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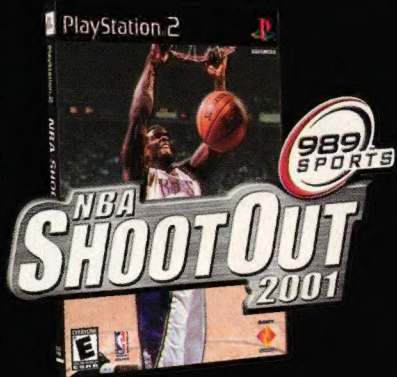
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T.J. Lavin's helpful hints on backyard landscaping.

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5. Kill stray flowers
6. Truck in more dirt
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187
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T.J. Lavin's actual backyard



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B) Raiden and Jarek
C) Reiko and Jax
D) Tanya and Sonya

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HOW TO CONTRIBUTE ABOUT BBBSA

Big Brothers Big Sisters of America has remained the expert in youth mentoring since its founding in 1904. In 1977 the Big Brothers and Big Sisters organizations merged into Big Brothers Big Sisters of America and the national headquarters was established in Philadelphia. Today BBBSA provides one-to-one mentoring relationships between adult volunteers and:

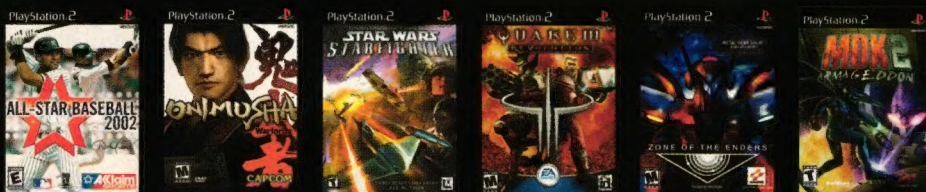
- children from low-income, single-parent families in over 500 programs throughout the United States. To learn more about how Big Brothers Big Sisters relationships help children, check out the BBBSA Impact Study.
- children from low-income, single-parent families in over 500 programs throughout the United States. To learn more about how Big Brothers Big Sisters relationships help children, check out the BBBSA Impact Study.

An additional study, funded by the U.S. Dept. of Justice, supports the value of Big Brothers Big Sisters' School-Based Mentoring. Teachers and parents report that kids show marked improvement in grades, attitudes and relationships. 64% of students developed more positive attitudes toward school, 55% achieved higher grades in social studies, language, and math, 68% improved relationships with adults, and 50% improved relationships with peers. 75% were better able to express their feelings, 64% developed higher levels of self-confidence, 52% were more likely to trust their teachers. In addition, they were less likely than their peers to repeat a grade, and three average number of suspended absences also dropped. [Click here to view the 1997 Study \(Adults Available format\).](http://www.bbbsa.org) If you do not have Adult Available, click here to get a free 500 form.

If you need to talk to someone, check out Big Brothers Big Sisters of America.



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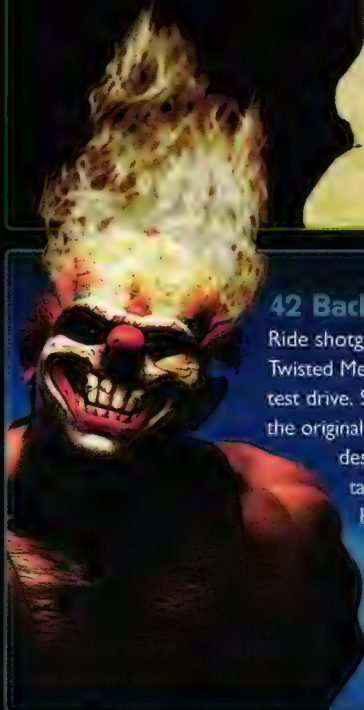


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Electronic Arts is hoping Harry Potter will work his magic for the PlayStation, Game Boy Advance, Game Boy Color, and PC platforms this year (and more systems for 2002). If you haven't bought into Harry yet, here's your Potter primer.

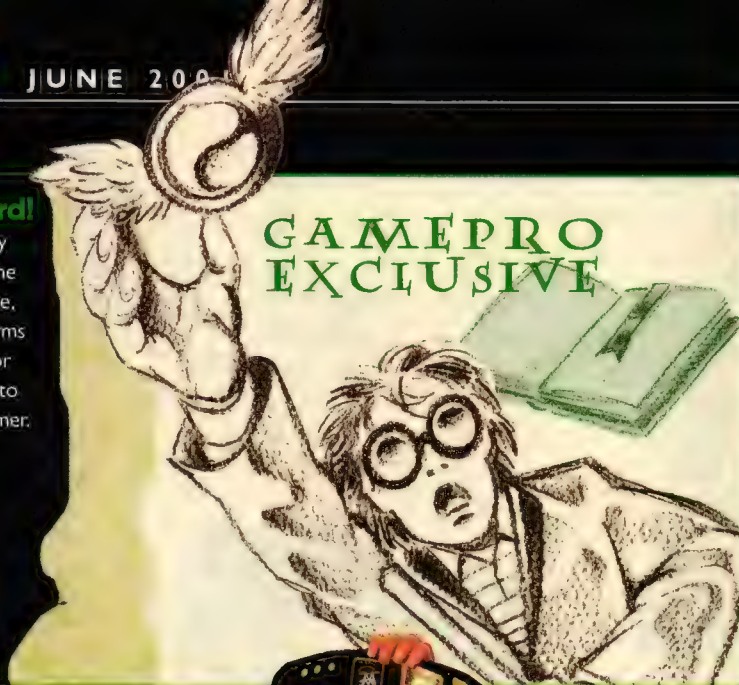


42 Back in Black

Ride shotgun on this Twisted Metal: Black test drive. Sony turns to the original Twisted Metal design team to take TM's first PlayStation 2 title to the dark side.

50 E³xtravaganza!

Sneak previews of the Xbox, PS2, PlayStation, GameCube, Game Boy Advance, Game Boy Color, Dreamcast, and PC game lineups fill this ultra-comprehensive look at 2001's games.



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PROSTRATEGY

110 High Heat Major League Baseball 2002 (PlayStation 2)

This coaching clinic shows you how to turn on some big-league heat with High Heat MLB 2002.

114 Lunar 2: Eternal Blue Complete (PlayStation)

Okay, you finished Lunar 2 and you're bummed that Hiro didn't get the girl...but wait! Here's how to play through the Epilogue to really "complete" this game.

S.W.A.T. PRO

Star Wars Starfighter, Kengo: Master of Bushido, and Knockout Kings 2001 are among the games that will never be the same once you use these codes.



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Cover art courtesy of Electronic Arts

It's a hassle at the castle as you compete for the title of "Ultimate Champion" in Shrek Fairy Tale FreakDown! Play one of nine characters from the feature film "Shrek" and make your fairy tale opponents run, run, run all the way home!

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SNEAK PREVIEWS & PROREVIEWS

50 Sneak Previews

It's the annual Electronic Entertainment Expo blowout!

100  PlayStation 2 ProReviews

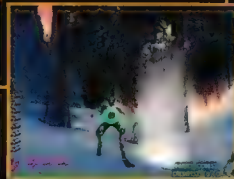
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Believe it or not, the arcades are still alive! Check out these First Look previews of to-be-quarter-crunchers, Vampire Night and Smashing Drive.

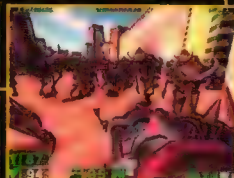


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PC games are pouring it on at E³ with Battle Realms, Unreal 2, Tribes 2, Return to Castle Wolfenstein, and Emperor: Battle for Dune. But don't miss our reviews of Black & White, Serious Sam, and more!



Serious Sam! Page 96.

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After you examine F-Zero: Maximum Velocity (GBA) and The Legend of Zelda: Oracles of Seasons/Ages (both for the GBC) in the E³ previews, check out Mickey's Speedway USA, Toki Toki, and more!



Toki Toki Page 98.

SPORTS PAGES

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The sports year looks huge with NBA Street (PS2), Madden NFL 2002 (PS2), and NFL Fever 2002 (Xbox) leading the way in our E³ special. For now, take a cut at All-Star Baseball 2002 or High Heat MLB 2002.

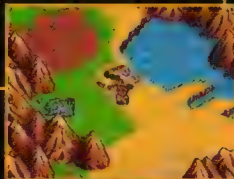


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114

E³ will reveal Baldur's Gate: Dark Alliance (PS2), Dark Cloud (PS2), Final Fantasy X (PS2), and Dragon Warrior VII (PlayStation). Until they reach stores, Lunar 2: Eternal Blue Complete should tide you over.



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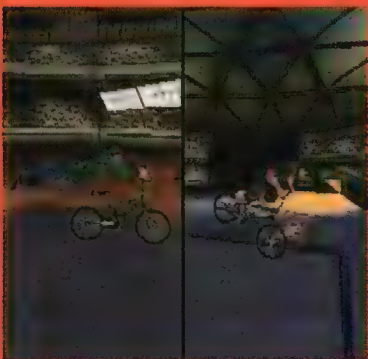
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IN STORES MAY 2001

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Star Power 2001

The stars are coming out—and we're not talking about the Academy Awards. With the PS2, Game Boy Advance, Xbox, and GameCube shaking up the video game world this year, every company is looking for a big star to help their games (and systems) stand out from the crowd.

How about Harry Potter on the cover of GamePro?

When Electronic Arts offered exclusive coverage of its new Harry Potter lineup, the idea that Harry was hot just didn't occur to us—at first. But then Air Hendrix, Miss Spell, Dan Elektro, and Jake the Snake all copped to some heavy Potter politics. The rest of the GamePros went with it (even Major Mike didn't say, "No," though he did try poking me in the eye). More importantly, this video game series has potential. If you haven't read a Potter book, check out the official Web site at www.harrypotter.com, or—better still—read our cover feature, "Off To Be a Wizard," which has the lowdown on the games, books, and the Harry Potter world.

Harry is not the only "big name" with a game. Take a look at our Electronic Entertainment Expo sneaks: Sweet Tooth is roaring back in Twisted Metal: Black; Crash Bandicoot is moving in on the PS2 in Wrath of Cortex; and everyone's waiting for Solid Snake in Metal Gear Solid 2: Sons of Liberty. Meanwhile, the Dreamcast may be dying, but Sonic the Hedgehog lives in Sonic Adventure 2, and he's even preparing for a stint on the Game Boy Advance. Of course, Mario is booked for a return engagement in Super Mario Advance for the GBA, and it's certain that he'll show up for the GameCube. Joanna Dark and Link are also on the GameCube's most wanted list, but no Nintendo character is generating as much buzz as Samus Aran in Metroid.

It looks like 2001 will be a great year for games and gamers...it's in the stars.

The GamePros
San Francisco, CA
letters@gamepro.com

Raiders of the Lost Arcade

I have some questions about the arcade business that I hope you can answer. What does an arcade business pay for a new game? Of that, how much is net profit for the manufacturer? What is the average number of units a company will usually sell in the U.S.? How many machines have to be sold before a game is deemed "popular"? And how do I contact the AAMA and AMOA?

► Misfit—Ontario, OR

New upright arcade games like The Grid generally go for around \$5000; deluxe games with larger screens, seats, or special controllers often go into five figures (Top Skater sells for about \$17,000). Coin-op companies usually make about a third of the machine's price as gross profit and consider anything over 5000 units sold a success (plus, over 5000 means the game becomes a billboard for the now-ubiquitous home version).

If you're asking about how much profit the arcade operator makes, that varies wildly; about \$100 a week is considered average. By comparison, NBA Jam and MK II used to earn literally 10 times that in their heyday. The arcade makes its money back a quarter at a time: So, if they pay \$5000 for a machine and make only \$100 a week, that's one whole year before the machine has paid for itself (and what's worse, as games age, they generally earn less). You can find out more about the Amusement and Music Operators Association (AMOA) at www.amoa.com, and the American Amusement Machine Association (AAMA) at www.coin-op.org, but both sites are a bit dry. Then again, so is business—the coin-op game industry is in the doldrums simply because people aren't spending money in arcades any more. No money means no new games means no money means... a downward spiral.

Warning! Psycho With a Thesaurus!

Piracy does not equal theft. First off, let me state that I am not condoning piracy. We all know that it is unjustified in that it fails to give developers and publishers their just rewards. At the same time, I wish to show that it is equally unjustified to call gamers who do play copied games—whether off the Internet or otherwise—"thieves." Sega shut down a pirate Internet site by sending the authors a letter containing (among other things) this statement: "...[Sega] cannot stand by idly while sites like

yours openly promote theft of its products!" This phrase meant that those playing copied Dreamcast games without paying for the originals were thieves. I propose that they are not. Let us first revisit that which constitutes stealing. In order to perform a theft, the thief must meet two criteria which are not mutually exclusive:

1. The thief must fail to give you the monetary worth of the item in question.
2. The thief must take from your possession some item to which you subsequently have no personal access.

I say again that both these conditions must be met in order for any act to be labeled a theft. That said, it becomes clear to me that Sega's accusations are unwarranted. Sega is not being paid for its products and is consequently quick to pronounce—however falsely—that it is the victim of mass "theft"

caused by those who are playing copied games. Let Sega not confuse what is "unfair" with what is "stealing." If I am to be a thief for copying a game and then failing to buy the original, by what reasoning would I not be a thief for either renting, borrowing, or trading games with my next door neighbor and thereafter failing to purchase the title? Stealing? No. Unfair to the game developer and publisher? Absolutely.

Sega may be losing revenue from the monetary exclusion of those who play duplicated titles, but it is by no means an act of stealing. Indeed, calling gamers who play pirated games "thieves" is no more than Sega's natural response to either its fear or mental convictions of gamers debarring themselves as potential customers at the retail counter. I hope, then, that by this I have displayed to you that labeling certain people with this term is an explicit misnomer, and should rightfully be omitted in future testimonies concerning gamers as they pertain to the piracy issue.

► Mike Poku—Sacramento, CA

Okay, first—you're just plain wrong. Second, you like using big words, but it's a shame you don't know what they mean. Plus, we had to edit your five-page diatribe down or risk putting our readers to sleep.

Piracy is theft. Theft is the unlawful taking of property (so says Webster's—and we trust its definition more than yours). When you download or otherwise claim ownership of a copyrighted game for which you do not own an official version, you're stealing. There is no gray area—you're a thief, and it doesn't matter whether or not the original game's owner retains their original disc



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(your loophole for criteria #2). This “delete the ROM after 24 hours” rule that some sites suggest is nonsense; it’s a courtesy imposed by the pirating community, and has no basis in law.

It all comes down to copyright. With Sega’s copyright comes a right of distribution, and distributing Sega’s games yourself—either by downloading the code or by creating your own CD to pass on to a friend as a “sample”—violates that copyright (see Section 106 of U.S. Code title 17). The reason you’re not a thief for renting or borrowing a game is that you do not retain possession of the borrowed game, while, in a game trade, you are permanently transferring the possession (see section 109). While you’re at it, check out Section 117, which pertains to computer software specifically—you’ll find it all at www.loc.gov/copyright. As for the rest, you’re splitting verbal hairs with flawed logic and manufactured definitions that no court in America would accept. In other words, you’re wrong. But don’t worry—you can still subscribe to *GamePro* from jail.

Or Just Let Them Play What They Want

I have some friends who like all games except RPGs. But I love RPGs—how can I get my friends to like them?

► **Josh Keeley—Laporte City, IA**

Well, that depends on what you’ve already tried. Did you lure them over to your house with some candy, kid-

nap them, strap them into chairs, clamp their eyelids open, and force them to watch you play *Wild Arms 2* while constantly berating them for their lack of taste and refusing to recognize their right to express opinions that differ from your own (and utterly ignoring their pleas for mercy)? No? Then try that.

All Beauty, No Brains

In your February issue, Jake the Snake gave *Tomb Raider Chronicles* for the PlayStation 4.0 for Graphics, but only a 3.5 for Graphics on the Dreamcast. What was he thinking? Is he blind? Any dumb-ass can see that the Dreamcast graphics are better than the PlayStation graphics.

► **Jeff Bello—Las Vegas, NV**

Ah, but Jake the Snake is not just any dumb-ass! What he did was compare the graphics for each game based on other games on that particular platform: i.e., based on what the machine in question can do, how did the game perform? After comparing *Chronicles* to other Dreamcast games, Jake felt that TRC on the Dreamcast could’ve had better visuals—and that’s the only fair way to judge games. Otherwise, every PS2, GameCube, and Xbox game would get a 5.0 for Graphics simply because their processors are ever more powerful than older systems’. Any dumb-ass can see that.



OopsPro

In the NetPro department of our April issue, we erroneously stated that *Phantasy Star Online* is compatible with the Dreamcast’s Broadband Adapter. It’s not. Only *Pod Speedzone*, *Unreal Tournament*, *Quake III Arena* and the Web browser are compatible with the adapter at this time. To teach repeat-fact-checking offender Dan Elektro another lesson, one of his seven remaining fingers has been severed (with a butter knife).

Do you ever get a strange urge to communicate with the writers of *GamePro*?

- four-eyed_dragon@gamepro.com
- brobuzz@gamepro.com
- uncle_dust@gamepro.com
- major_mike@gamepro.com
- danelektro@gamepro.com
- airhendrix@gamepro.com
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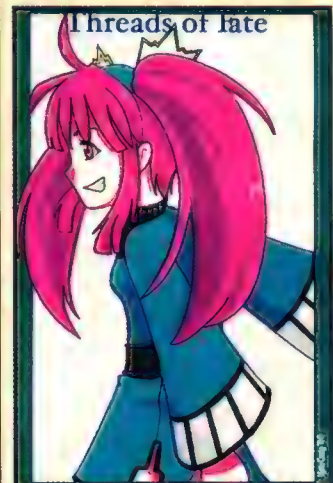
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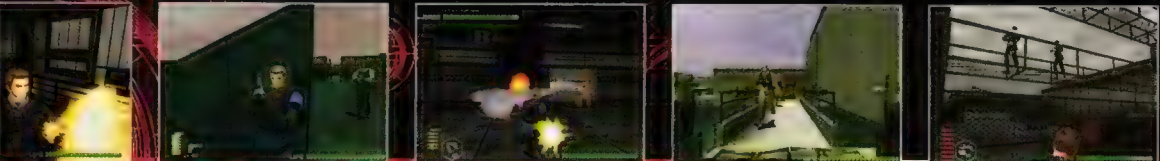
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PlayStation 2



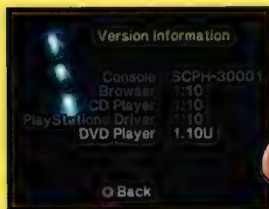
BY THE WATCH DOG



Spring is turning to summer, yet the Watch Dog is mired in the same problems he was this winter: DVDs having troubles on the PlayStation 2, confusion when using PlayStation peripherals with the PS2, and WWF No Mercy erasing saved data. Well, at least it's warmer outside.

Q I've been seeing a lot of complaints in your mag regarding DVD playback on the PS2. I've had some problems, too. When I played DVDs on my PS2 in the vertical position, the DVD would start skipping at a certain nonrandom spot in the movie and wouldn't play. I could even hear the reader eye in the PS2 clicking around when it played DVDs or games. I exchanged my PS2 for a new one, but found it had the same problems, so I returned it for yet another one. I checked the versions of the drivers on my new PS2 in the Version Information screen and discovered the drivers were Version 1.2 instead of 1.1, as on my first two PS2s. I checked this with a friend who owns a PS2, and his drivers were also Version 1.2. Neither of our Version 1.2 PS2s have had any problems playing DVDs when the system is vertical or horizontal; plus, I can't hear the reader eye in the machine going crazy clicking around whenever the PS2 is loading or playing a DVD or game. I think Sony rushed on launch day and released PS2s with a bunch of glitches, then it worked out the kinks and started shipping PS2s without the glitches. People having problems probably need to exchange their old PS2s for new ones from the latest shipments. I did (twice), and finally got one in good working order.

JON GRANDSTAFF—VIA INTERNET



A A Sony rep responds: "The driver versions are just something to do with the different development teams that worked on them. The versions shouldn't affect how the PS2 or the DVD player works. As for certain DVDs stopping in mid-movie, that shouldn't be affected whether your PS2 is vertical or horizontal. Try turning on the Auto-Diagnose feature, which resets driver settings that may have been left by a previous DVD. If you get a black screen when the DVD stops playing and the red light on the front of the PS2 is flashing, your PS2 could be overheating, in which case it needs service. When you send your PS2 to the nearest Sony service center, include a letter with your name and address; the model number; serial number; and a

description of the problem. For it to be repaired or replaced takes about 15 to 20 working days. Be sure to send it registered or insured mail, or by Federal Express or UPS."

The Watch Dog adds: On Internet message boards, people with both sets of drivers have reported problems similar to Jon's, which seems to support what the Sony rep said: There is no real difference between the drivers. If you're having any problems with your PS2, call Sony immediately (800/345-7669), especially if your 90-day warranty is about to expire.

Q Will my PlayStation steering wheel work on the PlayStation 2?

VANILLARICE2K9—VIA INTERNET

A The Watch Dog responds: We tested an officially licensed PlayStation-compatible steering wheel (Pelican Accessories' Sportster Racing Wheel) with every PS2 driving game available at press time. Some games worked with the wheel, and some didn't. It seems PlayStation wheels are compatible with the PS2, but not every PS2 driving game is compatible with this or any wheel. The following games worked with the wheel: Ridge Racer V, Driving Emotion Type-S, Midnight Club Street Racing, and RC Revenge Pro. However, NASCAR 2001, FI Championship Season 2000, Top Gear Daredevil, and Smuggler's Run didn't work. If you have a licensed PlayStation wheel (it will have a PlayStation logo on it), it should work with those games listed.

U In March issue's Buyers Beware, a reader complained of losing saved data on WWF No Mercy for the N64. At the time, THQ didn't know what was causing the problem, which it said was occurring randomly to some—but not all—copies of the game. Consequently, THQ couldn't guarantee that a replacement copy would work any better—hardly a satisfactory response. The Watch Dog has still been receiving piles of letters about this problem, so he checked back with THQ to see what had been done.

A THQ customer service rep said the problem was not with the software (written by THQ) but with the cartridge (made by Nintendo): "It appears to be a manufacturing problem," the rep said. The good news is THQ is now ensuring the replacement copies won't have the same problem as the

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broken copy. "We're working closely with Nintendo and taking extra time to make sure the replacement we send does work," the rep said. The bad news is how long this takes: "Replacement time for this game is four to ten weeks," the rep explained. Ten weeks! You might forget having bought the game by the time you get a working copy.



Regardless of who is responsible for the problem—THQ or Nintendo—one thing is painfully clear, and there's no nice way to say this: Gamers who bought WWF No Mercy were screwed. Despite THQ's implication that the fault lies with Nintendo, ultimately it is THQ—not its licensors, contractors, or vendors, including the big "N"—that is responsible for the products it sells.

Correction

The Watch Dog made a mistake in the March issue Buyers Beware [Editor's note: *The Watch Dog is human after all...in a canine, barking sort of way.*]. In answering Scott Kinkaid's question about which PlayStation peripherals work on the PS2, the Watch Dog incorrectly said the PS2 multitap will work with original PlayStation games when played on the PS2. In fact, original PlayStation games will not work with the PS2 multitap, even if used on the PS2. Original PlayStation software must be used with the original PlayStation multitap, even on the PS2—strange but true. If you need him, the Watch Dog will be in the doghouse behind the GamePro offices, in the freezing cold rain, whimpering.



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SEGA CHAIRMAN OKAWA PASSES AWAY

Generous businessman suffers heart attack at 74

The video game world recently mourned the passing of Sega President Isao Okawa, who died of heart failure in mid-March. He was 74.

Okawa's contributions to both Sega and several charities were large and legendary. Arguably Sega's biggest cheerleader, Okawa supported the company financially as well as spiritually: When the company had trouble rebounding from the disappointments of the Saturn, Okawa stepped in as president; when Sega announced it would be discontinuing the Dreamcast, nervous investors were calmed

when Okawa returned his personal shares in the company, effectively donating close to \$700 million of his own money to keep Sega afloat. Additionally, Okawa

gave generously to the MIT Media Lab and established the Okawa Foundation, a charitable organization for informational technology. The foundation's annual awards recognize scientific advancements with financial grants.

Okawa's death is yet another blow to struggling Sega's morale, but the company's business goes on. Sega named Chief Executive Officer Hideki Sato to the post of president a week after Okawa's passing. Sato is a 30-year Sega veteran and planned Sega's software-only comeback strategy with Okawa last fall. Sega's plans to discontinue the Dreamcast and create software for the PlayStation 2, Game Boy Advance, Xbox, and other consoles remain unchanged.

SEGA



Isao Okawa will be remembered for his extreme generosity and commitment to charities.



NEWS BITS

GBA Japan Launch

Japanese gamers welcomed Nintendo's Game Boy Advance with open arms—or, at least, eager palms—in late March. Nearly all 650,000 of the machines sold the first day, with Nintendo promising another shipment of 400,000 by month's end. The machine's American debut is slated for June 11 of this year. Nintendo's goal is to have 24 million machines available worldwide by March 2002.

PS3 Chip in Development

Game-developer Web site Gamasutra.com reported that Sony has enlisted the help of IBM and Toshiba to create a new chip, code-named "Cell," which is expected to be the heart of the PlayStation 3. The chip will cost \$400 million and take five years to develop. IBM will handle the design and fabrication of the chip, which will run at "supercomputer speeds" thanks to parallel processing. News of a PS3 prototype was leaked last fall.



Sony and Connectix Make Nice

If you can't beat 'em, join 'em. So says Sony, which has announced it will work with Connectix, creators of the Virtual Game Station (a commercial PlayStation emulator for Windows and Macintosh), after roughly two years of a pending copyright and patent infringement suit. The VGS will remain available for sale until June, after which the companies will continue to develop the technology jointly.

THE XBOX MEETS V-CHIP?

Sony's PlayStation 2 features a "parental lockout" feature in its DVD player so movies that exceed certain ratings (such as R-rated films) can't be viewed without a parent-set password. Microsoft, eager to top the PS2 with the Xbox, could take this concept one step further: Parents may be able to restrict what games are played on the Xbox through a similar system. That means that even if you bring home a game your parents don't want you to play, the Xbox won't play it. Naturally, adult owners of the machine would be able to turn off this feature.

Sound like a drag? Consider the upsides: For one, older gamers would be able to enjoy software tailored just for them, helping to establish the growing belief that video games are not toys but rather a valid form of entertainment for adults as well as kids. Developers actually like the concept because it means they won't have to water down their content or make alternate versions for the sake of a family rating. "Turning humans into robots or zombies is a pain in the ass," said Epic's Cliff Belszinski, lead designer of Unreal Tournament, in an interview with the Web site **Inside.com**. More details about this feature will likely emerge at this year's E³ show.





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WELCOME TO MOTOR CITY

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NAME CHANGES AND concept re-inventions, engine overhauls and near-death experiences—it's been a long and bumpy road for Motor City Online, but EA's ambitious racing game is finally emerging as one of the most promising titles in the persistent-online-universe onslaught.

THE CITY THAT NEVER SLEEPS

The best way to describe Motor City Online (www.motorcityonline.com) is as an "online retro-racing RPG." Log on, create a persona (complete with his or her own bankroll, garage, and community loyalties), then head into Sim World: a persistent, ever-evolving retro-America-themed locale where you can swap vehicles, make ill-advised bets, earn a salary, and race your vehicles on 24 tracks against opponents from around the world.

Players can trade cars either on the fly, or using an eBay-like auction system, then race their new tweaked-out Impalas against their enemy's T-Birds. If you lose, you just might lose your car—and a wad of cash. Motor City Online features nearly 60 vintage vehicles, from the '30s through the '70s, while even more will become available to download in the future.



Find opponents, swap cars with other players, and tune up your vehicle at Motor City's central hub.



75 models of actual vehicles were laser-scanned for authenticity.

GREASE IS THE WORD

An intricate club system will bring turf wars, rankings, and leader boards into the mix, with players taking on specialized mechanic, buyer, and racer roles within their team. If the pressure in Sim World is too much, you can always head on over to Arcade mode, where the only thing at stake is your pride.

The graphics in the preview build were powered by an enhanced version of the Need for Speed engine—and they looked great, complete with detailed car models and spiffy environmental effects. A new four-point physics engine is being developed for Motor City, and the controls in the preview were already solid, with a nice blend of realism and arcade-style handling. And if your car isn't riding right, a selection of over 1000 auto parts means you can fiddle with it for an eternity.




Rain, lightning, and even debris-spewing tornadoes are just some of the environmental effects you'll encounter.



Classics from Ford, Chrysler, and Chevrolet will hang out in Motor City. Look close, and you can see the Ford Mustang emblem on the grille of this... well, Ford Mustangs.

TEN MILLION MILES FROM BRITANNIA

With Motor City Online, EA is looking to bring something completely different to the online gaming mix this summer: a persistent global racing world steeped in the classic culture of muscle cars, malt shops, motor oil—and pure, uncompromising horsepower. 

Motor City ONLINE



Nearly 60 classic autos will be available, and EA-sponsored special auctions will offer rare and exclusive custom vehicles for true collectors.

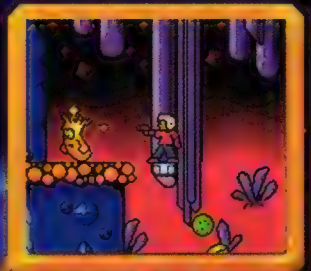


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Sega Games Go Wireless

The next voice you hear when you fire up your cell phone just might be that of Sonic the Hedgehog. *By The Whizz*

SEGA HAS HUNG up its plans for the Dreamcast, but Sega games may soon be just a phone call away. That's because late last year Sega and Motorola inked plans to develop games for Motorola's iDEN handsets, the company's next-generation, multiple communications cell phones.

iDEN-tifying Games

Motorola's iDEN handsets represent one of the evolutionary pathways technology companies are exploring in their quest to create the "do-it-all" handheld device. The iDEN units combine four distinct services into a single Internet-ready digital device: mobile telephone, two-way radio, alphanumeric messaging, and data/fax transmission. You can even connect some iDEN phones to a notebook computer or a PDA (personal digital assistant) for use as wireless modems.

Motorola has set up iDEN wireless communications systems all around the world. According to the company, several million people currently use iDEN portable phones, which enable users to instantly communicate with one or hundreds of people with just a single button press.

Java Flows

Alright, so iDENs sound like a pretty cool way to stay connected, but, for gamers, all you have to know is that they are cell phones with LCD screens. Behind the screen is a CPU that supports the Java programming language, which was developed by Sun Microsystems. Java is similar to the C++ language that game developers use, but it's smaller and not tied to any specific computer platform. That's part of the reason why Java is so prevalent in Web applications since people access the Web from so many different types of computers. Java games are spread all over the Web; just run a search for "java games." In fact, connect to the *GamePro* Web site (www.gamepro.com) to take on GP's very own Java-powered challenge.

However, the iDEN cell phones use the Java 2 Platform Micro Edition, or J2ME, form of Java. J2ME enables game developers to use something called the K virtual machine (KVM), a highly optimized Java code designed to work with consumer devices with limited memory, processing power, and display capabilities—can you say, "cell phone"? The KVM is as snug as a bug in a rug in a teeny, tiny 128 kilobytes of memory, and, apparently, it will make it easier for Sega game designers to custom fit games into the phones or reuse existing games as wireless content.

Sonic Goes Cellular

The first Sega game to be featured in iDEN phones will be a puzzle game called Borkov that, according to Sega, will be similar to Tetris and Columns. The current plan calls for the game to be preloaded into new iDEN handsets, and users will be able to play only against the computer. In the future, Motorola and Sega plan to enable gamers to download new games across the Internet. In development are Columns, Sonic Bomb Squad, Sonic Head On, Sonic Logic, and Sonic J.

Hardcore gamers have been mourning the loss of Sega game systems this year, but, as iDEN handsets, they may be easier to find than ever. *EW*



Motorola's iDEN cellular phones will become the latest platform for Sega games.



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Combat system allows both close-quarter weapon attacks and long-range laser attacks.

PlayStation 2

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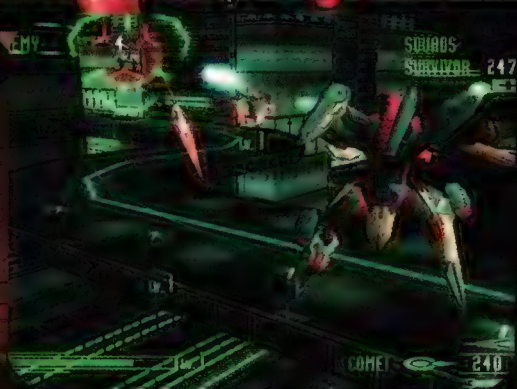
“Certainly one of the most exciting games we've ever seen,
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Official PlayStation Magazine

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entire space colony. Life and death decisions aren't easy—but when the time comes, you'll know what to do.



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*Fast-paced battle sequences with multiple
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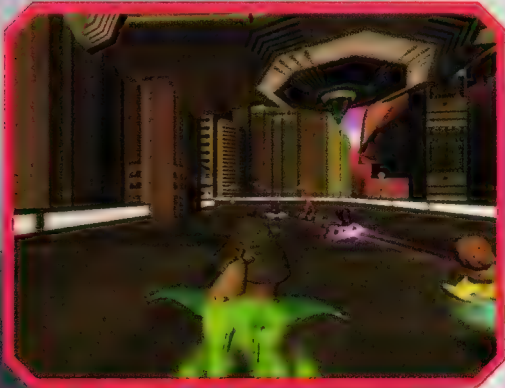
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Produced by Hideo Kojima



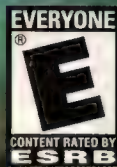
PlayStation®2



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COVER FEATURE

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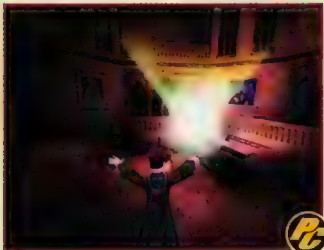


HARRY POTTER HAS CHARMED READERS YOUNG AND OLD IN J.K. ROWLING'S ENCHANTING TALES OF A WIZARD-IN-TRAINING, BUT CAN HE REPEAT THAT MAGIC IN THE GAMING REALM? GAMEPRO BRINGS YOU THE EXCLUSIVE FIRST LOOK AT THE HARRY GAMES DUE THIS OCTOBER.

BY AIR HENDRIX

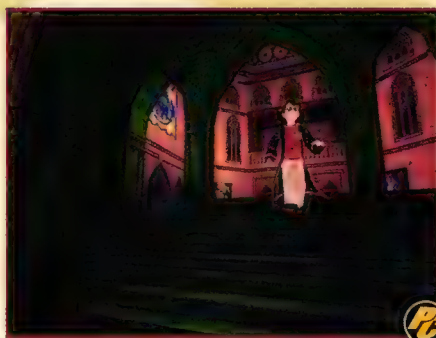


All drawings by Francis Mao 2001



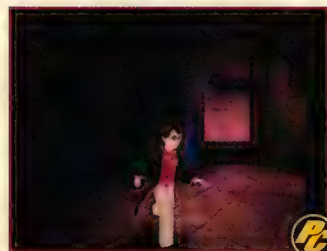
Harry
Potter
AND THE
SORCERER'S
STONE

EVEN IF YOU'D been living in a dank, distant cave for the past few years, word of Harry Potter would've reached you by now. His novels, penned by J.K. Rowling, have dominated the bestseller charts in the U.S. and in countries from Australia to Chile to Israel. The first *Harry Potter* movie will lure hordes to theaters on November 16, and the first wave of video games will lead the charge this October. *GamePro* takes you inside the pages of the development team's Harry Potter spellbook for an exclusive glimpse at what could become an exciting new series of action/adventure games.



THERE'S SOMETHING ABOUT HARRY

If you're unfamiliar with the *Harry Potter* books, here's the basic gist: In a world where wizards move unnoticed among normal folk, or **Muggles** (words in **green** are defined in the "Potter Primer" sidebar), a young boy escapes his tyrannical foster parents to be trained as a wizard. Rowling's whimsical writing style keeps the captivating stories light but engrossing as Harry heads off to school, encountering all sorts of magical wonders and challenges.



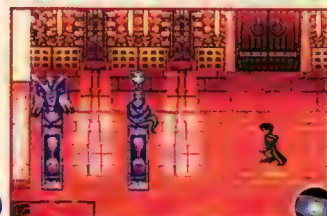
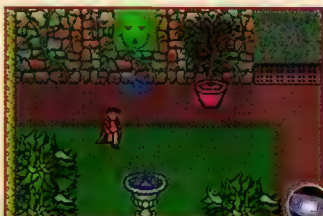
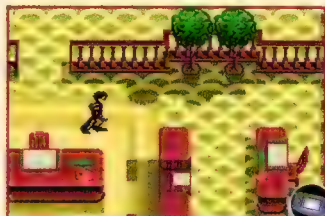
Electronic Arts is the wizard behind the curtain for Harry's games, planning four titles for the PlayStation, Game Boy Advance, Game Boy Color, and PC. Although all four games will be named "Harry Potter and the Sorcerer's Stone" (after the first book; for more book info, see sidebar, "Spell Books"),

they're not identical: They will explore similar themes and environments, but each will offer its own gameplay experience. In fall 2002, Harry will return with four new games for the PS2, Xbox, GameCube, and Game Boy Advance.

Obviously, EA bagged a dragon's hoard of gold when it scored the Potter license, but—considering that licensed games often aren't worth the CDs they're printed on—will these titles live up to the expectations of Harry's fans? More importantly, what's Harry got that will interest your average gamer?

"J.K. Rowling wrote her fiction in a way that game mechanics flow out of it," says Bruce McMillan, senior vice president and group studio general manager at EA.

continued ▶



The Crystal Ball

The following is a crib sheet of notable dates for Harry Potter fanatics (but remember, as Professor McGonagall says, predicting the future is an inexact form of magic):

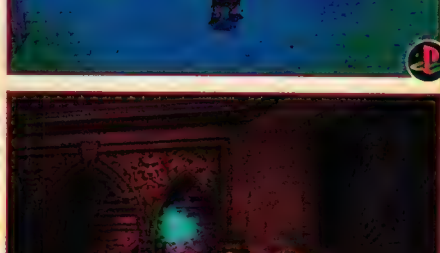
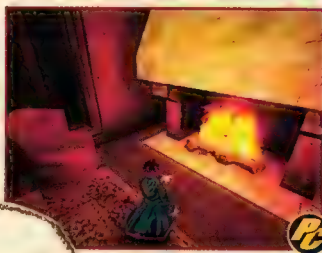
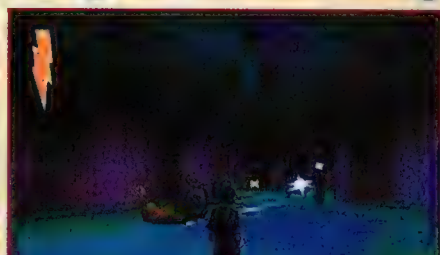
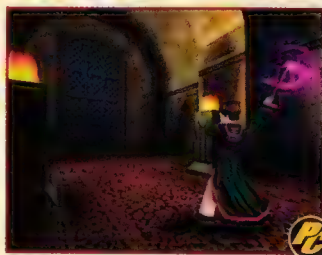
OCTOBER: First games for the PlayStation, Game Boy Advance, Game Boy Color, and PC

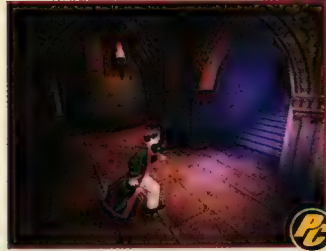
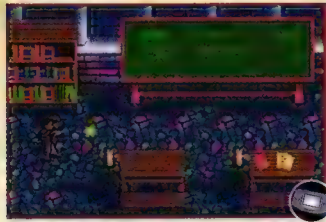
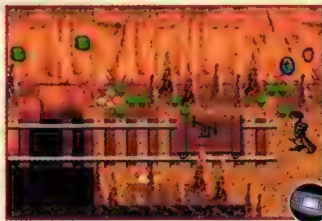
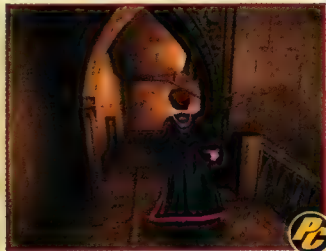
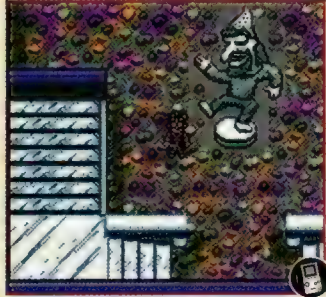
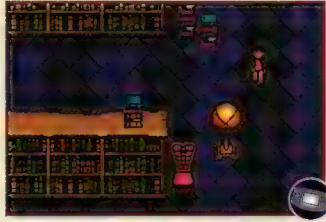
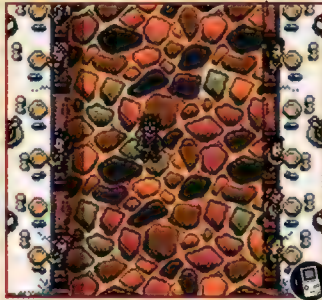
NOVEMBER 16: Movie hits theaters.

SPRING 2002: Fifth book is released.

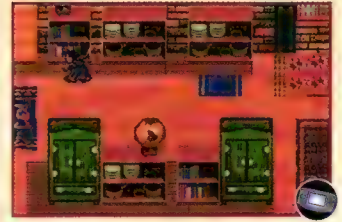
FALL 2002: Movie comes out on video; DVD will have "making of" featurette about the video games.

OCTOBER 2002: Second round of games for the PS2, Xbox, GameCube, and Game Boy Advance





The first book, he explains, is packed with moments that seem almost designed to appear in a game: the gauntlet of puzzles that Harry faces to rescue the **Sorcerer's Stone**, the character-building that takes place as Harry learns to be a wizard, and much more. With such a rich environment to work in, McMillan continues, "we're developing layered gaming where hardcore gamers will find all sorts of cool things that casual players won't need to do."



If all this talk of Harry Potter is gobbledygook to you, Chris Gray, executive producer at EA, explains that you still have something to look forward to: "If you haven't read the books, you'll enjoy the games just as much—they're fun regardless of your knowledge of the Potter world. The games will have lots of twists and turns, and many unexpected surprises. We definitely want to reach Harry's fans, but everyone will enjoy these games."

ROWLING THUNDER

Of course, the games will feel familiar to Harry's fans. "We're taking pivotal plot lines and characters," explains McMillan. "If you ask anyone to pick their 20 favorite things from the books, you'll find

them in the games. We're not meticulously following the book or the film—there are elements of both that don't work in games—but we'll have the best of both worlds, like positioning a camera in places that the movie couldn't."



What sort of familiar elements will gamers encounter? "A mysterious, hooded figure is often the cause of trouble in the games. If something goes wrong and Harry's not sure why, it's always **Volde-more!**," says Gray. Rowling herself has a strong interest in the games and checks in regularly with the development teams—more to ensure that nothing in the games will contradict her highly detailed seven-book plan for Harry than to actively steer the games' creation.

To help the games stand on their own, EA has also developed its own look and style for Harry that differs from his appearance in the movie or the books' illustrations. "It's the right Harry for video games; other ideas from other mediums were not so applicable," says Gray. "Also, you'll recognize him next year in the video game sequels—his virtual appearance will build up the concept in people's minds."

QUIDDITCH QUESTIONS

One thing that should send Harry's fans flying after the games is the chance to play **Quidditch**, the wizard's sport. But a full-bore 3D Quidditch simulation is beyond the capabilities of most of the platforms that this year's titles are being released on—and besides, as Gray says, "with a world so rich, a game that's just Quidditch would be an injustice."

Instead, in one level of the PlayStation, PC, and GBA games (GBC players get no Quidditch), gamers will play a virtual version of the wizard's game, taking on the role of **Seeker** and dodging **Bludgers** until they see the **Snitch**. Then the games will go into a dive mode in full 3D where it's "up to you to stay on your broomstick and in the game," Gray says.

PLAYSTATION POTIONS

Although all four games are intentionally designed to be unique, they began with the common goal of delivering what Gray calls a "be Harry Potter experience." All four will feature the familiar cast of characters, from **Ron Weasley** to **Hermione Granger** to **Professor Dumbledore**, who will provide help and hints as Harry works through his first year at **Hogwarts**, the school for wizards. **Chocolate Frog Wizard Cards** will play a leading role in all the titles, acting as

continued after next page ▶

Potter Primer

A glossary of Harry Potter lingo and locales. **By Miss Spell**



Chocolate Frog Wizard

Cards: Think baseball cards, but for famous wizards. Included chocolate frog makes them popular with students.

Diagon Alley: A hidden London street where wizards do their shopping

Draco Malfoy: A rich, snotty student at Hogwarts who hates Harry—and whom Harry hates.

Dursleys: The Muggle relatives with whom Harry lives on Privet Drive after his parents' death. They despise him and treat him poorly.

Forbidden Forest: The woods near Hogwarts, filled with unknown terrors and magical creatures

Ghosts: Many ghosts inhabit Hogwarts: one for each house, a ghost teacher Professor Binns, and Peeves, a poltergeist.

Gringotts: The wizard bank, run by goblins—it's the safest place in the world. Wizards have their own money: gold galleons, silver sickles, and bronze knuts.

Hagrid: Hogwarts' giant but friendly groundskeeper

Hermione (Her-MY-oh-nee) Granger: Bossy and book-smart, a good friend to Harry and Ron, and one of the best students at Hogwarts

Hogwarts: English boarding school for witches and wizards. It takes seven years to graduate.

Hogwarts Express: Train that takes students to and from Hogwarts. You must pass through an invisible wall to get to its secret stop at Platform 9½ in King's Cross Station.

Lightning scar: Voldemort's curse left a lightning-shaped scar on Harry's forehead.

Muggles: Nonwizarding folk who are often unaware that magic even exists

Owls: Wizards communicate by sending messages with owls. Harry has his own snowy owl, Hedwig.

Professor Dumbledore: Wise headmaster of Hogwarts who often saves Harry's butt on the sly

Professor Snape: Dour Potions teacher at Hogwarts who

dislikes most students but absolutely hates Harry

Quidditch: Wizarding sport played on broomsticks. Teams of seven take to the skies over a court with three towering, circular goals on each end. Three **Chasers** try to score with the large red **Quaffle** ball, while the **Keeper** tends goal. Two other balls, called **Bludgers**, zoom around the court, trying to knock players off their brooms. Each team has two **Beaters** who protect their team from Bludgers and also re-direct the Bludgers toward the opposition. The final player, the **Seeker**, must catch the tiny, golden winged **Snitch**, thus usually winning the game.

Ron Weasley: Harry's best friend, he has five older brothers and a younger sister

School houses: All students are lodged in a dormitory-style houses, named for each of the four founders of Hogwarts. They eat, sleep, and go to classes with the members of their house. Their achievements and offenses earn and lose points for their house. At the end of the year, the House Cup is awarded to the house with the most points.

Gryffindor: Courageous and brave, this is Harry's house.

Slytherin: Ambitious and proud, all of the truly evil wizards have been in this house, including Voldemort.

Hufflepuff: Where they are just and loyal

Ravenclaw: Where those of wit and learning will always find their kind

Sorcerer's Stone: Extremely rare stone that gives its owners immortality and riches

Voldemort (a.k.a. He Who Must Not Be Named, a.k.a. You Know Who): A nasty wizard whose reign of evil is put to an end by baby Harry Potter. After killing Harry's parents, Voldemort is defeated by his own curse, which rebounds off of Harry. Still a source of great fear, most wizards won't speak his name aloud.

HARRY POTTER GAMES

power-ups, collectible items, the keys to puzzles, and more. **Owls** will also help the player by delivering messages and useful items.

The PlayStation game will mix platform gameplay with adventuring in six 3D environments in and around Hogwarts—all filled with interactive scenery, like moving stairways and secret passages. One level will involve a 3D broomstick chase over the **Forbidden Forest** as Harry pursues **Draco Malfoy** (who just robbed a fellow student), while another will take you on a bone-jarring roller-coaster ride through **Gringotts**, a goblin-owned bank that's packed with mazelike tunnels.

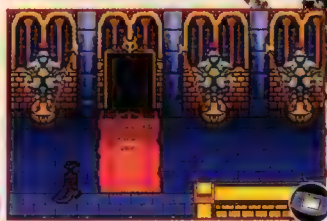
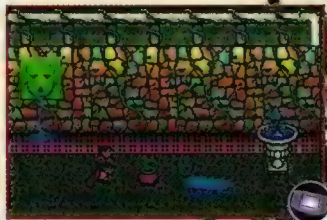
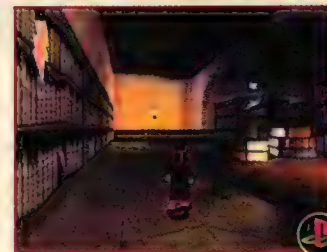
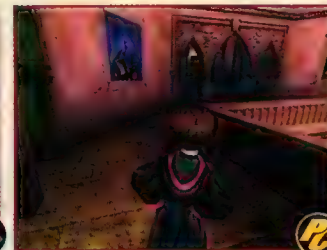
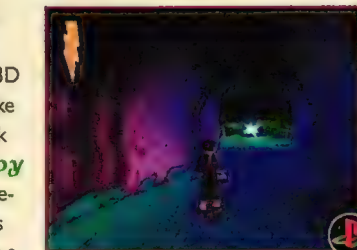
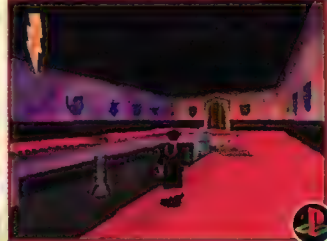
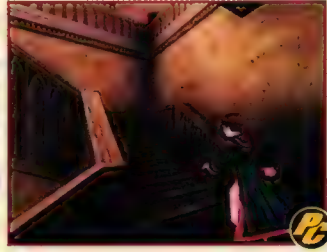
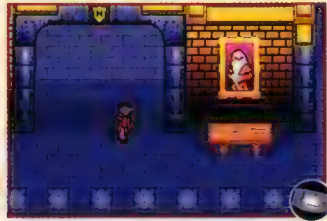
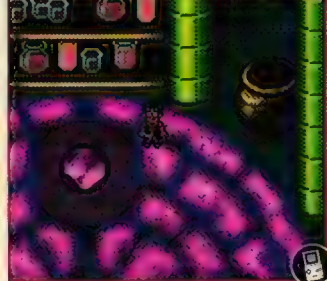
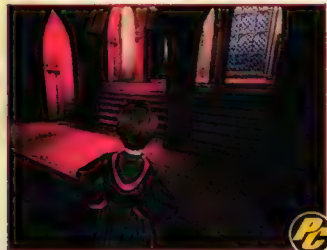
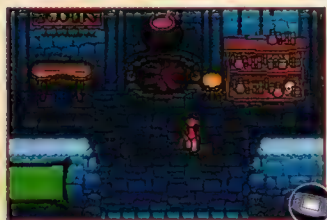
Harry will also have to rescue Hermione from a rampaging troll and venture to **Diagon Alley** to collect items that **Hagrid** needs to hatch a baby dragon.

Players will acquire new spells and other magic by playing PaRappa-style mini-games that mimic the lessons in the book. Once you've earned a spell, you'll be able to use it whenever you like. "The polish on the spells' special effects will really impress people," says McMillan.

PC POWERS

Over on the PC, Harry's exploits will fall more in the vein of adventuring, involving much less platform gameplay. Visually, this version will offer the richest world of the four titles, but EA is also being careful not to max out the minimum system specs, so you won't have to have a hot-rod PC to play. The controls will also be much less complex than your average PC game's, probably requiring just the mouse and a couple keys on the keyboard.

Along with traditional puzzles and confrontations, players will also face stealth-based objectives where the player must sneak around Hogwarts, avoiding the meddling **ghosts**. Some dynamic environments that change over time—classrooms mysteriously relocate, staircases move, that sort of thing—will keep players on their toes. A level unique to the PC game will take the player to Privet Drive, where Harry must get past the **Dursleys** and collect his letter of admission to Hogwarts.



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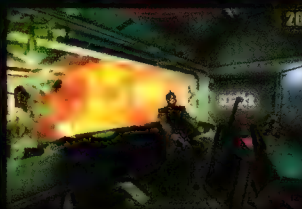
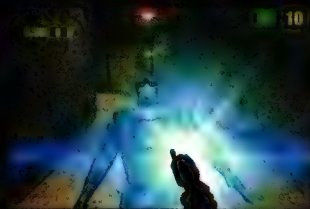
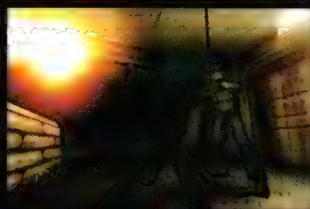
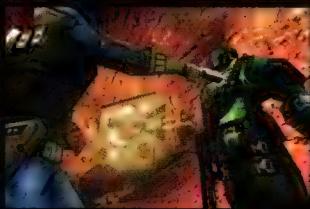
It's time to realize that conditions on Mars will not improve. It's time to stand up and fight! We must fight for our rights, for our freedom, for our very lives! We've got the weapons, the vehicles and the technology. Now all we need is you!

Be ready to strike with us. Wait for my signal. When it comes, strike hard and strike fast. We must free Mars!

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We've taken out control towers with our new Geo-Mod™ technology, hijacked Ultor's vehicles by ambushing supply lines, and raided bunkers to amass a huge arsenal of weapons. Check out this surveillance footage from our most recent assault.



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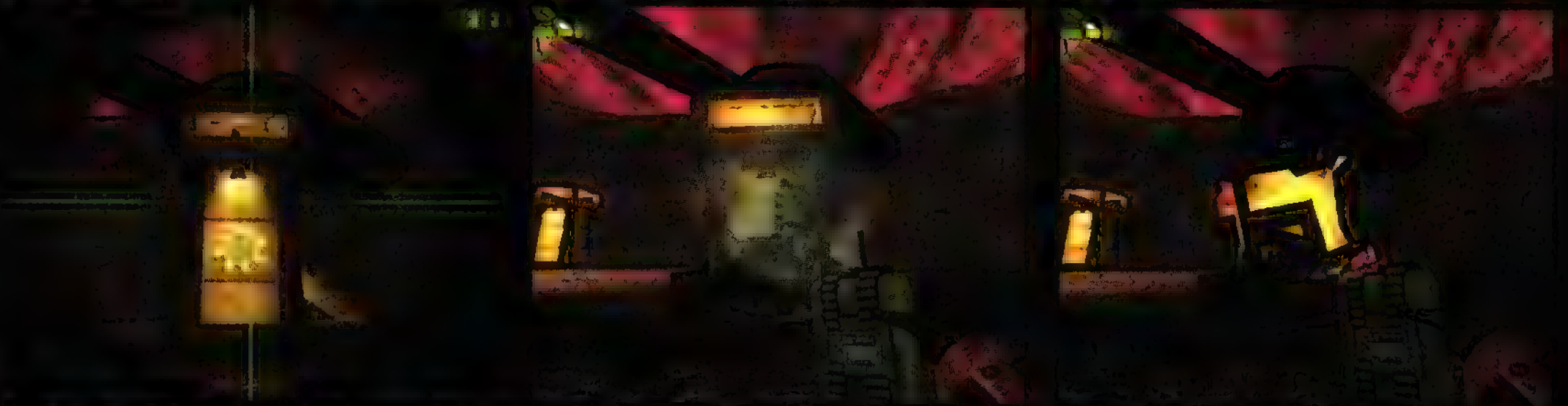


GEO-MOD™ TECHNOLOGY

Utilize Geo-Mod technology, the most sophisticated form of real-time geometry modification, which enables complete environmental destruction. Flank enemies by creating new pathways through the environment. Blow holes in the floor to stop oncoming foes. In layman's terms, **DESTROY EVERYTHING IN SIGHT** to achieve the goal. There are no boundaries to constrain your fury.



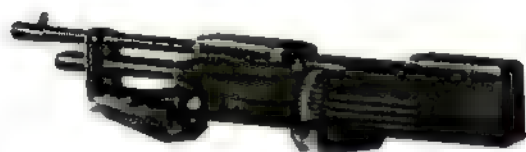
There's no need to spend large amounts of ammo eliminating this highly armed convoy. With Geo-Mod technology, just two strategically placed blasts to the bridge from the Rocket Launcher will send them all tumbling into the abyss.



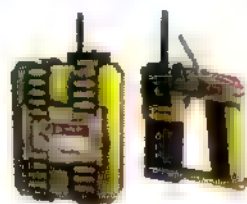
No time to pick off enemies in a guard tower one by one? Blow out the base of the tower and bring the whole thing crashing down.

YOUR ARSENAL

Gear up with over 15 different weapons to destroy Ultor's guards and mercenaries. All the weapons have secondary firing capabilities, making them some of the most sophisticated in the solar system. Here's a sample:



Heavy Suppression Machine Gun



Remote Mining Charge



Sniper Rifle



Flame Thrower



Magnetic Rail Driver



Rocket Launcher
(with infra-red scope)

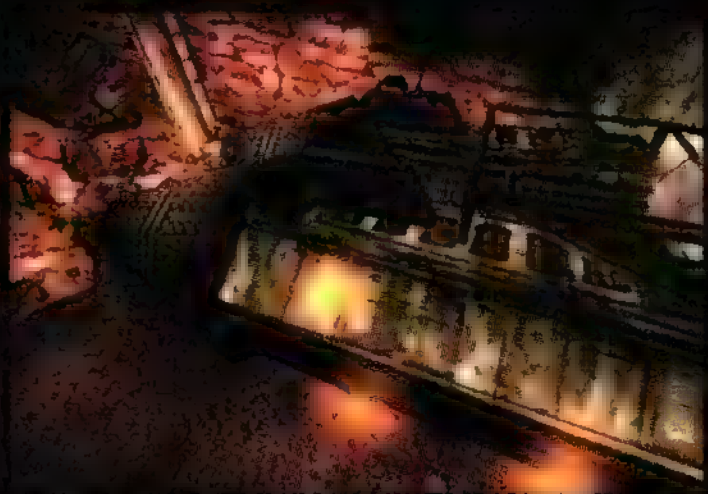


Riot Stick & Body Shield

THE VEHICLES

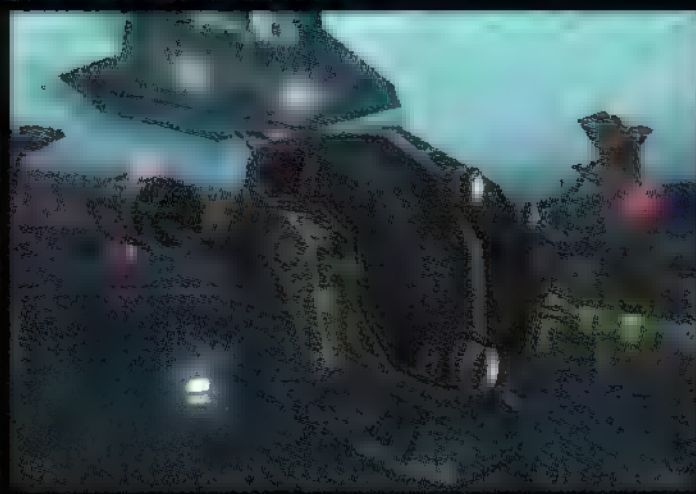
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Drill through walls!

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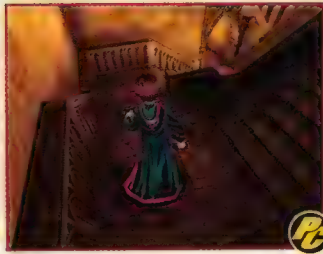
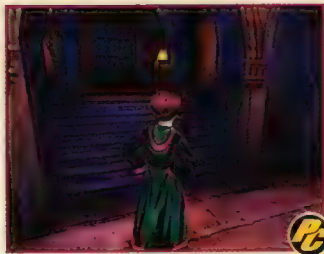


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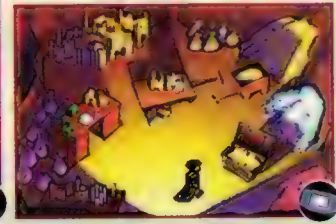
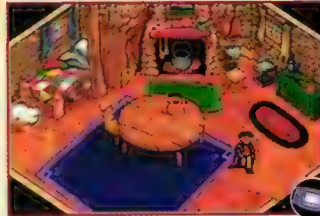
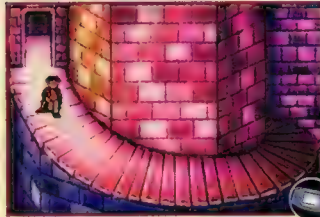


GAME BOY GOBLINS


The Game Boy Advance title plans to put the emphasis more on action than adventure as the gameplay will unfold in a topdown isometric view. The game's 29-plus quests will involve tasks like collecting ingredients and mixing potions for **Professor Snape**, helping Hagrid find a lost pet, battling trolls, and playing Quidditch, of course.



The Game Boy Color title will bear more than a slight resemblance to Pokémon, presenting a topdown RPG adventure. Players will tackle turn-based magical encounters and trade Wizard cards (including two-player trades with a link cable). Successful encounters and quests will increase Harry's powers, allowing him to learn new spells and take on more powerful creatures.



LEAPIN' WIZARDS

With all the hype surrounding the Harry Potter books over the past few years, many gamers may automatically react unfavorably to the upcoming games. Yet the sheer power of Potter means that this series will likely be a force to be reckoned with in the coming years, so let's hope EA makes games worth playing. Fortunately, the early sneak peeks seem very promising, while Gray and EA's development team are ready to meet the challenge: "We're incredibly excited about capturing Harry's world. We know expectations are high, and we want to live up to them." 

Spell Books

If you haven't yet read the immensely popular Potter books by J.K. Rowling, these brief summaries will get you up to speed. **By Miss Spell**



Harry Potter and the Sorcerer's Stone

Stone: This first book in what will eventually be a seven-book series introduces the world to Harry Potter. Harry's parents are killed by Voldemort (see sidebar, "Potter Primer") when Harry is an infant. Voldemort attempts to kill Harry, too, but harms himself instead and goes into hiding.

Harry is raised by his magic-hating aunt and uncle, who treat him badly and keep his past a secret. On Harry's 11th birthday, he finds out that he is a wizard and is accepted to Hogwarts School for Wizardry. Harry soon makes friends and enemies, and finds that he's the only one who can stop the theft of the priceless Sorcerer's Stone.

Harry Potter and the Chamber of Secrets: Harry's second year at school presents new challenges: The unknown Heir of Slytherin has opened the Chamber of Secrets, and the monster that dwells within is attacking students.

Harry Potter and the Prisoner of Azkaban: An escaped homicidal wizard is on the loose and wants to kill Harry.

Harry Potter and the Goblet of Fire: Harry finds himself entered in a dangerous competition: the Tri-Wizard Tournament. And he's having dreams that foretell Voldemort's return to power.





BACK IN BLACK

Twisted Metal returns to its dark roots with **Twisted Metal: Black**—and the creative team from the series' glory days is once again behind the wheel—so *GamePro* got behind the wheel for a Hands-On test drive, too. *By Dan Elektro*

WHEN DOES A shift into reverse actually send you zooming forward? When you're Sony's Twisted Metal franchise, now on the verge of complete rebirth with *Twisted Metal: Black* for the PlayStation 2. Incognito, a developer comprised of many original members of SingleTrac's TMI & TM2 teams, is seizing the opportunity to revisit the franchise's core car-combat concepts—resulting in a Twisted trip back to the future at 120 mph and 60 frames per second.



"With the capacity of the PS2, we can tell a bigger story," says Incognito's Scott Campbell. "We've got the real estate to do that."

LOONEY BINGE

This time, all the contestants for the TM competition are being culled from Blackfield Asylum. While old favorites such as Outlaw, Spectre, Roadkill, and Sweet Tooth are returning to the arena, some of the old vehicles will contain new drivers: No Face, the horribly scarred driver of the lethal coupe, Crazy 8; Sad Sally, the Goth girl who steers a hearse and plots dark revenge; Preacher, who launches grenade-toting human sinners from the hood of his El Camino-like Brimstone; Doll Face, who drives the feared semi, Darkside, from behind a porcelain mask that was permanently attached to her face by her obsessive father; and Bloody Mary, who personifies the phrase, "always a bridesmaid, never a bride—and occasionally a mass murderer." Some fan faves from TM's early days will appear as secret characters, for a total of at least 15 playable psychos.



All players will be able to execute a jump move to avoid incoming attacks.



Twisted Metal: Black is taking the car-combat champ back to its roots, with classic character appeal, a furious frame rate, and PS2 power under the hood.

DRIVING FORCES

Tournament creator Calypso will be returning, too, once again offering the ultimate prize: whatever the winner desires, no matter how depraved. "It's still the genie in the bottle," says Dave Jaffe, Twisted Metal: Black's director and lead designer. "Only it's a much darker genie in a much darker bottle."



Crazy 8's special lightning attack can be aimed in a concentrated stream toward one opponent—and it does massive damage if it hits.



Mr. Grimm will be back on his bike—and this time, players will learn whose skull he uses as a helmet...



Mr. Grimm's motorcycle will do battle with a low truck, sports car, SUV, hearse, and other heavily armored opponents.

In the preview version, that genie manifested itself in downright scary cinematics which illustrated—quite graphically—just what motivates the participants. Brief prerendered sequences will explain each character's backstory and ultimate fate in the single-player campaigns. The individual stories are secret, but a sneak preview of the tales of Mr. Grimm and Sweet Tooth revealed high production values and creepy dialogue from comic writer Paul Jenkins (*Witchblade*, *Inhumans*, *Hellblazer*).

MOTORAL KOMBAT?

Along with deeper character development, Twisted Metal: Black will reward skilled players with richer gameplay and multifaceted weapons. Newbies will still enjoy blowing up anything that moves, but the game will also deliver a complex combo system; alternate firing methods for most weapons; and plenty of advanced techniques for vets to master, with a return to secret moves similar to those found in fighting games. In fact, Jaffe describes the gameplay as "deathmatch meets Street Fighter II in cars."

CONTINUED ►



Four-player matches—including three-on-one rounds as well as co-op and team play—will zip by at 60 frames per second.



Black will feature about 20 deathmatch levels, some of which will be revisions of single-player arenas, but many of which will be new.



The Black arsenal will include power missiles, fire missiles, homing missiles, exploding gas cans, and special attacks specific to each character.





Smoke, particle, lighting, and weather effects will highlight the 128-bit carnage.

Gameplay—which Incognito maintains was always the team's top priority—was already alarmingly fast. In addition to weapons like homing missiles, exploding gas cans, ricochet shots, and character-specific special attacks, each level provided environmental weapons, like helicopters that sprayed gunfire on command. Metal will also have energy-based attacks, like freezing and invisibility, plus skill weapons that do more damage if you keep a player in your sights manually. Arcade physics are returning to emphasize fun over driving realism—or, as Jaffe puts it, "It ain't Gran Turismo and it ain't supposed to be."



Black's levels are enormous—some had to be reduced because players couldn't find each other!

HELL ON WHEELS


Drivers will duke it out in a prison, a junkyard, on rooftops, through suburbs, and in the heart of ominously named Rumble City. Already absolutely huge, some levels will expand even further—for example, walls will fall down to reveal more terrain, power-ups, and enemies as the fight progresses. In addition to living environments full of traffic and pedestrians, pretty much everything in the level will be gleefully destructible, from houses to blimps to the fairgrounds inspired by *Something Wicked This Way Comes*. And, yes, pedestrians will be fair game.

Visually, *Twisted Metal: Black* will be anything but bleak.

Impressive real-time lighting and weather effects like rain and sunsets have already been implemented. Battles featured some of the most vibrant, intense explosions seen on the PS2 yet. Even in the preview version, the game was running at 60 fps in four-player split-screen matches.

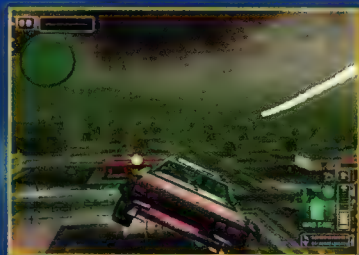
One of the coolest options was the single-player split screen mode, which exhibited a rear view on the top half of the screen and the standard forward view on the bottom, so you could see who was blasting away behind you (the view could be toggled at will). The controls are being refined, but they responded quite well already, and included an option to use both analog sticks for steering and gas/brake. Some audio is still being tweaked, but the growls of engines and the thunder of flaming collisions rocked.

BLACK MAGIC

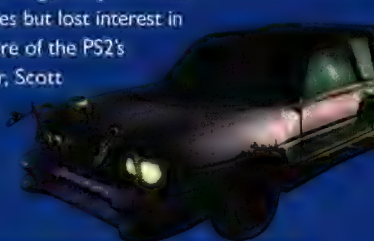
Clearly, the pieces are coming together; from here, it's a matter of polish and balance before the game's June release. Oh, and there's one other hurdle: all those disenfranchised fans who loved the first two games but lost interest in *Twisted Metal's* third and fourth sequels (which were created by 989 Studios). Besides the lure of the PS2's power, how do you win back those old-school players? The trick, says Incognito founder, Scott Campbell, is simply to stress the original team's desire to return to what it arguably did better than anybody. "I think we've picked up where we left off with *Twisted Metal 2*, and pulled in our original vision from way back—"What's the ultimate car combat game?" he says. "We've turned up all the knobs in all the areas, we've given the fans what they want—and we've taken it to that next level." 



Sweet Tooth's giant rooftop head obstructed the player's view in previous games, so Incognito is making it transparent in *Twisted Metal: Black*.



The fog you'll find in *Black* is for atmosphere, not for covering up pop-in deficiencies. Really!



Players were going to be able to leave their cars and take off on foot with a pistol, but it killed the pace of the gameplay. The concept was refined into Sad Sally's ejector seat attack.



"We spent a lot of time making the world come to life," says director Dave Jaffe, and it shows both in character development and environmental touches like pedestrians and traffic patterns.



In *Twisted Metal: Black* players will be able to use exploding gas cans in several ways—the most fun of which will be flinging it forward and detonating it on command.

TIME CRISIS PROJECT TITAN

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 Sorry loser, this ain't like a race.
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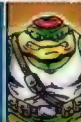
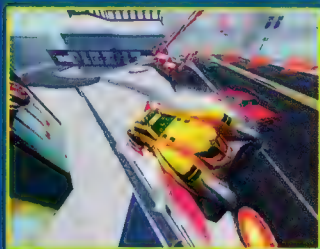
TIME CRISIS PROJECT TITAN™





Smashing Drive

TAKING A PAGE from the Crazy Taxi play manual is Smashing Drive, an arcade driver with a similar theme but a different approach. You'll play as a New York City cab driver who must take passengers to their destinations as quickly as possible and beat the computer-controlled driver. Instead of relying entirely on shortcuts to shave seconds off your time, you'll also rely on your cab, which, after collecting certain power-ups, can transform into different vehicles—a battering ram to smash obstructions, glider wings to soar over pile-ups, and "Bigfoot" tires to power over obstacles. Two arcade units can be linked together for fierce head-to-head competition, where drivers not only race against each other for the fastest times, but also earn bonus points for smashing each other up. You can also qualify to race on a bonus track by ranking several high scores while top drivers will be able to input their results into a Web site that compiles all the top worldwide rankings. **G**



BY MAJOR MIKE

- Developed and published by Namco
- Target release date: May



ARCAD

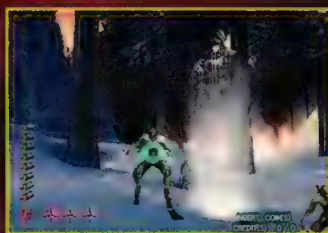
FIRST LOOK

Vampire Night

WHILE THE APPEARANCE of another arcade "gun-game" may not be terribly significant, the hardware powering Vampire Night is. Co-developed

by three companies, Night is the first arcade game developed on System 246 hardware, which is based on the PlayStation 2 graphic engine. As for the game itself, Night will feature one- or two-player shooting against an army of darkness. You'll blast through six nonlinear stages—including Snow, Stone, Fire, Darkness, and Moon—but the monsters that populate them require sharp shooting skills to defeat, as they are vulnerable only in various "weak spots" that are called-out onscreen. Another key factor will be innocent civilians, who can be bitten and transformed into vampires. If a human is bitten, a

"Flesh Bud" appears onscreen; shooting the Bud can save the human, but if you miss, the infected person joins the ranks of the undead and thus becomes your enemy. Night will also be loaded with random elements—such as bosses that can appear at any time during a stage—and secret items hidden in ordinary background objects. **G**



BY MAJOR MIKE

- Developed by Namco, Sega, and Wow Entertainment
- Published by Namco
- Target release date: May



ARCAD

FIRST LOOK



ENTER TO WIN A BMX BIKE!

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Activision is giving away three Hoffman bikes!

These bikes are just like the ones in Mat Hoffman's Pro BMX video game.

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ACTIVISION
www.activision.com



Enter at www.gamepro.com and answer these questions:

- 1) How many times has Mat Hoffman won the World Vert Championships?
- 2) What are the three disciplines of BMX featured in Mat Hoffman's Pro BMX video game?
- 3) What game engine is Mat Hoffman's Pro BMX based on?



For Official Rules and Conditions, see page 127.

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ESRB Rating System

Entertainment Software Ratings System

	Early Childhood		Everyone
	Teen		Mature
	Adults Only		Rating Pending

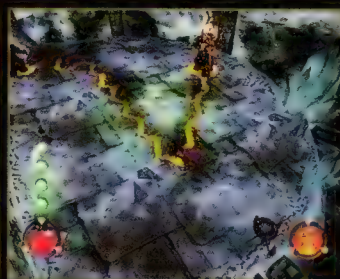
Nightcaster

BY FOUR-EYED DRAGON

Developed by VR-1 Entertainment/Published by Microsoft

Target release date: Fall 2001

IN THIS THIRD-PERSON action/adventure, you'll take on the role of Arran, a novice wizard who is attempting to rid the world of eternal night. Unique to this game will be controls where, by using both



analog pads, you'll manipulate Arran's movements separately from his magical orb, which you'll use as a targeting system to attack enemies. Even better, Arran will age during the game, growing from novice to old mage. **G**



Medal of Honor: Allied Assault

BY AIR HENDRIX

Developed by 2015 & EA LA/Published by Electronic Arts

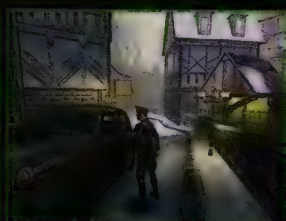
Target release date: February 2002

ALONG WITH A pair of PS2 games, EA's superb Medal of Honor series is also making the jump to the Xbox next year with Medal of Honor: Allied Assault (an identical PC version is scheduled for November). Following the exploits of Lt. Mike Powell



of the renowned 1st Ranger Battalion, Allied Assault's 20 missions will challenge you to survive the landing at Omaha Beach, help hold the bridge at Remagen, penetrate Nazi bases in Norway, and much more. If Allied Assault comes close to living up to its predecessors, Xbox gamers can expect an outstanding action/combat experience. **G**

Note: These screens are from the PC version.



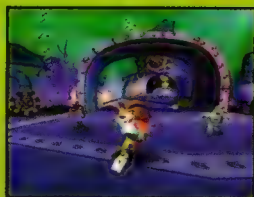
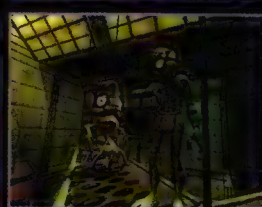
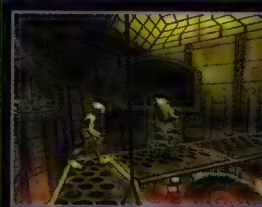
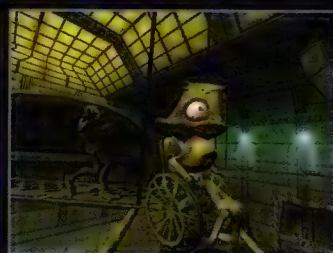
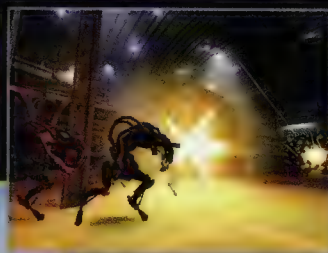
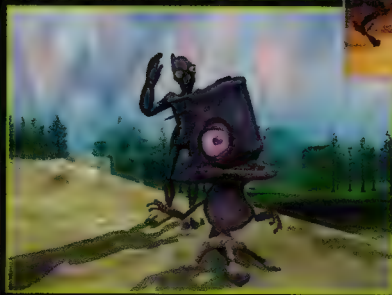
Oddworld: Munch's Oddysee

BY FOUR-EYED DRAGON

Developed by Oddworld Inhabitants/Published by Microsoft

Target release date: Fall 2001

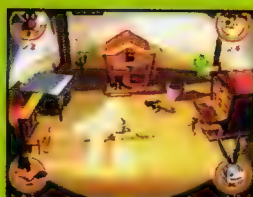
IN THIS THIRD adventure in the Oddworld series, you'll control both Abe and Munch on a mission to rescue Abe's captured mom. To complete the game, you'll have to use Abe and Munch cooperatively; Abe can climb to distant areas and take control of an enemy's soul, while Munch can swim and has the Sonar Plug to attack the mean Sloggies. In keeping with tradition, you can expect Oddworld: Munch's Oddysee to feature hilarious voice-overs and plenty of off-the-wall action. **G**



Mad Dash Racing
Target release date: Fall 2001



Simpsons Racing
Target release date: Fall 2001



Loons Fight for Fame
Target release date: Fourth Quarter 2001



Tyco R/C
Target release date: Fall 2001

Kengo
Target release date: Fourth Quarter 2001

Project Dragonfly
Target release date: Fourth Quarter 2001

Tetris World
Target release date: Fourth Quarter 2001

Obi-Wan
Target release date: Fourth Quarter 2001

GAMEPRO

PRESENTS

SEGA DREAMCAST



SURVIVOR'S

GUIDE

DO NOT GO GENTLY INTO THAT
GOOD NIGHT—DON'T LET 'EM
TAKE YOUR DREAMCAST
WITHOUT A FIGHT!



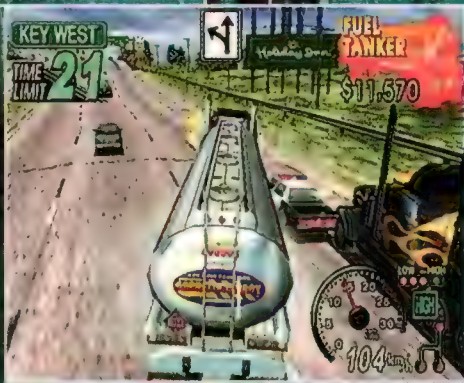
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By Dan Elektro

Supplement to GamePro magazine

EIGHTEEN 18 WHEELER

★ ★ ★ AMERICAN PRO TRUCKER ★ ★ ★



Sequel is expected in the first half of 2001. Publisher: Electronic Arts. Developer: EA GAMES. © 2000 EA GAMES. EA GAMES is a registered trademark of Electronic Arts. SEGA CORPORATION. 3000 ZOOLOFF DRIVE, ALBANY, NY 12242. ALL RIGHTS RESERVED. WWW.SEGA.COM

Accidents will happen -- and some of them are worth a lot of points. Climb into the burly high-powered semi of your choice and barrel your way across the continent while being smack-talked by rival truckers over your CB radio. Barricades, cars, vans, and yes, even Smokey, are all yours for the smashin'. But keep your eye on the clock, cuz there's always another trucker who'd like to beat your tail to the loading dock.





Spin Control

THAT SWIRLING LOGO ISN'T THE ONLY THING DRIVING DREAMCAST FANS INTO A DIZZY FRENZY—THERE ARE MANY QUESTIONS TO BE ANSWERED IN THE WAKE OF SEGA'S STUNNING ANNOUNCEMENTS, SO HERE'S THE TRUTH BEHIND ALL THOSE RUMORS.

IS IT TRUE THAT SEGA HAS STOPPED MAKING DREAMCASTS?

Sadly, yes. Sega ceased manufacturing the consoles in March, and will sell its existing stock at \$99.99 each. When these Dreamcasts are all gone, no more will be available.

WHY?

Money. Sega spent a ton of dough to launch and establish the machine, and the system just wasn't selling well enough. Despite Sega being first to market with a 128-bit machine and having all that great software, consumers just didn't go for the Dreamcast as much as Sega thought they would. Over the last two years, Sega has lost about \$500 million—almost all due to the Dreamcast and its expenses. The company is worth only \$4 to \$5 billion, so that's a huge chunk of change for a company to part with in 24 months. Sega needed to do something drastic to stop the financial bleeding. Discontinuing the Dreamcast was the fiscal equivalent of radical, life-saving surgery.

BUT THE DREAMCAST IS STILL A GOOD SYSTEM! IF EVERYBODY WHO WANTS TO SAVE THE SYSTEM WRITES SEGA A LETTER, WON'T THE EXECUTIVES CHANGE THEIR MINDS?

No. Unless all those people send in \$500 million.

IS SEGA GOING OUT OF BUSINESS?

No. Thanks to this decision, the opposite is true. Not having to worry about the hardware side of the business means Sega can focus on what most of its fans believe is its core strength anyway: making games. Sega is changing into a software-only company, much like Electronic Arts or Capcom. It will pick and choose what games it wants to create for the current systems on the market. Sega has already pledged support for the PlayStation 2, Xbox, GameCube, and Game Boy Advance; plus, it has a few dozen Dreamcast games still coming out this year.

WILL SEGA STOP MAKING DREAMCAST GAMES?

Not this year, anyway. Sega has announced plans for about 100 games worldwide; at least 30 of those are slated for release in the U.S. After this holiday season, however, the appearance of new games—from Sega or from third-party companies—will all depend on how well the 2001 games sold.

WHAT ABOUT SONIC ADVENTURE 2? SHENMUE II? WHAT ABOUT [INSERT GAME TITLE HERE]?

Games like Sonic Adventure 2, Crazy Taxi 2, and Shenmue II are all on deck for a 2001 release. Chances are if the game has been announced, it's still coming out. Basically, it's

a question of money. If the companies think they can make a profit by publishing Dreamcast games, you'll see some. If they don't, well, you won't.

WHAT ABOUT THE BROADBAND ADAPTER? THE ZIP DRIVE? THE DVD PLAYER? THE DIGITAL CAMERA? THE MP3 PLAYER? THAT "VOICE OVER IP" THING?

Sega's broadband network adapter is already available; you can purchase it from your local store or directly from Sega via the company's Web site. The Zip drive, digital camera, and MP3 player won't be coming out in America (though you might see photos of the Japanese versions), and plans for the DVD player were scrapped sometime late last year (see ProNews in the November 2000 issue of *GamePro*).



That leaves the voice-over-IP technology, which lets you verbally chat with a friend while simultaneously playing a game with him. Because Sega.com is still kickin' and the voice-over project is really its deal, you may yet see this incorporated into Dreamcast games (and maybe a few other systems' games, too). Stay tuned.

WHEN COMPANIES STOP MAKING DREAMCASTS, WILL THEY ALSO STOP MAKING VMUS AND PERIPHERALS?

Yep. Like the consoles, these types of items will be on sale in stores until the stock runs out. If you need a spare controller or memory card, now is the time to grab one. The 4X VMU is available now, if you can find it—they're going fast as Phantasy Star Online players can gobble them up. Of course, third-party companies like InterAct and Mad Catz will probably continue to make replacement controllers.

IS NINTENDO GOING TO BUY SEGA?

No. The *New York Times* reported that Nintendo was buying Sega, but the news was false. Both Sega and Nintendo have flatly denied it. Hiroshi Yamauchi, the president of Nintendo of Japan, said, "There is absolutely no chance that Nintendo will buy Sega." Can't get more definitive than that.

I HEARD THAT MICROSOFT WAS GOING TO MAKE THE XBOX PLAY DREAMCAST GAMES. TRUE?

Nope—both Sega and Microsoft deny it. It made some sense—after all, Windows CE is built into every Dreamcast, so the two companies do have a friendly business relationship—but the rumor turns out to be just the dreaming of fanboys.

I HEARD SOME COMPANY IS MAKING DREAMCAST SET-TOP BOXES. TRUE?

Yes, indeed. Pace, a leading manufacturer of digital set-top boxes in Europe, is incorporating Dreamcast technology into its personal video recorder, which acts like a VCR—but instead of saving the program to tape, the Pace machine records it digitally to a hard drive. As digital TV services adopt the technology, Pace will be offering games like Shenmue for play on demand, as a download. There's no CD drive so you won't be able to insert your existing games into the machine, but you can play stuff, sort of like a free rental. You'll find a full report in our May issue's Cutting Edge department.

I JUST SIGNED UP FOR A SEGANET ACCOUNT. WHAT HAPPENS TO ME?

You can still use your SegaNet account for internet access as long as you like—Sega isn't getting rid of that, and new contests and content will still be yours to check out. Also, your SegaNet account works with the Dreamcast or with a PC. If you are using it on your console and want to use it with Windows, check out www.sega.net for all the info you need.

HOW LONG WILL THE SEGANET GAME SERVERS CONTINUE RUNNING FOR THINGS LIKE PHANTASY STAR ONLINE AND QUAKE III ARENA?

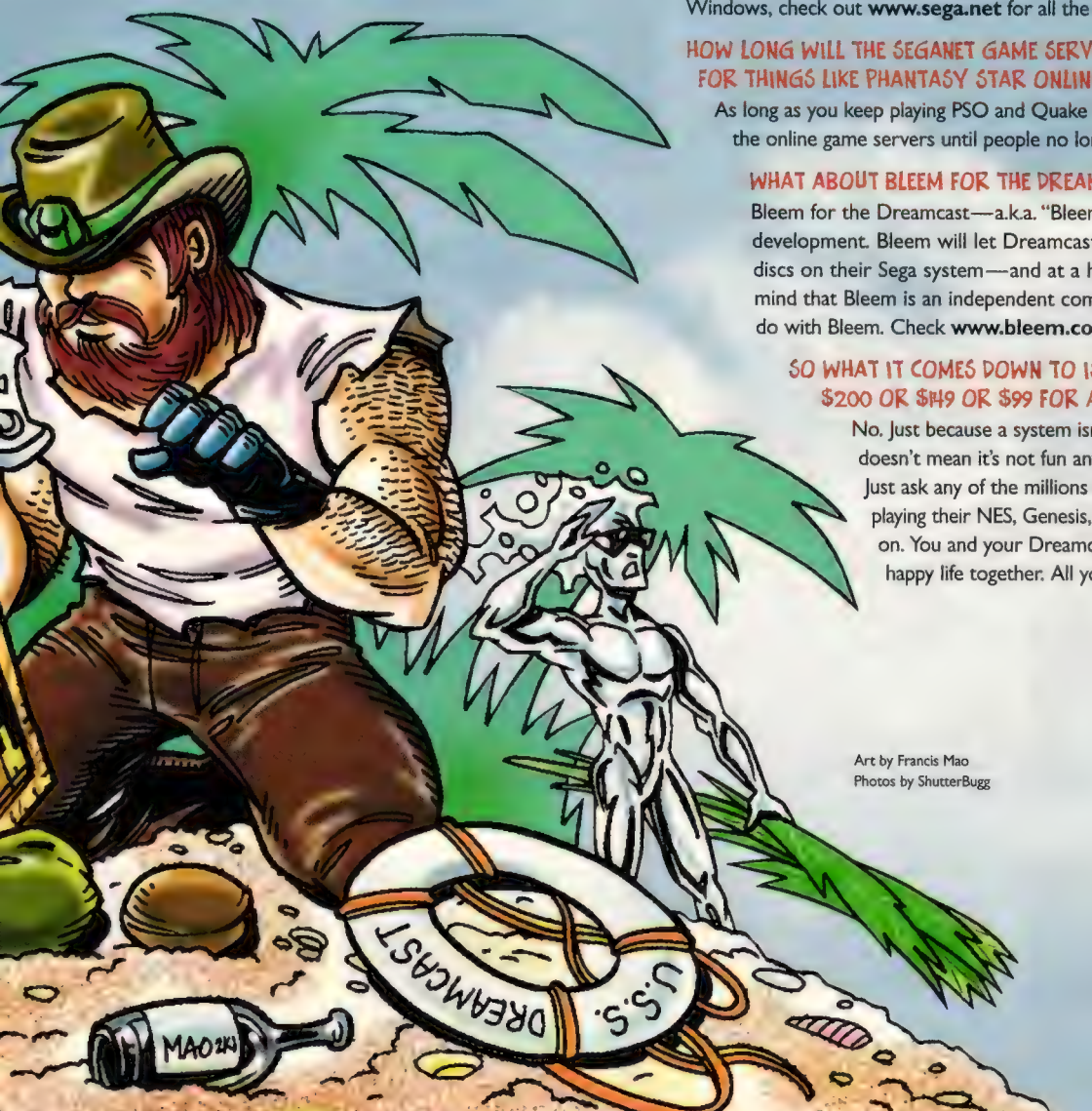
As long as you keep playing PSO and Quake III, really. Sega will maintain the online game servers until people no longer log on to play.

WHAT ABOUT BLEEM FOR THE DREAMCAST?

Bleem for the Dreamcast—a.k.a. "Bleemcast"—is officially still in development. Bleem will let Dreamcast owners play PlayStation discs on their Sega system—and at a higher resolution. Keep in mind that Bleem is an independent company; Sega has nothing to do with Bleem. Check www.bleem.com for official updates.

SO WHAT IT COMES DOWN TO IS THAT I PAID EITHER \$200 OR \$149 OR \$99 FOR A DOORSTOP?

No. Just because a system isn't being made any more doesn't mean it's not fun anymore—that's ludicrous! Just ask any of the millions of people who still enjoy playing their NES, Genesis, SNES, Atari 2600, and so on. You and your Dreamcast can live a nice, long, happy life together. All you have to do is play it. **S**



Art by Francis Mao
Photos by ShutterBugg

Twenty-One To Win

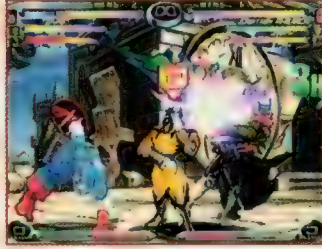
IF YOU'RE TRYING TO BUILD THE DEFINITIVE DREAMCAST LIBRARY WHILE YOU STILL CAN, HERE ARE 21 GAMES ACROSS ALL GENRES THAT YOU SHOULDN'T BE WITHOUT. (FEEL FREE TO OWN MORE.)

CHU CHU ROCKET



It's not the same old game of cat and mouse! Sega's first online game is also a strange, addictive puzzler wherein players steer streams of rodents into colored bases, using only arrows on the floor to guide them. As a four-player game, Chu Chu Rocket is frantic fun.

MARVEL VS. CAPCOM 2



The culmination of Capcom's 2D super-hero fighters, MVC2 tops 'em all with a stunning 70-plus characters. You'll spot some obscure faces from the archives of both Capcom and Marvel, who make for nice alternatives to the usual Ken/Ryu/Wolverine/Magneto suspects.

CRAZY TAXI



"Where to, pal?" How about downhill at 80 mph, catching air whenever possible as you deliver terrified passengers to their San Francisco destinations? The Dreamcast port of the arcade smash is practically pixel-perfect, plus it includes some new console-only modes.

NBA 2K1



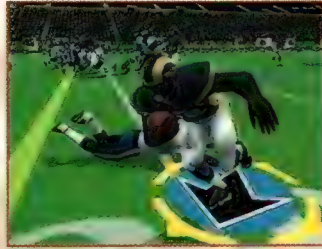
The EA Sports franchises never came to play in Sega's arena—but who cares! Instead, Sega followed its own muse and created excellent sports sims without worrying about "responding" to anybody else. NBA 2K1's plentiful options, killer graphics, and online play makes it a must-own.

DEAD OR ALIVE 2



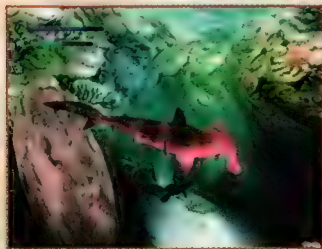
Tecmo's beautiful brawler managed to upstage Sega's own Virtua Fighter 3tb in looks, style, and gameplay. Don't be fooled by the pretty faces—a tight combo system and smooth animations prove that sexy characters aren't Dead or Alive 2's main appeal.

NFL 2K1



Both a fan and critic favorite, NFL 2K1 feeds football fanatics huge doses of pigskin action with a look that just won't quit. Moreover, NFL 2K1 more than holds its own when it comes to gameplay. Internet support means you can literally throw a pass from California to New York.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE



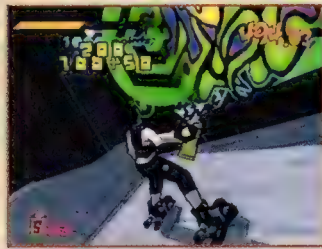
The aquatic mammal's transition from Genesis to Dreamcast was triumphant, not to mention gorgeous. The controls might give you a little trouble at first, but it's worth learning to swim. Ecco's challenging underwater adventure pretty much redefines "deep gameplay."

QUAKE III ARENA



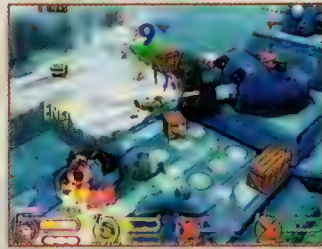
"First-person PC shooters don't translate to consoles." Oh yeah? Check out Sega's excellent conversion of id's first-person fragfest, then think again. Mouse, keyboard, and broadband Internet support only sweeten the deal. There's a reason this game is legendary.

JET GRIND RADIO



Skate or die! Highly stylized JGR mixes roller-blading, street art, futurism, and funky tunes for a cool action game with a unique graffiti-come-to-life look. The import version (Jet Set Radio) is worth checking out, too, thanks to its different soundtrack.

POWER STONE 2



Capcom's 3D brawler succeeds in being fun and funny, with cartoonish characters who hurl tables and chairs at each other, but who can also do visually impressive powered-up attacks. Don't let the lighter tone fool you—this one has plenty of smack-down power, too.

RESIDENT EVIL CODE: VERONICA



Let something vile be your Umbrella! Capcom's zombie-hunting franchise came to the Dreamcast with an all-new, exclusive chapter. The action/adventure gameplay isn't a major departure—not that that's a bad thing—but the Dreamcast's power offers hi-res thrills and chills.

SHENMUE



Yu Suzuki's incredibly detailed adventure masterpiece took years to complete, and the effort shows. The game's heavy puzzles and light action—not to mention the controversial ending—elicits different responses from different players, but nobody doubts the impressive scope.

SKIES OF ARCADIA



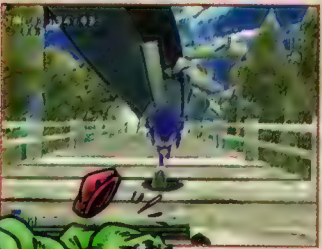
The Dreamcast finally got a first-class, fun role-playing game in Skies of Arcadia. It's not without a few blemishes and you may have arguments with Grandia II fans about which game is better, but Arcadia's epic quest is worth playing to the very end.

SEGA BASS FISHING/SEGA MARINE FISHING



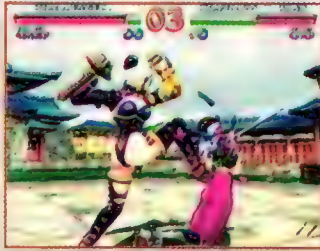
While these games are sold separately, if you liked one, you'll want both. Heavy on action and low on sim, the two games give you just enough real-world detail to keep things moving. And, of course, they both use the special fishing-rod controller, which is a must-buy.

SONIC ADVENTURE



Nothing sells Sega like the big, blue blur—and Sonic's appearance shortly after the Dreamcast launched made a lot of people sit up and take notice. Hi-res worlds and absolutely blinding frame rates make Sonic's 128-bit debut his fastest game to date. The only downside? Motion sickness.

SOUL CALIBUR



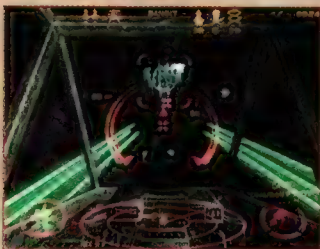
The Dreamcast may be seriously wounded, but the Soul still burns! Namco unveiled "the stage of history" with its first (and only) Dreamcast game, and pulled off a feat: a console port which looked even better than its arcade forebear. An absolute must for Dreamcast owners.

SPACE CHANNEL 5



Mix one part retro '60s style, one part alien invasion, and one part pink-haired cyberhottie, and you get Space Channel 5, an oddball action/rhythm game. Pressing buttons to match on-screen patterns may not be for everyone, but SC5 comes through loud and clear for music fans.

STARLANCER



Microsoft's space shooter shines, offering slick visuals and a decent story about warring factions in the depths of the universe. It's more or less the same game as the Windows version, but the Dreamcast version is by far the best space shooter on Sega's console.

TONY HAWK'S PRO SKATER 2



You know those Sony owners frothing over Tony Hawk games? Pick up this version and you'll understand what they're drooling about. The arcade-friendly mix of stunts and secret areas make THPS2 the best skateboarding game ever—and one with unusually high replay value.

VIRTUA TENNIS



That's right, tennis—video tennis—ranks as not only one of the best games for the Dreamcast, but also, according to GamePro editors, one of the best games ever created. Super-smooth animation combined with rewardingly deep gameplay makes this a surprise match that you'll, uh, love.



Dare To Dream

DREAMCAST SOFTWARE HASN'T DISAPPEARED YET—THERE'S STILL AT LEAST A YEAR'S WORTH OF GOOD GAMES ON THE HORIZON. HERE ARE TEN TO WATCH.

18 WHEELER: AMERICAN PRO TRUCKER



If an arcade racer that puts you behind the wheel of a big rig sounds silly, well, it is—but the gameplay isn't! 18 Wheeler will challenge drivers with a cross-country trek peppered with rival truckers who aren't afraid to play dirty. The early versions looked and played great.

HALF-LIFE



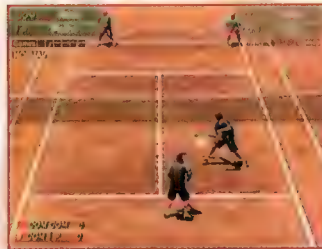
A thinking-man's first-person shooter, the tale of Gordon Freeman's escape from a monster-filled lab after an experiment goes horribly awry, will be joined on the Dreamcast disc by Blue Shift, a completely new adventure starring Barney the security guard.

BLACK & WHITE



You'll control a fantasy civilization, ruling it as the supreme deity. Your presence will be felt in the form of an evolving spirit animal, and your attitudes will correlate with your civ's prosperity—but that doesn't mean it isn't fun being a vengeful, petty ruler. The learning A.I. already rocks.

TENNIS 2K2



The sequel to Virtua Tennis loses its prefix to join the rest of Sega Sports' offerings. While it probably won't be out until November, anybody who played the original knows 2K2 will have a lot to live up to. Details are sketchy, but Sega has announced that Venus and Serena Williams will star.

BOMBERMAN



The Saturn edition of Bomberman was one of the series' craziest entries, and this version will keep the flame alive. Bomberman plops players into a maze to blow each other up. The game will be equal parts action and strategy—and those four controller ports will be put to good use.

SHENMUE II



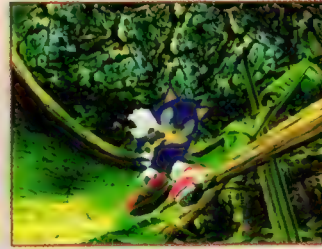
Shenmue II picks up where the first left off, with Ryo Hazuki's investigative journey taking him to Hong Kong. Expect to meet an important new character, Shenhua, and to learn more about Ryo's nemesis, Lan Di. Will Ryo find his father's murderer this time around? Stay tuned....

CRAZY TAXI 2



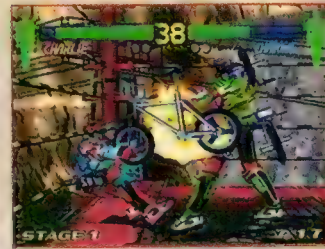
The success of Crazy Taxi took quite a few people by surprise. Whereas the first game went down in San Francisco, the second will move cross-country to New York. Look for more drivers, new vehicles, and a few mini-games to spice up the already frantic beat-the-clock racing.

SONIC ADVENTURE 2



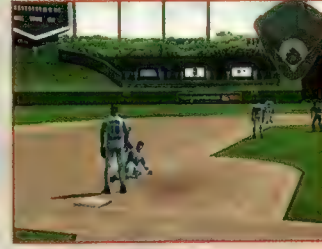
He's bluer than blue, badder than bad, and back to stir up more trouble! Along with his usual complement of running, jumping, and spinning moves, the sequel to Sonic Adventure will feature a new somersault maneuver and upgraded shoes that let Sonic grind on rails.

FIGHTING VIPERS 2



Remember your local arcade, circa '95? Chances are Fighting Vipers was there—a weapon-based, flashy take on the Virtua Fighter engine. The game came to the Saturn a year later, and a full coin-op sequel showed up in '98. A home version, is out in Japan—cross your fingers...

WORLD SERIES 2K2



On the Saturn, World Series Baseball was a home run, so the series' 128-bit debut was something many sports fans couldn't wait to play. But Sega's first Dreamcast version was more of a strikeout than a power-packed hit. Look for Sega to learn from its mistakes for the 2002 edition.

Turning Japanese

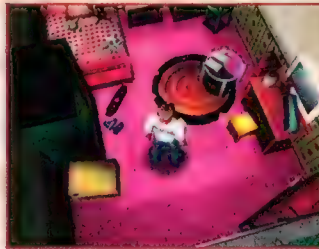
AS THE U.S. MARKET SLOWLY FADES, CONSIDER IMPORTING SOME OF THESE JAPANESE GAMES TO EXTEND YOUR DREAMCAST'S LIFELINE. Note: You can't play Japanese games on an American console! You need to buy a Japanese Dreamcast, or you need to pick up the DC-X disc (details can be found in the Gear section).

DANCE DANCE REVOLUTION 2ND MIX/CLUB MIX



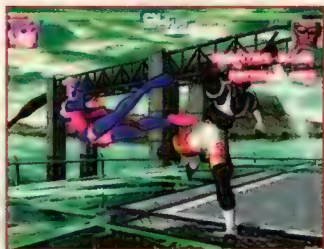
There are two Dance Dance Revolution games made for the Dreamcast, and neither one is available in America. Konami's groovalicious dance title is worth playing in the privacy of your own home—but you gotta get the floor-mat controllers, too!

RENT A HERO VOL. 1



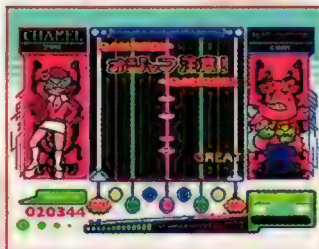
This mission-based adventure resurrects the classic Mega Drive game. With a funny plot about the unwitting owner of a battery-powered suit—think *The Greatest American*, um, Japanese *Hero*—it's a great off-beat experience. But this one is only for folks with Japanese language skills.

DEAD OR ALIVE: LE



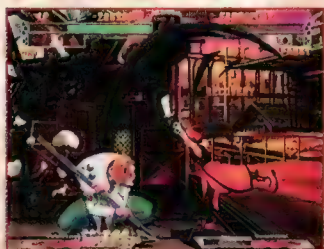
The Limited Edition of Tecmo's popular 3D fighter is essentially the same as *Dead or Alive 2: Hardcore* for the PlayStation 2, though a few features from the Sony version are not included here. In other words, it's as complete a version as Dreamcast owners can get.

POP N MUSIC



Similar to *Beatmania*, Konami's other music/rhythm arcade port is more light-hearted and colorful—but *Pop N Music* can also be more challenging if you spring for the nine-button controller that mimics the original arcade panel. Music simulation has never been so cute.

GUILTY GEAR X



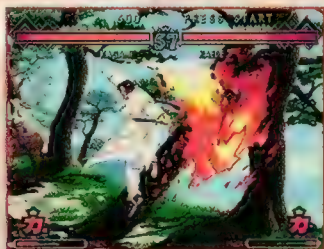
This excellent 2D fighting game may not break new ground, but it sure does deliver the goods to faithful fans of the genre. *Guilty Gear X* has a chance for domestic release, but if no American company picks it up, you'll definitely want to seek it out as an import.

VAMPIRE CHRONICLES



A perfect conversion of *Darkstalkers 3*, with the added option of playing with the fighting engines of parts one and two. This game is hard to find because it was available only through Sega of Japan's online sales site, and was made in limited numbers (the rumor says a mere 5000).

LAST BLADE 2: FINAL EDITION

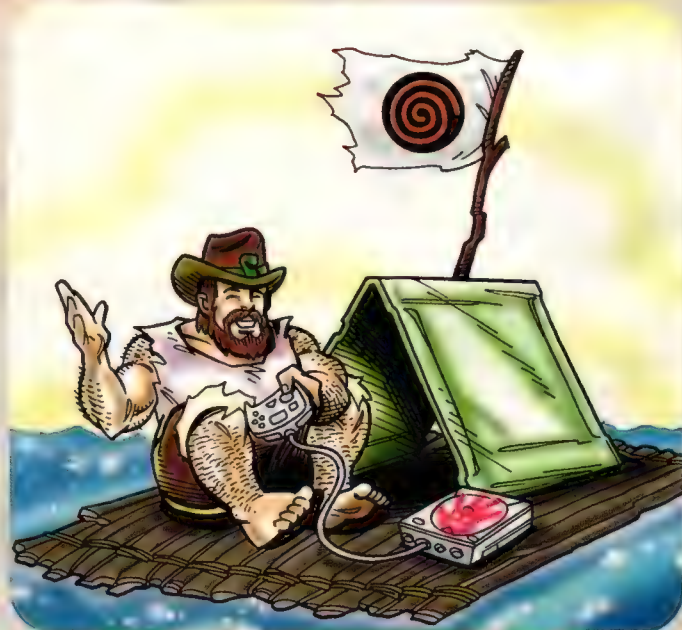


Like *Guilty Gear X*, *Last Blade 2: Final Edition* is an excellent example of 2D fighters, this time from SNK. And like *Guilty Gear X*, *Final Edition* might be released stateside at some point, which would be a major coup for U.S. fans of weapon-based 2D brawlers.

MACROSS M3



If you're a fan of the Japanese anime series that features giant robots which convert into war machines, *Macross M3* is worth finding. The 3D shooter features Max and Miria, two of the series' most popular characters. It's a bit uneven, but *Macross M3* is the best *Macross* game yet.



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SOMETIMES YOU NEED A RESCUE—AND THESE COULD BE THE RIGHT CODES AT THE RIGHT TIME TO LEAD YOU TO SAFETY!

CRAZY TAXI

Change Starting Point and Fare Locations: At the character selection screen, press R, then press and hold R, press Left or Right to select a character, and press A. If you entered the code correctly, the bottom-left corner of the screen should read, "another day."

Change Views: During a game, press Start on the third controller (controller C). Then, on the same controller, press Y for an alternate exterior view or press B for a first-person view. Press A to switch back to normal view.

Ride Bicycle Taxi: At the character selection screen, simultaneously press L, R as fast as you can (at least five times), then press A. When the game starts, you'll be riding a bicycle taxi.

DEAD OR ALIVE 2

Hidden Cinema: At the main menu, enter Option, then Game Setting, then Others. Highlight "Your Age" and change it to 21-years-old. Return to the main menu and start a game in Survival mode. Beat enough opponents to get ranked, then enter your name as REALDEMO. Return to the main menu and don't press any buttons. Allow the demo to play, and, during the fifth demo sequence, you'll see an extra cinema.

Hidden Images: Insert the game disc into the CD-ROM drive of your computer. When the disc icon appears on your desktop, choose it, and then open the folder entitled "Bonus" to find hidden images of the girls of Dead or Alive 2.

Taunt Opponent: During gameplay, press Left, Right, Left, R to taunt your opponent.

NBA 2K1

Unlock Superstars Feature: At the main menu, choose Options, then choose Codes. Enter vc as the password (case-sensitive). If you entered the code correctly, the screen will read, "Superstars Feature Unlocked." Sega Sports team, Team SegaNet, and Mo Cap team will be unlocked.

NFL 2K

At the main menu, select Options, then select Codes. Enter any of the following passwords to activate these cheats.

Alternate Text: SCRAWL

Fat Players: LARD

High-Pitched Commentary: SQUEEKY

Play as the Sega Sports Team: SUPERSTAR

Slow-Motion Mode: DEDMAN

READY 2 RUMBLE BOXING: ROUND 2

Unlock Outfits: Put the CD in the Dreamcast, leaving the CD lid open, and turn on the Dreamcast. At the Dreamcast menu, choose Settings, then set the date to any of the following to unlock these outfits. Close the CD lid and start a normal game. If you entered the date correctly, the character will be wearing that outfit when you start a match.

Joey T as Baby New Year: 01/01/2001

J.R. Flurry in Skeleton Costume: 10/31/2001

Referee as Leprechaun: 03/17/2001

Selene Strike as Christmas Elf: 12/25/2001

SAN FRANCISCO RUSH 2049

At the Start Game screen, highlight "Options," then simultaneously press L, R, X, Y. You must press all four buttons at exactly the same time—it may take a few tries. If you did it correctly, a Cheats option will appear at the bottom of the screen. Enter Cheats, highlight any of the following cheats on the Cheats Menu, and then press the appropriate button combinations as quickly as possible to unlock that cheat. If you entered the cheat correctly, you will now be able to toggle it on and off.

Note: If a cheat doesn't work, you probably need to press the buttons faster.

Brakes: Press Y, Y, Y, then simultaneously press L, R, A, X.

Demolition Battle: Simultaneously press and hold L and A, then press Y, X. Release the buttons, simultaneously press and hold R and A, then press Y, X.

Invisible Track: Tap R, L, Y, X, A, A, X, Y, simultaneously press and hold L and R, then press A.

Mass: Press and hold A, then press X, X, Y. Release A, then press L, R.

Random Weapons (in Battle Mode): Simultaneously press and hold L and A, then press X, Y. Release the buttons, simultaneously press and hold R and A, then press X, Y.

Super Tires: Press and hold R, then press X, X, X. Release R, press and hold L, then press A, A, Y.

Track Orientation: Simultaneously press and hold L and R, then press X. Release the buttons, then press A, X, Y. Simultaneously press and hold L and R, then press X.

TONY HAWK'S PRO SKATER 2

Big Cheat: Start a normal game. Pause the game, press and hold L, and then press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. If you entered the code correctly, the onscreen text will shake. Resume the game, pause it, and choose End Run. The game will now list all the cheats, modes, characters, and levels you have unlocked. At the main menu, choose Options. At the Options menu, choose Cheats to toggle on and off the now-unlocked cheats and modes.

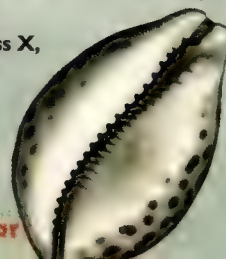
Blood Mode: Pause the game, press and hold L, then press Right, Up, X, Y. If you entered the code correctly, the text will shake. When you resume the game, blood will be toggled off; repeat the code to turn it back on.

Full Stats: Pause the game, press and hold L, then press A, Y, B, X, Y, Up, Down. If you entered the code correctly, the text will shake. When you resume the game, you'll have full stats.

Turbo Mode: Pause the game, press and hold L, then press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. If you entered the code correctly, the text will shake. When you resume the game, it will play faster.

VIRTUA TENNIS

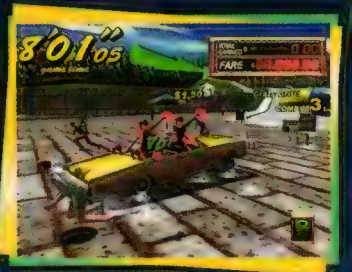
Underhand Serve: Start a normal game. When you are serving from the bottom half of the court, simultaneously press Down, A, X. If you're serving from the top half of the court, simultaneously press Up, A, X. If you pressed the three buttons at exactly the same time, you will serve the ball underhanded. It may take a few tries, and you should use the digital pad.



YO!
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Pick up multiple fares at one time while driving to the slamin' sounds of Offspring and Methods of Mayhem.



 Dreamcast

Crazy Taxi New York Style



Chu Chu Rocket

BY UNCLE DUST

Developed and published by Sega

Target release date: June



SEGA'S MANIC CAT-AND-MOUSE puzzle game was the first online title for the Dreamcast, and now the game is getting ready for another first. Chu Chu Rocket will be Sega's first game published for non-Sega hardware when it debuts in time for the Game Boy Advance launch this June. Chu Chu will put up to four players in competition to fill their rocket ships with the most mice, but tons of dangerous obstacles—such as cats—will hinder your

progress. If Sega properly ports this addictive game to the handheld version, it should fly off the shelves like mice in a rocket ship.



Rayman

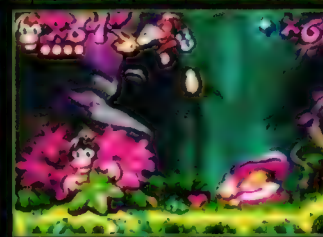
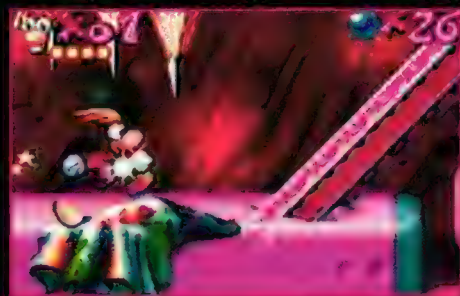
BY UNCLE DUST

Developed by Digital Eclipse/Published by Ubi Soft

Target release date: June

IF YOU THOUGHT you'd only get ports of Super NES games on the Game Boy Advance, think again. Ubi Soft is readying Rayman, a souped-up,

handheld version of the PlayStation mega-hit, for launch day. Featuring 60 cleverly designed levels and tons of fiendish challenging bosses—like Skops, Mr. Sax, and Space Mama—Rayman should really raise the bar for handheld 2D platformers. Ubi Soft's faithful translation should hook Rayman fans and expand the range of available software on the Game Boy Advance. You better get your limbless body moving if you want to catch this one.



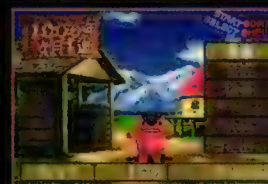
Monster Rancher 3

BY UNCLE DUST

Developed and published by Tecmo

Target release date: To be determined

THE THIRD EDITION of Tecmo's popular Monster Rancher series will be hitting the PlayStation 2 and the Game Boy Advance. Featuring all the unique monster-breeding gameplay of the series, plus some new innovations, Monster Rancher 3 on the GBA will enable you to take your creations with you wherever you go. While details about the game were scarce at press time, the screens looked impressive indeed. Get ready to grow and battle when this Monster hits shelves sometime after the GBA's June launch.



Golden Sun
Target release date: To be determined



Bomberman Story
Target Release date: To be determined



Napoleon
Target release date: To be determined

Street Fighter Alpha 3

Target release date: Fall 2001

Antz Racing

Target release date: 2001

Klonoa (working title)

Target release date: To be determined

Namco Museum Advance

(working title)

Target release date: To be determined

Pac Man Advance (working title)

Target release date: To be determined

Tactics Ogre

Target release date: To be determined

Wario Land 4

Target release date: To be determined

Puyo Puyo

Target release date: Summer 2001

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E³xtravaganza!

NFL Fever 2002

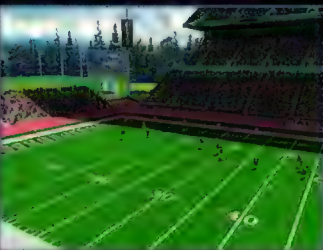
Developed and published by Microsoft

Target release date: Fall 2001

BY AIR HENDRIX



MICROSOFT'S NFL FEVER series began on the PC, where it performed favorably but not as well as perennial favorite Madden. Fever faces that same challenge on the Xbox, where it will square off against Madden later this year. On Fever's side of the gridiron will be truly impressive graphics (check out



the players' facial detail!) and an intriguing player-development system that Microsoft has modestly dubbed the "dynamic player performance model." In English, that means your players will actually become stronger, faster, better as their stats improve—so if you feed a receiver tons of touchdown passes, he could actually grow into the next Jerry Rice.

Naturally, Fever will provide all the pro players and teams, along with a Dynasty mode that lets you play GM over multiple seasons. You'll be able to negotiate contracts, make trades, run drafts, and even massage the salary cap. An All-Time Challenge Tournament will also let you face off against the past seven Super Bowl champs and walk away with bragging rights. NFL Fever 2002's initial roster is certainly promising, but the true test will come when it meets Madden. **G**



ESPN X Games Skateboarding

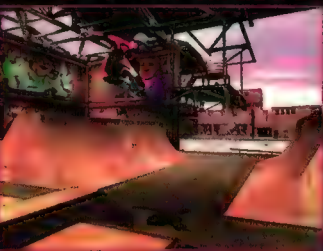
Developed and published by Konami

Target release date: August

BY AIR HENDRIX



KONAMI'S ESPN GAMES haven't all been star performers, but the early screens of X Games Skateboarding's foray into Tony Hawk's house sure are eye-catching. Skateboarding will deliver the street and vert half-pipe courses from San Francisco's 2000 X Games, along with six fantasy-style street courses



in locations from L.A. to NYC. Gamers can choose from eight pro boarders and 64 decks, then tune up tricks in practice mode, or go against a friend in two-player split-screen competition. X Games hits the streets this August. **G**



ESPN National Hockey Night (PS2)
Target release date: Available now



LeMans 24 Hours (PS2)
Target release date: Second Quarter 2001



NASCAR Heat (PS2)
Target release date: Second Quarter 2001



CMX 2002 (PS2)
Target release date: Summer 2001

FIFA 2002 (PS2)
Target release date: Fall 2001

Supercross 2002 (PS2)
Target release date: Fall 2001

NCAA Final Four 2002 (PS2)
Target release date: Fall 2001

Tiger Woods PGA Tour 2002 (PS2)
Target release date: Fall 2001

Battle Realms

BY JAKE THE SHARK

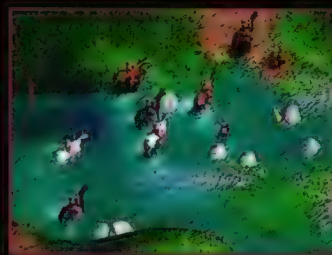
Developed by Liquid Entertainment/Published by Crave Entertainment

Target release date: Fall 2001


THIS AMBITIOUS GAME hopes to create a living world that breaks the usual RTS pattern of building dozens of units then throwing them at your enemy.

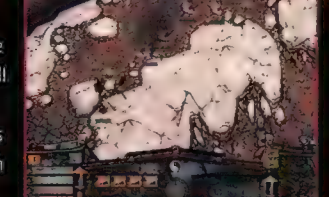
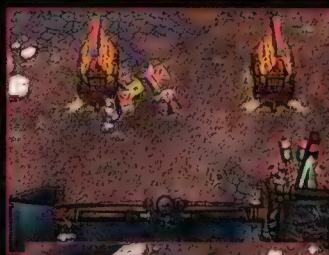
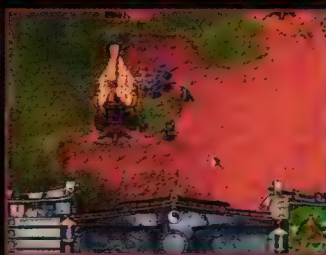
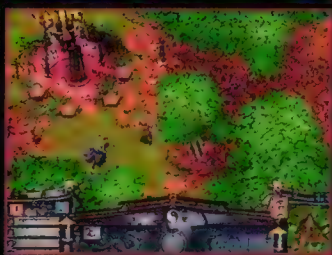


Leading either the honorable Dragon clan or evil Serpent clan, you'll have to transform peasants into soldiers (at dojos, temples, and elsewhere). The birth rate of your peasants is limited, so you must protect and develop



your people wisely. Every choice will have good and bad effects: For example, sending an archer to the fireworks factory will give him flaming arrows to burn buildings, but which are weak against troops. Every action

will also affect your Yin and Yang (killing peasants is bad for the Dragon clan but good for the Serpent clan), which can make your clan's seven unique Zen Masters more or less powerful. All units will be mounted on horses, and all will possess secondary skills, such as healing, as well as melee attacks, such as kicking. 

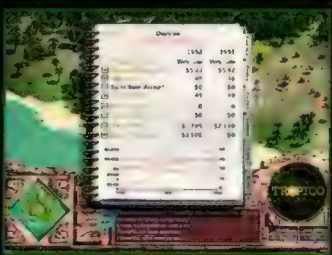


Tropico

BY DAN ELEKTRO

Developed by Pop Top Software/Published by Gathering of Developers


Target release date: April

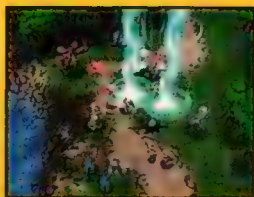
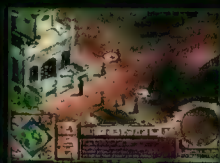
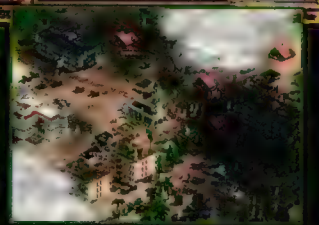
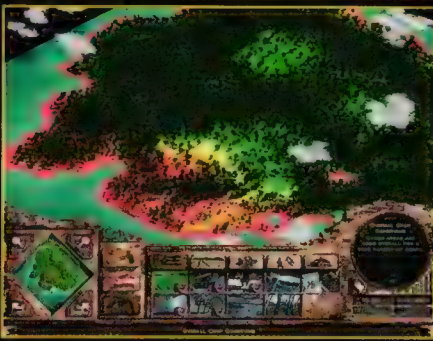


IN THE STRATEGY/SIM game Tropico, you rule—literally. As the leader/dictator of a remote Caribbean island, it will be your job to make sure that your island community thrives and, you know, doesn't rebel and remove you from office by force. That's always a possibility, because the population isn't anonymous; you'll be able to follow them as they go about their daily lives to find out whom they know and how they feel. If



someone doesn't like your form of government, he might take off into the jungles and come back as a resistance fighter some 20 years later.

In an early PC build, Tropico's point-and-click interface was straightforward enough. There were a lot of things to control, from local edicts to foreign policy. You could build airports and turn your island paradise into a tourist trap, but do Americans want to see your slums? And will the locals resent the foreigners? Excellent Latin music and hi-res isometric graphics gave Tropico a unique sound and look. Watch for the Mac version in May. 



Warcraft III
Target release date: December



Stronghold
Target release date: September



Medal of Honor: Allied Assault
Target release date: November



Star Trek: Borg Assimilator
Target release date: Fourth Quarter 2001



Freedom Force
Target release date: Third Quarter 2001

Unreal 2


BY JAKE THE SNAKE

Developed by Legend Entertainment/Published by Infogrames

Target release date: First Quarter 2002



WHILE THE ORIGINAL Unreal (released in '98) raised the bar for graphics in first-person shooters, and Unreal Tournament ('99) did the same for multiplayer action, Unreal 2 hopes to set a new standard for both traits.

As the sci-fi equivalent of a sheriff in the Wild West, you'll patrol a remote colony in your aging starship, protecting colonists from five alien races, including the Skaarj, who are fighting for ancient artifacts. The game's expansive environments on 25 single-player and 20 multiplayer levels promise 10 times the detail of the first two games. 



Tribes 2


BY JAKE THE SNAKE

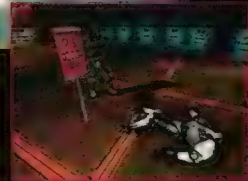
Developed by Dynamix/Published by Sierra

Target release date: April

THERE'S NO "I" in team, but there is one in Tribes 2, the much-anticipated sequel to team-based sci-fi shooter Starsiege Tribes. Fans of the original will recognize some weapons and



vehicles in this strategy-oriented title, but there will be plenty of new ones, too, such as the Shock Lance, a missile launcher, Thundersword bomber, Wildcat grav cycle, and Beowulf assault vehicle. Plus, the expansive maps already look much better, with smoothly rolling hills and weather effects, including damaging lightning. With up to 50 players per side, the online assault should be wild. 




PlanetSide

BY JAKE THE SNAKE

Developed by Verant Interactive/Published by Sony Online Entertainment

Target release date: Fourth Quarter 2001



WITH AS MANY AS 3500 players per game, the multiplayer mayhem in PlanetSide will be truly massive. The action will be mostly first-person shooting, but you'll also be able to drive vehicles or man gun positions. As you fight for one of three opposing empires, you can join and lead teams (or clans), using hand signals to communicate in battle, or you can fight as a lone wolf. Implants will give your character artificial powers, or you can develop such abilities as healing. 



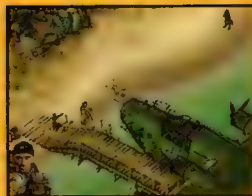
EverQuest: Shadow of Luclin
Target release date: Winter 2001



Hostile Waters: Antaeus Rising
Target release date: Spring 2001



Star Trek: Armada 2
Target release date: Fourth Quarter 2001



Commandos 2
Target release date: May

Doom III
Target release date: To be determined

Civilization III
Target release date: To be determined

Dark Forces III
Target release date: To be determined

Myth III: The Wolf Age
Target release date: November

Return to Castle Wolfenstein

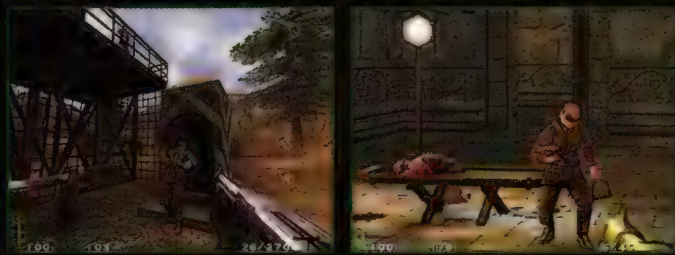
BY JAKE THE SHARK

Developed by Gray Matter Interactive Studios/id Software/Published by Activision

Target release date: Fourth Quarter 2001

BACK IN 1992—before Doom and Duke Nukem—Wolfenstein 3D stunned gamers with its inaugural first-person shooting. Soon, you'll again step into the Nazi-whooping boots of B.J. Blaskowitz, an Army Ranger working for the Office of Secret Actions during World War II. As B.J., you'll infiltrate

the dark world of the Third Reich and battle the horrific creations of Hitler's number two, Reichsfurher Heinrich Himmler, head of the S.S. Besides run-of-the-mill S.S. goons, Himmler's evil minions will include super-soldiers, zombies, and mutants. **E**



Aliens vs. Predator 2

BY JAKE THE SHARK

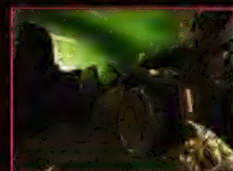
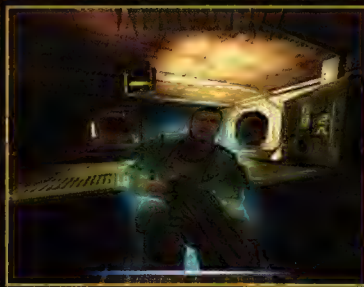
Developed by Monolith Productions/Published by Fox Interactive

Target release date: To be determined

DEVELOPED BY THE team that made the excellent No One Lives Forever, this sequel to the amped-up '99 original promises more blasting

action than a mere human can handle. Again you can play as either Alien, Predator, or human

Colonial Marine in three separate seven-level story modes—one for each character—that unfold around a single "event" on planet LV1211. Or you can play 12 multiplayer maps as one of 10 characters with new weapons that include a net gun and two-handed spear for the Predator and a blowtorch for the Marine. **E**



MechCommander 2

BY JAKE THE SHARK

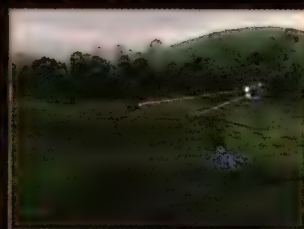
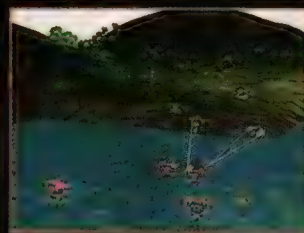
Developed and published by Microsoft

Target release date: July



FORTY-FOOT-TALL BattleMechs zapping each other—perhaps the perfect subject for a fully 3D real-time strategy game. In this sequel to the '98 release, you'll command up to 12 mechs at once as a mercenary MechCommander. You'll be able to knock down trees, blow through walls, and jump-jet off cliffs in the 3D environment.

You'll also raid enemy warehouses and bases to salvage weapons, and you'll call in air strikes and reinforcements—including a recovery team that can repair destroyed enemy mechs so you can turn them against their former masters. **E**



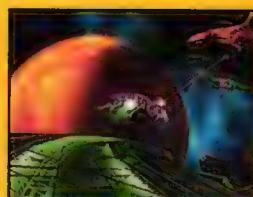
Soldier of Fortune 2
Target release date: Winter 2001



Command and Conquer: Renegade
Target release date: Fall 2001



Die Hard: Nakatomi Plaza
Target release date: To be determined



Earth and Beyond
Target release date: Winter 2001

Homeworld 2
Target release date: 2002

Star Trek: Bridge Commander
Target release date: May

Anarchy Online
Target release date: Summer 2001

Robin Hood: Defender of the Crown
Target release date: 2002

Emperor: Battle for Dune

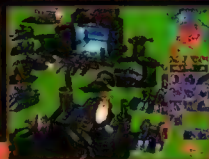
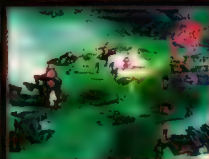
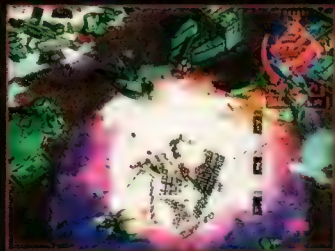
BY JAKE THE SNAKE

Developed by Westwood Studios/Published by EA Games

Target release date: June

SPICE IS THE most powerful substance in this game's universe, and the planet Arrakis—a.k.a. Dune—is its only source. In this fully 3D sequel to Dune II, the breakthrough real-time strategy game of '93, you'll take command of one of the three very different Houses that vie for control of the

harsh desert planet. Plus, you can ally with or fight against five other groups, including the Guild, in this non-linear epic. A demo revealed some of the best-looking units and terrain in an RTS yet. **G**



AquaNox

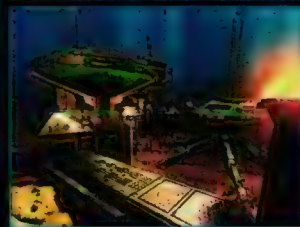
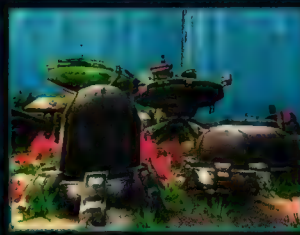
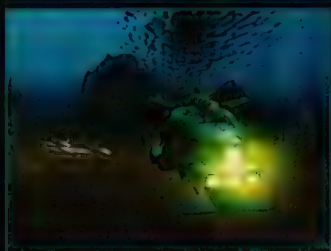
BY JAKE THE SNAKE

Developed by Massive Development/Published by Fishtank Interactive

Target release date: Fall 2001



BESIDES BEING ONE of the first games optimized for the powerful new GeForce3 video card, AquaNox plans to take gamers to a rarely used virtual venue: underwater. After a nuclear war, the survivors colonize the ocean floor, but from the ocean depths comes a new threat to mankind—horrific monsters and ancient gods freed from underwater caves. Playing as mercenary Emerald "Dead Eye" Flint, you'll fight this threat by piloting your heavily armed underwater ship. **G**



Dungeon Siege

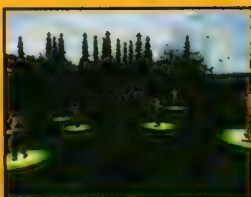
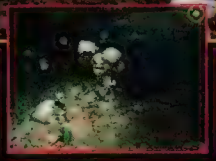
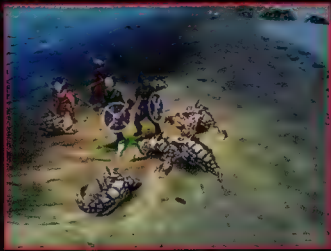
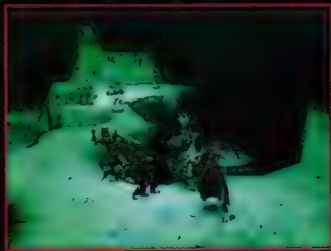
BY JAKE THE SNAKE

Developed by Gas-Powered Games/Published by Microsoft

Target release date: Fall 2001

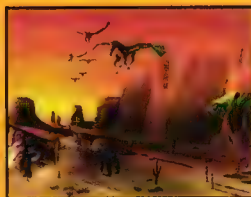
SOME PEOPLE LIKE RPGs, and some people don't. Gas-Powered Games hopes to make everyone like Dungeon Siege, thanks to its fully 3D world and what GPG promises will be fast, action-packed—yet deep—gameplay. Some inspired additions to the norm will include squires and pack mules to help

carry your loot. You'll also be able to hire, rescue, or recruit up to eight characters of any combination of fighters, sorcerers, and more; or you can go it alone. Plus, you'll be able to build your own worlds and characters for online play with up to 10 players. **G**



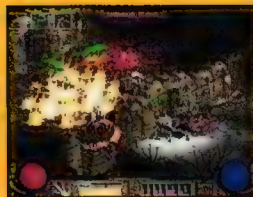
GI Combat

Target release date: November



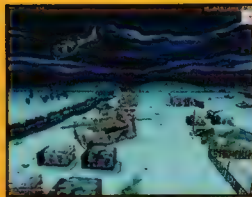
Sigma

Target release date: Third Quarter 2001



Diablo II: Lord of Destruction

Target release date: July



Conflict Zone

Target release date: Summer 2001

Hidden and Dangerous 2

Target release date: To be determined

Torn

Target release date: Fourth Quarter 2001

Asheron's Call 2

Target release date: To be determined

Baldur's Gate II: Throne of Bhaal

Target release date: Summer 2001

Operation Flashpoint

BY JAKE THE SNAKE

Developed by Bohemia Interactive/Published by Codemasters

Target release date: April

PERHAPS BEST DESCRIBED as a broad simulation of a fictional war between the United States and the Soviet Union, Operation Flashpoint will enable you to carry a rifle in the infantry, don a ski mask in a spec ops unit, fly helicopters, and drive tanks, trucks, jeeps, and more. Gameplay in the preview version was an intense mix

of first-person shooting, tank and helicopter simulator, and squad-based strategy, with events happening outside of your control on the virtual battlefield. Though the controls were clunky and the graphics only functional, serious war gamers will want to target this title. **G**



The Dark Age of Camelot

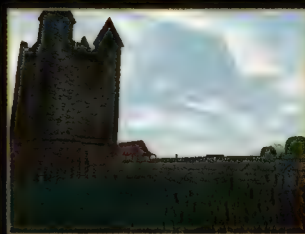
BY JAKE THE SNAKE

Developed by Mythic Entertainment and Abandon Entertainment/Published by Mythic Entertainment

Target release date: Summer 2001

KING ARTHUR IS dead and his kingdom of Albion (England) is under siege by the Celts of Hibernia (Ireland) and the Norse of Midgard. Based on the history and legends from England's Dark Ages, this massively multiplayer RPG will enable you to play as

either an English, Celt, or Norse character, each with their own character classes, including fighters, clerics, magicians, and rogues. Fighting alongside personages from the same region, you'll raid your enemy's land in search of their sacred relic, while protecting your own realm's relics. **G**



World War II Online: Blitzkrieg

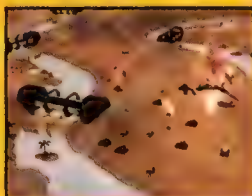
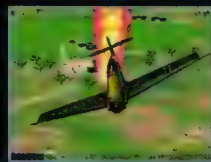
BY JAKE THE SNAKE

Developed by Cornered Rat Software/Published by Strategy First

Target release date: June

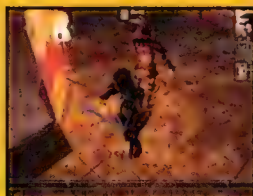
THIS FIRST "THEATER" of the World War II Online series will put you in the shoes of French, British, or German fighting men as you re-enact the Battle of France with or against thousands of other online gamers in a huge multiplayer environment. From a first-person view, you'll drive tanks, fly planes, fire

rifles, and man gun positions on ships. All weapons and vehicles will be historically accurate, such as the Spitfire, Panzer IV, British Bren gun, and more; plus, you'll gain rank and responsibility by completing missions on this perpetual battlefield. **G**



Steel Soldiers

Target release date: Summer 2001



Neverwinter Nights

Target release date: September



Buffy the Vampire Slayer

Target release date: To be determined



Train Simulator

Target release date: Spring 2001



Pirates of Skull Cove

Target release date: To be determined



PlaySmart

Maximize your video gaming fun by making the right purchasing choices based on knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at www.esrb.org or call 800/771-3772 for more information.



Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.



Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.



Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.



Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.



Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

Blade of Darkness

By Codemasters

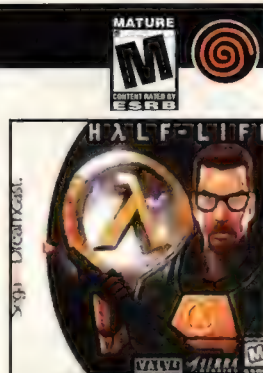
A fair amount of realistic gore, violence, and dismemberment make this hack-and-slash adventure game more than worthy of its Mature rating. However, Blade of Darkness does come with a parental lock option that can be used to disable the game's blood.



Half-Life

By Sierra

This adventure is like being in an action movie for adults—but is the stuff of nightmares for younger gamers. Realistic weaponry and shooting human and alien characters (both of whom bleed) from a first-person perspective, make it the equivalent of an R-rated flick.



Quake III Arena

By Sega

Scary monsters abound in this conversion of the PC hit. Rocket launchers and plasma rifles are used to shoot other players. The in-your-face, hunt-and-kill gameplay can be intense, and, though the action takes place in a sci-fi realm, the game will be unsettling to young gamers.



Quake III Revolution

By EA Games

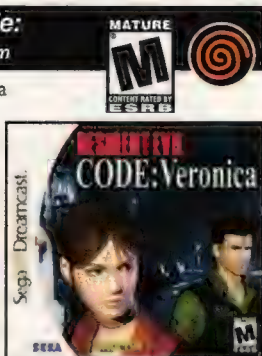
As in Quake III Arena, scary monsters abound in this PC conversion. You use rocket launchers—nailguns—and plasma rifles to shoot other players. And again, the hunt-and-kill gameplay can be very intense, and, although the action takes place in a sci-fi realm, the game is dark and violent, and may be unsettling to younger gamers.



Resident Evil Code: Veronica

By Capcom

Resident Evil Code: Veronica has a substantial amount of blood and gore. Most of the plasma that is spilled, though, is that of your adversaries, who consist of monsters, zombies, and other unreal creatures. However, once again, this one would be scary for the young folk.



Serious Sam

By Gathering of Developers

Serious Sam has strong lifelike violence, consisting mostly of realistic-looking blood spouting from characters when they're wounded or killed, along with indistinguishable body parts flying through the air when a character is blown up. The blood and body parts can be turned off, though, and replaced with gushing flowers.



Twisted Metal: Black

By Sony

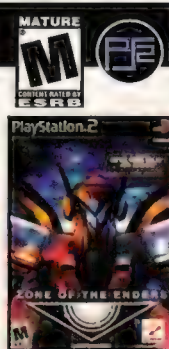
While the previous Twisted Metal car-combat games have been rated Teen for their slapstick/action-movie style chaos, the series' PS2 debut goes much further into dark territory. In addition to some gruesome, nightmare-worthy characters, cinemas, and imagery, TMB features pedestrians that players can run over. Definitely preview this one first.



Zone of the Enders

By Konami

Zone of the Enders is filled with mechanized mayhem during which buildings and other structures are trashed with almost no blood or gore. The included demo of Metal Gear Solid 2: Sons of Liberty, however, features splashing blood, gunplay, and hand-to-hand fighting, and is probably the reason that the overall package received a Mature rating.



Army Men: Air Attack 2
By 3DO

Army Men: Air Attack 2 is replete with animated violence (as are most of the games in this Army Men series). The carnage, nevertheless, occurs within a fantasy plastic toy world among toy soldiers, structures, and vehicles. Army Men: Air Attack 2 contains no blood or gore, and the only casualties in the game are made of virtual plastic.



Black & White
By EA Games

Although the violence isn't bloody, it may be disturbing to kids because of the lifelike presentation. You can pick up villagers and throw them to their deaths. When your creature misbehaves, you punish him with vicious slaps. Also, your cartoonlike creature will relieve himself onscreen.



Dead of Alive 2
By Tecmo

In Dead of Alive 2, in addition to the typical furious hand-to-hand fighting of your standard fighter, purchasers will find overt sexuality portrayed by the female brawlers. This is true in regards to some racy, revealing clothing and other attire that may not be appropriate for minors.



Evil Islands: Curse of the Lost Soul
By Fishtank Interactive

In Evil Islands, characters' arms, legs, and torsos turn red when hit, but blood doesn't spray or flow. Dead bodies are left in pools of blood, but such scenes aren't overly graphic because the game's virtual characters are small and your point-of-view is from relatively far away.



Lunar 2: Eternal Blue Complete
By Working Designs

In Lunar 2: Eternal Blue Complete, there's not really a lot of violence to speak of, save the entirely bloodless turn-based battles of your standard role-playing game. Some of the title's trash-talk, adult jokes, and risqué dialogue between virtual characters may not be appropriate for gamers of all ages.



MDK2 Armageddon
By Interplay

The Teen rating is due to cartoonish carnage and violence in the game. About the worst you encounter in MDK2 Armageddon is a six-legged dog with four Uzis taking out hordes of aliens who explode into green blood and chunks of exoskeleton. Also, every now and then, the bizarre humor tends toward farting and bathroom jokes.



Note: Some box art does not display the final ESRB rating.

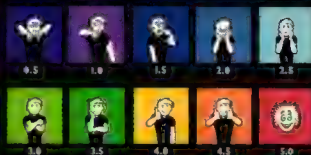
ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Blade of Darkness.....	M	Dr. Mario 64	E
Half-Life	M	High Heat Major League Baseball 2002.....	E
Quake III Revolution	M	Kirby Tilt 'n' Tumble	E
Serious Sam	M	Mario Party 3	E
Zone of the Enders.....	M	Mickey's Speedway USA	E
Army Men: Air Attack 2	T	Razor Freestyle Scooter	E
Black & White.....	T	Rumble Racing.....	E
Evil Islands: Curse of the Lost Soul	T	Snoopy Tennis	E
Lunar 2: Eternal Blue Complete.....	T	Star Wars Super Bombad Racing.....	E
MDK2 Armageddon	T	Trouballs	E
4x4 Evolution	E	Unison.....	E
All-Star Baseball 2002.....	E	Return of the Ninja.....	RP
AMF Xtreme Bowling.....	E	Toki Tori	RP

GAMEPRO EXPLAINED

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor; Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.



Graphics: Judges the overall artistic quality of the animation, cinema, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to...who knows?! Check out gamepro.com!



WHERE TO FIND THE ESRB 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. Below, we've circled this rating in a sample review box to help readers locate it throughout GamePro.



Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.



BY JAKE THE SNAKE

- Developed by Lionhead Studios
- Published by EA Games
- \$39.95
- Available now
- Real-time strategy/RPG
- 8 players (online)

ESRB	GRAPHICS	SOUND	CONTROL	FUN FACTOR
T	5.0	5.0	5.0	5.0

Black & White

BY CREATING A beautiful living world in which you can do almost anything—good, bad, or in-between—Black & White miraculously pulls you in and doesn't let go until you've sacrificed many hours of your life.

Fire and Brimstone or Loaves and Fishes?

After you rescue a child, a village begins to worship you as a god—but not the God. Their adoration gives you the power to cast miracles and influence events around their village. The heart of the game is expanding your influence by converting nearby villages with miracles—fireballs, lightning, rain, food, and more. Though the villagers go about their business, you can interfere as much as you want. Want to see how far you can throw a villager? Go for it. In your struggle with an evil god, Nemesis, you decide how quickly to proceed (by clicking on floating scrolls), so you can tinker with your villages as much as you like.



PROTIP: To convert a town, you may have to create a need. Steal their food and wood (or just burn their village store), then replace their loss.

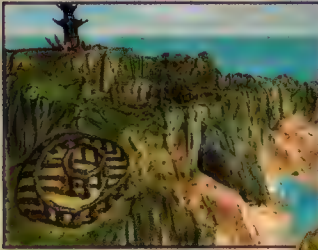
- Recommended System Specs**
- Windows 95/98/ME/2000
 - Pentium II 600 MHz
 - 128 MB RAM
 - 600 MB on HD
 - 8 MB 3D accelerator card with Direct3D
 - DirectX 7.0a and DirectX-7.0a-compliant sound card

Teach an Old Gorilla New Tricks

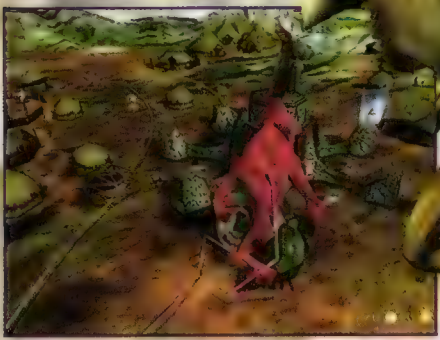
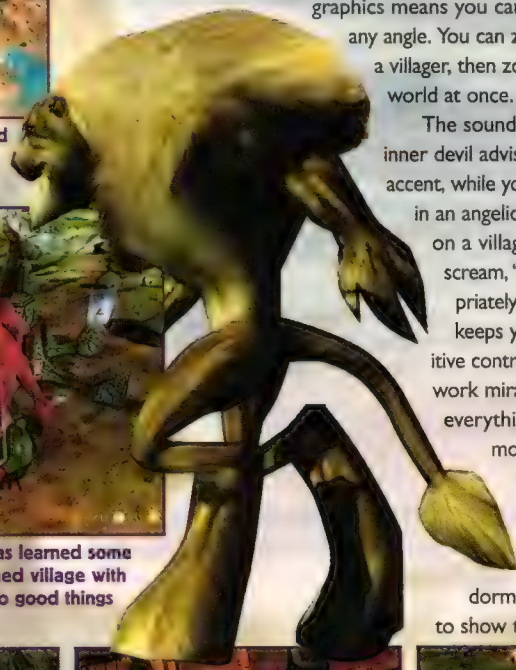
As if all this weren't enough, you have a giant creature—at first, a gorilla, cow, or tiger—whom you teach to be your physical surrogate. Thanks to impressive A.I., your creature grows incredibly smart and powerful depending on how you respond to his actions (by slapping or stroking), and it does some surprising things without your prompting.

Welcome to Paradise

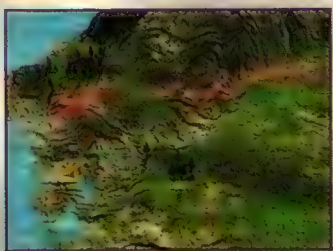
What makes Black & White so impressive is the feeling it gives of tinkering with a real world. The islands have forests of individual trees; oceans filled with fish; fields of cows and sheep; changing weather and daylight; while sleek graphics means you can view it all from almost any angle. You can zoom in to see the face of a villager, then zoom out to see the whole world at once.



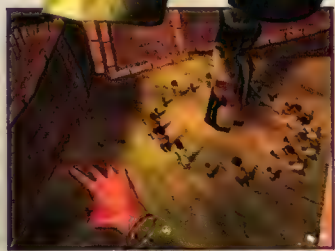
PROTIP: Build civic buildings and wonders to extend your radius of influence from a village.



PROTIP: Once your creature has learned some things, attach him to a nonaligned village with the Compassion Leash. He will do good things for the people.



PROTIP: You can go beyond your boundaries for a few seconds, so replant forests within your area of influence, then transfer the trees to your village.



PROTIP: Exploit whatever material advantage you have. If it's wood, build fields for food. If it's food, use it for worshippers so you can create miracle wood or forests.

The sounds are equally good. Your inner devil advises you in a tough Bronx accent, while your conscience chides you in an angelic lilt. If you toss a fireball on a village, the burning villagers scream, "I'm on fire," while appropriately soulful background music keeps you in a saintly mood. Intuitive controls make doing your godly work miraculously easy. Absolutely everything can be done with the mouse, including casting miracles by moving the mouse in one of many shapes.

So clear your calendar and dust off your dormant megalomania. It's time to show the people who's boss.



PROTIP: A mean way to convert a town is to ignite it with fireballs, then put out the fires with rain, impressing the villagers with your wrath and mercy.



PROTIP: In Skirmish mode, if you can't use a forest before an opponent does, burn it with a fireball.

GRAPHICS 5.0

Black & White is the best-looking RTS—if not PC game—yet. In seconds, you can zoom in to see the roots of an upturned tree or a villager kissing his girlfriend, then zoom out to see the whole mist-shrouded island at once.

SOUND 5.0

When you zoom in on a cow, you hear it moo. Cast a water miracle, and you hear a harp playing as water patters to the ground. Your inner-voices are always speaking to you, too—Evil with a tough Bronx accent and Good with an angelic lilt.

CONTROL 5.0

The control scheme is masterful. You can do everything from making villagers breed to slapping your creature, all with the mouse (not to mention panning and zooming the camera anywhere). The coolest touch is casting miracles by moving your mouse in a specific shape.

FUN FACTOR 5.0

Black & White is a huge, wonderful game that defies comparison to anything other than an incredibly complex Tamagotchi or a virtual ant farm populated with people. Even after many hours (which go by like minutes), you'll be amazed by the things you and your creature can do.



BLADE COMBINES THIRD-PERSON action and RPG elements into a potent mix that will satisfy your lust for adventure on the PC. Set in a fan-

BLADE OF DARKNESS



PRO TIP: Trip this spike trap Indiana Jones style! Hurl anything down the corridor, and pass by as it resets.



PRO TIP: Be sure to drink the special energy potion before going up against this mysterious knight.

tasy realm gripped by an evil power, Blade asks you to recover the Sacred Sword and...save the world. You pick a hero from four characters: Sargon the knight, Nagifar the dwarf, Zoe the adventurer, or the Conan-like warrior, Tukaram. Each has their own weapon specialties, and you need them all as you battle rogue knights, huge orcs, the undead, and many other creatures.

To the Hilt

Blade's basic combat controls are simple, but the complexities of fighting with sword and shield make them tough to master. Likewise, bow and arrow and throwing weapons, while fun, are hard to use effectively. A helpful lock-on system enables you to circle individual opponents easily, yet against multiple opponents, chaos reigns and melees often break down into button-mashing hack-fests. Moreover, the erratic game camera makes fighting in close quarters almost impossible. Still, Blade is enjoyable. The puzzle solving isn't complicated, as what you need to do is usually fairly logical.

The Look of Strength

The visuals show off impressively realistic lighting and topnotch texture maps that create intricate designs and seemingly authentic wood, stone, metal, and water. The audio effects, on the other hand, are sparse, while the music is weak. Despite the so-so sounds and demanding controls, Blade of Darkness is an entertaining action/adventure game where it pays to keep your wits honed and your sword sharpened. **G**



BY THE HUMAN TORNADO

- Developed by Rebel Act
- Published by Codemasters
- \$29.99
- Available now
- Action
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	4.0	4.0



PRO TIP: Run-of-the-mill enemies are easy to beat. Raise your shield (if you have one), wait for the attack, then counter quickly.

Recommended System Specs

Windows 95/98/ME/2000

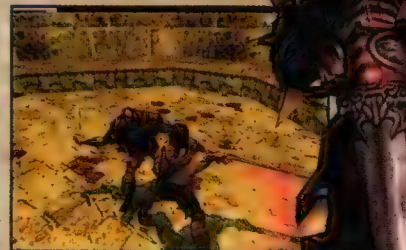
Pentium III 500 MHz

128 MB RAM

750 MB on HD

DirectX-8.0-compatible 3D graphics card with 32 MB RAM

16-bit DirectX-compatible sound card



PRO TIP: Forget two-handed weapons unless you have the strength to wield them properly.

UNLIKE THEIR CONSOLE-BASED brethren, computer role-playing games tend to take themselves too seriously. Not Evil Islands. But even with its amusing tongue-in-cheek style, Islands tells an intriguing, convincing story with beautiful graphics and an original gameplay style that other RPGs would do well to imitate.

The chosen one

You're a goofy guy named Zak who wakes up on a primitive island to find he doesn't know his own identity. Using a point-and-click interface similar to that of 3D real-time strategy games, you wander the island, initially armed with only a bronze knife. You find a Stone Age village whose animal-skin-clad populace thinks you are the Chosen One. Afraid to correct the villagers, you set off on many quests for them, battling goblins, orcs, ogres, wolves, trolls, dragons, and more as you get closer to discovering your identity.

EVIL ISLANDS

CURSE OF THE LOST SOUL

BEAUTIFUL BUT EVIL ISLANDS

Handsome 3D landscapes—viewable from nearly any angle and filled with rolling hills and nicely detailed objects—give Evil Islands a unique look and feel. Moving Zak and up to two comrades is simple and easy: Point and click. The combat system is equally simple—just click on the enemy you want to attack. What's more, you can sneak, run, or crawl to move past enemies, giving Evil Islands a level of control and realism that most RPGs lack. Enjoyable if somewhat silly dialogue and voice-acting keep you closely tuned to the story, which unfolds with many twists and turns and memorable characters. For a refreshing RPG that will satisfy all but the most blowhard dungeon hacks, take a trip to Evil Islands. **G**



PRO TIP: In areas with dangerous enemies, crawl to avoid being seen. Speed up time, so it doesn't take so long to travel.



BY JAKE THE SNAKE

- Developed by Nival Interactive
- Published by Fishtank Interactive
- \$39.99
- Available now
- RPG
- 6 players (online)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PRO TIP: When talking to characters, ask about everything you can to progress in the story. There are no dumb questions, even for a dragon.

Recommended System Specs

Windows 95/98/ME/2000

Pentium II 400 MHz

64 MB RAM

500 MB on HD

3D AGP accelerator card with 8 MB RAM

DirectX 7.0

DirectX-compatible sound card



PRO TIP: Sneak up on isolated enemies (ideally from behind) to fight them one at a time.



SERIOUS SAM



BY JAKE THE SNAKE

- Developed by Croteam
- Published by Gathering of Developers
- \$19.99
- Available now
- First-person shooter
- 16 players

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	4.5	5.0	4.5

Recommended System Specs
 Windows 95/98/2000
 Pentium III 500 MHz
 128 MB RAM
 300 MB on HD
 OpenGL-compliant 3D accelerator with 32 MB RAM
 Windows 95/98/NT/4/ W2K-compatible sound card

HORDES OF GREAT first-person shooters have thrilled gamers since Doom, but few have recaptured the frantic in-your-face mayhem of that groundbreaking game—until now. So put a bandage on your trigger-finger, boys, 'cuz Serious Sam has some of the most exciting and addictive blasting action in years.

DUKE WHO?

In the year 2104, mankind is under attack from monsters spawned from another dimension. In a last-ditch effort, Sam "Serious" Stone, Earth's greatest warrior, is sent back in time to Egypt, 3000 B.C., where lies an ancient technology. Yes, the story is canned cheese in a tongue-in-cheek way, but this game makes isn't trying to be high art and borrows unashamedly from classic shooters such as Doom and Duke Nukem (Sam Stone is a Duke knockoff, complete with hilarious one-liners and tank-top undershirt).

SPACE INVADERS: THE FIRST-PERSON SHOOTER

What makes Sam so fun is its cool arsenal and its ingenious mix of monsters, which requires different weapons and tactics: While you can easily fend off waves of screaming, bomb-carrying Beheaded Kamikazes (if you have enough shotgun ammo), throw in a few Bio-Mechanoids, which can hit you



PRO TIP: When you get across the pit on the Metropolis level, stand in front of it and dodge the Sirian Werebulls to make them fall in.



PRO TIP: First focus your fire on enemies that can hit you from afar, such as Bio-Mechanoids, but don't forget about the ones that hit when near.



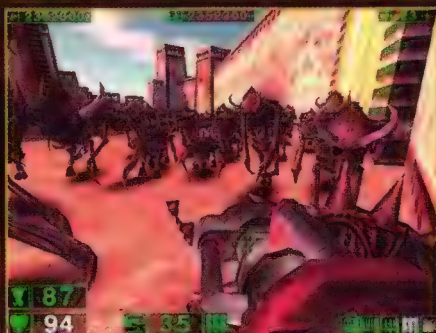
FIND OUT MORE ONLINE



PRO TIP: Unless they're accompanied by Krell Skeletons, use the single-barrel—not the double-barrel—shotgun against masses of Beheaded Kamikazes. It fires faster.



PRO TIP: Don't try to evade enemies by running past them. That just spawns more enemies, and you'll usually have to get rid of them all to open a door.



PRO TIP: When stampeded by Krell Skeletons on the Metropolis level, use the grenade launcher to thin their ranks—always dodge left or right as they jump at you.



PRO TIP: The minigun works great against flocks of harpies, and the double-barrel shotgun works great against handfuls of them.

at long range, and you're in for major trouble. It's actually funny to see what crazy situations you get into, such as facing down a deafening stampede of Krell Skeletons (Sam boasts more on-screen enemies than any other FPS yet). Though you'll often think, "How the H-E-double-hockey-sticks am I going to get out of this one?" Serious Sam never becomes frustrating, which is a major credit to its control scheme and overall design.

HAPPINESS IS A WARM MINIGUN

The graphics, sound, and controls also make playing Sam a joy. While the ancient Egyptian corridors and courtyards are generic and cubic, they're nicely detailed with wall paintings and ornaments, and are a cool environment for blasting madness. And the imaginative monsters move smoothly, even when dozens are onscreen. The weapon effects are the coolest, though: Blast a flying harpy with a double-barrel, and red-stained feathers float to the ground (note the game's Mature rating). The weapons sound great, too, as do the heavy guitar riffs. The shotgun rings your eardrums, the minigun whirrs, and the laser cannon sounds right out of Star Wars. The controls are dead-on as well, and the game is always an entertaining, even when you're being mauled.

Sam is a target you shouldn't miss, considering it costs only 20 bucks. Unless you're some Poindexter who wants a story with his shooter, get serious with Serious Sam.

GRAPHICS 4.0

The visuals are handsome and functional, but not mind-blowing. The ancient Egyptian courtyards and corridors are a fun setting for blasting madness, although cubic and generic. The coolest things are the imaginative monsters that swarm the screen and the deadly effects of your arsenal.

SOUND 4.5

Sam's one-liners will make you chuckle, even if they're "inspired" by Duke Nukem. The weapon effects keep the action intense, i.e., the whirring of the minigun, the shrill blast of the double-barrel shotgun, and the zap of the laser cannon. You'll hear the screaming of the Beheaded Kamikazes in your sleep.

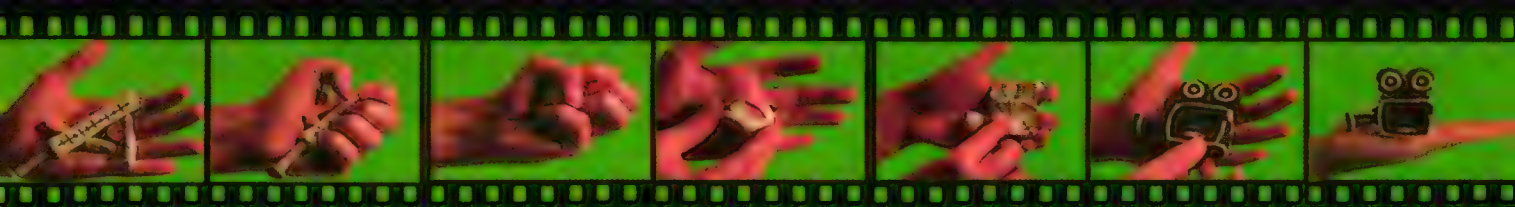
CONTROL 5.0

The dead-on controls make the game a joy to play—even when you're being mauled. You rarely need to jump, duck, walk, or do anything other than run and fire.

FUN FACTOR 4.5

Serious Sam has some of the most exciting and addictive shooting action in years. Sam is always challenging—you'll need totally different weapons and tactics to deal with different combinations of monsters—but the gameplay is never frustrating and always fun.





clay animation

MY ANTI-DRUG.



www.freevibe.com

PROREVIEWS

MICKEY'S SPEEDWAY USA

MICKEY AND FRIENDS are back in a portable form of Mickey's Speedway USA



PRO TIP: Avoid contact with other cars, unless you can cut completely in front of them.

for the Game Boy Color. You race across the country as Mickey, Goofy, Donald, Minnie, and others, picking up power-ups and tearing through breakneck curves in this kart racer that first appeared on the Nintendo 64.

The sharp, colorful graphics and responsive controls should remind gamers of the classic RC Pro-Am on the NES, which is definitely a good thing. The camera angle requires a little extra thought at the beginning but soon feels natural. Soundwise, there's nothing really to applaud or complain about. While the game itself is not unique or original on either platform, it delivers plenty of fun and replay value in a tried-and-true formula. **G**



BY UNCLE DUST

- Developed by Rareware
- Published by Disney Interactive/Nintendo
- \$34.99
- Available now
- Kart racing
- 2 players (link cable)

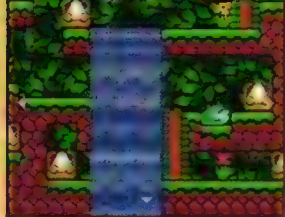


GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

PRO TIP: Travelling up and down ramps and hills changes your steering slightly, remember to straighten out to avoid the walls.



toki tori



PRO TIP: The eyeglasses let you see all challenges on the board, but you'll usually rely on trial and error to get past most levels.

CAPCOM'S TOKI TORI is a throw-back to old-school arcade platformers like Burger Time, but this new game adds strategy and unique special abilities to give it a fresh feel.

You play as a cute little bird trying to recuperate your eggs, which are strewn over 60 levels separated into four worlds. And while Toki Tori looks simple, the wide variety (and limited quantity) of your various special abilities quickly make the puzzles difficult to solve. Both sound and graphics are simple but cute, and the controls take a little time to grasp, but quickly become natural.

Toki Tori does a really good job of blending simplicity in design and gameplay with enough challenge and brain-teasing puzzles to make it enjoyable. **G**



BY UNCLE DUST

- Developed and published by Capcom
- \$29.99
- Available April
- Puzzle/strategy
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0



PRO TIP: When you see these little blocks, it's usually a clue to use your crate-dropping ability to create a stairway up to the next level.

KIRBY Tilt 'n' Tumble



PRO TIP: Explore! The point of the game is to collect stars, and many are off the main path.

AT THE VERY least, Kirby Tilt 'n' Tumble offers something unique. Fun, now that's a different matter.

By tilting the entire Game Boy, players roll the titular puffball around a series of airborne platforms in their quest to restore all the stars to Dreamland. In addition to navigating obstacle courses (think a digital version of marble mazes), you'll also play bonus mini-games like Kirby's Roll-o-Rama and Do the Kirby. The tilting control works great, but due to the reflective nature of the Game Boy Color's screen, moving the whole unit means your light source sometimes disappears. The tilt control is responsive, but even with clean graphics and decent sounds, Kirby Tilt 'n' Tumble comes off as a disposable novelty and not much more. **G**



BY BAD HARE

- Developed and published by Nintendo
- \$29.99
- Available May
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	3.0

PRO TIP: If you don't want to calibrate to the uncomfortable flat setting, head to the options and select the slightly more natural "GB" position.



Xtreme Bowling



PRO TIP: Unlike real bowling, you'll actually do best to throw straight down the middle at full power.

THE DEVELOPERS OF AMF Xtreme Bowling play to the Game Boy's strengths and even push the envelope a little without ruining an enjoyable visit to the portable lanes. AMF offers eight characters (each

of whom speak!) who bowl in practice, tournament, or two-player matches. Control is similar to that of golf games—position your bowler, aim your shot, then tap the power and accuracy meters at the appropriate time. The flip side to that simplicity is that the gameplay isn't too challenging—but then again, if you'd rather bowl on a Game Boy than risk it in real life, maybe a challenge isn't what you're looking for. With crisp graphics, efficient use of screen space, and a fast pace, this is bowling done right on the Game Boy. **G**



BY BAD HARE

- Developed by Vicarious Visions/Engine Software
- Published by Vatical Entertainment
- \$29.99
- Available Spring 2001
- Bowling
- 2 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.0



PRO TIP: Heavier balls require less power and can create more pin action upon impact.



PRO TIP: On this board, hit these lanterns before you climb on them to get over to the roof of the next building.

RETURN OF THE NINJA resurrects some of the glory of the great Shinobi and Ninja Gaiden to the Game Boy Color. You'll play as either Tsukikage or Sayuri, two ninjas who must return a stolen ancient scroll to prevent the land from falling into war. To do this, you'll have a wide array of deadly weapons and powers to aid you.

Graphically, Ninja is pretty bland, but the soundtrack is a simple yet effective set of Asian chimes and melodies that keep you into the game. Controls are easy to handle, enabling you to pull off such cool things as walking on water, flying and digging through the ground. Return of the Ninja is a good adventure with enough challenge to make it exciting all the way through. **G**



BY UNCLE DUST

- Developed and published by Natsume
- \$19.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0

RETURN OF THE NINJA



PRO TIP: Watch closely for hidden enemies that blend in to the background, like these crows hiding in the trees.

TROUBALLS



PRO TIP: When playing levels where balls are dropped from the top, keep stacking them by colors to avoid confusion.

CAPCOM'S NEW GAME BOY COLOR game, Trouballs, delivers tricky puzzles but doesn't hold up to other stellar puzzlers like Bust-A-Move and Ballistic. In Trouballs, you move colored balls with little ratchet-like mechanisms, switching positions and dropping them to the bottom of the board. Each stage is timed and requires precise planning or else you'll fail, which unfortunately, takes away from the fun of the game.

Also, the presentation isn't very interesting with Tetris-style backdrops and monotonous music that don't really keep you involved. The controls take a while to master as you get used to moving the balls around in different directions, but they are very simple otherwise. Trouballs is definitely a brainteaser, but it doesn't deliver long hours of fun gameplay like the rest of its genre. **G**



BY UNCLE DUST

- Developed and published by Capcom
- \$24.99
- Available now
- Puzzle/strategy
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.5	3.0



PRO TIP: You'll need to master this arrangement that clears six balls at once without accidentally clearing four, otherwise you won't get far.

SNOOPY TENNIS



PRO TIP: When serving, aim deep to the outside corner, then try to drill the return shot into the opposite corner for a quick win.

THE CONNECTION BETWEEN the Peanuts gang and tennis is murky at best, but lurking under this oddly used license is surprisingly solid tennis

game. Snoopy Tennis offers an impressive variety of

modes, ranging from standard tennis to squash to power-up silliness. There's no doubles action, but you can ace friends with a link cable, and the whole Peanuts crowd—Snoopy, Charlie Brown, Linus, Lucy, and more—hit the courts.

The controls feel slightly fussy at first, requiring too much precision when lining up shots on the Game Boy's small screen. A few practice rounds, though, and you'll nail it.

Solid graphics and decent but subdued sounds back up the enjoyable gameplay. Still, Mario Tennis has a lock on the Game Boy racket, but Snoopy's got enough game to be a close second. **G**

PRO TIP: When starting out, Sally's the best player to go with. Try to get her wicked cross-court shot into play.



BY AIR HENDRIX

- Developed by Mermaid Studios
- Published by Infogrames
- \$29.99
- Available now
- Tennis
- 2 players (w/link cable)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0



PRO TIP: Here's a cool aerial off a structure. Press B, A, and any direction simultaneously to jump onto a structure and grind, then hit B, A, and any directional to jump off the structure.

LIKE A GAME BOY, you can use a Razor almost anywhere. Ironically the hardest place to ride a Razor appears to be in a Game Boy game. Razor Freestyle Scooter takes an honest shot at the basics, presenting racing and stunts across seven levels; but it ultimately wipes out.

The gameplay overwhelms the graphics. The kids on Razors look alright, but the isometric overhead view is slightly constrained so that obstacles rush onscreen a little too quickly. This also cramps the controls, since busting the trickiest stunts requires energetic D-pad action, which obviously shakes the Game Boy screen enough to throw you off your game. Razor Freestyle is likely aimed at kids who don't own Razors. If you've got one, you'll have more fun ridin' not playin'. **G**



BY BROTHER BUZZ

- Developed by Crawfish Interactive
- Published by Crave Entertainment
- \$29.99
- Available now
- Skating
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.0	2.5



PRO TIP: You can rack up stunt points at the end of any level since there's a flat, uncluttered area there. Just continuously bust stunts even as you ride off the screen!



ZONE OF THE ENDERS



ZONE OF THE ENDERS is the finest mech-fighting game for the PlayStation 2 yet—which isn't saying much, considering its only competition is Armored Core 2. However, thanks to its simple controls, ZOE delivers on two fronts: as a mech sim, and an action/adventure game.

Young Man and a Mech

In ZOE, you're Leo, a youth who accidentally becomes the pilot of a giant mech—called a Jehuty—for a very long adventure. Instead of a mission-based approach, ZOE has you covering a large geographical area. Plus, you must revisit the same areas to obtain key items, defeat enemies, or collect pass codes that are, in turn, required to unlock items located in new areas or previously visited ones. At times, the game is more of a scavenger hunt.

ZOE's biggest hook is its emphasis on action instead of on mech maintenance and play techniques—and this is where the controls really shine. The interface is very user friendly, as various Jehuty functions are kept firmly in check...almost. The biggest blemish is sub-weapon maintenance that requires you to cycle through your

inventory until you find the desired weapon, something which can be a real finger-taxing pain in tight situations.

No Shrinking Violet

Yet, when fighting is required, ZOE kicks into overdrive with intense battles loaded with colorful special effects and arresting audio. You can engage the enemy in a variety of ways, with everything from a long-distance sniper rifle to close-in hand-to-hand tactics. Almost as challenging as the fights is damage control: Most areas are heavily populated cities and suburbs—albeit mostly shrouded in darkness—and you're penalized for building damage and lost civilian lives.

Taking back seat to the action sequences is an elaborate narrative that develops via frequent cut-scenes and dialogue between the youthful pilot and ADA, the Jehuty's on-board computer. Although ZOE's anti-violence theme is a welcome one, the message feels forced as it's hammered home to the point of annoyance. Excellent voice talent helps flesh out the various characters, but the repetitive techno-pop music score quickly wears thin.

Z.O.E. Is Good To Go

Despite its flaws, ZOE is well worth playing for action and mech fans alike. Once you get past the preachy themes, you'll quickly be immersed in this Zone of intense combat and hi-tech weapons...while the included Metal Gear Solid 2 demo doesn't hurt the overall package. **G**

Note: As said, Zone of the Enders is packaged with a playable demo of Metal Gear Solid 2: Sons of Liberty. For more on MGS2, please see the E3 PlayStation 2 section in this issue.



BY MAJOR MIKE
 ■ Developed by KCEJ West
 ■ Published by Konami
 ■ \$49.99
 ■ Available now
 ■ Action/adventure
 ■ 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PRO TIP: Before collecting an item, throw out a Geyser orb, as enemies could be waiting to attack as soon as you go for it.



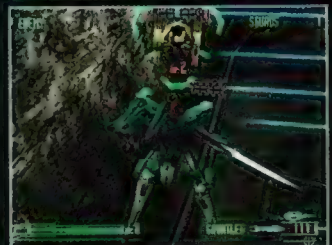
PRO TIP: When defusing bombs in the later stages, clear nearby enemies first. If you try to deactivate a bomb while under attack, your enemies will shoot it, and cause significant damage.



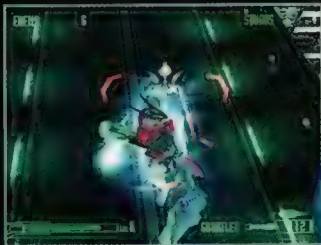
Zone of the Enders is loaded with in-game cut-scenes, which isn't always a good thing.



PRO TIP: Against the boss at Park 1, drop a decoy whenever it fires a lock-on blast, then get near its head and repeatedly blast it.



PRO TIP: When fighting a Raptor with a protective shield, fire at it from a distance, then inflict punishing physical blows when in close.



PRO TIP: To minimize structural damage when fighting in populated areas, grab enemies and pull them away from buildings.



GRAPHICS 4.0

Zone of the Enders delivers slick, detailed visuals and flashy special effects. Its only drawbacks are an abundance of jagged edges, draw-in, and fog.

SOUND 4.0

Excellent sound effects highlight the audio track, and the various character voices are backed by well-cast talent. The effects combine with a repetitive techno-pop score.

CONTROL 4.0

Moving your Jehuty around is mostly a breeze. The most demanding—and, at times, frustrating—aspect is the cumbersome sub-weapon selection process where it's impossible to choose immediately the weapon you want.

FUN FACTOR 4.0

Zone of the Enders is an enjoyable action title that's easy to pick up and play. If you can get past the preachy narrative and dialogue, you'll be immersed in intense combat and cool weapons.



BY DAN ELEKTRO

Developed and published by

Electronic Arts

\$49.99

Available May

Racing

2 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



NASCAR RUMBLE ON the PlayStation was a woefully underappreciated game; the arcade gameplay rocked, but its jacked-up, light-hearted take on stock car racing never really found its audience. Revenge, it seems, is sweet: Rumble Racing loses the license, adds the power of the PS2, and floors the formula all the way to hot-rod heaven.

Tony Hawk With a Turbocharger

Rumble Racing combines the high-flying fantasy tracks of San Francisco Rush with the kind of midair stunts you might find in a skateboarding game: Barrel rolls, backflips, and corkscrew twists can yield massive speed boosts. From stunts to obstacles, there's always something active to do in this racer.

The game's 35 vehicles range from sporty coupes and rally compacts to Hot Wheels-style jet cars and a pickup that has spaceship engines in the flatbed. And they all get workouts on 12 circuit tracks chock full of shortcuts, jumps, and secret paths—plus three special stunt courses designed purely for maniacal moves. After you strut your stuff in enough races and challenges, you get to stuff your struts with cool car upgrades.



PROTIP: If a hazard pops you up in the air, hit R2 and quickly turn it into a stunt opportunity. You're airborne anyway, right!



PROTIP: At the very start of Passing Through, head to the left for a dirt road while the pack sticks to the asphalt. It leads to a high-flying alternate route that ends through a waterfall!



PROTIP: Move to the right lane at the start of True Grits. Watch for the Rumble signs on the grass and crash through them for a shortcut straight to the truck stop.



PROTIP: Backward flips always score higher stunt points and more turbo than forward ones.



PROTIP: If you take the train shortcut on So Refined, keep your wheels between the two tracks for maximum speed and minimum obstacles.



PROTIP: Shortcuts are usually marked with billboards. But you may want to save them for your last lap, because the computer will try to take the shortcuts after you reveal them.

Trunk Full o' Goodies

Rumble's high frame rate affords an awesome sense of speed, while its clean and colorful textures give the cars a gorgeous sheen. The upbeat rock/country/light techno music never gets in the way, while announcer Jess Harnell's (*Animaniac's* Wakko) funny and unusual quips sound appropriately fresh (though not everyone will appreciate them). Smooth analog response aids the simple, straightforward controls—it's a pick-up-and-play dream.

The computer A.I. forces you to fight for the lead without resorting to cheesy tactics—and if opponents see you take a shortcut, they'll attempt to follow it on the next lap. Cool power-ups like high-traction flaming tires, a glowing ramming shield, and the almighty twister keep the game surprising. The two-player split-screen mode—which doesn't suffer from any slowdown whatsoever—includes a co-op mode, so you and a friend can drive on the same team against the pack.

A New Lease

Rather than NASCAR Rumble's second coming, Rumble Racing represents its second chance. Whereas last year's model got lost in the shuffle, the sequel powers to the front of the pack with killer looks and addictive, inviting gameplay. Sim freaks need not apply—Rumble Racing is pure, unapologetic arcade goodness. **G**



PROTIP: The closer you can stay to a tornado after you launch it, the longer it will wreak havoc.

GRAPHICS 4.5

Richly detailed tracks and cool-looking fantasy cars give Rumble Racing the gaming equivalent of a flame paint job—flashy, clean, and fun. The smoke and fire effects kick butt, too.

SOUND 4.5

High-octane music, from country to rock, keeps the audio revving. Jess Harnell's off-the-beaten-path commentary will either thrill you or annoy you—there's no in-between. At least it's different.

CONTROL 5.0

Power-ups are easy to launch; combining rear-fire weapons with rear view works surprisingly well. Analog steering is there for technicians, but drivers who prefer to tap around corners with the directional pad will be happy, too.

FUN FACTOR 5.0

No NASCAR? No problem! Rumble Racing works better as a hot-rod game anyway, and the best gameplay bits of the first title are well represented in the second. This is arcade racing at its finest.



USUALLY WHEN A game is kept under wraps until right before it's released, you can bet that it blows...so it's really strange that EA Games didn't hype Quake III Revolution at all. This fine port of the classic PC shooter can stand proudly alongside TimeSplitters as one of the PlayStation 2's top guns.

Gladiators Of the Future

Quake III Revolution's story—you play as a gladiator/slave fighting for freedom—is utterly irrelevant to the classic first-person-shooter carnage that drove the PC original to stardom. The frantic combat is wicked fast and packed with addictive, exciting action that heavily favors quick reflexes and itchy trigger fingers over deep strategies. Quake III Revolution definitely isn't for kids, earning a Mature rating for its sizable servings of blood and gore.

The one-player game is structured like a tournament as you battle through 36 levels, tackling objectives—frag limits, capturing flags, etc.—in battles against bots. The multiplayer side sizzles with two- to four-player split-screen action, a speedy frame rate, and a hefty selection of modes that range from Team Deathmatch to Capture-the-Flag. The eternal load times really drag down the action, though.

Quake III Revolution's controls are well tuned for console players, despite suffering from two inexcusable sins: There's no USB keyboard/mouse support, and you can't custom-configure the controls, though the game does have a good variety of preset controller layouts. Still, the dual-analog sticks perform admirably, and EA supplied some nice aiming aids for newbies.

We Who Are About To Frag...

Visually, EA went with fast over flash as Quake III Revolution's action blasts past you at blurring speeds. The workmanlike environments and player models won't dazzle you—especially if you've seen the PC version shine on a high-end machine—but they're no eyesore, either.

As for sound, Quake III Revolution's thunderous weapon effects, particularly the deafening rattle of the new chaingun, really intensify the combat. Ferocious techno and an announcer (a shameless clone of Mortal Kombat's commentator) keep the gladiator atmosphere alive.

Blood Sport

If you've had your fill of Quake III on another platform, you can safely pass on Quake III Revolution without missing anything revolutionary or new. But if you're looking for a pulse-pounding PlayStation 2 fragfest, Quake III Revolution's fray is well worth entering.

BY AIR HENDRIX



- Developed by Bullfrog/id Software
- Published by EA Games
- \$49.99
- Available now
- First-person shooter
- 4 players (with multimap)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.5

Q U A K E III R E V O L U T I O N



PRO TIP: In Place of Many Deaths, get the flag and back into a corner where you have a good view, then camp until your minute's up.



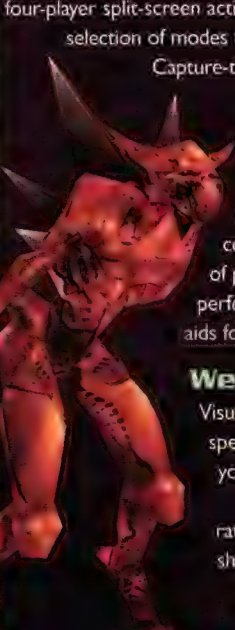
PRO TIP: If a level seems curiously empty in the one-player game, check your six because the A.I. loves to sneak up behind you.



PRO TIP: No matter how hard you're concentrating on aiming, never stand still—it's the best way to get yourself fragged.



PRO TIP: The most important tactic is circle-strafting. Strafe in a circular pattern centered on your target to unload on the opposition while minimizing your damage.



PRO TIP: In the Temple of Pain map, use the jump pads next to the railgun pick-up to find a perfect sniper roost with a view of the main arena.



PRO TIP: The railgun is the perfect sniper weapon. Find a protected perch, zoom in, and fire away.



GRAPHICS 4.0

One word: fast. Even the four-player action streaks across the screen, but the decent levels and player models won't exactly make your jaw drop.

SOUND 4.5

Quake III Revolution's awesome weapon effects steal the audio show—which is welcome news in a combat game. Driving music and a melodramatic announcer set the perfect mood.

CONTROL 4.0

Grrr...no mouse/keyboard support, no customizable controls, and, fortunately, no problem. The dual-analog controller handles the action smoothly and responsively.

FUN FACTOR 4.5

An excellent port of the PC classic, Quake III Revolution delivers thrilling first-person combat and enough exciting multiplayer mayhem to stand next to TimeSplitters in the PS2 hall of fame.



BY DAN ELEKTRO

■ Developed by Terminal Reality
■ Published by Gathering of Developers
■ \$49.99
■ Available now



GRAPHICS



SOUND



CONTROL



FUN FACTOR



PRO TIP: Use the right kind of tires for each track. Break out the studs for ice and snow!



PRO TIP: Swing wide to the right before passing through Checkpoint 2 on Arizona for a better exit line.



PRO TIP: On Salvage Wasteland, make a hard left after Checkpoint 4 and dodge the junkers in the hills for a crucial shortcut. Miss it, and you lose.



PRO TIP: Block out opponents behind you when possible. It often results in a beneficial nudge from the rear.

WITH ATV OFF-ROAD

Fury, Smuggler's Run, and Wild Wild Racing already out for the PS2, you'd have to have a really impressive off-road racer revving up to compete, right? That said, the PS2 port of 4x4 Evolution is impressive... just not *really* impressive.

DOIN' IT IN THE DIRT

4x4 Evolution features real-world trucks and sport-utility vehicles from Ford, Toyota, Nissan, GMC, and many more manufacturers, all spit-polished, shiny, and ready for you to get them messy on snow, mud, sand, and gravel tracks. As you win races, you earn cash to upgrade your vehicle—and these upgrades are real parts that real off-road racers really use. Luckily, if you don't know what a lightweight axle girdle is or why you'd want it on your Xterra, the game informs you before you install it. Similarly, as you tweak your truck for each race, the game can advise you as to why and how you would want to choose new tires or adjust steering response. It's these kind of details that help 4x4 Evo strike a satisfying balance between simulation racing game and arcade speedfest.

RETREAD

When it comes to gameplay, however, the PS2 version is essentially the same game as the Dreamcast version, minus the Internet racing. The graphics have been given a boost—the trucks are a bit more detailed now—but horizon draw-in and noticeable texture popping take a little luster from the game's look. Besides, it's downright distracting to see those rolling hills actually roll in during two-player split-screen games. Sonically, the game features good engine noises and some cool gravel sound effects, but the generic rock-loops come off as weak. You'll have no trouble with the controls, however, which respond admirably on the tough terrain.

TO HILL AND BACK

It's a minor drag that the replay doesn't record the whole race, either—just a portion of the last lap driven. Still, real-world car details, challenging A.I., and a nice upgrade system make 4x4 Evolution worth checking out, especially if you're an SUV fanatic in real life.



PRO TIP: If you fall too far behind, it's often better to restart the race rather than fight the A.I.



PRO TIP: Horsepower is key for your first vehicle: e.g., the Toyota Tundra SR5 Access Cab. Upgrade the flywheel for even better performance.



PRO TIP: Track-specific environmental hazards abound, but some are scripted. Learn to avoid or use them to your advantage.

GRAPHICS 4.0

Some minor texture troubles mar an otherwise beautiful game. The super-accurate trucks and SUVs look like they just rolled off the assembly line.

SOUND 4.0

Hard rock and big-beat loops are a bit generic and disposable, but they don't clutter things. More interesting is the sound of gravel smacking against the car's undercarriage—nice touch.

CONTROL 4.0

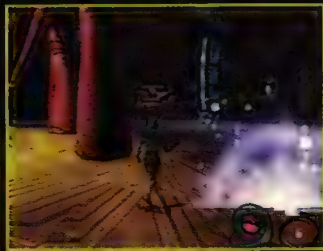
The game's analog control feels smooth and responsive. Being able to tweak technical things like oversteer makes the controls all the sweeter for sim fans.

FUN FACTOR 4.0

For better or worse, 4x4 won't show up on some people's radar. It's a balanced game with good execution, yet isn't spectacular enough to cause a big splash. 4x4 is worth at least a rent.



PRO TIP: To get through the Garden, assemble a Leaf Blower from a Hand Dryer and a set of pipes from the bathroom disaster, then blow your enemies into the grip of the giant plant.



PRO TIP: As Kurt, the best way to eliminate these dudes with the homing energy cannon is to get behind an obstacle; most often, you'll be able to snipe them while their gun harmlessly blasts away at the blockage.



PRO TIP: The Dual Shock 2 is your friend! Set the controls to use both analog sticks: the left one to run and strafe, the right one to look.

THE BIGGEST HURDLES that faced Dreamcast MDK2 players were frustrating controls and the occasional ridiculously hard level. The PlayStation 2 version changes all that by offering four difficulty levels and a whole slew of new control schemes to fool around with. Other than that, the virtual song remains the same.

PAINT IT BLACK

While the game's frame rate tends to clunk and enemies aren't particularly polygonous, its graphics are highly stylized. MDK2 is loaded with beautifully animated, whacked-out characters; organic level designs; and vast chambers that seem to stretch out for miles. The soundtrack is solid, too, with a steady dose of speed-techno and great sound effects, along with funny, well-acted voices.

MDK2's biggest strength lies in its diversity. While playing, you switch between three characters, with each offering a unique gameplay experience. Main über-hero Kurt's levels play out like a sleek platform shooter; Max's (the six-legged dog) sections are insanely fun, quadruple-Uzi-wielding fragfests; and as Doc, you shift your mind into puzzle mode, finding and combining items in strange ways.

The funky controls take some getting used to, but once your mind finally clicks with them, you'll be pulling off amazing aerial acrobatics (and wondering why more games don't follow in MDK2's footsteps). Doc is the only weak link in the chain: His inventory system is confusing, and the not-particularly-agile old man is required to make an awful lot of frustrating platform leaps.

PASS THE AMMO

No, MDK2 Armageddon isn't going to bring on the end times. If you've played it through on the Dreamcast, there's no need to revisit it on the PS2. If you've never given the game a go, this is your chance to check out a bizarre, great adventure without all the frustrating ergonomic baggage. **G**



BY STAR DINGO

- Developed by Bioware
- Published by Interplay
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5

MDK2 ARMAGEDDON



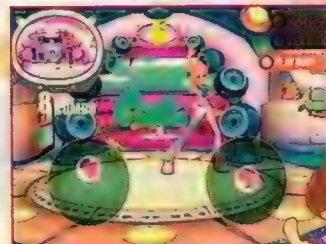
PRO TIP: When playing as Max, don't worry about conserving ammo. There's usually plenty of Uzi lying around, and they frequently regenerate.



PRO TIP: In Max vs. the Giant Sphere, take out the glass caps first to stop bullets, then hover above the refueling station dodging light shafts while shooting.

UNISON

Rebels of Rhythm & Dance



PRO TIP: Practice building those combos before going on live—you'll receive more points and a better grade.

THE DANCE FLOOR has never looked so dismal. It's 200 years in the future and the ruling dictator has banned all forms of dancing. To prove that doing the jig is good for the soul, three spunky girls form a group named "Unison" and hijack the airwaves to show the world that moving your feet to the beat isn't half bad.

Don't expect Unison to be anything like other dance games. Its most distinguishable feature, which is also the game's low point, is the control. Using both analog sticks, you must move in particular directions to make your character dance. With no cues, this "dancing" is more memorization than following a beat, which makes Unison frustrating. The cutesy visuals, however, may put a smile on your face, while decent music pays homage to tunes from the '70s, '80s, and '90s.

That's not enough to swing to this awful routine, though—you'll never be in sync with Unison. **G**



BY FOUR-EYED DRAGON

- Developed and published by Tecmo
- \$49.99
- Available now
- Dancing
- 3 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	1.5	2.0



At least Unison features some cool tunes, like a remix of Naughty by Nature's O.P.P.

STAR WARS SUPER BOMBAD RACING



PRO TIP: Master the timing of your jumps so you can gather tons of power-ups and find extra shortcuts.



PRO TIP: You'll need to memorize track layouts because there are plenty of blind turns.



BY UNCLE DUST

- Developed and published by Lucas Learning
- \$49.99
- Available now
- Kart racing
- 4 players (with multimap)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	4.0

THE STAR WARS universe gets cute with the big-headed, power-up-filled flying-kart racer, *Star Wars Super Bombad Racing*. It's a silly, enjoyable ride...unless you're one of those fanatics who take the *Star Wars* films a little too seriously.

MESSA TINKIN' DIS GAME BOMBAD

In this *Star Wars* take on the kart-racing genre, you find the usual suspects—Jar Jar, Yoda, Anakin, and Queen Amidala—plus some quite menacing-looking, big-headed racers, such as Darth Maul, Boss Nass, and Sebulba. While *Bombad Racing* is replete with conventional power-ups and a battle mode, it definitely has some special aspects: In Race mode, contestants glide across nine crazy tracks—each based on *Episode I* locations—using their jumping abilities to explore new levels and find shortcuts. The controls make this game both unique and a little frustrating as you sometimes bounce and float out of control just when you need to make a big move.

The game uses its *Star Wars* license well, creating hilarious character designs and several graphically impressive levels (like the Droid Control Ship and Otoh Gunga). The soundtrack offers a hilariously super-deformed version of *Episode I* tunes, accompanied by silly sound effects and ridiculous taunts.

THE FORCE IS SILLY WITH THIS ONE

Those who study *Episode I* for the meaning of life, may find this take on *Star Wars* a little grating, but *Super Bombad Racing* offers enough challenge and replay value to be a good party game for younger *Star Wars* fans. **G**



PRO TIP: Jump when stuck in traffic. You'll land on your opponent and slow him down.



If you're lucky, you'll see Obi-Wan breakdance after a win. You go, Padawan!



WHILE THE OTHER *Army Men: Air Attack* games for the PlayStation and Nintendo 64 barely took off, the much-improved PlayStation 2 version flies mighty high with spectacular visuals and improved gameplay.



PRO TIP: Find bonus plastic by destroying objects like this ghost statue.



PRO TIP: In Mission 19, you can't destroy Von Belge. Instead, push him with your helicopter to the area where the switch is located, then fly away. He'll stay there, so you can complete your objectives without being hassled.

More Sweat in Training...

In *Air Attack 2*, you fly five fully loaded gunships, including a Chinook and Apache, to complete missions that, hopefully, will break the Tan army's front once and for all. You seek and destroy enemy factories, and rescue captured comrades in eye-popping environments like a flower bed and a Halloween theme-world. Even the helicopters shine with great details, while fiery explosions and enemy strongholds add colorful dazzle to each level. The only downer is the game's sluggish frame rate when the onscreen action gets hectic.

Gameplay has been greatly refined since previous *Air Attack 2* versions. You'll use the winch utility more often to pick up power-ups, attack enemies with tethered objects, or throw items at foes. There are also bonus levels and hidden copter capabilities, plus smooth cut-scenes recount a deeper story line.

...Less Suffering in Combat

The controls are the same as in other *Air Attack* games: simple and easy to learn. The intuitive analog steering keeps flying stable through heavy fire-fights, so, with your powerful artillery's auto-targeting, you decimate ground and air Tan forces at will. Add in booming sound effects and a star-spangled orchestra, and this Green army wings its way to victory.

If you're looking for action-packed combat-shooting in the skies—plastic style—sign up for a tour of duty with *Air Attack 2*. You won't be disappointed. **G**

ARMY MEN AIR ATTACK 2



BY FOUR-EYED DRAGON

- Developed and published by 3DO
- \$49.99
- Available now
- Action
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0

PRO TIP: Don't collect the power-up shown here! It's Dementia, which temporarily reverses your controls.





NINTENDO 64 PROReviews



BY FOUR-EYED DRAGON

- Developed by Hudson Soft
- Published by Nintendo
- \$59.99
- Available May
- Board game
- 4 players



GRAPHICS

SOUND

CONTROL

FUN FACTOR



MARIO AND COMPANY once again turn the doomed N64 into the star of the party with this third installment of the plumber's fantastic board game.

DID SOMEONE SAY, "TENNIS"?

Mario Party 3 continues in the vein of its predecessors, as four Mario World characters duke it out on a virtual board, collecting coins and stars, and, of course, playing tons of mini-games. In fact, the game has 70 new and hilarious minis, which consist of four-on-four, three-on-one, two-on-two, and one-on-one challenges. Plus, this Party comes with eight characters to choose from, including Mario Tennis veterans, Waluigi and Daisy. While you can play the game in single-player mode, you're better off with three friends—especially when the mini-games have you defying each other. The easy controls demand perfect timing with button presses and analog steering.

PARTY HEARTY

The simple visuals and cutesy sounds haven't changed. Five playing boards are painted according to colorful themes, with plenty of ground to cover while searching for hidden stars. The characters and mini-games are well-crafted though a little sparse. Surprisingly, aside from the annoyingly repetitious character voices, the music on each level is soothing and fits the game's themes perfectly.

Don't throw out your N64 yet—Mario Party 3 is one of the last and best games you can play on the system.

It will definitely get things started at any party!

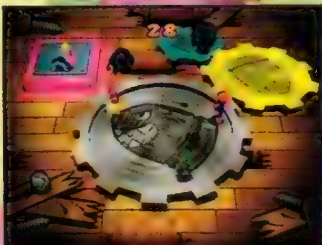
PROTIP: If you lose sight of the chicken in Fowl Play, just follow the footsteps.



PROTIP: In Hand, Line, and Sinker, hold down the stick for precise casting.



PROTIP: In Eatsa Pizza, eat the pizza in a zigzag manner from end to end—you're guaranteed to eat more without leaving any crumbs.



PROTIP: To avoid falling objects, watch the shadows for advanced warning of where they'll land.



PROTIP: When it's every Mario character for himself, as in Ice Rink Risk, jump on the heads of your opponents to slow them down.

GAMING ADDICTS WILL get more than their puzzle fix with Dr. Mario 64, a highly addictive 64-bit upgrade of the SNES title. Dr. Mario requires more skill and patience than the usual Tetris knockoff, as you must form one- or two-tone tablets into similar-colored patterns to obliterate onscreen viruses.

Sure it sounds simple, but you have very little room for error—one false move may need several pill drops to rectify, or may quickly result in a pileup that flat-lines your game.

As in most puzzle titles, Dr. Mario's gameplay is key, which is a good thing because no one is likely to be overwhelmed by the game's sights and sounds. Flat visuals do a passable job, but innocuous sound effects are coupled with obnoxious music that's best silenced. Fortunately, the simple yet dead-on controls react perfectly and never make the game unintentionally frustrating. N64 puzzle players who have played Pokémon Puzzle League to their wits' end will find Dr. Mario to be great CPR for their waning system.



BY MAJOR MIKE

- Developed and published by Nintendo
- \$29.95
- Available now
- Puzzle
- 4 players



GRAPHICS

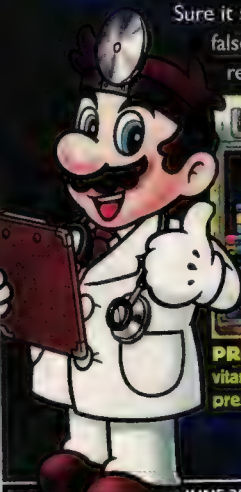
SOUND

CONTROL

FUN FACTOR



DR. MARIO 64



PROTIP: Try to squeeze the megavitamin tablets into narrow areas by pressing A or B.



PROTIP: Although time is of the essence in a multiplayer game, set up some combos to slow down your opponents.



BY DAN ELEKTRO

Developed by Valve/Gearbox/Captivation
 Published by Sierra
 \$49.99
 Available now

First-person
 action
 1 player

GRAPHICS SOUND CONTROL FUN FACTOR

5.0 5.0 4.5 5.0

HALF-LIFE

OVERHAULED, OVER-ACHIEVING, and way over its deadline, Half-Life has finally arrived on the Dreamcast. Was the console port of a first-person PC masterpiece worth the wait? Absolutely—in fact, doubly so.

EXTRA LIFE

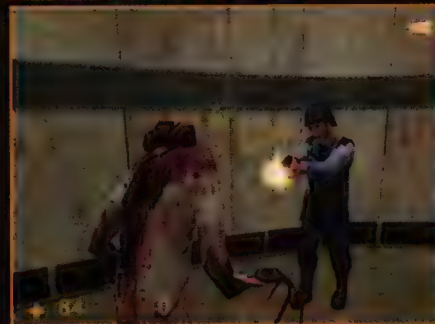
Half-Life on the Dreamcast is actually two games in one: the original PC adventure, wherein scientist Gordon Freeman tries to escape from an alien-infested, half-destroyed underground lab; and Blue Shift, in which lowly security guard Barney Calhoun finds himself trapped in the same situation elsewhere in the facility, facing his own set of headaches. There's no multiplayer mode, but with two lengthy single-player scenarios, you're looking at many hours of intense gameplay.



PRO TIP: Inspect all rooms for the sticky-tongue ceiling monsters, especially areas that contain lookalike poles or bridge cables.



PRO TIP: Always reload manually when you're in safe areas. Don't wait for your gun to auto-reload or you'll find yourself in a jam fast.



PRO TIP: Whenever you're traveling with a security guard, let him shoot as many enemies as possible. Guards have good aim and unlimited ammo—but you'll still need to protect them.

FEAR THIS

Oh yes, it's intense. All the creeping paranoia of the PC original has been perfectly preserved. Make no mistake: You will jump when a crab-like face-hugger leaps out at you from the darkness of a ventilation shaft. You will yelp like a schoolgirl when a slimy alien suddenly materializes and shoots green electricity at your head. You'll truly be sucked in from the opening credits on, and it's a gory, slimy, bloody, M-rated journey most of the way.

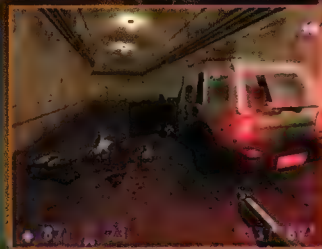
The believable hi-res surroundings offer logical puzzles that are always in context. Thanks to the revamped player models, the game actually looks better than the PC version, especially through a VGA box. A foreboding musical score, very sparingly used, keeps you in the horror-movie atmosphere. The excellent voice-acting conveys believable emotions, from terror to sarcasm. Little touches like functional world objects and idle chatter between computer characters give Half-Life more sheer personality than most games, let alone other first-person shooters.

ONE HALF-LIFE TO LIVE

Only the controls represent a compromise. They're completely customizable, and the controller responds quite well, but there are just so darned many things to keep track of (flashlight, reload, crouch, alt fire, etc.) that you're bound to make game-ending mistakes. If you don't opt for a keyboard and mouse, you'll be fated to juggling double-assigned controller buttons. In truth, the game really does make the best of a messy situation—don't let it deter you from your one and only chance to play this fantastic port and the all-new Blue Shift on the Dreamcast. **G**



PRO TIP: Never underestimate the power of a crowbar. Not only is it the best thing for busting crates, but it's a darned good melee weapon.



PRO TIP: Near the beginning of Executive Freight in Blue Shift, pop the SUV's trunk for some hidden shotgun shells and a health pack.

GRAPHICS

5.0

Who knew concrete could look so attractive? The whole game has been tailored to take advantage of the Dreamcast's visual strengths, down to rebuilt player models. The wasted lab (and what lies beyond) looks incredible.

SOUND

5.0

Not to take away from the sporadic, tense music stings and excellent voice acting, but it's often the skillful absence of music and human voices that makes Half-Life so damned scary. The dull thud of footsteps in an air duct can give you goosebumps.

CONTROL

4.5

PC veterans will be happy to hear that keyboard and mouse control is as wide-open as they'd expect—but the overloaded standard controller, despite its comfort and excellent response, will take some wrangling. It's not bad, just complex.

FUN FACTOR

5.0

The narrative tour de force that is Half-Life can still scare the bejeezus out of even the most jaded first-person-shooter fans—and the Dreamcast-exclusive Blue Shift lives up to the Half-Life legacy. Own this!





BY JAKE THE SNAKE

- Developed and published by Acclaim Sports
- \$49.99
- Available now
- Baseball
- 4 players

GRAPHICS SOUND CONTROL FUN FACTOR



Welcome to the Big Leagues

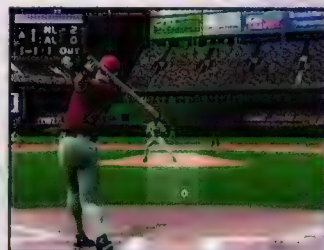
PLATFORM PlayStation 2



SPORT Baseball



WITH AMAZING GRAPHICS and an obsessive attention to detail, All-Star Baseball 2002 comes closer to re-creating America's favorite pastime than any other console game ever has—and it's darn fun to play, too.

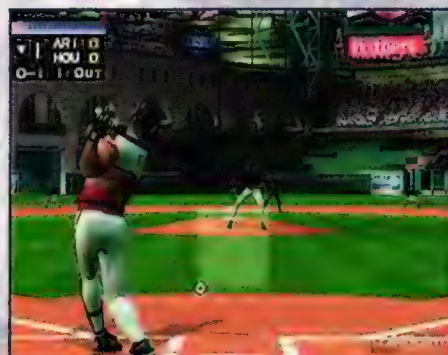


PRO TIP: Sliders that break low and away are usually good for at least one strike per at bat.

Take Me Out to the Ballgame

All-Star Baseball was one of the best console baseball series, but it's amazing how much Acclaim Sports' two years of development on the PS2 has added to the series. Perhaps only Madden 2001 more faithfully represents its sport.

While you get professional-quality, TV-style presentation, including some of the most varied and insightful commentary in any game, you also get the intimate feel of really being in the 30 superbly rendered ballparks. Each one has working scoreboards, waving flags, organ music, and photo-realistic 2D crowds which murmur, cheer, boo, and clap. In Yankee Stadium, you can see stragglers watching the game from the mezzanine behind left field.



PRO TIP: With a flaming-fastball pitcher like Randy Johnson, throw heat in the strike zone. If he's fast enough, they'll miss—you can't hit what you can't catch.

ALL-STAR BASEBALL 2002



PRO TIP: When you hit a liner into the gap in the outfield, you have to tell your runner whether to turn the corner to second base before he arrives at first base or he'll overrun the bag.

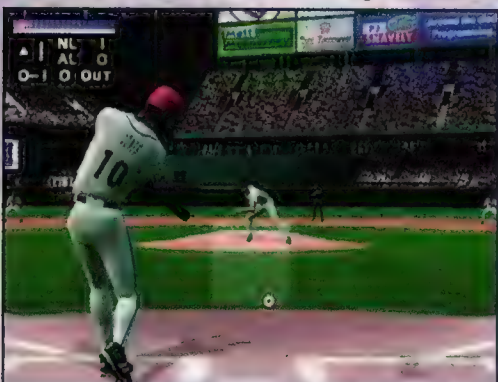
Virtual Slugger

Even more impressive are the excellent player models and faces—with 130 unique batting stances, you often know who's at the plate without even hearing their name announced. Each pitcher has his own delivery style, and fielders move with amazing realism and variety, including sliding shoestring catches and dramatic throws while lying on the ground. Alternate and throwback jerseys add some great visual variety.

To Cursor or Not To Cursor

The cursor-style pitching/batting interfaces work well, creating precise control. Luckily for gamers who hate it, the cursor can be turned off, but you'll enjoy the dedicated noncursor gameplay of High Heat Major League Baseball 2002 more. All-Star's gameplay is realistic even on the Rookie level, so expect pitching duels rather than high-scoring slugfests. On defense, most of your focus is on pitching; the fielding controls do their job, though fielders sometimes miss easy grounders. On offense, you can choose the tilt and direction of your swing to put the ball in a gap, but baserunning is a little tricky, and your runners will sometimes be tagged when they should have advanced safely.

All-Star also has many cool extras sure to please baseball fans, including a Cooperstown Legends team, in-depth team management, and multiple awards for season play, including Who's Hot and Who's Not. If you like cursor-style controls and pretty graphics, avoid an error by snagging All-Star Baseball 2002. Otherwise, you may have more fun with High Heat. **B**



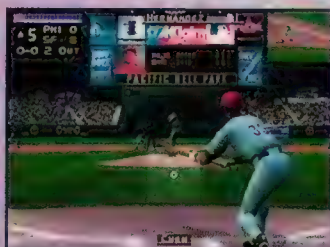
PRO TIP: The fastball is the most accurate pitch. Aim at the edge of the strike zone, especially the low corners.



PRO TIP: Once you have two strikes on the batter and not a full count, throw a breaking pitch where it can't be hit. The batter may chase it for an easy K.



PRO TIP: When your opponent has runners on base and less than two outs, throw low pitches so the batter grounds into a double play.



PRO TIP: If anyone is on base with less than two outs, pitchers should bunt to advance the runner into scoring position for the top of the lineup.

GRAPHICS 5.0

Baseball has never looked so good on a console. The parks and crowds are superbly detailed; the player builds and faces look real; batters have signature stances and swings; pitchers have unique deliveries; and fielders move and throw with amazing realism.

SOUND 4.5

The murmuring crowd hushes at key moments and reacts to big plays with cheers or boos, while the organ cranks them up between innings. The superbly professional play-by-play and color commentary by Bob Brenly and Thom Brennaman is rarely redundant, always interesting, and often surprisingly insightful.

CONTROL 4.0

Fans of cursor batting and pitching will love the easy-to-use yet precise controls, plus the cursor can be turned off for a faster, simpler game. The fielding controls are good, though they're sluggish and sometimes cause you to miss balls. The tricky baserunning will often get you tagged out.

FUN FACTOR 4.5

Obviously, attention to detail and tender-loving-care went into making All-Star Baseball 2002. It has everything casual and serious baseball fans could want, and you'll have no trouble devoting many hours to playing your favorite team through a season.

10

NH5I800 11

NH5I

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Photo: Walter looss Jr.

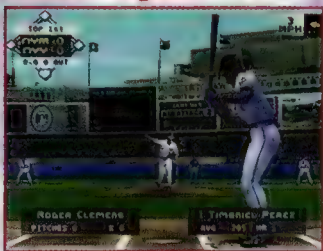
Derek Jeter caught reading.

With its amazingly realistic play, *High Heat* is a must for all hardcore fans of America's pastime. But don't worry if you don't eat, drink, and sleep baseball—*GamePro's* resident hardball expert, Uncle Dust, gives you a quick lesson on how to handle the High Heat. *By Uncle Dust*

Hitting Fundamentals

There are no rules to follow that can make you a good hitter—it's a matter of timing and good pitch selection—but here are a few things to remember to help you develop these skills.

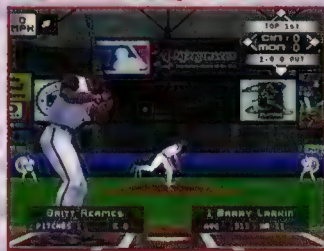
Lefties vs. Righties



This age-old baseball strategy has never been more effectively depicted than in *High Heat MLB 2002* for the PlayStation 2. When facing a right-handed pitcher, you want to have as many left-handed batters—or switch hitters—as possible; and when you're facing a left-handed pitcher, you want to fill your lineup with righties. Why? It's simple: Batting while standing on the opposite side of the pitcher's release arm enables you to follow the break of the pitch more easily. Otherwise, a slider or curveball will be partially obstructed by your batter and thus the pitch will be harder to judge.

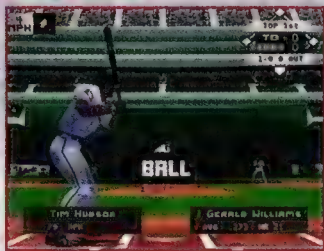
Of course, you never want to sit down your best hitters just because of the lefty/righty rule, but, late in a game, this is especially useful for pinch hitters. Another flaw is if you feel more comfortable batting from one side or the other; if so, this may reduce the benefit of switching between lefties and righties.

Learn To Identify Pitches



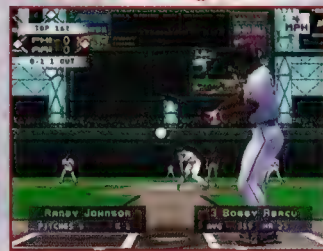
To keep yourself from swinging at junk—and because there's no cursor to follow—you need to be able to tell what kind of pitch is coming and have a general idea of its speed. Check "The Art of Pitching" section (see next page), which reveals all of the pitches and how they move. The hardest pitches to differentiate between are the fastball and the change up, since they move similarly but at very different speeds. Once you're able to read what kind of pitch is coming, you should know how it's going to break and whether it's a strike or not. This is key for the next few hints.

Take Pitches



The best way to identify pitches is to watch them without taking a swing. It may not be the most exciting thing to do while playing a video game, but it's what the pros do in real life and it pays off in *High Heat MLB 2002*. In the first inning—or, whenever a new pitcher comes in—take the first couple of pitches to see the pitcher's delivery, how fast he throws, and what kind of break his pitches have. Each pitcher throws slightly differently. You may want to swing at everything—like you probably did in all previous baseball video games—but patience is really rewarded in this game.

Control Your Swings



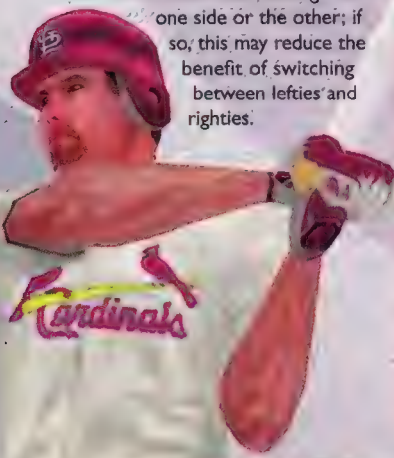
In addition to taking pitches, you should swing at only strikes. Although this may sound stupid and obvious, the best way to force this habit is to not use the directional pad to alter your swing early in the count. With this method, you swing at only strikes instead of reaching all over the plate for wild pitches outside of the strike zone. This kind of discipline, along with being able to identify pitches in the strike zone, is rewarded by getting you ahead in the count. This, in turn, forces the pitcher to throw strikes, which enables you to hit hard line drives instead of weak grounders or pop flies.

BATTING & BASE RUNNING CONTROLLER LEGEND



- L2 = Hold to guess pitch, when option is turned on
- L1 = Advance lead for base runner
- R1 = Retreat lead for base runner
- X = Swing the bat
- △ = Bunt
- = Send all base runners to next base
- = Return all base runners to previous base

Note: Use the directional pad to alter the swing or to choose a single base for base running.



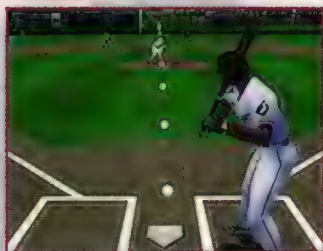
The Art of Pitching

Just like in the majors, good pitching beats good hitting—ask the Yankees and Braves about that. Pitching strategy is very deep in High Heat, so read on, starting with the basics.

The Pitches

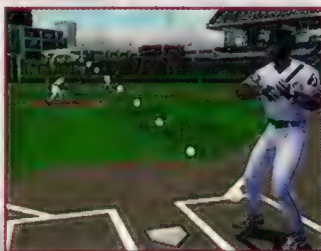
You need to know how each pitch moves before you can pitch strategically. Although this varies between pitchers, here are the basics. All speeds for pitches are given in a range, so if a pitcher throws hard, his pitches will all be in the high part of the range; slower-throwing pitchers will work in the bottom of the range.

Fastball



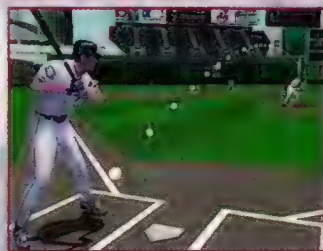
The fastball is the most common pitch, and everyone throws it. It's the fastest, varying from 85 to 100 mph. The pitch breaks very little, but some pitchers' fastballs have a downward movement. All good pitching strategy starts with knowing how to use the fastball, and some closers use it exclusively to get hitters out.

Curveball



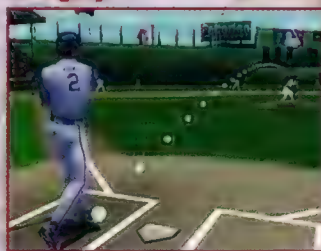
The curveball is named for its large break, which is diagonal across the plate. It's a dangerous pitch for hitters because it can fool them when kept in precise locations—but when it hangs over the plate, it becomes a sitting duck. This pitch is generally much slower than the fastball, clocking in at the mid-70s to mid-80s in mph.

Overhand Curveball



This variation on the curveball also has a large break, but moves vertically, not diagonally. This requires different locations—on the left and right sides of the strike zone—to be effective and is less deceiving to hitters. Its speed is generally the same as the curveball's.

Changeup



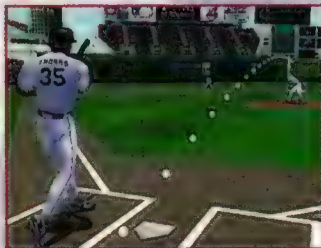
This pitch's name comes from its change of pace when compared to the fastball. The two pitches look similar in delivery, but the changeup comes in at 10 to 15 mph slower, fooling batters as they wave at the air expecting a fastball. The speed of a changeup depends on the pitcher's fastball, but a changeup clocks in usually between 70 and 80 mph.

Slider



The slider is a wicked pitch that comes in faster than a curveball and has some serious break, which is almost completely horizontal. Some of the most unhittable pitchers use these fast, sharp breaking pitches to embarrass hitters. The slider comes in at the low- to high-80s on the radar gun.

Split



The split-finger fastball has a sharp breakdown and is almost as fast as a fastball. This pitch is most deceptive when thrown low and out of the strike zone; it looks good and then breaks into the dirt. Like a slider, the splitter is generally low- to high-80s in mph.

Sinker



The sinker is like a slider with vertical movement. If a pitcher has a good one, it breaks down sharply—similar to the way a slider moves across. But the sinker is slower than a splitter or slider, and a little easier to read before it crosses the plate. On the radar gun, a sinker usually clocks in at the mid-70s in mph.

Knuckleball



This rare pitch comes in at amazingly slow speeds and is incredibly hard to get the timing for early on. But once hitters get the timing down, they can usually wait on the pitch and hit it very hard. Knuckleball pitchers throw all pitches a little slower, and knuckleballs come in around 50 mph.

PITCHING CONTROLLER LEGEND

Note: You must first select a pitch using X, O, □, △, or R1 before you activate these controls.

L1 = Hold to activate pick-off throw to base (select □, △, or O)

R2 = Hold with the directional pad to move pitcher on the mound

X = Tap along with ↑, ↓, →, or ← to throw a pitch in the corresponding area of the strike zone

O = Tap along with ↑, ↓, →, or ← to throw a pitch in the corresponding area outside the strike zone

□ = Pitchout

Note: You must remember that your pitcher doesn't always hit the location in or out of the strike zone that you request.

Note: You can also move your infielders by pressing the directional pad and tapping L1, and move the outfielders by pressing the directional pad and tapping L2.

Forkball



A forkball resembles a split-finger fastball, as it comes in fast and drops hard. It's a specialty of some pitchers, like Boston's Hideo Nomo and Arizona's Armando Reynoso, who use it as a strike-out pitch. The speed of a forkball is mid-80s mph.

Screwball



Another rare pitch, which has the appearance of moving in a circle. Its break is deceiving, as it moves against the natural spin of a breaking pitch and is best used out of the strike zone—otherwise, it may hang over the plate. Screwballs are usually about 70 to 80 mph.

The Delivery

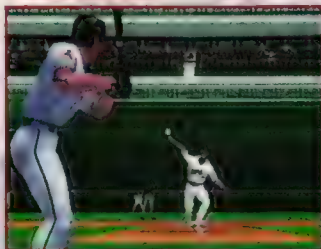
Another thing to take into account when pitching is your pitcher's arm action, or how he throws the ball. This massively affects how the pitches break, which may change the locations you have to aim for.

Overhand



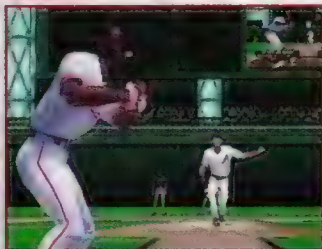
This is the most over-the-top arm action, which gives pitches more break up and down—hence the overhand curveball. Generally, pitchers with this motion throw sinkers more often than sliders to go along with one or more of the changeup, curveball, and fastball.

Three-Quarter



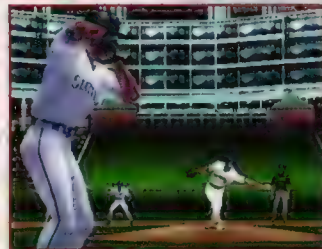
The three-quarter is the standard release for most pitchers in the majors. Pitchers who throw from this angle can have the widest assortment of pitches, and the break of these pitches is the norm from which the prior pitches were described.

Sidearm



This delivery puts more emphasis on horizontal movement of the pitches, since the throwing arm goes directly out away from the pitcher's body at the time of release. Sliders can be deadly with this delivery—just see Arizona's Randy Johnson.

Submarine

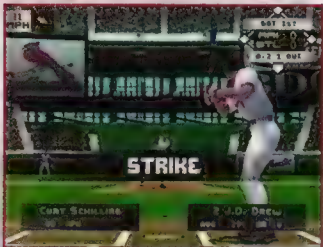


The submarine is an extreme version of the sidearm in which the delivery comes from almost an underhand release. This is the most disorienting of all deliveries, so use this to your advantage. You have to aim pitches differently when throwing this way, as the break of pitches is altered dramatically.

Enough With the Basics, Here's the Strategy!

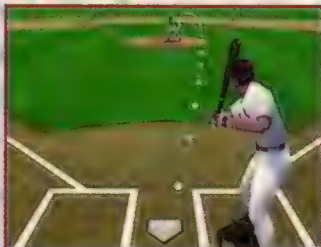
Here are a few tried and true pitching techniques that throw off computer A.I. and human opponents.

Getting Ahead in the Count



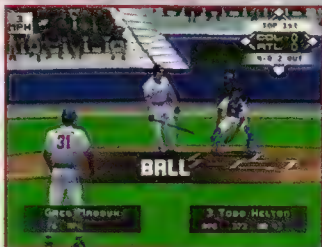
The key to good pitching is getting ahead in the count. However, this doesn't mean always throw a fastball down the middle for your first pitch; instead use your best pitches early in the count, and, when a hitter is swinging defensively, he should chase pitches out of the strike zone later.

The Insider



The harder the slider and the more it breaks, the better this pitch is to use. When facing a batter who hits from the side you pitch from (righty-righty or lefty-lefty), throw an inside slider, varying it from high to low in the strike zone. If thrown correctly, the pitch will be hidden behind the batter for a split second before it comes right over the plate.

Learning To Walk



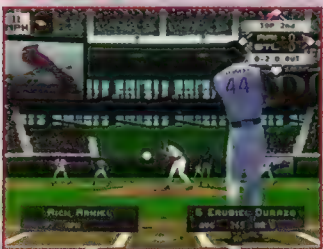
Don't be afraid to throw pitches out of the strike zone; it is always better to give up a walk than a home run. If you get behind in the count on a tough hitter, give him a free pass to first—then you'll face the next hitter with a clean slate.

Throwing Garbage



This is one technique that usually works only against human opponents (and sometimes the computer on rookie difficulty). Don't feel obligated to ever throw a strike. If you face an anxious hitter, continually throw him pitches outside the strike zone. If he can't hold up, he'll strike out or, at the worst, hit weak ground balls.

Curveball K



To throw this deceiving pitch, tap (↘) for a right-handed pitcher, or (↙) for a lefty. A curveball K pitch breaks across the plate and out of the strike zone, making batters whiff. Even if a batter makes contact, it usually results in just a weak ground ball. A curveball K doesn't work with an overhand curve.

Using the Heater



They don't call the game High Heat for nothing—a pitcher with a strong fastball can get away with throwing high in the strike zone. When reaching high-90s to 100 mph, you can throw the ball right by an unsuspecting hitter or cause him to pop out. You can also throw the fastball low and out of the strike zone by tapping (↓) which, depending on your pitcher's arm motion, can also be a deceiving strike-out pitch.

Keep the Ball Down



Successful off-speed pitchers, who win lots of games in the majors—like Tom Glavine and Charles Nagy—adhere to one golden rule: Keep the ball down. When throwing a variety of breaking pitches without a strong fastball, you need to throw at the bottom of the strike zone, which doesn't allow hitters to drive the ball. This leads to many groundouts, so you also need to have a solid defense behind you.

Setting Up the Change



There are two ways to fool hitters with the changeup. First is to throw the fastball; when the change comes, their timing is off and they swing early. This can also be used when batters are guessing fastball on 2-0 and 3-0 counts. Second is to throw a high change where your curveball, slider, or sinker breaks. The ball travels the same initial path, but then won't break as much and should fool hitters.

Think Defensively

No matter how good your pitcher is, he'll need a solid defense behind him to win on a regular basis. So here's a run-down of common mistakes and approaches to defense that will help reduce errors and misplays.

The Right Man for the Job



A necessity for good defense is switching players at the right time (by tapping Δ). The computer doesn't always give you the right infielder to play when the ball is hit. Or the ball may get past the pitcher, and you need to change players and react before the ball scoots through the infield, leaving you with another base runner.

Might as Well Jump



Don't overuse your defensive players' diving/jumping abilities. You can dive by pressing any direction on the directional pad along with tapping \times ; to simply jump straight up in the air, tap \times . Each player has a fairly wide reach, however, and grabs whatever comes near him—as long as it isn't hit like a rocket. Use diving/jumping as a last resort and only when you know you can't make the play by simply running, because when you dive, it takes a while to recover. Also, you can accidentally dive past a ball.

Judging Fly Balls



Being a good outfielder requires that you be a good judge of fly balls. You're given a red circular icon that shows you where the ball is going, but you also need to look at the shadow of the ball and interpolate where the red icon will be when the ball lands. This way, you can get into position without making last-minute adjustments, which could cause you to drop the ball.

You also need to approach fly balls and liners into the outfield cautiously. The worst mistake you can make is to let the ball get by you and roll to the wall, enabling hitters to stretch doubles into triples, extra runs to score, and big innings to get prolonged. So when you see a deep drive that you aren't going to be able to catch, run back at an angle to cut off the ball after it bounces, but before it hits the wall. It's better to get behind a ball and run toward it than to run directly at it, because nothing is more embarrassing than a ball flying over your outfielder's head for an inside-the-park home run.

Using the Cutoff Man



Besides quickly getting to balls hit into the outfield, you need to know the best way to get them back into the infield—and this usually requires the cutoff man. Pressing **RI** after you catch the ball tosses it to an infielder who is halfway onto the outfield—then you can decide which base to throw it to. This not only improves accuracy, but also increases the speed at which the ball gets to a base.

But it's not always the answer. Some short fly balls don't enable you to throw to a cutoff man, and sometimes it's quicker to throw directly to second base to try to stop a runner going for a double.

Follow these simple guidelines to help improve your chances of winning the World Series (and beating your friends) in High Heat MLB 2002. Play ball!

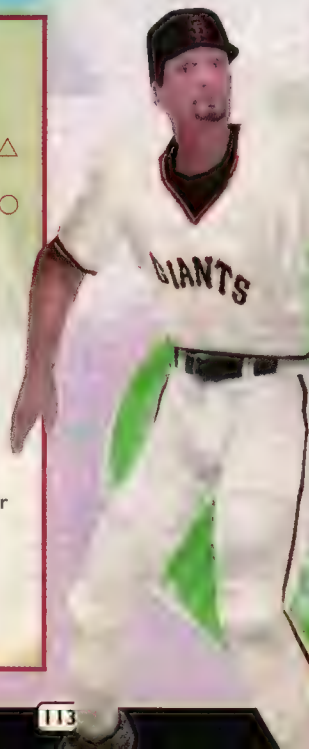


DEFENSE CONTROLLER LEGEND



- RI** = Throw to cut off man
- L1** = Hold with the directional pad for defender to run to base
- L2** = Hold with the directional pad for defender to run to base runner
- O** = Throw to first base
- Δ** = Throw to second base
- \square** = Throw to third base
- \times** = Throw to home plate or jump/dive before you have the ball

Note: You can also tap any button to cut off a throw after it's in the air.



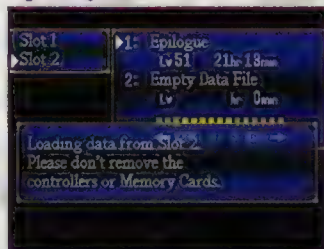
LUNAR 2

ETERNAL BLUE COMPLETE

That depressing ending for *Lunar 2: Eternal Blue Complete* isn't the last word. In this ProStrategy Guide, we'll walk you through the Epilogue adventure, show you where to find rare items and weapons, and take you to the real ending of the game.

By Mage-or Mike

Epilogue

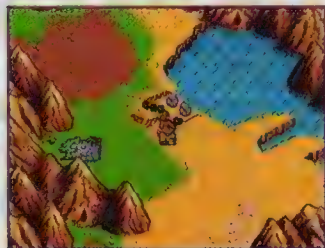


You just finished playing *Lunar 2: Eternal Blue Complete*, and the hero—or, in this case, Hiro—didn't get the girl. After the first ending, load the data that you saved to a memory card—it should be called "Epilogue." Now you can see the game's real ending and explore some extra dungeons. However, there's a little task that must be completed first.

Putting the Band Back Together

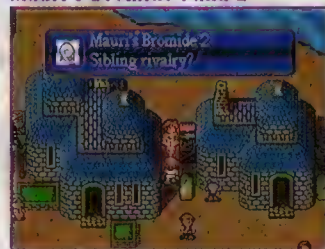
You start back at Gwyn's House with Ruby. The first order of business is to re-form your battle group by finding all four of your colleagues. The easiest way to collect all the party members is to use the city of Dalton as a reference point. Dalton is west of Gwyn's House.

Ronfar



The first party member that you should find is Ronfar, who's in the city of Raculi. Raculi is to the west of Dalton. You can find Ronfar in one of the houses along the seashore.

Mauri's Bromide 1 and 2



Before you leave Raculi, talk to Mauri. She gives you Mauri's Bromide 1. You can find Mauri's Bromide 2 in the chest behind her house. The next party member you should find is Lemina.

Lemina



From Dalton, head north until you reach Vane. You can find Lemina in the throne room at that city.

Although she's kidding, agree to pay her "fee." Stop by the library—which is to the southeast of the throne room—examine the green book against the back wall, and then return to the throne room and talk back to Miria.

Borgan's Bromide



Before you leave the throne room, talk to Borgan and take Borgan's Bromide.

Luna's Bromide



You can also find Luna's Bromide in a house that's located to the southwest of the throne room. Talk to the woman inside the house, and she gives it to you.

Jean



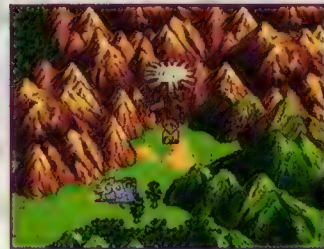
From Vane, travel south and then east until you reach Nota. Pass under the bridge at Nota, go east, and then travel north until you reach the Carnival. Jean is in the open area in the back of the Carnival.

Jean's Bromide 3 and 4



You can also find two of Jean's Bromides here. Jean's Bromide 4 is in a chest located in the northeast corner; Jean's Bromide 3 is available for purchase from the guy with blue hair in the southeast corner for 3000G.

Leo



Time to get the last party member. From the Carnival, go south and then travel east until you reach the Mystic Ruins.

Lucia's Bromide 3 And Ghaleon's Bromide

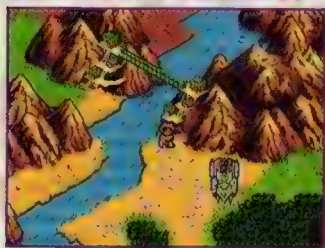


Before you enter the Ruins, talk to one of the faeries in the garden and get Lucia's Bromide 3. You can also find Ghaleon's Bromide in the room with the teleporter that warps you to the roof.



Climb to the top of the Ruins and find Leo. Instead of making the long descent to the entrance of the Ruins, simply use a Dragonfly Wing to warp there. Now the adventure can begin—again.

Unfinished Business



Before you head off to the final battle, make some quick stops to collect rare items and missing Bromides.

Nota



Take the Dragonship Destiny to Nota and enter the east side of the city. Go inside the house that's connected to the bridge and talk to the bride. Agree to do her a favor and take the message she gives you to Kyle. Kyle is in the bar on the west side of the city (across the bridge). Give the message to Kyle and encourage him not to give up.

Rememberizer Crystal

You should ultimately get the Rememberizer Crystal—a handy item that enables you to view any cinema in the game, but only after you return to the place where that cinema originally occurred.

Taben's Peak



From Nota, go west and then north until you reach Taben's Peak—it's to the northwest of Vane.

Lucia's Bromide 4



Talk to the man next to the gondola and take it to the second floor. Enter the room to the north and go through

the door in the northwest corner. Enter the jail and take Lucia's Bromide 4 from the chest in the northeast corner of the cell.

Lucia's Bromide 2



Return to the previous room and go through the doorway in the northeast corner. From there, go through the middle door that's against the north wall. Talk to the baby and take Lucia's Bromide 2.

Althena's Sword



Return to the previous room and go through the west-most door against the north wall. Talk to Nall, and he gives you Althena's Sword. Equip Hiro with this new weapon.

Nall's Bromide



Exit the room, and, in the next area, repeatedly talk to the kid against the north wall in the room with the seesaw. He eventually gives you Nall's Bromide. Time to leave Taben's Peak.

Meribia



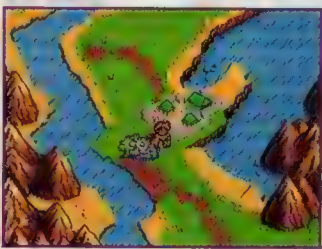
From Taben's Peak, head southwest until you find Meribia.

Lemina's Bromide



Enter the city and go to the Tunnels of Terror. You should find Lemina's Bromide 4 in one of the treasure chests in the maze-like catacombs.

Horam



From Meribia, head west until you reach Horam.

Jean's Bromide I

Enter the Drunken Fist Dojo on the west side of the city and talk to the old man. You should get Jean's Bromide I.

Takkar



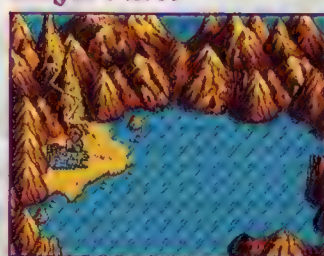
To the south of the Mystic Ruins is Takkar—your next destination.

Mystere's Bromide



Talk to the man at the gates and take Mystere's Bromide.

Dragon's Nest



Your first dungeon quest should be Dragon's Nest. From Azado, go west and then turn north. You can obtain the following items on these floors.

LEVEL B1: Goddess Hairpin

LEVEL B2: Goddess Bracelet

LEVEL B3: Nameless Sword

LEVEL B4: Dragon Shield

LEVEL B5: Sage Staff

LEVEL B6: Nothing

LEVEL B7: Life Jewel

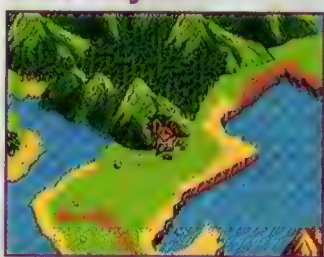
LEVEL B8: Silver Light

LEVEL B9: Chaos Armor

LEVEL B10: Gale Crest

After obtaining the Gale Crest on B10, use the Dragonfly Wing to escape the dungeon.

Brave Labyrinth



Your next dungeon is the Brave Labyrinth, which is located to the north of Horam. Before you go there, be sure to stop by a shop and replenish any supplies that you may need. Make sure Hiro has equipped the Althena Sword, Gale Crest, and Goddess Crest.

Section I: Unlock the Door



The first room has four sword symbols imbedded in the floor and a closed door against the north wall. In order to open the door, you must lure the monsters in the room over each sword symbol. If you kill all the monsters in this room before the switches are triggered, simply step on one of the two star symbols in the middle of the room to summon more creatures.

Section 2: Switch Sequence



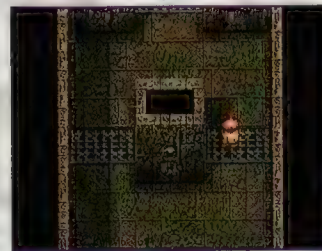
The next five rooms have four statues each. When you examine the correct statue, the door opens that leads to the next room; however, if you examine the wrong statue, you'll automatically enter a battle.

- In the first room, examine the second statue from the left.
- In the second room, examine the third statue from the left.
- In the third room, examine the first statue from the left.
- In the fourth room, examine the fourth statue from the left.
- In the fifth room, examine the third statue from the left.



If you go into battle by examining the wrong statue, you'll face Lady Charme and other monsters. If this happens, take out Lady Charme first—otherwise, she casts Charm, which can seriously mess up your party. If you lose track of which room you're in, you can backtrack to previous rooms.

Section 3: Long Corridor



The next stretch is a long corridor with spike traps in the floor. You have a 50/50 chance of taking damage at each floor trap. If you activate a spike trap, the entire party takes damage.

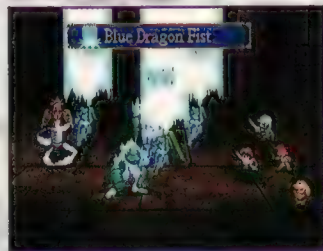
- At the first set of spikes, pass on the right.
- At the second set of spikes, pass on the left.
- At the third set of spikes, pass on the left.

- At the fourth set of spikes, pass on the left.
- At the fifth set of spikes, pass on the right.
- At the sixth set of spikes, pass on the right.

Section 4: Treasure?

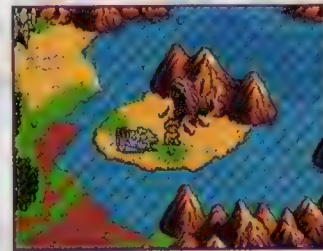
Before you open the treasure chest, be sure everyone has the maximum HP and MP. Why? Because there's a boss inside the chest that must be defeated before you can grab the treasure.

Hero's Talisman

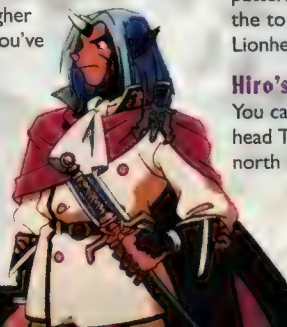


Although there are three bosses to fight—Sword Arm, Fist Arm, and Hero's Talisman—focus your attacks on Hero's Talisman. If you destroy Fist or Sword Arm, Hero's Talisman will simply summon another one—yet, take out any Fist Arms that appear, otherwise they can cause a lot of trouble with the obnoxious electric orbs that they like to chuck at individual party members. Ronfar should cast Shining Litany, and the others should use high-level attacks, such as Jean's Blue Dragon Fist, Leo's Grizzle Blade, Lemina's Catastrophe—she learns this spell at Level 51—and Hiro's Triple Sword. As for Ronfar, he should cast Tranquil Litany each round. After the battle, you're awarded with Hero's Talisman. Use a Dragonfly Wing to quickly exit the dungeon.

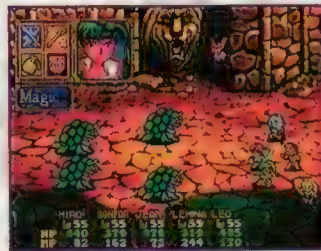
Lionhead



Your destination is Lionhead, which is located to the southeast of Zaback. Most of the monsters in this dungeon are tougher than others you've faced so far.



There are basically four monsters that you must deal with here. Working Stiffs like to inflict Silence with each hit, so be sure to equip Lemina or Jean with the Clear Ring or another non-status change item. Working Stiffs are weak against physical attacks. However, if there's a Mummy Lord accompanying any Working Stiffs, all Working Stiffs will fall if the Lord is defeated. Hiro's Triple Sword works wonders on the Mummy Lord.



Mutant Turtles have a high defense and are susceptible to Lemina's Catastrophe or Crematorium magic attacks. In addition to a nasty bite, Mutant Turtles can also unleash a devastating lightning storm. Whenever sparks emanate from a Mutant Turtle, move any nearby characters away from it—otherwise, they all take damage.

The last type of monster to contend with is the Dark Eye, which should be avoided.



When you reach Floor 5F, enter each room and press the left green button in the floor. You can find the following items in these rooms: Fantasy Ribbon, Miracle Bandana, Lunn's Armlet, and Holy Shield. If you keep repeating the pattern, you'll eventually end up on the top of the Lionhead temple—Lionhead Top 2.

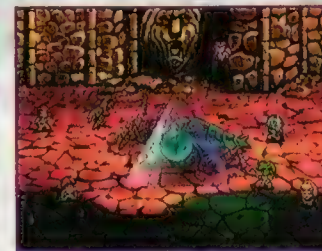
Hiro's Bromide

You can find Hiro's Bromide on Lionhead Top 2. Through the door to the north is the boss, Devil Eye.

Devil Eye



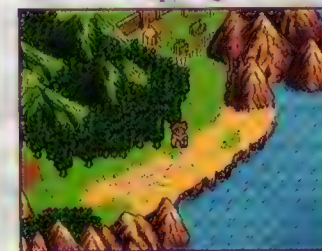
Devil Eye is a tough customer. The key to defeating him is to keep your party healed at all times and to hit him with a barrage of magic attacks. At the start of the fight, have Hiro cast Burning Rage on the entire party. Have Lemina cast Ice Arrows, Leo use Soul Blade, Jean hit Devil with Blue Dragon Palm, Hiro use Cross-Boomerang, and Ronfar cast Divine Litany.



Devil Eye has his own assortment of nasty attacks, including bubbles he blows at individual characters. But his most devastating offense is a holographic prism that damages all party members. Be sure to heal all party members after each attack, and Devil Eye should eventually fall.

After the battle, take the Silver Light, Healing Ring, and Fierce Fist from the chests, and press the top green button. Instead of battling all the way back to the bottom, use a Dragonfly Wing to quickly escape the dungeon.

Althena's Spring



Use Lucia's Pendant to warp to Takkar. Before you enter the next dungeon, heal all party members, and, if you're low on supplies, stop by some other towns and do a little shopping. When you're ready, leave Takkar through the south town entrance. In the next area, head south and then go west until you enter the forest. Once inside the forest, head east and enter Althena's Spring. Go through the door against the north wall.

Lost Labyrinth

In the next room, step on the teleporter pad. You are then confronted with a series of maze-like rooms. Here's the correct path through each room.

Room 1



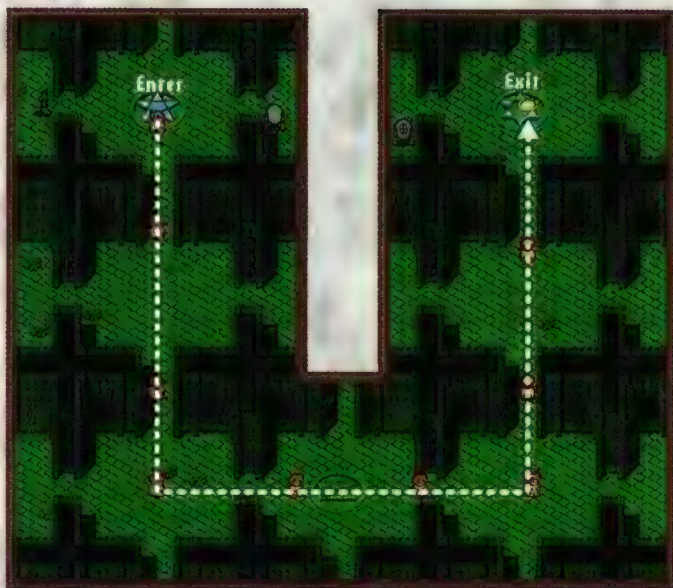
Room 2



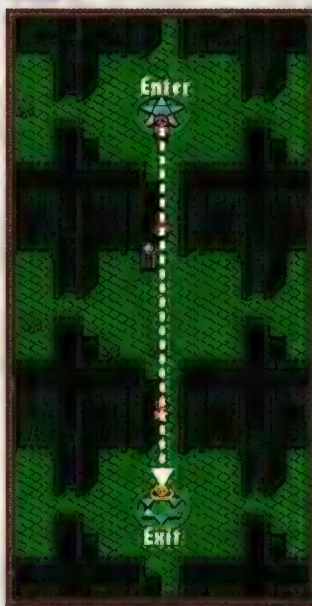
Room 3



Room 4



Room 5



Catastrophe, and Leo cast Grizzle Blade. Try to focus your attacks on the Guardian holding the scepter first, as he likes to heal the other two Guardians.

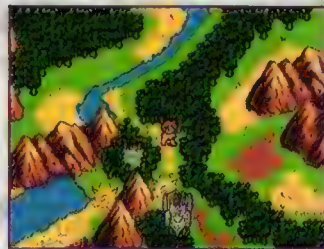
After the "healing" guardian is gone, focus your attacks on the small floating guardian, and then take out the tall one holding the sword.

Alex's Ocarina

The dungeon's prize is in the treasure chest against the north wall—Alex's Ocarina. With this instrument, you can listen to any music track in the game. Use a Dragonfly Wing to exit the dungeon.

The Two Dragon "Eyes"

Water Ruins



It's time to collect the two final items that unlock the end of the game. Take the Dragonship Destiny to Nota, and, from Nota, travel southwest until you reach the Water Ruins. Now that the water level has gone down, you can enter the Ruins.

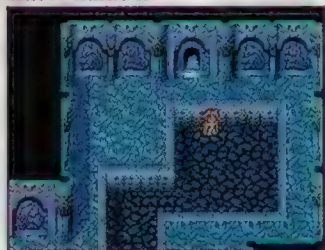
Three Guardians

After the fifth room, heal your party and then go north to confront the boss—three bosses, actually—Knight Guardian, Mage Guardian, and Angel Guardian.



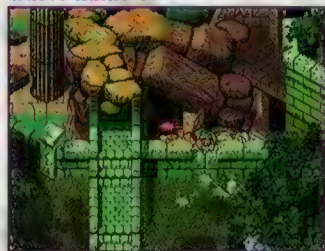
Start the battle with Hiro casting Burning Rage and Ronfar casting Divine Litany. For offense, have Jean cast Blue Dragon Fist, Lemina use

Water Ruins 1F



You can't exit the room until you press the two dragon switches on the east and west sides of the room. When you press both switches, the water in the northeast and northwest pools drain. Enter each drained pool and press the red switch along the north wall. Before you leave the room, raid the treasure chests for the Saint Clothes and Goddess Armor. Exit the room through the door at the south end.

Water Ruins 5



You're now outside. Go west and then north up the stairs.

Water Ruins 2F

You must press four switches on this floor in order to drain the pool of water that leads to the next level. You can also find a Sage Robe, Dragon Helm, and Berserker Claw in treasure chests scattered around the room.

Water Ruins 3F

You don't have to worry about any switches on this floor; just collect the Life Jewel and Silver Light. The door that leads to the next floor is in the northeast corner.

Water Ruins 4F

Here's a simple vertical stretch—the exit is in the southwest corner of the room.

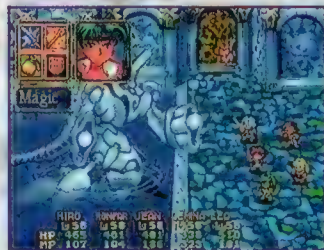
Water Ruins 5F1

Be sure all party members are fully healed and have the maximum MP, because there's a boss on this floor. To start the fight, head to the north end of this room. However, you can avoid the boss by taking a secret passage. The passage is located to the east of the door that you entered this room through.

Water Ruins 5F2

Taking the shortcut in 5F1 leads to this room. Exit this room through the door along the north wall.

Water Guardian



If you decide to fight the boss, start the battle with the usual tactics—have Hiro cast Burning Rage and Ronfar cast Divine Litany. For offense, have Jean use Blue Dragon Fist, Lemina cast Catastrophe, and Leo use Buzz Blade. Have Hiro use Triple Sword when he starts his offensive attacks.

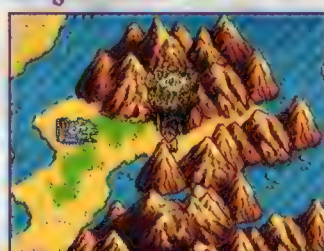
Water Guardian likes to use water and lightning attacks, but his nastiest maneuver is the launching of a single bubble that encases a single party member. That member is then imprisoned until he faints.

Left Sapphire Jewel



No matter which route you took to arrive here, the prize is the same—the Left Sapphire Jewel. Use a Dragonfly Wing to exit the dungeon.

Dragon Ruins



To the west of Gwyn's House is your next destination—the Dragon Ruins. You can find these treasures on the corresponding floors.

FLOOR 4F: Justice Rod, Dragon Armor

FLOOR 5F: Scarlet Wrap

FLOOR 6F: Lion Helm, Archer Crest, Goddess Gauntlet

FLOOR 8F: Silver Light

Floor 9F

When you reach 9F, heal all party members and max out their MP, because there's a very tough boss on this floor. You might also want to save your game.

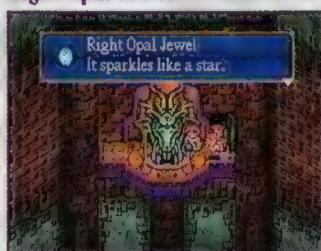
Phantom Sentry



Start things out with the usual Burning Rage/Divine Litany casting. Also, have Jean cast Slam Dance on herself, and then hammer away with Blue Dragon Fist. Hiro should use Triple Sword, Leo Soul Blade, and Lemina Catastrophe.

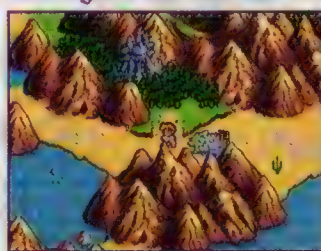
However, there's one important thing to be on the lookout for when fighting Phantom: When he sucks all the party members into a small tight group, use the Defend command in the next round and move your party members away from Phantom Sentry and each other. If you don't scatter your party after this tactic, Phantom will unleash an energy wave that will knock your party flat.

Right Opal Jewel



After the battle, go through the east door along the north wall, and, in the next room, go through the east door along the north wall. You should end up at the dragon's head statue and the Right Opal Jewel. Use a Dragonfly Wing to quickly exit the dungeon.

Starlight Forest



Again, you may want to visit some shops and stock up on supplies before proceeding. From the Dragon Ruins, head northwest until you reach

the Starlight Forest. Go through the forest until you reach the Star Dragon Tower.

Star Dragon Tower



When you reach the dragon head statue, put the jewels into the correct eye sockets. Once inside, you have to survive six floors filled with tough monsters before the final battle. Be sure to conserve as many Silver and Star Lights as possible for the final battle on the seventh floor.

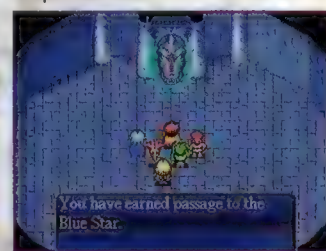
Although most of the monsters you encounter during your ascent are challenging, beware of Bomb Angels. Whenever you encounter these cannon-carrying monsters, take them out immediately; otherwise, your party could get wiped out in a few turns.

Star Guardian

At the seventh floor, when you're confronted by Star Dragon, tell him "I must find Lucia!" to start the final battle against the Star Guardian.



You need to rely on only one attack during this battle—Triple Sword. Repeatedly hack away at Star Guardian with this magic attack and use a Passion Fruit to heal when your health drops to around 150 HP. Also, feed yourself a Silver Light when your MP drops below 30.



After the battle, the only thing left to do is travel to the Blue Star—and watch the real ending!

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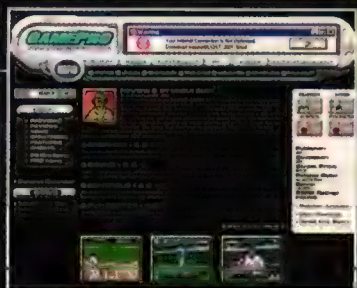
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**READER
 TIP OF THE
 MONTH**

PlayStation 2

Star Wars Starfighter

Christmas FMV Sequence, Invincibility, and More



At the main menu, select Options. At the Options menu, select Code Setup. Enter any of the following passwords to unlock these cheats. If you entered the code correctly, the name of the cheat will appear or you'll automatically go to the unlocked section.

Christmas FMV Sequence:	WOZ
Default Screen:	SHOTS
Director Mode:	DIRECTOR
Disable Cockpit Display:	NOHUD
Invincibility:	MINIME
Jar Jar Mode:	JARJAR
Planet Gallery:	PLANETS
Ship Gallery:	SHIPS
Unlock Everything:	OVERSEER
Unlock Special Player Craft:	BLUENSF
Unlock Two-Player Missions:	ANDREW
View Cast and Ships:	HEROES
View Credits:	CREDITS
View Development Team:	TEAM
View Simon:	SIMON

Michael Schoenneman—Oak Park, IL

Nintendo 64

Excitebike 64

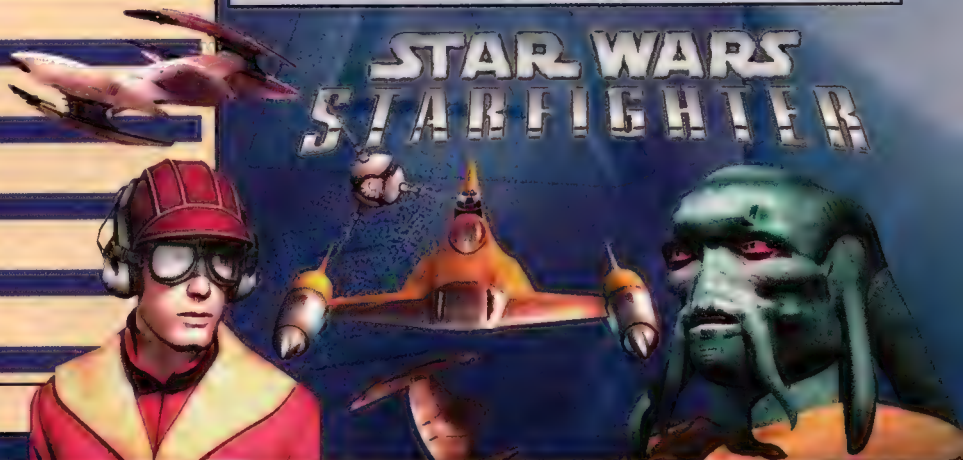
Debug Mode, Invincibility, and More



At the main menu, simultaneously press L, right-C, bottom-C, A to open the Enter A Cheat Code menu. Input any of the following passwords to activate these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Debug Mode:	IMGOINGNOW
Invincibility:	MOWER
Odd Color Mode:	ROTCOLS
Transparent Rider Mode:	XLURIDER

Joey Shofet—Encino, CA



PlayStation 2



Knockout Kings 2001

Unlock Boxers in Career Mode



At the Game Modes screen, select Career, and then choose New. At the Create Boxer screen, enter any of the following names to unlock the corresponding boxer. If you entered the code correctly, the crowd will roar and you'll fight as the unlocked boxer.

Ashy Knucks:	MECCA
Barry Sanders:	MRBARRY
Bernardo Osuna:	OSUNA
Charles Hatcher:	HATCHER
Chuck Zito:	ZITO
David Bostice:	BOSTICE
David Defagbon:	DEFAGBN
David DeMartini:	DEMART
Jason Giambi:	JGIAMBI
Joe Mesi:	BAILEY
John Botti:	JBOTTI
Junior Seau:	JRSEAU
Muhammad Ali:	SBATISTE
Owen Nolan:	OWNOLAN
Ray Austin:	AUSTIN
Steve Francis:	STEVEF
Trevor Nelson:	NELSON



PlayStation



Spec Ops: Stealth Patrol

Invulnerability



At the Sign In screen, enter **ROCKSTAR** as your name and start a normal game. Pause the game, and, at the Game Options menu, highlight "Invulnerability," and then press **X** to activate the cheat.

Adam Town—Mallory, NY

Dreamcast



Army Men: Sarge's Heroes

All Characters, Snow Mission, and More



At the Main Menu, choose Input Code. Enter any of the following passwords to unlock these cheats and levels. If you entered the code correctly, Sarge will say something and the name of the cheat or level will appear onscreen.

All Characters:	BTTLN
Saffire Making of Sequence:	SFFRMV
Shrap Mission:	SREPNK
Snow Mission:	BLZZRD
Test Info:	THDTST

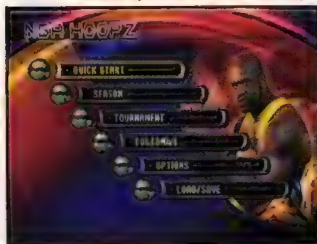


PlayStation



NBA Hoopz

Beach Court, Infinite Turbo, and More



At the Tonight's Matchup screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Note: The No Fouls and No Hotspots cheats work only in a two-player game, and both players must enter the codes.



ABA Ball: Press □, △, ○, Right.

Away Uniform: Press △, △, ○, ○, ○, Right.

Beach Court: Press △, △, ○, ○, Left.

Big Heads: Press □, □, □, Right.

Granny Shots: Press □, △, △, ○, Left.

Home Uniform: Press △, ○, ○, ○, Right.

Infinite Turbo: Press □, □, □, △, ○, Up.

No Fouls: Press □, □, △, △, ○, Right.

No Goaltending: Press □, □, □, □, △, △, △, △, ○, ○, ○, Left.

No Hotspots: Press □, □, □, ○, Up.

Show Hotspot: Press □, △, Down.

Show Shot Percentage: Press △, ○, Down.

Street Court: Press □, □, □, △, △, Left.

Tiny Heads: Press □, □, □, △, △, Left.

Tiny Players: Press □, □, □, □, □, △, △, △, △, ○, ○, Left.

PlayStation



Gauntlet Legends

Unlock Levels and Power-Ups, And Maximize Experience Level

GAUNTLET LEGENDS



At the Select Hero screen, enter **MESSIAH** as your name. If you entered the code correctly, you'll hear a sound, all levels and power-ups will be unlocked, and your experience level will be maximized.

PlayStation 2/DVD Player



Magnolia

Hidden Bloopers



At the main menu, select Set-Up, and then select Color Bars. After about 20 seconds, the color bars will disappear and eight minutes of bloopers will play.

PlayStation 2



Kengo: Master of Bushido

Play as Student



At the Select Character screen, **simultaneously press and hold L1 and R1**, and then **press X** to make your selection. If you entered the code correctly, you'll play as the student.



Dreamcast

NBA Hoopz

Street Court, Tiny Players, and More



At the Tonight's Matchup screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Note: The No Fouls and No Hotspots cheats work only in a two-player game, and both players must enter the codes.

ABA Ball: Press X, A, B, Right.

Away Uniform: Press A, A, B, B, B, Right.

Beach Court: Press A, A, B, B, Left.

Big Heads: Press B, B, B, Right.

Granny Shots: Press X, A, A, B, Left.

Home Uniform: Press A, B, B, B, B, Right.

Infinite Turbo: Press X, X, X, A, B, B, Up.

No Fouls: Press X, X, A, A, B, B, Right.

No Goaltending: Press X, X, X, X, A, A, A, A, B, B, B, Left.

No Hotspots: Press X, X, X, B, Up.

Show Hotspot: Press X, A, Down.

Show Shot Percentage: Press A, B, Down.

Street Court: Press X, X, A, A, Left.

Tiny Heads: Press X, X, X, A, A, A, Left.

Tiny Players: Press X, X, X, X, X, A, A, A, B, B, B, Left.

Dreamcast

NBA 2K1

Giant Heads, Hip Clothes, and More



At the main menu, choose Options, and then select Codes. Enter any of the following cheat codes to unlock these cheats. If you entered the code correctly, a message will appear confirming the cheat was input correctly.

Note: Passwords are case sensitive.

Basketball POV:	batheball
Cool Looks:	radical
Crazy Commentary:	whatamisaing
Giant Heads:	heliumbrain
Hip Clothes:	the70sallive
Infected Players:	tvirus
Monster Players:	alienbrain
Players Taunt After Scoring:	sohappy

PlayStation 2

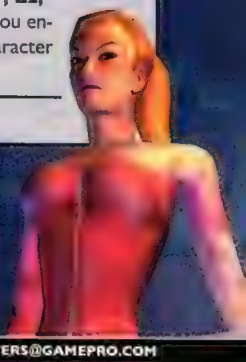
SSX

Maximize Skill Levels



At the Options screen, simultaneously press and hold L1, L2, R1, R2, and then press O, O, O, O, O, X, Δ, Down. If you entered the code correctly, you'll hear a sound and every character will have maximum skill levels.

Bradfield Donaldson—Chicago, IL

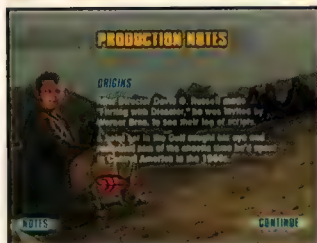


PlayStation 2/DVD Player



Three Kings

TV Spot and Web Site Passwords



TV Spot: At the main menu, select Special Features, then select Production Notes. At the Production Notes screen, select Origins, then **press Up**, and an orange grenade appears. **Press X** to go to the next screen, then **press X** again to start the hidden TV Spot.

Web Site Password 1: At the Special Features menu, select Cast & Crew. **Press Up**, and an orange grenade appears. **Press X**, and you are given a password to be used at the *Three Kings* Events Web site.

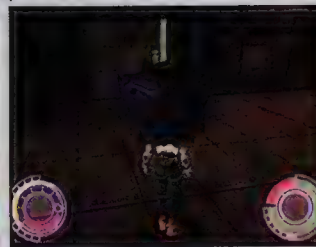
Web Site Password 2: At the Special Features menu, select Continue twice to get to the final menu. **Press Down, Down, Down**, and an orange grenade appears. **Press X**, and you are given another password to be used at the *Three Kings* Events Web site.

PlayStation 2



Oni

Big-Head Mode, One-Hit Kills, and More



During a game, **press Select**, highlight "Help," **press L2, L1, L2, Down, O, Down**, and then enter any of the following codes to activate these cheats. If you entered the codes correctly, you'll hear a sound.

Note: To press R3 or L3, depress the Right or Left analog stick until you hear a click.

Big-Head Mode: **Press Start, Down, O, Start.**

Giant Mode: **Press R3, Down, O, Start.**

Invisibility: **Press L1, R3, L2, L3.**

One-Hit Kills: **Press L3, R3, O, Down.**

Tiny Mode: **Press L3, R3, Down, O.**

Unlimited Ammunition: **Press L2, L2, L1, L3.**

Unlimited Health: **Press R3, L3, R3, O.**



PlayStation 2/DVD Player



The Ninth Gate

Hidden TV Spots

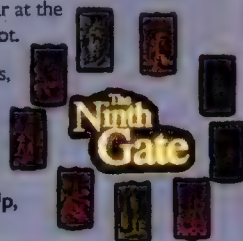


TV Spot 1: At the Main Menu, select Special Features. At the Special Features menu, highlight "Trailers" and **press Left** so "TV Spot 1" appears with a key underneath. **Press X** to start a hidden TV Spot from the film.

TV Spot 2: At the Special Features menu, highlight the arrow to the right of Main Menu and **press X** to access the second page of Special Features. Select Gallery of Satanic Drawings. Go to the second drawing of the fourth gate entitled "Chance is not the same for all," and you should see the initials "AT." **Press Up** to highlight the initials and **press X** to start the hidden TV spot.

TV Spot 3: At the second page of Special Features, select Production Notes. At the Production Notes screen, highlight the right arrow and **press X** until the DVD credits appear (the last page). While the DVD credits are onscreen, **press Up** and the words "TV Spot" should appear at the upper-left corner. **Press X** to start the hidden spot.

TV Spot 4: At the second page of Special Features, select Cast & Crew. At the Cast & Crew screen, highlight the arrow to the right of Main Menu and **press X** to access the second page of Cast & Crew. Select Michael Cheyko, then select Filmography, and the initials "AT" will appear. **Press Up**, then **press X** to start the hidden TV Spot.



S.W.A.T. PRO CLASSIC

You want more cheats? You got 'em! By popular demand, here are some classic cheats for some golden 'oldies! The "G" or "SN" in the upper-right corner of each code indicates Genesis or Super NES, respectively.

Super NES



Rock n' Roll Racing

Unlock Warrior Levels



To unlock these Warrior Levels, enter the following passwords:

ChemVI, B Class:	DR8R Q0TK RS6M
ChemVI, A Class:	0BD8 QQRX SWJ!
Drakonis, B Class:	7CB8 Q8T5 SWJ!
Drakonis, A Class:	ZCB8 Q8R5 SWJ!
Bogmire, B Class:	!CB8 Q8TD SWJ!
Bogmire, A Class:	KFBR Q8RD 92J!
New Mojave, B Class:	9FBR Q8TN 92J!
New Mojave, A Class:	JFBR Q8RN 92J!
NHO, B Class:	MFBR Q8SX 92J!
NHO, A Class:	CFYR Q8QX 5TJ!
INFERNO, B Class:	LFYR Q885 5TJ!
INFERNO, A Class:	BFYR Q8Q5 5TJ!

Super NES



TMNT Tournament Fighters

Fight at New Stages



At the title screen, press **L, R, R, L, R, L, R, A**. Select Vs. Battle, and you'll be able to fight in the Metro Train Stage and the Studio 6 Stage.

Genesis



Dragon's Revenge

Unlock Stages



To access these stages, enter the following passwords:

Stage 1:	LSRCIE8
Stage 2:	CSABMJM
Stage 3:	DSI36KR
Stage 4:	ETTS8DL
Stage 5:	FT438XR
Stage 6:	HV5395S

Genesis



Micro Machines

Infinite Lives



At the title screen, press **B, Down, C, Down, Up, Down, Left, Right**. Now you can drive with reckless abandon.

Super NES



Zero the Kamikaze Squirrel

Unlimited Hit Points, Lives, and Shurikens



Start a new game; pause it, and then enter any of the following codes.

Unlimited Hit Points: Press **B, Up, B, B, A**.

Unlimited Lives: Press **B, A, B, B, Y**.

Unlimited Shurikens: Press **Down, A, B**.

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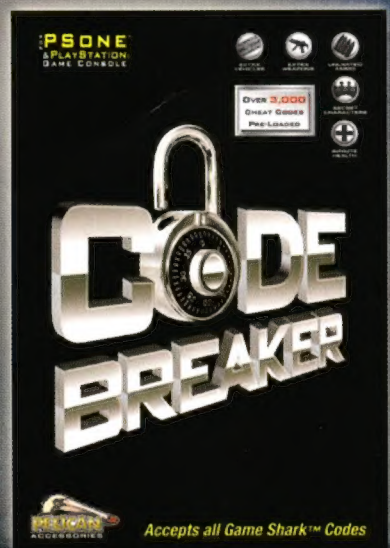
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