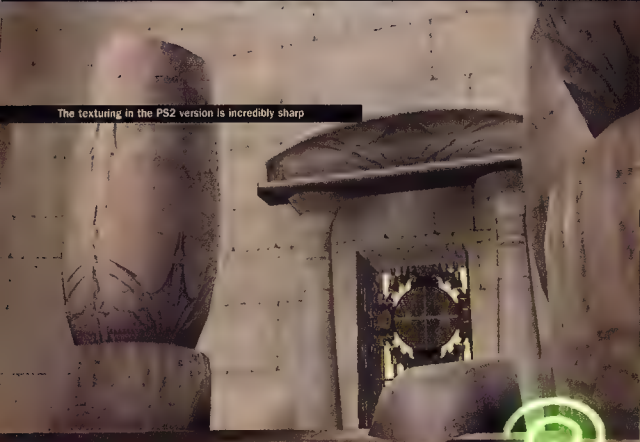
"Batter up!"



"How the hell did I get up here?"



"All right, punk! On the count of three...draw!!!"



The texturing in the PS2 version is incredibly sharp



This archway is accompanied by illustrations of Kain's sword. Could be inside?

## PREVIEWS



PC

# FREELANCER

## ABSOLUTELY INCREDIBLE

**Chris Roberts upped** the graphical ante when he developed the original *Wing Commander* for Origin, and it looks like his development team, Digital Anvil, will be doing the same with its upcoming game, *Freelancer*. Not only is it perhaps the most graphically incredible space combat game we've ever seen, but the level of gameplay stands to impress as well. Similar to *Wing Commander* offshoot, *Privateer*, *Freelancer* is all about money. Essentially, the game is draped around an intricate economic system in which supply and demand, pirate raids, and the actions of the players themselves influences the price of goods.

Whether players choose to be mercenaries, bounty hunters, traders, or pirates they all face consequences for every action they take. Slay too many pirates, and they'll start taking it personally. If you run 50 massive loads of grain to a planet, demand drops through the floor.

Keeping track of current events is key. If pirates devastate a particular trade route or an industrial accident occurs, an enterprising pilot could stand to make some serious money.

The interface for your ships is an unusual mouse-driven control system in which you click on other vessels and then select whether you want to tail it or, depending on how much money you've put into your interface, select from numerous other commands. Guns are still yours to control, and vessels have hit locations so you can choose to disable an enemy by framing his engines. If you're not that excited yet, you should also know that there are plans for a massively multiplayer online version of the game that will support up to 1,000 players – all pirating, trading, and policing one another as they see fit.



# INDY<sup>®</sup> NET RACE LIVE

**START  
YOUR  
ENGINES!**



# INDY NET RACE LIVE

Lurking within the shadows for nearly a decade, the powerful development house, AniVision, has lain dormant, just waiting for the opportunity to emerge and alter the way the world views video games with its revolutionary secrets. Warriors of the digital domain since the early 1990s, AniVision scurried through the video game trenches with a militant perspective, creating virtual battlefields used to train U.S. soldiers. Through the compilation of public domain military data, AniVision quickly learned how to capture vehicular systems data, then in real-time and under a very low bandwidth connection, stream it across the Internet. As amazing as it may sound, real-world events were being projected in a digitized, three-dimensional world just minutes after they occurred.



**WIN  
AMAZING  
PRIZES!!!**

Including autographed items  
from Indy pros!!!

This groundbreaking technology is now being applied to sporting events. Since 1997, AniVision has been working feverishly to bring this exciting medium to life, and at long last the gaming society can get a hands-on look at this impressive software through AniVision's first game, Indy Net Race Live. In this gala online racer, AniVision has captured every little detail of the wildly popular Indy Northern Light Series and can post re-creations on the Net just 20 short minutes after the checkered flag falls in an actual race. With a multi-year licensing contract with the Indy Racing League, every little detail is included. This means you will not only see authentic re-creations of the tracks and cars, but accurate car telemetry and race-day details – aspects never before seen in a video game. Why mess around with other games, when AniVision delivers the real thing just minutes after the event transpires.

If you're worried about this game focusing too heavily on the realism and simulation aspects, never fear. Indy Net Race Live's main focus is to deliver an engrossing gameplay package that delivers insane speeds, intelligent CPU opponents, and smooth controls.



# THE RACE FOR THE CHECKERED FLAG



Indy Net Race Live allows you to compete in the same races you see on television throughout an entire Indy season. Even when the racing hits the off-season, where weary driver's seek refuge, gamers won't have to wait for the action to return. AniVision archives all of the data from every race and produces a series of online racing events all year long. These special races will reward players with incredible prizes. When you do enter a televised event, the player assumes the role of a rookie who is added to the roster. All the pros are there, sporting unique AI and highly detailed cars complete with authentic logos and designs. Your goal is to place a decent qualifying time, then enter the race and use your skills to outperform the competition. AniVision developed this title with the skilled player in mind, and if you think that you can cheat and knock the opponents off the track, you have another thing coming. The CPU cars recognize your presence and react accordingly to your driving. This is an honest competition, not a demolition derby.

A small annual subscription fee to Indy Net Race Live not only gives you the AniVision Player Software, but also a ticket allowing you to hop into the pit and compete in every Indy event as it is posted. The 2001 version of Indy Net Race Live gives you complete access to the upcoming season races, all of 2000's events, plus a free software upgrade in March. To access AniVision's race log database you simply need the software, a standard Internet connection through a 28.8K modem (or higher), and a Direct 3D 8mb graphics card. Every race on this server is open to you, and if you're competing against other players for prizes, remember, your last lap is the one that really counts. Even if you do post the fastest time, some youngster may break it, so always keep the pedal to the metal.



Even if you don't score a wonderful prize, if you enter the harrowing Simulation mode you'll accumulate points based on the same scoring system the Indy Racing League uses. If you perform well throughout the year—winning pole position in qualifying, leading in most laps, coming in first—you'll have a good shot at winning the Points Championship Series title, just like they do in the real world. Equally as enticing, if you're the first to cross the finish line in the Happy Hour race, a subset of laps produced by the AniVision animators, you could win autographed collectibles from the pros, including tires, fender parts, caps, etc.

**INDY NET  
RACE LIVE IS THE  
MOST REALISTIC  
RACER EVER  
CREATED!**

# INDY<sup>®</sup> NET RACE LIVE

## EVENT CENTRAL

Indy Net Race Live's Winter Racing Series kicks off with 24 hours of racing on Christmas Day, and to answer your question – yes, Santa does have Indy Net Race Live in his workshop. On December 25, beginning at 6 a.m. EST, AniVision will post 24 separate hour-long Happy Hour races. Hundreds of prizes will be given out, and no matter what time you hop online, you can join in the action and be eligible for competition. AniVision will continue to post new race contents from its archives through the racing off-season and a new Points Championship Series winner will be crowned in March, so there's plenty of racing to come. Just like every console and PC racing game, this one is demanding of skill, practice, and twitch reflexes. It's an amazing game, the most realistic simulation to date, and the next step in gaming.

AniVision has performed multiple tests with Indy Net Race Live, and those who were lucky enough to get a hands on demo loved every second of it. In one race, the Indy 500 to be exact, the margin of victory for the three virtual winners was less than two seconds. Now, that's excitement!



**Set your web browser to  
[www.NetRaceLive.com](http://www.NetRaceLive.com)  
to check out the action!**

**or call 800-793-8601**

**Windows/PC Compatible**







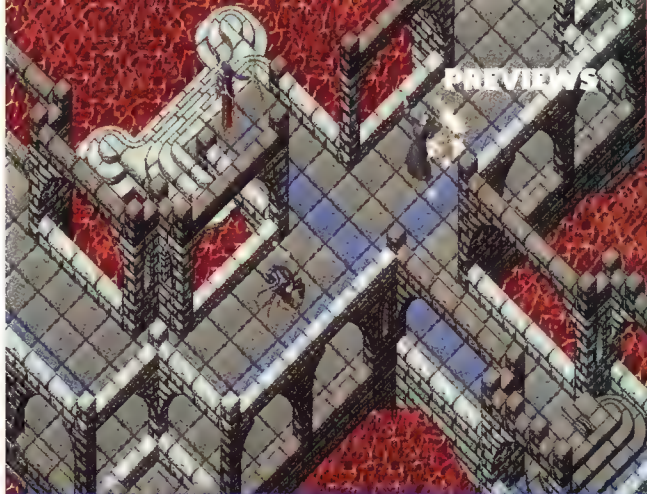
Yes, that really is gameplay



The ships come in an intriguing variety of forms



This player has something against asteroids



PREVIEWS

PC

## ULTIMA ONLINE THIRD DAWN

UO BULKS UP

**Let's take a** brief look at the history of Ultima, shall we? Each sequel built upon its predecessor in terms of gameplay and ambition. Look at Ultima 6 (quite possibly the greatest RPG of all time) compared to the previous five. Then again, you have Ultima 9, a title that would probably have been really good if anyone had been able to play it when it finally came out. Can you say "mandatory upgrade?" If not, you haven't tried playing Ascension lately. But three years ago, a little title called Ultima Online debuted. It started catching on, and soon, other developers started taking notice. Enter the dreaded EverQuest crew. Suddenly, Origin had some real competition.

As more and more people hopped online, each title came out with upgrades and enhancements. Origin released Ultima Online: The Second Age. A solid idea with a lot of intricate options and engrossing graphics. Which, really, are two mainstays of any decent online. But Ascension raised an interesting question to Ultima fanatics: Where is the fully interactive 3D massively multiplayer online game? The groundwork had already been laid with the release of UO (albeit horrendously buggy). What's the deal? Origin grumbles about working on it, but now announces a second upgrade, Third Dawn, to soothe the savage beast.

Third Dawn will feature Lishenaur—a completely new landmass filled with new locations and new creatures. Third Dawn will also utilize over 700 motion-captured animations and close to 200 character models to give your Britannia a shot in the arm. There will be over a dozen new creatures to discover, and improved sound effects to take in. During magic use, Origin promises a new particle system for effects, and new light displays. Drawing on the push for more 3D-oriented play, all characters and monsters will be 3D enhanced throughout the game.

For those out there without a high-end system, Origin says not to worry: You will still be able to play UO with T2A client if you prefer. Third was developed to allow both clients smooth interaction on the same servers. However, you will need a 3D accelerator card with 8 megabytes of texture memory and Direct3D support.

Third Dawn will be distributed through CD. A download would be impossible at this point due to the amount of information in the upgrade. Characters will translate between T2A and Third Dawn, so veterans will not have to relinquish their experience for new lands. We have a feeling UO fans will accept and embrace Third Dawn, but they won't be truly satisfied until they see Britannia in 3D online.

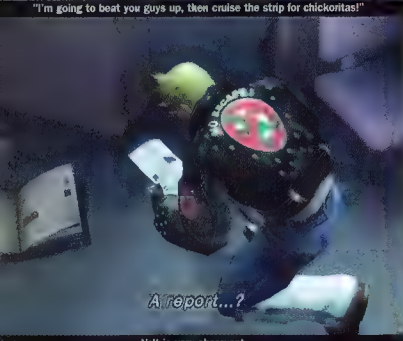
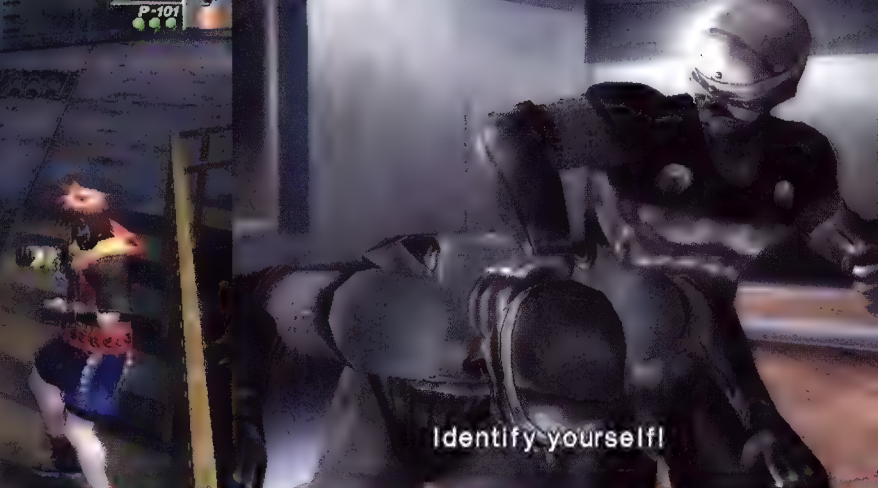


Hey, is that Arthur from Ghosts 'N' Goblins?



New 3D character enhancements lend depth

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE RPG ■ **PUBLISHER** ORIGIN ■ **DEVELOPER** ORIGIN  
■ **RELEASE** MARCH 2001



Volt is very observant

PLAYSTATION 2

# THE BOUNCER

BUY THEM A DRINK...OR DIE!!!

**Making CNN's election coverage** look like a low-budget cable access production, Game Informer's continuing look at Square Soft's dynamic PlayStation 2 property, *The Bouncer*, has caught the nation's attention. While Gore and Bush give each other wet willies, Game Informer will continue to focus on the most important issues, those surrounding the further development of Square's ultra-violent science fiction bar brawler.

With a release date set in stone on January 16, *The Bouncer* is finally ready to unleash its wicked kung fu onto the American gaming public. Volt, Scion, and Kou have undergone intense calisthenics to prepare for this special occasion, and they should be in tip-top shape by the time the game launches. Little do they know, the criminal organization that destroyed their bar and kidnapped Scion's girlfriend also plan to fry the earth's populace with microwave radiation projected by huge satellites orbiting in space. This mysterious evil faction has installed the greatest of protection – mainly gigantic robots and cerebral enhanced Doberman pinschers – to ensure that no one, not even Volt Scion, or Kou can get close to them.

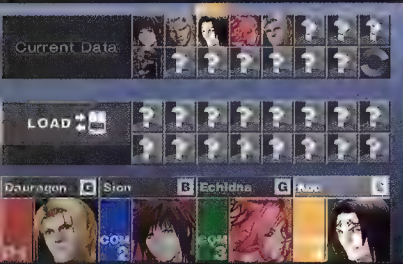
As many of you club hoppers know oh so well, bouncers are incredibly intelligent, and are smart enough to foil this plan. If our trio of terror wishes to save the day, then they'll have to tap into their martial arts to weaken the defenses, then go

undercover disguised as a bag guy to break into the fortress unnoticed. With this unfair advantage, they should have no problems locating the crime lord behind these disastrous events.

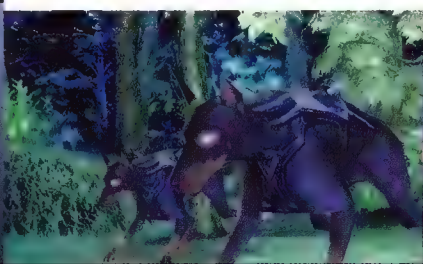
With egos that shoot through the roof, working together may be difficult at times. The crew can part ways and tackle side missions on their own, then relay clues back and forth between each other to solve many more. At times though, the team will need to make difficult decisions, choosing between four different missions at once. These side events may take place within one of the three central towers, or on rare occasion, on the outskirts in the woods.

The Game Informer staff actually witnessed *The Bouncer* in action, and it was remarkable. The detailed animation cannot be compared to anything else on the market. Square Soft has actually created unique animations for every action the characters make. The environments are equally impressive, coming to life as living structures, where locals freely roam and almost every object is interactive. The only concern we have at the moment is with the loading. There was a ton of it in the early build, even during outscenes. Whenever a camera change or new room was entered, the game would more or less lock-up for a few seconds before the new material would appear. Hopefully, Square Soft can iron this out, making *The Bouncer* the most lethal PS2 title on the market. End of report.

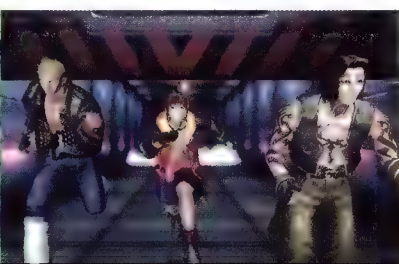
■ STYLE 1 TO 4-PLAYER ACTION/FIGHTING ■ PUBLISHER SQUARE SOFT ■ DEVELOPER DREAM FACTORY ■ RELEASE JANUARY 16



Unlock new playable characters in the single-player mode to use in Versus mode



In the distant future, bad cases of tapeworm transform dogs into cybernetic pups with spooky red eyes



Inspiration for *The Bouncer* includes such films as *Forest Gump* and *Chariots of Fire*



"Damn! I knew I shouldn't have put that bacon in my pocket!"

**ⓔ Coded Signals** Special Orders ▶

- ⦿ Old man in thought
- ⦿ A lady's temptation
- ⦿ Lonely warrior
- ⦿ Unparalleled friendship

— Description of Coded Signals —

Special Forces Coded Signal #000

Maintain security using extreme caution.

**START button : Execute Mission**

If you read Choose Your Own Adventure books, you'll have no problems understanding The Bouncer's mission structure

**START button : Confirm Mission**

To infiltrate the enemy compound, you'll need to go undercover and quote Homer Simpson as much as possible

Doh! I need a cardkey...



DREAMCAST

# MARS MATRIX

## REVENGE OF THE DEVELOPER

**Do you consider** your friends a bunch of sissies when they have to break up a vid session at 4:00 in the morning to get some sleep? Do you think of a multi-disc RPG as a brief distraction? Do you describe anyone that calls a game "hard" as a baby?

Well, some nut jobs at Capcom are here to remind you the only reason games are so easy is because developers make them that way. To prove their point, they've put together a little shooter called Mars Matrix. If the previous paragraph describes your persona, get ready to go crying to momma ten minutes after you start this one spinning in your Dreamcast.

While playing Mars Matrix, it isn't uncommon to have 300 or so bullets coming at you at once, and if there's no way for you to avoid being shot — too bad! Getting to the third stage is a monumental accomplishment. Of course, there are ways to get more lives and continues. On average, opening such an option costs 480 billion points — and players are lucky if they score a few million per play. Sound cruel? It is.



■ STYLE | OR 2-PLAYER SHOOTER ■ PUBLISHER | CAPCOM ■ DEVELOPER | CAPCOM  
 ■ RELEASE | FEBRUARY 15



PLAYSTATION 2

# METAL GEAR SOLID 2: SONS OF LIBERTY

## LIFE [INSIDE] THE CARDBOARD BOX

**One of Game Informer's** most highly decorated covert operatives infiltrated Konami's Japanese headquarters to secure the latest news on Metal Gear Solid 2: Sons of Liberty. After stealing a 20-spot from Hideo Kojima's wallet, our daring reporter snapped a few new shots of the game, and was also fortunate enough to witness the spectacular introductory sequence showing how exactly Solid Snake weaseled his way onto the ocean-bound destroyer. In Under Siege, Steven Seagal couldn't have stopped Tommy Lee Jones without a little help. Snake is penetrating this danger zone on his own, and we're sure he won't have any problems mopping the deck with terrorist blood.

So you're probably asking yourself, how did Snake get onto this boat? Did he stow away in a box of oranges? Sailors do need vitamin C to prevent scurvy! Did he disguise himself as the enemy and hitch a raft ride to the massive metal vessel? We like both of these ideas, and we're sure Snake wouldn't mind using them in the future. However, neither of these scenarios really tap into the power of the PlayStation 2, which is what Metal Gear Solid 2 is all about. If a scene doesn't allow the integration of The Matrix camera-panning effect, then it's crap! While Snake's entrance is not as sneaky as our ideas, it is action-packed and loaded with amazing visuals. Here's what happens...

A tropical monsoon has hindered visibility, yet traffic on a busy bridge remains unaffected by the harsh weather. As the cars whip by at blinding speeds, coupled with amazing headlight and motion-blurring effects, a lonesome figure in a black raincoat slowly strolls across the bridge walkway. Casually smoking a cigarette, the figure's face is hidden. All seems normal on this rainy night. The music accompanying this piece is obscure but fitting. A female vocalist sings the blues about the storm, darkness, and the end of life. Just when it appears as though nothing will happen, the mysterious smoking figure tosses the butt aside and breaks into an Olympic sprint. As he accelerates, his raincoat is ripped from his shoulders, and for a brief instant before he activates a cloaking device, you can clearly see it's Solid Snake. In a graceful swan-like motion, Snake leaps off the bridge. The camera pans out to show that he's actually attached to a bungee. Dangling upside down for a few seconds, Snake cuts the cable, and plummets down to the boat.

This sequence took our breath away, and made us run out to a Japanese retailer to reserve a copy of the game. While we don't have any shots of this amazing intro, we do have the first images of Snake hiding and maneuvering under a box...an orange box we might add. Like we said, sailors don't want to get scurvy. Oranges are the perfect way to prevent this. Look on, and enjoy!!!

■ STYLE 1-PLAYER ACTION ■ PUBLISHER KONAMI ■ DEVELOPER KCEI ■ RELEASE NOVEMBER



The inclusion of first-person gameplay will make headshots much easier



How is he going to get past this?!



The first action sequence takes place on the deck. You'll need to find your way in undetected



With one mighty breath, Snake can shoot darts at the enemy to put them to sleep. Of course, they can't rest in the halls, so you'll have to move them to a more secure location



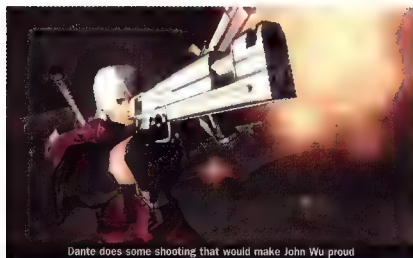
Oddly, this trick still works. The opposition will never see you coming!



PLAYSTATION 2

# DEVIL MAY CRY

## THE REDESIGN OF HORROR



Dante does some shooting that would make John Wu proud

**Written with every** cliché imaginable, our introduction to Capcom's newest PlayStation 2 title, *Devil May Cry*, was brought forth through a short trailer on Capcom Japan's website. After we finished laughing our butts off at the goofy narration of this trailer, we settled in and are here to bring you the details.

Not surprisingly, *Devil May Cry* is a derivation of Capcom's hugely popular survival horror series, *Resident Evil*. In fact, we learned that the game's engine was originally intended to be used for the first, original PS2 *Resident Evil* game. However, Capcom decided to change the focus away from *Resident Evil* and create a new character and story.

What can be best described as inspired by the film *Blade*, *Devil May Cry*'s main character, Dante, has both human and demonic blood pumping through his system. This fact gives Dante superhuman abilities, but also gives him the compassion to defend humankind. He will have to reign in all his powers to defeat the Dark Raid – an influx of demons who enter the humans' world through a portal. Dante will also have to come to terms with his origins and his father, the legendary Sparda.

Like *Blade*, Dante wields a mythical sword, but he also relies on more modern weapons – firearms. The trailer makes a joke of the sword somewhat as the scene cuts from a build-up of the cutting edge and then quickly switches to some serious firepower. We witnessed a number of weapons including a double-barreled shotgun, as well as dual pistols. Dante will also have the ability to transform into a more demon-like state. Lighting flashes, and Dante spawns wings and an extremely sinister look. The emphasis of the game seems largely

"Two millenniums ago there was a devil who fought for justice...

With the power of his sword, he defended the humans from the dark raid...

And he became a legend

But now, in our time, they have risen

This time they mean business

And another stood up to wield his sword...

Part human, part demon...

He has the power of both worlds...

And it's personal!"

centered around combat, but we gather that there will also be elements of puzzle solving in the game.

As far as presentation is concerned, *Devil May Cry* uses a dynamic camera, opposed to the fixed view of *Resident Evil* and *Onimusha*. Essentially what you have is a third-person perspective engine that always centers on the main character. At this point, we are unsure as to what extent the player will control of the perspective, but the visuals are quite spectacular.

The mood is dark, and much of what was presented in the *Devil May Cry* trailer is set in a cathedral-like setting. The game is definitely not for the faint of heart. More information regarding this title should be surfacing in the coming months. Stay tuned.

To view the trailer, go to [www.gameinformer.com/downloads/downloads.cfm](http://www.gameinformer.com/downloads/downloads.cfm)



The action is so intense it may make you cry



Shoot first and ask questions later



The demonic form of Dante



A giant demon bird descends into the action



# CARRIER: The Next Mutation

(Game name may change)

**COMING  
FEBRUARY 2001**

Jaleco USA  
225 Larkin Drive  
Unit 4  
Wheeling, IL 60090

## WARNING!

We wanted to tell you all  
about our cool new game:  
**Carrier: The Next Mutation**

Well. . .

Our ad agency said you  
can't say those kinds of  
things, so this is it.

Buy our game. Filling in  
the blanks will never be  
this much fun again.

Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation®2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted] it's got it all!

Chicks with [redacted]. Guys with [redacted]. Action! [redacted]! Bombs! [redacted]! Blood! Guts!  
Gore! [redacted]! Destruction! [redacted]! Rock-n-Roll! All that really [redacted] stuff that makes kids  
[redacted] their [redacted] and parents pinch [redacted] tighter than [redacted]. Getting  
through the [redacted] explosions and [redacted] monsters on this ship [redacted]  
[redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god-[redacted] scariest, [redacted] [redacted]  
monsters and, of course, the [redacted] king of bad [redacted] - MORPH! This huge [redacted] plant  
named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest  
[redacted]. Were not talking [redacted] off philodendron  
here. This plant is so [redacted] think a weed could [redacted] Best to play  
this game on an empty stomach. Your mamma's cookin' [redacted] anyway.

In Carrier: The Next Mutation you go through this [redacted] [redacted] aircraft carrier  
trying to reach the engine room without getting [redacted] infected by MORPH or [redacted]  
your head [redacted] off and [redacted] MORPH! and his band of [redacted]  
started to [redacted] the crew. They're already [redacted] and [redacted] gonna help  
[redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted] gun to blow this [redacted] MORPH! away. Your gonna  
need help, [redacted]. But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a  
[redacted] must have for all gamers.

Sincerely,

*Keri Grant*  
Keri Grant

PlayStation®2



JALECO



225 Larkin Drive, Unit 4  
Wheeling, IL 60090 847.215.1811  
[www.jaleco.com](http://www.jaleco.com)



In this a photograph? Nope! Those are in-game graphics, boys and girls!



Core's detailing is fantastic. Even her fingernails are painted!

PLAYSTATION 2

# TOMB RAIDER: NEXT GENERATION

SAME CLOTHES, NEW LOOK

## The Tomb Raider

franchise has been teetering on the brink of complete devastation. Lara Croft, the spelunking sensation, has spread her wings, expanding her repertoire into the fields of motion pictures and comic books, yet her founding root, video games, has withered and fallen from grace. With each new Tomb Raider release, five games within five years, a bitter decrease in sales and enormous fan disapproval have trapped Eidos' heroine in an ever-expanding pit of quicksand. Lara may be gasping for life, searching for a rope to yank herself out, yet salvation is still a long ways off. In a way, we support Eidos' decision to keep the Tomb Raider series straightforward, not branching out into different genres. First and foremost, Lara is an adventurer, not a stock car driver or an astronaut. She is most definitely not a mascot character.

For those of us who enjoy exploring Lara's dangerous world, a new Tomb Raider release each year is just what the doctor ordered. If you enjoyed the first few games, but are sick and tired of Eidos' rehash techniques, just quit playing and wait for the next evolution. While many thought that Lara's PlayStation escapade would end with The "Last" Revelation, Eidos had one more story to tell—a fitting story about the death of Lara Croft (see page 96). The strong-boned Lara may be meeting with the PlayStation reaper, but believe us, she's far from dead.

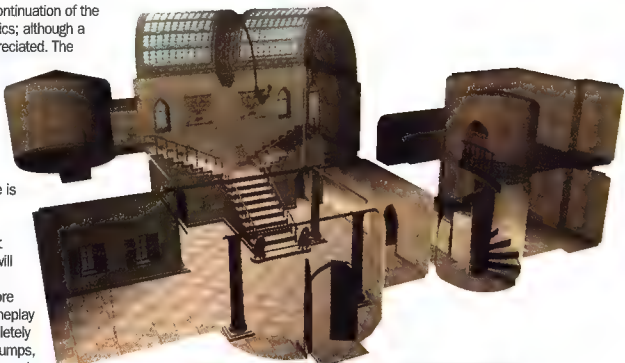
Shedding her 32-bit skin, Lara is scheduled to return to gaming this winter with Tomb Raider: Next Generation (tentative title). As you can see from the character models, Lara's new look is very impressive. Our next statement may offend a few of you Lara lovers out there, but we always thought the PS-X Lara was butt ugly. She looked like she was run down by a semi! On the other hand, the new render is sure to trigger passionate stares. While many of her garments are the same, the new Lara boldly presents tighter clothing, smoother skin, and longer legs. Along with the two costumes you see here, Lara will also be decked out in tight leather (just like Trinity from The Matrix), and as Eidos states, several other sexy numbers.

The biggest concern with the continuation of the series isn't necessarily the graphics; although a crisper, more defined look is appreciated. The gameplay is all that matters. Apparently, Lara's final PS-X tour in Tomb Raider Chronicles really messes with her head, and she's changed through this experience. Lara's personality will be darker, edgier. The plot is also taxing on young Lara, as she is forced against her will into deeds horrific. Adrian Smith, Core's mastermind, told us that art theft plays a huge role. Perhaps Lara will get her hands on the Mona Lisa?

It will be interesting to see if Core simply enhances the existing gameplay formula, or tries something completely new. Will we still need to line up jumps, grab onto ledges, and sloppily run and shoot? Only time will tell, but apparently, stealth is on Lara's side in her PS2 debut.



Beauty is finally on Lara's side



With higher polygon counts, one wonders if Core will still be able to create expansive caverns





PLAYSTATION 2

# PORTAL RUNNER

## ESCAPING THE TOY BOX

Although we definitely have some pretty strong (and mostly negative) opinions of 3DO's Army Men series, we have to admit that they're nothing if not prolific. By January of 2001, there will have been 26 Army Men titles released on six platforms since the series' inception in 1998. Whoah! That's a lot of green plastic. 3DO expects to revive the public's interest in the Army Men universe with a slate of releases for the PlayStation 2. While we anticipate that the new Sarge's Heroes and Air Attack sequels for PS2 will be little more than quick updates of their PS-X predecessors, we have higher hopes for Portal Runner, a new franchise based on Sarge's female friend, Vicki Grimm.

Portal Runner is a bit of a departure from the traditional settings of the Army Men games, as Vicki explores an array of wild, fantasy and science-fiction themed settings in her adventures. It seems that Bridgette Blue, an evil femme fatale, has been casting lusty glances in the direction of Sarge. In hopes of doing the polyurethane pokey with the macho green hombre, Bridgette has engineered a plot to get rid of his current paramour, Vicki. She sends a giant robot to kidnap Vicki, who whisks her through one of Bridgette's time portals into an alternate dimension. During the struggle, a lion named Leo tries to rescue Vicki, and will serve as her sidekick throughout the game.

As Vicki tries to find her way back home, she adventures through a myriad of time periods and historical themes ranging from a prehistoric toy world to a medieval castle. Along the way she picks up several new costumes and weapons, including a traditional bow and arrow as well as a high-tech space bow. With Leo, she'll

put them to good use on baddies like giant mechas and fearsome dragons.

If these screenshots are any indication, Portal Runner will set a new standard in graphics for the Army Men series, and should stand among the best of the first-year PS2 titles. Perhaps this will be the new beginning 3DO needs. If Portal Runner offers the diversity and quality of gameplay as promised, next year Vicki Grimm should be sipping piña colodas with Lara Croft, discussing how to spend her royalty checks.



Vicki uses a variety of different bows and arrows during gameplay



Here's Vicki in one of the more futuristic levels



The environments are simply stunning



"I love the smell of napalm in the morning"

■ STYLE 1 OR 2-PLAYER ACTION/ADVENTURE ■ PUBLISHER 3DO ■ DEVELOPER 3DO

■ RELEASE FOURTH QUARTER 2000



Beautiful days



Gorgeous sunsets

PLAYSTATION 2/DREAMCAST/PC

# BLACK & WHITE

## GOD'S FAVORITE GAME

**With games like** Populous, Dungeon Keeper, and Syndicate to his credit, Bullfrog wunderkind Peter Molyneux has garnered a reputation for putting out intensely original games. The gaming press loves this guy, and the support for Black & White has been overwhelming. Claiming that Black & White is of a genre that has yet to be defined, and that it is most certainly not another "god game," Peter no doubt hopes that Black & White will confront players with a radical new approach to gaming.

Not to spite the man, but Black & White appears to be a strategic god game with some remarkable features. Taking place in the Land of Eden, players are cast in the role of an omnipotent sorcerer (a god, essentially), who must gain absolute faith from followers in order to increase his mana pool and get closer to world domination. The player can choose to follow the path of light, darkness, or something in-between simply by making choices that are laden with consequences.

For instance, forcing your people to work on that new ability-enhancing pyramid day and night, under the threat of severe punishment, will get things built much faster in the short term. The kinder/gentler god, however, grants his beings short workdays and hence, plenty of time to breed a much larger work force. The rat bastard god makes a breeding-happy population at first, but then switches over to whip-happy taskmaster when a larger population becomes available.

How you choose to interact with your followers is done through the use of a simple hand icon and the use of spells. Mana is revitalized by the number of true believers under your wing. To compensate for their lack of stage presence, sorcerers have the ability to pluck regular animals from the land and grow them to massive proportions. The creature can then defend your people from attack, punish the heathens, and cast spells of its own without drawing from your mana pool. How the creature acts is entirely up to you. If it makes a snack out of one of your villagers, you can choose to punish it severely, but then reward it for munching on an enemy's follower. Of course, you can choose to ignore it, figuring that the occasional midnight snack will only serve to keep your people in line. These guardian creatures will remember every punishment and reward that you dole out and begin to act accordingly.

As you make choices for good, ill, or practical, both your beast and the temple that serves as your power seat will undergo cosmetic alterations. Abused creatures predisposed to cruel and vicious acts will get mean and go re-eyed, while your temple and its surroundings slowly transform into a hellish landscape with a blood-red sky and twisted serpentine trees. On the flipside, paragons of virtue have temples of beauty and their creatures shine with a prismatic light — much like the game as a whole so far. Expectations and hype are high for B&W, and for good reason.

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE STRATEGY ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** LION-HEAD STUDIOS

■ **RELEASE** SPRING 2001



Never light a match in Bob's outhouse



That looks like a Viking longhouse



No!!! That's not an outhouse!



A battle between a giant turtle and an...orange thing



It's steak night tonight!



PLAYSTATION

## FEAR EFFECT 2: RETRO HELIX

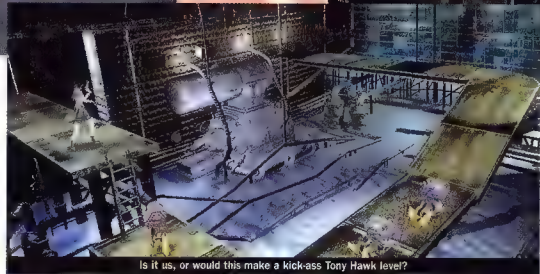
BOOTY AND BULLETS

### Fear Effect set

a precedent for being a game that wouldn't bow to the Disney crowd. Retro Helix continues the trend. A game with a cartoon look and an ultra-violent sensibility, we have a feeling if Tipper Gore ever got her hot little mitts around this title, she would regain consciousness and immediately file a lawsuit against anyone having anything to do with it. Violence and sexual themes (all be them mild compared to primetime television) are a couple of things that will keep this prequel out of the hands of kiddies.

The game will use many features found in its predecessor. There will be scenarios which require instant decisions that will either result in continued gameplay or immediate death. The health system will make a return appearance, with an adrenaline meter used to gauge hit points. If you find yourself being surrounded by enemies, your adrenaline will rise to alert you to the amount of damage you're taking. Only by finding a respite from the action can you return to full health.

Fear Effect: Retro Helix will also rest its haunches on the Motion FX3D engine that proved so successful to its older sister. The engine has been improved to provide the use of 3D objects as hazards. What this boils down to is the environments will all be rendered in 3D, and certain things, such as running through an open flame, will have an adverse effect on



Is it us, or would this make a kick-ass Tony Hawk level?

your characters. With this in mind, the player will no longer be able to ignore the environment they find themselves in.

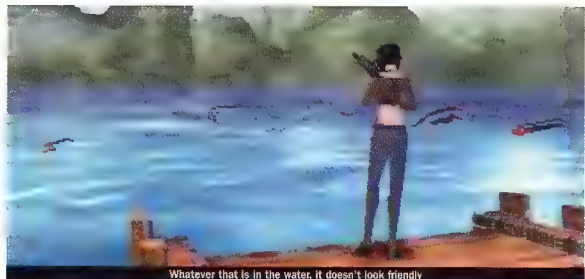
Weaponry will have the same feel, with effects and types being more varied and versatile. EMP's will make an appearance, as will minigun launchers and other assorted tools of destruction. There will be new graphical elements added as well. The sonic boom weapon will issue a concussive wave onscreen, and other weapons will utilize animation in unique ways.

This will be a game that will find an audience who is willing to step out of the cookie-cutter genre scheme, and give something new and different a try. Yes, we realize the title is Fear Effect 2 because there was an audience for the first one, but gamers are fickle folk with short memories. As a sales manager might say to his best employee, "You've done well in the past, but what have you done for me today?" This soon to be released title will have to put up or shut up if it anticipates drawing much of its original audience back for a second helping. From what we've seen so far, it looks like Kronos realizes this and is taking steps to ensure the lure is there for fans and would-be fans alike.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** KRONOS DIGITAL ENTERTAINMENT ■ **RELEASE** JANUARY 30



Your adrenaline will start pumping when you encounter enemies



Whatever that is in the water, it doesn't look friendly



Black tshirts are a vital part of the game



Players will be required to explore areas on foot as well as on their bikes



Shoot at stuff in the gym



Watch out for the security cameras



Finding the felon will get you cash

DREAMCAST

# HEADHUNTER

## MOTORCYCLE MAD DOGS

**Get ready to strap on** your leather chaps and put some power between your legs as Amuse's first Dreamcast attempt, *Headhunter*, comes at you with both barrels. The year is 2019; the location, California. Due to excessive violence in the media, the government has imposed stringent censorship laws. To track down the dirty evildoers, a few private contractors known as Headhunters offer their services. A Headhunter is basically a motorcycle-driving bounty hunter. Taking on the role of a Headhunter, it's up to you to rumble around town on your hog and lay down the law.

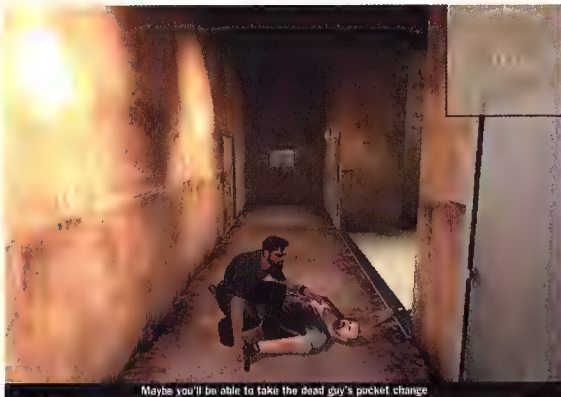
*Headhunter* uses episode-based gameplay and cinematic techniques to tell its story, but the main focus will be online play.

Here, the savvy Headhunter will be able to challenge up to seven other players online. The goal: try to get paid and gain other rewards by winning races in a futuristic Aquadome.

A big part of *Headhunter*'s success will hinge on how many players get addicted to the online racing. We've all seen games with that film-noir look. We've all seen racing games, and online racers as well. What we haven't seen is an online racer with motorcycles. Why is that, one might ask?

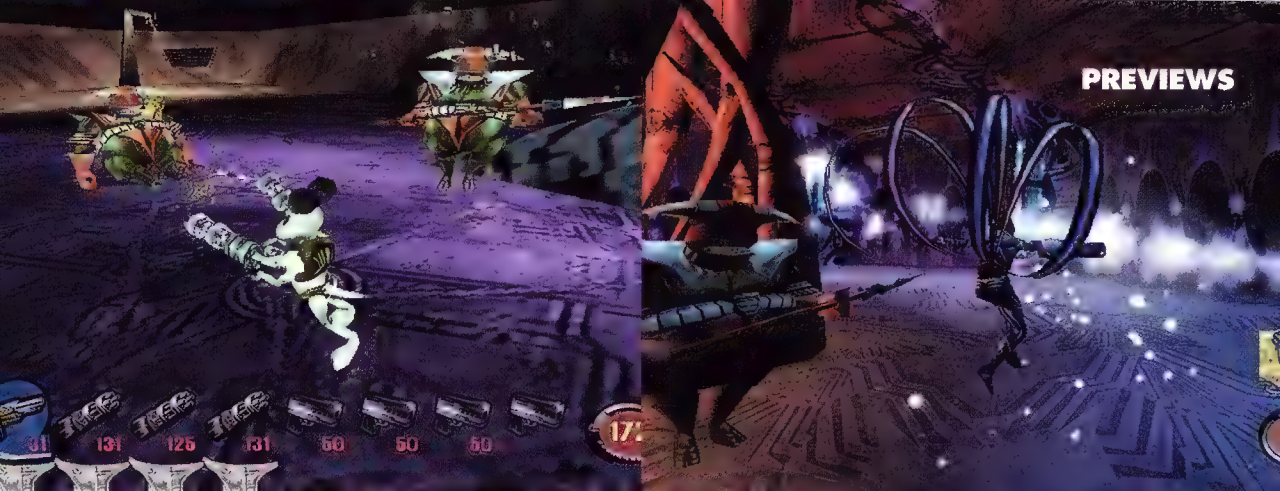
Hopefully it's not because online motorcycle racing is a bad idea. We do have a feeling the online racer boat is about to leave port, and some games might get left behind. If *Headhunter* can play its cards right, it has a solid chance at carving a niche for itself before something better comes along.

Certainly, *Headhunter* will try hard to offer a unique online racing experience in a market that's on the brink of getting flooded. These games tend to be very large, very pretty, and take a lot of time and effort to reach that point where you can be competitive across all difficulty levels. We have a feeling that some games will enjoy sky-high success, while others will just get left in the dust. A niche is tough thing to find in the gaming market these days. Will *Headhunter* make it? Well, ultimately it's up to all of you, but it looks good so far.



Maybe you'll be able to take the dead guy's pocket change

■ STYLE 1 TO 8-PLAYER ACTION/ADVENTURE/RACING ■ PUBLISHER SEGA ■ DEVELOPER AMUSE ■ RELEASE TBA



PLAYSTATION 2

# MDK 2 ARMAGEDDON

R U GETTIN' IT? YES ARMAGEDDON IT!

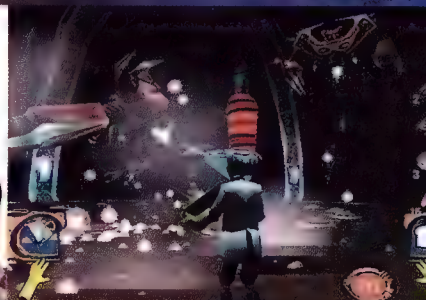
**A few months into its young life,** the PlayStation 2 is quickly becoming home to a new genre – the “Sort-of Sequel.” For those of you who aren’t well versed in the science of marketing, here’s a little lesson on how to make some quick money on the PlayStation 2. Step 1) Own the rights to a game that was successful on the Dreamcast. Step 2) Add a few new options, enemies, characters, or graphical touches to the existing game. Step 3) Add a suffix to the name of the game. [Note: we recommend an exciting, action-oriented word. For example, would you rather buy *Dead or Alive 2: Hardcore* or *Dead or Alive 2: Melancholy*?] Step 4) Release the game and make lots of money.

Admittedly, we’re being a bit cynical. The fact is that these games help fill out the PS2’s slim library, and provide owners with quality games to play in genres that would be otherwise underrepresented. Like *Rayman 2: Revolution* and *DOA 2: Hardcore*, *MDK 2: Armageddon* should nicely fill its niche with the expansive third-person action that won the hearts of many Dreamcast owners.

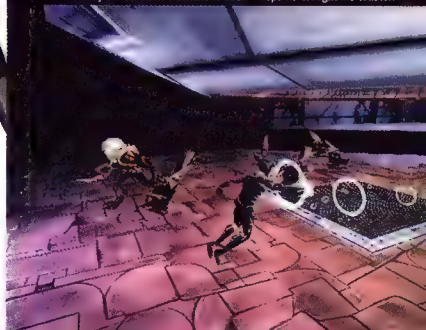
On the Dreamcast, *MDK 2* was an intriguing stew of gameplay elements that somehow managed to add up to less than the sum of its parts. While there were many things to praise – like a control scheme that almost managed to tame the unwieldy DC controller, gorgeous graphics, and three unique gameplay modes – overall the effect seemed to leave many players more frustrated than amazed. Trying to do too many things, the game collapsed under its own weight.

Hopefully, the move to PS2 will do *MDK 2* some good in terms of playability and graphics. Bioware has implemented a new dual-analog control scheme and adjustable difficulty settings to ease the frustration level a bit. Also, there are now in-game hints, which come in handy when fighting some of the formidable opponents you face during the adventure. As to be expected, the graphics have received the requisite facelift as well.

Despite its flaws, *MDK 2* remains an innovative action game with a strange sense of humor and great visuals. This alone should make it a worthy purchase for PS2 owners who want to expand the scope of their collection. Besides, it beats playing *X-Squad* any day.



That crazy old Dr. Fluke Hawkins is back – hope he brought his toaster!



Float like a butterfly, sting like a bee



Hey babe, let's play "Tune in Tokyo"



All the awesome weapons from the DC version are back

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** INTERPLAY  
 ■ **DEVELOPER** BLOWARE/DIGITAL MAYHEM  
 ■ **RELEASE** FIRST QUARTER 2001



PLAYSTATION 2

# TEST DRIVE OFF-ROAD: WIDE OPEN

## HEADIN' UP THE DIRT ROAD

**Back in the** day, 4x4 vehicles were strictly the province of brain-dead inbreds who spent their days shooting squirrels and their nights beating each other senseless while swigging down Jack Daniels. How far we've come. Nowadays, beefy all-terrain vehicles are everywhere, allowing suburban soccer moms to tote their brats to tae kwon do lessons and the grocery store in style. To celebrate this triumph of Detroit engineering know-how, Infogrames recently released these stunning screenshots of Test Drive Off-Road: Wide Open. This mud-flingin' masterpiece will be the inaugural PlayStation 2 title for the long-running Test Drive series.

In keeping with the tradition of the series, there will be over 16 licensed off-road vehicles, including the Jeep Wrangler, Ford F150, Ford Bronco, Dodge Durango (the ride of GI Editor/soccer mom Andy McNamara) and the Ferrari of mudders – the AM General Humvee. As always, the vehicles can be tweaked and upgraded in a number of ways, allowing you to change tires, lightbars, lift kits, and paint jobs at will. Every upgrade will result in a change in both the performance and visual look of your truck.

The most intriguing element of the game, however, should be the open-environment tracks that developer Angel Studios is implementing. The tracks are set in three locations: Moab, Utah; Yosemite, California; and Big Island in Hawaii. Each area features eight to ten tracks, which are divided between circuit courses and point-to-point races. During the point-to-point contests, players will be able to freely explore the environments and pick the best route to the finish line. Now, if you're skeptical as to just how "open" these courses will be, we would remind you that Angel Studios was the company behind Smuggler's Run. If you've played Smuggler's Run, you know just how amazing and free-roaming the landscapes were.

If all goes well, this summer will be spent in the great indoors, hot-roddin' all around a digital countryside. The soundtrack to this joyride is unconfirmed at press time, but Infogrames promises it will feature some of today's hottest acts. Better Than Ezra? L.A. Guns? The sky's the limit.



This appears to be the only shot of actual gameplay

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER INFOGRAMES ■ DEVELOPER ANGEL STUDIOS ■ RELEASE SUMMER 2001



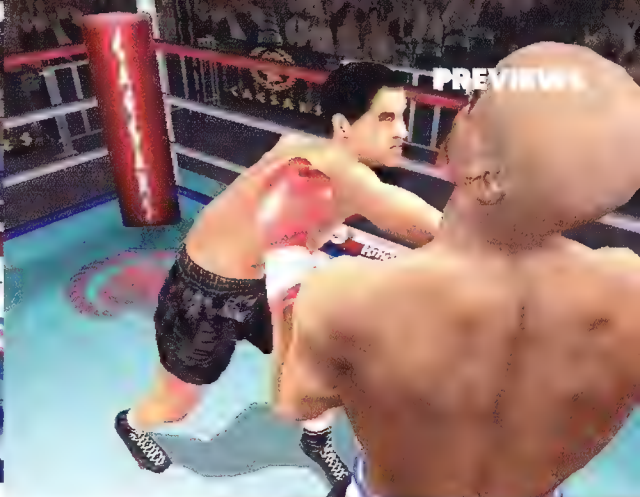
"She had dumps like a truck, truck, truck!"



Arnold Schwarzenegger rolls in one of these



As you can see, the levels are expansive



PLAYSTATION 2

# KNOCKOUT KINGS 2001

NO HITTING BELOW THE BELT

**EA Sports already** has a strong foothold on cornering the sports game market on PS2. With most of professional sports covered, the company is also reading a little boxing action for game-hungry PS2 owners. Coming off a couple of seasons on the original PlayStation, Knockout Kings is graduating to the PS2.

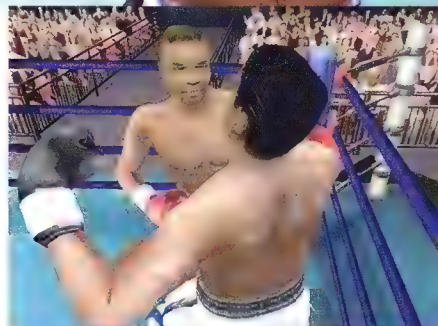
Where EA has the advantage in boxing games is in the depth of its fighter roster. The extensive list of fighters includes such sluggers as Shane Mosley, Lennox Lewis, and Oscar De La Hoya, as well as a big selection of true legends. Today, Rocky Marciano would be 77 years old and Joe Louis would be in his 80s, but in Knockout Kings they are ageless.

With the large contingency of brawlers included, the development team over at Black Ops Entertainment had gone to work on creating detailed player models for each of the 40 real boxers. Using special face and body-mapping technology allows the development team to re-create the likeness of every boxer with fantastic detail. We couldn't see if there was a chunk of flesh gone from Evander Holyfield's ear, but we swear we could see the stubble on his shaven head. We won't go into what we noticed on the roster of female boxers included in the game.

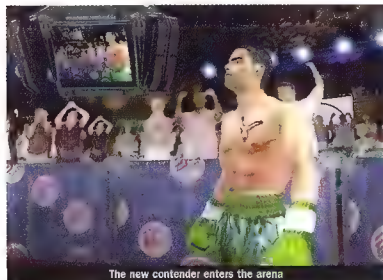
Other than the obvious graphical improvements over the original version, the features list in this PS2 game reads exactly the same. There are some standard modes for exhibition fights, as well as the arcade-style mode known as Slugfest, plus a selection of fantasy fights with a number of "what if" matches. The meat and potatoes of this title is the Career mode. Here, you create a boxer and bring him up through the ranks by way of training and ring experience.

The playcontrol also remains unchanged from the PS-X game. Knockout Kings gives you the ability to unleash pretty much every punch in the book – even some illegal ones. We did notice the PS2 engine was far quicker than its predecessor and some moves, such as the clinch, were considerably easier to execute. The combo system is set up to give players some preset moves using a simple control scheme, or it can be toggled off to give you more of a simulation experience.

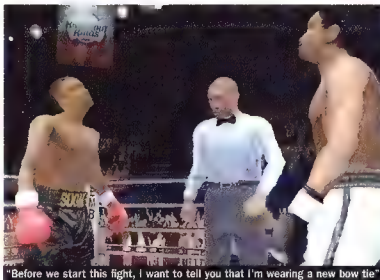
At press time, EA Sports still had a couple months of development ahead of them. There are some issues on computer AI that we assume are being addressed as we speak. We'll be back with a review in an upcoming issue.



STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER EA SPORTS ■ DEVELOPER BLACK OPS ■ RELEASE FEBRUARY 20



The new contender enters the arena



"Before we start this fight, I want to tell you that I'm wearing a new bow tie"



Dogs are very scary in the Fallout setting

Nighttime seriously reduces your vision



The interface looks almost exactly the same



Environments are a bit sharper



Vehicles offer speed, storage, and they splatter people too

PC

# FALLOUT TACTICS: BROTHERHOOD OF STEEL

## PIP BOY TAKE ME AWAY

**At first glance,** *Fallout Tactics* appears to be an attempt at quickly cashing in on the immense popularity of the *Fallout* series without putting in the time to do a full-fledged sequel. On second glance, who cares – and when do we get to play the final version? The game is a cross between the combat engine of *Fallout* and the squad-based strategy of *X-Com*, and is looking very strong.

The plot follows the original *Fallout*, placing your character in control of a group sent by the Brotherhood of Steel to stop an army of mutants. You must create a character using the standard *Fallout* system and hand pick a squad of six from a pool of about 30 characters. We're seriously looking forward to seeing how *Fallout*'s massive list of gun bunny skills apply to a strategy game.

While the game is still driven by story, its primary gameplay focus is squad-based combat strategy. The interface appears to be nearly identical to the one found in previous games, but allows for a lot more options. The big difference is that the game allows you to bring vehicles to the fight. Tanks, jeeps, and APCs can all be crewed and driven by your squad. Vehicles work as armored transport, but can also attack enemies with weapons or run them over. Characters also have a wider range of movement like climbing buildings, crawling, kneeling, and lying prone.

It does sound like role-playing concepts will also be present. Stats and skills are still covered by the exact same system that the previous games utilized, and while you don't get a choice of where to go next, you will occasionally have the option to barter for goods and get information.

Microforte has given a great deal of consideration to multiplayer. Up to 18 players will be able to get in on the action and an active turn-based system will keep people from taking too long to make their moves. Humans, Ghouls, Mutants, and even the dreaded Deathclaws can be selected for multi-player games.

So there you have it. It's *Fallout* in just about every respect (except for that free-roaming thing), with even more emphasis placed on combat than in the previous two trigger-happy titles. At the very least, the game looks like it will make an excellent holdover until *Fallout 3* comes along.



A random encounter perhaps?

■ STYLE | TO 18-PLAYER STRATEGY ■ PUBLISHER | INTERPLAY  
 ■ DEVELOPER | MICROFORTE/14° EAST ■ RELEASE | LATE 1ST QUARTER 2001





PLAYSTATION 2/PC/MAC

# ONI

## EXORCISE YOUR DEMONS



**Rockstar has big plans** for Oni's lead character (and physically fit female wonder) Konoko. She has a stunning anime look, hair just like Wolverine's, and soft, delicate, round cheeks. Through extensive focus testing, a good majority of the male teenagers who viewed this character came back craving more, saying that she's delivered the sweetest of dreams. On the other hand, the Game Informer staff...well, namely Erik, doesn't like women with fluffy hair. He said, and we quote, "Buzz cuts like Demi Moore's in G.I. Jane are much more attractive. However, she does remind me of Batman's sidekick, Robin, and that's totally all right with me."

For those of you who don't speak multiple languages, we know them all, and Oni is in no shape or form related to Uno. It's Japanese for ghost or demon. Tying into the game, Konoko is haunted by her dark past, and we're sure we'll find out what troubles her as she progresses deeper into the game. Konoko is obviously messed up in the head, and like most people falling under this bill, she works for the Technology Crimes Task Force (TCTF). She handles incredibly powerful weapons, which we find is a great way to vent.

This Fighting Force-esque brawler spans across 14 enormous environments, set within a futuristic cityscape. Rockstar says the gameplay is "endlessly repeatable." What this means exactly, we don't know, but it sounds important. Rockstar also claims Oni utilizes pre-conditioned, constrained neural-net AI – a feature we believe makes the enemies move across the screen. Another exciting technological breakthrough is the use of move interpolation. Instead of waiting for an animation to end, players can instantly perform a move. While this might conceivably make the game choppy, the animation is as smooth as can be. The development team over at Bungie spent a good amount of time making sure every move looks perfect.

Konoko is skilled in martial arts, but if her kicks don't stagger an opponent, heavy arsenal is a must. Players will constantly be switching between the two fighting options. All the character models hold high polygon counts, ranging between 800 and 1,200 each. These models look simply stunning, and the environments are remarkable as well. Oni looks great, and the gameplay looks to be coming along nicely. We can't wait to see the finished product!

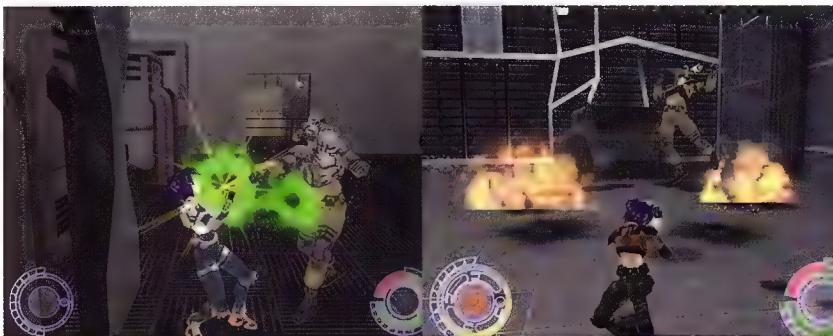
■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ROCKSTAR GAMES ■ **DEVELOPER** BUNGIE ■ **RELEASE** JANUARY 10



Oni's crowning achievement is the user movement



With move interpolation, you can switch attacks on the fly



If only real-life punches created magnificent green blobs... if only...

Cleaning up rooms with the rocket launcher is a snap!

Pushing the PlayStation2 to its limit

## PREVIEWS



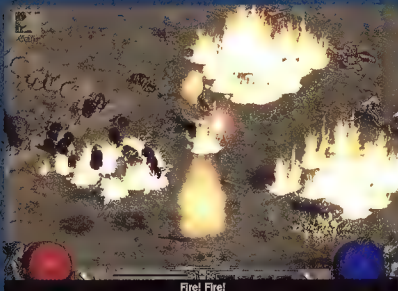
Maybe not silent, but certainly deadly

PC

## DIABLO II EXPANSION SET

### THE FIFTH CHAPTER

The inevitable expansion pack for Diablo II incorporates all the new options that could be expected - it's a new chapter chock-full of new monsters, items, and a larger stash size to store them in. More importantly, there are two new character types: the druid and assassin. The druid is similar to the necromancer in his reliance on magic and summoned creatures, but he can also shape change into several nasty critter forms of his own. The assassin relies on magic, Kung Fu, and deadly magical traps to take out her opponents. It's a sure bet this expansion will be popular with the Diablo crowd.



Fire! Fire!



Our odds are on the druid's massive bear for this fight.

■ **STYLE** | TO 8-PLAYER ACTION/RPG ■ **PUBLISHER** BLIZZARD  
■ **DEVELOPER** BLIZZARD ■ **RELEASE** MAY 1

90 GAME INFORMER



"I told you not to pull his finger!"

PLAYSTATION

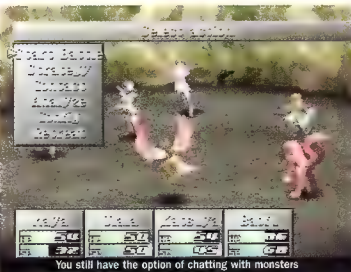
## PERSONA 2: ETERNAL PUNISHMENT

### ETERNAL WEIRDNESS

**Let's face it.** Tacking "Eternal Punishment" onto a title of a game takes some serious balls. Half the critics in this industry are probably hoping that it will suck just so they can whip out their first paragraph with ease. Unfortunately for the hopefuls, Persona 2 appears to be every bit as weird and wonderful as the original game, only with less of that anime spaz factor. In the original, it seemed like one of your high school aged characters was throwing a tantrum about this or that every other sentence. Persona 2 rewards a mellow audience with a more serious plot, although still steeped in Japanese teen culture (the main character works for a teen magazine).

Graphically the game really seems to have taken a step ahead. The environments look great on the good ol' PS-X and are remarkably detailed at times. Characters still gain their powers in a similar manner: by collecting and combining mysterious cards that allow them to unleash the powers of their secret personas. You can also still talk to monsters in order to convince them to give you items or valuable information.

There are two new gameplay features. Personas can now be unleashed in the proper order to create powerful combo attacks. Also, in a remarkably quirky attempt at lending some replay value to an RPG, Persona 2 has a Rumor system in which the player can spread key gossip at certain points in the game that actually alter the plot. So, if you're a real die hard, you can go back and play the game over and over again, trying to figure out what combination of rumors lead to which goofy plot point. If you dug the old Persona, we have few doubts about how much you'll like this one. Overall, the game appears to be greatly improved and a much better translation.



You still have the option of chatting with monsters

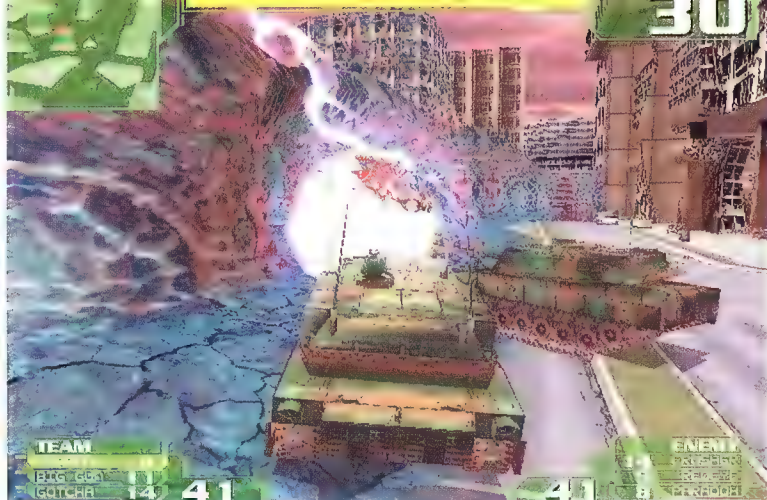


This guy is in for a world of hurt



Ulala, Ulala...where have we heard that before?

■ **STYLE** | PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** ATLUS ■ **DEVELOPER** RESEARCH & DEVELOPMENT  
■ **RELEASE** DECEMBER 15



DREAMCAST/ARCADE

# ALIENFRONT ONLINE

## YOU JUST CAN'T FRONT ON ALIENS!

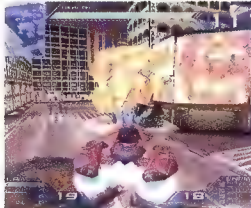


Arcade users can go online and challenge their friends playing at home

**We know.** We understand you. When you try to warn the stupid earthlings you go to school with about the alien invasion that's going to destroy the earth, they just laugh. Sometimes they even hit you and say, "Get out of my face, you greasy dandruff farmer!" Don't worry, they'll burn in the apocalypse like all those other fools. In fact, if Sega has its way, the alien onslaught is coming very soon - May to be exact.

Alienfront Online is almost here, and by the looks of it, should revitalize the moribund DC vehicular combat scene with jaw-dropping graphics and four-on-four online play. Although the game looks a little too much like Battletanx for our tastes, the sheer amount of weapons and vehicles (including two and four-legged walkers) might well have us singing a different tune come spring.

The most intriguing feature of the game is the Home vs. Arcade mode. The game allows you to create one identity for both home and away, then lets you dial up SegaNet and play on teams of up to four, with combatants from arcades and Dreamcasts all over the world. So far, most of the SegaNet games we've played have run with little slowdown and few bugs. If Sega can bring such a seamless online experience to the arcade, we'll be very impressed.



Looks like the Lakers won the championship again



Can't these Army Men stick to ruining their own games?

## PREVIEWS

敵軍のAPW、対中射撃



The animated detail during battles is fantastic

PLAYSTATION 2

# RING OF RED

## MECHA RUNNING ON DIESEL

Seeing as how the main characters pilot mecha (called APWs) for a Nazi-controlled portion of Japan in an alternate 1964, it's unlikely Ring of Red will make it to the US with its original history fully intact. Hopefully, everything else crosses the sea unscathed. This is one of the more interesting strategy titles we've seen for some time.

Tactically speaking, it's a very basic real-time one-on-one mecha battle where you move back and forth to get an optimal firing range, and shoot whenever your weapon is charged and ready to fire. The strategic map is a turn-based affair where you select and move units into cities where they can heal up, or be directed towards enemies. Three squads of soldiers accompany each APW into battle. Some squads are best at attacking the enemy APW, while others fire on enemy troops or enhance the performance of your mecha. At first we thought the battles might become dull, but when the troops entered the picture, things got a lot more interesting.

Much of the strategy involved in the game surrounds choosing the best combination of troops to enhance a given APW's strengths, or compensate for its weaknesses. APWs come in a wide variety of body types and weaponry. Some utilize long-distance cannons that are best fired from far away, while others use machine guns or even missile attacks that work best at a closer range. Ring of Red's clunky internal combustion mecha could be the next mecha junkie craze.



The longer you wait to fire, the more accurate the shot

■ STYLE 1 TO 8-PLAYER ACTION ■ PUBLISHER SEGA ■ DEVELOPER SEGA ■ RELEASE MAY

■ STYLE 1-PLAYER STRATEGY ■ PUBLISHER KCBS ■ DEVELOPER KCBS ■ RELEASE MARCH

# REVIEWS

Our crack (or crackhead, we can never decide which) review team rates games in a number of categories to help you sort out the great from the stuff you hate. Each game is reviewed by at least two staff members, and you will find both their opinions on each review. To make things a little easier we have put together some definitions of what the numbers mean, what the reviewers are like (so you can find the reviewer most like yourself), what we look for in a game, and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on and soon you will be talking FPS and FMV with the best of them.

## THE SCORING SYSTEM

Game Informer's rating system ranges from 0 to 10, and is similar to school grading. 7 is average, 9 and above is exemplary work, 5 and below is a failure. Aside from concept, entertainment, graphics, playability, sound, and replay value (all explained to the right), other factors that influence a game's final score are how much game you get for your money and how all the game's elements come together.

**10** - Perfection. One of the best games of all time, if not THE best game of all time. This game has no flaws, and thus this rating is rarely given out.

**9** - Worth owning. Fans of the genre should definitely enjoy this game, but even those who don't normally like this type of game may find themselves getting hooked.

**8** - Worth playing. Still a great game, but arguably so. It may not be the best ever, but there's enough to keep your fingers wrapped around the controller for some time.

**7** - Worth renting. Unless you're a fledgling gamer, you've probably seen everything this game has to offer before. Still, just checking it out won't ruin your weekend.

**6** - Limited appeal. There are always a few people that will fall in love with a game of this caliber, but for the most part, those playing it will be yearning for something more.

**5 & BELOW** - Garbage. From this point down, it's just a matter of how much of a failure the game is. The lower the score, the more you're hating life for playing it.

### CONCEPT

What new ideas the game brings to the table and how well old ideas are presented.

### GRAPHICS

How good a game looks, taking into account any flaws such as bad collision or pop-up.

### SOUND

Does the game's music and sound effects get you involved or do they make you resolve to always play with the volume down?

### PLAYABILITY

Basically, the controller to human interface. The less you think about the hunk of plastic in your hands, the better the playability.

### ENTERTAINMENT

Flat out, just how fun the game is to play. The most important factor in rating a game.

### REPLAY VALUE

The longevity of the title.

- **High** - You'll still be popping this game in five years from now.
- **Moderately High** - Good for a long while, but the thrills won't last forever.
- **Moderate** - Good for a few months or a few times through.
- **Moderately Low** - After finishing it, there's not much reason to give it a second go.
- **Low** - You'll quit playing before you complete the game.

## THE CONSOLE TEAM



### ANDY

■ **Handle:** The Game Hombre ■ **Expertise:** RPGs, Action/Platform, Driving, Strategy ■ **Interests:** Woodin, and lots of strange but oddly wonderful naps ■ **Dislikes:** Being Called a Soccer Mom, Toothaches, Droll Pools ■ **Current Favorite Games:** EverQuest, Zelda: Majora's Mask, MoH: Underground  
*When Andy's not yelling at a game for "ripping" him off, he plays drums in Minneapolis indie rock band, Unbelievable Jolly Machine. A longtime fan of Metroid, Andy has been reviewing video games professionally since the days of the 8-bit NES. While a big sports fan in real life, Andy isn't the first to line up for sports titles, but is always willing to put in the extra hours to play a good RPG or strategy game.*

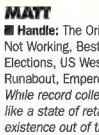
### PAUL

■ **Handle:** The Game Professor ■ **Expertise:** Sports, Action/Adventure, Racing ■ **Interests:** Coffee, Terry Gilliam Films, NASDAQ ■ **Dislikes:** Email Spam, Melanie Griffith, MMORPGs ■ **Current Favorite Games:** Counterstrike 1.0, Madden 2001 (PS2), Colin McCrae Rally 2.0  
*Since the days of the Mattel Intellivision, Paul has consumed every type of sports video game imaginable. Not only is he the staff's resident sports gaming expert, he also has authored detailed strategy guides on all of Capcom's survival horror games. A GI Staff member since 1992, Paul has reviewed well over 500 games during his tenure.*



### REINER

■ **Handle:** The Raging Gamer ■ **Expertise:** RPGs, Fighting, Action/Platform, Sports ■ **Interests:** Nuclear Explosions, Yoda's Hut, Harry Potter's Glasses, Fire ■ **Dislikes:** Squeaky Sneakers, Pee-Stained Toilet Seats, Chicken Tacos ■ **Current Favorite Games:** NHL 2001, Banjo-Tooie, Star Wars: Battle for Naboo  
*Reiner considers himself the biggest Star Wars fan in the world. Along with his impressive collection of Star Wars action figures, he has seen the trilogy 493 times. A fan of all game types, role-playing games are his strong suit. In his six years as a professional gamer, Reiner has achieved the impossible. Penetrating the pixel boundary, he not only plays games, he's in one, and can be shot daily in the epic NG4 release, Perfect Dark.*



### MATT

■ **Handle:** The Original Gamer ■ **Expertise:** Racing, Puzzle, Action/Adventure ■ **Interests:** Not Working, Best in Show, OutKast, Derek Riggs Art ■ **Dislikes:** Working, Presidential Elections, US West, Danish Literature ■ **Current Favorite Games:** Tony Hawk 2, Super Runabout, Emperor's New Groove, Driver 2  
*While record collecting, watching reality television, and playing video games might sound like a state of retarded adolescence, Matt manages to scrap together an almost meaningful existence out of these activities. His encyclopedic knowledge of pop culture is either amazing or annoying, depending on how close your desk is to his. Less esoteric than his colleagues, Matt prefers traditional action and platform games.*



### JAY

■ **Handle:** The Gonzo Gamer ■ **Expertise:** Strategy, Puzzle, RPGs ■ **Interests:** Dungeons & Dragons, Comic Books, Wrestling, Druids ■ **Dislikes:** Chocolate Gumballs, the other gosh chick at Shinder's ■ **Current Favorite Games:** Bang! Gunship Elite, Tony Hawk 2, Baccarat  
*Jay lives in his mom's basement just like you. Adding further fuel to his archetypal nerd fire is his love for comic books, metal miniature painting, and twice weekly pencil-and-paper RPG sessions. In fact, he's such a D&D fanatic, he hates professional football simply because it interrupts his Sunday gaming schedule. Par for the course, his favorite games are often obscure ones. He is also one damn handsome man.*

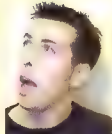


## THE PC TEAM



### ERIK

■ **Handle:** The PC Jedi ■ **Expertise:** Strategy, RPGs, Anything That Allows Upgrades ■ **Interests:** Danish Havarti With Dill, Human League, Honda Civics ■ **Dislikes:** Orange Cheese, Large Corporations With Small Minds ■ **Current Favorite Games:** Armored Core 2, Armored Core 2, Red Alert 2  
*Erik is a self-professed closet nerd, otherwise known as a NUCI (Nerd Upon Closer Inspection). Although he couldn't care less for people who love everything and anything about anime, he has developed a fixation with mecha. Erik is completely clueless about sports, and will attempt to change a conversation on the topic to one about X-Com or 3rd Edition Dungeons & Dragons so he doesn't look foolish in front of the ladies.*



### KRISTIAN

■ **Handle:** The Game Dawg ■ **Expertise:** RPGs, Strategy, Sports ■ **Interests:** The Mo-Town Crew, Ice Machines, South Minneapolis ■ **Dislikes:** His Roommate's Juicecman Junior, Julianne Moore, Cauliflower ■ **Current Favorite Games:** Counterstrike 1.0, Red Alert 2, Candyland  
*Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, then running off to the driving range for a lesson in humility and anger management. The original text-dump Zork started Kristian on the gaming road; Ultima 6, NES Baseball, and Zelda made sure he stayed. Still an avid RPG fan, he can always find time to pound out a good sports game.*

## NEWBIE CHEAT SHEET

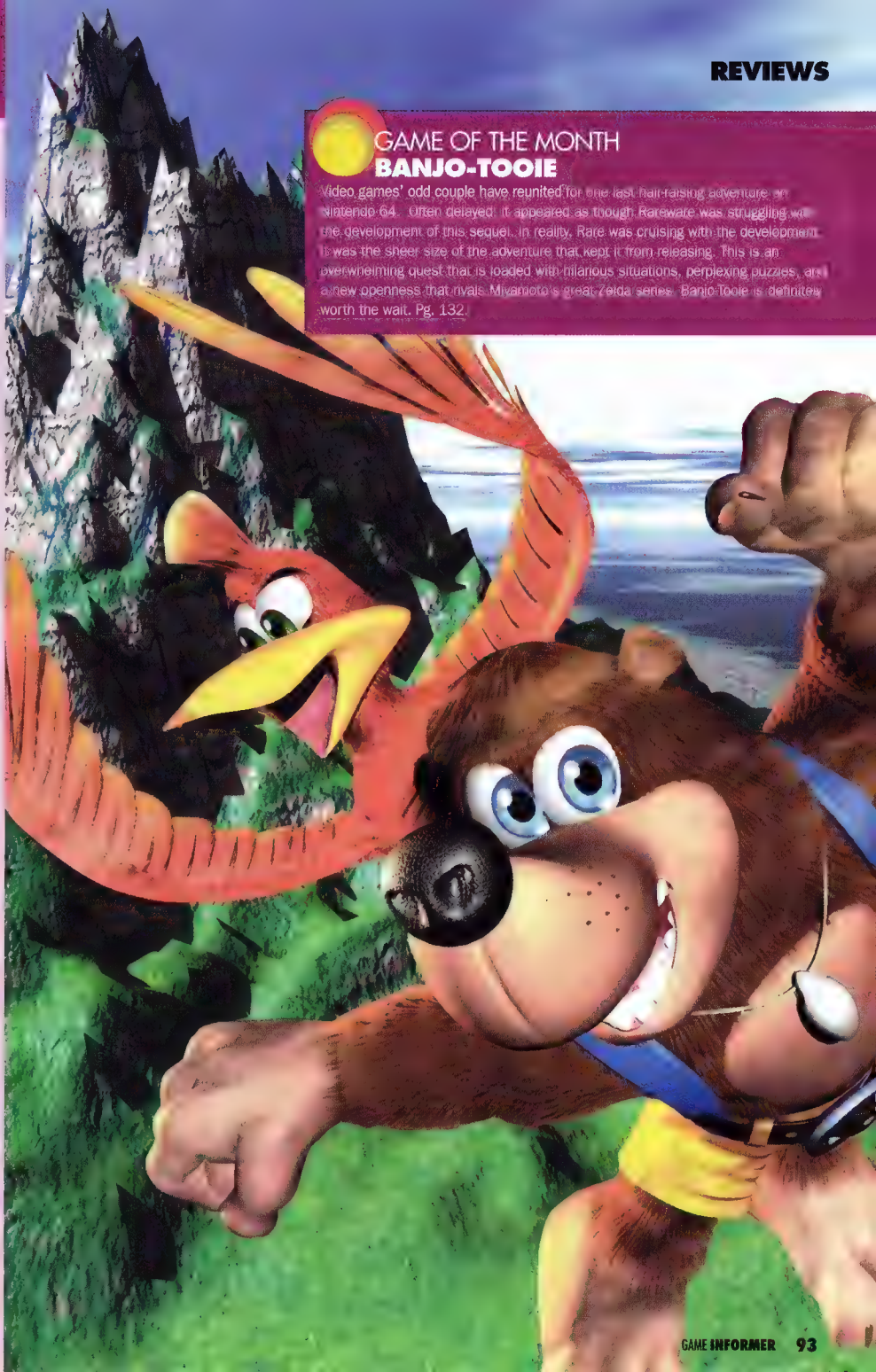
For our newer readers, here is a glossary of terms and acronyms that commonly appear in the magazine. Video game veterans should move along (these aren't the droids you are looking for).

- Action** – A term we use for games like *Rising Zan*
- Adventure** – A term we use for games like *Myst*
- AI** – Artificial Intelligence. Usually used to refer to how well the computer reacts to a human opponent
- Board** – A term we use for games like *Jeopardy*
- CG** – Computer Graphics
- cutscene** – A portion of the game where players simply watch as the story unfolds
- DC** – Sega Dreamcast
- E3** – A place where pathetic people jump for hours on end to get free shirts
- Fighting** – A term we use for games like *Street Fighter*
- FMV** – Full Motion Video. Usually refers to an animated CG cutscene
- FPS** – Frames Per Second. How many animation frames happen in one second. Also used to denote First Person Shooters like *Doom*, *GoldenEye*, & *Unreal Tournament*
- framerate** – The frames of animation used to create the illusion of movement
- frontend** – A game's menus and options
- GB** – Game Boy
- GBC** – Game Boy Color
- ISP** – Internet Service Provider. The company that provides you with access to the Internet
- LAN** – Local Area Network. Connecting computers or consoles together within a small space to allow communication between them. Provides fast, simultaneous gameplay
- minigame** – A small, simple game within a larger one
- motion-capture** – Using human models and infrared cameras to record movement for game animation. Also mo-cap
- N64** – Nintendo 64
- NES** – Nintendo Entertainment System
- part-time sucka** – Anyone who's not a full time player
- Platform** – A term we use for games like *Super Mario*, and *Crash Bandicoot*
- pop-up** – When onscreen objects, usually distant, suddenly appear
- PS2** – Sony PlayStation 2
- PS-X** – Sony PlayStation
- Puzzle** – A term we use for games like *Tetris*
- Racing** – A term we use for games like *Ridge Racer*
- RPG** – Role-Playing Game. A game that involves character improvement through collecting and spending points. A term we use for games like *Final Fantasy*
- SG** – Sega Genesis
- Shooter** – A term we use for games like *R-Type*
- SNES** – Super Nintendo Entertainment System
- Sports** – A term we use for games like, well duh, *Madden Football*
- SS** – Sega Saturn
- Strategy** – A term we use for games like *Command & Conquer*
- third-party** – Something made for a console by a company other than the console manufacturer

## REVIEWS

### GAME OF THE MONTH BANJO-TOOIE

Video games' odd couple have reunited for one last hair-raising adventure on Nintendo 64. Often delayed, it appeared as though Rareware was struggling with the development of this sequel. In reality, Rare was cruising with the development. It was the sheer size of the adventure that kept it from releasing. This is an overwhelming quest that is loaded with hilarious situations, perplexing puzzles, and a new openness that rivals Miyamoto's great *Zelda* series. *Banjo-Tooie* is definitely worth the wait. Pg. 132



18  
09/06/2003

"...kids no longer puke when you put too much salt into your fries, nor do they launch from roller coasters when you turn the speed up."



Layout is important



You can now compete in the minigames



Research new rides to keep the kids in your park

PLAYSTATION 2

# THEME PARK ROLLER COASTER

BUILD IT AND THEY WILL COME

As an avid consumer of video games, I visit my local retail chains on a weekly basis. With my interest lying specifically in console, my eyes do meander a bit to check out what's happening in the PC world. I always kick myself for doing so too, because I always see a title I would love to play—yet the likelihood of this desired property making its way to the console realm is incredibly slim. Usually, when a game does get green lighted for the port, a comparison in quality shows that the PC version is always more impressive. With the arrival of PlayStation 2, PC ports will either be a flawless reproduction, or as Theme Park Roller Coaster so prominently shows, a better game altogether.

After seeing how well this title performs on the PS2, I wouldn't be surprised if EA created a home version of The Sims as well. The one thing that always killed the console version is the low resolution, which really comes into play with games that utilize its-bitsy graphics. The PlayStation 2 is capable of delivering the highest of resolution. I can't believe I'm saying this, but Theme Park looks sharper on the PS2 than it does on the PC. Again, I find myself in a state of awe when I say it plays better as well. As many of you know, PC gaming can be quite frustrating, especially when the software doesn't recognize your drivers and cards. That's the beauty of console gaming. The

developer only needs to worry about one architectural schematic.

Since this release has already been on PC for what seems like a century, it would have been nice to see some changes and/or additions implemented into the PS2 version. The only differences other than the fluidity and sharpness, is an enhanced soundtrack that delivers 3D sound. Big deal. Needless to say though, the game is still entertaining and the challenge is still there. For many reasons, I personally enjoy the original release more than this sequel. While the roller coaster building aspect is far superior in this one, the remainder of the game is not as good as it used to be. For starters, kids no longer puke when you put too much salt into your fries, nor do they launch from roller coasters when you turn the speed up. Lame! That was the best part! The push to develop the best park you can is toned down as well. Now, the goal is to create a decent park, which rewards you with tickets to enter new lands allowing you to build a new parks with a different theme. This aspect limits the amount of rides and shops in each theme, rather than mix them altogether into one locale.

The sim games can suck your life away if you're not careful, and even with a handful of gripes, I found myself lost within this one as well. —REINER

■ STYLE 1-PLAYER STRATEGY ■ PUBLISHER ELECTRONIC ARTS ■ DEVELOPER BULLFROG ■ RELEASE DECEMBER 5



Through a click of a button, you can walk amongst the guinea pig children and even hop onto the rides!



By achieving specific goals you'll unlock tickets to create parks with different themes

THE BOTTOM LINE



7.5

- **Concept:** Build, manage, and explore your very own amusement park
- **Graphics:** The same bag as the PC with a higher resolution and full anti-aliasing support
- **Sound:** The ambient sounds are fantastic and true to life
- **Playability:** Nearly identical to the original release, only now with enhanced roller coaster creation
- **Entertainment:** If you can get in the groove, building a successful park is a good feeling. Unfortunately, the game still needs more rides and attractions
- **Replay Value:** High

## SECOND OPINION

I have this strange addiction to these sim games. Sure, the gameplay is kind of mundane, but once you get rolling you will find there is this strange love you get for your little park, and then all of a sudden you're hooked and will be playing for days. The game upset me a couple times as it would go from calling my coasters too scary to too slow with just a change in elevation, but there are always little buggy hitches to these games. Theme Park is one of the good ones, so if you haven't played a sim before, this is definitely the one you should check out as the interface is nice and easy. Word of warning though, don't get too wrapped up in your roller coasters, you need to have the kiddy rides and such for your park to be successful.

ANDY — 8



PLAYSTATION 2

## SURFING H30

SURFING THROUGH HELL

Lord have mercy. I'm sure this game sounded like a great idea in the conceptual planning meetings. You know, a surfing game with a unique surfboard controller, filled with hot babes and some kooky alien characters. Bitchin', dude! Unfortunately, the gameplay rides a tsunami of sewage and crashes into a cesspool of tepid seagull scat. The surfboard peripheral doesn't help overcome the horribly tuned turning mechanics. Also, the trick system is nearly impossible to master, if in fact there's anything to master at all. Even worse, it's possible to win the game without doing any tricks at all. All you have to do is tame the lame physics, stay on your board, and collect weird globe objects for points. After 15 minutes, I ripped the tiny surfboard off my controller and began using it to saw at my wrists, begging for sweet oblivion. If you are suffering from depression, please stay away from this game. There is something to live for, kids. — **MATT**

### SECOND OPINION

Having never touched a surfboard, I could be wrong, but isn't surfing fast-paced? Bad controls, stupid goals, and having no reason to advance are just a few reasons to avoid this one.

JAY - 4

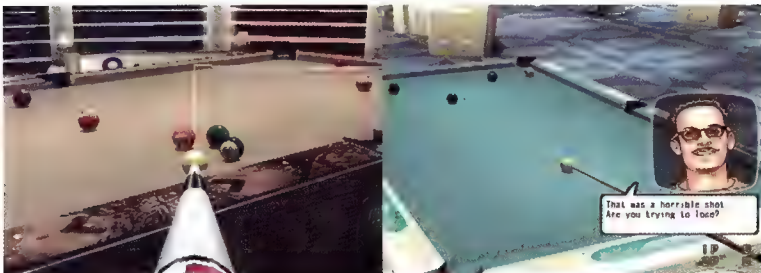
### THE BOTTOM LINE



3

- **Concept:** Surfing without all the cool or fun parts
- **Graphics:** Reasonably good character models, but the water effects are primitive, and the camera flat-out sucks
- **Sound:** Third-rate punk/ska crap
- **Playability:** The surfboard controller was a good idea, but the control is totally botched
- **Entertainment:** This game is as appetizing as sucking bongwater off the floor of a VW bus
- **Replay Value:** Low

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** ROCKSTAR GAMES ■ **DEVELOPER** ASCII/OPUS ■ **RELEASE** OCTOBER 31



PLAYSTATION 2

## Q-BALL: BILLIARDS MASTER

SERIOUSLY SUCKS STICK

Of the pool games available for PlayStation 2, this is the inferior of the two. Most of you are probably thinking, "I didn't even know there was one pool game for PlayStation 2!" I hear ya. For the six people out there who are actually contemplating which billiards title to buy, though, I offer this thought — 50 bucks buys a lot of time at a pool hall, or alternately makes a good down payment on a used table. If you don't get my gist, then go buy Real Pool. At least that had that minigame with the weird-shaped tables. All Billiards Master has is a cumbersome interface and, the worst crime of all (I guess), physics that are questionable. Aside from the five-minute movie that plays at the beginning of the game — which is one of the most suggestive, innuendo-filled pieces of film having to do with billiards — there's nothing to see here. — **JAY**

### SECOND OPINION

You'd have to be very desperate for entertainment to consider this worth the money. As much as I like the real-life game, this virtual version is dull. Don't even consider it.

PAUL - 3

### THE BOTTOM LINE



4.5

- **Concept:** Pretty self-explanatory
- **Graphics:** Never before has one seen such a nice looking pool game. Whoop de do!
- **Sound:** There's music to fill the gaps between clacking balls
- **Playability:** Considering the limited amount of things going on, surprisingly bad
- **Entertainment:** Imagine a bowling game on PS2. It's about as exciting as that. Then again, maybe not
- **Replay Value:** Moderate

■ **STYLE** 1 TO 8-PLAYER SPORTS ■ **PUBLISHER** TAKE-TWO INTERACTIVE ■ **DEVELOPER** ASK ■ **RELEASE** NOVEMBER 2

## REVIEWS



The environments are excellent and extremely realistic

PLAYSTATION 2

## ESPN WINTER X GAMES SNOWBOARDING

GOT YER LIFT TICKET?

Regardless of the fact that you may already be boardin' on PS2, advise any hardcore snowboarder to take a look at this game, as the concept is geared toward realism. Tricks take plenty of practice and I certainly wasn't tearing up the slopes initially. There are the straight-up competitions, such as Half-Pipe, Boarderx, and Big Air. The best part of this game is the Snowboarder mode. Here you start as a lowly boarder and then earn money to get new equipment, lift passes, and sponsorships. To do this, you enter competitions, or work video shoots to get paid. This game is far less extreme than SSX and a bit frustrating. However, it had me hooked. — **PAUL**

### THE BOTTOM LINE



8.25

- **Concept:** Earn money in films and competitions to get new equipment, buy lift tickets, and go half-boardin' — very original
- **Graphics:** The boarders and environments are detailed and extremely realistic
- **Sound:** A varied soundtrack features everything from hardcore to ska
- **Playability:** Designed for realism in mind, big tricks and huge air are difficult to perform. It makes for a frustrating experience
- **Entertainment:** Hardcore snowboarders may appreciate the realism. Others could find it too difficult and slow
- **Replay Value:** Moderate

### SECOND OPINION

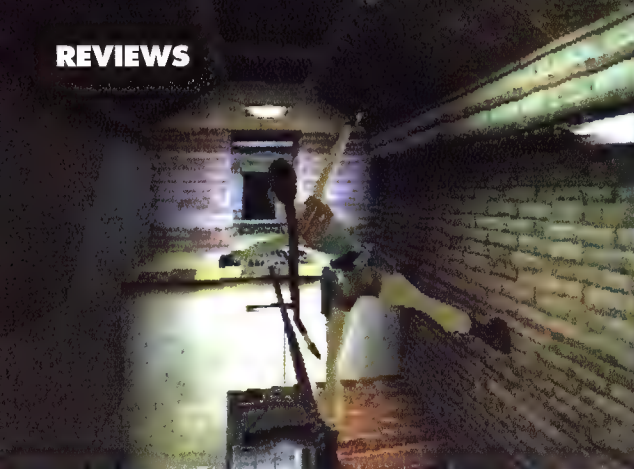
Not as flashy as SSX, this title almost succeeds due to its variety of events and courses, plus an oddly fascinating career mode. Unfortunately, the awkward trick scheme leaves me cold.

MATT - 7.75



You can Boarderx against a friend, but the rest of the pack isn't here

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI ■ **RELEASE** OCTOBER 26



PLAYSTATION

**THE BOTTOM LINE**

**7**

**"This game should have ended with Lara catching a bullet between the eyes..."**

# TOMB RAIDER CHRONICLES

SIX FEET UNDER

**T**he death of Lara Croft is a fascinating premise that holds a little something for everyone. Either A) you love this female crusader more than your girlfriend and want to be there for Lara right up to the fateful day, or B) you hate this series and would pay anything to see Lara's fragile figure crushed beneath a large boulder. A few years back, DC Comics ran a similar story where Superman visited the reaper. The payoff was huge. Everyone loves reading about the death of a great American hero. The same theory applies to Tomb Raider. Lara's passing could have been the next big thing. It's never happened in the game realm, and I'm sure everyone would want to see how her life came to a sudden end. Of course, Eidos royally screwed up. There wasn't a teaser campaign to draw interest, and worst of all, months before the game hit retail shelves, Eidos announced that Lara Croft is alive and will return in a new adventure for PlayStation 2 (see page 80). I've heard of people shooting themselves in the feet before, but this is stupidity in its purest form.

So basically, there is no legitimate reason to play this game. Trying to counter its morose announcement, Eidos says that something terrible happens to Lara at the end of Chronicles that will forever alter her life. Did she break a nail? Twist her

ankle? What's worse than death? This game should have ended with Lara catching a bullet between the eyes, and no hints should have been given as to if she would ever return. That would sell units. Heck, even I, Mr. "I'd Rather Eat Feces Than Play Another Tomb Raider," would play it to see Lara's life come to an abrupt end.

Seriously people, if you're fed up with Eidos' rehash syndrome, this game will do nothing for you. This is the fifth PlayStation Tomb Raider, and, it's still running on the same engine. Core Design has dusted off the cobwebs and sucked the blood out of this elderly engine for one last go, and of course, the new features are minimal. Lara can now tightrope across thin objects, and most exciting of all, when she crawls out of water, you can actually see the water dripping from her body. Wow.

I burned out on this series long ago, and to be quite frank, embarking on the fifth quest was not a pleasant experience for me. To be fair, if you still cherish this series, Chronicles is a decent sequel that is challenging and lengthy. Its puzzles are unyielding, and the cutscenes are priceless as always. If you didn't like the game to begin with, or tire of it like I do, then stay away. Lara's fake death isn't worth seeing. — REINER

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** CORE DESIGN  
 ■ **RELEASE** NOVEMBER 14



Some of Lara's spelunking takes place in her teenage years



Magnificent cutscenes surround each stage



Difficult puzzles await



With Matrix fans drooling buckets over Trinity's snug outfit, Lara has covered herself in tight leather



Remorseful friends share fond memories of Lara

- **Concept:** Lara Croft is dead, and this is a look back at her greatest adventures
- **Graphics:** The same dish, but now you can see water dripping off Lara's legs
- **Sound:** Great ambient sounds and a killer interactive soundtrack set the tone for the expedition at hand
- **Playability:** Eidos has tapped into the same gameplay engine for the fifth time, but of course, new moves have been added
- **Entertainment:** If you're not sick of it yet, Lara's final journey is challenging and enjoyable
- **Replay Value:** Low

**SECOND OPINION**

I used to be a fan of this series but now I can't stand the sight of it. Perhaps it has to do with the fact that Eidos is beating this dead horse for all it's worth (destroying all its worth at the same time). Basically this is just the same game you've played with new levels — oh yeah, and how could I forget — there is also a new tightrope walking move that slows the game down even more. The Innovations just never stop. I pray to the gaming gods that when Lara comes to the next wave of systems like PS2 and Xbox that something is done to improve this game — and I don't just mean the graphics. The puzzles are interesting, but the pace is way too slow. I feel slightly bad ripping on a game for coming too frequently, since I think I could play a new Metroid every year if Nintendo gave me one, but this series isn't of that caliber. I'm gonna skip this one and wait for the next generation. I think you should too.

**ANDY - 6**



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THE BOTTOM LINE

**8.75**

"Driver 2 succeeds in outgunning all competition in terms of testosterone-dripping mayhem."

PLAYSTATION  
**DRIVER 2**  
 TANNER'S BACK WITH A VENGEANCE

Although it was a ton of fun, Driver was not nearly as groundbreaking as its creators would have you believe (the GTA series has been mining a similar concept since 1997, albeit with outdated, top-down graphics). However, Reflections' creation quickly became one of the breakout titles of last year by grafting free-wheeling racing action onto a hard-boiled '70s undercover cop drama. The game's over-the-top plot made Driver the first racing title that felt as dramatic and compelling as an adventure game. Sure, it's great to unlock new rides and licenses in Gran Turismo, but nothing puts a fire under your ass to finish a mission like knowing that some mob toughs are going to put a cap in your skull if you don't make it to the pick-up spot in time.

Driver 2 follows closely in the tracks of its predecessor, with a slew of improvements. The plot revisits the shadowy criminal world we explored in Driver. This time, Tanner is on the trail of Pink Lenny, an overweight bean counter for criminal overlord Solomon Caine, who has allied himself with Caine's rival, Alvaro Vasquez. This betrayal has started a war in the underworld, and it's up to Tanner to track down Lenny. Piling on the tough guy dialogue, dramatic executions of extraneous characters, and double-crosses that happen so fast I soon forgot

which side I was on, Driver 2 succeeds in outgunning all competition in terms of testosterone-dripping mayhem. Simply, Driver 2 has some of the most entertaining outscenes I've ever seen.

Equal enhancements have been incorporated into gameplay. Most impressive are the new cityscapes. The maps and roadways are much more detailed, and there are now curved roads and freeway exit ramps to navigate. Traversing the huge levels to your mission goals is a harrowing task, especially when you have to deal with heavy traffic and kamikaze cop cars. The missions are much the same as in Driver, requiring you to make pickups, tail people, and evade the fuzz. The most-hyped feature of Driver – the ability of Tanner to leave his vehicle – is a bit disappointing. Outside of a few instances in which you must hit a switch, your extravehicular activities largely consist of running towards another vehicle and jumping in.

In the end, Driver 2 does what every good sequel should – improves on the first while maintaining the elements that made the series a success. Driver fans will revel in the new level of detail, the balls-out racing, and the awesome storyline. – **MAIT**



If you wreck your ride...



...just find another one...



...and drive away!

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER INFOGRAMMES ■ DEVELOPER REFLECTIONS ■ RELEASE NOVEMBER 15



Driver 2 features new cities, like Havana and Las Vegas, and even curved roads!



If you thought some of the missions in Driver were tough, try outrunning a train with an old pickup

- **Concept:**  
The same old Driver, plus more outscenes, enormous new cities, and out-of-the-car action
- **Graphics:**  
Improved, but pop-up and seam tearing are still very apparent
- **Sound:**  
Hot pants '70s tunes keep it real, while the B-movie voice-overs provide tons of intoned (and unintended) laughs
- **Playability:**  
The vintage muscle cars handle like boats, but fishtailing around corners is part of the fun
- **Entertainment:**  
Better than Starsky & Hutch reruns
- **Replay Value:**  
Moderately High

**SECOND OPINION**

It's good to see a developer learn from experience, and Driver 2 is testament to Reflections' education. In every conceivable fashion – from curved roadways to more varied missions – the sequel is the superior of the original. Even the music better suits the mood of the game. What hasn't changed is what already worked, namely the loose, demolition-derby style controls and the "Mafia movie in progress" story. The only problem with Driver 2 is that Reflections' ambitions have peaked slightly above the PlayStation's ability. With all the new happenings onscreen, pop-up, slowdown, and texture tearing are much more prevalent than before, making me desperate for this franchise to move onto the next generation of consoles. Do these problems detract from the fun? Yes, but Driver 2 is still a blast, and well worth the asking price.

JAY – 8.5



"...the only problem I have with Razor Freestyle Scooter is that it didn't steal a little more from Pro Skater."

PLAYSTATION

# RAZOR FREESTYLE SCOOTER

STOP! SKUDA TIME

In the last year, the barn-burning success of Tony Hawk's Pro Skater has prompted every publisher under the sun to release a skateboarding game. None of these knock-offs have even come close to matching the sales of Neversoft's pride and joy, and for good reason – not one has been able to match Pro Skater's gameplay chemistry. It's pretty amazing when you think about it. No one's trying to create their own unique vision of video game skateboarding. Everyone's trying to copy Tony's formula, and they're all forgetting some key ingredients.

It seems somewhat ironic, then, that the next-best skateboarding game to come down the pike doesn't have any skateboards in it at all. Razor Freestyle Scooter is a dumbed down version of Pro Skater featuring the dumbed down version of the skateboard. Developed by Shaba Games, who not too long ago put together Grind Session, the previous holder of the second banana to Pro Skater position, Razor manages to not owe all its entertainment value to the game from which it is obviously derived.

I think much of this success can be attributed to the fact that it involves people riding scooters, not skateboards. The control scheme is all Hawk through and through, but pulling off

tricks requires more care due to having to wait for your scooter to realign below your character's feet. Also, Razor has some interesting (and at times, maddeningly difficult) level goals, and really cool bonus levels to complete.

Aside from the absurd storyline involving robots taking over your playground or something, the only problem I have with Razor Freestyle Scooter is that it didn't steal a little more from Pro Skater. Turning in the air can only be accomplished with the d-pad, which is especially short-sighted considering that the shoulder buttons go unused. There are no transfers to score off of. Even worse, there are no two-player games other than a trial to see who can score more in two minutes. How hard is it to toss in a game of HORSE?

Razor isn't going to make you chuck your copies of THPS and THPS2 out the window, but it's the first copcat to come along that hasn't just made me wish I was playing Pro Skater instead. You can tell that this one is aimed at the under-12 crowd, but don't be afraid to give it a whirl if you're not in this demographic. At the very least, you'll be entertained by watching a bunch of polygonal kids biff it on the nerdiest craze to sweep the nation. – JAY



■ STYLE 1 OR 2-PLAYER ACTION ■ PUBLISHER CRAVE ENTERTAINMENT ■ DEVELOPER SHABA GAMES ■ RELEASE DECEMBER 5



## RISE OF THE ROBOTS

There is a story being told in Razor Freestyle Scooter, but it's so heinously daft, it's hardly worth mentioning. We think it has something to do with robots, which is why new characters – which are unlocked by failing and completing hidden Challenge Levels – are shown being featured by mechanical monsters with fiendish grins.

## WIPE OUTS

It lacks blood to get that squeaky-clean E rating, but the crashes in Razor are sometimes more brutal than anything shown in Pro Skater. Scooters fly from under your feet, clattering on the pavement a few yards away, as your characters bash their heads before your eyes. The biffs may possibly be more satisfying due to it being a bunch of smug-faced kids skidding their knees.

## WHEELIES

Much like collecting the letters, SKATE in Tony Hawk, Razor challenges players to find all the scooter wheels hidden on levels. Rather than just five components to find, however, there are always at least 20 wheels scattered throughout each level, making accomplishing this goal one of the more difficult things to do in the game.



#### THE BOTTOM LINE



8

#### Concept:

A stripped down version of Pro Skater with a steering bar on the skateboards

#### Graphics:

There are problems, but for the most part it's a sharp-looking game

#### Sound:

The worst part of the game. The soundtrack consists of a bunch of similar-sounding, pop-punk bands you've never heard of

#### Playability:

Not as good as Tony Hawk, but not too far off the mark either

#### Entertainment:

Analogic and frustrating at the same time, therefore fun

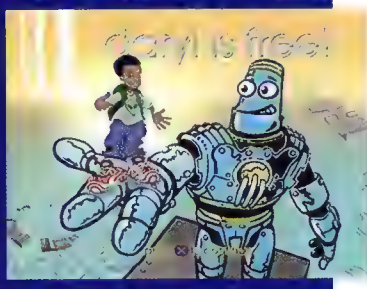
#### Replay Value:

Moderate

#### SECOND OPINION

This has to be the most surprising game of the year. When I heard that Crave was bringing out a Tony Hawk rip-off based on Razor Scooters, the hula hoop of the year 2000, needless to say I wasn't exactly expecting great things. I should have read the press release a little more carefully, as this game was developed by Shaba, the company behind Grid Session, the game that came closest to capturing Tony Hawk's storied gameplay. With Razor Freestyle Scooter, Shaba takes a step closer to the Holy Grail. Now I'm not saying this game is even in the same league as Tony Hawk 2, but it's by far and away the best clone I've seen thus far. Playability is solid, and allows you to achieve a pretty good flow during your run. Level designs are clever; I especially liked the cool bonus stages. A good effort by a developer that seems to be improving with each new release.

MATT - 8



#### THE BOTTOM LINE



5

#### Concept:

The popular arcade game finally has its own home version after many years

#### Graphics:

It looks worse than in the arcade, and every golfer looks like Peter Jacobsen

#### Sound:

If you can handle the encouragement from Jacobsen, you might like what you hear

#### Playability:

A nice rollerball to PS-X controller adaption

#### Entertainment:

If you have played a lot in the arcade, you might get a little fun out of this game

#### Replay Value:

Low

#### SECOND OPINION

Golden Tee Golf is a little bit of a melon scratcher. The game itself looks like absolute dung. The graphics are terrible, the animation is choppy, the physics are ridiculous, and the realism is basically non-existent. And yet, I caught myself enjoying the different game options and fast arcade-style gameplay. If you like golf games, or if you play golf, this game would probably amuse you for about an hour. It might be fun to play with a buddy, but again, it's going to fizzle on you pretty quick. There are only so many times you can sink a 50 foot putt until it starts to lose all meaning. It's fun, but not eleven times in a row. As a rule of thumb, bar arcade games don't transfer too well to the console. If there was ever a game to rent (preferably for cheap), this would be it.

KRISTIAN - 6.75

#### PLAYSTATION

## GOLDEN TEE GOLF

### DUFFER'S DELIGHT?

A common fixture in sports bars and other watering holes, the Golden Tee Golf arcade machine has been around for a number of years. I have witnessed endless dollars poured into this machine and I've even dropped a few bucks myself. With the home version, Infogrames and WizardWorks have obviously tried to tap into the crazed barflies who like to tee it up.

In some ways, this game succeeds in capturing the essence of the arcade game. Even though the coin-op works with a rollerball, the PS-X game has been adapted quite nicely. With a choice of digital control, or more preferably the analog, the game requires you to control both the takeaway and the swing. The analog uses both of the Dual Shock sticks and lets you shape the ball similar to the arcade game. Since this is really a quick player and not a simulation, scoring is fairly simple - especially putting. I even had a hole-in-one in my first round.

Overall, Golden Tee Golf is an enjoyable game since I played the arcade game quite a bit. It really doesn't look like much, and truly doesn't have anything over games like Hot Shots - or even CyberTiger. - PAUL

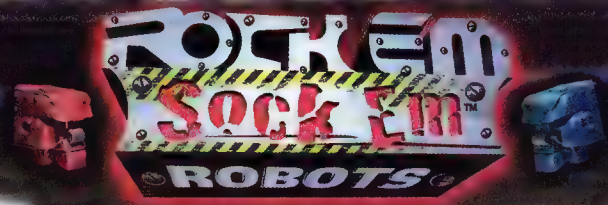


"The Cinderella story...it's in the hole!!!"

■ STYLE 1 TO 4-PLAYER SPORTS ■ PUBLISHER INFOGRAMES  
 ■ DEVELOPER INCREDIBLE TECHNOLOGIES / WIZARDWORKS  
 ■ RELEASE NOVEMBER 3

You see yourself  
as a great warrior...

Your opponents see  
you as spare parts.



# ARENA



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## REVIEWS



PLAYSTATION

# ULTIMATE FIGHTING CHAMPIONSHIP

DC MAKES PS-X TAP OUT

**H**ere's a nice change of pace. For the first time I can think of, a game was made for Dreamcast, then downgraded to run on PlayStation. I can see why this hasn't been done before. Every facet of the game had to be taken down a serious notch. The most unkind alteration of them all is the animation. The smooth graphics that allowed for a festival of strategic countering have been reduced to a chop-pest that makes pulling off the move you intend more difficult than necessary. Anyone who's played the Dreamcast version of UFC will laugh their asses off at this PlayStation attempt, but the basic engine still makes for one of the more interesting, and challenging, fighters released this year. — JAY



**Concept:** Punch and grapple while looking for a chance to apply a submission hold.

**Graphics:** Quite a step down from the Dreamcast version.

**Sound:** The effects during fights are muffled and generic.

**Playability:** Due to a high reduction in frames of animation, moves are harder to pull off and counter, thus the game is more difficult and frustrating.

**Entertainment:** If you've played the Dreamcast version, there's no need to explore this. If not...

**Replay Value:** Moderate.

### SECOND OPINION

UFC is a fantastic fighting engine, but once you start to play this PS-X port you really see the short comings of the system — the graphics stink and the animation is choppy enough to detract from the game.

ANDY — 7



■ STYLE 1 OR 2-PLAYER FIGHTING ■ PUBLISHER CRAVE ENTERTAINMENT ■ DEVELOPER OPUS RELEASE NOVEMBER 14



PLAYSTATION

# 007 RACING

LIVE AND LET'S DRIVE

**G**iven the fact that James Bond's world is always filled with cars, it's no wonder someone eventually made a game featuring Bond's gadget-filled vehicles. EA Games and MGM Interactive have teamed up with UK developer, Eutechnyx, to crank up a game that's oriented more toward action than technical racing. In theory, this should fit the Bond mold perfectly, and 007 Racing does resemble an arcade action game with its pickups strewn all over the environment and a bunch of things to shoot. However, some problems do arise.

Some of the 15 missions are fairly short and only contain a couple objectives, while others include five or more. Sometimes it's as easy as knocking out four tires on a semi-truck; other times you must complete a series of evasive maneuvers, perform reconnaissance, or even battle a nasty forklift (yeah, you read that right). At its core, this game is about the Bond cars, so there are the infamous rides, such as the Aston Martin DB5 and the Lotus Spirit. The only problem I see is there's little difference in the cars' armament, performance, and handling. It would have been nice, too, to have a choice of cars at the start of a mission. As it stands, you are placed in a car and your weapons are at the mercy of what item pickups have been placed in the arena.

The playcontrol does have its moments and certain missions are relatively fun. Additionally, 007 Racing is filled with plenty of Bond talk and jargon. However, the graphics are pretty ugly, even downright nasty at times. I did enjoy a few of the missions, but overall this game is more Lazenby than Connery. — PAUL



Here is a perfect example of road rage using lasers  
Using the remote control, you take the BMW through a warehouse

■ STYLE 1 OR 2-PLAYER ACTION/RACING ■ PUBLISHER EA GAMES  
■ DEVELOPER EUTECHNYX/MGM INTERACTIVE ■ RELEASE NOVEMBER 17

THE BOTTOM LINE



**Concept:** There are some well-designed spy missions, but the overall design is a little too arcadey.

**Graphics:** Even though the game plays at a fast pace, the textures and environments are damn ugly.

**Sound:** An excellent group of voice actors highlighted by John Cleese.

**Playability:** In open battle settings, the playcontrol is decent. On closed tracks, it's extremely touchy.

**Entertainment:** Some missions are great, while others are just plain stupid.

**Replay Value:** Moderate.

### SECOND OPINION

Here's a quick rundown of 007 racing: It's fun, it sucks, it's fun, it sucks, it's fun, it sucks, it's fun, it sucks, and so on until the end of the game. Basically, this means 007 is trying to be good all the time, but really only succeeds half of the time. To borrow a line from the greatest movie of all time: "Control, control, you must learn control!" You can forget about realistic physics in terms of steering, braking, and just about any other situation you can think of involving laws of nature. Basically the game banks on John Cleese (who is hilarious) and down-home, old-school racing. The levels that try to do more are the ones that cause my screen to pick up an inordinate amount of controller plastic. Please don't buy this game if you're planning on getting a PS2 in the next eight months. The graphics are so horrible, it just wouldn't be worth the time and effort.

KRISTIAN — 6.75



# PLAYSTATION QUICKIES

## JARRETT & LABONTE STOCK CAR RACING

■ **STYLE** 1 TO 4-PLAYER RACING  
 ■ **PUBLISHER** CODEMASTERS  
 ■ **RELEASE** OCTOBER 3



I think NASCAR with names like Jarrett and Labonte on the front cover, but the game couldn't be farther from it. It's basically an old fashioned racing game with some little tweaks

(like car damage that includes flying hoods and dragging bumpers), lots of nice tracks (there's 23 of them), and some decent driving physics that are real enough to be challenging, but still forgiving enough to give the game a good arcade feel. It's not the be all, end all of racing games, but it is better than average. — **ANDY**

**E 7.75**



## RC DE GO

■ **STYLE** 1-PLAYER RACING  
 ■ **PUBLISHER** ACCLAIM  
 ■ **RELEASE** OCTOBER 31

What a pleasant little surprise. Coming from Acclaim, the company that brought us the loathsome Re-Volt, I didn't expect RC de Go to be worth the CD it was pressed on. However, then I noticed it was made by Taiko, and was actually a fun throwback to the NES classic R/C Pro Am. This is definitely an arcade game, so don't expect much depth. Still, it's cool to see someone doing a style of racing game that's become pretty rare these days. — **MATT**

**E 7.5**

## NCAA FINAL FOUR

■ **STYLE** 1 TO 8-PLAYER SPORTS  
 ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT  
 ■ **RELEASE** NOVEMBER 14



Like other 989 Sports games in recent months, this year's Final Four offers nearly nothing different than previous editions. I can say that there are a ton of teams, but that is probably the

highlight of this game. The animation is weak and there are just way too many turnovers. I don't find Final Four to be worth the cash because I can get about as much enjoyment out of last year's game. I suggest you sit this season out. — **PAUL**

**E 5.5**

## FREESTYLE MOTOCROSS: MCGRATH VS. PASTRANA

■ **STYLE** 1 OR 2-PLAYER RACING  
 ■ **PUBLISHER** ACCLAIM  
 ■ **RELEASE** NOVEMBER 2



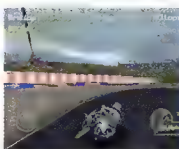
I only reviewed this game because Erik paid me 100 bucks to do it for him. I don't think it was worth it. Acclaim tried to pull the McGrath name out of the crapper by adding some Tony Hawk-esque freestyle

moves and fantasy tracks to the mix. Too bad it didn't fix the terrible graphics and control. How's this for horrible physics: I performed a back flip off a ramp while going 17 miles per hour. When will the torture end? — **MATT**

**E 3**

## MOTO GP WORLD TOUR

■ **STYLE** 1 OR 2-PLAYER RACING  
 ■ **PUBLISHER** INFOGAMES  
 ■ **RELEASE** NOVEMBER 15



Aside from having motorcycle sound effects that are worse than Excitebike on NES, everything in Moto GP World Tour is competently done. There's nothing in this game that you haven't

seen before, but if you've got an interest in the subject matter and are a bit of a gearhead then you'll find this game satisfactory. — **JAY**

**E 7**

## DONALD DUCK: GOIN' QUACKERS

■ **STYLE** 1-PLAYER ACTION/PLATFORMER  
 ■ **PUBLISHER** UBI SOFT  
 ■ **RELEASE** NOVEMBER 14



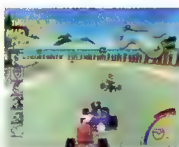
Although largely derivative of Crash Bandicoot, Goin' Quackers for PlayStation is a surprisingly entertaining game that packs quite a bit of challenge considering its target market. I would have

scored it even higher had the developers been able to better capture the essence of Donald. For a game based on an animated character, there is a surprising lack of animation — and where are the voice-overs? — **JAY**

**E 7**

## WOODY WOODPECKER RACING

■ **STYLE** 1 OR 2-PLAYER RACING  
 ■ **PUBLISHER** KONAMI  
 ■ **RELEASE** NOVEMBER 15



To its core, Woody Woodpecker Racing is a clone of Crash Team Racing. Of course, it's not even in the same league as CTR. I am growing so tired of cheap reshapes. I mean, how many more generic cart racers do we

actually need? This late in the PlayStation's life, a game really needs to bring some new ideas to the table to warrant a purchase. Woody Woodpecker doesn't, so don't buy it, don't rent it, don't even look in its direction. — **MATT**

**E 3**

# REVIEWS



"For my next trick, I'm going to photocopy my ass!"

PLAYSTATION

## BLADE WESLEY STEPS IN A GRISLY MESS

Observant GI fans may have noticed some subtle changes in our coverage of Blade. Our first look at the game was a six-page feature. The next time around, it had shrunk to a half-page preview. Now it's sunk to a lowly one-third page review. Notice a pattern? I think it's time to admit that we were suckered by the advance hype on this game. Mistakes were made.

Fortunately, we make mistakes so you don't have to — and you most definitely don't have to buy this annoying, ugly piece of crap. Think of this as Blade's return to its roots as one of Marvel's worst franchises. — **MATT**

### SECOND OPINION

It feels like there's the potential for a good game buried somewhere in Blade, but it would take some serious surgery to dig it out. Guess Activision is fallible after all.

JAY — 5

### THE BOTTOM LINE

NATURE M

4

#### Concept:

A Duke Nukem swipe capitalizing on the popularity of Blade.

#### Graphics:

If these textures look this bad in near total darkness, imagine how bad they'd look if there was adequate lighting!

#### Sound:

The one bright spot features a spooky trip hop techno soundtrack and a pretty good Kris Kristofferson impersonator as Whistler.

#### Playability:

Control — Bad. Camera — worse!

#### Entertainment:

This bloodless exercise in frustration is a disgrace to the movie!

#### Replay Value:

Low



Blade descends into the sewer, literally and figuratively

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** HAMMERHEAD  
 ■ **RELEASE** NOVEMBER 21

## REVIEWS

PLAYSTATION

# COLIN MCRAE RALLY 2.0

THE FLYING SCOTSMAN RETURNS



Last year's Colin McRae was a massive success in Europe, while in America it sold no better than French deodorant. Hopefully, gamers will give version 2.0 a chance, because this series is one of the most challenging racing experiences out there. The serpentine outdoor tracks and weather conditions push your skills to the limit. You simply can't take any turn for granted. The graphical presentation has been bumped up a notch, especially the improved car damage effects. Parts actually begin to wobble and shake, then eventually fall off. For extremely difficult racing, check this game out. — **MATT**

**THE BOTTOM LINE**  
**E 7.5**

- **Concept:** More of the same grueling racing that made you love (or hate) Colin McRae.
- **Graphics:** Mildly improved texturing, and superb new vehicle damage.
- **Sound:** The beloved, unintelligible Scottish crew chief has been replaced with some Dixie cracker.
- **Playability:** It could take a lifetime to master this game, as the control and physics are very realistic. The helpful training mode is sorely missed.
- **Entertainment:** The real-deal hardcore sim for rally fans.
- **Replay Value:** Moderately High.

### SECOND OPINION

The first game was good and I enjoyed this even more. Although I still view the Rally mode in GT2 to be better, this is still a solid racing game.

**PAUL - 8**



■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** CODEMASTERS  
 ■ **DEVELOPER** CODEMASTERS ■ **RELEASE** NOVEMBER 14



**THE BOTTOM LINE**  
**T 7.5**

PLAYSTATION

# LUNAR 2: ETERNAL BLUE COMPLETE

RE-RELEASE BOOGALOO

Let me start by commenting on how amazed I am to be playing Lunar 2 on PlayStation. Yes, I've known it was coming for a long time. I'm just impressed that it got to shelves with less than a year's delay. Always the stoliders for detail, Working Designs refuses to release a game until it is aesthetically pleasing on every level. Lunar 2: Eternal Blue Complete is no exception to this standard.

Just as it did with Silver Star Story, Working Designs has left the basics from its Sega CD version intact, but has improved every aspect of the game to such a degree that it's hardly comparable to the original. The graphics have been pumped up (though they are still rooted in the past), the music has been smoothed out, there is now 90 minutes of spoken dialogue, and gameplay has been brought up to speed. As per usual, the packaging is a work of art in its own right. You pay a little more for the products from Working Designs, but it's always worth it.

So why does this game that I'm gushing love for only garner a 7.5? Simply put, Silver Star Story was the better of the two Lunars for Sega CD, and the same holds true for the PlayStation counterparts. Those who played the first will definitely want a piece of this action, but those who began with Eternal Blue might not make the trip back. — **JAY**



Always the masters of bonus packaging, those who purchase Working Designs' Lunar 2 will find much more than three game discs inside its fat box. Goodies this time around include a hardbound game manual, a soundtrack disc, a Making of Lunar 2 documentary movie disc, 17 character mini-statuets, a paper map, and a pendant in a cloth pouch.



One no longer needs to save experience to buy special abilities and saves

The touched-up graphics barely show their age

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** WORKING DESIGNS  
 ■ **DEVELOPER** WORKING DESIGNS ■ **RELEASE** NOVEMBER 28

- **Concept:** The story is set 1,000 years after the original Lunar, yet it's still fairly reminiscent of that game.
- **Graphics:** Better looking than the Sega CD version, but still firmly set in 1995.
- **Sound:** There's 90 minutes of spoken dialogue to go along with the standard whack-and-thwack sounds typical of an RPG.
- **Playability:** Working Designs has added many features that make play smoother and easier than it was on Sega CD.
- **Entertainment:** Fun for those who played it the first time around, and fun for those who missed it.
- **Replay Value:** Moderately Low.

### SECOND OPINION

I really admire Working Designs' dedication to the craft of video games. I don't think there is a company out there that cares more about its games or puts as much heart and soul into each of its releases. Sure, you can dock them for eclectic choices, but each of the games has style. Lunar 2: Eternal Blue is yet another example of putting everything the company has into a single product. In this case, the game technology is obviously outdated, but like Lucas with his Special Edition Star Wars releases, there is definitely some new shine on them. However, you can't change what you started with, so unless you are a true die-hard RPGer, this game will go way above your head, as it's one of the more challenging RPGs out there. Since I have played this one before on Sega CD, it was hard for me to get into it again, but Working Designs fans certainly won't be disappointed.

**ANDY - 7.5**

PLAYSTATION

# CHAMPIONSHIP SURFER

"HEY BUD, LET'S PARTY!"

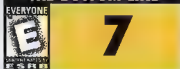


Rat Boy goes for the big wave - tubular!

After years of nary a sign of surfing games, the year 2000 brings what seems like an overabundance. Championship Surfer has all the necessities - a selection of real surfers, different boards, and variable surfing conditions. I must admit that I jumped at the chance to play this and I was rewarded - but only slightly. The game looks pretty good, but it's hampered by a weak camera system. The adjustable camera just doesn't have a great view of the action. Likewise, the control is a little too sensitive to my liking. It does a good job of providing you with some authentic surf stuff, but fails to deliver. - PAUL

■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER: MATEL INTERACTIVE ■ DEVELOPER: KROME STUDIOS ■ RELEASE: DECEMBER 4

THE BOTTOM LINE



- **Concept:** Recalling the days of California Games' surfing mode, this is all about you and the wave
- **Graphics:** A no-frills game engine that's simple, but fast and nicely done
- **Sound:** The crashing waves are soothing, but the music is annoying. Luckily, you can disable the soundtrack
- **Playability:** The camera system is adjustable, so it takes some time to find one that works. Control is good, but on the difficult side
- **Entertainment:** Learning the tricks and control is quite frustrating, which hinders the overall enjoyment
- **Replay Value:** Moderate

SECOND OPINION

What's up with all the surfing games lately? This one is infinitely better than Surfing H30 and a little worse than Surf Riders. Myself, I'd wait for Kelly Slater's Pro Surfer.

MATT - 6

PLAYSTATION



PLAYSTATION

# POWER SPIKE PRO BEACH VOLLEYBALL

SAND AND STRAPS

Here's the perfect way to play some beach volleyball without worrying about sand being crammed in your keister. Power Spike Pro Beach Volleyball isn't going to wow you with spectacular graphics. Likewise, you won't see incredible moves or environments. What it does offer is good old addictive sports play.

If you've ever played sand volleyball, you know how much effort it takes to wade around the court trying to get to the ball on a moment's notice. PSPBV is trying to emulate this type of motion, but what ends up happening is sluggish controls coupled with jerky and oftentimes out of control movement. That they would think about how a player moves on a sand court speaks volumes about what the game is trying to do. It's just come up a little short.

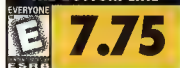
As you get into the game, you realize that you're yelling at the screen because your partner served a ball into the net, or your leg suddenly hurts because you've screwed up a spike for the third time in a row and you've vented your frustrations. The gameplay will not bore you. If you take time to notice, you'll see there are 14 different courts you can play on, and 50 FIVB pros whose personae you slide into. If this title ever makes it to PS2, watch out. The only thing holding PSPBV back is lack of processing power. The gameplay is ready and waiting. - KRISTIAN



Get ready for a jump serve

■ STYLE 1 TO 4-PLAYER SPORTS ■ PUBLISHER: INFOGRAMS ■ DEVELOPER: CARAPACE ■ RELEASE: DECEMBER 14

THE BOTTOM LINE



- **Concept:** Attempt to control your player into doing what you want them to do
- **Graphics:** The backgrounds and animations could have used some extra attention
- **Sound:** A spike sounds like a spike, and a bump sounds like a bump
- **Playability:** The controls are a bit irritating at times, but you get used to it
- **Entertainment:** This is an easy game to get into. The longer the volley, the higher your pulse
- **Replay Value:** Moderately High

SECOND OPINION

My daddy always said, "If you go digging in the sand, you're bound to come across a turd once in awhile." Power Spike Pro Beach Volleyball is a reminder that the old man knew what he was talking about. I don't know what the lovely Gabby Reece did to deserve this slanderous attack on her good name. The blocky character models and grainy texturing is only the beginning of this game's many problems. Controlling the players is a nightmare, as they jump around like highly-cafeinated rabbits at the slightest touch of your q-pad. In addition, the serving is basically automatic, and doesn't allow you much control over velocity or ball placement. Power Spike is about as much fun as a bad case of sunburn.

MATT - 5

PLAYSTATION

# STAR WARS: DEMOLITION

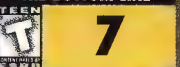
STAR WARS CAR WARS



This is really a bittersweet release for me. I love Star Wars more than my family, yet I never really garnered any pleasure putting the Vigilante 8 series through its paces. It's a good meets evil kind of thing, and naturally, this amalgam forged a mediocre release that excites, but never ignites any form of addiction. Seeing the vehicles in action is grand indeed, but they don't maneuver as you'd expect them to. They all drive like cars, even the aircraft like the snowspeeder. The Star Wars aspect plays second string to the V8 experience. I would have liked it the other way around. Fun, yet disappointing. - REINER

■ STYLE 1 OR 2-PLAYER ACTION ■ PUBLISHER: LUCASARTS ■ DEVELOPER: LUXOFLUX ■ RELEASE: NOVEMBER 13

THE BOTTOM LINE



- **Concept:** Vigilante 8 gameplay in the Star Wars universe
- **Graphics:** The environment redraw is horrible, popping textures in and out just a few feet in front of your vessel
- **Sound:** As always, the Star Wars soundtrack and sound effects are simply amazing
- **Playability:** The control is tighter than the Dreamcast version. Even so, the combat is still lacking in many ways
- **Entertainment:** The single-player mode ends too quickly, and the gameplay really doesn't entice you to play again
- **Replay Value:** Moderately High

SECOND OPINION

Blah! Star Wars deserves better than this. The same stinky game that's on Dreamcast with bad graphics - that's like dating the annoying and ugly girl.

ANDY - 2



**"Sega veered away from the mainstream and designed an original role-playing game with enough gust behind it to keep gamers sailing for weeks."**

DREAMCAST

## SKIES OF ARCADIA

### HIGH STAKES ON THE HIGH SEAS

**B**reaking expectations, and really surprising the hell out of me, *Skies of Arcadia* is equally as impressive as Sega's 16-bit endeavors. Instead of hammering out another typical RPG with slime creatures, forest mazes, and an all-powerful sword that can kill a boss in seconds, Sega veered away from the mainstream and designed an original role-playing game with enough gust behind it to keep gamers sailing for weeks.

Of course, the basics are still incorporated – like gaining experience, healing yourself with an oddly-named vial of green juice, upgrading weapons, and visiting towns to learn about strange occurrences in a nearby dungeon. You gotta have this junk for it to be an RPG. There's no way around it. Certainly, you must be thinking to yourself that this game sounds like every other RPG on the market, but believe me, the remainder of the game is very unique. The entire world is airborne, taking place on floating islands. Blending generations, technology comes in all shapes and forms.

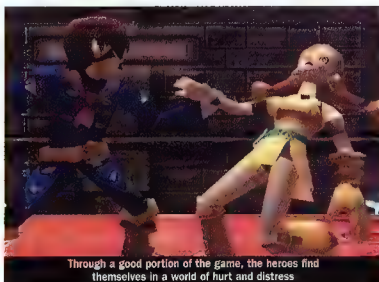
Many of the weapons are Star Wars-esque, featuring energy blades. On the other hand, many of the vehicles (which are all floating boats, I might add) look like antiques from either World War II or the Great Voyage era. To get around, you man a floating vessel and take to the skies. Sometimes enemies will board your ship, where a turn-based battle ensues.

However, as treacherous as this world is, you'll actually have to combat other airborne denizens – vessel against vessel. The hand-to-hand combat is based on elemental properties. The energy weapons can change properties on the fly, like fire to ice. Not only must you do this to find an opponent's weakness, but each elemental property actually gains experience, which unlocks different spells and powers. Outside the elemental battlefield, the flying vessel battles require a different strategy. These combat situations are a trifle slow and a tad too basic, but they prove to be quite challenging and very rewarding in the end. You can customize over 80 different ships, and use evasive maneuvers and different weapons to knock the opponent onto the scorched land below.

I had my doubts at first, but Sega really came through with this release. Even with annoying teenage characters and predictable plot twists, the story is enjoyable. On the visual side, you really couldn't ask for a better polygonal presentation either. The character models are inately detailed, and the ships are simply stunning. *Skies of Arcadia* is nothing short of a fantastic voyage. — **REINER**



■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA/OVERWORKS ■ **RELEASE** NOVEMBER 14



#### CINEMATICS

If Sega would have stuffed a few extra million dollars into the development piggy bank and told the story through FMV sequences, *Skies of Arcadia*'s cinematics would have benefited greatly. However, Sega did more than enough with the cutscenes to make the story clips impressive. While some scenes are told through gooty stiff-frame artwork (as shown), 99 percent of the story is delivered in real-time sequences. Many of the characters display a wide variety of facial expressions, blinking eyes, and amazing body movement. A fair substitute, but still, Final Fantasy-style FMVs would have made the experience all the more enjoyable.

#### GROUND WARFARE

Sega's unique spin on the combat aspect is purely elemental. To truly overpower difficult foes, changing elemental properties to counter a specific adversary's body composition is a must. With the simple click of a button, players can change the elemental makeover of their energy weapon. Even if a monster doesn't have a specific elemental weakness, you'll want to change your weapon properties often to gain experience points, which eventually unlock different spells.

#### AIR COMBAT

How long have you been waiting for this? In *Skies of Arcadia*, the airships' capabilities are not limited to transportation! In all honesty, these customizable vehicles (which total 80 in number), are basically new party members. You'll need to add new weapons, repair the hull, and even give it new armor! Contrary to popular belief, the ships don't talk, nor do they sleep in lens. They simply fly from place to place and battle airborne opponents.



## THE BOTTOM LINE

EVERYONE  
**E**  
10-18

9

## ■ Concept:

Role-playing set within the skies of a twisted world where pirates rule the wild blue yonder.

## ■ Graphics:

Changing facial expressions, dramatic lighting, and highly detailed environments are just the tip of this title's graphical excellence.

## ■ Sound:

The soundtrack is phenomenal, yet the repetitive combat voice-overs quickly grow tiring.

## ■ Playability:

Every inch of this RPG's gameplay is rock solid.

## ■ Entertainment:

Finally the Dreamcast has an RPG worth playing.

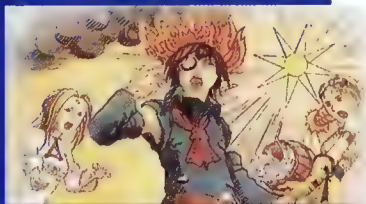
## ■ Replay Value:

Moderately Low.

## SECOND OPINION

Skies of Arcadia hits home with its buccanering, world-saving plotline that is supported by some great technology. The graphics are exceptional, with almost no loading times, which lets the player slip deeper into the game (I played this one for much longer than I had planned). Some of the plot-twists you can see coming a mile away, but the characters are interesting (though somewhat unoriginal) and keep you playing. Taking from various other games, the battle system is fairly standard, but the addition of the air combat brings the game to another level. At times the quest seems a little too linear for my tastes, but the game certainly does offer up some challenge to keep you interested. Skies is easily the best RPG in 2000 for Dreamcast, and its pirate theme makes it even better. Definitely a worthwhile, swashbuckling adventure.

ANDY - 8.5



(Alka)  
They said that the Naar deserts if you sit around in the sun too long.



Evasive Action



## THE BOTTOM LINE

TEEN  
**T**  
13-17

8

## DREAMCAST

# GRANDIA II

## DREAMCAST GETS ITS RPG GROOVE ON

I had little hope for the future of the Dreamcast's RPG lineup until recently. Skies of Arcadia is excellent, and Grandia II has proven to be much more entertaining than the previous offering on the PlayStation. The plot is nothing new, but the dialogue is occasionally humorous and exploring the game's gorgeous 3D environments is a blast. Each area has numerous secrets, and exploration is surprisingly nonlinear.

The combat system is also top-notch. It's similar to the old Grandia, but with more options. Enemies can be attacked with the standard combo attack for hefty damage, or their attacks can be disrupted by the nifty critical attack. Blocking and evading are also useful. In addition, each character has a set of special moves that can be learned and powered-up over the course of the game. These moves include deadly special attacks, magic, and healing. Battles with more powerful opponents can easily be swayed by the decisions you make.

As for the plot, the Dark One is returning and you, the cynical and bitter outcast, must overcome your anger for the world and take him down. If you just got excited about this story, you need to put down your Game Informer and play through about three RPGs until you start noticing a pattern: I wouldn't call Grandia a contender for RPG of the year, but it's certainly a worthy addition to any gamer's collection and a must for RPG fans. — ENK

## ■ Concept:

A straightforward RPG with an excellent combat system.

## ■ Graphics:

The character models are pretty cool and the environments are gorgeous.

## ■ Sound:

The music and voice-overs border on annoying, but they don't hamper the overall experience.

## ■ Playability:

It's a very easy game to pick up and play.

## ■ Entertainment:

Easy to get into and hard to stop playing.

## ■ Replay Value:

Moderately Low.

## SECOND OPINION

No matter how you cut it, GameArts' sophomore release will leave a disgusting taste in your mouth. Steering away from the youth-gone-wild theme, the story is supposedly more controversial and adult oriented. Well, you could have fooled me. All I see are a bunch of stupid kids trying to save the world again in another completely unoriginal story that appears to be penned by an 8-year-old. The actual gameplay is decent, and for the second time running, the combat is invigorating and inventive — often surprising you with its depth. Even so, the story is complete rubbish, and there's no reason to play a game for 20-plus-hours if you don't enjoy the quest.

REINER - 6.5



Insert giant can of Raid like here

■ STYLE 1-PLAYER ROLE-PLAYING GAME ■ PUBLISHER: UBI  
SOFT ■ DEVELOPER: GAMEARTS ■ RELEASE: DECEMBER 5



# TIME TO SETTLE THE SCORE ONCE AND FOR ALL. FREE

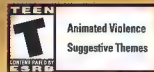


*Two monster corporations at war. One solution.*

*A massive martial arts event, Millennium Fight 2000, is organized*

*to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and SNK's world-renowned King of Fighters series' as they fight for universal domination.*

*Capcom vs. SNK...the ultimate collision of strength and power.*



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 **Dreamcast™**



"... giving Dreamcast owners something to gloat about..."

DREAMCAST

# TONY HAWK'S PRO SKATER 2

## SKATER'S HEAVEN

In the November 2000 issue of the world's greatest video game magazine, associate editor Jay Fitzloff blew the roof off the scoring scale by giving the PlayStation version of Tony Hawk's Pro Skater 2 a perfect rating. Finding it more enjoyable than any other game in recent memory, I almost followed in his footsteps, but before I could sell my soul, I realized the game was in fact far from perfect. The gameplay certainly didn't need any improvement, as it's the most complete package in all of gaming. Visually, the graphics shined, but not as brightly as the gameplay. To achieve the highest level of realism for the parks and skaters, Neversoft made two minor sacrifices in the PS-X version. Along with noticeable background pop, where buildings just 30 feet in front of you materialize out of nowhere, the framerate, especially in the multiplayer modes, skipped like a lopsided record.

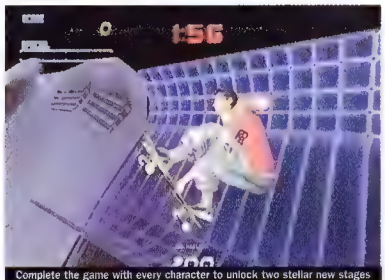
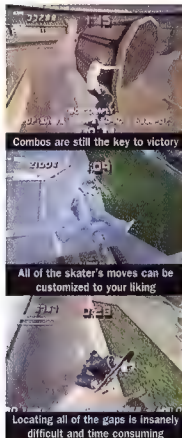
I'm pleased to announce Treyarch, the developer given the rare opportunity to port this sensational release to the Dreamcast, has used the expanded power of Sega's white box to reduce the pop-up, and harness a steady framerate. Problem solved. All of the fog smears are gone, and Tony no longer shakes like a kid on a sugar buzz. Another significant change is the clarity in the textures. I never really noticed how

washed out or pixelated some of the environments looked on the PlayStation version until I wrapped my hands around the improved Dreamcast port. You can actually see cracks in the wood on the half-pipes, and the bolts that keep them connected. Very cool.

Only adding to the realism, and giving DC owners something to gloat about, Treyarch has added new shadows to the mix. When a skater spins in a circle, you can actually see the shadow expand and rotate realistically. A small improvement, but impressive nonetheless. The one downfall of this game, making the PS-X version a tad more enticing, is the control scheme. This game was designed to run on the PlayStation controller. The Dreamcast controller supports it nicely, but the direction pad is a tad slippery, and without four shoulder buttons, spinning and switching stances is altered ever so slightly.

Other than this, Tony Hawk's second DC venture is another blockbuster effort. It offers replayability up the ying with the Park Editor and Create Skater options, and the Career mode is longer with a heftier challenge. Needless to say, this is a must for those of you who haven't played the PS-X release. — REINER

■ **STYLE** 1 OR 2-PLAYER SPORTS/ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** TREYARCH/NEVERSOFT  
 ■ **RELEASE** NOVEMBER 7



THE BOTTOM LINE



9.75

- **Concept:**  
A sequel of monumental proportions that offers infinite replayability with its Create Skater and Park Editor options
- **Graphics:**  
Out-powering the PlayStation release, background pop is not as obvious and the framerate is consistent
- **Sound:**  
Simply amazing
- **Playability:**  
Not as easy to manhandle as the PS-X version, but it is smoother and more responsive than the first DC attempt
- **Entertainment:**  
The most impressive sequel to date
- **Replay Value:**  
High

SECOND OPINION

The lighting and textures are improved, yet there's something different about the Dreamcast version of Pro Skater 2 that I can't quite put my finger on — mostly because it's blistered after only a few minutes of play. Treyarch did everything it could to perform a Sony-to-Sega transplant, but there's no avoiding the differences in the two consoles' controllers. For one reason or another, trick landing just isn't as tight, causing those who played on PlayStation to instantly notice this version's flaws before noting its enhancements. Those who missed the Tony Hawk boat in the PS-X sea, however, should run to the store and buy this title immediately. As action games go, there is no other that delivers this much entertainment on so many levels.

JAY — 9.5





DREAMCAST

# QUAKE III ARENA

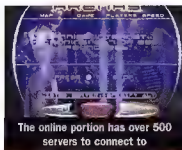
FRAGALICIOUS!

"The emphasis in Quake III is the deathmatch..."

One might argue that id Software basically created the genre of 3D first-person shooters. Dating back to its development of Wolfenstein 3D and then the Doom series, id has continually set the curve in this gaming genre. Building on its lineage, id produced the Quake series of games. First appearing on the PC, the Quake games have spawned ports on various console systems. Here, we obviously have the third game in the series, Quake III Arena, on Dreamcast.

The emphasis in Quake III is the deathmatch – in other words, competing against another opponent or opponents in the quest for frags. The game is broken up into three sections: a single-player mode with five tiers containing four deathmatches each; a multiplayer mode with games like team battle and capture the flag; and an online game where you can play the four multiplayer games over the Internet. There is no real story involved, nor is there any type of overlying mission to accomplish – other than killing anything that moves. With the game modes, which include a number of variables and settings, there are plenty of things to occupy your time. Just don't expect to be gunning down legions of baddies, because all you'll ever see is three other characters.

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** SEGA/ACTIVISION ■ **DEVELOPER** ID SOFTWARE/RASTER PRODUCTIONS  
 ■ **RELEASE** OCTOBER 31



The online portion has over 500 servers to connect to



Just for fun, go for the knees

Your aim is off, prepare to die



Quad Damage! Run for your lives



The split-screen made is quick, but sacrifices detail to accomplish it

Quake III on the Dreamcast looks fantastic, runs at breakneck speeds, and has great control, but there is just not a whole lot going on here if you don't like the concept of simply gunning down opponents. For example, the single-player game starts you in a series of one-on-one deathmatches. You race around an environment shooting, shooting, and shooting. Similarly, the multiplayer games, which do spice things up with the team battles and capture the flag, are rather dull when there are only two players per team. Don't get me wrong. The online games, as well as the multiplayer components, offer some very good action if you're playing against live opponents. It's just that I feel there is a whole lot missing from the experience because I can never play against more than three other players. In my opinion, two or four additional players in the mix would have greatly enhanced the game's entertainment.

As a single-player game, Quake III isn't all that spectacular. Yet, it does shine as an excellent adaptation of a really exciting PC game. As I jog my memory for other first-person shooters that may surpass Quake III on the Dreamcast, I come up blank. Even with my reservations and gripes about the game, there is little else that is going to touch Quake III on the Dreamcast. — PAUL

## THE BOTTOM LINE



9.25

■ **Concept:**

Frag is the word to live and die by. There is little here for the single player

■ **Graphics:**

A beautiful game engine with quick speeds and superb textures

■ **Sound:**

The weapon sounds and music are fairly average

■ **Playability:**

Tight control is achieved through tweaking the controls. Turning down the analog sensitivity is recommended

■ **Entertainment:**

It only has four players in the arena, but it's the best of its kind on Dreamcast

■ **Replay Value:**

Moderately High

## SECOND OPINION

Let Quake III Arena suck you into its world of online kill-or-be-killed fragging, and you'd better hope your friends are ready for the intervention 'cause that's what it's gonna take to get you back to the world of the living. The action is blazing fast with some pretty impressive looking, though slightly small, arenas. Personally, I am an Unreal Tournament or Half-Life guy, but Quake III Arena delivers the action in spades. The Dreamcast controller is solid, but if you really want to have a chance against the pros, you'll want to hook up the keyboard and mouse. Also, this really isn't much of a single-player game, so if you don't plan on hitting it online, this game only goes so far. If you are looking for a gorgeous and fast fragfest on the Dreamcast, look no further. But if you're looking for a little bit more from your first-person shooters, you may want to wait it out.

ANDY — 8.75




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TAKING HELL TO THE NEXT LEVEL.



 Dreamcast™

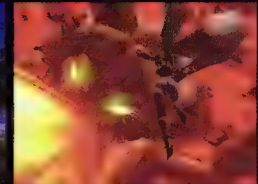
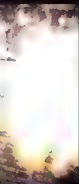
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"The true essence of all that is Spawn." -GameWeek



-Todd McFarlane's blockbuster comic book characters come to life on Sega Dreamcast

-Compete in the four-player simultaneous Battle Royal mode

-Includes the original Arcade Mode and tournament style Dreamcast Mode

-All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge



"Unlike many racing games, which feature cars that differ only very slightly, SR offers a tremendous amount of diversity."

DREAMCAST

## SUPER RUNABOUT: SAN FRANCISCO EDITION

CRAZIER THAN RUSH HOUR ON THE GOLDEN GATE

The last decade has seen drastic changes in the racing market. In the earlier days of video games, the genre stuck primarily to arcade-based experiences descended from the seminal Pole Position. You had a few choices of cars, and you raced them on a series of tracks. In the mid-'90s, the racer mutated into a number of different forms. Gran Turismo took realism to a new level. Mario Kart wedded racing with wacky characters and platforming concepts. One of the most innovative (and overlooked) racing games of recent years was Felony 11-79, which, along with Carmageddon, established the mission-based racing genre. More recently, games like Crazy Taxi and Driver turned this formula into massive commercial success. Now Super Runabout, the long-awaited Dreamcast sequel to Felony 11-79, comes to take back its crown.

Does it succeed? Yes, for the most part. The game sends the player on various wacky missions throughout San Francisco. These missions force you to do everything from collect hot dogs to destroy a runaway cable car. As you progress, cash and new vehicles are awarded. To make things more interesting, there are two separate scenarios with unique missions. In one scenario, you are a

hard-working beat cop. In the other, you're a member of a downtrodden family that wouldn't be out of place on the Jerry Springer show. This dual-scenario concept adds a lot to the replay value of the game, forcing you to complete both to unlock all the secrets and vehicles.

The vehicles are another strength of Super Runabout. Unlike many racing games, which feature cars that differ only very slightly, SR offers a tremendous amount of diversity. You'll be able to pilot Indy cars, four-wheel ATVs, tanks, and even a pig! What really impressed me is how differently each handled. Playing with a moped is a completely different experience than driving a pickup. This holds true for most of the rides. The physics and handling differences force you to change up your driving style a great deal.

I do have some reservations, however. Graphically, the game is plagued by some slight slowdown and major collision bugs. Sometimes your car goes right through textures and obstacles. Also, the art direction and visual look of the game falls well below what was accomplished in Crazy Taxi. Overall, it's just not as polished. Despite these minor gripes, I would highly recommend this game to fans of the genre. — **MATT**

### THE BOTTOM LINE



8

#### ■ Concept:

Wide open dual mission-based racing on the streets of the city by the bay

#### ■ Graphics:

Cities are extremely realistic, but there are serious problems with collision. Running right through posts is commonplace

#### ■ Sound:

The "poor people" scenario rocks some cool surf guitar licks. Also, angry pedestrians often mouth off to you

#### ■ Playability:

Surprisingly, each vehicle handles quite differently. Picking the right car for the mission is crucial

#### ■ Entertainment:

A great way to kill time while you wait for Crazy Taxi 2

#### ■ Replay Value:

Moderately High

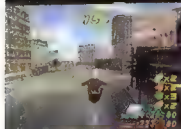
### SECOND OPINION

What can I say? I was probably Felony 11-79's biggest fan at the office when that game rolled around. After several car mayhem games, and a Crazy Taxi strategy guide (Ofspring...still...in...head), the novelty has worn off, but Super Runabout still manages to approach the sub-genre with a fresh and humorous approach. The physics are completely unrealistic but in the perfect way. I had a lot of fun stomping into trucks at full speed with a sedan and watching the truck go flying into the stratosphere. The majority of non-building objects are totally destructible, making it a blast to fly through crowded areas. Unlocking the secret cars lends the game a great deal of replay value, although it definitely could have used more environments. It won't blow you away, but this is definitely a solid vehicular mayhem game. Rent it, at the very least.

ERIK — 8



Vehicles run the gamut from old beaters...



...to the lowly moped...



...to the mighty semi tractor



Relive your CHiPs fantasies



Nothing like a day at the mall

■ STYLE 1-PLAYER ACTION/RACING ■ PUBLISHER INTERPLAY ■ DEVELOPER CLIMAX/DIGITAL MAYHEM ■ RELEASE NOVEMBER 1



DREAMCAST

# SONIC SHUFFLE

THE BETTER BASH

In my mind, Sonic Team has done the impossible. It's taken the mascot-based board game idea and actually created something worth playing for more than an hour. Unlike its leprous brethren, Sonic Shuffle actually requires thinking to play and can be a challenge to win.

Each player chooses one of eight characters, each with a unique ability, and is dealt eight cards. Cards are played to move on the board, which is filled with obstacles and bonuses. The trick is that you can try to play others' cards, but since hands are shown only on the VMU, you may screw yourself trying to steal. Cards are also used to battle monsters on the board, which must be dealt with to get jewels and Precioustones. Jewels come in a wide variety, and mostly cause harm to your competitors. Precioustones and other in-game criteria are what win the game.

The minigames in Sonic Shuffle are fun, but not an essential ingredient to winning. Since Precioustones cannot be taken from a player once they are acquired, victory in Sonic Shuffle calls for thoughtful and cautious playing throughout the entire game. This is by far the best of the party board games that have been popping up all over lately. I don't know if I'd want to spend money to own it, but I certainly wouldn't mind playing a night of it over at a friend's house. — JAY



Dr. Robotnik randomly shows up to screw with players



In Sonic's Room, players can play all the minigames they've unlocked



There are 49 minigames to play in Sonic Shuffle

THE BOTTOM LINE

EVERYONE  
E

7

## ■ Concept:

Take the moronic mascot character board games that have been churned out lately and add some strategy to them

## ■ Graphics:

Very cartoony and appropriate to the subject matter

## ■ Sound:

The same annoying voice-overs Sonic's been cursed with lately coupled with repetitive background music

## ■ Playability:

There's actually quite a bit of strategy to winning the game

## ■ Entertainment:

For the first time in this genre, yes

## ■ Replay Value:

Moderately High

## SECOND OPINION

First off, the computer opponents in Sonic Shuffle are either seriously lucky or cheap, stinking, lying criminals. I like to think it's the latter, as they always stole the perfect card from me or another player. That said, I am not really a fan of these so-called party games. It seems to me they are just a waste of time as the action is pretty slow. Unlike Mario Party, however, Sonic Shuffle does take some skill and knowledge of the boards to do better—a big plus as it doesn't just leave it as a game of chance. The minigames are alright, some definitely better than others, but none of them compare to the fun action games of Crash Bash. I guess if you're eight years old, or drunk enough to act like you're eight years old, this game could be fun, but I wasn't either when I played so I'm gonna give this game the big thumbs down.

ANDY — 5



DREAMCAST

# XTREME SPORTS LIVE ON THE EDGE

THE BOTTOM LINE

EVERYONE  
E

7

This recent entry from Infogrames goes by the radical name Xtreme Sports, and features skysurfing, hang gliding, mountain biking, snowboarding, bungee jumping, and ATV riding. When compared to 989's Xtreme series, each of the events play better, but as goes with any game that tries to do too many things at once, all the events suffer and are just mediocre.

There are tricks, though—somewhat limited, for each event and there is a fair amount of challenge here—though at times, you will feel the game's odd physics are more to blame than your driving. — ANDY

## SECOND OPINION

Although I sometimes had no idea where the hell I was going, I'm thinking I was having an alright time while I was trying to get there. Better than most extreme games, but still not great.

JAY — 7

## ■ Concept:

If you can't do one extreme event well, do six not well.

## ■ Graphics:

Very smooth, with large environments and adequate animations.

## ■ Sound:

The soundtrack is supplied by London label Ninja Tune Records and is the highlight of this game.

## ■ Playability:

It's playable, but you will find times when the game just makes no sense.

## ■ Entertainment:

There's two-player split-screen to play with your friends, and the one-player is challenging—it's certainly fun for a little while.

## ■ Replay Value:

Moderately Low



■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER INFOGRAMES ■ DEVELOPER NINERLOOP STUDIOS ■ RELEASE NOVEMBER 7

Not all sports live up to the name Extreme...

EXTREME  
CHES  
CHAMPIONS

EXTREME  
CHES  
CHAMPIONS

Are you ready for  
**THE REAL EXTREME?**



**XTREME**  
SPORTS

Welcome to the world of full contact, high octane, Xtreme Sports.

Choose from six different alternative sports as you battle your way through a challenging triple-event competition. It's a pulse pounding race against time... and some hardcore opponents. Master tons of intense tricks in hand-to-hand racing combat. So leave your rule book at home. Adrenaline is the only fuel you'll need!





CHECKMATE



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THE BOTTOM LINE



7

DREAMCAST

# STAR WARS: DEMOLITION

## VADER'S VIGILANTE

"...this is Vigilante 8 all over again, with Star Wars as pure cosmetics."

The Star Wars universe is the perfect video game playground, filled with thousands of interesting pieces, most of which are capable of transforming into stand-alone games. Finding immediate success within this never-ending concept pool, LucasArts has struggled in recent years, failing to capitalize on the depth of this phenomenal license. Whether George Lucas pulled the reigns too tightly or not, LucasArts' latest efforts have been less than admirable, often rehashing the same game over and over again. I think you all agree that we really don't want to see another action game based on Episode I. It's been done already! Move on! Thankfully, that's just what LucasArts has in store for us in the future. Like us, these talented individuals know the meaning of overkill, and are now branching out. Right now, the future looks very bright, and new entries are being added to the Star Wars journal as we speak.

LucasArts' new attitude begins with a vehicular combat title forged by the Vigilante 8 team, Luxoflux. While this release is a departure from the norm for LucasArts, it's in all actuality the same title Luxoflux has crafted for the last four years. Instead of trying to tweak this gameplay engine to coincide with the Star Wars world, Luxoflux went the opposite way and altered the vehicular physics to work just

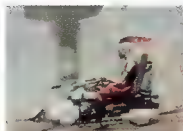
like Vigilante 8. To much disapproval, most of the vehicles, such as the snowspeeder, stap, and twin cloud car, control just like a landspeeder. They're stuck on the ground and don't have any aerial abilities. The AT-ST and Rancor move realistically, yet the camera struggles with their movements, creating an aggravating perspective bounce with each step.

Luxoflux also made the weapons fit under the V8 bill. The thermal detonator replaces the mine, lasers for the machine gun, and so forth. The gameplay really is nothing special, and as I suspected, the control is plagued by the same difficulties of the original V8 games. The control is too loose, and the environments are way too small for this type of action. I must say, though, the graphics are phenomenal. Hats off to Luxoflux for the vehicle designs, the vehicular deformation, and the implementation of ambient life. If you look closely, you can see a wampa on Hoth, Yoda's hut on Dagobah, sparks shooting out of cracks on the vehicles, and Malakili whipping his rancor ride.

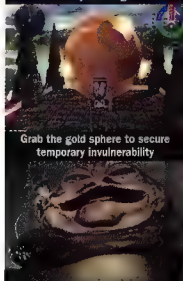
Unfortunately, the single-player mode ends after four short battles, and the ending movies only run for 15 seconds. In the end, this is V8 all over again, with Star Wars as pure cosmetics. As it has been in the past, V8 is somewhat entertaining, but for Star Wars fans, this is a real letdown.

—REINER

■ STYLE 1 TO 4-PLAYER ACTION ■ PUBLISHER LUCASARTS ■ DEVELOPER LUXOFLUX ■ RELEASE NOVEMBER 28

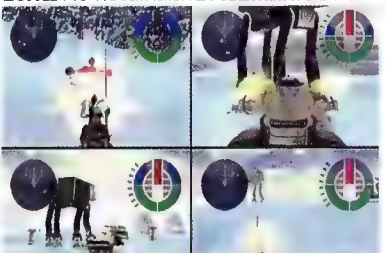


The introductory FMV is very exciting

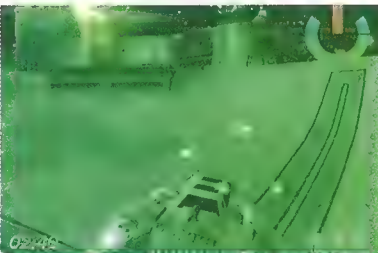


Grab the gold sphere to secure temporary invulnerability

LucasFilm should steal this Jabba model for Episode III



Of course, the true difficulty lies within multiplayer deathmatch



All stages are equipped with powerful special weapons. On the Deathstar II, the green ray is capable of destroying planets, and ending your reign in one quick shot

- **Concept:** Popular Star Wars vehicles and characters clash in the Vigilante 8 battlefield
- **Graphics:** The vehicle models showcase the finest of details, and the environments house familiar critters, locales, and events
- **Sound:** As always, LucasArts has rehased sound effects from the feature films
- **Playability:** Vehicle movement is way too loose, and most stages are too small
- **Entertainment:** The battle is intense, but the single-player mode comes to a close too quickly
- **Replay Value:** Moderately High

### SECOND OPINION

For being the greatest movie of all time, Star Wars sure does generate a lot of crappy games. Sure this game looks great, with tons of great interactive things in the environment, but that's about the only thing in this game worth a tick on a wookiee's butt. The control is just horrible. Which is truly sad as the vehicle and level designs are actually pretty good. I can't express my disdain for this game enough, as it truly soils the name of Star Wars and everything it stands for. Luxoflux has released acceptable upgrades to the Vigilante 8 series over the years, but this is truly a disgrace. Even if you like Star Wars, I would advise a dream vacation to the belly of a Saracc over this pile of Jawa Fodder.

ANDY — 2.5





DREAMCAST

# NBA 2K1

DREAMCAST GETS THE OPEN LOOK

"...the game goes over the top with new options which makes it far superior to the original."

**W**hy is it that the second season of basketball on Dreamcast doesn't seem as exciting to me as the first? For that matter, there never seems to be as much excitement for video game basketball as there is for football. Maybe it's because the novelty of the SegaNet play has worn off for me. However, it may just be because I went winless in the first 12 games of my season in NBA 2K1. Yeah, I know—a serious lack of skills. It just took me a while to get back into the flow of Visual Concepts' game.

It's not as if 2K1 is a whole lot different than last season's iteration. The basics of openplay are nearly identical. Making moves in the open court, moving the ball around to various players, and putting up a shot are all accomplished with precision. Likewise, the defensive playcontrol scheme is solid. The only noteworthy addition to the controls is the new post-up moves that allow you to execute a jump hook or step-in shot when backing down a defender. Despite a few instances where I found I was passing to a guy who was out of bounds, the playcontrol is rock solid. So, the problems I found with getting a victory and returning to the flow of this game are not directly from playcontrol, but are largely due to the intense AI.

Again, the AI is largely unchanged from last season. The game is very unforgiving when you attempt to force a shot. In the first few games, I was all about getting the ball up the court and getting it in the hole as quick as I could. However, like its real-life counterpart, the game will only reward the team that runs the play, moves the ball, and waits for the open looks. Certainly, there are still opportunities to drain some ill-advised jumpers from 30 feet, but you'll likely end the game with a mark in the loss column. Against the computer, it's all about patience and execution. I can play that way, but I would advise Visual Concepts to at least open up the Arcade mode in the next rendition. In its present form, it's little more than Simulation mode without fouls.

With all that said, the game goes over the top with new options, which makes it far superior to the original. The Franchise mode has all the necessary elements, such as retiring players, re-signing, and draft. There is also a new Street mode, where you can play at the legendary Rucker Park. Of course, the online play is completely revolutionary—it gave me a chance to school some boyz in the D.C. lobby and let me realize my skills aren't as weak as I thought.

— PAUL

EVERYONE  
**E**  
9.5

- **Concept:** The Franchise mode and new post-up moves are welcome additions to an already solid b-ball game
- **Graphics:** Although some of the transition animation is jumpy, the player models look superb
- **Sound:** The commentary suffers from repetitive, but the overall ambience of the real game is well done
- **Playability:** The computer plays some really tight defense, yet there are some quirks with players leaving the court
- **Entertainment:** Despite some oddities, this game is rock solid and extremely enjoyable
- **Replay Value:** High

**SECOND OPINION**

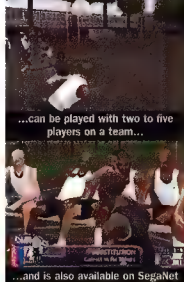
This is another slam dunk release by Visual Concepts. Not only is the gameplay refined to be as realistic as possible, the frontend has been juiced up with a handful of interesting pieces. The most noteworthy addition is the ability to hop online and compete against players across the country. The variety in game modes is also quite spectacular. Of course, a hefty Franchise mode allows you to get as close to the game as possible by managing rosters and recruiting new talent in the draft. If you don't like the NBA attitude, you can also take your game to the streets for a little 2-on-2 action in Rucker Park. On the gameplay end, Visual Concepts has made it nearly impossible to drive to the lane, unless you set up a play and find an opening. This finely sculpted piece really doesn't have any weaknesses. It's a hardcore b-ball release with the best gameplay around.

REINER — 9.5

■ STYLE 1 TO 8-PLAYER SPORTS ■ PUBLISHER SEGA ■ DEVELOPER VISUAL CONCEPTS ■ RELEASE OCTOBER 31



The new Street mode is filled with jams...



...can be played with two to five players on a team...

...and is also available on SegaNet



The free throw mechanics are original, but still annoying

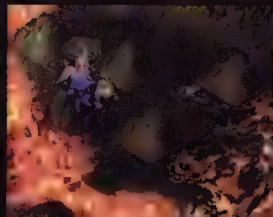


Ready for tip-off at the Target Center



"VISUALLY  
BREATH-taking!"

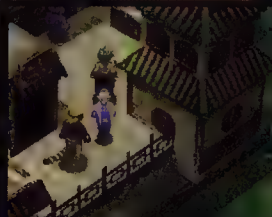
—Game Pro Magazine



Stunning new and improved graphics—high resolution, animated characters in vast 3-D worlds.



Two epic intertwining storylines—Follow the fates of Ryu and Fou-Lu—a classic RPG adventure.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



Release the dragon within...more than 200 spells to learn and master.

TWO WARRING NATIONS...

A MISSING PRINCESS...

AN EPIC QUEST FOR PEACE.

# BREATH OF FIRE IV

After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon intertwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.



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## REVIEWS



DREAMCAST

# SPEED DEVILS ONLINE

SEQUEL OR EXPANSION PACK?

This is more or less the Speed Devils that was available with the Dreamcast's launch, but with one major addition—the entire Championship mode is now online. Whether you want to repair your cars, buy new rides, or bet your pride and joy on the outcome of one race, it's all done online against other players. This is a conceivably brilliant idea. As long as there are people to go against, an intense race awaits. Unfortunately, if there's nobody online, all there is to do is play the weak single-player Arcade mode, which boasts but one track and a handful of vehicles over the original.

JAY

### SECOND OPINION

SDO is going to have a hard time competing with the likes of 4x4 Evo and MSR. In fact, I would suggest buying either of those before sinking money into this title.

KRISTIAN - 6



■ **STYLE** 1 TO 5-PLAYER RACING ■ **PUBLISHER** UBI SOFT  
 ■ **DEVELOPER** UBI SOFT ■ **RELEASE** NOVEMBER 28



DREAMCAST

# CAPCOM VS. SNK: MILLENNIUM FIGHT 2000

BRUISED... BUT STILL A CONTENDER

Even to this day, I find it hard to believe that two competing game developers, who happen to be sworn enemies in the arcade business, combined forces to create a game. When I think of Capcom meeting SNK, I picture a friendly handshake followed by an elbow to the gut, which of course leads to a 50-man brawl, resulting in the death of everyone. If I were forced to create a magazine with a rival publication, I'd go to jail. Fierce competition is good. Friendship is dumb. It's every man for himself. That's the way the world works, and these two game houses broke the sacred law.

I may not be comfortable with the premise, but I have to say, it's a nice change of pace. Capcom Vs. SNK combines the best of both worlds and asks gamers to pick a winner. Not finding a happy medium between the two, the game includes both the Super Combo Level Gauge from the Alpha series, and the Super Special Move from King of Fighters. All the big hits and moves that put both these games on the map are included and flawlessly combined. As you'd expect, the gameplay is as addictive as ever.

This Dreamcast port isn't as smooth as the forefather coin-op release. Yet, even with somewhat choppy animation, the gameplay is solid and the console-exclusive material, like the Item Shop, give good reason to keep playing. It's basically two great games for the price of one. — REINER



■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM  
 ■ **RELEASE** NOVEMBER 13



8

- **Concept:** Two rival game developers knock boots and get it on hardcore style
- **Graphics:** In comparison to Capcom's other DC titles, the animation is quite choppy
- **Sound:** Totally awesome!!! Actually, it's not. Other than a new soundtrack, the grunts and moans are recycled from other SF titles
- **Playability:** Equipped with techniques from both universes
- **Entertainment:** Even with the shop, the single-player game is quite basic. Multiplayer is where it's at
- **Replay Value:** Moderately High

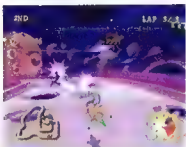
### SECOND OPINION

Not since that fateful day that someone put their chocolate in somebody else's peanut butter, have two great icons collided into such a colossal team-up. Not only does this game fulfill perhaps one of greatest dreams of fighting fans everywhere, it actually delivers on its promise. Fantastic fighting, connectivity with the sadly deceased Neo Geo Pocket Color, and amazing art are just some of the high-points of this fighter. Sadly, there are some sacrifices in control due to its four-button configuration, but it's easy to overlook once you remember you can put together awesome teams like Ken and Mal (the first female to get bounced in a fighting game—hoochie kool). It's not the best fighter ever, but this team-up is a rarity and should definitely be snatched up by any person who has ever gorged in an argument about which game is the greatest fighter of all time. This game will settle all bets.

ANDY - 8.25

## LOONEY TUNES SPACE RACE

■ **STYLE** 1 TO 4-PLAYER RACING  
 ■ **PUBLISHER** INFOGRADES  
 ■ **RELEASE** NOVEMBER 15



The DC version of Looney Tunes is better than most cart racers – that is, it doesn't totally suck. The crisp graphics capture the spirit of the classic cartoons. The weapons, in addition to providing some

comedic destruction, deliver some clever visual punchlines. Squashing your rivals with a falling elephant proves particularly satisfying. Decent, but it won't make anyone forget Crash Team Racing. – **MATT**

**E** **7**

## READY 2 RUMBLE BOXING: ROUND 2

■ **STYLE** 1 OR 2-PLAYER SPORTS  
 ■ **PUBLISHER** MIDWAY  
 ■ **RELEASE** NOVEMBER 14



It looks better, has more characters, and a deeper Championship mode, but it's still the same beast from a year ago. I'm impressed with improvements the developers made, I just

wish gameplay was one of them. There is still no character balance, and absolutely no challenge for boxers that can move moderately fast. If there's to be a third in this series, I hope the matches will be more entertaining than the training. – **JAY**

**E** **7.5**

## TEST DRIVE LE MANS

■ **STYLE** 1 TO 4-PLAYER RACING  
 ■ **PUBLISHER** INFOGRADES  
 ■ **RELEASE** NOVEMBER 7



The historic 24-hour Le Mans race is well known in the racing world, but it's not as if I really care. Even though this game lets you go hardcore and actually race a 24-hour stint, the overall racing is fairly

average. The only part of the car that seems to be connected to the track is a point directly at the center of the vehicle. Even though this game has authentic and detailed circuits, it really fails to come close to being an exciting racing game. – **PAUL**

**E** **4.75**

## TEST DRIVE V-RALLY

■ **STYLE** 1 TO 4-PLAYER RACING  
 ■ **PUBLISHER** INFOGRADES  
 ■ **RELEASE** OCTOBER 19



Yuck. I just got done playing some Colin McCrae racing on PS-X, and that game makes this seem like utter dung. V-Rally is utterly horrible due to the fact that cars seem like they are on bubble

tires – bouncing around endlessly. There is just no realism. The courses are completely disproportionate to the cars and leave no room for any sort of counter-steering. This is definitely a game you don't want to get near. – **PAUL**

**E** **1**

## SILENT SCOPE

■ **STYLE** 1-PLAYER SHOOTER  
 ■ **PUBLISHER** KONAMI  
 ■ **RELEASE** NOVEMBER 4



We have here a perfectly fine Dreamcast port of the arcade classic Silent Scope. In fact, the graphics look every bit as good as the PlayStation 2 version, and include all the

amazing shooter gameplay. So why am I rating this lower than the PS2 version? Answer: THE STUPID DREAMCAST CONTROLLER! The damn thing just can't handle a good control scheme, and they had to leave out the zoom scope to compensate. – **MATT**

**M** **7.5**



## STAR WARS: JEDI POWER BATTLES

■ **STYLE** 1 OR 2-PLAYER ACTION  
 ■ **PUBLISHER** LUCASARTS  
 ■ **RELEASE** OCTOBER 15

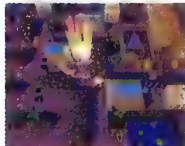
On the PlayStation, Jedi Power Battles was a frustrating and overly difficult game. LucasArts made the wise decision to ease the burden by making the Easy mode a little less strenuous. The Dreamcast version also features one new hidden character, Ki-Adi Mundi, a wonderful Training mode, and slightly improved graphics. It remains buggy, but it's more playable than it was before.

– **REINER**

**T** **8**

## MS. PAC-MAN MAZE MADNESS

■ **STYLE** 1 TO 4-PLAYER ACTION/PUZZLE  
 ■ **PUBLISHER** NAMCO  
 ■ **RELEASE** NOVEMBER 16



"Missy P, I love you with my heart and my mind / I love you so much I done reviewed this game three times / I love your sexy curves and your sexy box...puzzles / If anyone talks smack about you I'll put 'em in a muzzle! / Forget about blood 'cuz love is thicker / And I love the way on DC that your graphics are mo' crisper / Without sacrificin' your lovely gameplay / Shorty, you're my boo, all day everyday!" – **MATT**

**E** **8**



DREAMCAST

## BANG! GUNSHIP ELITE

FIFTY PHOTONS IN YOUR HEAD

**B**ang! was a bit too arcadey for the PC crowd, but it's sure to be welcomed with open arms amongst Dreamcast owners.

This space combat monger delivers high-speed action, gorgeous visuals, and sound effects that only serve to enhance the already intense gameplay. Although it suffers, the common problems found in this genre – difficult targeting, illegible radar, hokey story – its mission variety and high challenge level put it above the heap. I could see Gunship Elite becoming a sleeper hit, and I recommend you not dismiss it until you've seen it in action. – **JAY**

THE BOTTOM LINE

EVERYONE **E** **8**

■ **Concept:** Standard vs. 'em with enough flash to hold interest

■ **Graphics:** Enemies fire from all sides and planets side by in the background while you fire hundreds of shots, all without slowdown or dropout

■ **Sound:** Many nice touches, like your pilot gasping for air when life support tanks out, add to the intensity

■ **Playability:** Suffers the same difficulties that most 3D space shooters do

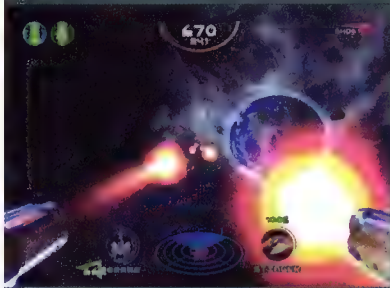
■ **Entertainment:** Harrowing all the way through, this game's hard to put down!

■ **Replay Value:** Moderately High

## SECOND OPINION

This game isn't bad for what it is – a very simplistic, straightforward shooter. If you crave that, bang! provides. If you were hoping for a steeper hit space combat game, it's NOT!

ERIK – 7



■ **STYLE** 1-PLAYER SHOOTER ■ **PUBLISHER** RED STORM ENTERTAINMENT ■ **DEVELOPER** RAYLAND INTERACTIVE ■ **RELEASE** DECEMBER 5

## REVIEWS



DREAMCAST

## POD: SPEEDZONE

THIS GAME BORING

**R**eview this game with as much thought went into it. POD boring. Only has eight vehicles and six tracks. Tracks have different routes, but none exciting. Sometimes it looks like you find new hidden way to go, but it is wall. Sometimes you fall through track for no reason. This not good. It is future, so car have shield, and monsters attack you while race. Not make sense. Why nobody kill these monsters? Why I not kill these monsters? There are power-ups on track for me to attack other cars with. Very few power-ups. Very few fun time. Me no like. You no like either. —JAY

### SECOND OPINION

The only thing this game has going for it is the online play. Regrettably, this doesn't come close to saving it. Besides, there is really no reason I can see to even attempt to race online with such a dull game.

PAUL — 4



■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** UBI SOFT  
 ■ **DEVELOPER** UBI SOFT ■ **RELEASE** NOVEMBER 7



Between levels, Chicken Run replays scenes from the film

THE BOTTOM LINE



6

DREAMCAST

## CHICKEN RUN

EIDOS CHOKES THE CHICKEN

**S**ometimes a mediocre game can be more disappointing than a bad one. For example, take Power Rangers Lightspeed Rescue. Horrible to be sure, but how could it have possibly been good? A worn-out genre and a washed-up license are a surefire recipe for a big crap-cake.

Chicken Run is more discouraging. Here, we have a great license. Even better, the developers eschewed the obvious (an action/platformer), and developed a game that actually utilizes concepts from the movie.

The characters in Chicken Run are attempting to escape the farm. To do this they must construct various devices from parts found around the farm. These schemes lead to some pretty amusing minigames. Gameplay largely revolves around sneaking past Mr. Tweedy and his dogs as you explore new areas of the farm. Get spotted, and you must start over.

Promising, no? Unfortunately, the buggy camera and tedious gameplay drag this game down into the ranks of the ordinary. You often can't see your foes onscreen, so you must spend all your time looking at the radar. The problem-solving aspects of the game are pretty basic; the missions wouldn't last more than five or ten minutes if you didn't have to spend so much time playing hide-and-seek. After a while, I was tired of Chicken Run's slight charms, and could only think of what might have been. —MATT



Sometimes, a chicken has to take matters into his own hands



"Why are you hiding? What are you...chicken or something?"

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS ■ **DEVELOPER** BUTZ GAMES  
 ■ **RELEASE** NOVEMBER 15

- **Concept:**  
A barnyard cross between Metal Gear Solid and a scavenger hunt starring chaotic characters from the recent film
- **Graphics:**  
Not great. Doesn't capture the claymation look of the film
- **Sound:**  
Brilliant orchestral score, plus plenty of voice actors from the film
- **Playability:**  
In a game where cheap deaths are commonplace, the buggy camera is inexcusable
- **Entertainment:**  
Good concept, but the presentation needs work
- **Replay Value:**  
Low

### SECOND OPINION

Chicken Run was an entertaining movie — so was Fast Times At Ridgemont High — but that doesn't automatically make it turn into a good game. Certainly, the graphics in this game are nice, but it's disappointing that they are just polygonal characters, not claymation like the movie. The overall goal of the game is to complete these funny little quests to try and escape the chicken coop, but the execution just leaves a little to be desired. The overhead view doesn't make for interesting gameplay, and it offers little variation and gets old fast. I found myself bored with this one pretty quickly, I don't even think it's worth a rental, just a passing "hehe, yeah that movie was funny — can't believe they made a game."

ANDY — 5



Claire jumps into her Western garb and fires her six shooter

Look! It's Brad Vikers

DREAMCAST

# RESIDENT EVIL 2

## SURVIVAL HORROR REDUX

It's hard to believe that I first played this game over three years ago. To that extent, it is really hard for me to get into a game that I beat numerous times already. There's nothing that is really new here and it is just like playing the PlayStation version with slightly better graphics. I can tell you that Capcom added a gallery to show off concept art and also store some of the CG movies. Also, the Arrange mode that was introduced in the Dual Shock version of the game is included. Regrettably, RE2 on the DC doesn't come close to being as good as Code: Veronica. However, I think the two-disc set has plenty to offer those who have already conquered CV. For the 20 clams or so that this game is selling for, it's really a no-brainer if you've never played it. — PAUL

SECOND OPINION

Other than a new Gallery mode and sharper graphics, this is a direct port of the enhanced PlayStation re-release with the amazing Arrange mode. Old, but still good.

REINER — 8

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM  
 ■ **RELEASE** DECEMBER 6



Although there are seven other costumes for Jill, this is a favorite. She has the best shoulders in video games

Fashion Alert! This zombie is apparently unaware that her style of dress went out '86

DREAMCAST

# RESIDENT EVIL 3: NEMESIS

## ZOMBIE KILLA' IN A TUBE TOP

Jill Valentine is hot! She could take down the likes of Lara Croft any day of the week. The Nemesis is one cute guy as well. Keeping the survival horror beast alive on the Dreamcast is an easy task for Capcom as four titles now populate the system. In this version, Capcom unloads eight costumes for Jill from the get-go. The game also provides the entertaining Mercenaries game initially — it was only available after beating the game in the original. RE3 is still very fresh in my mind from its PS-X appearance, but I was still engrossed in the hectic battle with the Nemesis. Just like Dino Crisis and RE 2, this game gets the \$20 price tag and I think it's worth every penny. Well, it's worth it if you are an RE newbie. Code: Veronica is far superior to this game in every way, but RE3 is still one of my favorites on any system. — PAUL

SECOND OPINION

Defeating the purpose to perform well, all of the bonus items are available from the get go. Again, this is a fantastic game, but Capcom should have kept the goodies buried.

REINER — 8

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM  
 ■ **RELEASE** NOVEMBER 16

THE BOTTOM LINE



8

■ **Concept:**  
 This title seems like old news, but it's still engrossing and hella scary

■ **Graphics:**  
 The textures and CG movies look fantastic in high resolution

■ **Sound:**  
 Faithful to the original, the effects really set the mood

■ **Playability:**  
 The same tricks and strategies of the PS-X version work here

■ **Entertainment:**  
 If you missed it on PS-X, it offers a great story and plenty of challenge

■ **Replay Value:**  
 Moderately High

THE BOTTOM LINE



8

■ **Concept:**  
 Capcom starts you out with most of the goodies that were secrets in the PS-X version

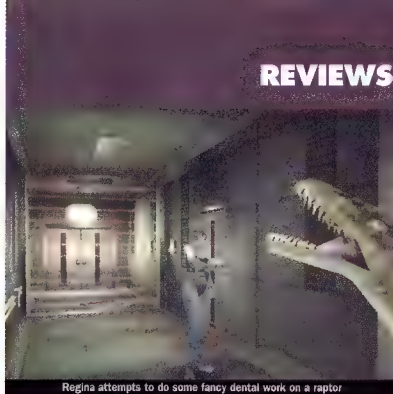
■ **Graphics:**  
 It lacks the polish of RE2, but it is still a great looking game

■ **Sound:**  
 "STARSH!!!" So sayeth the Nemesis

■ **Playability:**  
 The control is pure survival horror and it plays like the original

■ **Entertainment:**  
 Another great game in the survival horror lineage

■ **Replay Value:**  
 Moderate



Regina attempts to do some fancy dental work on a raptor

DREAMCAST

# DINO CRISIS

## GAIL, RICK, & REGINA RIDE AGAIN

Of the survival horror economy trifecta that Capcom has brought to the Dreamcast, this is my least favorite of the three. Even though this game's engine is probably the closest to Code: Veronica's, the player models in this game are very poor. I can't bag on this game too hard because it is only 200 bones, and the game is really quite challenging — if you like puzzles. I guess I'm a little bitter, but I remembered this game being a lot better — guess not. I don't want to dissuade you from taking a look; however, I'd go for the Res Evil games way before this one. — PAUL

THE BOTTOM LINE



6.5

■ **Concept:**  
 A no thrills port of the PS-X game

■ **Graphics:**  
 The player models are rough around the edges and surprisingly dull.

■ **Sound:**  
 Nice dinosaur effects, but that Rick is sure annoying to listen to

■ **Playability:**  
 Couldn't Capcom spend a little time to include analog controller support?

■ **Entertainment:**  
 Kicking some dino butt isn't nearly as fun the second time around

■ **Replay Value:**  
 Moderate

SECOND OPINION

Paul must have accepted a bribe from Ubi Soft to help sell more units of Dinosaur, because his review is way off. It's the same game with improved graphics. What's wrong with that?

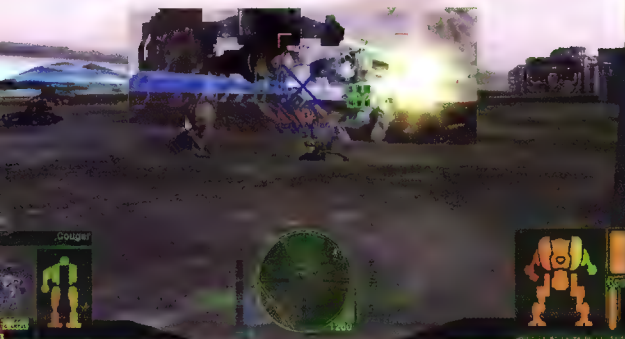
REINER — 8



Here's a suggestion: Run!!!!

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** NOVEMBER 16

## REVIEWS



PLAYSTATION

# MECHWARRIOR 4: VENGEANCE

"YOU KILLED MY FATHER. PREPARE TO DIE"

"If you're just in it for the robot-fu, this sequel doesn't disappoint."

Anyone who's had an interest in video or pencil-and-paper tabletop games has, at the very least, seen some artwork of the giant ugly lumbering behemoths of Battletechs. The setting lends itself perfectly to computer games. In a futuristic feudal setting that spans thousands of worlds, wars are waged at a whim over jealousy, betrayal, vengeance, and power. There is plenty of melodrama for a quick and easily consumable plot, and the near-constant state of warfare is the perfect setting for its star players, the 'mechs themselves.

Although MechWarrior 4 doesn't really disappoint, I had some high hopes that didn't really come to fruition. It seemed as though a great deal of emphasis was being placed on the plot of the game, but the game pretty much follows the standard cutscene/mission formula. Aside from an outstanding intro cutscene, which did get the blood boiling a bit, the rest of the plot revolves primarily around vidphone conversations between characters and intercepted transmissions from the enemies. Not once did I feel a sense of moral outrage that the main character's cousin killed his family and took the throne, because after the initial sequence, he doesn't really seem all that bothered by it.

If you're just in it for the robot-fu, this sequel doesn't disappoint. The game features 21 'mechs, most of which are

among the most popular in the series, plus seven brand new types as well. Each 'mech can be equipped from a list of dozens of different weapons. Purists may be irritated by the fact that only weapons of a certain type can be placed on certain hardpoints, and then only those of a certain size regardless of tonnage, but I thought it made picking chassis types a much less generic experience.

Graphically, the 'mechs look great and are fully articulated with ball joints, which make them look a lot more lifelike as they actually bend their feet to match the grade of the terrain. Aside from the 'mechs themselves, however, the environments (with a few exceptions) are pretty sparse. Furthermore, civilian vehicles will flee, but the invulnerable people (lame) seem fully aware of their god-like immunity to 'mech firepower and don't even run away. In other words, squads of infantry with anti-'mech weaponry don't even play a role in the game.

Overall, MechWarrior 4 is a solid sequel that won't fail to entertain, but it has its shortcomings. It also proved to be somewhat technically weak. Our PCs go way beyond the game's minimum requirements, but I still suffered from occasional frame skipping, one full-fledged freeze-up, and controls that tended to lock up in Training mode. Of course, none of this prevented me from playing the game until 5:00 in the morning. —ERIK

## 'MECHS IN MOTION

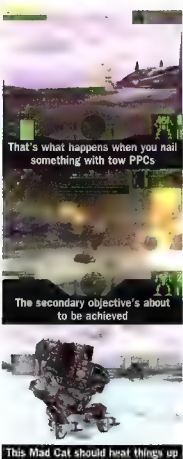
The movement of the 'mechs is the smoothest we've seen yet. Everything from the different sound effects on different terrain types to the remarkable animation of the ball jointed limbs contributes to a much more believable atmosphere. You can also smash just about anything smaller than a 'mech by stepping on it, which is quite entertaining, but tends to cause a lot of damage when stepping on armor-laden vehicles and fuel tanks.

## ENVIRONMENTS

The environments are sharp, but tend to be somewhat lacking in detail. Of course, your first mission takes place on a barren moon. I was hoping for an ultra-realistic experience in which trees bend and snap when stepped on, and buildings crush and crumble rather than simply exploding into a debrisless scorched area simply disintegrating.

## LIGHTING EFFECTS

The game is definitely flashy. There is nothing quite like watching a full salvo from an MRM 40 pound the heck out of an enemy and then cause him to explode. If a limb or piece of equipment is destroyed on an enemy, you can easily tell by the sparking blue flashes before you even look down at your indicator to see what it was.



STYLE 1 TO 32-PLAYER ACTION ■ PUBLISHER MICROSOFT ■ DEVELOPER MICROSOFT ■ RELEASE NOVEMBER 30



Turrets can be nasty



These smoke effects are amazing





THE BOTTOM LINE



8.75

■ **Concept:**

A tank game with legs, plot, and futuristic weaponry

■ **Graphics:**

Dry environments, but the animation and lighting effects are fantastic

■ **Sound:**

For some reason, you can barely hear the main character when he's talking, otherwise the sound is great

■ **Playability:**

A veteran will have no problem, but newcomers may take a little time getting used to torso twists and the like

■ **Entertainment:**

This game is a welcome and well-done addition to the series

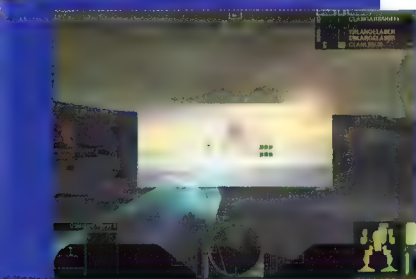
■ **Replay Value:**

Moderately High

SECOND OPINION

MechWarrior 4 is one of those games that rides the fence between being cool and being pretty good. There are gameplay elements that are very nice. Being able to customize the paint scheme of your 'mech before going into battle is very nice. The salvage abilities are also quite tasty. It's things like pop-up and fogging that hold this title back. They're not damaging enough to make you want to drive a steamroller over the game, but it's the little things that separate the pretty good from the very good. If you're a buff, you will not be disappointed. Many of the control elements and physics are particularly well done. The lighting effects complement the diverse weaponry offered throughout the game. Do you ever get the feeling that Star Wars Episode I was good, but could have been better? Well, welcome to the world of 4.

KRISTIAN - 8.5



THE BOTTOM LINE



9.5

PC

EVERQUEST:  
THE SCARS OF  
VELIOUS  
GIANTS, DRAGONS, AND  
DWARFS... OH MY!

**T**he second of three expansions to the massively multiplayer online RPG of all-time is nothing short of stunning. It's obvious that Verant learned from some of its mistakes in the Kunark expansion, as Velious will challenge the player with obstacles, not travel or lack of high-level zones.

The first challenge is Velious' three ruling races — the dragons, the giants, and the Coidains (a hardened dwarf of the north). Since the inhabitants of Velious have never seen other races before, they greet everyone with open arms, until you start killing. So for example, killing dragons gives you dragon loot, but Coidain quests. Killing dwarfs lets you hang with the dragons and complete dragon quests, hence different items and quests will open up to you depending on who you ally yourself with through faction.

In total there are 19 gorgeous zones to explore, two of which are new planes with Bristlebane and Tunare as their gods. There is also a giant village that features a showdown with the god Rallos Zek (this guy is gonna piss you off, trust me). Verant definitely tried new things with this game, and for fans, this addition is nothing but good news with tons of high-level zones, 150 new armors, and tons of new weapons and items to collect. I know I'll be online. — ANDY



■ **STYLE** MASSIVELY MULTIPLAYER ONLINE RPG ■ **PUBLISHER** SONY ONLINE ENTERTAINMENT ■ **DEVELOPER** VERANT INTERACTIVE ■ **RELEASE** DECEMBER 3

- **Concept:** More zones, more loot, and one more year of your life!
- **Graphics:** Better, but the engine is still basically the same
- **Sounds:** Does anyone play with the sound on anymore? An MP3 player is a must.
- **Playability:** Same game, harder mobs, new spells, new tactics
- **Entertainment:** Possibly the most addictive game of alltime
- **Replay Value:** High

SECOND OPINION

I enter this review as an ex-EverQuest player. One who made it to level 22 before suffering from boredom. I can see the attraction and addictive qualities EQ has, but I don't have the patience nor the time to make a life of it. The way I look at it, if this game is still around decades from now, my online persona is going to outlive me. So why should I play it? To be dead honest, the most enjoyment I garnered was hitting on EQ chicks and pissing off the pros. Even with striking new details within the environments and smooth NPC animations, Velious won't lure me back. It's still the same drag game that sucks away too much time before delivering anything significant. EQ players will love it, but I'll never look at it again.

REINER - 7.5



PC

# ESCAPE FROM MONKEY ISLAND

LIKE LECHUCK, ADVENTURE JUST WON'T DIE

"...the world is ripe with anachronisms that are better laughed at than analyzed."

A great deal of criticism has been heaped on the item-based puzzles so common in adventure games, but some forget the roots of this once immensely popular activity. Most adventure games set in the old Sierra King's Quest mold were comical. Attempts at applying the old-school adventure concept to a more serious game is the real problem. When Cyber Bob, the hardened hero of a gritty cyberpunk world, is forced to construct a wig out of pine needles to fool his enemies, the player feels justifiably ripped off.

Some serious games have managed to pull it off, however. Resident Evil games, for instance, remain very serious unless you continuously ask yourself what the heck all those statue/gem/switch puzzles are doing in a modern police department (you conceited prig you). The Monkey Island setting, on the other hand, is an ideal setting for such a game. Reveling in absurdity and holding nothing reverent (including itself), the world is ripe with anachronisms that are better laughed at than analyzed.

While the fourth installment of Monkey Island wasn't quite as funny as the original, it's definitely an amusing experience, and I did laugh out loud occasionally. The puzzle solving itself is as absurd as it gets. One of my

favorites involves trying to remember the order of the items to give to my past self which the future (now present) self just gave me two screens ago to avoid a time paradox. It sounds stupid because it is. That's part of the humor behind it.

I found it hard to believe how the plot could be interesting with hapless hero, Guybrush Threepwood, married to the love interest of the last four games, and arch-nemesis LeChuck vanquished three times over, but the developers pulled it off. Marriage jokes run rampant and LeChuck's return is handled well with plenty of "again!?" jokes. Rest assured, however, there are new villains, including an Australian land developer who is slowly but surely conquering the Caribbean with Aussie insults that are impossible to defend, because nobody can make any sense of them.

Old fans of the Monkey Island games, and just about anyone frustrated by the current dearth of goofy adventure games, would be well advised to check this game out. I thought the music and visuals were a little below par compared to previous installments, but the humor and challenging puzzles make Escape a worthy addition to the Monkey Island series. --ERIK



A familiar place

An old friend

An undying enemy

■ STYLE 1-PLAYER ADVENTURE ■ PUBLISHER LUCASARTS ■ DEVELOPER LUCASARTS ■ RELEASE NOVEMBER 6

Talk to uncanny perfume purser...  
Leave caps off spicers...  
Pirate turned perfume seller

Guess which ship is Guybrush's

THE BOTTOM LINE



8.25

- **Concept:** It's a silly item-based adventure game
- **Graphics:** The graphics are more than adequate, but not by much
- **Sound:** Repetitive voice-overs (which can be skipped) and the music fails to live up to previous games
- **Playability:** They dropped the mouse, but the key-based system is easy enough to figure out
- **Entertainment:** Not hilarious at every turn, but always amusing and the puzzles are challenging
- **Replay Value:** Moderately Low

## SECOND OPINION

First things first: If you don't have a strategy guide for this game, you can forget about beating it. Not only that, but you can forget about getting past the second level. That said, this game is hilarious. I've seen a lot of games that try to be funny, but this one actually succeeds. The voice acting is superb, and the dialogue is written very well. A game like this can only be as good as its writers, and they've nailed it. From innuendo to references to THX-1138 (if you're a real Lucas fan, you know exactly what I'm talking about), EFMi will not bore you. However, there is a little something I like to call 'The Suck Factor.' EFMi begins to explore The Suck Factor while you're wandering aimlessly around a level hoping for enlightenment on what the hell to do next. Some would call it subtle, I call it lame. EFMi will definitely tickle your funny bone - that's one thing. How long your patience will hold out, that's something else.

KRISTIAN - 7.5



THE BOTTOM LINE



8.5

PC

# SACRIFICE

## GET OFF THE CARPET AND RAISE AN ARMY

"Sacrifice is a  
solid and  
beautiful  
game..."

Essentially, *Sacrifice* is a cross between *Magic Carpet* and a traditional RTS, only there is no carpet and the perspective is locked on to your wizard. This offers a gorgeous first-hand view of the action and the incredible environments, but somewhat complicates control. While it's possible to send off groups of units by clicking on the map, they tend to get into trouble without a babysitter.

There are two resources in the game. The first is mana, which is used for casting spells; the second is souls, which you must acquire in order to summon new creatures. If one of your creatures dies, a blue hovering spirit appears, which can be snatched up with ease. Enemy spirits, however, must be drawn in by special units and carried back to your altar where they are processed (converted) for use in creating a new creature loyal to you.

This makes for some interesting gameplay. Even if you're horribly outnumbered, you can still nickel and dime your opponent to death by getting into brief engagements, then simply hoard a few souls while pulling your creatures back. The other commodity is the mana fountains. Without these you cannot acquire the power you need to cast spells. In their natural state, they will regenerate any wizard's mana, but special structures can be built to lock enemies out,

making them strongholds in the game.

Magic runs the gamut of attacks, healing, summoning, structure building, and utilities like speed. At earlier levels, you get your standard-variety projectile, light healing, and speed spells. As you gain experience, and perform tasks for one of five gods, you gain more powerful spells capable of healing large groups and rending the landscape with powerful *Magic Carpet*-style volcanoes and fire storms.

While magic can be a terror on the battlefield, the real work is done by your summoned creatures. They come in three basic types and operate on the rock/paper/scissors mentality. Flyers are deadly against melee attackers. Ranged attackers have a serious advantage against flyers, and the melee creatures are devastating against ranged attackers.

At first I was pretty down on this title. It just seemed like yet another attempt at ingenuity through blending, but at its heart, *Sacrifice* is a solid and beautiful game with plenty of magic, creatures, and interesting tactics to test on your opponents. I expect there will be a pretty dedicated online crowd for this one. It's cool, but not quite the "Game of the Year" that so many mags and websites have been making it out to be. —ERIK

■ **STYLE** 1 TO 4-PLAYER ACTION/STRATEGY ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** SHINY ENTERTAINMENT  
■ **RELEASE** NOVEMBER 16



Constructing a Manalith

Fascinating real-time narratives

This guy devours worlds



It's time to gather the souls of the fallen



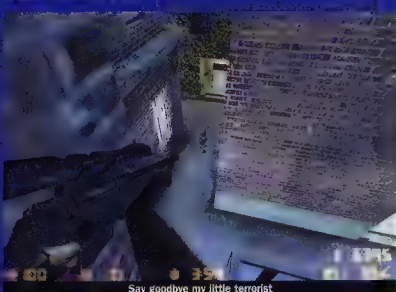
The enemy's last mana fountain is about to fall

### SECOND OPINION

It goes a little something like this — you buy *Sacrifice*, you love it for a day. In fact, you play it constantly until you get to an impossible mission at around 3:34 in the morning. Then you go to bed and have dreams about putting your fist through your monitor. After work or school the next day, you start back in. Repeat. Indefinitely. *Sacrifice* is a game that will suck you in and spit you out. With intriguing plot lines and solid graphics, you'll be turned-on enough to invest a good chunk of time, but some of the missions are real melon-scratchers. *Sacrifice* is definitely a step in the right direction for a gutted RTS market. A fine balance between RTS and RPG has been struck here that hasn't before. *Sacrifice* caters to both the control freak with unique unit management and command, and the role-playing fan with a number of options available for different storylines. If you're a RTS fanatic, I'd say give 'er a whirl.

KRISTIAN — 7.75

## REVIEWS



Say goodbye my little terrorist

PC

# HALF-LIFE: COUNTER-STRIKE

## GET YOUR FRAG ON

**F**or all you Navy SEAL wannabes out there, and even for you few who are SEALs, here's the game for you. This is one of the few games that actually promotes cooperation between team members. You say you like being by yourself? That's fine, when my fire team and I find you, it'll be that much easier to take you down like the chump you are. This game is leaps and bounds above every other online shooter out there. There's just no substitute for immersive sound, solid gameplay, and being able to gatt some part-time sucka time after time. If you play one online game this year, make it Counter-Strike. — **KRISTIAN**

### SECOND OPINION

Counter-Strike is definitely the most enjoyable FPS I have ever played. It's intense, with fantastic level design. Even though it can only be played over the Internet or LAN, I highly recommend you get connected.

PAUL — 9.25

### THE BOTTOM LINE



9.75

- Concept:** Shoot as many of the enemies in the face as possible, and try not to get dewed.
- Graphics:** With the recent release of 1.0, the graphics are cleaner, sharper, and more realistic.
- Sound:** If you're ever unfortunate enough to be in a real firefight, this is probably what it'll sound like.
- Playability:** The controls are second nature for any shooter veteran.
- Entertainment:** Are you kidding me? Good luck trying to stay away from this title.
- Replay Value:** High.



PC

# CALL TO POWER II

## A CALL TO DISAPPOINTMENT

I wanted to like this game. I really did. I sat down and said to myself, "Kristian, they're not going to do it to you again. They won't release a game that's full of bugs. They've learned their lesson. Everything is going to be fine..." Well, the bugs started with the first city I built, and just kept right on coming.

I played CTP extensively. I knew there were movement bugs, I knew there were graphical problems. In the back of my mind, I thought they'd get it right the next time. And I don't want to hear about patches. You can take patches and shove them up your ass. Patches are for companies that should have gotten it right the first time. This is a basically good game that is swimming in bugs. There's nothing extraordinarily different from the first CTP aside from an interface facelift and a few new units. You're better off playing something that's finished. — **KRISTIAN**

■ **STYLE** 1 TO 4-PLAYER STRATEGY ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** ACTIVISION  
 ■ **RELEASE** NOVEMBER 14

### SECOND OPINION

I didn't catch all the bug problems that Kristian was having, but CTP2 just doesn't feel all that different from the last two Civs that I've played. Good if you're a fanatic...I guess.

ERIK — 7

### THE BOTTOM LINE



6

- Concept:** Create an empire and rule the world — if you can handle the bugs, that is.
- Graphics:** The graphics have changed very little from the original CTP.
- Sound:** An upgrade in the unit sounds as well as the in-game music is a nice feature.
- Playability:** A CTP veteran will have moderate difficulty getting into the swing of things. Everyone else, put on your thinking caps.
- Entertainment:** It would be a lot better if this game could be played for five minutes bug free.
- Replay Value:** Moderate.



It takes a lot of ammo to wipe out a plasma bug.



These bugs don't have a chance.

PC

# STARSHIP TROOPERS

## HASBRO MEETS HEINLEIN AND HOLLYWOOD

**S**tarship Troopers is a squad-based RTS with no resource allocation. You start with a set number of troops and equipment to choose from, then send them into battle. The real meat of the game is taking maximum advantage of different kinds of weaponry and equipping your teams appropriately before heading out. The fun part is keeping your troopers alive long enough to gain rank so they can then start equipping more powerful types armor and improving their skills. Furthermore, at the end of each mission, points are awarded to upgrade your weaponry, which improves their performance and cosmetics. The environments aren't incredible, but they are well-detailed and loaded with ambient sounds and lighting effects. Similarly, the units are a little on the blocky side, but the textures and animations are fantastic. The game is not without flaws. Despite impressive unit AI, squads seem to rapidly lose formations when switching between teams or moving around a lot. I also thought the lack of a multiplayer option was odd. Despite this, Starship Troopers manages to be an entertaining game, if somewhat lacking in complexity. — **ERIK**

### SECOND OPINION

Yeah, the movie was a big hunk of cheese. Yeah, they played The Sundays' version of Wild Horses during a fight scene. But dammit! I don't care! It was a cool movie and this game is just as fun.

KRISTIAN — 9

### THE BOTTOM LINE



7.75

- Concept:** Simple squad-based RTS, but solid.
- Graphics:** Great animation and lighting effects, but otherwise okay.
- Sound:** The music and voice-overs weren't great, but the ambient sound is fantastic.
- Playability:** A basic, intuitive, RTS style of play.
- Entertainment:** Good, clean fun.
- Replay Value:** Moderate.

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** HASBRO INTERACTIVE/MICROPROSE ■ **DEVELOPER** BLUE TONGUE ■ **RELEASE** OCTOBER 23



Machine guns are a good way to wade your way through those pesky hostages.

■ **STYLE** 1 TO 20-PLAYER ACTION ■ **PUBLISHER** SIERRA STUDIOS ■ **DEVELOPER** VALVE SOFTWARE/CS TEAM  
 ■ **RELEASE** NOVEMBER 9

PC

## SQUAD LEADER

### X-COM'S REANIMATED CORPSE



**A**h, so this is what happened to X-Com. After scrapping the next sequel in one of my favorite series of all time, Hasbro (grrr) took its outdated engine and plugged it into a WWII strategy game. It's not horrible, but I was frustrated by a lot of things. For one, historical accuracy is cool, but not when you're leading the first wave on the beach during the invasion of Normandy. I also didn't like the fact that you can't pick up gear off of fallen comrades and enemies. It's buggy too. — **ERIK**

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** MICROPROSE ■ **DEVELOPER** MICROPROSE  
 ■ **RELEASE** OCTOBER 17

## THE BOTTOM LINE



6.25

- **Concept:**  
X-Com meets WWII
- **Graphics:**  
Sharp enough, but the animation sucks
- **Sound:**  
The audio could have been much more intense
- **Playability:**  
Fairly intuitive, but unit pathfinding was frustrating
- **Entertainment:**  
Interesting, but they should have used a different engine
- **Replay Value:**  
Moderately Low

## SECOND OPINION

Playing Squad Commander is a little like owning a puppy: It looks cute and nice when you first get it, but then it starts laying big, smelly turds all over your house. SC has potential, but that's about it.

KRISTIAN — 4



REVIEWS

PC

## ZEUS: MASTER OF OLYMPUS

### BUILDINGS AND BAKLAVA

**I**n the tradition of Caesar and Pharaoh, Zeus attempts to put you in the hot-seat as the ruler of an ancient city, Greece, in this case. Through negotiations with your neighbors and the gods, you'll try to guide your city to greatness. Zeus draws on elements from Sim City, Pharaoh, and Caesar to make your stay in Greece as long as possible — and long it will be.

Please disabuse yourself of any notion that this game will be a cakewalk. While you're at it, why don't you just plan a day to learn the interface. If you're not a Caesar or Pharaoh veteran, you WILL be overwhelmed. There is an ass-load of stuff to learn and get used to in this game. The tutorial portion is incredibly long and incredibly necessary. In every episode of the tutorial there's something crucial to your first city's success.

The game essentially revolves around how well you can get resources to your population. If that sounds easy enough, don't worry. There's import/export issues you get to deal with, as well as Cyclops or other mythical creatures, who may want to turn your city to rubble. Then there's always the threat of invasion...

These are all things which add to gameplay. True, some of them can get repetitive to the point of nausea, but that usually comes when you're too addicted to give a damn. — **KRISTIAN**



## THE BOTTOM LINE



8.5

- **Concept:**  
Assume the role of a demigod and try to stay a step ahead of your citizens
- **Graphics:**  
Excellent graphics for a game that doesn't necessarily need them
- **Sound:**  
The music is pleasant, and the effects get the job done
- **Playability:**  
The learning curve is HUGE if you haven't played Caesar or Pharaoh
- **Entertainment:**  
Fun once you get into the meat of it, but before that it's a bit of a chore
- **Replay Value:**  
Low

## SECOND OPINION

Caesar and Pharaoh were somewhat amusing, but not my cup of tea. Zeus just seems like more of the same in a classical Greek setting. The one thing I like about Zeus is the fact that the city you start with carries over from mission to mission, with the occasional colonization to keep things interesting. However, I do have to hand it to these guys for putting out one of the most entertaining manuals in the history of gaming. It looks like they actually hired a classical scholar to write it with a near-perfect imitation of Odysean prose. Even sections on installation read like some heroic exploit. Otherwise, Zeus passes the time adequately, but the fact remains — I'm not a huge sim fan and Zeus hasn't changed that.

ERIK — 7.5

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** SIERRA ■ **DEVELOPER** IMPRESSIONS GAMES ■ **RELEASE** NOVEMBER 23

PC

## YOU DON'T KNOW JACK

### 5TH DEMENTIA

#### WHO IS JACK ANYWAY?



**A**side from online play, they haven't changed the winning formula that is You Don't Know Jack very much. You get some animated faces to choose from and one new game, but otherwise it's pretty much the same deal. I didn't think the host was quite as funny as in previous games, but the game is still humorous and screwing your friends is still a blast. If you've played out your old Jacks and are looking forward to 550 new questions and plenty of new goofy commentary, 5th Dementia is a recommended buy. — **ERIK**

■ **STYLE** 1 TO 3 PLAYER BOARD ■ **PUBLISHER** SIERRA ■ **DEVELOPER** JELLYVISION, INC.  
 ■ **RELEASE** NOVEMBER 2

## THE BOTTOM LINE



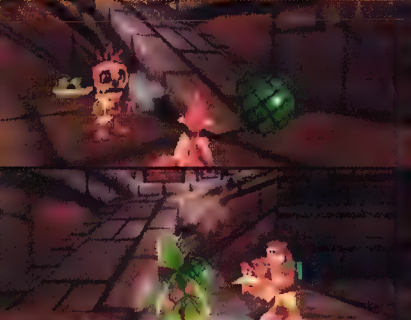
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- **Concept:**  
Wacky trivia with humorous dialogues
- **Graphics:**  
Basic but flashy
- **Sound:**  
Tons of numerous audio
- **Playability:**  
Simply hit a handful of keys
- **Entertainment:**  
Not as funny as previous Jacks, but still cool
- **Replay Value:**  
High

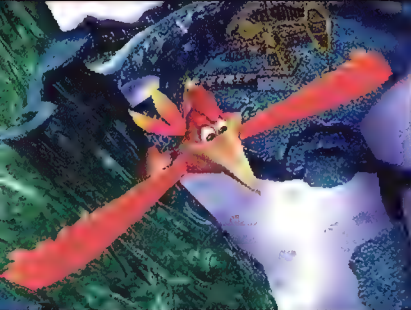
## SECOND OPINION

This edition of YDKJ is still funny, but there really isn't anything too great here. I liked Cookie better as an announcer, but whaddya gonna do? If you've plowed through the previous versions, this will be a nice addition.

KRISTIAN — 7



As if the game needed to be any longer, a slew of multiplayer minigames are included



"At long last, I'm free of that troublesome bear! Now, where is he? I have a silmy white package to drop on his head!"



IT'S BANJO-KAZOOIE'S MYSTERIOUS BLUE SECRET

All the mysterious, unreachable items from Banjo-Kazooie are now obtainable

NINTENDO 64

# BANJO-KAZOOIE

## THE LIGHT AT THE END OF THE N64 TUNNEL

I honestly thought I'd be on my deathbed before this often-delayed game hit retail shelves. Either that, or hobbling around my porch with a walker and a BB gun, just waiting for some punk kids to step onto my lawn. As I stepped into the reviewer batter box, I intended to nail Rare to the wall for being a bunch of lazy bums. Alas, my fiery temper was quickly extinguished when a finished copy of the game finally arrived in the office. The screenshots scattered on these hallowed pages don't do the game justice. I'm sure you agree that they make it look like a straight-up sequel. In all actuality, it's quite different.

The first release was Rare's answer to Mario 64. The sequel is still a 3D platformer at heart, but the boundaries have been removed, which makes it more like *Zelda* than anything else. The new worlds are gigantic, spanning as far as the eye can see. While there are noticeable separations between zones, Rare tried to deliver the impression that everything is connected, like pieces in a puzzle. A lot of times the stages flow into one another very nicely, delivering the sensation that you're still in the overworld. A host of interesting new challenges are buried within this exciting world, and I have to say, I'm blown away by most of the minigames. Platforming and exploration are the main dish, but you'll also compete in smooth first-person stages, vigorous soccer matches, and button-mashing races.

For those of you who completed the first incarnation, the ending sequence mentioned the sequel. As a matter of fact, several secrets couldn't be reached without playing *Banjo-Tooie*. With this tie-in, the sequel regurgitates the gameplay from the original. All of the moves you learned throughout *Banjo-Kazooie* are available from the get-go, and you actually start in the exact same place. Of course, all the original levels are blocked off by rubble, and I'm quite disappointed to report this, but the infamous Ice Key and hidden Eggs

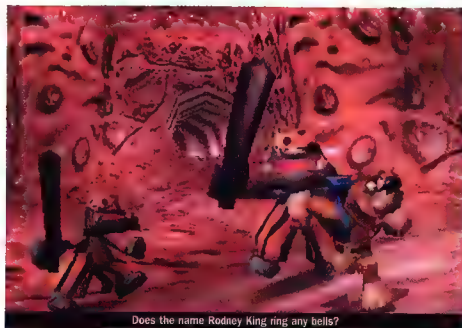


Trying to steal the spotlight from James Bond and Joanna Dark, several stages take place in first-person

have been moved to new locations, which completely eliminates the need to return to the first game.

Since you've already mastered the primary moves list, a wide array of new powers can be unlocked. Banjo and Kazoie can now separate and roam on their own. Mumbo is a playable character. A handful of new creature transformations have also been included. Rareware's enhancements touch the graphical front as well. The environments are much larger, and a host of new lighting effects round out the dynamic new look.

If you enjoyed the original, there's a good chance you won't like the sequel. You'll oftentimes find yourself stuck with no idea what to do next, and exploration highly outweighs the action. Personally, I like the first game more than the sequel, but not by much. If Conker continues to slide further away, this may be the last noteworthy title to grace the N64 system. — REINER



Does the name Rodney King ring any bells?

"The sequel is still a 3D platformer at heart, but the boundaries have been removed, which makes it more like Zelda than anything else."



With Bottles taking a breather, Jamjars is the new drill sergeant



If only you could sting things with your butt



"Look I'm a... hmmm... uh... what am I?"



COLLECTED ENOUGH JIGGIES TO BE ALLOWED INSIDE.

If it were possible to behead all the puzzle people, would their noggins create a gigantic puzzle?

THE BOTTOM LINE



9

■ **Concept:**

The focus has shifted to an open-ended adventure. Platforming now plays second fiddle to exploration

■ **Graphics:**

The same artistic direction, with larger environments and a host of new effects

■ **Sound:**

Goofy voices and a wacky soundtrack set the tone for a silly game

■ **Playability:**

The original played like Mario 64. This one utilizes the same tactics, yet the overall package feels like Zelda

■ **Entertainment:**

Bigger, but not as exciting as the first release

■ **Replay Value:**

Moderate

SECOND OPINION

Rare has once again put together another humdinger with Banjo-Tooie. I would have to agree with Reiner that Rare has shied away from some of the platforming aspects that made the first game so outstanding, and even with all the time and effort it put into this sequel it doesn't quite add up to the first. By no means is Banjo-Tooie a bad game; it's just not the Mario 64 rip-off that was appeasing the saddened fans. Miyamoto continues to leave hanging. So think of Banjo-Tooie as an adventure game and you won't be too disappointed, I know I'm not. There is a lot to do here, as Banjo and Kazooie have tons of moves that they can learn and different characters you get to control. Not to mention the numerous minigames you'll come across during your quest. Sure, the cuteness level in this game is pretty high, and at times can be annoying, but the adventure is still impressive.

ANDY - 9



**"Just like Rogue Squadron, the game is quite short, yet the true challenge lies within trying to secure gold medals on each stage"**

NINTENDO 64

## STAR WARS: EPISODE I BATTLE FOR NABOO

### THE FORCE FACTOR

Sharing the same Episode I hangover as me, I'm sure most of you are ready for another entry in the prequel saga. LucasArts has already beat the Episode I property to death, and the sad truth is, we still have another year and a half to wait until we see a 12-year-old Boba Fett cry like a baby when Obi-Wan lays the smacketh down on his pappy. In the meantime, LucasArts appears to be bound to the Episode I license ever so tightly, and we'll probably see another handful of games based on this movie. The latest addition to the ever-expanding Episode I library, which will more than likely be LucasArts' last hurrah for Nintendo 64, is developed by my favorite Star Wars game manufacturer, Factor 5.

A slap in George Lucas' face, Jar Jar dies at the beginning of the game. The first few seconds begin with Jar Jar Binks strolling across a white screen. Making those annoying baby blabber noises that Jar Jar does best, his life is brought to a surprising end as the Nintendo 64 logo plummets through the sky and squashes Episode I's unlikely hero. In my mind, I couldn't think of a better way to start the game.

Returning to the battlefield in rare form, Battle for Naboo runs on an enhanced version of the Rogue Squadron engine. Along with the amazing flying aspects, Factor 5 has created several ground missions where players command a flash speeder and

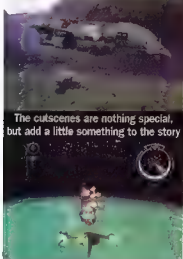
stop. One mission even takes place on water, and yes, you control a Trade Federation boat. These stages utilize a simplistic control schematic just like the starfighter flying stages. Targeting is once again controlled fully by the user, without any lock-on techniques, and a wide variety of mission objectives must be conquered on each stage. Several stages actually give you the chance to change vehicles. If the flash speeder doesn't have the firepower to tackle an ATT tank, you can enter a hanger and hop into a police cruiser (a toned-down version of the starfighter) and make your assault from the sky.

Most of the missions are very straightforward, allowing the player to tackle them within a few tries. Just like Rogue Squadron, the game is quite short, yet the true challenge lies within trying to secure gold medals on each stage. To accomplish this task, it'll take more than Obi-Wan whispering in your ear. Thus, a short game quickly changes into a time-consuming adventure that is insanely difficult — testing your every reflex.

Even though many of the environments are rather plain, the vehicles look sharp, the explosions are fantastic, and the effects are simply beautiful. The sound is a tad muffled, but nevertheless, this is the only complaint I have for another outstanding effort from Factor 5. — REINER



Several vehicles lack flight capabilities

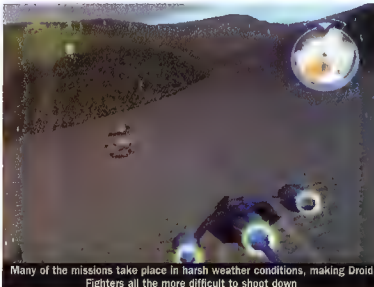


The cutscenes are nothing special, but add a little something to the story

Of course, the Naboo Fighter is best used in space



We sure hope this pilot has a hair in his eye, because this is the worst shot we've ever seen!



Many of the missions take place in harsh weather conditions, making Droid Fighters all the more difficult to shoot down

THE BOTTOM LINE

TEEN  
T  
SCORE

8.5

## ■ Concept:

A new story based within the Episode I universe that unfolds with gameplay similar to Rogue Squadron

## ■ Graphics:

This impressive graphical assault shows the N64 still has some kick left in it

## ■ Sound:

Tinny Episode I tracks with distorted voice-overs and amazing sound effects

## ■ Playability:

The control is simple, and the mission objectives are easy to pick up.

## ■ Entertainment:

It can be conquered in one sitting, but unlocking everything will take some serious time

## ■ Replay Value:

Moderately High

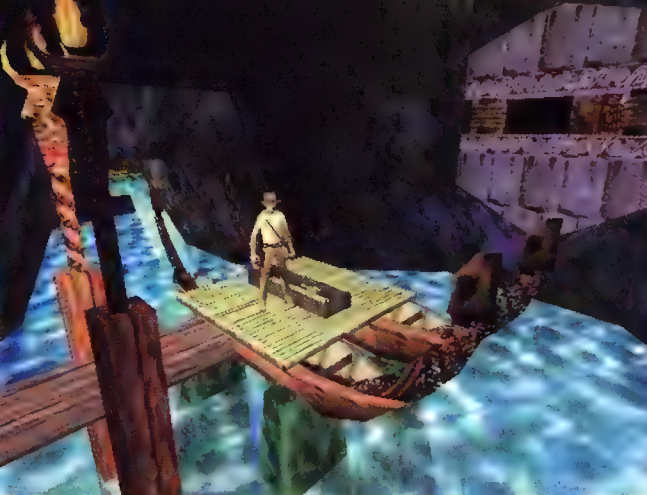
## SECOND OPINION

My only big problem with Rogue Squadron was that after I cleared the game, I was still desperately hungry for more.

That's pretty much exactly what Battle for Naboo offers. New vehicles, 16 new missions, and the ability to switch rides in the middle of a mission all contribute to a worthy sequel. However, despite the fact that I was enjoying myself immensely during play, I somehow found myself yearning to play Rogue Squadron again. Maybe I just miss the classic ships or I just got too much of a kick out of the Snow Speeder missions. The addition of ground and sea missions is cool, but they seem to have come at a slight cost to variety in air and space vehicles. If you dug Rogue Squadron, you will like Battle for Naboo, but I can't promise you'll like it as much. It's still an excellent experience, however, and is a surprisingly sharp-looking game for N64.

ERIK — 8.5





THE BOTTOM LINE



6.75

NINTENDO 64

# INDIANA JONES AND THE INFERNAL MACHINE

## “Proceed with caution if you plan on renting this game”

### SNAKES. I HATE SNAKES.

**B**ack when I was at the Tower of Babel, I came across this cat named Gennadi Volodnikov. It turned out he wanted to turn on this old dimension-shifting machine with a bunch of old artifacts from around the globe. So there I am, minding my own business trying to find artifacts so old Gennadi won't fire up the infernal machine and bring certain doom to humanity. All of a sudden, I realize all I have to do is find Gennadi and put a slug between his eyes. 'Eureka!' I shrieked. I instantly called my good friend Sophia Haggood and laid out all of the sordid details for her. Unfortunately, Sophie didn't see it my way. She thought it wouldn't be very sporting of me to off the Ruskie without at least going on a grand adventure of some sort, so off I went! — Excerpt from Indiana Jones' memoirs circa 1967.

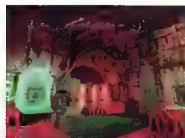
Yes, that is exclusive material I found in the extensive archives behind the GI building. It seems Indy wasn't about to let us get bored with a routine assassination, and behold, Indiana Jones and the Infernal Machine was born for our amusement. LucasArts has crammed a lot of game in this cartridge. There are portions of play that are quite impressively cinematic, with sweeping shots covering hundreds of meters of real estate, and little to no fogging in the large, detailed maps. Other delectables such as the weapons Indy acquires being

nice on his person, and complex animations during their use, are things that add believability to this already gargantuan title.

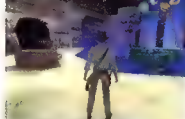
That being said, we need now to delve into the realms of suckhood once again. This game makes me want to scream in agony every time I see it. It looks absolutely beautiful, the sounds are good, the plot is good, but the control sucks crap through a straw. Should it really take me a full minute to climb a ledge that's a foot tall? Let me answer that for you. No it shouldn't, gentle reader, nor should it for you. Maybe this is part of the reason Indiana Jones and the Infernal Machine is going directly to rental. The Z-target system is a great idea that is poorly implemented here. Initiating it will work until you attempt any movement whatsoever. At that point random camera movements are likely to occur while you're being attacked that make it almost impossible to retaliate. Many times the camera will begin spinning uncontrollably when you enter an enclosed area. It seems to behave itself a bit more when you're outside. If you're going to make a Tomb Raider knock-off, you could at least tweak the already bad PC controls for the game to make it moderately playable.

Proceed with caution if you plan on renting this game. It's going to take you a while to get through the entire title, and not just because the game is so large. Good luck with those pesky 18-inch ledges. — **KRISTIAN**

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** LUCASARTS ■ **DEVELOPER** LUCASARTS ■ **RELEASE** NOVEMBER 16



A room reminiscent of Temple of Doom



Some nice texturing



Swing from your whip



Vast landscapes are a treat for the eye



You'll be getting wet through some of your journey

■ **Concept:**  
Walk around some old cities, shoot the bad guys, get the treasure

■ **Graphics:**  
For an N64 game, this is a step in the right direction

■ **Sound:**  
A nice soundtrack, crisp effects, and a lot of voice work

■ **Playability:**  
Z-targeting makes an appreciated appearance, but the control could use an overhaul

■ **Entertainment:**  
It's fun when you're able move Indy in a consistent manner

■ **Replay Value:**  
Low

### SECOND OPINION

Somehow this game was barely okay on the PC, and it's certainly not the worst on the Nintendo 64, but LucasArts' shallow attempt at imitating a shallow game (Tomb Raider) leaves much to be desired. It's TR with a whip, basically. Although jumps are a little bit more reasonable than Lara's chronic leaping problem (which was never fixed over the course of FIVE games), the camera is a little on the fussy side and tends to complicate things unnecessarily. The game's just kind of dull, and the voice actor who is supposed to emulate Harrison Ford is awful. On the first level you kill some snakes and use your whip about two times. Sound fun? It's not horrible for what it is, but the Infernal Machine is definitely an underachiever. I wouldn't hate the game if I got stuck in an elevator with it, but I think LucasArts can come up with something worthy of higher praise.

ERIK — 6.75



# You Go Here!



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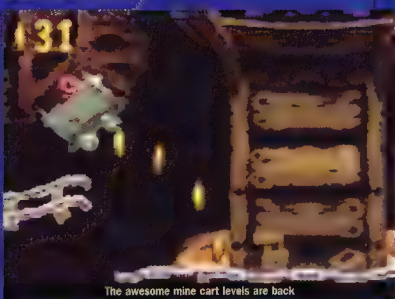
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## REVIEWS



The awesome mine cart levels are back

GAME BOY COLOR

# DONKEY KONG COUNTRY

THE KING OF THE APES

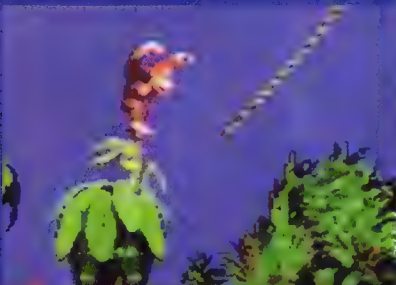
**M**ost Game Boy Color titles are studies on suchology. It's enough to make an O.G. go loony as...um...a loon. Then, a game like this comes along and reminds me that Nintendo's pocket rocket is more than just a really expensive paperweight. Donkey Kong Country is a wonderful port of what was one of the greatest platform games of its time. Kind of gets me all misty-eyed. At first I suspected this might just be nostalgia, but then I realized that they just don't make 'em like this anymore. There is a ton of variety in the levels and the gameplay is near perfect.

—MATT

### SECOND OPINION

Now this is more like it. An on-the-go version of the Super NES classic shows me that you can make good games on GBC. It's just that not many people choose to do it. Definitely a must-add to your Game Boy library.

ANDY — 9



A reminder of a time when Nintendo could do no wrong

■ **STYLE** 1 OR 2-PLAYER ACTION/PLATFORM  
 ■ **PUBLISHER** NINTENDO ■ **DEVELOPER** NINTENDO  
 ■ **RELEASE** NOVEMBER 20



GAME BOY COLOR

# TONY HAWK'S PRO SKATER 2

A GRINDER FOR YOUR POCKET

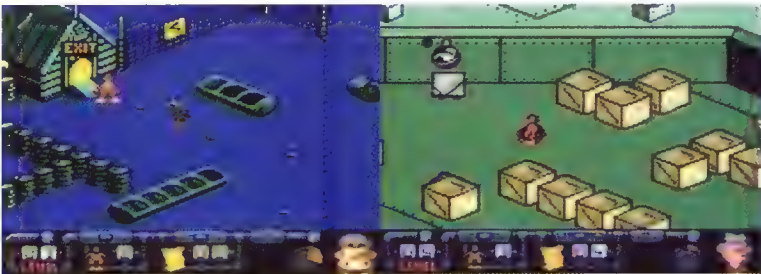
**C**ompared to the first Tony Hawk, this game is much improved, but in the total scope of things, I'm not very impressed. First of all, the game is 2D...which in the vertical areas isn't so bad, but in the street courses it becomes a real pain as you are required to move up and down without really being able to turn which is frustrating. But that is not to say the vert areas are perfect either. Sure there are a number of tricks and specials you can do (six grinds, eight air maneuvers), but completing many of the level goals requires that you navigate all over the area, which in this limited version, is just not that fun. A better offering, but I still say Skate or Die 2's halfpipe is way more fun and you get to go to the moon! Skate rats should track that one down. —ANDY

### SECOND OPINION

I appreciate the attempt to incorporate some of the Career mode and Skate Shop options from the PS-X classic, but the sublime control that is the heart of Tony Hawk is missing.

MATT — 6.5

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** NATSUME  
 ■ **RELEASE** NOVEMBER 7



GAME BOY COLOR

# CHICKEN RUN

THIS BIRD CAN'T FLY

**I** had some serious problems with Chicken Run on the Dreamcast, so suffice it to say that I hate the lobotomized Game Boy Color version. All you do throughout the game is make trails of chicken feed for your fellow poultry to follow toward the exit of the level. Now that's my idea of FUN! If all this crazy, supercalifragilistic Hansel and Gretel action wasn't enough, wait 'til you get a load of the "gadgets" in this game. Man, you've got everything — spoons, mirrors, and a bunch more. Far out!

The only actually cool part of the other Chicken Run games was the many contraptions you had to construct from items found around the farm. Take that away, and you're left with nothing more than a tedious game of hide-and-seek. In no way is this a game you need to play. Save your money for the DVD of the feature film. —MATT

### SECOND OPINION

This game would have a hard time competing with a pair of rusty nails and a broken chamber pot. This is too much game for not enough system. Save your scratch for something good.

KRISTIAN — 4

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** THQ ■ **DEVELOPER** BLITZ GAMES  
 ■ **RELEASE** NOVEMBER 14

THE BOTTOM LINE



6

- **Concept:** Getting closer to the real thing, but Game Boy will never do Tony Justice
- **Graphics:** Nice animations but nothing else really stands out
- **Sound:** Like Eddie Van Halen jammin' on a Casio keyboard
- **Playability:** A fair amount of tricks, but movement is limited
- **Entertainment:** Fun for about 30 minutes, then you realize the limitations and become frustrated
- **Replay Value:** Moderate

THE BOTTOM LINE



4

- **Concept:** If you make a trail of feed, chickens will follow you
- **Graphics:** I haven't seen animation this bad for at least a decade
- **Sound:** Jaunty sea chanteys rock da house on the digitized file top, boyee!
- **Playability:** If this is a game, the controls enable you to play it without too much trouble
- **Entertainment:** Essentially worthless, but hey, at least it's not another platform!
- **Replay Value:** Low



The Inspector weighs his options

Choose the right character for the right situation

GAME BOY COLOR

## INSPECTOR GADGET

INSPECT YOUR GADGET

**G**o go Gadget Game Boy Game (you knew something like that was coming!) In Inspector Gadget's seemingly eternal struggle to banish Dr. Claw to wherever evil doctors go nowadays, you see Brain the dog and Penny the niece join the fight. Each character has special abilities to help the Gadg-man do his thing. Brain can jump high, Penny can swim underwater and hack computers, and Gadget has the gadgets. This is a game to buy if you're only going to be on a plane or in a car for a while. After a few solid hours, I don't think you'll have many qualms about saying bye-bye to Mr. Gadget. — **KRISTIAN**

### SECOND OPINION

**Go Go Gadget Suckodrive!** This fumbling idiot should quit trying to be cool and surrender to Dr. Claw. Even in bite-size form, the Inspector chalks up another gigantic failure.

REINER — 5

THE BOTTOM LINE



6.5

- Concept:** Try to thwart the latest evil doings of Dr. Claw and his cronies
- Graphics:** The graphics aren't going to blow you away, but they get the job done
- Sound:** C'mon, it's a Game Boy
- Playability:** Like most Game Boy titles, this one's easy to jump right into
- Entertainment:** It'll hold your interest for a day, then you'll probably want to sell it
- Replay Value:** Low

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** UBI SOFT  
 ■ **DEVELOPER** RFX INTERACTIVE ■ **RELEASE** DECEMBER 16



GAME BOY COLOR

## DONALD DUCK: GOIN' QUACKERS

NOT DUCKING BAD

**R**eviewing titles for Game Boy Color can mess with your mind. About 80 percent of the games for the system are utter crap, so when something average comes along you end up playing it way longer than you should. Goin' Quackers is one of those average games. It uses the platformer formula that's been passed down through the ages, but just by virtue of being competent it seems like the greatest thing on GBC in months. In a way, Goin' Quackers is like being saved from starvation by a loaf of bread. You're thankful to be eating, but you're still dreaming of something meatier. — **JAY**

### SECOND OPINION

**One benefit of the GBC's stagnating software is that it keeps the side-scrolling action platformer alive.** Goin' Quackers is a good example of this dying genre, and a fairly fun one at that.

MATT — 7.75

THE BOTTOM LINE



7.5

- Concept:** Donald must collect gears and blueprints to save Daisy. For some reason this involves a lot of jumping
- Graphics:** Pretty well animated as far as Game Boy games go
- Sound:** The music actually helps you know what mood Donald is in and how close you are to death
- Playability:** Just fine
- Entertainment:** Depends both on how much of a Disney junkie you are and how much you enjoy platformers
- Replay Value:** Moderately Low

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** UBI SOFT ■ **DEVELOPER** DISNEY INTERACTIVE ■ **RELEASE** OCTOBER 17



GAME BOY COLOR

## POWER SPIKE PRO BEACH VOLLEYBALL

PAGING C. THOMAS HOWELL

**I**n recent years, there has been one burning question tormenting the minds of Game Boy Color devotees: "Why isn't there a professional beach volleyball title for GBC? Volleyball RULES! WOOF!" Maybe I'm exaggerating, but volleyball can be pretty entertaining in digital form — Super Spike V'ball for the NES, for example. Sadly, that classic kicks sand in the face of Power Spike. Your partner and opponents are pretty much brain-dead in the AI department, which makes the entertainment value sink into the quicksand. — **MAT**

THE BOTTOM LINE



6.5

- Concept:** Adaptation of NES chestnut Super Spike V'ball
- Graphics:** Cartoonish characters are well done, and realistically animated
- Sound:** Primitive even by GBC standards. Sound effects could have come from an Atari 2600 game, and there is barely any music

■ **Playability:** Decent back-and-forth action, but lacking in depth and a little poky

■ **Entertainment:** If you REALLY want to play volleyball on Game Boy, I guess this will do.

■ **Replay Value:** Moderately Low

### SECOND OPINION

**I'm disappointed that Power Spike doesn't compare with Super Spike V'ball on NES, which I think this game should at least do. But that complaint aside, it's not bad. Not great either, but what other choices do you have for GB Volleyball?**

ANDY — 6



■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** INFOGRADES  
 ■ **DEVELOPER** CARAPACE ■ **RELEASE** NOVEMBER 14

# CHARTS

In association with the NPD TRSTS Video Games Service, Charts presents an in-depth listing of the best selling software on a month to month basis. Are the games you spend your hard-earned dollars on top sellers? Take a look below to find out. We've also compiled a listing of the top selling Japanese software, and, of course, we included a Top 10 list of the games the GI staff is currently enjoying.



## NPD TOP 20

Listings Based Upon NPD Data For October 2000  
Based On Units Sold

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
1	N/A	<b>Pokémon Silver</b>	GBC	Oct-00	\$26

This is both strange and expected. We knew the new Pokémon titles would shoot through the roof. Duh?! It's the biggest phenomenon in the world! The obscure thing is, why is Silver outselling Gold? You always go for the gold, not tarnished silver. It's worth more! This just proves that kids need better schooling.

2	N/A	<b>Pokémon Gold</b>	GBC	Oct-00	\$26
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Yo, kiddies! This is the game you want! Why? Because it's gold! If you're rich and famous you cap your teeth with gold, and wear it proudly. The only time you put silver on your teeth is to fill cavities. Silver is so middle class. Yick!

3	3	<b>Tony Hawk's Pro Skater 2</b>	PS-X	Sep-00	\$41
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Stupid Pokémon is holding our man down! Last month, we explained how foolish we'd look if Tony Hawk's Pro Skater 2 didn't hit the number one slot. We gave it a perfect 10 rating, yet the sales have stalled out at number 3. This game would have hit the top if the evil empire, Nintendo, waited another month to unleash its new drug, Pokémon Silver and Gold.

4	N/A	<b>The Legend of Zelda: Majora's Mask</b>	N64	Oct-00	\$60
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Hmmm...Link could slay plenty of Pokémon, which in turn would open a window for Tony Hawk to squeeze through and bypass those infernal little creatures. Yes! Yes!! Yes!!! It's the perfect plan. Link, go kill Pikachu! Go get 'im, boy! Go get 'im!

5	4	<b>Tony Hawk's Pro Skater</b>	PS-X	Sep-99	\$20
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Double the fun. Double the pleasure. Double the maximum grindage on those silly little Pokémon dudes! At a measly 20 smackers, the original Tony Hawk is a steal. If you haven't played either game, this is a great one to start with. Hopefully, both titles remain in the top 5 until Tony Hawk 3 is released for the PS2.

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
6	1	<b>Madden NFL 2001</b>	PS-X	Aug-00	\$40
7	N/A	<b>Madden NFL 2001</b>	PS2	Oct-00	\$50
8	5	<b>Gran Turismo 2</b>	PS-X	Dec-99	\$27
9	N/A	<b>Tekken Tag Tournament</b>	PS2	Oct-00	\$50
10	7	<b>Spider-Man</b>	PS-X	Aug-00	\$40
11	9	<b>Spec Ops</b>	PS-X	Apr-00	\$9
12	2	<b>NFL 2K1</b>	DC	Sep-00	\$50
13	12	<b>Driver</b>	PS-X	Jun-99	\$23
14	N/A	<b>Dave Mirra Freestyle BMX</b>	PS-X	Sep-00	\$41
15	17	<b>Tekken 3</b>	PS-X	Apr-98	\$22
16	16	<b>WWF SmackDown</b>	PS-X	Mar-00	\$39
17	8	<b>Star Wars: Episode I Racer</b>	N64	May-99	\$11
18	N/A	<b>NBA Live 2001</b>	PS-X	Oct-00	\$41
19	N/A	<b>Super Mario Brothers DX</b>	GBC	May-99	\$28
20	18	<b>Crash Team Racing</b>	PS-X	Oct-99	\$25

Source: NPD Interactive Entertainment Service • Kristin Barnett-Vorhoff (516) 625-2481

## JAPAN TOP 10

Source: Game Japan  
Based On Monthly Units Sold

POS.	L. MO	GAME	SYSTEM
1	N/A	<b>Mario Tennis</b>	GBC
2	N/A	<b>GJ Jockey 2</b>	PS2
3	N/A	<b>Fist of the North Star</b>	PS-X
4	N/A	<b>Mario Tennis</b>	N64
5	N/A	<b>Fever 3: Sanko Pachinko Simulator</b>	PS-X
6	N/A	<b>Beatmania II DX 3rd Style</b>	PS2
7	N/A	<b>Perfect Dark</b>	N64
8	3	<b>Mysterious Dungeon: Shiren the Wanderer 2</b>	N64
9	N/A	<b>Kirby Tilt N' Tumble</b>	GBC
10	N/A	<b>Mario Story</b>	N64



## GAME INFORMER TOP 10

The Staff's Favorite Picks

POS.	L. MO	GAME	SYSTEM
1	1	<b>Tony Hawk's Pro Skater 2</b>	PS-X
2	2	<b>Final Fantasy IX</b>	PS-X
3	N/A	<b>Banjo-Tooie</b>	N64
4	3	<b>Madden NFL 2001</b>	PS2
5	N/A	<b>NHL 2001</b>	PS2
6	6	<b>WWF No Mercy</b>	N64
7	4	<b>TimeSplitters</b>	PS2
8	7	<b>NFL 2K1</b>	DC
9	N/A	<b>Skies of Arcadia</b>	DC
10	N/A	<b>Bang! Gunship Elite</b>	DC



## PC TOP 10

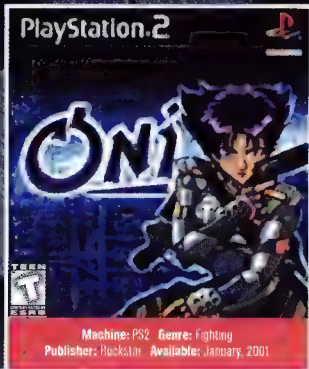
Based On Monthly Units Sold. Source: NPD Interactive Entertainment  
Source: Kristin Barnett-Vorhoff (516) 625-2481

POS.	L. MO	GAME	MONTH	PRICE
1	1	<b>The Sims: Livin' Large</b>	Sep-00	\$28
2	3	<b>The Sims</b>	Feb-00	\$43
3	20	<b>Roller Coaster Tycoon: Loopy Landscapes</b>	Sep-00	\$25
4	5	<b>Roller Coaster Tycoon</b>	Mar-99	\$28
5	8	<b>Baldur's Gate 2: Shadows of Amn</b>	Sep-00	\$47
6	4	<b>Diablo 2</b>	Jun-00	\$49
7	2	<b>Age of Empires II: The Conquerors Expansion</b>	Aug-00	\$28
8	N/A	<b>Combat Flight Sim 2: WWII</b>	Oct-00	\$42
9	10	<b>Sim Theme Park World</b>	Nov-00	\$19
10	7	<b>Who Wants To Be A Millionaire 2</b>	May-00	\$19



# ONI

## The Closer You Come, The Darker It Gets.



"Combining hand-to-hand martial arts combat with weapon slinging gunplay, players get the chance in ONI to enter a fully realized 3D world, designed by real world architects, to maximize the game's unique realism. Konoko is a feisty hard-nosed policewoman who's capable of a full range of 3D movement and who must confront ghosts from her past while fighting a brutal set of gangs, thugs, and ruthless crooks intent on stomping her pretty head into mush."



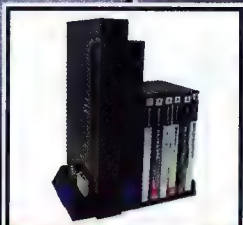
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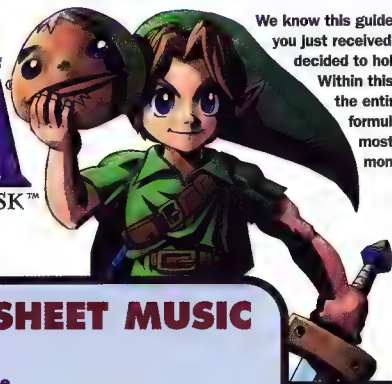
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# PLAY TO PERFECTION



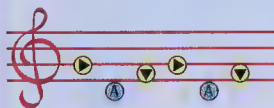
We know this guide is a few months late, but we have a feeling most of you just received this epic Nintendo 64 game as a holiday gift...so we decided to hold off until now to reveal our kick-butt strategy guide.

Within this brilliant composition, every secret is revealed and the entire game is mapped out in an easy-to-follow text formula. We're sure that even with this helpful walkthrough, most of you don't have what it takes to beat this monstrous game. Good luck!

## Basic Training

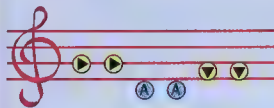
The game's manual covers everything on the combat and exploration end; however, the most important tip, and the only advice we can give beyond the manual, is to use the **Slow Time** whenever you embark on a mission. This catchy tune slows down the clock and allows you to complete Temples without having to march through perfectly.

## THE OCARINA OF SHEET MUSIC



### Song Of Time

This lullaby saves the game and resets the time. Be careful though, this catchy tune also resets all of the events.



### Slow Time

This obscure riff can be performed at any time, and we recommend you use it as much as possible. It slows the speed to one-half its natural flow.



### Song Of Healing

Play this tune near a gossip stone and a Fairy will appear. You'll also need to play it to get several masks.



### Skip Song

When played, this melody will skip you to either 6 p.m. or 6 a.m. of the next evening or morning.



### Epona's Song

Yeeeeeeehaaaaah!!!! If you're in an open field and you hit these notes correctly, Epona will come to your rescue. This song also makes cows produce milk, and Fairies appear in gossip stones.



### Song Of Soaring

If you're on the field map, playing this tune will warp you to any owl statue. If you're in a dungeon, you'll warp to the entrance.



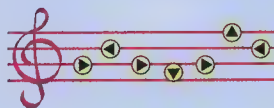
### Scarecrow Song

You get to compose this lick yourself. Using it will make the scarecrow appear for a Hookshot.



### New Wave Bossa Nova

This song is hardly used; however, it will give Lulu her voice back, and it will summon a turtle.



### Elegy Of Emptiness

Producing a doppelganger Link, this elegy will help you with several switch puzzles.



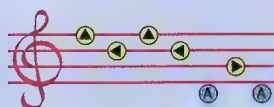
### Song Of Storms

Duh! This song makes rain fall. It also cures Curse, pacifies Sharp's ghost, and makes Fairies appear from gossip stones.



### Goron Lullaby

Use this song to open Snowhead Temple. It also puts Gorons to sleep.



### Sonata Of Awakening

As the title so clearly states, this tune makes Deku and Skull Keeta rise from their deep slumber. It will even make Woodfall Temple rise from its grave.



### Oath Of Order

At the end of the game, it asks the guardians for help.



# W A L K T H R O U G H

1

## CHASING THE UNKNOWN

In this scene, mess around with the controls, cut up some shrubs for rupees, then hop across the stumps to pursue the mysterious attacker.

3

## AN EVEN TRADE

At the end of your journey, you'll run into a traveling mask salesman who can change you back into a boy...but for a price. You need to find the mask your adversary stole. Exit through the door to enter Clock Town.

4

## CLOCK TOWN

Your first goal is to locate the Great Fairy. Simply walk behind the tower and head north. When you come to a clearing with a slide to the left and a grassy knoll to the right, proceed into the grass area and enter the cave. Again, you're forced to run an errand before you'll receive help. Exit the cave and return to the clock screen. Next, pass through the furthest door to your right (your back should be to the clock). Hop across the water to snag the **Fairy**. Talk to the sexy Great Fairy again, and you'll learn how to use magic. If you hold B, you'll spit bubbles. A perfect place to try this is on the previous screen with the man floating in the air. Use a spit bubble to pop his red balloon, then talk to him to secure the **Clock Town Map**.



2

## DEKU VERY MUCH

Oh no! Link is a Deku! Use this obscure woodland creature's abilities to explore the cavern, keeping your eyes peeled for a chest holding **Deku Nuts**. Use these spit Bombs to take down the opposition, then find the exit.



6

## OBSERVING THE OBSERVATORY

Return to the eastern portion of the town (to the right, for all you rejects out there who don't know your directions), then talk to the kid in front of the door. Give him the password, then pass through. Navigate the dangerous path, and use a spitball to pop the blue balloon by the ladder. When you reach the colorful observatory, avoid the scarecrow for now, then head up the stairs and talk to the hermit to use the telescope. Zoom in on the top of the clock to trigger a cutscene. Exit through the nearest door, and grab the **Moon's Tear**. From here, return to the clock, and find the brown leaf on the ground. Equip the Moon's Tear, and talk to the leaf creature that appears. He'll hand over the **Land Title Deed**, and will then leave his nest, allowing you the chance to fly to the clock tower and grab the **Heart Piece**. Now, you'll have some time to burn. On the third day, a treasure chest containing 50 rupees will appear on top of the scaffold near the clock. If you go for this cash, you'll need to deposit it into the bank or you'll lose it.

5

## HIDE AND GO SEEK

Continue your vandalism by popping the blue balloon. Doing this will irritate the nearby child, and he'll challenge you with a game of Hide-And-Go-Seek. Two of the children are located on this screen, in both corners. Head through the door with the red trim, and you'll find one boy on the roof around the first building. He'll flee by flying with a chicken. Snag him when he lands. The next brat is on the same screen, on another roof. Use the flower to launch up to his location. The last child is in the only area you haven't been to yet. He's standing next to a shop. Snag him, and the boys will give you a password. The number you get is determined by the order you catch them, so write it down!

7

## FACE TO FACE

At midnight of the final day, return to the clock and ascend the stairs that appear. Face to face at long last, it's you against Skull Kid. What would appear to be a tricky fight is actually quite easy. Just shoot a bubble at his hand to make him drop the Ocarina. Grab it, then play the **Song of Time** you learn from Zelda to return to day one. After a startling discovery, enter the clock tower and talk to the salesman to learn the **Song of Healing** and receive your first guise, the **Deku Mask**. At this point you can head to the swamp, but we recommend you stick around town for a while longer to unlock some new stuff.



8

## CLOCK TOWN SECRETS

These next events are not vital to the quest, but they are cool and you will unlock some wonderful stuff. First, head to the northern part of town. Grab some rupees from the bushes, then ascend the ledges near the slide and jump out to the tree to get a **Heart Piece**. Next, either wear the Deku Mask to pop the kid's balloon again, or use the password to enter the observatory, then quickly return to the town. Either way, you'll be entered into the gang, and you'll receive the **Bombers' Notebook**.

Now, head to the western part of town and pay the Swordsman School a visit. Complete the Master course to unlock a **Heart Piece**. If you go next door between 3 and 12 p.m. on the first two days, you can play a game with the postman (a major player in the Bombers' Notebook campaign). If you win, you'll receive a **Heart Piece**. If this game is too challenging right now, return with the Bunny Mask, which allows you to play with a timer onscreen.

It's now time to use the time stream to your advantage. If you place a bet at the Lottery Shop, you may not win on the first try, but when you reset time, the winning numbers are the same...and well, you know what that means. KER-CHING! If you continually deposit this cash into the Bank, you'll receive the **Adult Wallet** at 200 rupees, and a **Heart Piece** at 5,000 rupees. At midnight of the first night, head to the northern part of town. When you see the old lady get mugged, wallop the thief with your sword to get the **Blast Mask**. This act of justice will also unlock the **Big Bomb Bag** within the Bomb Shop.

On the second night, return to the little creek where you found the Fairy and talk to the man to get your hands on the **Bremen Mask**. Search the box next to him to find five rupees, and jump into the water to find 60 more. Make sure you grab the Fairy again, and at night, grab the second Fairy from the eastern part of town, then pay a visit to the cave up north to get the **Great Fairy Mask**. Exit her cave, then use the Deku power to launch from the nearby flower over the fence and into the hole. Complete all three series of moving platform minigames and you'll win a **Heart Piece**.

For a quick 100 rupees, ascend to the Milk Bar roof in the eastern portion of town, then perform a rolling jump across the ledges on the left to reach a silver rupee. If you're truly ambitious, and complete the Moon's Tear segment again, you can fly on top of the scaffold and launch to a rooftop with a chest holding 20 rupees. For even more booty, grab some Bombs, then head to the observatory path. In the tunnel, locate a crack in the wall and then plant your explosive seed to find 100 rupees. Enter the Stock Pot Inn between 2 and 10 p.m. wearing the Bremen Mask to get the **Inn Key**, which can be used to open a door to get even more rupees. Another room with rupees will unlock at midnight on the final day. At the same time, and if you go get the Land Title Deed again, head to the Inn's bathroom. Hand over the Deed to the hand sticking out of the toilet to get a **Heart Piece**.

Head to the Mayor's pad and talk to his wife to get the frightening **Kafei's Mask**. For saving the woman on the first night, you can also pick up the **All Night Mask** from the Pawn Shop on the last night for 500 rupees. You'll need the Goron's Wallet to hold this many rupees. Use this mask to endure the stories at the Inn, and you'll be rewarded with a **Heart Piece**.

Later in the game, come back with the bow and different masks to pick up some extra **Heart Pieces** from the game shops. For example, if you wear the Goron Mask while playing the maze game, you'll win a **Heart Piece** instead of rupees. Make sure you talk to everyone in town to fill in your Bombers' Notebook, and learn the songs from the scarecrow before leaving.



9

## TERMIA &amp; THE SOUTHERN SWAMP

At this point you have two options open to you. You can either head to the ranch or the swamp. We recommend hitting the swamp first... simply because you'll need the Bow. Before venturing out, tackle the tasks in Termia's overworld.

Place a Bomb beneath the hollow log to find a cow pit. Remember this place later on to get some milk with **Epona's Song**. Visit the tree behind this log to watch a cutscene showing the origin of Skull Kid. If you traverse to the right of the tree, you'll run into a large grassy knoll. Follow the butterfly to find a hole hidden within this patch. Drop into it and destroy the Peahut to get another **Heart Piece**. The last feat lies within the observatory. Use the plant launcher to get inside, then keep your eyes on the town for your flying buddy. Watch him land, then enter the hole he plummeted into to get a **Heart Piece** for 150 rupees.

After wrapping up loose ends, head to the south and enter the passage. Switch to Deku Link and shoot down all the bats surrounding the tree, then climb up the vines and get the **Heart Piece**. Continue south into the swampland.

Ascend the ladder to the hut, then talk to the nut guy again. If you give him the **Land Title Deed**, he'll hand over the **Swamp Title Deed**, then will free the flower allowing you to snag another out-of-reach **Heart Piece**. After this, enter the hut and talk to the manager. Since everything is shut down, head across the green lily pads over to the Potion Shop. Rap with the hag, then enter the lost woods behind the shop. Follow the monkey to reach the hag's sister. Return to the Shop, and you'll receive a Potion to heal the lost family member. Follow the monkey again, and use the Potion to heal her. For your services you'll get the **Empty Bottle**. Pay the witch you saved one more visit at the hut and you'll receive the **Pictograph Box**.



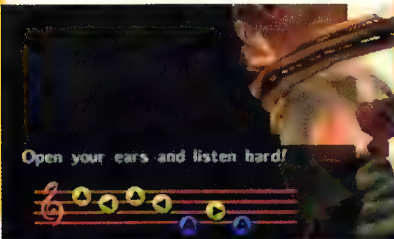
10

## DEKU PALACE

Take the cruise, then put on your Deku mask to enter Deku Palace. The first order of business is to snap a photo of the King. If your shot is good enough, you can turn

it in at the hut for a **Heart Piece**. Next, talk to everyone in the room, including the monkey in the cage. Exit the throne room and enter the door to your right. Avoid the guards and you'll find a **Heart Piece** at the end of your journey. Exit this area, then proceed through the only untouched door. Use your stealth tactics to enter the hole. Talk to the salesman and buy some **Magic Beans** from him. Fill your Bottle with **Spring Water**, then plant a seed and water it to get some rupees. Refill your Bottle, and buy some more Beans before heading out. Proceed to the entrance of this village and hop across the green lilies, avoiding the cave for now. Plant another seed, then use the flower to soar to the top of the village. Float across the platforms to the backdoor of the King's quarters. Show the monkey the Ocarina. Transform into Deku again, and show him the Ocarina pipes to learn the **Sonata of Awakening**.

After watching the amusing cutscene, return to the lily pads and enter the cave you avoided earlier on. If you drop to the ground, you can burn away the webbing with a flaming Deku Stick to enter the Spider House. In here, collect 30 Gold Skulltula and you'll win the **Mask of Truth**. Taking the high flower route will lead you to an owl that will teach you the **Song of Soaring**. Take the last flower across the waterfall to the entrance of Woodfall Temple.



11

## WOODFALL TEMPLE

The second you enter, play the **Inverted Song of Time** to slow things down. Simply work your way along the outskirts of this vast room, then play the Sonata of Awakening as a Deku next to the owl to reveal Woodfall Temple. Before heading into the Temple, use the flower to launch over to the cave behind the owl. In here lies a Great Fairy. Upon exiting, play the **Song of Soaring** to return to Woodfall, then fly north across the trees to a cheat holding a **Heart Piece**. Now, enter the Temple.

Dead ahead a Stray Fairy awaits. Simply wear the Great Fairy mask to make this bugga float to you. A second Fairy awaits in a chest on the right side of the cavern. Simply use the flower behind you to get there. Use the other flowers to reach the door. In the second room, descend the ramp to your left and kill the plant to get the third Fairy. Hop across the red lilies to get to the door. Before entering, hop to the pots on the right and grab the fourth Fairy. From here, enter into the third room. Hop to the flower and float to the chest holding a **Small Key**. Turn to your right and shoot a bubble at the hive on the wall to free the fifth Fairy. Now, use the same flower to launch to another door.

In here, use the flowers to pop up underneath the spinning turtles to take them out and unearth a chest holding the **Dungeon Map**. Backtrack a few rooms to the locked door, which can now be opened. Push the block forward and take a quick right. Take out the Skulltula to find the sixth Fairy. From this vantage point, shoot a bubble at the hive in the center of the room to find the seventh Fairy. Return to the center of the room and push the block forward. Backtrack to the Skulltula location and light a Deku Stick on fire. Run with it to the unlit torch, then enter the door that opens. Destroy the two dragonflies and the **Compass** will appear. Return to the cavern and light another stick. Bring it



up the stairs and light the torch. Light another stick, then jump across the platforms and burn the webbing.

You'll now find yourself in a very dark and dangerous place. Take out the shadow beasts, then light a stick and bring it to the three unlit torches to open the door. A chest holding the eighth Fairy will also appear when all the critters are defeated. Pass through the door, fly across the flowers, then veer to the right and snag the ninth Fairy. Proceed along the path again, and have Link hit the switch to activate the ladders. Find the flower and fly to the right to the second switch. Drop down, then ascend the ramp to claim your tenth Fairy prize. Return to the top and enter the only open door. Veer around the ledge to another door. Defeat the lizard with human Link and the **Hero's Bow** is yours. Exit the room and use the bow to shoot the yellow eye across the room. Now, hop across the pads and enter the door.

In the next room, a mini-boss awaits. Simply use the Deku flower power to flip the turtle over, then use the Bow to snipe the ceiling-crawling lizard. Repeat this process three times and the **Boss Key** is yours for the taking. Return to the room with the switches. From the first switch, fire an arrow through the torch and onto the center of the flower to make the platform rise. The water is now clear, giving you access to secure the eleventh Fairy from the room with the moving block. Fly onto the spinning flower and shoot an arrow through the torch to the unlit brazier on the far side of the room. Enter the newly opened door, and drop to the ground. You'll find three more Fairies hiding in the alcoves on the corners. Simply fly up to get them. You'll also find one camping out in the fire. Use the bow to pop the Fairy's bubble, then wear the mask to lure her your way to complete your collection. To navigate this room, simply hop onto the leftmost alcove and shoot the crystal with an arrow. At this time, hop across the pillars as quickly as you can. Use the flower to reach the boss door.

## ROSE ODOLWA

This guy looks as tough as nails, yet he's a big weenie. Simply Z-target him, then stun his silly bum with arrows. Whack away with your sword when he's dizzy. If you need health, destroy the plants on the outskirts. You'll receive a **Heart Container**, **Odolwa's Remains**, and the **Oath to Order** for your heroics.



## 13

## GORON TROUBLES

If you don't come here on the first day, the Goron gatekeeper is frozen in ice and needs to be blown free. When he opens the gate, drop down and enter the city before the gate closes. The only thing you need to do in the city is talk to the crying baby. Just outside the city, and if you have the Swamp Title Deed, you can trade it to the Deku dude for the **Mountain Title Deed**. As usual, when he leaves his stoop, you can use it to launch to a **Heart Piece**. Before he leaves he'll offer to sell you the **Biggest Bomb Bag** for 200 rupees.

The next order of business lies to the east. Talk to the owl and he will show you a dangerous way to the floating island. Follow his trail of feathers across the invisible platforms to the cave holding the **Lens of Truth**. The rock to the left also holds 50 rupees. Use the Lens to pass the invisible platforms, then keep it on a few seconds longer to spot the Goron ghost. Follow him across the world, up the ladder maze, and into the Goron Graveyard.

Play the Song of Healing for the old Goron and he'll hand over the **Goron Mask**. Before leaving the graveyard, walk to the backside of the soldier's grave and pull it to open the spring. Fill your Bottle with **Hot Spring Water**, then exit and free the Goron outside. Fill another Bottle, and book for Frozen Lake. If you're too slow, the water will chill, rendering it ineffective. When you get to Frozen Lake, pour the water onto the ice block to jar a hole with another, more efficient hot spring. Grab a Bottle of hot water and head outside. One of the

## 12

## TO THE MOUNTAINS

The Princess will now want to tag along. Simply place her in the Bottle (we're not kidding), then take her back to Deku Palace. Empty the Bottle in front of the King. Exit the temple and hop across the lily pads to the right. Follow the floating Deku to reach the **Mask of Scents**. If you took the time to collect all 15 Fairies, head to the Great Fairy cave and hand them over to learn the **Spin Attack** sword technique. If you are still within the same 72 hours, you can return to the swamp hut and participate in three cruise minigames, each rewarding you with **Heart Pieces**, and the **Bigger** and **Biggest Quivers**. From this point, reset time and return to the plains of Termia.

Leave Clock Town and head northwest. Directly to the west you'll find a stone. Destroy it with a Bomb, then drop into the hole. Change into a Deku and play the **Sonata of Awakening** to transform the rock. If you search the field you'll find another three holes: one by the ice bridge, one by the observatory to the east, and one to the west of the swamp entrance. Play the Sonata in all of these to unlock a **Heart Piece**. Next, drop into the ice pit near the broken bridge. If you can take out both Dogono, another **Heart Piece** awaits. If you play the song on the ice wall, you'll get a few rupees. Hang out

on the northern end of Termia until midnight. When you hear a ghoulish moan, find the ghost on top of the tree. Roll jump out to him from the ledge, then play the Song of Healing and he'll hand over **Kamaro's Mask**, which can be used to train the dancers in Clock Town. They'll thank you with a **Heart Piece**. If you head to the northern portion of Termia, keep your eyes peeled to the cliffs for an icicle mounted above the path. Shoot it twice with an arrow to make it fall and free your path.

You'll now be on the mountain pass. Simply trek across this frozen tundra to the Mountain Village. The first order of business is to find the owl statue, located across the tiny bridge. After this, head into the lodge and talk to the blacksmith. With the villagers' tip, head to the east to Frozen Lake. Cross the bridges, then shoot down the balloon holding the map salesman. Purchase the **Map of Snowhead** and the **Map of Romani Ranch**, then continue forth onto Goron Village.



large snowballs outside holds the body of the crying Goron's dad. Smash the ball to find the father, who switches by the day, then pour the water on him. Talk to him twice to learn the **Lullaby Intro**. Take another Bottle to the blacksmith to temporarily improve your sword to the **Razor Blade** for 100 rupees. Return to the baby and play the Lullaby to end the wailing. The baby will complete the **Goron Lullaby** for you.

The next order of business is to take a Deku Stick and light all of the torches in the city lobby. Use the torches in the baby's room to light the Deku Stick, then touch every torch with it. If you light them all, the chandelier in the center of town will start spinning. Transform into a Goron and ascend the ramp to the red carpet. Line yourself up with the gold ramp, then roll off into the chandelier. Continue breaking the pots until you free the steak. Bring it to the Goron above the waterfall, toss it up to his location, and he will trade you **Don Gero's Mask**. From here, head north to Snowhead. Roll across the ramps, then when you reach the next screen, turn on your Lens of Truth to see the Goron blowing wind down the hill. Play the Lullaby to cool his jets, activate the owl, and then ascend the tiny ramp to the Snowhead Temple.



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## SNOWHEAD TEMPLE

This dungeon starts off with a bang. In the first chamber, smash the ice blocking your path, destroy the snow beasts, then push the block forward into a hole. Pass through the door on the right, then use your bow to free the first two Fairies. Next, get ready for a tricky jump. Carefully roll across the bridge and launch to the other side. If you miss, simply roll across the lava and try again. After landing on the ledge, transform into Link, and hop across to the stairs. Ascend to a small room to secure the third Fairy and the **Dungeon Map**. Return to the lava room and enter the door. This massive room connects the entire dungeon together. Drop down to the lower level and change into a Goron to step on the switch in the lava. Doing this will free the fourth Fairy. From here, ascend to the top and open the door next to the two torches by shooting an arrow through the fire into the ice. Don't pass through this door quite yet. Locate the only door that isn't frozen, and enter.

Pull the white block forward, then grab the **Small Key** from within the alcove. If you're going for all the Fairies, pull the block to the northernmost location. You won't be able to get to it now, so back out into the large chamber. Enter the door you freed just seconds ago and use the **Small Key** to open the blue door. Grab the **Compass**, then place a Bomb on the western wall to reveal a hidden staircase. Ascend it, then look to the ceiling. Shoot arrows at the icicles to destroy the blocks in your path. Hop across the platforms, then open the chest to get another **Small Key**. Use your **Lens of Truth** in the



southern corner to reveal a hidden cave with the fifth Fairy in it. Use the **Key** on the door, then turn on your **Lens of Truth** and locate the sixth Fairy on the ceiling. Shoot an arrow to free her, then use the **Great Fairy mask** to lure her down. Do a Goron head butt on the switch. Change into Link to hop across the cavern, and perform another head butt on the second switch. Quickly smash the tallest switch in the snow, then climb up to the open door.

Use the Goron roll to clear the gap and the snow drift to the right. Instead of opening the door, roll across the second gap to another door. In this small room, you'll need to fight a boss. Simply scan the room for his location and pop him with an arrow.

Use the Goron roll to clear the gap and the snow drift to the right. Instead of opening the door, roll across the second gap to another door. In this small room, you'll need to fight a boss. Simply scan the room for his location and pop him with an arrow.

Retreat to the large connecting room, then head through the northernmost door. Take out the ice monsters to unlock a chest holding the eleventh Fairy. Light all of the torches with an arrow to unlock the central door. Jump to its location, and pass through. Use the Goron head butt to raise the pillar, then return to the large room and descend to the lava floor. Use the stairs to reach the top level, then use the door to return to the beginning of the level. Jump to the stairs on the left and activate the elevator again. Cross over the snowdrift and use a **Fire Arrow** to melt the ice. On the next level, maneuver across the snowdrift. Use the **Key** on the door and eradicate all of the snow demons. Use the **Lens of Truth** to locate Fairy number 12. The last thing to do here is melt the ice. The next room houses a difficult fight against two lizards; however, the reward is oh so sweet – the thirteenth and fourteenth Fairies. In the next area, use the **Lens of Truth** to reveal a hidden flower pad below the platform you're on. Roll and jump to it. The last Fairy is in the box behind the flower. Use the pad to return to the lower level.

Work your way back to the top. Pass across the narrow bridge and enter the door. Freak boy is back for another bout...but thankfully, he's just as easy as before. Down him and another door will open, leading to the **Boss Key**. Backtrack to the second floor and smash the blue blocks on the pillar. Ascend to the third level and do the same. Roll across the snowdrift and smash the last block. Return across the drift, then ascend to the top of the pillar. Use your fist to break the snowballs, then Goron roll across the pit to the Boss room.

## BOSS GHOT

Start out by thawing this gigantic adversary. Why? We don't know. This battle would have been much easier if Link just avoided him and grabbed the goods. All you have to do is turn into a Goron and roll into the enemy. Just dodge his blasts and he'll die before you know it. For this high-speed action sequence, you'll receive a **Heart Container** and **Ghot's Remains**.



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## THE RETURN OF SPRING

Goron city is no longer a frozen wasteland. If you collected all the Fairies, return to the Temple entrance and talk to the Great Fairy in the cave below. She will enhance your magic power. The next goal is to head to the Goron town. Don't enter, but rather hit the Bomb Shop on the outskirts of town. Secure the Powder Keg and toss it up the ramps, then roll to the location. When you get outside, bring the keg back to Frozen Lake, then toss it up the cliffs on the far side. Drop the Keg in front of the rock, then use an Arrow to detonate it. Return to the Bomb Shop for certification and a **Powder Keg**.

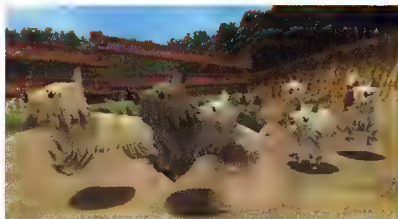
Mosey on over to the newly opened race track and place in first to get the **Gold Dust**. Head to the sword forger and have him forge your sword if you haven't already. Return the next morning to get your sword back. Hand over the Gold Dust to the old man to create the **Gilded Sword**.



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## ROMANI RANCH

Now, it's finally time to tackle that pesky Ranch. Trek across Termia to the Ranch entrance, located to the southwest. If you came here earlier, you couldn't pass by the boulder until day three. Thanks to the Powder Keg, you can now pass whenever you like. Blow that rock to smithereens, and activate the owl before passing. Talk to the girl in the prairie to learn of a new evil. You'll also compete in a minigame taking place on Epona. Pop all the balloons and you'll learn **Epona's Song**.



Proceed further into the Ranch and enter the chicken coop. Talk to the punk rock dude, then solve his dilemma. To do this you must wear your Bremen Mask, then march around the coop, touching all of the chickies. When you have them all, they will transform into full-grown chickens. For this act of kindness, you'll receive the **Bunny Hood**. After this, head next door to the dog track. If you have the Mask of Truth, wear it when picking up the dogs to hear if they are willing to race or not. If you collect over 150 rupees you'll earn a **Heart Piece**. We recommend betting on the dog races until 2 a.m. When this time comes, meet Romani in the barn. The goal is to stop the invasion. Simply slay the ghosts until 5 a.m. Complete this task and you'll get a **Milk Bottle**. Your heroics will also land you a date at 6 p.m. on the second day. Simply enter the barn on the second day and talk to Cremia. Meet her in front of the barn at 6 o'clock sharp.

The wagon ride is actually quite challenging. You'll need to keep the Gorman brethren at bay by shooting them with arrows. Simply target the brother that charges and keep them away from the milky loot. If you save any milk, you'll win **Romani's Mask**. Now that the passage to Gorman's Ranch is open, ride there on Epona and you'll enter a horse race. Victory secures **Garro's Mask**.



17

## THE CLOCK IS TICKING

The longest mission in this crazy town revolves around the boy in the Pikachu Mask. As you may have noticed, you can't talk to him before he runs off.

First, get the **Inn Key**, then talk to the innkeeper again, only this time wearing Kafel's Mask. Meet her later in the kitchen. You'll need to use the Key to get in. Drop the letter she hands you into the mailbox. We recommend waiting here for the postman, then following him back. Follow him again to the small pool where the Pikachu boy resides. When he delivers the letter, the child will run out, giving you plenty of time to sneak into the hideout. At long last, the stubborn boy will talk to you, handing over the **Memorial Pendant**. Bring it to the innkeeper. On the third day, around 1 p.m., return to the hideout and talk to the Curiosity Shop owner to get the **Keaton Mask** and a letter you need to deliver to her mother at the Milk Bar. With the Keaton Mask, head to the northern section of town and wear the Mask near the plants that flee to make Keaton come out of his hole. Answer his questions correctly and he'll hand over a **Heart Piece**.

Now, deliver the letter to the Milk Bar at night, and you'll receive an **Empty Bottle**. If you give the letter to the postman on the third day after 6 p.m., he'll give you the **Postman's Hat**. With this, you can open the mailboxes. One holds a **Heart Piece**.



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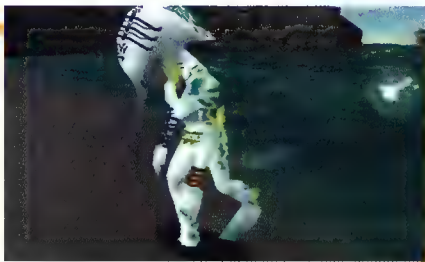
## THE GREAT BAY

Venture into Termia again and head due west. If you gather enough speed on Epona, she'll jump the fence, revealing a new world to explore. When you come to the beach, jump into the water and swim to the flock of seagulls. Talk to the drowning Zora, then get behind him and push him to shore. Listen to his message, then play the Song of Healing to send him to the afterlife. In return he'll give you the **Zora Mask**. Before you hit the sea, walk behind the fisherman's house and fall into the hole. Fill your Empty Bottles with **Fish**, then swim out to the Marine Lab. Activate the owl, shoot down the map salesman, then ascend the ladder. Jump on top of the smaller tank (the one with the fish), and empty your Bottles into it. The fish will eat yours, and if you keep feeding them, one of the fish will launch a **Heart Piece** out of its mouth. Talk to the man in the aquarium and he'll tell you something terrible. Return to the beach and enter the cave.

The two Zoras have a challenge for you. If you can smash all five pots with one boomerang shot, you'll win 90 rupees. Not a big deal, but you do get to use your boomerang power, which isn't bad. Next, maneuver across the hot sand to the waterfall. Drop to the bottom and fight the Like Like. Its

decomposed body will spit out a **Heart Piece**.

Now, enter the southern bay and swim to the entrance to Zora Hall. Don't enter from the front, but rather swim to the back, where there's an owl statue. Walk inside and talk to your band...who's hiding from its fans in the rooms on the far side. That crazy Akindo Nut guy is back in action, and as you probably guessed, he'll trade you the Mountain Title Deed for the opportunity to use his flower to reach a **Heart Piece**. You can get 20 rupees by taking a photo of Lulu and handing it over to the fan boy. The prize isn't worth it, but just seeing the fan boy's eyes light up is worth it alone.



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## EGG HUNT

To cheer Lulu up, you need to find those eggs. Head back to North Bay and head all the way north. Break the underwater gates to enter the secret lair. Swim across the lake over to the switch. Change into a Goron and smash it to lift the gate. Swim through this new opening, then navigate the simple chain link maze. Move under the blower to the left, then ascend to the door. In the next room, avoid the Bombs, then walk up the ramp. Transform into a Goron to break all of the barrels, then hit the switch and roll to the **Heart Piece**. Return to the highest point of this room and use Zora's boomerang move to hit the crystal on the far side of the room. From here, quickly dive into the water and pass through the gate, avoiding all of the mines. Dry off and ascend the ladder to another switch. Step on it to open the grate. Step on the sewer and fire a boomerang at the crystal to activate the fountain. Climb the ladder, then fire a boomerang shot around the mines to the crystal. Before entering the door, turn around and view the field in the telescope.

Here comes the tricky part. You need to navigate the city without being spotted. To do this, it takes patience and great timing. Of course, if you skip ahead and grab the **Stone Mask**, this is a breeze as the guards won't see you. Sneak up to the ladder in the center of the room. Use your bow to snipe the guards who stand in your way. Once you reach the bridge, carefully enter the building. A brief cutscene will take place, revealing the egg captor. Use this wonderful vantage point to shoot the hive. When it hits the floor, the soldiers will flee. Exit the room and drop to the second-story door. Open the chest to get the **Hookshot**.

Use this wonderful device on the wooden plank over the fish tank, then transform into a Zora to sink to the bottom. Swipe up the first **Egg** with a Bottle. Exit this room quickly. Once you're outside again, work your way along the south. Enter the hidden door behind the third-level pillar to find a room full of barrels. Watch the



guards' patterns closely. When you get a clean shot, knock her out with a hookshot to the back. In the next room, defeat the guard to gain access to the second **Egg**. Flee this room through the tunnel. This time around, head all the way north. Hookshot up the ledges to the room. Take out the guard, then run around the corner to the left. Another feisty guard is ready to fight. Take care of her and the third **Egg** is yours. You may want to shoot some arrows into this tank before diving in. Exit through the side door, maneuver to the east and hookshot up to the ledge opposite the second **Egg** entrance.

If you run out of Bottles, deposit the Eggs at the lab in the Bay. The return route is easy. Just hookshot onto the ramp to return to the heavily guarded city. Alright GI readers, this is the moment you've been waiting for. In the center of the room, a chest with 100 rupees awaits. Avoid it, unless you really want those gems, and focus on the ceiling. Just like Spider-Man, swing across the wooden beams to the door. Mission accomplished, right? Wrong! Before leaving, snap a photo of one of the guards. Drop off the Eggs at the lab, then bring your paparazzi shot to the fisherman. Look at the Sea Horse to pique his interest. He'll trade the picture for the **Sea Horse**.

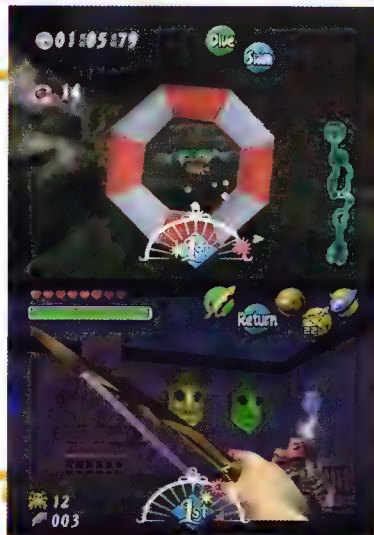
Jump into North Bay again and swim to the two pillars on the northwestern side. Pass through the pillars and drop to the seabed. Release the Sea Horse, which kind of looks like Woodstock, then follow its every move. Kill all of the sea snakes with your boomerang arms to free the sea horse clan. Most importantly, check the snake holes for the remaining lost **Eggs**. The sea horses will give you a **Heart Piece** for your efforts. Make waves returning to the lab, and drop off the final three **Eggs**. Miraculous as it is, you actually get to watch these Eggs hatch. Wonderful! The baby Zoras will teach you **The New Wave Bossa Nova**. Return to Zora Hall and play this rockin' tune for Lulu.

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## A QUICK DIP

We know you're eager to ride the turtle, but a few minigames can be tackled to gain some valuable Heart Pieces. In South Bay, work your way back to the waterfall where the Like Like dwelled. Hookshot across the trees up to the Waterfall Rapids cave. Z-target the beaver and he will flee to the lake bed. Dive down and talk to him. If you complete both races, you'll win an **Empty Bottle**. Win the races again and you'll earn a **Heart Piece**. Trek back to Zora Hall, then enter Mikau's room. Hookshot up to the balcony. Up on this radical outlook you'll find a diary. Back out of this room, with the notes you learned fresh on your mind, then head to the bassist's room. Talk to him, then pull out your phish guitar for a jam session. Finish his riffs with the ones you just read, then head over to Evan's room as Link and play the songs on your Ocarina. One of the tunes will interest Evan, and he'll hand over a **Heart Piece**.

If you talked to the scarecrow in Clock Town, retreat into North bay and ascend the ledges on the northeastern beach. Plant a seed in the hole, then water it with some springwater to make a flower appear. Play the **Scarecrow Song** you created to generate a hookshot with Pierre. Complete this to get a **Heart Piece**. Next, enter the Skulltula house next to the fisherman's pad on the first day. Bomb the wall, then use your multitude of powers to snag 30 Skulltula. The prize is the **Giant Wallet**. If you shoot the colored masks, a path leading to a **Heart Piece** will open. The only trouble spots in this area require that you use your Goron head butt on the table, roll into the pots, and ascend a bookcase in the library. You'll also need to push the dressers in the library to find three hard-to-reach Skulltula. At long last, you may now mount the turtle.



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## UNDERWATER AFTERMATH

All right, now that the water world is saved, the fisherman is out and about. Meet with him to compete in a hookshot minigame. Compete in this event 15 to 20 times to unlock a **Heart Piece**. You won't win anything for this, but be sure and visit the Zora Hall again. Talk to Lulu on stage and you'll hold a concert. We know you've been curious about the frog quintet, and yes, you can finally

form it. You'll need to defeat Ghot again, then talk to all five frogs before the third day ends. One frog appears after Ghost, you'll need to defeat both Gekko mini-bosses, then grab the frog from Southern Swamp, and the one in Clock Town. Return to the tundra and wear your mask to start the show and earn a **Heart Piece**. Also, wear your Zora Mask and dive into the pond to find another **Heart Piece**. At this point, head up Snowhead Path and after completing the first jump, turn on your Lens of Truth to locate an invisible platform. Summon Pierre to complete the Hookshot to the **Heart Piece**. Also, visit Termia again. Before entering the Great Bay area, a rock blocks your path. Blow it up, then take a dip to get another **Heart Piece**.

Lastly, return to Clock Town after 10 p.m. on the first or second night and head to the Milk Bar. Wear Romani's Mask to get in. Play the concert with all four Link guises to unlock the **Circus Leader's Mask**.



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## ARMY OF DARKNESS

Trek back into the familiar Termia plains and veer to the east. Before entering, make sure you have a Red Potion from the Witch in the swamp. Summon Epona to leap over the fences, then dismount your faithful steed and turn on the Lens of Truth. Talk to the invisible soldier and he'll ask for the Red Potion. Hand it over and he'll give you the **Stone Mask**. From here, simply ascend the plateau to the north and enter the graveyard. The only hidden item in this area is a chest full of **Bombchus**. Simply place a Bomb in the circle

of rocks to find a cave leading to the prize. Otherwise, head to the gargantuan skeleton blocking the path. Play the **Sonata of Awakening** for him and the big beast will rise. Of course, he'll flee, and you'll have to chase him. If you don't have the Bunny Hood, you can slow him down by placing a few arrows into his legs. If you catch him before the end of the race, a fight will ensue. Simply hack and slash

this monstrosity and it will reveal a chest. Hookshot to it to get the **Captain's Hat**.

Wait until night, then wear this cap in the graveyard. Tell the skeletons to open the grave. Drop into the hole they make, and pass through this mini-dungeon to get to a boss. Just stay close and hack away. When defeated, this axe-wielding freak will give you the **Song of Storms**. Just read his grave to learn it. Backtrack out into the graveyard again and turn the clock to the second night. Ask your undead soldiers to dig up the grave again and you'll enter the same dungeon...only with a new path. Use the Lens of Truth to illuminate the passage, then Bomb the wall behind the pots to battle a boss. Not as grateful as the first encounter, this guy only hands over a **Heart Piece**. On the third night, open the grave, then drop in. Lead the crypt keeper around and have him dig in the sand. Lead him onto the brown platforms, then quickly ascend to his destination to make him dig in out-of-reach areas. When the ghost boss appears, block its attacks, then counter with an arrow shot. The reward is another **Empty Bottle**.





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## GREAT BAY TEMPLE

Hookshot onto the turtle's back. In the docking bay, light all four braziers and the first Fairy will appear. In the next room, turn into Zora and swim under the starting platform to find the second Fairy. Now, paddle to the north and pull the yellow switch to activate the fountain. Shoot the Skulltula to the south to find the third Fairy, then ascend the platforms on the opposite side. Hop over the fountain, then access the ramp to reach the next room. Smash the barrel to find the fourth Fairy. Now, drop into the water and sink to the bottom. Destroy the pot here to find the fifth Fairy. Surface, then get sucked into the top door. Climb onto the platform with two pots on it, then fire an Arrow at the pots across the way to obtain the sixth Fairy. Hookshot onto the chest to get the **Dungeon Map**. Transform into Zora again, and sink to the bottom. Use his boomerang skill to topple the hands in the entryway, then proceed with caution. Destroy all the plant creatures in the tunnel to find the seventh Fairy.

Hookshot the plant creatures under the lily pads, then grapple the chest. Inside this rusted box awaits the **Compass**. Sink to the bottom of the pit and destroy the critters to get a **Small Key**. Before jumping into the flowing current to the right of the door, take a close look and shoot the underwater pot to find the eighth Fairy. Jump into the current and you'll be swept back into the connection room. Just to the right is another tunnel. Angle into it, then ascend the red pipe. Open the door with the Key, then pillage the pots to get some power-ups. The next room contains a mini-boss. Look to the ceiling to get this guy's attention, then use the hookshot to yank its skin off. Slash the pieces you pull until you can see the eye. Continue using the hookshot to take off as many bubbles as you can. When you hit his eye enough, the boss will start rolling on the ground. All his helpers will attack. Continue aiming at the eye and two more shots will end this troublesome terror. Victory will grant you the **Ice Arrow**.

Freeze the Octorok in the previous room with your new toy to create a path up to the red crank. Pull it, then descend back to the connecting room. From here, reenter the room that held the **Dungeon Map**. Shoot across to the chest, then fire Ice Arrows into the water to form icebergs leading to the door. In this small room, lure the slim beast close to the crank platform, then freeze it to create a platform that makes the crank accessible. Return to the room where you found the **Compass** and create an ice path leading to the alcove with the icicles. Melt the ice with a Fire Arrow, then pass through to the second mini-boss. Shoot the familiar face with arrows, then when it flies to the ceiling, use an Ice Arrow to freeze the blob. When it falls to the floor it will take damage. Repeat this process to kill this freak once and for all. When it transforms into a frog, wear Don Gero's Mask to invite the frog to the swamp. Your prize is the **Boss Key**.

Backtrack to the first crank room, where a new red fountain is running. Hookshot on top of this sprayer, then jump to the last red crank. Turn it to activate the yellow fountain. Now, swim out to the yellow crank

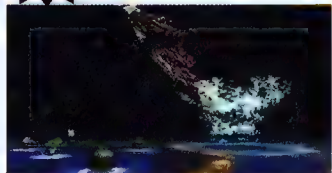


and spin it to reverse the gear. Return to the large connection room and drop onto the propeller to spin to the other bridge. Hoist yourself up, then shoot an Ice Arrow into the waterfall to clear the ladder. Form an ice bridge to the green lever, then spin it. Hookshot over to the barrels, then lay down some ice in the water. Look to the ceiling and hookshot up to the ninth Fairy.

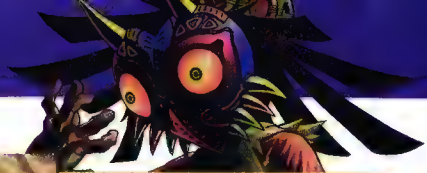
Return to the connecting room. The current is now reversed, which means new rooms are open. Get sucked into one of the lower tunnels and you'll arrive in a room with more ceiling-mounted gears. Freeze the waterfall to stop the gears and open a whole new means of transportation. Climb around the gears, and hookshot the two boxes to get the tenth and eleventh Fairies. A new high-mounted door is also available to you. Pass through it. Drop below the teeter-totter and swim into the barrel to secure the thirteenth Fairy. Shoot the waterfalls with Fire Arrows to create a path leading to the green lever and the door. From the green lever, walk along the green pipe as Zora, then drop down to the fenced-in area. Hookshot across the chest and Fairy fourteen is yours to hug and love. Passing through the door will lead you back to the connecting room. Once again, drop to the bottom and access a new room. In this massive room, scour the outskirts for the fourteenth Fairy in a tunnel. Use your boomerang to pop the bubble, then grab it. The last Fairy is easy to get, too. Ascend the green pipe, then fire an Arrow at the bubble under the gear.

The last thing to do in this Temple is turn the gear. Simply climb to it, then hop across the fountain to the Boss door.

## BOSS GYORG



This foul-smelling fish is extremely difficult to beat. First, start out by Z-targeting him and firing a normal Arrow his way. When he sinks, transform into Zora and blast him with the R-Button assault. Quickly flee his location, then launch out of the water like a dolphin, back onto the platform. Halfway through this battle, Gyorg will spit out some baby fish. Ignore them and continue with your strategy. Sooner or later he will plummet for good, and you will be rewarded well with a **Heart Container** and **Gyorg's Remains**. Now, return all 15 Fairies to the Great Fairy located on the cliff. You'll need to hookshot across the trees to get there. She'll give you the greatest reward of all... **Double Defense**.



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## ROCK &amp; ROLL

Trek back to the area where you found the Rock Mask. Talk to the mysterious character on the eastern wall while wearing Garo's Mask, and a hookshot will become available. Work your way across the path and you'll enter the new land. Continue wearing your Garo Mask and you'll run into a handful of boss battles. Simply block their attacks, then hit them while they are down. If you head to the right, the Akindo nut will trade you a new **Deed** for the Ocean Title Deed. He'll also free his stoop, allowing you to reach the **Heart Piece**. Head to the dock and freeze the Octoroks, then jump across their frozen bodies to the other side. Hookshot up the trees on the right, then activate the



do get in, head downstairs and play the **Song of Healing** to cure the girl's father. With the family reunited, you'll get the **Gibdo Mask**.

owl and free the map salesman. Head to the north, past the house, and enter the cave up on the hill. Instead of fighting the ghost, play the **Song of Storms** to dampen his mood. The river will now be flowing again so head to the house you saw in the cutscene. To get inside, simply wear the Stone Mask so the girl doesn't see you. Alternatively, sneak ever so slowly. If spotted, place a Bomb on the doorstep to lure the girl out again. Once you

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## CASTLE LIGHT

For the next feat, you'll need a Blue Potion, a Powder Keg, and at least five Magic Beans. To get the **Mushrooms** needed to create the Blue Potion, head to the Inn in Clock Town and wear the Mask of Scents to sniff the shorts and get the fungus the witch needs for the Potion. When you have everything you need, head to the well up on the hill behind the girl's house. Wearing your Gibdo Mask, hand over the items the monsters want to open the doors. Everything you need is in this complex. Just hunt it down. Most of the items must be contained in a Bottle. At the end of your journey, the sun room awaits. Light all four torches, then grab the **Mirror Shield**. Immediately use your new gadget to angle light onto the two sun markings. Ascend the ladder to enter the ancient castle. Enter this sacred area. Toss on your Gibdo Mask to make the mummies dance. Slash them while they groove, then shoot Fire Arrows at the iced eyes to open the doors. In the next room, turn into a Deku and hit the crystal in the corner. Quickly run to the



flower closest to the pillar, then burrow into the ground. Don't shoot out yet. Wait for the floor to fall, then launch up. Quickly burrow into the same hole, then fly onto the column. Switch to Link to press the switch. The door will now be open. Pass through the door. Snipe the Skulltula from the ceiling, then turn on your Lens of Truth to see the invisible platform. Jump across it to the switch. Now, hop across the platforms to the door.

You'll exit onto the roof. Climb onto the balcony and walk to the left to the flower. Transform into the Deku and fly to the switch. Step on it as Link, then use the flowers to return to the balcony. Shoot the crystal with an Arrow. Roll jump to the platform. Transform into Deku again and fly across the flowers to the **Heart Piece**. After this exciting event, head back through the castle's front gate. This time around, veer to the south. Use the Mirror Shield to angle the light into the wall. Enter the next chamber. Guess who? That annoying freak is back, and this time he's out for blood. Use your bow to blast the spinning Wizrobe and block any shots fired with your shield. Your reward? An open door. How nice. Ascend the stairs, then place your Powder Keg onto the cracked ceiling to reach the connecting hall again. Use the Mirror Shield to open the final door, then pass through.

In this chamber a gigantic fight will ensue. Use your Fire Arrows to destroy the drapes. Knock the baddies down, then direct the sunlight on their fallen body to melt them. The King will now attack. Just hack away, and use your Bunny Hood to flee his detached head assault. When he falls, tap into the light to melt him. The humbled warrior will teach you the **Elegy of Emptiness**.

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## ROCK WRAP UP

Exit the castle and return to the cliffs of Ikana. Enter the hut just west of the waterfall. Play the **Song of Healing** for the man, and he'll knock the price of the game down to 10 rupees. Snag the spinning ghost at the end to get a **Heart Piece**. From here, head through the northeast shrine to reach the entrance to the Stone Tower. Hop across the platforms. Play the **Elegy of Emptiness** on the switch to make a clone. Hookshot up to the next ledge, and play the Song again as a Zora. Hookshot again, and play the Song as a Goron to complete the puzzle. Ignore the three switches for now, and hookshot to a higher platform. Make another clone here, then hookshot up to another switch. Drop another statue, then proceed higher. From here, just hookshot up three more ledges. Activate the owl to create an easy return point. With this done, we recommend completing the final mask run in Clock Town. Otherwise, face the palace and place a clone on the middle, right, then left switches. It has to be in this order. The Temple is finally open!



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## THAT PESKY MASK

Just when you thought the missing boy saga was over, it rears its ugly head again. Complete all of the Keaton Mask events up to the final day. Meet the Curiosity Shop owner again in the hideout, then teleport to Ikano Village. Veer to the right toward the Akindo Nut and, at 2 p.m., you'll find Kafei standing outside another hideout behind a rock. After talking to the boy, a burglar will trigger an alarm at 6 p.m., which will throw you in the dungeon. Kill the baddies as quickly as possible to open

the door, then push the blocks onto the blue and yellow switches to slow down the conveyor belt. Avoid the red switches at all costs or the belt will move faster. At the end of your journey, Kafei will grab the Sun Mask. Now, warp back to Clock Town and return to the Inn at 4:30 a.m. to talk to Kafei one last time. He will hand over the **Couple's Mask**.



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## STONE TOWER

In the first room, shoot the statue in the right eye to make the treasure chest appear.

Hookshot to it to get the first Fairy. Ascend to the top level again, then walk into the room on the left by the fence.

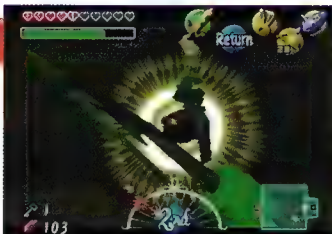
Bomb the wall in front of you, then generate a clone on the switch. Smash the crates to reveal two small boxes. Pick one up and place it on the next switch. Play the Elegy on the remaining switches to open the door. Pass through the entryway and place a Bomb on the brown tile to create a hole. Instead of falling, descend the stairs. Melt the sun block with your Shield. Transform into a Goron to get with your **Dungeon Map**.

Destroy the four statues to unlock a **Small Key**. Next, hookshot up to the second Fairy to the right of the door. Return upstairs and use the Key on the door. In this next room, change into a Zora and swim to the other side. Jump out of the water onto the ledge to grab another **Small Key**. Now, swim through the door to the east. Traverse the underwater maze, then ascend to the bridge. Change into Link and angle the sunlight at the mirror. Charge up the mirror as long as you like, then when you release your shield, the mirror will emit the light. Step into this blinding array and use your shield to melt the sun block, which was hiding the **Compass**. For future use, plummet to the bottom of the pool and step on the switch. Also, shoot a Fire Arrow at the ice eye over the doorway. Both of these boxes hold Fairies, but you won't be able to get them now. From here, use the Key to open the locked door.

Enter, then use the Goron punch to knock away the pillar in the center of the room. Use the sunlight to power up the mirrors, then step into the light and create a light combo with your shield to destroy the sun boxes. In the chest behind one of these blocks is the third Fairy. The fourth Fairy is also here. To make her appear, burn away the sun seals on the wall with light. Pass through the doorway, then turn into the Goron and drop to the lava. Step on the switch and roll to the other side before time expires to reveal a treasure chest. Return to the top section, and fly as a Deku into the alcove to the immediate left to find the fifth Fairy. Use the flower again and fly across the blowers to the sixth Fairy and the door to the next chamber, which contains a boss. Dodge his attacks, and counter with your sword to tackle this incredibly agile foe. He will give up and hand over the **Light Arrow**.

Pass through the door to the south. Pull yourself up onto the metal walkway. When the enemy turns toward you, hookshot his metal mask, then attack. In the next room, approach the enemy, then pop him in the eye with a Light Arrow. When it's stunned, send a hookshot through the eye again. Repeat this process until the eye turns red, signaling victory. For this you'll get the seventh Fairy. Pass through the door and you'll find yourself in a very familiar place. Return to the first room and shoot the sun emblem with a Light Arrow to unearth an upside-down treasure chest. Again, head into the room with the underwater passage, and hop up onto the far ledge. Throw a Bomb over the fence to activate the crystal. Swim back and dolphin jump onto the starting point. Shoot a Light Arrow at the sun block to open the route to the eighth Fairy.

With everything done up to this point, warp out of the Temple to the owl statue just outside. Place a totem on the left switch, then head to the corner of the ledge and shoot a Light Arrow at the crystal on the Temple to make it flip over. Return inside and grab the ninth Fairy from the box. Carefully traverse the walkway to the right and enter the door. Fire a Light Arrow at the



sun block to clear your path. Transform into a Deku and drop to the floor. Step into the central stream to launch to the tenth Fairy dead ahead. Now, shoot the sun emblem with a Light Arrow to reveal an upside-down box (ugh!). Become a Deku again, and use a side vent to launch up to the silver switch. Leave a clone behind, then soar up to the box holding the eleventh Fairy. From here, destroy the critter on the bridge, then run into the alcove and hit the switch. Backtrack to wrap your hands around another **Small Key**.

As Deku Link, ascend to the topmost ledge, and use the Key to open the door. Shoot the red gem to flip the room around. Change into the Goron to cross the lava, then shoot the gem to bring the door back down. The next room is trickier. You'll need to push the block a few feet and flip the room over and over again, until the block can be pushed into the hole. This will open the next room, which contains a boss. Blast away with the Light Arrow and this chump will fall in four hits. Simply hookshot up to the chest to secure the twelfth Fairy. From here, head down the stairs. Fly across the cavern, but don't pass through the door. Fly to the cavern off to the side, leave a clone on the switch, then run to get the **Small Key** from the chest. Backtrack out of this mini-maze, passing through the door you ignored seconds ago. In the next room, shoot an arrow at the mines so they explode, then fly to this corner alcove. Use this closer flower to reach the other side of the room. Enter the door, then navigate the small tunnel. Stock up on goods, then get ready for a fight.

Toss on your Rabbit ears and pull out your Light Arrows. When the undead intruder approaches, fire an arrow at his chest, then run up and slash him. Run away, and repeat this process, even when he summons a bat swarm. When he falls, the **Boss Key** is yours. From here, backtrack across the vast pit to a door on the left. Enter into this scary new room and lead to the switch across the way. Doing this will generate another upside-down chest (argh!). But this time it's useful. Hookshot the chest to get to reach the highest level holding a locked door. Open it with the Small Key and take down the guard. This feat will unlock the **Giant's Mask**. It will also open a door leading to the final room. Shoot the crystal, then hookshot on the upside-down chest (NO!!!!) up to the top of the cage. Hookshot again to get to the boss room. After the fight, return to the Temple and grab the Fairies you missed. The first Fairy is in the first room. The second is in the underwater room. The last little girlie is in the room right before the boss.

## BOSS: TWINMOLD

Slap on that new Mask you got and Link will grow to the height of a giant. Simply hack away at both snakes' tails and heads to destroy them with ease. If you run out of Magic Power and shrink, shoot arrows to take them out. Either way, it's a breeze. The rewards are a **Heart Container** and **Twinmold's Remains**.

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## THE CALM BEFORE THE STORM

Start out by dropping the Fairies with mommy, who is located on the south part of town. She'll give you the **Great Fairy's Sword**. Yes! Yes!! Yes!!! This thing is huge! Next, head behind the waterfall and fire a Light Arrow above door to open the shrine. You'll need 16 Hearts to enter, and of course, your reward for beating the four bosses is another **Heart Piece**. Also, if you've completed the Bombers' Notebook, one seal remains. Return to Clock Town and talk to the Mayor. Toss on the Couple's Mask and he will give you a **Heart Piece**. From here, the only thing left to do is conquer the ending.

BOSS

## MAJORA'S MASK



All right, for the first time since the beginning of the game, ascend the clock in Clock Town and confront Majora on the final night. Play the Oath To Order to summon the four guardians. With their hands, they will stop the moon from falling, but sneaky as he is, Majora will teleport into the moon and start the chaos again. Link will jump into the moon as well, and instead of being surrounded by rock and dust, this interior is actually a peaceful prairie. Run to the tree and talk to the guardian children. They will ask for your Masks. Hand them over, and if you have them all, each Link form must conquer a mini-dungeon. All of these zones hold **Heart Pieces**. Just hunt around and you'll find them. The only dungeon that is tricky is Goron's. If you try to steer as you roll, you'll fall off the ledge. Instead, just hold down the A button and the analog Up until you are centered on the track. When you launch off of the first jump, let go of the analog, yet continue holding A. If you do this correctly, you will bounce off the boxes and reach the bridge. Ascend this plank and roll across the next one to the door surrounded by ice. Piece of cake.

If you do have all the Masks, confront Majora and he will give you **The Fierce Deity's Mask**. This beautiful Mask transforms Link into an adult for the first time in Zelda history, and boy oh boy, is he buff. His sword will also spit projectile blasts at great speeds, making Majora a breeze. If you don't have this wonderful item, Majora will be quite difficult. Majora's first form is easy to tackle. Just launch arrows at it to apply a stun, then hack away. Majora's second form is easy as well. Just deflect his fire blasts with the shield, then attack the floating Masks. Majora's third form is easy as well. Just hack and slash wildly and you should tear him to shreds. The last form is where the trouble lies. Since he has great range, getting to Majora for a sword strike will be a challenge. Shoot arrows at him, then run in and attack when Majora pauses. If you can get through this, a glorious ending awaits! Good luck!

# SECRET ACCESS

## PS2 PLAYSTATION 2

### X-SQUAD

**Private Rank** – At the Title Screen, press □, ○, △, then begin a new game. Your characters will now have 99 clips, the 9mm, and displayed bonus points.

**Sergeant Rank** – At the Title Screen, press △, ○, □, then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, and displayed bonus points.

**Lieutenant Rank** – At the Title Screen, press R1, L2, L1, R2, then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, the Level 2 Shield, a 10,000 point bonus for level completion, and displayed bonus points.

**Captain Rank** – At the Title Screen, press ○, R1, ○, L1, △, R2, then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, a radar, and displayed bonus points.

**Major Rank** – At the Title Screen, press L2, □, R2, △, L1, ○, R1, then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, the Level 3, the Level 3 Sensor, a radar, Shield, and displayed bonus points.

**Colonel Rank** – At the Title Screen, press △, □, ○, □, △, ○, then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, the Level 3 Shield, the Level 3 sensor, a radar, and displayed bonus points.

**General Rank** – At the Title Screen, press L1 (x2), L2 (x2), R1 (x2), R2 (x2), then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, the Level 3 Shield, a radar, the Level 3 Sensor, powered weapons, and displayed bonus points.

**Master Rank** – At the Title Screen, press ○ (x4), △, □ (x4), then begin a new game. Your characters will now have no weight limit, the 9mm, 99 clips, the Taylor M82, the Level 3 Shield, the Level 3 Sensor, a radar, super weapons, and displayed bonus points.

*"The Kramer Gamer"  
White Fish, MT*

### SILENT SCOPE

**Expert Mode** – When selecting a game mode, press and hold the trigger button. With this button firmly held, press Start on the desired mode four times. If you do this correctly, a second gun shot will ring out.

**Night Vision Mode** – When selecting a game mode, press and hold the trigger button. With this button firmly held, press Start on the desired mode five times. If you do this correctly, a second gun shot will ring out.

*Chris Rein  
Oak Ridge, NM*

### SWING AWAY GOLF

**All Characters** – At the Main Menu, press L2, R2, L2, R2, up, Right, Down, Left, L1, L2. You'll hear a sound if the code is entered correctly.

*"The VidMan"  
Uptown, MN*



### SUMMONER

**Hidden FMV Sequence** – From the Main Menu, wait until the Credits start rolling, then tap X to uncover the hilarious D&D skit and an outtake from the main character.

*Lisa Lisa  
Pittsburgh, PA*

### STREET FIGHTER EX3

Here's a list of all of the tag team moves in this 3D fighter.

**Zangief & Darun Mlster** – Either character can be in the ring. Simply perform a 360° motion two times, then press KKK.

**Sakura & Ryu** – With Sakura in the ring, press LP, LP, Back, LK, HP.

**Hokuto & Kairi** – Send Hokuto into the fight, perform her trance move, then press LP, LP, Back, LK, HP.

**Ken & Ryu** – Ken must be in the ring for this one to work. Do a double quarter circle back, then press PPP.

**Goule & Chun-Li** – Stick the man into the ring, then hold back to charge, then press Forward, Back, Forward + PPP.

**Hokuto & Nanase** – Make sure Nanase is the lass onscreen, then press LP, LP, Back, LK, HP.

*"Mark, The Video Maniac"  
Selau, ND*

### DYNASTY WARRIORS 2

**Hidden Characters** – As if this game wasn't long enough to begin with, nearly a dozen additional characters are hidden within, and can only be unlocked through beating the game with different generals. This is a time consuming process, but it's the only way to get them until a code is revealed.

*Dennis Alan  
Minneapolis, MN*

### MIDNIGHT CLUB

**SR Buggy** – If your Memory Card has a saved game from both Midnight Club and Smuggler's Run, this exciting new ride will magically appear within your garage.

*James Reardon  
Grass Meadows, NY*



### READY TO RUMBLE BOXING: ROUND 2

**Christmas Outfits** – Change the PlayStation 2 system date to 12/25/2001 to dress Selene Strike in an elf costume and Rumble Man in a snowman costume.

**Hidden Characters** – Completing Arcade mode a specific number of times unlocks different characters. Below is a listing of who you'll get and when.

**G.C. Thunder** – 3

**Wild Corley** – 4

**Shaquille O'Neil** – 5

**Freedom Brock** – 6

**Rocket Samchay** – 7

**Robox Rese** – 8

**Bill Clinton** – 9

**Hillary Clinton** – 10

**Rumble Man** – 10 (beat it again on the Hard difficulty)

**Freak E. Deke & Michael Jackson** – At the Arcade mode Character Selection screen, press R1 (x13), R2, R1 (x10), R2. You'll hear a "ding" when the code is entered correctly.

*Sean "The Dark Jedi" Davis  
Nashville, TN*

### ARMORED CORE 2

**First-Person Perspective** – During gameplay, hold △, □ and Start to pause the game. Press Start again and the game will resume through the new perspective.

**New AC Emblems** – After defeating an opponent, you can grab his emblem by going to that AC's arena screen (where you can see the logo) and holding down Start and Select simultaneously.

**Temporary Unlimited Boosters** – During gameplay, slam down L2, R2, and R3 (the right analog button) to create a system error in your mech that gives it unlimited energy for a short time.

*"Scarecrow"  
Burnt Hills, NY*


**PLAYSTATION**

# CODE OF THE MONTH

## MEDAL OF HONOR: UNDERGROUND



Enter all of these cheats at the Passwords screen.

**Secret Missions** – First enter ENTREZVOUS. Then input LEMONSTRE (these missions rule)

**Unlock Everything** – First enter ENTREZVOUS. Then input PORTECLEFS

**Bouncing Bullets** – RICOCHET

**Podoski Mode** – LATIREUSE

**4x Fire Rate** – BALLESVITE

**Invincibility** – PUISSANCE

**Taxi Mode** – AUTODINGUO

**Dreamworks Gallery** – DWIECRANS

**Team Gallery** – MOHUEQUIPE

**Cartoon Gallery** – MOHDESSINS

Todd Peterson  
Detroit, MI



### SSX

**Master Cheat** – Enter the Options screen from the Character Selection screen and then simultaneously press and hold L1, L2, R1, and R2. With this combo held, tap Down, Left, Up, Right, X, O, Δ, □. A sound effect will confirm the code.

**All Course Hints** – Enter the Options screen from the Character Selection screen, then simultaneously press and hold L1, L2, R1, and R2. With this combo held, tap O, X, O, X, O, X, O, X. This stupid code forces you to view all course hints before racing.

**Running Man mode** – Enter the Options screen from the Character Selection screen, then simultaneously press and hold L1, L2, R1, and R2. With this combo held, tap □, Δ, O, X, □, Δ, O, X. Most humorous.

**Max Stats** – Enter the Options screen from the Character Selection screen, then simultaneously press and hold L1, L2, R1, and R2. With this combo held, tap X (x7), □. When you start a race, your character will be fully juiced.

"Maximum Madman"  
Webville, CO

### UNREAL TOURNAMENT

**4-Player 1-link** – In a two-player link game, press Start to pause, then press Left, O, Left, Right, □, Right. All four units must be connected and running in order to make this code work.

**Level Select** – Save your game, then retreat to the Main Menu. Highlight the Resume Game option and place your cursor on the file you wish to play. From here, hit Up, Down (x2), Up, Left, Up, Right, Down.

**Level Skip** – During gameplay, press Start to pause, then press Up, Down, Left, Right (x2), Left, O.

**Mutator** – At the Main Menu press O (x3), Up, Down (x2), Up, O (x3). Now, enter Multiplayer mode and choose Fatboy Mutator as your game of choice.

Timmy Tongle  
Camden, NJ

### SMUGGLER'S RUN

Input these codes from the Pause screen. If entered correctly, a sound will ring.

**Invincibility** – R1, L1 (x2), R2, L1 (x2), L2

**Time Warp Increase** – R1, L1, L2, R2, Right (x3)

**Time Warp Decrease** – R2, L2, L1, R1, Left (x3)

**Low Gravity** – L1, R1 (x2), L2, R2 (x2)

**No Gravity** – R1, R2, R1, R2, Up (x3)

"Virtual Gap Boy 2002"  
Phoenix, AZ

### ALIEN RESURRECTION

**Cheat Mode** – At the Options Screen, press O, Left, Right, O, Up, R2. Now, enter the Options screen to turn on God mode, Infinite Ammo, Infinite Oxygen, No Chest Bursting, Level Select, and All Weapons. Unfortunately, no "run" or "walk fast" cheats exist.

**Research Mode** – At the Main Menu, press □, Up, Down, O, Left, R1. Now, head into the Options screen to access your new cheat.

"Daddy Fat Sax"  
Memphis, TN

### STAR WARS: DEMOLITION

Enter the Options menu, then select Preferences. In this list, hold L1 and R1 to activate the Password function. Now, enter any of the codes below. Press X to confirm the code. If you don't beat the game multiple times to unlock each of the characters, make sure you check out the All Vehicles code to see Darth Maul on his Sith Speeder and Leia, complete with a Speederbike, in action. Both of these characters are very cool. Oh yeah, may the Force be with you, god speed, best of luck, blah, blah, blah...

**Invincibility** – RAISE THEM

**All Vehicles** – WATTO SHOP

**Removes Weapon Delay** – FIRERATEUP

**Victory Movies** – MOVIE SHOW

"GI Vault"  
Eden Prairie, MN

### ULTIMATE FIGHTING CHAMPIONSHIP

Enter the code as the Player Name. When it asks you to save, say no, then exit to unlock the hidden character.

**Bruce Buffer** – microphone

**Big John McCarthy** – BigJohn

**Card Girl** – Smile

**Karate Fighter** – Chop

**Ninja Fighter** – Sasuke

**Pro Wrestler** – Mask

**Kung-Fu Fighter** – Kung-Fu

**Kick Boxer** – Punch

**Ulti-Man** – OCTAGON

**Unlocks** – Hometown

**Sumo** – CIRCLE

**Street Fighter** – STREET

**Amateur Wrestler** – Mat

**Slide Show** – Win the Tournament or Champion Road modes, then after the ending finishes, grab controller two and when a text box appears, simultaneously press R2, L1, and L2.

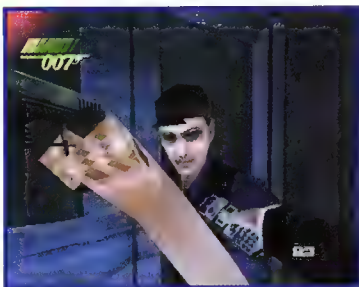
Matt Hagan  
Park Ridge, IL

### BOOMBOTS

Enter this code at the character select screen.

**Cheat Mode** – □, O, (x2), □, O, (x2), □, O, (x2), Select (x3)

Malcom Middleton  
San Francisco, CA



## THE WORLD IS NOT ENOUGH

**Air Raid Multiplayer Level** – On the Agent difficulty, complete the Masquerade stage in under 3:10.

**Wildfire Multiplayer Mode** – On the Agent difficulty, complete the City of Walkways 2 stage in under 3:35.

**King Of The Hill Multiplayer Scenario** – On the Agent difficulty, complete the King's Ransom stage in under 2:20.

**Civilian Multiplayer Characters** – On the Agent difficulty, complete the City of Walkways stage in under 3:35.

**Evil Multiplayer Skins** – On the Agent difficulty, simply complete the game.

**Castle Multiplayer Level** – On the Agent difficulty, complete the Subway stage in under 2:15.

**Soldier Multiplayer Skins** – On the Agent difficulty, complete the Midnight Departure stage in under 3:00.

**Briefcase Multiplayer Scenario** – On the Secret Agent difficulty, complete the Turncoat stage in less than 3:15.

**Suit Multiplayer Skins** – On the Secret Agent difficulty, complete the Courier stage in under 2:00.

**Gadget Multiplayer Mode** – On Secret Agent, complete the Fallen Angel stage in under 2:45.

**Sky Rail Multiplayer Level** – On the Secret Agent difficulty, complete the Cold Reception stage in under 3:15.

**Security Multiplayer Skins** – On the Secret Agent difficulty, complete the King's Ransom stage in under 3:45.

**Covert Multiplayer Skins** – On the Secret Agent difficulty, complete the City of Walkways stage in under 3:40.

**Legend Multiplayer Skins** – On the Secret Agent difficulty, simply complete the game.

**Forest Multiplayer Level** – On the 00 Agent difficulty, complete the Night Watch stage in under 2:20.

**Golden Gun Multiplayer Scenario** – On the 00 Agent difficulty, simply complete the game.

**Exotic Multiplayer Skins** – On the 00 Agent difficulty, complete the Cold Reception stage in under 3:20.

**Scientist Multiplayer Skins** – On the 00 Agent difficulty, complete the Masquerade stage in under 4:20.

Jonathan Williams  
San Jose, CA

## STAR WARS: DEMOLITION

Enter the Options menu, then select Preferences. In this list, hold the L and R buttons to activate the Password function. Now, enter any of the codes below. Press A to confirm the code. If you don't beat the game multiple times to unlock each of the characters, make sure you check out the All Vehicles code to see Darth Maul and Leia, complete with a Speederbike, in action. Both of these characters are very cool.

**Invincibility** – RAISE THEM  
**All Vehicles** – WATTO SHOP  
**Removes Weapon Delay** – FIRERATEUP  
**Victory Movies** – MOVIE SHOW

"GI Vault"  
Eden Prairie, MN



## STAR WARS: JEDI POWER BATTLES

**Jedi Battle Mode** – Within a two-player game, simultaneously press and hold the R Button, A, B, X, and Y to activate this odd cheat. Players can now damage one another.

**Ki-Adi Mundi** – Complete all seven Training levels, then save the game to unlock this powerful Jedi.

**Darth Maul** – Complete the game with Qui-Gon Jinn, then head to the Character Selection screen and press Start on Qui-Gon's icon.

**Queen Amidala** – Complete the game with Obi-Wan Kenobi, then head to the Character Selection screen and press Start on Obi-Wan's icon.

**Captain Panaka & Droidekas Stage** – Complete the game with Plo Koon, then head to the Character Selection screen and press Start on Plo Koon's icon. This feat will also open the Droidekas bonus level.

**Kaadu Stage** – Complete the game with Adi Gallia.

**Gungan Round-Up Stage** – Simply locate and grab the three Gungan artifacts to unlock this killer stage. The first piece is hidden in the swamp near the end of the level. The second prize is in Tatooine on a plateau near the screen. The final artifact is in the Gungan Ruins by a tree at the end of the stage.

**Survival Challenge Stage** – Complete the game with Mace Windu.

Jamie Foxx  
Hollywood, CA

## READY 2 RUMBLE: ROUND 2

**New Year's Outfit** – Change the Dreamcast system date to 01/00/2001 to dress Joey T in a baby New Year's costume.

**Christmas Outfits** – Change the Dreamcast system date to 12/25/2001 to dress Selene Strike in a elf costume and Rumble Man in a snowman costume.

**St. Patricks Day Outfit** – Change the Dreamcast system date to 03/15/2001 to dress the referee in a Leprechaun costume.

**Independence Day Outfit** – Change the Dreamcast system date to 07/04/2001 to dress G.C. Thunder in an Uncle Sam costume.

**Halloween Outfit** – Change the Dreamcast system date to 10/31/2001 to dress J.R. Flurry in a skeleton costume.

**Hidden Characters** – Completing Arcade mode a specific number of times unlocks different characters. Below is a listing of who you'll get and when.

**Freak E. Deke** – 1  
**Michael Jackson** – 2  
**G.C. Thunder** – 3  
**Wild Corley** – 4  
**Shaquille O'Neil** – 5  
**Freedom Brock** – 6  
**Rocket Samchay** – 7  
**Robox Rese-4** – 8  
**Bill Clinton** – 9  
**Hillary Clinton** – 10  
**Rumble Man** – 10 (beat it again on the Hard difficulty)

**Big Gloves** – At the Character Selection screen, press Left, Right, Up, Down, R Button, L Button.

**Skinny Boxers** – At the Character Selection screen, press Right (x2), Up, Down, Right, R Button, L Button.

**Fat Boxers** – At the Character Selection screen, press Right (x2), Up, Down, Right, R Button (x2), L Button.

**Zombie Boxers** – At the Character Selection screen, press Left, Up, Right, Down, R Button (x2), L Button.

Sean "The Dark Jedi" Davis  
Nashville, TN

## SAMBA DE AMIGO

**Random Mode** – At the difficulty screen, shake the Left Maraca in the lowest position fifteen times. Or if you're using a controller, hold the left control down/left until the mode opens.

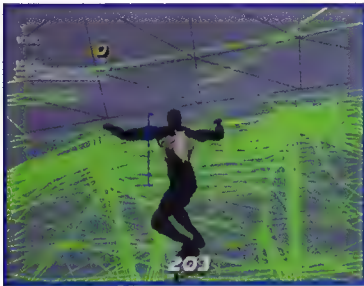
**Super Hard Mode** – At the difficulty screen, shake the Left Maraca in the highest position fifteen times. Or if you're using a controller, hold the left control in the highest position.

"Mr. Monday Night"  
 Fargo, ND

## NBA 2K1

**Hidden Teams** – Access the Codes menu from the Options screen, then enter "vc" as a cheat.

Han Bolo  
Washington, DC


**NINTENDO 64**

**TONY HAWK'S PRO SKATER 2**

Enter all of these codes from the Pause screen.

**Cheat Mode** – Hold the L Button, then press A(x3), X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B

**Turbo Mode** – Hold the L Button, then press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

Jenny O'Donnell  
Sarasota, FL


**QUAKE III**

You can chat on the Dreamcast. To use these commands, you'll need a Dreamcast Keyboard. At any point during gameplay, press ~ to display the console screen. Next, enter one of the following commands.

**Clear Console Line** – /clear  
**Display Console Commands** – /help  
**Display Player List** – /who  
**Send Message To All Players** – /say  
**Send Message to Indicated Player** – /say[1-4]  
**Send Message to Attacking Player** – /tell\_attacker  
**Send Message to Targeted Player** – /tell\_target  
**Send Message to Team** – /say\_team

Tony Twist  
McFarlane Falls, NV

**AEROWINGS 2: AIRSTRIKE**

**Cheat Mode** – At the Game Select screen, hold the L Button, then simultaneously press X and Y to unlock all of the planes and missions.

John From Baker's Sub Shop  
Wilmer, ID

**MTV SPORTS: SKATEBOARDING**

**Cheat Mode** – Enter the groovy Lifestyle mode, then enter "PASWRD" as your name to unlock all of the funky fresh goodies!!!

Al Gore  
Eden Prairie, MN


**THE WORLD IS NOT ENOUGH**

**Air Raid Multiplayer Level** – On the Agent difficulty, complete the Masquerade stage in under 3:10.

**Wildfire Multiplayer Mode** – On the Agent difficulty, complete the City of Walkways 2 stage in under 3:35.

**King Of The Hill Multiplayer Scenario** – On the Agent difficulty, complete the King's Ransom stage in under 2:20.

**Civilian Multiplayer Characters** – On the Agent difficulty, complete the City of Walkways stage in under 3:35.

**Evil Multiplayer Skins** – On the Agent difficulty, simply complete the game.

**Castle Multiplayer Level** – On the Agent difficulty, complete the Subway stage in under 2:15.

**MARIO TENNIS**

The most electrifying tournament in the world has been discovered. Holding the utmost respect for the GI staff, Nintendo has included two difficult Game Informer tournaments into Mario Tennis. We rule! To access these codes, enter the Special Games menu and choose Ring Tournament as your game of choice. Now, input any of the codes below.

**Game Informer Fruit Cup (Baby Mario vs. Bowser)** – JEP8YQJE4  
**Game Informer Fruit Cup (Mario vs. Boo)** – EBULRE8M  
**Daisy Cup** – WRWQARWRC  
**Boo Cup** – 8GYUHR8GF  
**Donkey Kong Jr. Cup** – LTHWYQLT2  
**Camp Hyrule Cup** – E880MPE8K  
**Code of the Week Cup** – YQJEGRYQ5  
**NPS Spring Cup** – GPJEGRGP5

**Soldier Multiplayer Skins** – On the Agent difficulty, complete the Midnight Departure stage in under 3:00.

**Briefcase Multiplayer Scenario** – On the Secret Agent difficulty, complete the Turncoat stage in less than 3:15.

**Suit Multiplayer Skins** – On the Secret Agent difficulty, complete the Curious stage in under 2:00.

**Gadget Multiplayer Mode** – On Secret Agent, complete the Fallen Angel stage in under 3:45.

**Sky Rail Multiplayer Level** – On the Secret Agent difficulty, complete the Cold Reception stage in under 3:15.

**Security Multiplayer Skins** – On the Secret Agent difficulty, complete the King's Ransom stage in under 3:45.

**Covert Multiplayer Skins** – On the Secret Agent difficulty, complete the City of Walkways stage in under 3:40.

**Legend Multiplayer Skins** – On the Secret Agent difficulty, simply complete the game.

**Forest Multiplayer Level** – On the 00 Agent difficulty, complete the Night Watch stage in under 2:20.

**Golden Gun Multiplayer Scenario** – On the 00 Agent difficulty, simply complete the game.

**Exotic Multiplayer Skins** – On the 00 Agent difficulty, complete the Cold Reception stage in under 3:20.

**Scientist Multiplayer Skins** – On the 00 Agent difficulty, complete the Masquerade stage in under 4:20.

Jonathan Williams  
San Jose, CA

**NPS Fall Cup** – TQJEGRTQ5  
**NPS Winter Cup** – WQJEGRWQ5  
**Coach's Cup** – EPJEGREP5  
**NintendoSports.com Cup** – W2HEGRW22  
**Internet Cup** – 5PUR6R5PM  
**NPS Email Cup** – H6L3MPH60  
**Nintendo.com Chat Cup** – TE6WARTEQ  
**Pokemon.com Cup** – P4K6GRP48  
**The Ask Dan Cup** – GH4KNQHP  
**T. Tennis Cup** – HH4KNQHHP  
**NPS Invitational Cup** – LQM1MPLQU

"GI Droid"  
(location unknown – last seen hanging with some Juggalos)


**ALL ACCESS**

Not finding the codes you need?  
 Trouble with a powerful boss?  
 Do you keep running out of lives?  
 Visit Game Informer's online code database featuring over 10,000 codes for over 5,000 games.  
 Updated daily!

<http://www.gameinformer.com/codes/codes.cfm>

**ENTER TO WIN!**

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

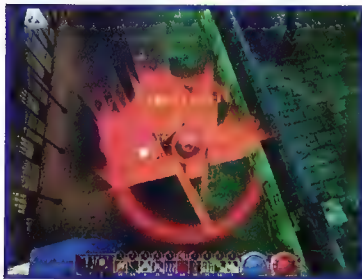
Send To:  
**Secret Access**  
 Game Informer Magazine  
 10120 W. 76th Street  
 Eden Prairie, MN 55344  
 secretaccess@gameinformer.com

## BLAIR WITCH: VOLUME 2 COFFIN ROCK

During gameplay, press F10 to bring up the console window. At this point, any of the codes listed below may be entered.

- Invincibility** – iworkforgod
- Full Health** – givemefaiht
- Invisibility** – nod3d
- Terminator 2 Skin** – t2000
- All Weapons** – getintomybelly
- Crossbow** – mediumrare
- Shotgun** – bigstickofdeath
- Tommy Gun** – meetmypaltommy
- Elephant Gun** – smileynomore
- Flame-Thrower** – burnyourassoff
- Dynamite** – goodtimesman
- 100 Bullets** – iamawimpforthis
- Silver Bullets** – wwbeaware
- Lith Bullets** – vampbeaware
- Mercy Bullets** – demonbeware
- Flaming Ammo** – flameonastick
- Night Vision Goggles** – icansee
- Gas Mask** – thedogfarted
- Charge Radiance Emitter** – sunofgod
- Recharge Flashlight Battery** – recharge
- Disable Enemy AI** – hellifreezeover
- Easy Combat** – combatisscary
- Easy Difficulty** – isuck
- Easy Puzzles** – puzzlesarescary
- Hard Difficulty** – irule
- Dismemberment Mode** – gibnplenty
- Big Head Mode** – bighead
- Time Management** – time
- Darker Environments** – dark
- Dark Colors** – itisdarknow
- Bright Colored Objects** – blank
- Rain** – thunderstorm
- Snow** – snowstorm

Loranda Miles  
West Chester, VA

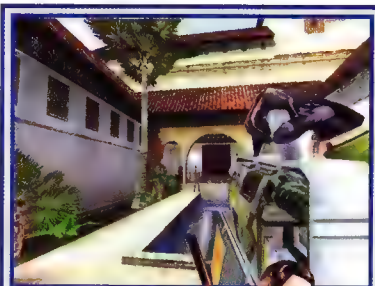


## SANITY: AIKEN'S ARTIFACT

Press [Enter] to activate the console window. You may now freely type in any of the cheats below.

- God Mode** – mptedthead
- Level Select** – mpshipt
- All Items** – mpjuiceme

Sally Forth  
Horsepool, TN



## NO ONE LIVES FOREVER

During gameplay, press T to activate the console window, then type in any of the codes below.

- God Mode** – mpmyourfather
- Complete Mission** – mpnaophole
- Third-Person Perspective** – mpsscarn
- All Weapons** – mppmimimi
- Weapon Upgrades** – mpgoattech
- Infinite Ammo** – mpwegotdeathstar
- Armor Assortment** – mpyoulooklikeyouneedamonkey
- Spawn Snowtruck** – mprosebud
- Restore Armor** – mpwonderbra
- Regain Health** – mpdrdentz
- Game Version Note** – mpbuild
- Position Display** – mppos
- Exit Game** – mpprieked

Terra Anders  
Snowy Bluff, CO

## CRIMSON SKIES

**Level Select** – At the Main Menu, highlight the microphone on the left side of the screen. Now, click the right mouse button to access the console, then type "idaho" to activate this cheat. Use the new drop down menu to select any stage.

Reik Metasu  
Plano, TX

## WIZARDS & WARRIORS

**Free Gold** – This process takes some time, yet having a few extra bucks lying around never hurts. At the beginning of your game, create 18 characters, then add them to your party. Remove the 200 gold pieces each party member holds, then delete the character. Create 18 more, then repeat until you have a mother load of cash.

"Ghetto Bear"  
(location known! – he's  
raiding your garbage as we speak!)



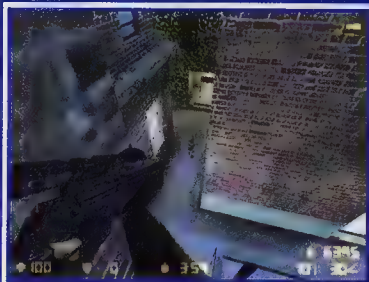
## RUNE

To activate these codes, you'll need to edit a game file, so create a backup copy before proceeding. With a text editor, change the user.ini file in the main game folder. Find the G and T entries, and change them to T=CheatPlease and G=God. Now, begin a new game and press T to enable Cheat mode, and G to turn on God mode. With this hassle out of the way, the codes below may also be entered.

- Level Select** – leveltravel [map name]
- Advanced Options** – preferences
- Spawn Rune Summon** – runeofpower
- Invisibility** – invisible
- Kill Enemies** – killpawns
- Infinite Air** – amphibious
- Disable All NPC** – playersonly
- First-Person Perspective** – behindview 0
- Spawn Item** – summon [item name]
- Fly Mode** – fly
- No Clipping** – ghost
- Disable Fly & Clipping** – walk
- Full Screen** – togglefullscreen

Johnny Wonderful  
Tokyo, Japan

## DOWNLOAD OF THE MONTH



**Game:** Half-Life: Counter-Strike

**Download:** Version 1.0

**Site:** www.counter-strike.net

What could be better than the coolest first-person shooter ever? The best mod for any FPS ever created, of course. While Sierra is making this mod available at store counters across America, you might prefer the free version that can be downloaded at the amateur (hardly) developers' site. Many would argue that Counter-Strike surpasses all the other FPSs and squad combat games out there. While there is no careful planning stage, death-match-style players learn very quickly that it doesn't pay to go solo when a concentrated salvo from an enemy squad instantly reduces them to meat. Check this one out. It's had a lot of us putting in late nights at the office.



# GAME SHARK

## PLAYSTATION

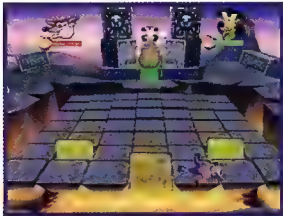
### SPYRO: YEAR OF THE DRAGON

148 Eggs –  
8006C660 0094

Infinite Lives –  
8006c784 0063

Infinite Health –  
800705a8 0003

Tons of Gems –  
8006c71c 3a98



### CRASH BASH

Infinite Health –  
8009d562 0014

All Trophies –  
50001102 0000  
8005a6f8 0001

All Gems –  
50000c02 0000  
8005a744 0001

All Crystals –  
50001002 0000  
8005a75c 0001

Bosses Low Health –  
8009d6e2 0000

### FINAL FANTASY IX

Refill Hit Points (Battle) –  
d0073942 feff  
80098668 1388  
d0073942 feff  
80108f24 1388  
d0073942 feff  
80108ff4 1388  
d0073942 feff  
80098b10 1388  
d0073942 feff  
801090c4 1388  
d0073942 feff  
80098fb8 1388  
d0073942 feff  
80109194 1388  
d0073942 feff  
80099460 1388 (Hit L2)

All Items –  
5000f02 0001  
8008b7c4 6301

All Character Abilities –  
50009901 0000  
3008b296 00ff

All Cards –  
50006406 0001  
3008324e 0000

### THE GRINCH

Infinite Health –  
30010058 00c8

All Items –  
800101f8 ffff  
800101fa ffff

### KNOCKOUT KINGS 2001

Infinite Creation Points –  
800ed0ee 03e7

End Round –  
d0127a8a feff  
80121abc 0000 (Hit R2)

Quick Count –  
800e9fa8 000a

No Count –  
800e9fa8 0000

### THE WORLD IS NOT ENOUGH

All Movies –  
50000c02 0000  
8001f2d4 0101

### 007 RACING

All Levels –  
50000602 0000  
8003da7e 0101

Infinite Health –  
8005df0a 0000

Infinite Shield –  
d00c1c12 ac82  
800c1c12 2400

Infinite Ammo –  
d00c1c7a acc2  
800c1c7a 2400

### DREAMCAST



### CHICKEN RUN

All Levels –  
d1f0809300000101  
efa7d8d801010101  
419adc8501010101  
7665d04e00000101

Infinite Sprouts –  
cd1be4b400000063

All Gold –  
afb52DD000000303  
ce0B24b403030303  
ec671bd800000003



### CAPCOM VS. SNK

Infinite Health –  
5fb77cef0000 3840

Infinite Health (Player 2) –  
f1e99d3000003840

Instant Win –  
23d768fd00000000  
f1e99d3000000000

Infinite Cash –  
e607d0d8000f423f

Rank S –  
a8739a26000000ff  
f8b9d31000000000

Infinite Time –  
23d768fd00000060



### SHENMUE

Max Cash –  
2A27adc805f5e0ff

All Punches Mastered –  
ec17161d00000064  
425b5140e0709041  
4074d04d00000000

All Throws Mastered –  
22276dcd00000064  
f228d80ee070d041  
4074d04d00000000

All Kicks Mastered –  
d3108d5600000064  
d329cd56e070f041  
4074d04d00000000

All Collection –  
16755819e06b1041  
24943cad00000000

All Items –  
c967a97100000001  
b9de740400000001  
a8f2f1f8e070b041  
e050706100000000

### JET GRIND RADIO

Infinite Time –  
2aa7aec100005208

### SPEC OPS: OMEGA SQUAD

Infinite Health –  
184c027500000064

Infinite Ammo –  
12f416e9000003e7  
90f80a8f000003e7  
5d17772f000003e7

### SONIC SHUFFLE

Fight All Battles & Events –  
a2435fe800000000

999 Rings –  
7e85dd7B000003e7

### NINTENDO 64



### WWF NO MERCY

Enable Code –  
f103e3602400 (Must be on)

Unlock Everything –  
5000b020000  
810bee40ffff

Infinite Cash –  
8109940affff  
8114fad6ffff

Max Creation Stats –  
50000a010000  
801f4f3c0032

### GAME BOY COLOR

### ROAD RASH

Max Cash –  
0199a8c0  
0199a9c0  
0199aac0

### TONY HAWK'S PRO SKATER 2

Max Score –  
01637fc2  
016380c2  
016381c2

Max Cash –  
01ff62c5  
01ff63c5

Stop Timer –  
0163d2c6

# CLASSIC GI

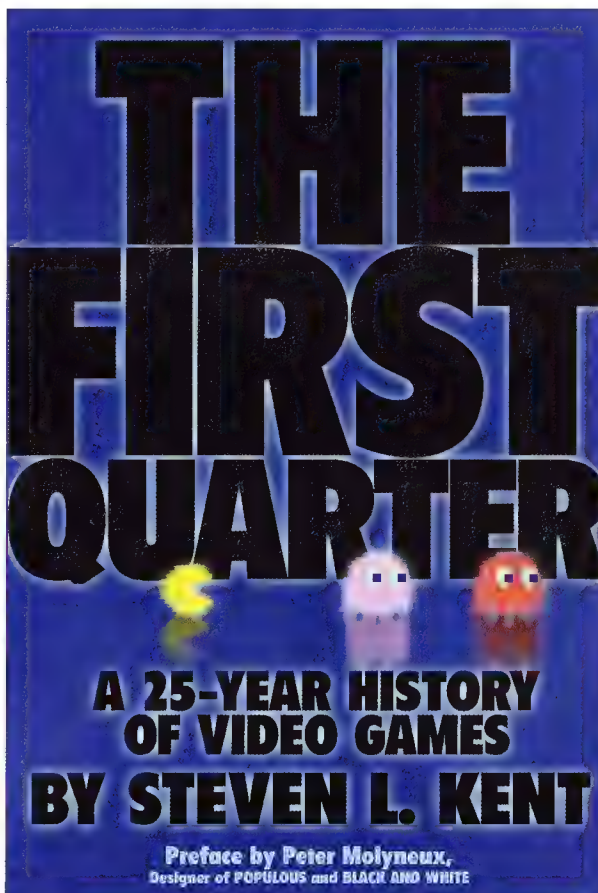
## THE FIRST QUARTER: A 25-YEAR HISTORY OF VIDEO GAMES

*Since its inception in the early '70s, the video game industry has grown by leaps and bounds. It now rivals television and movies as a mass-market form of entertainment. Despite this widespread popularity, the history of video games is a story that remains largely untold. Until now, there has really been only one definitive history of gaming, Leonard Herman's exhaustive (and exhausting) "Phoenix: The Fall and Rise of Videogames."*

*In writing "The First Quarter," Steve Kent has created a more compelling version of gaming history, one that relies heavily on anecdotes from the heavyweights of the game industry. Throughout his book, Kent brings the people behind the games to life — from the meticulous Ralph Baer to the freewheeling Nolan Bushnell. Recently, we sat down with the author to get his perspective on the industry, past and present.*



Steve Kent's work appears regularly in USA Today, Chicago Tribune, and MSNBC.com



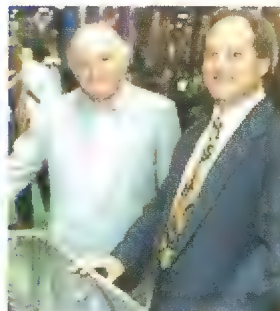
The First Quarter by Steve Kent is available exclusively at Amazon.com, Babbage's, and Software Etc.

### What was your impetus for writing this book?

I wanted to write about the personalities and the stories behind the games. Any lame-but can sit down and say first there was Pong, then there was Pac-Man, and now everyone has a PlayStation 2, and people would believe it. I wanted to give you the feeling that you were meeting these people and seeing the industry from their perspective. I think Phoenix is great, but it's more of a reference book.

### Of all the people you interviewed, who was the most cooperative and who, did you feel, gave the best interviews?

Well, I interviewed over 500 people for this book, and many people were tremendously cooperative. Some of my favorites were Ed Logg (Asteroids, Centipede) or Dave Theater (Missile Command, Tempest). I interviewed them before there was a resurgence of interest in their work, and took them out to dinner. They were genuinely flattered that someone liked their old games enough to take them to dinner.



Notoriously curmudgeonly Atari owners Jack and Sam Tramiel

### Was there anybody who refused to cooperate for the book?

Jack and Sam Tramiel (father and son duo who bought Atari in 1984). I wanted to interview Sam and especially Jack so desperately. I suspect I called Sam Tramiel's office around 100 to 200 times in three months. So one day I finally got through. I introduced myself, told him about the book, and asked for an interview. He said, "What do I get out of it?" So finally I said - look - some people have been very unflattering about you and your family, and I want to get your response. He said, "What do I care what people say about me?" and hung up.



NES: The Greatest of All Time?

### What are some of your favorite anecdotes or stories from the book?

I love so many stories from the golden age of Atari - the Stubben Test in particular. Dave Stubben was a big, cigar-chomping guy who was very powerful and very destructive. He was in his boss' office when a guy came in and claimed to have invented an impregnable coin door. Stubben, who was wearing cowboy boots, turned around and kicked his foot right through the coin door. From then on, they'd take all their arcade games to Stubben and see if he could destroy them.

### Were there any stories that you had to leave out of the book?

Quite a few. Lots of stories about homosexuality and the fall of the Atari. I didn't want the book to become "Video Game Babylon." There were lots of stories about the leadership of Atari where a guy at the top would have an affair with his chauffeur and then make him a VP of this or VP of that. There were stories of drug use at Atari, even more than I discuss in the book.

### What do you think was the most revolutionary console system?

No question - the NES. Not only were the games better looking, they played better. To me, the NES was the most revolutionary and, for its time, the most high-quality system that ever existed. The original Legend of Zelda is still my favorite game of all time.

### Who is the greatest video game designer of all time?

I think you have no choice but to say that's Shigeru Miyamoto. He succeeded in the arcade, and he succeeded in the home consoles. He also succeeded in every era, from the early days with Donkey Kong to the current generation with Ocarina of Time. Miyamoto is ambidextrous. He can do any genre he wants, any platform he wants, and it's always good.

### Do you think we've lost some of the great playability of the classic arcade titles?

I think that question invites a lot of snobbery from old-timers like me. Like me wagging my finger and saying, "You young whippersnappers don't know what it was like. We walked four miles uphill in the snow to get to the arcade, but when we got there we got to play Pac-Man and Tempest." But the fact is that you still have all the great gameplay plus a whole lot more. I think when people remember how great it was back in the Atari era, they remember games like River Raid. They tend to forget how reprehensible Pac-Man was for the 2600, or how terrible ET was.

### Now that you've studied the past, what's your outlook for video game's future?

This next-generation competition is a real wild card because you really don't know what Nintendo and Microsoft have up their sleeves. I do see Sony making some classic mistakes. Whether it's true or just perception, a lot of people are accusing Sony of arrogance. That's what brought Nintendo down, and that's what caused Sega to falter. I think Sony of Japan feels untouchable to a certain extent. I will say that this is Sony's generation to lose.

I thought a serious defeat for Sony was letting Crash Bandicoot go to Xbox. [Sony] is trying to put a brave face on it now by saying, 'He wasn't really our mascot,' but for all intents and purposes [Crash] was. I mean, Sony were the ones that put him in commercials standing outside of Nintendo headquarters yelling, 'Come down here, plumber-boy!'



Shigeru Miyamoto, creator of Mario Bros. and The Legend of Zelda



The very first cover of Electronic Games

## THIS MONTH IN GAMING HISTORY

In January of 1981, as the industry was in the throes of its early boom period, Electronic Games magazine debuted on newsstands. Founded by Bill Kunkel and Arnie Katz, the magazine was the first mass-market publication totally dedicated to video and computer games. They are generally regarded as the pioneers of video game journalism (a discipline since perfected by Game Informer).

In 1985, faced with a slumping video game market, the magazine changed its name to Computer Games, and folded soon after. Kunkel and Katz revived the magazine in 1992 as a more adult-oriented publication. In 1995 the duo left the magazine, after which it was renamed Fusion, then Intelligent Gamer, then cancelled altogether in 1997.

# GREATEST GAME OF ALL TIME

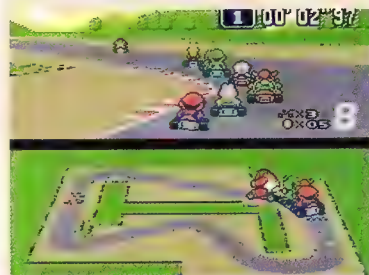
By Greg Wondra



Every month one of Game Informer's readers picks his personal choice for Greatest Game Of All Time.

## SUPER MARIO KART

■ FORMAT SNES ■ PUBLISHER NINTENDO



Super Mario Kart - it's as simple as that. Though I shudder to think that it's already been eight wondrous gaming years since Super Mario Kart graced the SNES, this masterpiece will forever be fused into my 16-bit purple and gray console. Perhaps no other game in history has inspired so many half-assed imitations. This was THE original. Super Mario Kart established kart racing as its own separate genre.

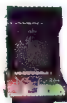
In a gaming world obsessed with accurate physics and true-to-life environments, Super Mario Kart threw out all the rules and provided us with one of the most engaging and addictive games ever. It proved that greatness comes from innovation. Who knew that putting eight of our favorite Nintendo characters into pint-sized vehicles would translate into a fun free-for-all for players of all ages? Powersliding around a hairpin turn, launching turtle shells to foil opponents, and squashing your enemies with lightning bolts are timeless joys.



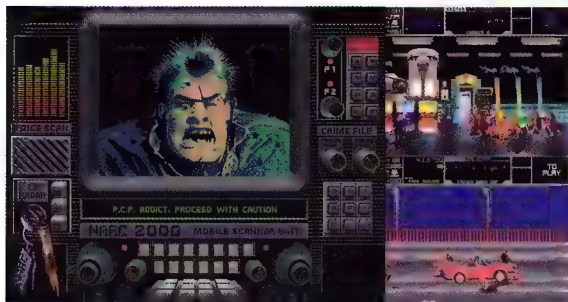
Easy to learn yet difficult to master, Super Mario Kart has infinite replay value. A game for the ages.

ARCADE

## NARC



RETRO RATING  
**7**

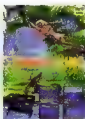


**W**hen the War on Drugs was in its heyday, Williams joined the fight. NARC puts you in the role of a futuristic police officer in a world of drug pushers and derelict addicts. With a gun and missile launcher at your disposal, players are required to gun down the opposition, confiscate the drug money, and bust the thugs. There are also selected levels where you hop into a sports car to assist you in your battle. The legendary Eugene Jarvis, the man responsible for the classic arcade game Defender, designed this challenging side-scroller. Oddly enough, you can see a little of Defender in this action/shooter's radar screens and overall design scheme. Certainly, the premise and story of NARC is a far cry from the space combat of Defender, but there is no arguing the similarities. Another notable piece of information regarding NARC is that it's said to be the first arcade game to utilize a 32-bit processor.

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** WILLIAMS ■ **DEVELOPER** EUGENE JARVIS/WILLIAMS ■ **YEAR RELEASED** 1988

ARCADE

## JUNGLE HUNT (JUNGLE KING)



RETRO RATING  
**8.5**



**A**lthough this arcade game saw a number of home versions on systems such as the 2600, C64, ColecoVision, and Apple II, the story of how it became two separate games is reason enough to consider this a classic. In 1982, Taito released the version known as Jungle King. Easily recognized by the main character's likeness to Tarzan – complete with the Tarzan call – Jungle King didn't sit too well with those controlling the estate of Edgar Rice Burroughs. Taito was promptly sued by the Burroughs estate, and the game's character was changed to a jungle explorer in a pith helmet and renamed Jungle Hunt. Both games are virtually identical and contain only four stages: vine swinging, swimming, rock jumping, and a final rescue stage. Each of the stages offers its own unique play mechanic that includes both timing and a quick hand. Experts in the arcade were known to play through this title dozens of times on one quarter; however, the only memories that we have are pumping endless coins into the slot in hopes of passing the swimming stage.

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** TAITO ■ **DEVELOPER** TAITO ■ **YEAR RELEASED** 1982

ATARI 2600

## VANGUARD



RETRO RATING  
**8**



**C**lassic GI fans rejoice! We have heard your cries for reviews of Atari 2600 games in these pages and your requests have not gone unnoticed. Here is one of our personal favorites that, like many games on the 2600, found its origins in the arcade. A year prior to Vanguard's release on the 2600, SNK and Centuri debuted the original in the arcades. The thing that made the game somewhat unique in the arcade was its four-button firing – one for each direction. Thus, it was quite a commendable translation to the 2600 when this feature was nicely incorporated into the joystick. Tapping the joystick in any direction would control the firing, while holding a direction would move the ship. The mixing of both side and top-scrolling levels added plenty of variety to this shooter, as did the energy pods that turned your ship into an indestructible force. The accompanying music for this power-up is as memorable as the game.

■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** ATARI ■ **DEVELOPER** ATARI ■ **YEAR RELEASED** 1982

COLECOVISION

## LADY BUG



RETRO RATING  
**8.25**



**A**s one of the first dozen or so games released for the ColecoVision in 1982, Lady Bug is definitely one of the most common games for the system. Based on the Universal arcade game of the same name, Lady Bug can be best described as a derivation of Pac-Man. On maze boards of increasing difficulty, players control a dot-eating bug with an appetite for pixels. With that said, the playcontrol of this game is simple enough for anyone to play – just move the bug in the direction you want him to go. The maze boards are set with a number of moveable doors that change the overall layout of the maze. This enables unique strategies as the player can set up blockades against oncoming enemies. Additionally, collectible letters are scattered throughout, and provide bonus points and added extras. It is true that Lady Bug isn't very original in concept, but it still provides an addicting and entertaining experience.

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** COLECO ■ **DEVELOPER** UNIVERSAL/COLECO ■ **YEAR RELEASED** 1982

GENESIS

ROAD RASH

Enter this password to start on Level 4 with \$7 million.  
**34441 01MS0**  
**NV8UC 3QR8R**

TOE JAM & EARL

Level 0 – To reach Level 0, you must first get the Icarus wings, rocket skates, or inner tube and go to Level 1. Use one of the items to cross the water at the lower left part of the island. You will find another island with a hole in it. Fall down the hole to Level 0. Gain an extra life by drinking some lemonade or jump in the hot tub to be healed. To return the Level 1, use “Un-Fall.” Otherwise, just fall off the side to return to the highest level you already reached.



HELLFIRE

“Yea Right” Difficulty – On the Options screen, set the difficulty to Hard and wait. The “Hard” text will soon change to “Yea Right” and the game will begin. You will have 99 continues and more difficult gameplay.

ARCUS ODYSSEY

Enter these passwords to get one of the four characters to the last act.

Jedda Chef – **KJCBHNIYXR**  
 Bead Shira – **KRODE2IZX5**  
 Diane Fireya – **IJXB2UJOHB**  
 Erin Gashuna – **HJKBQYIZPK**

TURRICAN

Debug Mode – At the Options screen, move the arrow to the bottom. Now, while holding **Down**, hit **A, B, B, A, B, A, A, B, A, A, B, A, A**.

ROLLING THUNDER

Enter these passwords to access the second quests.

Level 1 – <b>RPSG</b>	Level 7 – <b>LTSP</b>
Level 2 – <b>CRLF</b>	Level 8 – <b>RMDF</b>
Level 3 – <b>MIBD</b>	Level 9 – <b>SNBT</b>
Level 4 – <b>PLPN</b>	Level 10 – <b>CICK</b>
Level 5 – <b>SFEG</b>	Level 11 – <b>NPDN</b>
Level 6 – <b>DRMS</b>	

MEGA MAN 4

Gameplay Tips – Here are some tips for completing the game. Use:  
**Dust** against Skull Man  
**Bright** against Pharaoh Man  
**Dive** (or powered-up normal weapon) against Drill Man  
**Skull** (or powered-up normal weapon) against Dive Man  
**Ring** (or powered-up normal weapon) against Dust Man



NES

SOLSTICE

90 Lives – Go to the Options menu by pressing Select and then enter this code:

**BSS BBS SBB SSS BSB BBS SSB**  
**SBS SBS SBB SBS**

(Note: **B** = B button, **S** = Start Button)  
 If done correctly, the screen should flash.

ULTIMA: QUEST FOR THE AVATAR

More Gold – When you die, you’ll begin again with 400 gold. Take this booty and go to Britannia where you can buy a sword for 400 gold. Repeat this process until all of your party has maxed out its inventory of swords. Die once again, go to the Britannia weapon’s shop, and sell all the swords for a big profit.

TURBOGRAFX

YS III

Enter the following Password for mucho experience.

**Asz22 / DDDDC#C / #C#C#DH**  
**Qqeggg / eegf\$SS\$ / \$\$\$S?F\$**  
**\$\$\$\$\$ / \$\$\$\$\$\$\$\$ / \$\$\$\$\$\$\$**  
**\$\$\$\$\$ / ##**

SATURN

WORLD SERIES BASEBALL

Debug Mode – When the opening logo begins to fade out, hold **A, B, C** and **Start**. Hold these buttons until the Blue Sky Zone appears. Now, press **Start**, and the debug menu will appear.

Blue Sky Team – First, enter in the debug code, then set the numbers from top to bottom: **3, 1, 3**. Now, hold **A, B, C**, and **Start** to exit the menu. Press **Start** again, and a Blue Sky option will appear on the bottom of the menu. Highlight this option and turn it on. A few pictures of the programmers will fly by, and a Blue Sky team will appear for exhibition play only.

VIRTUA COP

Weapons Select – To activate a weapon select simply lose a game and when the Sega logo appears hold **C**, and tap **Up, Down, Left, Right**. Then, when the AM2 logo appears hold **C** and enter **Down, Up, Right, Left, Up, Up, Left, Right** before the logo disappears. A noise will confirm if these codes worked. Now, go into the options and three arrows should be next to the Exit icon. Scroll past Exit and over to these and hit **C** to confirm. When in the game, **Pause** the game and hit the **Reload** button to change guns. This code also activates a Ranking and Mirror Mode.

DRAGON FORCE

Debug Mode – When the “Press Start screen appears, press and hold the **Left Button**, the **Right Button**, **X**, and **Z**. With these held, press **Down, Down, Up, Down, Down, Left, Left, Up, Down, Right, Right, Right, Start**. If entered correctly you’ll hear a bell and the Debug Menu will appear.

LYNX

PAC-LAND

10 Lives – To get this to work, you must first get the high score. When you do, enter **330 NE**. As long as this is the high score, you have ten extra lives.

MR. BONES

Level Select – At the Start/Option Screen press the shoulder buttons in this order: **Right Button, Left Button, Right Button, Right Button, Left Button, Left Button, Right Button, Left Button, Right Button, Right Button**, and a Level Select will appear. Note: This code must be entered quickly.



CLOCKWORK KNIGHT 2

Level Select – At the Title Screen press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**

View Ending – At the Title Screen press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**

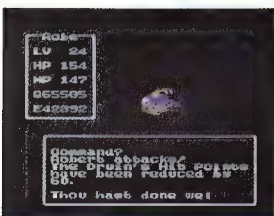
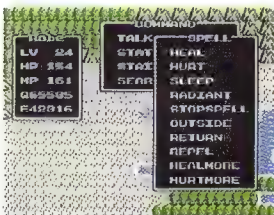
Extra Lives – At the Title Screen press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**

# DRAGON WARRIOR



In the beginning, talk to the king and collect 120 gold, and a torch and a magic key from the chests. Go down the stairs and proceed south until you exit the castle.

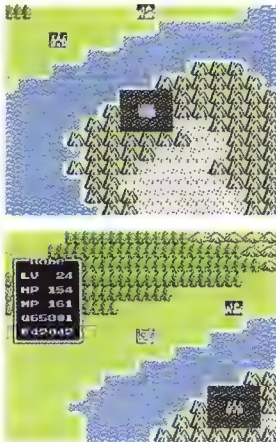
Once you're outside, go east to Breconary. When you arrive, buy the club and clothes in the weapons shop (which will be the first shop to the north when you enter). Then go to the building in the southeast end of town and buy the Dragon Scale. The Dragon Scale will give you ample protection for the slime fighting you're about to do.



Leave Breconary and fight slimes while walking around Breconary and Tantagel (the castle you started in). When you reach level 2 (it won't be long) go to the inn in Breconary and replenish your HP. Then it's back to Tantagel to talk with the King and save your game. After this, exit the castle and go north until you start encountering Drakees, Slimes, and Red Slimes. Fight in this area until you reach level 3. If you need healing, go back to the inn as you see fit. With level 3 comes the Heal spell and 5 mp. Using the spell will cost you 4 MP, so use it wisely.

After healing and saving, go north to the area around Erdrick's Cave. You'll find

Ghosts, Drakees, Red Slimes, and Magicians at this point, but fight the rest. When you've collected 70 gold, you're ready go back to Breconary for the leather armor. After this, go to the inn, then to the King for a save. Go back to the same area until you've collected the 47 experience points needed to get to level 4. Once you've done the usual heal and save, go northwest to the area around Garninham. Keep battling until you've collected 90 gold. With this, you'll buy the small shield. Heal, save, and get back to work fighting the baddies.



When you reach level 5, travel to Kol. You'll find Magidrakees, Scorpions, Magicians, and an occasional Ghost. If you see a Skeleton, run. Use the Hurt spell as much as possible at this point. It will have more effect on enemies than simply attacking. When you run low on energy, stop into Kol and rest. Then go to the northern part of the town where you'll find a fountain that heals rheumatism. Walk until you're directly in front of the fountain, then take three steps south. Search the ground and you'll find the Fairy Flute. Leave Kol and fight more enemies. Once you've gotten 180 gold, go back to Breconary and buy the Copper Sword. Heal and save.

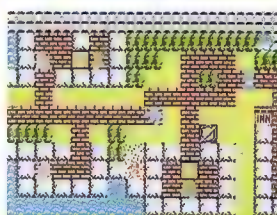
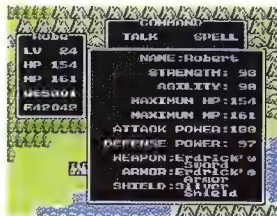
Now it's back to the Kol area where you'll wreak havoc with your new blade.

Fight until you reach level 6. Heal, save, and come back. You'll now spend a while trying to level up and save 300 gold for the Chain Mail (found in Garninham). Once you've done both of these things, heal and save. At this point you should be level 7. Head back to Breconary and buy as many torches as you can hold. Save and go to the mountain cave. Fight your way down to the bottom floor. Once you've found a chest that has around 115 gold, leave and save. Then go back and do it again. Eventually you'll find the Death Necklace. This is a great way to gain gold and experience. When you get the necklace, go to Kol and sell it at the tool shop for 1200 gold. Then go to the weapons shop and pick up the Hand Axe.



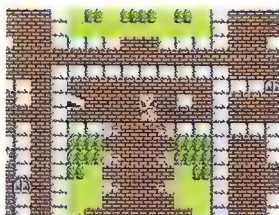
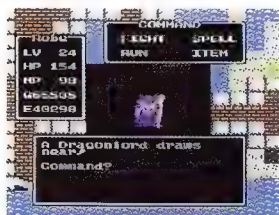
Now it's time to venture back to Garninham to buy the Large Shield. Heal and save, then head back to the cave for some more experience and gold. When you've accrued 1000 gold, go to Garninham and grab the Half Plate. Heal and save. Once you've reached level 9, go through the swamp cave to Rimildar. Here, you'll find Wolves, Warlocks, Metal Scorpions, and Skeletons. Fight until you get enough gold to buy the Broad Sword for 1500. Keep battling, resting and saving until you get around 3000 gold. At that point go to Rimildar and buy the Full Plate. Then go to the key shop by walking along the outside of the northern part of town.

Buy six magic keys. Battle until you reach level 11. Go back to Tantagel and unlock the door guarding the right side of the castle. Go as far to the right as you can, take one step out from the castle wall, and walk down until you see a staircase. Go down and get the Stones of Sunlight. Go back and save.

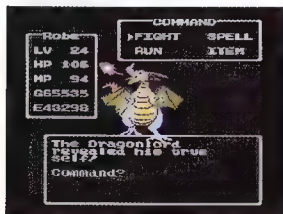


Head back to Garninham. When you enter the town, go to the right until to see a locked door. Open the door and collect the three chests. You will see another locked door with two guards. Do NOT open this door. Instead, go to the top left corner of the screen and find the hidden entrance, which is about three or four steps from the left corner. When you find it, go to the right until you see an old man and a staircase. The old man will tell you to stay away from the grave, but just ignore him and go down the stairs. Find the locked door on the first floor. Unlock it, go down and then left until you see a staircase going down. Use it. Now go down until you see a staircase and a path leading to the right. Take the path and go down the stairs. On the next floor, go north through the narrow passage for a few steps until you're blocked. Take a step right and follow that path. Take a right at the first intersection. Follow this and make another right at the first intersection. Go down the stairs. Once down, go to the other side and up the stairs you'll find

there. Take the Silver Harp in the middle of the room, then kill yourself. Save your game when you talk to the King, and head off towards Kol. Go to the Northern Cave and trade the old man the Harp for the Staff of Rain. Heal and save.

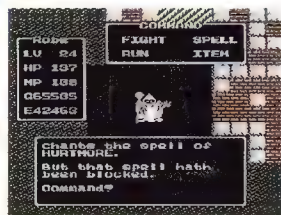


Head off towards Rimildar, but keep going south across the bridge. Fight in this area for a while. When you run into Wyverns, use Sleep. If that doesn't work, either take your chances fighting them head-on or run. When you reach level 12, heal and save. Go to Breconary and buy six herbs. It's time to rescue the Princess. Go to the Swamp Cave and work your way to a narrow passage. This is usually where the dragon is. Chant Sleep on him. If that doesn't work right away, keep trying until it does. After he's asleep, use Hurt and heal yourself with an herb when he attacks. You'll eventually beat him, even if you have to reset the game a couple of times. After beating him, go to the locked door and talk to the Princess. Bring her home with you. Talk to the King, and he'll give you Gwaelin's Love as a reward. Save. Go to Breconary, buy six more herbs and now it's time to find Erdrick's Armor.

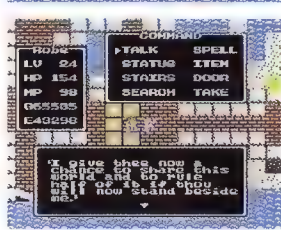
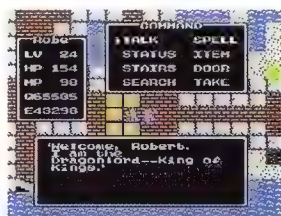


Go to Hawksness and run away from everything you encounter. Go to the east

side of the town where there is a tree and a small swamp. Stand on the swamp right next to the tree and heal yourself. Next, step on the square and the Axe Knight will appear. Chant Stop Spell right away. Try putting him to sleep while using the herbs to heal. If he doesn't go to sleep, just keep fighting with Hurt spells. When you beat him, search the ground and you will now have Erdrick's Armor. Head back to the castle and save. Now go back to the area south of Rimildar and fight until you get to level 13. When you've done this, save, and now it's time for Erdrick's Token.



Head for Hawksness again, but keep going south. You'll come to a bridge in the hills. The enemies are very strong, so run from every encounter. When you cross the bridge, go north until you see the first bridge to the right. Cross it and enter the swamp. Go to the other side of the swamp, and when you reach the center of the right side of the swamp (70 40 if you use Gwaelin's Love) search the ground to find Erdrick's Token. Now it's back to the castle.



After the castle, head for Rimildar and go down the staircase to the south. Talk to the old man and get the Rainbow Drop.

Heal and save. Now go to the Rimildar area again, but instead of going south, go directly west until you are on sand and come to a channel. Stand right in front of the channel and select the Rainbow Drop from your items list. After a bunch of craziness, a bridge will appear. Go into the castle, running away from any enemies you encounter. Go north until you see barriers and a throne. Cross the barriers and search behind the throne. Go down the staircase that appears and follow the path to the other staircase on that floor. Do the same thing on the next floor. For next floor, start by going to the right as far as you can, then go down and take your first right. When you hit a wall, go up until you hit another wall. Take a left until you can't go any farther. Then go down the staircase. On the next floor, work your way to the bottom right corner. Now go up until you see a passageway, then to the left for two steps and down along the other side of that wall. You will see a staircase going up. Follow the path until you reach another staircase, and take it down. Keep proceeding through the staircases until you see a chest. This is Erdrick's Sword. Chant Outside, heal and save.

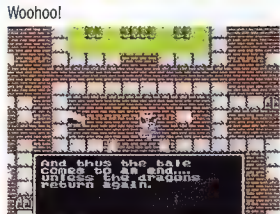


Now that you have the best equipment, it's time to raise those levels. The best way is to wander around just south of Hawksness. When you get to level 14, heal and save as usual. Keep fighting until level 16 and head for Cantlin. To get there, go to the place where you found Erdrick's Token, but instead of going across that bridge, keep going north up to the last bridge near that large swamp. You'll see a town there, but two steps

before you get into the town, you encounter a Golem. Use the Fairy Flute to put him to sleep, then dispatch him. When you make enough money for the Silver Shield, go into Cantlin and unlock the door that has two shops (using your last key). Buy the Shield, chant Return, then heal and save. Now go back to that same area and fight until your are level 20. When you hit that mark, you're ready for the Dragonlord.



Buy herbs and torches, save your game and make your way to Charlock Castle. Make sure to run from all enemy encounters to save strength and MP. When you run into the Dragonlord on the top level, talk to him, tell him you don't want to rule half of his kingdom (unless you want to ruin the game), and begin the battle. To defeat him, just keep attacking until his mortal form dies and he reveals his true self - a huge dragon. Don't attack it with magic, just use Healmore when you need it, and hack away with your sword. When you've beaten him, you're golden. The King will congratulate you and ask if you want to rule the kingdom. You decline and ride off with Gwaelin to find your own. Whoohoo!



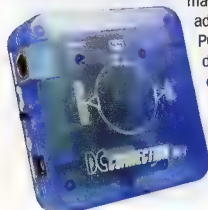
## BAKULIZED FOR YOUR PROTECTION



## DREAM CONNECTION

**Manufacturer:** Innovation • **Website:** [www.innovation1.com](http://www.innovation1.com) • **List Price:** \$19.99

Just as Scott Bakula made two consecutive guest appearances on the HBO series *Dream On*, with the Dream Connection you can have other consoles' controllers make guest appearances on your Dreamcast. This adapter allows you to connect PlayStation, Saturn, and PC keyboards to your Dreamcast, but unfortunately doesn't give you any control over translating the button configuration. It's a handy device; however, we must warn you that just like Scott's short-lived ABC series, *Gung Ho* (based on the movie of the same name, it lasted only nine episodes), this might not be the highest quality product. For example, the word "Vibration" is misspelled on the front of the package.



## DUAL FORCE 2

**Manufacturer:** Mad Catz • **Website:** [www.madcatz.com](http://www.madcatz.com) • **List Price:** \$29.99

Unlike the title for the 1991 feel-good football comedy film in which Scott Bakula starred as 34-year-old freshman quarterback for Texas State University, Paul Blake, Mad Catz doesn't believe in *Necessary Roughness*. No, this manufacturer has been making standard controllers more comfortable for years, and its Dual Force 2 is no exception. It offers all the features you'd find on a standard PS2 controller, but with a more relaxed grip, adjustable analog sensitivity, and a macro button that allows you to program 15 keystrokes to a single press of the R2, L2, R3, or L3 buttons. Your thumbs never need be sore from performing combos and specials again!



## CHOCOLATE GUMBALLS

**Manufacturer:** Satan • **Website:** unlisted • **List Price:** Whatever you paid for your last meal, because after you pop one in your mouth you regurgitate the contents of your stomach

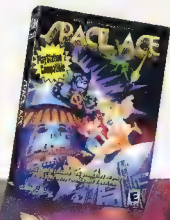
In the five seasons that *Quantum Leap* ran, Dr. Beckett (played by Scott Bakula) righted many wrongs, but the greatest evil of all escaped his attention. Of all the horrible tastes one could expect from a brown-colored gumball gotten at 3 a.m. in an Embers' lobby, this is the worst possible sensation. A chocolate gumball makes about as much sense as meat-flavored ice cream. Chocolate, good. Gumballs, good. Chocolate gumballs, bad.



## CLASSIC LASERDISC GAMES

**Manufacturer:** Digital Leisure • **Website:** [www.digitalleisure.com](http://www.digitalleisure.com) • **List Price:** \$29.95 each

Wouldn't you love to be in the animated film, *Cats Don't Dance*, where Scott Bakula is the voice of Danny, a kitty who dreams of stardom? Well, you can't! The closest you'll ever come to being in a cartoon is by playing Digital Leisure's line of classic laserdisc video games. *Dragon's Lair*, *Dragon's Lair II*, and *Space Ace* are all available. There's even a version of *Time Traveler*, Sega's hologram arcade game. Although marketed towards the PlayStation 2 crowd, these will work on any DVD player, but don't expect an exact arcade translation. The animation often freezes during play, and there's really no reason to play since you can opt to simply watch the game successfully complete itself. The best part of each disc is the history section where you can see arcade dorks from the past foam at the mouth over these games. Funny stuff.



## MONSTER GAME CABLES

**Manufacturer:** Monster Cable • **Website:** [www.monstergame.com](http://www.monstergame.com)  
**List Price:** \$29.95 to \$39.95

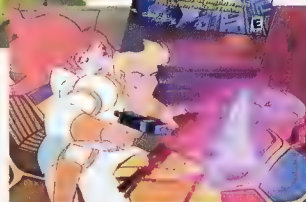
Scott Bakula is a real monster in the Showtime original movie, *Mean Streak*, but Monster Cables are nothing but nice. Unless you play on an 8-inch, black and white television, hooking up Monster Game AV or S-Video cables to your console will make it look noticeably better. If you have a surround sound setup, the Lightwave 100 audio cables will make every decibel crisper. It's hard to believe that cables can make such a huge difference, just like it's hard to believe that Scott Bakula starred in *Major League III: Back to the Minors*, but it's true!



*Dragon's Lair*



Dork ca. 1990



*Space Ace*



This is your game.



This is your game on the blink.



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Leave your enemies  
shaken AND stirred

A large, muscular, metallic character with a helmet and visor, holding a large sword. The character is the central focus of the advertisement.

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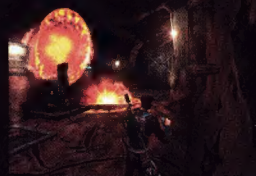
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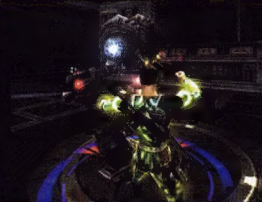
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Fight hand-to-hand or with 9 different weapons, including trip wires, repeater guns and sniper rifles.



Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.



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All screen shots are from the Sega Dreamcast game console.



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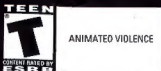
[www.maxsteel.com](http://www.maxsteel.com)

[www.maxsteeltv.com](http://www.maxsteeltv.com)

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Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



PlayStation 2



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