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# GAMEPRO

ISSUE  
**132**

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## FEATURES

### 48 Dino Crisis (PlayStation)

Dino Crisis! Brought to you by Shigeru Mikami, the creator of Resident Evil, this action/strategy game uses the past to terrify the present. Our exclusive interview with Mikami and our ProReview reveal why zombies may be—er, dead.

### 54 Let's Do Launch! (Dreamcast)

Sega's Dreamcast is due any day now, and some of you have already laid out two Benjamins to reserve your new system. Here's a look at all the games due out this year—and some of 'em yeh just gotta have!

## Let's Do Launch!

### PROSTRATEGY SECTION

## THE FIGHTER'S EDGE DOUBLE WHAMMY!

### 170 Tekken Tag Tournament, Part 2 (Arcade)

Arcade martial artists all over the country are discovering there's no quit'n Tekkoos. GamePro's not quitting either—here are all the moves for seven more fighters.



### 180 Street Fighter III: 3rd Strike (Arcade)

Here's one game where a call "third strike" is something to cheer about. In the second part of our Double Whammy, get the edge with a complete roster of Special Moves and Super Arts for all 19 of Strike's brawlers, from Akuma to Yuri!



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- 184 Passwords, codes, tips, and tricks for Star Wars Episode I: Racer, Bloody Roar 2, All-Star Baseball 2000, Ken Griffey Jr.'s Slugfest, Superman, and more!



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Sega Dreamcast



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## EDITOR'S LETTER

### Dream a Little Dream

Sometimes dreams really do come true. This issue, GamePro everywhere can rejoice that some of theirs are materializing.

Resident Evil fans have been dreaming of a zombie-sapping sequel ever since they put *Tyrant* away in RE2. For you, we present *Resident Evil 3 Nemesis* for the PlayStation in this issue along with *Resident Evil 2* for the Nintendo 64. Plus, we tease you with a tale that could be even better: *Dino Crisis* (our cover feature) is the latest game from Shiji Mikami, the creator of the *Resident Evil* series. The game will prove that dinosaurs are alive... and that they're very, very scary.

If you're a hardcore monitor hunter with RL zombies shambling through your dreams, you won't want to miss our PlayStation review of *Soul of the Samurai: Call it Resident Evil: The Samurai's Cut*, or call it a clone—but any way you slice it, it's fresher than grandma's soup.

By now, Hardknock35, DavidJ77, and Jesse Cooper are wondering if we've heard them dreaming about new game systems. Here's one for you, guys. You can preview in this issue all the hot Dreamcast games due out on 9/9/99, the American system's launch. As best! But if you haven't put in your pre-order by now, you may have to be content to just dream about the Dreamcast a little longer.

Of course, Sega's not the only company dreaming about video gaming to come. Nintendo also has plans for a new console system, codenamed the "Dolphin." "The Cutting Edge" tells gamers what to expect on the day of the Dolphin in 2000.

Now, GamePro, it's time to turn the page and let visions of zombies and new video game adventures dance through your heads.

The GamePro  
San Francisco, CA  
letters@gampro.com



## I'M TURNING JAPANESE

Why does Japan get everything first? We would love to get the PlayStation 2 this fall instead of winter 2000, we would love to have *Final Fantasy VIII* in our game libraries, and we'd love to own a Dreamcast right now. American gamers are getting the short end of the stick. Please tell me why we get everything a year later than gamers in Japan.  
 > Hardknock35 via Internet

Here are three reasons Japan gets video game stuff first: Sony, Nintendo, and Sega. You recognize the names of these Japanese companies? While innovation certainly occurs in the U.S., the Japanese have a knack for taking ideas, improving them, and making them succeed in the marketplace. We don't have the space here to list all the innovative Japanese game companies, but you know who they are: it's all any consolation, the Japanese also get the best TVs, sound systems, cell phones, cars, and sushi first. They even got Pokémon before we did! Don't feel bad—just enjoy it when you can.

## Sales, Lies, and Video Games

I overheard a sales rep at Ebbage's saying that the PlayStation 2's price will be about \$650-\$700 at release. Is this true, or just a lie intended to hype the Dreamcast that he's so eager to sell?  
 > DavidJ77 via Internet

What you heard was a rumored price for the PlayStation 2. We've heard that the cost of producing the Emotion Engine chip alone could be about \$400, so it's not inconceivable for the complete PS2 unit to retail around \$499. Is this a propagandist ploy to pace Dreamcast sales? It's about as much a ploy as Sony hoping that it'll show the PlayStation 2 on September 17 at the Tokyo Toy Show and then launching the system in Japan in December.

## Will Sega SAG?

The Dreamcast screens look great, but some of those from the PlayStation 2 look incredible, too. So, I have a couple of questions for you experts at GamePro: What system will be the best buy? And how much will the new systems and games cost?  
 > Jesse Cooper via Internet

We'll all buy Dreamcasts. Some of the games we've seen so far are impressive (see the special feature this issue, "Let's Do Laundry"), and we'll be able to play them right away (The Dreamcast will cost \$199 with games retailing between \$30-\$50). Because the PlayStation 2 won't appear in the U.S. for at least a year, we'll have

12 months to save our money for that system. And backward compatibility is a very good thing.

(Please don't ask us about Nintendo's Dolphin, or we'll cry. But you can read about it in "The Cutting Edge" this issue.)

## YOU MAKE ME TENTH UP

I really enjoyed your 10th Anniversary issue (May). However, in "GamePro: We're Making History" you claim that prior to Super Smash Bros., Mario had never appeared on a GamePro cover. Take a look at your June '93 cover—you may just notice Mario and Yoshi there.  
 > Adam King via Internet

You win the "Sickest GamePro Reader Of The Year" prize for remembering that issue.—Uncover Lover

## QUAKE ME UP WHEN IT'S OVER

Many gamers are wondering what will be remembered as the game of the century. My vote is for Quake (PC). Its graphics aren't that great (even with 3D acceleration), and the single-player mode is boring. However, Quake exemplifies the future: multiplayer gaming. The Dreamcast will have multiplayer support, and the PlayStation 2 is rumored to have a built-in modem. So we should acknowledge the game that started the new era—Quake!  
 > Harry Searing

Did Quake capture the imaginations of people of all ages and socio-economic backgrounds (like Pac-Man did)? Did it introduce a genre (Duke/Duke Kong, for platform games), or establish a level of excellence for gameplay (The Legend of Zelda: Ocarina of Time)?

Quake borrowed concepts from Duke Nukem, Doom, and even Castle Wolfenstein. Our pick for game of the century? The O.J. Simpson trial.

## Sheet Hits the Fans

Will the tragedy in Colorado have an effect on how much violence is allowed in video games?  
 > NaraRasmussen via Internet

Game companies are certainly scrutinizing the creative decisions they make about portraying violence in games. Video game marketers are also going to have to come down violence in ads. Plus, stores are beginning to strictly adhere to the ESRB rating system (featured in GamePro).



CUT OUT AND PLACE OVER  
AN IMAGE OF YOUR MOST  
FEARED VIDEO-GAME MON-  
STER. IT WON'T MAKE SPRITE  
ANY MORE REFRESHING,  
BUT IT WILL GIVE US A  
PRETTY CHEAP ENDORSE-  
MENT, WHICH IS REALLY  
HOW THE GAME IS PLAYED  
ANYWAY. IMAGE IS NOTH-  
ING. THIRST IS EVERYTHING.  
**OBEY YOUR THIRST.**



**"You're just lucky I don't have taste buds or  
I'd bust through your video screen, spray you with  
toxic gas and drink all your Sprite!"**

## PHANTOM GAMEPLAY

You said in a special feature that the Star Wars Episode 1 games would be released at the same time as the movie [see "The Merace Approaches," May]. Now I hear that the release date for the Phantom Merriex game for the PlayStation has been pushed to August. Is this true?

► **RE:let via Internet**

That's absolutely true. LucasArts may have known that going in, but we didn't find out until later. The PC version of the game shipped on time—but the PlayStation version needed some major help. But you can check out the ProReview of the PlayStation version in this issue.



## BLOODY BIG DEAL

In Issue 129 [June], you state in the Bloody Roar 2 ProReview that there's no practice mode. Incorrect. In custom mode, you just change the "human vs" setting to "practice." It is also clearly mentioned in the manual. Don't your reviewers search through every mode, or do I detect a hint of laziness?

► **Mikes via Internet**

Do we detect a hint of snottiness? We do. We did indeed say that there was no practice mode—because the version of Bloody Roar 2 we reviewed had no practice mode. The mode in question was added later in order to round out the game's depth (the Japanese version has no practice mode either).

## ART Attack



Pick of the Month!

Shawna Miranda, Waterford, CA



Udhuh P. Nauri, Cache, OK



Chris Ives, Missoula, MT

## We've Got Mail

We asked a few questions to those subscribers who have patiently stayed with us over our 10-year history. Here's one of the amazing "ProResponses" we've received!



Keith Boykin

**Name:** The Boykin twins (Keith and Kenneth)  
**Readers since:** 1991  
**Age:** 19  
**Favorite game(s) of the last 10 years?**

**Ken:** The Legend of Zelda: Ocarina of Time. I played that game so often, most of the game's tunes are stuck in my head—it has to be the best N64 game you know.  
**Keith:** It's a tie between Marvel Super Heroes and Twisted Metal 1 for the PlayStation.

**Least favorite game of the last 10 years?**

**Ken:** It has to be Multi Racing Championship for the N64—the control and lackluster game levels totally sucked.

**Keith:** Perfect Weapon for the PlayStation. The camera angles, along with the music and interminable loading times, made Perfect Weapon straight-up nasty! It was after buying that game that we started checking GamePro's ratings.

**What do you like about GamePro?**

**Ken:** I love "Art Attack" because I'm somewhat of an artist.  
**Keith:** I love "SWAT Pro" because I thrive on codes. Next, "Buyers Beware!" because The Watch Dog is looking out for the readers.

**Best GamePro moment?**

**Ken:** When I saw the "LamePro" special featuring "Samurai Modown."  
**Keith:** The discovery of Resident Evil 2 in Issue #99!

**Why is GamePro the best?**

**Ken:** GamePro is constantly evolving—every issue is new and improved.  
**Keith:** Your ratings generally match my feelings about the games, so I trust GamePro's opinions.



Keith Boykin

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[ROAD]



[RASH]



[N64]

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# ROAD RASH 64

*Diapers may be required*



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## BY THE WATCH DOG

School is coming on fast—but while I'm enjoying the last days of homework-free liberty, some gamers are still stuck with the summertime blues.



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Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7669  
Nintendo: 800/255-3700  
Sega: 800/872-7342

**Q** I have a problem with my Pokémon game. After catching the creature Missingno, I'm no longer able to play any saved games. Is there something wrong with my Game Boy or my game?

RAH7746423  
VIA INTERNET



Missingno is one Pokémon you don't want to catch!

**A** A Nintendo customer service rep answers: "Catching Missingno may cause the game to do two things: The graphics in certain areas will look scrambled or your saved games will be corrupted. You'll know that your saved games are corrupted if you can't retrieve them. The only solution to this 'Missingno' glitch is to erase all of your saved games and start a brand-new game. To erase all saved games, go to the Main Menu and simultaneously press B, Select, and ↑. A menu will appear asking if you want to delete all your games. Delete all the games and start a brand-new game. In the new game, save your game in the area where you have your first battle. Wait a few seconds to make sure the game is saved and then turn off your system for a few minutes. Turn on your Game Boy. If you can play your saved game, then you'll know the glitch has been erased."

The Watch Dog growls: This glitch really sucks—especially if you've caught all 150 Pokémon and saved the game with Missingno. You'd think a company like Nintendo would be bug-free—especially with its extensive game-testing division. Perhaps a refund is in order.

**Q** In the "Buyers Beware" section of your May issue, Nintendo stated that it wasn't necessary to take out the Expansion Pak once it's inserted into an N64 because old games will still play. So why doesn't Space Station Silicon Valley work with the Expansion Pak?

HAOHMARU71  
VIA INTERNET



As you walk through this Valley, be sure to use your Jumper Pak.

**A** A Nintendo customer service rep replies: "Space Station Silicon Valley may freeze if there is an Expansion Pak inserted into the system. The only solution is to reinsert the Jumper Pak when playing this game."

The Watch Dog snarls: Nintendo clearly stated that all N64 games can be played with the Expansion Pak inside the system. Now it says that Space Station Silicon Valley is unplayable with the Expansion Pak. Perhaps Nintendo should give Jumper Paks away free

to anyone who has lost, thrown out, or misplaced theirs because of the confusion created by the big N (Jumper Paks go for \$4.95 and are sold only by Nintendo). As far as we know, Space Station Silicon Valley is the only game that is unplayable with the Expansion Pak.

**Q** While playing Star Wars: Rogue Squadron for the N64, I entered the code that allows me to fly a car [see "SWATPro," May]. But if I pause the game when I'm flying the car, the game freezes. What's going on with my game?

TRATTR  
VIA INTERNET



**A** A Nintendo customer service rep responds: "If you want to pause the game while flying the car, make sure the camera is set in cockpit view. If you're in any other camera view before you press Pause, the game will freeze."

Does Rogue Squadron's flying car need some antifreeze?

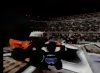
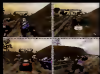
**Q** Every time I go to the local video store to buy a game rated Mature, the store refuses to sell it to me. I'm 15 years old and think I'm old enough to make my own decision on what to buy. Does the store have the right to refuse a sale based on age?

LISA CATRON  
VIA INTERNET

**A** The Watch Dog explains: Lisa, you may think you're old enough, but store owners and the ESRB (the Entertainment Software Rating Board, which rates games) disagree. You must be at least 17 years old to purchase a game that has received a Mature rating. There are reasons why the ESRB rates a game Mature (open violence, mature sexual themes, to name a few), and we're glad to learn that stores are enforcing the rating restrictions. (For more info on the ESRB and its ratings, see our "ESRB Ratings" page in this issue.)



# REACH OUT AND CRUSH SOMEONE



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Microsoft



## Game Boy: There It Grows Again

Cell phone companies and Sega (yes, Sega) jump on the Nintendo bandwagon in Japan

Nintendo's 10-year-old Game Boy is changing from The Little System That Could to The Little System People Can't Believe. Two early summer announcements serve to support the handheld's continued—if atypical—success in its homeland of Japan.

In late May, Sega Enterprises President Shuichi Irinajiri shocked readers of the Japanese newspaper *Yomiuri Shimbun* with the revelation that his company would soon sell software for Nintendo's Game Boy Color. Details are still being finalized, but the first title expected to appear is a portable version of the Saturn RPG *Sakura Taisen* (aka *Sakura Wars*). For Irinajiri, the decision is purely business. "We do not have any plans to introduce a portable game system for the time being," he said in the interview. "We also want to make effective use of our software and character resources as new revenue sources." Sega may also release games for the Neo-Geo Pocket and Bandai's WonderSwan in Japan. Still, don't hold your breath for an import PlayStation version of *House of the Dead*: outside the portable market, Irinajiri said that ports to other consoles "would be difficult to do so long as the Dreamcast exists."

Roughly a month later, Nintendo announced that it would offer telecommunications software to link the Game Boy to cellular phones, enabling users to download and play games. The innovation, announced by Nintendo of Japan President Hiroshi Yamauchi, will be offered sometime next year in conjunction with mobile-phone service providers in Japan. Nintendo's stock rose a whopping 11 percent the day of the announcement. Not to be outdone, Bandai said that it would offer the WonderGate, an add-on cellular adapter for its own portable, the WonderSwan, before the end of this year.

It's worth noting that both of these announcements in Japan may never impact the American market; however, if these innovations prove successful (or more accurately, profitable), Sega and Nintendo may consider bringing them stateside. Nintendo has sold more than 75 million Game Boy units worldwide over the last decade.



## 64DD To Debut At Last?

In early June, Nintendo happily announced a new joint venture in Japan that would introduce an online network for Nintendo 64 games, enabling them to access the Internet, play games in online tournaments, and download new software this winter. And where are you going to store that software? You guessed it—the long-delayed 64DD disk drive.

So when's the 64DD coming out? Nintendo's not saying, but the company does expect to have 10 compatible software titles out by year's end and hopes to sell half a million units in Japan. Also, in order to access the new network, users will need the 64DD, a modem, and the RAM Expansion Pak. Nintendo expects to offer all of the above as a bundled package, presumably also by December.

If the 64DD comes out in Japan, will Nintendo release it in America? With the Dolphin and PlayStation 2 looming, is it already too late? Read *GamePro* for future developments.



Thanks to Nintendo's new online network, the 64DD looks more solid than ever. In Japan, anyway.



*Sakura Taisen*, shown here in its 3D-bit Saturn incarnation, is expected to be Sega's Game Boy Color release.

## NEWS BITS Sony To Show PlayStation 2 in September

The public will soon get a chance to glimpse Sony's future—and maybe the future of console gamers as well. "A lot of people have been asking when they'll see the next generation PlayStation," said Sony Computer Entertainment America President Ken Kutaragi at a Japanese awards ceremony in June. "We're pushing to unveil a prototype at the Tokyo game show on September 17." Sony will probably announce a price and release date for the system at the show as well, and could begin selling the machine as early as this holiday season in Japan. *GamePro* will also see the goods—be sure to watch this space for details.



Want to be the first to see what the new PlayStation can do? Get your butt to Tokyo in September.

## Flashbacks from 10 Years of GamePro

### Spectacular Septembers

- 1991:** Nintendo launches the Super Nintendo Entertainment System.
- 1993:** Zaxxon releases *Mortal Kombat* for home consoles. The SNES version replicates the blood with sweat, but with the right code, the Genesis cart contains full gore.
- 1994:** Acclaim releases *Mortal Kombat II*. The SNES version now contains blood and fatalities.
- 1995:** Sony launches the PlayStation in America for \$299.99. Within the first two days of release, 100,000 units are sold.
- 1996:** The Nintendo 64 is officially launched for \$199.95. Within the first three days of release, 350,000 units are sold.
- 1997:** *GamePro* gets the first scoop on Sega's new system, the as-yet-unnamed Dreamcast.
- 1998:** *GamePro* touts Messiah as a game "poised to bust major buzz." We're still waiting.
- 1998:** Sega announces the Dreamcast.

Next issue: Distantlands October



# 12

WEEK

GOODY'S  
FAMILY CLOTHING

KOHL'S

MERVYN'S  
CALIFORNIA

12  
LOVE'S

## New Street Fighter Action Figures

A fireball of all-new Street Fighter Action Figures is ready to hit the stores by the end of this year. The first wave due from ReSaurus includes Ryu, Ken, Alex, Cammy, Blanka, and Vega (at a suggested retail price of \$7.99-\$9.99). ReSaurus also plans to release figures from Street Fighter Alpha 3 and from the Pocket Fighter series later this year. ReSaurus is the third company to produce SF figures, following Toy Biz and Hasbro.



## Pokémon Movie Coming This Fall

Pokémon fans, get ready to catch some all-new Pokémons—on the big screen. Warner Bros., which currently airs the Pokémon TV show, has announced a full-length Pokémon movie to open in American theaters on November 12.

Pokémon the Movie: Mewtwo Strikes Back will not only follow the story of Ash Ketchum in his quest to become the ultimate Pokémon trainer, but will also debut a brand-new Pokémon—Super-Pokémon. Created by Mewtwo (the infamous bio-engineered Pokémon), the strain of Super-Pokémon will challenge Ash and his friends to an ultimate pocket monster battle.

Preceding the movie will be Pikachu's location, a 28-minute short that will also feature Pokémon never seen before. Pokémon the Movie was already released in Japan last summer and became the fourth-highest grossing film in Japan for 1998.



## Eidos Reveals New Tomb Raider Game

The rumors are true: Lara's coming back to the PlayStation, and this time Eidos has a handful of all-new elements for fans of the fictional female. Tomb Raider: The Last Revelation takes place in different locations throughout Egypt, and will be powered by an all-new engine. The game will not have noticeable load times, making it one complete, uninterrupted story with new puzzle mechanics. Lara will benefit from new single-skin character technology. Revelation is slated for November; look for a more complete preview in future issues.



With The Last Revelation, Lara's last on the PlayStation!

## Static

After more than four years of swinging the levers for GamePro, free agent Johnny Balgovic signed with an expansion team. Good luck, JP! • SCAT, makers of the Per4Mer steering wheel, announced that it will not produce its Enforcer light gun due to the recent hubbub about violence. Gee, if you stopped selling the Wheel, that would probably reduce the number of reckless drivers and traffic accidents, too. • Separated at Birth: Darth Maul and the WWW's Kane? • Dan Elektro is trained that nobody has figured out the secret message buried in the "PC GamePro" section. After all, it's been there for nine issues now. • We have but one simple request: Stop with the FI games already. • Strange, but true: City officials in Kungälv, Sweden, recently named a road "Mario Gas"—literally, Mario's Street—in honor of Nintendo's mascot. • With the regular lessons in humility that Air Hendrix has been giving Dan Elektro in Midway's NBA Showtime, the name should be changed to NBA Schoolhouse. Oof. • Been wondering about those N64 "backup" units with built-in Zip drives? Sure, so have we—look for The Wizard Dog's full report in "Buyers Beware" next issue. • Thanks to Accession for hooking the editors up with games to the XGames... • Spraying of whizz: Tony Hawk. Tony Hawk. Tony H.

## Top 10 Best-Selling Video Game Titles: May 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Super Smash Bros.	Nintendo 64	Nintendo
2	Star Wars Episode I: Racer	Nintendo 64	LucasArts
3	Ridge Racer Type 4	PlayStation	Namco
4	Mario Party	Nintendo 64	Nintendo
5	Spyyon Filter	PlayStation	SBS Studios
6	Need for Speed: High Stakes	PlayStation	Electronic Arts
7	Street Fighter Alpha 3	PlayStation	Capcom
8	Triple Play 2000	PlayStation	Electronic Arts
9	NHL 2000	PlayStation	SBS Studios
10	3DZone	PlayStation	SBS Studios

Editor AND THESE Video Game Rankings Series

## V-Mem: Virtual Memory Card System

If you're a pack rat gamer who constantly fills up memory cards, you need to check out Interfit's new virtual memory card system, V-Mem. This handy hard-drive-like device provides gamers with 900 blocks of memory—that's 60 memory cards' worth of space. Just plug the device into the expansion port located on the back of your PlayStation, and you're ready. You'll be able to manage all the saves you need and transfer data between your virtual card and a normal memory card. Even though it's not licensed by Sony, the V-Mem is still worth the investment.

Price: \$20.99

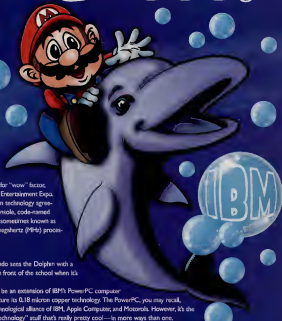
Contact: Interfit, 410/785-4064, or at <http://www.interfit-ox.com>

## GAMEPRO LABS



# NINTENDO 2000?

WITH SEGA'S DREAMCAST LAUNCH UNDER WAY AND SONY IMPERIOUSLY FLASHING ITS PLAYSTATION 2 CARD, WHAT'S UP WITH NINTENDO? HERE'S THE SCOOP ON NINTENDO'S NEW GAME SYSTEM.



By The Whitz

**W**HEN IT COMES to video games, never count Nintendo out. Just as Sega and Sony were furiously trying to one-up each other in the race for "wow" factor, Nintendo tossed its chips into the ring at the Electronic Entertainment Expo.

Nintendo and IBM announced a multi-year \$1 billion technology agreement to support Nintendo's next home video game console, code-named "Dolphin" (see "ProNews," August). In essence, IBM—sometimes known as "Big Blue"—will design and manufacture a unique 400 megahertz (MHz) processor, dubbed the "Gekko" processor.

## GOO POWER!

Odd animal references aside, Nintendo sees the Dolphin with a Gekko inside swimming to the front of the school when it's bunched in fall 2000.

The Gekko CPU will be an extension of IBM's PowerPC computer architecture and will feature its 0.18 micron copper technology. The PowerPC, you may recall, was built through a technological alliance of IBM, Apple Computer, and Motorola. However, it's the "0.18 micron copper technology" stuff that's really pretty cool—in more ways than one.

## PLATING WITH EMOTION

In the computer-chip biz, 0.18 micron technology is basically the newest way to produce silicon chips. The 550-MHz Pentium III PCs that sport chips using this technology are just now beginning to roll out, so you probably won't own one for a while.

The copper manufacturing process essentially enables chip builders to use micro copper wires rather than the traditional aluminum connectors to link tiny transistors that are the meat and potatoes of a computer chip. The linking allows for cooler operating temperatures and, consequently, much faster speeds than regular silicon chips. IBM is the first chip maker to use this technology—which means Nintendo has it now, and Sony doesn't.

Naturally, Nintendo predicts that this and other yet-to-be-disclosed tricks are going to give it major game against Sony's Emotion Engine processor for the PlayStation 2. To build up its case even more, Nintendo has also revealed that its new system will use a companion graphics chip running at 300 MHz. This graphics subsystem has been created by ATI, a 3D graphics technology design outfit, and built by NEC.

## CARTS SLEEP WITH THE FISHES

To cap its move into the millennium, Nintendo will finally say "sayonara" to cartridges, too. Dolphin will support a DVD drive built by Matsushita Electric (of Panasonic fame). The drive's proprietary DVD format will be built to support movies and music. Nintendo has also revealed that it will allow Matsushita to feature Dolphin technology in other "home appliances."

## DOLPHIN DREAMS

With Nintendo making waves with the Dolphin, the world of video games is set for the near future. That's good news for gaming—and great news for gamers! ☺

## THE STONE

A CRYPTIC REPENTANT, AN UNKNOWN ACCOMPLICE, A TOP OF PUZZLES, AND A TICKING CLOCK—THE STONE PACKS ALL THE ELEMENTS OF A BAFFLING ONLINE MYSTERY.

By Dan Elektro

**A** BALD MAN with a recycling symbol tattooed on the back of his neck. A poem written on a ribbon, floating among the stars. A sliding-block puzzle that reveals a photo collage. What do they all have in common? They're all cryptic clues to the mystery of The Stone, one of the most intriguing online games ever created.

### Set In Stone


The Stone's challenges start exactly as you'd expect: with a physical rock. For \$19.99, wannabe sleuths can purchase their own zinc alloy stone pendant, emblazoned with six enigmatic symbols. Each stone has one twin with exactly the same glyphs. Log on to <http://www.thestone.net> with those characters, and you'll find out who in the world your Stonemate is—literally, as it's a global game. (If your companion stone owner hasn't registered yet, don't worry—you can go it alone until they arrive.) From there, you'll have to try to solve the game's 200-plus mindbenders.

### Rock of Ages

The puzzles, many of which relate to time and the turn of the millennium, are as beautiful as they are elegant. Each fits on a single Web page, mixing text, symbols, and photos to hint at simple yet extremely specific answers. The solutions could be people, places, or things; the clues draw on history, music, science, language, and more.

Unlike other electronic guessing games, The Stone lets you know when you're on the right track—if you enter a guess that's related to the answer, you'll get an encouraging message that helps you stay focused. Some puzzles are time-released, so even if you jump in the game late, you're not seriously handicapped. Best of all, every player has the ultimate research tool at their disposal: the Internet.

### A Public Stoning

Roughly 14,000 players are already cracking away at The Stone, with more joining daily. The Stone's creators expect the first mystery to be solved sometime in the middle of next year. And what do you win if you discover The Stone's secrets? Good question. The creators aren't discussing what prizes or prizes lie at the end of the conundrum. The reward's revelation, it seems, is all part of the mystery. 

### OWN THE STONE

Publisher: Adept Modernity  
URL: <http://www.thestone.net>  
Price: \$19.99

System requirements: Javascript-capable Web browser  
Available: Now at toy, gift, and software stores as well as from The Stone's Web site



Its mysterious glyphs mark each stone, and every pendant has a twin. Who will your Stonemate be?



Are you clever and resourceful enough to unravel The Stone's complex riddles?



The immediate, a 4D cube, is your interface to hundreds of puzzles.



What happened on April 3, 2001? What planet is that? Go figure.



Some puzzles require the discovery of a question before the search for an answer can begin.



From riddles to ciphers, The Stone's master mystery contains puzzles of every, um, type.





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www.playstation.com



Requires Dual Shock analog controller.



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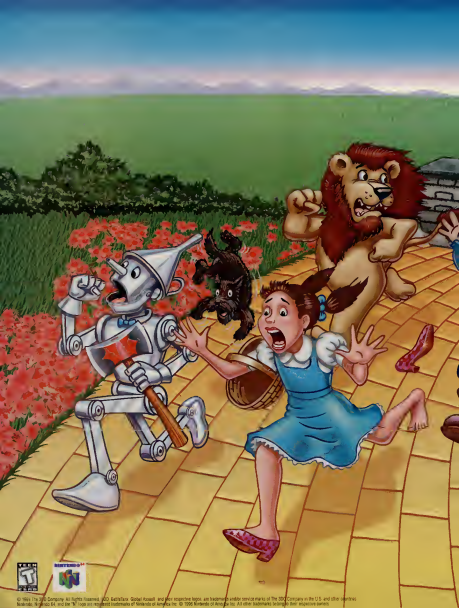


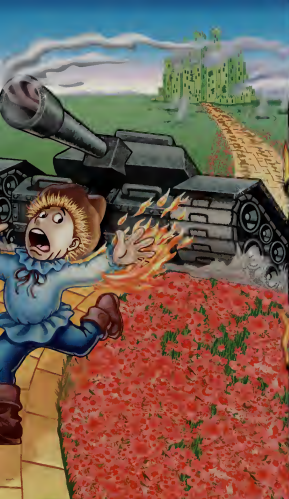
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# 3DO

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# DINO CRISIS

Dino Crisis is Capcom's latest foray into the action-survival realm, but it has nothing to do with zombies—and everything to do with intense excitement! Here's a full review along with an interview with the game's creator, Shinji Mikami.

**T**HE PREHISTORIC AGE is finally getting its due with the first decent dinosaur-action game for the PlayStation. Dino Crisis bears several inescapable similarities to Resident Evil, but don't be fooled—this is more than just dinosaurs sipping for zombies. It's an adventure-survival game with enough unique aspects to keep hardened action vets riveted to their controllers.

## Regina's World

Dino's crisis takes place on an isolated, top-secret laboratory island. You assume the role of Regina, member of a special-forces unit sent there to track down a missing scientist. As soon as the team arrives, however, all hell breaks loose: dinosaurs are running amok, and you must escape before becoming their next meal.

But it's a big island, so there's lots of ground to cover. You'll search for keys, collect weapons, solve puzzles, scamper through airlocks, and of course, battle dinosaurs to avoid extinction. One of Dino's big pluses is the nonlinear gameplay. You can choose different paths at certain points during the game, giving this Crisis replay value. There's one drawback to the massive laboratory, though: too much backtracking. You'll be sent repeatedly to the same rooms.

## "This Is Just Like That Movie..."

Fortunately, Dino is an excellent mix of action and strategy. Blazing dnos to pieces is fun—but ammo is in short supply. Frequently, it's advantageous to avoid dnos by making past them. But what happens if you're cornered and down to your last round? Make your own firepower! You can create your own tranquilizer darts out of various potencies. Some mixtures can put dnos



**PRO TIP:** Search everything—even mangled body parts. You can also find floor maps hanging on the walls.



Guess who's coming to dinner? Special forces member Regina takes on a T-Rex in Dino Crisis, Capcom's latest action-survival game for the PlayStation.

Resident Evil and Dino Crisis share more than the same genre: They have the same producer,

Shinji Mikami. Here's what the man behind the Crisis says.

# DINO TALK

**Q:** How is Dino Crisis's gameplay different from Resident Evil's?

**A:** The horror in Resident Evil can be described as "horror in the fun lane," whereas the horror in Dino Crisis is the more visceral horror akin to riding a roller coaster. Dino has speedy high-tempo horror, and not the deliberate, creepy one of Resident Evil.

**Q:** What are the biggest improvements in Dino Crisis over RE?

**A:** Thanks to Dino's polygonal background, we have achieved a more cinematic presentation. More dramatic descriptions of humans and more dynamic battles with dinosaurs have also been made possible.



**PRO TIP:** When covered by the T-Rex on the second floor stairs, weave back and forth to avoid him until the door unlocks and you can escape.



BY HAJON HEE

Published by Capcom  
\$59.99  
Available September  
Action/Adventure  
1 player  
ESRB: Mature



to sleep; others put them out permanently—it all depends on dosage.

It's a good thing you're able to defend yourself during this Crisis, because Dino's dinos are imbued with an excellent AI that keeps the action fresh and exciting. Raptors, for example, will stalk and circle you while waiting for the ideal moment to strike. Pterodactyl will swoop down and grab you for a high-speed air ride into the nearest wall. Comys are totally harmless...one-on-one; in packs, they're almost as deadly as raptors. Some of these foxy prehistoric pests will even clamp onto a limb and thrash you around until you drop your weapon. As for the tyrannosaurus, who needs to be clever when you're the size of a T-Rex!

#### Take Me Off the Compy List

Lucky, Dino's tight, responsive controls are easy to learn and keep you in firm command. You can run, walk, search, move while aiming, turn 180 degrees with the press of a single button, and even kick off attacking dinos. The dual shock effects are a plus, too! You'll feel quick jolts during a sudden onscreen attack, or subtle tremors that signal the approach of something big—like a T-Rex.

(CONTINUED >)



**PRO TIP:** Use tranquillizer darts to knock dinos out, then fill 'em full lead.

**PRO TIP:** When you enter a new room, stop and listen for dino sounds.



#### GRAPHICS

4.5

Dino Crisis looks awesome. The characters are well animated, and the various surroundings are atmospheric. The only visual glitches consist of some bulky dino polygons and an occasional clunky camera-angle.

#### SOUND

4.5

All the voices and sound effects are excellent, especially the various dino roars and character voices. The music, though, is an uneven mix of effective suspense-building symphonies and distracting jazz.

#### CONTROL

4.5

The controls are easy to learn, quickly becoming second nature, while the dual shock rumbles add to the overall effect. Lack of a custom controller configuration, however, lands a half-point off the score.

#### FUN FACTOR

4.5

Dino Crisis keeps the action at a steady pace with nonlinear gameplay, perplexing puzzles, and challenging enemies. Although constant backtracking occasionally stalls the show, there's enough action and suspense to keep you coming back for more.

**PRO TIP:** When the word "Denzer" appears onscreen, moidly tap the Action button.

**Q:** Speaking of Dino's polygonal graphics, did that present any challenges to your game design?

**A:** As it was a challenge for us to compact an appealing "picture" within the hardware limitations. Because each part of the "picture"—player, dinosaurs, and backgrounds—is made of polygons, we found it more difficult to create detailed landscapes. However, I think if you play Dino Crisis, you'll find that we achieved our goal.

**Q:** Complete 3D environments and objects instead of 2D painted-background environments are great next-steps in real-time environments. What do you envision as the next step in virtual reality environments?

**A:** The next big step is being able to provide an environment players feel they're actually a part of. Specifically, I mean 3D imaging and 3D audio.

**Q:** Do you have to make concessions during game development due to the "older" PlayStation hardware?

**A:** Graphically, there will be a lot I can do with the next generation PlayStation hardware. It's still easy to make a good

[Continued >]



**PRO TIP:** If a dino is down for the count, a pool of blood will form. If auto-aiming zeroes in, the dino will get up again.

## American History Rex

For the most part, the game's graphics are striking, but not without a few hitches. The various characters are well animated with sharp details, but some dino sport bulky zworded polygons. Dino uses fixed camera angles similar to Resident Evil's, but the environments resemble those in Metal Gear Solid, which means



**PRO TIP:** Corpses in pods can inflict serious damage. Use Sma shells to pick them off.

dark hallways with low-res surface textures. The upside to this approach is that the transition between screens is seamless, and movable onscreen objects are harder to spot. The biggest drawback to the fixed camera is the "I-can-hear-ry-enemies-but-I-can't-see-them" syndrome where deadly predators lurk just out of camera range and can't be spotted until they attack.

On the other hand, excellent sound effects often cue you in on what you can't see. Audio clues, like the scrape of raptor claws and the flap of pterodactyl wings, are effectively conveyed. Plus, the poignant character voices help move the well-written scenario along. The music, though, is a mixed bag. Some eerie symphonies work perfectly with the onscreen action; but others sound like a jazz band gone berserk.

## Fun Crisis

Despite its flaws, Dino Crisis is a solid offering with the right combination of action and strategy—and it avoids the clichés of being another RE clone. Action fans will have a blast during this time of Crisis. **C**



**PRO TIP:** When you enter an area with pterodactyl overhead, weave from side to side while running to avoid their dive-bombing attacks.

**PRO TIP:** Activate laser barriers to trap pursuing dino, then blow 'em away!

game with the current PlayStation hardware, but graphically there are quite a few limitations. For example, we had to give up on our "Jungle" scene in Dino Crisis. However, this doesn't mean there isn't any room left for exploring the further potential of the current hardware.

**Q:** In Resident Evil, you could run away from the zombies; in Dino Crisis, the dinosaurs will run you down. How did that affect your game design?

**A:** Compared to the zombies, dinosaurs are nimble and powerful. They can burst open doors to enter rooms, or jump over walls to attack you. It's pretty difficult to beat them initially, and players may get frustrated.

**Q:** How did you program the more vicious, cunning enemy A.I.?

**A:** The dinosaurs in Dino Crisis are very different from zombies—they mainly bite and dash you. We referred to the behavior of the wild

## Raptors 101



When a dinosaur tackles you, don't panic...



...instead, rapidly tap the Action button to kick the dino away.

## Resident Evil 3: Nemesis Demo



Dino Crisis will be produced with a playable preview of Resident Evil 3: Nemesis. (See "Snark Previewers" in this issue for more info on Nemesis.)

## Meet the Team



Rogers



Gale



Rick

animals such as lions and tigers for the dinosaur A.I. These beasts are not afraid of humans or weapons—they simply attack prey in front of them with all of their strength. The predatory A.I. is very intense. We spent a lot of time studying camcorders to portray them as accurately as possible.

**Q:** Is there anything in the game that you specifically included for American gamers?

**A:** We've increased the number of dinosaurs for the U.S. version, but the species of dinosaurs are the same as in the Japanese version.



**PRO TIP:** You can capture pursuing dino and use 'em!



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ELECTRONIC ARTS



WCW...The Alliance Gaming 10.19.00  
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# Let's DO

## Soul Calibur



### HIGH-CALIBUR WEAPONS

Based on last year's arcade hit, *Soul Calibur* justifies the hyperbole surrounding it: *Calibur* is simply the best-looking fighting game ever made for a home console system. And don't think for a minute that it merely mimics its arcade parent; the Dreamcast version adds an impressive layer of visual realism—from the misty breath of fighters on the icy stages to superior lighting in the dungeon levels.



### STONE SOUL BLAST

All the characters have returned from the arcade version, along with a few surprises. Namco is being very hush-hush about hidden characters,

though it is assuring gamers through its Web site that all the time-released characters will be in the game. Plus, each fighter will retain their sword-wielding, slash-n-dash special moves, along with spectacular holds, defensive games, and counters.

*Calibur* requires more than simple button-mashing—a good *Soul Calibur* player understands the stagger blocking offenses, linked combos, and weapon attacks, and will use them against you with deft precision, effectively owning your Soul!



BY SCOTT LADDY

- Developed by Namco
- Published by Sega
- Target release date: 9/99

HANDS-ON



*Soul Calibur* is the hottest-looking fighting game available for any home system, showcasing the graphics muscle of the Dreamcast. This *Soul Blade* is sharp!



### TAKE OUR SWORD FOR IT

Though more dangerous in the hands of veterans, the game is not too hard for regular brusers: It plays smoothly and uses the Dreamcast controller effectively, so your gameplay will soon become fast and effective with a little training (plus, there are practice modes). In addition, there is a story mode to add some depth. All in all, *Soul Calibur* won over the hearts of this year's E3 attendees and will surely have you shelling out the clams come September.





# TrickStyle

## TRICKSTYLE



BY SCOTT LONEY

- Developed by Acclaim UK
- Published by Acclaim
- Target release date: 9/27/03

HANDS-ON



### Tricks Are for Skids

TrickStyle, one of the most popular games at E3, takes the "alternative" transportation genre of skate/snow/snowboard and flips it on its bust. You pick one of nine futuristic players, then hop on your choice of boards that are rated by skill, speed, and strength. After that, the world is your half-pipe, and you gleam as you go, busting moves and tricks off several super-realistic tracks, all themed after real locales, such as Washington, D.C., London, and Tokyo.



Are you "board" of the same old skateboard and snowboard games? TrickStyle is looking to reinvent the genre with outstanding graphics and sly gameplay.

### Wild Style

Skates are not merely a dressing for TrickStyle's salad—your ability to pull off tricks will determine how you place in each race. You have to competitively trash each course, finding shortcuts (of which there are plenty) and flying under, over, and through your opponents. Each track and each character is so simply detailed and infused with such incredible realism that you can actually see muscles twitch when players jump into the air. Plus, there's almost zero clipping and absolutely no troublesome draw-in.



### Chairman of the Board

The game's corners are nearly finished, and Acclaim has little to worry about. You can easily pull off stunts with style, and game speed, although a little slow, can certainly be improved before the launch. Great looks, moves, and concept could all point toward a great launch title for Acclaim and the Dreamcast.



# Launch!

The Dreamcast is only days away from its United States premiere—and you may want to lay out some extra cash to own some of these hot launch titles. Here are hands-on previews of the best the Dreamcast will have to offer on 9/9/99.



## Ready 2 Rumble

READY  
RUMBLE



BY SCOTT LADDY

Developed and published by  
Midway Home Entertainment  
Target release date: 9/9/99



HANDS-ON

00000001

### LET'S GET READY TO RAMBLE

Although only 60 percent done, *Rumble* was another strong E3 title that's sure to be one of the 10 best Dreamcast games of the year. *Rumble*'s a boxing



game that emphasizes punch and paralyze with graphics that are so funny, and yet so realistic, that you won't know whether to say "More, please!" or "Please stop!" You play as one of over 20 fighters, such as Butcher Brown, the overweight heavyweight with a right punch that could stop a landslide, or Selene Strike, the sleek and sexy martial artist who wouldn't think twice about putting her foot in your face...or her fist in your stomach. As a matter of fact, you'll play as boxers whose pugilistic powers are so diverse you literally won't know what hit you.



A favorite of *GamePro*'s editors, *Ready 2 Rumble* will surely catch on with fans, thanks to its hyper speed and hilarious gameplay. If you're a fan of *Super Punch-Out*, you'll definitely want to join the *Rumble*.



### WITH THIS RING I KNOCK THEE DEAD

*Rumble*'s camera angles are all adjustable, enabling you to watch the action so up-close that you'll actually see players' eyes, cheeks, and jaws swell as they get hit. And with uppercuts, roundhouse punches, gut shots, haymakers, and more, the range of hits is pretty good for a fantasy-sports game. You also get a hyped-up series of adrenaline-filled punches if you succeed in spelling out the word "RUMBLE" onscreen (you get a letter each time you land a blow at full power) You can then tear through the competition. There's also a lot of defense in the game with sweet ducks, bobs, and weaves that force your opponent to throw punches in vain.



### RUMBLE IN THE BOX



If *Super Punch-Out* knocked the wind out of you way back when, then you'll definitely thrill to the power of *Ready 2 Rumble*. The simple control interface, awesome graphics, and fast-and-funny gameplay of the preview version led out enough of this title to make *Rumble* a leading contender for the Dreamcast belt.





## Sonic Adventure

# SONIC ADVENTURE



BY SCARY LARRY

- Developed and published by Sega
- Target release date: 9/19/99



YOU CAN'T HAVE a Sega launch without rolling out the spokeshog. Sonic Adventure puts Sonic the hedgehog in a wild velocity-busting adventure with some of his old friends (such as Tails and Knuckles) in seven levels of all-out 3D platform-style mayhem. Sonic really pushes the Dreamcast into eye-bits territory with spectacular graphics and amazingly fast gameplay that includes a wild ride inside a tornado and an avalanche run during which a giant snowball chases you. You won't have a minute to spare (or a finger without a callus) after tearing through the game's challenging worlds—one even focuses entirely on pinball machines.

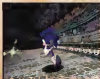


Although already out in Japan, Sonic Adventure has undergone some minor changes for its American debut. For instance, the camera angle has been slightly tweaked. While most changes were based on American tastes, the Japanese version had strong voice talent for Knuckles and Sonic that will hopefully be duplicated (although we could live without Tails's ridiculous voice).



Regardless of the changes, Sonic will be the most fun you'll have with your Dreamcast. If you're looking for a game with depth and stamina, Sonic will fit the bill perfectly. **A**

### HANDS-ON



## NBA 2000 (Working title)

THE NEXT GENERATION of sports games for the Dreamcast will be hitting a virtual court near you this fall, starting with Visual Concepts' already outstanding-looking NBA 2000. Forget what you think you know about the graphics in hoops games—this title contains hyper-realistic eye-candy like you've never seen before. For starters, each athlete will be imbued with lifelike details, including accurate placement of wristbands, elbow pads, and even tattoos. Visual Concepts will also use eight body types instead of just one to accurately sculpt each player. Other projected graphical highlights include 100-plus dunk animations, authentic replications of every NBA stadium,



coaches pacing the sidelines, a layered interactive 3D crowd, active scorers' tables, and more.

While NBA 2000 is still early in development, Visual Concepts is looking to round out the incredible graphics with competitive A.I. opponents that will play and react to in-game action with court smarts. It also plans to infuse each team with its appropriate playing style, so the Lakers use their run-and-gun offense, but the Heat use their slow-paced defense-first attack. This design plan gives NBA 2000 superstar potential. **A**

BY THE BONES



- Developed by Visual Concepts
- Published by Sega
- Target release date: 9/19/99



### FIRST LOOK





# NFL 2K

## The Eye Formation

Another game that stopped the show at E<sup>3</sup> was NFL 2K. But it wasn't until Sega brought it into the GamePro offices later that we realized what a hit it might have on its hands. NFL 2K's graphics are superior to those on any other system—including the PC. Plus, the visuals are presented in television-style format: Camera follow players as they walk from the end of a play into the huddle and even pan players as they knock helmets. The player models are true 3D monsters with details so minute, you can actually see the mesh of the players' jerseys. Visual Concepts, the developer, says that each player will be detailed with his real-life characteristics, too, so you'll see players with high-back neck collars, black visors behind their helmet graft, and even their actual tattoos (in the correct locations, of course).



BY SEAN LARRY  
 • Developed by Visual Concepts  
 • Published by Sega Sports  
 • Target release date: 9/19/99

HANDS-ON



# NFL 2K



Everyone on the field! NFL 2K is a slick, well-constructed football game that'll sideline anything not using the Dreamcast's graphics abilities. The bar has been raised, and Sega is finally on top of its game.

## Football Field of Dreams

There's not a whole lot of money in NFL 2K—that is, early gameplay suggests an advanced A.I. that'll allow you a money play, but you can use it only twice. Visual Concepts claims that after getting burned twice with the same play, the A.I. will shift defenders to cover that play for the remainder of the game. Even if you change your play-calling and try to go back to the money play, the defense will automatically catch on. Though the gameplay was tight in the preview version, the game ran a little slow, it hasn't been optimized yet, and Sega should have plenty of time to speed things up.



## Pigskin Paradise

NFL 2K's variety of offensive formations and defensive moves, like wrap tackling, stunt blocking, and fake blitzes, should seriously jack



football-on fans. Plus, a complete NFL license means actual NFL team playbooks, stadiums, and players. When you choose a play, pressing the L- or R-trigger button enables you to bring up the routes that offensive players will run, so there's no second-guessing the A.I. There's also an option that makes the QB always throw to the open man—regardless of who you chose as your main receiver. Although there's no mode that lets you clothingline players or beat them silly à la NFL Blitz, penalty-calling will be toned down, so you may be able to get away with a little extra something...like giving someone the business! NFL 2K will certainly be battling other contenders (such as NFL Blitz 2000) for the sports bucks this season, but our money's on this sweet game.



thirst

# BRADICATE



## Virtua Fighter 3tb



ALTHOUGH A HIT among die-hard Virtua Fighter fans (and there are still a lot of you out there playing Virtua Fighter 2 on your Saturn), VF3tb will have a harsh battle as it competes against Soul Calibur for the hearts, minds, and moolah of Dreamcast fighting game fans. Still, this game with real martial arts moves and fighting styles is a serious mauler that also plays as fluidly as the arcade version. Some minor tweaks are being made, like improving the practice and team battle configurations, but Virtua Fighter 3tb should still be one of the best fighting games for the Dreamcast this year. **C**



BY SCARY LARRY  
 • Developed by AM2  
 • Published by Sega  
 • Target release date: 9/1999

HANDS-ON



## Power Stone

SURPRISE! CAPCOM'S FIRST fighting game for the U.S. launch of the Dreamcast isn't a Street Fighter clone! Instead, the fighting-game giant will release the high-energy brawler, Power Stone (already out in Japan). Stone features 3D fighting in fully interactive environments: You can throw objects, use weapons,



and even climb rafters to the ceiling. But the game's most important aspect consists of the three power stones that are scattered through the various stages. The fighter who collects all three gets super abilities for a limited time. It may sound simple, but once you start playing Power Stone, you'll be hooked. **C**



BY MAJOR WALK  
 • Developed and published by Capcom  
 • Target release date: 9/1999

HANDS-ON



## Hydro Thunder



GET READY FOR A wild ride as Hydro Thunder storms onto the Dreamcast. Featuring all the tracks and super-sonic speedboats of the arcade game (and some as-yet-unknown secret enhancements), Thunder represents everything that fans looking for an adrenaline speed rush could want. The serpentine tracks feature shortcuts and hidden areas, and the preview version showed great water graphics. None of the boat physics were in yet, so we couldn't tell how fast final gameplay will be—but if it's anything near the arcade's, get ready to get wet. **C**



BY SCARY LARRY  
 • Developed and published by Midway Home Entertainment  
 • Target release date: 9/1999

HANDS-ON



ROCKSTAR GAMES presents a DMA DESIGN game OCTOBER 22 1999

# GTA2

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## Speed Devils



THE DREAMCAST GETS its first taste of high-octane arcade road racing with *Speed Devils*. You can choose from 12 hot-rod racers and grind fenders with your opponents on 8 tracks set in locales that include New York City, Las Vegas, and Hollywood. Each track is loaded with shortcuts, and your path changes with each lap. In addition to Arcade, Championship, and two-player split-screen modes, there's a gambling feature that allows you to put more than just your pride on the line. **C**



BY MAJER MAD

- Developed and published by The Soft
- Target release date: 9/9/99

HANDS-ON



## Sega Bass Fishing

WE HEAR YOU laughing, but this game is going to get you hooked on fishing. For sports-fishing fans, *Bass Fishing*'s remarkable water effects and realistic



environments make this game a no-brainer. It even comes bundled with a fishing controller that resembles an actual rod and reel. The underwater views were truly impressive. Even non-fishermen will love the intense action and the unique cast-and-reel gameplay enough to hook up with this title. Get your bass in gear for this game. **C**



BY SCARY LARRY

- Developed and published by Sega
- Target release date: 9/9/99

HANDS-ON



## Mortal Kombat Gold



MORTAL KOMBAT FANS will not be left in the Outerworld cold this season. *Mortal Kombat Gold*, a greatly improved version of *Mortal Kombat 4*, will feature players from MKII and MK3. At press time, Midway also planned to include new moves and fatalities for some characters. The preview version played great, and the graphics looked awesome, although the collision detection and frame rate still needed some work. *Mortal Kombat* fans not interested in *Soul Calibur* or *Virtua Fighter 3tb* will want to look for *Gold* (for more info, see our cover feature, "Mortal Kombat Goes for the Gold," August). **C**



BY SCARY LARRY

- Developed by Eurocom
- Published by Midway Home Entertainment
- Target release date: 8/19/99

HANDS-ON



## Blue Stinger



THE JAPANESE VERSION of *Blue Stinger* was an intriguing action/adventure title that was marred by awful camera angles. However, Accusion will correct this major flaw for the game's stateside release. *Stinger* is reminiscent of *Resident Evil*: You collect an arsenal of weapons, solve puzzles, and battle monsters. But the game has some unique aspects, too. For instance, you can fight hand-to-hand and switch between two playable characters on the fly. Additionally, *Blue Stinger*'s scope and story will be massive. **C**



BY MAJER MAD

- Developed by Citrus Graphics
- Published by Accusion
- Target release date: 9/9/99

HANDS-ON



**MMM...  
BITE  
SIZED.**



MARK GOODING

**BITE MY BUTTERFINGER!**





## Also on the Launch Pad

Here are some other Dreamcast titles that should be available by 9/9/99. We'll see.

ASC is ready to bring hardcore motor racing into your homes with TNN Motorsports Hardcore Heat, developed by CRU...Wild Metal Country ain't no cowboy game: It's a rocking little 3D shooter from Rockstar and Gremlin featuring mutate mechs...Sega Racers is Ubi Soft's newest motorcycle racing game from Criterion Studios, which appeared for the PC last year...Midway Home Entertainment is sticking gamers once again with NFL Blitz 2000...AM2 and Sega are following the criteria for great racing games with the hot-looking, power-sliding Sega Rally, due out this September...Sega is also developing and publishing CART Racing, which is looking slick...Uta Sok ain't done with racing yet—it's developing Monaco Gran Prix as a launch title...Slave Zero, developed and published by Accolade, is going to be hot: It's a gant-mech-with-a-gun game that'll



NFL Blitz 2000



Redline Racers



Slave Zero



Monaco Gran Prix

have you screaming for more as you blast through cities and challenge other mechs...Tom Clancy's Rainbow Six, which deals with anti-terrorism, hostage-rescuing, and other covert operations, is rumored to be a Dreamcast launch, but the original developers, Red Storm Entertainment, say that



TNN Motorsports Hardcore Heat



Wild Metal Country

Mayeco will develop and publish the game (so how come nobody can get a word from Mayeco?). House of the Dead 2, the arcade zombie-killer, will make its way onto the Dreamcast in October—but says the firm, Sega says the climate is "not right," and won't produce the light-gun accessory.

House of the Dead 2

## After Launch

And here's a gang of games that will be appearing on the Dreamcast horizon within months after launch!

...Jaleco is developing and publishing the dark and dangerous Carrier, a cross between Synchron Filter and Resident Evil...Climax Landers, developed by Climax and published by Sega, promises to be a solid RPG, and the early screens look great—unfortunately, there's no release date, and delays are expected...The preview version of Vigilante 8: Second Offense looked butt, and Activision, VB's developer and publisher, is still shooting for an October release...Sega's developing and publishing Dynamite Cop, the sequel to Die Hard Arcade, and the action's still pretty much the same...In-

formances continue its racing series with Test Drive 6, due out this fall...Can't do a product launch without a Resident Evil title: Resident Evil: Code Veronica will be out sometime next year from Capcom...Also from Capcom is Street Fighter Alpha 3, due out this fall...Korami has set its sights sky-high with Airforce Delta, which it wants to debut this winter...Warp is developing (and Sega is publishing) D2, which will involve more action and shooting than the original, which was a creepy RPG-like puzzle game...Let's not forget Shenmue, which has an October release date in Japan; expect Sega to release it in the States around the holidays...Ecco the Dolphin, developed by Apalooza Software and published by Sega, will see our shores sometime around First Quarter 2000...Flougan Brothers, produced and developed by Sega, is a Mario-type game for the Dreamcast.



Airforce Delta



Street Fighter Alpha 3



Dynamite Cop

## GAMES IN THEORY

(No Confirmed Release Dates)

Armeda by Metro 3D

Blades of Vengeance by Core

Castlevania Restoration by Konami

Cool Boarders by Sega

Dark Angel by Metro 3D

Frame Grind by Sega

Haken X by Atlas

Max Payne by Rockstar

MDK2 by Interceptor

NHL 2000 by Sega

Pavlov's Poem 2012 by Ichi

Seaman: Forbidden Pat by Sega

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**NEWS!**

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BULL**



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# MAKING



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# TOTAL ANNIHILATION KINGDOMS



BY BOB PATT  
 Published by Cavedog  
 \$44.95  
 Available now  
 Real-time strategy  
 All players  
 ESRB Teen



**Recommended System Requirements**

- Windows 95/98
- 33 MB RAM
- 300 MB on HD
- 4X CD-ROM
- VGA video card
- 3D accelerator

**T**OTAL ANNIHILATION obliterated the early real-time strategy (RTS) champs, but the stakes have been raised by Myth's gorgeous 3D environments and StarCraft's immersive story line. Now Cavedog is firing another volley with Total Annihilation Kingdoms, and the battle shall begin now.

### Shakespearean Strategy

Looking to improve the weak plot elements of the original TA, Cavedog has borrowed a theme from King Lear. Kingdoms sets four bickering royals on a quest to take over their fallen father's land. Each monarch wields the power of an element, drawing their power from the game's safe resource, mana. You place receptacles over "Lodestones" to replenish your power faster.

As opposed to the race-based campaigns of most RTS titles, Kingdoms offers just one story line that jumps back and forth between all four clans and spans 48 missions. Unfortunately, Kingdoms has ditched TA's difficulty adjustment and careers from mind-numbingly easy to nigh impossible in one tragic step.

### Balancing Act

Each kingdom's advantage lies in its elemental power—air, fire, water, or earth. The quasi-unique races are dubiously balanced for multiplayer challenges (there are questionable problems, like the Zhon race's lack of queues), but there's little rhyme or reason to the technology trees, and it's often difficult to visually discern one type of foot-soldier unit from another.

### Total Annihilation...of Variety

Kingdoms' excellent character designs are enhanced by fluid animations and energetic battle cries, from the screech of Griffons to the lightning blast of a Mage Tower. The landscapes are vivid and crisp, but they along with the placed units, suffer from lack of variety. Kingdoms' chunky map editor allows you to choose between tile sets for each race, but the sets are all strikingly similar—hardly the variety offered in StarCraft. Luckily, both the visuals and audio shine during battle; you'll cringe at the wet thunks of mortal blows and gape at the spectacular blasts of magic.

Kingdoms is an exciting, energetic RTS, but each of its elements has already been outdone by superior games. Fans of the TA franchise or RTS fans who've played out everything else won't be disappointed, but this Kingdom isn't the forest in the end. **C**



**PRO TIP:** Use two or more sliding units to quickly surround defensive structures in a last.



**PRO TIP:** Don't spread yourself too thin. Fully defend each Lodestone with towers before moving on.



**PRO TIP:** To storm a beach, back up your landing parties with lots of projectile naval units and, if available, flying attackers or floating towers.



Kingdoms uses documentary-style diaries across still shots to advance its Shakespearean story line.



**PRO TIP:** Place towers or projectile attackers with good lines of sight and elevation whenever possible.



**PRO TIP:** When defending an all-out assault, set your magic users to attack with their most powerful spells.



**PRO TIP:** Once you have a foothold, keep your precious Monarch buried in the heart of your defenses and use tank building units to advance.

### GRAPHICS 4.0

Kingdoms supports 3D hardware, but there's no zoom mode or rotation, à la Myth. Superb lighting and magic effects dazzle the battlefield, and incredibly lifelike unit animations make you believe in the bloody mayhem—but variety, this game ain't got.

### SOUND 4.0

If Kingdoms' royal score and unit battle cries don't fire your fancy, its screeching, crashing, and piercing echoes of war will leave no doubt that Cavedog knows how to put you in the midst of real-time warfairs. But again, where's the variety?

### CONTROL 4.0

The traits move fast, but the pseudo-random point system is weak; there's no mouse double-clicking to select all units of a particular type, and it's awfully hard to figure out which who. StarCraft doesn't make these mistakes.

### FUN FACTOR 4.0

Kingdoms improves on TA's lame story line, but falls short of the epic StarCraft, while the four races aren't unique enough to warrant completely different strategies. It's still a great game, but the parts of this sun have been outdone by other games.

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BY DAN HENDRIX

Developed by Volition  
Published by Interplay  
Target release date December



ISSUE 112 OF 87

HANDS-ON

# Freespace 2

## Flight Deck

Freospace 2 takes place 32 years after the first game in a chaotic time when rebellions threaten the GTWA (the alliance between Terrans and Vasutans), and even worse, the dreaded Shivans are preparing to take on the GTWA once again. Playing as a pilot leading a four-person squad, you tackle 30 single-player missions in the game's epic story line unfolds. On the multiplayer side, up to eight pilots can clash over LAN or Internet connections, and Freospace 2 retains the original's real-time voice messaging for all the smack-talk you can dish out. If that's not enough action, you can design your own missions with the included mission editor.

Freospace 2 also packs in more than 70 ships and a host of new weaponry, the coolest of which are the beam weapons that the enormous capital ships carry. Slicing out across space, beam weapons annihilate fighters with a touch or carve larger ships to pieces.



Last year's bit of space returns to a galaxy near you with Freospace 2, a promising overhaul that should have dogfighting fiends drooling with anticipation.

## In the Cockpit

The most innovative addition to Freospace 2 is the battles that go down inside nebulae—otherwise known as giant clouds of colorful gas floating in space. Although you can't weave between the nebulae and regular space, the nebulae make a fascinating environment for dogfighting as electrical storms can damage your ship, interrupt communications, or provide cover for a sneak attack.

Once you're behind the controls, Freospace 2 will feel instantly at home... largely because the heads-up display (HUD) and controls remain identical to the original's. But this is anything but a hastily slapped-together sequel; slick new graphics, highlighted by cool ship models combine with the impressive new features for one of the year's most exciting prospects.



# FREESPACE 2

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## Planescape: Torment

THE BEST RPG to be set in the AD&D Planescape world, *Torment* is darker than the average fantasy role-playing game. It puts you in charge of an immortal who is suffering from a twinge of memory loss. Death isn't an endgame, it's simply another step toward your goal of...well, you'll have to figure it out now, won't you?

Though built on the same engine that powered *Baldur's Gate*, *Torment* doesn't take itself quite as seriously as that game. In fact, your floating-skull sidekick, Mort, berates you at every opportunity—when he's not busy flirting with the undead ladies. Plus, improvements to the engine abound, such as the ability to run or to take notes in different map areas.

Uniquely, character creation doesn't consist of rolling digital dice before the game starts. Instead, personality is dictated by how you play your role: Your actions and even your conversations shape your protagonist and his world. With Planescape's solid engine and excellent story line, the biggest torment for us will be waiting for this puppy to be released.



BY AIN

- Developed by Black Isle
- Published by Interplay
- Target release date: September



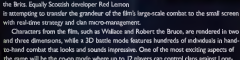
HANDS-ON

## Braveheart

MEL GIBSON MADE kilts cool with the movie *Braveheart*, an epic tale depicting the life of Scottish clansman William Wallace and his battles against the Brits. Equally Scottish developer Red Lemon is attempting to transfer the grandeur of the film's large-scale combat to the small screen with real-time strategy and clan micro-management.

Characters from the film, such as Wallace and Robert the Bruce, are rendered in two and three dimensions, while a 3D battle mode features hundreds of individuals in hand-to-hand combat that looks and sounds impressive. One of the most exciting aspects of the game will be the co-op mode where up to 12 players can control clans against Longshanks and his liegeys (or against each other in competitive mode).

If you're more interested in sword-fighting than in goat-herding, the details of clan management can be handled automatically. A simultaneous movie/game release would have been better for *Braveheart* (look what it's done for *Sir Wars Episode I: Phantom Menace* and *Racer*), nevertheless, the expansiveness of this game's combat and strategy might remind the farmer under those kilts.



BY AIN

- Developed by Red Lemon
- Published by Eidos
- Target release date: August



HANDS-ON



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## Sinistar Unleashed



**SINISTAR LIVES**—in 3D-hardware-required glory! THQ's gorgeous *Sinistar Unleashed* is shaping up to be one of the most stunning space shooters ever put to a PC. Your rennais will collapse under the brilliance of these lighting effects that range from a blazing sun and incoming fireballs to the swooping green energy of the Sinistar! Where piercing stereo sound? You got it—you can pinpoint your enemies' positions by the signature roar of their engines. Only Sinistar's "I live" taunt was in the preview disc, but hopefully THQ will add more verbal debauchery before the final game is shipped.

*Sinistar's* fluid controls take full advantage of a flight stick, utilizing the rudder, throttle, and even the hot-button for strafe. You'll spin and dive while mining asteroids for crystals to arm yourself with the all-important sinibombs. Plus, *Unleashed* adds some twists to the basic *Sinistar* formula, enabling you to spend your crystals on shields or weaponry. The preview was a polished sample of an incomplete game, but the bottom line is: *Sinistar* lives, mortal—and he's coming to crush you!



BY BOBA FATT

- Developed by GameFX
- Published by THQ
- Target release date: Summer '99



HANDS-ON



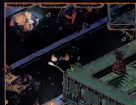
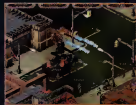
## Abomination: The Nemesis Project

**ABOMINATION: THE NEMESIS PROJECT** is shaping up like a cross between *X-Com* and *Diablo*. This real-time tactical-based bloodbath is set in a highly detailed pre-rendered world with 3D characters. You'll select a team of four genetically altered marines trapped in a chaotic future ruled by a biological terror called the Brood.

From the last Brood-free city in America, you'll travel the wasteland of our globe to unravel the mystery of these undead uglies. Your characters will invoke Darwinism by adopting the Brood's weaponry, even becoming Brood themselves!

*Abomination* features a level generator similar to *Diablo's* and promises to shine in multiplayer action with one to eight players participating in co-op, deathmatch,

or even e-mail competitions. Your characters will find new items at every turn with over 150 weapons available in indoor and outdoor areas. Hot House even promises to make the sound design an important element, making it possible for you to locate incoming bugs through stereophonic effects. Stay tuned for more info—the age of the Brood is nigh.



BY BOBA FATT

- Developed by Hot House
- Published by Bilibi
- Target release date: September



FIRST LOOK





**THIS IS THE HEART.**



Sega Dreamcast è un marchio registrato di Sega Corporation. Castlevania è un marchio registrato di Konami Corporation. Tutti i diritti sono riservati.

Sega Dreamcast

THIS IS THE SOUL.

# SOUL CALIBUR



It's the first time you'll ever own a proud owner of the Sega Dreamcast™. Soul Calibur pits weapon-wielding warriors from around the globe in the definitive fighting game experience. One that *Next Generation* calls "the new benchmark by which all other games will be judged." Soul Calibur from Namco, Sweet Dreamcasts are made of this.

**namco**®

52 MAJOR TITLES

- Developed and published by Capcom
- Available now
- 2 players
- Unrated violence (only)

ESRB RATING: 4.5 2.0 4.5 3.0

# 3rd STRIKE STREET FIGHTER III

THE STREET FIGHTER III series hits the arcade fighting-game ring a third time with the aptly titled 3rd Strike (Street Fighter III: Second Impact was the last one). Sure, the game looks great, but despite additional fighters and a few new fighting techniques, Strike quickly reveals itself as the same limited fighting-game engine that was introduced with SFIII.

## Is More Better?

Strike's basic fighting techniques will be familiar to anyone who's ever stepped up to an SF machine, but Strike isn't nearly as fun to play as the Alpha and Marvel crossover titles. Its counter system is horribly limited, air blocking isn't allowed, and the fighter lineup isn't balanced—just pick Ibuki or Dudley, and you'll easily sail to the end of the game. Strike does add some nice elements to its one-player game, though: You can choose your opponent as you battle to the last boss and encounter bonus stages that range from wrecking a car (in a given amount of time) to punching basketballs out of the air. As for the new grading system that ranks your fighting performance after each match—who cares? All this really matters is being the last fighter standing.

Strike's lineup comprises 19 fighters, including Chun-Li, who makes her Street Fighter II series debut.

except for Chun-Li, who makes her SFIII series debut. Together with Ken, Ryu, and Akuma, Chun's the only other old-school character who was featured in earlier SF games such as SF Alpha and Super Street Fighter.

## Strike It Rich?

Strike's audio/visual combo is a mixed bag. The 2D sprite visuals (courtesy of the CPS-III hardware) are the game's strongest feature, sporting fine details: the Super Arts and other splashy "special moves" provide eye-catching fireworks. Unfortunately, the graphics are coupled with lousy sounds—especially the music. Most stages are chanted to a funky street-rhythm that's just plain wrong for a SF game, while the announcer bubbles gibberish.

## Third Strike and...?

Street Fighter III: 3rd Strike isn't a bad game—it just isn't a very interesting one. In the world of arcade fighting coin-ops, your hard-earned quarters are better spent on more worthy games such as Tekken Tag Tournament or Marvel vs. Capcom.

## Bonus Stages



You get to wreck the car...



...and hit the basketball!



PRO TIP: When playing as Chun-Li, hold  $\downarrow$  on the joystick at the start of each round. When the announcer says "Fight!", tap  $\uparrow$  on the joystick and press the **Backspace** key for a Spinning Bird Kick.



PRO TIP: Defeat the last boss by playing as Ibuki and repeatedly performing her Jumping Air-Kick: Motion  $\leftarrow \downarrow \downarrow \downarrow$  and tap any Kick button.



PRO TIP: Some characters have new moves—like Ryu's new Wide Kick: Motion  $\leftarrow \downarrow \downarrow \downarrow \rightarrow$  and tap any Kick button.



PRO TIP: Ibuki's Sliding Neck Twist is one of the cheapest but most effective moves in the game. Simply motion  $\leftarrow \downarrow \downarrow \downarrow \rightarrow$  and tap any Punch button.

## GRAPHICS

4.5

Strike's graphics are the best of any 2D arcade fighting game. Its characters are detailed and loaded with animations. The only sore spot is the distortion that occurs when the camera zooms in during some special moves.

## SOUND

2.0

Ugh! The funky music score sounds like it belongs in another game, and the obnoxious announcer makes you cringe. The only audio bright spots are the various sounds and other sound effects.

## CONTROL

4.5

Strike's controls are nearly perfect. All the various special moves and techniques are a snap to execute. Unfortunately, some of the advanced Super Art attacks aren't as easy to perform.

## FUN FACTOR

3.0

Street Fighter III: 3rd Strike isn't a terrific fighting game, it just isn't a very original one, and the fun wears off rather fast. Minor enhancements are only a small plus, so the SF series finally on the ropes!

# GEX<sup>3</sup>

DEEP COVER GECKO

NINTENDO 64



## Get Ready to Rumble on the N64!

- 27 HUGE, twisted levels including three N64 exclusive levels
- Brand new TONGUE SWING found only on the N64
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- All-new costumes give GEX more powers and weapons to fight evil
- Three secret playable characters and loads of hidden surprises
- Large 256Mb cart equals bigger levels and more GEX wisecracks



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## San Francisco Rush 2049

### SAN FRANCISCO (GOLD) RUSH

It's 50 years in the future, and California is enjoying the fruits of a second gold rush. The resulting tunnels from digging didn't trigger an earthquake, but they did create four dangerous new race courses with tons of improbable shortcuts for drivers brave enough to navigate them. In truth,



most of the racing is above ground—sometimes well above the ground on suspended roadways, ramps, and the occasional loop. The tracks, which dynamically change from lap to lap, feature updated 21st-century landmarks such as Lombard Street and the Embarcadero.

Naturally, there's gold in them there hills—

in the form of little coins. If you can collect them as you careen around the tracks, new game options and secret cars become available.



### RUSH WITH GREATNESS

Rush 2049's innovations are subtle so as not to ruin the high-flying, adrenaline-soaked gameplay that made the series famous, but they're clearly more than just a fancy Jetsons' paint job. The clever tracks and detailed scenery will keep racers on the lookout for shortcuts and secrets on every lap, and the game's sensation of speed is

excellent. Atari's currently testing

Rush 2049 in select locations and plans to have units in wide release by late summer.



### IT'S DANGEROUS!

The new Rush features tweaks in every area, from slick graphics and devious track layouts to roaring-engine sound effects. Rush 2049 also offers great force-feedback steering and uses the same driving model for each of the six cars, which means you're not locked into one control-set based on the ride

you choose. Once you get a few laps under your seat belt, you can upgrade your car's handling to something faster and looser.

As part of the increasing trend to personalize the arcade experience,

Rush 2049 encourages gamers to register a PIN number to track their stats. Simply enter your name and code (up to 10 digits) on the telephone-style keypad before you start, and the machine will store your name, coins, and mileage. Plus, if you register, opponents will see your name hovering above your car as they eat your dust!



### THE FUTUREST STREET

Atari Games takes road racing back to the future—and back to the city by the bay—with the futuristic sequel to San Francisco Rush.

# SAN FRANCISCO'S RUSH 2049





FROM THE CREATORS OF RESIDENT EVIL:

SURVIVAL HORROR  
ON A MUCH  
LARGER SCALE.

# DINO CRISIS



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» OPERATION:  
CYBER BARRY

DESTINATION:  
ENDZONE

STATUS:  
UNSTOPPABLE







It's not the size  
of your howitzer, it's  
what you do with it.

# TINY TANK

The Tiny Tank with the Big-Ass Tude



Tiny may have the body of a vending machine, but he's got the spirit of a rothweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of Big-baby pins the devour a water bullock? Size is a poor indicator of annihilation potential.

Cheos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Cen Tiny, with his 90mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.



## FIRST LOOK

# Resident Evil 3: Nemesis

**"September 28th. Daylight..."**



The 10 percent playable preview version of *Resident Evil 3: Nemesis* finally arrived, and it's looking frightfully good. The action starts in zombie-infested Raccoon City 24 hours before Leon and Claire's adventures in *Resident Evil 2*. As Jill Valentine, member of the S.T.A.R.S. police force and veteran from the first RE game,

your objective is simple: Get the hell out of town. Soon the locale changes, and Jill finds herself inside the barricaded Raccoon City Police Department—the same as in RE2—but she's not the safer; here she faces the toughest monster in the RE series yet.



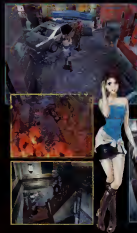
Jill Valentine (above) is caught in the throes of a death duel with "the chaser," the deadliest Resident Evil creature yet. *Nemesis* takes place 24 hours before and 24 hours after the events of *Resident Evil 2*.

**"Somehow...I'm Still Alive..."**

The monsters in the preview version are familiar menaces from the RE monster zoo—mostly zombies and dogs. The real surprise in *Nemesis* is a mutated molder nicknamed "the chaser." This badass stalker terror looks like RE2's



Mr. X, but he's faster (he can run), tougher, and stronger, and carries a bazooka that he fires without mercy. Once he picks up your trail (constantly grumbling "stans" during pursuit), he doesn't let up, even chasing you from room to room. Strange how this thing knows Jill is a S.T.A.R.S. member, even though she isn't in uniform. Hmmm...



**"We Have To Get Out of Here!"**

*Nemesis*'s 100+ pre-rendered backgrounds are loaded with detail, like fires, broken TVs, and splintering masonry. This time, however, the environment plays a particularly crucial role, as they did in other RE adventures. At one point, Jill is cornered by several zombies—a situation she's "rescued" by shooting a nearby oil drum, which blows the zombies into pieces. Now gameplay mechanics have also been implemented, too, including a health-hungry ability to use weapons while downed, as well as to turn 180 degrees quickly. Although *Nemesis* won't be released until November, a playable demo of the game will be bundled with *Dino Crisis 3* for that game's September release.



## Medal of Honor

## Covert Ops

Medal of Honor's promising first-person espionage action goes down behind enemy lines during World War II. Playing as an agent for the OSS (the CIA's WWII predecessor), you tackle more than eight missions that span 30 levels in German-held territories.

Multipayer action won't be neglected: The game provides two-player cooperative or competitive modes and an interesting "hot potato" game with live grenades.

With the guidance of Steven Spielberg and the experts that helped bring *Saving Private Ryan* to life, the game overflows with historical accuracy. You'll fight with real WWII weapons (bazookas, Browning Automatic Rifles, and much more) to handle missions that actually happened during the war, such as taking out German V2 rocket bases, battling through the French hedgerows on D-Day, and sabotaging the atomic bomb research labs in Norway.

All the attention to detail really looks like it will bring the game to life. The Germans you encounter in the game actually speak German, creating a spooky immersive atmosphere. (If it's too much for you, you can switch to "bad American movie" mode where they speak English with carry accents.) And the eye-catching environments already sport great detail, including German soldiers wearing authentic uniforms, which only adds to the immersion. (If it's too much for you, you can switch to "bad American movie" mode where they speak English with carry accents.) And the eye-catching environments already sport great detail, including German soldiers wearing authentic uniforms, which only adds to the immersion.



BY ALB HENRIKSE

- Developed by DreamWorks Interactive
- Published by Electronic Arts
- Target release date: October



FIRST LOOK



Set across a compelling World War II landscape, Medal of Honor brings the glory home to the PlayStation with some sizzling GoldenEye-style action.



## In Disguise

In fact, one of the game's coolest features is Disguise mode—in some levels, you'll try to sneak your way through enemy territory by donning a German uniform and showing German I.D. papers on demand. The result will be a fresh take on the stealthy action that was popularized in *Metal Gear Solid* and *Syphon Filter*, but with an added layer of depth: If you use your papers too often, enemies will wonder why you don't speak and will grow suspicious, eventually sounding the alarm.

The German soldiers are designed with other forms of innovative A.I. For example, if you chuck a grenade at them, they'll kick it away or, one permitting, pick it up and lob it back at you.

As long as DreamWorks keeps all its grenades in the air during the final phase of development, Medal of Honor should shape up into one of this fall's top action/adventure titles.



# Wu-Tang: Shaolin Style

## IT'S A TANG THANG

What happens when you take one of the most controversial rap groups of the decade and pair it with one of the most controversial games of the decade? Find out as Activision takes *Thrill Kill* and adds the attitude and style of the Wu-Tang Clan.

That's right—all your favorite rappers from the Clan are here, including RZA, Ol' Dirty Bastard, and Method Man, along with a crew of others. And yes, Activision has taken the original *Thrill Kill* engine, done away with some of the raw edges, and used the remaining core to create *Wu-Tang: Shaolin Style*. So what you should get is one hard-as-tough-hitting fighting game that's better than the original *Thrill Kill* in scope and depth, yet retains a brutal and sometimes controversial flavor.



## A VIEW TO A THRILL KILL

Even if the Wu-Tang were not attached to this game, you'd still have a very cool fighter on your hands—and with the thematic musical styling of the Clan in the background of each fight, your ears will also be treated well. The graphics have definitely been improved since the original *Thrill Kill* (see "Sneak Previews," October '98), and the moves are faster, more accurate, and less defensible, which means the fighting engine has also been greatly enhanced. *Wu-Tang* takes traditional Shaolin and adds lots of style for you this fall.



BY SCARY CARPS

• Developed and published by Activision  
• Target release date: Fall '99



FIRST LOOK



Get ready for a little flavor in yo' fighting. The Wu are on the loose in their very first fighting game, *Wu-Tang: Shaolin Style*—it'll make sure no one kills the devil.

## NO BUSINESS LIKE SHAO BUSINESS

Each of the Wu-Tang has their very own style of fighting, which follows the traditional Shaolin style while incorporating elements of rap into each fight. Inspectah Deck, for instance, strikes with his fingers to strike key locations on an opponent's body, then mauls and finally strikes again, while GZA uses a microphone attached to a light saber to wield the "liquid sword"—a metaphor for the power of words. Indeed, the only word you'll be able to utter if GZA is on his mark is "head."





# THRASHER

## SKATE AND DESTROY

NOVEMBER 15 1999



defy urban gravity



FEATURING:



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AXIS



## Spyro 2: Ripto's Rage



WHEN LAST WE left Spyro the Dragon, the spunky little fire-breather had vanquished Grifty Gnorc and rescued the dragon families. In *Spyro 2*, he's on his way to a well-deserved Gnorc-less vacation—when he's shafted by the deezers of Avalar to save them from Ripto, a very evil dude. Now Spyro has to burn and head-butt Ripto's horde through 30 levels of 3D action/adventure gaming.

Spyro will retain the impressively smooth movement he showed off in the original title; plus, this game will be seriously souped-up. Spyro will meet a menagerie of creatures this time, such as the Bone Builders and the Landlubbers. Moreover, challenges will be tuned for all skill levels, and though each level will have a primary goal, they'll also have at least two secondary goals for hardcore dragon tamers. For example, you might have to retrieve gems stolen by the Bloonie Lizards to beat a level, but you'll also be able to play a match of one-on-one Bloonie hockey to earn advanced power-ups. Little Spyro the Dragon looks bigger than ever this time around. **G**



**BY BRODER JONES**  
 ■ Developed by Avalanche Games  
 ■ Published by Sony Computer Entertainment America  
 ■ Target release date: November



FIRST LOOK



## CTR: Crash Team Racing



WHERE DO YOU go when you're one of the most popular video game characters of all time? If you're Crash Bandicoot, you head for the track—the go-kart track, that is.

Look out, Mario Kart. Crash has his driver's license for a wild and crazy racing game, a total swerchero from the original Crash games. Crash, with both his friends and enemies, will drive through 16 tracks (shhh, there are also 2 secret tracks) and 7 bumper-busting battle areas. Plus, you can choose your favorite Bandicoot buddies (like CoCo) or buddies (such as Dr. Neo Cortex) for head-to-head racing in split-screen mode, or you can participate in four-player races with the multimap.

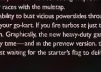
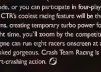
CTR's coolest racing feature will be the ability to bust vicious powerlides through turns, creating temporary turbo power for your go-kart. If you fire turbo at just the right time, you'll zoom by the competition. Graphically, the new heavy-duty game engine can run eight racers onscreen at any time—and in the preview version, they looked gorgeous. Crash Team Racing is just waiting for the starter's flag to deliver kart-crushing action. **G**



**BY BRODER JONES**  
 ■ Developed by Naughty Dog  
 ■ Published by Sony Computer Entertainment America  
 ■ Target release date: November



FIRST LOOK



So many rats. So many ways to exterminate them.  
So what are you waiting for?



# rat attack!

The frenetic fun starts this fall!



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Developed by







## WWF Wrestlemania 2000

AFTER A HUGE success with the WCW license, THQ has scored a major deal that'll take the WWF into the new millennium—starting with WWF Wrestlemania 2000. Boasting more features than there are jibrons in the stands, *Wrestlemania 2000* is looking to pack in all your wrestling favorites, such as Stone Cold Steve Austin, The Rock, The Undertaker, Triple H, and others—each with their own signature moves to do battle in every type of match. Wrestling crazes will be treated to such fascinating forays as King of the Ring, First Blood, 3-Way, and Cage matches. And that's just for starters.

Ali (the developer) is also looking to include numerous extras, including a create-a-wrestler feature that enables you to assemble your own phenom: You'll adjust facial and body features, add tattoos, choose clothing, and much more. Plus, you'll be able to tweak your wrestler's attributes, such as their strength, speed, stamina, and so forth; assign their moves; choose who they'll feud with, and so on. Whether you're down with the Corporation, or just one of the millions of roody-poo, you're going to want to watch for more on the sure-to-be-hot title in future issues of *GamePro*.



BY THE AUTHOR

- Developed by Ali
- Published by THQ
- Target release date: November



November 04

### FIRST LOOK



## BattleTanx 2



BATTLETANX'S HARD-HITTING tank action returns with brand-new vehicles, bigger explosions, and more gameplay modes. While its story line is still unclear, what matters is that you'll fight your way through intense battles in a war-torn world.

Besides maneuvering the M1A1 Abrams and Golibth Rail, you'll now be able to control tanks that hover and destroy buildings with a single shot. Each war machine can be equipped with an array of weapons, including mines, flamethrowers, and automatic gun turrets. There'll also be teleoperation and turbo boost power-ups that allow for quick escapes from tight situations.

Of course, the highlight of *BattleTanx 2* will most likely be its popular multiplayer deathmatch mode in which you duke it out with up to four friends with the latest in tank warfare, ensuring the very definition of "friendly fire." If the excessive fog effects and troubling controls found in the first *BattleTanx* are remedied in this sequel, there could be plenty of destructive action coming your way.



BY PAUL EYED BRADEN

- Developed and published by THQ
- Target release date: November



November 04

### FIRST LOOK



**(\*) Bonus Pack Includes:**

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## Wipeout 3



BY THE PEOPLE

- Developed and published by Psygnosis
- Target release date: Winter '99



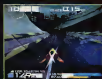
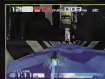
HANDS-ON



AFTER A THREE-YEAR

hiatus, the Wipeout franchise is finally making its return to the PlayStation with Wipeout 3, which promises to be just as intense as its futuristic-racing brethren, sporting more of what fans want while retaining the flair and style that made the series a huge hit. Wipeout 3 borrows off the starting line with eight new highly detailed tracks set in the customary futuristic cities. Psygnosis is also adding all-new track designs for three new teams, bringing the count to eight (including the five teams found in Wipeout XL).

The best news for Wipeout fans is that the frame rate for WO3 is already supersonic with hardly any pop-up. Furthermore, the racing environments are taking shape rather nicely, featuring such familiar sights as towering panda bears and neon signs. Other scheduled highlights include Tournament, Challenge, and Deathmatch modes; two-player split-screen action; dual analog support; and 12 weapons: 7 new and 5 of the best from Wipeout XL. If Psygnosis survives the final shock wave, gamers will once again be in futuristic-racing heaven. **G**



## Jet Moto 3



BY MAJOR NEWS

- Developed by Pacific Coast Power & Light
- Published by 101 Studios
- Target release date: September



HANDS-ON



JET MOTO is getting ready to make more waves on the PlayStation with better graphics and more features than its mediocre predecessors. Jet Moto 3 features 11 hoverbike racing tracks loaded with shortcuts and multiple paths. There's also a coin hidden in each track—once you've collected 'em all, you'll unlock a hidden start mode.

In the preview version, Moto 3 looked sweet. The graphics bloated by with little breakup or distortion, and the track details shined. New play techniques also added to the fun, including air braking, vertical grappling, power-sliding, and ditching your bike before crashing. You can also earn points by pulling off successful stunts, and you can put your winnings in a virtual trophy room. While the game controls were easy to pick up,



the gameplay was almost too fast and twitchy—with all the twists and turns, it was easy to lose control and crash. Speed issues aside, Jet Moto 3 could be a strong contender to take top racing honors if 101 stays on track. **G**





# Meet the New Cast of Characters



**Legacy of Kain: Soul Reaver**



**Fighting Force 2**



**Fear Factor**



**Tomb Raider:  
The Last Revelation**

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## Resident Evil 2

IT'S FINALLY ON its way, and it was well worth the wait. Resident Evil 2 for the Nintendo 64 will bring back all the eerie environments, the tense gameplay, and the unadorned zombie gore that made this series so popular on the PlayStation. Although still very early in development, the preview version showed lots of promise, sporting crisp, clean rendered backgrounds and sharp detail—the undead have never looked better.

Capcom is also implementing a violence and blood meter that allows you to set the level of violence to low or high, and the blood color to blue, green, or red. But it doesn't really matter because gameplay still focuses on solving puzzles and shooting zombies before they chomp on your neck. Even with the violence set to low, there are more chunks than in a Richard Simmons' aerobics class. All the original's levels, weapons, powerups, and story-line changes are still intact, but things look better and run a little smoother on the Nintendo 64's engine. Capcom will even try to implement the full-motion-video movies from the PlayStation version. Things can only get dead...er, better from here. **G**



BY SCOTT LEARY

- Developed by Taito Studios
- Published by Capcom
- Target release date: Fall '99

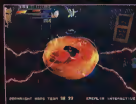
### FIRST LOOK



## Gekido

GREENLIN HAS DEVELOPED a platform fighting game that will certainly give Fighting Force fans a run for their money—Gekido is a beat-'em-up that looks like a great cross between FF and Streets of Rage. The fighters link combos and clear the screens with super moves, adding some depth, refreshing speed, and exciting action to the genre.

You fight through the streets, warehouses, and industrial complexes of a massive metropolis while battling cyber-soldiers and their many minions (including some very mean German shepherds). Along the way, you utilize a ton of equipment that just happens to be lying around, such as boxes, pipes, tires, and even destructible cars that explode when you punch them. Although only two of the four characters were playable at this stage of development, they exhibited some speedy moves and cool throws. You could also quickly tap the buttons for some simple but effective button-mashing fun. It looks and feels like anarchistic joy, and it's coming soon to the PlayStation. **G**



BY MADY LARY

- Developed by Greenin
- Published by Interplay
- Target release date: November

### FIRST LOOK



YOU ARE THE DIFFERENCE BETWEEN THE  
BIG HOUSE AND A BIG HOUSE IN MALIBU.

YOU ARE THE DIFFERENCE BETWEEN 500 G'S AND  
10-15 IN MAXIMUM SECURITY.

YOU ARE THE FASTEST DRIVER IN THE ENTIRE  
CRIMINAL COMMUNITY.



FROM THE  
CREATORS OF  
DESTRUCTION  
DERBY 1 & 2



SAN FRANCISCO

File your own classic 70's car chase  
using incredible Director-Mode



LOS ANGELES

No tracks. Just 4 sprawling urban  
downflows from NY to San Fran.



MIAMI

Getaway through real pedestrians,  
traffic signals, traffic...and cops!



NEW YORK

Survive. Tangle. Survive.  
Heists. And steal the 70's muscle car.

# DRIVER

YOU ARE THE WHEELMAN

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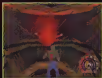
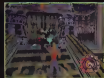


## Shadow Man

IF CREEPY GAMES are your forte, *Shadow Man* should satisfy your war-torn lust for the wilks. Based on the Acclaim comic of the same name, SM follows the trials of Mike LeRo, a literature grad turned deadly assassin, who possesses the power to alternate between the worlds of the living and the dead at will. Mike's job is to find and destroy the *Asylans*, a harbor for serial killers and psychotic fiends located in *Deadside*, the home of the undead.



*Shadow Man* offers gamers a variety of weapons, and in the 70 percent complete version that we played, shooting was the most appealing aspect of the game. SM's dark graphics are stylish, showcasing a host of creepy critters all just waiting to get their crankies removed. The colors need some work, though: It was hard to see enemies against the many backgrounds. SM's game speed was a little slower than *Quake III*, but has not yet been optimized. Fortunately, most of the mechanics were in place—the game engine is solid. *Shadow Man* will cast its pall on store shelves in August. **C**



## WCW Mayhem



WHAT WILL SET *WCW Mayhem* apart from other wrestling titles this year? Maybe its music: *Mayhem* will feature over 50 wrestlers from the WCW, including all the heavyweights, such as Goldberg, Kevin Nash, Diamond Dallas Page, and Sting, to name a few. Kodak Interactive (the developer) will try to re-create the adrenaline rush of real wrestling with such innovations as crashing into dressing rooms to commence fights or hearing a created wrestler's name announced by the commentary crew (which will include Mean Gene Okerlund, Bobby "The Brain" Heenan, and Tony Schiavone).

*Mayhem* will feature all 12 pay-per-view locales, along with the popular Monday Nitro and Thunder "squared circles." There will also be ring entrances tailored to each wrestler, crowd reactions to the fight, and a momentum meter to determine match outcomes. *WCW Mayhem* means business this fall on the PlayStation and Nintendo 64. **C**

Note: All screens from the N64 version.



BY SCOTT LANTRY

- Developed by Kodak Interactive
- Published by Electronic Arts
- Target release date: Fall '97



PlayStation Nintendo 64

### FIRST LOOK





The Mail Service  
**Hold Mail Authorization**

**PLEASE NOTE:** This service expires 90 days from the stop-mail date.

**Please stop mail for:**

Name

Date to Stop Mail

Address

**A.**  
 Please stop mail until I return.  
I will pick up all undelivered  
mail.

**B.**  
 Please resume normal  
delivery, and deliver all held  
mail, on the date written here.

Date to Resume Delivery

Customer Signature

**Official Use Only**

Date Received

Desk

Lot Number

Carrier

Delivery Route Number

**If option A is selected please fill out below:**

**Note to Carrier:** All undelivered mail  
has been picked up.

Date to Resume Delivery of Mail

Official Signature Only

COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

**T**oo bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten

at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having

an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious

combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, song-writing, and even cooking.

You will find yourself braving

the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

**DISCOVER WHAT'S OUT THERE.**



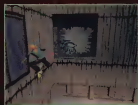
[WWW.PLAYSTATION.COM](http://WWW.PLAYSTATION.COM)

## STAR OCEAN THE SECOND STORY



## Thrasher: Skate and Destroy

GET READY, SKATEPUNKS and Boneheads, because Rockstar's about to get sick on the PlayStation with *Thrasher: Skate and Destroy*. Inspired by the legendary publication, *Thrasher Magazine*, *Skate and Destroy* will bring virtual skateboarding action home in its purest form. You'll shred it up as one of six skaters in 12 free-roaming, realistically designed environments around the world—such as the Embarcadero in San Francisco—to try to gain the highest trick-scores possible. If you have the skills, you may even grace the cover of *Thrasher* as "Skater of the Year."



Unlike other boarding titles, *Skate and Destroy* looks to totally immerse you in the finer points of skating. Not only must you learn each trick (there are over 100) and correctly pull 'em off, but you'll also have to land them. If you bail, you may lose a little red on the curb. Plus, all the environments will feature interactive elements: You can set off car alarms, bust through windows, or over bumps—you'll even have to run from cops armed with tazer guns if you stay too long in one area. Stay tuned to the pages of *GamePro* for more on this hot title.



## Vigilante 8: Second Offense

THE SUPER-FREAKY, fun-filled car combat contest, *Vigilante 8*, returns with a full-blown sequel on no less than three consoles. Dubbed *Second Offense*, the new game's time-traveling story line merges '70s' muscle cars with future technologies like hoverpods and wheel-mounted ski treads. Eight V8 veterans return to battle 10 new characters in 12 arenas across the country, including a nuclear power plant and the Louisiana Bayou. The sequel sports a moon buggy, motor home, garbage truck, and more than a dozen other vicious vehicles. (Sadly, the school bus might not make the final cut due to concerns over youth violence.)



Graphics are in for a boost across the board with enhanced explosions and better details (like exhaust and brake lights), and the controls will be tuned a bit. Also, more attention is being paid to the single-player Quest mode by equipping it with larger levels and more interesting missions. Dreamcast and N64 owners will get a few extra gimmieplay modes as well as four-player spillover action. Gamers get to take *Offense* this October.



BY THE ROBBIT

Developed by E-Max  
Published by Rockstar Games  
Target release date: Fall '99

FIRST LOOK



BY DAN CLIFFORD

Developed by IonStorm  
Published by Activision  
Target release date: October

FIRST LOOK





**Feel the Power,  
Feel the Pounding,  
Feel the Speed...**

# **Feel the GLORY**

## **GALLOP RACER**

**GO HEAD-TO-HEAD IN THIS  
ACTION-INTENSIVE  
HORSEPOWERED  
RACEFEST**

*Just like in real horse racing, no two races are alike: race outcomes are determined by racetrack, conditions, pack and luck. A great party game for players and spectators alike, you can be the jockey, or select watch mode, and be a spectator. As the jockey, you decide when to hold back, move inside, move outside and go for the lead - horses even change lanes, get bumped, get blocked and lose ground on curves. The winners are put out to stud, and the losers, put out to pasture.*

**2 PLAYER MODE:** Race against a friend in neck and neck competitions

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**27** different racetracks

**SEASON MODE:** Create your own jockey and breed a stable of champions

**Instant replay**

**Unlock Secret tracks, horses, titles, and more**



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## Xena: Warrior Princess

CAN A WARRIOR princess from ancient Greece take on the current PlayStation queen, the insipidly-loving Lara Croft? Could be—the early build of *Xena: Warrior Princess* features promising graphics and environments as well as challenging action/adventure gameplay.

Wandering around ancient Greece smiling sad, you fight with or search for your spunky sidekick, Gabrielle. Over the 20-plus levels, you'll put Xena through her signature, slightly campy acrobatic moves—including the bicycle kick. The game's most impressive (and fun) feature is Xena's Chakram (you know, the razor-edged Frisbee). You can fine-tune its targeting to take out baddees from a distance and steer it mid-flight. The game isn't all back-slash, though—some of the levels contain puzzles and collectible items.

For the final version, EA promises to clean up the spastic camera, Xena's slightly jerky controls, and the inconsistent frame rate. But even with those problems, Xena seems ready to take all comers. In other words: Look out, Lara!



BY MEG SPELL

- Developed by Universal Interactive
- Published by Electronic Arts
- Target release date: October



PlayStation 2

HANDS-ON



## Winback: Covert Operations



64 OWNERS

looking to put some Merc Gear in their gaming diet will find *Winback* to be just what the doctor ordered. You play as a member of a commando group sent to stop a band of terrorists who are threatening the world with nuclear annihilation. Instead of requiring you to use run-gun trigger-finger reflexes, *Winback* makes you choose your targets carefully and wait for the right moment to strike; if you try and take all your enemies head-on, you won't last long. Why the deliberate pace? The enemy A.I. is amazing: Your foes duck for cover, call for reinforcements, and even get tagged by their own friendly fire.

To aid you during your mission are several collectible weapons, including a shotgun, machine gun, rocket launcher, and plastic explosives. Even in preview form, *Winback* was an intense gaming experience. The controls were easy to master—after a few test runs, that is—but the camera angles needed some tuning. The graphics featured vibrant colors and engaging gunfire, but at times they were obscured by excessive fog. Hopefully, the game's sore spots will be addressed before *Winback*'s October release.



BY NAJIB HIND

- Developed by Game Force
- Published by Vivendi
- Target release date: October



Xbox 360

HANDS-ON



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## Road Rash 64

If you ever got bored of the racing hell of Road Rash's classic combo of combat and motorcycle races, the series' first N64 version is going to make your day. Exploding at the seams with fights, Road Rash 64 is a frantic start-to-finish brawl that takes full advantage of the opportunity for multiplayer mayhem with two- or four-player split-screen action and new features such as a team race mode. Plenty of weapons, ranging from cattle prods to race to monkey wrenches, keep things exciting, and the new "spoke jam" move is particularly cool—if you lean over with a club-type weapon, you can jam it between the spokes of your opponent's wheel and catapult them over the handlebars.



Of course, the cops enter the fray...but they can be clobbered just like all the other fools in the pack! Your performance and notoriety on the more than 180 square miles of tracks earn you invites into different biker gangs, and grudges between gangs keep things spicy on the roads. If the unfinished version we played had a flaw, it was the graphics, which had too much of a cartoony, youthful style that may turn off Road Rash pros. Still, Road Rash 64 has all the makings of a rowdy good time.



BY ARI KRAMER  
 Developed by Pacific Coast Power & Light Company  
 Published by THQ  
 Target release date: September

**HANDS-ON**



March 64

## Too Human

AFTER PARTING WAYS with Crystal Dynamics, Silicon Knights, the development team behind Blood Omen: Legacy of Kain, is returning to the PlayStation with Too Human. A promising



3D action/adventure game, Too Human's set in the year 2450, a time when man and machine have become increasingly woven together, and the player will be able to cybernetically enhance himself so that he jumps farther, punches harder, and takes more damage. He'll even be able to replace body parts with weaponry.

Spanning four CDs, the game already sports alluring futuristic environments and interesting gameplay that mixes Tomb Raider-style exploration with a healthy helping of combat. While the puzzle-solving's a key element of the gameplay,



BY ARI KRAMER  
 Developed by Silicon Knights  
 Publisher to be determined  
 Target release date: 2000

**FIRST LOOK**



Published



there will be plenty of action with 12 weapons and gadgets like sniper scopes, nightvision, and so on. The game's still early in development, but if Silicon Knights can deliver the same magic that Blood Omen did, Too Human could be a title to watch for.





BY DA EDWARDS

Developed by Bandman Studios  
Published by Electronic Arts  
Target release date: October



HANDS-ON

## Hot Wheels

ANY POSSIBLE SKEPTICISM about grabassouf licensing is blown away after punching the gas and doing your first double somersault flip in Hot Wheels. You can race solo or head-to-head with one of 40 classic Hot Wheels toys come to life, including Jet Threat, Morgoose, or the killer Red Baron. Next, you can place those classic cars on one of eight roddin', rollin' tracks packed full of loops, jumps, shortcuts, and unique challenges as you slam your car into the competition.

The key to this game's racing fun is hitting the turbos on ramps and pulling off insane tricks by flipping, rolling, and twisting your vehicle every possible way. On both systems, the tracks were well rendered, car mechanics were soft to the touch, and the soundtrack, which features shredding cuts by name groups such as

Metelica, was pumping. Next to the N64 version, however, the PlayStation game's graphics were a little chunky and the controls weren't quite as smooth—but for preview versions, the prognosis is excellent for entertaining Hot Wheels fun!



Metelica, was pumping. Next to the N64 version, however, the PlayStation game's graphics were a little chunky and the controls weren't quite as smooth—but for preview versions, the prognosis is excellent for entertaining Hot Wheels fun!



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PLAY  
FOR  
KEEPS

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*Heads up, nature boy*





**Sledneck (above) spoils summit conquest:**

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Don & Roland, Uberzone, and EZ Rollers. Slow down to admire the landscape and you'll be buried in it.



ELECTRONIC ARTS



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STORM**

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## Demolition Racer



ACCOLADE IS ENTERING the popular destruction derby genre, bringing the latest installment of drag mayhem to the PlayStation. In addition to its 16 cars and 14 tracks, Demolition Racer will have a variety of weather and road conditions. Plus, you can expect high-speed collisions and intense crashes throughout a series of events, including bowl matches, last-man standing, and stock car, demolition, and saddle racing. DR will also sport analog and Dual Shock compatibility, along with a two-player split-screen mode (something the Destruction Derby series lacks).



In this previous version, constant slowdowns and loose controls hampered the action, while even severe damage didn't affect car performance. If Infogrames rectifies these major elements before the game's release, Demolition Racer could crash to the front of the racing pack.



**HANDS-ON**



## Nuclear Strike

WITH ENOUGH MILITARY vehicles to challenge even the G8 superpowers, the Strike series is finally landing on the N64. While controlling Apache helicopters and hovercrafts, you'll try to stop a crazed terrorist bent on



starting a nuclear war. Pitted against a "smart" AI that reacts to player behavior and comrades, you'll carry the fight from the jungles of Asia to tropical islands in the South Seas. If Nuclear Strike is anything like its PlayStation predecessors, you can expect intense action and a lot of explosions this water.

## Danger Girl

BASED ON the popular action-packed comic-book series, Danger Girl is a 3D adventure game full of espionage, weapons, and intrigue. You'll play as Abbey Chase and the rest of the Danger Girls as they fight against the evil Hammer Organization, which, of course, plans to take control of the planet.



Throughout the 16 levels, you'll use an abundance of weaponry while traveling to six locations around the world. The Girls in these early screens make it clear that Lara Croft isn't the only sexy, sassy heroine who can save the world from disaster.

BY FOUR-EYED DRAGON

- Developed by Pitsco
- Published by Infogrames
- Target release date: September

**HANDS-ON**

BY FOUR-EYED DRAGON

- Developed by Pacific Coast Power & Light Company
- Published by THQ
- Target release date: Winter '99

**FIRST LOOK**



BY FOUR-EYED DRAGON

- Developed by a-Space
- Published by THQ
- Target release date: Winter '99

**FIRST LOOK**





**StarCraft**



BY MAJOR MACE

- Developed by **Blizzard**
- Published by **Blizzard**
- Target release date: **December**



**HANDS-ON**

**SIMILAR TO COMMAND & CONQUER,**

StarCraft lets you raise and train your own army—but in this case, an army of aliens. You choose from one of three alien races and then throw them into over 50 battles. In addition to the one-player game, there are a pair of two-player split-screen modes: head-to-head and cooperative. In the preview version, the graphics were close to those of the PC version, but gameplay was a bit sluggish and using the analog stick was awkward. Another sticking point was the controls. The malfunction functions were confusing, taking patience and practice to master. Hopefully, Nintendo will tweak these aspects of the game before StarCraft hits store shelves this September. ☹



**Fatal Fury: Wild Ambition**



BY FOUR-THIRD DRAGON

- Developed by **SNK**
- Published by **Electronic Arts**
- Target release date: **Fall '99**



**FIRST LOOK**

**THE FATAL FURY** franchise has been a consistent arcade fighting favorite among hardcore fighting fans, so the almost-arcade-true transition Fatal Fury: Wild Ambition will feature aspects of the original game,

such as the music, but will also expand on the original with 14 stages and a deeper story line. Plus, there will be a total of 14 fighters along with 2 new brawlers exclusive to the PlayStation version—all of whom will be able to perform over 30 different moves within arcade, versus, team battle, and training modes. Soon you'll be able to enjoy all the franchise's furious smack-downs without losing a quarter. ☺



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5 exclusive tracks by DJ Sasha and featuring, **Underworld, Chemical Brothers, Orbital, Propellerheads & Paul Van Dyk.**



**wipeout 3**



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## G-Police: Weapons of Justice

THE FUTURISTIC COPS of G-Police return in Weapons of Justice, which looks to top the original in every department with more weapons, missions, and an improved enemy AI. The most striking new feature, however, is the additional vehicles. You can pilot a car and a mech (both for ground-based combat), and then jump into the cockpit of a spaceship for some deep-space shooting. The beta version featured silky-smooth controls and challenging missions, but the graphics were plagued by pop-up and draw-ifs. If the developers can arrest these problems, Weapons could be a top fall title. **G**



**BY THREE KING**

- Developed and published by Eyegrid
- Target release date: September

**HANDS-ON**

PlayStation

## You Don't Know Jack

THE IRREVERENT QUIZ show finally debuts on the PlayStation. Considered a classic on the PC, You Don't Know Jack is a game full of pop culture and trivia from around the world. What makes YDKJ legendary,

however, isn't the questions, but its sarcastic commentary and whimsical humor, both of which flow through the entire game. Up to three players can match wits, answering 1400 questions over two discs. Testing your brain power and not knowing jack may prove to be the most intellectual occupation this September. **G**

**BY FOUR EYES DRAGON**

- Developed by JollyJolly
- Published by Berkeley Systems
- Target release date: September

**HANDS-ON**

PlayStation

9. How many times did **Highlander** die? \$2,000

Which phrase **BEST** describes the Highlander "there can be only one" rule?

- all enemies
- the people
- a glorified leader
- all of them

50 50

10. Who's the most afraid of the **Black Knight**?

Black Knight is coming to town and who's afraid? Well, the Black Knight has a special trick up his sleeve. He can turn into a black knight. He can turn into a black knight. He can turn into a black knight.

1. The Black Knight 2. The White Knight 3. The Red Knight 4. The Blue Knight

10,000 10,000

11. What album would be the best of "The Best of the Best"?

1. "The Best of the Best" 2. "The Best of the Best" 3. "The Best of the Best" 4. "The Best of the Best"

1 1 1 1

12. How many times did **Jack** die? \$1,000

13. Which four things did **Jack** die? \$1,000

1. Jack 2. Jack 3. Jack 4. Jack

50 50,000

## Crusaders of Might and Magic

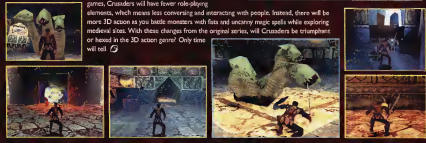
AFTER REACHING LEGENDARY STATUS on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation. Unlike previous M&M games, Crusaders will have fewer role-playing elements, which means less conversing and interacting with people. Instead, there will be more 3D action as you battle monsters with bats and uncanny magic spells while exploring medieval sites. With these changes from the original series, will Crusaders be triumphant or felled in the 3D action genre? Only time will tell. **G**

**BY FOUR EYES DRAGON**

- Developed and published by 100
- Target release date: Fourth Quarter '99

**FIRST LOOK**

PlayStation



# GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

## GAMEPRO RATINGS REVIEW

Dear GamePro,

It's a good idea to scrutinize the content in the video games we play, particularly if we're concerned that the content may be violent in nature and inappropriate for some gamers. In keeping with our mission to be a responsible consumer-oriented games publication, GamePro presents our ESRB (Entertainment Software Ratings Board) Ratings Review, which lists the ratings for all ProReviews in the September issue along with explanations of the ratings. We hope you will use the ESRB ratings to have fun and to be responsible gamers.

GamePro remains your magazine.

Sincerely,



Wes Nihel, Editor-in-Chief  
GamePro magazine

## ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Ratings Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in GamePro includes the ESRB's rating, which indicates the game's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at <http://www.esrb.org> or call 800/771-3772 for more information.



Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

## WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted



on our Web site lists the ESRB rating. Above, we've circled this rating in a sample review box to help readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

## September 1999

Below is a list of games we've reviewed in the September issue of GamePro along with their respective ESRB rating:

Army Men: Sarge's Heroes .....	T
Chocobo Racing .....	E
Dino Crisis .....	M
Driver .....	T
Duke Nukem: Zero Hour .....	M
Jade Cocoon: Story of the Tamamayu .....	T
Konami Arcade Classics .....	E
Mario Golf 64 .....	E
The New Tetris .....	E
NFL Xtreme 2 .....	E
Sled Storm .....	E
Soul of the Samurai .....	M
Star Wars Episode I: The Phantom Menace .....	T
Tiny Tank: Up Your Arsenal .....	T
Tonic Trouble .....	E
Total Annihilation Kingdoms .....	T
Ultimate 8-Ball .....	E

E=everyone, T=teen, M=mature, RP=rating pending

Note: Reviewed games subject to change without notice.

## Rayman 2

ALTHOUGH IT'S BEEN A long time, Rayman is back—but on a different platform (literally). Hopping over from the PlayStation (where he debuted at the system's launch in 1995), Rayman is now calling the N64 home—even though it comes without the colorful side-scrolling gameplay of the PlayStation version. Instead, **R2** is a 3D platform game, complete with outstanding 3D visuals and standard action. You play as the limboless hero—who has hands and feet, but no arms or legs—as he tries to outsmart pirates and the Mystical Guild, who want him for their intergalactic zoo. If you enjoyed *Mano 64* or *Gex*, you may just get a (leg-less) kick out of this one. **G**



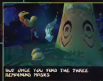
BY SCOTT LANTRY

Developed and published by Ubisoft  
Target release date: September



Nintendo 64

### HANDS-ON



THE ONLY WAY TO FIND THE THREE SLIPPING PIXIES



## Pac-Man World

THAT CHUBBY YELLOW pellet-gobbler will not go away, and on this, his 20th anniversary, he's back with a healthy dose of nostalgia and some intriguing gameplay. *Pac-Man World* is a combination of classic Pac-Man, 3D Pac-Man, and some Pac-Man adventuring. In *World's* Pac-Man Quest, you play as Pac in a 3D platform game, knocking off enemies and spicing pellets at your old enemies Blinky, Pinky, Inky, and Clyde. *World* also includes the classic Pac-Man game (complete with Dual Shock action) and a Pac-Man 3D-maze game. It's all here, and it will definitely be an old-schoolers' paradise. **G**



BY SCOTT LANTRY

Developed and published by Namco  
Target release date: August



PlayStation 2

### HANDS-ON



## Bass Landing

AGTEC WANTS to lure you into the exciting world of...bass fishing. In *Bass Landing*, you choose from over 20 lures, 10 rods, and 8 fishing-line options as you try to kick some bass in more than 7 bass tournaments. The game will rely heavily on realistic fishing, so you should be prepared to wake up



at dawn and sneak out of the house for a sim-fishing experience that includes such fish factors as time-of-day activity, water temperature, varying weather conditions, and more. Agtec is also bundling its dual-shock fishing controller with the game. All you need now is the smell. **G**



BY SCOTT LANTRY

Developed by Agtec Team Big One  
Published by Agtec  
Target release date: Summer '99



PlayStation 2

### HANDS-ON



**SOMEWHERE, GEORGE HAD MADE A MISTAKE.** His Catalan opening had been flawless. His opponent

had forced his retreat and now held him in check. With his only remaining rook lured out of position and the situation appeared hopeless. This isn't Chessmaster, he thought, there is no replay option in this game. His mind raced back to the magnificent chess sets of Chessmaster. The lessons learned. The gambits and endgame strategies. The Chessmaster opponents against whom he had matched wits and sharpened his game, as he progressed through tutorials in various levels. The voice of the Chessmaster, coaching him. And suddenly, in his hour of need, he heard the voice again: "Counterattack in the center... N-Q4." Why hadn't he seen it before?



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Nintendo



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For more information, check out [www.chessmaster.com](http://www.chessmaster.com)

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NINDEAPE







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Yeah. Power Stone rocks.



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# STAR WARS EPISODE I THE PHANTOM MENACE

**Y**OU'VE SEEN THE movie, lived through the hype, and probably had just about enough of Star Wars this summer—but you haven't played the adventure game for the PlayStation based on Star Wars Episode I: The Phantom Menace. If you're a fan of Star Wars, it was well worth the wait. And if you're someone who can't find anything else

of interest in the action/adventure genre on the PlayStation, you'll feel the Force. If you hate Star Wars, however, you may want to stop reading now.

**Captain Panaka**



Loyal Neboan servant, Panaka will risk life and limb to protect his queen and homeland.

**Qui-Gon Jinn**



A Jedi Knight who will disobey the Jedi council when it comes to training Anakin Skywalker, for he realizes his destiny and Anakin's will be forever entwined. But he will never understand fate in the Dark Side. He's the first to encounter the Sith when he battles Darth Maul in the desert.

**Queen Amidala/Padmé**



Disguised as her own handmaid, Padmé, Queen Amidala fights alongside the Jedi and Panaka as she tries to regain her throne from the Trade Federation. Tough and spunky, she's also feisty and sneaky. In some cases, you must escort her (as Queen) to safety.

► Phantom Menace for the PlayStation retails and expands on Episode I.

## It's Raining Menace

What the Phantom Menace adventure game does for true fans is re-create the movie experience, making it completely interactive. You play as Obi-Wan Kenobi, Qui-Gon Jinn, Captain Panaka, and Queen Amidala as you race against time to save Theed, reach the Senate, and bring a new Jedi named Anakin on board. If you haven't seen the movie yet, don't play—all the film's plot points are revealed. Otherwise, you're in for a pretty solid action game involving lots of lightsaber-slashing, item-to-item bartering, and good-old-fashioned blow-dings-to-pieces fun.

As Obi-Wan and Qui-Gon, you'll swing the saber in a variety of ways and use the Force Push, which knocks enemies down and triggers switches that are just out of reach. As Panaka, you'll find a variety of weapons like blasters, thermal detonators, rocket launchers, and more to blast through the Federation's defenses, making quick work of enemy tanks, droids, and assorted henchmen. As the Queen (actually, Padmé, the disguised Queen), you'll fight through the last level of the game to reach the throne room and thwart the viceroy's amazingly wicked plans.

Mixed in with all the fast-paced action is a lot of talking. You have to barter with a variety of beings just to accomplish simple tasks, so the action slows down in areas. The excessive verbal fencing will cause some players (mainly non-Star Wars fans) to put the controller down and head back to the theater for another fix, which



## Level Guide

Here's a brief sample of tips for each level of the game (assuming you exited the Trade Federation ship).

### The Swamps of Naboo



After catching up with Jar Jar the second time (on the ledge with a vine above you), you'll have STDP droids heading your way. Jump down from the ledge, make your way back up, and slash the vine.

### Dloh Gungu



Never kill a Gungan—unless you want to battle every single Gungan in the level. Instead, use the Force Push on any that get in your way.

### Gardens of Theed



You can't destroy the big tanks. Instead, look for maltrikes behind the tanks (climb the pillars that trigger the doors to the right).

### Escape from Theed



Getting past the tank with the Queen in tow is tough. Help the soldier who needs water, then grab the equipment in the room behind him—but don't activate the shield generator. Force that guy over you open the door to the right of the tank. Run through it and destroy the Destroyer droids.

### Mos Espa



The best way to kill the creature in Captain Neqta's yard is to run up the steps and hit it with enemy weapons from your sidecar. Don't stand in front of it and hack a way—you'll lose.

is unfortunate. This isn't Jedi Knight, and that's ever so apparent when you have to trade a pair of binoculars to take a city tour on Coruscant in order to get to the Senate.

## Guilty as C[inema]

Beginning on the Trade Federation ship, the game progresses much as the movie does. You escape, meet Jar Jar Binks, deal with the Gungans, rescue the Queen, travel to Tatooine, find Anakin Skywalker, battle Darth Maul in the desert, return to Coruscant, and end up back in Theed—where you eventually face Darth Maul in the final battle.

With brilliant explosions and fantastic lighting effects (especially in the lightsaber battles), the graphics, though not superior, do hold their own against games such as Metal Gear Solid and Splinter Cell. Each of Phantom's segments are also beautifully illustrated with cinematic cut-scenes that'll literally take your breath away. Despite plenty of jiggles and rough edges, the overall graphical feel is clean and simple.

## Bringing Balance to the Force?

If your eyes aren't impressed, your ears will be as the game presents hours of voice enhancements and special effects. The former are particularly well done, featuring talent that closely matches the original movie actors (Jar Jar Binks and Anakin Skywalker are actually voiced by their movie counterparts; other actors are just really good mimics). Plus, Phantom Menace's music swells in anticipation of the action—the Duel of the Fates piece sounds especially heroic in the Maul scenes (see sidebar, "Duel of the Fates Video").



If Jedi in training, Obi-Wan is also here—striving like his master, Qui-Gon Jinn—but his mastery of the Force is already keeping him safe from the Dark Side.

So your eyes aren't impressed, and your ears are in heaven—now it's time to figure out your fingers. To say the least, they'll be frustrated. The controls lean a little toward the Dark Side, especially with the tricky jumps and rapid response of the computer AI. In areas where you escort a person to safety, that person will often linger in the background, which forces you to backtrack to look for them all over again. You may also find that the rotating camera makes it hard to pinpoint targets with a blaster or other weapons. But a skilled player will soon master these weaknesses (by feeling the Force flowing through them, of course).

## The Force and Sith, er...The Fourth and Fifth

Phantom Menace leaves you exactly where the movie did: it has its moments of excitement and its spots of drudgery, and in the end you wished they'd put more Maul in the game. But you'll never once say you didn't enjoy it, and that's all that matters. **C**

## Duel of the Fates Video

Be a bonus to faithful gamers who sweated out the delays of the Phantom Menace adventure game. LucioForte has included in the menu at the beginning of the game the full Duel of the Fates music video. The segment, which enjoyed a repeated run on VH-1 and MTV, lasts about a full five minutes and is a great way to say "thank you" to fans who see their PC brethren get an early jump on the fun!

## PlayStation Bonus!



## Mos Espa Arena



To make short work of Jabba's fighter in the pit, slay a droid and roll out of harm's way. If the creature throws a spike at you, deflect it back with your saber for major damage.

## Encounter in the Desert



Before you meet Maul, destroy the three reconnaissance droids, or they'll pester you throughout the level. After heading blind, push the highlighted rock and fear off with him again. Pesty droid work should steer him east.

## Coruscant



Sell the binoculars to the citizen on the platform outside the tour desk. Return to the alien who wanted to sell you four Sithra for 100 credits. Remind him of the price, and he'll give them to you.

## Resault on Theed



Backtrack through Theed, keeping Pansica close. Happily, you'll have amassed enough missiles to destroy the ID or an Destroyer droid you'll face. Go back to the garden with Pansica, and you'll move to the next level.

## The Final Battle



In the first foyer of the castle, go to the room on the right and kill the two droids, then move the crate from this room to the room to the left of the main door. Activate the switch and enter the room with prominence—you'll receive the white prize card.



## BY SCANT LIGHT

Published by LucasArts  
 \$56.95 #1 Player  
 Available August #ESRB: Teen  
 Action/Adventure



## GRAPHICS 4.0

Not as visually impressive as Phil Farrary VIII, but a hell of a lot better than Tomb Raider II, Phantom Menace is more about the overall experience than the imagery.

## SOUND 4.5

Mina a half-point for Jar Jar Binks (who is annoying on his own merits) and for the few times when Qui-Gon's voice sounds like a tired Sean Connery. Otherwise, the music, voice, and sound effects are awesome.

## CONTROL 4.0

Flaw privilege is offset by tricky jumps and hard-to-target enemies. You'll find yourself backing up and moving forward so much, you'd swear you were trying to parallel park a podrace. It's nothing a true Jedi can't master, though.

## FUN FACTOR 4.5

You have to be a fan of either the Star Wars movies or solid action/adventure games to like Phantom Menace. Fans will forgive minor graphical hiccups and plot variances faster than adventure gamers, but both will love this game.



# SOUL OF THE SAMURAI

**I**N ANCIENT JAPAN, someone...or something...is turning people into foul monsters. Enter a wandering samurai with lightning-quick swordsmanship and a nipsu seeking her lost brother—and you have the recipe for a finely crafted Resident Evil-meets-Bushido-Blade action/adventure game.

## Soul Survivors

Soul of the Samurai is aptly named in more ways than one. In Japan, the sword is often called a samurai's "soul," and this game certainly dishes out 3D sword-fighting in mass quantities. Plus, the element of evil magic at the core of this very compelling mystery reaches into the very souls of the two main characters.

In fact, Soul's story line has it all: good versus evil, war versus peace, revenge, family loyalty, friendships lost and found...it even has zombies! Yes, creepy creatures and the undead run amok, resulting in more slicing and dicing than at a sushi chef's convention. In one hand-cramping sequence, you fight an entire town of blade-swinging zombies! How many? One hundred? Two hundred? Keep counting.



**PRO TIP:** Versus the first sub-boss swordman, you can avoid his special moon move if you press  $\Delta$  to sheathe your sword just before he strikes.

## Razor-Sharp Features

Soul of the Samurai is as well-crafted as a Japanese katana sword. The male or female swordfighter you choose follows their own intricate six-part story line that intertwines with the other character's during the game. They even encounter unique foes and bosses.

Samurai is more fighting than puzzle-solving, but the crisp controls come through with flying colors. The actual sword-swinging is confined to a single action button; combining that with joystick positions, however, enables you to master up to 15 offensive and defensive moves per character. Additionally, the useful inventory screen manages a formidable arsenal of weapons and power-ups. One nitpick is that you're annoyingly kicked out to the Konami logo screen whenever you meet defeat...which can be often.

The game's graphics and sounds also shine. Solid animation keeps the 3D fighting angles under control, and the dramatic story-sequences are nicely staged—there are imaginative, bizarre-looking creatures and bosses, too. Although there are no voices, the high-energy Japanese-style music amps your adrenaline and builds suspense at the same time.

## Samurai Night Fencer

With its setting in ancient Japan and its challenging swordplay, Soul of the Samurai is a unique and worthy take on Resident Evil-style gameplay. If you're a 3D action/adventure gamer who's waiting to rush headlong into Deto Crisis and Resident Evil 3: Nemesis, you might do a little Soul searching first.  $\text{S}$



**PRO TIP:** Counter-cutting is max. Press and hold R1 to maintain your guard, then hit  $\square$  just after your opponent strikes.



### BY THE WAY...

Published by Capcom  
Price not available #1 player  
Available August #ESRB: Mature  
Action/Adventure



**PRO TIP:** Sometimes power-ups are hidden where you can't see them.



**PRO TIP:** To beat the giant Muga, load up on ointment and herbs, use your speed to dodge his slow attacks, and rush in to slash him before he resets.



**PRO TIP:** You can cut two adversaries at a time if you line them up correctly.

### GRAPHICS

4.0

Duo animation handles the 3D swordplay with ease. The visual effects during special moves are cool, while the boss characters and monsters are imaginative and weird-looking.

### SOUND

4.0

No voice-overs, but the music is an energetic mix of traditional Japanese sounds and jazzy rock beats. Overall, the audio is slick and nicely tuned to the game's story and action.

### CONTROL

4.5

Although the actual sword-swinging is relegated to a single button press, the joystick makes positioning a nice strategic element. It was also a good idea to make power-ups accessible with a single button-press during a fight.

### FUN FACTOR

5.0

Soul of the Samurai delivers lively action mixed to a compelling story line. The combat is fast, furious, and frequent with successful swordplay that depends on technique as much as fast button-pressing. Two characters with two intertwining story lines up Samurai's replayability.





BY THE BROOM

- Published by GT Interactive
- \$31.99
- Available on PS2
- Racing/Adventure
- 1 player
- ESRB Teen

LANGUAGE	VIDEO	CONTROL	ONLINE
4.0	3.5	4.5	4.5

**D**RIVER SLAMS ONTO the PlayStation with some of the hottest cops-and-robbers action this side of *Starline and Hatch*. By combining the realistic racing physics of *Gran Turismo* with the devastating action of *Destruction Derby* (and adding lots of cinematic flair), *Driver* gives gamers an exciting thrill-ride they won't soon forget.

**I LOVE IT WHEN A PLAN COMES TOGETHER**

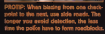
You're thrust back into the '70s in the boots of Tanner, an undercover cop posing as a driver for hire to take down a vicious crime ring. You'll perform a range of objectives over 44 action-packed missions through four cities, including San Francisco and New York, delivering cars, busting out criminals, smashing up restaurants, and more—and each just in Undercover mode.

*Driver* features three additional fuel-burning modes: Training, Driving Games, and Take A Ride—and you'll burn rubber through each, creating in the most fly rides to ever torch an interstate. There's even a film editor that enables you to piece together your best replays into a cinematic car chase, Hal Needham-style.

**THE ACTION'S PURE DISCO, BABY**

*Driver's* graphics are slamin' for the most part. From S.F. to Miami, each city is accurately rendered right down to the landmarks. Furthermore, *Driver's* hot rods look spectacular: All the vehicles, from the muscle cars to the cop cruisers, exhibit realistic details. You'll also take damage with every car you hit or wall you smack into. Smoke erupts from under the hood, hubcaps fly off, and headlights cease to function. *Driver's* biggest flaw, however, is the very noticeable pop-up in the background. Fortunately, it doesn't detract from the high-octane action or the frame rate.

Equally impressive are *Driver's* controls, which enable you to effectively burnout, take tight corners, and maneuver between other cars on the road. Because each vehicle handles realistically—just like those in *Gran Turismo*—it may take you a few practice sessions to get the hang of powersteering with the handbrake. Ironically, the roadsters and cop cars sound authentic. Meanwhile, the '70s-inspired soundtrack is cool, but in each level, except for moments of danger, the beat continuously loops.



**PRO TIP:** When blading from one checkpoint to the next, use side roads. The longer you avoid detection, the less time the police have to form roadblocks.



**PRO TIP:** Cops will often tie in wall if you just walk to the door of your hideout. You're a sneaky crook, so think like one.



**PRO TIP:** Instead of naming roadblocks, look for an opening.

# DRIVER



**PRO TIP:** Driver crashes onto the PlayStation with high-octane Hollywood-inspired fun.



**PRO TIP:** If neon are telling you on a long stretch of road with two-way traffic, strafe into the oncoming cars. The police may crash.



**PRO TIP:** When you need to take a tight corner, lightly tap **△**, or you'll spin out of control.



**PRO TIP:** When smashing into the restaurants in *Pap-back*, powerslide at an angle to avoid getting stuck and losing precious time.

**SABOTAGE!**

If you're hankering for a Hollywood-style car-chaser, get behind *Driver's* wheel. Its cool story-line, kick-ass muscle cars, and high-speed action make it a ride you won't want to miss.

**GRAPHICS**

4.0

*Driver's* graphics are almost as powerful as the cars they're depicting: Each hot rod is accurately styled with '70s flair, and the environments accurately represent the cities. Though you'll definitely notice pop-up in the background, this flaw doesn't ruin the action.

**SOUND**

3.5

The roar of muscle cars, the whine of cop sirens, and awesome collision effects create the perfect mood. The soundtrack is funky enough, but it could've been more fresh—each level's beat endlessly loops throughout.

**CONTROL**

4.5

All the vehicles handle realistically, and the controls are as tight as the rides you're driving. After spending some time practicing, you'll easily get the hang of burning out, taking tight corners, and weaving in and out of traffic.

**FUN FACTOR**

4.5

*Driver* offers up quality car-crushing action with a cool story line and all the trappings of a Hollywood crime flick. If you've been dying for an alternative riding experience, or you still pretend you're B.A. Baracus on the weekends, get behind the wheel, fool.

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16 TOTALLY WHACKED FIGHTERS

LET'S GET REA

A scene from the video game Ready 2 Rumble Boxing. Two characters are in a boxing ring. On the left, a large, balding man with a surprised expression is being punched from behind by a smaller, muscular man with a large afro. The afro man has a determined look. The background shows the ropes of the boxing ring and a bright, fiery light source.

READY  
2  
RUMBLE  
BOXING

**SALUA TUA**

STALKED BY HARPOON-TOTING WHALEBS

**vs.**

**AFRO THUNDER**

THE BIGGER THE 'FRO, THE HARDER THEY FALL





# SLED STORM

**S**NOWMOBILE RACING MIGHT not turn heads like NASCAR does, but *Sled Storm* should draw a crowd with its surprisingly fun extreme-sports action. Few extreme-sports games have delivered this kind of polish before, but this *Storm* comes on strong with exciting arcade thrills, cool tricks, and sweet controls.

## One-Handed Superman

*Sled Storm* pits you against three other racers on six supercross-style Snocross tracks and eight regular tracks. The well-designed courses are packed with sick jumps and slick shortcuts—you'll catch so much air that it's easy to spend half the race busting off stunts. Up to four players can race in the split-screen mode (using a multistap)—a rarity on the PlayStation—and single players can compete in two tournaments, earning the cash to upgrade their sleds with an impressive array of Gran Turismo-like upgrades.

Much of *Sled Storm's* fun comes from its killer controls. These snowmobiles handle like the real thing, but not so realistically that they aren't fun. They aren't just cars in the snow, and the result's an exciting feel that racing pros will enjoy for its responsiveness and originality.

The game does have one flaw: the opponent A.I. In tournaments, as long you spend your upgrade dollars wisely, it isn't too strenuous to come out on top. On the other hand, *Sled Storm* makes no bones about its arcade focus, so it's not far to expect the depth and replayability of a sim.

## Heel Clicker

The game's awesome animations also juice the thrills. The riders lean heavily through turns, slip smoothly off the sled for tricks, and splatter painfully across the snow during wrecks. The tracks are less eye-catching—they're hardly eyecores, but they tend to all look the same. Best of all, the frame rate's clean and quick, and the pop-up's minimal in the one-player mode—though in split-screen modes, the pop-up becomes much more problematic.

The soundtrack also shreds with kick-ass tunes such as Rob Zombie's "Dragula." While the engine roars and other sound effects are solid, the cheesy character voices are grating.

## No-Hander

All told, *Sled Storm's* definitely worth taking out for a spin. If you don't plan on much multiplayer action, you may just want to rent it, but whenever you do, don't miss out on this absorbing adrenaline rush.



**PRO TIP:** On Kodiak Canyon, veer right past the yellow caution sign just after you see the bear to find a cool jump and shortcut.



**PRO TIP:** Whenever a bunny darts across the track, hunt that sucker down to earn a whopping 7500 stunt points.



**GRAPHICS** 4.0

Fluid animations bring the races to life as riders rocket through hair-raising stunts and crunching collisions. The tracks look solid and the races are speedy, but the pop-up in multiplayer races gets really distracting.

**SOUND** 4.0

You'll crank up the thumping Rob Zombie tunes, but you'll miss the corny character voices. The in-race sound effects are respectable, but not amazing.



BY DAN MEDVED

Published by Electronic Arts  
# \$49.99  
# Available August  
# Rating

# 4 players  
(with multistap)  
# ESRB: Everyone

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0



**PRO TIP:** On Goet's Bluff, there's an important shortcut near the end of the track just after the steep climb—make the leap of faith into the gap to the left of the red sign.



**PRO TIP:** One of the best upgrades early on is the Sure Start, which lets you restart your sled without jerking on the starter pulldown.



**PRO TIP:** On Pine Valley, head left after the second path of green ice and break through the ice wall for a loop shortcut.



**PRO TIP:** When racing at night, it's worth laying out the extra cash for the helmet headlights.



**PRO TIP:** For sharp turns, it's crucial to use the lean (press and hold L1 or R1) to cut through the corner without losing speed.

**CONTROL** 4.5

*Sled Storm's* controls nail the feel of a snowmobile with enough realism to be cool, not annoying. They're comfortable, easy to learn, and a big part of the game's fun.

**FUN FACTOR** 4.0

Despite a few flaws, *Sled Storm's* addictive arcade racing, sharp controls, and outrageous tricks combine for some scuzzing fun. The one-player game's a tad short on depth, but it's still a rowdy ride you shouldn't miss.



# SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



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READY TO GET DOWN & GET IT ON.

# READY TO RUMBLE



TANK  
**THRASHER** vs.

HIS WHUPPY COMES CHICKEN-FRIED



BUTCHER  
**BROWN**

HIS MEAT COMES FRESH FROM THE RING

IN-GAME ANNOUNCEMENT BY \* MICHAEL BUFFER \*, THE VOICE OF CHAMPIONS



BORIS  
**KNOKIMOV**

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# ACE COMBAT 3 electrosphere

ACE COMBAT (known as Air Combat in the US) is making its third pass through Japanese PlayStation slots, and the jet fighting is crisp as ever. However, there's also a lot of politics crowding the screen, which sometimes gets down this superior flight.

## Flying Aces

This time around, you're sort of a high-altitude policeman whose task is to bust the evil forces of General Resource, a money-grubbing mega-corporation that dominates the Ace Combat world. Ace puts you at the controls of a formidable squadron of aircraft. As in all AC games, you fly with familiar behind-the-jet or inside the cockpit views, and the easy-to-read radar and slick heads-up display enable you to track bogies until you're within range to launch missiles.

Early on, most targets are easy pickings, but later, air and ground missiles thwart your attacks, often sending you down in flames. Luckily, Ace's solid controls enable you to turn and burn.



**PRO TIP:** You can outrun missiles. Hit afterburners, watch your radar, and veer sharply away.

► **PRO TIP:** Zero in on airborne targets. Identify them, and when you hear the target-lock tone, hit the afterburners and fire.



## No Time for Talk

Ace Combat 3's visual tour de force with expertly tuned audio—but sometimes that's a problem. The gameplay graphics and views are excellent, but to get to the action, you plod through a dizzying—multimedia news-feed (similar to Soviet Snake's) that updates the ever-changing political climate. This being the Japanese version, it's maddeningly long.

When you get to the actual combat, Ace Combat 3: Electrosphere is ace all the way. There's probably a complex and compelling story line here, too—hopefully the English-language version (due here in early 2000) will make it a plus, not a minus. **G**



BY BRODER JUEZ

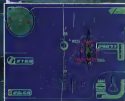
- Published by Namco
- Price not available
- Available now in Japan
- Air combat
- 1 player
- ESRB: Not available

OVERSEAS PROFILE

USA	UK	FRANCE	GERMANY
4.5	4.0	4.0	4.0



**PRO TIP:** You're the lastest thing in the skies; don't overshoot your target on the first pass.



**PRO TIP:** The high-altitude Blackbird does not function well below the stratosphere. Stay in dark blue skies and avoid cloud cover.

TINY TANK'S TRIP to retail stores has been delayed so many times that we'd almost forgotten about the tough title. It's been a while since we reviewed this sharp game (see ProReview, February), so here's a recap of Tiny's cool action/adventure game now that he's finally rolling onto shelves.

## TITANIC TINY

As Tiny Tank, you're reactivated after two centuries of sleep after machines have taken over Earth and relegated humans to subterranean dwellings. The well-executed story is spiced with hysterical behind-the-scenes footage starring Tiny, who's a foul-mouthed div.

Tiny's challenging and creative single-player mission-based levels are the game's highlights, delivering fun shooter action and platform-style puzzles. You can even snag your enemy's weaponry or steal their brains to make your own weapons smarter!

## TECHNICALLY TIGHT TANK

Explosive lighting effects lead the full-scale visual assault that pits Tiny in expansive environments with no clipping, very little pop-up and, best of all, very good camera control. Complementing the audio/visual adrenaline hit, Tiny's furious sound effects provide belting crashes and blasts while the quirky soundtrack's variety keeps each level fresh and distinct. The highly responsive controls are a breeze with the analog stick,

but directional pad response is sluggish, making for a whole new level of difficulty, if you still don't have a Dual Shock controller. Tiny Tank will be a tremendous letdown.

Tiny's only serious drawback is its disappointing head-to-head mode. Slowdown and muddied controls make movement and aiming extremely difficult. Nevertheless, Tiny's solo game is phenomenally fun, and it's packed with great touches everywhere—you can even wear the cowboy hat of one of your victims. Lock and load for Tiny Tank! **G**



BY BOBA FATT

- Published by Sony Computer Entertainment Inc.
- \$64.99
- Available September
- Action/adventure
- 3 players
- ESRB: Teen

USA	UK	FRANCE	GERMANY
4.5	4.5	4.0	4.5



**PRO TIP:** To avoid the cargo ship's deadly cannon, keep moving through the teleporters—but make sure to shoot that cargo in the air!



**PRO TIP:** In the rock tunnel, put all of your brains on one forward-firing gun—it'll be a constant assault on the incoming rush while you maneuver.



**PRO TIP:** Lead your Tanks Weenies Tanks a brain to put them in gather mode, and they'll return this power-up for you.



A Jedi Knight must  
 remain focused.  
 Mastery of the Force  
 requires that one  
 purge all unnecessary  
 activities from daily life.

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**THE PHANTOM MENACE**

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*. As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



[www.lucasarts.com/products/phantommenace](http://www.lucasarts.com/products/phantommenace)  
[www.starwars.com](http://www.starwars.com)

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. 3D acceleration hardware required for PC version.



## Chocobo Racing

**PLAYING CATCH-UP** is rare for Square EA, the RPG power, but mascot racers are a far cry from role-playing games. As a result, Chocobo Racing stumbles in the tire tracks of Mario Kart for the Nintendo 64.

Chocobo's hook is the opportunity to race famous Square characters such as Chocobo the bird creature and Cloud Strife from the Final Fantasy series. The spotty gameplay, however, focuses more on weapon strategy than road racing, creating frustrating outcomes. Plus, the graphics and sounds are bland, and the character sprites contain violent pixelation. Moreover, phenomenal opening full-motion video cut-scenes give way to goofy pop-up-book storytelling, which suffers from a lack of character voices. Only Chocobo's nerve-snapping chirp stands out amongst the cliché sound effects and candyland score.



### BY BOB PATT

- Published by Square EA
- Price not available
- Available August
- Rating: ESRB: Everyone
- 2 players
- ESRB: Everyone

PLAYERS	GRAPHICS	SOUND	CONTROL	VALUE
3.5	4.0	3.5	3.0	3.0



**PRO TIP:** Even when in front, use the Speed Charge as an acceleration device—it doesn't have to be a weapon!



**PRO TIP:** In story mode, the battle will be lost or won with crystals.



Chocobo Racing's a decent choice if you're looking for a benign racer and can't wait for the final verdict on Crash Team Racing (for more info, see "Sneak Previews" this issue), but it provides little personality and no innovation.

## Konami Arcade Classics

KONAMI HAS CRACKED open the vaults to resurrect 10 arcade oldies for the PlayStation—and time has been remarkably kind to these classics.

Games like Roc 'N Rope and Pooyan aren't household names, but they're still loads of fun and represent important evolutionary steps in the history of video games. Yie Ar Kung Fu, for instance, feels like a spiritual prequel to Virtua Fighter 3. Other games such as Circus Charlie and Shao-Lin's Road have no modern equivalent, making them all the more interesting.



**PRO TIP:** At the end of each round in Time Pilot, dive/die and shoot the answer planes instead of the mothership for big points.

These gems have been nicely preserved in their 2D enormous-pool glory complete with plinky sounds and screechy speech samples. Analog stick support would have been a great upgrade (especially to Time Pilot and Gyryus), but these are direct emulations—no tweaking allowed (except for being able to save high scores to the memory card).

They may be dusty and obscure, but the collection of games in Konami Arcade Classics offers unique and surprisingly fresh gameplay. Retro still rocks!



### BY BOB HARR

- Published by Konami
- Price: \$29.99
- Available August
- Coe-up collection
- 2 players
- ESRB: Everyone

PLAYERS	GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.5	3.0	4.5	



**PRO TIP:** To defeat Seord in Yie Ar Kung Fu, duck and kick his toe when he sticks it out.

## Ultimate 8 Ball

IF YOU SURVIVED the recent barrage of billiards games and still want more, THQ's Ultimate 8 Ball rids us of something more than just a good engine and game options—it has character.

Ultimate 8 Ball presents 14 different pool games on 15 different tables—and the scene is on "different" fers, you'll see normal rectangles, but you'll also shoot on hexagons and gone is. Plus, you'll hustle 18 AJ, players in 10 locales that range from seedy dives to a fiery surprise finale.



**PRO TIP:** Never shoot without first calculating where the cue ball will end up and what your next shot will be.

This game of stick adequately covers most of the angles. The polygonal opponents provide major personality, and the environments look crisp and distinctive. Sensible analog controls make shooting simple, but some camera views are poor. Unfortunately, the accurate sound effects are shackled to a forgettable instrumental rock soundtrack.

The pool market's flooded, but a nice subtler, real physics, and fake people help Ultimate 8 Ball float above the bulk of PlayStation billiards sims.



### BY BOB HARR

- Published by THQ
- Price: \$19.99
- Available now
- 14 levels
- 14 players
- ESRB: Everyone

PLAYERS	GRAPHICS	SOUND	CONTROL	VALUE
4.0	3.5	4.0	4.0	



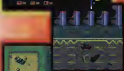
**PRO TIP:** In 9 Ball, hit your target ball into the 9 and stick it for a quick win.

# CARMAGEDDON

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- Total freedom to race, chase and annihilate anywhere on the map.
- Zombie pedestrians and psychotic opponents challenge players' skill and abilities.
- Single player and multi-player action.

Available Summer 1999



*Interplay*  
BY GAMMA JOB-GAMMA™

SCI



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He is coming.

Walking between worlds...

Traveling the road of souls from Liveside to spirit world  
And back again.

He is coming, skull in one hand,

ferrebeau in the other...

a voodoo mask in his chest  
and lines of power in his back.

He is coming,

stalking evil in tenements and deserts,

subways and swamps,

spirit world and real world.

Shadowman is coming...

To stop the Apocalypse.

To save us all.

# SHADOWMAN



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# ARMY MEN SARGE'S HEROES

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**No-Streak Shine.**  
every time."  
~Sarge

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**3DO**

WWW.ARMYMEN.COM



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**AIR ATTACK**

Intense Helicopter Action.





AN EPIC GAME  
 Published by GT Interactive  
 \$56.99  
 Available now  
 Activision.com  
 4 players  
 ESRB: Mature  
 Mature



# DUKE NUKEM ZERO HOUR



**PROTIP:** Remember the locations of the hydrants and toilet bowls. Drinking from them is a free power-up!



**PROTIP:** Rescuing Babes causes your health to rise 10 units. This, however, is Leonardo's Mona Lisa—not a Babe.



**PROTIP:** Plas and Isards will materialize out of thin air. Listen for transporter sounds.



**D**UKE NUKEM: ZERO HOUR is part crazy Turok, part gory Golden Eye—and all Duke! This game walks in its Mature rating, so pro-swastikas, the gun sly, the squeamish, and the politically correct should just stay... make that run away.

## PORK-FRIED ACTION

Zero Hour continues the Duke Nukem saga that began on the PC. The evil space hogs have returned to make Earth a gigantic pig sty—and this time they're using time travel to wipe out mankind! It's the perfect setup for Duke's hard-hitting 3D action-adventure run-'n-gun gameplay as you hunt extraterrestrials from post-apocalyptic New York City to the Old West and Victorian England.

You play from a behind-Duke view as you engage in close combat encounters with 26 types of E.T. enemies that overrun 22 levels. You can also battle your friends in rockin' multiplayer action across 14 unique levels.

The gameplay's tuned to near-perfection so there's never a dull moment. There's also a fair amount of exploration that's nicely mixed with the action, which is good because the levels are homogenous and the alien scum are deadly. Moreover, you can't save a game until you beat a level. You definitely get plenty of bang for your gameplay buck here.

## "FRESH HARDWARE!"

Zero Hour's solid controls make you the Master of Mayhem. They're nicely tuned to the always-on-target game cam, keeping the action hot and heavy.

It's a breeze to cycle through weapons (up to 20 types), even in a fire fight, and with eight preset control configurations, Duke's easier to play than ever.

Fans will find the visuals and the sounds familiar and fun. New Duke enemies, however, should be prepared to shred pigs into pulp and splatter zombies. Of course, Duke's one-liners carry the audio show with classic Duke-isms like "Groovy!" and "Let's rock!" joined by a few more...uhhh, rougher lines. Zero Hour also makes great use of environmental effects, so grunts and engine sounds provide key gameplay clues.



**PROTIP:** When you hear suspicious creature sounds coming from around a corner, consider launching grenades, rocket, cranicle shells, or alpha bombs.

**PROTIP:** You can use the Stripper Rifle to take out robot machine-guns. The Grenade Launcher works, too, but you might blow a hole in a platform.



**PROTIP:** Air vents signify secret passages where cool gear awaits.



**PROTIP:** Moving Duke slightly with the joystick sometimes enables you to peer around corners or over the top of ledges.

## GRAPHICS

4.0

The animation's sometimes staid and hokey, like during Duke's runs and jumps. But the facile game cam is tightly tuned to the 3D gameplay. Also, there are cool combat effects, and the creature graphics are solid. Expect to see some gore.

## SOUND

4.0

Zero Hour compels you to keep the sound turned up. It's all about "Duke-isms," baby! There are plenty of 'em with lots of attitude. Hard-rocking "Duke" intro music maintains adrenaline at the get-go. Environmental sounds actually assist your gameplay.

## CONTROL

4.0

A good job of game tuning here. The controls manage a wide variety of weapons and gear with ease. You can even magnify the cool super view and reload on the run. Eight control configurations and your choice of gunights are a plus.

## FUN FACTOR

4.5

The run-'n-gun fighting, rodo, and there's just enough puzzle-solving and exploration to keep the game interesting. Moreover, the single-player mode is an epic-length adventure. Mixed with the multiplayer games, Duke gives you more than your money's worth.





# ARMY MEN SARGE'S HEROES



BY GARY LAMB

Published by 3DO  
\$44.99  
Available  
September

Action/shooter  
2 players  
ESRB: Teen



**I**F YOU WERE the kind of kid that enjoyed making your plastic army men or setting them up for combat in the car, kitchen, or bathtub, then you'll get a chance to relive your childhood with Sarge's Heroes—except now you get to see them blazed into millions of plastic pieces or crumple into a melted mess. Even better:

## Stars and Trips

Sarge's Heroes, which follows the premise of the earlier Army Men 3D for the PlayStation (in which you hunt down and destroy the Tan army), breaks new ground in its search for interactive environments. You take the fight into the home as your miniature soldiers shoot it out on the shores of the bathroom, in bedroom trenches, and on kitchen battlefields.

Springing much-improved graphics over the PlayStation version, Sarge's Heroes' smooth look and clean details make the game more enjoyable, and ultimately, much more realistic. You'll see tanks go up in blistering flames while you take down enemies with a super-powerful sniper scope and even use a shotgun for close combat. The variety of weapons and well-illustrated back-grounds also make the game more fun than the PlayStation experience.

Sarge's sound is a mixed bag. There are some ear-crunching explosions, nice ambient chopper and tank sounds...and not much else. The game could've used some battlefield radio chatter or even a yell or two of "incoming!"—instead you're left with a tame arena of death where a cough might set off a firefight.



**PRO TIP:** Use tree cover to assess situations and for sniping.



**PRO TIP:** When heading Strife, cut the gated areas or you will be captured.



**PRO TIP:** Use oil barrels to your advantage. A chain-reaction explosion is sometimes enough to destroy a tank.



**PRO TIP:** At the end of the Hoover level, there's a room of Tan soldiers right at the portal entrance that won't appear until you get down.



**PRO TIP:** In the 1000 Rooms level, clear out as many Tans as you can with the sniper rifle. Get in a high ledge and crawl to the edge, then pick them off.

## GRAPHICS 4.0

Much better than those in Army Men 3D on the PlayStation, the graphics in Sarge's Heroes shine like the Fourth of July. (Not a very foggy Fourth, maybe.)

## SOUND 4.0

Playing the program's thought "I'm in a hole, and this opened for..." The sounds are solid, but where are the tiny plastic screams of agony or at least the cry for a medic?

## CONTROL 3.0

If a real army moved like this, the war would be over in a day. Bad camera angles, bad movement, jerky controls—you'll shoot yourself in the foot to get out of the chicken outfit.

## FUN FACTOR 4.0

Sarge is a real hero and in charge, but you seem to wade through a lot of muck to get to the medal, especially with the controls. Mister those, and you'll still remain for your childhood levels of fun.



**PRO TIP:** If you're burnt by the flamethrower, stop, drop, and roll to quell the flames.

## A Casualty of War

The control is where this battle gets overwhelmed. Switching between weapons is easy; crouching, strafing, and rolling effectively are somewhat harder—but moving your character so he's not constantly in the line of fire garners a dishonorable discharge. The camera veers so far to the left or right (often becoming hung up in the scenery) that you may find yourself running in wide circles just to avoid a bullet in the ass.

## Atheist in a Foxhole

And that's where the game leaves you—wounded. With a better control set, Sarge's Heroes could have been a four-star game instead of the career colonel it turns out to be.

War is hell. Sarge's Heroes is heck.



**4 PRO TIP:** In the first bathroom level, nail the Tan soldier on the rubber duck and the one perched high up on the soap dish.



"The new King  
enters the ring!"

-GamePro

**WRESTLEMANIA**  
**2000**

November 1999



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JAKKS Pacific





THE MOST REVERED puzzle game of all has been further refined in its latest Nintendo incarnation. The New Tetris has been shaped to near-perfection, combining Magical Tetris Challenge's goofiness and Tetrisphere's awkward gameplay.

## THE NEW TETRIS

### Building Blocks of Success

The coolest feature of any Tetris game is the adding gameplay. Building lines with the variously shaped blocks to defeat your opponent is easy to learn and fun to watch. What makes The New Tetris even more addictive is

the challenge of erecting seven new wonders of the world, from an ancient Mayan temple to legendary sites in Japan and Russia. Simply put, the more lines completed, the faster the seven wonders are built. And once one is finished, you're rewarded with a short history lesson on the structure's significance.



**PRO TIP:** Use the new piece-swapping feature to set up major moves—and to get out of jams.

Graphically, whether you're watching blocks fall or looking at a "wonder" that you've built, the game is full of sharp and vivid sprites—TNT also boasts a burp-in soundtrack that mixes old Tetris tunes with modern techno and driving dance beats. Unfortunately, some of the tracks become annoying, but at least you can choose your tunes. Another annoyance is the sensitive control. With one slip of the directional pad, your perfect lines can be ruined.

### Hip To Be Squared

While not all the pieces fit in place perfectly, The New Tetris is undoubtedly a puzzle that beckons to be constructed. With up to four players able to play at a time, this Tetris is also perfect for parties. **C**

#### AS FOUR-STEP DRAGON

- Published by Nintendo
- \$54.99
- Available now
- Puzzle
- 1-4 players
- ESRB: Everyone

PLAYERS	AGES	CONTROL	GAME STYLE
5.0	4.5	4.5	5.0



**PRO TIP:** You receive more points for making gold or silver boxes with your Tetris pieces and then completing lines with them.



**PRO TIP:** To easily build Tetris's seven wonders of the world, play your friends with garbage "off" so you can get the maximum amount of lines.



**PRO TIP:** Watch the shadow of each piece to determine if a piece will fit.

IN TONIC TROUBLE, you're Ed, a clumsy alien who dropped a can of mysterious tonic on Earth, causing ecological mutations and evil mayhem. You've been ordered back to clean up the mess, but the tonic has fallen into the hands of the sinister Grogg the Hellah—and it's up to you to stop him.

## TONIC TROUBLE

### PUZZLE TROUBLES

Tonic plays like a 3D conversion of Super Mario Bros., offering compact sub-worlds with unique puzzle-oriented challenges rather than vast vistas of exploration. It's a large game, but mini-quests (like finding six springs in a sub-area) keep the challenges short and sweet. Ed even grows bigger and stronger, like Super Mario, through the use of popcorn.

Tonic's sparse visuals consist of enclosed spaces with uncomplicated textures. Despite impressive effects like electric bolts and glowing rivers, the overall look is resoundingly mediocre. Luckily, the cinematic score nicely sets the mood for each sub-level's motif



Lighting effects like lightning bolts and downhill sledging are the highlights of Tonic Trouble.

while cool sound effects, from the battle cry of Super Ed to the thump of your dart gun, cure some of Tonic's troubles.

### GLUNKY CAMERA

As with most 3D platformers, Tonic has some severe camera problems, such as the Zelda-inspired instant-center feature which creates a camera "cut" rather than a pan, jarring your sense of spatial relations. Otherwise, the controls are responsive and adequate—though not as intuitive as Banjo-Kazooie's, Mario 64's, or Zelda's. In fact, that sentiment just about sums up Tonic Trouble: This is a decent, irrepaid adventure, but not in the same league as Nintendo's heavyweights. **C**

#### AS BOBA TATT

- Published by UKA Ltd.
- \$59.99
- Available August
- 3D platformer
- 1 player
- ESRB: Everyone

PLAYERS	AGES	CONTROL	GAME STYLE
3.5	4.5	4.0	3.5



**PRO TIP:** When traveling on moving platforms, stay in site mode with your dart gun to head off incoming goons.



**PRO TIP:** Get this bobo to chase you onto the platform to release the popcorn machine. Then, as Super Ed, stop him silly!



**PRO TIP:** To cool off that super popcorn splitter, bring the block of ice to its exhaust port.



PREPARE.



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simultaneously. It will release your tortured soul from the devil and deliver you into the grip of a far greater evil. The world is living under the reign of a cruel dragon. Villagers are turning to stone. Armies of skeletons, swarms of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a vine. And only you can stop it. Scattered across the kingdom are seven ancient magic crystals. Without them, you have no hope. You will creep through dungeons, explore wilderness and glades, and encounter traps, curses, and puzzles on your quest to unearth the crystals. It will take courage. It will take cunning. It will take your mind entirely off Diablo II™.



# DARK STONE



DSI



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[www.godgames.com](http://www.godgames.com)



IT'S THE REALITY  
 • Developed and published by EA Sports  
 • Target release date: September



HANDS-ON

# Madden NFL 2000

## The Stuff of Legends

EA Sports is bearing down in the trenches with the newest upgrade to its gridiron monster, Madden NFL 2000. In addition to retaining all the classic Madden gameplay features, EA's biggest task was to speed up the otherwise sluggish frame rate to produce the ultimate pigskin experience.



Also on tap for this year's game are more realistic player models created by using multiple body sizes—quarterbacks won't look the same as linemen, and so on.

Along with the play editor and franchise mode, PlayStation owners will get a situation creator that enables them to devise any predicament imaginable: for example, having to come back from a 10-point deficit with under two minutes to play. You can even throw yourself into a historical game at the most critical point and try to

achieve victory. Equally impressive is the new Madden challenge available on both systems: By meeting certain statistical goals such as throwing for 300 yards in a game or running a kickoff for a touchdown, you'll gain access to secret teams, stadiums, and other hidden delights.



Madden is poised to knock helmets with NFL GameDay 2000 on the PlayStation and NFL Quarterback Club 2000 on the N64 in an all-out gridiron war.



## Pigskin Powerhouse

Madden is once again shaping up to be a major contender as it returns to both the PlayStation and Nintendo 64 consoles. In addition to enjoying its improved frame rate, hardcore sim gamers will be thrilled by Madden's updated franchise mode, which enables multiple users to trade and handle salary caps over consecutive seasons; the new route-based passing attack that allows you to lead your receiver with a pass before he makes his cut; and the enlarged running game.

In the preview versions for both the PlayStation and N64, Madden NFL 2000 looked like it was well on its way to superstardom.

Graphically, both versions were tight—especially on the Nintendo 64 with the Expansion Pak, the player models looked great and the new animations and post-play taunts were awesome. The sounds and in-game effects for both versions were coming along nicely, and N64 owners will be glad to know that EA Sports has expanded Madden 2000's audio commentary. If everything proceeds as planned, expect the king of the gridiron to keep its crown.



## NFL GameDay 2000

## Hall of Fame Features

The race for this year's Super Bowl champ is definitely up for grabs as NFL GameDay 2000 charges out of the locker room with an already fast-playing, sim-intensive game. In seasons past, Madden was the undisputed king when it came to features, but this year that's not the case. GameDay 2000's features roster is stacked with outstanding options that would thrill even Tom Landry.

First off, GameDay introduces a Dynasty mode that enables gamers to control every aspect of their team. You'll have to deal with players retiring by filling their positions, signing players whose contracts have expired, and drafting new talent (you can even import graduating seniors from NCAA GameBreaker 2000)—all while staying under your team's salary cap. Once you've filled your roster, you'll engage in preseason contests to see if your new rookies will make the team (just like in the MLB franchise). From there, it's on to the big time—and, if you're good enough, Super Bowl glory.

Other outstanding features include a play editor that enables you to design your own offensive and defensive plays, and a Practice mode where you can put all your team's plays through their paces—including the ones you've created.



BY THE BOOK

Developed and published by 989 Sports  
Target release date: September

HANDS-ON



NFL GameDay 2000 is looking to rock the competition with excellent gameplay and a deep features roster.



## Lombardian Proportions



The GameDay franchise has been thrilling the football crowd with awesome graphics, and GameDay 2000 is primed to do the same this season. The player models are once again plus and in your face; Hylking linemen gather in the trenches to do battle while the field general runs the backfield, scrambling and dropping bombs. Plus, the game's frame rate is still sizzling even in the early playable we fired up. Additionally, GameDay 2000 will feature a telestrator just like the one on TV that will illustrate well-executed plays during the replay. As far as control and sound go, they're both on the right track. The

players responded well to all commands and actually broke tackles rather than just falling down when touched. This year's audio is definitely shaping up to be better than last year's: Phil and Dick are back calling the shots with much more varied, in-depth commentary.

If 989 Sports can keep on track with what it has planned for NFL GameDay 2000, you can look for a heated race between it and Madden. Until the final reviewables arrive, neither can be declared the season favorite—but one thing is certain: GameDay 2000 is a strong contender.





NFL

BLITZ  
2000

## NFL Blitz 2000

NFL BLITZ IS back on the N64 with some new moves and features. Midway's working hard on making Blitz 2000 the champ of over-the-top football and is certainly blazing trails with a new four-player mode, an on-fire option, and jobs of revised animations. All this machinery may come at a price, though—the preview version had significant slowdown when the going got blood-thirsty. Hopefully, Midway will correct that.

Blitz 2000's revised and expanded playbooks add a significant amount of strategy to last year's pitiful arsenal, while the new punting interface allows for more complete control. Best of all, the three top-C buttons are specifically designated for receivers, so you can play either a Blitz- or Madden-style passing game. Graphically, the new animations already rock—you'll vertebrae, eviscerate, and humiliate your opponents with that trademark Blitz trash-talking style. Midway had also announced that this year's edition would tone down the A.L.'s catch-up cheating, but that wasn't apparent at this stage of development. Fortunately, it still has time to perfect Blitz's red zone efficiency—let's hope for a TD on the final drive. **C**



12 YARD PASS  
6 YARD PASS



BY BOB FAHY

- Developed and published by Midway Home Entertainment
- Target release date: September



PlayStation 2

HANDS-ON



## NFL Blitz 2000

NFL

BLITZ  
2000

THE MAGNIFICENT FURY of NFL Blitz is clearly bursting the seams of the PlayStation's 32-bit processor, but Midway is nevertheless trying to sate its rabid fans by cramming as much wholesome mayhem and nutritious agony into Blitz 2000 as possible.

In an attempt to pack all the punch of the latest arcade blitzkrieg, Blitz 2000 offers four-player simultaneous matches (via the multibay) and a new on-fire mode for more opponent-humiliating, arthritis-inducing obliteration. In addition to the new animations, catch phrases, and stadiums, improvements like difficulty adjustment, manual punting, and multiple selectable playbooks will lock up the Blitz formula a couple of notches.

In the preview version, Blitz was ponying up as a poster boy for the PlayStation's technical limitations—dipping, sound drop-off, and murky textures may sack the PlayStation version this fall when fans see how superior the Dreamcast and N64 versions of Blitz turn out. There are a lot of technical hurdles ahead for this game on the PlayStation—let's hope Midway Home Entertainment can loop them! **C**



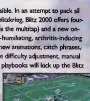
BY BOB FAHY

- Developed and published by Midway Home Entertainment
- Target release date: September



PlayStation 2

HANDS-ON







BY ARI ENGLISH

- Developed by Namco Studios
- Published by EA Sports
- Target release date: September



PlayStation

**HANDS-ON**

## NASCAR 2000

THE MOST IMPRESSIVE thing about NASCAR 2000 is its sizable roster of new features. Racers will be able to create their own drivers, devise their own seasons that focus on, say, superspeedways, or race through a two-player season against a friend in split-screen action. Five new fantasy road courses will add some variety to NASCAR's "keep turning left" theme, while

a short-pit option lets

you factor pit stops into quick races, which maintains some authenticity for those who don't have the stomach to race all 5 million laps of a real race.

Plus, interactive pit stops involve you in how fast your crew gets you back on the road. If you successfully keep pace with some PitRappa the Rapper-style button-pressing sequences, you're back into the action a few seconds quicker, which can be a huge advantage. The cars' handling has also been greatly improved—even the preview version sported a more natural, comfortable feel. Visually, the crazy new car models gleamed, while the pop-up has been significantly (though not entirely) reduced. Barring a last-minute blowout, NASCAR 2000 for the PlayStation looks like it's headed for the winner's circle again. **B**



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## NCAA GameBreaker 2000



989 SPORTS IS crashing the college grid-iron with NCAA GameBreaker 2000. To keep pace with NCAA Football 2000's features (see "Sports Pages," August), GameBreaker 2000 is introducing a Career mode that enables gamers to assume the duties of a head coach, an offensive or defensive coordinator, or a special-teams coach. Excelling in any of these roles will lead to promotions or better coaching jobs at top-ranked schools. Other features include a new Punnett command to deliver harder-hitting tackles, the ability to download graduating seniors and place them into NFL GameDay 2000's draft, as well as new animations such as cut blocks, players who stumble and extend their arms for a first down, and more.



The preview version of GameBreaker played smoothly, and the virtual athletes looked right. Not much had changed with the controls, which is good, because they were still extremely responsive. The bone-pinning effects were in place—but 989 is still tweaking Keith Jackson's commentary. Though it remains to be seen whether GameBreaker will take the title from NCAA Football, fans of the franchise are sure to like GameBreaker 2000's new upgrades. **C**



BY THE BOOKS

- Developed and published by 989 Sports
- Target release date: August



Publisher

### HANDS-ON



## Supercross 2000

SUPERCROSS HAS BEEN burgeoning in popularity lately, and EA Sports is the latest to get its tires dirty with Supercross 2000. The game looks to satisfy both racers and freestylers with full-season supercross action and trick-packed freestyle jump-off contests. Players will be able to choose 25 "top" pros, though their names weren't available at press time. The bike lineup includes Honda CRs, Yamaha YZs, Kawasaki KXs, and Suzuki RMs, and gamers will also be able to create their own riders.

The racing is set in stadiums replete with triple jumps and tabletops, and as the lap count grows, ruts and grooves will form, affecting the handling. On the freestyle side, riders will be able to pull off dozens of stunts ranging from tail whips to nac-racs. Throughout both styles of racing, EA Sports is promising to deliver realistic physics and handling. Finally, Supercross 2000 will provide two-man commentary led by David Bailey, and two players will be able to race in a split-screen mode. **C**



BY THE BOOKS

- Developed by MRL Research
- Published by EA Sports
- Target release date: October

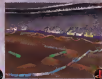


Publisher

### FIRST LOOK



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BY AIG HUGHES

Developed and published by EA Sports  
Target release date: September



**HANDS-ON**

## NHL 2000



AFTER SEVERAL SEASONS of falling short of the greatness that the NHL series achieved way back in the Genesis days, EA Sports looks like it's finally on the right track with NHL 2000. In the preview version we played, the frame rate was already much more snappy and playable, and the passing and skating controls were crisper and more comfortable. Two of the game's new additions, the big hit and big deke buttons, also added a lot.

The deke gives you a shot at showing off your superstar skills and slipping past the defense, while the big hit takes mayhem to new levels with bone-crunching checks. The Dynasty mode will also be a huge plus for hardcore hockey fans, allowing them to play a team through multiple seasons. However, there was still no sign of time-outs, a basic of hockey that was M.J.A. last year and that hopefully will manage to be "in the game" this year. Fighting's also been overhauled for a faster-paced button-masher feel, while some nice new graphical touches, like spraying ice on fast stops, should improve the game's style. With its fun-oriented high-octane style, NHL 2000 looks like it's headed for a year at the top of the standings.



Fighting's also been overhauled for a faster-paced button-masher feel, while some nice new graphical touches, like spraying ice on fast stops, should improve the game's style. With its fun-oriented high-octane style, NHL 2000 looks like it's headed for a year at the top of the standings.



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## NBA Basketball 2000

**ARMED WITH THE NBA license**, Fox will try to steal some basketball thunder with a little razzle-dazzle this fall. NBA Basketball 2000 already features nice touches like gritty playground practices, warm-up shoot-arounds, and cool Fox-Scope replays. Naturally, the game has such necessary details as stat tracking, player creation, eight-player support, and big-name announcers (Greg Papa and Doc Rivers). The controls will feel comfy for newbies, but the graphics could use a polish before game time. More importantly, with two other seasoned franchises on the shelves, can this rookie survive Shoot Out and live through Live!



BY DAN ELLIOTT

- Developed by Radical Entertainment
- Published by Fox Sports Interactive
- Target release date: October



### HANDS-ON



## NHL Championship 2000

**FRESH FROM THE** death throes of ESPN Digital Games, Radical (the developer of Powerplay) is cueing up its latest network partnership—this time with Fox Sports. Infused with the imagery and attitude of Fox Sports broadcasts, NHL Championship 2000 looks surprisingly promising for a newcomer showcasing an uncomplicated, comfortable style that will probably appeal to rookies and fans of arcade-style action. But the game's not without depth, sporting innovative passing indicators, strong graphics, complete roster management, fighting, and other hockey standards. If NHL Championship 2000 stays on track, it has a decent shot at the number-two berth in the PlayStation hockey standings.



BY DAN ELLIOTT

- Developed by Radical Entertainment
- Published by Fox Sports Interactive
- Target release date: September



### HANDS-ON



## NHL Face Off 2000

**THE BEST PART** of the preview version of NHL Face Off 2000 was that 989 had definitely toned down the spastic, twisty pace that marred last year's game. Plus, Face Off 2000 has the virtue of being the only hockey game this season with time-out! The passing and peck movements, however, still felt off in this early version, and the new A.I. (designed under the guidance of superstar coach Scotty Bowman) hadn't yet been implemented—but 989 still has plenty of time to whip this puppy into shape. If it does, the cool graphics (highlighted by awesome goalie animations), icon passing and switching, and other solid features could keep Face Off 2000 in contention.



BY DAN ELLIOTT

- Developed and published by 989 Sports
- Target release date: October



### HANDS-ON



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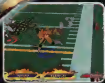
*Best N64 Sports Game*  
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BY THE SOURCE

Published by 989 Sports  
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8 players  
(with multiplayer)  
ESRB: Everyone



## Pigskin Pummeling's Triumphant Return: NFL Xtreme 2

PLATFORM  
PlayStation 2



SPORT  
Fantasy football



**T**HE NFL XTREME franchise is back on the PlayStation, and it's better than ever. 989 Sports laid a solid foundation last year, and now it's looking to surpass NFL Blitz with better gun-smashing, arcade-stimulating gameplay. Hold onto your helmets, sports fans—NFL Xtreme 2 is primed to knock you unconscious.

### Is That All You Got?

Xtreme 2 breaks down the locker-room door with more of everything, including teams, taunts, and celebrations. In addition to finding the normal play modes, pigskin purveyors will discover every NFL team—even the expansion Cleveland Browns—and rosters stacked with premier players such as Randy Moss and Jake "The Snake" Plummer (plus rookie Tim Couch and Ricky Williams). Xtreme 2 also offers gamers full control of their favorite team, including trades, create-a-player, team-building, and draft.

### This Is My House: Punk!

Graphically, 989 Sports has sped up the frame rate, added more animations, and included facial expressions during taunts. Xtreme 2 cooks at 30 frames per second for faster arcade-style action. As for the improved taunts and player celebrations, on particularly hard hits, lightning will strike and players will rip off their helmets to mug for the camera while verbally bashing their opponents (989 has included over 700 player faces) and after a touchdown, players bust out dances like the Funky Chicken.

Xtreme 2's passing game has been tuned up and simplified. The ball doesn't float away from receivers as much as it did last year, and 989 has thrown in a one-touch pass feature that enables your quarterback to target the player with the best chance of catching the ball. Plus, gamers can now throw multiple passes behind the line of scrimmage. As for sound effects, you'll hear over 125 audio bites, but the players' grunts and groans are pretty bland. Triumphant music chimes in only after a play rather than flowing evenly throughout.



NFL Xtreme 2 blasts you with all the arcade-style football action your brain can handle without hemorrhaging.



PRO TIP: To wear down your opponent's concentration, run around the backfield while you wait for an open receiver.



PRO TIP: Have a trailer follow your lead man downfield when kicking to the CPU. If the return man jumps over your first defender, you'll have a backup.



before the snap to designate one of your receivers to star back end block on a running play.



PRO TIP: Simultaneously press L2 or R2 and □ at the end of every play to try to injure your opponent's players.

### Shake, Rattle, and Roll

All told, NFL Xtreme 2 is a top-notch arcade-style football game with enough features, trash-talk, and insane action to get your blood pumping. Until the latest Blitz blasts its way home, however, we can't declare a champ. One thing's for sure—Blitz will have to be a near-perfect port to bash this smash-mouth superstar.



PRO TIP: When running the Power play, move your quarterback next to your center so he's ready to block when your running back breaks to the outside.

### GRAPHICS

4.5

Xtreme 2 sports cool-looking player models and some crazy taunts, celebrations, and animation. Plus, details on players' jerseys and helmets are awesome. Though 989 claims there are more than 700 real faces in the game (you'll recognize Jerry Rice and John Randle), most of them look the same.

### SOUND

3.5

The sound throughout the game is pretty generic, but player taunts that are funny and not as repetitive as last year's help salvage the score. If the music were more inspiring and the player grunts not so bland, the audio would have scored higher.

### CONTROL

4.0

Xtreme 2's controls are very responsive and easy to use, but it'll take you half a season to get your timing down to effectively pull off double-sprins and jump-flips. The air attack is greatly improved this year, and the one-touch passing feature enables rookies to get right in the game.

### FUN FACTOR

4.5

NFL Xtreme 2 brings all the pigskin-splatter with the most raucous arcade-style football action so far this season. Given the game's multitude of modes, kick-ass graphics, and lightning-fast gameplay, you'd be a champ to pass up this champ.



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# Putt Your Money Where Your Mario Is

PLATFORM  
Nintendo 64



SPORT  
Golf



**A**LTHOUGH YOU'RE NOT going to mistake Mario for Greg Norman, you may want to pick up Mario Golf—the game's physics and solid gameplay will make it an instant favorite of fairway fans everywhere.

## It's a Tee, Mario

What Mario offers over other titles in its genre is enormously fun golfing with a variety of modes to satisfy everyone from the weekend golfer to the maniac miniature-patched. Fashioned very effectively after Hot Shots Golf for the PlayStation (both were developed by Camelot Software), Mario puts you on six courses in ten modes, including a putting green/obstacle course, straight play, and skins. You choose from one of four characters, but you also unlock 14 additional personalities, including Luigi, Mario, Yoshi, and others. Some characters, however, have to be transferred from the Game Boy Color version of Mario Golf to the N64 version (at press time, this feature was still in the planning stages). You'll also accumulate points awarded for shots closest to the pin, eagles, and other accomplishments to unlock more courses.



BY SCOTT CARBY

Published by Nintendo  
\$45.99  
Available now  
Golf

4 players  
ESRB: Everyone

4.5

4.0

4.0

5.0



**PRO TIP:** If you think you'll overshoot a hole, aim low on the ball to create backspin.



**PRO TIP:** The wind speed is near the ghost in the upper-right corner. Don't trust it. A more accurate meter is the flag in the upper-left corner.



**PRO TIP:** Use the extra-power enhancement on long par-5 holes. You may reach the green in two strokes.

## How Green Is Your Valley?

Mario's graphics are almost too cute for their own good, featuring classic N64 shapes and colors and lots of references to other Mario games, like the giant red and green koopa shells on the fairways. The course layouts include all the standards, such as water hazards, sand traps, and dog legs.

Sound effects fill out the experience with funny noises and taunts. Much like Hot Shots Golf, you can call out phrases while your opponent is teeing off. All the other effects are solid, right down to the satisfying smack of the rare iron hitting the ball.

Controlling the arc, path, slice, and power of your swing will take practice, but mastering the fundamental controls certainly isn't brain surgery. A meter for power, the trigger for english on the golf ball, and the analog to aim your shot are all you need.



**PRO TIP:** On high-wind holes, aim at the top of the ball to keep it close to the green.



**PRO TIP:** Although the computer chooses your club, you should change it whenever you're within 15 meters of the hole. (Try the putter.)

## Putt Your Money Where Your Mario Is

Mario Golf 64 is a great time on the greens, sporting fluid control, pleasing graphics, and enjoyable music and sound effects. You couldn't ask for a better tee time than Mario Golf. **C**



**4-PRO TIP:** How hard you shoot from sand traps is determined by how deep the ball is buried. Check the indicator before swinging.



**PRO TIP:** Power up more to put in the rain. Wet grass slows the ball dramatically.

## GRAPHICS 4.5

Pleasing graphics, humorous references to other Mario games, and smooth teatime keep Mario one stroke ahead of Wastin' Country Club: True Golf Classics. It would've been nice to play as someone over three feet tall, though.

## SOUND 4.0

Although the Catty voices get annoying, the other effects are crystal clear. The music flows nicely in the background.

## CONTROL 4.0

It takes some time, but Liverer gets too hard or complicated to play golf in this game. The only drawback is some slightly imprecise analog putting.

## FUN FACTOR 5.0

Mario Golf is a great game and great fun. It's also a fine four-player game, so you can add Mario to your library of multiplayer party opportunities (with Mario Party and Super Smash Bros.).



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**J.V.E. COLE**  
 Published by Graw  
 #549.99  
 Available August  
 RPG

#1 play  
 #ESRB: Teen



PLATFORM  
PlayStation 2



# JADE COCOON

STORY OF THE TAMARAU



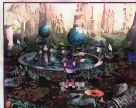
**PROTIP:** Pick up the stone tablets scattered throughout the forests. They teach you about fighting, magic, and monster merging.



**PROTIP:** To access the bridge to the caverns, touch the glowing symbol once, then go back down the stairs.



**PROTIP:** For the key to the Drapenoi Forest, find the Blue Cocoon Master inside the Beetle Forest.



**PROTIP:** Some items blend into the backgrounds. There's a skeleton key in front of this fountain.

**I**F YOU'RE DEPRESSED because you've already finished Legend of Legaia and anxious because Final Fantasy VIII has yet to be released, perk up! Jade Cocoon is here to fill your RPG void with dazzling graphics, a challenging epic quest, and a two-player Arena mode.

### Outcast Hero

You play as Levent, a young boy following in his missing father's footsteps to become the village's Cocoon Master. To fulfill your destiny, you'll learn to use magic cocoons for capturing, pacifying, and training the monsters that inhabit the surrounding four forests. You'll need these monsters if you want to save the people of Syrus from the invading Onibusu—the Swarm of Destruction. Not an easy task when the same people you are trying to save shun you and your kind, ultimately blaming you for their demise.

Unlike other RPGs in which you meet up with party mem-

bers as you progress, Jade requires you to build your partners by merging the monsters you capture. There are over 150 creatures to find during your quest, and they come in four flavors: earth, wind, water, and fire. Learning to combine the elements is imperative if you want to create the biggest and baddest allies. Plus, you're allowed to carry only three monsters at a time—so mix them wisely. The Arena mode enables you to pit the monsters you've created against your friends' ghostly creations.



**PROTIP:** The first time you beat Kikrak, you receive the Spider Forest Key. Subsequent prizes include Great Wilds (the only way to increase Levent's HP) and healing items.

### A Monster Cast of Players

Graphically, Jade's world is a joy; it's worth stopping at just about every screen to take in the scenery. Your characters travel through a world map as in most RPGs and always appear in full 3D—they never become small or squashed.

Moving your character through the many environments feels very similar to Resident Evil's action and requires getting used to. Navigating through the menus, however, is a snap. As for the sound, the voice-overs are clear and expressive, commanding your full attention (whether the text dialogue is on or off), and the flute-based soundtrack paces the flow of the game nicely.

### Let the Fun Shine In

Jade Cocoon takes RPGs to a new level with its deeply involving story, awesome graphics (which will impress even the most pided players), excellent controls, and evocative soundtrack. RPG fans will absolutely want to add this gem to their collection. **C**



**PROTIP:** Visit the old man at the cemetery frequently. He'll tell stories about the new characters.



**PROTIP:** To open this area and meet Kikrak, you must get the Lavea Key by beating the Poacher by the hut.

### GRAPHICS 4.5

Visually, Jade is in a class by itself. Stunningly lush pre-rendered backgrounds draw you in from the start, getting better as the story develops and new areas are revealed. There's nothing wrong with the cut-scenes, either.

### SOUND 4.5

Jade Cocoon's soundtrack is a rare treat. The voice-overs are clear and convincingly performed, making the gameplay and cut-scenes a most enjoyable experience.

### CONTROL 4.0

The controls are easy to use and never get in the way of gameplay. Inventory access is a snap, and the monster-merging menus couldn't be more clearly laid out. If the game were analog compatible, the score would've been perfect.

### FUN FACTOR 4.5

Hours of exploring and monster-making fun lie ahead for discerning gamers. The Arena mode that enables you to play against a friend's saved monsters assures that this gem won't be gathering dust anytime soon.





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BY MICHAEL WINE

- Developed by Square Soft
- Published by Square EA
- Target release date: September

**HANDS-ON**



PLAYSTATION

## Final Fantasy VIII

### Visual Splendor, Commanding Controls



Aside from a few instances of graphical breakup and distortion during close-ups, FFVIII's visuals remain consistently spectacular. All the characters and surroundings sport excellent details, and the rendered cinematic sequences—more plentiful than those in FFVII—are



among the best ever seen on the PlayStation. The character graphics also give the game a more grown-up feel. The super-deformed Brave Fencer Masahito characters from FFVII have given way to FFVIII's new players, who look more realistic and mature; more like those in Parasite Eve.

The controls in the English-language preview version of FFVIII were flawless. Navigating the various spell and item menus was easy (something to be grateful for in the heat of battle), and the pressure-sensitive analog controls easily transported you from place to place.



Some of FFVIII's principal players (clockwise from top left): Edea's "knight," Seifer; SeaD member, Squall; the evil sorceress, Edea; and the leader of the resistance, Barret.

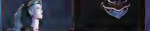
### Key Differences

For Final Fantasy fans, VIII has some key differences from its predecessors. On the first disc, FFVIII's story is very linear, including only a few tangents. Given that there are three other discs to come, the tale doesn't even begin to take shape until the curtain falls on disc one. Another notable difference is the new combat system. Why bother learning spells (by building experience points) when you can steal them? FFVIII allows characters to draw spells from enemies during combat and then cast the acquired spell immediately or stock it for later use. Of course, tougher enemies yield more powerful spells.



### FINAL FANTASY ANTHOLOGY

Final Fantasy fans unable to find an old copy of one of the greatest RPGs ever made—Final Fantasy III for the Super NES—will find their prayers answered with Final Fantasy Anthology. *FFA* features the full game version of FFIII (called Final Fantasy VI in Japan) and Final Fantasy V (which was never released in the U.S.). While your jinxed graphics and narratives are unchanged, rendered cinema cut-scenes have been added to help flesh out each title's prospective story. The two-CD Anthology is slated for an early October release.



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## Suikoden II

KONAMI IS ONCE again on the RPG trail with Suikoden II. This time, you're thrust into the boots of a young warrior eager to return to his home after the end of a vicious war. Unfortunately, the night before you return to your village, your platoon is slaughtered in a brutal ambush arranged by the evil Alliance, which is attempting to halt the peace process. You and your friend, Joo, are ultimately framed for the attack.

As part of a cover-up, branded as traitors, then forced to engage in another life or death struggle that you both cannot survive.

Suikoden II hopes to follow in the footsteps of its predecessor as a powerful adult-themed RPG, featuring an engaging story line, extensive spell and attack animations, as well as tactical-trap battles involving all of the game's 108 characters. The preview version we conjured up contained tried-and-true RPG gameplay complete with old-school point-and-click battles and familiar-looking 2D animation. The in-game menus were easy to navigate, and the sound included soothing new-age overtures. Stay tuned to the pages of "Role-Player's Realm" for more on this hot prospect. [G](#)

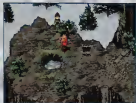


BY THE BLOOD

- Developed and published by Konami
- Target release date: September



HANDS-ON



## Thousand Arms

THOUSAND ARMS is set in a mythical world of swords and machines. You play as Meis Triumph, a young lad born into a generation of noble blacksmiths who progresses through the game encountering the usual helpful allies and cunning enemies. TA's twist is that you must flirt with the game's many female characters and successfully woo them in order to obtain special attacks and spells. That's right: When not fighting baddies and finding goodies, you'll have to go on dates with some lovely young ladies. Of course, this is all just filler that eventually leads to a big confrontation with the forces of evil, during which the fate of Meis's world will hang in the balance.

Arms will be packaged as a two-disc set featuring theater-quality animation, over 12 hours of spoken dialogue, and a unique battle system that utilizes a combination of 2D animation and 3D environments and vehicles. The preview version we played showcased smooth graphics that nicely integrated classic RPG gameplay with anime cut-scenes to pace the action, easy-to-navigate menus, and ambient sounds. If you're looking for a new twist in RPGs, check out future issues of GamePro for more on this unique title. [G](#)



BY THE BLOOD

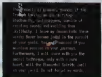
- Developed by Red Company
- Published by Atlus
- Target release date: September



HANDS-ON



Really, I'm from the Triumph Family which from here (Wakodai) is for generations. But, I do still remain.



# Vatical Made The Great Outdoors Portable

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GAME BOY COLOR



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ACTIVISION



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# THE FIGHTER'S EDGE DOUBLE WHAMMY!

## TEKKEN TAG TOURNAMENT

Tekken Tag Tournament is ready to smash the arcade competition with the most fighters of any Tekken game and an awesome new option that lets you switch between your two fighters during a match. Plus, you'll find all the moves for seven more browsers!

By Major Mike

**Basic Arts** Here are some important basic moves to help you win the tag tournament.

### Tag System



The biggest innovation in Tekken Tag Tournament is its new "tag" system that lets you switch between two different fighters on the fly. To change browsers in the middle of a match, press the Change Fighter button. You can swap fighters only when your active character has both left on the ground. Plus, the fighter on the redskins will regain some health while resting.

### Tag Combos



You can alternate between characters in the middle of a combo without interrupting the action. Simply switch fighters while you're performing an air juggle on your opponent.

### Fun with Linking Moves

**Example of a Linking Move:**  
Nina vs. Jack

Linking moves require you to perform a series of button presses quickly and without interruption. Not all characters have linking moves, however, but those that do (King, Nina, and Anna, for instance) can execute some pretty nasty multihit moves. For example, to successfully execute Nina's three-hit Over-the-Shoulder Toss through to the Arm Snapper linking moves, do all the button presses immediately after you perform the Over-the-Shoulder Toss.

### Sidestep

Quickly tap ↑ to sidestep into the background, or quickly tap ↓ to sidestep into the foreground.

### Wedge Kick

After being knocked down, tap (← RK) to wedge-kick your opponent while you're still on the ground.

### Supercharger

To inflict more damage on your opponent for about five seconds, tap LP RP LK RK to charge your fighter.

### Counterthrows

Counter your opponent's throw with a throw of your own. If timed correctly, the throws will cancel each other out. You can then perform another throw, combo, or Special Attack.

### Run

Tap →, hold → to make your fighter run.

### Run Over

When your opponent is on the ground, you can run over them to inflict damage.

### Rhockdown

To tackle your opponent and knock them off their feet, simply run at them.

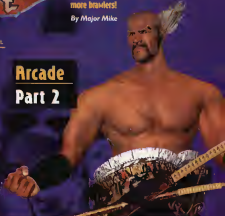
### Tackle Punch

After tackling your opponent, tap LP, RP, LP, RP to smack 'em around.

### Tackle-Punch Counter

If you're the one on the ground getting pummeled, repeatedly tap the Punch buttons to escape the hot bagging.

## Arcade Part 2



### Controller Legend



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.



When Nina is in close to Jack, tap (RK RP) for the Over-the-Shoulder Toss...



...then, just as Nina grabs Jack to perform the Over-the-Shoulder Toss, quickly tap LP, RP, LP to link the Over-the-Shoulder Toss to the Shoulder Buster...



...then, immediately after you enter the button presses for the Shoulder Buster, quickly tap RP, LP, LK to do the Arm Snapper.



# Eddy Gordo

## Throws

### Rise Deal

When in close to your opponent, tap (LP LK)

### Rise Special

When in close to your opponent, tap (RP RK)

### Mission Launcher

When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

### Shadow Dancer

When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

### Air Mail

When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

### Reverse Throw

When in close to and with your back to your opponent, tap (LP LK), or tap (RP RK)

## Special Attacks

### Rodeo Spile

Motion  $\leftarrow$   $\leftarrow$   $\rightarrow$   $\rightarrow$ , hold  $\rightarrow$ , tap (RP RP)

### Rock Summy

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RK

### End Summy with Sweet Kick

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RK, hold  $\downarrow$

### Rock Summy with Fire Kick

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RK, LK

### Rock-Summy Crunch

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RK, RK

### Teck 'a' Ball

While crouching, tap ( $\times$  LP RP)

### Brush Fire

Tap ( $\times$  LK)

### Leagling Brush Fire

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap LK

### Leagling Brush Fire to Lay Down

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap LK, hold  $\downarrow$

### Leagling Brush Fire with Fadeaway

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap LK, hold  $\leftarrow$

### Freak Show

Tap ( $\times$  LK RK)

### Freak Show to Crunch

Tap ( $\times$  LK RK), hold  $\downarrow$

### Toe Tap

Tap ( $\times$  LK)

### Keenap Crusher

Tap ( $\times$  RK)

### Elbow Uppercut

Tap ( $\times$  RP)

### Boomerang

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LK RK)

### Fruit Picker

Tap ( $\times$  LK RK)

Note: Tap  $\rightarrow$ , hold  $\rightarrow$  to cancel this move.

### Leg Whip

Tap ( $\times$  RK)

### Knee Thruster

Tap ( $\times$  LK)

### Beck Hoodspring

Tap (LK RK)

### Fire Kick

Tap ( $\times$  LK RK), or tap ( $\times$  LK RK)

### Firm Kick and Blix

Tap ( $\times$  LK RK),  $\leftarrow$ , or tap ( $\times$  LK RK),  $\downarrow$

### Headstnd

Tap ( $\times$  LP RP)

Note: Perform the following moves during the Headstnd.

### Backwards Headstnd

Hold  $\leftarrow$

### Forward Headstnd

Hold  $\rightarrow$

### Walking Headstnd

Tap  $\rightarrow$

### Headstnd to Armadillo

Tap ( $\times$  LP RP)

### Headstnd Punch

Hold  $\downarrow$

### Headstnd Tilt Night (Front)

Tap  $\uparrow$

### Headstnd Tilt Night (Back)

Tap  $\downarrow$

### Headstnd Tilt Night (Low Kick)

Tap ( $\times$  LK RK), or tap ( $\times$  LK RK)

### Headstnd to Bellcoper

Tap RK

### Headstnd to Circle Sit

Tap RK, (LK RK)

### Headstnd to Circle Stnd

Tap LK, RK

### Headstnd to Stunt Kick

Tap LK, RK, hold  $\leftarrow$

### Headstnd to Giant Step

Tap LK

### Headstnd to Combo

Tap LK,  $\leftarrow$

### Headstnd to Flap Kick

Hold  $\downarrow$ , tap (LK RK)

### Headstnd to Flap Right

Tap LP

### Headstnd to Flap Left

Tap RP

### Headstnd to Circus

Tap RP, RK, hold  $\leftarrow$

### Headstnd to Cavalry

Tap RP, RK, LK

### Headstnd to Super Cavalry

Tap RP, RK, LK, hold  $\leftarrow$

### Headstnd to Cyclone

Tap LP, LK, LK

### Headstnd to Blix

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LP RP)

### Headstnd to Straight Flap

Tap ( $\times$  LK), or tap ( $\times$  RK)

### Headstnd to Heister

Tap ( $\times$  LK), hold  $\downarrow$ , or tap ( $\times$  RK), hold  $\downarrow$

### Rise Delight

Tap LK, (pause), tap RK

### Low Header

Tap (LP RP)

### Ipsoame Wings

Tap RK, LK

### Low Front-Stinger

Tap (LK RK)

### Low Front-Stinger Caecal Kick

Tap (LK RK), LK

### Slippery-Kick Combo

Tap RK, LK, (LK RK)

### Barbed Wire

Tap ( $\times$  RK)

### Barbed Wire to Headstnd

Tap ( $\times$  RK), ( $\times$  RK)

### Revelator

Tap (LP RP), or tap ( $\downarrow$  LP RP)

Note: Perform the following moves during the Revelator.

### Jumping Jacks

Tap ( $\times$  LK)

### Jumping Jacks to Lay Down

Tap ( $\times$  LK), hold  $\downarrow$

### Jumping Jacks to Back-Kick

Tap ( $\times$  LK), LK

### Jumping Jacks to Evil Stinger

Tap ( $\times$  LK), hold  $\downarrow$ , tap (LK RK)

### Jumping Jacks Sand-Steps

Tap (LP RP)

### Jumping Jacks Mirmg

Tap (LP RP), LK

### Jumping Jacks Island Mirmg

Tap (LP RP), (pause), tap LK

### Jumping Jacks Wheel-Kicks

Tap (LK RK)

### Jumping Jacks Wheel-Kicks to Back Position

Tap (LK RK), hold  $\downarrow$

### Jumping Jacks to Sea Pease Special

Tap (LK RK), (LK RK), ( $\times$  LK RK), ( $\times$  LK RK)

### Jumping Jacks Des Selin

Tap RK, LK

### Jumping Jacks Cruncher

Tap RP

### Hot-Plate Special

Tap LK

### Hot-Plate Special to Headstnd

Tap LK, hold  $\leftarrow$

### Twister Swoop-Kick to Back Plant

Tap RK

### Twister Swoop-Kick to Back Plant

Tap RK, hold  $\leftarrow$

### Twister Swoop-Kick to Back Plant

Tap RK, LK, hold  $\leftarrow$

### Twisters

Tap RK, (pause), tap LK

### Twisters Combo

Tap RK, (LK RK)

### Crying Headie

While crouching, tap (LP RP)

### Front Stinger

While crouching or while standing up, tap (LK RK)

### Front Stinger with Retreat

While crouching or while standing up, tap (LK RK), hold  $\leftarrow$

### Front Stinger with Rollout

While crouching or while standing up, tap (LK RK), hold  $\downarrow$

### Front Stinger with Rollout

While crouching or while standing up, tap (LK RK), hold  $\downarrow$

### Misdeed with Spin Kick

Tap RK, LK, ( $\times$  RK)

### Toe Tap to Lay Down

Tap ( $\times$  LK), hold  $\downarrow$  or  $\leftarrow$

### Circle Kick

While standing up, tap RK

### Fate Jammer

While standing up, tap LK

### Roamerhead

While crouching, tap (LP RP), (LP RP)

### One-Two Elbows

Tap LP, RP

### Slippery Kick

Tap LK, RK

### Slippery Kick to Side Flap

During the Slippery Kick, tap RK, RK

### Slippery Kick to Headstnd

Tap LK, RK, hold  $\leftarrow$

### Satellite Moon

Tap RK, LK

### Head Roegar-S

Tap ( $\times$  RK), hold  $\leftarrow$

### Semkin

Tap ( $\times$  RK)

### Semkin to Slippery Kick

Tap ( $\times$  RK), (LK RK)

### Shin Cutter

Tap ( $\times$  LK), RK

### Cut Crusher

Tap ( $\times$  LK), RK, RK

### Cat-Cross Header

Tap ( $\times$  LK), RK, (LP RP)

### Cutting Leg-Whipper

Tap ( $\times$  LK), (pause), tap RK

### Rushwhizzer

Tap ( $\times$  LK), LK

### Smashhacker to Hot-Plate Special

Tap ( $\times$  LK), (pause), LK

### Headhonn

Tap ( $\times$  RK), or tap ( $\times$  RK)

### Thong Bihol

Tap ( $\times$  RK), LK, LK

### Mars Attack

Tap ( $\times$  RK), LK, (LK RK)

### Shin-Cutter Combo

Tap ( $\times$  RP), LP, RK

## Heavy Hitting Combo

### Toe-Kit Combo

Tap RK, LK, RK, RP, RK, RK, (LK RK), (LK RK), (LK RK), ( $\times$  LK RK), ( $\times$  LK RK)



## Law

## Throws

**Hopping Frog**

When in close to your opponent, tap (RP RK).

**Dragon's Fire**

When in close to your opponent's left side, tap (LP LK), or tap (RP RK).

**Headlock Kick**

When in close to your opponent's left side, tap (LP LK), or tap (RP RK).

**Bullbreaker**

When in close to your opponent's right side, tap (LP LK), or tap (RP RK).

**Dragon Bites**

When in close to and behind your opponent, tap (LP LK), or tap (RP RK).

**Reverse Throw**

When in close to and with your back to your opponent, tap (LP LK), or tap (RP RK).

**Headlock Punch**

When in close to your opponent, hold  $\downarrow$ , tap (LP RP).

**Headlock Drop**

When in close to your opponent, hold  $\downarrow$ , tap (LP RP), LP RP, (LP RP).

**Knee Lift**

When in close to your opponent, tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LK RK).

## Special Attacks

**Run Up to Drop**

Hold  $\rightarrow$ , tap (LK RP).

**Fake Step**

Tap (LP RP).

**Frogman**

Tap (LP LK RK).

**Dragon Whip**

Tap (LP RP).

**Doelie Dragon**

During a sidestep, tap (LK RK).

**Catapult-Kick High**

Hold  $\downarrow$ , tap (LP RK), or hold  $\downarrow$ , tap (LP RK), or hold  $\downarrow$ , tap (LP RK).

**Catapult-Kick Low**

Hold  $\downarrow$ , tap RK, or hold  $\downarrow$ , tap RK, or hold  $\downarrow$ , tap RK.

**Charge Power Punch**

Tap (LP RP).

Note: Tap 1, 2 to cancel this move.

**Quick Somersault**

Tap (LK RK).

**Mid Kick**

Tap (LP LK).

**Dragon's Tail**

Tap (LP RK).

**Upper Dodge**

Tap (LP LK), or tap (LP RP RK).

**Lower Dodge**

Tap (LP RP RK), or tap (LP RP RK), or tap (LP LK), or tap (LP LK).

**Junkyard Kick**

Tap (LP RP), LK, RK.

**Elbow Spring-Kick**

Tap (LP RP), RK.

**Poison Arrow**

Tap (LP RP), LK.

**Somersault Fake**

Hold  $\downarrow$ , tap 1, (pause), tap RK, or hold  $\downarrow$ , tap 2, (pause), tap RK, or hold  $\downarrow$ , tap 2, (pause), tap RK.

**Dragon Storm**

Tap (LP), RP, LP.

**Fake Step**

Tap (LP RP).

**Fake-Step Slow**

During the Fake Step, tap LP.

**Tricky Trap**

Tap (LP RP), LP.

**Tricky Flat**

Tap (LP RP), RP.

**Tricky Low-Kick**

Tap (LP RP), RK.

**Tricky Mid-Kick**

Tap (LP RP), LK.

**Blindout**

Tap (LP RP LK RK), LP.

**Mugging**

Tap (LP RP LK RK), LP, LK.

**Dragon Snak-Slow**

With your back to your opponent, tap LP or RP.

**Fake**

Hold  $\downarrow$ , tap  $\rightarrow$ , or hold  $\downarrow$ , tap  $\rightarrow$ , or hold  $\downarrow$ , tap  $\rightarrow$ .

**Left-Right Combo**

Tap LP, RP.

**Small Spin-Kick**

Tap RK, LK, RK.

**Meridian-Gun Arrow**

Tap LP, LP, LP, LP, LP.

**Rave-War Combo #1**

Hold  $\rightarrow$ , tap RP, RP, RP.

**Rave-War Combo #2**

Tap RP, RP.

**Bobbin Kick**

Hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK).

**Dragon Low Kick**

While crouching, tap LK.

**Triple Head-Kick**

Tap LK, LK, LK.

**Mid-Kick Combo**

During the Triple Head-Kick, hold  $\rightarrow$ .

**Slide Kick**

While crouching, motion  $\downarrow$ , hold  $\rightarrow$ , tap LK.

**Crescent Kick**

Tap RK, (LP LK).

**Running Side-Kick**

Tap  $\rightarrow$ ,  $\rightarrow$ , (LP LK).

**Deadly Impact**

While crouching, tap LK, RK.

**Low Kick to Somersault**

Tap (LP LK), RK.

**Front Kick to Somersault**

While standing up, tap RK, LK.

**High Kick to****Right Somersault**

Tap LK, RK.

**Belly Blow to Somersault**

Hold  $\downarrow$ , tap RP, LK, or tap (LP RP), LK.

**Triple Head-Kick to Somersault**

Tap (LP LK), LK, LK, LK, RK.

**Tricky Trap**

Tap (LP RP), LP.

**Tricky Flat**

Tap (LP RP), RP.

**Tricky Low-Kick**

Tap (LP RP), RK.

**Tricky Mid-Kick**

Tap (LP RP), LK.

**Blindout**

Tap (LP RP LK RK), LP.

**Mugging**

Tap (LP RP LK RK), LP, LK.

**Dragon Snak-Slow**

With your back to your opponent, tap LP or RP.

**Fake**

Hold  $\downarrow$ , tap  $\rightarrow$ , or hold  $\downarrow$ , tap  $\rightarrow$ , or hold  $\downarrow$ , tap  $\rightarrow$ .

**Left-Right Combo**

Tap LP, RP.

**Small Spin-Kick**

Tap RK, LK, RK.

**Meridian-Gun Arrow**

Tap LP, LP, LP, LP, LP.

**Rave-War Combo #1**

Hold  $\rightarrow$ , tap RP, RP, RP.

**Rave-War Combo #2**

Tap RP, RP.

**Bobbin Kick**

Hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK), or hold  $\downarrow$ , tap (LK RK).

**Dragon Low Kick**

While crouching, tap LK.

**Triple Head-Kick**

Tap LK, LK, LK.

**Mid-Kick Combo**

During the Triple Head-Kick, hold  $\rightarrow$ .

**Slide Kick**

While crouching, motion  $\downarrow$ , hold  $\rightarrow$ , tap LK.

**Jumping Kick to Somersault**

Tap (LP LK), RK, or tap (LP LK), RK, or tap (LP LK), RK.

**Snack Flipper**

Tap (LK RK), LK, or hold  $\rightarrow$ , tap RK, RK.

**Rampage**

While crouching, tap RK, LK.

**Slide Kick to Somersault**

While standing up, tap LK, RK.

**Heavy Hitting Combo****Ten-Hit Combo #1**

Tap (LP LP, RP, RP, LP, LP, LK, LK, RK, LK, RK).

**Ten-Hit Combo #2**

Tap (LP LP, RP, RP, LP, LK, LP, LK), LK, RK, RK, RK.

**Ten-Hit Combo #3**

Tap (LP LP, LK, RP, LP, LP, LP, LP), LK, LK, RK, RK.

## Julia Chang

## Throws

**Head Drop**

When in close to your opponent, tap (LP LK).

**Sphinx**

When in close to your opponent, tap (RP RK).

**Doelie-Arm Slum**

When in close to your opponent, hold  $\downarrow$ , tap (LP RP).

**Triple Face-Smack**

When in close to your opponent, motion  $\downarrow$ , hold  $\rightarrow$ , tap RP.

**Neck Breaker**

When in close to your opponent, tap  $\downarrow$ , hold  $\downarrow$ , tap (LP LK).

**Arm Crusher**

When in close to your opponent, hold  $\downarrow$ , motion  $\downarrow$ , hold  $\downarrow$ , tap (LP RP).

**Frankenstein**

When in close to your opponent's right side, tap (LP LK), or tap (RP RK).

**Beating Head-Drop**

When in close to your opponent's left side, tap (LP LK), or tap (RP RK).

**Face Smack**

When in close behind your opponent, tap (LP LK), or tap (RP RK).

**Face Smack**

When in close behind your opponent, tap (LP LK), or tap (RP RK).

**Special Attacks****Low Counter**

Tap (LP LK).

**Pop-Up Feeds**

Tap (LP RP).

**Palm Strike**

Tap (LP LP), RP.

**Elbow to Arm Kick**

Tap  $\rightarrow$ , (LP LK), RK.

**Double-Foot Smash**

Hold  $\downarrow$ , tap (LK RK).

**Twin Punch**

Tap (LP RP).

**High Kick**

Tap (LP LK).

**Punch and Spin**

Tap RP,  $\leftarrow$ .

**Low Sweep**

Hold  $\downarrow$ , tap RK.

**Low to High Kick**

Hold  $\downarrow$ , tap RK, LK.

**Spin**

Tap (LK RK).

**Spin and Kick**

Tap (LK RK), RK.

**One-Two Punch**

Tap  $\downarrow$ , hold  $\downarrow$ , tap LP, RP.

**Shin Smack**

Motion  $\downarrow$ , tap RP.

**Smack to Sweep**

Tap (LP RK).

**Smack to Sweep 2nd Kick**

Tap (LP RP), LK.

**Palm Kick**

Tap (LK RP).

**Palm Kick to Opponent**

Tap (LK RP), LP.

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## Gun Jack

### Throws

**Front Throw**  
When in close to your opponent, tap (LK LP)

**Back Throw**  
When in close to your opponent, tap (LK RP)

**Assisted Throw**  
When in close to your opponent's right side, tap (LK LP), or tap (RK RP)

**Assisted Throw**  
When in close to your opponent's left side, tap (LK LP), or tap (RK RP)

**Assisted Throw**  
When in close behind your opponent, tap (LK LP), or tap (RK RP)

**Over Throw**  
When in close to your opponent, tap  $\epsilon$ , hold  $\rightarrow$ , tap (LP RP)

**Breaker**  
When in close to your opponent, mousedown  $\epsilon$ , hold  $\epsilon$ , tap RP

**Power Kicks**  
When in close to your opponent, mousedown  $\rightarrow$ , hold  $\rightarrow$ , tap LP

**Hi-Ten**  
When in close to your opponent, hold  $\rightarrow$ , tap (RP RK), or tap  $\rightarrow$ , hold  $\rightarrow$ , tap (RK RP)

**Power Slam**  
When in close to your opponent, hold  $\rightarrow$ , tap (LP RP)

**Power Kick**  
Immediately after doing the Power Slam, tap  $\downarrow$ , hold  $\rightarrow$ , tap RP

**Breaker-Slam**  
When in close to your opponent, tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LK RP)

### Special Attacks

**Body Drop**  
Tap ( $\rightarrow$  LK LP)

**Two-Arm Launch**  
Tap  $\downarrow$ , (LP RP)

**Double-Arm Smash**  
Tap  $\rightarrow$ , ( $\rightarrow$  LP RP)

**Striking Smash**  
Tap ( $\rightarrow$  LK RK)

**Stomp**  
Tap ( $\downarrow$  LK RK)

**High-Kick**  
Tap ( $\rightarrow$  LK RP)

**Assisted Throw**  
Motion  $\leftarrow$   $\epsilon$   $\downarrow$ , hold  $\rightarrow$ , tap RP

**Front Throw**  
Tap ( $\downarrow$  RK)

**Tap**  
Tap (LK RK)  
Note: Tap (LK RP) during this move to fly even higher

**360° Turn**  
Motion 360 degrees counterclockwise toward your opponent starting from  $\leftarrow$ , then tap LP

**Note:** Repeat the motion to the count of "five" to increase the power of the punch.

**Assist Tap**  
Tap  $\rightarrow$ , RK, LP

**Hold  $\rightarrow$ , tap (LK RK)**

**Downward Tap**  
Tap  $\rightarrow$ , (LP RP), (LP RP)

**Tap  $\rightarrow$ , tap (LP RP)**

**Hold  $\downarrow$ ,  $\rightarrow$ , tap LR, hold  $\downarrow$ , tap RP**

**Hold  $\downarrow$ ,  $\rightarrow$ , tap LR, hold  $\rightarrow$ , tap LP**

**Mid-Whisper Punch**  
Hold  $\downarrow$ ,  $\rightarrow$ , tap LR, hold  $\rightarrow$ , tap LP

**Assisted Throw**  
Hold  $\downarrow$ ,  $\rightarrow$ , tap LP, RP, hold  $\downarrow$ , tap LP

**Assisted Throw**  
Hold  $\downarrow$ ,  $\rightarrow$ , tap LR, RP, hold  $\rightarrow$ , tap LP

**Assisted Throw**  
Hold  $\downarrow$ ,  $\rightarrow$ , tap LR, RP, hold  $\rightarrow$ , tap LP

**Assisted Throw**  
Tap (LP RP)

**Assisted Throw**  
Motion  $\leftarrow$   $\epsilon$   $\downarrow$ , hold  $\rightarrow$ , tap LP  
Tap (LP RP), (LP RP)

### Heavy-Hitting Combos

**Assisted Throw**  
Hold  $\epsilon$ , tap LP, RP, LP, RP

**Assisted Throw**  
Tap ( $\downarrow$  LK RK) to squat, then tap LP, RP, LP, RP

**Assisted Throw**  
Tap ( $\downarrow$  LK RK) to squat, then tap RP, LP, RP, LP

**Assisted Throw**  
Hold  $\downarrow$ , tap ( $\rightarrow$  LP), RP, LP, LP

**Assisted Throw**  
Hold  $\downarrow$ , tap ( $\rightarrow$  LP), LP, LP, LP, RP

**Tap  $\rightarrow$ , tap (LK, LP)**

**Tap ( $\rightarrow$  LK), hold  $\epsilon$ , tap RK, LK, RK, LK, RK**

**Tap ( $\rightarrow$  LP), LP, LP, LP, LP, RP**

**Tap ( $\rightarrow$  LP), LP, LP, LP, LP, RP, LP, (LP RP), (LP RP)**

**Tap ( $\rightarrow$  LP), LP, RK, LK, LK, LP, RP, LP, ( $\downarrow$  LP RP), (LP RP)**

**Power Uppercut**  
Hold  $\rightarrow$ , tap (LP RK)

**Triple Launch**  
Tap LP, LP, LP

**Double Chin-Strike**  
Tap ( $\rightarrow$  RK), LP

**Four-Armed Flying Kick**  
Tap LR, LP, RK, LK

**Sweep to Flying Kick**  
Tap ( $\rightarrow$  LP), RK, LK

**Sweep to Shin Smash**  
Tap ( $\rightarrow$  RK), LK

**Get-Smash**  
Tap ( $\rightarrow$  RP)

**Get-Smash to Uppercut**  
Tap ( $\rightarrow$  RP), LP

**Sweep to Head Kick**  
Tap ( $\downarrow$  RK), RK

**Sweep to Low Kick**  
Tap ( $\downarrow$  RK), hold  $\downarrow$ , tap RK

**Chin Strike to Kick**  
Tap ( $\rightarrow$  RP), RK

**Chin Strike to Low Kick**  
Tap ( $\rightarrow$  RP), LK

**Triple Strike**  
Tap LP, RP, RK

**Triple Low-Strike**  
Tap LP, RP, LK

**Rising Uppercut**  
While rising from a crouch, tap RP, LR, LP

**Rising Side-Smash**  
While rising from a crouch, tap RP, RP

**Rising Low-Kick**  
While rising from a crouch, tap RP, RK, RK

**Rising Low-Uppercut**  
While rising from a crouch, tap RP, RK, LP

**Rising Low-Sweep**  
While rising from a crouch, tap RP, RK, hold  $\downarrow$ , tap RK

**Rising Arrow-Kick**  
While rising from a crouch, tap RP, LP, RK, LK

**High Spin-Kick**  
Tap RK, RK, RK

**Spin-Kick Upper**  
Tap RK, RK, LP

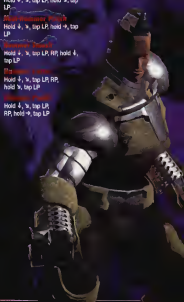
**Low Spin-Kick**  
Tap RK, RK, hold  $\downarrow$ , tap RK

**Heavy-Hitting Combos**

**Two-Armed Combo #1**  
Tap RP, LP, LP, RP, LK, LK, RP, LK, RP, LP

**Two-Armed Combo #2**  
Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

**Two-Armed Combo #3**  
Tap RP, LP, LP, RP, LK, LK, RP, LP, RK, LK



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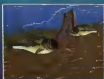
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## Paul

## Throws

## Over the Shoulder

When in close to your opponent, tap [JK LP]

## Shoulder Pop

When in close to your opponent, tap (RP RK)

## Dragon Screw

When in close to your opponent's left side, tap (RP RK), or tap (LP LK)

## Fell Away

When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

## Reverse Neck-Throw

When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

## Push Away

When in close to your opponent, tap  $\rightarrow$ , hold  $\rightarrow$ , tap (RP LP)

## Twist &amp; Shoot

When in close to your opponent, hold  $\rightarrow$ , tap (RP LP)

## Reverse Throw

When in close to and with your back to your opponent, tap [JK LP], or tap (RK RP)

## Special Attacks

## Feet Launch

Hold  $\leftarrow$ , tap (LK RP)

## Rubberband Attack

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap RP

## God Hammer-Punch

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap LP

## Phoenix Smasher

Motion  $\downarrow$   $\rightarrow$  RP

## Jawbreaker

While crouching, hold  $\rightarrow$ , tap RP

## Neutron Bomb

Tap  $\rightarrow$ , ( $\rightarrow$  RK)

## Flash Elbow

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RP

## Burning Fist

Hold  $\leftarrow$ , tap (RP LP)

## Shoulder Tackle

Tap ( $\rightarrow$  LP RK)

## Thruster

Motion  $\downarrow$   $\rightarrow$  LP

## Hammer of the Gods

Tap ( $\rightarrow$  RP LP)

## Ultimate Tackle

Hold  $\leftarrow$ , tap (RP LP)

Note: Performs the following move during the Ultimate Tackle.

## Ultimate Punch

Tap RP, LP, RP, LP, RP

## Ultimate Kick

Tap RP, hold  $\leftarrow$ , tap LP, LP (pause), tap RK, LP, (RP LP)

## Arm Breaker

Tap (RP LP)

## Forward-Thrust Punch

Tap  $\rightarrow$ , ( $\rightarrow$  RP LP)

## Sway

Motion  $\downarrow$   $\leftarrow$ , hold  $\leftarrow$

## Sway &amp; Low Kick

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap LK

## Rapid Fire

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap LK, RP

## Rapid Fire to Phoenix Smasher

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap LK, RP, LP

## Rapid Fire to Stone Breaker

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$ , (pause), tap LK, RP, RP

## Left-Right Combo

Tap RP, RP

## Job-Boundhouse

Tap RP, LK

## Job-Sweep

Tap RP, hold  $\downarrow$ , tap LK

## Quick PK Combo

Tap ( $\rightarrow$  RP), LK

## Reverse PK Combo

Tap LP, RK

## Shredder

Tap ( $\rightarrow$  LK, RK)

## Bone Breaker

While crouching, tap RK, RP

## Triple-Kick Combo

Tap  $\rightarrow$ , ( $\rightarrow$  LK), RK, ( $\rightarrow$  RK)

## Double Hip-Kick Low

Tap  $\rightarrow$ , ( $\rightarrow$  LK), RK, ( $\rightarrow$  RK)

## Double Hip-Kick High

Tap  $\rightarrow$ ,  $\rightarrow$ , LK, RK, RK

## Hammer Punch

While crouching, tap LP

## Hammer Punch to Power Punch

While crouching, tap LP, RP

## Nongover

While crouching, tap LP, RP, RP

## Get Buster

While crouching, hold  $\rightarrow$ , tap RP, LP

## Stone Breaker

While crouching, hold  $\rightarrow$ , tap RP, RP

## Counteraware

## Counterattack

When your opponent attacks, hold  $\leftarrow$ , tap (LP LK), or hold  $\leftarrow$ , tap (RP RK)

## Heavy Hitting Combos

## Ten-Hit Combo #1

Tap LR, RP, LK, RP, LP, RP, LK, RP, LP

## Ten-Hit Combo #2

Tap LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

## Heihachi

## Throws

## Hook Snap

When in close to your opponent, tap (LP LK)

## Flower Bomb

When in close to your opponent, tap (RP RK)

## GuWuJiao

When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

## One-Hand Press Slam

When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

## Atomic Drop

When in close behind your opponent, tap (LP LK), or tap (RP RK)

## Special Attacks

## Shadow Step

Tap  $\leftarrow$ ,  $\leftarrow$ , (pause), tap (LK RK)

## Ground Stomp

When your opponent is on the ground, tap ( $\downarrow$  RK)

## Headbutt

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LP RP)

## Sepor Headbutt

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LP RP)

## Power Punch

Motion  $\downarrow$   $\rightarrow$  RP

## Dragon-Punch

Motion  $\rightarrow$   $\rightarrow$  LP

## Uppercut

Tap  $\rightarrow$ , (pause), motion  $\downarrow$   $\rightarrow$  RP

## Wicked Uppercut

Tap  $\rightarrow$ ,  $\rightarrow$ , RP

## Jumping Low-Kick

Motion  $\rightarrow$   $\downarrow$ , hold  $\rightarrow$ , tap LK

## Jumping Side-Kick

Motion  $\rightarrow$   $\downarrow$  LK

## Spinning Back-Fist

Tap ( $\rightarrow$  RP)

## Drive-Through

Tap ( $\downarrow$  LP), RP

## Double Palm-Strike

Tap (LP RP)

## Double Uppercut

Tap ( $\downarrow$  LP), RP

## Ham Strike

Tap ( $\rightarrow$  RP)

## Hop Kick

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LK

## Fall Extension

Tap  $\rightarrow$ ,  $\rightarrow$ , LK

## Thrust Kicks

Tap ( $\rightarrow$  LK), RK

## Seizure Kick

Tap RK, LK

## Stone-Cold Spin Kicks

Tap ( $\rightarrow$  RK), RK

## Fink You Up

Hold  $\downarrow$ , tap (LP RP)

## Triple Fist-Strike

Tap LP, RP, (LP RP)

## Execution

Tap LP, RP, RP, (LP RP)

## Triple Threat

Tap ( $\rightarrow$  LP), ( $\rightarrow$  RP), RK

## Red Demon

Tap  $\rightarrow$ , (pause), tap  $\downarrow$ , hold  $\rightarrow$ , tap RK, RK, RK

## Heavy-Hitting Combos

## Ten-Hit Combo #1

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RP, LP, RP, LP, LK, RK, RK, LP, RP, LP

## Ten-Hit Combo #2

Tap ( $\downarrow$  LK), RP, RP, RK, RK, LP, RK, LP, RP, RK

## Ten-Hit Combo #3

Tap ( $\downarrow$  LK), RP, RP, RK, RK, LP, RP, LP, RP, LP



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Entries without complete name, address, and phone number will be disqualified.

## Hwoarang



## Throws

## Flip Kick

When in close to your opponent, tap (LP LK)

## Scissor Camelwhip

When in close to your opponent, tap (RP RK)

## Bring It On

When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

## Dead End

When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

## Slamdown/Seoi Nage

When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

## Special Attacks

## Downbeat

Motion ↓ +, hold +, tap LK

## Leg-Whip Throw

Tap +, hold +, tap (LK LP)

## Roll &amp; Kick

Tap +, hold +, tap RP

## Right Flamingo Foot

Hold +, tap RK, joystick neutral

Note: Performs the following moves during the Right Flamingo Foot.

## Right Punch

Tap RP

## Left Punch

Tap LP

## Step Kick

Tap LK

## Cutter Right

Tap (+ RK)

## Cutter Left

Tap (+ LK)

## Seep Kick

Tap (+ RK)

## Seep Side-Kick

Tap (+ RK)

## Right Kick

Tap RK

## Step In

Tap +

## Back Dash

Tap +

## Sliding A

Tap ↑

## Sliding B

Tap ↓

## Left Flamingo Foot

Hold +, tap LK, joystick neutral  
Note: Performs the following moves during the Left Flamingo Foot.

## Left Punch

Tap LP

## Right Kick

Tap RP

## Step Kick

Tap RK

## Cutter Right

Tap (+ RK)

## Cutter Left

Tap (+ LK)

## Seep Kick

Tap (+ LK)

## Seep Side-Kick

Tap (+ LK)

## Backdash

Tap LK, LK, LK

## Coneo Kicks

Tap LK, LK, RK

## Kick Combo

Tap LK, LK, RK, RK

## Power Blast

Tap (LP RK)

## Step In

Tap +

## Back Dash

Tap +

## Sliding A

Tap ↑

## Sliding B

Tap ↓

## Motion Seize

Tap LK, RK

Note: This move changes your fighting stance from left-handed to right-handed and vice versa.

## At a Party

Note: Performs the following moves as a party.

## Cheap Shot

Tap (+ LK)

## Seep Bleeder

Tap (+ RK)

## Miraculous

Tap LP, LP

## Ice Jam

Tap RK, RK

## Greed Theft

Tap (+ RK), RK

## E. Cell

Tap LK, LK

## Backdash

Tap LK, RK

## Disrespect

Tap (RP LP)

## Big Flats

Tap RP, LP, LP

## Chameleon Kick

Tap RK, LK

## Brown Kick

Tap +, hold +, tap RK, LK

## Midaircenter

Tap (+ LK)

## Cheap Shot &amp; Kick

Tap (+ LK), hold +

## Red Hammer

Tap (+ LK), RK

## Blip!

Tap +, hold +, tap LK

## As a Bigger

Note: Performs the following moves as a bigger.

## Sky Stun

Tap +, joystick motion ↓ (+ RK)

## Spinal Tap

Tap +, hold +, tap LK

## Early Heals

Tap (+ RP)

## Craption

Tap (+ RK)

## Misconcept

Tap (RP LP)

## Brynnar's Beat

Tap (+ LK RK)

## Jump Kick

Hold +, tap LK

## Miraculous

Tap RP, RP

## Ice Jam

Tap RK, RK

## Red Mardover

Tap RK, LK

## Boggle Off

Tap (+ RK)

## Greed Theft

Tap (+ RK), RK

## Nose Bleeder

Tap (+ RK)

## E. Cell

Tap (+ LK), LK

## Medicine-Gun Kick

(Gaid Disobedience)

Tap LK, LK, LK, LK

## Disorderly Conduct

Tap LK, LK, RK

## Party Hearty

Tap LK, LK, RK, RK

## Red Your World

Tap LK, LK, LK, RK

## Tatni Outrage

Tap LK, LK, LK, RK, RK

## Memento

Tap LK, LK, (+ LK)

## Memento to Society

Tap LK, LK, (+ LK), RK

## Memento to Society

Tap LK, LK, (+ LK), RK, RK

## Public Enemy

Tap (+ LK), RK

## Pounding Bomb

Tap (+ LK), RK, LK

## Flying Eagle

Tap LK, RK

## Sire &amp; Blue

Tap (+ RK), LK

## Home Surgery

Tap LP, LP, LK, LK

## Left-Right

Tap LP, RP

## Rejected

Tap LP, RP, LK

## Rejection

Tap LP, RP, RK

## Tobacco

Hold +, tap RP

## Body Blow

Tap (+ RP LP)

## Red Feet

Tap RK, RK, RK, RK

## Red Dancer

Tap RK, hold +, tap RK

## Green Shot

Tap RK, RK, hold +, tap RK

## Ice Bomb

Tap RK, RK, hold +, tap RK

## Ice Bomb to Right Flamingo

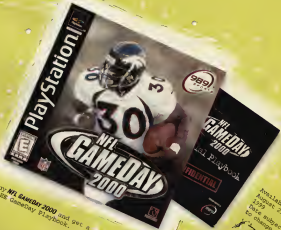
Tap RK, RK, RK





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# 3rd STRIKE STREET FIGHTER III

**Special Moves and Super Arts for all 19 brawlers!**

By Major Mike

## BASIC SKILLS

### Throw

To throw your opponent, get in close to them and tap (JP SK)

### Leap Attack

To perform a leap attack, tap (SP FK)

### Taunt

To annoy your opponent, tap (PP FK)

*Note: Some characters can inflict damage on their opponents with their taunts.*

### Parrying

To deflect an incoming attack, tap the joystick in the direction indicated below the nearest your opponent makes contact:

High attack: Tap →

Low attack: Tap ↓

Air attack: While in the air, tap →

## AKUMA

### Special Moves

**Gou Hadou-Ken**®  
Motion → ↘ → P

**Shikunetsu Hadou-Ken**  
Motion → ↘ ↓ ↓ P

**Tatsumaki Azukiwa-Kyaku**®  
Motion ↓ ↓ ← K

**Gou Shoukyou-Ken**  
Motion → ↓ ↘ P

### Super Arts

**I. Messatsu-Gouhadou**  
Motion ↓ ↘ → ↓ ↘ → P

**II. Messatsu-Gouhouga**  
Motion ↓ ↘ → ↓ ↘ → P

**III. Messatsu-Goumeien**  
Motion ↓ ↘ → ↓ ↘ → K

## ALEX

### Special Moves

**Flash Chop**  
Motion ↓ ↘ → P

**Power Bomb**  
Motion → ↘ ↓ ← → P

**Air Stampede**  
Charge ↓ two seconds, tap (↑ K)

**Elbow Smash**  
Charge → two seconds, tap (→ K)

### Super Arts

**I. Hyper Bomb**  
Motion 360 degrees clockwise starting from →, tap P

**II. Hammering Raid**  
Motion ↓ ↘ → ↓ ↘ → P

**III. Star Gun Headbutt**  
Motion ↓ ↘ → ↓ ↘ → P

## ARCADE

## CHUN-LI

### Special Moves

**Hyakuretsu-Kyaku**  
Tap K rapidly

**Kikou-Ken**  
Motion → ← ↓ ↘ → P

**Spinning-Bird Kick**  
Charge → two seconds, tap (↑ K)

**Heizan-Shu**  
Motion → ↘ ↓ ↘ → K

### Super Arts

**I. Kikou-Shou**  
Motion ↓ ↘ → ↓ ↘ → P

**II. Hououku-Sen**  
Motion ↓ ↘ → ↓ ↘ → K

**III. Tensei-Ranke**  
Motion ↓ ↘ → ↓ ↘ → K

## ELENA

### Special Moves

**Scratch Wheel**  
Motion → ↓ ↘ K

**Rhino Horn**  
Motion → ← ↓ ↘ → K

**Mallet Smash**  
Motion → ↘ ↓ ← → P

**Spinning Scythe**  
Motion ↓ ↓ ← K

### Super Arts

**I. Spinning Beast**  
Motion → ↘ → ↓ ↘ → P

**II. Brave Dance**  
Motion → ↘ → ↓ ↘ → K

**III. Healing**  
Motion ↓ ↘ → ↓ ↘ → P

## The Controls



P = Any Punch button  
JP = Jab Punch  
SP = Strong Punch  
FP = Fierce Punch

K = Any Kick button  
SK = Short Kick  
FK = Forward Kick  
RK = Roundhouse Kick

Charge → Hold the direction indicated for the number of seconds indicated.

Motion → Move the joystick in one direction, continuous motion.

Tap → Tap the directions indicated in sequence.

( ) → Execute commands in parentheses simultaneously

\* Designates a move that can also be performed in the air.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, mirror any → and ← commands.



## DUDLEY

### Special Moves

**Jet Uppercut**  
Motion → ↓ ↘ P

**Machine-Gun Blow**  
Motion → ← ↓ ↘ → P

**Ducking Straight**  
Motion → ← ↓ ↘ → K, tap P

**Short Swing-Blow**  
Motion → ↘ ↓ ← → K

### Super Arts

**I. Rocket Uppercut**  
Motion ↓ ↘ → ↓ ↘ → P

**II. Rolling Thunder**  
Motion ↓ ↘ → ↓ ↘ → P, tap P rapidly

**III. Earthquake Blow**  
Motion ↓ ↘ → ↓ ↘ → P

## HUGO

### Special Moves

**Shock Wave**  
Motion ↓ ↓ ← P

**Earthquake Bomb**  
Motion 360 degrees clockwise starting from →, tap P

**Devastator**  
Motion → ↓ ↘ P

**Monster Lariat**  
Motion ↓ ↘ → P

### Super Arts

**I. Gigas Breaker**  
Motion 720 degrees clockwise starting from →, tap P

**II. Megaton Press**  
Motion ↓ ↘ → ↓ ↘ → K

**III. Hammer Frenzy**  
Motion ↓ ↘ → ↓ ↘ → P

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**TECMO**

## IBUKI

## Special Moves

Kunai Digger  
While in the air,  
motion ↓ ↘ + P

Reida  
Motion ↘ ↘ ↓ ↓ + P

Kubitori  
Motion ↑ ↓ ↓ ↘ + P

Hiten  
Motion ↑ ↓ ↓ K

## Super Arts

I. Kasumi-Suzuki  
While in the air, motion  
↓ ↘ + ↘ + P

II. Yorné-Boushi  
Motion ↓ ↘ + ↓ ↘ + P

III. Yamé-Shigure  
Motion ↓ ↘ + ↓ ↘ + P

## KEN

## Special Moves

Hadou-Ken  
Motion ↓ ↘ + P

Shoryu-Ken  
Motion ↘ ↓ ↘ + P

Tetsumaki-  
Senpuku-Kyaku  
Motion ↓ ↓ ↓ K

## Super Arts

I. Shoryu-Rappa  
Motion ↓ ↘ + ↓ ↘ + P

II. Shiryu-Ken  
Motion ↓ ↘ + ↓ ↘ + P,  
tap K rapidly

III. Shippu-  
Jinrei-Kyaku  
Motion ↓ ↘ + ↓ ↘ + K

## MAKOTO

## Special Moves

Hangeki  
Motion ↓ ↘ + P

Fukage  
Motion ↑ ↓ ↘ + P

Broski  
Motion ↓ ↓ ↓ + P

Karakusa  
Motion ↘ ↘ ↓ ↓ + K

## Super Arts

I. Sanchusen-  
Godanzuki  
Motion ↓ ↘ + ↓ ↘ + P

II. Abere-Tosenami  
Motion ↓ ↘ + ↓ ↘ + P

III. Tanden-Beruki  
Motion ↓ ↘ + ↓ ↘ + P

## NECRO

## Special Moves

Electric Blaster  
Motion ↘ ↓ ↘, tap P rapidly

Spinning Punch  
Motion ↘ ↓ ↘ + P

Flying Viper  
Motion ↓ ↓ ↓ + P

Senkou Fudo  
Motion ↘ ↓ ↓ ↘ + K

## Super Arts

I. Magnetic Storm  
Motion ↓ ↘ + ↓ ↘ + P,  
tap P rapidly

II. Slam Dance  
Motion ↓ ↘ + ↓ ↘ + P

III. Electric Senkou  
Motion ↓ ↘ + ↓ ↘ + P

## ORO

## Special Moves

Nichirin-Shou  
Charge ↑ two seconds,  
tap (↑) P

Onigamama  
Charge ↓ two seconds,  
tap (↓) P

Mouriki  
Motion ↘ ↘ ↓ ↓ + P

Jinchuu-Watarai  
Motion ↓ ↘ + K

## Super Arts

I. Koshin-Riki  
Motion ↓ ↘ + ↓ ↘ + P,  
when in close to your  
opponent, tap P

II. Yagyu Dama  
Motion ↓ ↘ + ↓ ↘ + P

III. Tengu-Stone  
Motion ↓ ↘ + ↓ ↘ + P



## O

## Special Moves

Dashing  
Head Attack  
Charge ↑ two seconds,  
tap (↑) P

Dashing Lag Attack  
Charge ↑ two seconds,  
tap (↑) K

High-Speed Baroque  
Motion ↓ ↓ ↓ + P

Capture &  
Deadly Blow  
Motion ↘ ↘ ↓ ↓ + K

## Super Arts

I. Critical  
Combo Attack  
Motion ↓ ↘ + ↓ ↘ + P

II. Deadly Double  
Combination  
Motion ↓ ↘ + ↓ ↘ + P

III. Total  
Destruction  
Motion ↓ ↘ + ↓ ↘ + P,  
motion ↓ ↘ + P or K

## REMY

## Special Moves

Light of  
Virtue (High)  
Charge ↑ two seconds,  
tap (↑) P

Light of  
Virtue (Low)  
Charge ↑ two seconds,  
tap (↑) K

Rising Rage Flesh  
Charge ↓ two seconds,  
tap (↑) K

Cold Blue Kick  
Motion ↓ ↓ ↓ + K

## Super Arts

I. Light of Justice  
Motion ↓ ↘ + ↓ ↘ + P

II. Supreme  
Rising-Rage Flesh  
Motion ↓ ↘ + ↓ ↘ + K

III. Blue Nocturne  
Motion ↓ ↘ + ↓ ↘ + K

## RYU

## Special Moves

Hadou-Ken  
Motion ↓ ↘ + P

Shoryu-Ken  
Motion ↘ ↓ ↘ + P

Tetsumaki-  
Senpuku-Kyaku  
Motion ↓ ↓ ↓ + K

Joudan-  
Sobutou-Gari  
Motion ↘ ↓ ↓ ↘ + K

## Super Arts

I. Shinku-  
Hadou-Ken  
Motion ↓ ↘ + ↓ ↘ + P

II. Shin-Shoryu-Ken  
Motion ↓ ↘ + ↓ ↘ + P

III. Denjin-  
Hadou-Ken  
Motion ↓ ↘ + ↓ ↘ + P,  
tap P rapidly

## SEAN

## Special Moves

Seen Tackle  
Motion ↘ ↓ ↘ + P, hold P

Tornado Kick  
Motion ↓ ↓ ↓ + K

Ryubi-Kyaku  
Motion ↓ ↘ + K

Dengan Smash  
Motion ↑ ↓ ↘ + P

Super Arts

I. Hadou-Burst  
Motion ↓ ↘ + ↓ ↘ + P

II. Shoryu-Cannon  
Motion ↓ ↘ + ↓ ↘ + P, tap P  
rapidly

III. Hyper Tornado  
Motion ↓ ↘ + ↓ ↘ + P

## TWELE

## Special Moves

N.D.L.  
Motion ↓ ↘ + P

A.X.E. #  
Motion ↓ ↓ ↓ + P

D.R.A.  
While in the air,  
motion ↓ ↓ ↓ + K

Super Arts

I. X.N.D.L.  
Motion ↓ ↘ + ↓ ↘ + P

II. X.F.L.A.T.  
While in the air,  
motion ↓ ↘ + ↓ ↘ + K

III. X.C.D.P.V.  
Motion ↓ ↘ + ↓ ↘ + P

## URIEN

## Special Moves

Charlat Attack  
Charge ↑ two seconds,  
tap (↑) K

Victims Knee-Deep  
Charge ↓ two seconds,  
tap (↑) K

Victims Headbutt  
Charge ↑ two seconds,  
tap (↑) P

Metallic Sphere  
Motion ↓ ↘ + P

## Super Arts

I. Tyrant Blaster  
Motion ↓ ↘ + ↓ ↘ + P

II. Temporal  
Dimension  
Motion ↓ ↘ + ↓ ↘ + P

III. Angle Reflector  
Motion ↓ ↘ + ↓ ↘ + P

## YANG

## Special Moves

Tsuru-Zen  
Motion ↓ ↘ + P

Senkou-Tai  
Motion ↓ ↘ + K

Byekko-Soushoun  
Motion ↓ ↓ ↓ + P

Zeppou-Tenshin  
Motion ↘ ↘ ↓ ↓ + P

## Super Arts

I. Rashin-Mahadaku  
Motion ↓ ↘ + ↓ ↘ + P

II. Magnetic Storm  
Motion ↓ ↘ + ↓ ↘ + P,  
tap P rapidly

III. Seien-Eribu  
Motion ↓ ↘ + ↓ ↘ + P

## YUN

## Special Moves

Tetsuzankou  
Motion ↘ ↓ ↘ + P

Zesshou-Hobou  
Motion ↓ ↘ + P

Nishou-Kyaku  
Motion ↓ ↓ ↓ + K

Koban-Kushi  
Motion ↓ ↓ ↓ + P

## Super Arts

I. You-Hou  
Motion ↓ ↘ + ↓ ↘ + P

II. Soumei-Rengoku  
Motion ↓ ↘ + ↓ ↘ + K

III. Genji-Jin  
Motion ↓ ↘ + ↓ ↘ + P



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READER  
TIP OF THE  
MONTH

Nintendo 64

## Star Wars Episode I: Racer

Debug Menu, Invincibility, Mirror Mode, and More



**Debug Menu:** At the title screen, select Tournament mode, then highlight an Empty name-entry slot and press **A**. To enter the codes below, first press and hold **Z**. While holding **Z**, press **L** as you enter each letter of the code. After you've entered the code, highlight End and press **L**, then **A**. Before exiting the screen, enter all the codes you wish, then enter your name. Next, begin a race on any Tournament mode track, pause the game, and press **Up**, **Left**, **Down**, **Right**. A new option, Game Cheats, will appear that will enable you to activate each cheat.

Debug Menu:	ANDR3W3
Invincibility:	3R3T3R33
Mirror Mode:	3R3T3R3337

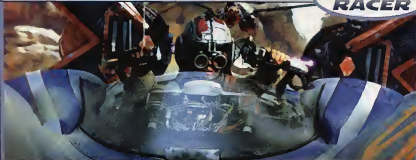
**Taunt Your Opponent:** At the title screen, select Tournament mode, then enter or choose your name at the Select Player screen, and pick your race. Highlight Start Race, press and hold **Z**, then press **A** to begin the race. You'll see an intermission screen showing the race favorite and your racer taunting each other. When the race begins, tap **R** twice any time to taunt your opponents.



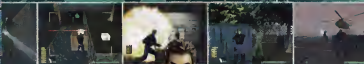
**Turbo Start:** During the countdown at the start of a race, press and hold **A** as soon as the number "1" disappears from the screen.

Michael Neville-O'Neill  
Rowley, MA

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## Nintendo 64

### Rampage 2: Universal Tour

Cheats Menu and Play as Alternate Mrukus



At the title screen, press Start, then select the Password option and enter the following codes.

Cheats Menu: **TRUCKY**

Alternate Mrukus (with full attributes): **81046**



## Nintendo 64

### All-Star Baseball 2000

Baseball Trails, Big Baseball, Blackout Mode, and More



Enter the following cheats at the Enter Cheats menu:

Baseball Trails	WUWUWUWU
Big Baseball	BOOBLEBUTTY
Blackout Mode	WUWU
Barred Graphics	MEWED
Fly Back to Dugout	FLTSANA1
Small Players	TOWUWUWU





Nintendo 64

## Beetle Adventure Racing

## Cheats Menu and Handicap Mode



**Note:** The following cheats can be accessed only while racing on the Country Cove track in Championship mode.

**Cheats Menu:** Find the shortcut with the barn and two hay piles on the right side of the road. If you run into the hay pile closest to the road, you should hit a box. You'll hear someone say "Groovy!" If you were successful, finish the race, then enter Options where you'll find the category, Cheats. Select it to access the Cheats menu.



**Handicap Mode:** Drive over the small wooden drawbridge at the beginning of the course. After the bridge, and just before the white cross, is a white stone wall on the left. Destroy the wall until you see an opening. Drive through the opening to find a flower crate. Hit the crate and finish the race. Now when you enter the Cheats menu (see cheat above), you'll find Handicap-Two Player, which enables you to adjust the handicap.

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Nintendo 64

## Ken Griffey Jr.'s Slugfest

## View Fireworks and Access Hidden Teams



**View Fireworks:** Select Exhibition mode, and at the Stadium Select screen, highlight any stadium and press **Z** for a Stadium Fly Through. Rotate the view so you're facing home plate, then **simultaneously press R and Z** to watch some fireworks.



**Hidden Teams:** At the Create Player screen, enter the following names to access the cheats below. You will hear a confirming sound when you enter each code correctly.

	First Name	Last Name
Big Feet:	CODE	BIGFOOF
Flat Team:	CODE	STRANGLER
Invisible Team:	CODE	INVISIBLIDIAN
Small Team:	CODE	LITTLELADDER
Thin Team:	CODE	TOOTHPECK
Tick Team:	CODE	SHRTPICK
Weeble Team:	CODE	WEEBLEMAN

PlayStation

## Ehrgeiz

## New Costumes and Hidden Characters



**New Costumes:** At the Select Character screen, press and hold **Up**, then choose your fighter.



**Fight as Yuffie Kisaragi:** Finish Arcade mode with Cloud Strife, and Yuffie will become available at the Select Character screen.



**Fight as Vincent Valentine:** Finish Arcade mode with Tifa Lockhart, and Vincent will be available at the Select Character screen.



**Fight as Kof Mezzetta:** Finish Arcade mode with any male character, and Kof will be available at the Select Character screen.



## PlayStation



## Bloody Roar II

Play as Gado and Shen Long, Recover Speed, and More



**Play as Gado:** Beat the game with any character in Arcade mode. At the Character Select screen, Gado will be a playable fighter.



**Play as Shen Long:** Play through the game in Arcade mode without using any continues until you fight Shen Long. After you defeat him, he'll become a playable fighter.



**Recover Speed:** Beat the game with any character in Story mode without using any continues. At the main menu screen, select Custom, then at the Custom screen, select Recover Speed. Now when you fight, your character will recover health faster.



**Model Type:** Beat the game with any character in Story mode. Then at the main menu screen, choose Custom, and at the Custom screen, you'll find a new mode—Model Type. This option enables you to play with big arms, big heads, or as a pin-striated fighter.

## Nintendo 64



## Superman

Level Select



Start a new game and play until you can save the game to your Controller Pak, then reset. Now, select the Load Game option from the main menu and load your saved game. When the prompt to insert a Removable Pak appears, simultaneously press and hold L and B for one second, then press A. If you did that correctly, a level select will appear that enables you to play any mission.

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