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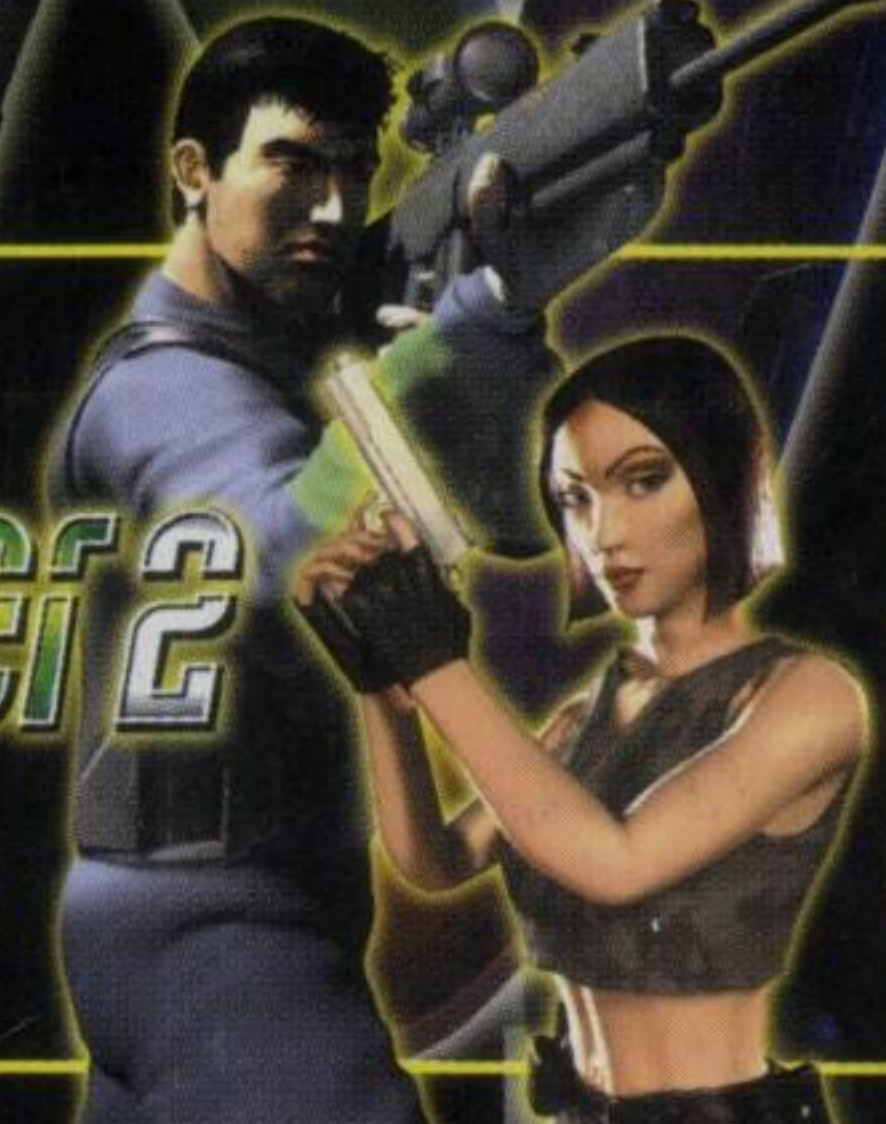
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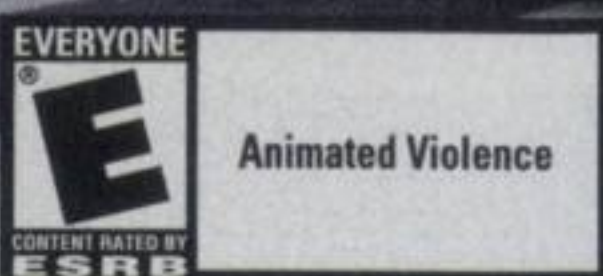
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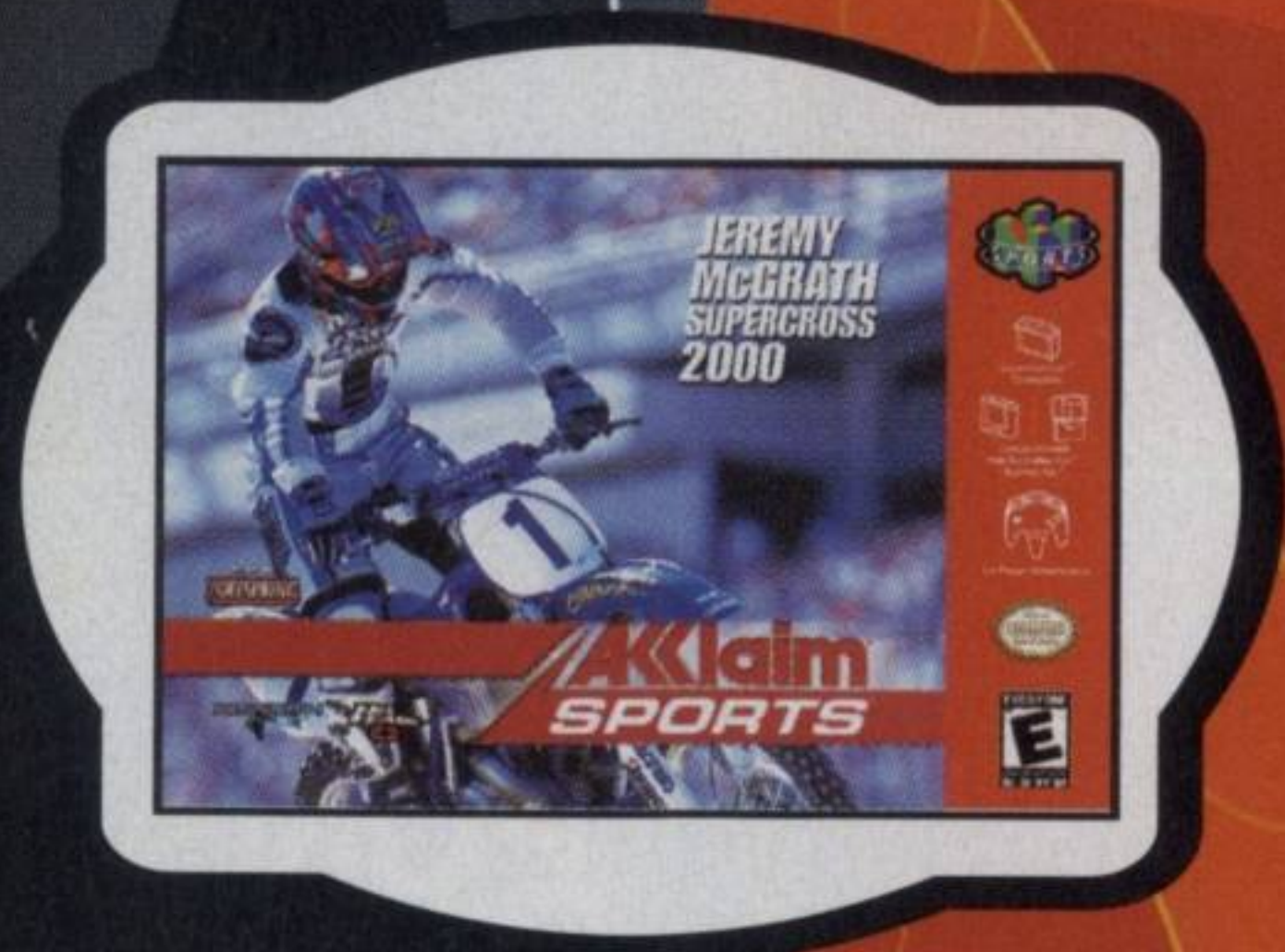


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AARON WOMACK

AGE 19

THE JOURNEY BEGINS

WORKS IN COMMUNICATIONS DEPT.
ON BOARD USS CORONADO

AGE 23

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AGE 26

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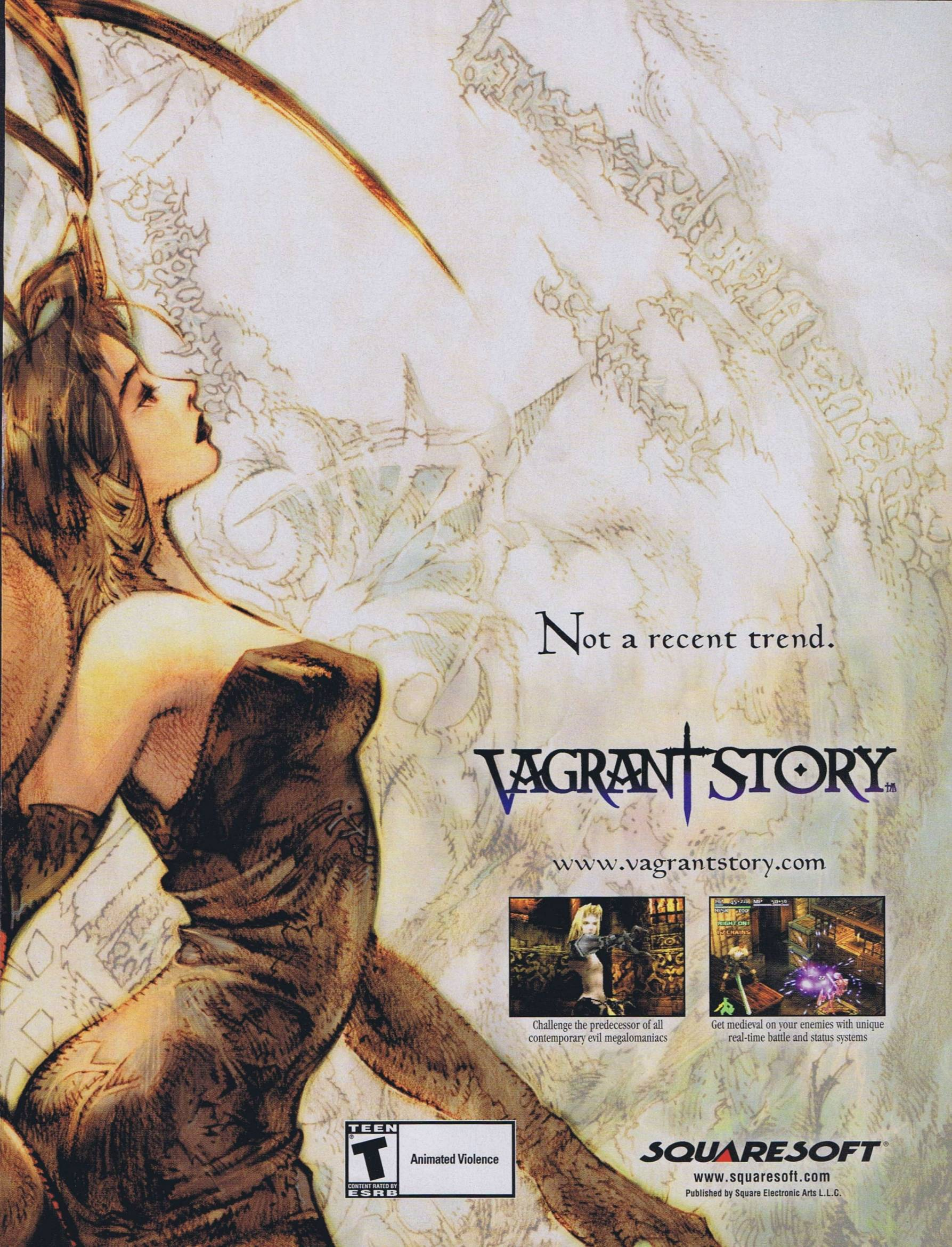


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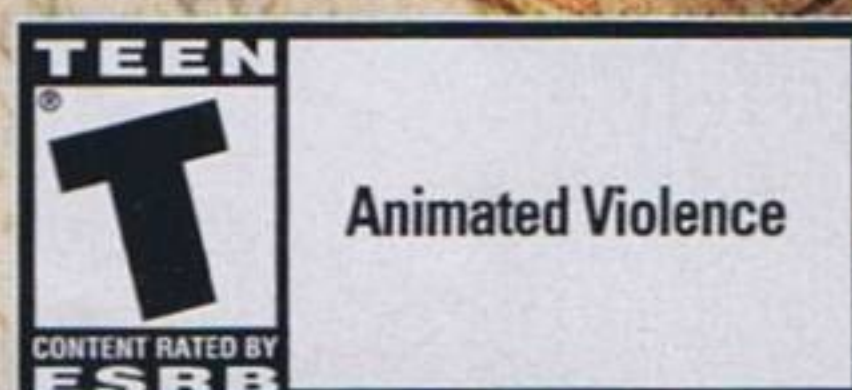
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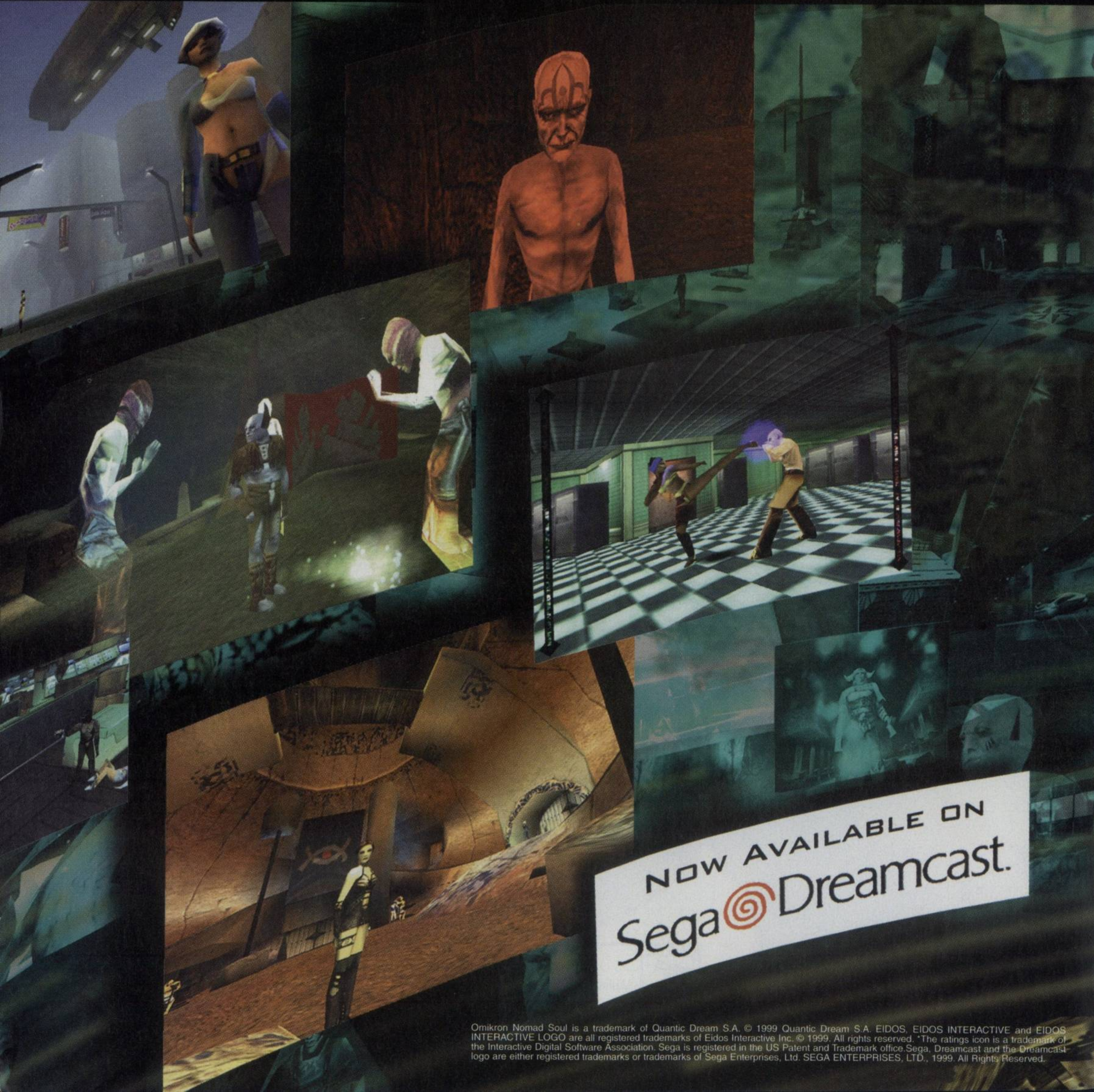
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FEATURES

48 Dream an Evil Dream (Dreamcast)

Check out Major Mike's ProReview of Resident Evil: Code Veronica, the next-gen zombie fragfest, to find out if the latest nightmare is dreamy enough for the Dreamcast. Future undead activities are also on the horizon with Resident Evil: Survivor (PlayStation), Resident Evil (Game Boy Color), and the excitingly named Unnamed Resident Evil Prequel (N64).

RESIDENT EVIL

Code Veronica



52 When Aliens Attack

Dan Elektro recently strapped himself into "the world's largest video game!" That's the hype surrounding Universal Studios' latest multisensory onslaught, Men in Black: Alien Attack. Here's the inside look.

Exclusive Report!



MIB

MEN IN BLACK
ALIEN ATTACK

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

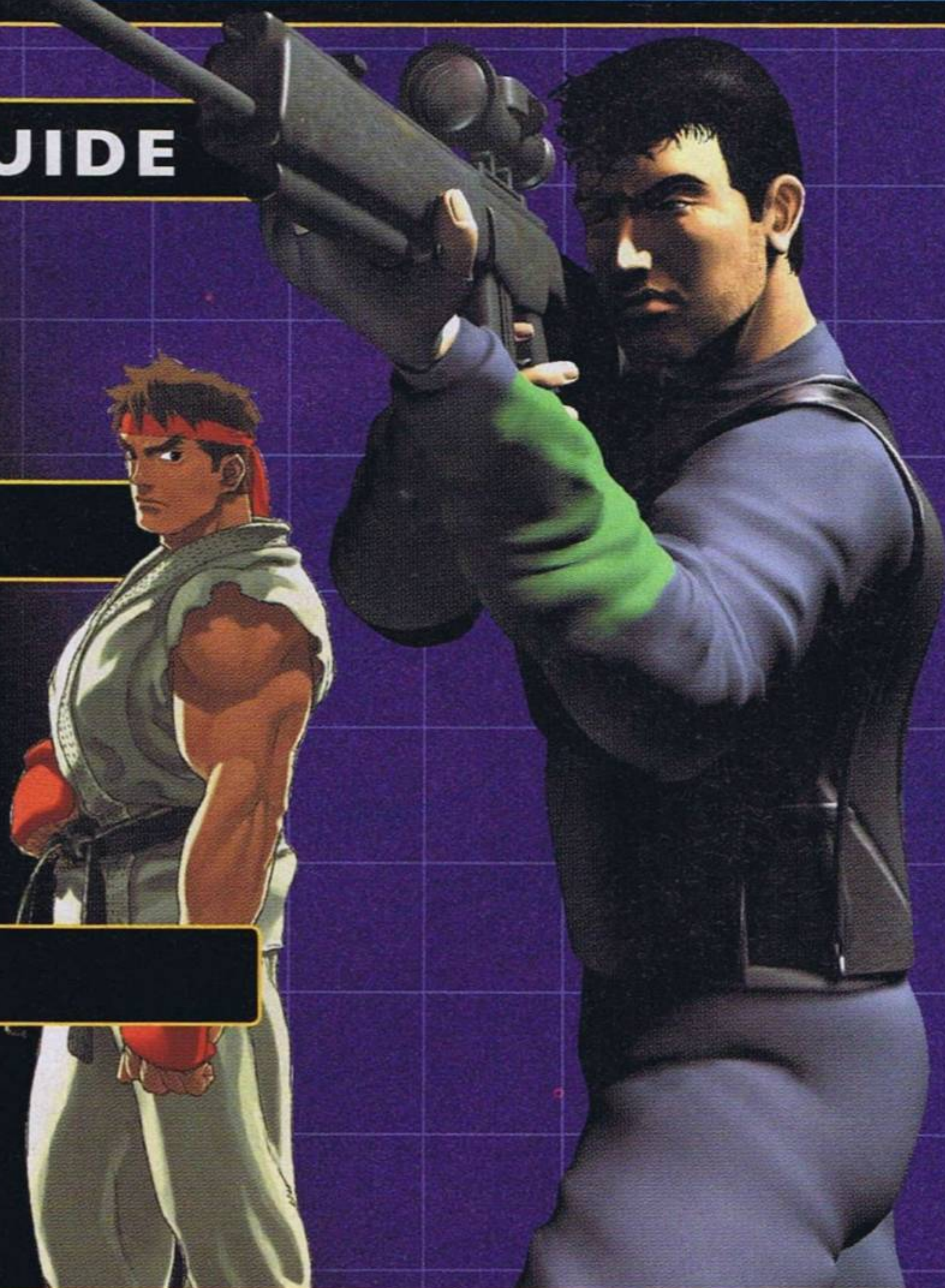
130 Syphon Filter 2, Part 1 (PlayStation)
Hit the ground running with this essential walkthrough for the first 10 levels of this tough combat game. Get all the guidance you need to keep Gabe out of his grave.

THE FIGHTER'S EDGE

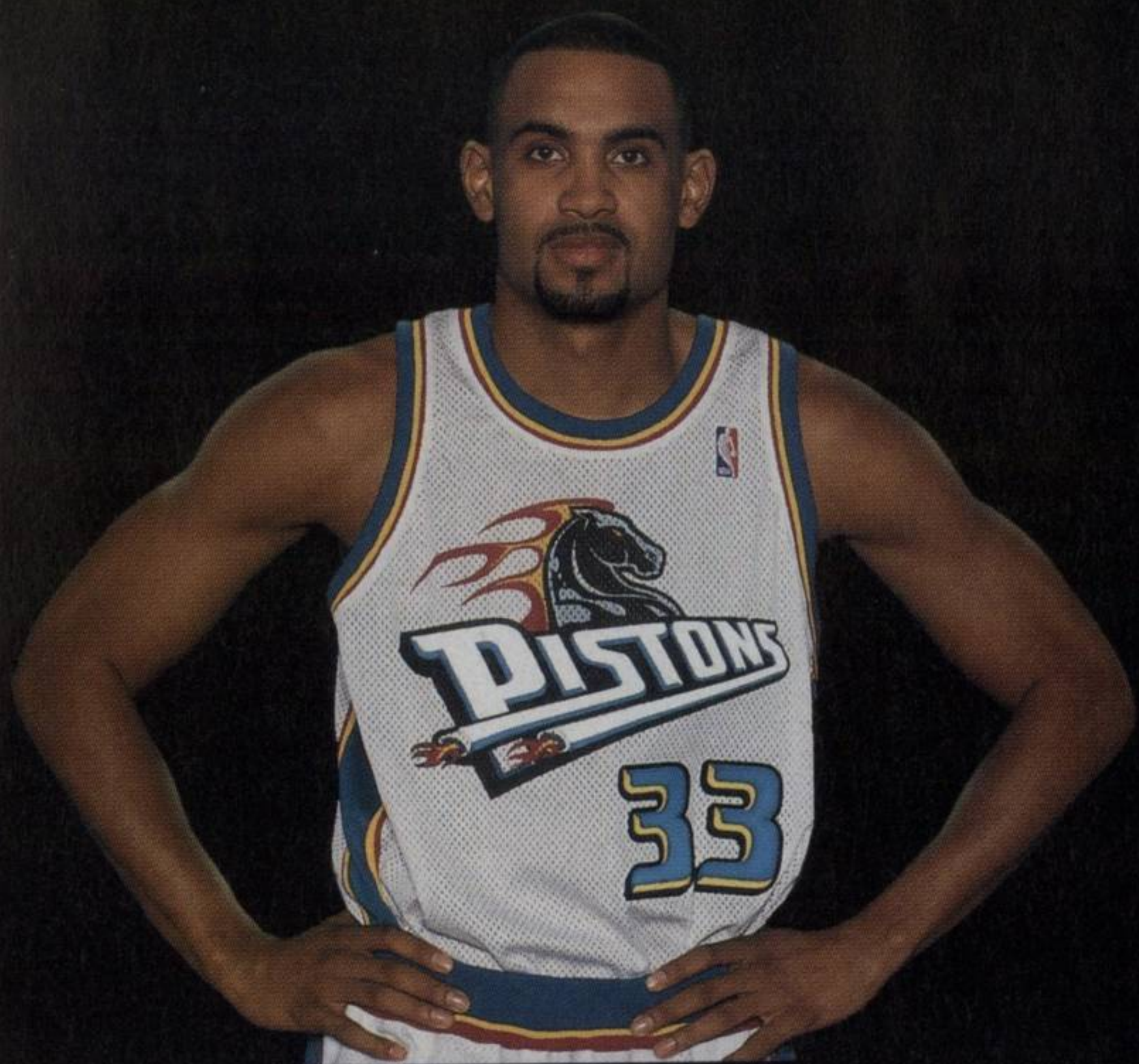
142 Street Fighter EX2 Plus, Part 2 (PlayStation)
Get ready to bust some knuckles with this complete guide to the basic skills, special moves, super moves, and combos for five additional fighters, including some returning EX favorites and a few "classic" Street Fighter characters.

S.W.A.T. PRO

152 The special of the day? Check out the Cheats menu for NBA ShootOut 2000! Think Spyro's too cute? Here's a code that makes his head even bigger! Plus, cheats for Crazy Taxi, BattleTanx: Global Assault, Sled Storm, Expendable, and more!



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58 Nox transports you from a trailer park to a world of swords and sorcery. And be sure to take some side trips with Dark Reign 2, Crimson Skies, Star Trek Voyager: Elite Force, and Kingdom Under Fire.



Star Trek Voyager: Elite Force! Page 62.

SPORTS PAGES

114 It's baseball season, so toss the opening pitch with All-Star Baseball 2001, Triple Play 2001, and ESPN Baseball Tonight. Then how about a change of pace with Rock the Rink, Mike Tyson Boxing, and more!



ESPN Baseball Tonight! Page 120.

ROLE-PLAYER'S REALM

122 Get ahead with Front Mission 3; go unda' and explore the tundra with Alundra 2; then check out Time Stalkers, Wild Arms 2—and our preview of The Legend of Zelda sequel: Majora's Mask.



Front Mission 3! Page 122.

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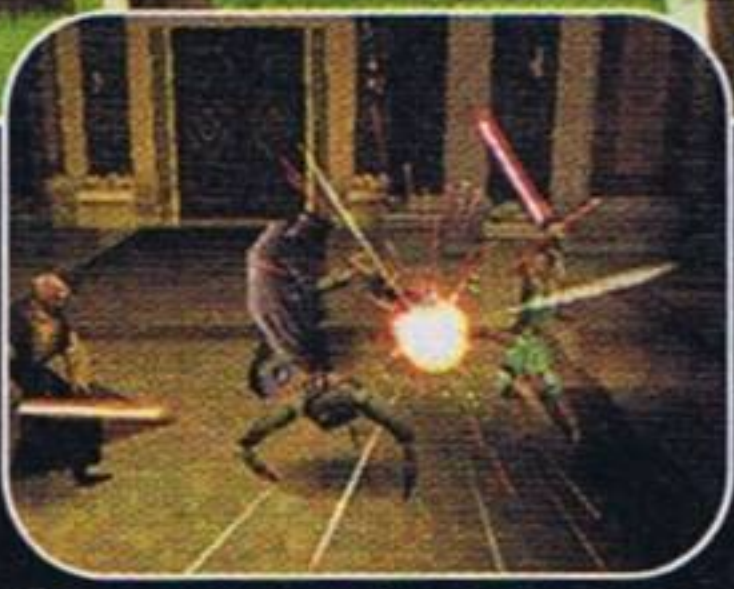
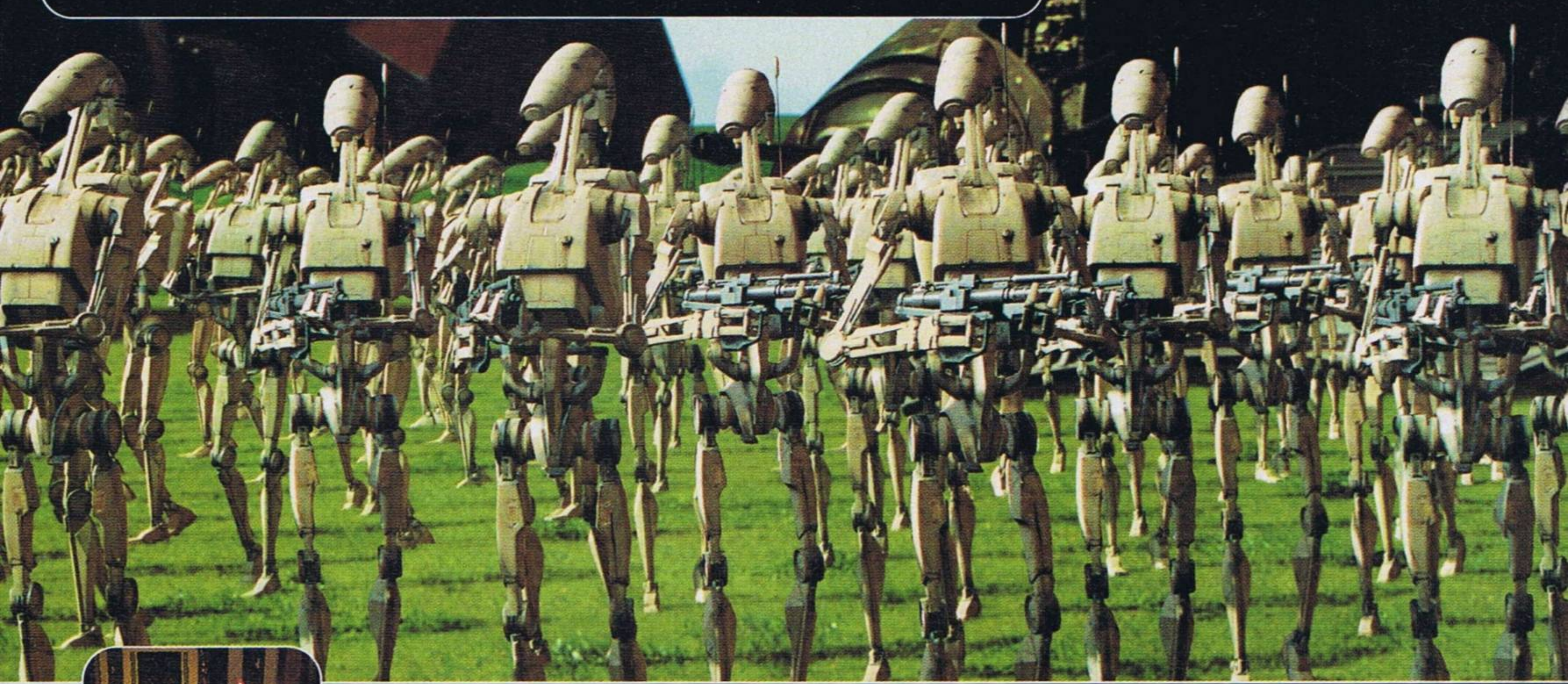
Game Boy owners are breaking into Songboy.

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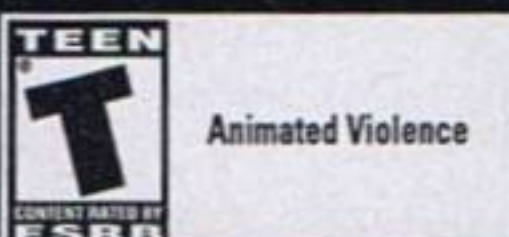
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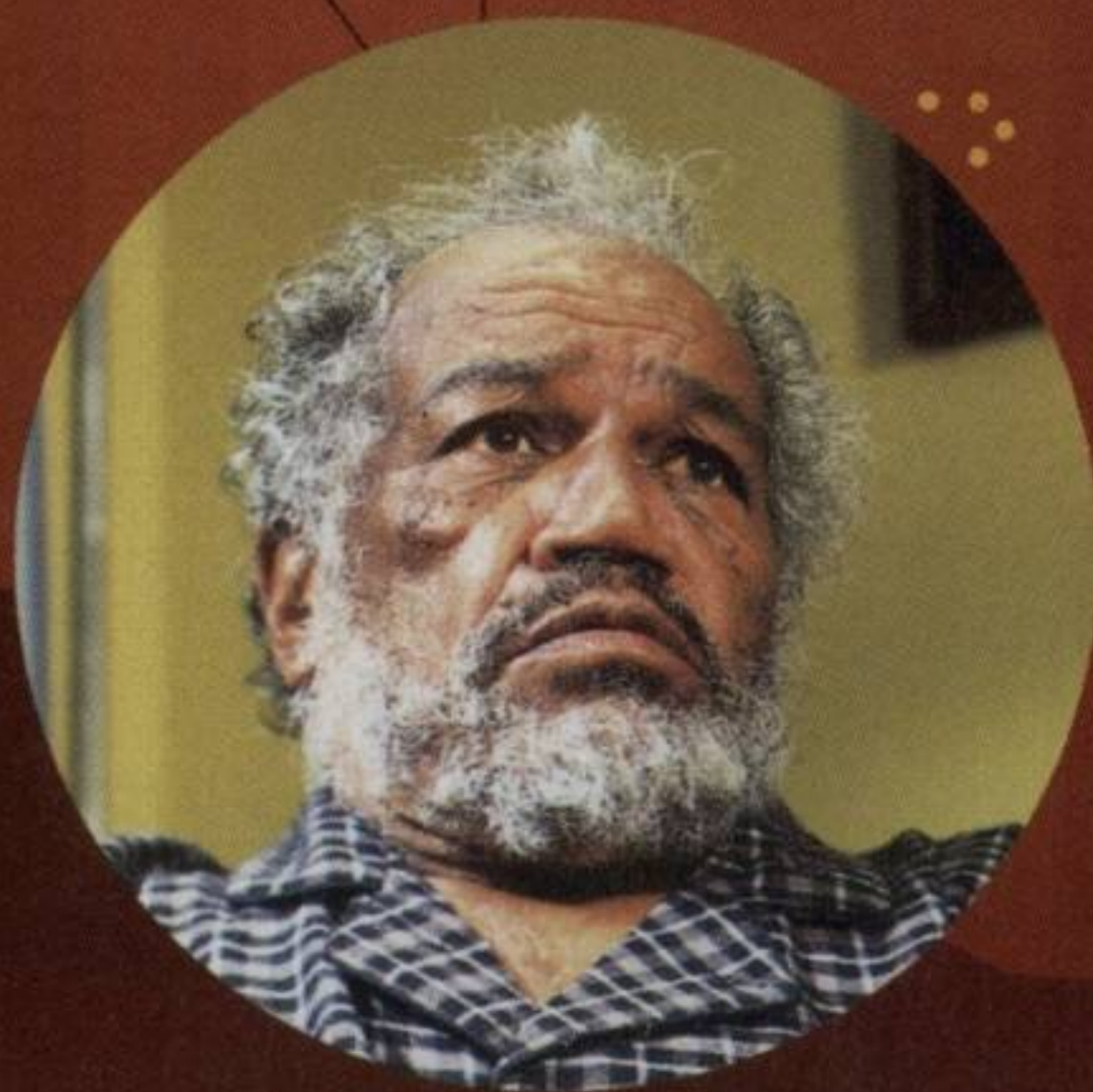
Screen Name: Cap'nCarnage

"I stuck a cat in your rocket, you backass Tuscaloosa cracker. He's in there chewing your mice. But you probably eat mice yourself when you run out of possum, you monster truck-loving, buck-toothed hillbilly. And you other two mentally challenged dopes: hang up, I won."

Player-/0.01

Time Remaining: 00.00.00

Total Mice On Board: 779



Point of Origin Golden Palms Rest Community, Tempe Arizona

Screen Name: Peaches

"I'm nude."

Player-/0.02

Time Remaining: 00.00.00

Total Mice On Board: 329



01



02



03





04



Point of Origin **Pittenweem, Vermont**

Screen Name: **JuliusSqueezer**

"Cap'nCarnage? What are you captain of? The Oregon Survivalist Granola Militia? Maybe you should stop macking pine trees and focus on the cat in your blue rocket—oh, holy crap, I'm the blue rocket."


Player-[0.03] Time Remaining: 00:00:00
Total Mice On Board: 91+1 cat  

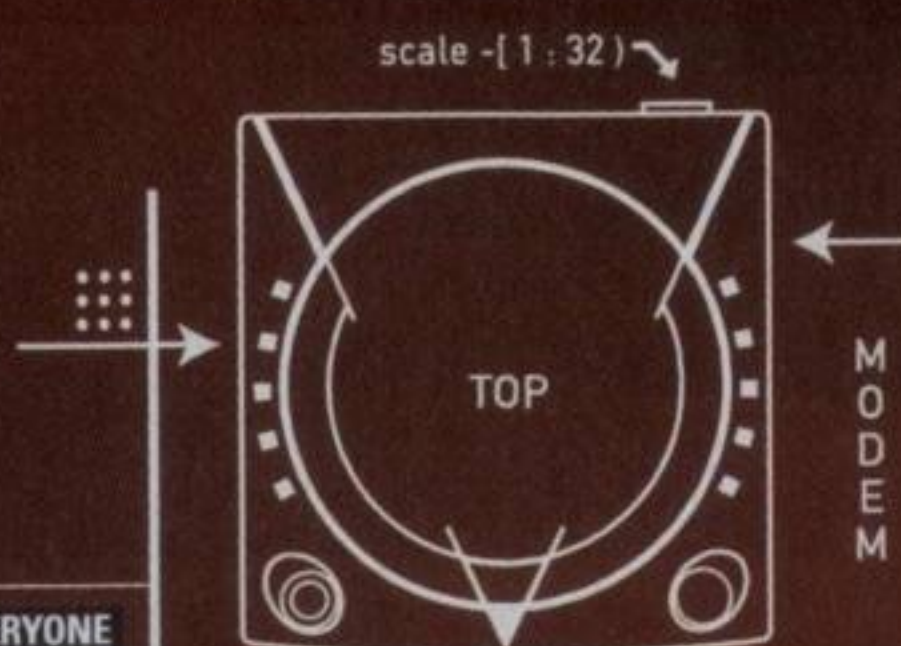


Point of Origin **Tuscaloosa, Alabama**

Screen Name: **WhiteLightning**

"Shut up, Cap'nCarnage, you don't know bull-diddy doo. I don't love monster trucks I am not dumb. I had to go to the crapper is how the cat get in. I am smart. I went to State. For too years. So you can just kiss my chu chu."

Player-[0.04] Time Remaining: 00:00:00
Total Mice On Board: 0+1cat 



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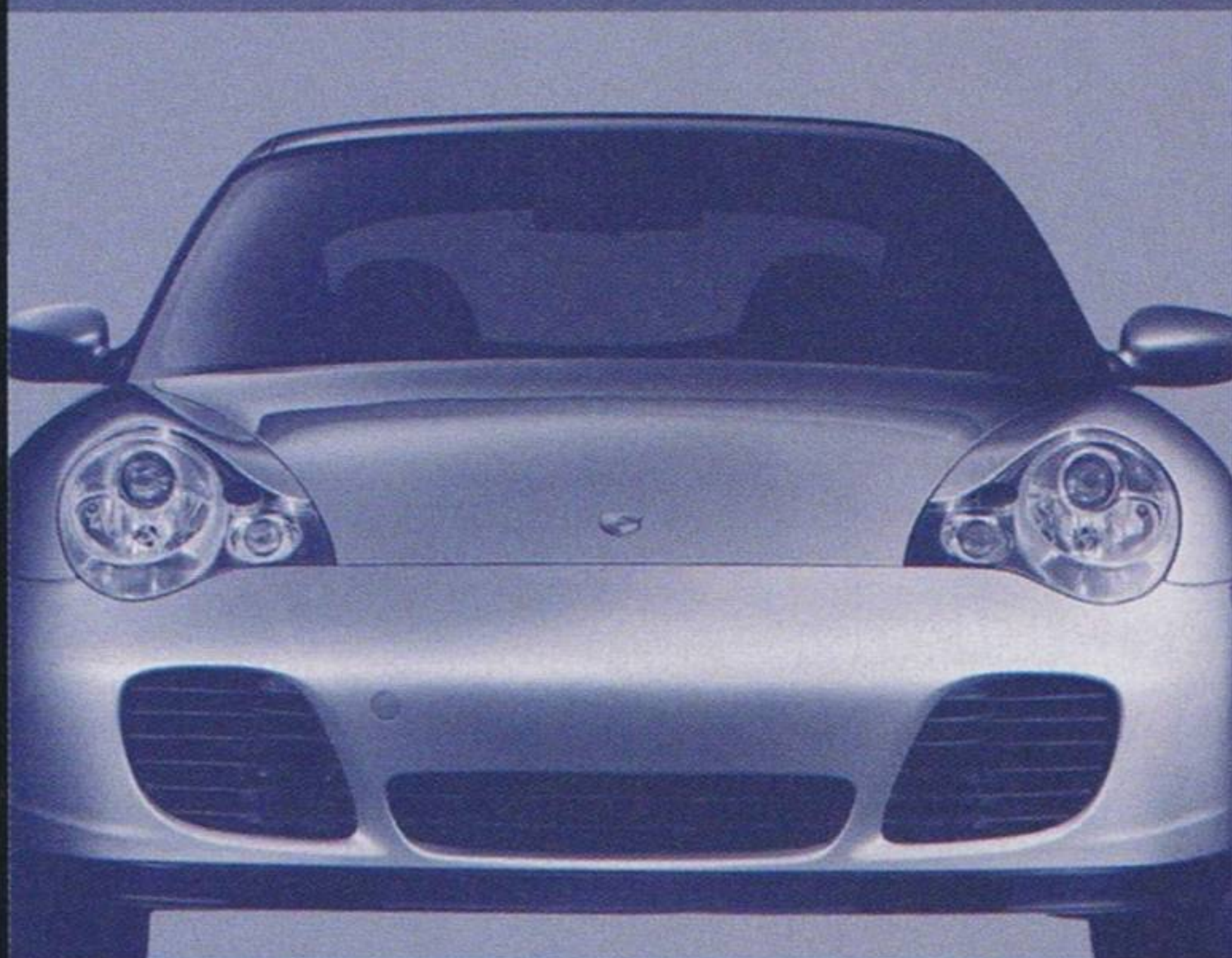


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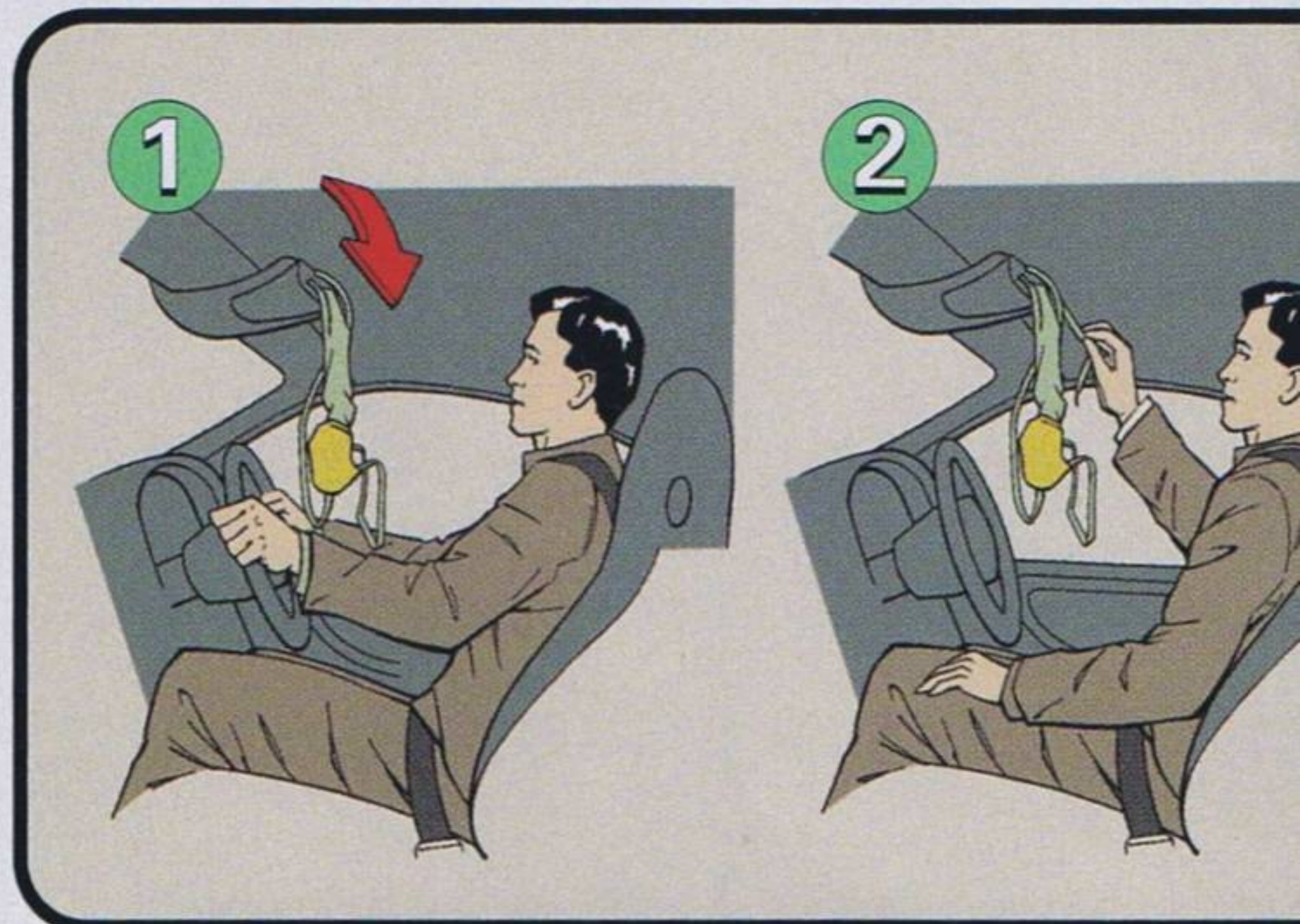
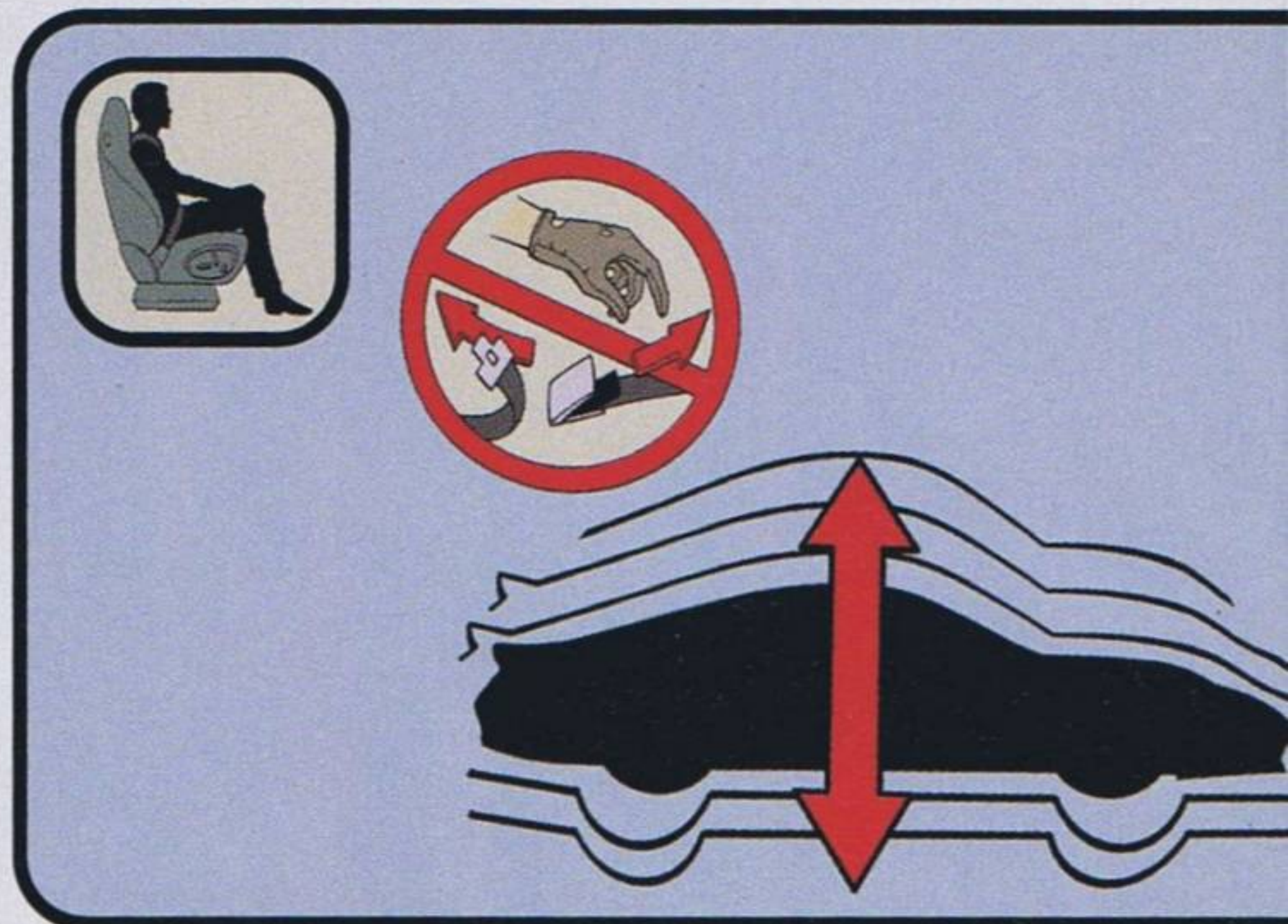
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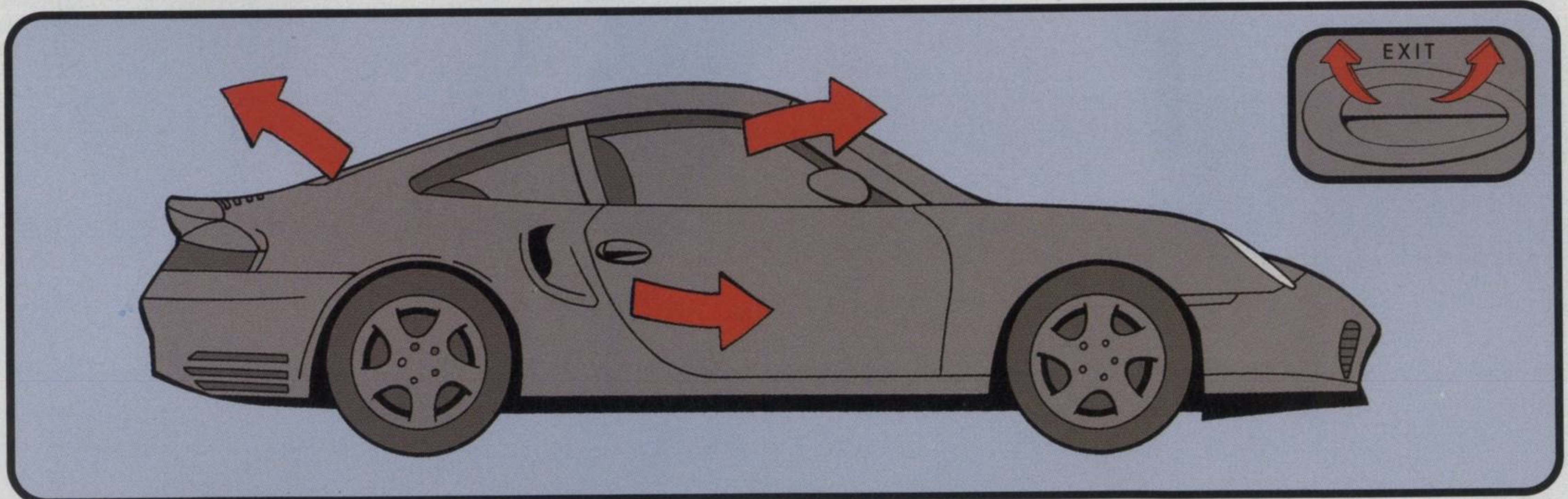
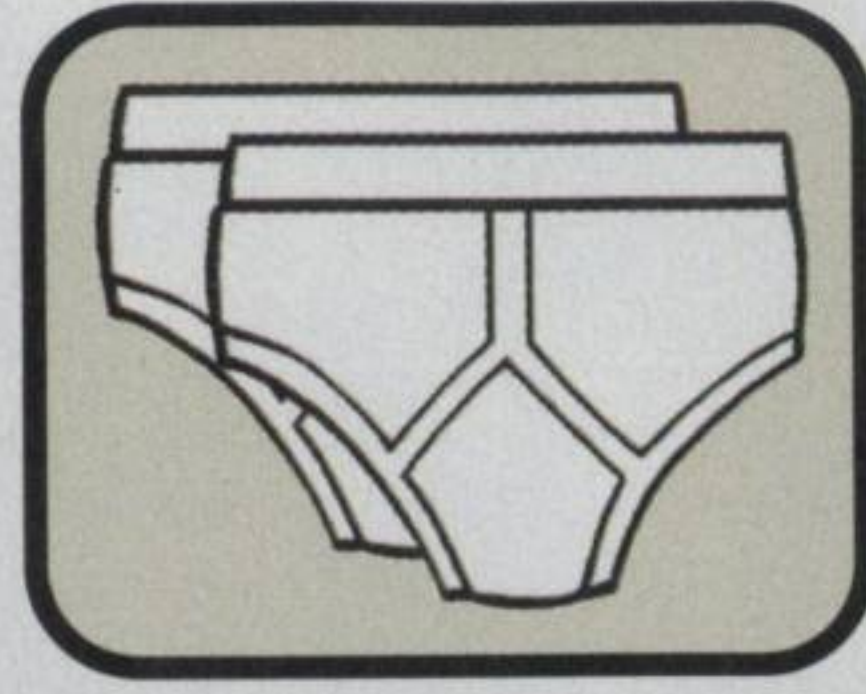
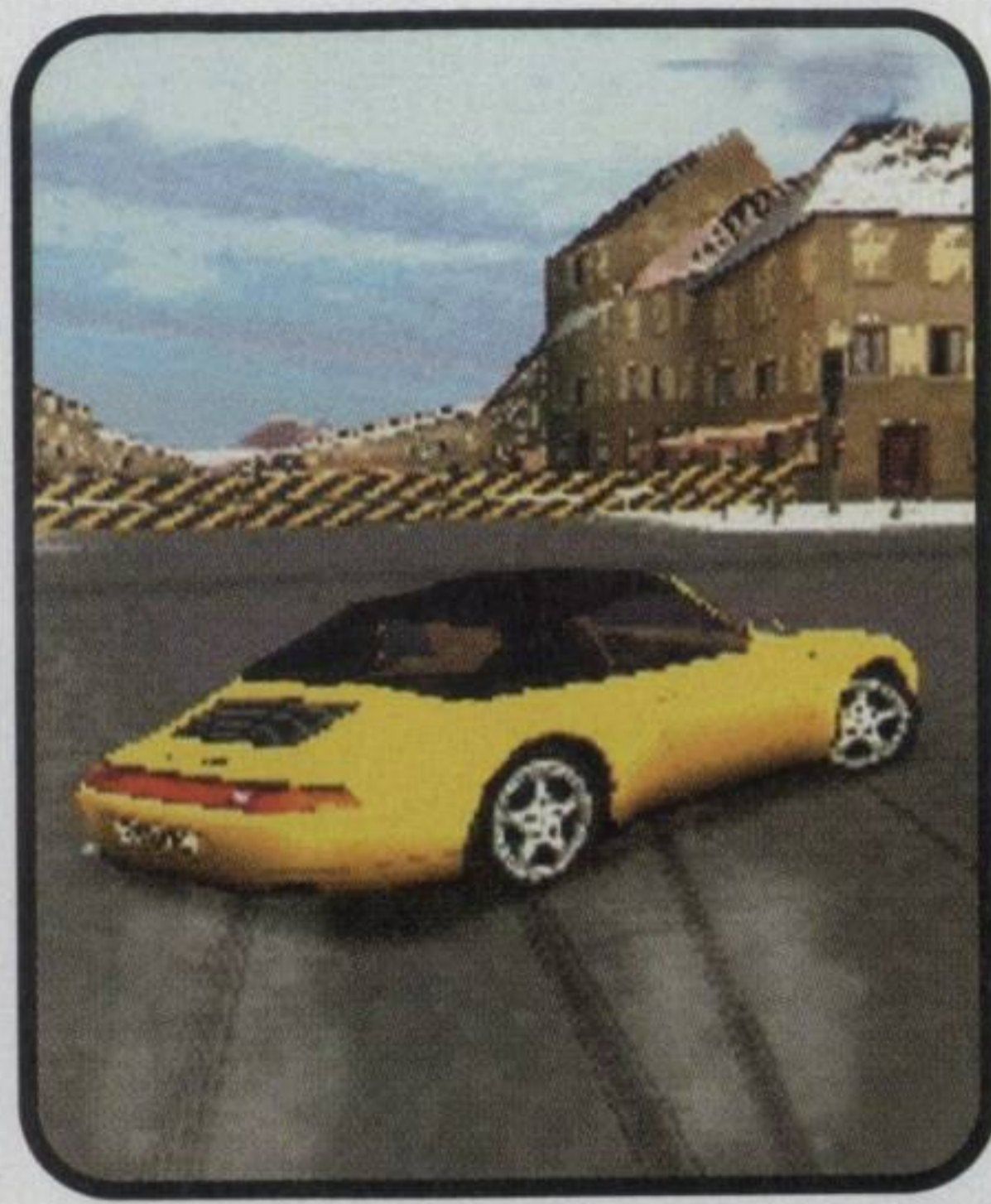
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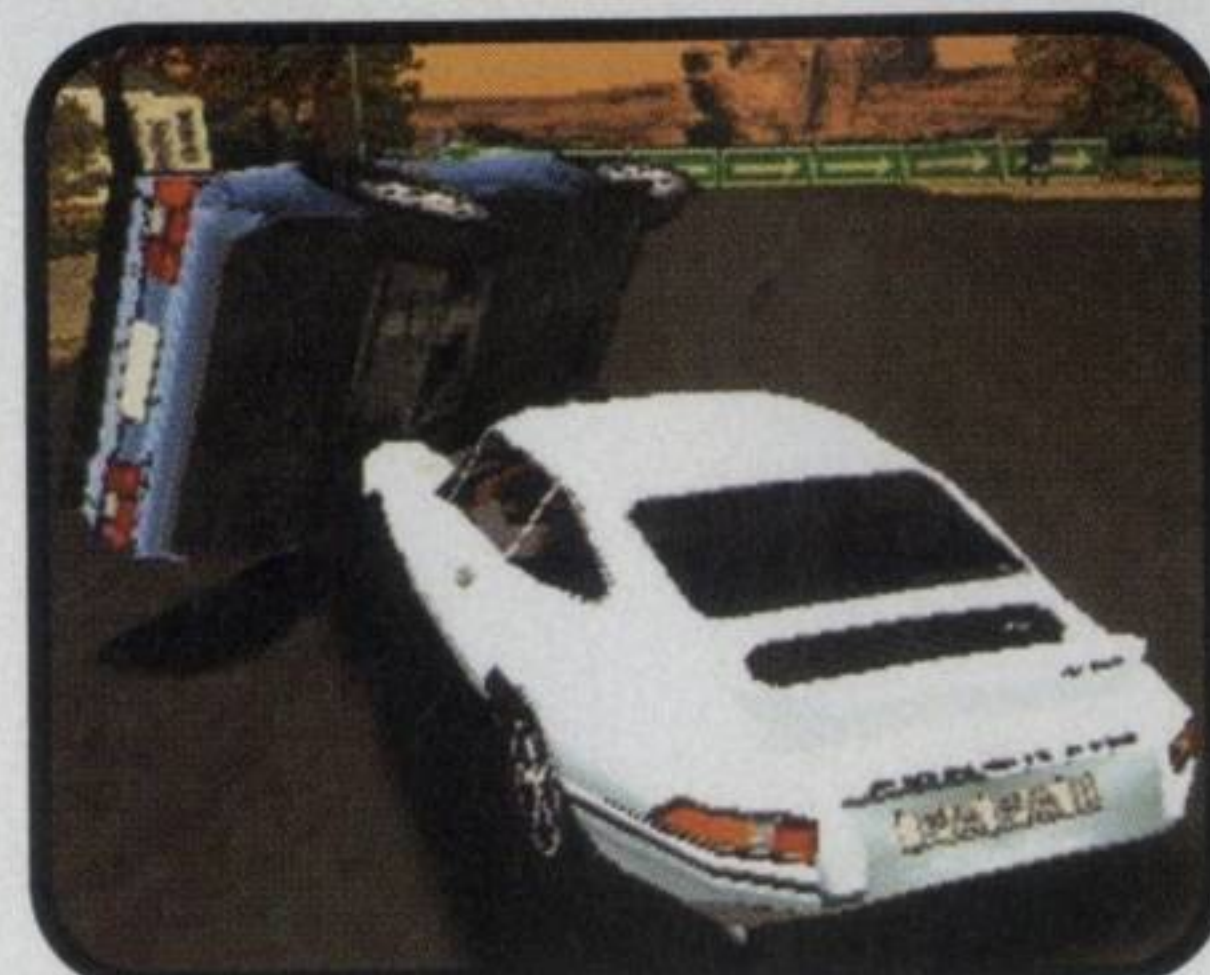
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EDITOR'S LETTER

Zombies Ate My Neighbor

I had to find out what was happening; I thought I was alone at *GamePro*—but the blood-curdling racket next door was freaking me out—awful moaning, eerie shuffling noises, chilling scrapes, and disgusting squishy sounds. I was honestly scared...uh, witless, but this was going on in the office right next to mine! I nervously cracked open the door, ready to scam in an instant. What I saw in the dimly lit room will be burned into my memory forever. Slumped over a Dreamcast was a gawdawful apparition that my terrified eyes struggled to convince my unbelieving brain must have been human once. The sweat-stained head of the thing slowly toppled toward me, and, despite the horrible, dark rings encircling the eyes, I realized...Major Mike had just completed a remarkable, mind-numbing marathon session to beat *Resident Evil: Code Veronica!*

Video games have become a world overrun with zombies, and you can read all about it in the Major's *Code Veronica ProReview* (this issue's cover feature) as the *Evil* series continues a remarkable run that few could have predicted when *Resident Evil* first put the bite on the PlayStation back in '96. Leading up to last fall's *Resident Evil 3: Nemesis*, 10 million people around the world have paid good money to let the undead crawl into their imaginations and game systems.

Clearly the end is not in sight. Dan Elektro has hunted down future zombie games to preview for this issue: *Resident Evil: Survivor* (PlayStation), *Resident Evil* (Game Boy Color), and a prequel to the *Resident Evil* saga slated for the N64.

Mario is only making guest shots. Sonic's on the run. Crash took up cart racing. Laura's chasing relics. Big names in games come and go, but shambling and slobbering along, zombies remain on the march.

The GamePros
San Francisco, CA
letters@gamepro.com



RESIDENT EASY

The opening cinema in *Resident Evil 3: Nemesis* shows soldiers rappelling down from a helicopter. Why don't they just stay in the helicopter and shoot the zombies from above?

► Christopher Roy via Internet

Shooting zombies from a helicopter would be like shooting fish in a barrel; sure, it'd be fun for a while (and in the case of the fish, you'd turn out some mean sushi)—but there would be no game and less adrenaline pumping. Besides, you'd still have to land a team to clear out the zombies inside the buildings (also, this cinema contains a key plot element for the game).

GOOD GAMES IN GOOD TIME

How long does it take to make a really good game like *The Legend of Zelda: Ocarina of Time*, *Metal Gear Solid*, or *Resident Evil*?

► BobbyC via Internet

Each of these games was in development for over three years. *Metal Gear* even bypassed the 16-bit systems, leapfrogging from the 8-bit NES to the 32-bit PlayStation. Even though these games ended up "classics," you can bet that all three development teams would've loved to have had even more time to make them even better.



PLAYING TO THE END

Games on systems like the SNES and Genesis were actually worth finishing. The Dreamcast and the PlayStation blow me away with their graphics, but the thrill of defeating a game for these systems is, unfortunately, fading away. Currently, game endings are uninteresting: For example, the finales for *NFL 2K* and *Castlevania: Symphony of the Night* really disappointed me. I played for hours to beat them only to find out that the endings bit. If game developers want to make a killer game, they should create a cool ending that makes it worth the 20-plus hours we're going to put into them.

► Simpsonfan13 via Internet

Yes, a killer game should have a killer ending. But surely *Resident Evil 3: Nemesis*, *Soul Reaver: Legacy of Kain*, *Final Fantasy VIII*, *Tomb Raider: The Last Revelation*, and the upcoming *Resident Evil: Code Veronica* (see the cover feature in this issue) are worth playing through? After you defeat these games, let's see if you still want to rant about weak endings.

A MESSAGE TO THE PIRATES

Software piracy is a major problem, but it seems to be getting worse. On the Internet, every time I do a search for a game, it turns up at least one piracy page. What's being done about this?

► William559 via Internet



Last year, both Sony and Nintendo put a major bite on software piracy, but let's face it—the pirates are running rampant out there because there are gamers who support them. So, (to paraphrase J.F.K.) instead of asking what's being done about software piracy, ask "What can I do about piracy?" If someone offers you a pirated game for \$9, or asks if they can borrow your game to copy it, just say, "No."

SNOW-BORING FOR DUMMIES

Comparing a snowboarding game to a skateboarding game is like comparing apples to oranges. In your Readers' Choice Awards [page 51, March], you group the two activities together in the clichéd "Extreme" category—but it would've been more appropriate to compare *Trick'N Snowboarder* to another snowboarding game for the same system, such as *MTV Snowboarding*. Get your facts straight and stereotype something else.

► Randy Oman via Internet

Oh, jeez, here's a stereotype for you: Uptight snowboard scrubs give the sport a bad name. Of course, you can't compare snowboarding blow-by-blow to skateboarding. But the RCA categories are there just to help us organize all the votes. If you really feel the need, use the write-in. Blow the snow out of your...uh, pants, and enjoy the vote for what it is: entertainment.

A POKÉMANIAC

I have an idea for the greatest Pokémon game ever: *Pokémon Hunter*! There would be three versions: first, a classic *Deer Hunter*-style game; next, a first-person shooter like *GoldenEye 007* or *Turok 2* (when a Pokémon is shot, it would actually bleed); and, finally, an arcade game with classic *House of the Dead*-style gameplay. What do you think?

► Joe Plemmons
Tucson, AZ

We think Tucson must be a scary place. What kind of sick freak looks at *Pokémon Red* and sees *Quake* for

HAVING A MARIONETTE SIT NEXT TO HIM WAS ONE THING, BUT HAVING A MARIONETTE SIT NEXT TO HIM AND ASK FOR A COCOA BUTTER RUB, WELL THAT WAS ANOTHER.



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kids? It's time to cancel your subscription to *Guns and Ammo* and "unload" the Pokémon "cartridges" from your "handgun"...er, "handheld." Now, take your letter to a guidance counselor and begin Tetris therapy.



ELEKTRÖ-FYING FACTS

Recently, I passed by a tune-up shop in Port Charlotte, Florida, called Elektro's Shocks and Batteries. Is that where Dan Elektro found his name? Also, is Boba Fatt a Snorlax in disguise?

► GENGAR2003878 via Internet

Dan Elektro responds: Nope, I didn't get my name from a car repair place—I got my name from my parents. Isn't that where most people get them? Nyuk nyuk.

Anyway, good catch, and on behalf of *GamePro*, I humbly accept the honor of having a repair garage named after me. Next time you pass, grab me a business card—or a T-shirt if it becomes the tourism Mecca it should be.

As for Boba Fatt, you're half right—he is a rare Snorlax/Wigglytuff hybrid, which means that when attacked, he becomes lazier and fatter. He's the only Pokémon who can simultaneously go up in both sloth and girth.



POKÉMON BUSTED?

According to the list of new Pokémon in your February issue [page 50], there's a Pokémon named Kapoera that fights using dance moves. Bust-A-Groove also has a character named Capoeira, who obviously dances. Is Nintendo copying a Bust-A-Groove idea?

► Jjthephat1 via Internet

Actually, both Pokémon and Bust-A-Groove are making references to a real-life martial art. The names you mention are goofy spellings of "Capoeira," a hand-to-hand fighting technique that originated in Brazil. Capoeira features athletic, flowing combat moves with spinning, twisting airborne kicks often likened to break dancing or ballet. If you know Bust-A-Groove, you must be familiar with Tekken 3's Eddie Gordo, the Capoeira expert.

MAJORLY CONFUSED

Is Major Mike in the 82nd Airborne? Because only airborne soldiers are allowed to wear red berets in the U.S. Army. Or is he a soldier from another country? And is his rank really "Major," or is he just a wannabe?

► Noel Molina
Ft. Bragg, NC

Major Mike is pissed that we're answering your cleverly disguised list.

- 1) Major Mike has nothing but respect for the famous fighting 82nd, but he wears his red beret for another combat unit.
- 2) Major Mike is a soldier in his own private army.
- 3) You'll "wannabe" gone when the Major finds you!



Prize Winner!

Congratulations to Drew Brown, the first person to identify the video game character Major Mike is modeled on: a Battletoad. Thanks for putting a smile back on the Major's face. For his quick response, Drew will receive a cool *GamePro* T-shirt!

ART Attack

Pick of the Month!



2012

PSYCHIC FORCE

ESNA B.

Gina Salvador, Pine Grove, CA

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—CONTAGIOUS VIRUS—

Tim Foster, Charlestown, W. Va.



Francis Manfoste, San Francisco, CA

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brobuzz@gamepro.com	lamchop@gamepro.com
major_mike@gamepro.com	jakethesthake@gamepro.com
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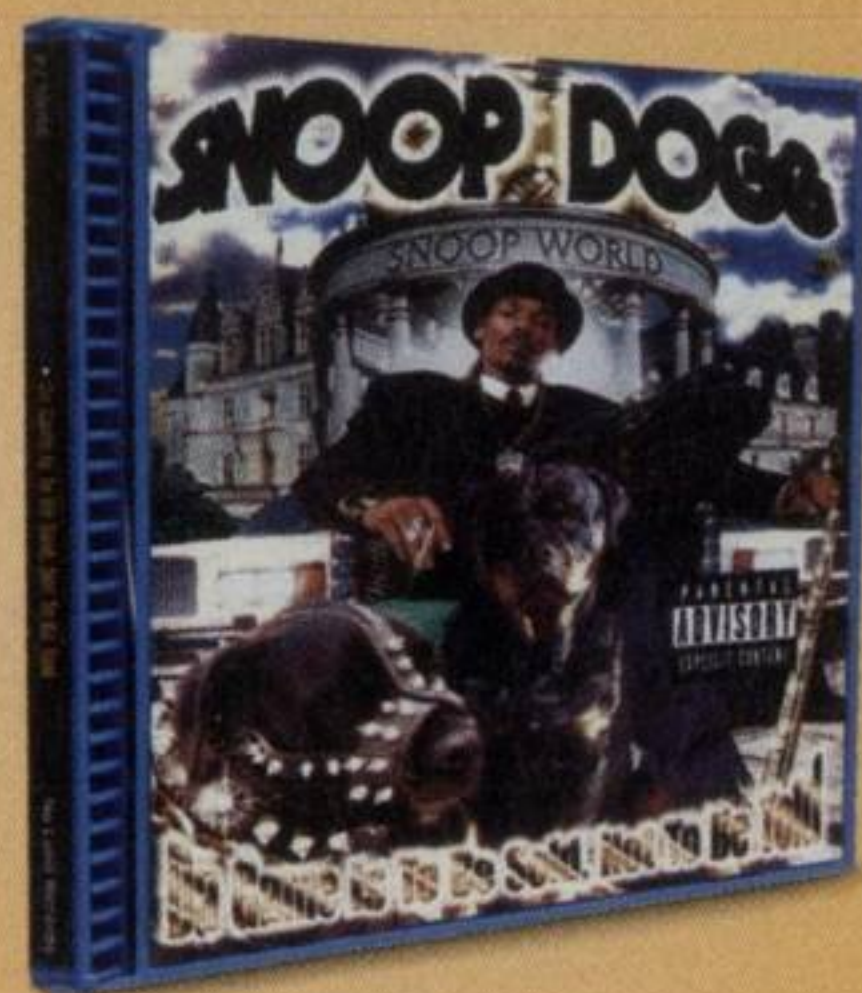
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BY THE WATCH DOG

The end of the school year approaches; finals are just around the corner. But before you start cramming, study the following answers to these gamers' queries.



SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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San Francisco, CA 94119-3709

Or e-mail us at:

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YOU MAKE THE CALL

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

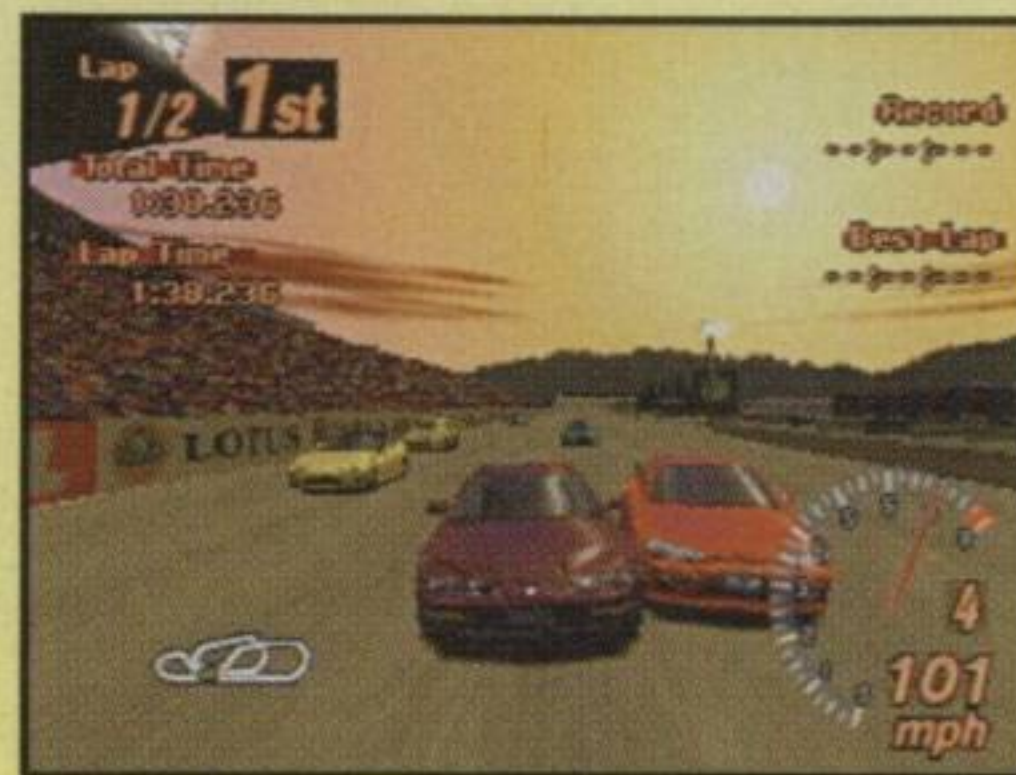
Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

Q In *Gran Turismo 2*, all of the cars that I acquired were suddenly erased. I constantly saved the game and have never used a non-licensed peripheral. Is this some kind of programming error? I worked way too hard to get all those cars just to see them erased!

JOSHUA SWIFT
LAS VEGAS, NV



Having engine troubles with GT2?

A A Sony customer service rep replies: "There are a few bugs in the early versions of *Gran Turismo 2*—you, unfortunately, have the worst of them. We'll be more than happy to replace your disk with a newer version of GT2 that doesn't have any of the glitches. We apologize for any inconvenience this may have caused."

The Watch Dog growls: What a sloppy way to produce one of the most popular driving games! Consumers should never have to deal with obvious game errors that could've easily been fixed before release. In fact, a drag-racing mode was left out of the final version. It would seem that Sony opted to release a game plagued with bugs and missing a gameplay mode just to meet holiday demand. So what do you believe Sony was thinking of first—the consumers or its bottom line—when it decided to release *Gran Turismo 2* in this fashion?

To see if your copy of *Gran Turismo 2* has glitches, keep an eye out for the following:

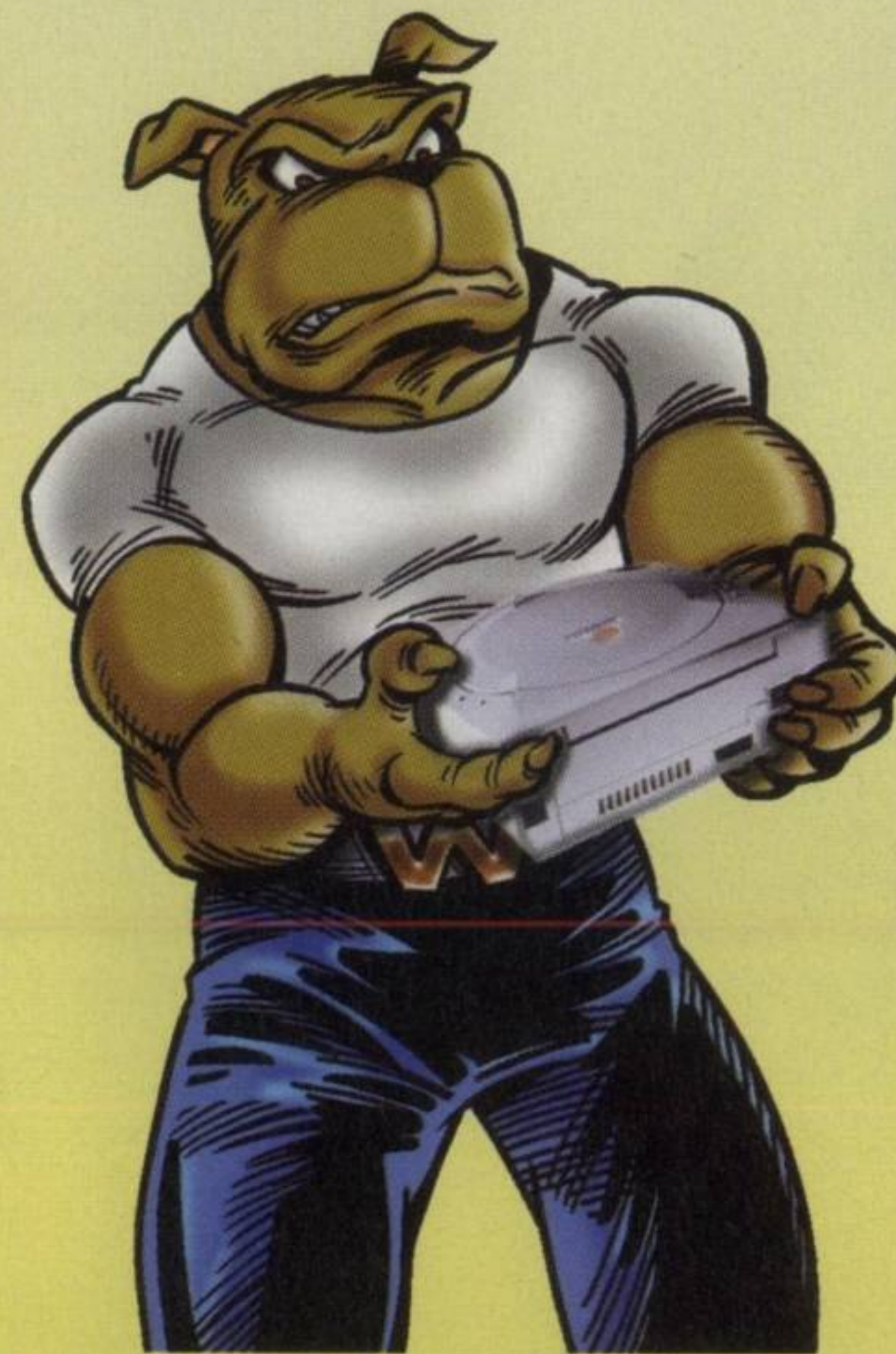
- Your stats read 98.2% complete when, in fact, you know you've already finished the entire game.
- Acquired cars mysteriously disappear from your garage.
- The car's horsepower changes after you've bought it and put it in your garage (without having upgraded it).

Sony will send an updated GT2 (free of any technical difficulties) to those who have a defective game. Consumers should call Sony at 800/345-7669 for assistance.

Q What's the latest news on playing import games on an American Dreamcast?

KAREN SEID
SAN FRANCISCO, CA

A The Watch Dog answers: Stores and online sites specializing in import games are now "chipping" Dreamcasts. As many PlayStation owners already know, "chipping" refers to placing a modification chip inside a console system that enables gamers to play both American and Japanese games. Dreamcast owners are thus able to play import games on their American systems using a mod chip. Because it's relatively new for the



With a mod chip, Dreamcast owners can now play import games on their American systems.

sure you really want a mod chip. And if you do, it's best to find a professional to install it for you.

Dreamcast system, however, companies are still searching for the best way to quickly and easily insert a mod chip.

By press time, we'd found two different Dreamcast mod chips. The first uses 26 wires and takes about three days to install at a cost of \$80 to \$90. The second chip has six wires, making it easier to install and a little cheaper—however, the installation of this type of chip has not yet been perfected.

As always, once you open up your gaming system, you void the manufacturer's warranty. There's no going back, so make

sure you really want a mod chip. And if you do, it's best to find a professional to install it for you.

Q In *Knockout Kings 2000* for the PlayStation, after beating Muhammad Ali, my game shows the ending cinema and then completely freezes with a bunch of coded letters and numbers on the screen. I exchanged the disk for another one from the local store, and it did the same thing. What's going on?

ALEX CABRERA
VIA INTERNET



Original PlayStation owners take a hit.

A An Electronic Arts customer service representative answers: "This will happen only with older PlayStation models. You'll see this occurrence on PlayStation systems that are of the 1000 and 3000 series. There's no way to fix it—but all you're missing is the ending credits, so it's not much."

The Watch Dog adds: Even though gamers might not be missing much, as EA states, this bug is still a sure sign that EA's game-testing crew isn't doing a stellar job. Many companies forget that first-generation PlayStation systems are still widely used—and are mostly owned by hardcore gamers.

"Fun? Yes. Funny? Sure. Obscene? Hell yeah."

-EGM

"will become a long-played title in your game library"

- Game Informer




"If entertainment could be measured, GTA2 would bust the scale"

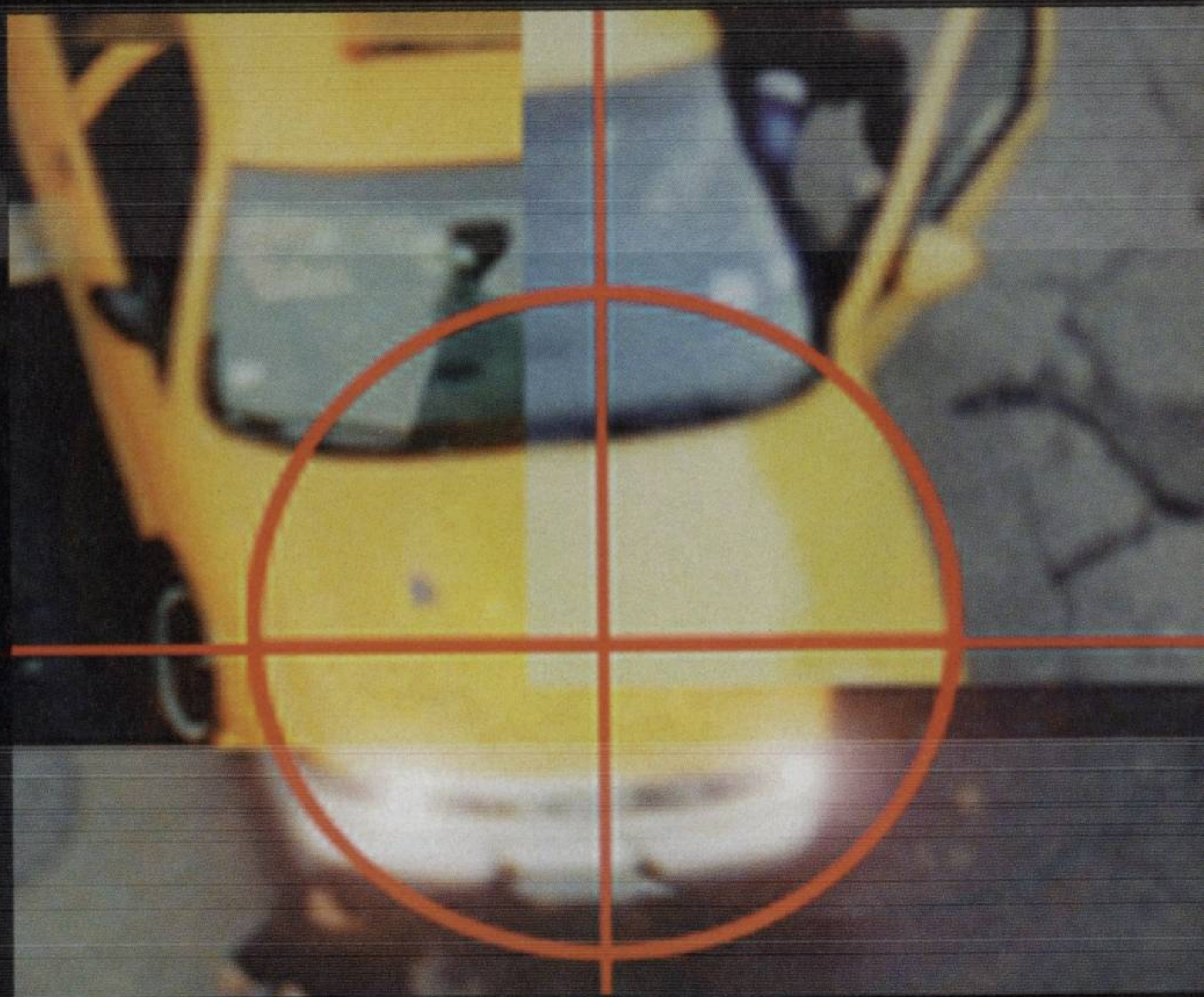
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GTA2

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The incredibly fast-paced and fluid game play now matched by Sega's 128-bit system makes GTA2 a must-have for the Sega Dreamcast owner's game library.



Sega Dreamcast



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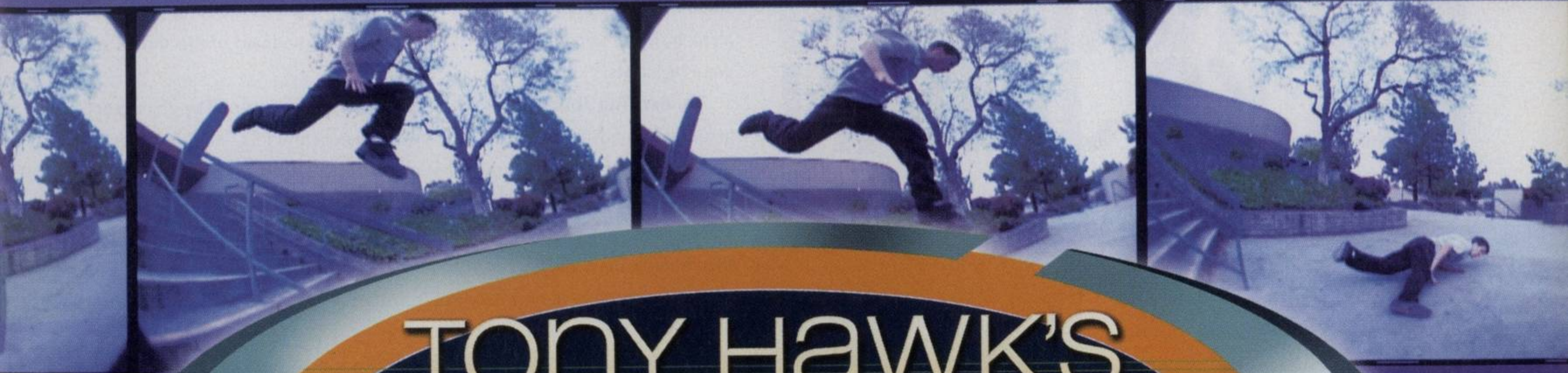


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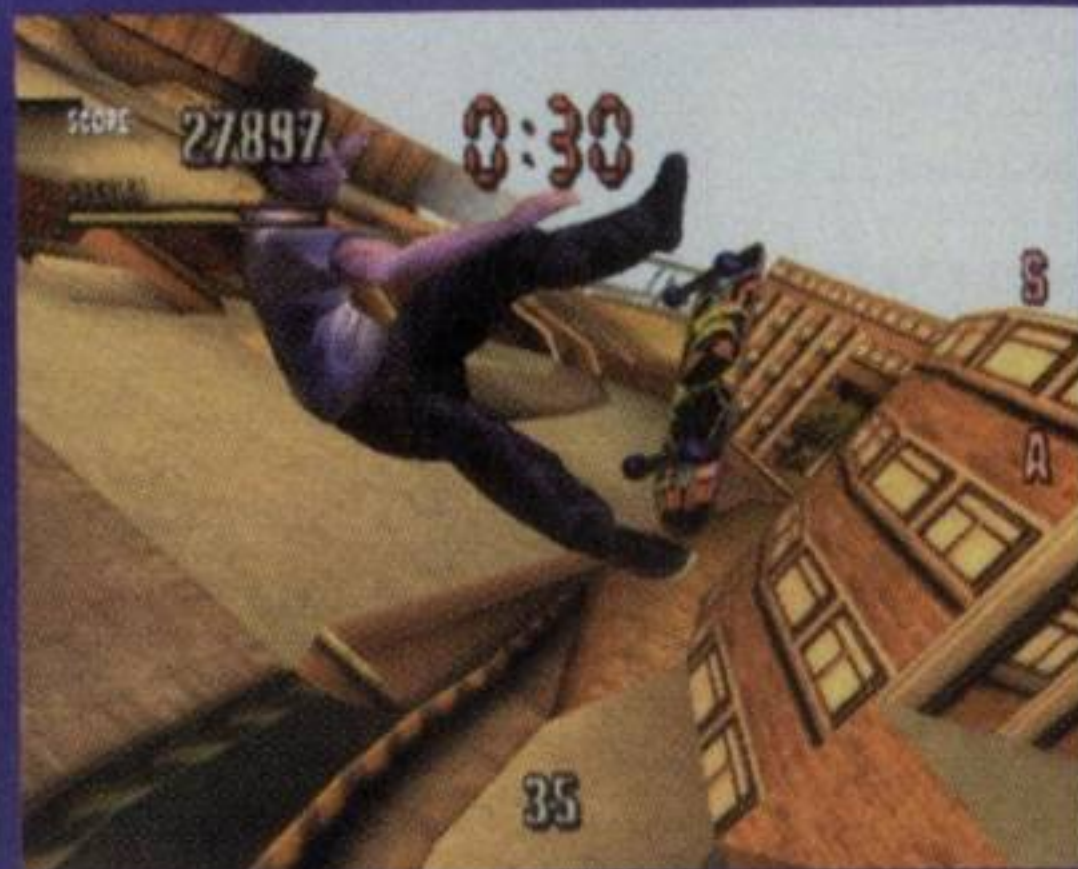
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PLAYSTATION FESTIVAL 2000 ROCKS JAPAN

GamePro's Prince Paul offers a first-hand report on the PlayStation 2's stunning debut

In mid-February, Sony gave the PlayStation 2 a coming-out party like no other. The PlayStation Festival 2000 was held in Makuhari Messe with more than 20 software titles on display, ranging from completed games ready for release to alpha builds of upcoming titles. The following is a rundown of the show's software highlights.

Tekken Tag Tournament was, as expected, gorgeous. The characters and backgrounds had been completely redone for the PS2. Incredibly detailed polygon models showed off the Emotion Engine chip, moving quickly and fluidly, while control was already super-tight. The backgrounds featured moving characters, grass, dirt, and even helicopters. While the gameplay and combo system didn't break the same kind of ground as the visuals, you can still expect TTT to be an incredible game when it appears within a month of the PS2's release in Japan.

Tekken wasn't the only fighting option. Tecmo surprisingly announced that **Dead or Alive 2** is not only coming out for the PlayStation 2, but should also be on store shelves in Japan by the end of March. In movie clips of the game in action, it looked to be equal to or better than its arcade and Dreamcast versions. Another fighter, **Street Fighter EX3**, featured great animation and effects, but the preview version was sullied by some overly bright lighting

that made the characters look too plastic. The four-player fighting mode, made possible by the multitap, was cool.

Capcom's bigger star for the PS2, the samurai action/adventure game **Onimusha**, wowed the crowds. The Resident Evil-like gameplay revolves around a kidnapping and a castle full of puzzles and challenges. It's slated for a summer release and should be available in the U.S. for the system's launch this fall. Sony's own **Extermination**, described as a "panic/action" game, is expected to deliver Resident Evil-like tension with faster action, but without the horror element.

One of the biggest surprises of the show was Square and Disney Interactive's partnership announcement. The companies will co-develop an action/RPG game that will star Disney's most famous characters, Mickey Mouse and the gang. Tentatively titled **Disney All Stars**, the project will be produced by Tetsuya Nomura, the director of Final Fantasy VII and VIII. The game is scheduled for release at the end of 2001 in Japan, and 2002 in the U.S.

NEWS BITS

Half-Life On Dreamcast



One of the worst-kept secrets of recent times is no longer under wraps: Half-Life, the blockbuster PC first-person shooter, is officially on its way to the Dreamcast. Rumors of the game's console appearance surfaced as early as a year ago, but Sierra had denied reports until now. Half-Life is on track for summer.

Sony Absorbs 989

After spending two years establishing 989 Studios as an independent development house, Sony is calling the studio back home.



Effective in April, the crew behind Syphon Filter, Twisted Metal, and a gang of PlayStation sports hits will be officially under the

Sony name. The reason? Getting ready for the PlayStation 2, of course.

Alone in the Dark Returns

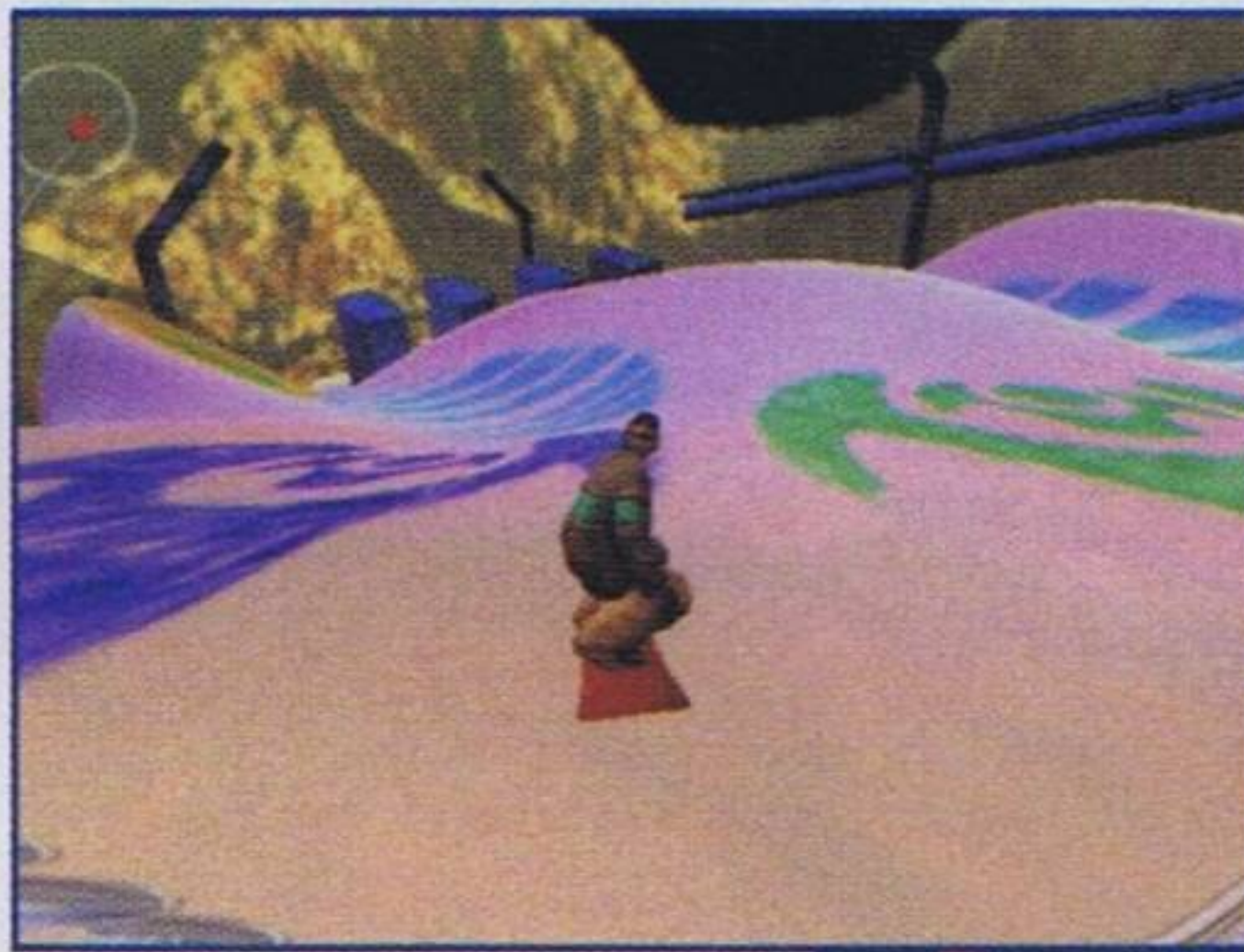
Resident Evil may have had the most success with the survival/horror genre, but the H.P. Lovecraft-influenced Alone in the Dark series truly pioneered it. No surprise, then, that Infogrames is readying a fourth, as-yet-unnamed installment in the series. It's slated for a fall release on the Dreamcast, PlayStation, Game Boy Color, and PC.



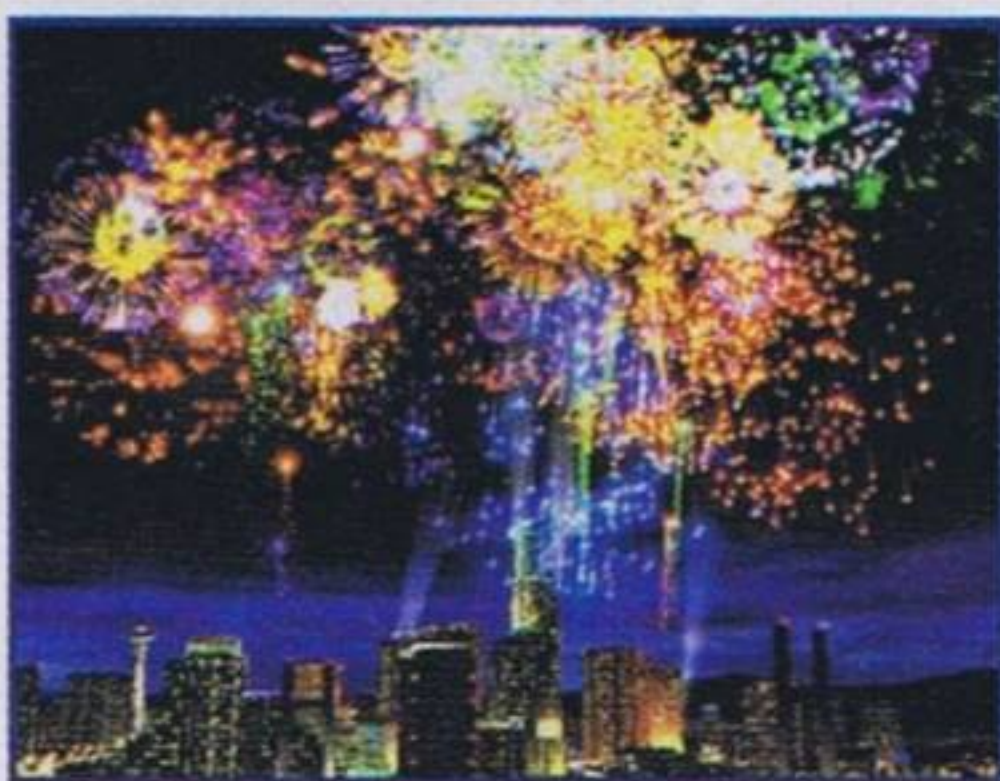
Sony's RPG, Dark Cloud, will challenge gamers to build a world, then conquer it.



Tekken Tag Tournament looked better on the PlayStation 2 than it did in the arcade.



EA/Square unveiled its PS2 shredfest, Snowboard SuperX, nicknamed SSX.



One of the PS2 launch titles in Japan was Fantavision, a fireworks-based puzzle game.



Thousands of gamers paid for the opportunity to try out the PlayStation 2 during the festival.

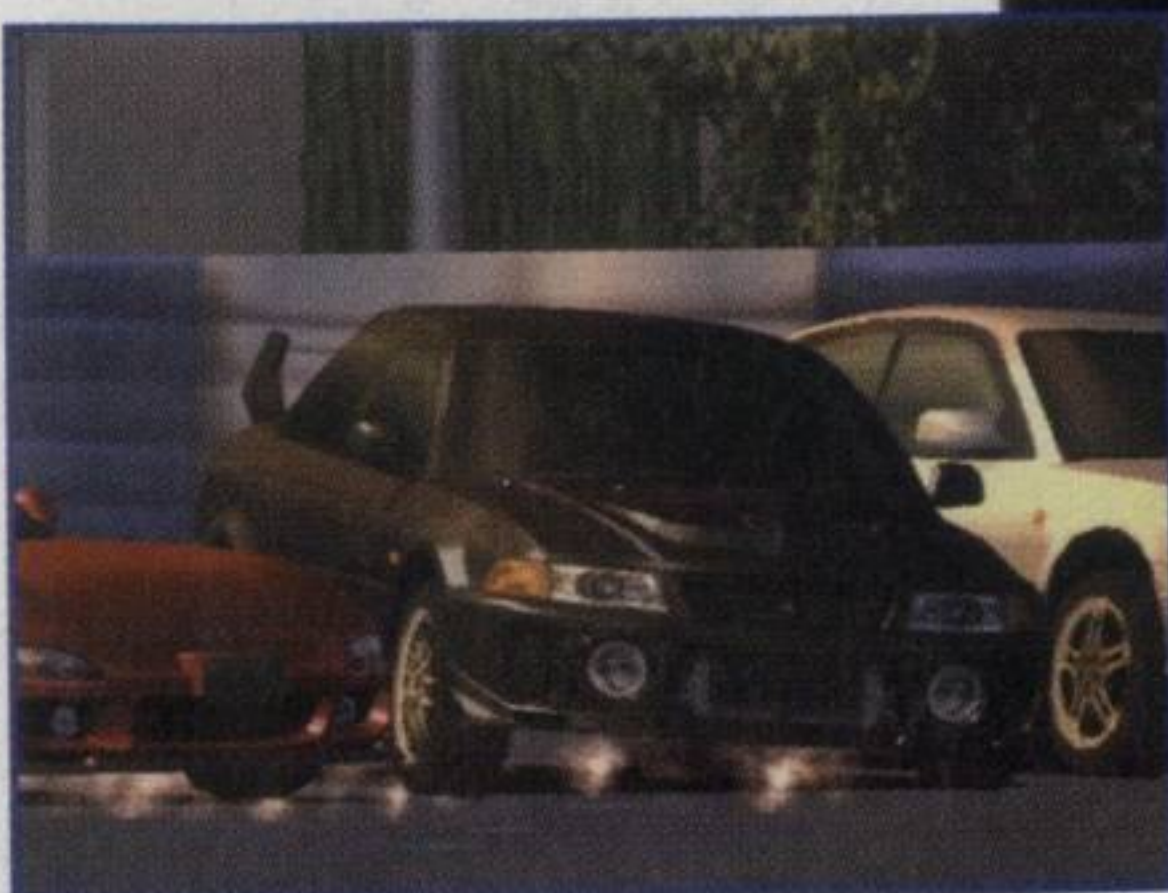
Sony's **Dark Cloud** combined sim-style world-creation with RPG quests. The PS2's polygon powers were certainly evident here with characters that almost looked CG quality and large, nicely detailed backgrounds. At first, the game seemed to be more on the sim side, with world-building as its primary gameplay, but more and more RPG elements are being added so you'll be able to explore the worlds you create.

Gran Turismo 2000 is in the midst of a complete graphic overhaul, and it already looked vastly improved over its Tokyo Game Show debut. All the cars are being remodeled from scratch complete with details like vents and hood scoops. The backgrounds and the car effects, like smoking tires, were more detailed, too. Although only one car was playable, Gran Turismo 2000's debut was impressive. Unfortunately, the revisions will push its release back to an unspecified date; during the holidays seems likely.

Graphics have always been a strong point for the Ridge Racer series, and **Ridge Racer V**, due to launch with the PS2, held true to form. The cars were stunningly modeled, and up to five vehicles raced on the screen simultaneously at a high frame rate with no slowdown, pop-up, or other visible glitches. Gameplay is shaping up to be true to the series' arcade roots.

Finally, EA/Square debuted its top-secret snowboarding title, **Snowboard SuperX**. While far from complete—it was shown as an alpha, with a polygon count about half of what the final product will have—SSX already hinted at deep gameplay. An incredible number of shortcuts and secret paths down the mountain made it feel like a truly open area instead of a well-defined track. Thanks to eight courses with their own look and feel, replay value seems promising.

GamePro will have more details on these and other PlayStation 2 games in upcoming issues.



Gran Turismo 2000, in the middle of a graphical overhaul, featured just one playable car.



Ridge Racer V promises to keep the series' arcade gameplay intact.

PS2'S DVD DETAILS



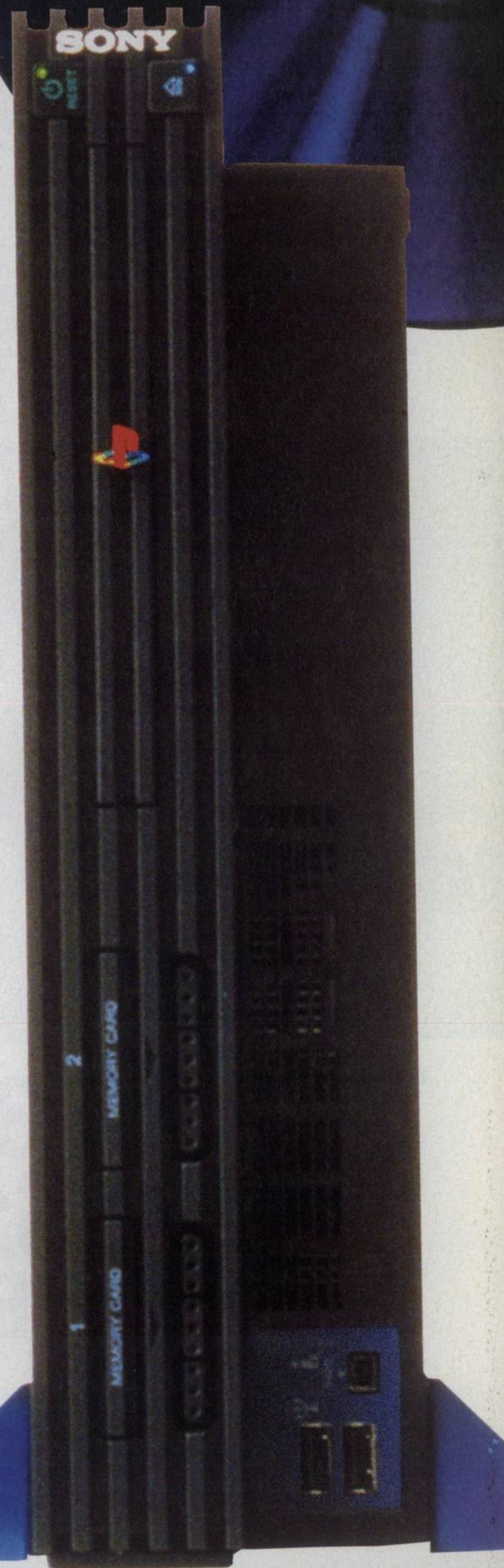
The PlayStation 2 plays DVDs as well as new and old PlayStation games...and it's real.

Games weren't the only stars at the PlayStation Festival 2000. The PS2's DVD capabilities were demonstrated with *The Matrix*, playing on a set of units in one corner of the show. In order for the PS2 to play DVD videos, a special driver file must be loaded onto the memory card—but that driver is pre-loaded with each system's card and can be reinstalled if accidentally deleted. Remote control is handled by the PS2 controller with the various buttons taking over the functions of fast forward, reverse, menu options, and chapter jumping. The PS2 will also be able to tackle advanced functions like multiple angles and subtitles.

PS2'S BACKWARD COMPATIBILITY: GOOD NEWS, BAD NEWS

Shortly before the festival, Sony announced that the PS2's much-praised backward compatibility with current PlayStation software won't be 100 percent as previously expected. So far, 15 Japanese games have been identified as incompatible. They're older titles, but include big names like *Wing Commander III*, *Gradius*, and *Monster Rancher*. It's too early to say how the American market's back catalog of software will be affected.

The PS2 will contain, however, some options for enhancing the looks of the texture maps in older games and for speeding up their load times. Sony says that these features, which are user-definable options that gamers can experiment with on their own, are not fully supported by all of the games. It's still a welcome bit of news to long-time owners of the previous PlayStation, as there's still a substantial library of games that should be fun on the new PS2.



GAMEPRO LABS

Blaze Twin Shock

Rating: 4.0



Looking like a panel ripped straight from an arcade machine, the Twin Shock is a great controller for some trash-talking, two-player *Marvel vs. Capcom* action on your PlayStation. It has all the same buttons as your PlayStation controller, with Dual Shock feedback, turbo, and slow-motion functions to boot. The materials feel a bit on the low-quality side, but they function well and don't warrant any complaints. Just make sure you have a wide, flat surface for the big footprint, and bring on the challengers! —*Lamchop*

Price: \$59.99

Contact: Fire International, 847/593-5740, www.blaze-gear.com

TOP 10

Best-Selling Video Game Titles: January 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Gran Turismo 2	PlayStation	Sony
2	Tony Hawk's Pro Skater	PlayStation	Activision
3	Donkey Kong 64	Nintendo 64	Nintendo
4	Spyro the Dragon	PlayStation	Sony
5	Gran Turismo	PlayStation	Sony
6	Crash Bandicoot: Warped	PlayStation	Sony
7	Medal of Honor	PlayStation	EA
8	Tomorrow Never Dies	PlayStation	EA
9	Namco Museum 64	Nintendo 64	Namco
10	Super Smash Bros.	Nintendo 64	Nintendo

Source: NPD TRSTS Video Games Tracking Service

STATIC

Crimson Skies... Confidential to T&T: What, our S.W.A.T.Pro special issue upset you? You didn't exactly come up with the idea of printing cheat codes—hell, we had an entire magazine devoted to cheat codes before you guys even came into existence. So, you know, we like y'all as people, but shut up. • Get yer butt to www.gameproworld.com during E³ for our live coverage. • Airplay has been bugging us to cover their wireless PlayStation controllers, but after trying them, we're not going to waste the time or space. Mom was right—"If you can't say something nice..." • Readers' Choice Awards Update: Folks, the key to voting for the "Best Console Game" is to vote for a game, not a game console. You would not believe the number of people who wrote in "Sony PlayStation" and "Sega Dreamcast." Go ahead, throw your vote away by not reading the rules... • The *Tomb Raider* film finally has a leading lady in Angelina Jolie. Now all they need is a script to go with her—the Massett/Zinman draft we read was not up to snuff. • How much money does it cost to launch a hardware system? Sega is projecting a loss of over \$400 million—almost twice what had been forecasted. Ouch. • For any of you still carrying the Saturn torch, Capcom is about to release its last game for that system in Japan: *Final Fight Revenge*, which supports the 4 MB RAM cart, came out at the end of March. • PS2 (duh)...PS2 (duh) ...PS2 (duh)...

TONY HAWK'S PRO SKATER 2



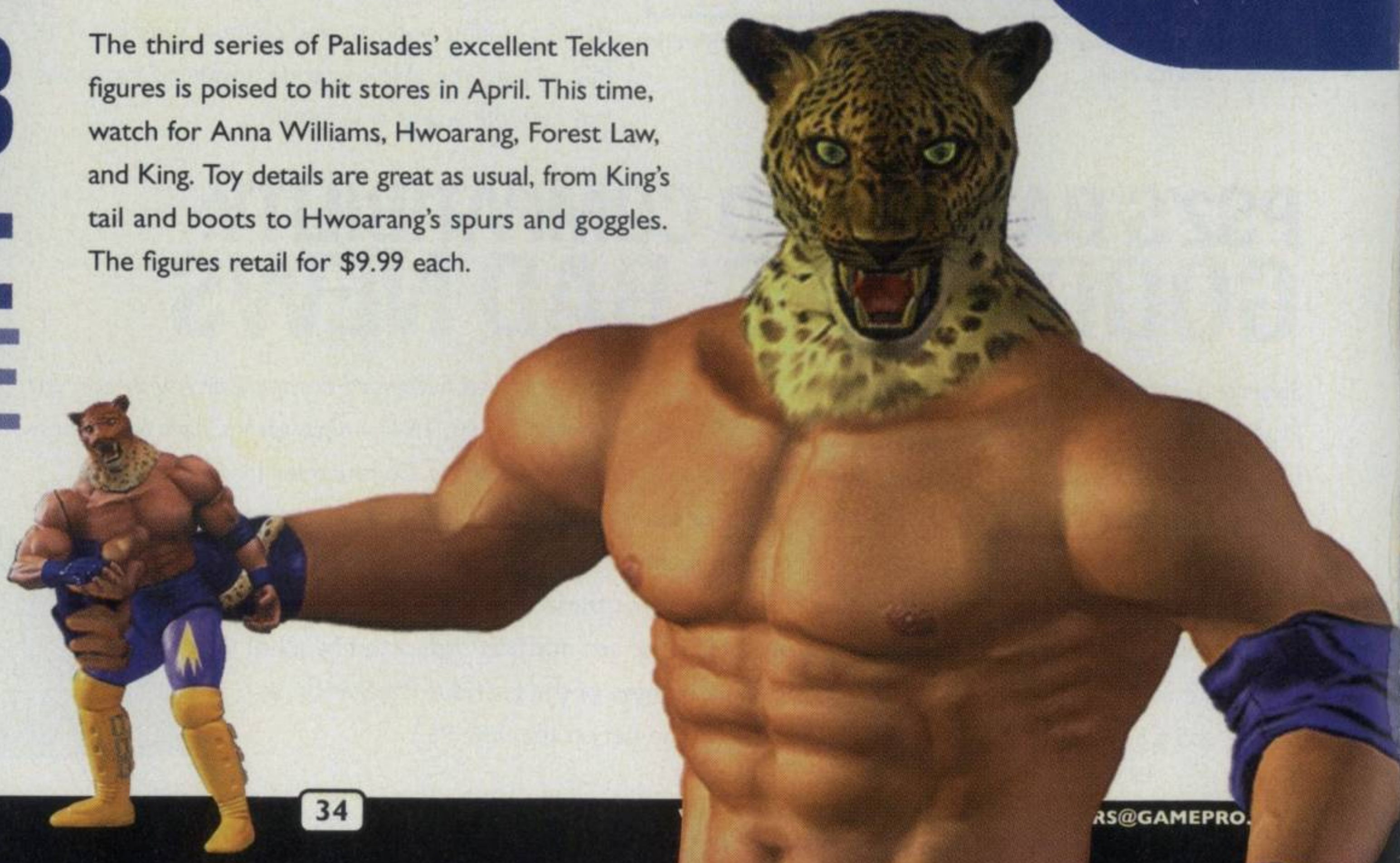
What's better than Tony Hawk's Pro Skater on four platforms? Its sequel on even more! Activision has confirmed that the inevitable Tony Hawk's Pro Skater 2 will appear on no less than five systems—PlayStation, Nintendo 64, Dreamcast, PC, and Game Boy Color. A PlayStation 2 version was not announced, but it's a good bet. The creator of the original, Neversoft (who is currently finishing up *Spider-Man*), will develop the PlayStation version.

Tony Hawk 2 promises to be anything but the same old grind. You can look forward to improved physics, new locales—including Marseille and Rio de Janeiro—enhanced two-player modes, a character creator, and even more tricks and combos. Best of all, the new Skatepark Editor will enable gamers to create their own ramps, rails, pipes, and pitfalls in a 3D environment.

Look for Tony Hawk's Pro Skater 2 this fall, with more details in upcoming issues of *GamePro*.

TEKKEN 3 FIGURES: HAIL TO THE KING!

The third series of Palisades' excellent Tekken figures is poised to hit stores in April. This time, watch for Anna Williams, Hwoarang, Forest Law, and King. Toy details are great as usual, from King's tail and boots to Hwoarang's spurs and goggles. The figures retail for \$9.99 each.





CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



DIGIMON WORLD

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A close-up photograph of a young boy with dark hair, smiling broadly and showing his teeth. He is holding a white ball with several bright green and blue spots. The background is a warm, orange-yellow gradient with a faint grid pattern.

The best games
can't always be found
on the playground.

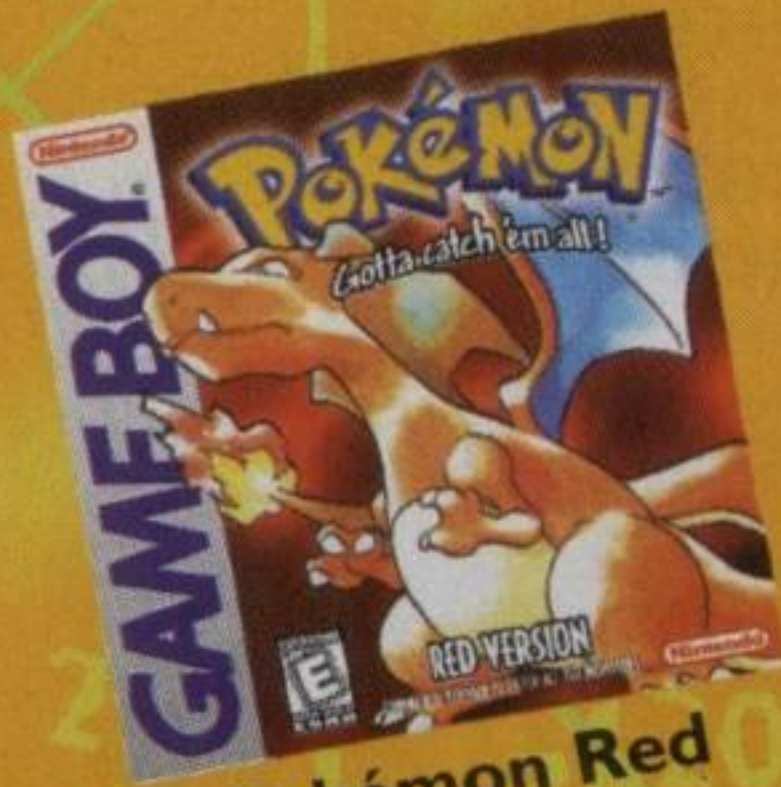
They're found in Wal-Mart's Home Entertainment Department. From N64 Systems to Game Boy Color Systems, we have all the coolest Nintendo games and accessories just waiting to be discovered. And with everything at our Every Day Low Prices, it sure beats tetherball, doesn't it?

Nintendo = Wal-Mart. Got it?

Zachary, Wal-Mart Customer



Pokémon Blue
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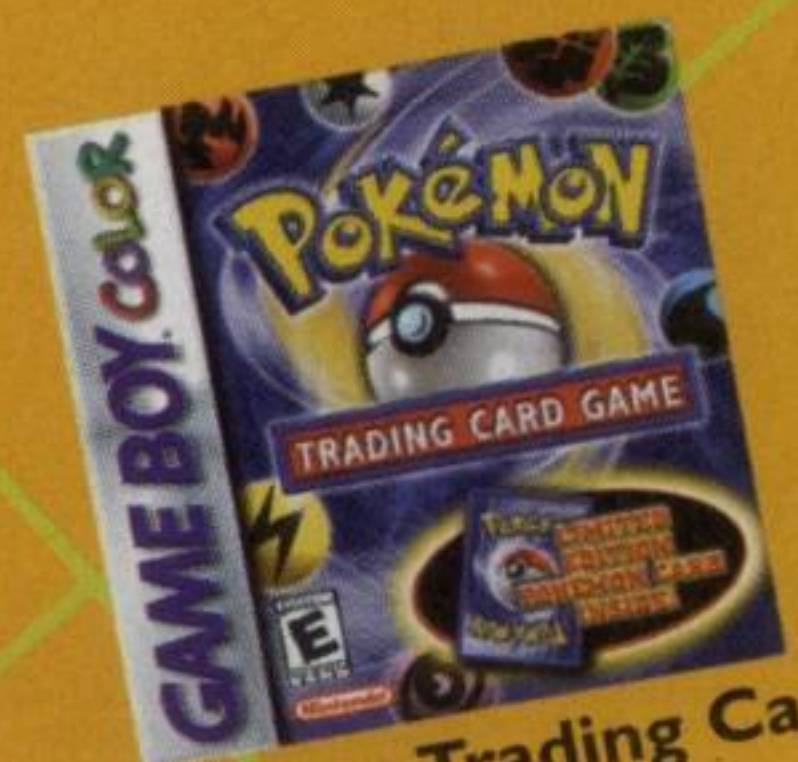
Pokémon Red
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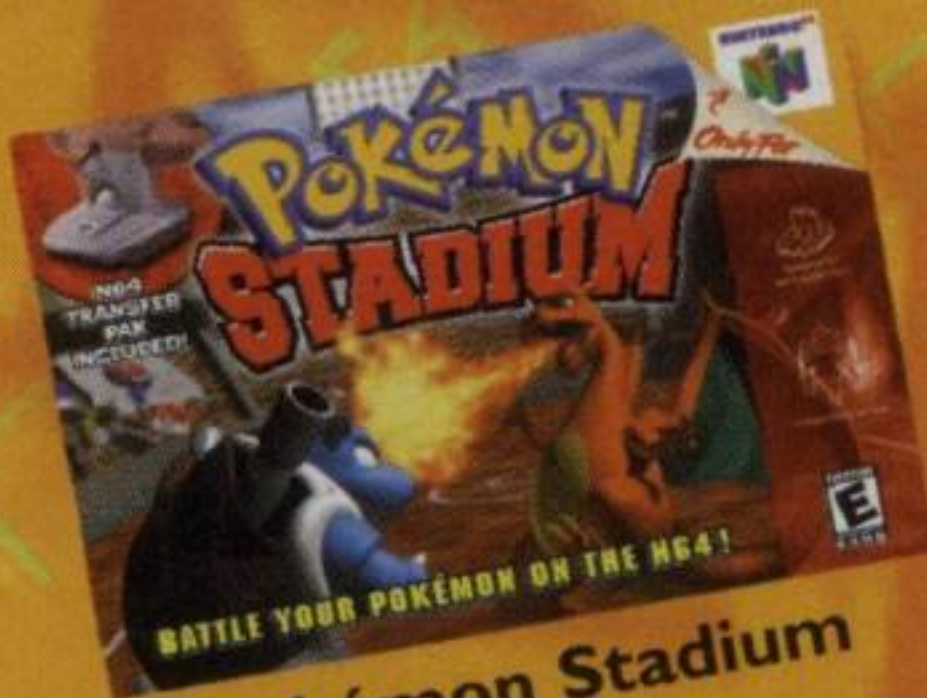
Pokémon Yellow
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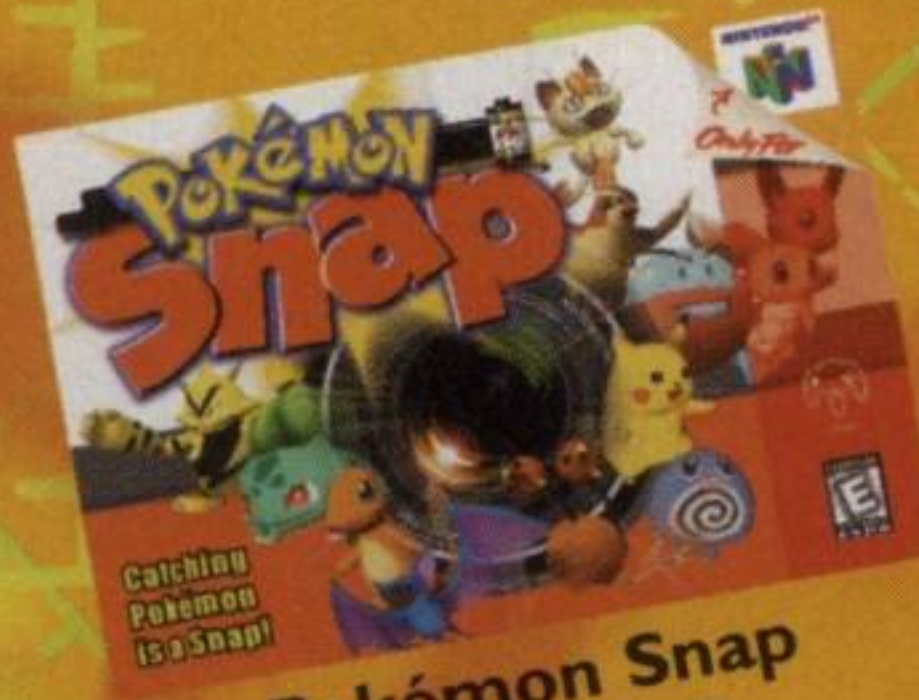
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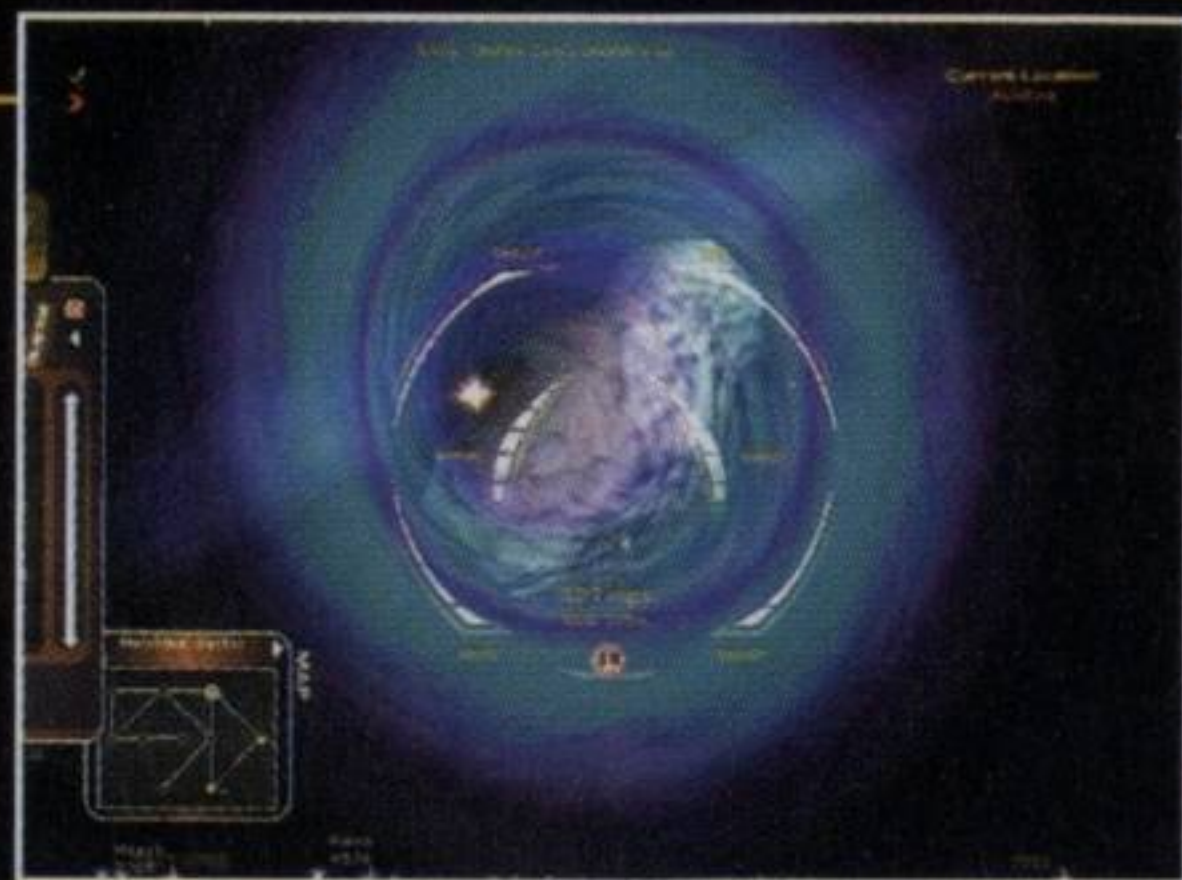
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Prices valid in U.S. only.

ALLEGIANCE

Microsoft's new online-only game pledges to combine space combat with long-term, real-time strategy. **By Ash**

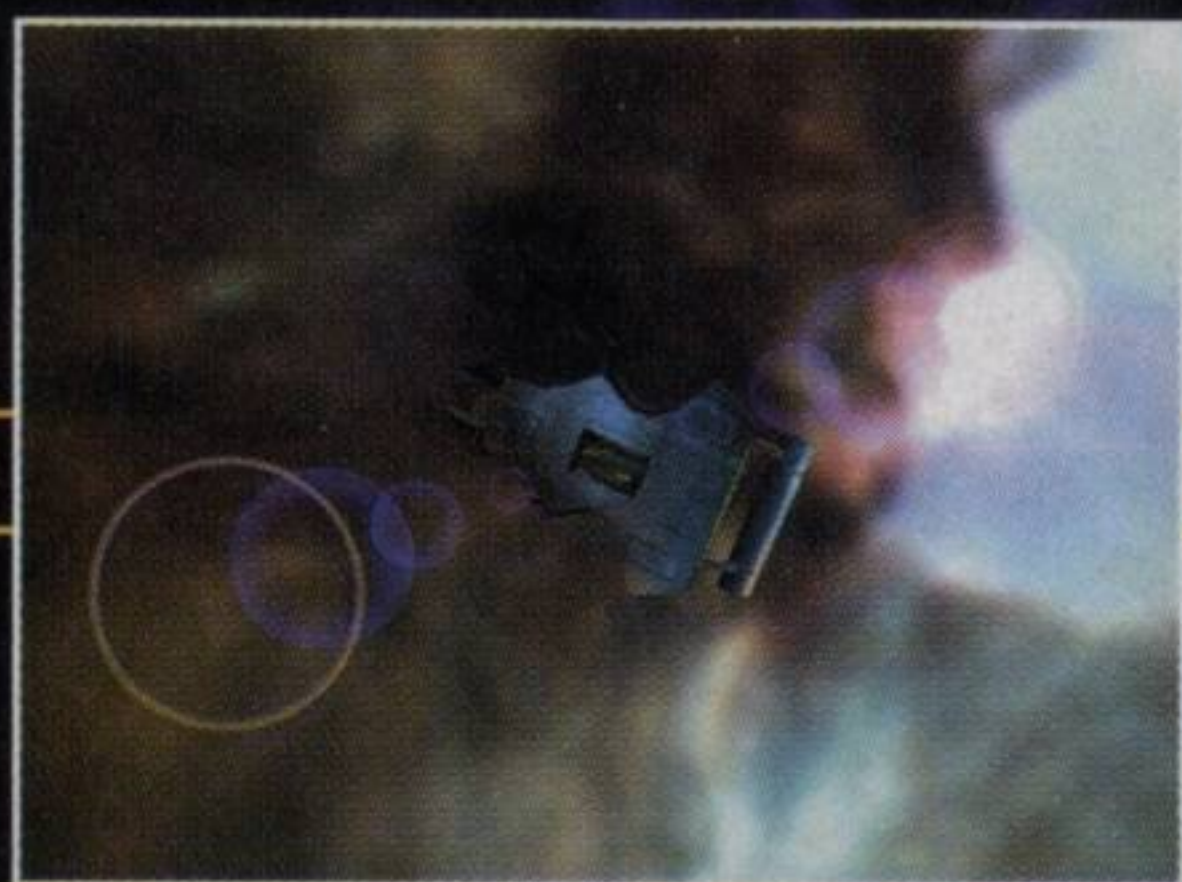
A LLEGIANCE WILL HOLD its own as a space combat sim, pitting teams against each other in dogfights that can involve as many as 100 or more online participants. But it's the strategic aspects that will get gamers to swear Allegiance for the long haul.



The Alephs make warp speed look slow!



Locking on with missiles makes it easy to hit targets—but you're packing a limited supply.



Even in beta testing, Allegiance is worth a nice long gander.



Game over, man! Game over!



You can't have a space sim without a nice purty nebula. It's the law.



The detailed training missions keep it fun as they walk you through piloting, combat, and command.

ROCKS AND SHOCKS

A giant asteroid has decimated the earth, and the survivors have split into three warring factions: the military-minded Iron Coalition; the industrial GigaCorp; and genetically altered humans called The Bios. Using newly discovered wormholes (code-named Alephs), these factions are able to travel the galaxy, staking out claims to resources—then fighting to retain them.


Players will be able to choose a variety of roles, from small fighter pilot to capital ship captain—or even overall commander in charge of an Allegiance (complete with a bird's-eye perspective of the game). Any player will be able to rise to the rank of commander, but they'll have to obtain enough support from other players in the form of payday revenue, which players can contribute to the general munitions fund, hold for themselves, or promise to another player.

AXIS AND ALLIES

Designed internally by Microsoft Research, the still-in-beta Allegiance already looks as sharp as any space sim out there, from Homeworld to Freespace 2. The ships, the Alephs, and the explosive effects all pack one heckuva punch—and, of course, require a 3D accelerator card.

The heads-up display can get cluttered, but once you know what to look for, you'll become accustomed to having information—like the distance to friendly and enemy ships—right at your fingertips. Intuitive menus, such as the one used to issue commands, will make the interface easy to use, while a thorough tutorial will quickly plunge you into the game.

THE PLEDGE OF ALLEGIANCE

There will be two ways to play Allegiance. Players can either hop into a fighter for a deathmatch, a capture-the-flag battle, or another kind of quick game—or, for \$10 a month, players can achieve rankings, register their own squads, and play in much larger scale games. It may be time for you to hook up and join the Allegiance! 



The icons in the "gutter" at the screen's top edge show the distance to, and the direction of, other ships.



As in any team game, communication with your teammates can make or break you.

ALLEGIANCE

URL: www.zone.com/allegiance

System Requirements: Windows 95/98, Pentium II/300, 450 MB on HD, 32 MB-RAM, DirectX 7, 3D accelerator card, 28.8+ modem

Price: Free (for limited play) or \$10/month (for expanded play, rankings, etc.)

Available: Spring 2000

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Songboy: The Game Boy Does MP3

Now you can use your Game Boy to click into one of the hottest areas of the Internet: downloadable music.

By The Whizz

DID YOU THINK the Game Boy Camera was cool? Well, score another one for the little system that could: This time the Game Boy is going to be an MP3 player.

The Songboy is a \$79 Game Boy peripheral that turns the handheld system into an MP3 player. For those of you who only recently returned from outer space, the MP3 audio compression format currently enables you to download CD-quality music via the Internet for replay on compact players. The Songboy actually supports several digital data formats, including WAV and Quicktime, but MP3 is the hot ticket. It has wacked out the music industry, and it's about to revolutionize the way everyone acquires prerecorded music.

Music to Go

Like Game Boy cartridges and the Game Boy Camera, the Songboy simply slips into the GB game slot. It's actually about the size of a Game Boy Camera (about 1.25 inches by 4.25 inches), and, like that device, it receives power from the Game Boy's AAA batteries. The Songboy contains a Texas Instruments 5409 DSP (digital signal processor) and 32 megabytes of memory that team up to retrieve, store, and play downloaded tunes. Those 32 megs are enough to hold a little less than one CD worth of songs, but you'll also be able to connect extra 32 MB memory packs on top of the Songboy.


The 5409 processor is the latest generation of the same chip that powers other MP3 players (such as the Diamond Rio), and, like those devices, the Songboy works in tandem with a PC to grab music off the Internet. It houses a USB adapter that connects through a cable to a PC USB port, and bundled software by Destiny Technologies enables the 'Boy to download music data. The Game Boy's action buttons and directional pad make the Songboy do its thing.

Handheld Karaoke

The fact that the Songboy uses the Game Boy Color as the base unit provides it with its best edge over other MP3 players. The GB's color screen will enable the Songboy to display music data in the form of visual images, such as album covers, "music slide-shows" similar to music videos, and, of course, advertisements. You'll also be able to see lyrics, making the Songboy your personal karaoke machine.

Additionally, the Songboy will function as a digital recording device (thanks to its microphone jack). Using additional 32-meg memory packs for the unit will provide almost unlimited recording time.

Game Boy Meets Grammys

With Game Boys proliferating out in the world at 100 million and counting, the Songboy could be a phenomenon just waiting to happen. For you Game Boy music fans itching for some MP3 action, it's all in your hands. 



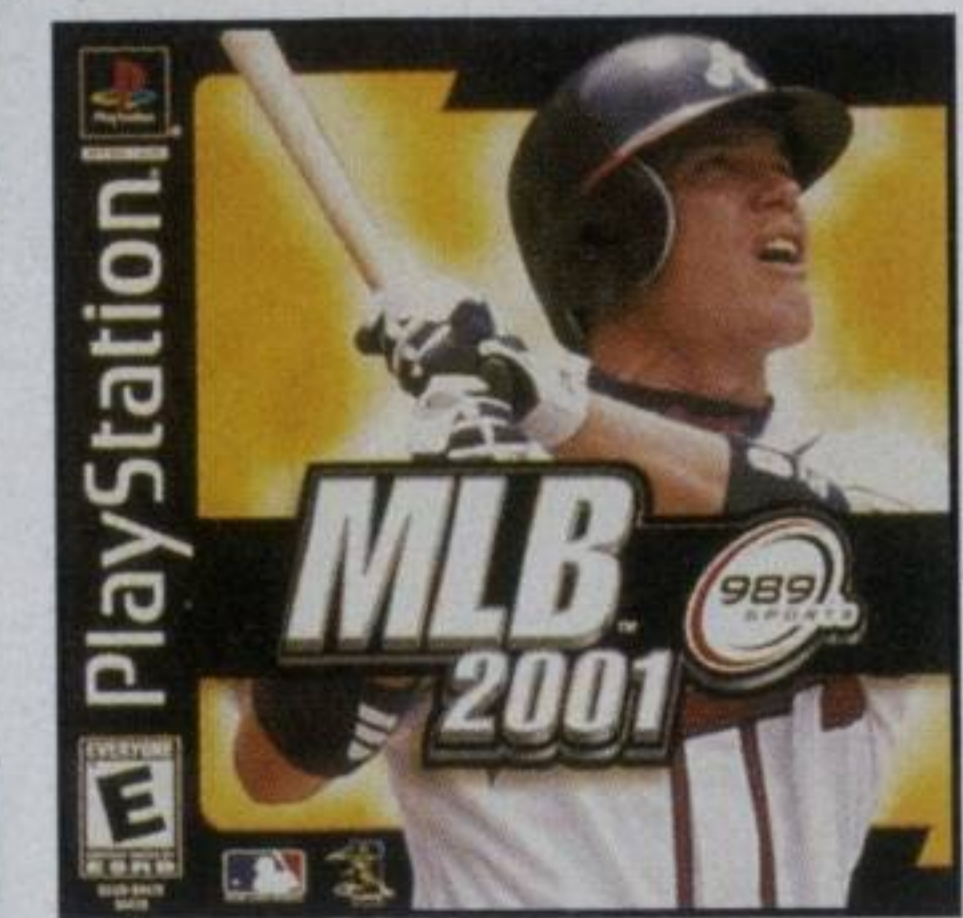
The Songboy for the Game Boy Color will enable you to download and play music from the Internet (photo above is artist's rendering, not actual product).



get into **The Game**




\$39⁹⁹



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getintothegame.com



YOU MAY LAUGH IN THE FACE OF FEAR.
BUT IT'LL BE A NERVOUS, UNCONVINCING LITTLE LAUGH.

RESIDENT EVIL CODE: Veronica

HKT-7801

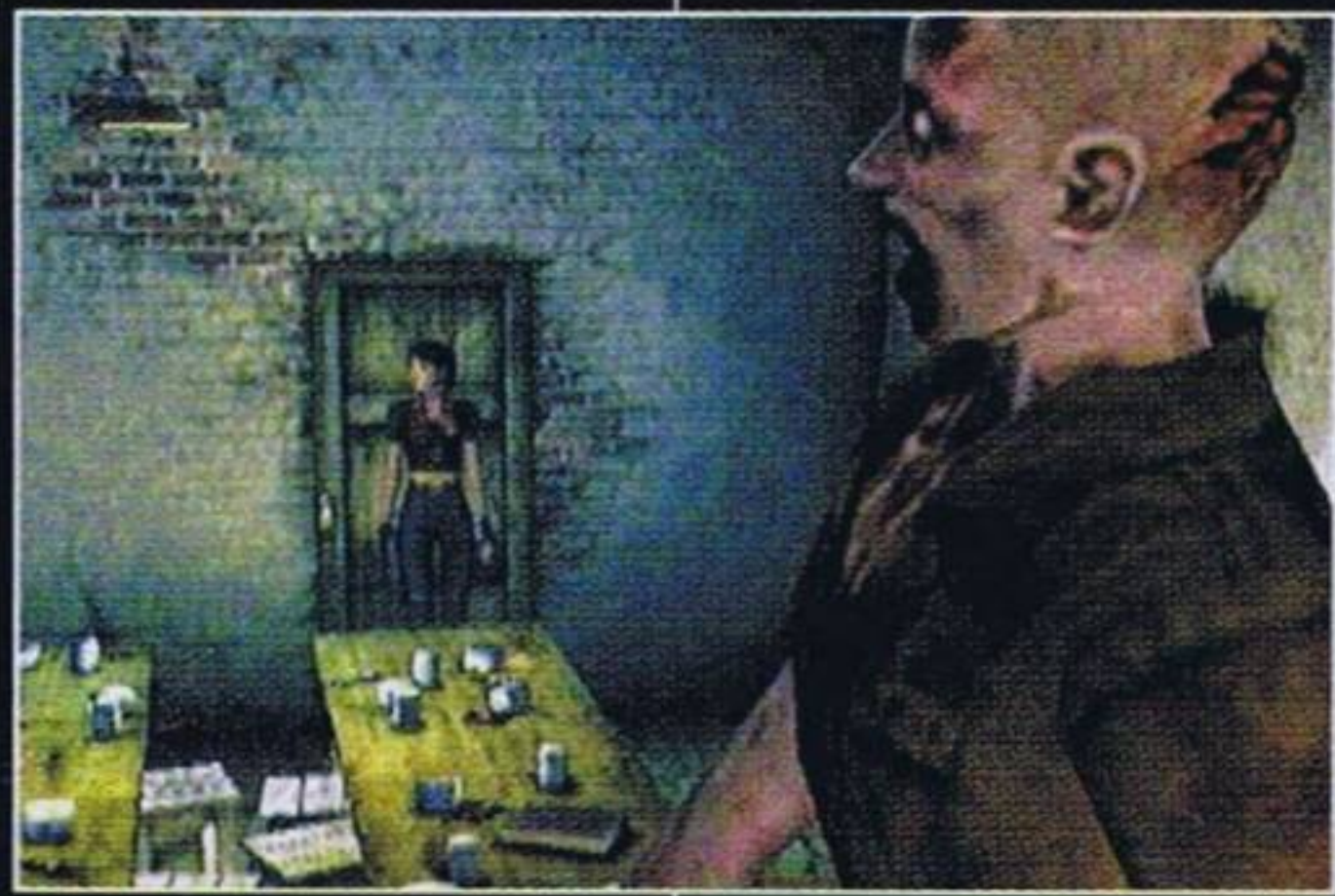
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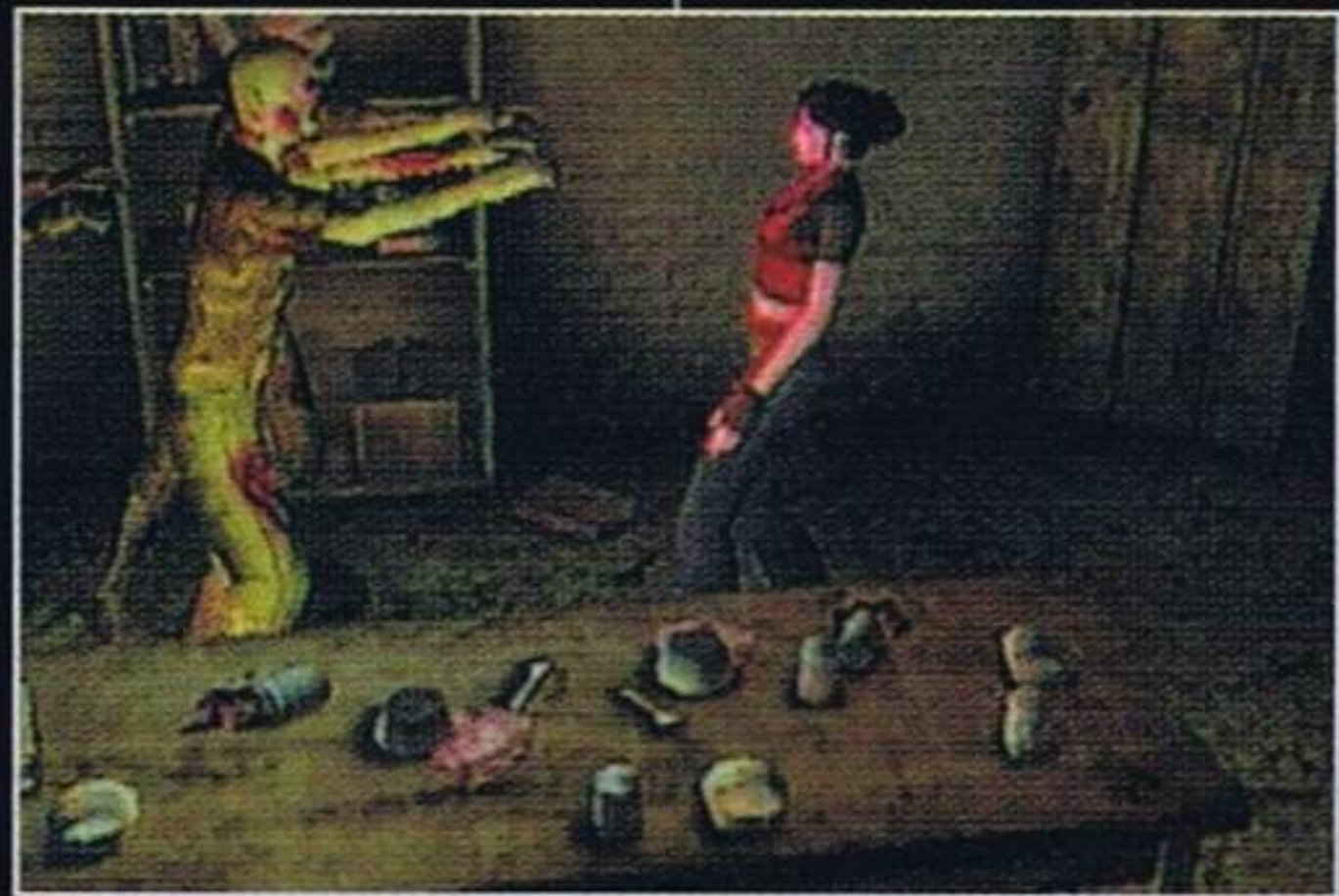
01 A-B



02 X → Y



03 → Y-Y



04 A X ←

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DREAM AN EVIL DREAM

Does Resident Evil: Code Veronica measure up to the other games in the series? Here's our ProReview of Veronica, along with a glimpse of upcoming Resident Evil titles.

By Major Mike

RESIDENT EVIL: CODE VERONICA is the weakest of the four "original" Evil titles—which isn't such a shocking comment considering how the others fared in terms of quality and popularity. While the other RE games topped themselves with each consecutive release, Veronica is pleasantly stuck in neutral. Sure, the Dreamcast-powered graphics take the series to new visual heights, but the "simple" Resident Evil play engine, coupled with the tried and true puzzle-and-fight game structure, is starting to become a little too familiar.

Monsters à la Claire

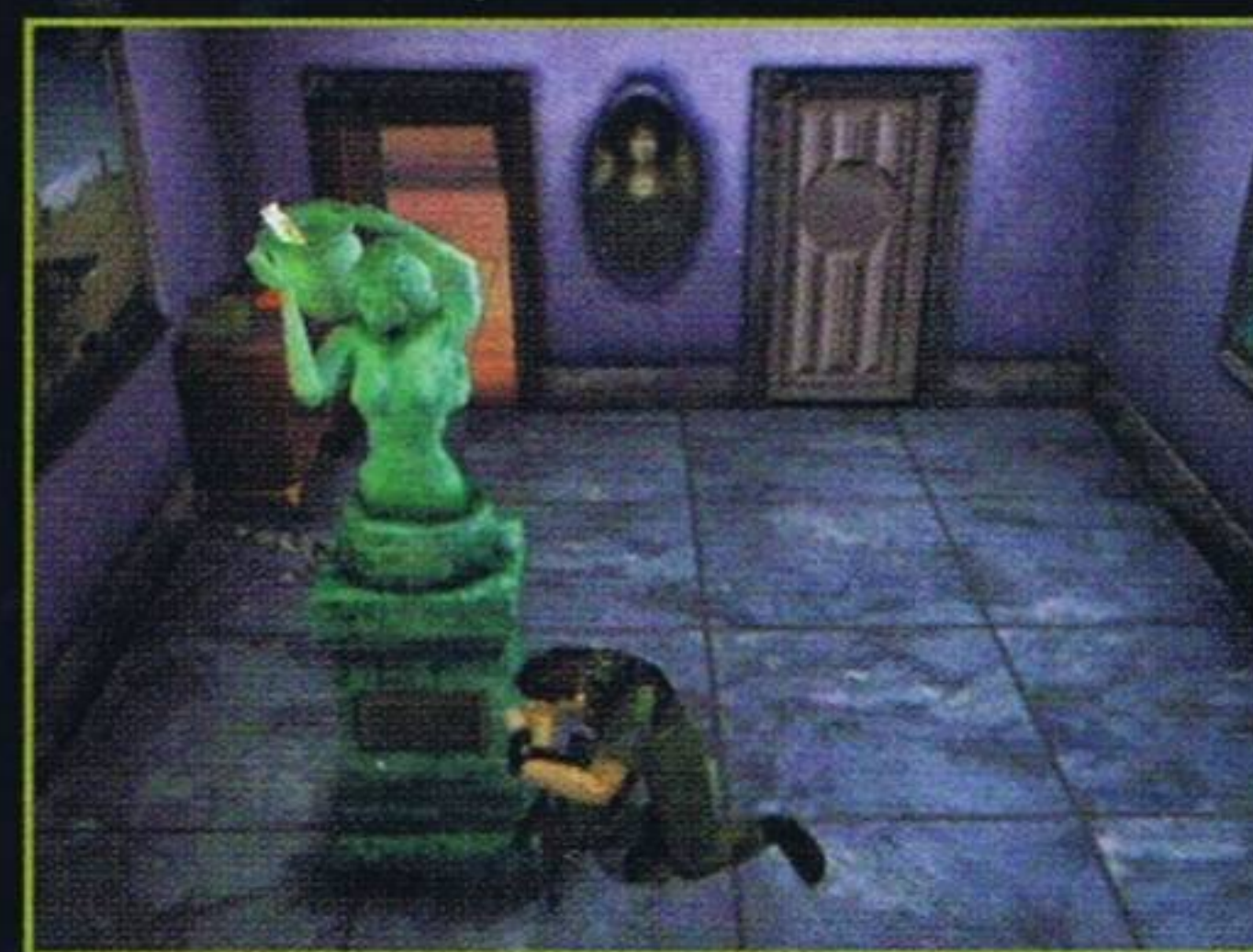
Resident Evil: Code Veronica takes place three months after the events of Resident Evil 2. You play as both Claire and Chris Redfield, but, rather than having both characters experience the same events from different angles (as in Resident Evil 2), this Evil takes a more linear approach: You play as Claire for the first half of the game, and then take Chris to the conclusion. As for Claire—while looking for her brother, Chris—she's captured and taken to a secret desert island owned by the pharmaceutical company, Umbrella. Shortly after she arrives, however, zombies, mutated dogs, and assorted hellish creatures overrun the secret desert island—so Claire must escape by collecting weapons, solving puzzles, and, of course, staying alive.

Veronica's initial, effective horror/survival theme slowly degenerates into a twisted, confusing sci-fi action plot—including cross-dressing villains and even some romance—that almost seems to belong in another game. Another, more crucial, problem is with Veronica's actual gameplay. If you don't take certain actions in the early stages of the game, you'll face dire consequences later on that often force you to replay whole sections in order to obtain an important item or to be thoroughly prepared for a tough boss battle.

Beautiful-Looking Evil

Visually, there's no doubt about it—Resident Evil: Code Veronica is stunning. The graphics are razor-sharp and loaded with details. All the trademark carnage of the series is vividly brought to life; you'll catch disturbing details like exposed zombie brains, chunks of gray matter flying through the air after "head shots," as well as bloody chains and other unsettling ornaments. Plus, scattered between the action sequences are eye-popping CG-rendered cinemas, which are frighteningly lifelike and help propel the story along. Even the graphics-enhanced PC version of Resident Evil 2 can't touch what's presented here—this is easily the best-looking Resident Evil game to date.

Another key visual upgrade is the camera. Instead of the prerendered background scheme of previous RE titles, Veronica features a limited moving camera similar to that in Dino Crisis. Some "I-can-hear-them-but-I-can't-see-them" situations, where monsters lurk offscreen, still exist, but they aren't as plentiful as before. Not every part of the picture is pretty, however: Persistent fog and some slowdown become distracting when the onscreen action gets intense.



PROTIP: Objects in Veronica are made of hi-res polygons—that means no more easy-to-spot low-res items that scream, "I can be moved!" Keep an eye out for anything that's out of place, such as a box blocking a door or a statue in the middle of a room.



Veronica features a number of vivid cinemas. Claire and Chris Redfield (above) try to escape the latest horror created by Umbrella: Veronica (below).



Resident Evil: Code Veronica finally arrives on the Dreamcast—but better graphics doesn't necessarily mean a better game.



PROTIP: When you confront Veronica as Chris, don't let her touch you—she'll burn you alive regardless of your health status. Keep a good distance away and use the crossbow to fire explosive-tipped arrows (see sidebar, "Weapons-'R'-Us.")

Soundwise, the excellent effects provide a variety of invaluable audio cues, such as approaching monsters, loud explosions, and things that go bump in the night. Character voices are poignant, having come a long way since the cheesy early days, but some awkward scripted dialogue surfaces along with a few distracting character voices (like Steve's). Tense music heightens the anxiety with suspenseful orchestrations that keep you on the edge of your seat.

No Dodge?

Veronica's control scheme is identical to that of previous RE games—but without the Dodge feature. While the Dodge maneuver wasn't terribly accurate in Resident Evil 3: Nemesis, it was an excellent alternative to taking mandatory hits—especially when you were cornered and had just shot your last round.



PRO TIP: Veronica has its fair share of hidden goodies, including a Battle game with hidden characters and alternate outfits. To play as Steve in Battle, find the golden Luger pistol during a Normal game.




PRO TIP: When fighting Veronica's final form, use hit-and-run tactics. If you stay in one place, her minions will zero in and give you a good tentacle-lashing.

Too bad it isn't included here.

On the plus side, moving is easy and intuitive, and you can spin 180 degrees to flee quickly from oncoming enemies. Unfortunately, auto aiming doesn't always lock onto the nearest attacker, and has a nasty tendency to target dangerous items first—like explosives—that can harm your character.

Familiar...Evil?

Resident Evil is one of the best video-game series ever to hit a console, and Veronica will probably be a monster hit (especially with Blue Stinger and Carrier as the leading action/adventure alternatives for the Dreamcast). Once you get past the initial "wow" factor of the graphics, though, the routine gameplay will wear thin quickly—especially for seasoned fans. The third time was a charm, but the fourth is starting to feel routine. 

CONTINUED ►



PRO TIP: When Claire confronts Steve in his mutated state, don't fight him—run away fast. Otherwise, the "You Died" screen will greet you presently.



BY MAJOR MIKE

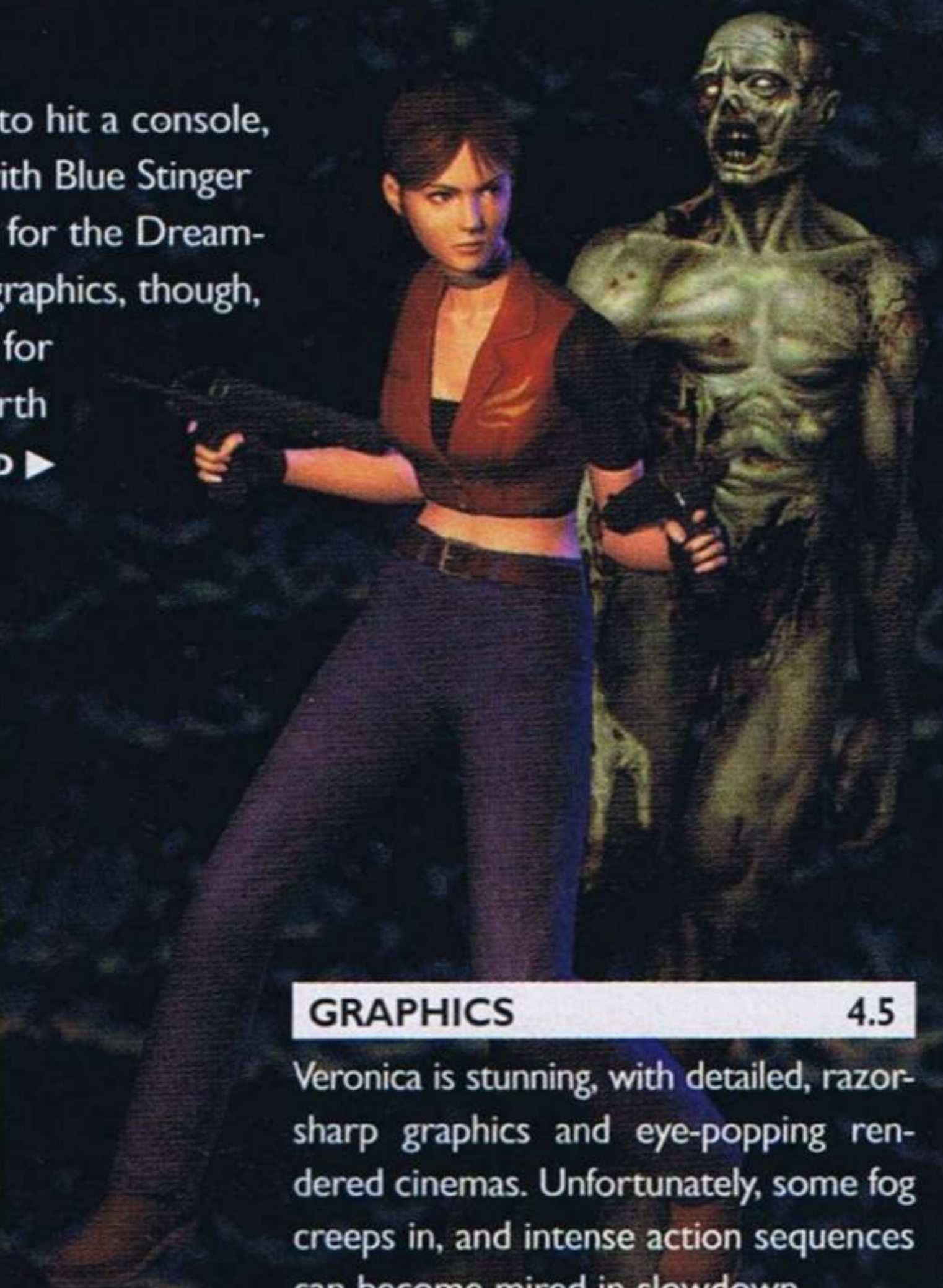
■ Published by Capcom
■ \$49.99
■ Available now
■ Action/adventure

■ 1 player
■ ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
 4.5	 4.5	 4.0	 4.0

RESIDENT EVIL

Code Veronica



GRAPHICS 4.5

Veronica is stunning, with detailed, razor-sharp graphics and eye-popping rendered cinematics. Unfortunately, some fog creeps in, and intense action sequences can become mired in slowdown.

SOUND 4.5

Like other RE games, Veronica is backed by solid sounds, including effects that are helpful and music that sets the proper suspenseful mood. The only distraction is a few annoying character voices.

CONTROL 4.0

Veronica's controls are simple, easy-to-learn, and responsive—most of the time. The biggest drawback is flaky auto aiming. A clever touch is that the VMU displays health status.

FUN FACTOR 4.0

Veronica is by no means a bad game—but it doesn't reach the high standards the series has set for itself. The advanced visuals are a plus, but this Evil outing feels too familiar.

WEAPONS-'R'-US

Resident Evil: Code Veronica introduces some new big-bang items to the RE arsenal. Here are some of the key weapons and tips on effective ways to use them.

AK47 Assault Rifle



PRO TIP: The AK47 is a good all-around weapon with a decent rate of fire, but it's more effective at mid- to long-range.

Explosive-Tipped Arrows



PRO TIP: Combine a crossbow arrow with an explosive tip to create an explosive projectile that destroys most monsters on contact. Save these arrows for the tough bosses later on.

Twin Uzis



PRO TIP: You can use twin Uzis when you play as Steve in the Battle game, or Chris can find them when he becomes playable on the second disc. Aim these weapons independently at two targets or concentrate them on one.

3 FACES OF EVIL

Now that Dreamcast owners are taken care of, the rest of the platforms need some zombified attention, too. Here's what's in the works for Nintendo and Sony.

By Dan Elektro

RESIDENT EVIL: SURVIVOR


RESIDENT EVIL: SURVIVOR (called Biohazard: Gun Survivor in Japan) uses the same linear adventure style as earlier RE games, but takes the form of a first-person light-gun shooter. Instead of donning the S.T.A.R.S. uniform of Chris, Claire, or Leon, players assume the role of a young man who is a stranger even to himself. Battered and broken after a helicopter crash, he's lost his memory—but he hasn't lost his sidearm. With an automatic handgun and an infinite number of bullets, there's nothing to do but explore the city of zombies, figure out who you are, and attempt to survive.



RE: Survivor's control is unique, to be sure. In the Japanese version, you can play the entire game with either a traditional Dual Shock pad or Namco's GunCon peripheral. The A and B buttons on the light-gun turn the character




left or right, while the trigger not only shoots, but also controls forward and backward movement (if you press the trigger while the gun is aimed offscreen). It's frustrating and strange, especially since you're not on a track (as in House of the Dead) and you still have to collect things like keys and ammo.

Biohazard: Gun Survivor is already out in Japan and Capcom plans to release Survivor in America later this year, but GunCon compatibility has not been confirmed for the U.S. release. Hardcore Resident Evil fans may want to investigate the import. 




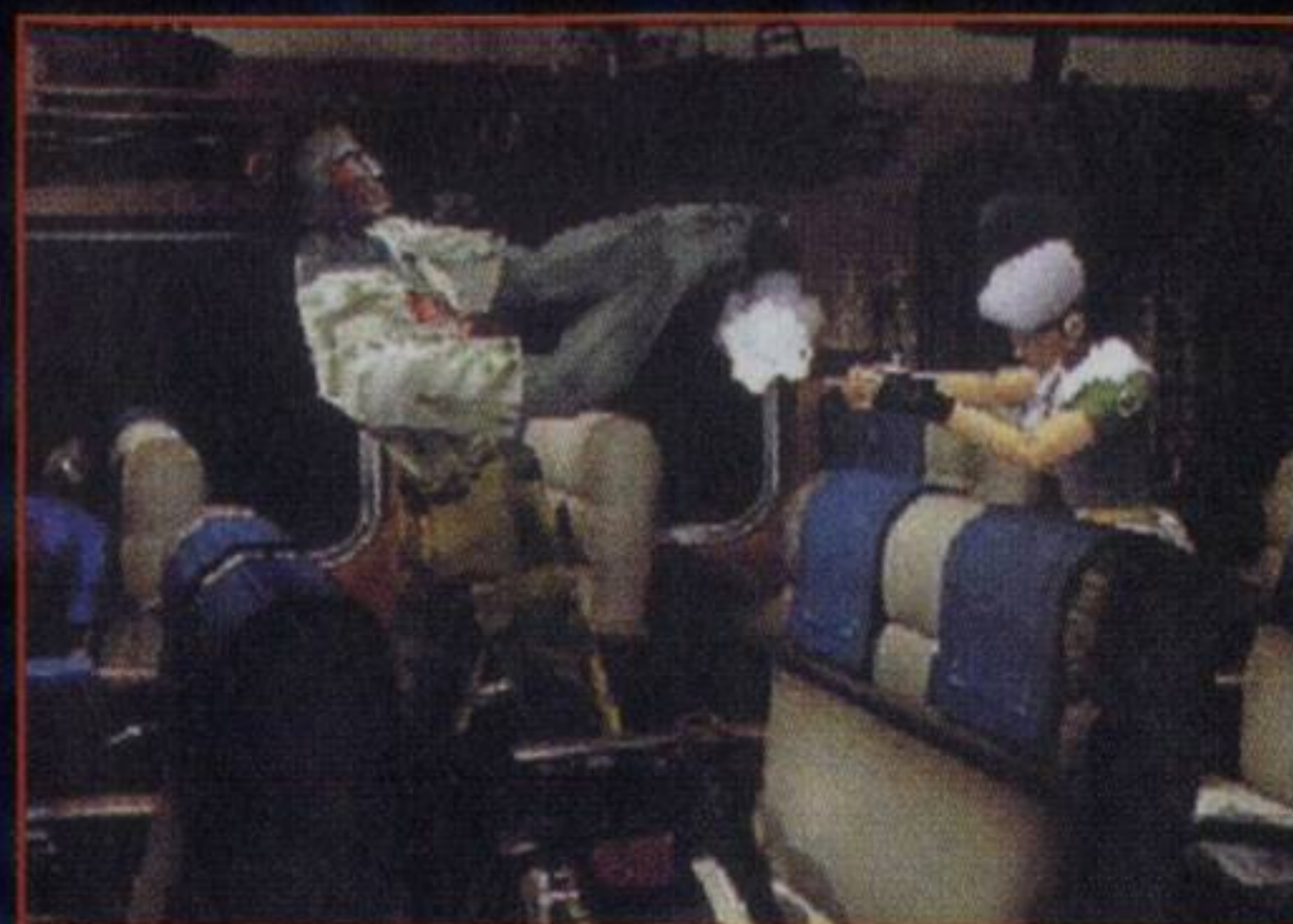
RESIDENT EVIL

THE ORIGINAL RESIDENT EVIL adventure lives—maybe—on Nintendo's hot handheld. Capcom has announced ambitious plans to squash the whole game down to 8-bit proportions, complete with prerendered backgrounds and a save feature. The portable port of the groundbreaking horror/adventure game has been in development for some time, but the original release window of last fall came and went. Capcom now says the game should be ready for release toward the end of the year. 



UNNAMED RESIDENT EVIL PREQUEL

NINTENDO 64 FANS who waited patiently for RE2 are in for another pleasant surprise—a prequel (an evil prequel?), exclusive to the N64. This root of all Evil should reveal such tantalizing details as what happened to the original Bravo team and how Umbrella came to be. It'll be called Biohazard Zero in Japan, but Capcom has stated that if and when it hits U.S. shores, it won't be called Resident Evil Zero. Rebecca Chambers, last seen in the original RE, is slated for a comeback in this cart, part of which will take place on a train. Sound sketchy? Sure is—Capcom's keeping this one under wraps for a little longer, and no release date is set. 





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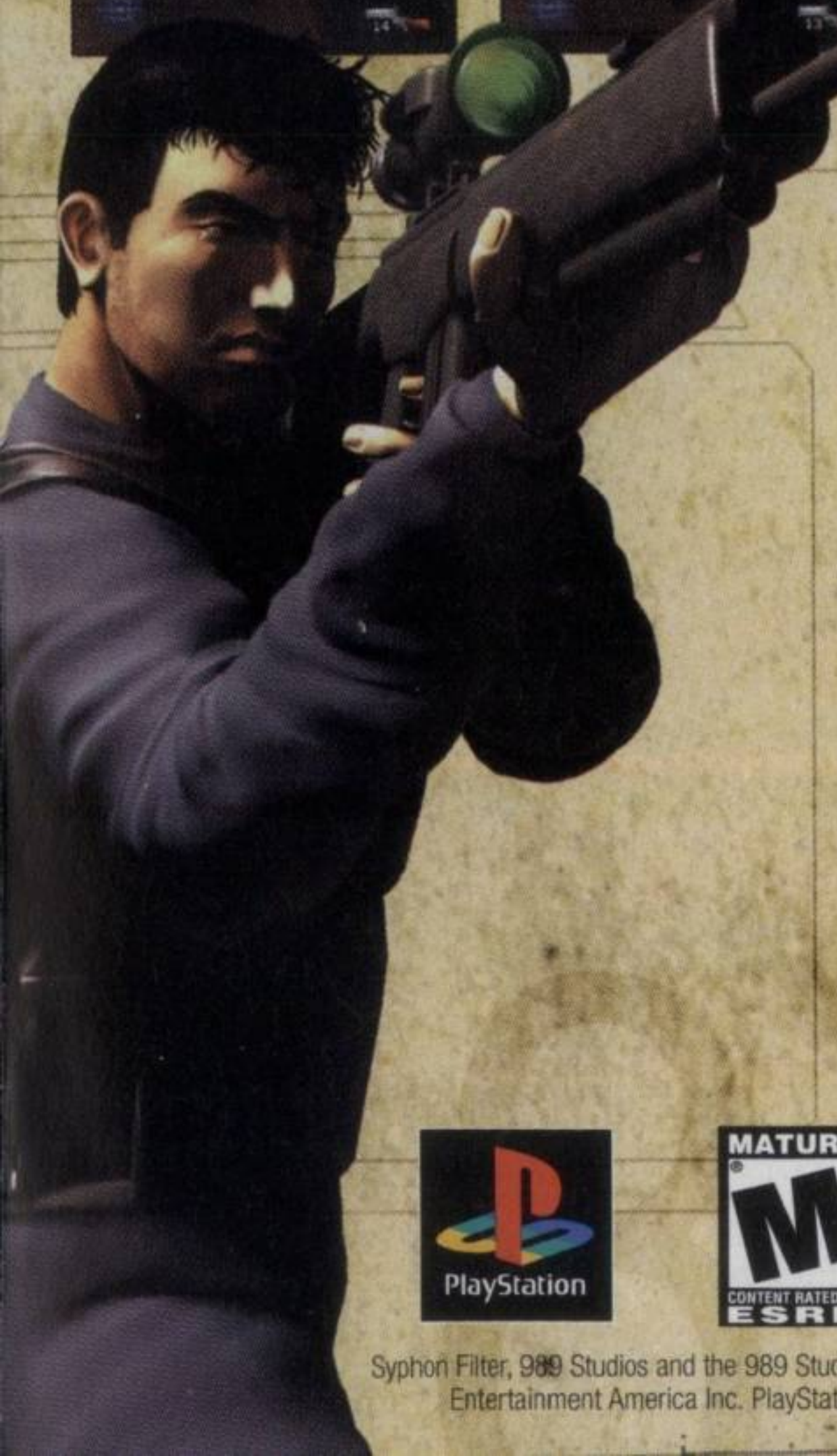


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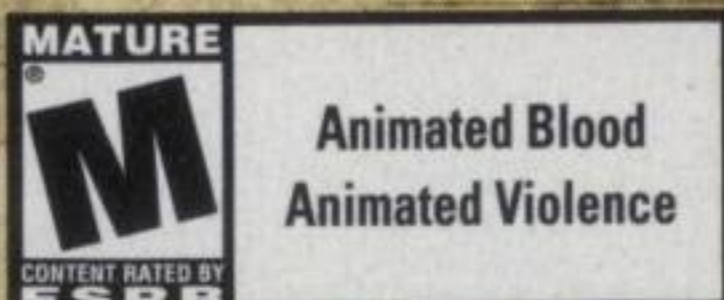
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When Aliens Attack

When is a video game not a video game? When it's a Men in Black thrill ride packed with over 100 slimy extraterrestrials and a multiplayer twist. Check out GamePro's exclusive preview of Universal Studios' new interactive hybrid.

By Dan Elekro

THE PRESS MATERIALS for Men in Black: Alien Attack, which opens this month at Universal Studios in Florida, tout the multimillion-dollar theme park attraction as "the world's first life-sized, ride-through video game." Frankly, the hype sounds familiar—gamers have heard similar promises before. But by blending humor and respect for the audience with cutting-edge technology and actual replay value, Alien Attack makes good on the boast—and, for once, gamers looking for the best of both worlds won't be disappointed.

The Scum Of the Universe

Men in Black: Alien Attack starts out as a stuffy science exhibit called "The Universe and You," a necessary façade to snare unsuspecting tourists. "The first stumbling block was that the Men in Black are secret," explains David Cobb, creative director for Universal's Recreation Group and proud poppa of the MIB attraction. "How do you hide a secret organization in a theme park where everything is marquee'd? We theorized that if they were going to use a theme park, they'd use it to obtain new MIB recruits. So they hide in plain sight as an attraction." When a secret panel opens to a nondescript elevator, you'll be quickly led into the realm of the MIBs, past office hallways and through the Immigration Room—where you'll learn how the game's laser guns work courtesy of Agent Zed (Rip Torn, reprising his movie role).

From there, two groups of six M-I-Wanna-Bs are loaded into cars where you'll squeeze off some practice rounds with high-tech MIB hardware: the Series IV Alienator and the Noisy Cricket Model II. Shootin' cardboard alien targets is fine, but, as Cobb explains, "As with any good Universal ride, something goes horribly wrong." A ship crammed with alien prisoners crashes in Manhattan, letting over 100 bugs loose in the Big Apple. Alarms go off, the vehicle speeds up, Zed radios a warning, and all the tourist trainees are immediately launched into active duty. Before you know it, you're

Men in Black: Alien Attack features six times as many animated characters as any other Universal Studios Escape attraction—including the largest animatronic beast ever built.

Exclusive Report!

WORLD EXPO

UNIVERSAL STUDIOS FLORIDA

Alien Attack, located in the World Expo area of Universal Studios Florida, commands a whopping 70,000 square feet of space.

staring a freaky alien straight in its multiple eyes, going toe-to-tentacle with some of the universe's most bizarre creatures. If they shoot you first, your car spins out of control and your team has to do that much better the rest of the ride. At one point, the two squads will even have to blast away at each other. To survive, you'll need razor-sharp reflexes, nerves of steel—and a stomach of iron.

Unlike even the most thrilling roller coasters, Alien Attack is never the same ride twice. "It changes as you go through," says Cobb. "Not only are you interacting with the characters while they're interacting with you by causing you to spin, but the actual onboard messages also change depending on how well you do in the game." All 127 aliens are programmed with different score values and levels of interactivity. Players see their personal score as they go through; at the end of the ride, the points are tallied for the whole vehicle, and Will Smith (as Agent Jay) gives both teams one of 12 video evaluations, which lead to one of three different endings depending on the group's performance.

Flashy Things

While Universal is no stranger to video games—its software wing has nurtured hits like Crash Bandicoot and Spyro the Dragon, and its movie division has produced game-related flicks like *Street Fighter* and *The Last Starfighter*—this is the first time Universal (or anybody else, for that matter) has attempted to merge shooter gameplay with a theme park ride. Cobb is a rabid gamer, however—he's the proud owner of a dozen consoles, an arcade machine, and a *GamePro* subscription—so he knows what makes a good gaming experience.

CONTINUED ►

SERIOUS HARDWARE

For *Men in Black: Alien Attack*, Universal's engineers pioneered the "roving motion platform" (RMP), a new breed of coaster car that enables on-the-fly actions and reactions. "Each of the vehicles is autonomous and smart," explains Cobb. "It knows what it's doing at any point along the track and tallies the scores individually. Each vehicle is its own game computer with a wireless modem." About 200 computers power the whole attraction; each MIB RMP is host to two onboard systems: one for gameplay, one for motion. "The vehicles are just nodes on a giant wireless network in the building. It's very elegant and very flexible."

Each player has their own zapper, holster, and digital score readout that updates throughout the ride.

Most aliens have eyes that change from red to green when they're hit.

"We're not a video game company," admits Cobb, who says that his team turned to Universal Interactive cronies, Naughty Dog, for force-feedback hardware advice early in the attraction's three-year development cycle. "There were a lot of game fanatics who helped design this. We asked, 'How do we change the theme park experience for a generation of kids brought up on Nintendo and Sega?' And we're part of that. My wasted youth was in the local arcade: I grew up on Disneyland, but I also grew up with my Atari and my ColecoVision, which I still proudly own."

Alien Hybrids

The secret, then, is for Universal to build upon past successes while still moving forward. "What we think we've done here is take two fairly proven things—a multiplayer laser-tag-like gaming environment and an enjoyable 'dark ride' with funny stuff in it—and kludged them together in a unique, innovative way," Cobb explains. "It's definitely in line with everything we've done in the past to try to push the envelope."

Still, merging the two forms of entertainment wasn't exactly easy. "We're learning a lot," confesses Cobb. "The guns offer positive feedback—you get a green 'yes' or 'no' light on the back of the gun and a sound effect, so, just like in most weapon-based video games, you know when you've hit something. The difference here is that we're obviously dealing with things that are steel and plastic. Getting them to be recognizable as having scored a hit and have it be reliable every time and not overly complicated—especially on a ride moving at four feet a second—was hard."

Alien Attack contains two evolutionary advancements: one in technology and one in the ride's audience. "The sophistication of gamers is at a point now where we can probably pull something off like this, but five or 10 years ago, we probably couldn't have," says Cobb. "If you think of us in terms of video game evolution, we're probably in the 8-bit or 16-bit days in terms of interactivity; in a couple of years, we'll be at PlayStation level. But to a theme park audience—and even to a video game audience—this is a new thing. Gamers have probably never been in an immersive, realistic, three-dimensional environment. This isn't VR—you're really there. And with the car spinning, we got to do something you can't do in a traditional video game—physically displace your inner ear fluid."

Get in the Game

Ultimately, Cobb believes gamers will appreciate Alien Attack's multimedia balancing act. "Interactivity at this level in a ride has never, ever been done before," says Cobb, more eager than boastful. "To me, half the pleasure of designing this show is the reality of the vehicle and these training zap-pers you use. It's something we've never asked the audience to do before. We've never asked them to pick up a piece of our technology, hold on to it, and interact with it during the whole ride experience. And that single act of sitting down, looking at these things and going, 'Wow, they actually do something,' is, to me, revolutionary."

For more information, go to www.uescape.com.

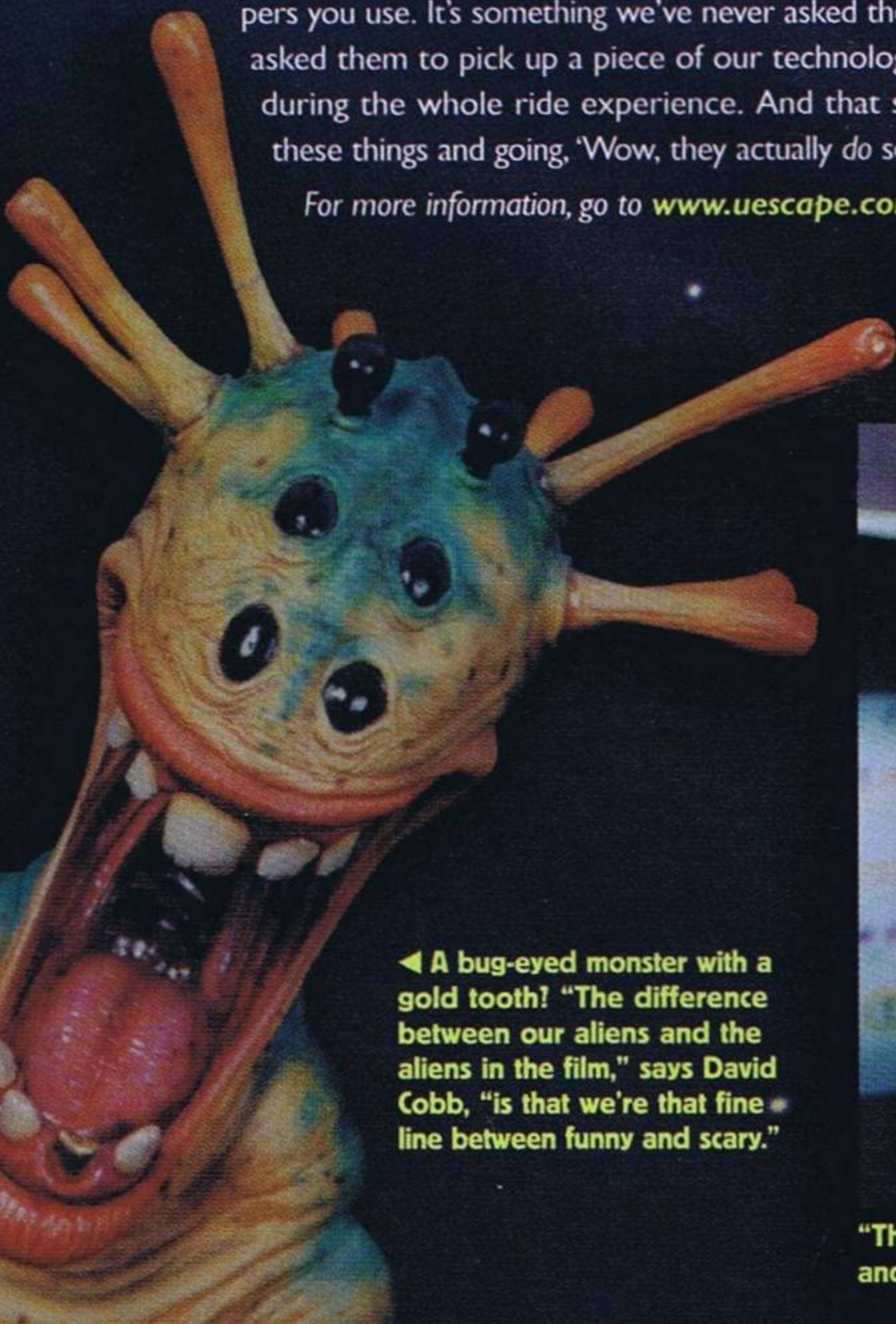
RIDE TO WIN

planning to test your mib skills in orlando? before you get in line, check out ride designer david cobb's personal protips.

- Keep shooting! You never run out of shots or have to reload, so the more you zap, the more likely you are to score big.
- While most of your fellow players will be zapping nearby aliens, experienced gamers will do better to aim for those further away.
- Some aliens offer variable scores for successive hits. Certain nasties will reward the first person to tag a target, while others will offer higher scores for the third hit and beyond. Watch your score and track the differences on your next trip through the ride.
- Use the blasters' visible red beam to help aim your shots.
- You'll find some surprise interactive elements while waiting in line. Try to open the lab doors near the MIB break room.



Creative Director David Cobb's earlier credits include *Back to the Future: The Ride* and the *Star Trek Experience* at the Las Vegas Hilton. He's also a Dreamcast *Crazy Taxi* fanatic.



◀ A bug-eyed monster with a gold tooth! "The difference between our aliens and the aliens in the film," says David Cobb, "is that we're that fine line between funny and scary."



"The faces are familiar, but I suddenly can't remember the name—or anything else..." Will Smith (inset) and Rip Torn reprise their roles as Agents Jay and Zed, respectively, in *MIB: Alien Attack*.



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BY LAMCHOP

- Published by Westwood
- \$39.99
- Available now
- Action/RPG
- 32 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

Recommended System Requirements

Windows 95/98/NT

Pentium II/266

300 MB on HD

64 MB RAM

DirectX 7

DO YOU HAVE bats in your hair? Is a 12-foot Golem trying to bash your head in? If so, you're either certifiably insane or playing Nox. This top-down, action/RPG game from Westwood is a smashing good time, filled with addictive gameplay, a well-written story line, and tons of replay value.

The Fist of Vengeance

The peaceful land of Nox is in trouble. Hecubah, the last descendant of the vanquished Necromancers, is set on bringing back her old crew. Meanwhile, Jack, a trailer park mechanic from Florida, is transported to Nox; being from another world, he's the only one who can touch the magical orbs and stop Hecubah. As Jack, you must decide whether to follow the path of a warrior, a wizard, or a conjurer as you begin your quest to defeat Hecubah.

Would You Like Scorpions With That Burger?

You'll face lots of nasties, from those pesky bats and winged demons to screeching female ogres, as you hack-n-slash or spellcast your way to a showdown with the evil queen. At your disposal is a host of magical weapons, spells, and cool abilities like summoning creatures and laying down traps: Throw three spells—such as Stun, Slow, and Meteor—into a trap, and, when your foe stumbles in, the spells kick in. Wickedly effective.

This action/RPG game definitely puts more emphasis on the "action" part. At times, Nox's pace can become frantic—especially when there's a fireball-hurling mage on your tail. Multiplayer action is even more chaotic and resembles a top-down Quake fragfest as you scramble to find weapons.

The mouse and keyboard combination works well, and spells are easily accessed with five keys and the mouse scroll wheel—though it is difficult to change weapons during battle. Brilliant colors in the surroundings and spectacular spell effects highlight the graphics' strengths, and that's enough to draw attention away from the cartoonish characters. An appropriately medieval tune plays while you scream along with Jack as the bad guys nail him.

And He Nox It Outta the Ballpark!

Because Nox lets you play as three types of characters and features a multiplayer mode that supports up to 31 players on Westwood's servers, it deserves an "excellent" rating for replay value. Oh, and Nox has a really slick single-player game, too—pick this one up for a medieval good time.



PROTIP: Before heading into the Galava Castle, charm this wolf behind a locked door, and he'll let you enter the hidden area behind the house.



PROTIP: When you have enough mana, create the maximum number of bombers (four) and have them escort you.



PROTIP: The only way to make sure zombies stay dead is to fry 'em. Use Meteor or Burn.



PROTIP: The Golem is one of the more powerful creatures the conjurer summons—and it makes a good choice for a partner.



PROTIP: Your earliest spell, Pixie Swarm, is also one of the most useful. It automatically attacks your closest enemy and lets you know where they are.

GRAPHICS 4.0

Great-looking spell effects and bright colors fill the world of Nox. Though the characters are a bit cartoonish, they're smoothly rendered and blend in nicely with the rest of the scenery.

SOUND 4.0

The medieval soundtrack rolls along, while the inhabitants of Nox scream, moan, and laugh wickedly. Clever touches, like Jack's heart thumping as his health meter goes down, enhance the audio experience.

CONTROL 4.5

The mouse and keyboard work smoothly together as you move Jack around and cast his spells. Though it's difficult to switch weapons in the heat of battle, the controls are otherwise very easy to handle.

FUN FACTOR 4.5

The replay value alone makes Nox worth your money. Add to that a great single-player story and slick features like traps and unique spells, and this is a sure hit with the action/RPG crowd.



BY LAMCHOP

■ Published by Infogrames
■ \$19.99
■ Available now
■ Driving

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	4.0

Recommended System Requirements

- Windows 95/98
- Pentium II/233
- 330 MB on HD
- 64 MB RAM
- DirectX 7.0a
- 8 MB D3D or Glide-compatible video card

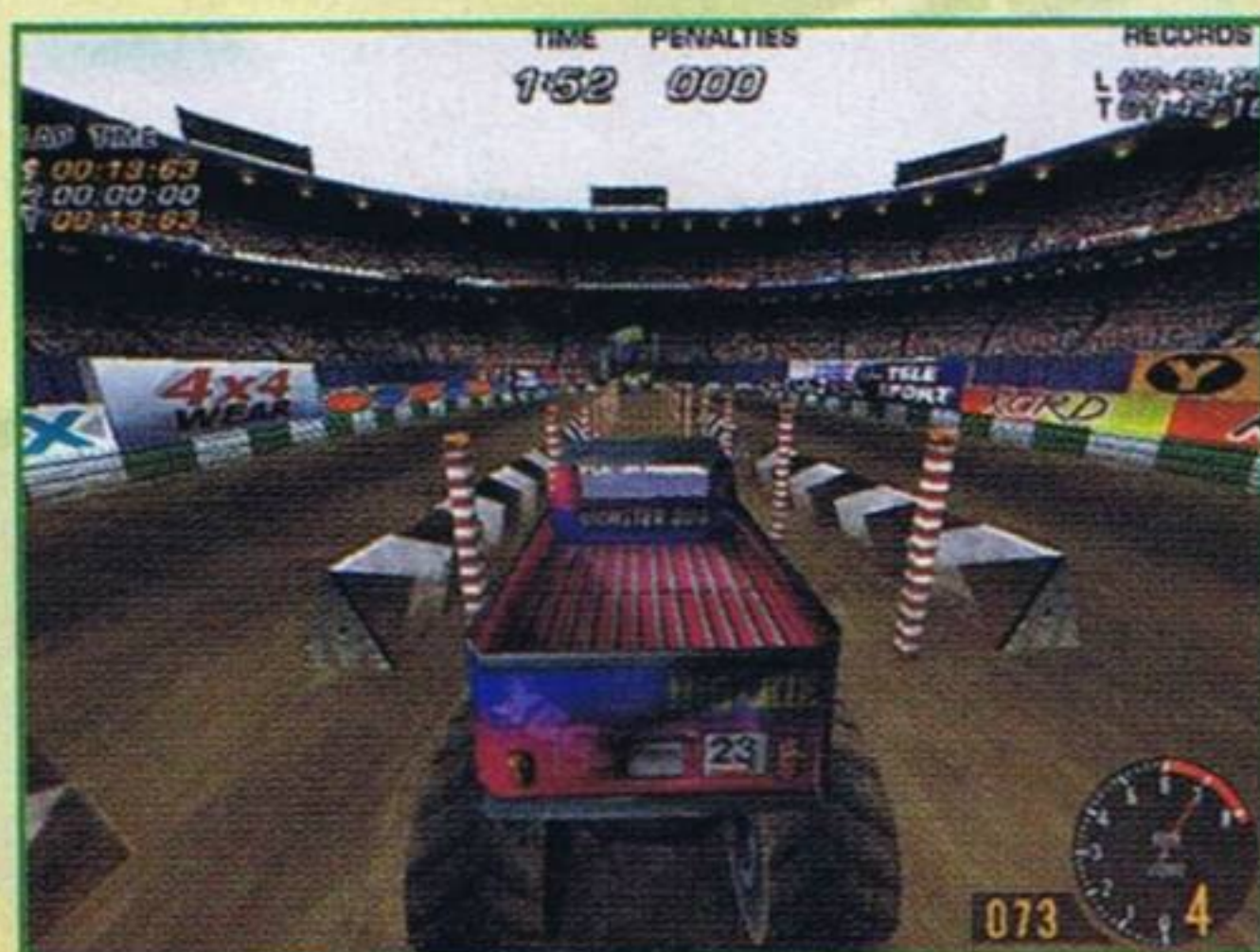
THE ARCADE RACER, Beetle Buggin', is a surprisingly addictive drive. Featuring more than just Volkswagen's pint-sized "bugmobile" trademark, Buggin' takes the VW license to another level, delivering open-air sand buggies for beach fun, pumped-up monster trucks for car-crushing, and nitro-boosted Karmanns for long-distance ramp jumping.

GROOVY, BABY! YEAH!

You can hop into various modes: Quick Race, Championship, and—the most interesting mode—Beetle Challenge.

There you'll find seven different races: Monster, Cross, Speed, Buggy, Jump, Bonus, and WBC (World Beetle Cup). You'll earn points for beating other cars or the clock and then use the points to buy new cars, vans, or trucks for the next challenge. And don't worry, it's not all old stuff; the New Beetle is here, too.

The innovative, fun game modes will keep you coming back for more. You'll find yourself pushing to finish the challenge so you can buy the next cool car. If you get bored with Buggy mode, you can head over to Monster mode and crush a few cars—Beetle Buggin' is a gold mine of replay value.



PROTIP: Look out for those cones! Hitting them will take time off the clock.



PROTIP: Stay in the middle of this ramp—if you hit the sides coming out, you'll flip over.



PROTIP: Right before you hit the ramp to the sandy beach, steer right or you'll careen into the water.

CHECK OUT ALL THE PRETTY COLORS, MAN...

The graphics are impressively tuned for a 3D accelerator, but even in software-rendering mode, Beetle Buggin' looks good. Most of the cars are modeled

in the colorful spirit of the groovy '60s, and the background scenery is sharp. Likewise, the Beach Boys-ish soundtrack makes every race feel like a day in the sun (even if you don't win). The controls couldn't be simpler, but spinouts do occur with tricky cars or inept drivers.

If you're in the mood for a driving game with some psychedelic flavor, drop the top and head down to the local software store for this mind-bendingly good time. **B**



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CONTEST #2 - COMPUTER: 700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

CONTEST #3 - HOME THEATER: 60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value \$7475.

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Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entry fees must be paid in U.S. funds only. We will not accept Canadian checks. All entries must be post marked by July 20, 2000.

WORD LIST	
TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.

		T			
H					
B	L	A	D	E	
			S		
				L	

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BY JAKE THE SNAKE

- Developed by Pandemic Studios
- Published by Activision
- Target release date: June



WINDOWS 95/98

HANDS-ON

Dark Reign 2

See the Future

This prequel to the real-time sci-fi strategy game, *Dark Reign*, promises to be light years ahead in gameplay and graphics. In *Dark Reign 2*, the vast maps and hordes of units will be totally 3D. You'll be able to swoop down to ground level and watch units exchange laser fire from a nearly first-person perspective, as if it were a land-based *Homeworld*—but rather than in outer space, the action will take place in cities, on snowy mountains, and on tropical hillsides.



Get Smart

Despite the many units, big maps, and numerous features, DR2 promises not to be a bear to control. You won't have to baby-sit your units—if they see an enemy, they'll shoot it (as long as your orders allow them to). Units will automatically follow patrol routes around your base and will return to base for repairs when badly injured. Plus, you'll be able to control your buildings and units remotely, so you won't have to scroll all over the map to bring in reinforcements. The graphics, controls, and units already looked topnotch in the preview version. If the rest of the game comes together in time for its June release, DR2 could set a new standard for graphics and flexibility in real-time strategy games.



Dark Reign 2 could change the standard for real-time strategy games with its free-roaming camera and totally 3D units and maps.

But What's Under the Hood?

Beautiful graphics aside, *Dark Reign 2* should be a strong real-time strategy game with loads of features and units, an advanced A.I., and multiplayer capability. The plot involves two warring civilizations: the Jovian Detention



Authority (JDA), a slick, techno-savvy race, and the Sprawlers, a scrappy and brutish, yet mystical, bunch. By collecting crystal-like Taelon, you'll be able to create futuristic warriors, tanks, boats, and flying vehicles.

While the JDA can build bombers and teleport units, the Sprawlers can create special Mojo attacks—such as the Berserker, which causes your enemies to kill each other. The JDA can also create spies who assume the enemy's appearance and then act as artillery spotters or turn off the enemy's shields; the Sprawlers can make invisible units who then can lay in ambush or set minefields, time bombs, and so on.





Crimson Skies

THIRTY-SOMETHING

Welcome to a remixed 1937 where swing is king but daredevil pilots rule the air. The country has been split into warring factions by Prohibition and the Depression, leaving the skies the last wide open space in the country. Players will take on the role of Nathan Zachary, leader of the sky pirate gang, the Fortune Hunters. Over the course of 24 missions, you'll be called on to do just about everything would-be pilots have ever dreamed of doing: rescue friends from the tops of moving trains, blow up zeppelins, steal top-secret planes, slice between skyscrapers,



and more adrenaline-soaked stunts. Multiplayer games on MSN's Gaming Zone will let you share the thrills.



THE OPPOSITE OF A FLIGHT SIM

Microsoft fervently describes *Crimson Skies* as "the opposite of a flight sim"—all the white-knuckle action of daredevil flyboys and the romantic fantasy of being a dashing fighter pilot with none of the dead-boring technical knowledge requirements. The weapons will be wild, too, with destructive toys like drill rockets, aerial torpedoes, and the inventive beeper/seeker rockets: The beeper attaches to a plane's hull like a homing beacon, while the seeker follows with the warhead. Because the beeper uses ultrasonic waves that human pilots can't hear, your best defense will be a dog—when he starts barking in the cockpit, dive!



Clever elements like this and a wild, alternate fantasy world promise to give *Crimson Skies* plenty of flash to go with its arcade-style action.



BY DAN ELEKTRO

- Developed by Zipper Interactive
- Published by Microsoft
- Target release date: August



WINDOWS 95/98

FIRST LOOK



Microsoft is taking to the skies at full throttle—without the usual annoying sim trappings—with the wild flight/action title, *Crimson Skies*.

CRIMSON SKIES



MEAN MACHINES

What *Interstate '76* did for muscle cars and funk culture, *Crimson Skies* will do for prop planes and radio dramas—complete with the aerodynamic equivalent of the hot rod. Many of the planes in *Crimson Skies* will be "pusher" designs where the propellers are mounted at the back of the aircraft. That will give the planes a unique, daring look—one that's only enhanced by the addition of huge engines, massive gun barrels, and fancy paint jobs. Players will be able to acquire new planes and customize elements as they complete missions.



Star Trek Voyager: Elite Force

RAVEN SOFTWARE—THE gang responsible for Heretic and Hexen—is assimilating id's Quake III Arena engine to create a new, first-person adventure in the *Star Trek* universe. As a member of the *Voyager* crew's Hazard Team, you're on a routine distress-call response when your ship becomes stranded in a graveyard...and the pasty-faced Borg are the likely culprits. Commanding a five-man strike team, you'll have to fight your way through 30 mission-based levels, plus at least another 10 for multiplayer matches. Expect to see all the classic *Star Trek* races represented, as well as a few new alien breeds.

The QIII engine is being seriously tweaked to incorporate a skeletal system for models, save points, and scripted interactive events—for instance, your crew might be attacked as they run down a hallway. Your response to these critical situations will affect the outcome of the mission. Fail, and having Tuvok chew you out will be the least of your worries. Willing cadets can beam up later this spring.



BY DAN ELEKTRO

- Developed by Raven Software
- Published by Activision
- Target release date: Spring 2000

FIRST LOOK



WINDOWS 95/98

Kingdom Under Fire

THE MEDIEVAL FANTASY game, *Kingdom Under Fire*, promises to marry two genres—real-time strategy (RTS) and role-playing—that have flirted many times, but never sealed the deal. In RTS mode, you'll control the Human Alliance or the Dark Region. You'll collect resources, build buildings, and create 70 types of units—from knights, ogres, and archers to fire-breathing dragons, hot-air balloons, and giant man-carrying birds—while your sorcerers will be able to cast 60 spells. When your civilization has progressed far enough, you'll be able to build any of seven heroes—the supreme units in the RTS game.



The heroes will also serve as the center of the role-playing game, which will unfold in dungeons and caves and have a different interface. There will also be three multiplayer modes in the game: real-time strategy, hero deathmatch, and role-playing-game online quest.

In the preview version, the RTS mode featured beautiful units with smooth animation and controls. If *Kingdom Under Fire* delivers a strong RPG mode to complement the RTS, it should be an engrossing game for fans of both genres.

In the preview version, the RTS mode featured beautiful units with smooth animation and controls. If *Kingdom Under Fire* delivers a strong RPG mode to complement the RTS, it should be an engrossing game for fans of both genres.



BY JAKE THE SNAKE

- Developed by Phantagram
- Published by Gathering of Developers
- Target release date: Summer 2000

HANDS-ON



WINDOWS 95/98

Need For Speed: Porsche Unleashed



BY LAMCHOP

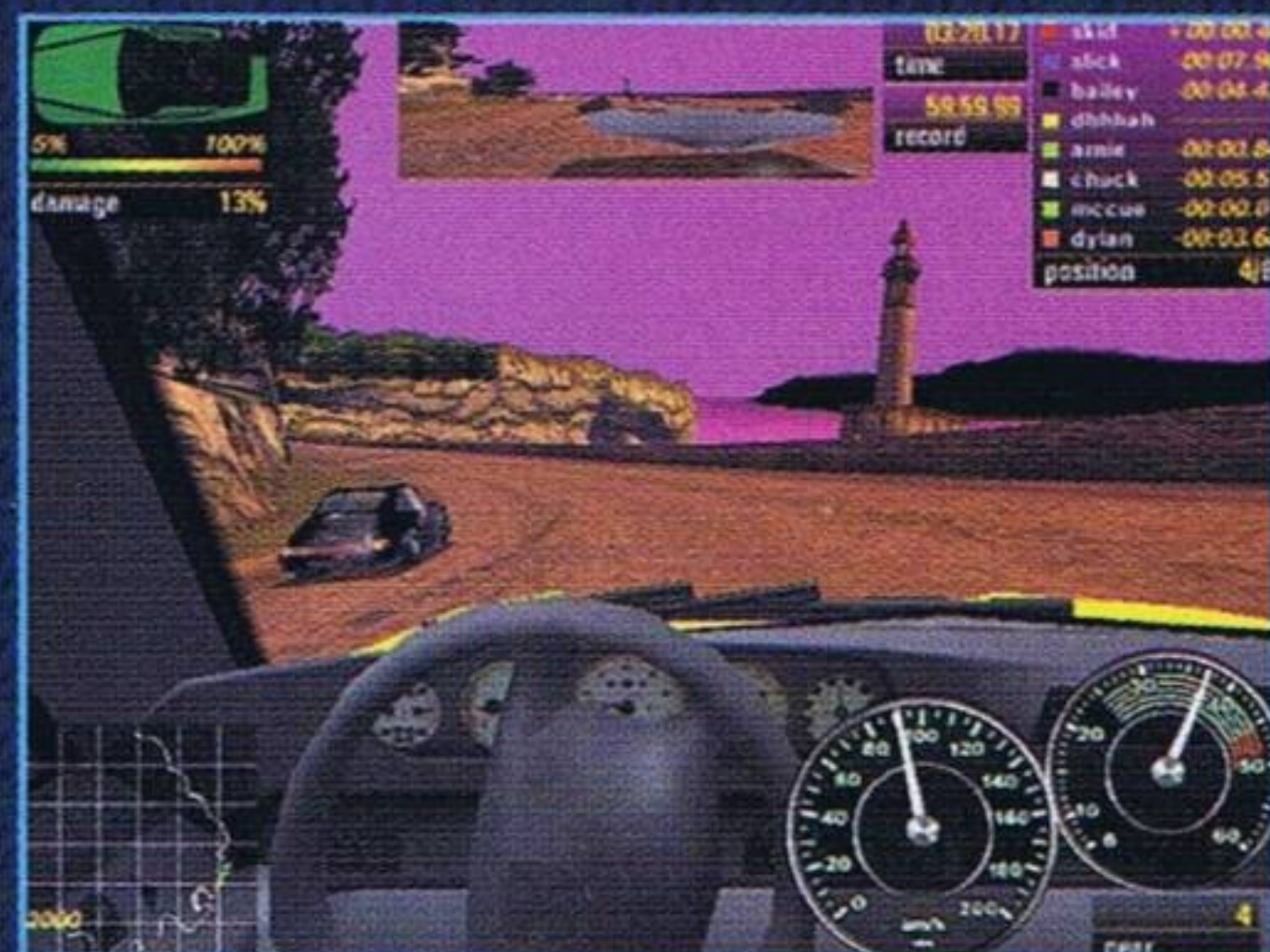
- Developed by EA Canada
- Published by Electronic Arts
- Target release date: Spring 2000



WINDOWS 95/98

HANDS-ON

IN TRUTH, THE Need For Speed series hasn't changed all that much over the years—until now. Need For Speed: Porsche Unleashed will feature a new interface, a new engine, new modes, and cars from every era of Porsche's prestigious 50-year history. You'll find over 80 Porsches, 12 absolutely gorgeous tracks, and a career mode that lets you explore the history of Porsche by buying, selling, and upgrading the company's dream machines. In the preview version, the exhaust pipes rumbled at earthquake levels, while the tracks and backgrounds looked eye-poppingly sharp. The driver's seat is yours for the taking this spring.



the history of Porsche by buying, selling, and upgrading the company's dream machines. In the preview version, the exhaust pipes rumbled at earthquake levels, while the tracks and backgrounds looked eye-poppingly sharp. The driver's seat is yours for the taking this spring.



Evolvea

LOOKING FOR A new kind of squad-based shooter? They don't get much more evolved than Evolvea. You'll lead a team of four genetically engineered "Genohunters" through 12 alien landscapes, blasting giant spiders with weapons—shooting spikes, billowing flamethrowers, and grenadelike spores—that you get by evolving with your slain enemies' DNA. You can also obtain other useful traits: for example, longer jumping and faster running. Gameplay was



BY JAKE THE SNAKE

- Developed by Computer Artworks
- Published by Interplay
- Target release date: May



WINDOWS 95/98

HANDS-ON

fast and smooth in the "Hands-On" demo, while the impressive graphics featured strange, detailed creatures as well as beautifully colored, intricate terrain. Look for Evolvea in May.



Soulbringer



IN THIS 3D adventure/role-playing game, you'll assume the role of Soulbringer, who must banish the souls of six demon kings. You'll simply point to where you want to go on the screen and click as you learn more than 60 spells and meet more 450 people in 100 distinct locations. The preview version featured impressively detailed environments with changing weather and daylight, as well as a camera that you could pan to any angle. Real-time combat, movement, and cut-scenes all occurred in the same view, making for seamless action. The quest begins this spring.



BY JAKE THE SNAKE

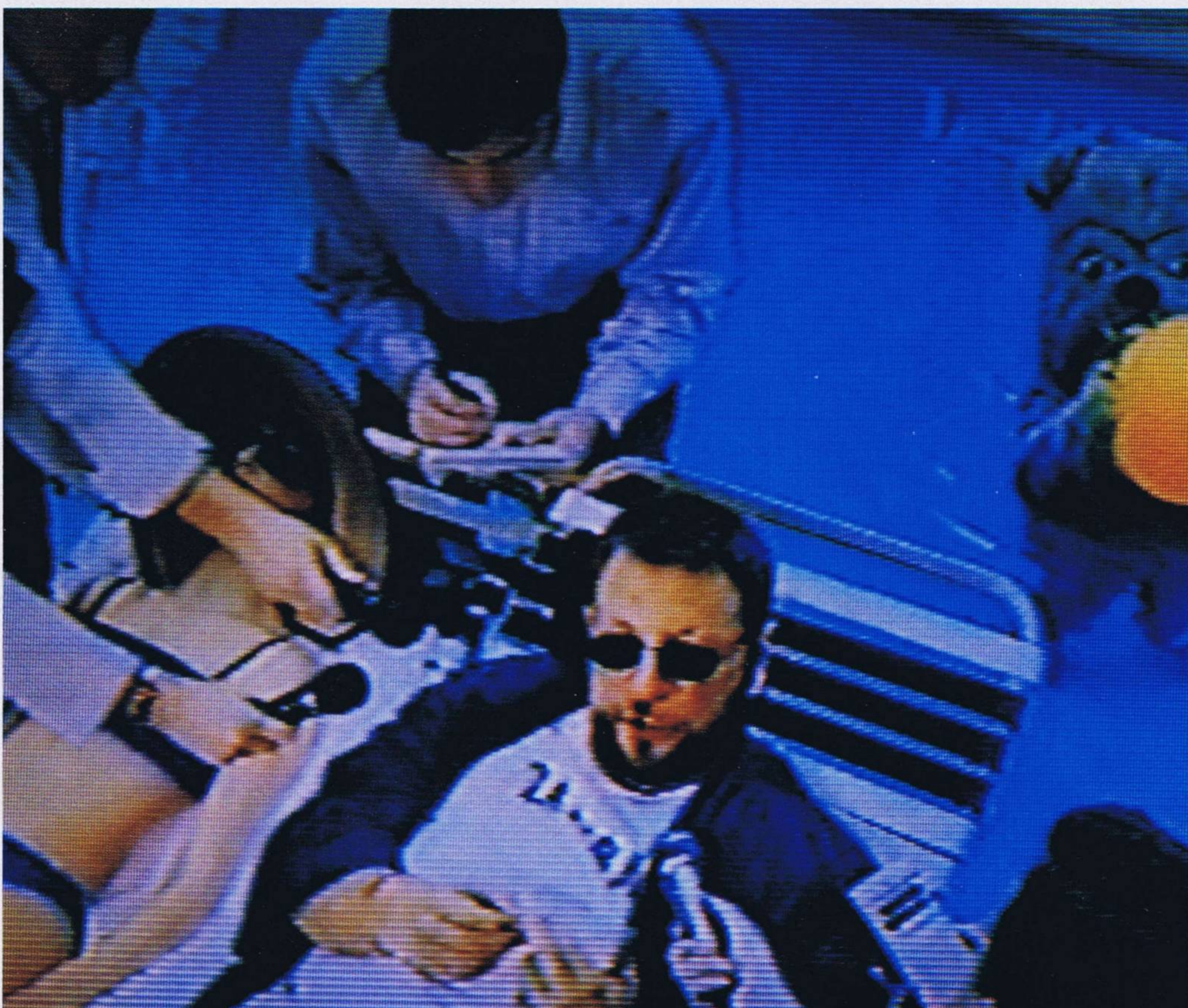
- Developed by Infogrames U.K.
- Published by Interplay
- Target release date: Second Quarter 2000



WINDOWS 95/98

HANDS-ON

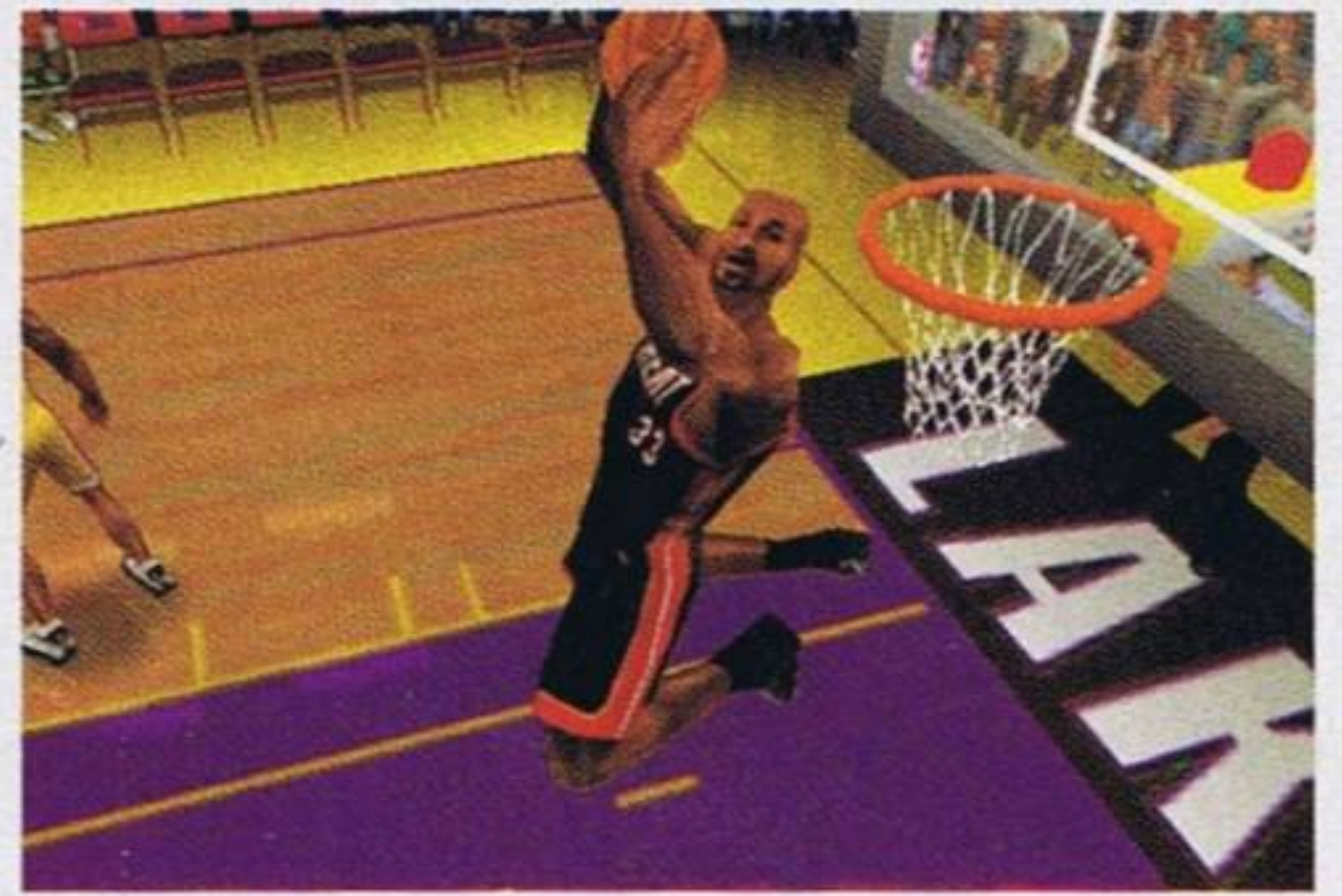
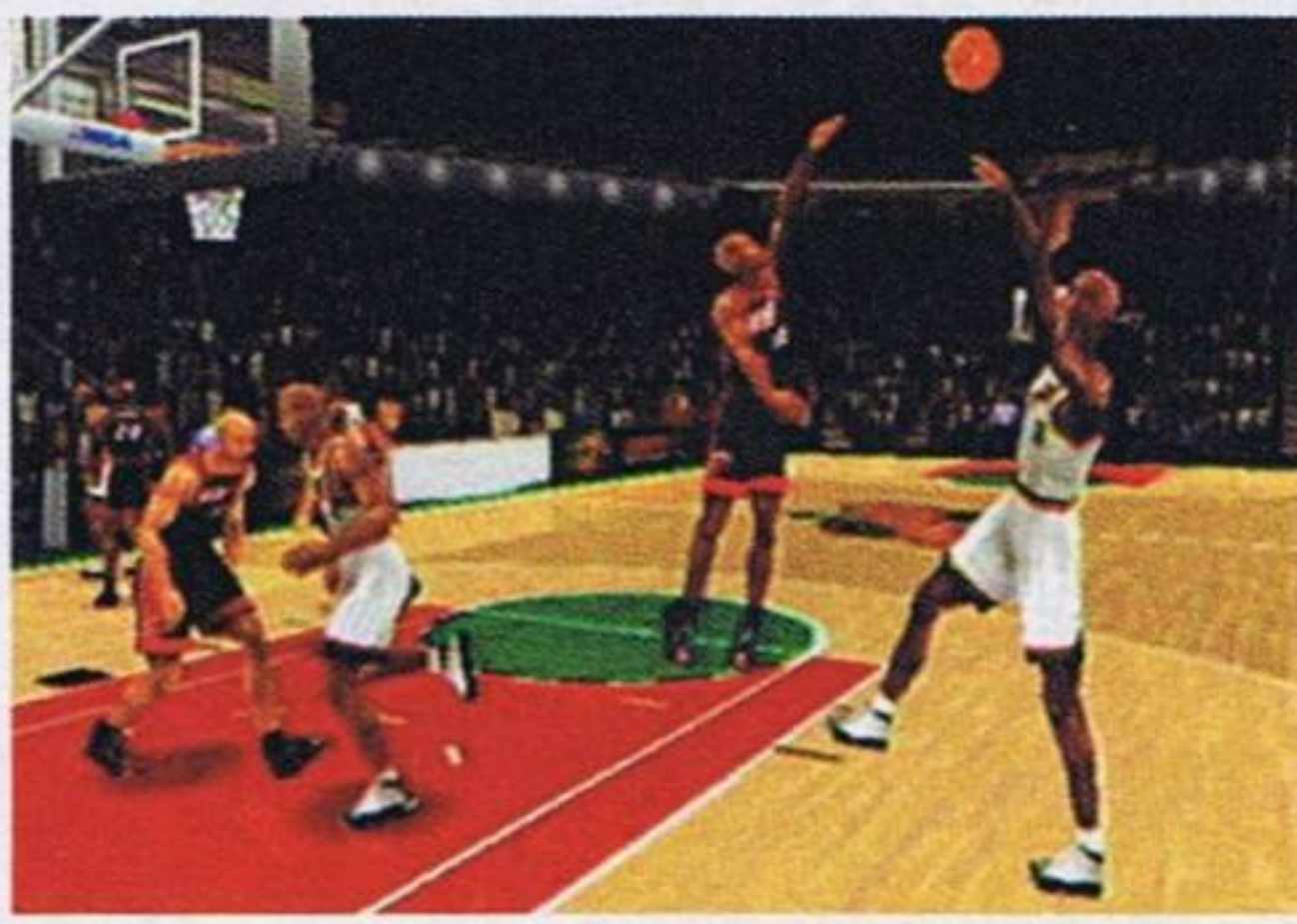
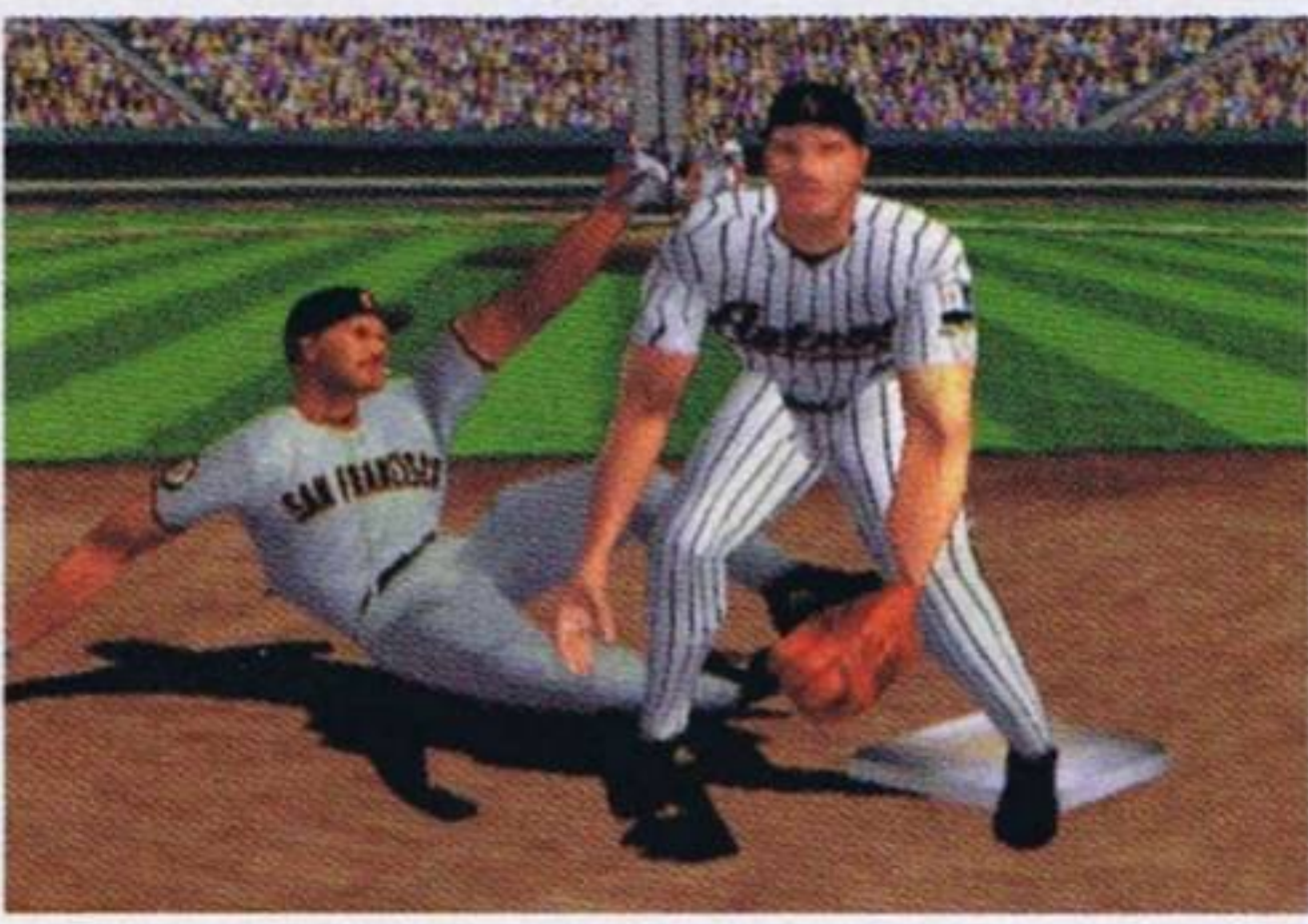




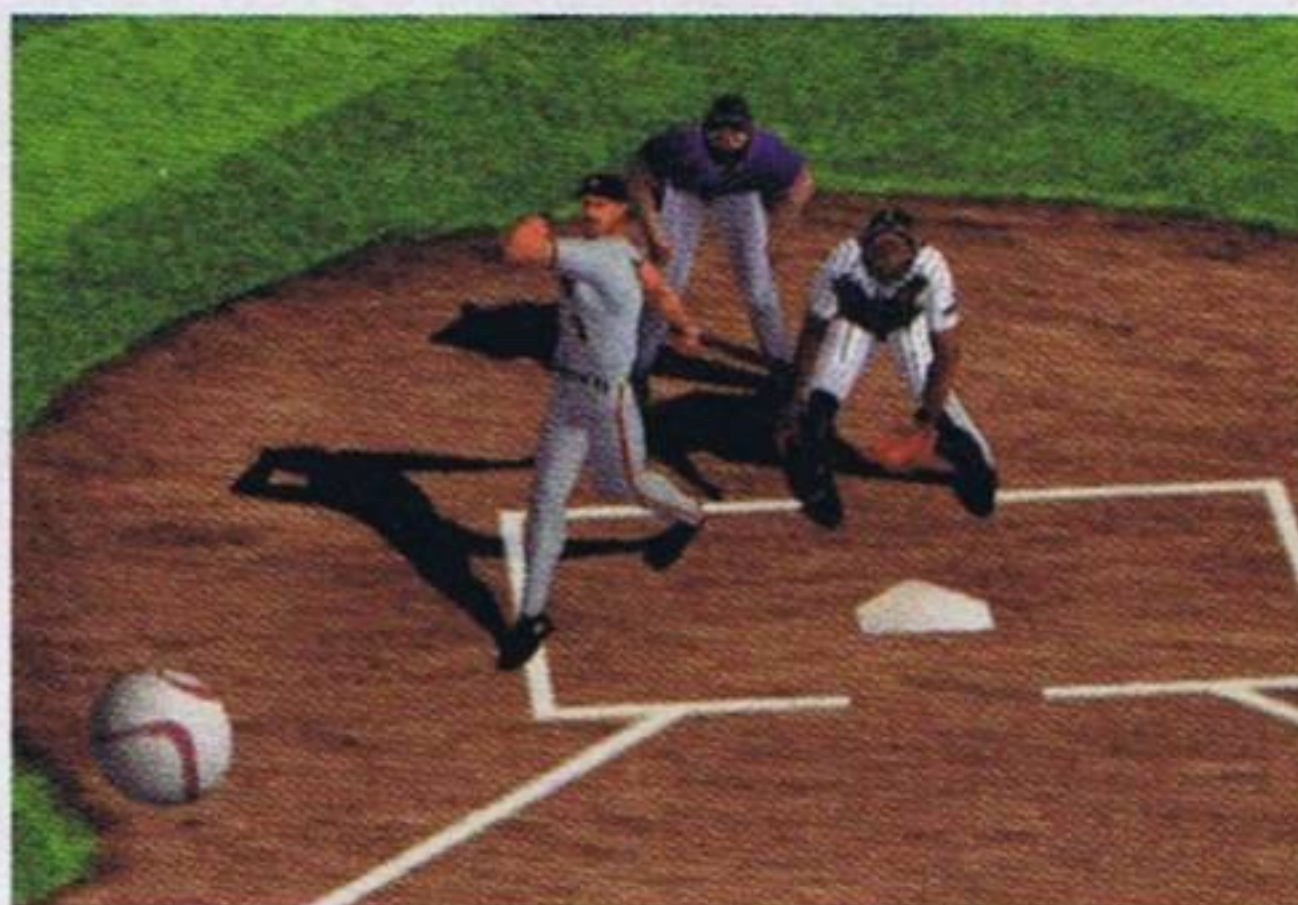
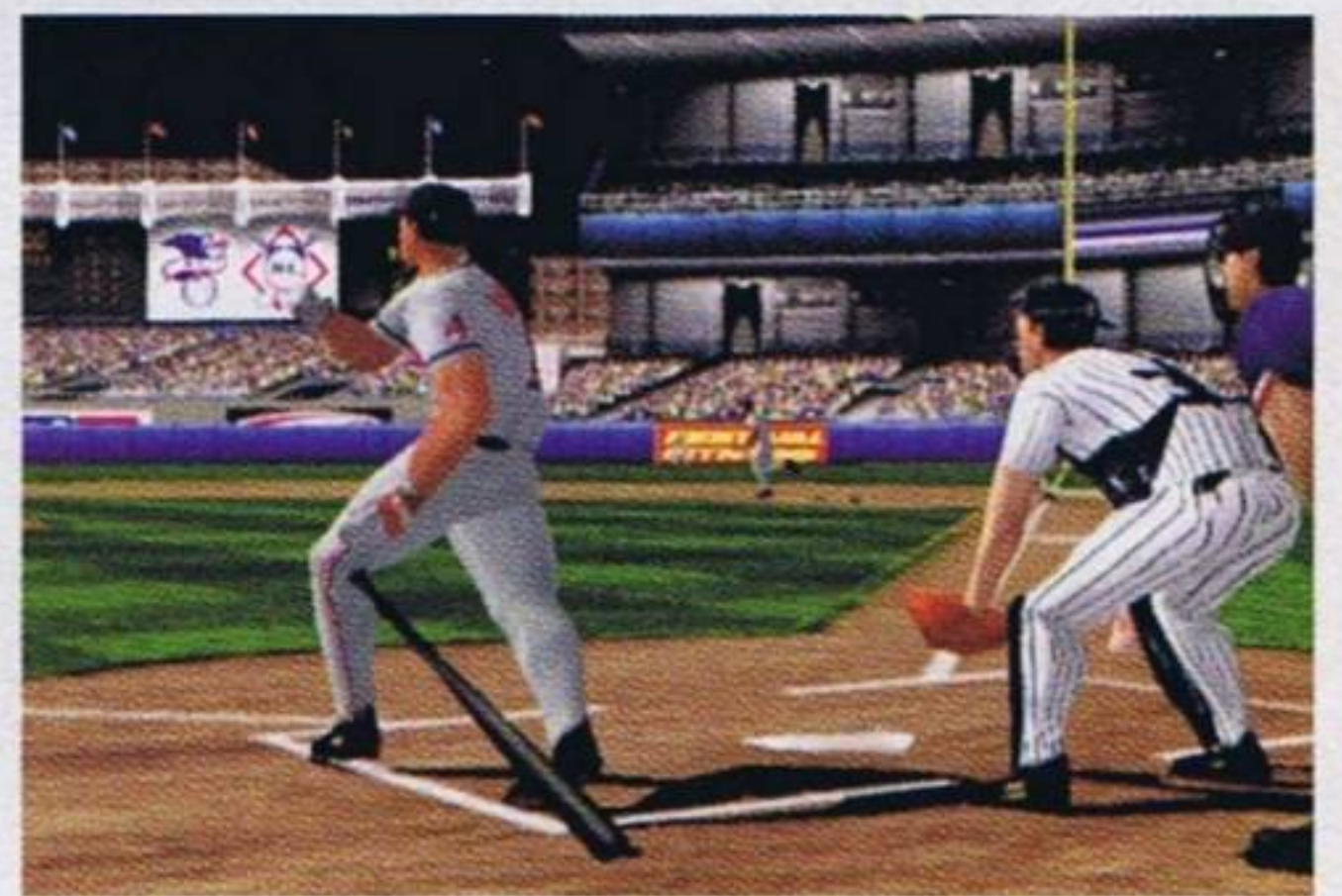
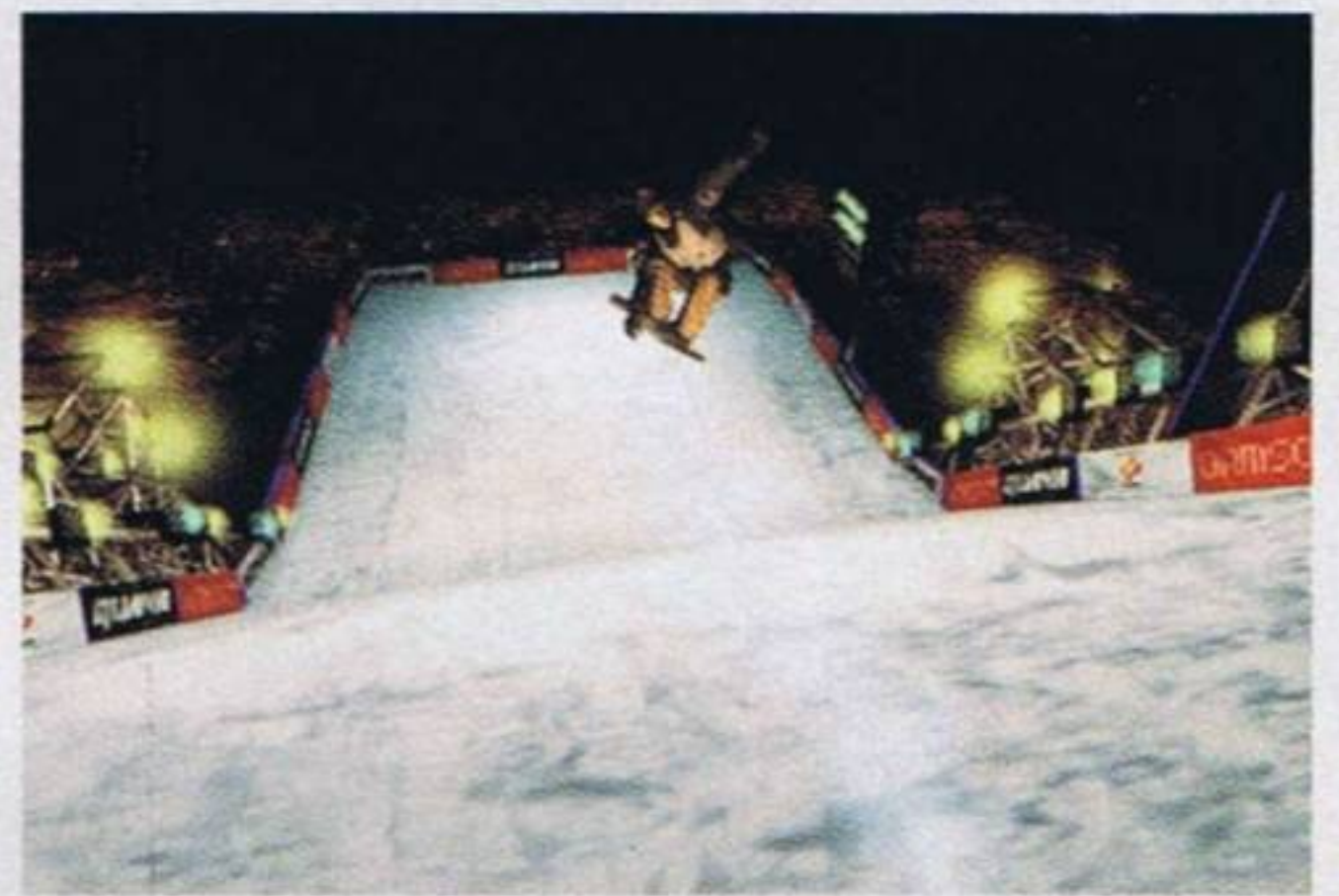
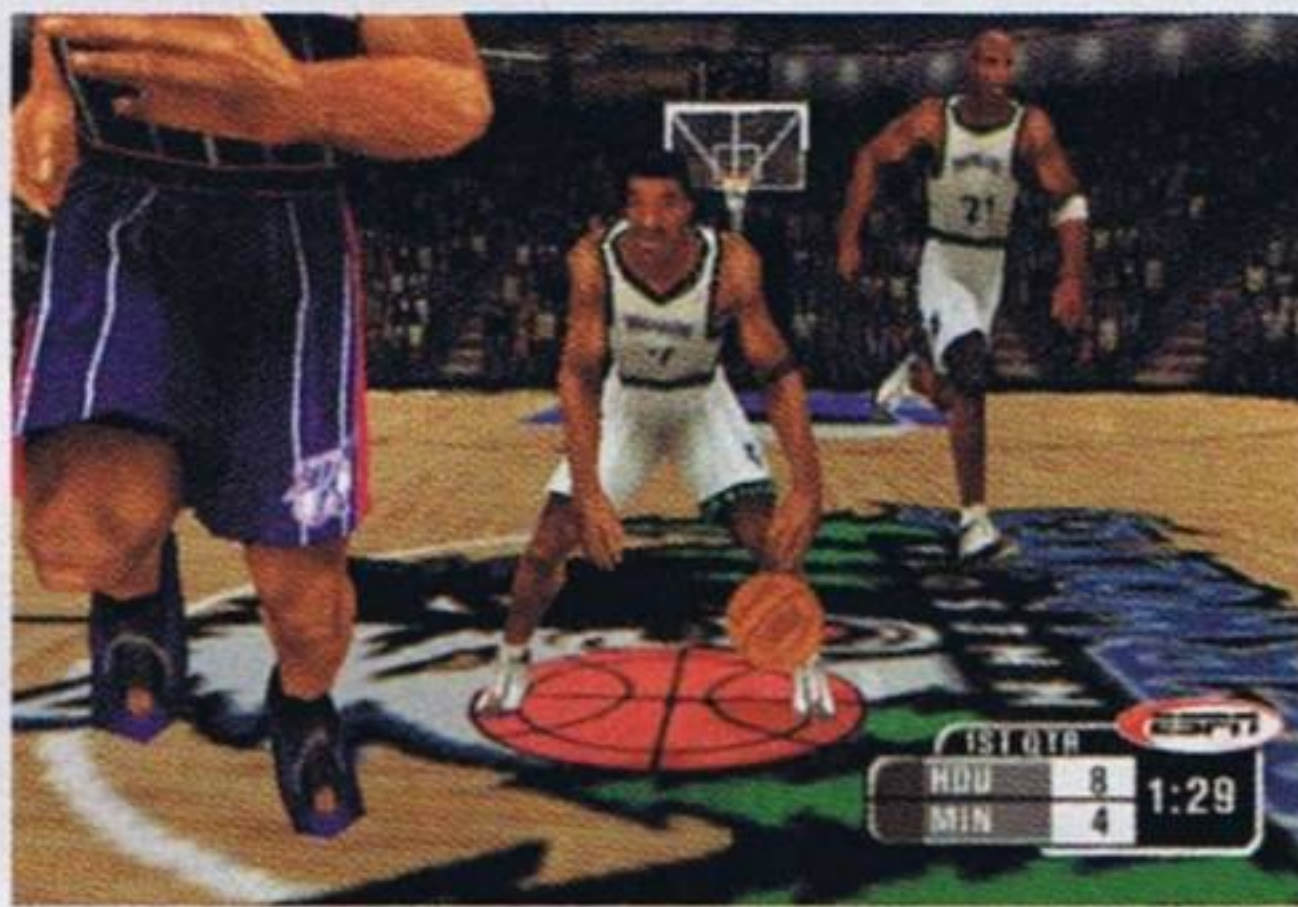
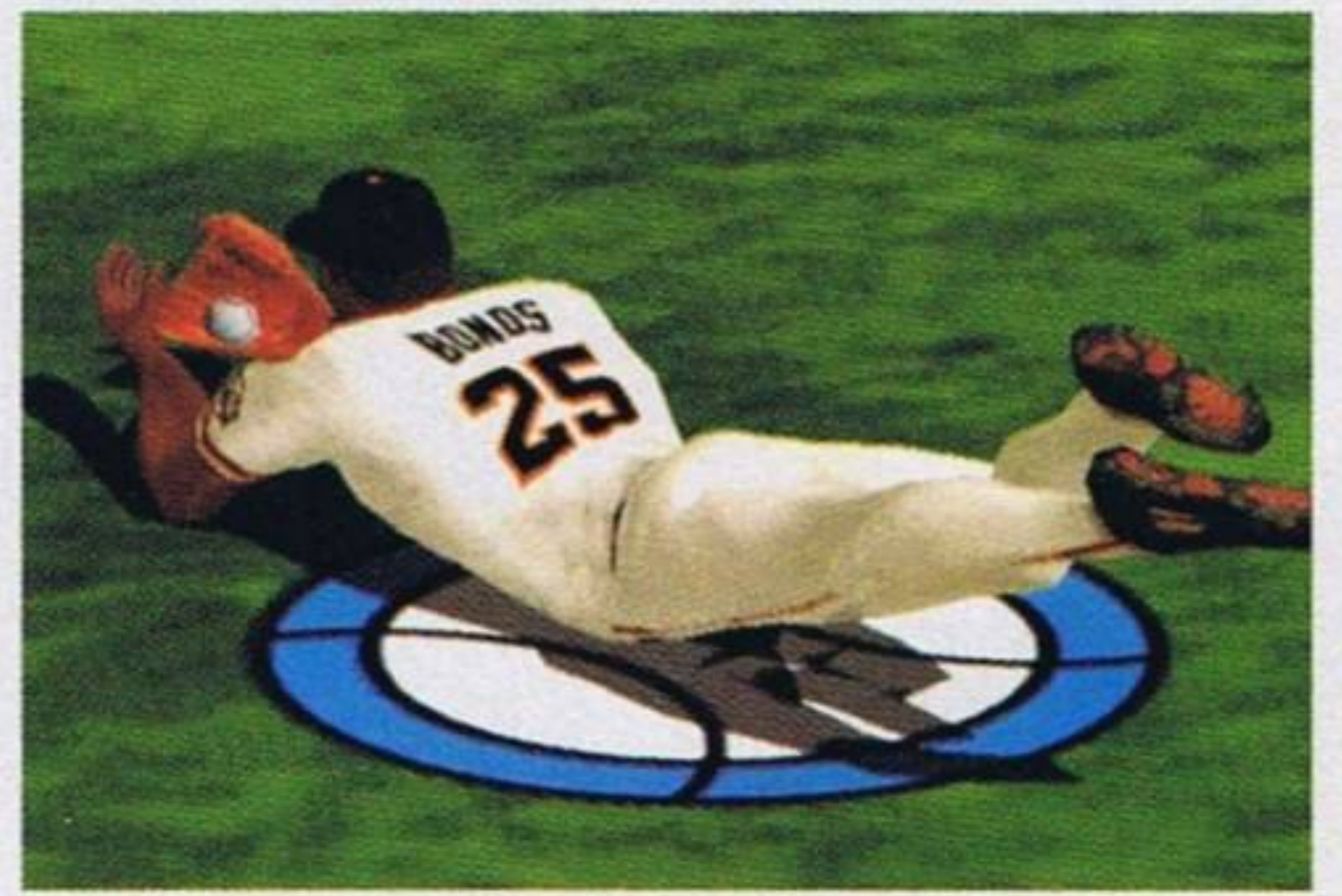
OUR "COMPETITORS" HAD A NICE LITTLE RUN. THEY SHOULD BE VERY PROUD OF THEMSELVES... BUT THEY MUST HAVE KNOWN THIS DAY WAS GONNA COME.



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BY BROTHER BUZZ

- Developed by Rare
- Published by Nintendo
- Target release date: May



NINTENDO 64

HANDS-ON

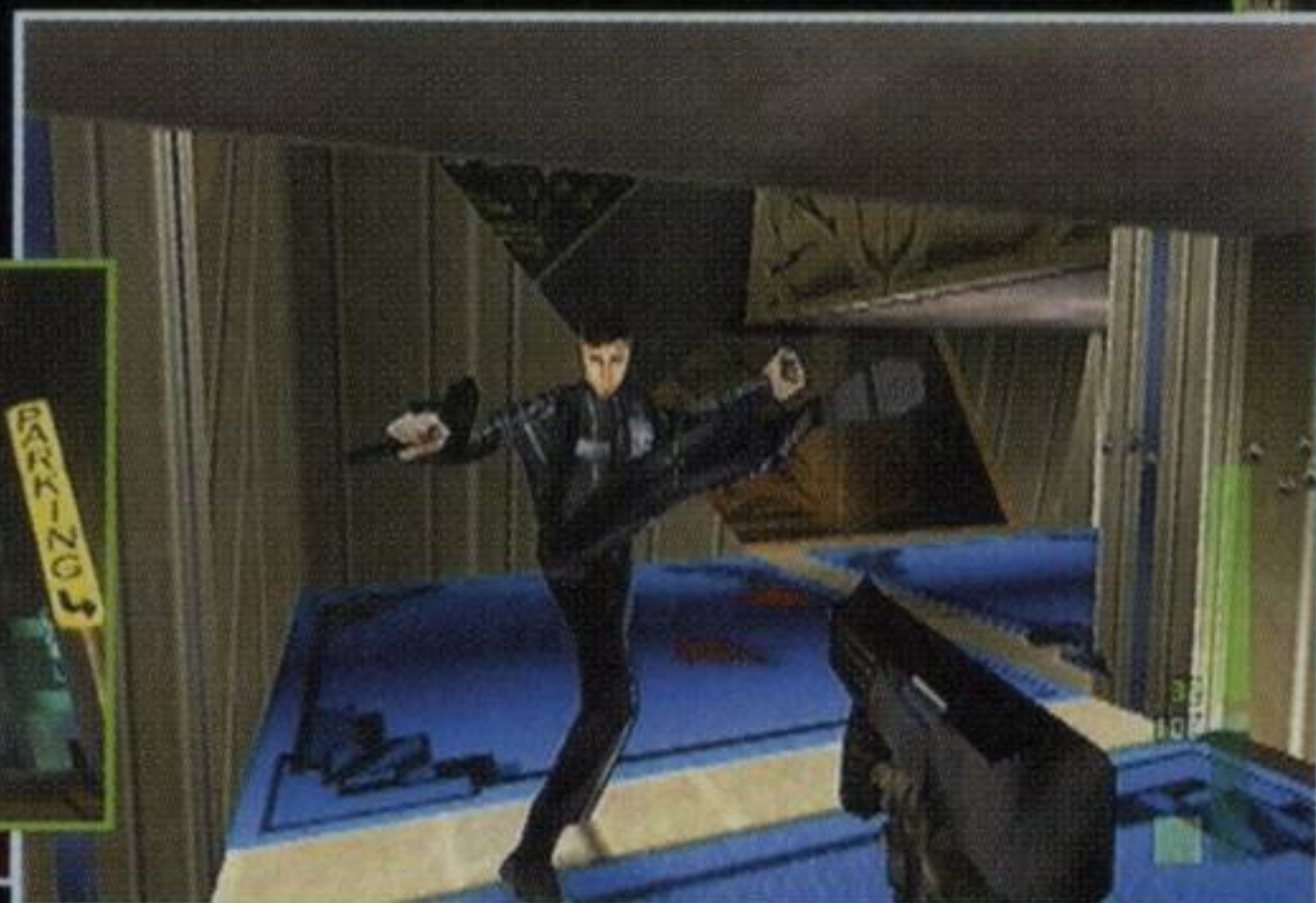
Perfect Dark

Dark's Tale

It's the year 2023, and high strangeness is afoot. People are being abducted, animals are being mutilated, and now the sinister DataDyne Corporation is unveiling remarkable technology that is, frankly, out of this world!

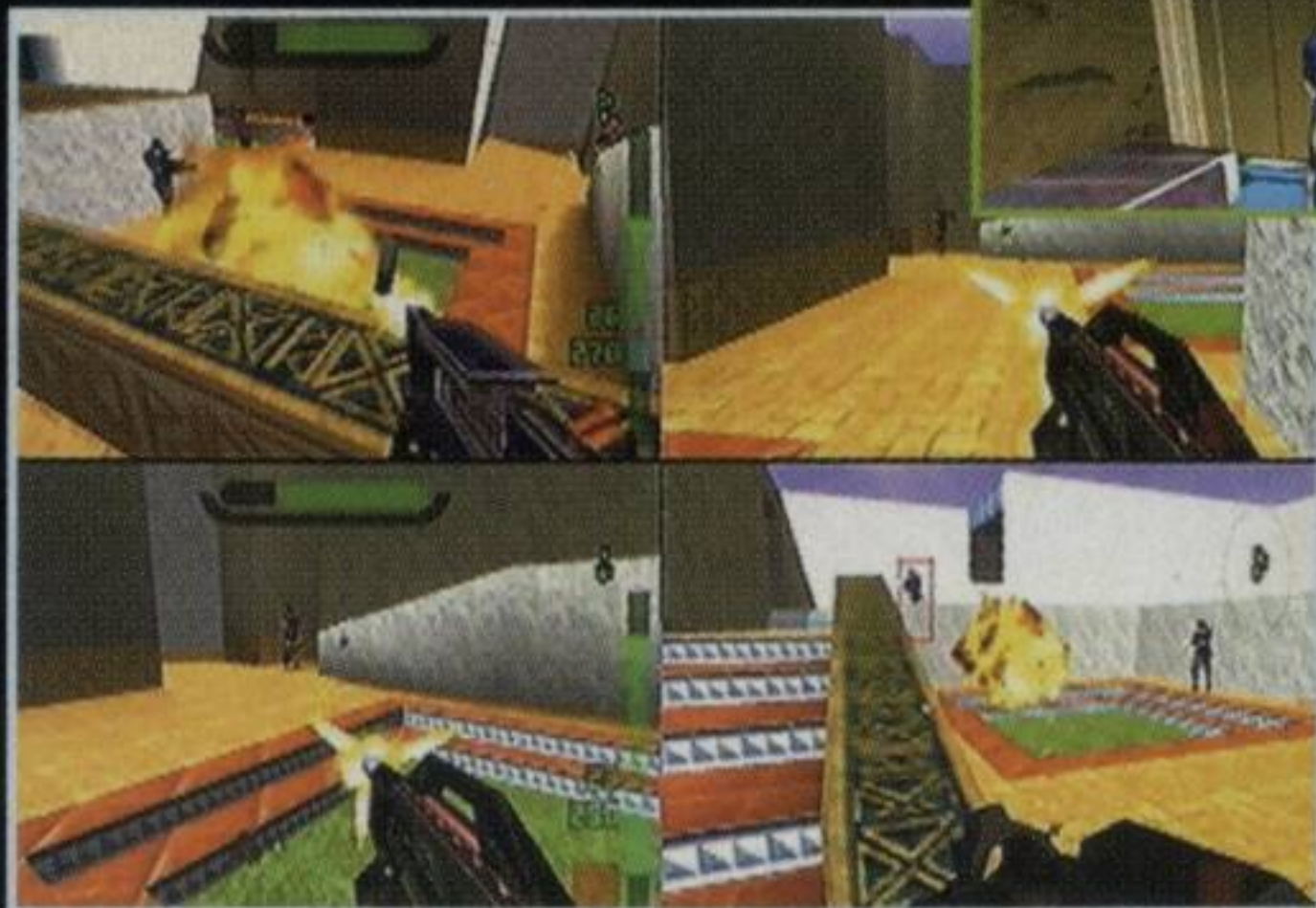
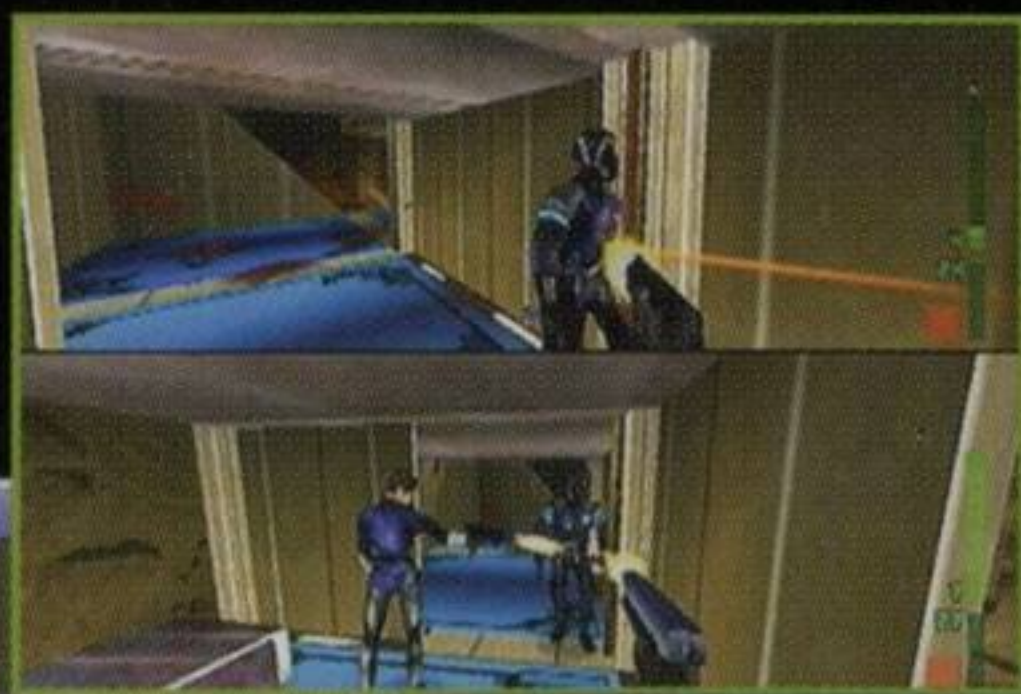


Joanna Dark is the top rookie agent for the Carrington Institute, a privately funded international counterespionage organization, and when it comes to spy skills she's...well, perfect. So when the C.I. receives a distress call from a scientist held captive at DataDyne, "Perfect" Dark (and you) are called into action. Joanna's virgin assignment will take you through nine international locales well-known for mysterious events and sightings of bizarre beings, including Area 51, the Bermuda Triangle, and Chicago.

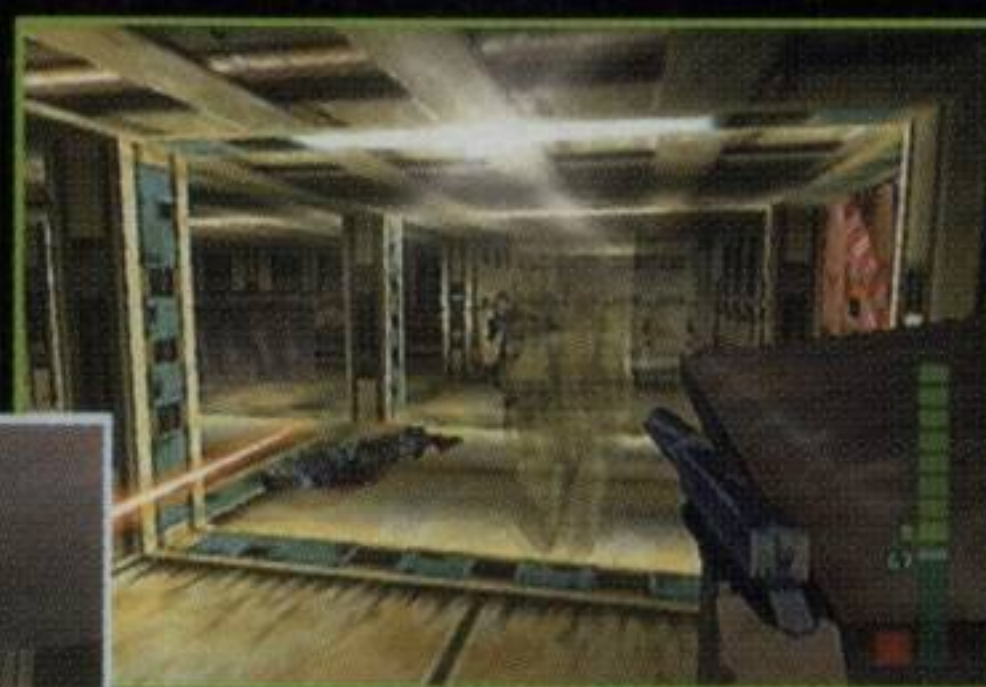


Multiplayer Mayhem

It's Perfect Dark's multiplayer features that will ultimately determine how it stacks up against GoldenEye. You'll be able to play split-screen multiplayer games against A.I.-controlled adversaries called Simulants, which can be individually programmed with 12 personality traits. Or you and up to three pals will be able to team up with Simulants or fight against 'em. The game will also showcase a great feature sadly absent from many N64 action/adventure games: two-player, split-screen cooperative mode!



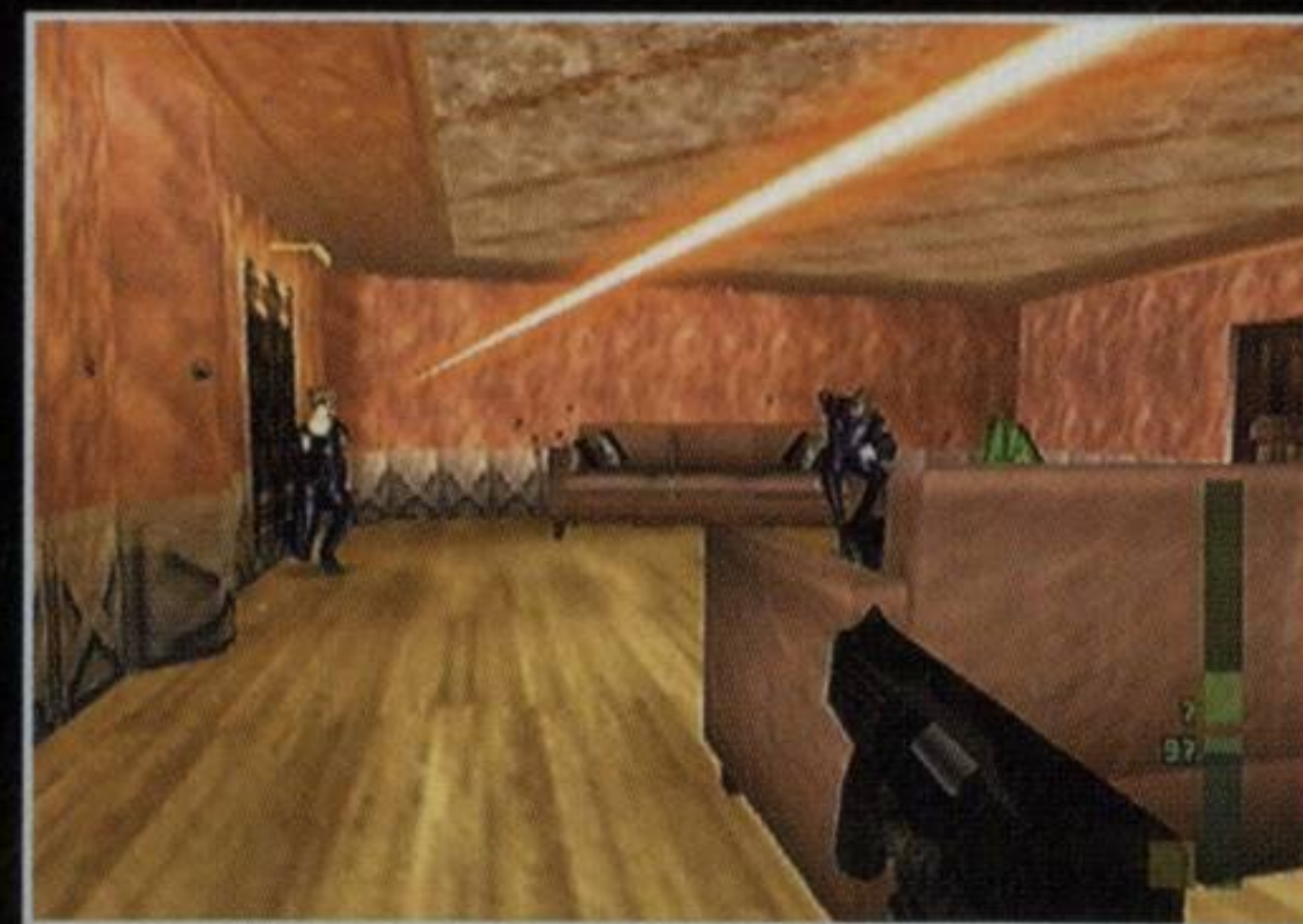
The hotly anticipated Perfect Dark promises to deliver banzai gunslinging, which is why it's Nintendo's first "Mature" rated N64 game. But the question on every gamer's mind is: Will this rookie outdraw GoldenEye 007?



Gunning for GoldenEye

Perfect Dark, of course, is the long-awaited sequel to GoldenEye, and even in the preview version, the first-person run-n-gun action was definitely of a caliber equal to that of the N64 classic. Plus, Perfect Dark appeared to be packed with improvements as well—a tougher enemy A.I., for one: The bad guys in the preview version were much more aggressive and quicker on the draw than GoldenEye's gorillas.

Also, advancing through the three basic skill levels—Agent, Special Agent, and Perfect Agent—will increase the number of missions in the levels and reveal new areas. If you beat the game in all three skill settings, you'll be able to access the Perfect Dark skill level. Nintendo's GoldenEye gurus are predicting that 95 percent of us will never (as in N-E-V-E-R) beat this skill level!



PERFECT DARK



Spider-Man



BY MAJOR MIKE

- Developed by Neversoft
- Published by Activision
- Target release date: Summer 2000



PLAYSTATION NINTENDO 64

UPDATE

COMIC VARIETY

Comic book-lovin' gamers have had to grind their teeth through one lousy superhero video game after another (the Fantastic Four, Batman & Robin, etc.). But it looks like the action/adventure game, Spider-Man, could easily break that losing streak with a cool combination of solid graphics and awesome character talents that do the web slinger justice. Spidey will be equipped in his battle against evil with several abilities that anyone who has read the comic will recognize: He'll be able to swing from building to building like Tarzan, climb walls, and incapacitate enemies with sticky webs that he can spin into shields or tough gauntlets. Our hero will also have his famous "spider-sense" that alerts him (courtesy of the Dual Shock controller) when danger is near.



Spider-Man swings onto the PlayStation and N64 with promising 3D action and cool play techniques.



TRADEMARK ELEMENTS

Although the game is in 3D, Spider-Man will retain some 2D comic-book attributes, such as his trademark red-and-blue outfit and witty one-liners. Voices will help flesh out characters like the sexy Black Cat and the always-abusive J. Jonah Jameson. Moving Spider-Man around the 3D environment in the preview version was easy and intuitive, but some of the camera angles were awkward, leaving you facing walls instead of oncoming enemies. Keep in mind, though, that the early version was only about 60 percent complete, so there's plenty of time for fine-tuning before Spider-Man goes final.



Note: All screens shown here are from the PlayStation version.

"SPIDER SENSES TINGLING..."

Spider-Man will have to complete eight missions with multiple objectives that include taking out enemies, solving puzzles, and rescuing hostages. You'll also test your reflexes in "race levels" where you must swing through a huge city with attack helicopters in hot pursuit. Spider-Man's diverse action will take place in a variety of locations, including subways, sewer systems, and atop high skyscrapers. Not only will you have to swing from tall buildings high above the city, but you'll also have to take on trademark web-head villains, including Scorpion, Rhino, Venom, and others.



X-Men: Mutant Academy

X vs. X

X-Men: Mutant Academy is the latest fighting game to feature superhero characters beating the daylight out of each other. Unlike Capcom's 2D fighting forays, Mutant Academy's characters will be composed of polygons, but the action will be 2D (think Street Fighter EX Plus). You'll be able to play as 10 characters: Cyclops, Phoenix, Toad, Mystique, Sabretooth, Magneto, Beast, Storm, Gambit, and (of course) Wolverine. Each fighter will have several moves, including special attacks, throws, and "super" abilities that inflict heavy damage but which can be used only under certain conditions. Fighting will take place on the ground as well as in the air—if both characters jump into the air at the same time, they can hover and exchange blows. All this will take place on 10 stages, including the savage lands and the Mafia hideout.



Fighting will take place on the ground as well as in the air—if both characters jump into the air at the same time, they can hover and exchange blows. All this will take place on 10 stages, including the savage lands and the Mafia hideout.

Play Modes Galore

Mutant Academy will have several play modes, including Arcade, Versus, Survival, and Academy Training. Arcade and Versus will pit you against the computer and a friend, respectively; Survival will make you fight several opponents consecutively; and Training will put you in the Danger Room for some practice rounds and coaching by Professor X. Additionally, the game will feature a hefty share of secrets, including hidden graphics such as X-Men comic book covers, scenes from this summer's live-action movie, and hi-res rendered graphics.



put you in the Danger Room for some practice rounds and coaching by Professor X. Additionally, the game will feature a hefty share of secrets, including hidden graphics such as X-Men comic book covers, scenes from this summer's live-action movie, and hi-res rendered graphics.

Still Mutating

The preview version featured only two playable fighters (Cyclops and Wolverine) and one fighting background. Although the play engine needed some tweaking, fighting game vets should feel right at home—especially those raised on the Street Fighter series, as Mutant Academy's characters will be loaded with half- and quarter-circle motion and charge moves. Combo freaks should also be pleased with the game's double-digit heavy-hitting combos. We'll have more on X-Men: Mutant Academy in an upcoming issue.

Note: All screens shown here are from the PlayStation version.



BY MAJOR MIKE

- Developed by Paradox
- Published by Activision
- Target release date: June

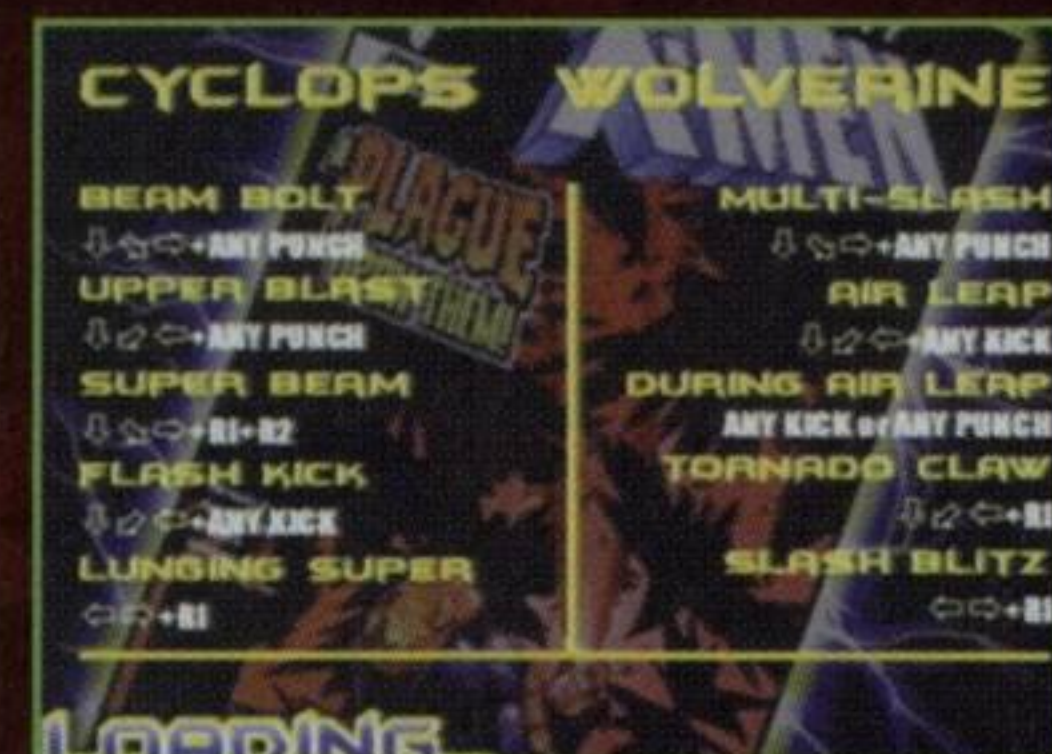
HANDS-ON



PLAYSTATION NINTENDO 64



X-Men mutant mayhem is heading for home console systems with X-Men: Mutant Academy, a one-on-one fighting game that will feature 10 characters from the popular comic book series.



Star Wars Episode I: Jedi Power Battles

Super Phantom Menace

If you remember the old-school days of the SNES, you'll be delighted to hear that Jedi Power Battles will greatly resemble the classic Super Star Wars series on Nintendo's 16-bit system. What that means is no puzzle-solving and no adventuring—just all-out lightsaber hackfests flavored with occasional platform elements and cool mini-games.

Playing as one of five Jedi (Qui-Gon, Obi-Wan, Mace Windu, Adi Gallia, or Plo Koon), you'll tackle 10 levels set against the backdrop of *The Phantom Menace*—which means that the game won't follow the movie's plot, but will travel through all its settings. Cool combos and power-ups will abound, and the Jedi will be armed with Force powers, such as the ability to throw their saber like a boomerang, shielding, the Force push, cloaking, and more.

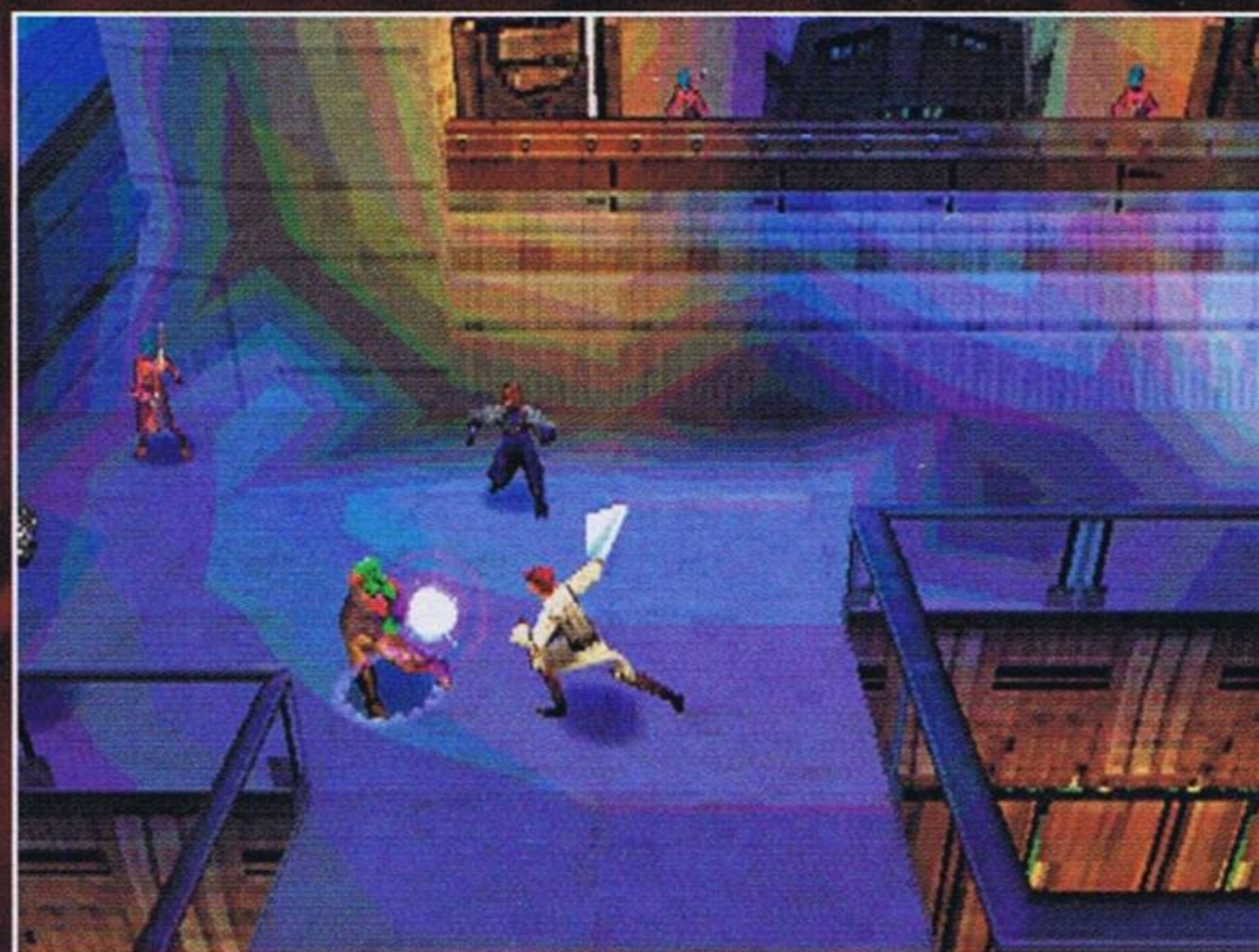


BY AIR HENDRIX

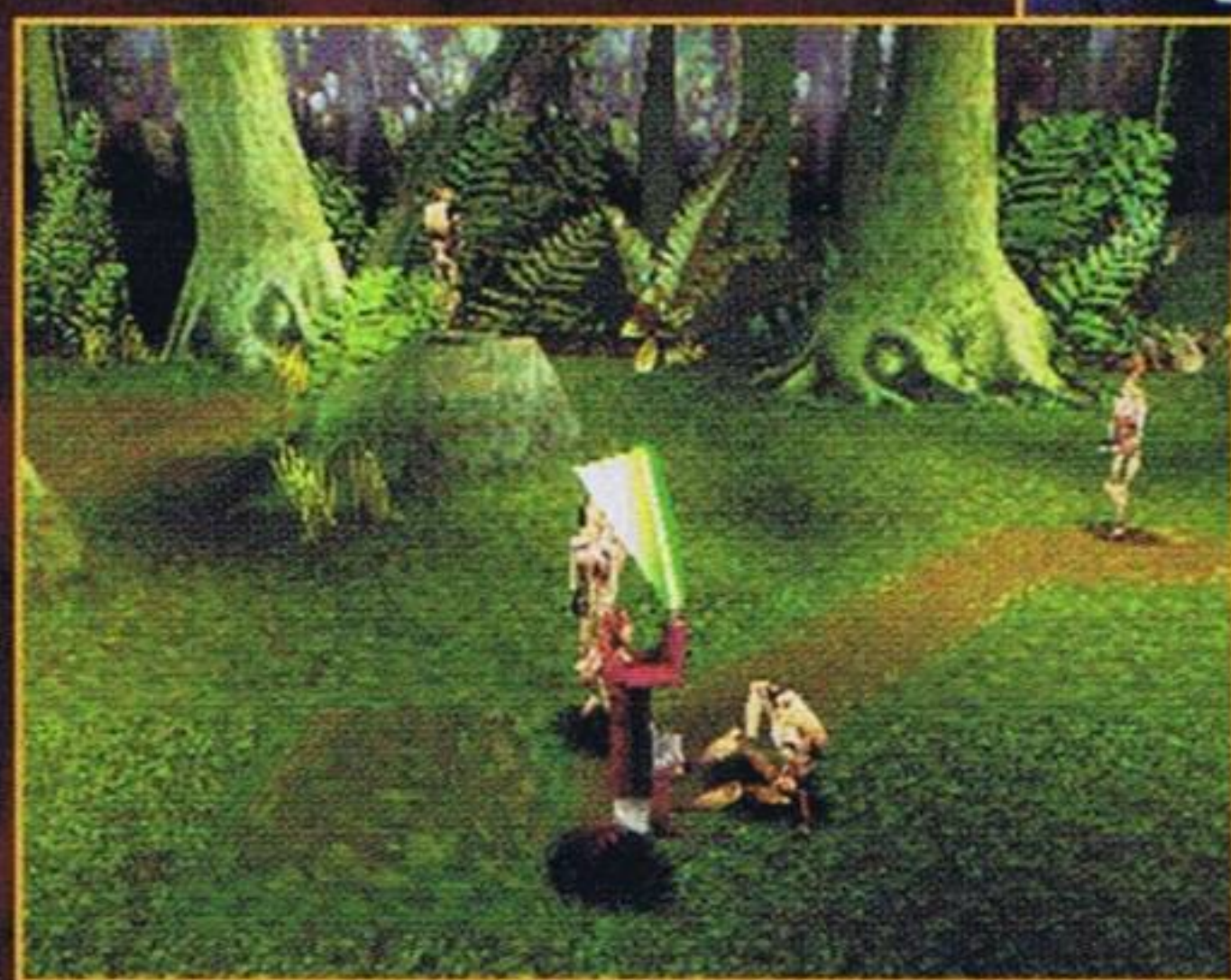
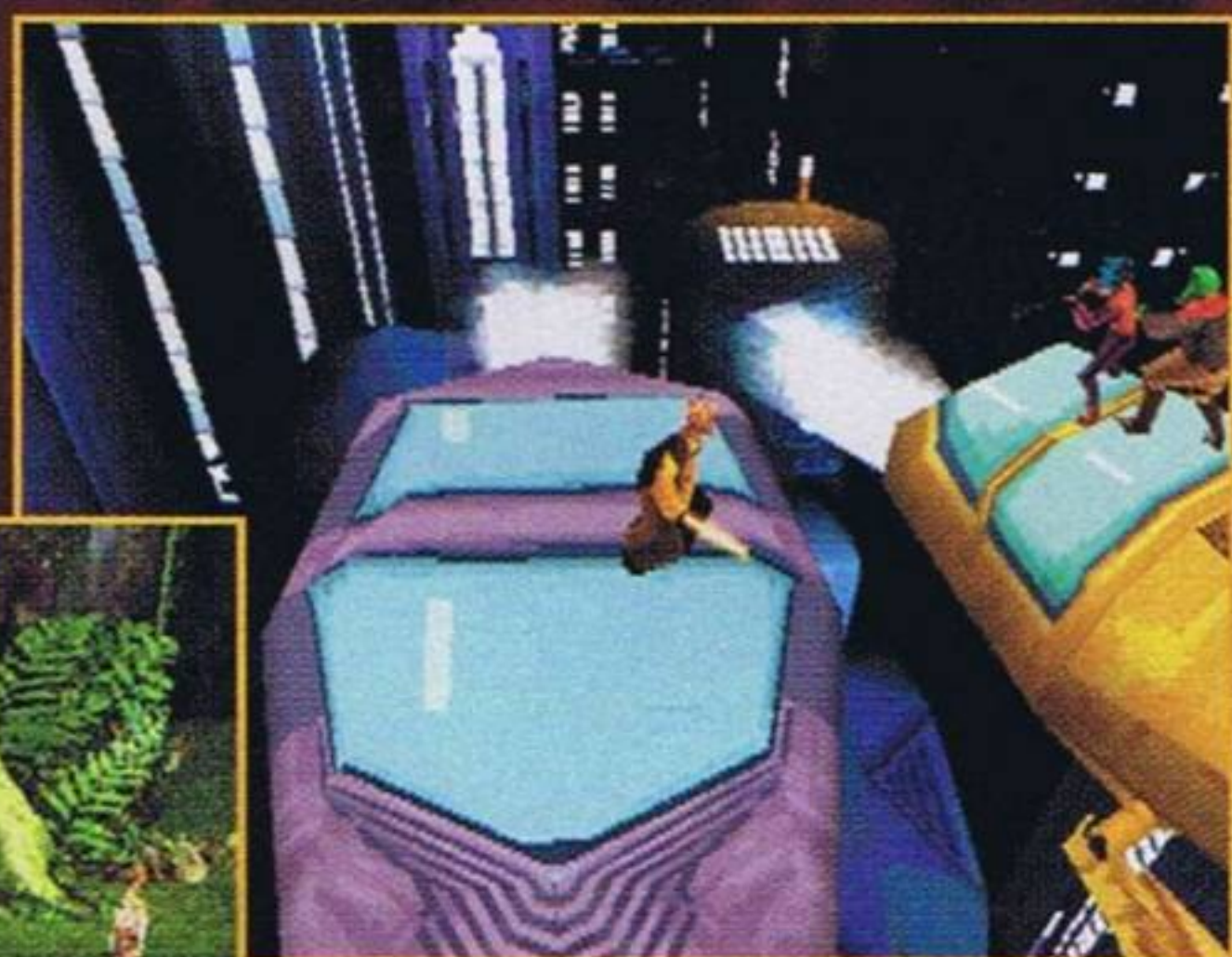
- Developed and published by LucasArts
- Target release date: April



HANDS-ON



LucasArts is hoping that Jedi Power Battles will be the twitchy actionfest that gamers were looking for from last year's Phantom Menace game. And it looks like the Force is with them...

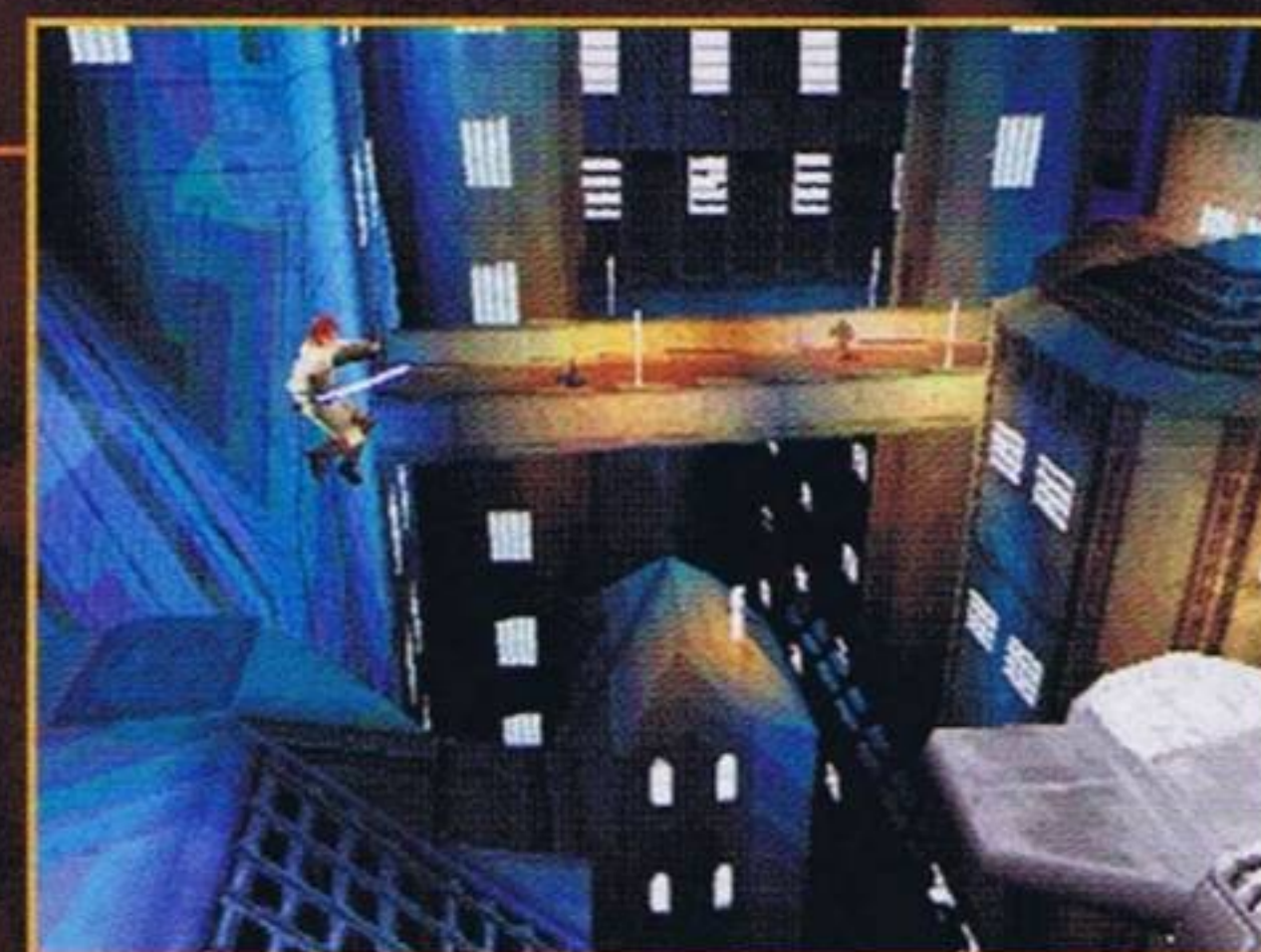


"How Wude!"

Easily the best part of the game will be the two-player cooperative mode where you can join up with a friend to slice-n-dice battle droids, destroyer droids, and much more. Jedi Power Battles will also include some interesting diversions from the action, such as commandeering tanks or hijacking STAPs to race through Naboo. You'll also unlock four mini-games, including a race between destroyer droids and the



hilarious "Gungan hockey" where you control Gungan guards who must corral Jar Jar Binks into a cell with electric prods. Gotta love that.



The Force Is Strong in This One

In the preview version, Jedi Power Battle's masher-friendly controls were pretty easy to master, though it took a little time to get used to lining up enemies with the target lock. The environments looked really sharp, replete with bright, colorful details and nice lighting—but hopefully LucasArts will tune up the character models, which had a pixelated look. The camera did a solid job of tracking the two-player action, and that classic *Star Wars* orchestral music accompanied every blow.

All told, Jedi Power Battles seems like a very promising Jedi-in-training. If LucasArts puts on the right finishing touches in the last weeks of development, this game is gonna rock. If not, the Dark Side will loom large...

Tony Hawk's Pro Skater



BY FOUR-EYED DRAGON

- Developed by Treyarch
- Published by Crave Entertainment
- Target release date: June

HANDS-ON



DREAMCAST



Beautiful visuals and strong controls will help Tony fly high on the Dreamcast.

Fly Like a Hawk

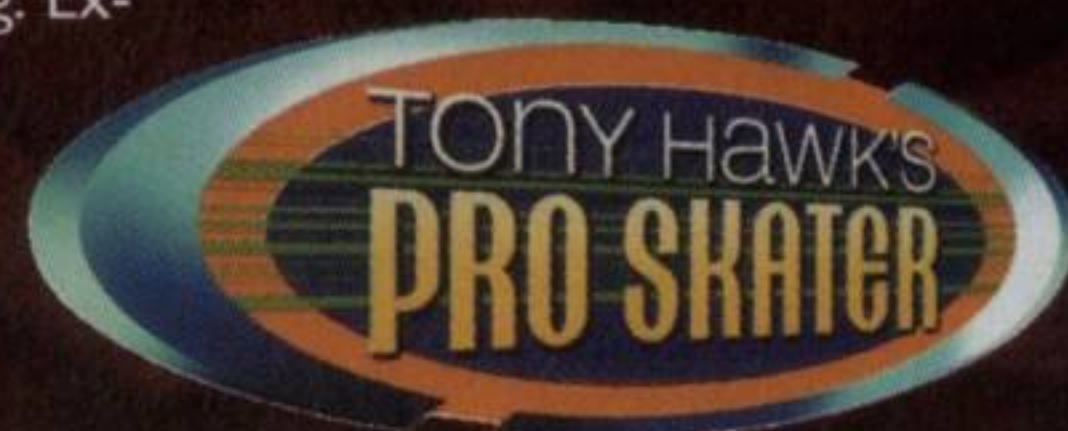
Up to two players will be able to boardslide at a time in Pro Skater. In single-player mode, players will need to perform suicidal tricks and collect items to rise in rank and unlock goodies like extra decks and levels. If you're skating with a friend, you'll be able to compete in Point Attack, Graffiti, and Horse modes.



Tech Talk With Tony

In addition to the full cast of riders and insane courses, Crave Entertainment is promising that Pro Skater will excel in the visual department. Utilizing the Dreamcast's power, the entire game will be in hi-res, and each character will be made up of 400-plus polygons. In other words, sick details will abound, such as the stripes on Tony's shoes and real-time skid tracks.

In the early version of the game, riders were stylin' with sharp outfits, and boards were shining with bright colors and authentic logos. Plus, Crave hasn't strayed from the smooth controls of the original—nailing grinds, flips, and variials was a cakewalk. The courses—though they already looked much sharper than those on the PlayStation and N64—needed much better lighting. Expect Crave to tweak Pro Skater to a skateboarding masterpiece by the time it's released in June.



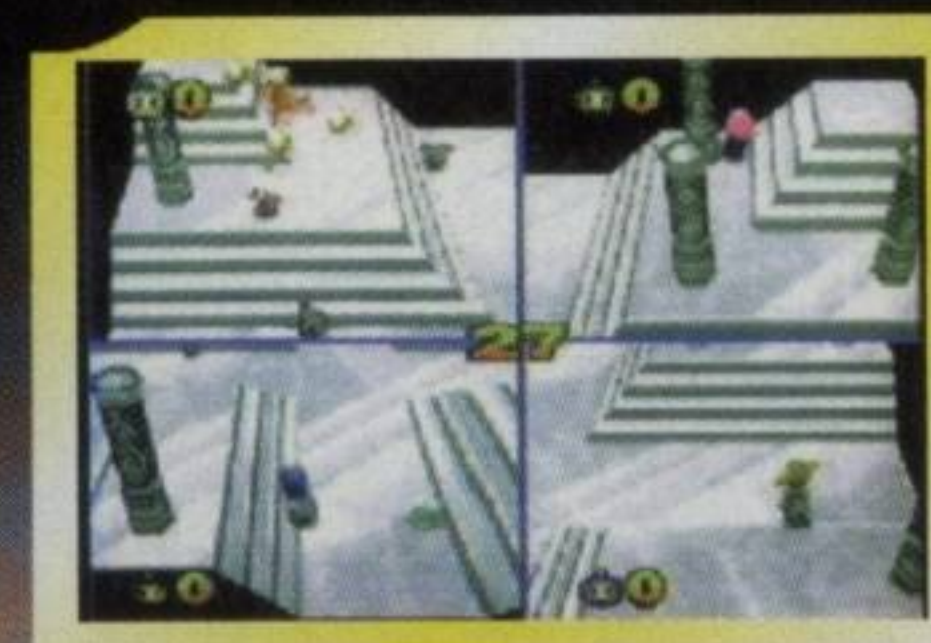
He's still the bomb!

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Strider 2



BY MAJOR MIKE

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



PLAYSTATION

HANDS-ON

Strider's Back!

Long in coming, Strider (one of the "big three" ninja titles along with Shinobi and Ninja Gaiden) is finally landing on the PlayStation with this sequel. For the uninitiated, Strider was one of the best arcade action games of its time—almost 10 years ago—and one of the premier titles for the 16-bit Genesis. Starring Strider Hiryu, a ninja of the future, the game featured what was to become side-scrolling, running-n-slashing, platform-hopping, power-up-collecting action with a tough boss battle at the end of each level. Strider resurfaced in the mid '90s with an atrocious "sequel," Strider Returns, which is best forgotten. Strider's most recent appearance was as a playable character in the fighting game, *Marvel vs. Capcom*.



Strider Hiryu returns in the long-awaited sequel, *Strider 2*. This time, the ninja will take on the tyrannical Grand Master and his deadly minions of evil.

Strides With Strider 2

Strider 2 will be packaged as a two-disk game: the sequel on the first disk, and an arcade-perfect conversion of the original Strider on the second. Although the 2D play mechanics might seem simplistic to those who prefer 3D titles, Strider 2 will deliver intense action that should give your fingers a thorough workout. The sprite-polygon mesh was seamless in the preview version, and the graphics were loaded with explosions and other screen-filling effects. The audio shined, too, with a solid combination of music and other various sounds, and the controls easily guided Strider through each level. In short, unless something goes horribly wrong, Strider fans should be pleased when their hero hits the PlayStation this spring.



Stays 2D

Purists will be happy to hear that Strider 2 will retain the 2D play mechanics of the original. The characters will be made of sprites, and the action will be on rails, but the backgrounds will be 3D polygons. Action-wise, Strider 2 will be hack-n-slash heaven with some cool techniques thrown in for good measure: For example, you'll be able to execute a "brutal slash" move while in the air, and a collectable Boost icon will power up Strider's sword so he can fire several homing projectiles with each slash for a limited time. Several classic elements from the first game will be retained, including stages with gravity changes (so you'll walk on the ceiling), and each level will climax with a tough boss battle.





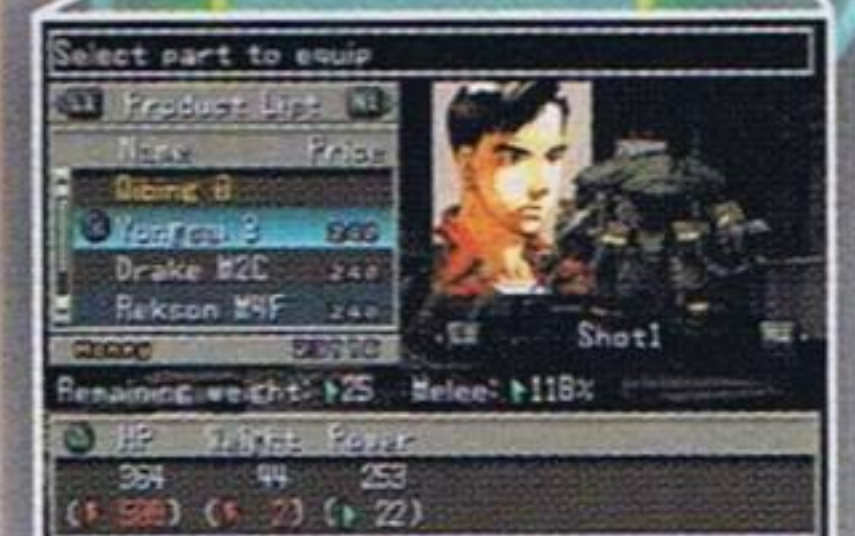
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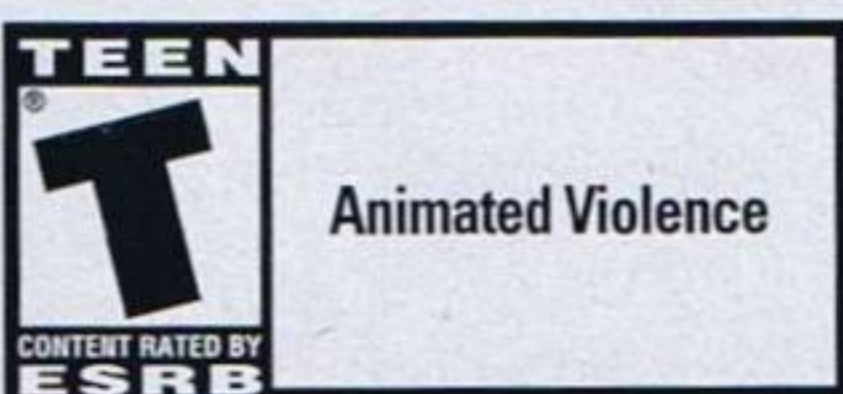
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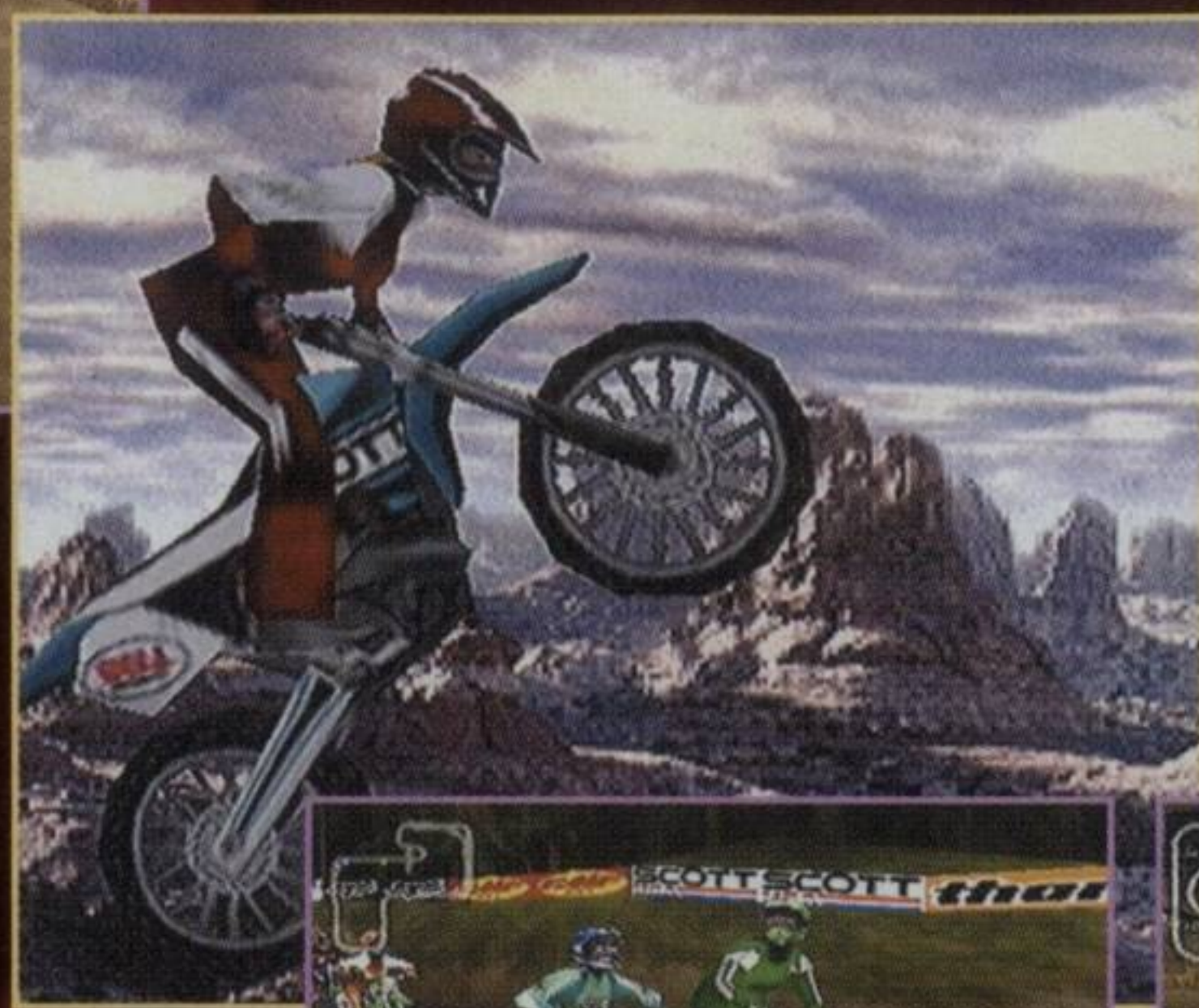


Excitebike 64

COMBINING REALISTIC PLAY mechanics with arcade-style controls, Excitebike 64's rough-n-tumble racing will target both motocross fans and nostalgic gamers. Left Field Productions of NBA Courtside 2 fame is controlling the throttle this time around. After several delays, the turbo-charged, stunt-busting mayhem is promising to slam onto the Nintendo 64 this May.

Although Excitebike 64 will lack licensed bikes and authentic riders, a realistic physics model should capture the tire-squealing thrills of motocross racing by creating bikes that rock on their suspensions after high-flying stunt leaps, flinging careless riders like rag dolls. The more than 20 tracks will range from indoor stadiums to vast outdoor courses, and a track editor will enable you to build custom courses.

Detailed, expansive landscapes and well-rendered riders should add visual flair to the game, but the diverse play modes—including tournament, stunt, and four-player competitions—will be Excitebike 64's main attraction. Can this 64-bit reincarnation preserve the lustrous Excitebike legacy? Early screenshots have shown much promise, but it's too early to make any predictions. Keep your fingers crossed for a smooth transition. 



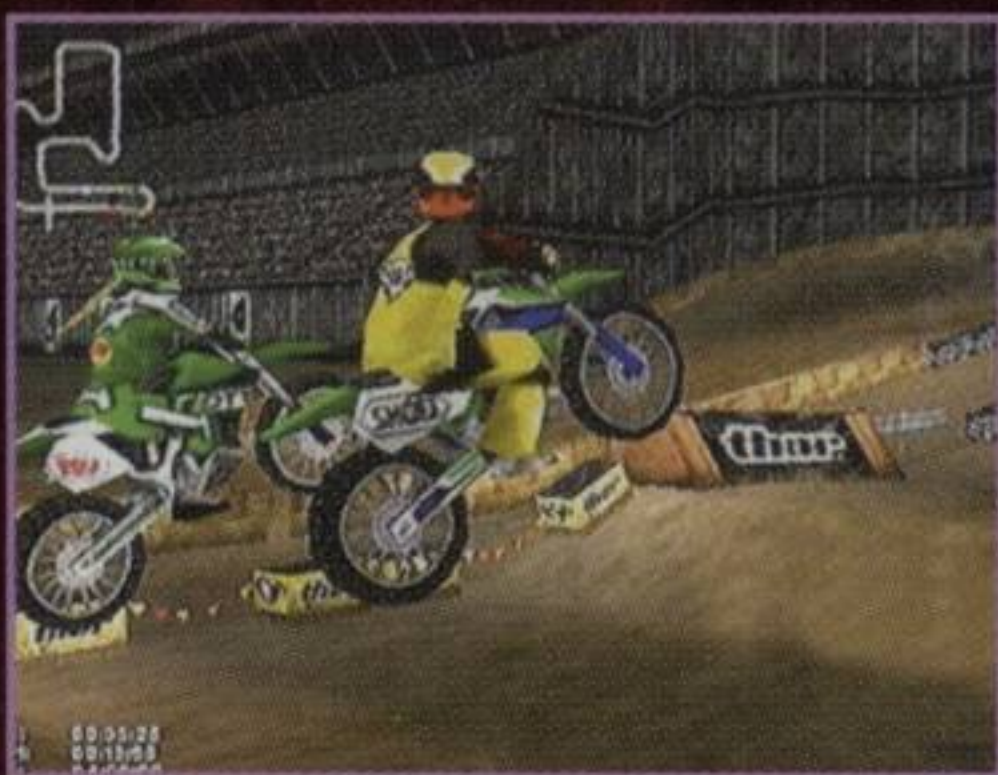
BY VICIOUS SID

- Developed by Left Field Productions
- Published by Nintendo
- Target release date: May

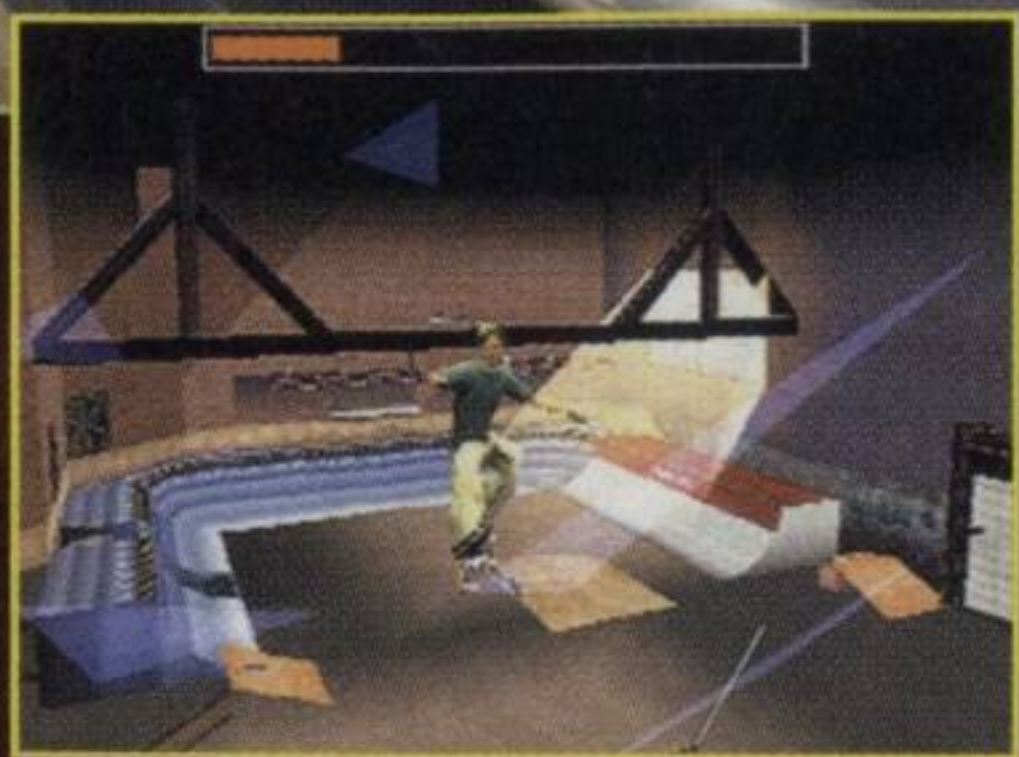
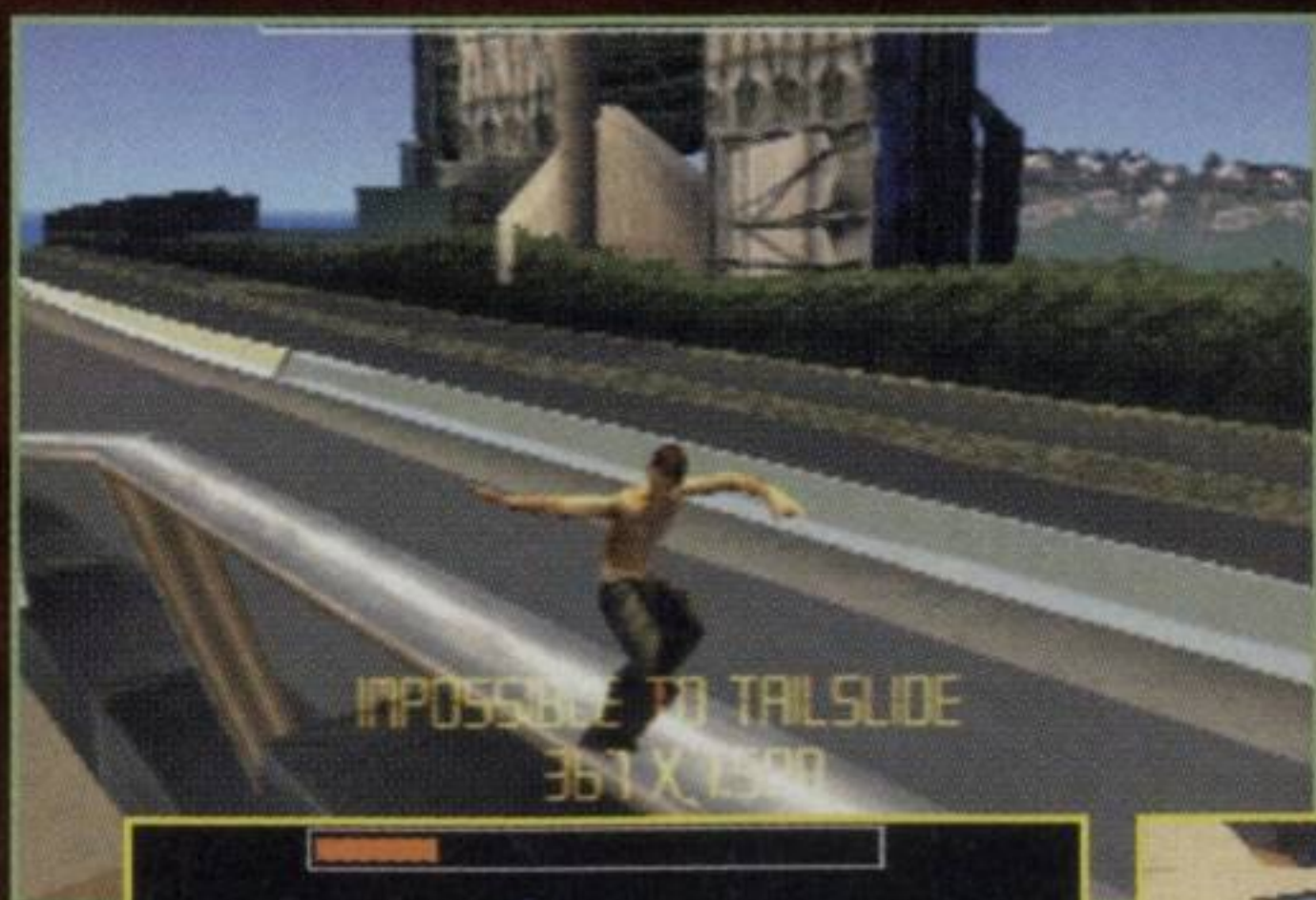
UPDATE




NINTENDO 64



Grind Session



VIRTUAL SKATEBOARDING claims another participant with Grind Session. Offering four one-player and five multiplayer modes, Grind Session will enable you to bust hundreds of tricks in Street and Tournament competitions in the hopes of making the fantasy covers of well-known skate magazines. You'll play as one of 10 celebrity skaters—Daewon Song, Ed Templeton, John Cardiel, and others—or as your own invented rider. While listening to Sonic Youth, Zen Guerilla, and other popular groups, you'll perform ollies, varials, and flips in eight freestyle 3D arenas that will feature Van's Triple Crown skatepark configurations. Skateboarding fans can look forward to Grind-ing this May. 



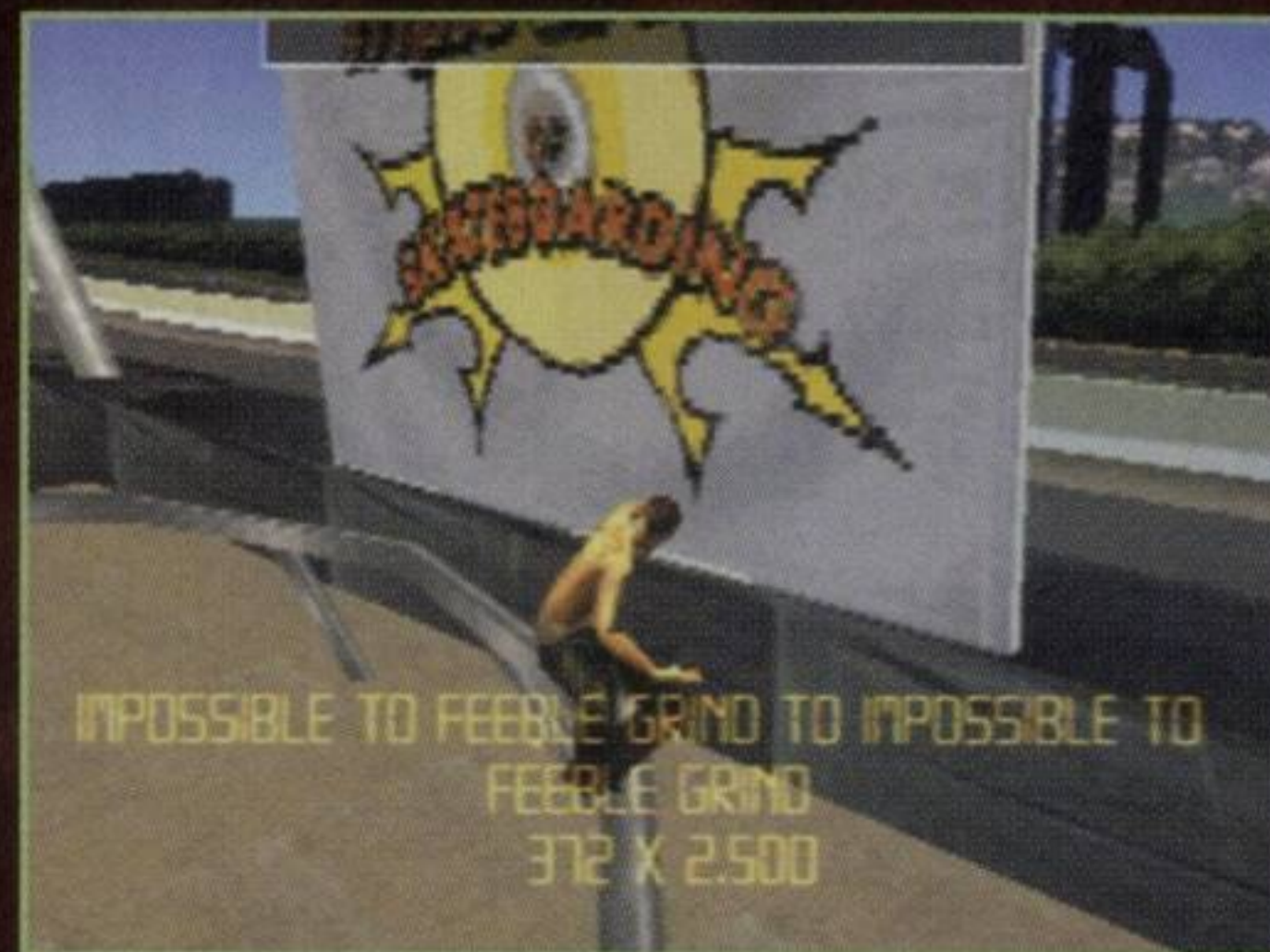
BY EXTREME AHAB

- Developed by Shaba Games
- Published by Sony Computer Entertainment America
- Target release date: May

FIRST LOOK



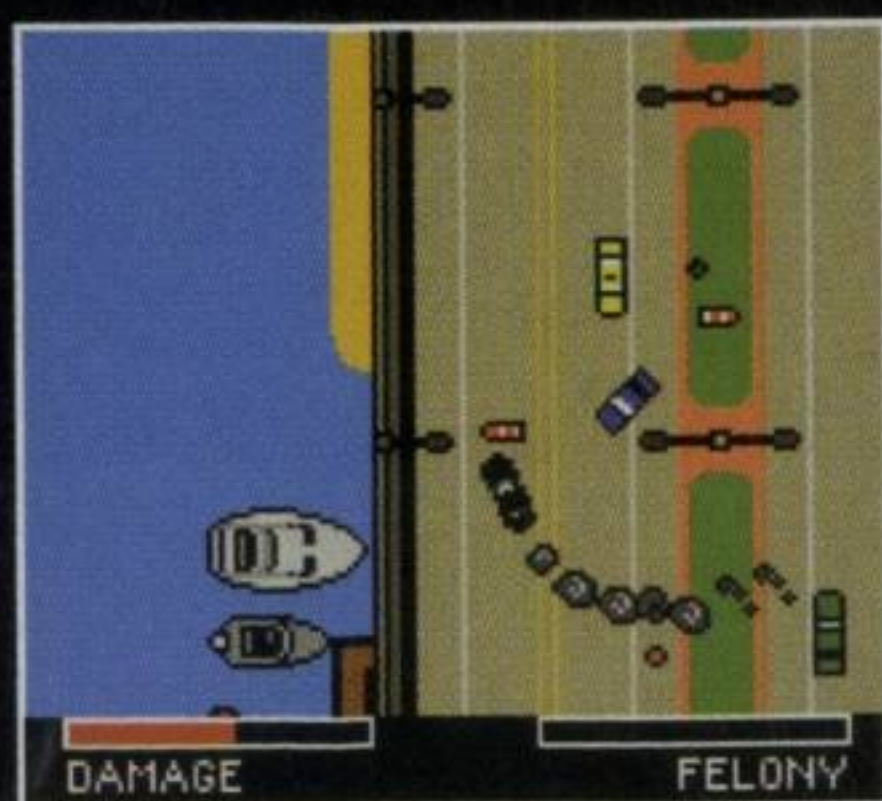
PLAYSTATION





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Tenchu 2: Birth of the Assassins

THE ACTION IN *Tenchu 2: Birth of the Assassins* unfolds four years before the events of the original *Tenchu*. Ninja warriors Rikimaru and Ayame must avenge the murder of their master to return honor to the House of Gohda. You'll play as both characters in this 20-mission adventure, and each will have unique viewpoints in the gameplay and story line. The overachieving ninja will also be able to unlock a playable hidden character.

Following in the original's padded footsteps, *Tenchu 2* will be a third-person stealth challenge that really puts you in the ninja mindset. Every ninja trick will be at your disposal: flaming arrows, spiked marbles, smoke bombs—even a grappling hook. You'll infiltrate enemy camps during the night, dusk, or day; stop enemy invasions; protect royalty; steal valuables; and execute old-fashioned assassinations.

Tenchu 2's most promising feature may be its mission editor, which will allow players to create their own missions (complete with custom map design, object location, enemy placement, and A.I.) and then exchange them with friends via memory cards. Look for the funky ninja this summer. **G**



BY BOBA FATT

- Developed by Acquire
- Published by Activision
- Target release date: Summer 2000

FIRST LOOK



PLAYSTATION



Star Trek Invasion



ACTIVISION BEAMS UP its exclusive Star Trek license with *Star Trek Invasion*, a *Next Generation*-era space shooter designed by some members of the *Colony Wars* team. You'll pilot the Federation's newest single-pilot fighters and encounter familiar *Trek* denizens, including the Klingons and the Borg, while taking on some 20 missions that range from stealth to pursuit to protection.

Invasion will boast a graphics engine that Activision claims will push the PlayStation past its final frontier. The visual razzle-dazzle will include sparkling lighting effects and colossal starships (including the *Enterprise-E*, which, unfortunately, won't be controllable), while the audio will feature in-game communiqués from *Trek* stars Patrick Stewart (as Captain Jean-Luc Picard) and Michael Dorn (as Lieutenant Worf).

Activision knows that the needs of the many outweigh the needs of the one, so it's building head-to-head and co-op multiplayer components into *Invasion*. It's not launching on philosophy alone, though: *Invasion*'s

ships will feature a complement of 10 weapons, ranging from standard phasers and photon torpedoes to repulsor rays, morning stars, and proximity mines. *Invasion* will boldly go into action this summer—stay tuned for updates! **G**





BY LAMCHOP

- Developed and published by Sega
- Target release date: Now (Japan); Third Quarter 2000 (U.S.)



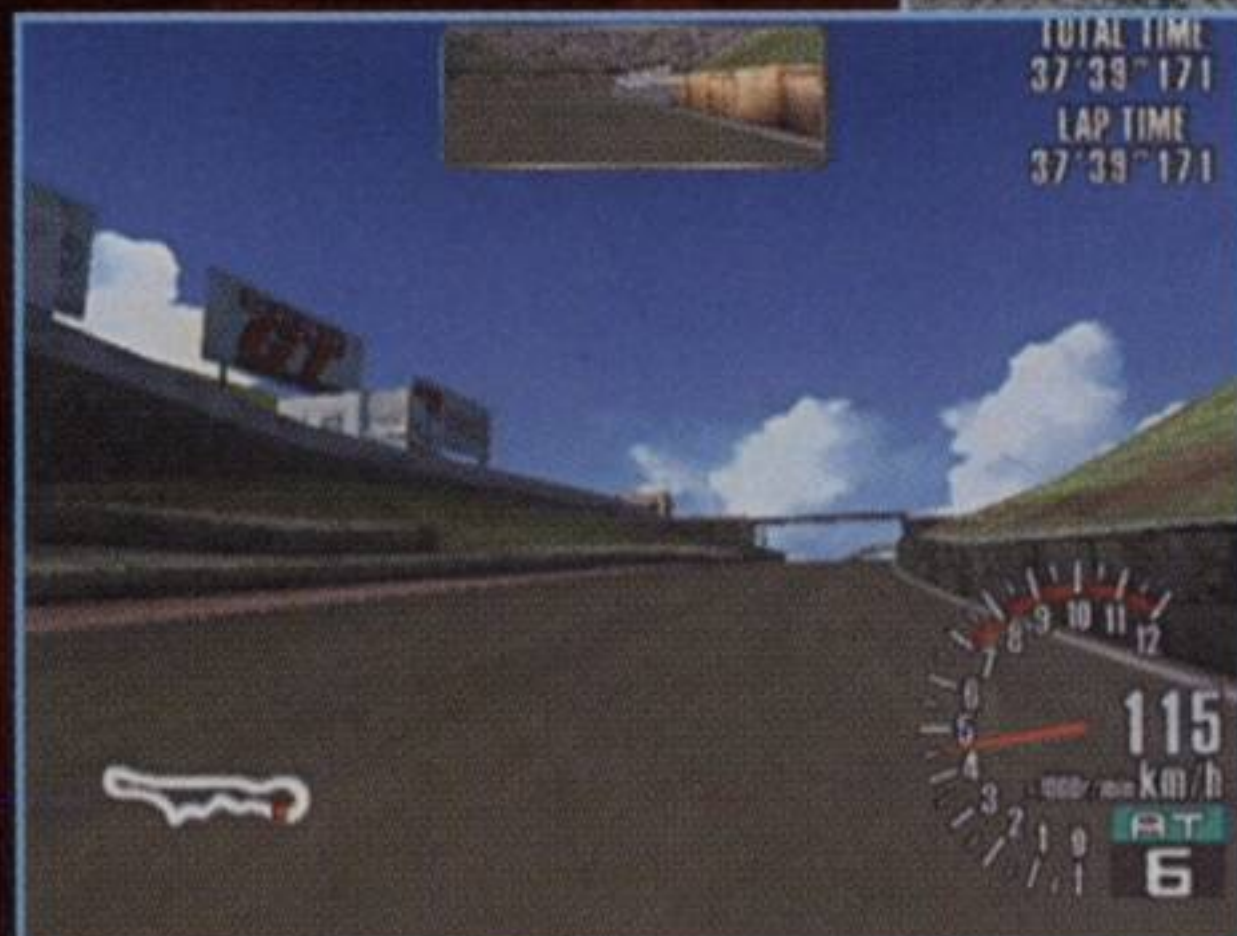
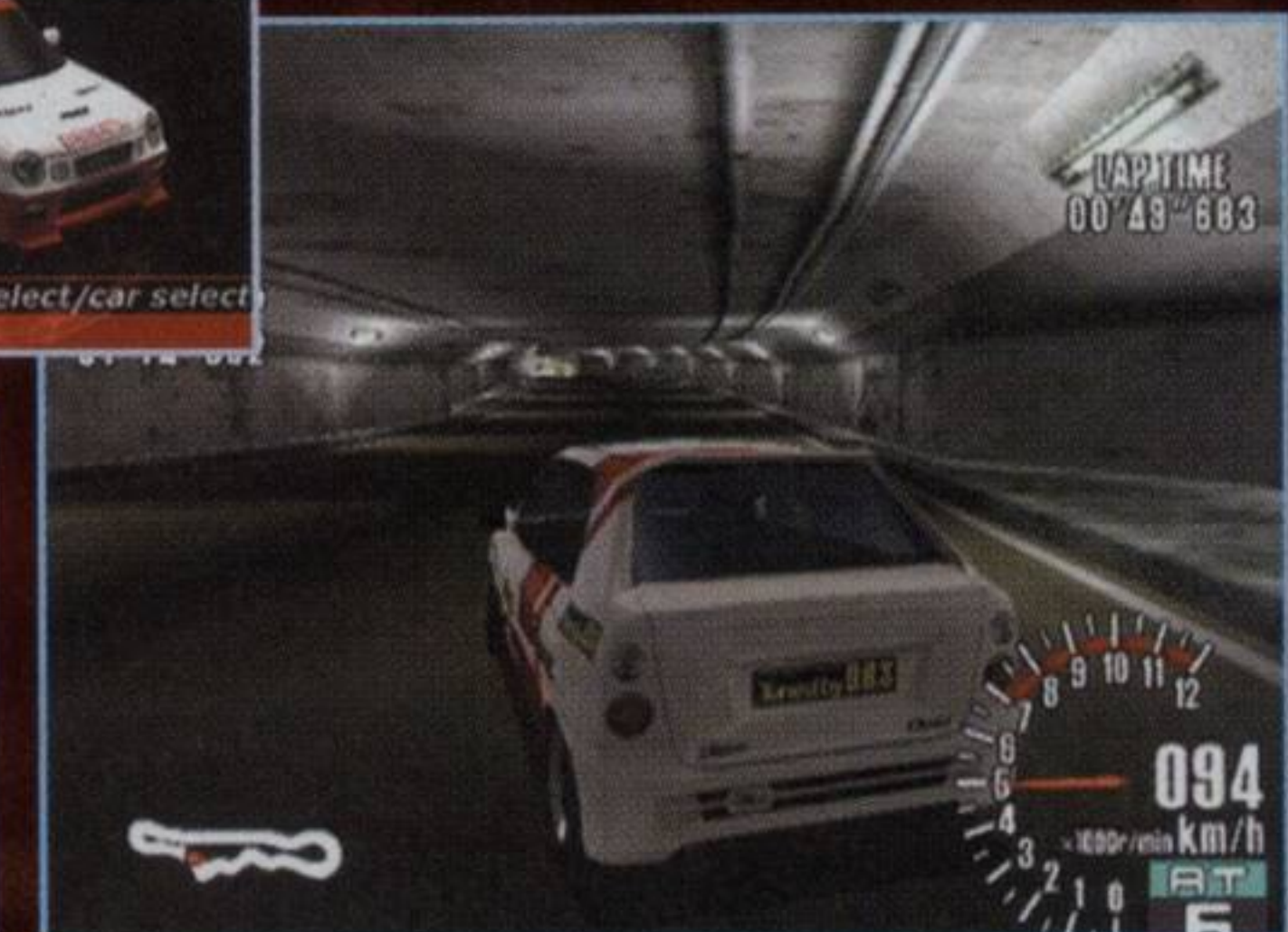
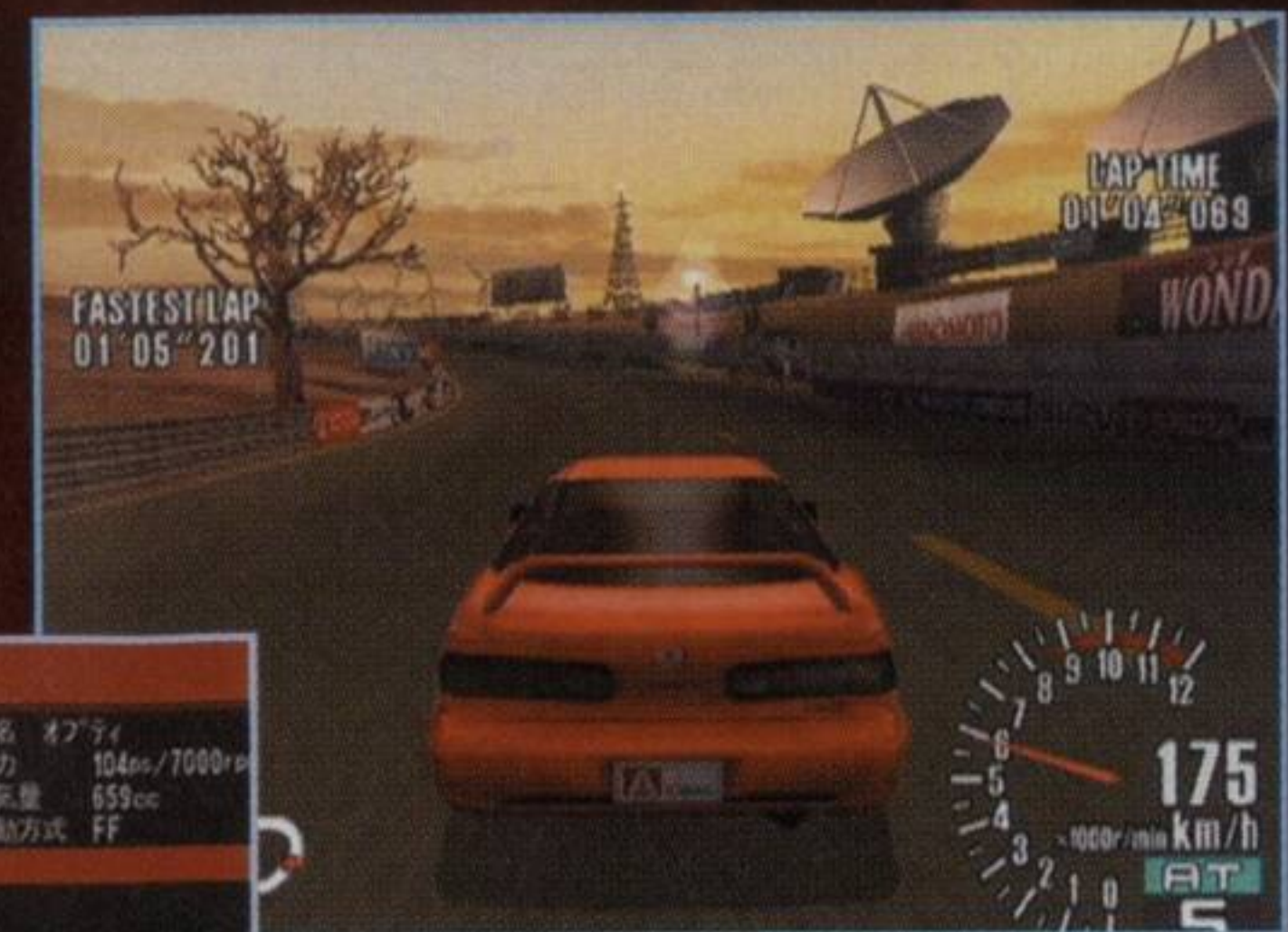
DREAMCAST

OVERSEAS PROFILE

DRIVING FANS WON'T have to worry about running out of games anytime soon—not when racers like Sega GT keep popping up. That's right, your Dreamcast will get a shot of adrenaline with the debut of Sega GT, a speedster that Sega hopes will make you forget Gran Turismo and the rest of the pack when it arrives this fall.

With over 100 cars from famous car manufacturers like Nissan, Toyota, Honda, Daihatsu, Mazda, Suzuki, and Mitsubishi, Sega GT won't be a wimp when it comes to car selection. And those rides won't have to be just stock either—you'll have a wide selection of upgrades for your cars, such as bigger disc brakes and high-performance tires. What's more, if those cars don't cut it for you, you'll have a chance to make your own speedsters in the game's Factory, where you can tinker with over 20,000 types of vehicles to test on the game's 12 slick tracks.

The Japanese version of GT is already available (these screens are from that version), and the look and feel is reminiscent of Sega Rally with less slipping and sliding. But Sega was quick to point out that it plans to tweak the American version enough to make it an almost entirely different game. You'll be the judge when Sega GT makes it to our shores. **G**



Runabout 2

REMEMBER THE DRIVING/ADVENTURE game Felony II-79? In Japan, it was known as Runabout, and now the sequel is visible in the rear-view mirror. Runabout 2 is set to hit America in April with 13 missions (as opposed to the original's measly 3) and 31 vehicles that will range from '68 hot rods to futuristic tanks. You'll try to beat the clock and complete your missions, whether it's tailing another car or setting a bomb to collapse a building. The demo version looked promising, showing off adjustable cars careening down the streets and an intricate story line. **G**



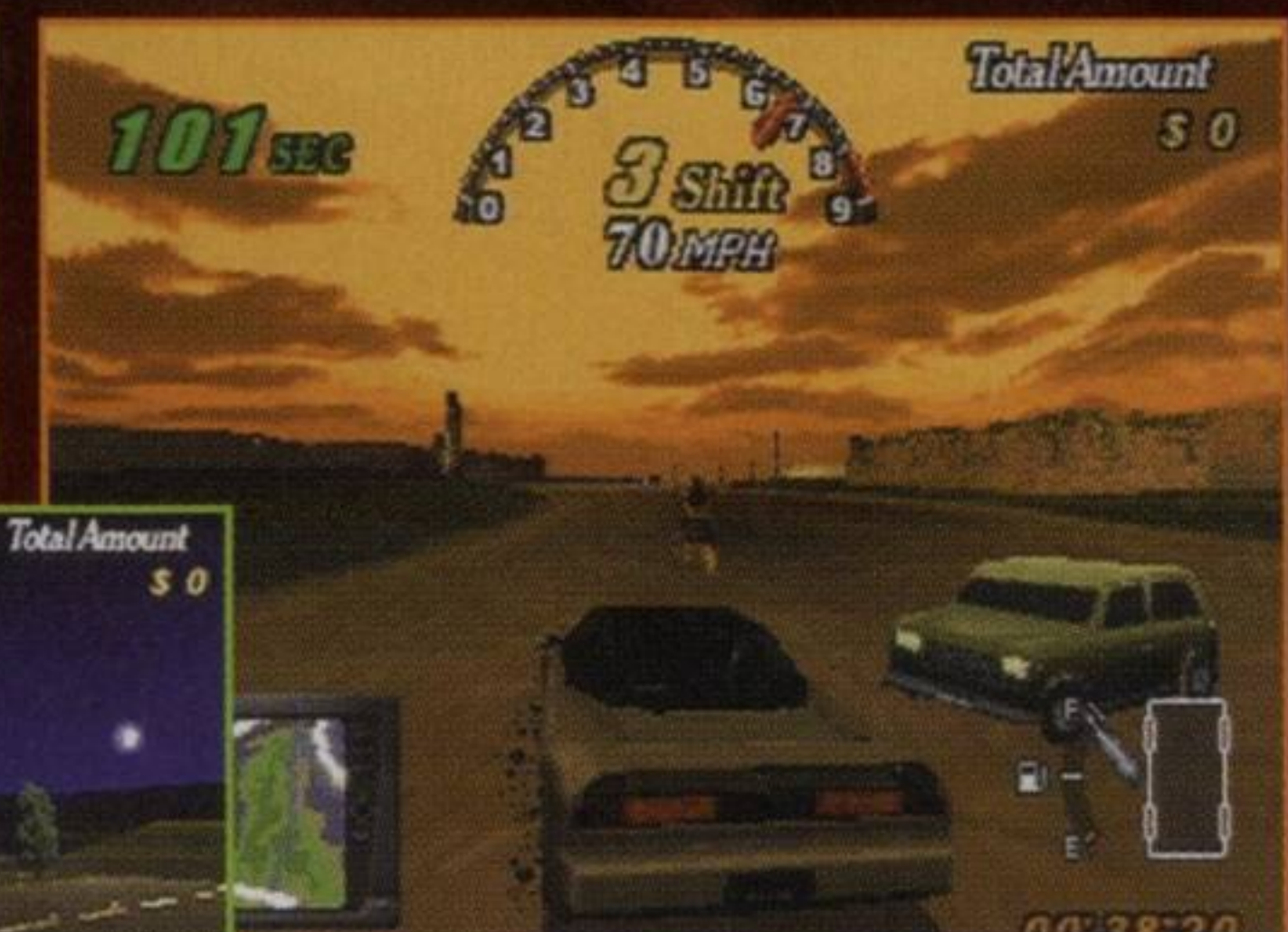
BY LAMCHOP

- Developed and published by Hot-B
- Target release date: April



PLAYSTATION

HANDS-ON



Turok 3: The Shadow of Oblivion



BY EXTREME AHAB

- Developed by Iguana
- Published by Acclaim
- Target release date: Fall 2000



NINTENDO 64

FIRST LOOK



OBLIVION, YOUR STANDARD cosmic monster, has never been happy—in fact, he used to feed off the energy of the sick and dying. Since the Primagen's Lightship was obliterated, however, Oblivion has become quite angry—even pissed off—and now he's out to get Turok, possessor of the Light Burden. Yep, Turok 3: The Shadow of Oblivion will contain a classic confrontation between ancient evil and eternal good, with you as the gamer who makes it all happen.

You'll play as two characters and have quite a few upgradeable weapons, such as the stealth rifle, the Eviscerator, and the Inferno cannon, as you eviscerate your way through 20 levels that span a city of the future, an underwater military base, the jungles of the Lost Lands, and more. Plus, you'll be able to save anywhere this time around. If you're cunning, you'll unlock over 25 hidden features and survive 40-plus ill-mannered beasts. The game also promises digital speech and lots of multiplayer games: Blood Lust, Monkey Tag, Capture-the-Flag, and so on.

If all goes well, Oblivion may save this somewhat waning series from...oblivion. **G**



Type S Racing

RACING SIMS MAY be on their way to the next level with Type S Racing, the first PlayStation 2 title to be released in Japan by Square. Taking advantage of the next gen system's technical might, Square is implementing features to make this sim sim-mer for experts, while keeping it sim-ple for novices, too. Virtual racers should experience haze, air, sound, and speed like never before; plus, the new Driver's Eye mode will follow the eye of the driver instead of simply staring through the windshield.

Seated in one of the game's sleek vehicles from Honda, Mitsubishi, Matsuda, and others, you'll roar down a number of exclusive tracks—including highway and mountain courses—thanks to a deal Square made with Tsukuba Circuit. Sim freaks will revel in the fact that suspension, gears, brakes, engines, car color, and more will be tweakable. Even the interiors of these machines will be accurately reproduced.

At press time, Square had yet to announce a U.S. release date, but given the popularity of racing games here, it seems likely that you'll be able to find out if this game is your Type sometime this year. **G**



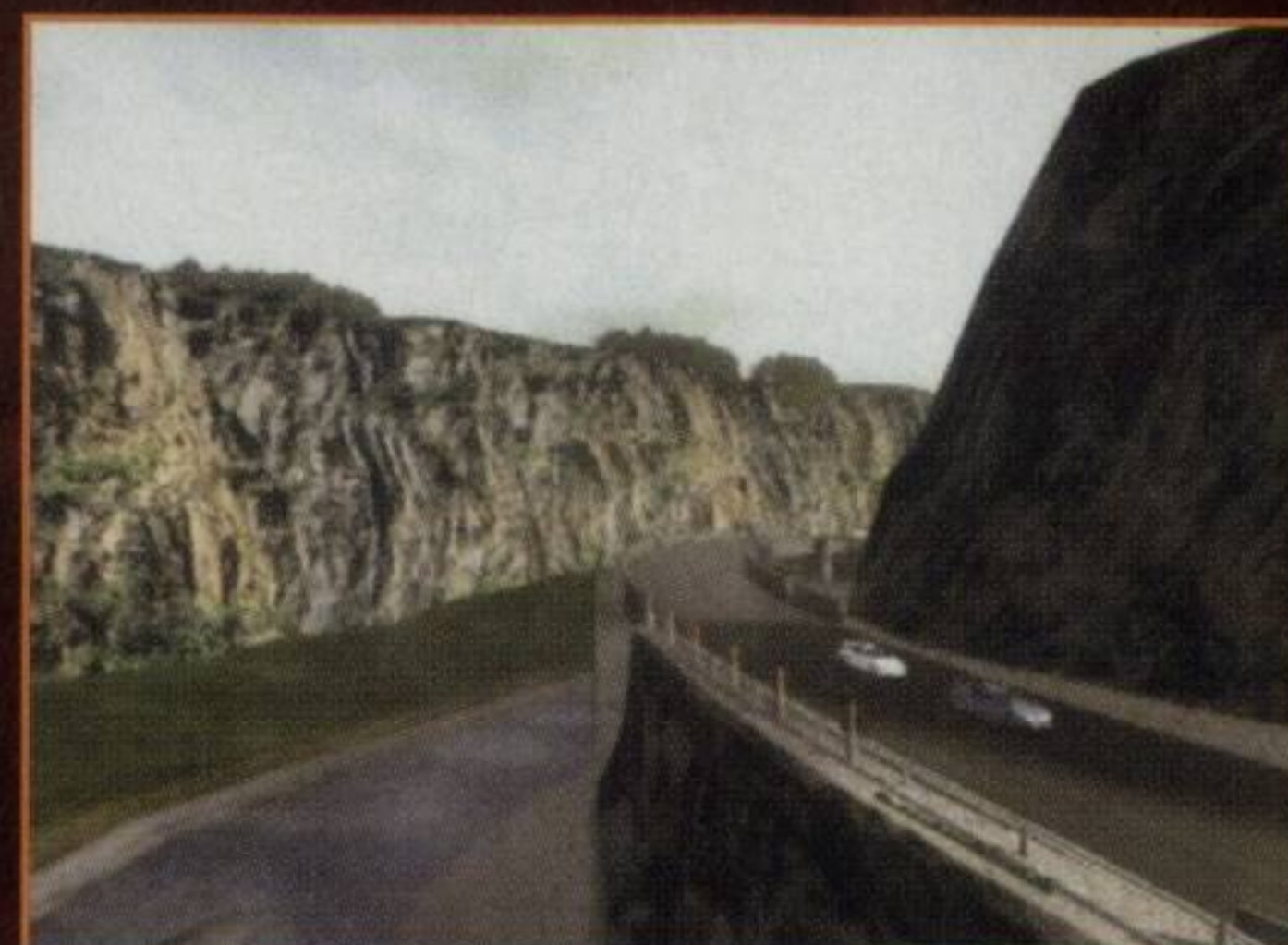
BY EXTREME AHAB

- Developed by Escape
- Published by Square
- Target release date: Spring 2000 (Japan)



PLAYSTATION 2

OVERSEAS PROFILE



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San Francisco Rush 2049

SAN FRANCISCO RUSH 2049 will continue Rush's arcade legacy, but will add a futuristic twist: Fifty years in the future, amidst a new Gold Rush, San Francisco is riddled with tunnels and mining shafts. You'll rip through six dynamic locales—including four returning arcade courses and two all-new tracks—while snagging gold coins and creating vehicular havoc. What a Rush!

Visually, Midway Home Entertainment is promising fog-free tracks, glossy car finishes, and dynamic course interaction for both platforms. Hi-res textures, four-player races, and an exclusive online play mode will greet lucky Dreamcast players; Nintendo 64 Expansion Pak owners will receive hi-res graphics and instant replays courtesy of the extra RAM.

Thankfully, Rush 2049 will preserve the series' floaty physics and sky-scraping jumps while adding new car interfaces, Circuit and Tag modes, and four new stunt courses. Ten cars are planned, not including the secret rides, but body shops and improved tuning options should allow for extensive customization. Rush 2049 looks promising and on track for a fall debut. **F**

Note: All screens shown here are from the Dreamcast version.



BY VICIOUS SID

- Developed by Atari Games
- Published by Midway Home Entertainment
- Target release date: Fall 2000

FIRST LOOK



NINTENDO 64 DREAMCAST

Stunt Racer 3000

AFTER LAST YEAR'S sim-heavy World Driver Championship, Boss Studios is switching gears to Stunt Racer 3000's arcade-style gameplay. Stunt Racer will meld a futuristic setting with hip '50s themes in the slick hot-rod designs and techno-mixed oldie tunes. Stunt Racer's retro theme should turn a few heads, but it'll have a tough competitor in the upcoming San Francisco Rush 2049.

You'll plow through 12 outlandish tracks, including a twisted carnival ride and a vast medieval kingdom, in one of 12 retro-styled rides. After surviving the preliminary rounds of Stunt Racer's five-league Competition mode, you'll snag a new car—if you defeat the league Boss in a one-on-one race, that is. You'll also earn cash to finance car upgrades by performing elaborate stunt combos like midair spin-flips.

If you're bored of realistic simulation racing, look no further than Stunt Racer 3000's bizarre tracks and stunt-laden gameplay. Barring any serious setbacks, this speedster should slam onto the Nintendo 64 in June. **F**



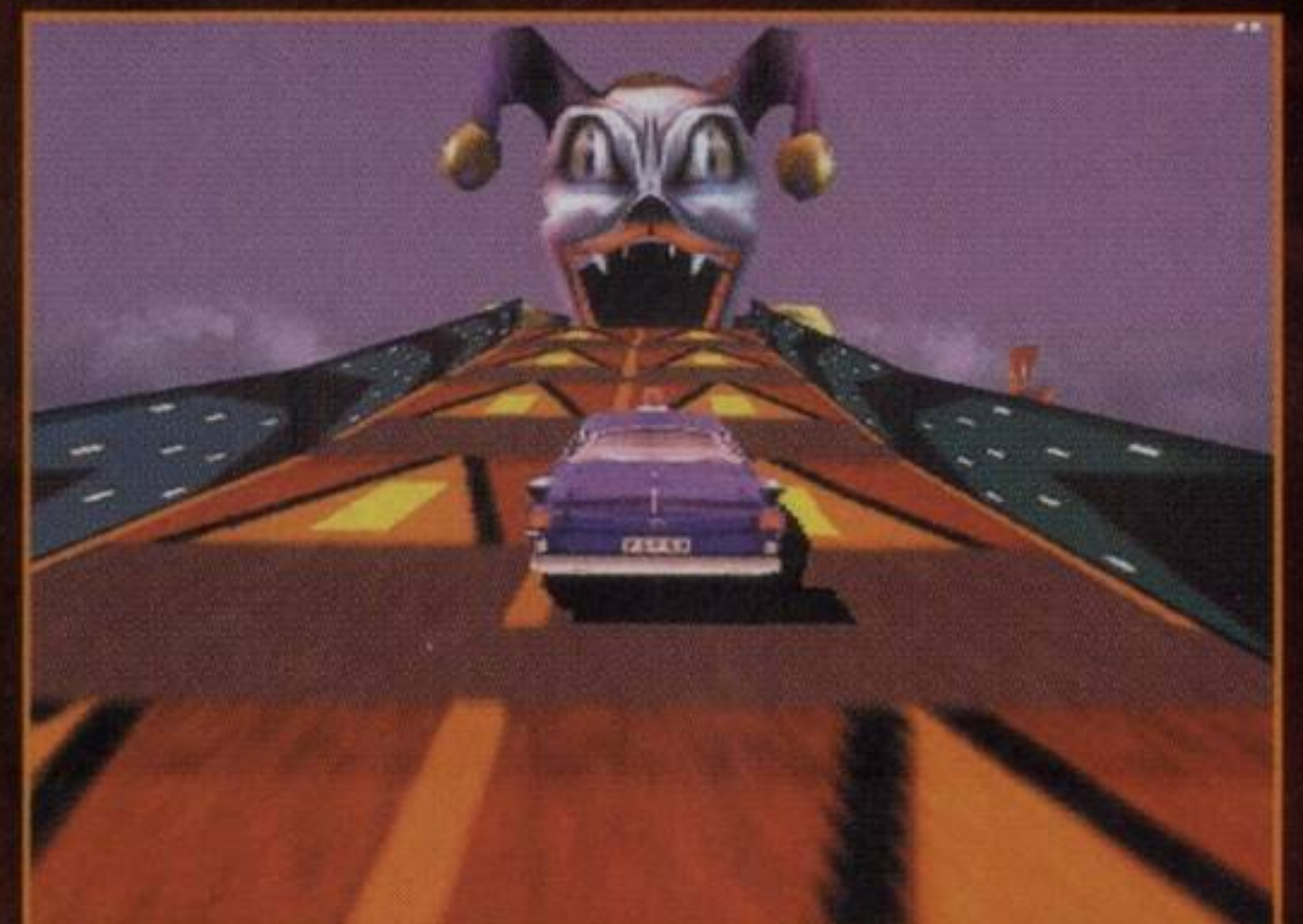
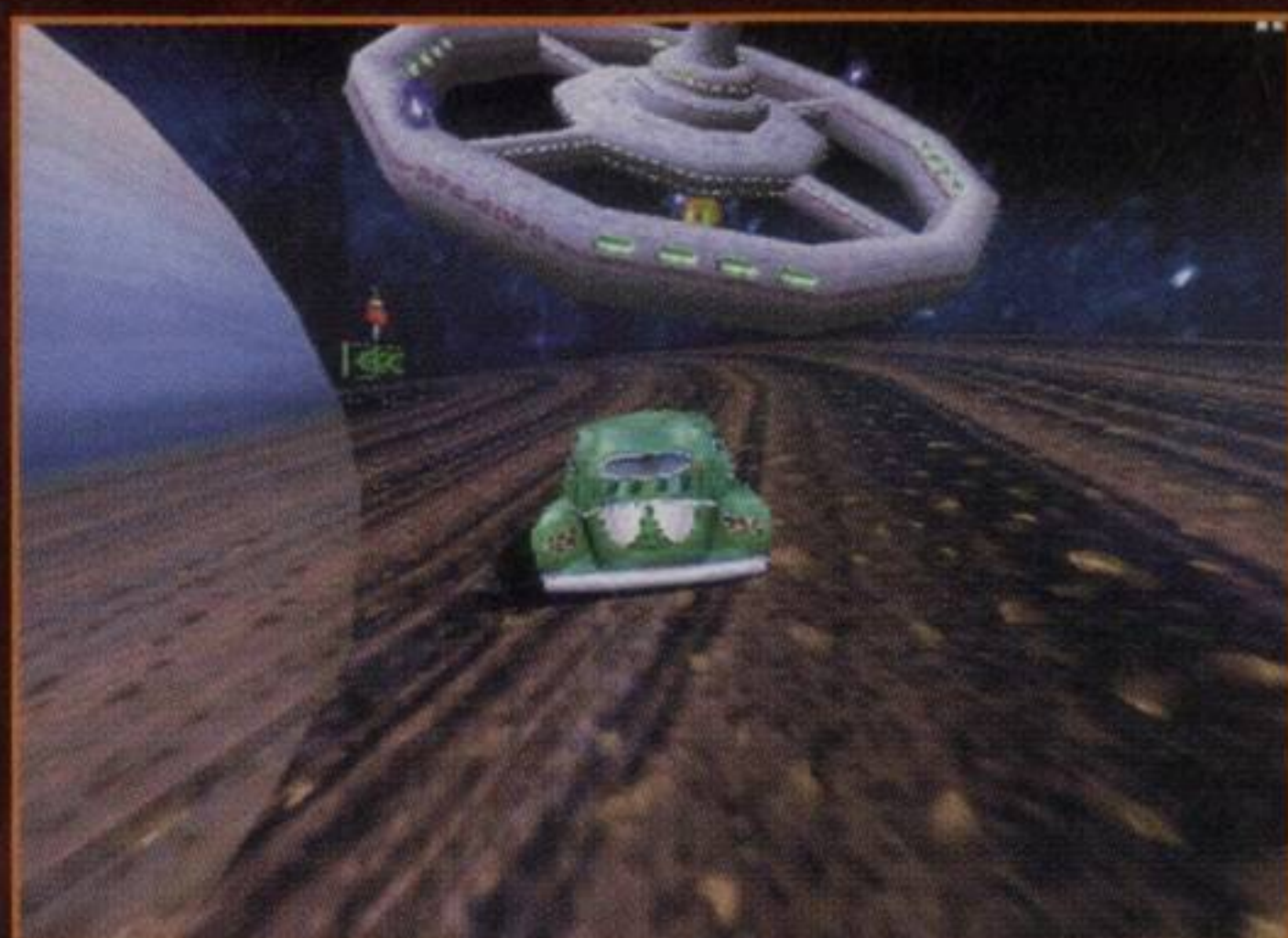
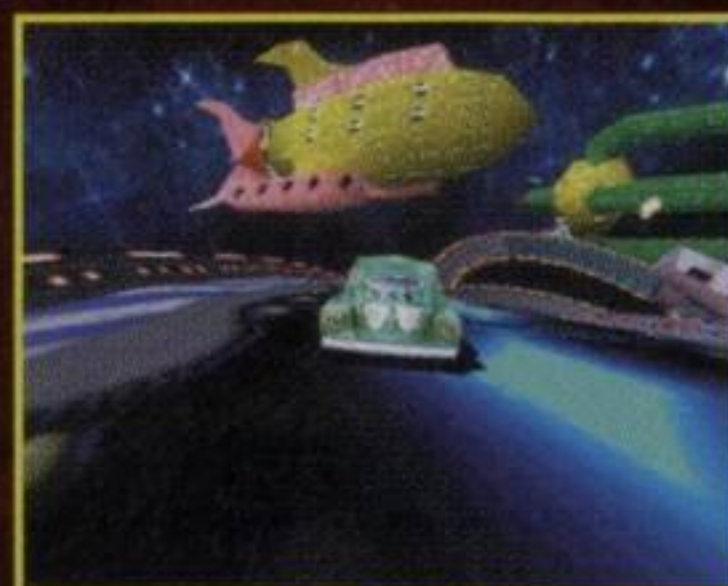
BY VICIOUS SID

- Developed by Boss Studios
- Published by Midway Home Entertainment
- Target release date: June

FIRST LOOK



NINTENDO 64



Maken X



BY JAKE THE SNAKE

- Developed by Atlus
- Published by Sega
- Target release date: April



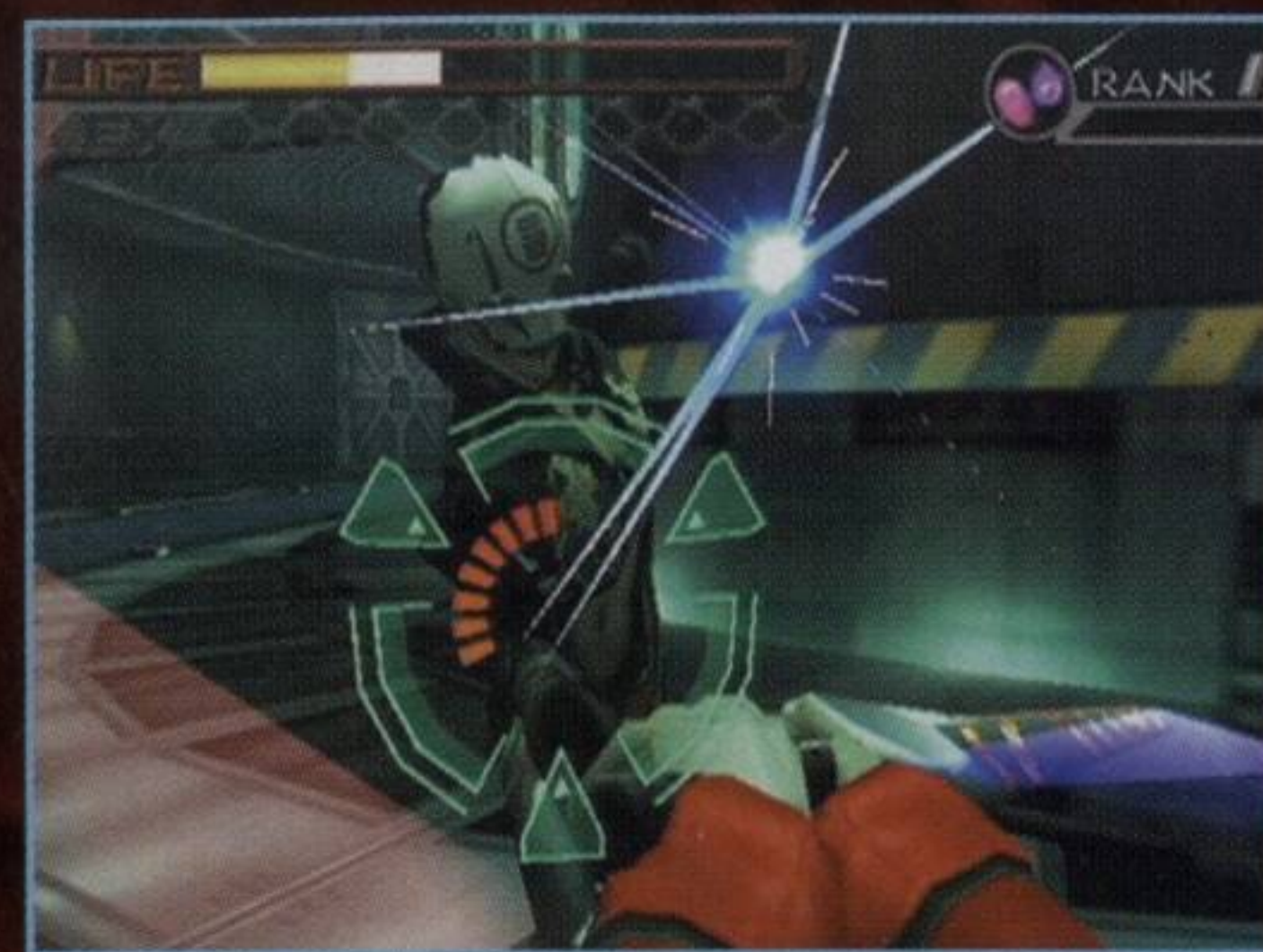
DREAMCAST

HANDS-ON



MAKEN X is honing its blade for some slice-n-dice 3D action as the Dreamcast's inaugural first-person... slasher. Instead of playing as a brawny tough guy or a cunning maiden, you'll assume the role of Maken X, a sword with artificial intelligence that can take control of people through "brain-jacking." As such, you'll fight through 20 levels, and, depending on the characters you possess (13 possibilities), the story will have any of seven diverse endings.

In the preview version, the 3D environments and characters were already impressively crisp and detailed,



while the animation was very smooth. It was simple to move in any direction, strafe, look around, and slash—all by using just the analog controller plus one button. The swordplay seemed as fast and furious as in any 2D fighting game, so be prepared for some quick moves and button-mashing. You'll also be able to circle a selected enemy, which is a good thing for swordfighting. If the story comes together as well as the graphics and gameplay have, Maken X could be a sword worth honing. **F**



Deep Fighter

THE SIMILARITIES BETWEEN outer space and the ocean depths will become apparent in **Deep Fighter**, a game that is perhaps best described as an underwater space shooter. While a crucial battle rages beneath the surface of the Earth's oceans—unbeknownst to land-dwellers—you'll pilot eight sleek mini-submersibles that seem more like star fighters than watercraft. As in outer space, gravity won't be a factor, so you'll be able to zoom in any direction.

Outside the walls of your underwater city/base will be a living ocean teeming with fish, crabs, coral, flowing kelp, and...bad guys. You'll engage in free-form dogfights with nimble enemy subs—not to mention huge jellyfish and giant squid—as you progress through a hefty 37 missions with a wide range of objectives, such as collecting resources, solving puzzles, escorting other subs, and protecting your base. The preview version featured smart controls, impressive graphic textures, and flawless animation. **Deep Fighter** could silently creep up on action gamers to make an unexpected splash this June. **F**



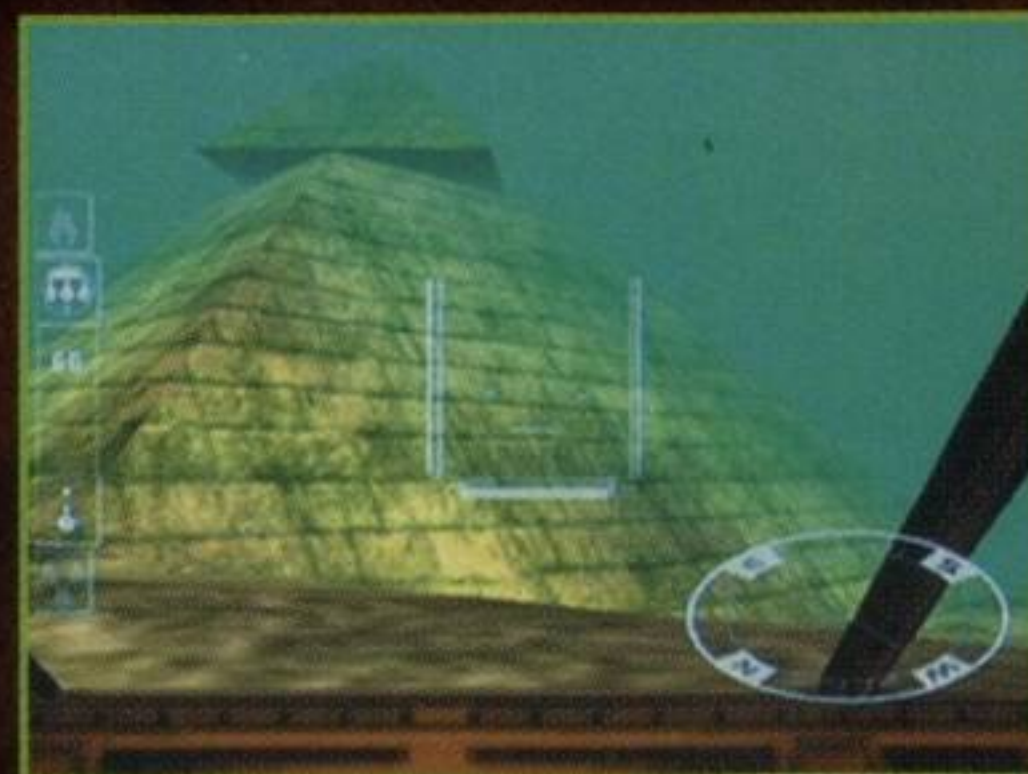
BY JAKE THE SNAKE

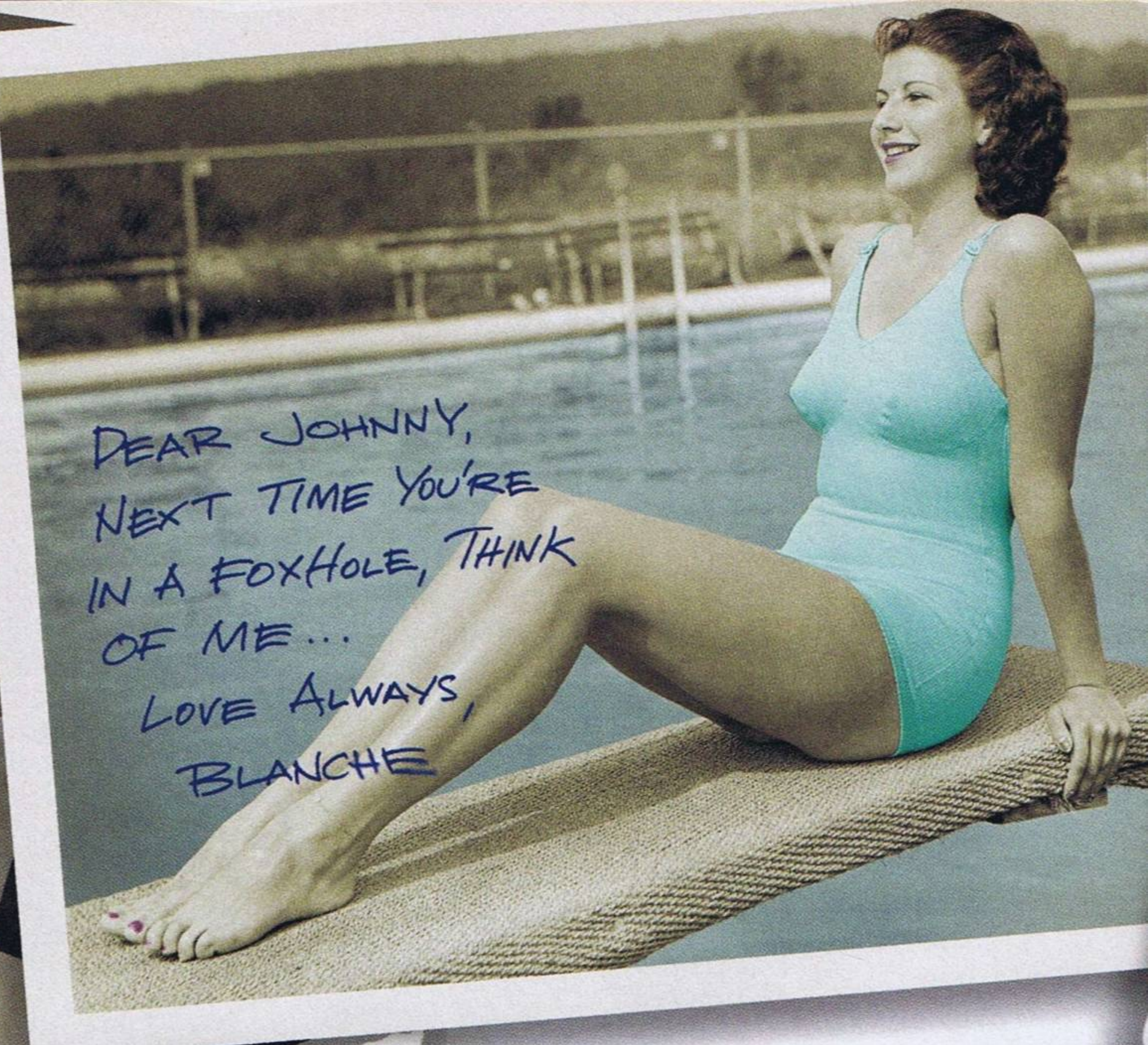
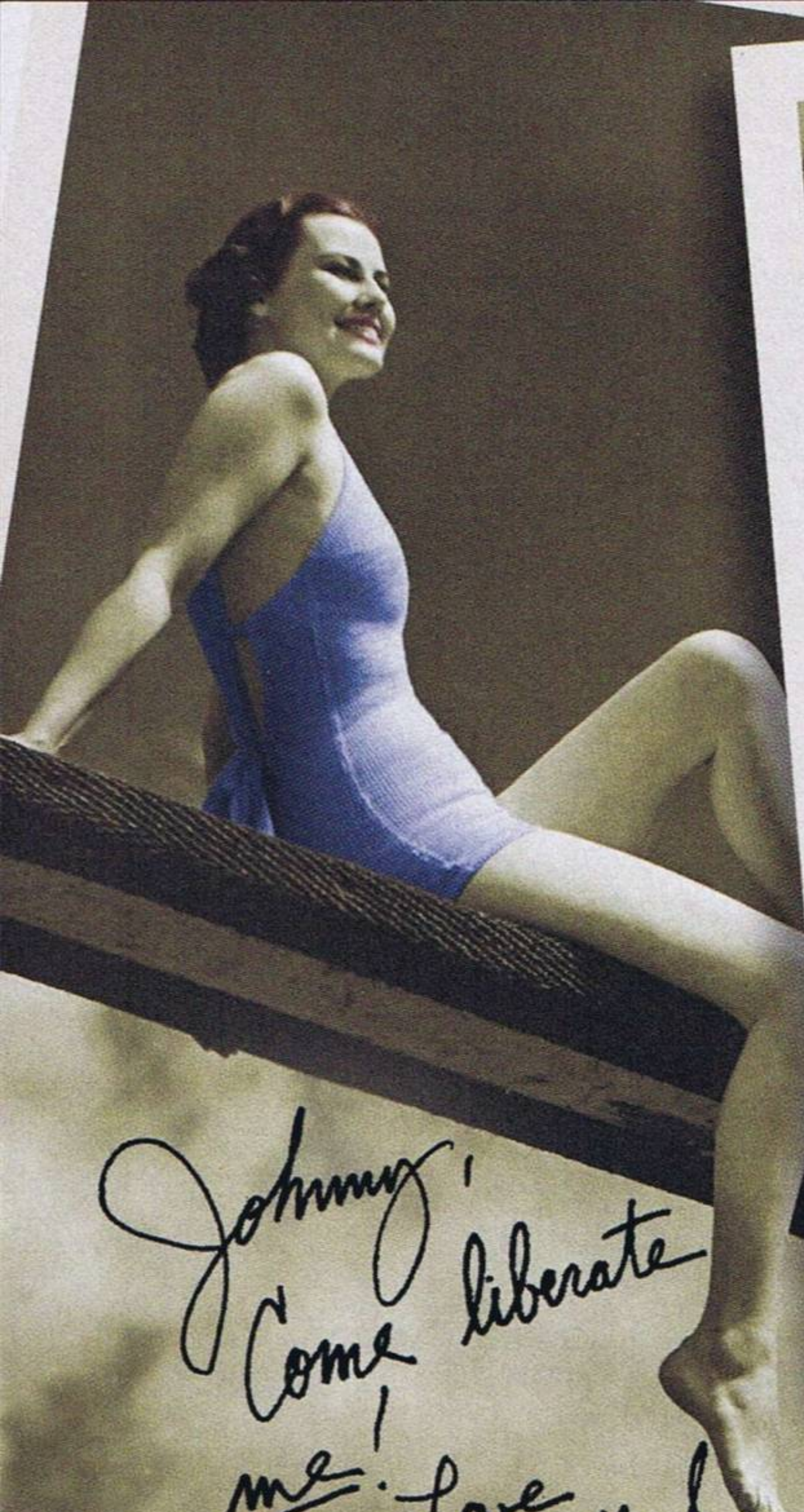
- Developed by Criterion Studios
- Published by Ubi Soft
- Target release date: June



DREAMCAST

HANDS-ON





DEAR JOHNNY,
NEXT TIME YOU'RE
IN A FOXHOLE, THINK
OF ME...
LOVE ALWAYS,
BLANCHE

Johnny,
Come liberate
me! Love
Ethel

Johnny,
I miss your
plastic fantastic!
Call me...
Love, Agnes



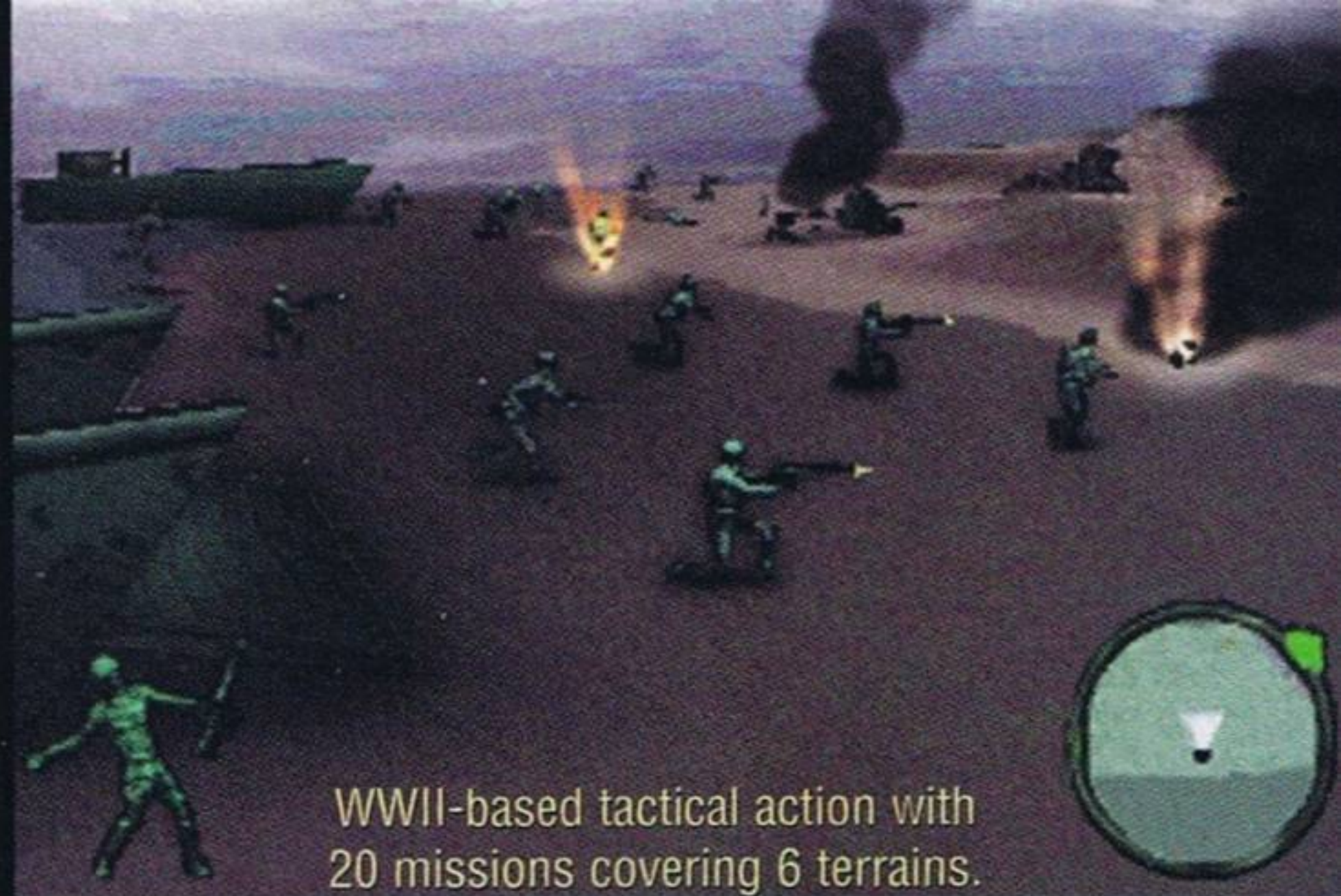
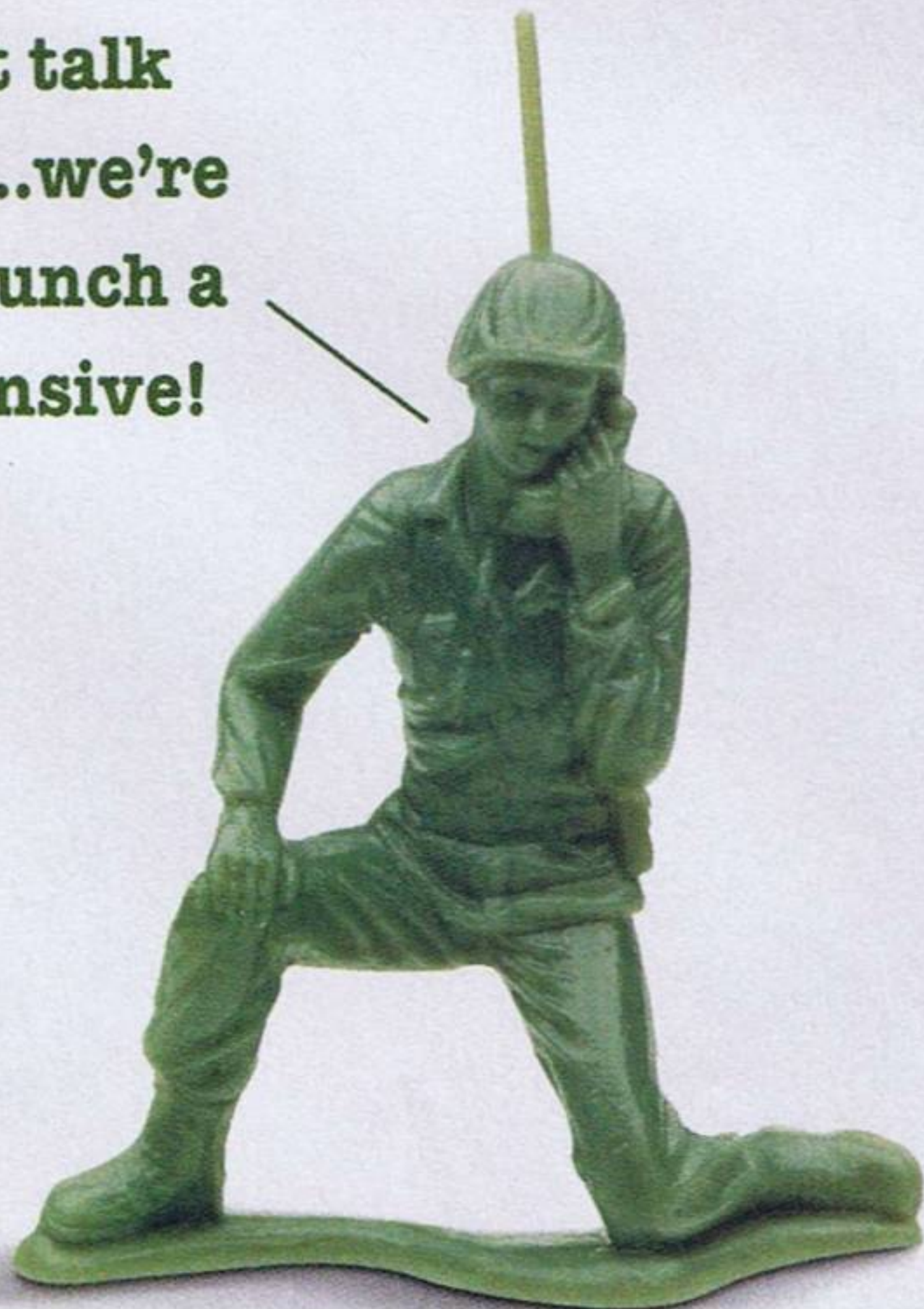
FOLLOW-UP TO
**AWARD
WINNING**
ARMY MEN™ 3D



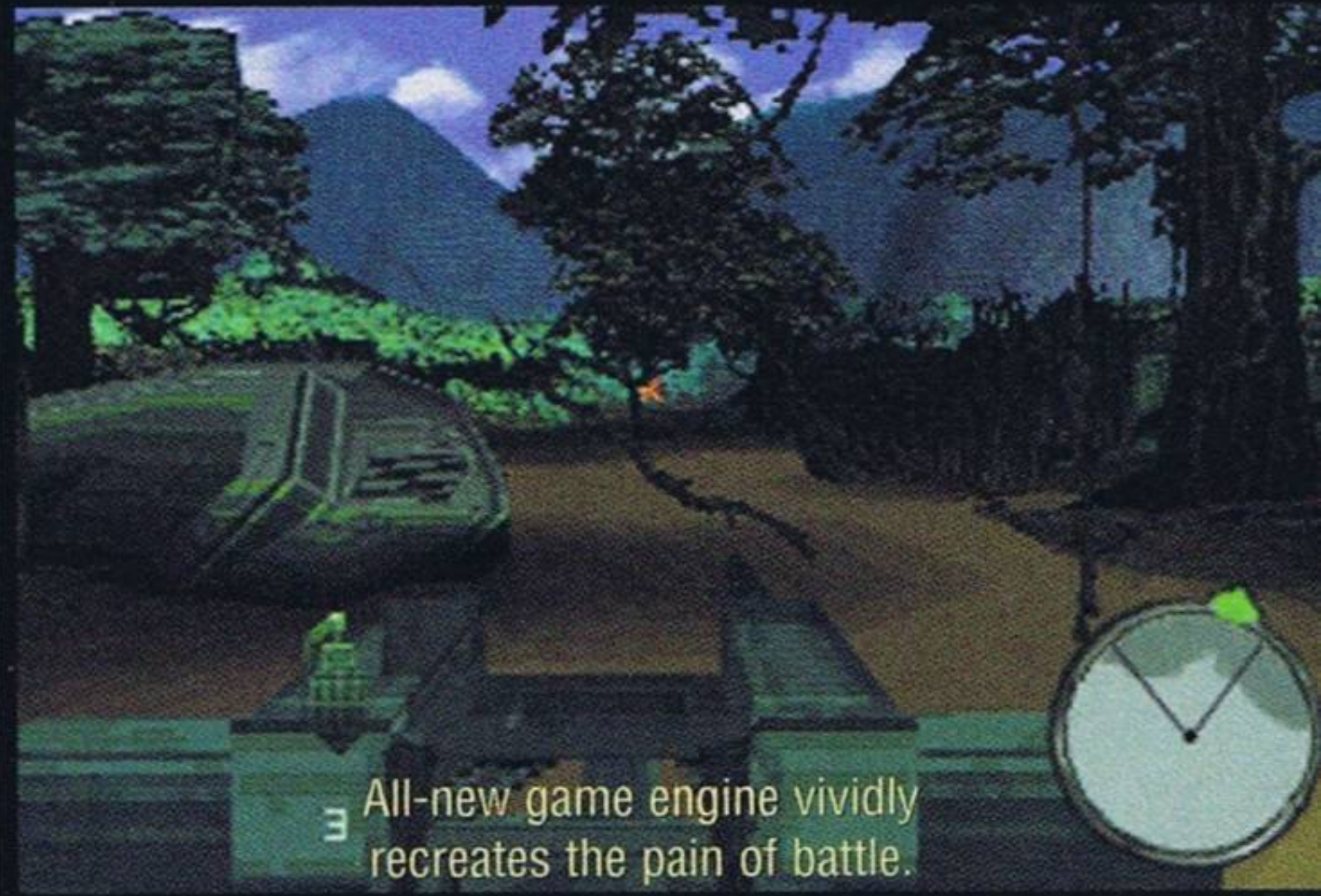


*Dear Johnny,
You can storm
my beaches any day!
Love,
Edna
XOXOXO*

**Edna? How'd you
get this number?
No! I can't talk
right now...we're
about to launch a
major offensive!**



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Use Neo's magnetic powers to capture metallic enemies, catapult off platforms and rocket through the air!



Jump, run, ride and swing your way across four fantastic 3D worlds!

SUPERmagnetic NEO™

THE Attraction BEGINS JULY 2000.



BY UNCLE DUST

- Published by Capcom
- Price not available
- Available now.
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

THE LONG-TIME KING of 2D fighters moved its characters into 3D with Street Fighter EX Plus Alpha. Now they're back in 3D again with Street Fighter EX2 Plus for the PlayStation. It's an improvement on the original, but ultimately shows that the PlayStation hardware is too old to create impressive 3D graphics, even in a 2D fighting game.

Everything Old is New Again

EX2 Plus brings the entire original cast of Street Fighter II into 3D, along with the nostalgic fun of two bonus games in Arcade mode to break up all the brawling. While its gameplay is still based on the original Street Fighter engine, EX2 Plus's hyperactive camera, special-effects-heavy combat, and new faces—like Russo, Area, and Nanase—give it a unique look and feel.

Capcom has added a Director mode that allows you to save, edit, and replay your favorite combos and most memorable ass-kickings. There's also a bonus game where you have two minutes to bust up the barrage of barrels bearing down on you. But Street Fighter EX2 Plus is still at its best when you grab a friend or two and start brawling.

Blocky Warriors

Even though the graphics are an improvement over the first game, EX2 Plus is not visually stunning. The characters are still quite blocky, and the changing camera angles are too frenetic and confusing. That leaves the backgrounds to deliver the most impressive visuals in the game, but the camera never really takes full advantage of its 3D universe.

The sound is a hilarious mix of grunts, groans, and wails that overwhelm the background music. You'll be laughing heartily as you bust out a big combo on Blanka, who sounds like a sick dog. With all the old-school characters returning, it would've been nice if their old sounds had come along.

The impressive combos and special moves, complete with flashy graphics, keep the game controls from feeling stale. They change the pace of battle to resemble Marvel vs. Capcom's, where you rely more on your special-move gauge than your fighting skills. The full complement of tech hits and reversals are here as well, but, unlike the graphics, the controls do not add any 3D movement (such as a sidestep maneuver)—which suits diehards fine, but will probably keep newbies away from the series.

Looking to the Future

Street Fighter EX2 Plus is solid fun for the Street Fighting faithful, but it's not a great leap forward. It's hard not to look past this game toward Street Fighter EX3 for the PlayStation 2 and other next-gen console SF games.



PROTIP: Doctrine Dark's Special Combo (motion ↓ ↘ → ↓ ↘ → HK) is exceptionally strong, but set it up with a jump kick to make sure you land it.



Save, edit, and replay your greatest hits and combos in Director mode.

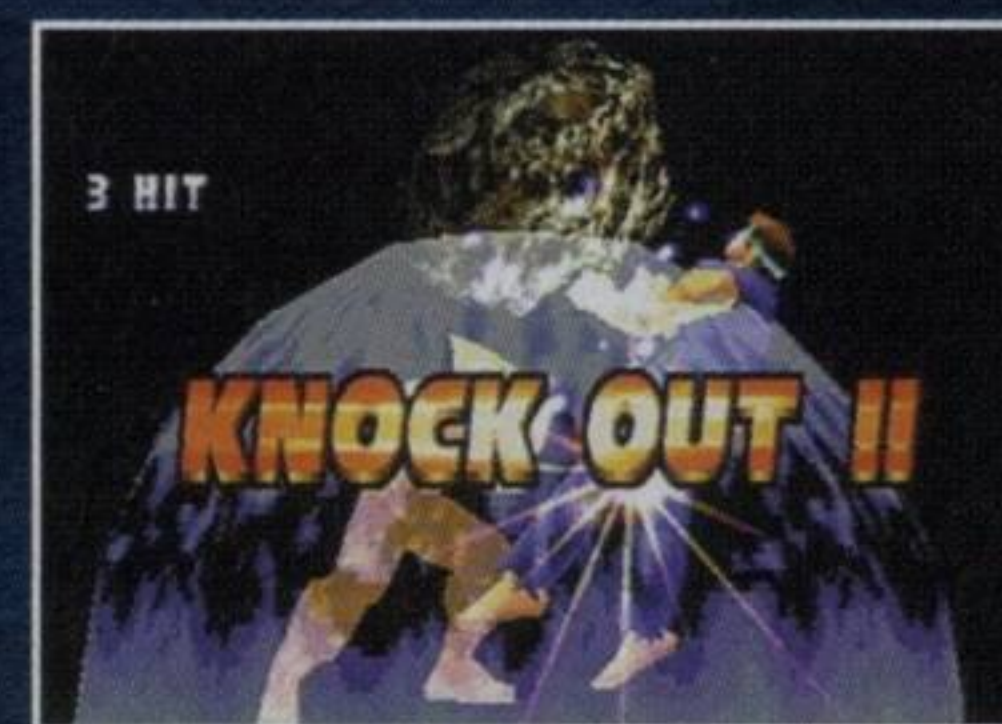


PROTIP: When fighting Garuda, the first of three bosses, a good defense is your best offense—his combos are strong. Beware of his reversal; he'll drop from the sky after you land a hit.



PROTIP: When playing as Skullomania, motion ↓ ↘ ↓ HK when your opponent uses a projectile attack. You'll slide under the projectile and land a Low Kick.

STREET FIGHTER PLUS



Earth-shattering Super Combos will rock your opponent's world.



PROTIP: Simultaneously tap MP and MK to execute a stun move. A stunned opponent is wide open for another big combo or throw.



PROTIP: In the satellite bonus round, use uppercuts and other multiple-hit moves to help break more asteroids while you clear the board faster.

GRAPHICS 4.0

The game is a definite improvement over EX Plus Alpha, but the characters are still very blocky, and collision is not that tight. Even though the backgrounds are impressive, this game doesn't fully take advantage of its moving camera in the 3D world.

SOUND 3.5

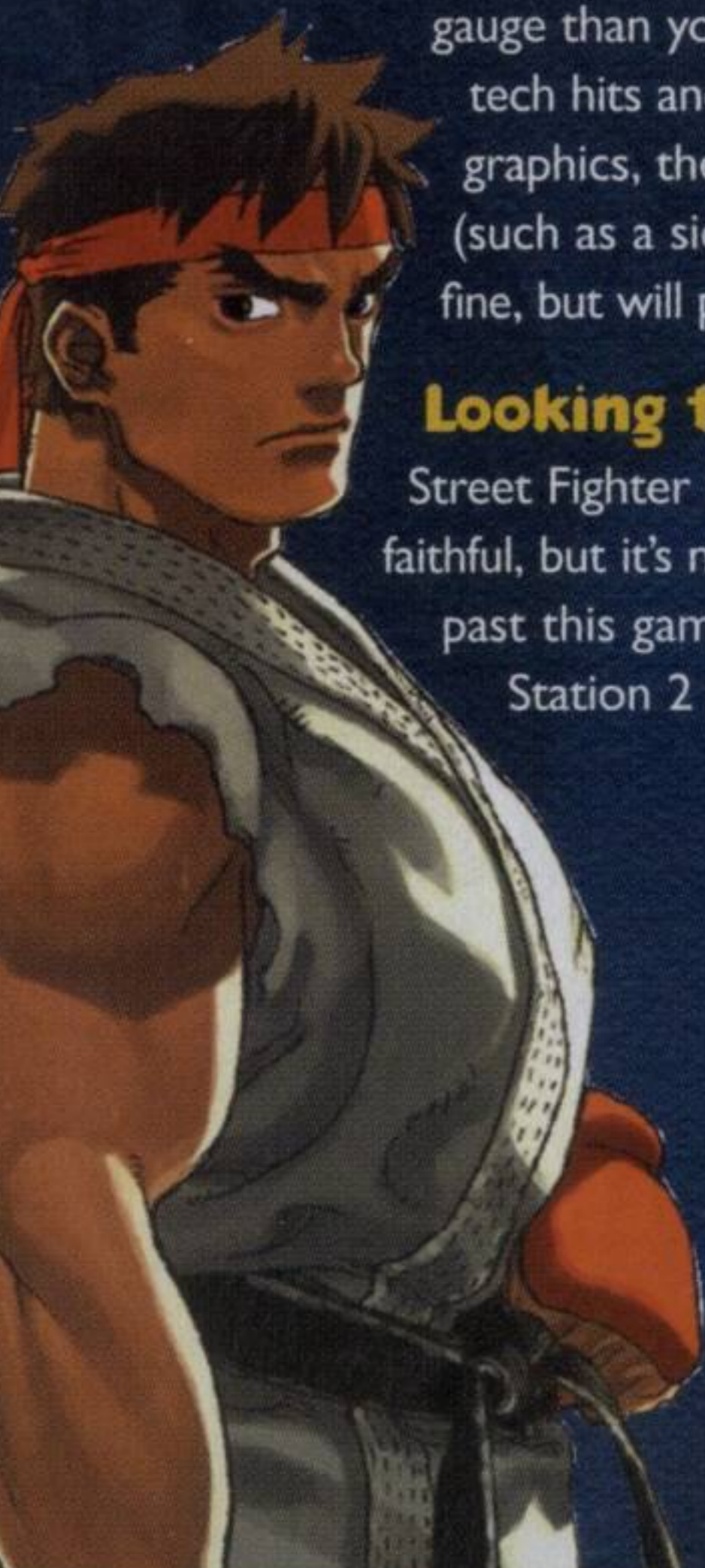
Though the old characters lend a nostalgic feel, the music and character voices are all new—but not improved. In fact, some of the voices are downright ridiculous.

CONTROL 4.5


The addition of Excel Moves, powered-up attacks, and many new combos to the old Street Fighter engine make the EX series more frantic and fun, in the style of Marvel vs. Capcom.

FUN FACTOR 4.0

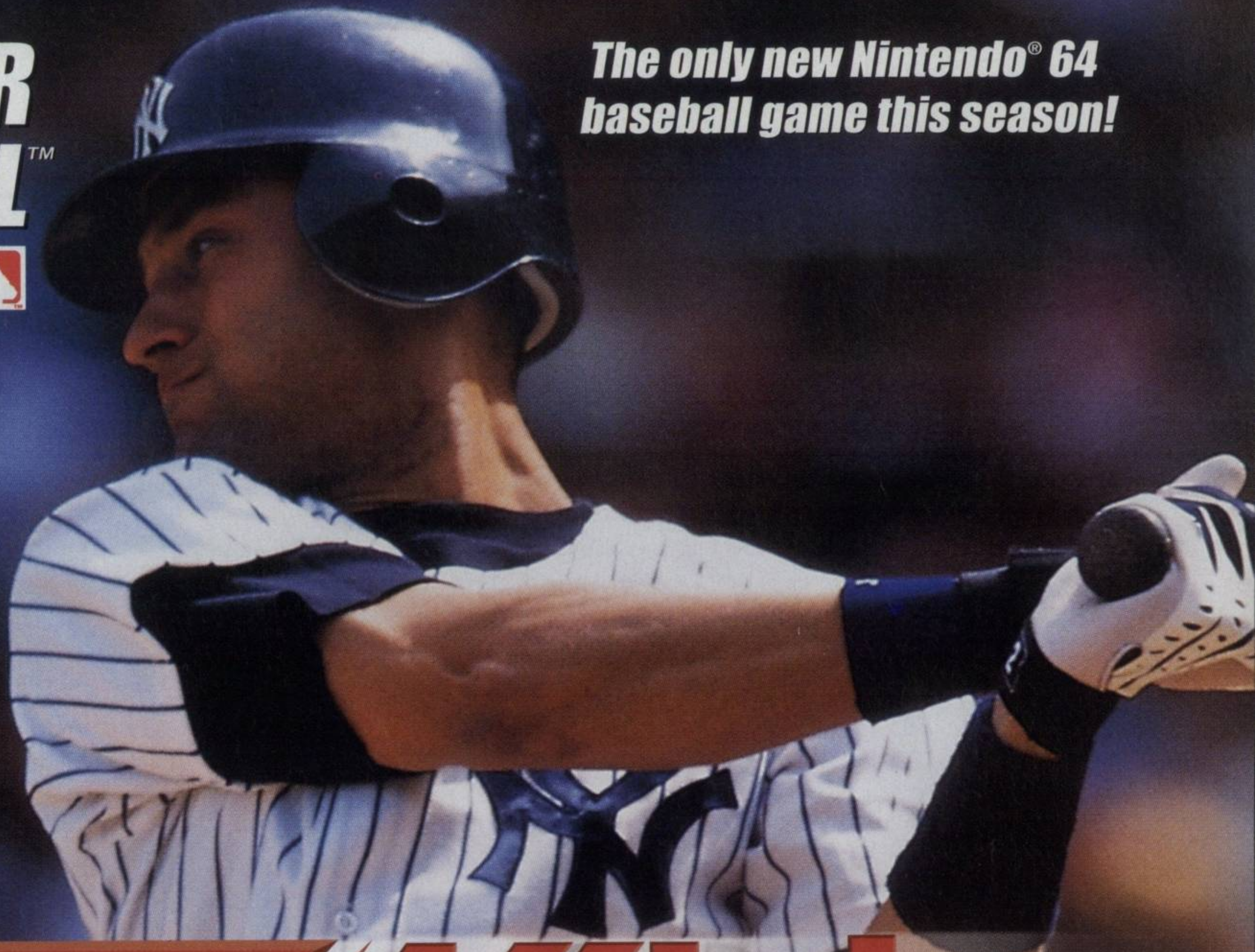
It's still Street Fighter, so it's still fun, but EX2 Plus doesn't fully bring the fight into the 3D world. Games with fighting engines created originally for 3D—like Tekken 3, Dead or Alive, or Bushido Blade 2—deliver more engrossing 3D combat than this 2D engine.



ALL-STAR BASEBALL™ 2001

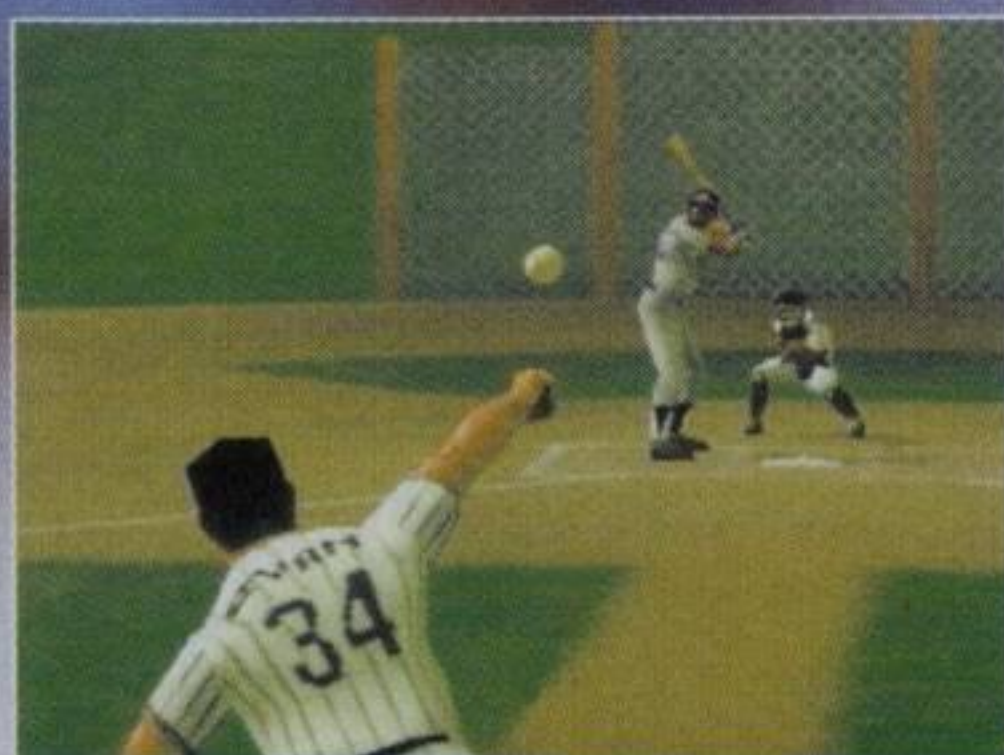


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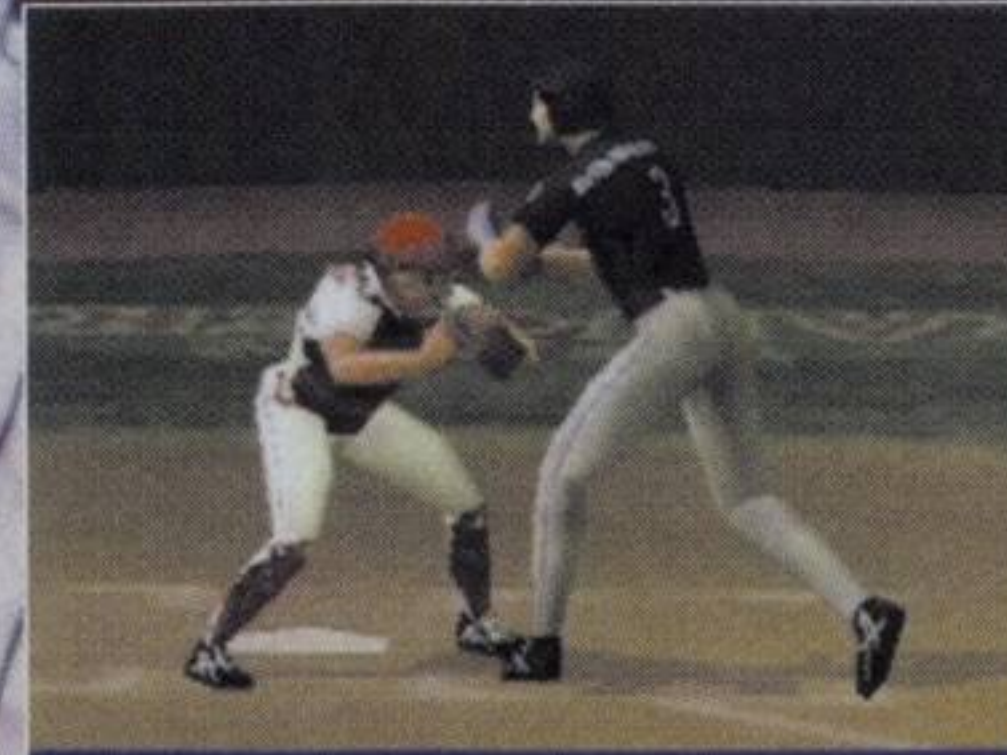
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PLAYSTATION PROREVIEWS

YOU'LL HAPPILY FORGET everything you learned in boat safety class after a few minutes of tearing up the peaceful waterways in *Hydro Thunder*, a raucous, arcade-style, boat-racing game.

Sit Back, See the Sights

There's nothing complicated about this faithful port of the arcade hit—just rev up the engines and go. This game isn't about hard thinking either; it's about fast and pretty action. The 13 levels are diverse and full of lively detail, such as conical-hatted farmers working in rice paddies in Far East and killer whales swimming in Arctic Circle. The high frame rate gives you a great sense of speed—you'll really feel like you're whipping across the water. There's no pop-up or fog, but it can be difficult to discern what you're looking at in the distance. And once you figure out a level in single-player mode, it's easy to win it over and over; the replay value in the two-player game is much higher.

Roads? We Don't Need Roads

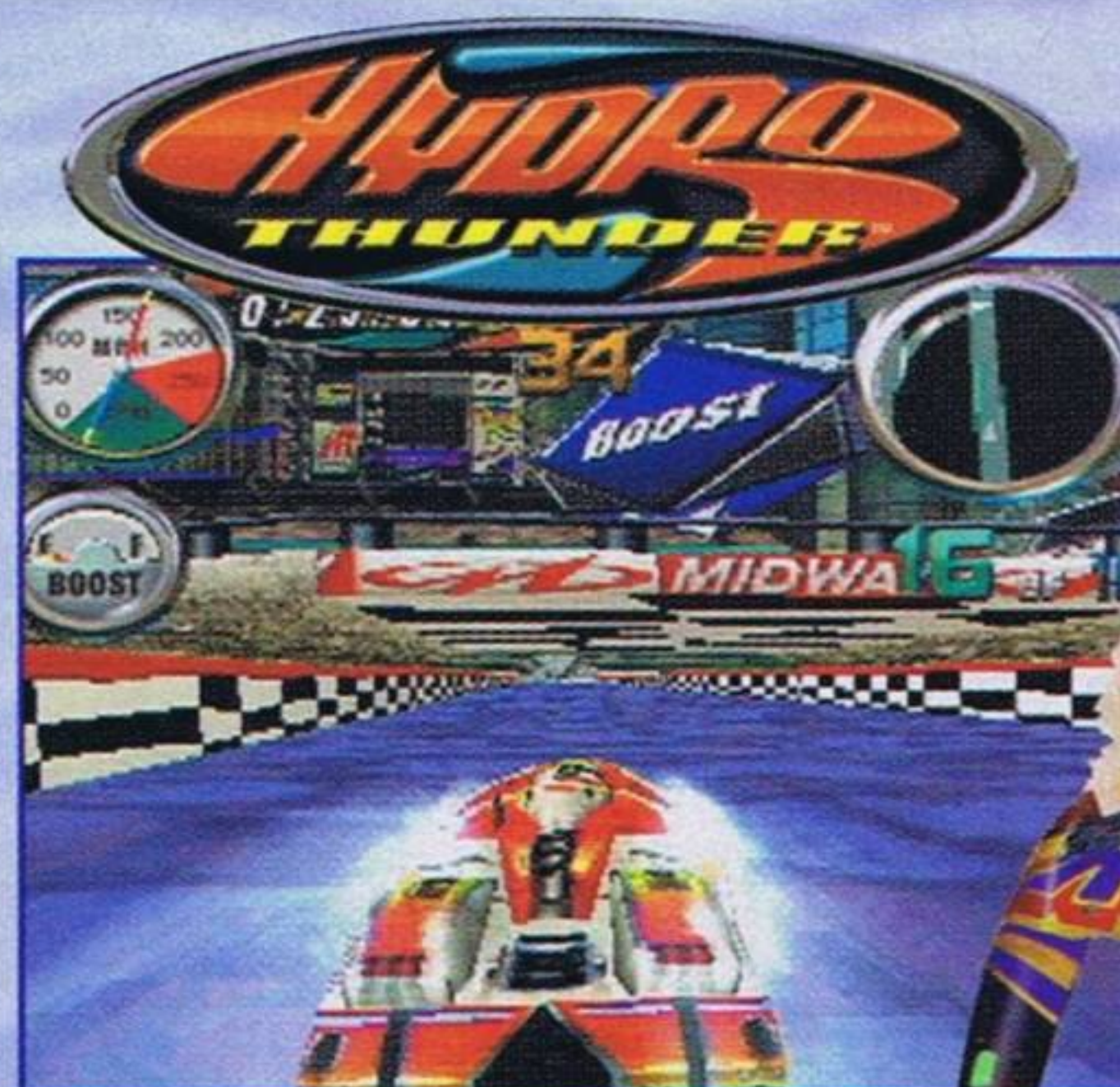
The controls are simple, and the steering isn't overly sensitive, so you'll go where you mean to go. Excellent sounds include the revving of boats' engines and hilarious voices. In Greek Isles and Far East, you'll get harassed by patrol boat crews who yell at you in their native tongue. The water looks great, often with impressive reflections, and your boat bounces and bucks on the waves, increasing your sense of being on water—this isn't just a racing game with boats filling in for cars. If you like arcade-style racers and want a break from automobiles, don't miss the boat on *Hydro Thunder*. **G**



BY JAKE THE SNAKE

- Published by Midway Home Entertainment
- \$39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0



PROTIP: Save a little Boost power to jump to more Boost power-ups later on.



PROTIP: In Lost Island, turn left here and go over the land for a briefer passage.



PROTIP: Take the shortcut on the right side of this tunnel in Greek Isles.



PROTIP: Jump up to this shortcut to ice the competition in Arctic Circle.



PROTIP: Waterfalls often hide shortcuts, such as this one in Greek Isles.

ARMY MEN: SARGE'S HEROES, the latest title in the Army Men series, is a cartoonish, semi-realistic shooter that's mildly fun. It's no match, however, for other recent shooting games like *Medal of Honor* or *Syphon Filter 2*.

YOU'RE BIG, YOU'RE SMALL

About half of the 14 missions in *Sarge's Heroes* take place in *Toy Story*-like "Real World" settings, such as a bathtub, sandbox, kitchen, and living room. The plastic soldiers are two inches tall, and toy blocks and ants are serious obstacles. In the "Plastic World," on the other hand, the soldiers are six feet tall and fight in a realistic setting with trees, bridges, buildings, and hills.

In his quest to stop the evil Tan Army, "Sarge" Hawk, hero of the Green Army, wields all the same weapons as "real" plastic soldiers: M-16s, mortars, mine detectors, grenades, and more. He can even drive tanks.



PROTIP: Don't stop and aim (press R1) if the enemy sees you, or you're a goner—especially against tanks. Rely on auto-aim.

TOUGH ENOUGH?

The controls are a huge improvement over *Army Men 3D*, featuring a new strafe command that helps you kill enemies while avoiding your own demise. They're still too imprecise, however, and the graphics are too fuzzy to aim accurately at enemy soldiers in the distance; you'll have to rely on the auto-aim feature. Visually, the plastic soldiers, tanks, and helicopters look good up close, especially the soldiers' smooth, shiny textures. But the fog creeps in after that—you can't see anything past 50 feet. The M-60 cranking on full auto would be music to the ears of any drill instructor, but the rest of the sound effects are only average. In the end, *Sarge's Heroes* is a decent shooter that relies on a cute premise. But if you want firefight realism, you'll probably want *Medal of Honor* or *Syphon Filter 2*. **G**



BY JAKE THE SNAKE

- Published by 3DO
- \$39.99
- Available now
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	3.5

ARMY MEN SARGE'S HEROES



PROTIP: Run toward an enemy until you're close enough to use auto-aim. Use the strafe command (press R2 or L2) to dodge while blasting.



PROTIP: To strafe in a tank, turn the turret sideways (press R2 or L2) and push Up and Down to move the tank back and forth.



Famine...

Revolt...

Plague...

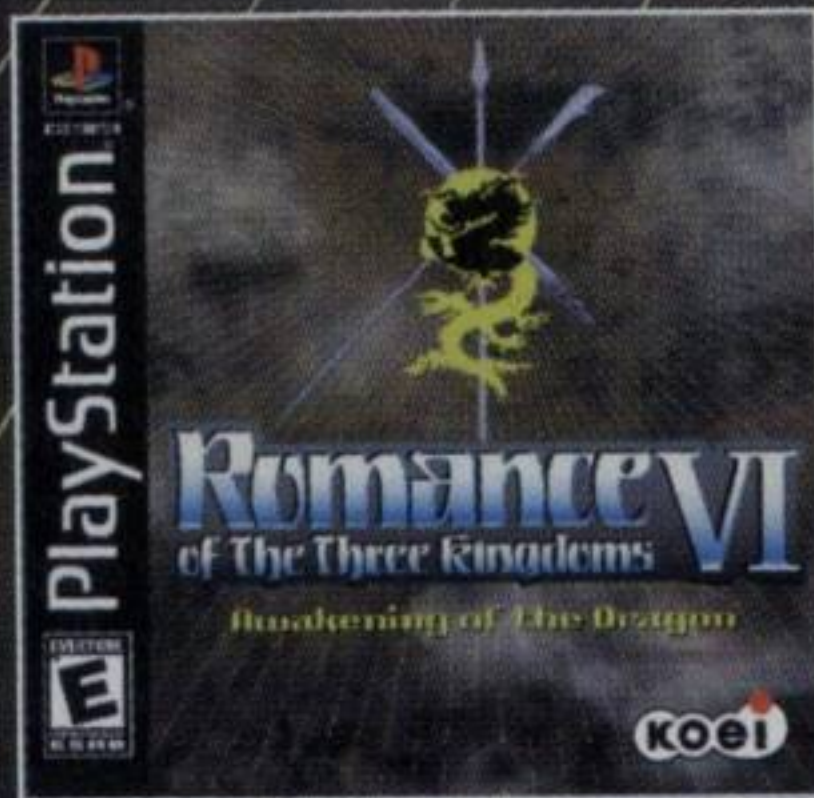
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STREET SK8ER 2



PROTIP: Because your trick points can't go negative, try very ambitious stunts at the start of your race.



PROTIP: Speed helps with tricks and gets you to the finish line faster. Boost your speed level with bonus points.



BY BOBA FATT

- Published by Electronic Arts
- \$39.99
- Available now
- Skateboarding
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

ELECTRONIC ARTS LOOKS to take on virtual skateboarding sensation, Tony Hawk's Pro Skater, with its Street Sk8er 2—an ambitious game that wipes out just short of greatness.

SS2 enables you to build your skater's skill attributes by winning competitions, whose results are based on your trick and speed performances. This and the interesting create-a-park feature—where you can place your own obstacles and ramps—are the highlights of this challenging, exciting game that combines fluid visuals with adrenaline-blitzing hard-rock tunes. Unfortunately, several drawbacks keep it from attaining Tony Hawk's stratospheric perch. A mind-numbingly repetitive announcer repeats the same sound bites, and wobbly camera movement slides the viewpoint to your skater's side in tight areas, making maneuvering difficult.

Ultimately, SS2 succeeds as entertainment, but pales in comparison to Tony Hawk's faster action, cooler parks, and slicker control. If you're going to buy only one skating game this year, why settle for anything but the best? **G**

BULLFROG, THE DEVELOPERS of Theme Park and Theme Hospital, return to the sim genre with SimTheme Park, a game in which you'll control everything from landscaping to roller-coaster design to the amount of fat in the burgers. You'll need to find a perfect balance to reach economic glory and unlock new parks (that have four themes: Halloween, Lost World, Land of Wonders, and Space Zone).

SimTheme has its share of highlights and faults. The impressive interface puts a host of options within easy reach, but some features—such as the gate price—are buried deep in



PROTIP: Place shops at the exits of your most popular rides.

obscure menus. The highly detailed visuals lack eye candy until you unlock special features that allow you to ride the park's roller coasters. The bland music and pedestrian sound effects are enlivened only by an amusing advisor character, who, unfortunately, quickly gets repetitive.

So, while SimTheme is not quite realistic, it's far from over-the-top humor. This leaves it stranded in an unsatisfying middle ground. **G**

SIM Theme Park



BY BOBA FATT

- Published by Electronic Arts
- \$39.99
- Available now
- Sim
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	3.5



PROTIP: Keep staff rooms in strategic locations so your employees don't have to walk too far—a tired mechanic could spell disaster.

GAUNTLET LEGENDS

GAUNTLET LEGENDS SQUEAKS onto the PlayStation with none of the visual flair that distinguished the arcade version, leaving its limited gameplay and quarter-slurping tactics all the more ripe for criticism.

In Legends, you'll control one of four characters as you race through mazelike levels, finding keys and collecting treasure. To the classic Gauntlet formula, Legends adds a hub world, bosses, sub-quests, a weapon inventory, and five more hidden characters—but it retains its frantic, core gameplay.

Gauntlet Legends' audio/visual package is a muddled mess, from the canned, unintelligible voice on the soundtrack to the blocky blobs that make up the enemies. Murky textures and a lack of animation detail give Legends a mediocre look, and the repetitive score and bland sound don't help.

Legends makes up for its crimes with a responsive, though complicated, interface and a strong two-player performance. Ultimately, this is a rental at best, unless you're a huge fan of the arcade version. **G**



PROTIP: Get the ice axe from the castle treasury (the fourth castle level) to freeze this dragon, then slap the punk!



BY BOBA FATT

- Published by Midway Home Entertainment
- \$39.99
- Available now
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.0	3.5	3.0



PROTIP: When you reach the scroll that talks about a hidden trigger on the mountain cliff, find this akove beneath to open the gate.



PLAYSTATION PROREVIEWS

IN **EAGLE ONE: HARRIER ATTACK**, the urgency of your desperate missions is conveyed by cut-scenes that combine CNN-style video footage with frantic news-anchor voice-overs. From protecting convoys to rescuing comrades to all-out air, sea, and land combat, you'll run the gamut of thrilling airborne challenges.

With a blitzkrieg of weapon effects and detailed vehicle models, Eagle One makes up for its low-res land textures. Screeching missiles, warbling explosions, and in-flight warnings will keep you fully immersed in the action despite a clunky interface that relies too heavily on aural cues and a vague radar system.

Eagle One's two-player modes include head-to-head and co-op missions in which you can select from four aircraft—the Harrier, A-10, F-16, or Huey Chopper—and you can even adjust the weather. This game balances pseudo-realism with enough action to satisfy arcade-shooter fans, but flight sim vets will be disappointed by Eagle One's lack of depth. **G**



PROTIP: To take out multiple ground targets like this convoy, stay in hover mode. Eliminate their defensive support, or you'll be a sitting duck.



PROTIP: In circular dogfights, don't forget to think three-dimensionally—drop altitude and sweep upward to attack your foe's blind spot.



BY BOBA FATT

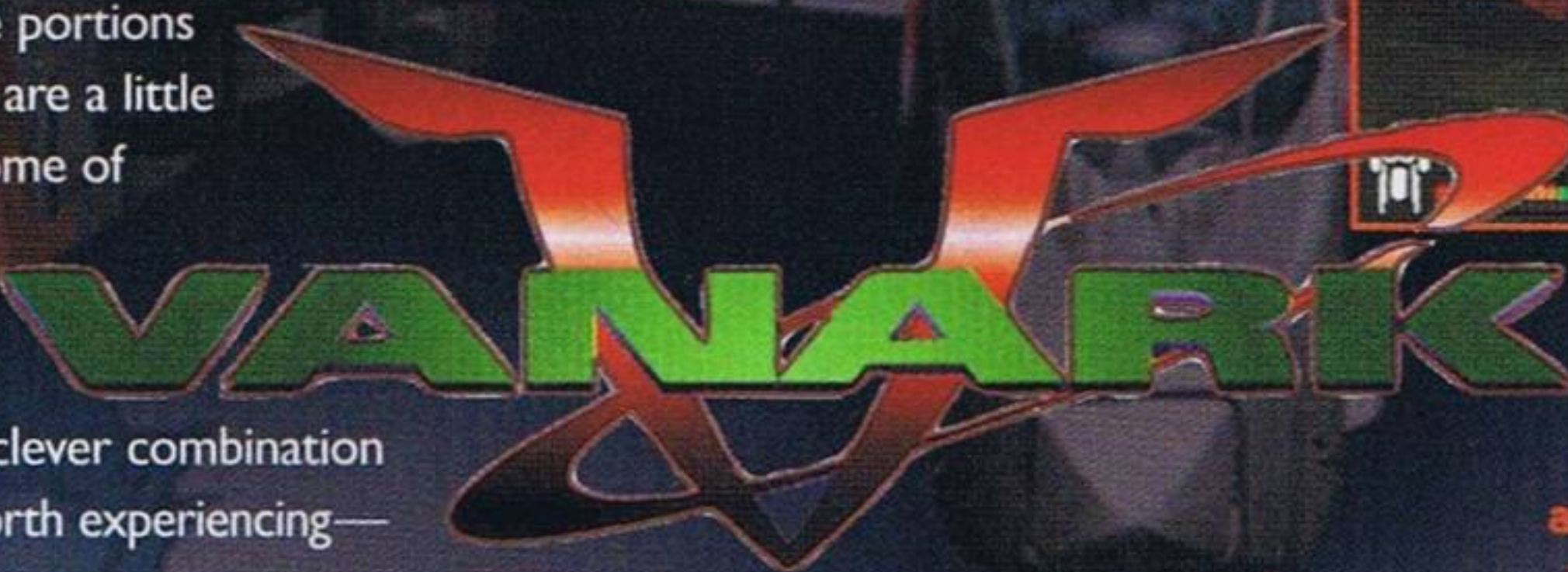
- Published by Infogrames
- \$39.99
- Available now
- Flight combat
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	4.0

OH, NO! NOT another save-the-planet shooter! Fear not—Vanark freshens the formula to keep its gameplay interesting.

Welcome to the Mars Defense Force. You're part of the desperate struggle to save Mars—refuge for surviving Earthlings—from alien attack. Vanark's story line enables you to experience a variety of situations, from traditional flying missions and enemy trap disarmaments (through a mazelike interface) to exploration of a downed ship for parts (as a third-person adventure). The game's immersive graphics and cinematic music, combined with responsive, logical controls, make Vanark an engaging time-sink. Free from overly complicated objectives, the flying missions have a gleeful "destroy everything" vibe to them.

The Resident Evil-style portions and long-winded briefings are a little annoying, however, and some of the text is just too small to read comfortably. Aside from that, though not exceptional, Vanark's clever combination of disparate elements is worth experiencing—mainly as a rental. **G**



BY MISS SPELL

- Published by Jaleco
- \$39.99
- Available now
- Shooter
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PROTIP: Upgrade your weapons as soon as new ones become available. You'll need the power for the level bosses.



PROTIP: Lasers and homing missiles are unlimited—blast away at all times.

Walt Disney World Quest: Magical Racing Tour

WHAT KID HASN'T wanted to race through Disney World, enjoying the rides without worrying about lines? That's

the premise behind Magical Racing Tour—a kart game where you collect pieces of a fireworks machine by winning races in all the Disney World attractions. Unfortunately, it falls short of bringing home the "Happiest Place on Earth."

Gamers roll through tracks, such as the Haunted Mansion and Space Mountain, complete with accurate music and scenery—but without a real sense of speed due to the pokey frame rate. The music is on such a short loop that you'll be sick of it before you can say "Epcot," and the control suffers from a strange turbo that works only when you slide out of turns. An objectives briefing before the levels would've been helpful. In the end, this game is cute, but mediocre—and comes off like a \$39.99 Disney World commercial. **G**

BY MISS SPELL

- Published by Disney Interactive
- \$39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5



PROTIP: If you're turned into a frog, don't give up—you can still grab power-ups and even use zippers.



PROTIP: Countdown to Extinction features a lot of speed zippers—use them in sequence to stay in the lead.

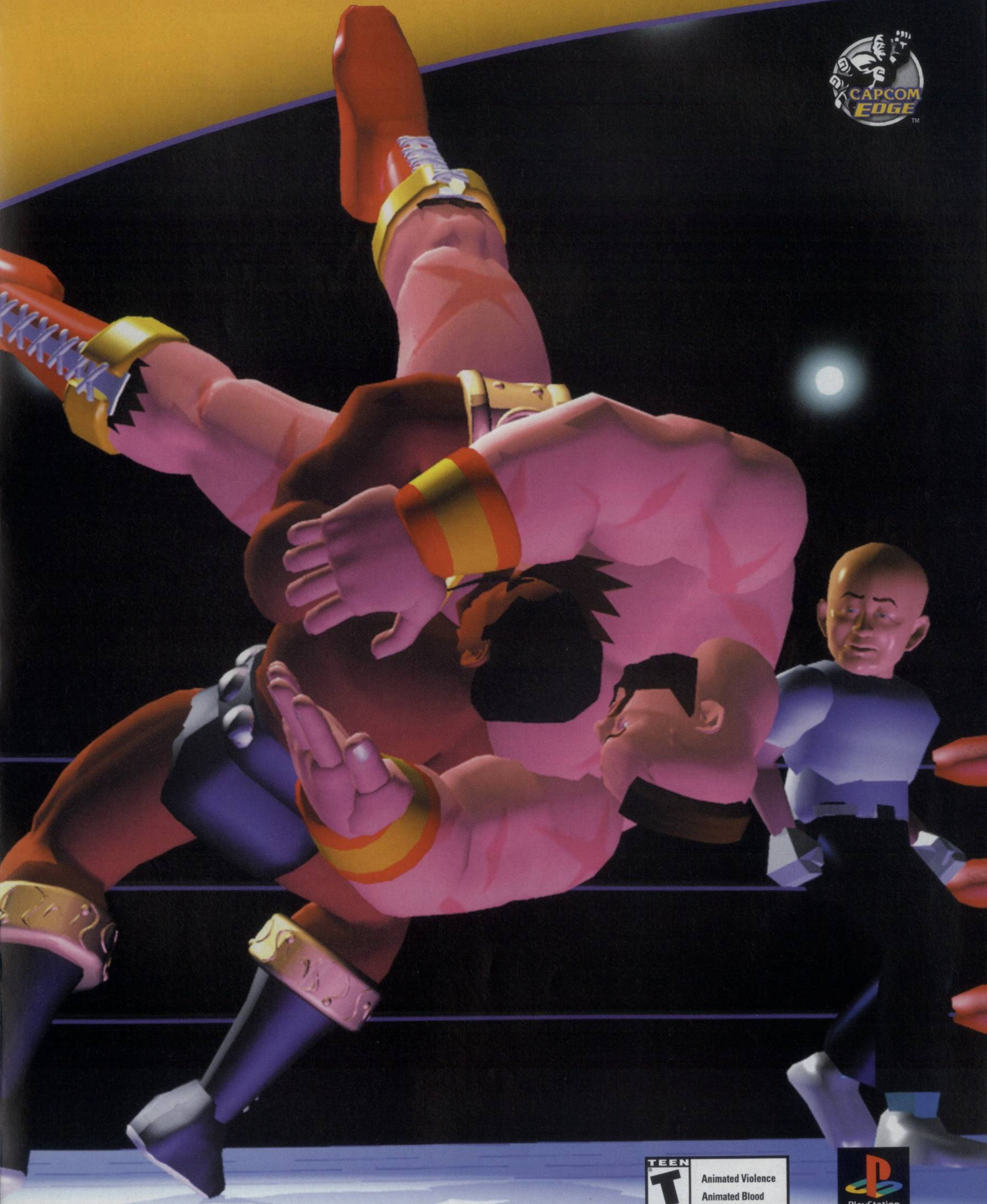


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TEEN
T
 CONTENT RATED BY
 ESRB

Animated Violence
 Animated Blood





NINTENDO 64 PROREVIEWS



BY DAN ELEKTRO

- Published by Nintendo
- \$69.99
- Available now
- Strategy
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.0	4.5	4.5

POKÉMANIA RETURNS TO the N64! Pokémon Stadium not only features head-to-head 3D battles between your favorite creatures, but also comes packed with extra goodies that no Pokémon trainer should be without.

Two 'Mon Enter, One 'Mon Leaves

Pokémon Stadium takes the best part of the Game Boy game—the strategic, turn-based melee battles—and puts them on the big screen in full color and full 3D. You'll finally get to witness a Charizard's Ember attack in all its flaming glory.

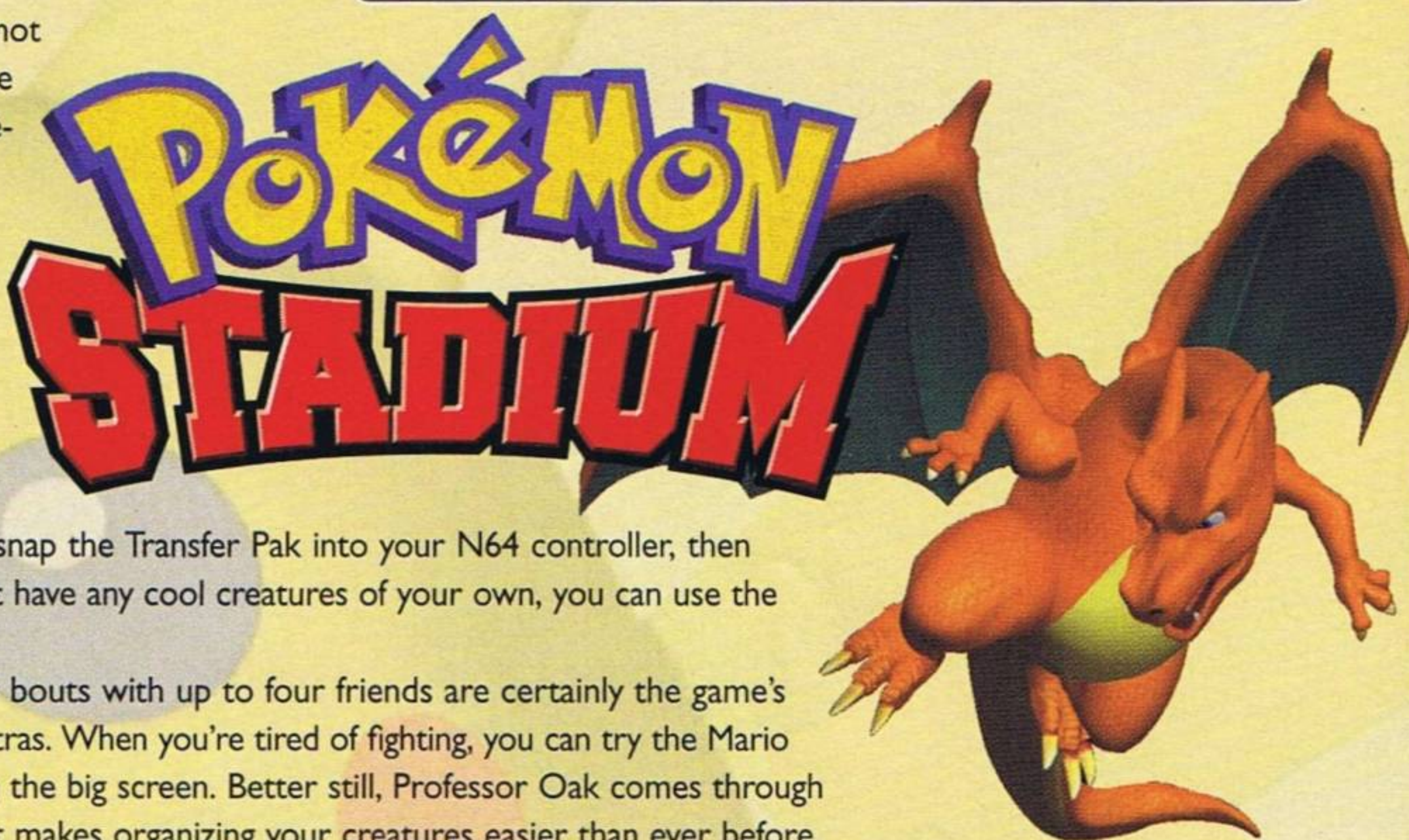
With the included Transfer Pak, you can import Pokémon to Stadium from your copy of Pokémon Red, Blue, or Yellow. You snap the Transfer Pak into your N64 controller, then pop your Game Boy cart into the Pak, and voilà! Or, if you don't have any cool creatures of your own, you can use the pre-fab "rental" ones that come with the N64 cartridge.

While the single-player championship battles and multiplayer bouts with up to four friends are certainly the game's main attractions, Pokémon Stadium also offers some awesome extras. When you're tired of fighting, you can try the Mario Party-style mini-games or play your Game Boy game in color on the big screen. Better still, Professor Oak comes through with a full Pokédex, a trading utility, and a slick menu system that makes organizing your creatures easier than ever before. It may be worth renting Stadium just for the housekeeping help.

The Sound of One Pokémon Slapping

While the sharp 3D graphics and animations won't cause any complaints, Stadium's sound leaves a lot to be desired. The happy music gets old fast, and the characters don't talk; instead, players must suffer through a goofy announcer whose commentary includes gems like "Being unable to move hurts!" Because much of the action is turn-based, there isn't much strain on the controls, which perform just fine during the action-oriented mini-games.

Despite all the glitz, Pokémon Stadium's main gameplay feels limited: You can't level up, can't heal creatures, and can't speed up battles. No two matches are ever the same, however, and with 150 Pokémon at your fingertips and four tournaments to conquer—plus all the extras—boredom won't be an issue. This one is well worth the investment for Pokémon masters.



PROTIP: In Sushi-Go-Round, concentrate on red and orange foods for the most points.



PROTIP: Imported Pokémon from the Game Boy can no longer go up in level. You'll have to play the handheld game to boost them.



PROTIP: Choose your six creatures for Cup tournaments carefully—you can't swap them once the ladder has begun.



Stadium's excellent menus and utilities make managing your Game Boy critters a lot easier.



PROTIP: Always use your most powerful attacks right from the start. Chances are the battles won't last long enough for you to run out of them.



PROTIP: Don't underestimate the value of non-offensive moves. Sometimes, spending one turn boosting or weakening defense can turn the tide.



PROTIP: If you move a Pokémon to the N64 cartridge, it's removed from the Game Boy cart. Put it back before playing the handheld game!

GRAPHICS 5.0

Tons of fancy effects and well-animated versions of all—yes, all—your favorite Pokémon make this game even prettier than Pokémon Snap.

SOUND 3.0

The music is well-orchestrated, but quickly becomes repetitive, and the cheesy announcer will grate on your nerves. Because the Pokémon themselves don't make any noise, you might as well turn down the sound.

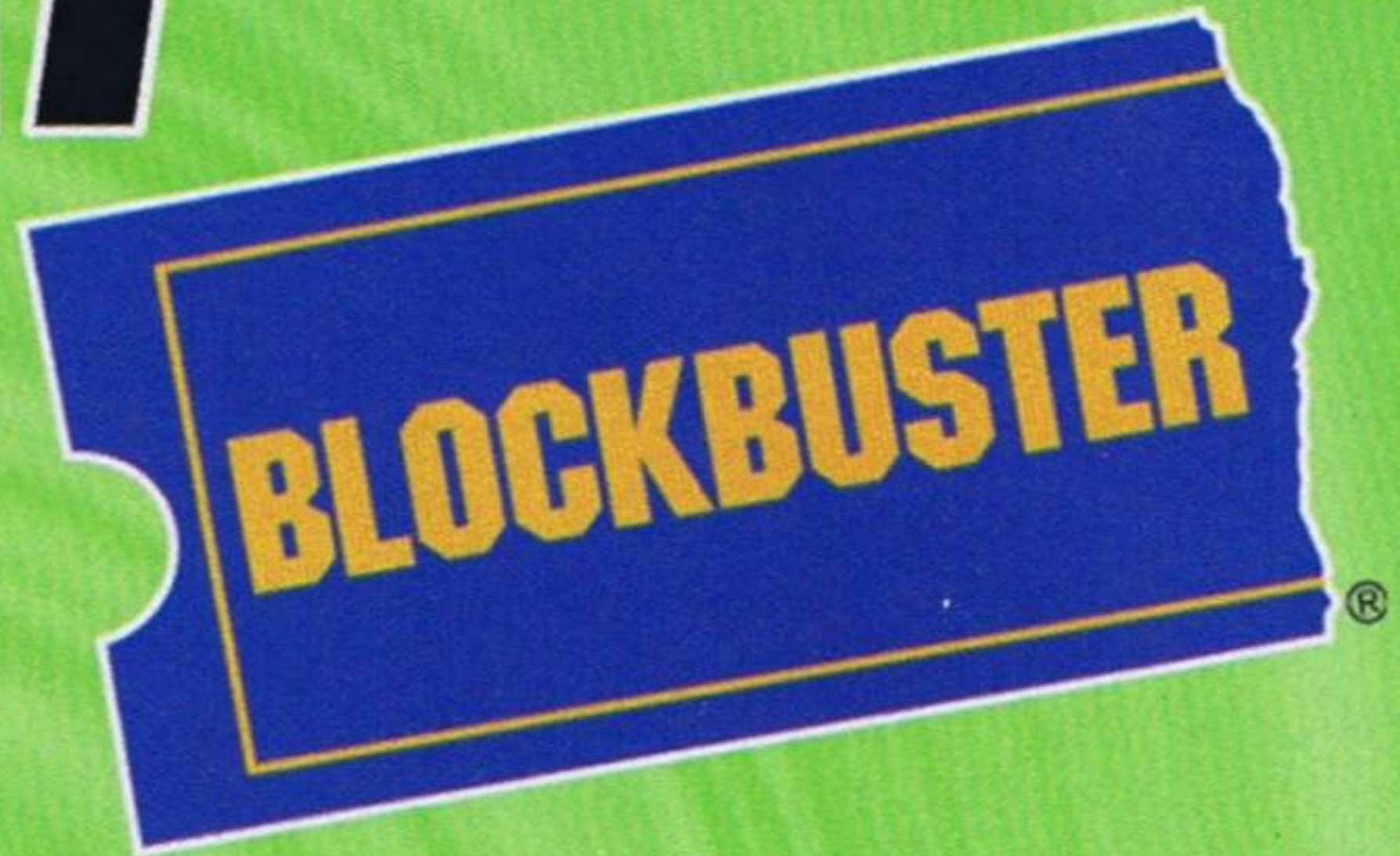
CONTROL 4.5

A clever, hidden menu system keeps your attacks secret from your rivals—but a quick peek will keep you from making mistakes. Control for the mini-games is tight and responsive.

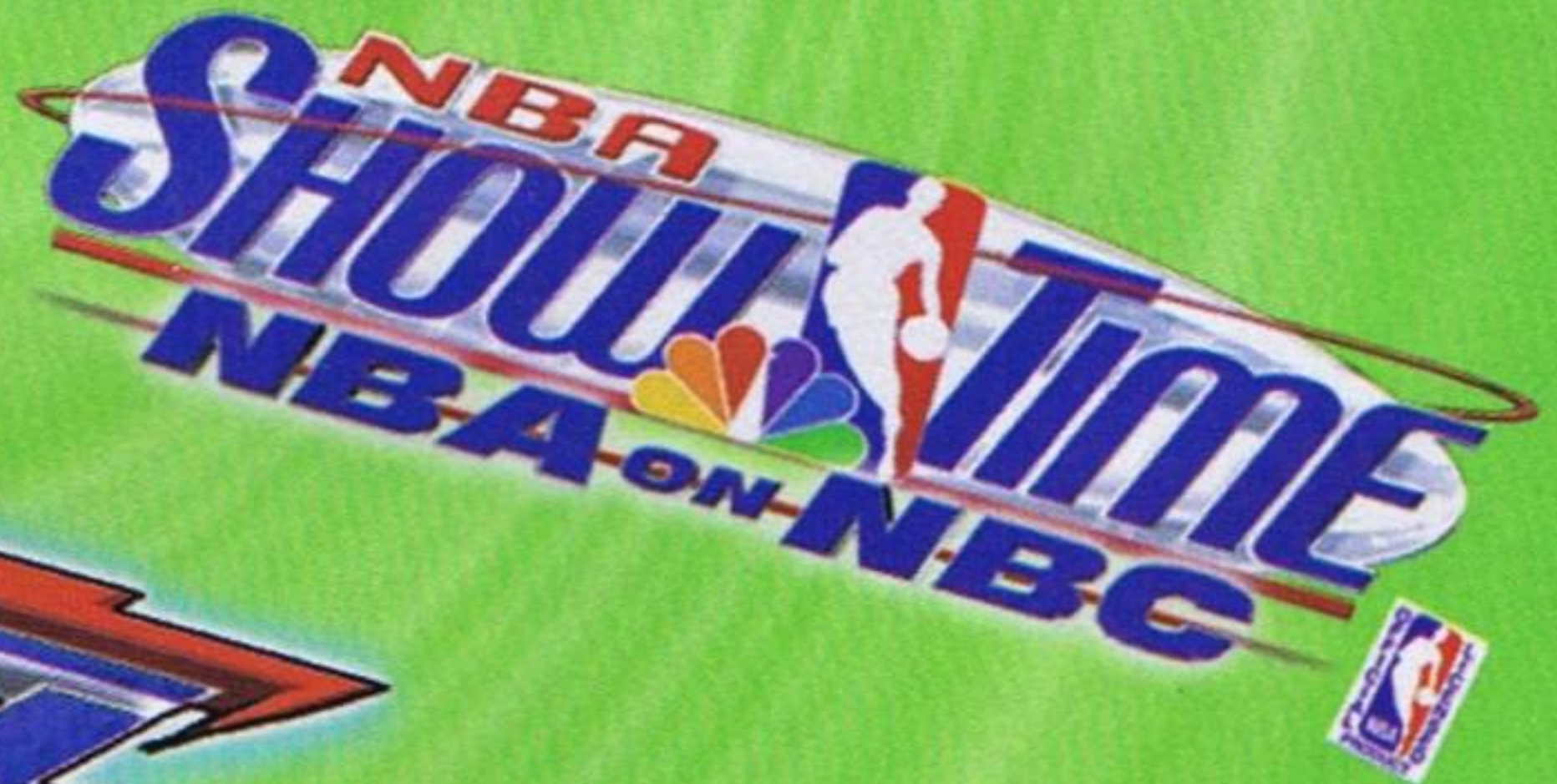
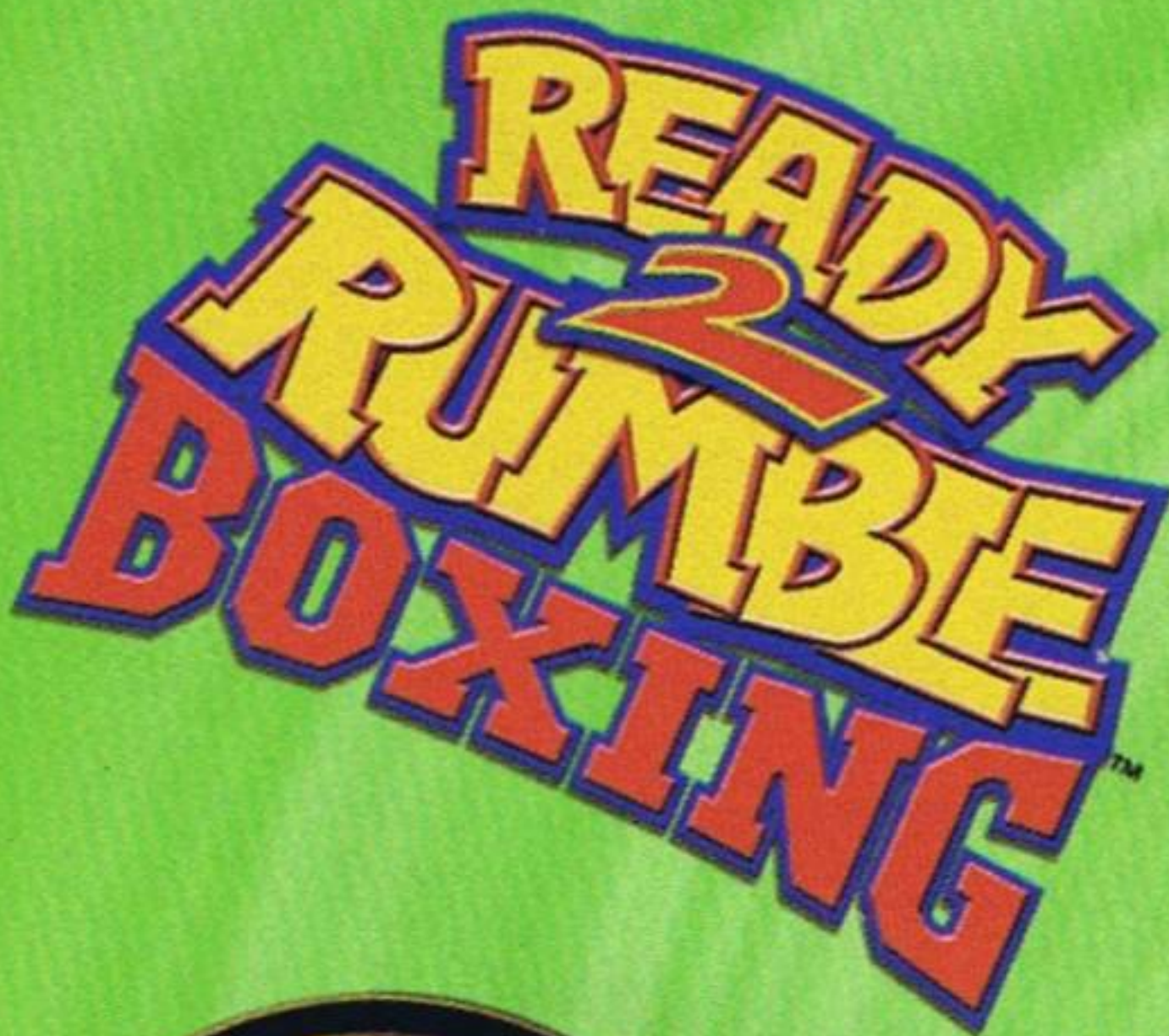
FUN FACTOR 4.5

While the novelty of full-color, full-3D melee combat does wear off in time, there's enough packed into this Stadium—such as the mini-games and excellent management utilities—to keep Pokéfans coming back for more.

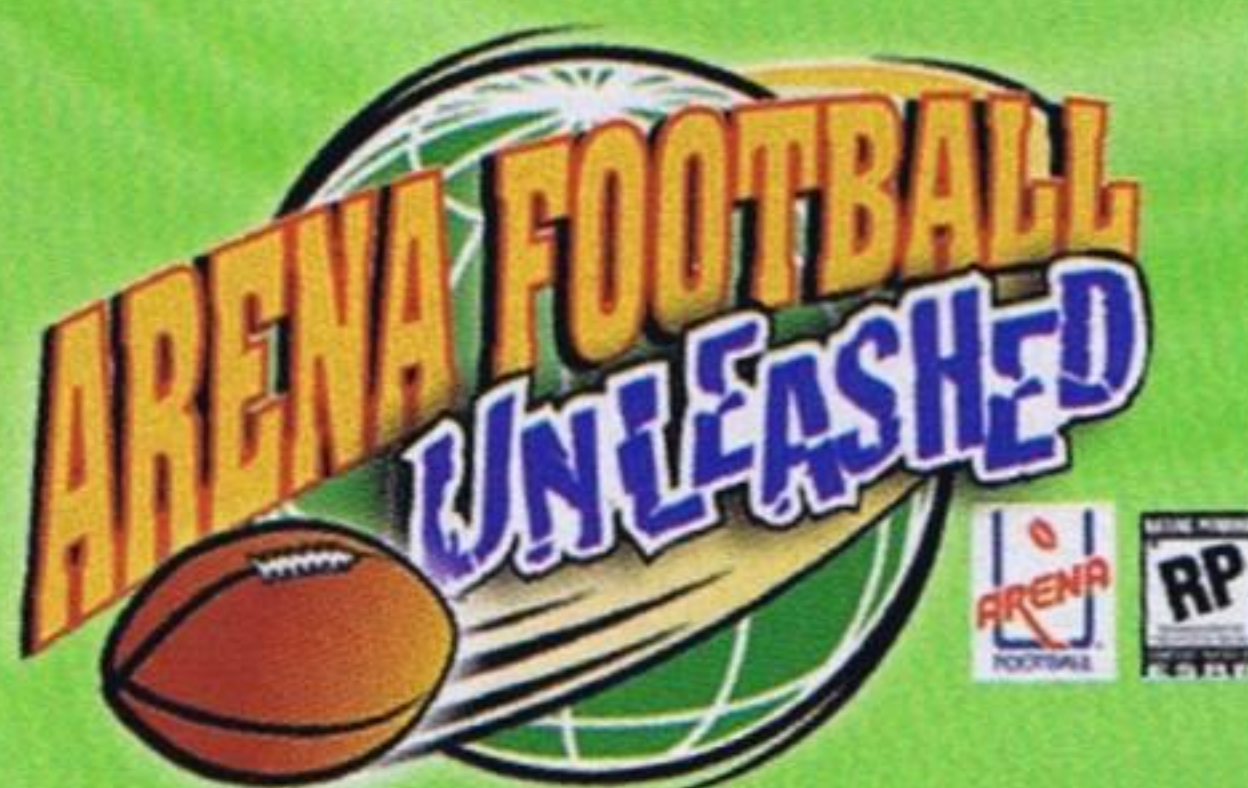
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BY DR. ZOMBIE

- Published by Kemco
- \$49
- Available April
- Action
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

AFTER ITS PC counterpart endured years of overhyped development, Daikatana's locking its sights on the N64. Although this intense corridor shooter is loaded with weapons and features, Daikatana doesn't deliver anything radically different from the other corridor shooters currently available for this system. But if you're into hardcore fragging action, read on.

Slices in Time

Daikatana puts you in the role of Hiro Miyamoto, a ninja of the future. Hiro must recover a magical sword called the Daikatana from the evil tyrant, Kage Mishima, who has abused the Daikatana's powers to alter history. Your quest covers 16 levels set in different time periods from ancient Greece to 21st-century San Francisco.

Each level is packed with challenges, puzzles, and adversaries, ranging from sword-carrying warriors to futuristic tanks. If you tire of solo action, multiplayer mode offers all-out fragfests for up to four players, as well as cooperative quest modes where the goal is to capture precious gems.

Locked and Loaded

Daikatana is crammed with 24 types of weapons, from crossbows and electric maces to rapid-fire machine guns, each with its own powers and sound effects—but all are capable of rattling the Rumble Pak to your heart's content. It's not all about shooting, though; in order to survive, you must solve puzzles and accumulate experience points to increase your health and speed.

Daikatana Dazed

The game's graphics are nicely rendered, but often suffer from low-contrast details that make it difficult to discern perimeters. An Expansion Pak is essential for full enjoyment of the game. Multiplayer mode, especially four-player split screen, reduces the details even more and can make moving around frustrating. The animation is inconsistent—some elements move smoothly, while others are choppy and just float over the settings.

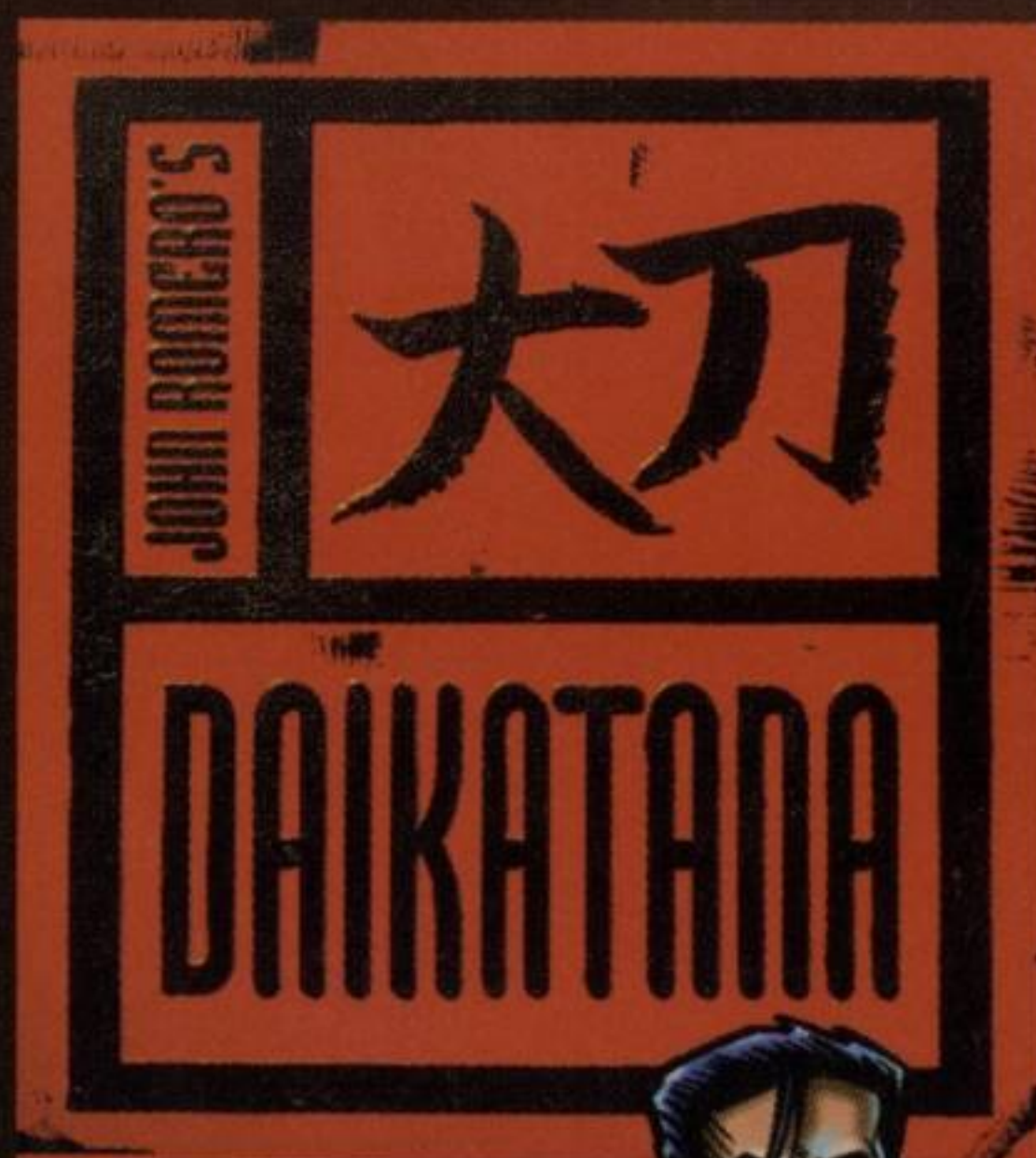
PROTIP: Throw the boomerang-like Discs of Daedalus around corners and into new chambers before entering.



PROTIP: You have a better view from up high, but you'll also be a floating duck. Aim high and stay low.

The sound effects are good, creating a believable sense of tension and immersion. The controls are responsive and intuitive, except for certain moves such as crouching and crawling. It may take some practice to hit your stride.

Daikatana is a fun, satisfying shooter, but not a must-buy if you've already purchased Turok or GoldenEye 007. It definitely has enough features and fun for a solo fragfest; if you're looking for multiplayer action, however, you'll want to aim elsewhere. **G**



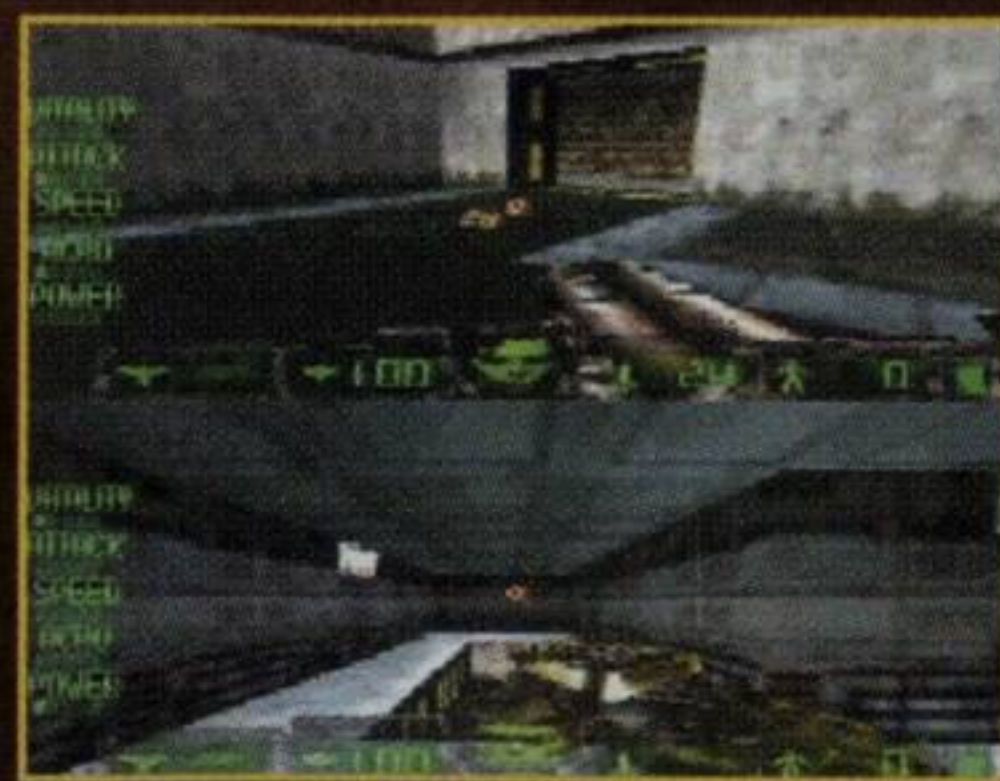
PROTIP: Some guns can be destroyed only by a direct shot to the control box.



Daikatana is an in-depth world of multiple levels and time periods with lots of nooks and crannies to explore.



PROTIP: Guards are mindless drones. Back up and let them follow you into your line of fire.



PROTIP: Establish a safe zone near entrances to ambush oncoming attackers.



PROTIP: Don't shoot the ion blaster while standing in corners or you'll be hit by the ricocheting blasts.

GRAPHICS 3.5

An Expansion Pak is essential if you want to bring the muddy, low-contrast graphics into focus. Although ambitious, with diverse environments and enemies, Daikatana's murky multiplayer graphics and choppy enemy animation detract from its score.

SOUND 4.0

Stereo speakers will help you fully appreciate the excellent surround-sound effects that completely immerse you in the environment. Unique weapon sounds enhance the fragging fun.

CONTROL 4.0

The controls are responsive; however, executing certain moves—especially crouching and crawling—requires dexterity. You'll need to invest time in mastering the controls before making real progress.

FUN FACTOR 3.5

Full of interesting features, levels, and weapons, Daikatana still suffers a bit from "been there, done that" syndrome, preventing it from being the premier corridor shooter on the N64.

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BY AIR HENDRIX

Published by LucasArts
 \$39.99
 Available April
 Racing

2 players
 ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	4.0

STAR WARS EPISODE 1 RACER

SMOOTHLY PORTED FROM last year's PC version, *Star Wars Episode I: Racer* is rocketing into the Dreamcast galaxy with an exciting dose of unadulterated speed. Racer on the Dreamcast definitely isn't perfect, but it mixes bullet-like speed with a *Phantom Menace* setting to deliver exciting action that will appeal to both racing and *Star Wars* fans.



PROTIP: Don't be shy about jostling opponents—if some fool gets in your way, ram them aside.



PROTIP: If you're about to collide with the wall, ease off the gas to just coast through the corner.

JEDI POD BATTLES

Racer successfully expands *The Phantom Menace's* awesome podracing sequence into a game that's nearly as cool. If you played last year's PC or N64 versions, you'll find that the only new feature in this edition is the ability to post high scores to the Internet via the Dreamcast's modem. That's somewhat of a letdown—Dreamcast-specific tracks or some other "extras" for this incarnation would've amped up the excitement.



PROTIP: Turbo significantly reduces your handling, so be cautious about boosting through turns.



PROTIP: Always turbo toward the finish, even if you overheat your engines until they catch fire. As long as the finish isn't too far off when they blow, the speed is worth the risk.

Still, the core gameplay that thrilled gamers last year remains intact. Players choose from 20 podracers, including Anakin Skywalker's, for impressively fast competition on 21 tracks across eight worlds. Along with single races and two-player split-screen heats, gamers can work through several cup-style championships, earning cash to upgrade their pod's parts.

Cool touches like zero-G tracks and sniping Tusken Raiders spice up the action. The courses are interesting and challenging, and the game actually makes you feel like you're reaching speeds of 500 mph, creating fun, addictive gameplay.

THE DARK SIDE

Racer's not without its flaws, though. The game's controls are a handful at first, especially since there's no custom-configuration option to enable you to map the buttons however you like. With practice, though, you'll master tricky moves like turbo boosting.



PROTIP: Hands down, Anakin's is the best podracer to use at the start.



PROTIP: Right at the starting line of the second and third laps of Ando Prime, head left through the brightly colored tent for a shortcut.

Visually, Racer will blow away anyone who's played the N64 version, but Dreamcast gamers are used to a higher level of detail and polish—the excessive fog on the horizon is a real shame. But this game's anything but an eyesore, featuring attractive tracks and pods.

The sounds are one of the game's highlights, ranging from the stirring *Star Wars* music to the spine-tingling roars and howls of your pod's engines. The voices are a little goofy, though.

GENTLEMEN, START YOUR ADRENALINE

Fortunately, none of these flaws are that severe, so if you've never played Racer before, there's a lot of wickedly fast racing in store for you. If you've had your fill of one of the previous versions, however, leave this Racer in the pit lane. **F**



PROTIP: As you exit the third underwater tunnel in Aquilaris, a series of doors will be opening and closing, so get ready to react very quickly.

GRAPHICS 4.0

Racer's eye-catching graphics will definitely blow away N64 gamers, but the Dreamcast is capable of finer detail and polish. Excessive fog, particularly in split-screen matches, is the visuals' biggest flaw.

SOUND 4.5

As always, that typically stirring *Star Wars* orchestral music accompanies the action as do the sizzling sounds of the podracers' engines. The voices get a little silly, though.

CONTROL 3.5

Racer's controls can eventually be mastered, but racing—particularly turbo boosting—shouldn't snarl up your digits like this. The lack of a custom controller configuration will only make you grumpier.

FUN FACTOR 4.0

For *Star Wars* groupies and racing fans, Racer is a fine way to quench your need for speed. It's not as polished or original as many would've hoped, but it's a successful, entertaining port of the PC version.



BETRAYAL



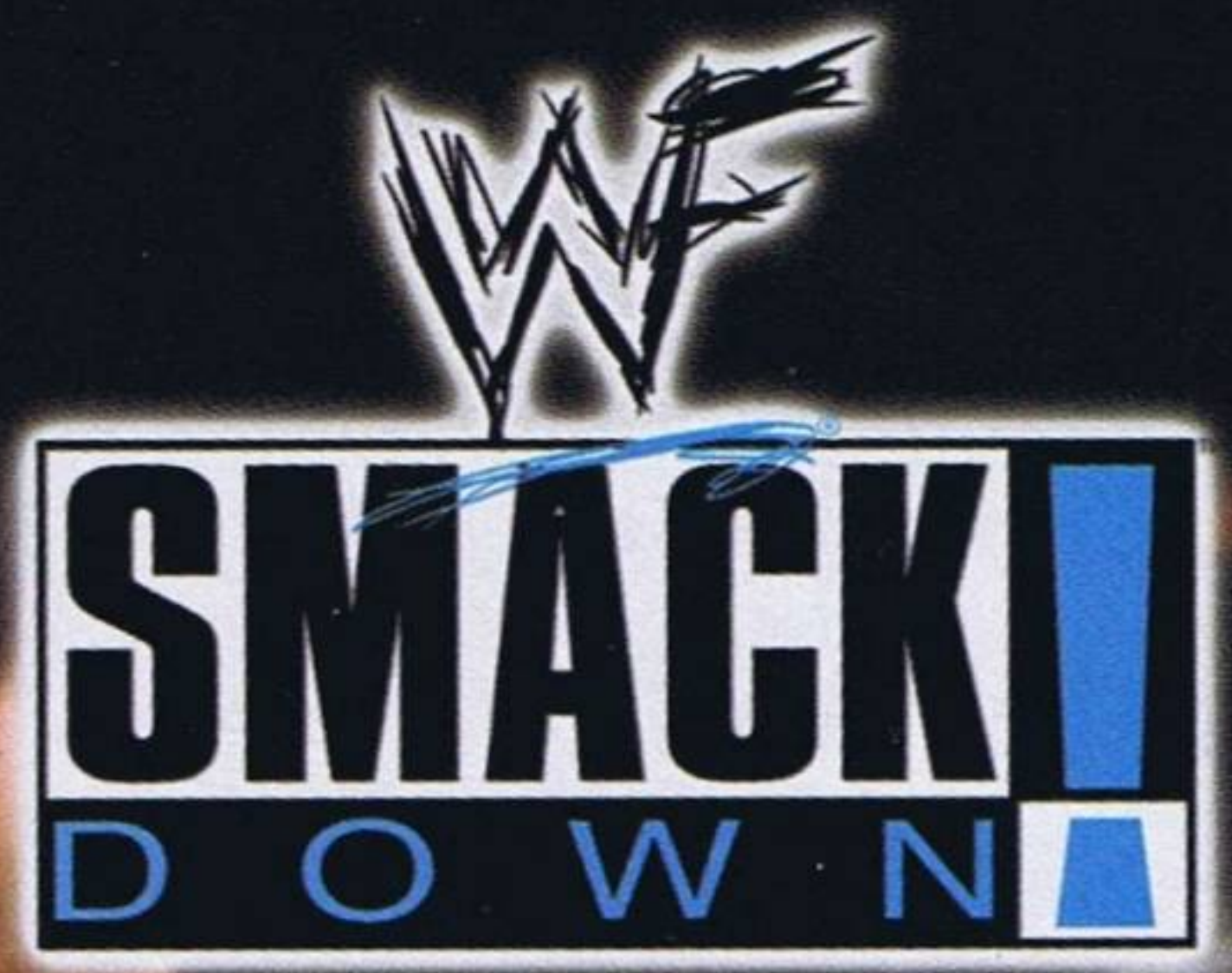
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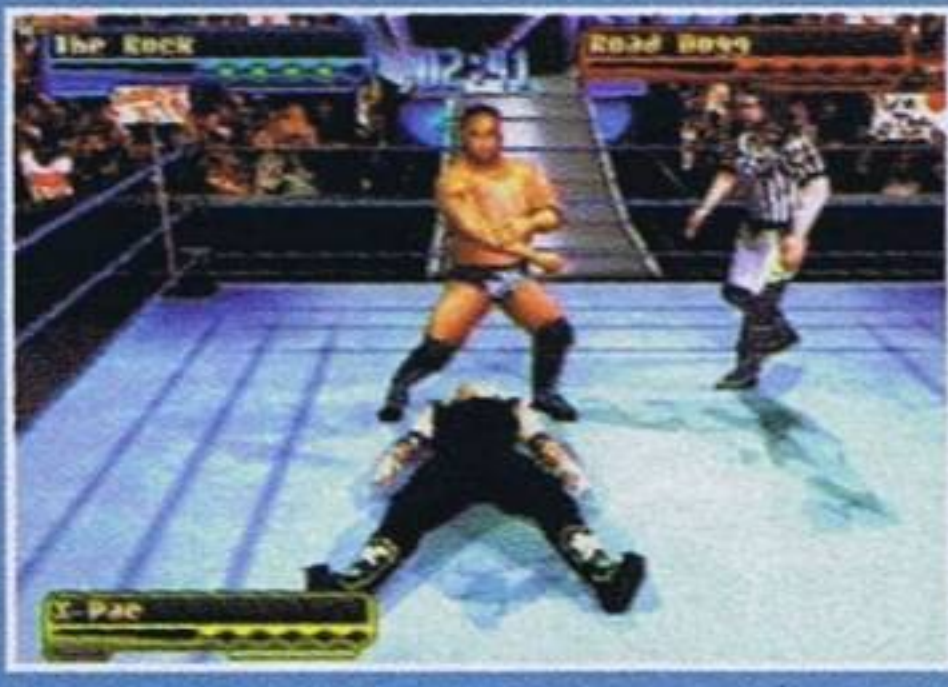
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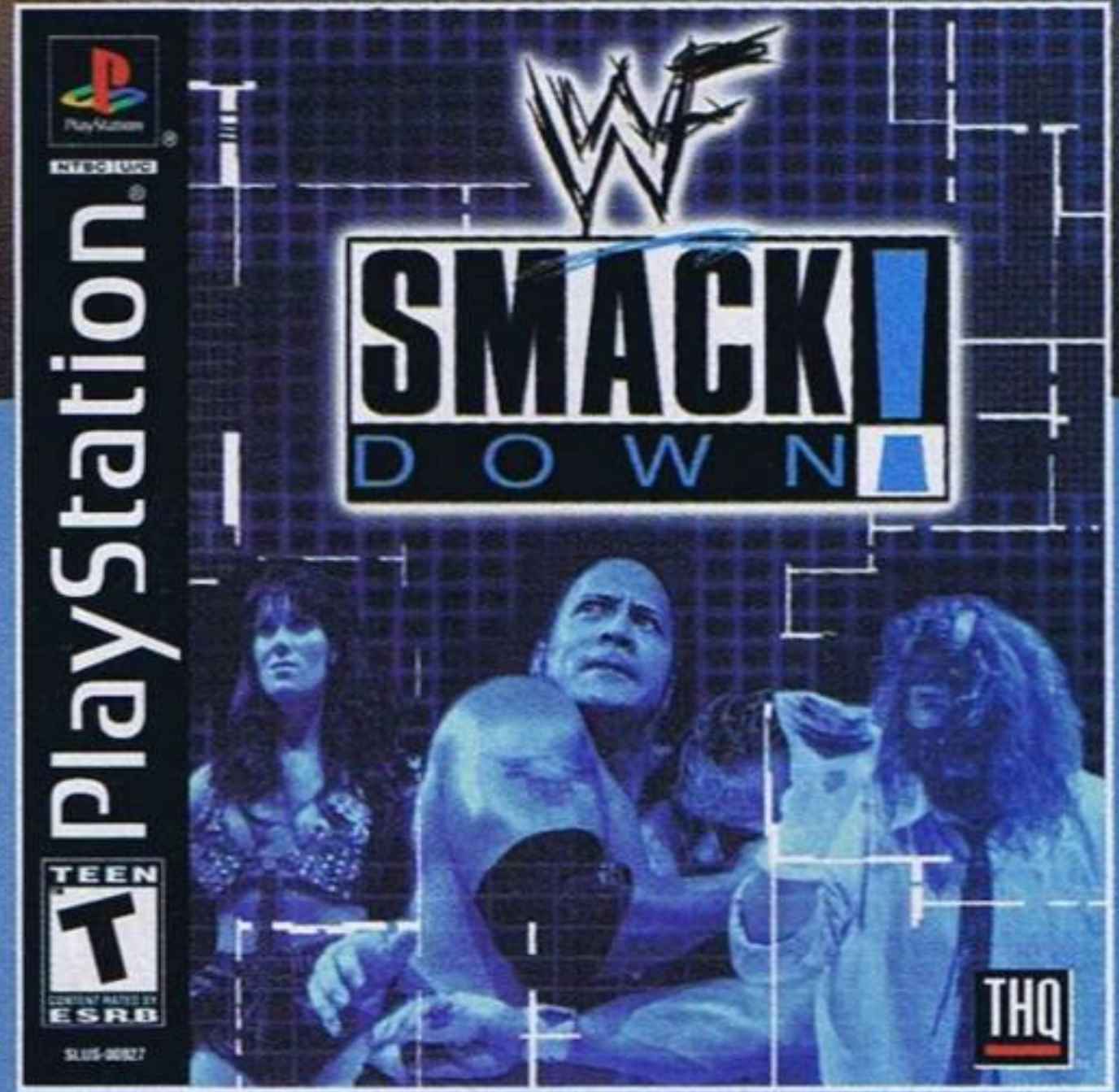
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BY MAJOR MIKE

- Published by Capcom
- Price not available
- Available April
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	3.0

AS THE TITLE suggests, Street Fighter III: Double Impact is a port of two Street Fighter III arcade games—New Generation and Second Impact—in a single package. The Dreamcast does an excellent job of translating these titles, but a good translation doesn't always equal a good game.

STREET FIGHTER III DOUBLE IMPACT

What Came First

After the success of Street Fighter II, the count to "III" was one of the most anticipated events in video games. But after a seemingly endless series of "upgrades" to the SFII engine, fans became weary and were lured away by other fighting games like Tekken and Mortal Kombat. When SFIII finally did appear, it was hardly the event it was supposed to be. Sure, the graphics were fantastic, but the gameplay was stale.

In that sense, Double Impact is more of a nostalgic fighting game. Two-in-ones and cross-ups reign supreme, and the combos require more skill to execute than, say, Marvel vs. Capcom's do. SFIII does add a few new techniques to the familiar engine—in particular, parrying, a form of offensive blocking—but not enough to keep you playing for days on end.

Second Impact Hits Hardest

Of the two titles in this compilation, Second Impact is the better play, with 14 playable fighters (New Generation has 10) and extra bonus rounds between fights. SF vets will find only three old SF faces: Ken, Ryu, and Akuma. All other characters are brand new to the fighting series, including Hugo, whom Capcom game historians will recognize from Final Fight. The newcomers, though, are a mixed bunch.



PROTIP: Parrying is a method of offensive blocking where you deflect your opponent's attack and immediately counter. To perform this move, press into your opponent when they strike.

► **PROTIP:** To perform Akuma's hidden Super Art, Instant Death, quickly tap Light Punch, Light Punch, →, Light Kick, Heavy Punch when your Super Bar is at Level Two.



◀ **PROTIP:** CBE (cheap-but-effective): As Ibuki, motion ↓ ↘ → and then press any Kick button to slide at your opponent and give their neck a nasty twist.



PROTIP: Akuma's first Super Art can also be performed in the air. Simply motion ↓ ↘ → ↓ ↘ → and press any Punch button while airborne. You can perform this move only when your Super Bar is at Level One or higher.



One of Second Impact's bonus rounds allows you to practice your parrying.



With the exception of distorted images like this, Street Fighter III is probably the best-looking game in the series.



Second Impact is the best of the two games in this compilation, with 14 playable fighters.



PROTIP: The most effective way to defeat the last boss, Gill, is with air attacks; if you try to take him on the ground, he'll quickly pound you.

Ibuki and Dudley, for instance, are formidable opponents, but most are fodder and will probably see screen time only as punching bags in Training mode.

The biggest difference between SFIII and other SF titles is the visuals. SFIII's 2D sprite graphics are beautiful, loaded with details and colorful effects. Unfortunately, the pretty pixels become large and distorted during certain super moves. All the other excellent elements of an SF game are here, including quality sound effects and precise controls.

Verdict on the Final Fight

Street Fighter III: Double Impact is an excellent translation of a disappointing entry in the SF series. For purists and rabid fans of the series, it will be a must-have addition to their fighting-game library. Others will be satisfied with a couple of rounds at the rental bin.

GRAPHICS 4.5

SFIII's sprite graphics are beautiful to behold, laden with details, splashy effects, and color. Occasional blurred images and some distracting blocky pixels are the only distractions.

SOUND 4.5

All the punches, smacks, and other sounds of furious fisticuffs are perfectly audible. Musically, all the pieces shine with rock and jazz inflections, but a few selections are annoying and repetitive.

CONTROL 4.5

The controls are responsive and never become a battle with frustration. The only hitch is some of the Super Art moves, which never come off when you need them. Here's another fighting game that's better off with a fighting stick and not the control pad.

FUN FACTOR 3.0

Street Fighter III is fun to play, but it lacks the depth and multiple techniques that other Dreamcast 2D fighters—like Marvel vs. Capcom and Street Fighter Alpha 3—have to offer.

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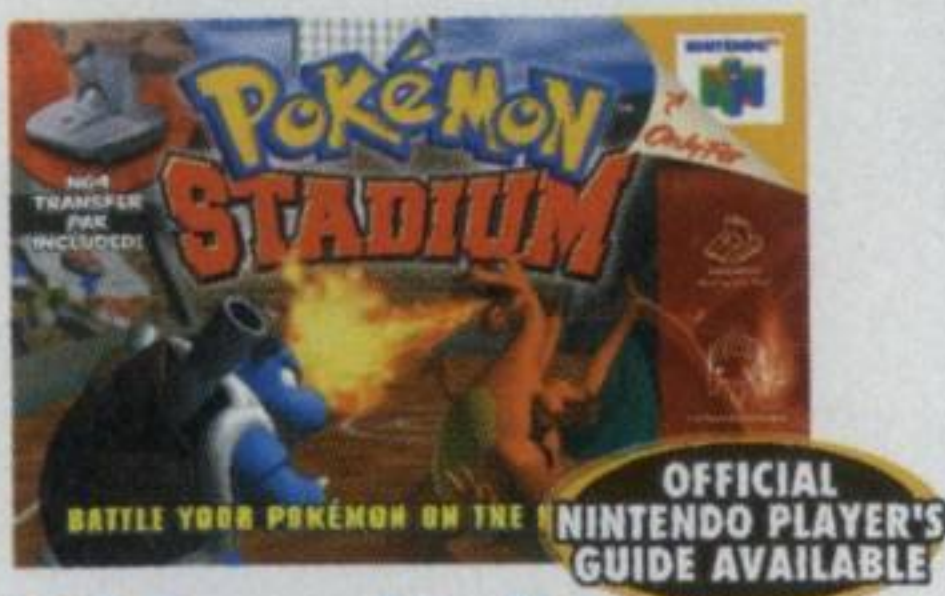
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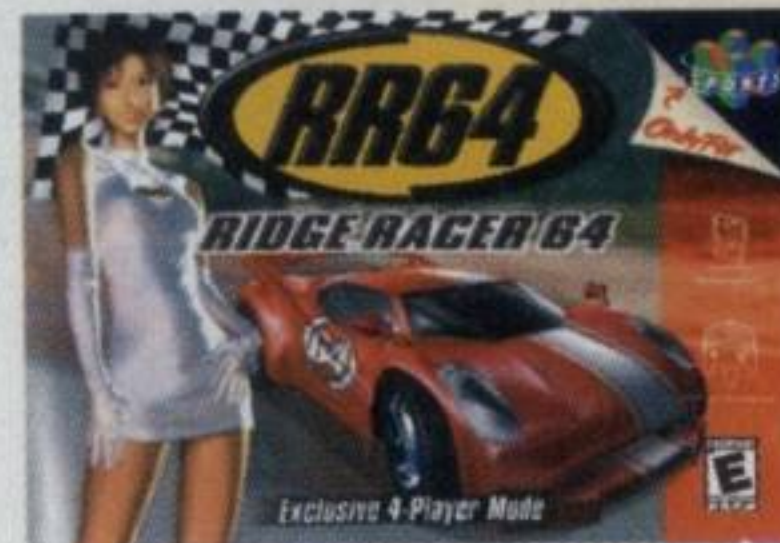
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WHEN SOUL CALIBUR burst onto the Dreamcast last September, it blew away the competition. For more than six months, nothing came close to matching Soul Calibur's visual splendor and intense combat...that is, until now. Tecmo's Dead or Alive 2 is about to compete for dominion over the Dreamcast 3D-fighting world.

she's a Looker

Jaw-dropping graphics, including multilevel arenas and gorgeously detailed characters, are the first thing you'll notice about Dead or Alive 2. Each fighter has a varied wardrobe and a smoothly animated arsenal of bone-crunching throws and grapples. All your favorites from the PlayStation original—Kasumi, Bass, Tina, Hayabusa, and more—are joined by several new faces to battle in five different gameplay modes: Story, Time Attack, Survival, Tag Battle, and Team Battle.

DOA2's strength is its variety—not only in the visuals, but also in the diversity of each character's fighting styles, grapples, counters, and holds. Players can quickly pull off stunning throws, but, the more you play, the more strategic, defensive, and intense the fights will become. You'll need a friend to keep this game interesting, however, as none of the single-player modes deliver enough reward to keep you glued to your controller.

grapple of my eye

What makes Dead or Alive 2 unique is...no, not the exaggerated proportions of its female fighters, but its emphasis on defensive counters and throws, rather than on powered-up super attacks. Some characters rely on quick attacks, others on wrestling holds, and still others on counters. Tag battles lead to the most interesting fights, because skilled players can set up their partners for combo attacks if they switch at just the right time.

Unfortunately, the game's soundtrack doesn't measure up to its graphics and controls. Each character has their own signature grunts, but the catch phrases lose their personality in subtitles, while the music is nearly nonexistent, doing little for the combat experience.

and the winner is...

In the end, Soul Calibur remains the king of fighting games on home consoles. While DOA2 sports beautiful graphics—as good or better than Soul Calibur's—and a unique hand-to-hand fighting style, its single-player modes don't live up to the fun or challenge of Soul Calibur's, preventing it from taking the throne. **B**



◀ **PROTIP:** When fighting as Gen Fu, use his skill at countering. Grabbing your opponent's leg as they attack and throwing them does much more damage than landing a combo of your own.



◀ **PROTIP:** For a lengthy, damaging combo in Tag Battle mode, start a combo and tag in your partner. Deliver a few more hits, then tag your first character back in.

DEAD OR ALIVE 2



BY UNCLE DUST

- Published by Tecmo
- \$44.99
- Available March
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



5.0



4.0



4.5



4.5



◀ **PROTIP:** Tina's series of three low kicks knocks your opponent down and does real damage. Set it up with a high attack.



◀ **PROTIP:** The final boss, Tengu, is good at counters and throws, so dart in with short-burst attacks, then move away before attacking again. Don't grapple him—his moves are hard to read, and, if you miss, he'll throw you.



◀ **PROTIP:** Learn where the ledges are. Use the analog stick to maneuver so one big hit can knock your opponent off a ledge for extra damage.



◀ **PROTIP:** Some grapples do no damage; they merely set up your opponent for your next attack. Make sure you learn an effective combo for when you get an open shot.



◀ **PROTIP:** First get Ayane spinning (simultaneously tap X, Y), then deliver furious high or low kicks and punches.

GRAPHICS 5.0

Highly detailed and fluidly moving characters beat the crap out of each other in dynamic and expansive boards. You even have your choice of several stylish outfits for every persona. What else could you want?

SOUND 4.0

The music is not very distinctive, but it's also not annoying, which is a plus. Grunts and groans develop more of the character's personality than does the Japanese dialogue.

CONTROL 4.5

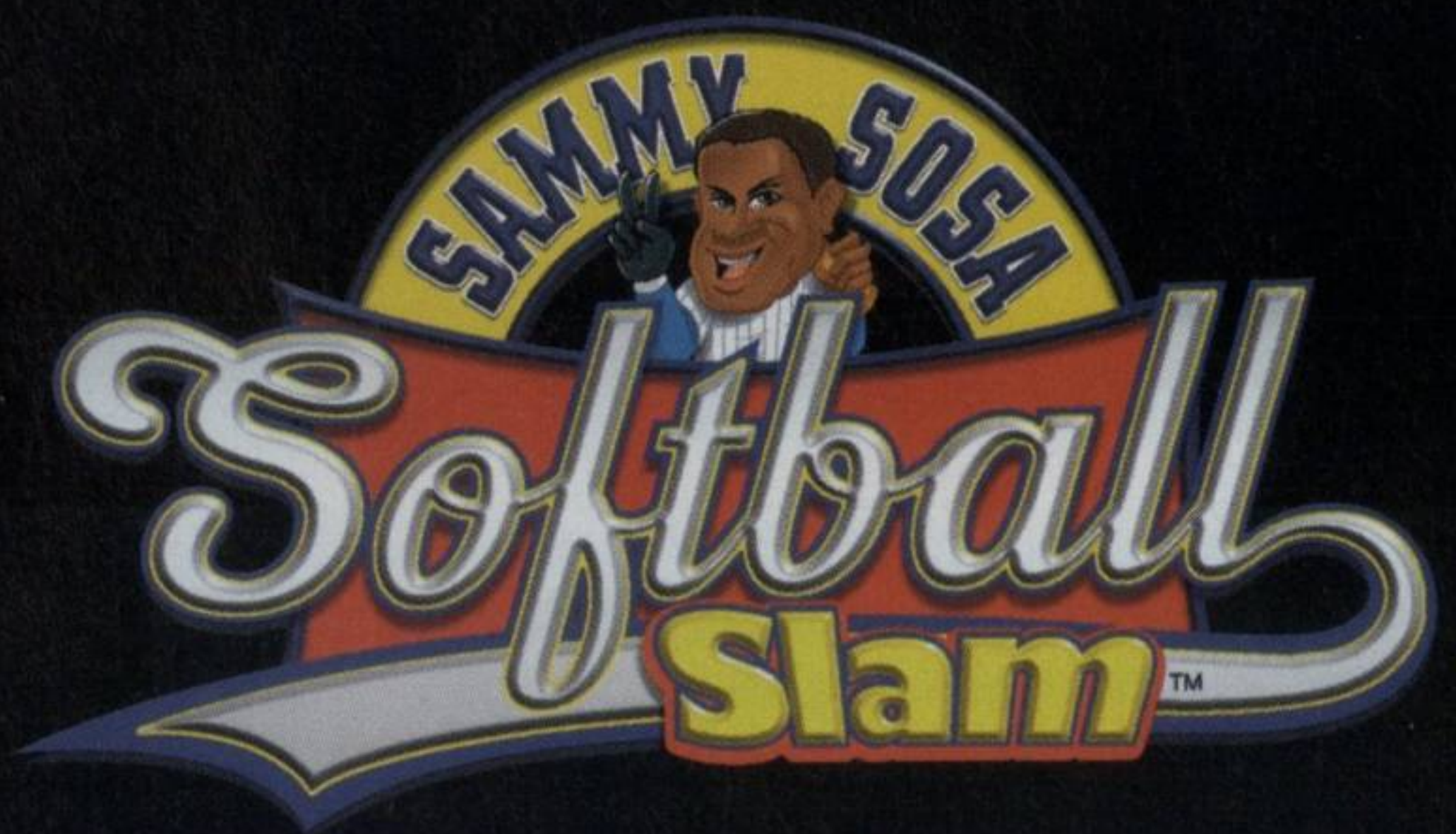
Once you pass the button-mashing stage, you'll begin to appreciate the depth of the fighting system. The ability to switch between the directional pad and the analog stick for a different range of movements is also quite cool.

FUN FACTOR 4.5

Beautiful character and background graphics with a deep and unique fighting engine make Dead or Alive 2 a must-own for Dreamcast fight fans, even if you already have Soul Calibur or Virtua Fighter 3tb. Better single-player modes would've earned it a perfect score.

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SWORD OF THE BERSERK GUTS' RAGE

SWORD OF THE BERSERK: GUTS' RAGE

is the newest Dreamcast entry in the 3D hack-n-slash genre. Its brainless gameplay doesn't have any outstanding thrills—only sharp visuals, which certainly isn't enough to earn the game high marks.

All Guts, No Glory

Playing as Guts, a merciless mercenary armed with a humongous sword and other armaments, you journey to a land ravaged by plague. As you help the inhabitants find a cure for this potent pestilence, you encounter strange creatures and deformed townsfolk who want nothing more than to kill you.

Slicing your way through hordes of enemies is simple. You can dice up foes with your trusty sword using just two buttons—but combo attacks are limited, which is why there are other ways to enact mayhem. While your blade is sheathed, you can either use your fists or a trusty crossbow that fires multiple arrows. You also have grenades and a hand cannon at your disposal to take out multiple opponents at once. Unfortunately, due to slow button response, you won't unsheath your sword in time to hack your way through groups of monsters that surround you; instead, you'll suffer bloody damage before you can land a single slash.

Rage Inside the Machine

The visuals are the highlight of Guts' Rage. The beautifully drawn levels sport a medieval look, while bizarre-looking creatures attack from every side. The only downside? Non-adjustable camera views that often put you in awkward fighting positions. Soundwise, the audio is a mix of simple symphonic tunes and a rash of weapon effects.

In the end, Guts' Rage falls short of challenging gameplay, but the simple beat-em-up premise is at least good for a one-night rental. **G**



BY FOUR-EYED DRAGON

- Published by Eidos
- \$44.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	3.5	3.5	3.5



PROTIP: Memorize your controller's button layout; you'll need to press a specific button quickly during certain parts of the game—if you do it fast enough, you'll either go to a shortcut or avoid damage.



PROTIP: To use your sword skills effectively, fight in a wide-open area.



PROTIP: Defeat Nosferatsu Zoddo by attacking its head—use jump-slash-and-run tactics.

IF YOU DIDN'T know that pro wrestling is one of the hottest "sports" around, you'd better turn off that Sega Saturn and get with the program. Acclaim's latest wrestling game, ECW Hardcore Revolution, takes the WWF Attitude engine and blends it with ECW's wicked personality.



Unfortunately, the combination of an old engine and a not-as-popular wrestling federation equates to a less-than-thrilling game.

The Innovator Of Violence

You'll pick from 60 ECW wrestlers—each with their own entrances and signature moves—and head into 20 game modes. And, because this is a Hardcore Revolution, a barbed-wire ring is a necessity, making it easy to draw blood from your opponents.

If you've played Attitude, then Revolution will feel comfortable. All the controls are identical right down to the moves list. That means you'll be punching, kicking, grabbing, and spittin' out combo moves to smash your opponent into submission in no time. The familiarity of the gameplay is also a weakness, though—it was fun in Attitude, but playing the same game under a different name gets old really fast.

Hardcore De-Evolution

If the Dreamcast does anything right, it's graphics. The wrestlers are smoothly rendered, while the audience and background are more than just pixelated sprites. Nevertheless, clipping still occurs—when wrestlers grab the ropes, their hands go right through. Plus, with repetitive commentary and no music soundtrack, the audio is a disappointment. Moreover, the Dreamcast controller was definitely not designed for wrestling games; it's awkward hitting those triggers for combo moves.

Hardcore Revolution isn't an improvement over Attitude. In fact, it heads in the other direction with less-popular wrestlers and done-this-before gameplay. Only hardcore ECW fans should pick this one up; everybody else should keep their Attitude. **G**



BY LAMCHOP

- Published by Acclaim
- \$49.99
- Available now
- Wrestling
- 4 players
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	3.0	3.0	3.0



PROTIP: When your opponent is dizzy, instead of knocking him down, do a special move for big damage.



PROTIP: Throw your opponent into the barbed wire for significant damage.



PROTIP: The cage is a weapon all its own. Whip opponents into it.

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ChuChu Rocket!

CHUCHU ROCKET'S weird mix of action and puzzles is the heir apparent to Bomberman, offering wild and addictive multiplayer games to anybody who can keep up.



PROTIP: Start at the source—railroad the emerging mice straight from the generators to your rocket.

account to the Internet can log into the Dreamcast Network and compete against others in real-time. If you don't want to use the modem, the adjustable computer A.I. will give you a challenging four-player experience all by your lonesome.

Blast Off!

The Saturn-worthy 2D/3D graphics aren't exactly stunning, and the analog control feels a bit loose (ironically, this game begs for a mouse device). Don't let that discourage you much—the cute sounds, plentiful game options, frantic gameplay, and aggressively low price make ChuChu Rocket an irresistible choice. It's fast, furious, and lots of fun.

A Better Mouse Trap

ChuChu Rocket is so named because players must direct trains of hyperactive mice through a 2D playfield and into small rocket ships, using only colored arrow tiles to steer them. The critters are fast, the action is faster, and your main obstacle lies in three other opponents trying to scuttle the mice into their own space shuttles. Players will have plenty of opportunity to harass their neighbors and foil their best-laid plans, while the first player to fill three rockets wins. If the pace is too much, there are a few brain-teaser modes that require you to figure out puzzles based in the game's mazelike levels.

ChuChu Rocket also represents Sega's first shot at multiplayer on-line gaming. Users with a dial-up

PROTIP: On Challenge B2, move the mice into the lower two corners, then steer the cats into one of the upper boxes to clear the way.

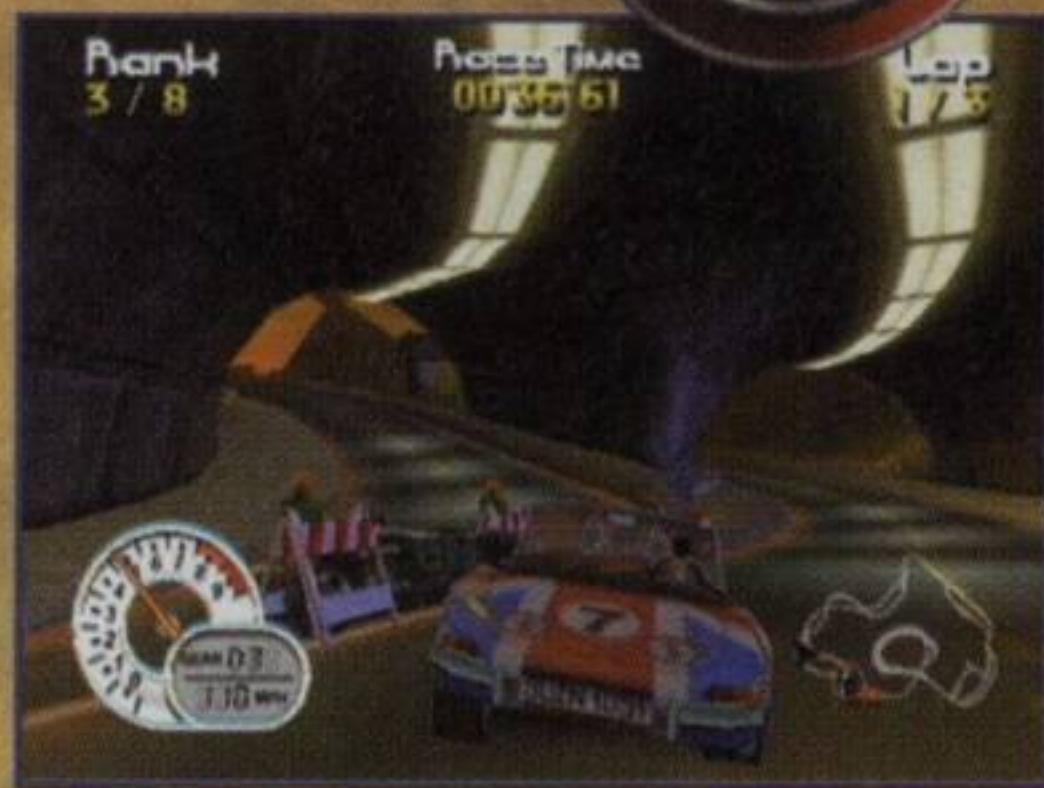


PROTIP: Dr. Zombie's strategy is to use two arrows to direct mice into your rocket, and the third to cause havoc for an opponent.



PROTIP: For Cat Mania events, you have a choice: Either place reflecting arrows in front of your own rocket, or steer the cats into your opponents' ships.

DREAM ROADSTERS



PROTIP: B-class and C-class cars can't crash through construction barriers to find shortcuts—only A-class cars can.

THE BATTLE IS on to create a killer arcade racer for the Dreamcast, and one thing is certain: Dream Roadsters isn't it.

The game's 21 upgradeable cars feature models from Lotus, Toyota, and others, while tracks wind through Area 51, ski resorts, and other locales. Track design is well-intentioned, but feebly executed; despite a few alternate paths, the courses aren't much fun to drive. The dreadful controls feel patently unnatural—too tight at the start of a turn and too loose in the middle. Generic dance music, trite speech, and weak engine sounds won't put a tiger in anyone's tank.

Sweet car models and a high frame rate make the game a visual stunner, but looks aren't everything. What Dream Roadsters attempts, Speed Devils already does—and does much better.



BY DAN ELEKTRO

- Published by Titus
- \$44.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	1.5	2.0



PROTIP: Use the sandy shoulders on Pleasantville as shortcuts.

GIGAWING

CAPCOM GETS OLD-SCHOOL with GigaWing, a brash, chaotic blaster that's perfect for an afternoon of stress relief—but not much more.

A mutant hybrid of Raiden and 1942, GigaWing features a plot concerning a medallion and a handful of young freedom fighters, but that doesn't matter—all you need to know is you get to blow stuff up. As an added challenge, you'll have to collect gold icons while deftly dodging glowing bullets and electric Spaghetti-Os. It doesn't make a lot of sense, but it sure does make a lot of noise—tons of 2D enemies fill the screen, and the explosions could shred your speakers. Tight, configurable controls are a plus.

There aren't all that many surprises here, but GigaWing is good for at least a nostalgic throwback.



BY BAD HARE

- Published by Capcom
- Price not available
- Available now
- Shooter
- 2 players
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5



PROTIP: After your ship respawns, take your first few moments of invulnerability to grab lost power-ups.



PROTIP: Save at least one bomb for the end-of-level boss.



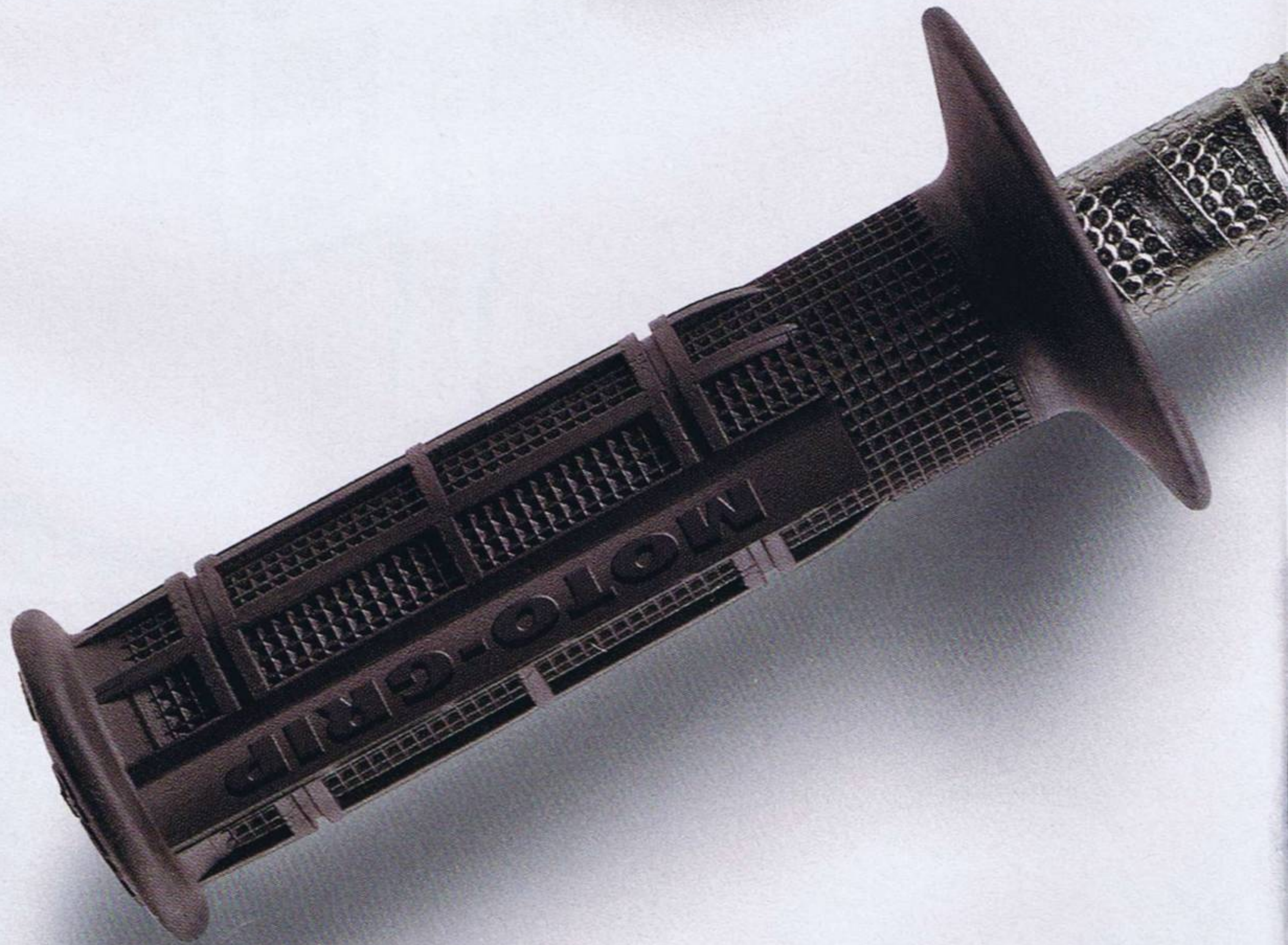
\$59.99

Coming May 24, 2000.
Date subject to change.



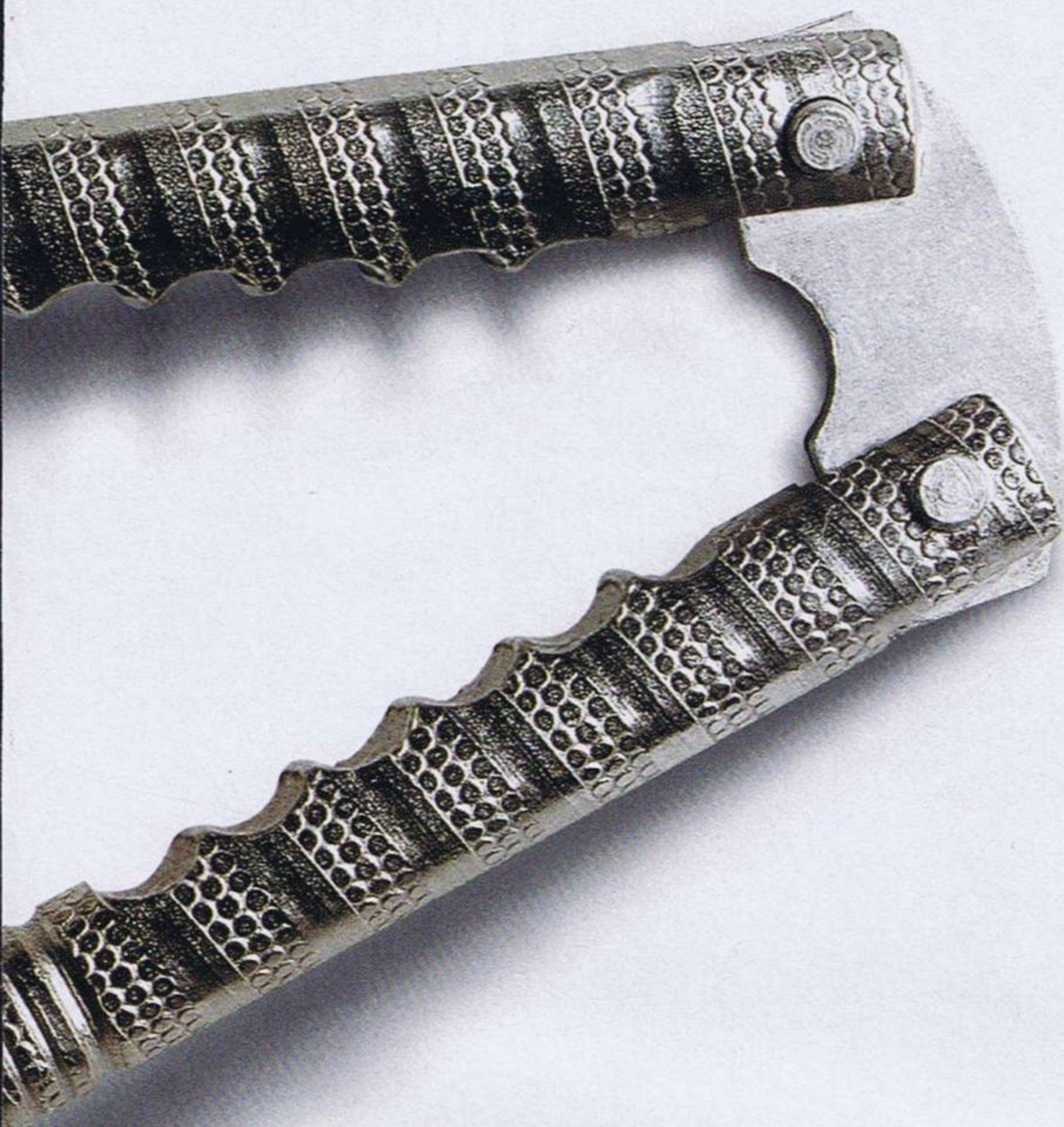
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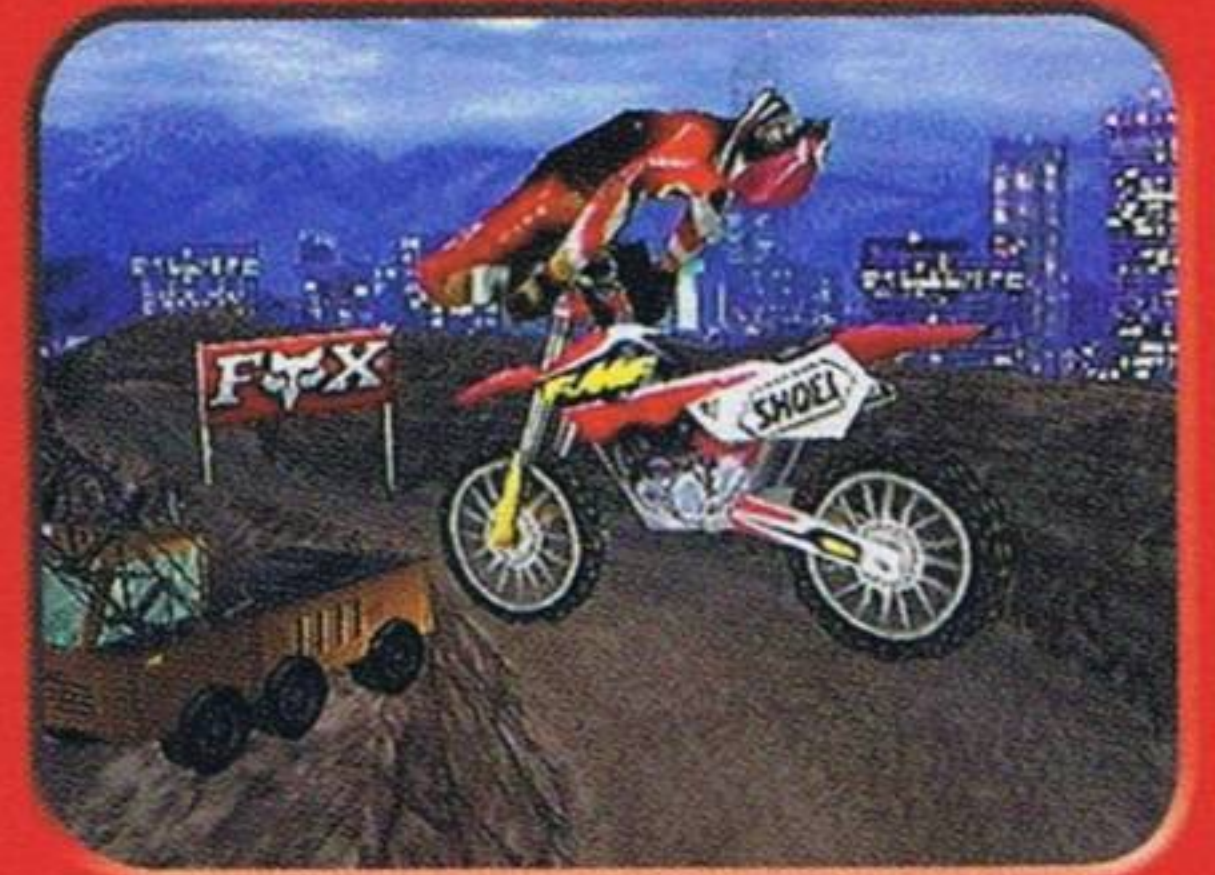


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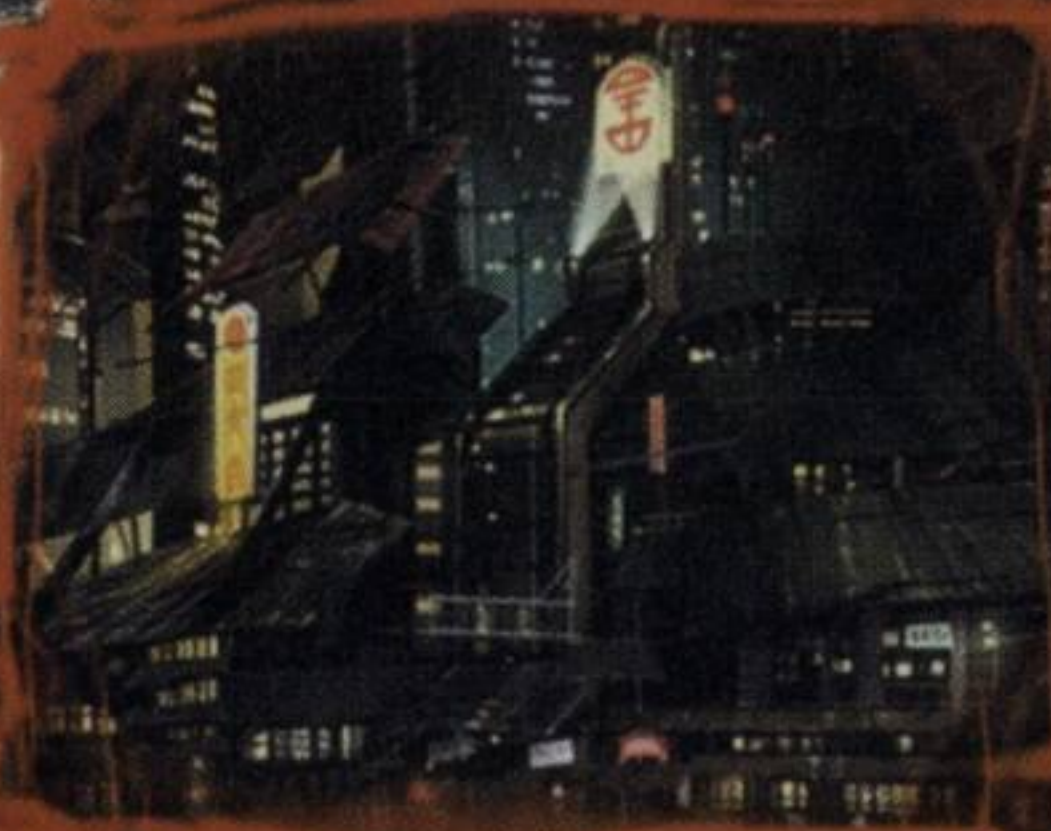
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PS Extreme



"Fear Effect crams more brain twisters into the first hour of gaming than many games do from beginning to end"

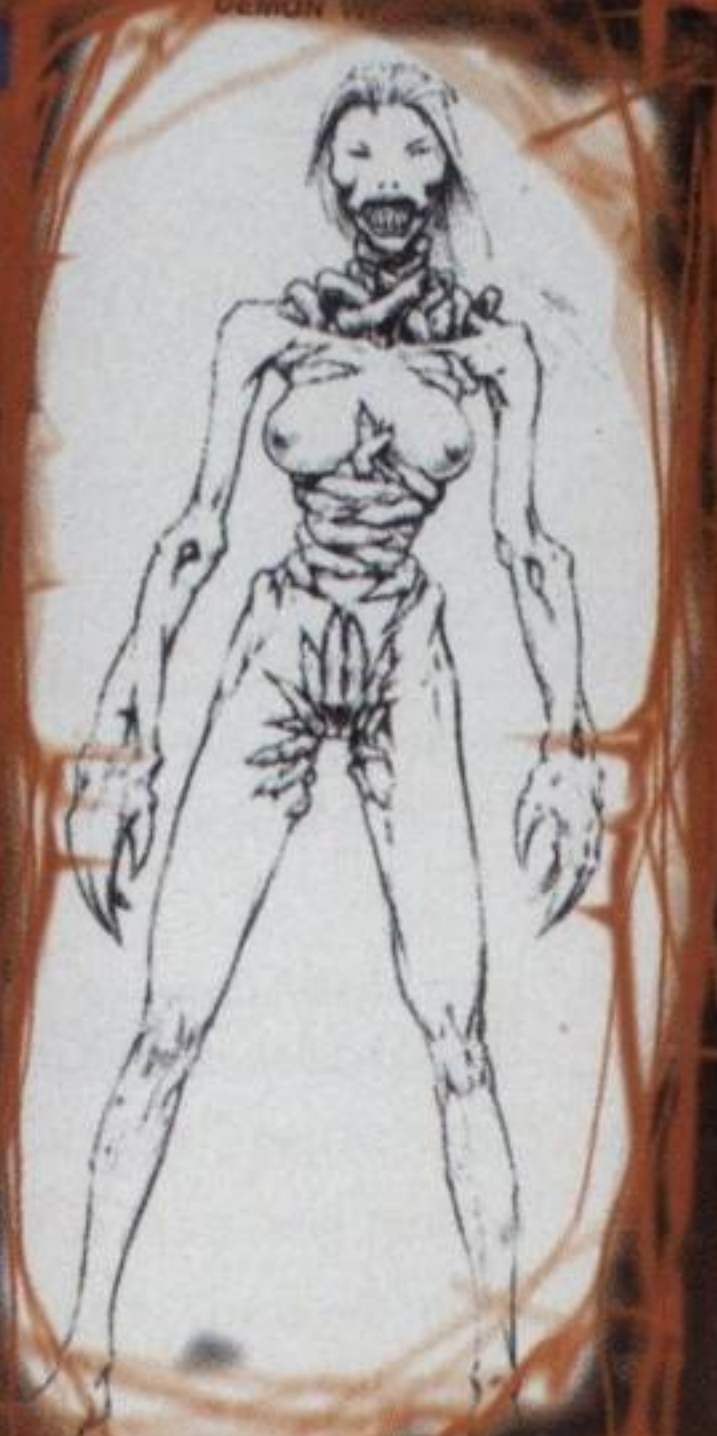
videogames.com

"Screenshots alone can't describe how 'with it' Fear Effect's visuals are. They (Kronos) have succeeded in creating a game that's fun and has a great story."

Game Fan

"Kronos has something on its hands with Fear Effect
Something big."

IGNPSX





BY JAKE THE SNAKE

- Published by Acclaim Sports
- \$49.99
- Available April
- Baseball
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

5.0	4.5	4.5	5.0

All-Star Baseball 2001: Great Ball for All

PLATFORM
Nintendo 64



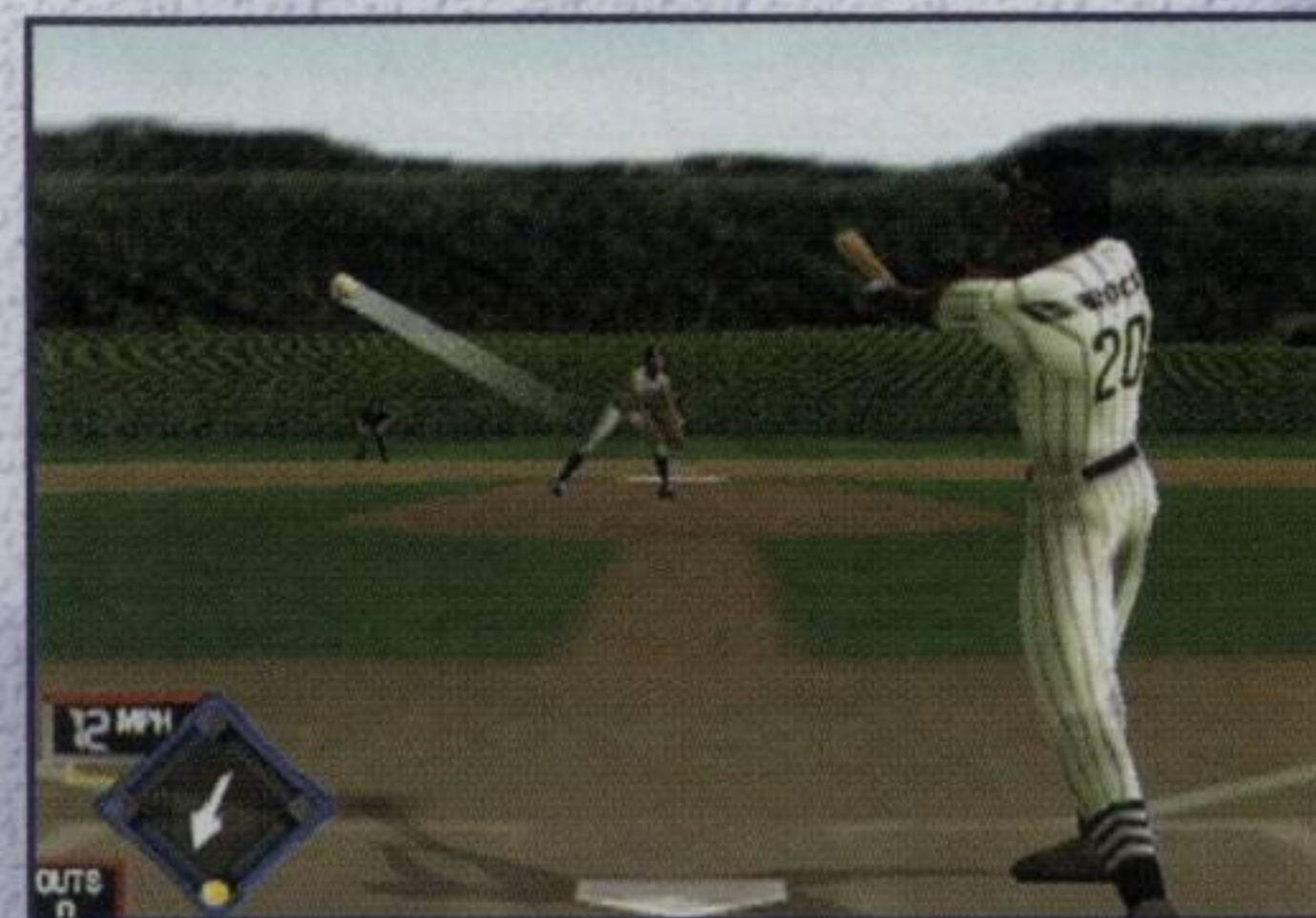
SPORT
Baseball



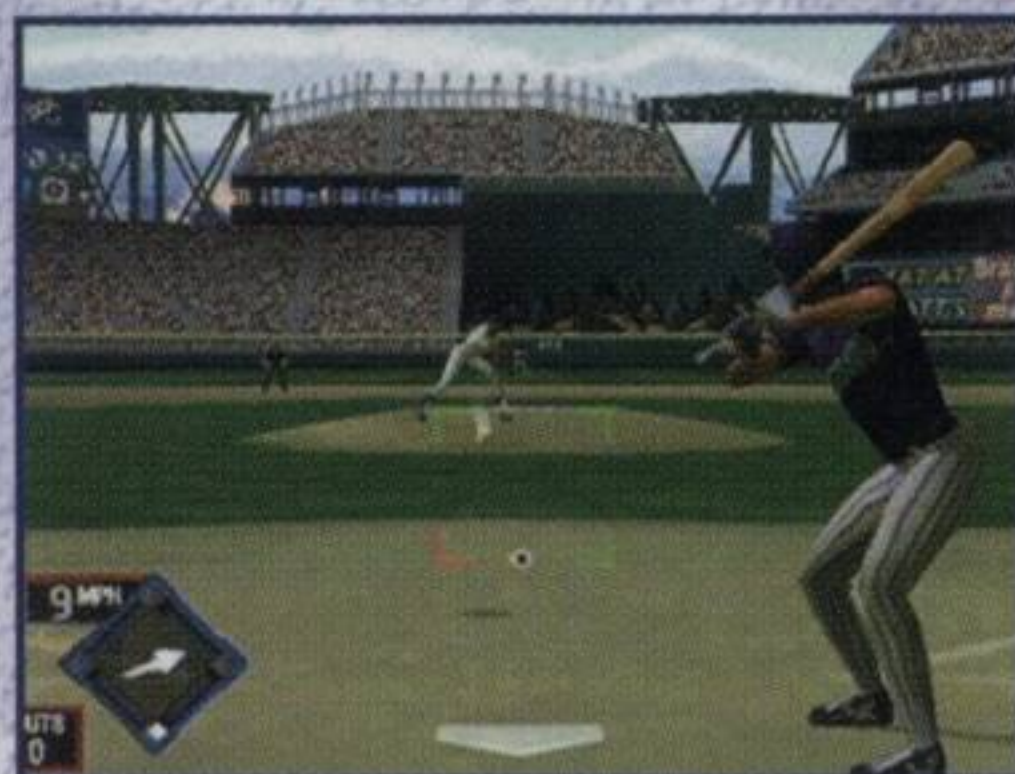
THIS GRAND SLUGGER has emerged from winter intact, entering its last season on the Nintendo 64 with some new tricks up its sleeve that will attract casual gamers without upsetting hardcore sim fans.

Careful With My Baby

Everything that made last year's game a classic is here: awesome graphics, in-depth team management, every Major League team and stadium, full seasons, realistic gameplay, adjustable camera angles, good A.I., and more. The controls are as smooth and easy as ever—the N64 controller seems made for baseball. Even fielding and base-running feel natural. The play-by-play commentary is surprisingly fine and nonrepetitive. The graphics are just plain awesome, though not greatly improved. Each player's face is recognizable, and the animation is fast and lifelike as players scoop up grounders, spin, and gun the ball to first base.



PROTIP: You can't miss anything in Easy Batting mode—so use the power swing (press B).



PROTIP: To strike out a batter who already has two strikes, aim your pitch at the bottom of the strike zone and throw a sinker.

What? No Toaster?

A new Cooperstown Legends team—including 25 great players, such as Reggie Jackson, Nolan Ryan, and Yogi Berra—plays in an upstate New York cornfield. It's a welcome addition, but many big names are missing. A new Batting Practice mode is helpful, though it isn't much different than the existing Home Run Derby mode. What about fielding and base-running practice?

Feel Like an All-Star

The biggest and most welcome additions are options for easy pitching and batting. This eliminates the batting and pitching cursors, takes the guesswork out of hitting, and makes the game simpler and faster. Just push the stick in the direction you want to send your hit or pitch, and let it rip. (Pitchers first choose their pitch type: slider, curve, fastball, etc.) Relax, Poindexter, the classic modes are still there, too, so you can keep all the realism you want. Also, a new "pitch aftertouch" option lets you steer the ball after it's thrown. It's great for head-to-head play, but makes it too easy to strike out the computer.

The new easy modes make a great game more accessible to casual players without sacrificing the realism craved by veterans. Bottom line: This game has something for any N64 owner with an affinity for baseball, whether you're a stat-cruncher or popcorn-muncher.



PROTIP: When chasing a fly ball or grounder, jump or dive only as a last resort. If you miss, you'll waste precious time and give up bases.

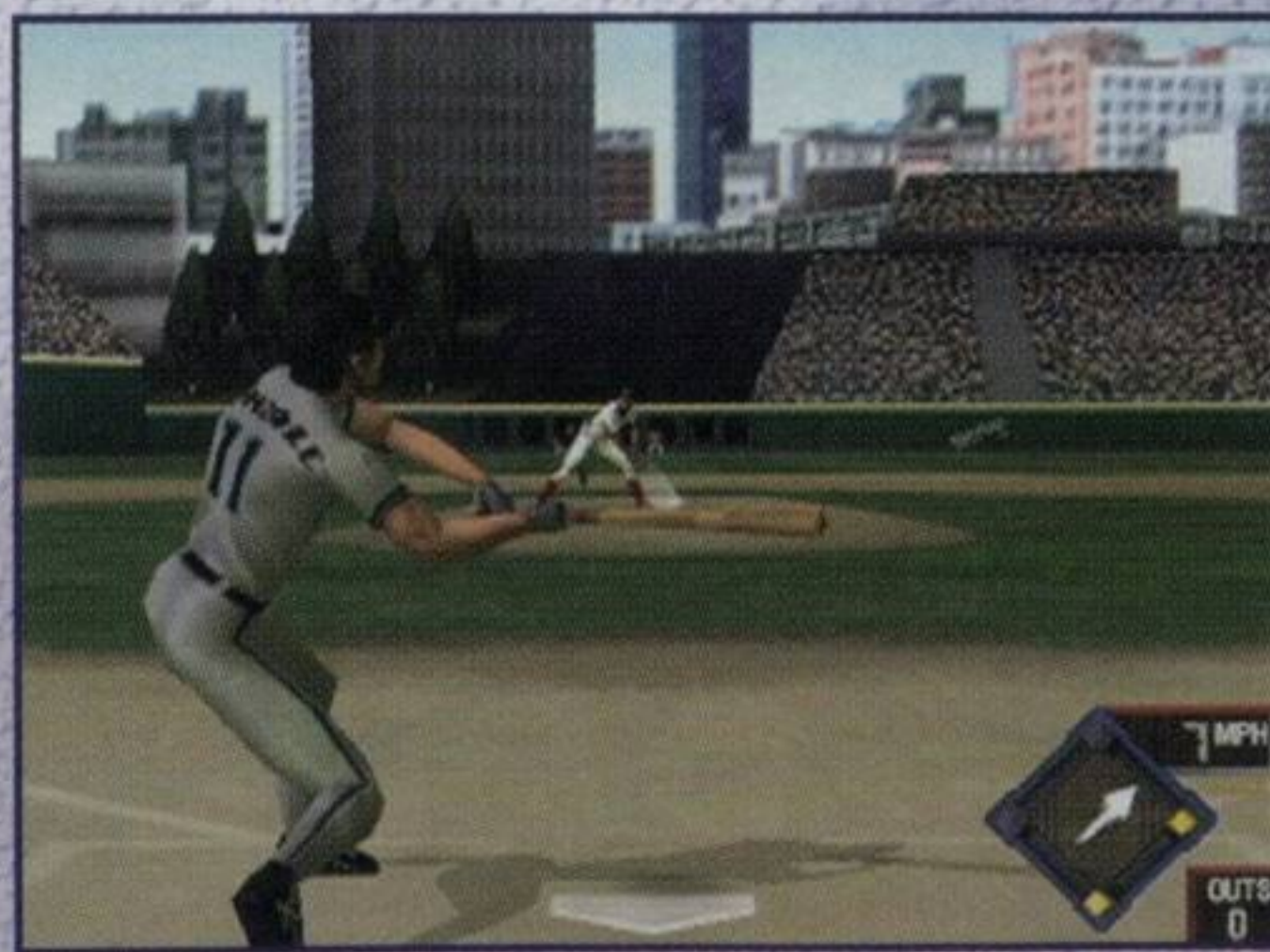
ALL-STAR BASEBALL 2001



PROTIP: Fool the batter by aiming outside the strike zone and throwing a breaking ball that drops in.



PROTIP: When using aftertouch against the A.I., add a little swerve at the last moment for a strike.



PROTIP: To get a base hit in Easy Batting mode, press ← and B to nail a line-drive into the gap.



PROTIP: Prepare to swing at or below the pitcher's aiming point. No pitch can rise, but they can certainly drop.

GRAPHICS 5.0

All-Star Baseball 2001 sparkles with flawlessly rendered stadiums and players. Every player looks unique and moves with lifelike fluidity as they whip over-the-shoulder throws, loosen their pitching arm on the mound, or wag their bat in the batter's box.

SOUND 4.5

The play-by-play commentary follows the action perfectly and rarely becomes repetitive. The number of phrases the announcer can string together is impressive. The crack of the bat, roar of the crowd, and other ballpark noises are right on, too.

CONTROL 4.5

Your players snag anything within reach, so just get them close—there's no running around grounders in this game. Base-running and throwing are intuitive, and you can either use the precise cursor-style pitching and batting controls—or not.

FUN FACTOR 5.0

All-Star Baseball 2001 is like a sunny afternoon at the ballpark. It has everything a serious or casual baseball fan could want. If you even remotely like baseball and have an N64, don't miss this pitch.

Triple Play 2001 Clinches the Arcade Pennant



BY AIR HENDRIX

- Published by EA Sports
- \$39.99
- Available now
- Baseball
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



PLATFORM
PlayStation



SPORT
Baseball



NEVER THE "SIM" choice in PlayStation baseball, Triple Play 2001 skews even more toward the arcade side with some wild new modes and features. Unsurprisingly, it also suffers from some frame-rate and control hiccups, but they aren't severe enough to prevent Triple from continuing its streak as the PlayStation's best all-around title.

Corked Bats?

Triple's roster is stacked with all the standard features: season play, drafts, player creation, and so on. Nice refinements like a pitcher-status report, a roster of legends (Hank Aaron, Ted Williams, Willie Mays, and others), and a pitch-speed meter add some polish. But you'll also find Griffey still on the Mariners, which is really lame.

Triple's big innovations come on the arcade side. Along with the regular home-run derby, you'll find an "extreme" derby where players aim homers at a wacky array of targets to collect extra points. You can even play on a desert island or shrink down to toy size in a suburban living room.

The game is also loaded with tons of power-ups—big heads, hidden players, etc.—that you unlock in regular games by pulling off three Ks in a row, two steals in an inning, and so forth. Between these enjoyable diversions and the solid but arcade-ish regular baseball, Triple has pretty broad appeal.

No Golden Gloves

Triple's pitching and batting controls remain among the most intuitive in baseball, accurately representing the guessing game that goes on between the mound and the plate. Instead of artificially precise cursors, it's about finesse and timing. The base-running controls could be a little more streamlined, though, and fielding is a hassle. To make the play, you have to position a fielder in front of the ball with excessive precision—there's no leeway to allow for, say, the fielder leaning over. As a result, fielders miss easy plays they should make, and gamers get frustrated.

Visually, the ballparks, player models, and animations sizzle, but the frame rate flags in the fielding view. It's not awful—just jerky. Fortunately, solid two-man commentary and entertaining crowd chants ("Get back to the minors, you loser!") make the sounds perform like a champ.

PlayStation Pennant

With MLB 2001 and company still in spring training at press time, the jury is still out on PlayStation baseball this season. But if you're looking for fun, fast baseball and aren't obsessed with realism, Triple drills another one over the fence. **B**



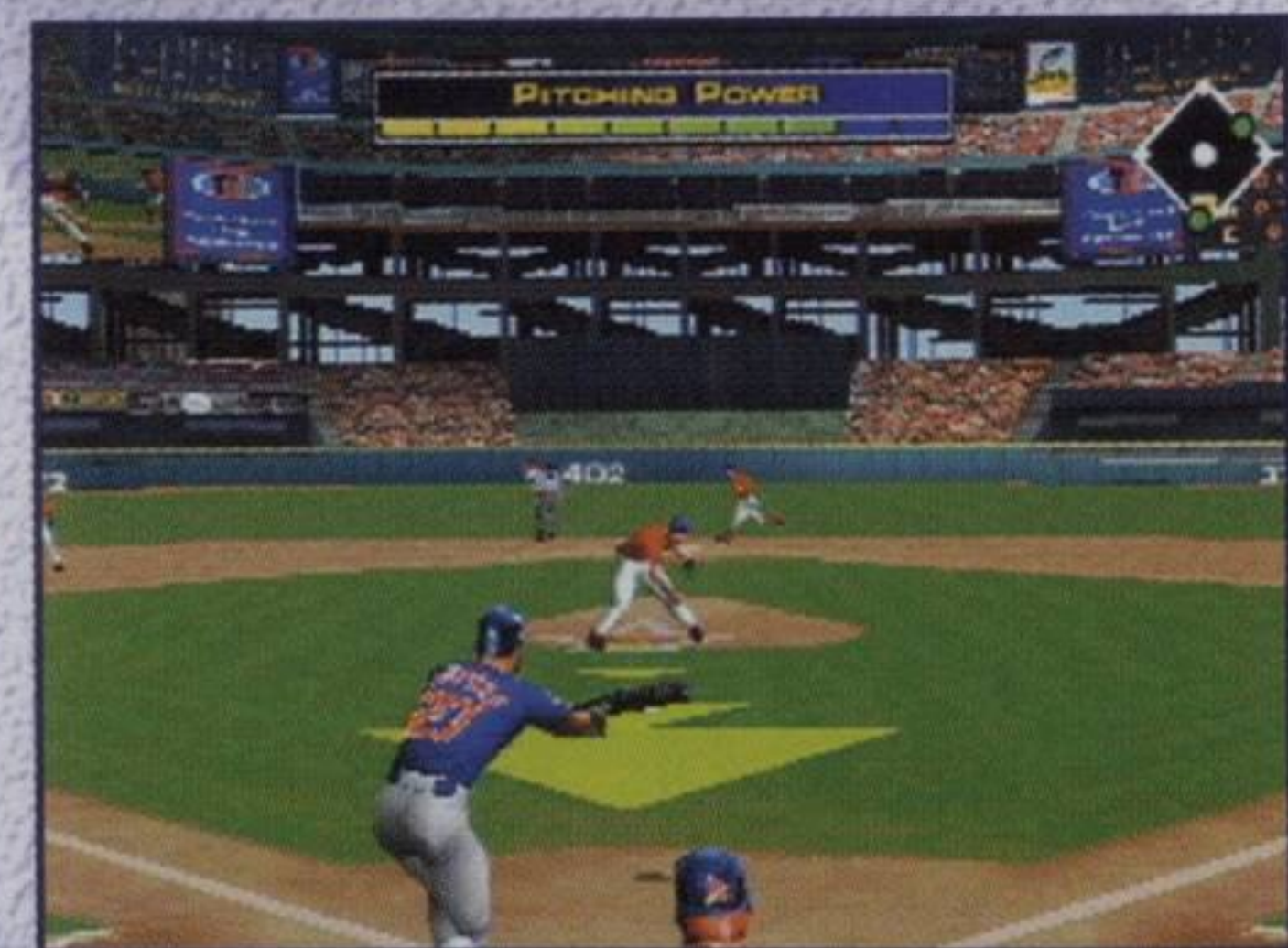
Triple Play 2001 enables you to chase down balls from the fielder's perspective, but it's more of a gimmick than a feature.



PROTIP: If you have a man on third with one out or less, send a pop fly deep into the outfield and tag up for an easy run.



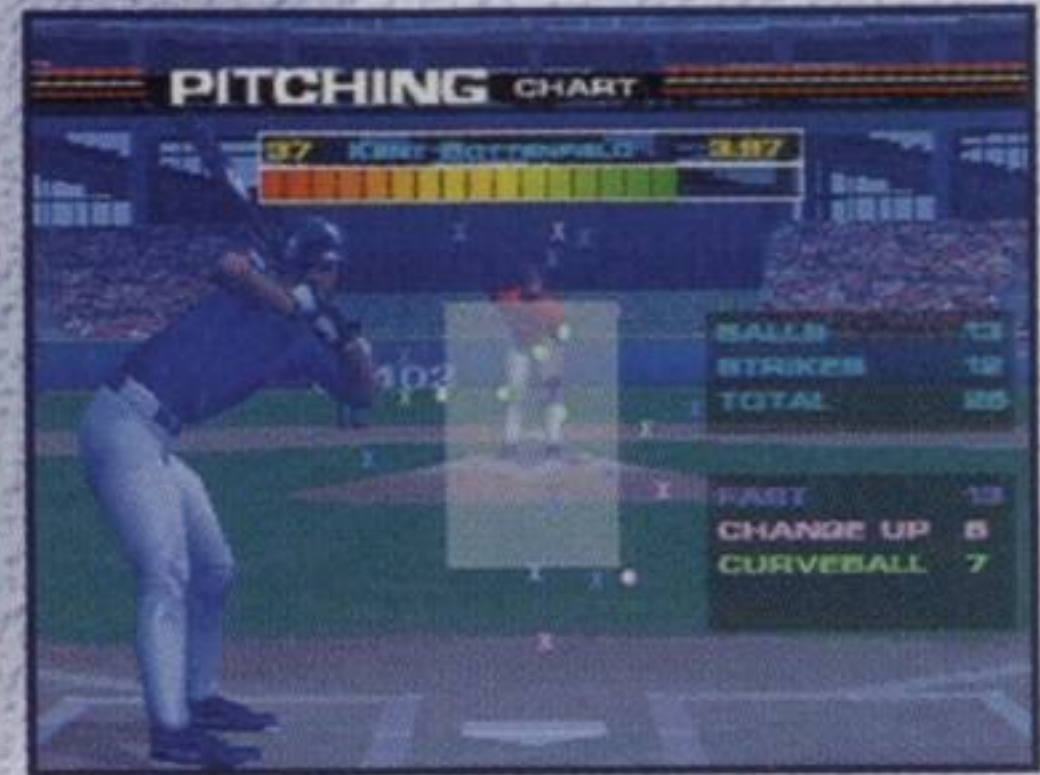
PROTIP: Use aftertouch to move pitches off the batter's sweet spot, usually resulting in a foul ball—a.k.a. a free strike.



PROTIP: If your opponent has a man on first with no outs, hold L2 to bring up the strategy pop-up and prep for a bunt.



PROTIP: Set up with a fastball high and outside the strike zone, then follow with a breaking ball to the same spot—it can freeze the batter by breaking into the strike zone.



PROTIP: Check the pitch report (hold L2 and R2)—it's a great way to get a feel for your opponent's patterns.



PROTIP: To jack homers in the Extreme derby, hold ↑ while using the power swing (tap □).

GRAPHICS 4.5

As always, Triple rules the PlayStation diamond with the slickest players, animations, and stadiums on that platform. Unfortunately, the frame rate is pretty sluggish in the fielding view.

SOUND 4.5

Cool new crowd chants—like "Marlins suck! Marlins suck!"—bring home that ballpark atmosphere, while the two-man commentary and sound effects are as strong as ever.

CONTROL 4.0

The sleek pitching and batting controls are a big part of Triple's Fun Factor. But the aggravating fielding controls are a huge part of its frustration factor.

FUN FACTOR 4.5

Triple skimps on realism but not on fun, fast baseball. As usual, a few control and frame-rate flaws crop up, but Triple still has the chops to deliver another winning season.

Rock the Rink Rattles the Rink

PLATFORM
PlayStation



SPORT
Fantasy hockey



THE WWF MEETS the NHL in this entertaining, over-the-top hockey game that manages to break Midway's death grip on fantasy sports with some refreshingly original touches. NHL Rock the Rink isn't the instant classic that NFL Blitz was, but it should carve out a niche among those who like their hockey laced with mayhem.

Drop the Gloves

The rules of RTR are simple: Anything goes. Teams of three (plus a goalie) skate until one side racks up five goals, while such troublesome details as refs, penalties, and offsides grab some pine. A shot clock ensures that the pace remains frenzied as you bust wild special shots and checks, beat opponents senseless in fights, or even skate your goalie up the ice to take a shot.

Smooth but standard controls enable anyone to dive right into the action. The offerings include single games; the NHL Challenge, a tournament where you work through the ranks of the NHL; and King of the Rink, a double-elimination tournament where up to eight gamers battle to be the best.

The gameplay has an easy, exciting feel that could help RTR attract more than just fans of the sport. But hockey fans will be annoyed by how little connection there is between

the skill of your shot and whether it goes in—goals feel more like flukes than achievements, and that lack of depth is where RTR falls short of Blitz's greatness.

Black Eye

Visually, RTR streaks down the ice with an extremely fast frame rate that makes the action lightning-quick...but that's the only nice thing to say about the graphics. The bulky, angular players are supposed to look cartoony, but their proportions are so off that they just look weird. The wild animations should be cool, but everything is so muddy, it's hard to tell what's going on.

The sounds make amends with one of the funniest announcers in gaming. This guy talks smack the whole game long, and sometimes you'll laugh so hard you'll flub a play. Kickin' punk tunes provide the perfect backdrop to the carnage.

Title Match

RTR definitely won't attract the huge audience that Blitz did, but it's an enjoyably frantic take on hockey. If you're a fan of Midway's Open Ice series, RTR is gonna blow you away. If not, the game's less-than-mainstream appeal means you should rent before buying. **B**



PROTIP: To win fights, mix up your punches—never hit the same button more than twice in a row.



PROTIP: Whenever in bonus time, fire away madly with the "cool shot" (tap Δ)—it almost always scores.

GRAPHICS 3.0

Weird, chunky player models make these skaters look like they're stuck in a carnival mirror, while muddy details make the animations difficult to discern. Wicked-fast frame rate, though....

SOUND 5.0

The hilarious announcer is the highlight of RTR, pacing the action with funny, well-varied smack talk. High-octane punk tunes keep the atmosphere as energetic as the action.

CONTROL 4.0

Accessible controls make it easy to jump right into the fray even if you're not a hockey pro. There's not much depth, but this masher-friendly setup is just right for RTR.

FUN FACTOR 3.5

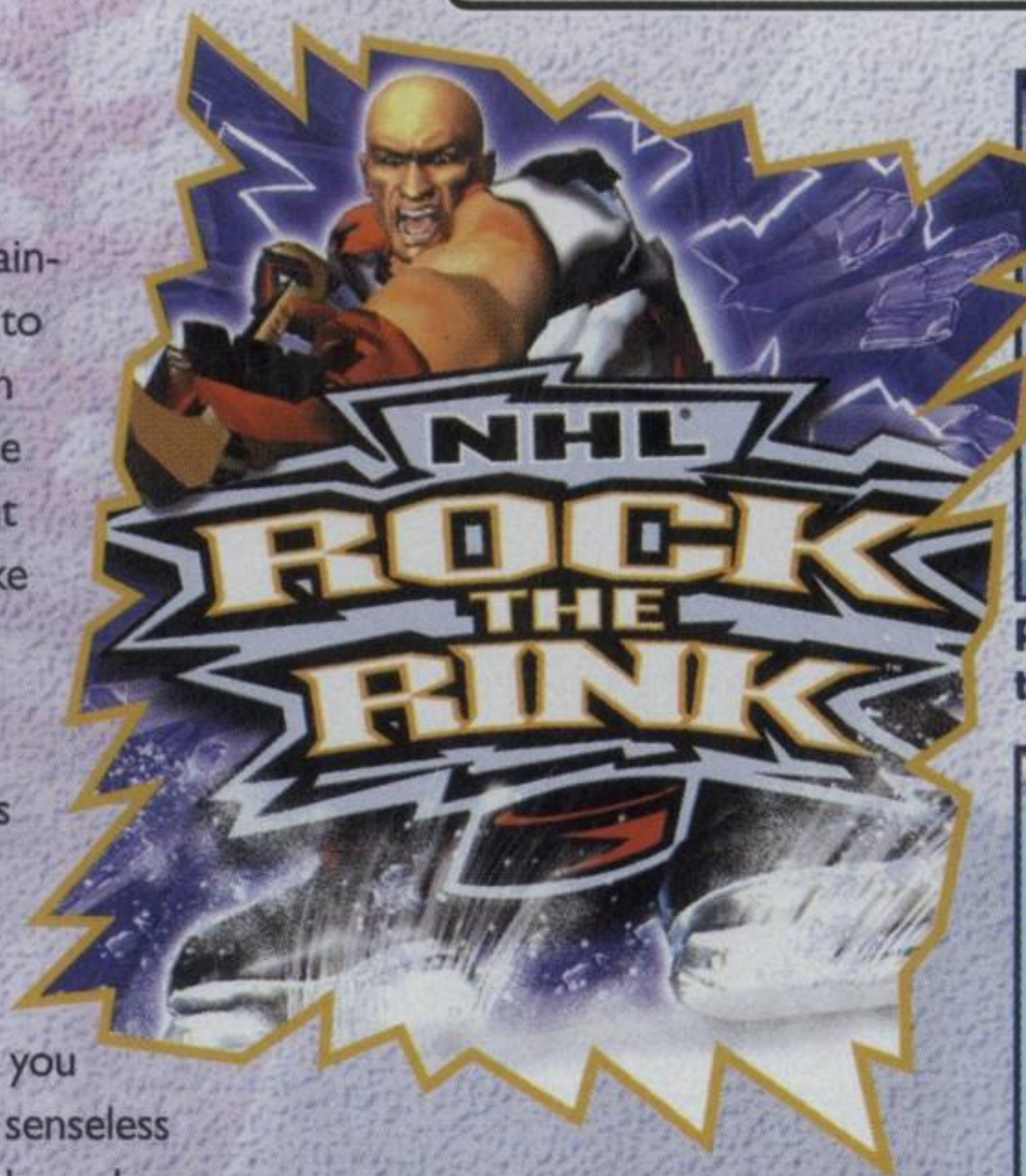
Picture hockey if Vince McMahon ran the show—that's Rock the Rink. Despite the frequently exciting gameplay, weak graphics and a shortage of depth limit RTR's appeal and staying power.



BY AIR HENDRIX

- Published by Electronic Arts
- \$39.99
- Available now
- Fantasy hockey
- 2 players
- ESRB: Everyone

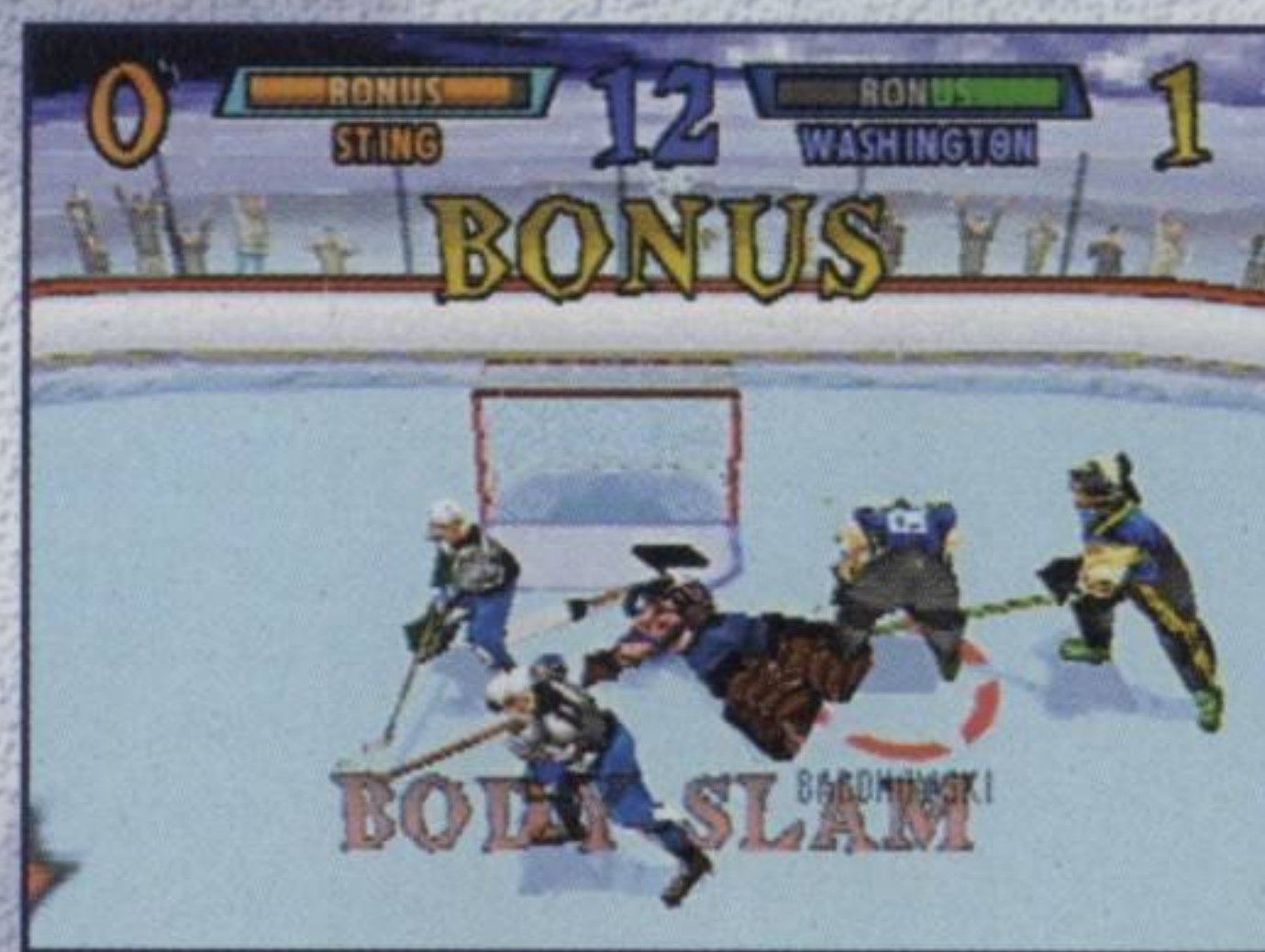
GRAPHICS SOUND CONTROL FUN FACTOR



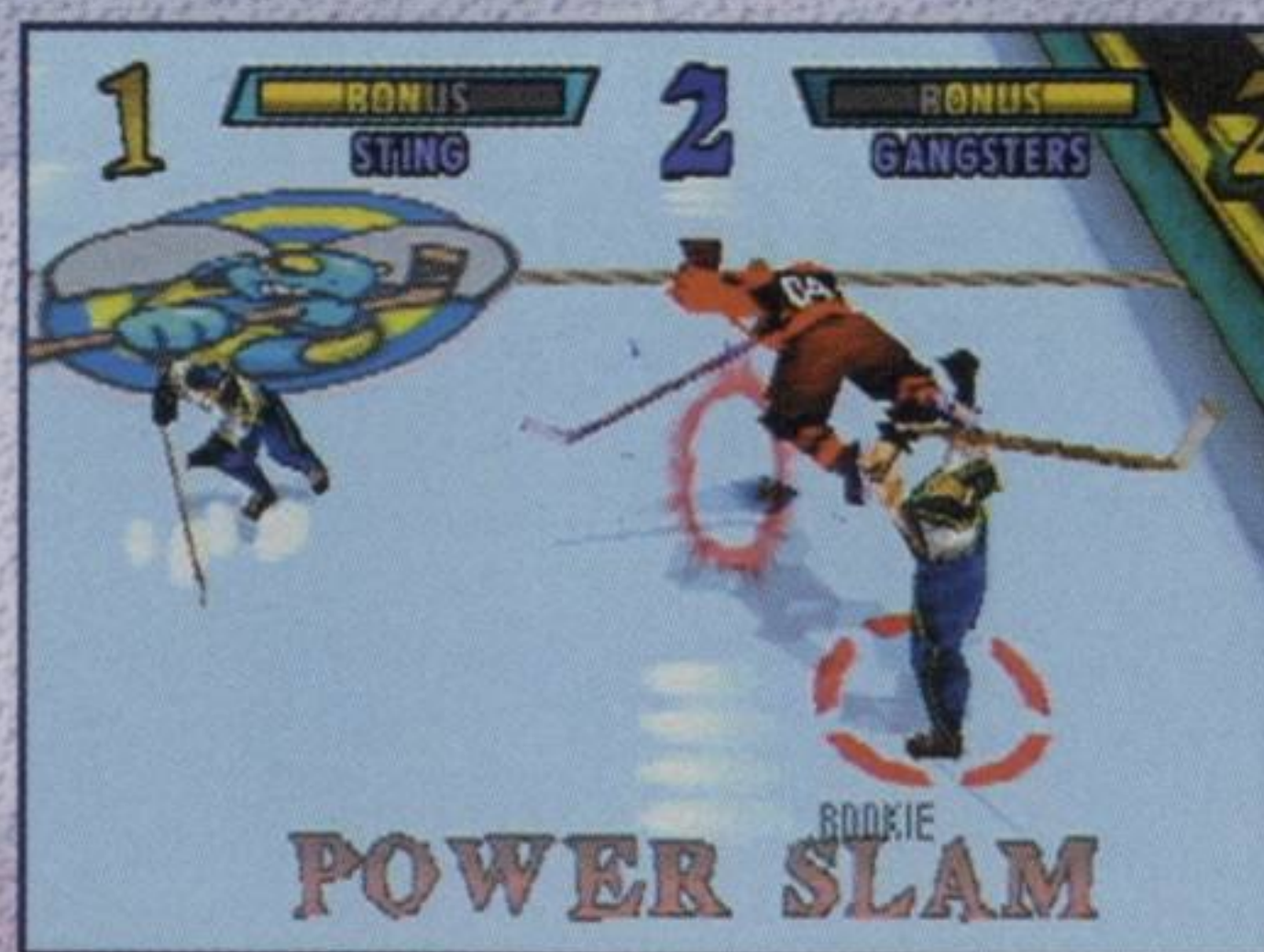
PROTIP: One-timers from one side of the ice to the other score regularly.



PROTIP: Whenever you see the bell in the lower-left corner, tap R2 to start a fight and build up your Bonus meter.



PROTIP: Clobber the goalie out of his crease without mercy—you can often create a nice, gaping hole to put the puck through.



PROTIP: Use Δ to deal out punishing checks—they knock opponents off the puck and build up your Bonus meter.

Jeremy McGrath Supercross 2000



BY VICIOUS SID

- Published by Acclaim Sports
- \$49.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	5.0	4.0

PLATFORM
Nintendo 64



JEREMY MCGRATH SUPERCROSS 2000 slams out of the starting gate and onto the Nintendo 64 with licensed riders and authentic bike designs. While it lacks the realism of EA Sports' Supercross 2000, this nitro-fueled two-wheeler offers gamers plenty of high-speed thrills.

SPORT
Racing



McRacing

After tweaking bike settings and racing uniforms, players will shred through eight supercross stadiums and eight licensed motocross tracks in the lengthy Series competition. Accompanying standard Race and Time Trial

modes is a cool Freestyle arena in which players bust stunts to snag points à la Tony Hawk Pro Skater. A nifty track editor is also available, but it takes time to master the confusing design requirements.



PROTIP: For tight turns, use the front brake. Use the rear brake for loose, drifting turns.



PROTIP: While stunt variety is critical in the Freestyle mode, harder three-button tricks give bigger bonuses. Tap R, Down, A in midair to kick back, relax, and score huge points.



Look, ma! No hands!

Throughout this motocross madness, McGrath's controls remain responsive and dependable; even advanced moves, like suspension preloading and gear dropping, are a snap to pull off. While other supercross titles focus on realism, McGrath's all about fun and playability—bikes whip around hairpin corners, soar over jumps, and barrel down hills with amazing ease.

Thrills and Spills

Motion-captured rider animations give McGrath an authentic look, especially during nasty wipeouts. Even without the Expansion Pak's hi-res mode, the vast tracks boast clean, crisp textures. The sluggish multiplayer frame rate needs a tune-up, though.

Environmental details, such as variable weather conditions and spraying mud gobbets, enhance the sense of immersion. Grunge-metal thrashing accompanies the frantic races courtesy of The Offspring and Counterpoint, but the muffled announcer is barely intelligible.

Extreme Dream

While not a truly groundbreaking supercross title, McGrath is a big improvement over most dirt-bike racers. In a suddenly bustling genre, McGrath's intuitive gameplay and well-rounded modes help it stand out from the crowd.

JEREMY MCGRATH SUPERCROSS 2000



PROTIP: While catching air, press forward to dip your bike's front end and backward to raise it. Never land on your rear tire.



PROTIP: Don't showboat during Series races: You'll likely end up with a mouthful of dirt and a bruised ego.

Superbike 2000

PLATFORM
PlayStation



ELECTRONIC ARTS' SUPERBIKE series stalls with this by-the-numbers approach to what should be a more exciting affair.

Superbike 2000 features 13 actual SBK circuits, bikes from six manufacturers, 20 World Championship riders with updated '99 stats, and a plethora of rig setup options. At all turns, it rests comfortably at a slightly above-average level with realistic-but-sparse environments, fluid motion-capturing of very stoic riders, and a TV-style announcer who offers bare-bones details just before your race starts (and even he isn't excited about the goings-on). The game's one major stumbling block, however, is its interface, which doesn't allow

for a pressure-sensitive gas pedal even when you use the analog stick. There is also no onscreen track indicator to let you know where you are in a lap.

Superbike 2000 simply lacks the vibrant X factor that propels the most exciting racing games past the red line—it probably won't satiate your need for speed. Pass this sucker like a Schwinn.



BY BOBA FATT

- Published by EA Sports
- \$39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

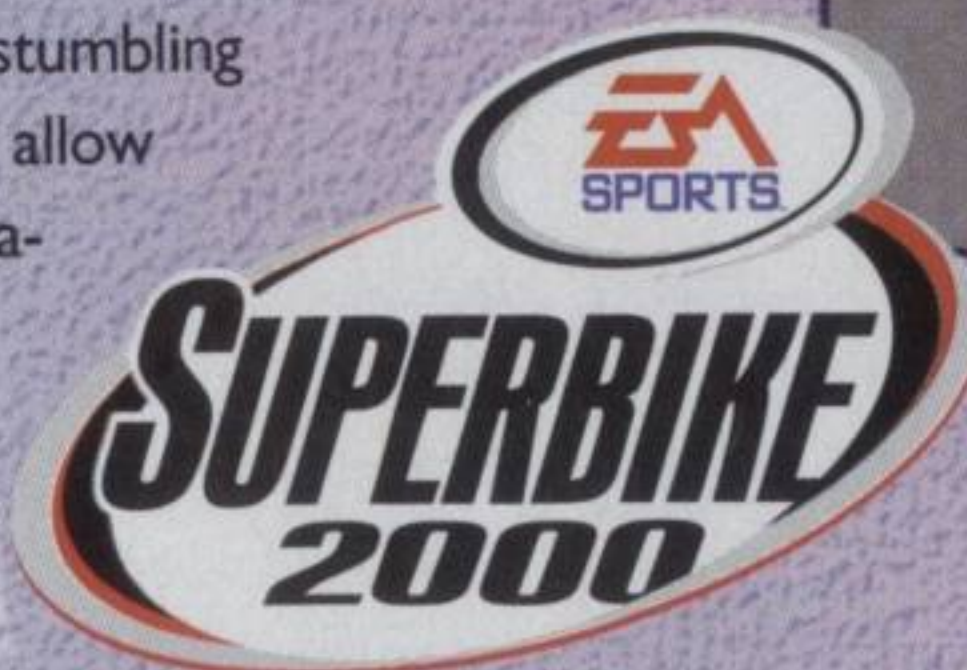
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	3.5



PROTIP: Adjust your speed before turning and attack from the proper angle: outside for wide turns, inside for narrow.



PROTIP: Softened tires will grip the road, but they'll slow you down. Adjust for more grip in the rain or on very windy tracks.

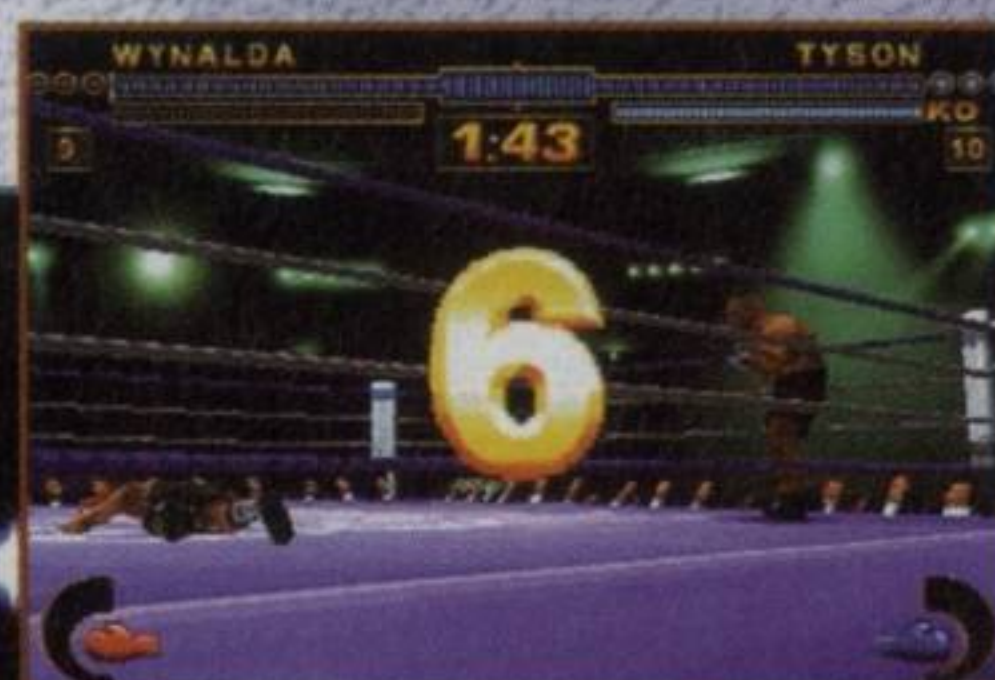
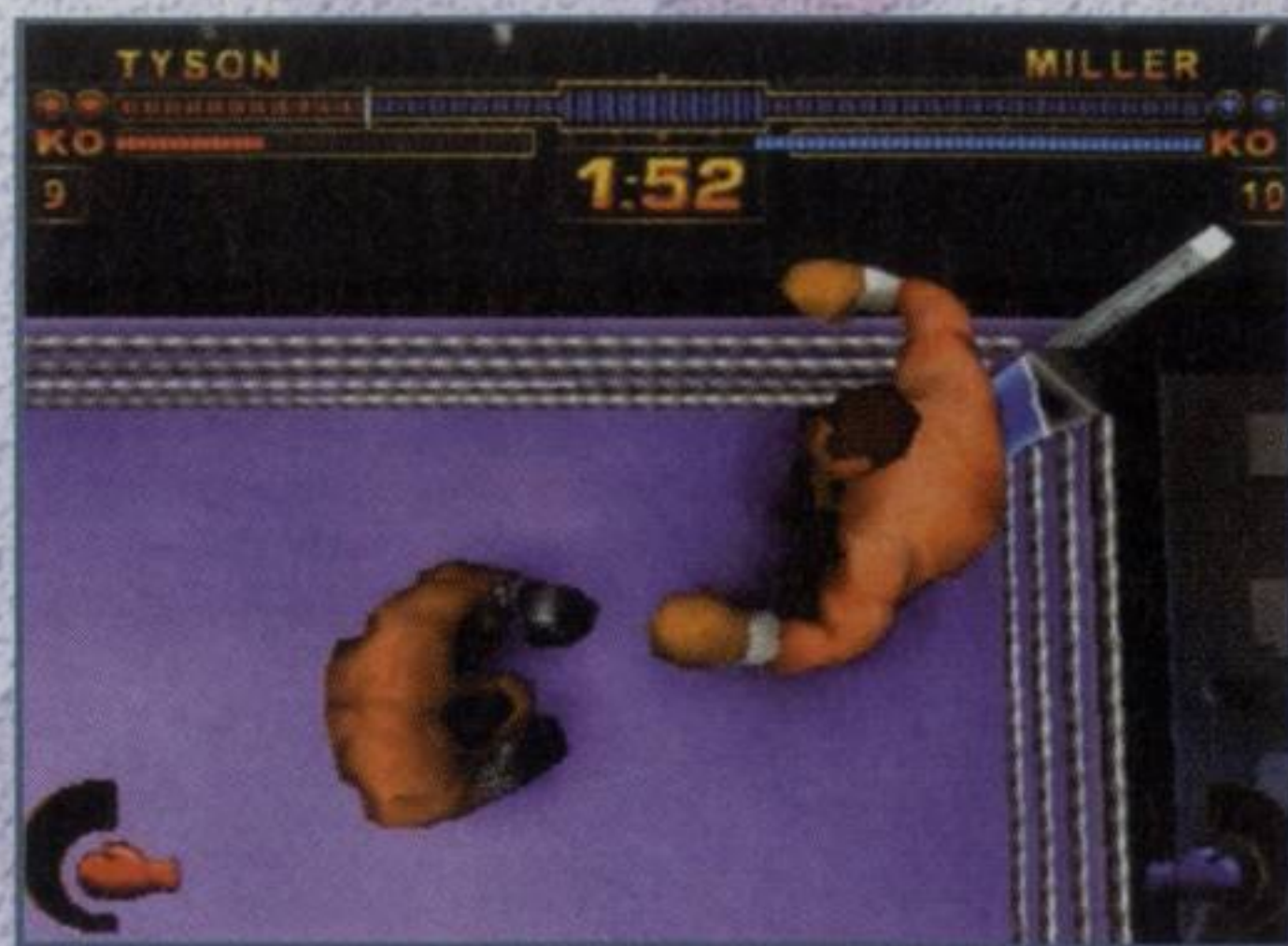


Mike Tyson Boxing

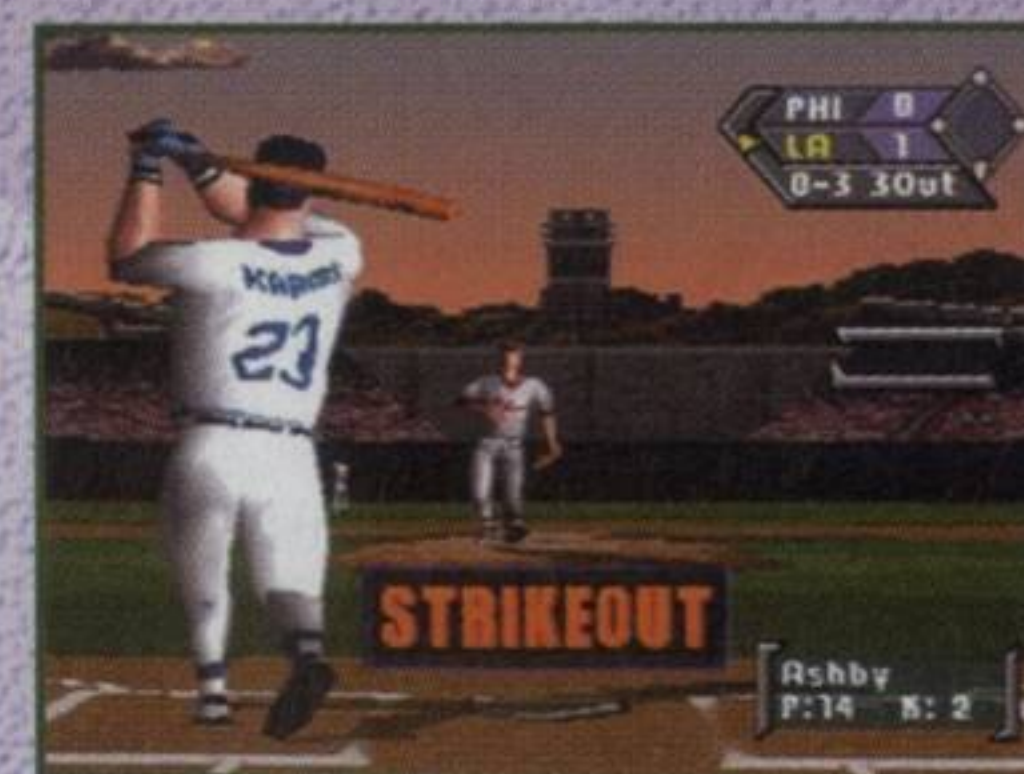
WITH DETAILED character animation and realistic facial damage, Mike Tyson Boxing will strive to portray realistically the sport's punishing physicality—in a fun way, hopefully. Boasting a monstrous character roster, an authentic scoring system, and the blessing of Iron Mike himself, MTB is Codemasters' bid to redefine PlayStation boxing simulators.

In the expansive single-player Career mode, you'll bludgeon 90 international competitors in your quest for the heavyweight championship. Customizable practice opponents, grueling eight-on-eight Showcase tournaments, and two-player Versus duels should add extra replay value. The Hall of Fame feature ought to be especially cool, allowing players to post newly broken game records—such as youngest champion or highest career earnings—on Codemasters' Web site (though how that will happen is unclear).

Thanks to 12 authentic punching styles and an advanced physics-based engine, the boxing should be simple and responsive. Though details are still sketchy at this point, MTB is already sporting some impressive gameplay modes. EA Sports' Knockout Kings 2000 currently dominates the PlayStation ring, but Mike Tyson Boxing may be the challenger to watch this May. **G**



Sammy Sosa High Heat Baseball 2001

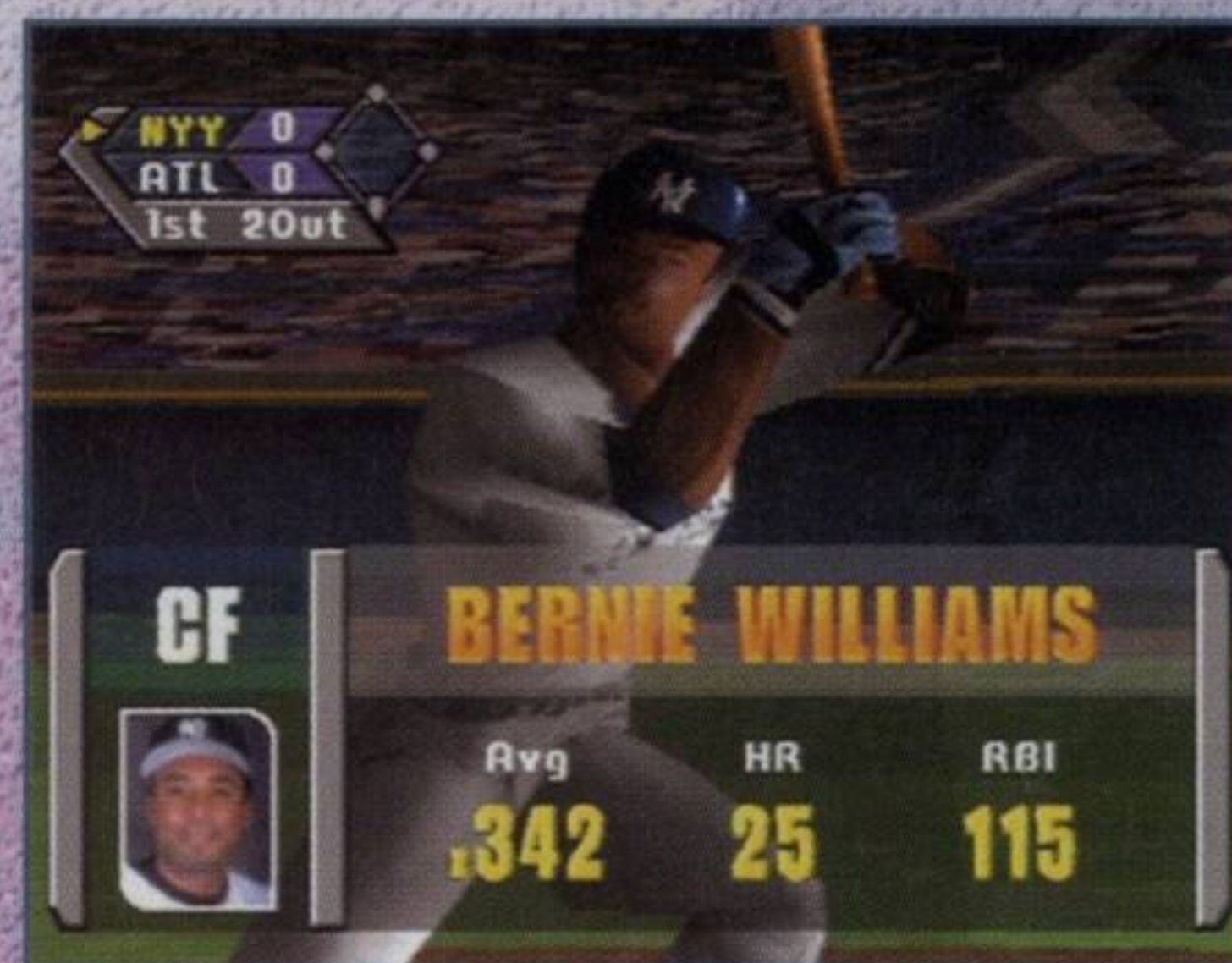


IN ITS SOPHOMORE season, 3DO is looking to compete in the big show with High Heat Baseball 2001—but even the great Sammy Sosa will likely be humbled by the stiff competition from perennial all-star franchises like EA Sports' Triple Play and 989 Sports' MLB. To take them on, 3DO's underdog will need run support from a ton of options and pinpoint gameplay. This preview version showed the former, but let's hope 3DO adds some onscreen menus and cleans up the player models before stepping to the plate. **G**

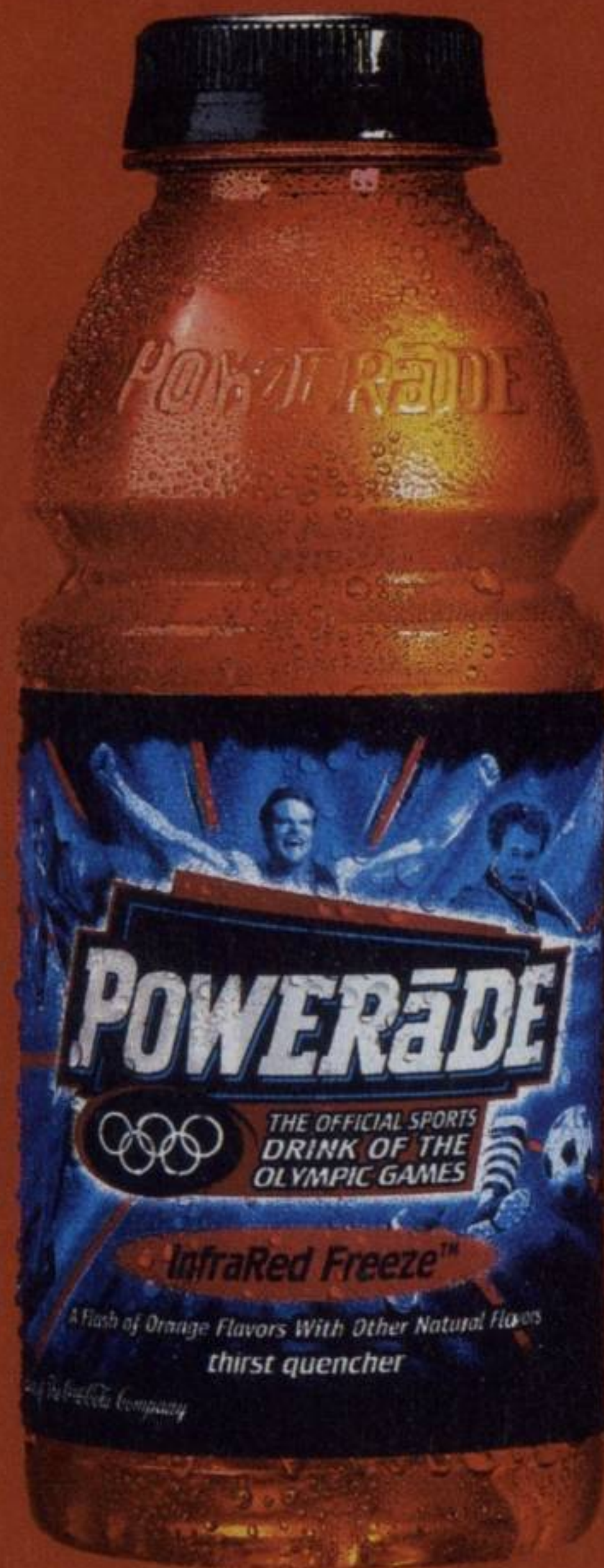


BY BOBA FATT
Developed and published by 3DO
Target release date: March

HANDS-ON



TO HELP HIM FOCUS BEFORE EVERY KICK-OFF, PROFESSIONAL FOOTBALL PLAYER SHELDON JACKSON SPENDS ABOUT FIFTEEN MINUTES CAREFULLY PAINTING EACH OF HIS TEN FINGERNAILS IN HIS COLOR OF CHOICE—EGGPLANT PURPLE.



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TO GET UP FOR THE GAME, STAY UP. POWERADE® EXTINGUISH THIRST
AND POWER UP WITH ENERGY* YIELDING CARBS. NOW IT'S AVAILABLE
IN INFRARED FREEZE™—WITH A SUDDEN FLASH OF ORANGE. KEEP PLāYING.™

*Carbohydrate energy comes from calories.



ESPN Baseball Tonight



BY VICIOUS SID

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



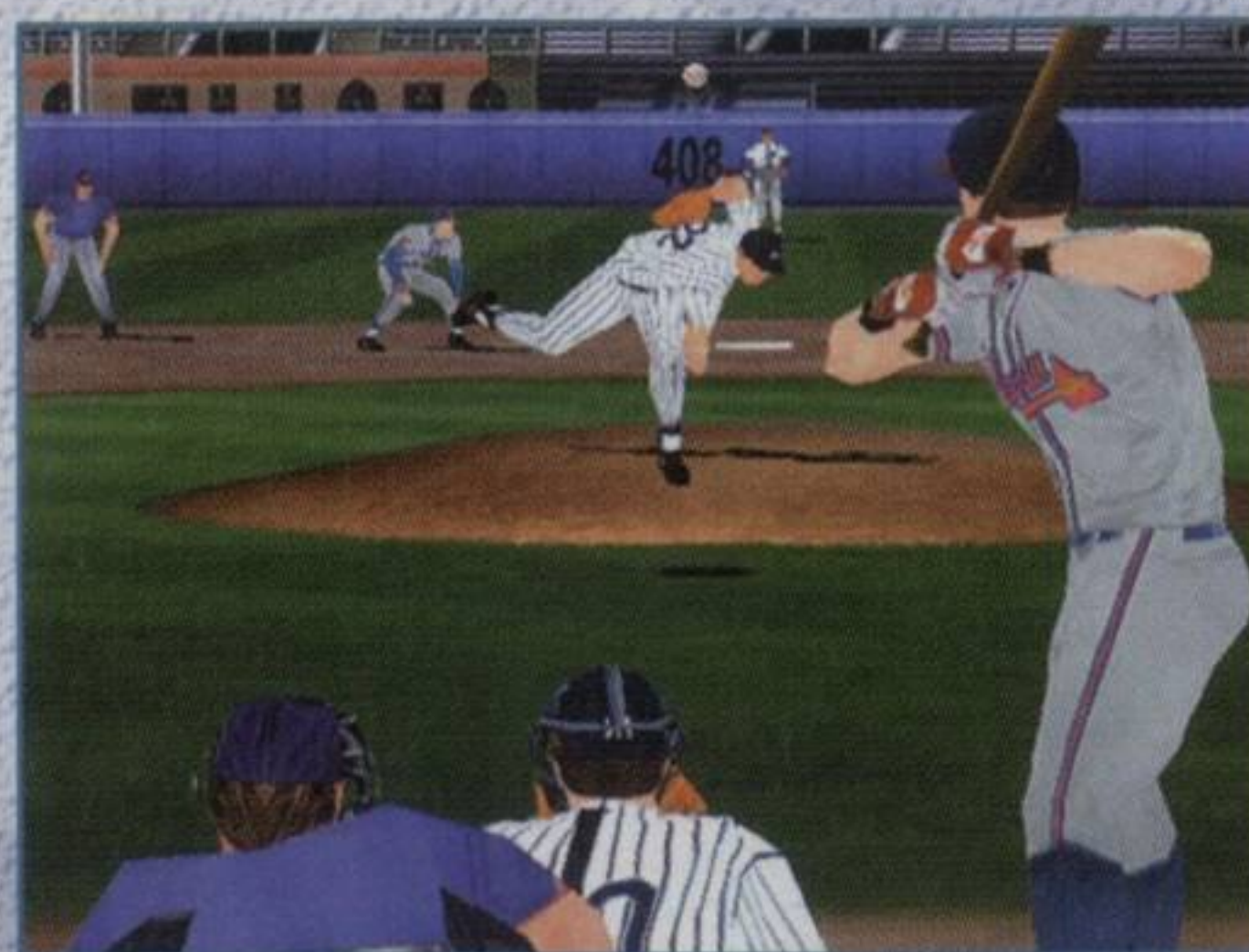
DREAMCAST

FIRST LOOK

BACKED BY PERENNIAL all-star, Barry Bonds, ESPN Baseball Tonight will try and hit a home run with Dreamcast owners who are also hardcore baseball fans. Though it's too early to make a definite call, judging from early screenshots, ESPN Baseball Tonight is a rookie to watch.

Sporting a smart-cam highlight system, post-game interviews, and play-by-play commentary from Joe Morgan and Chris Berman, Baseball Tonight aims to recreate faithfully those familiar ESPN telecasts. And the attention to detail won't end there: Thanks to Bonds' input, Baseball Tonight should include player-specific attributes and Major League ballpark conditions—right down to the fan personalities.

While pitchers will be armed with a speed-sensitive throwing system and 12 unique pitches, batters will be able to blast back with a flexible analog interface and numerous batting styles. An All-Star Game extravaganza—featuring a home-run derby and a detailed create-a-player mode—will round out the options. Will Baseball Tonight become the Dreamcast slugger to beat? Find out this May. **B**



International Track & Field 2000



BY FOUR-EYED DRAGON

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

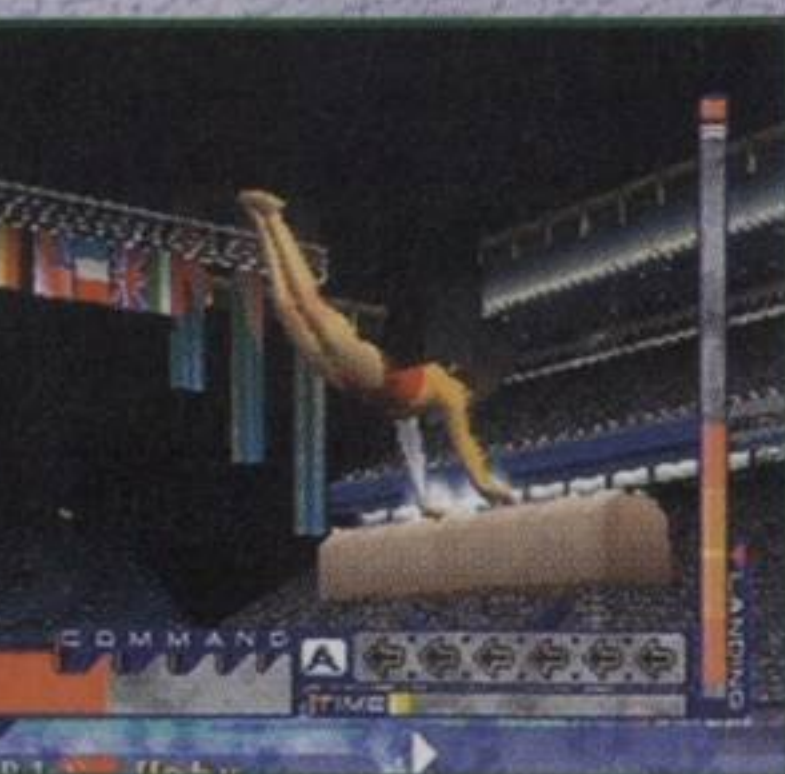
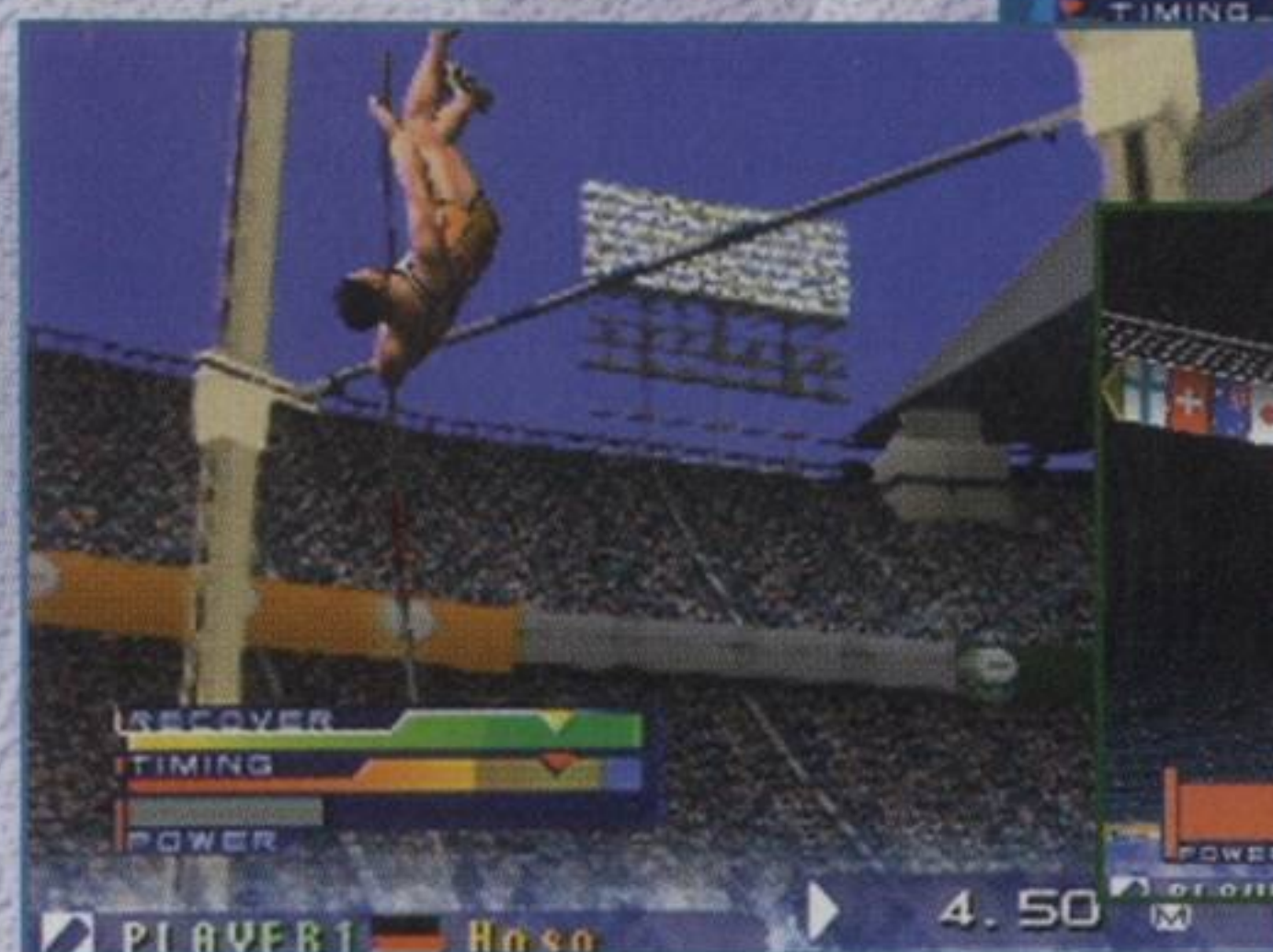


NINTENDO 64

HANDS-ON

THE TRACK & FIELD legacy continues with this latest installment, the first 64-bit version of the classic sports series. Players will compete in 14 grueling events, including the 100m Dash, 110m Hurdles, Long Jump, Triple Jump, Javelin Throw, Hammer Throw, Pole Vault, High Jump, 100m Freestyle, 100m Breaststroke, Vault, Horizontal Bar, Weight Lifting, and Trap Shooting. Of course, the Track & Field games' trademark button-mashing gameplay will remain intact—the faster you press the buttons, the more likely you'll be to take the lead. ITF2000 will also have multiplayer support, enabling up to four players to sweat it out against each other.

The preview version of ITF2000 sported fluid animation and detailed graphics, but Konami will need to add better camera angles and button-configuration options if this virtual athlete is going to finish first. Watch for International Track & Field 2000 to make its way to the starting line in March. **B**



1. No, I already eat too much junk food.
2. No, what do I look like? A hippie?
3. Top three answers on the board, survey says ... NO!
4. No thanks, I'm into reality.
5. Got a pen? Write this down ... No.
6. No, not now. Ask me again in a billion years.
7. Right now's no good. How's never?
8. Two words: N - O.
9. No, the weather just isn't right for it.
10. No, I never smoke on days that end in Y.
11. No, weed's a bit too twentieth century for me.
12. Haven't you seen the fried egg in those ads?
13. Look at the time. Gotta go.
14. No, we might all end up on one of those cop shows.
15. I'll pass.
16. No way, put it away.
17. Are you crazy?
18. Sorry, I got stuff to do.
19. Not today, not tomorrow. How about never?
20. Nah, I have plans today.
21. See ya, wouldn't wanna be ya.
22. No can do.
23. Nope. Smell ya later!
24. No, I'm allergic.
25. No, but if you have any chocolate...
26. I've got to get home and walk my dog.
27. No, I only smoke sausage.
28. No, I don't know where that stuff's been.
29. No, grass is for mowing.
30. No, I don't have any money for potato chips.
31. Nah, I hate anything green.
32. No, that's cruelty toward plants.
33. No, I might wind up in one of those ads.
34. I don't have time for drugs.
35. I don't do the pot thing.
36. I don't want your life.
37. Sorry, I'm on a drug-free diet.
38. Uhhh ... let me think ... No!
39. Not now. Maybe in the next millennium.
40. You must be mistaking me for an idiot?
41. I don't think so.
42. Poof!
43. Be gone.
44. I'd rather eat my mother's mystery casserole.
45. No, it's not my style.
46. No. And get a life while you're at it.
47. I'm on my way to the mall.
48. Did you just ask me if I wanted to do drugs? I didn't think so.
49. No, I don't talk to strangers, stranger.
50. I don't want to have "pot" breath.
51. No, weeds are for whacking.
52. No, I'm already weird enough.
53. What does this look like? Woodstock?
54. I prefer my brown eyes to your red ones.
55. My parents did and look at them now.
56. No, it'll violate my parole.
57. What part of "no" don't you understand?
58. I'll say it slow for you, "nnnnnooo."
59. How do they say "No" on your planet?
60. No, I have a very busy schedule.
61. No, no, a thousand times no.
62. No offense, but no.
63. Gee thanks, but I'm high on life.
64. No, my imagination is good enough already.
65. No thanks, I already feel paranoid.
66. No, I might forget my locker combination.
67. No way, I might be tempted to eat school food.
68. No, if I want to look stupid I'll become a mime.
69. Let's not go there.
70. No, you might be an undercover cop.
71. No, I got places to go, people to see.
72. No, in fact, never.
73. Not tonight, I have a headache.
74. No, I like my brain the way it is.
75. No thanks, I might get kicked off the Math team.
76. No, and that's my final answer!

77 WAYS TO SAY NO TO WEED & STILL BE COOL



BY E. BOT COLI

- Published by Square EA
- \$39.99
- Available March
- RPG/strategy
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	5.0	4.5

PLATFORM
PlayStation



SQUARE'S THIRD INSTALLMENT in the Front Mission series is the first to be released in the U.S.—and that's not a bad thing, because it's the best of the lot. This role-playing/strategy game offers an intriguing plot, great high-tech design, and hours of strategic fun.

Not in Kansas Anymore

The setting is futuristic Japan where you're a test pilot for Kirishima Industries, creators of war machines (giant robots) called Wanzers. While delivering the latest Wanzers to a military base, you and your friend, Ryogo, witness a terrible explosion in which your sister may have perished. You have no choice but to investigate. Mayhem follows as you uncover a huge military conspiracy.

The story progresses through a series of command windows that allow characters to gather information, shop, and upgrade their Wanzers. Each battle—such as crossing a bridge or just getting out of town—is nicely woven into the plot and is won when all opponents are destroyed. The length of the battles depends heavily on your strategy, lasting from five to 30 minutes.

The weapons you equip your Wanzers with—such as machine guns, missiles, and cool flamethrowers—grow in range and power the more you use them and are upgradeable. A battle-simulation stage is available throughout the game, enabling you to practice strategies, acquire new abilities, and earn extra cash, depending on how well you do.

Metal Glory

Graphically, FM3 is standard rendered polygon fare that won't impress the jaded player, but the cut-scenes rival any in such great games as Final Fantasy VIII or Parasite Eve. The sound is impressive, drawing in the player with all its gunfire and robot action. The controls are perfect for this type of game—whether or not you decide to use the analog stick, you won't be bogged down while laying out your master strategies.

Get Your Daily Requirement of Iron

Even if you're not a fan of the genre, Front Mission 3 is sure to attract RPG and strategy enthusiasts alike.



You want a piece of me, punk?



PRIZE MONEY		240
RANK		
Enemies Eliminated		4
Total # of Attacks		8
Average Damage		97
Average Weapon Level		1
# of turns		5
STAGE CLEAR		100%
YOUR RANK		PLATINUM

▲ **PROTIP:** Helicopters can really mess up your party. After Emma learns "Pilot DMGI" in the battle simulator, a couple of her long-range missiles will down them.

◀ **PROTIP:** Clearing a stage 100 percent isn't easy, but the rewards include more money for parts upgrades and a higher ranking.

front mission 3

GRAPHICS 4.0

FM3's stages and battlefields are standard polygonal fare. The cut-scenes, however, are gorgeous—almost like mini-movies—as they help move the story along.

SOUND 4.5

There are no voice-overs in the game, but the musical score and the heavy metal sounds are impressive. Battlefields have never sounded so sweet.

CONTROL 5.0

Strategy games are notoriously cumbersome to deal with and difficult to learn—not so in FM3. After the short tutorial, you'll be placing characters, changing weapons, and accessing items in no time.

FUN FACTOR 4.5

FM3's one drawback is that it won't let you replay a scenario in order to receive a higher rank. But because Square has managed to weave fine role-playing character development into the game, you'll be itching to see what's around the next bend in the road.



▲ **PROTIP:** Use the battle simulator often so your Wanzers can learn special abilities, such as "ROFUPI," which does serious damage to your opponent by hitting all his body parts at once...twice.



◀ **PROTIP:** Accuracy and damage depend on how close you get to your opponent. For stationary cannons, fire until close enough to use your Wanzers' iron fists.

PLATFORM
PlayStation



IN A GENRE that's quickly becoming saturated with point-less sequels, Alundra 2 rises above the inconsequential heap with excellent gameplay, a winning cast of characters, and hours of challenging puzzle-solving fun.

Let Your Sword Do the Talking

All is not well in the great Kingdom of Varuna. A wooden puppet has replaced the king, people have turned into monsters, and shady characters are running amok. You'll play as Flint, pirate hunter and wanted man, who must aid Princess Alexia in her quest to destroy evil Baron Diaz and regain control of the throne.

The world of Alundra 2 is huge and exciting. Throughout your quest, you'll visit a variety of unique towns, underground caverns, sunken ships, volcanoes, and other locales. When not slashing your way out of trouble, you'll be working out a variety of puzzles, from simple push-and-pull block quandries to enigmas that involve tricking enemies into triggering switches. Ten addictive mini-games, such as darts and racing, add to the fun

and challenge. These mini-games are not only a way to obtain rare items, but are also an integral part of the story.

As the game progresses, Flint will gradually acquire magical powers to successfully complete his quest. Plus, he'll be able to summon elemental forces, such as wind, water, fire, and earth, which are useful during battles—and crucial for solving some of the puzzles, adding a whole new twist to this tale.

It's All Good

Alundra 2 offers a dazzling 3D world with colorful locales made all the more inviting by the fully adjustable camera. The soundtrack includes hysterically funny voice-overs and dramatic sound effects during combat that truly bring this game to life. The intuitive controls and analog compatibility will become second nature in no time, putting those useful items and elemental forces at your fingertips.

Wrap It Up! I'll Take It!

Featuring an array of mind-bending riddles, sinister bosses, and more hidden items than you can shake an elemental force at, Alundra 2 is a thrilling ride that belongs in every action/RPG fan's collection.

► **PROTIP:** If you can't get an object (i.e., the platform) to perform an action, you must defeat all enemies in the area.



GRAPHICS

4.5

While it doesn't break any new ground visually, the world of Alundra 2 is rich, colorful, and unique. The humorous cinemas are an integral part of the story.

SOUND

4.5

With very comical voice-overs, an exciting score, and cool sound effects during battle, Alundra 2 is music to any player's ears.

CONTROL

4.5

The analog-compatible controls are intuitive and easy to master. In a game that's this puzzle-heavy—and where precision is often the key to a solution—responsive controls like these are a must.

FUN FACTOR

5.0

Alundra 2 delivers the goods with an engaging story, great characters, and hours of awesome gameplay. Players looking for the next big thing in the action/RPG genre will enjoy this thrilling ride.



BY E. COLI

- Published by Activision
- \$39.99
- Available now
- Action/RPG
- 1 player
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: To defeat the Cat boss, stand in the middle of the arena while it runs around and hit it when possible. When it jumps onto a pillar, run to the opposite one and wait until it jumps back into the arena. Dodge its fire breath and hit it until it's finished.



PROTIP: Tell Jeehan's assistant about the bathrooms you've visited. Eventually, he'll give you the gauntlet you need to perform the Sunburst attack.



PROTIP: In the Dunn Web underground caves, hit the first green statue with the element to light the lantern. Hit the second three times until it faces the passage, then make the fire balls follow you into the room with the second lantern to light it.



PROTIP: It's easy to forget to go back to Jeehan after finding the puzzle pieces. Every time you find six pieces, however, return to learn a new combo attack.



◀ **PROTIP:** In the Ox Tank, pick up the bomb on the upper ledge, place it by the block, then stand close so your enemy lights it. There is a puzzle piece inside the black chest.

PLATFORM
Dreamcast



TIME STALKERS



BY E. COLI

Published by Sega
\$49.99
Available March
RPG

1 player
ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

4.5

3.0

4.5

3.0

THE DREAMCAST'S first generation of role-playing games isn't exactly Earth-shattering. With its average gameplay and weak story, Time Stalkers joins E.G.G. and Evolution in the ranks of Dreamcast games that leave RPGers in search of a worthy quest.

Dungeon Walkers

The world of Time Stalkers is indeed bizarre. It's a fantasy realm made up of several smaller worlds called Pieces. Each Piece has its own geography and belongs to such diverse cultural eras as medieval Europe and modern Japan. You must discover how

these Pieces were brought together and why.

You'll take the role of Sword, a brash adventurer summoned by a mysterious old man who welcomes you as a hero. He also bestows on you the burden of sending every Piece back to its own time and place—not an easy task when you consider that there are very few clues available and the people you meet don't say much. Bridges connect the quilted landscape, allowing Sword easy travel between worlds—but the spans don't necessarily make his investigation any less of a chore.

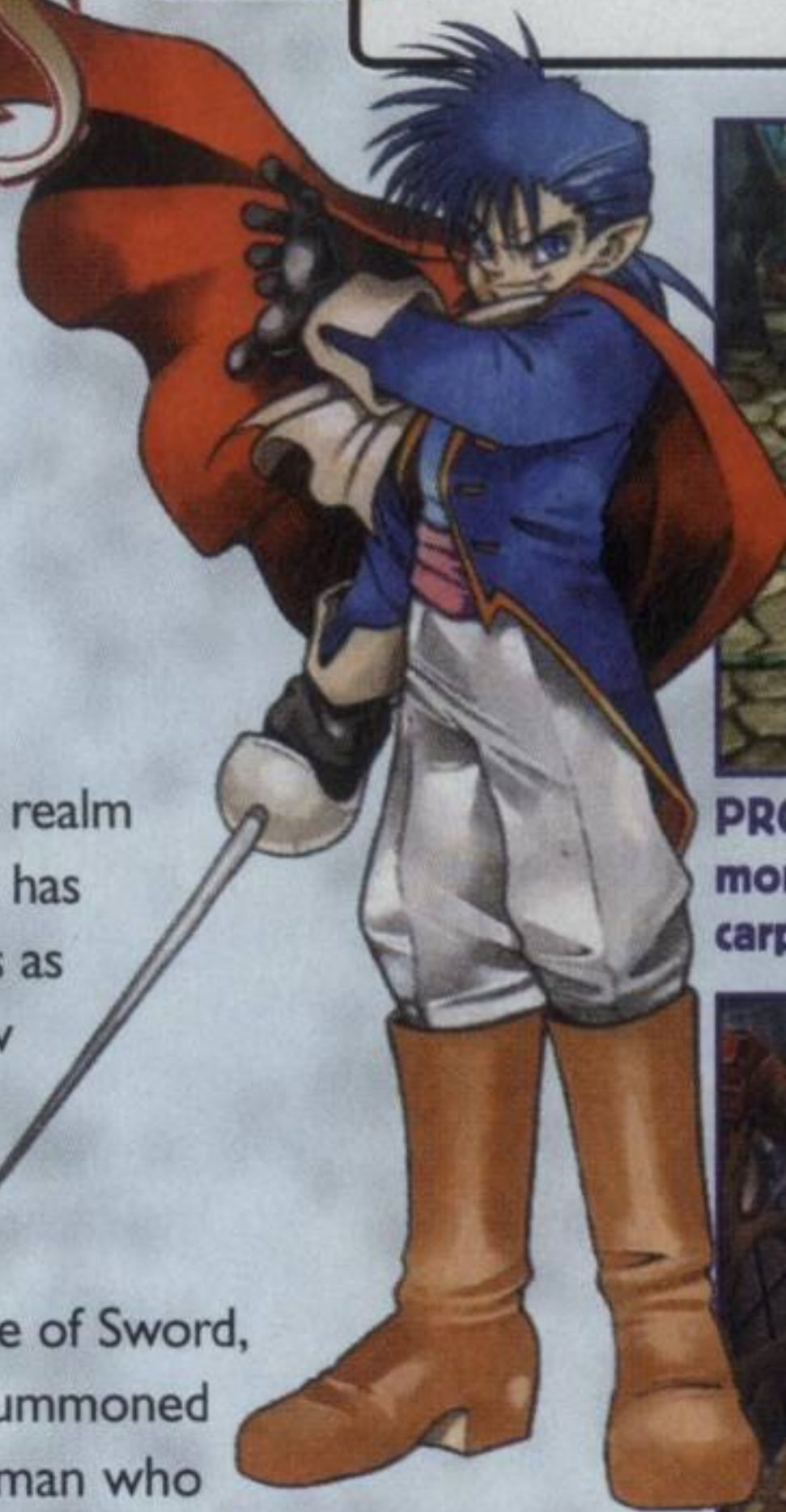
Time Stalkers is a straightforward dungeon exploration game. Sword starts his quest alone and goes into dungeons in search of items. If they're not there, you must go back again, which can get repetitive. As the story develops, other heroes appear whom Sword can add to his party. And guess what? They get to join Sword as he goes back to the dungeons over and over and...well, you get the idea.

Not All That Glisters...

Time Stalkers' features are a mixed bag. With its two camera placements—overhead and behind—Time Stalkers is a good-looking game; its fully 3D world does justice to the Dreamcast's graphic capabilities. The mediocre background music and sound effects, however, are the only things you'll hear during this quest. A few voice-overs would've been nice...then again, characters rarely have anything new to say, so maybe not. Luckily, the controls are right on target, allowing for easy manipulation of your heroes and instant access to items, spells, and weapons.

Fun Blockers

RPG aficionados looking for that great adventure for the Dreamcast will have to wait—Time Stalkers isn't it. While it'll probably satisfy dungeon crawlers, it will barely get a real adventurer's attention.



PROTIP: Monster Room 1 can hold only eight monsters. Once you've reached this limit, pay the carpenter to expand it.



PROTIP: You can find Rao in the back of the clock tower after the old man tells you that a new land has appeared.



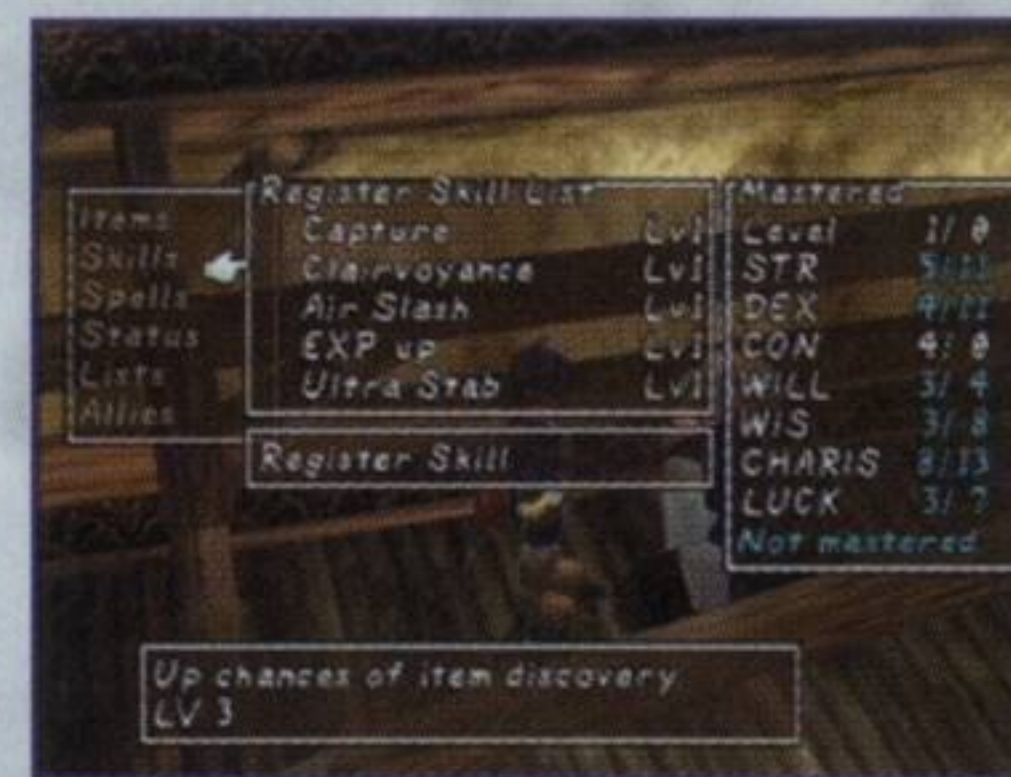
PROTIP: Keep visiting the rabbit for new quests. It's the only way to find some of the most powerful weapons.



PROTIP: The restoration room will appear only once in every dungeon. Use it only after you have defeated every monster on Floor 5, so you'll be fully powered when facing the boss.



▶ PROTIP: To move the story along, talk to characters every time you find them in a different location.



PROTIP: Not all skills are available upon entering a dungeon. When ready to advance to the next floor, allocate your bonus points to the parameters that affect the skill you want to unlock.



PROTIP: Don't hesitate to use the jewels you find. Because you start every dungeon with your HP at level 1, they're the only way to get past the baddies until you find healing items.

GRAPHICS 4.5

Time Stalkers' world is a beautiful one—a geo-cultural quilt that does justice to the Dreamcast's graphical capabilities. Too bad it's the best thing about this mediocre game.

SOUND 3.0

The sound is limited to mediocre background music and sound effects during battles. There's nothing in this game to impress the player's audio cravings.

CONTROL 4.5

Easy to learn and master, the controls will become second nature in no time and serve you well during exploration and in the heat of battle.

FUN FACTOR 3.0

If you're looking for a straightup dungeon-exploration game, Time Stalkers is for you. Discerning gamers who want a well-balanced adventure will be content with a rental.



FE, FI, FO, FUM,

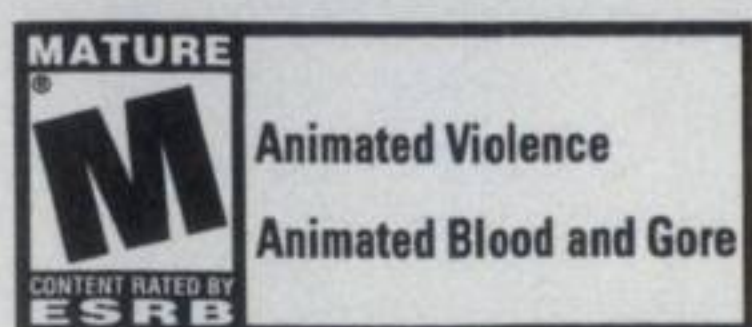
I smell the blood of an Englishman.
Be he alive or be he dead,
I'll grind his bones to make my bread.



This is a game of revenge. A dark early 1900s revenge where you'll battle against 20 different creatures using new fighting techniques, combination moves, and fatalities. A revenge that goes deep into 30 game sectors in 8 different worlds including subways, castles, sewers, cities (London|Paris), cemeteries, villages, and underwater.

A gory revenge. An extremely gory revenge.

Soundtrack by Rob Zombie.



Sega Dreamcast



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www.nightmarecreatures.com



BY E. COLI

- Developed by Contrail
- Published by Sony Computer Entertainment America
- Target release date: May

HANDS-ON



Wild Arms 2

STAYING TRUE TO traditional role-playing, Wild Arms 2 will feature an intricate story line complemented by well-developed characters, intense action, powerful magic, and a whole lot of strategy. You'll be able to play as three characters, each with their own special skills, as you explore a vast, engaging world in search of legends, mysterious locales, and treasure.



A huge number of complex puzzles and clever traps—that are bound to stump even the pros—should add to the challenge.

In the preview version, the sound effects and fully 3D graphics were impressive, especially during the battles that closely resemble those of one of last year's best RPG games, Legend of Legaia. If the final version lives up to what we've seen so far, Wild Arms 2 could turn out to be every adventurer's dream-come-true. **F**



Legend of Mana

RPG FANS LOOKING for something different may find it in this new offering from Square. Legend of Mana will deliver a fresh take on the genre by allowing players to not only choose their character's strengths and abilities, but also to build a world from scratch.

Presented with a blank map, players will have to complete quests and acquire materials to build new locations—more than 60 in all—thus determining how their worlds will look. Each area on the map will be ruled by an entity with distinctive powers that in turn affect the main character's strength in surrounding areas, as well as the enemy's.

In the preview version, Mana's unique prerendered backgrounds created an enchanting, watercolor-style fantasy world populated by quirky characters. Gamers who have always wanted to dive into a storybook should get their chance when Legend hits U.S. shores this June. **F**



BY E. COLI

- Developed by SquareSoft
- Published by Square EA
- Target release date: June

HANDS-ON



WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ IN PRIZES!

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"We Make You Think..."
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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 600 Mhz MMX Pentium III, 128 meg. RAM, 36 Gig. HD, DVD, Windows 2000, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation AND Playstation 2!!; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

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 Only one entry per person. You must be under 30 years old to play. Suppliers of Puzzle Me, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 6/28/01. Must be 18 or have your parents permission. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #315, Portland, OR 97201 (Phone #: 503-228-9426). Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 2000 Puzzle Me, Inc.

CLIP AND MAIL

Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.

The Legend of Zelda: Majora's Mask



BY E. COLI

- Developed and published by Nintendo
- Target release date: April (Japan)
Fall 2000 (U.S.)



NINTENDO 64

OVERSEAS PROFILE

SLOWLY BUT SURELY, screenshots and information are trickling in for the sequel to The Legend of Zelda: Ocarina of Time, building up hype for one of the most anticipated RPG games of the year. Tentatively titled Majora's Mask, Link's new adventure will use the same gameplay mechanics as its predecessor and will have many of the same quirky characters. Innovations in this sequel will include Link's ability to assume

different forms—such as a Zora, a Goron, and even a Deku Shrub—by donning diverse masks. Link will play instruments particular to each form he assumes, as making music will be a major part of the game.

As anyone who owns one can attest, the N64 could use a strong role-playing game, and what's a more likely candidate than a sequel to such a beloved series? Japan should see Majora's Mask this April, while we must wait for this fall.



Eternal Arcadia



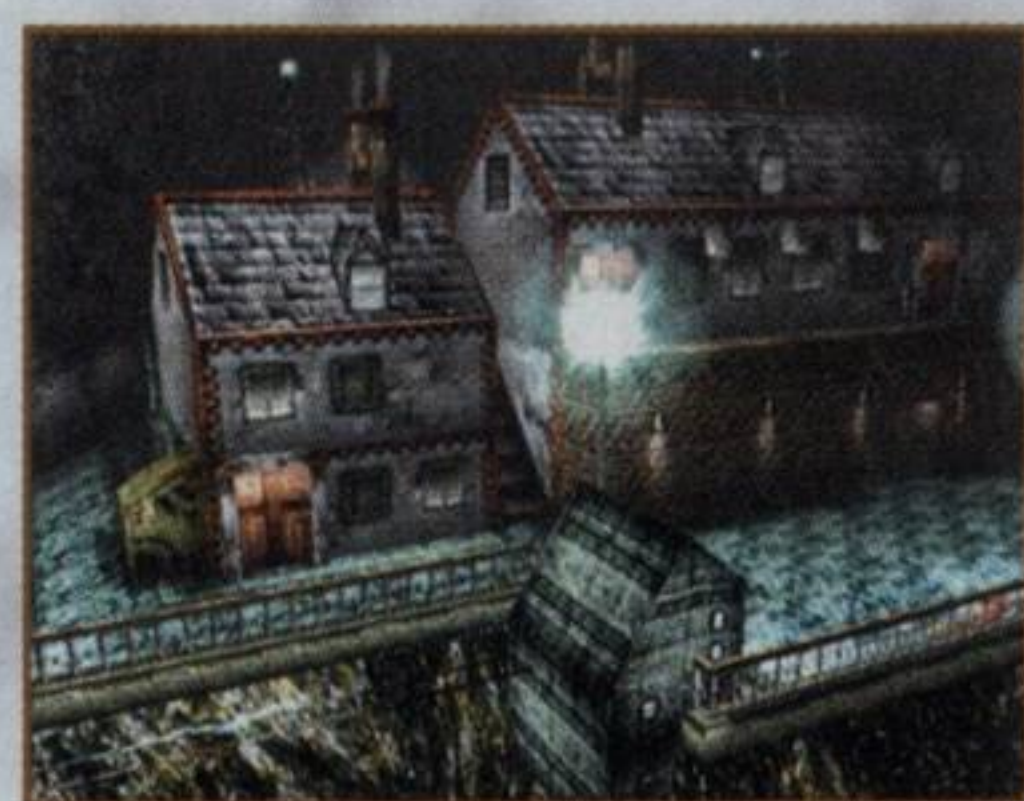
BY E. COLI

- Developed and published by Sega
- Target release date: Fall 2000

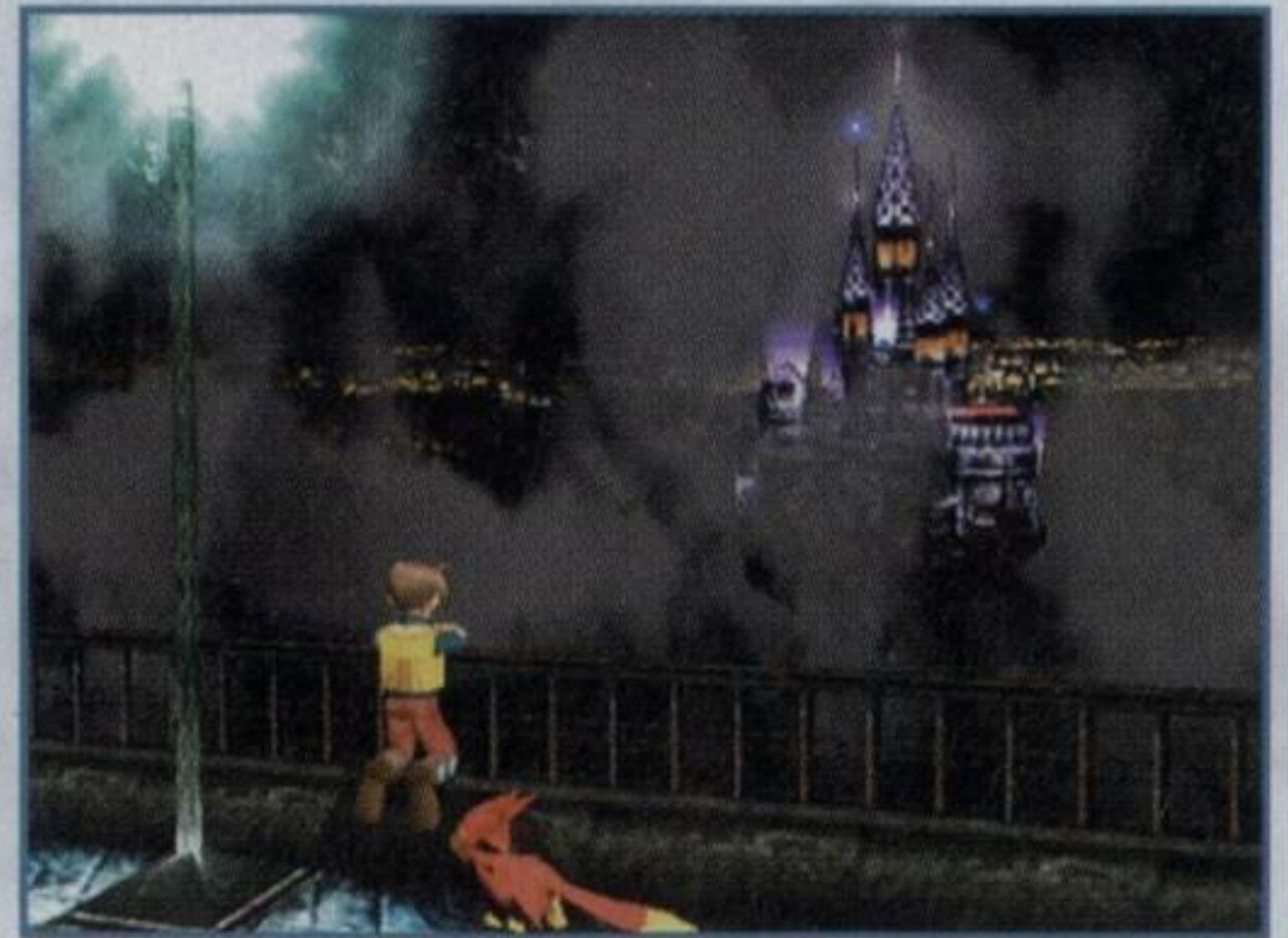
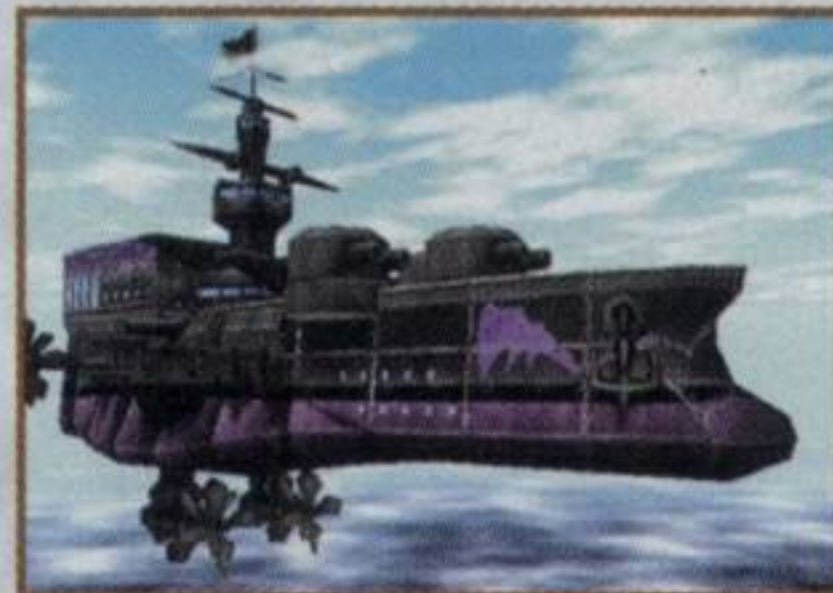


DREAMCAST

FIRST LOOK




A HIGH-FLYING idea promises to distinguish Eternal Arcadia from other role-playing games. It'll take place among floating islands in the sky during a period known as the Navigation Age, when exploration is key to survival and people rely on flying ships to chart the unknown skies. And like our own old-world seas, the sky will contain pirates, who are divided into two factions: Black Sky Pirates, ruthless mercenaries who attack other ships, plundering and killing without discrimination; and Blue Sky Pirates, who live by their own system of honor and won't attack unarmed ships. Guess who the good guys are? In this adventure, players will take control of Vyse, a Blue Sky Pirate who's the main character of the game; Vyse's friend, Aika; and a mysterious woman known only as Fina.



If Eternal Arcadia, which is being developed by the same team responsible for Phantasy Star for the Saturn, can deliver on its unique concept, Dreamcast owners should have something to look forward to. In the meantime, they'll have to make do with the mediocre RPGs out there right now.



Silver

SILVER WILL BE making the leap from the PC to the Dreamcast this summer. In this RPG adventure, the hero will have to rescue his wife by battling the evil sorcerer, Silver, ruler of the land of Jarrah, and his minions. The story will be nonlinear, and the hero will have to explore a variety of locations—such as peaceful islands, ice plains, and underground rivers of blood—before he can be reunited with his sweetheart. Dreamcast owners who long to expand their RPG library should track this one. 



BY E. COLI

- Developed and published by Infogrames
- Target release date: Summer 2000




DREAMCAST

FIRST LOOK

Aidyn Chronicles: The First Mage



JOURNEY TO A mystical world populated by both human and nonhuman races where you must find a cure for the mysterious illness that has stricken you. Aidyn Chronicles will sport traditional RPG features, such as a deep story line, character development, a variety of weapons and spells, and a whole bunch of meanies. The N64 could use a strong RPG while The Legend of Zelda: Majora's Mask is in the works; hopefully, Aidyn Chronicles will be it. 



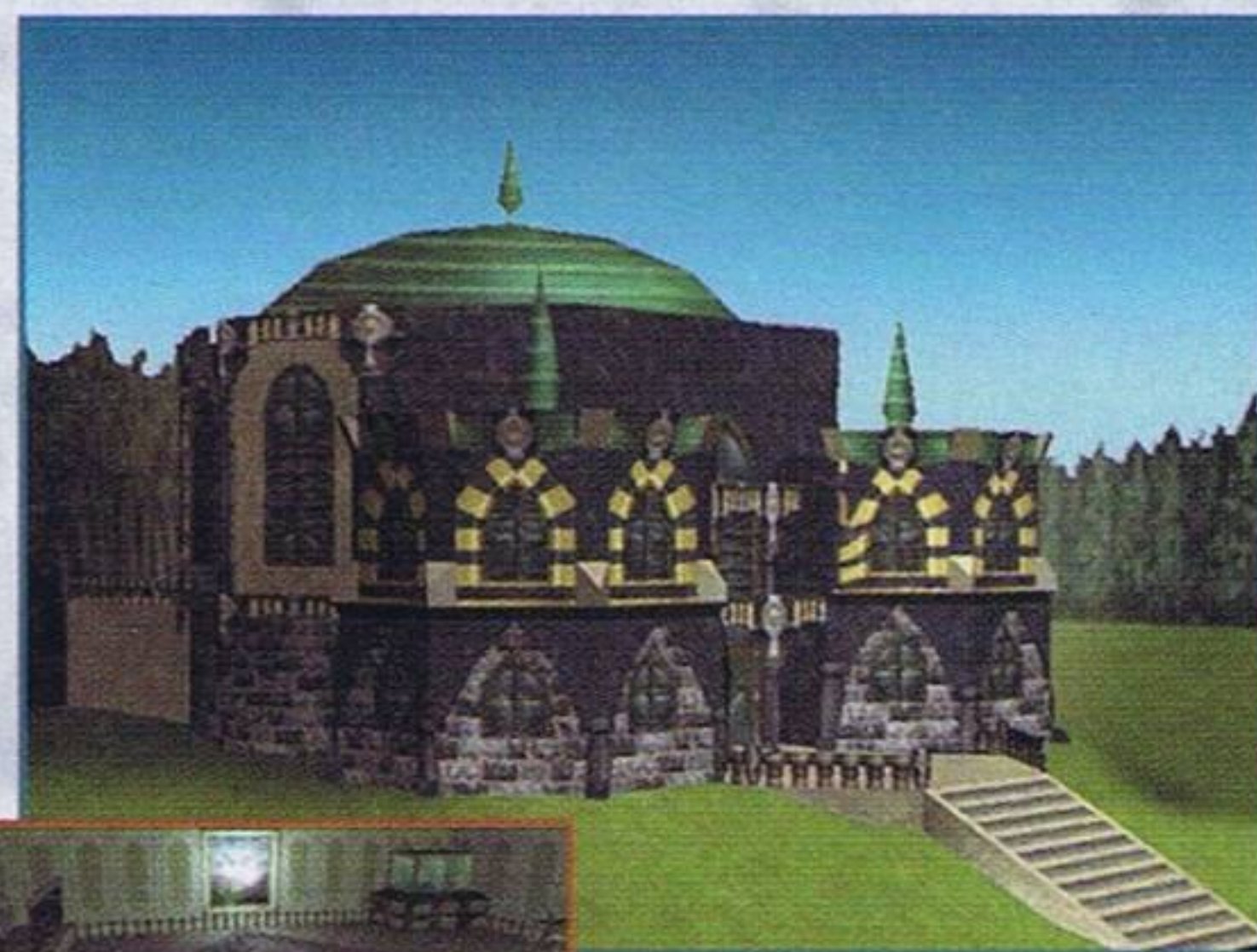
BY E. COLI

- Developed by H2O Entertainment
- Published by THQ
- Target release date: Summer 2000




NINTENDO 64

FIRST LOOK



Industrial-Spy: Operation Espionage



IF YOU'RE TIRED of always playing the over-worked spy and never the spymaster, Industrial-Spy: Operation Espionage could be for you. As the aptly named "Boss," you'll direct seven agents—as many as four at once—as they sneak past high-tech security to snoop and steal for your clients. Each character has specialties, such as computer hacking, fighting, and hypnosis, which can be improved after each mission. In a preview version, the controls were smooth and totally menu-driven, and the anime-style characters and 3D environments looked good. Industrial-Spy: Operation Espionage will be lurking in stores this April. 



BY JAKE THE SNAKE

- Developed by Hunex
- Published by UFO Interactive
- Target release date: April



DREAMCAST

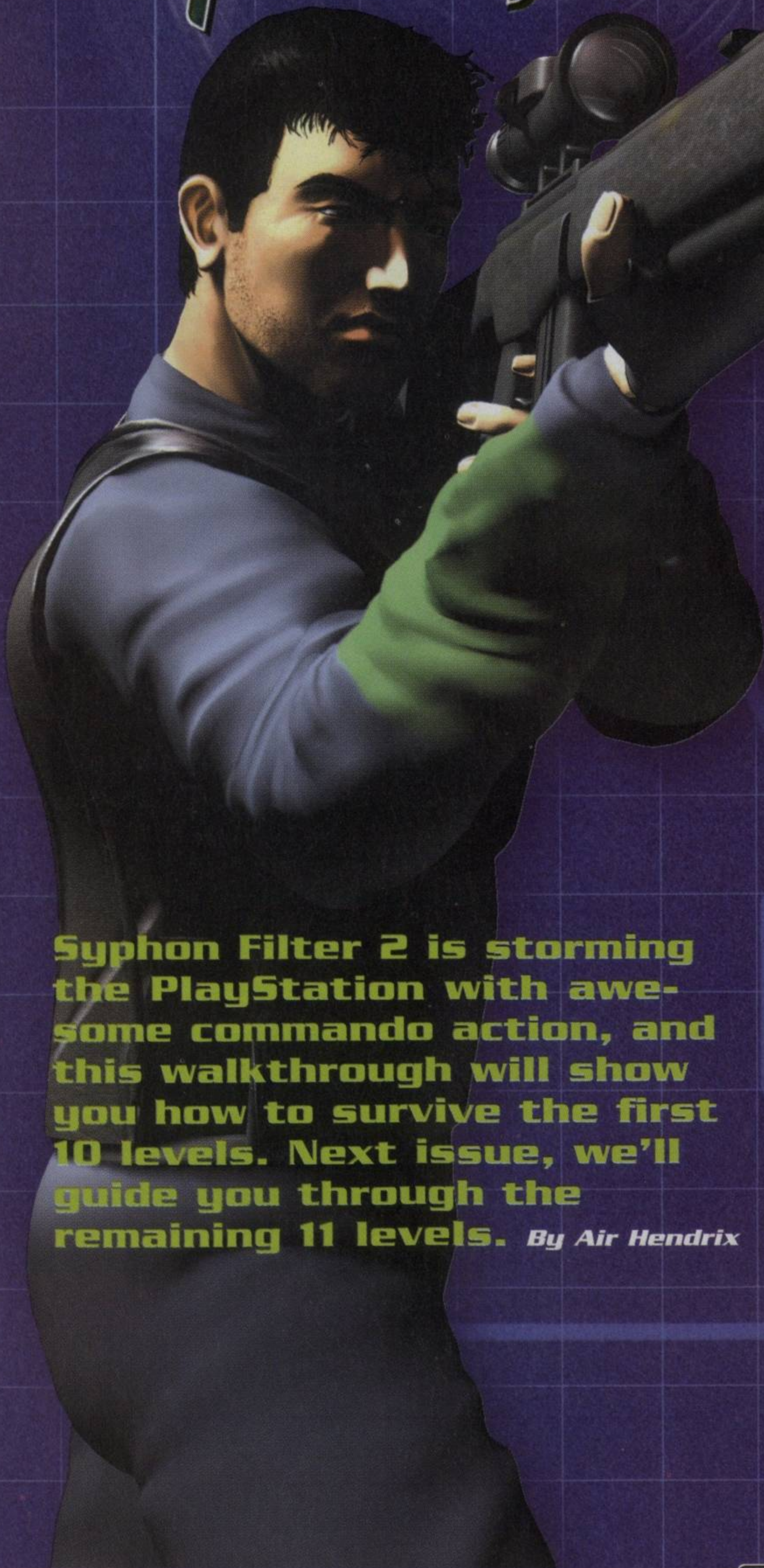
HANDS-ON





SYPHON FILTER 2

Part 1



Syphon Filter 2 is storming the PlayStation with awesome commando action, and this walkthrough will show you how to survive the first 10 levels. Next issue, we'll guide you through the remaining 11 levels. By Air Hendrix

Colorado Mountains

Unlike most other action games, in Syphon Filter 2 it's very important to watch the cut-scenes and briefings—they provide crucial info about completing the levels. Other key resources are the map and the objectives list, which you'll find on the Pause menu—check them regularly.



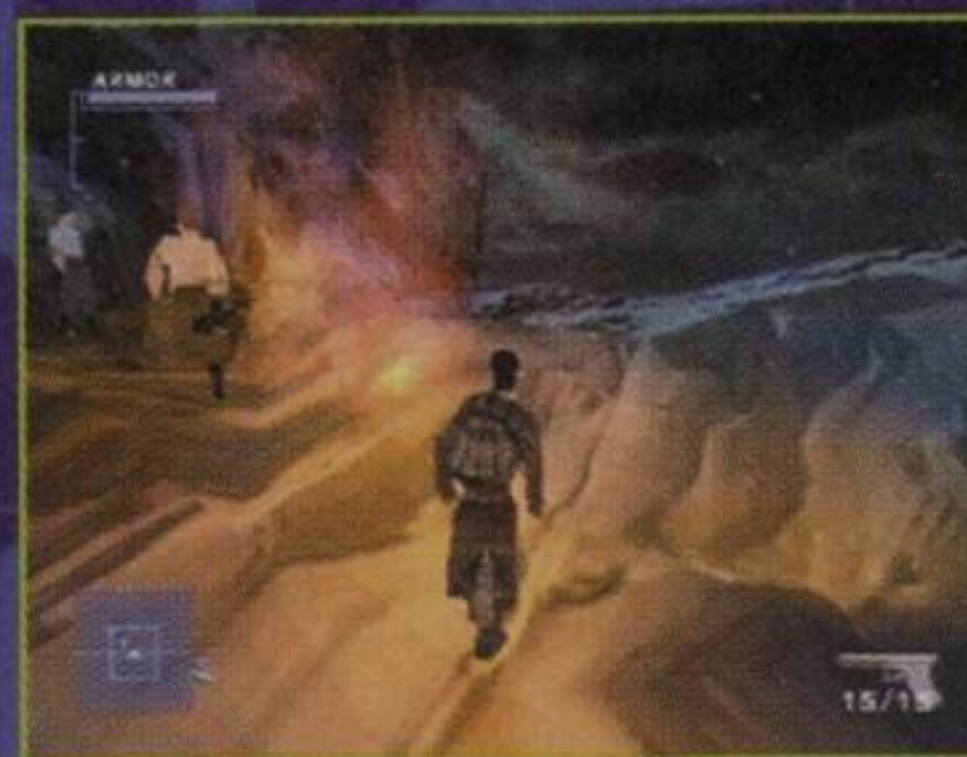
After he points out the cave that Chance entered, climb past the cave he indicated, keeping it on your right, and locate the shotgun. You're now well-armed for the battles ahead.



As the first level opens, you're parachuting into the mountains. Immediately veer to the right and land on top of the outcropping above where Kowalski lies injured. If you miss, restart the level until you make it. On top of the outcropping, you'll find the H11, an invaluable weapon.



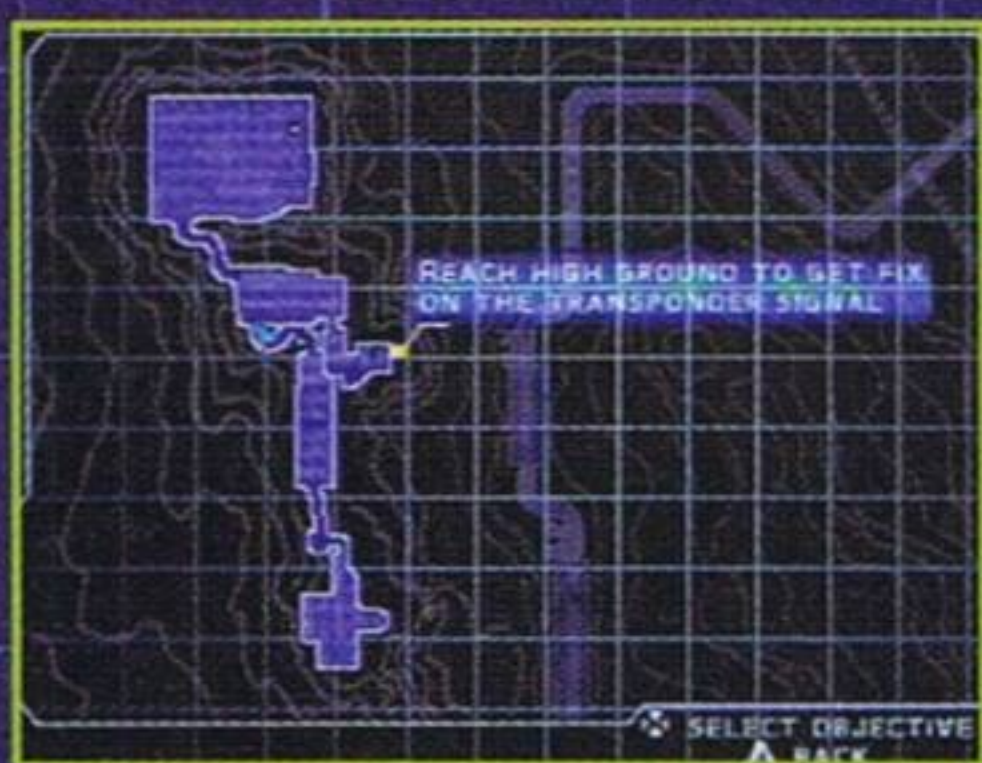
Work your way through the caves to Chance (check the map if you have trouble—he's marked on it). After he gives you the transponder locator, turn around, kneel, and take out the Agency commando parachuting in.



Drop down and talk to Kowalski, then turn around and find the guy who leads you through the caves. Right before he takes you into the first cave, turn right and find the crate with the M-16.



Return through the cave and roll (tap **O**) past your man on the right—he'll start shooting at an enemy who suddenly appears, so if you don't roll, you're toast. Quickly run away from the cave-in.



As you emerge from the cave, you'll come under fire. Battle through it to the high ground to get a fix on the transponder signal, then recover the C4 from Kowalski's corpse. Pause and use the map to determine where to go to complete these objectives, then return and clear the cave-in with the C4.



As you exit the cave, kneel to improve your accuracy and take out the four agents who parachuted in. Head down to the chasm next to the waterfall.



As you approach the chasm, hold X to lower yourself over the edge and dangle. Drop into the secret cave and collect the H11 ammo—doing so unlocks the hidden Rockies multiplayer arena. Climb back up, jump across the chasm (just run at it—Gabe jumps automatically), and head down the mountain to the spot where your men are pinned by sniper fire.



To flank the snipers, head to the right and jump up at the orange flare. Immediately crouch to avoid being killed by a head shot. Go sniper (hold L1) and take out the enemy nearest you—the one who ran away when you climbed up.



Then scramble up and grab the grenades from the crate. Move quickly and return to a crouching position ASAP to avoid being killed. Use target lock (hold R1) to take out the remaining sniper with a grenade.



Start to head toward the highway (refer to the map), but return to defend your men when they're attacked. You have to take out six Agency operatives before they're safe. Remain on the ledge above your men and snipe—if you drop down to their level, you'll get caught in lethal crossfire. As you strike off for the highway again, the level ends...explosively!

McKenzie Airbase Interior



Sneaking (hold X) is a must throughout this level. You begin in a doorway—turn right, and then right again at the first intersection. Proceed down the corridor, but crouch and wait at the corner while the doctor talks to the Agency's man. After they walk away, enter the door they were standing in front of (Room A9) for the adrenaline booster.



Turn left out of Room A9. Make two more lefts and enter Room A6. After the cut-scene, pull the switch to the right of the glass, go through the opening, exit that room to the right, and make an immediate left.



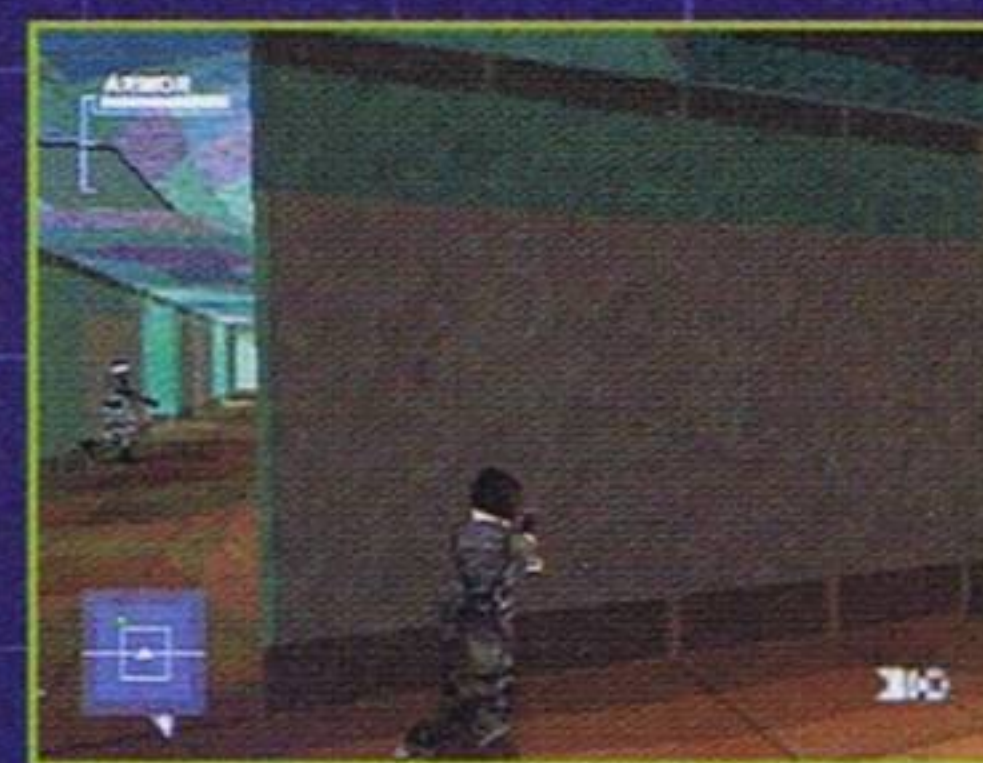
Follow the G.I. past the Restricted Area sign, but turn right down the corridor as he's buzzed through the door. Enter Room B1 and get Lian's combat gear from the locker.



After the cut-scene, sneak forward and stun the G.I. with your taser. The next part requires good timing: Pull the switch next to the unconscious G.I., then run out of the room and through the door (the one the G.I. was buzzed through before you got Lian's gear). Pass through the door at the bottom of the stairs before you stop, then crouch in the nook to the left of the door.



Kneel facing forward and wait until a G.I. walks by. Stun him with the taser, then move forward and crouch at the corner.



Angle the camera so that you can see the G.I. patrolling the next hall without showing yourself. When he's closest to you and turns around, immediately sneak forward and hide in one of the nooks along the hall. Stun him when he walks by, then run forward to the level exit.

Colorado Interstate 70



As soon as the level begins, run down the tunnel while Chance holds the fort. Crouch in the first doorway on the left and wait for the troops to run by and stop. Sneak to the left and cautiously approach the first truck you reach.



Behind it is a guard—sneak up behind him and take him out with the knife. Grab the equipment from the back of the truck and run forward.



Take out the two crouched soldiers and the one who attacks you from behind. Then exit the tunnel and take out the three soldiers attacking Chance.



As you enter the tunnel again, go through the door that you crouched in at the start of the level. Head to the left and collect the binoculars from the crate (this also unlocks the secret Caves multiplayer arena). Proceed down the tunnel—you'll encounter some light resistance.



Use the fuel truck's pump as a flamethrower to take out the men in flak vests who attack, then head to the tunnel's exit. You can Rambo through the sniper trap outside the tunnel, but stealth is a lot easier. Sneak forward along the left side of the road, keeping to the shadows.



Crouch beside the passenger door of the Hummer. When the soldier pauses in front of you, take him out with the knife.



Remain hidden behind the Hummer until the next soldier up the road begins to move from his post on the left to the right. Sneak forward and use the knife to eliminate him silently when he stops.



Then climb over the guardrail on the right and approach the next soldier silently from behind. Yup, it's knife time again.



Stay on that side of the guardrail and move up toward the pair of soldiers. As soon as they separate, follow the one that walks to the front of the truck and take him out.



Then sneak around the driver's side of the truck to its back and dispose of the final soldier. Enter the tunnel ahead to reach the next checkpoint, noting the doorway on the left as you enter.



As soon as Chance surrenders himself as a decoy, sneak along the driver's side of the big truck—the one that Chance walks along the passenger side of. While the soldiers interrogate Chance, sneak up to the back of the truck and grab the grenades. Return to that doorway you noted at the tunnel entrance, enter it, and turn right.



Chuck a grenade into the room you find there to kill the tunnel power and the lights.



Now that you're using your night-vision goggles, you can't be seen. Move forward and clear out the crowd with head shots—it's easy. Exit the tunnel to end the level.

I-70 Mountain Bridge

As the level opens, you're facing a bridge and a tight time limit. To keep things clear in the following text, the "left" side of the bridge refers to your left from this starting position; and the "right" side refers to your right from this position.



Sneak forward and dangle from the edge of the right side of the bridge (hold X as you approach the edge). Go hand-over-hand past the commander and the jeep, then climb back on the bridge and approach the truck from the right (there are troops on the left).



Get the equipment from the back of the truck, then return along the left side of the bridge to avoid the troops, who have moved. Sneak forward and use the gas grenade to take out the commander and his companion.



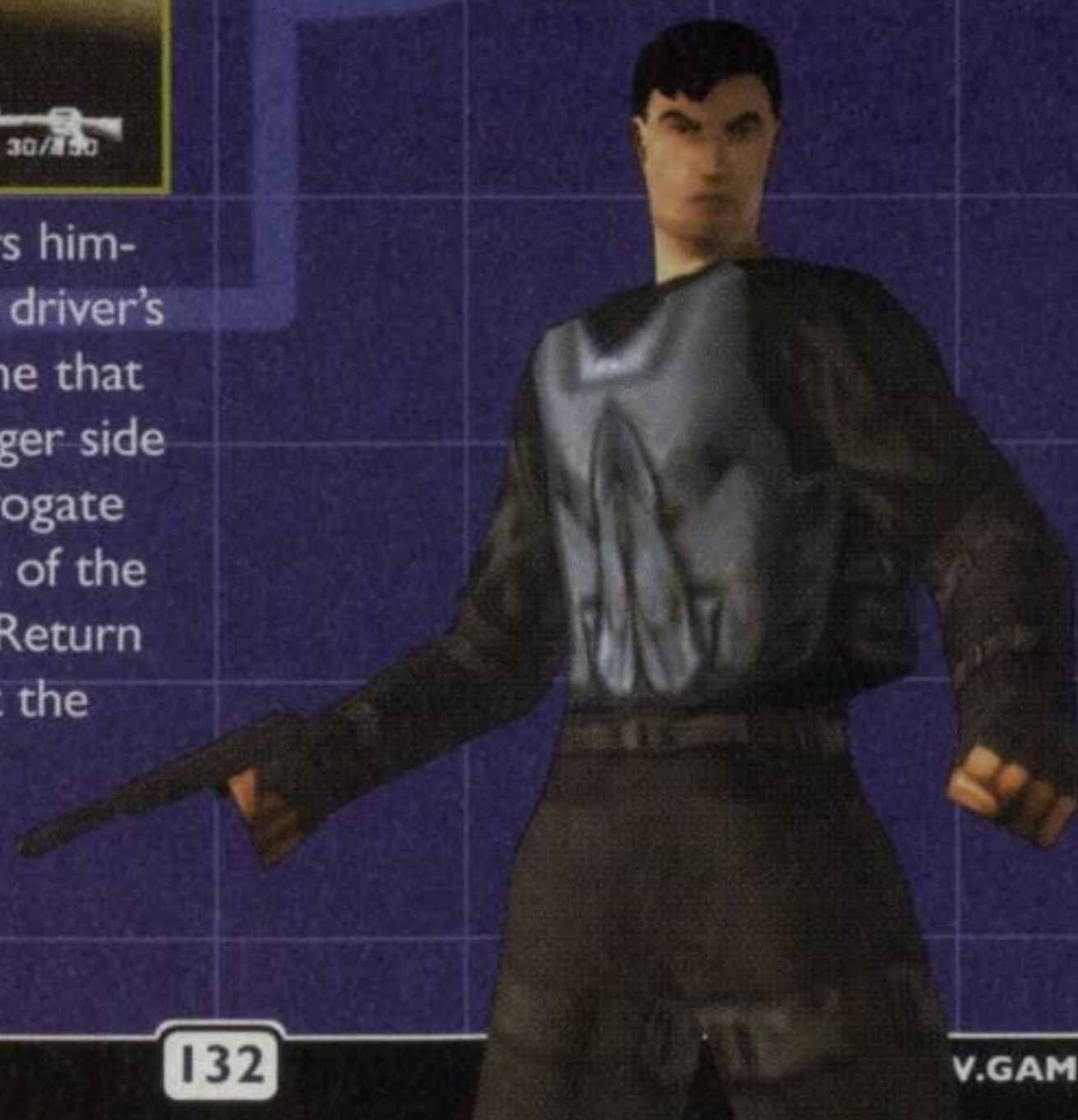
Next, dangle from the left side of the bridge and move hand-over-hand until the blue dot on your radar (which indicates the first C4 charge) is slightly to your right. Drop down two levels on the scaffolding below the bridge and use the knife to take out the soldier planting explosives. Disarm the C4 and climb up one tier of the scaffolding.



Move forward along the scaffolding to the next section where there are more levels of scaffolding—these enable you to climb back up and dangle from the left edge of the bridge again.



Go hand-over-hand along the edge until the next blue dot on your radar is slightly to your left. Drop down and disable the next C4 charge.



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From there, drop down one level and sneak across the scaffolding to the right side of the bridge. Use the sniper rifle to take out the soldier standing in front of the third charge.



From here, you can't reach the third charge to disarm it. Instead, climb back up through the scaffolding as pictured above to dangle from the right side of the bridge.



Go hand-over-hand until you're positioned between the third and fourth charges as pictured above. Drop down, move to the center of the scaffolding, and use the sniper rifle to take out the guard near the fourth charge. From here, it's pretty easy to reach and disarm the last two charges. The scaffolding can get a little mazelike, but take your time and don't return to the surface of the bridge until both are disarmed.



Secure the bridge by clearing out the remaining resistance—no need for subtlety with the charges taken care of—then enter the tunnel ahead.



Get out the sniper rifle, move forward, and stop in the shadows on the right side of the tunnel.



Go to the sniper view. Wait until the soldier pistol-whips the G.I. and then starts pacing back and forth. There's a moment when the head of the soldier who's moving from the right to the left is precisely lined up with the other soldier's head...which means you can take them both out with one bullet. Get a feel for the timing and take the shot.

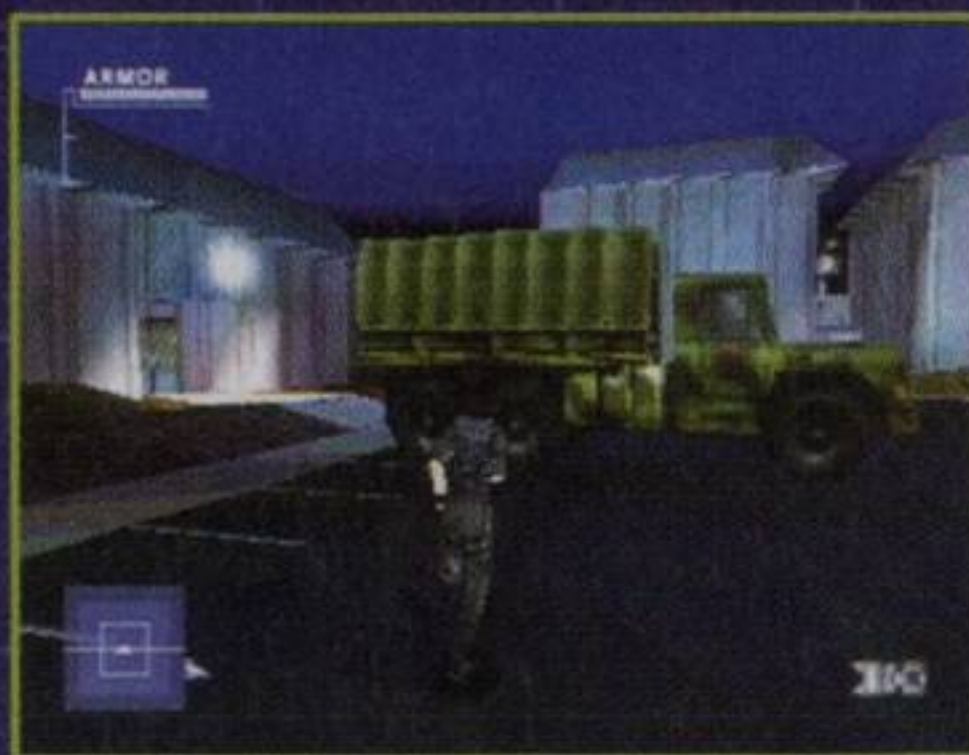


After talking to the G.I.s, proceed into the tunnel. Three times in a row, a truck will pull up and three soldiers will spill out. Go sniper with the M-16 and go for head shots. Fast, accurate shooting is crucial to keeping the G.I.s alive through this—it helps to start shooting before the enemies even appear. After that, it's on to the next level.

McKenzie Airbase Exterior



Immediately sneak forward and hide in the bushes while the two airmen talk. After one runs off, sneak out and stun the other with your taser.



Follow the remaining airman until the cut-scene plays, then run toward the truck in front of you. There are two airmen on the other side of the truck, so don't let yourself be seen around either side of it.



Crouch and wait next to its rear passenger-side tire, facing the rear. When the airman walks by, taser him, then get the silenced sniper rifle from the rear of the truck.



Next, sneak forward and crouch in the bushes next to the lamppost. When the other airman approaches, taser him.



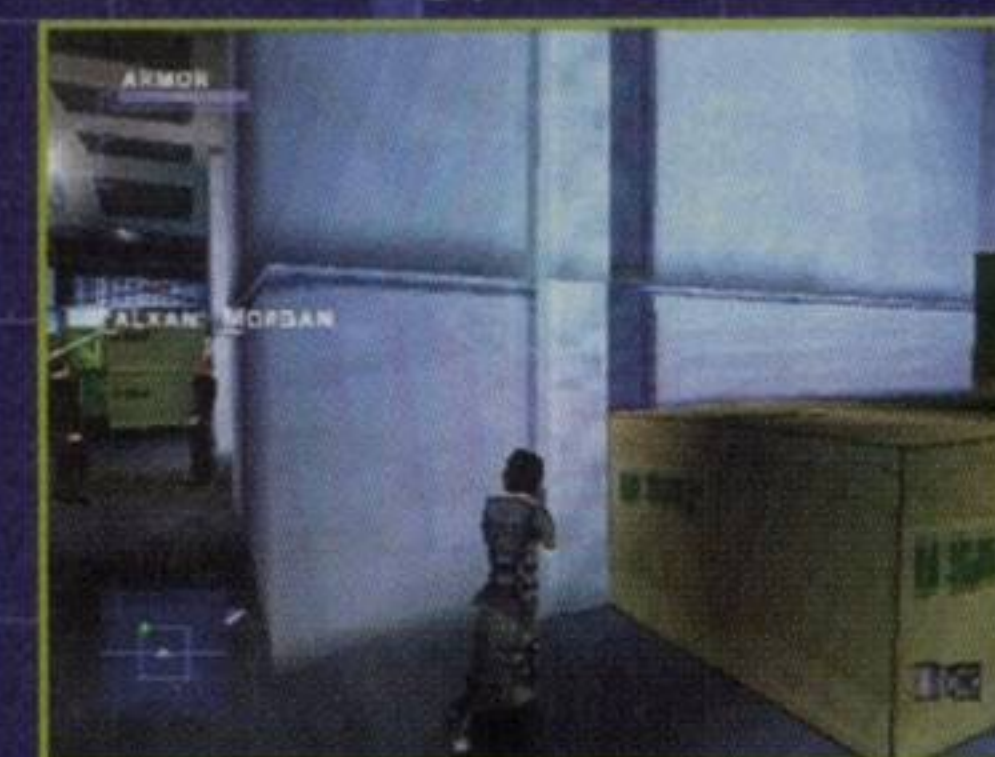
Turn left into the alley with the chimney that's pouring out smoke. Climb up to the roof, cross it, and drop down next to the truck.



Your movements have been heard, so hide behind the ledge just beyond the front of the truck and wait for the airman to investigate. Taser him after he walks by, then move forward to where the other airman is standing guard.



Sneak up and over the green crates, then stun the guard from behind. Move forward through the corridor, pausing to peer around each corner before revealing yourself.



After you witness the conversation between Falkan, Morgan, and the airman, retreat and hide behind the nearest green crate.





Stun the airman as he approaches, then move forward after Falkan and Morgan. After Teresa radios in the new objective, turn right and head for the Agency plane (pause and use the map if you can't find it).



So use the sniper rifle to take out the spotlight, then move forward. Next up is an alley loaded with airmen that's impossible to sneak down.



After Holman blows off the airman, stun the airman, and then sneak after and stun Holman before he exits the building. Next, run back the way you came, past the spot where Morgan and Holman talked. Enter the next building ahead and sneak forward to stun the airman.



Follow him and stun him. To the left of the tower door is a parked truck. Approach it and turn on its ignition.



Snipe the pilot as he stands next to the cockpit.



Wait at the entrance of the alley for a truck to pass by. As it does, run at it and tap Δ . If your timing's right, you'll jump and grab onto the roof of the truck as it rolls by.



Ahead lies an open space in front of the control tower. Be careful about showing yourself in the doorway to this space because spotlights and guards abound.



Immediately hide in the nook to the left of the front end of the truck. When the guards run off to investigate the crash, enter the tower.



Then walk underneath the plane and sabotage it at the F-22 access panel.



While dangling from the truck, you'll pass a pair of airmen, then a solitary one. Drop off the truck as soon as you see an opening between the buildings in front of you. Sneak forward and enter the doorway ahead.



Instead of walking out into the open space, turn right down the narrow corridor that leads you to a different doorway closer to the tower. Crouch and use the sniper rifle to take out all the lights.



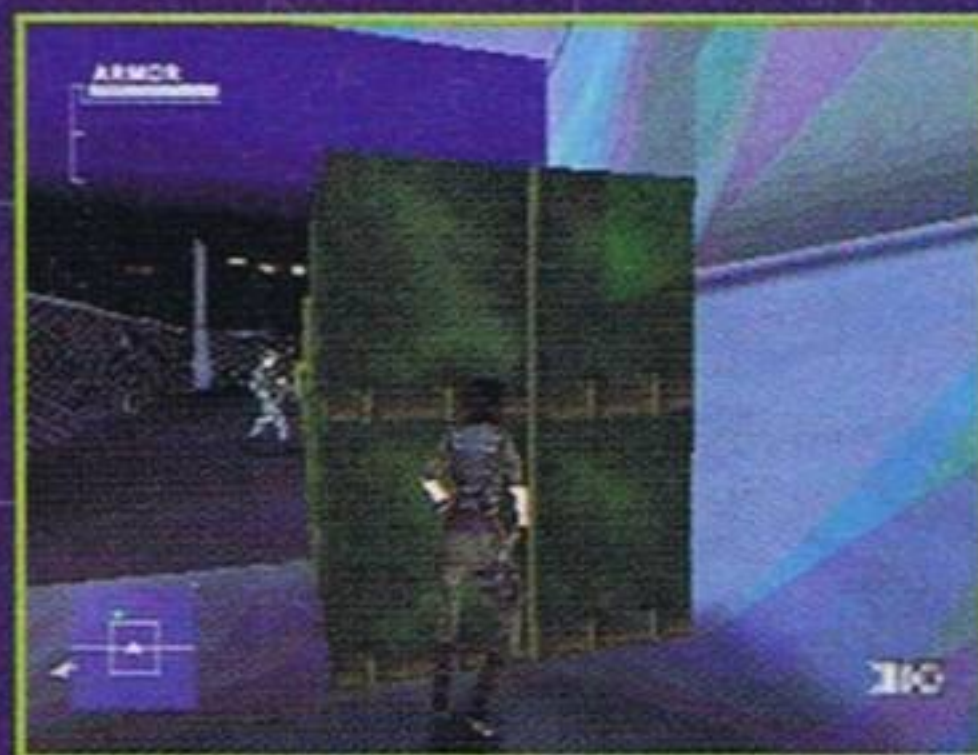
Ride the elevator up to the tower, and as soon as the door opens, sneak out and turn right. Circle behind the elevator and stun the airman as he stands in front of the map.



After the conversation with Teresa, wait for the airman to walk by, then stun him. Head out of the hangar and move toward the control tower.



Move through the corridor to where Morgan and Holman are walking together. Quickly hide behind the truck until the airman stops peering into the building, then move forward. After the cut-scene, quickly sneak after Holman—he's back in the building where you just hid behind the truck.



Return to the first doorway and wait behind the green crates for a guard to walk by.



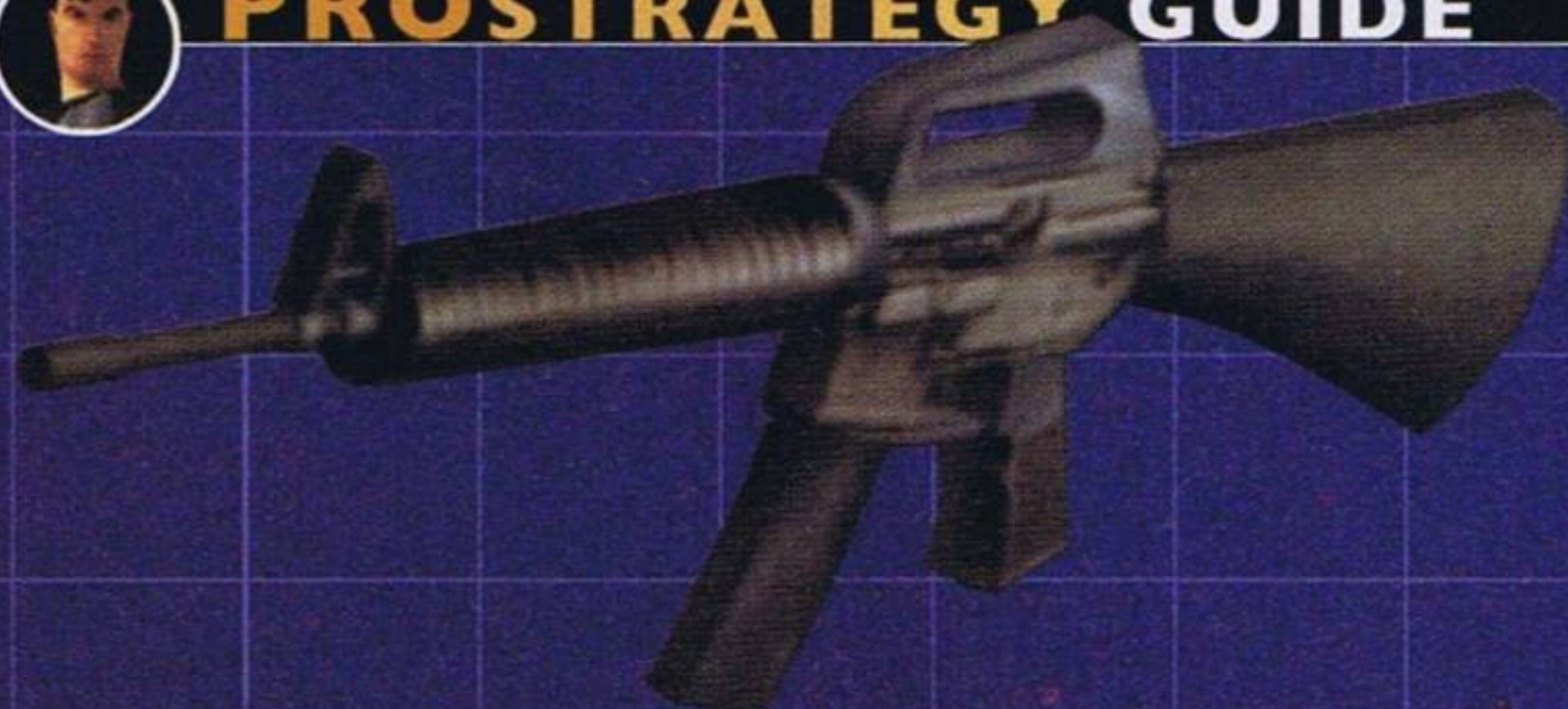
Run back around the way you came, sneak up on the other airman, and stun him—time's tight, so move quickly.



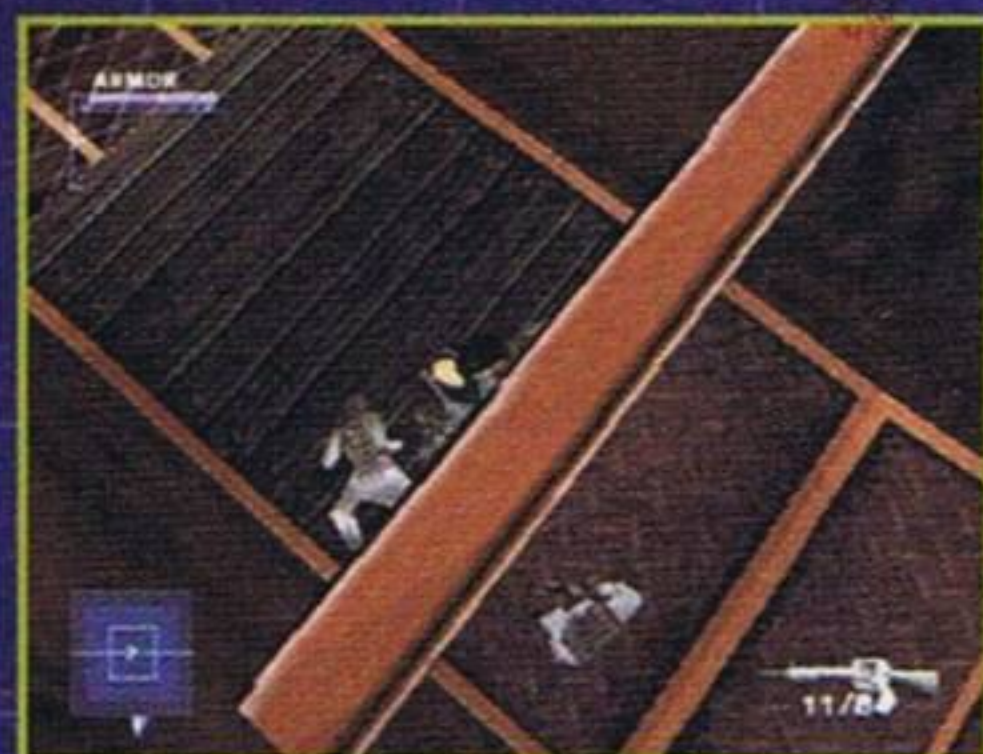
You'll encounter a pair of airmen along the way—use the crates as cover, and when they separate, stun them. Ahead lies an area in front of a truck that's swept by a spotlight. If you let the spotlight touch you, the alarm will be sounded.



Get the transponder frequency from the switch next to the map.



Ride the elevator down and head for the chopper (check the map if needed). After the cut-scene, stun the airman, then use the sniper rifle to take out Falkan. Run for the chopper and the end of the level.



You can scout for surprises in flatbed cars by dangling from a wall and holding L1 while moving the camera. Also, expect to be attacked from behind now and again.



When you approach the boiler cars, crouch behind the pillar poking up and use it as cover to snipe ahead.



Approach the flatbed train cars (even the small, short ones) with caution. Almost always, a crowd of enemies is skulking about, lying in wait for you. If you have a grenade, it'll settle things nicely. If not, creep just into range and snipe for head shots one at a time.



If you're getting hammered, roll (tap O) into the gaps between train cars. You'll land out of the line of fire.

C-130 Wreck Site



If they're chucking grenades at you, though, it's generally best to just Rambo right in there because grenades don't permit the peace and quiet needed for sniping.



After you parachute in, immediately crouch and sneak forward. Scattered ahead are six commandos, but if you move carefully and use the small hills for cover, you can pick most of them off before they notice you. One of them chucks grenades, so be alert for the clinking sound that means a grenade has landed nearby.



The first piece of wreckage you'll encounter is the nose of the plane. Immediately behind that is a wing, and underneath the wing is a crate with some sniper rifle ammo.



Creep around the outside of the tube and stop so that your body's blocked from the sniper's view. Lean around and take him out with a head shot.



To the left of that crate is a tube-shaped section of the body—approach it cautiously as you're about to be ambushed.



Immediately on the other side of the tube is a guy hurling grenades, so dash forward and take him out. Then move forward past another tube.



Enter the tube, but run for cover as soon as you hear the ambush team yelling. It's important to roll while you retreat so that their head shots can't connect. Also, make note of the sniper's perch near the tree limb dead ahead.



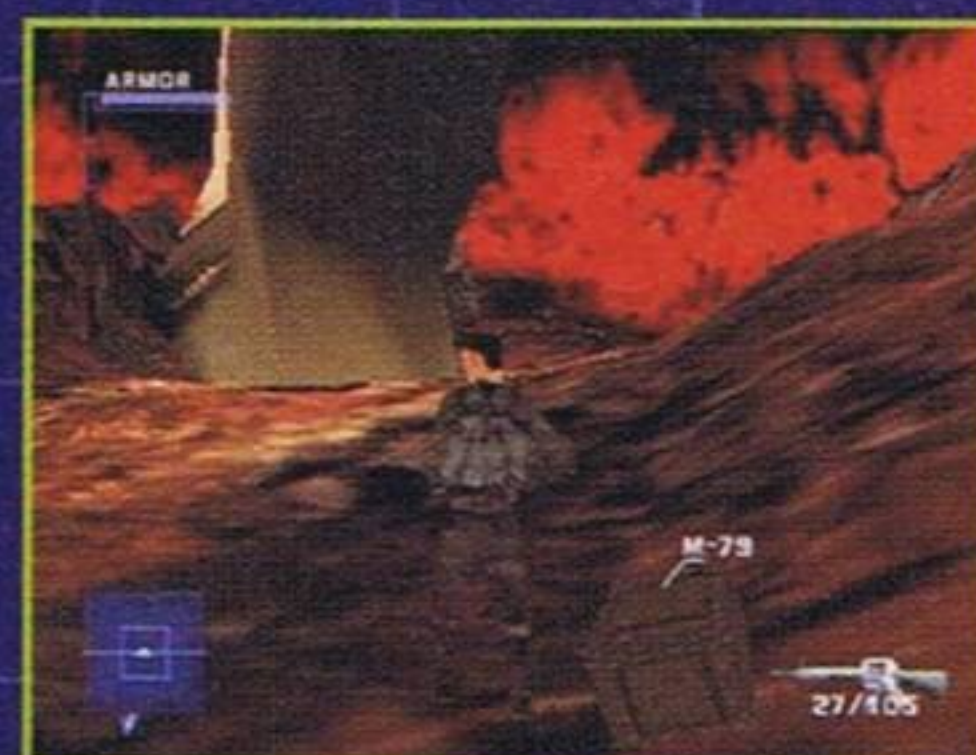
Look for the tail section of the plane and grab the data discs from the crate in front of it.



Take cover behind the edge of the tube and lean out to snipe the two commandos (hold L1 to snipe, then hold L2 or R2 to lean around the corner).



You're attacked immediately after grabbing the discs. Take cover behind the tail section, lean out, and snipe the two commandos.



Before pursuing Archer back to where you parachuted in, search around behind the tail section and locate the crate with the M-79 grenade launcher. As you move away from the tail section, two more commandos will attack—take cover and snipe them.

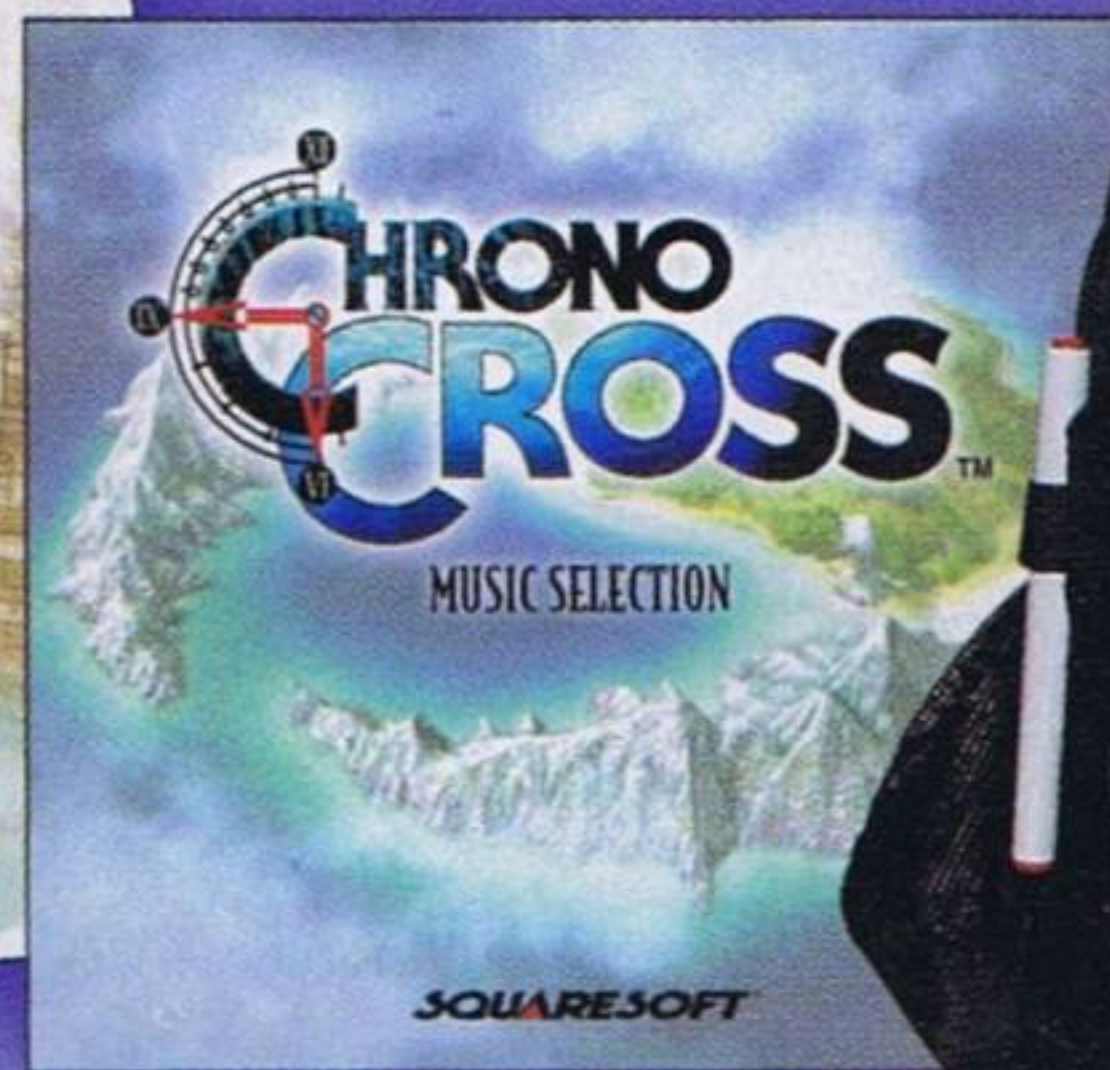


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As you approach the first tube on the way back, move slowly along its left side. A sniper team will attack, so retreat and take cover behind the tube. Lean out and snipe all three.



Move through the doorway they were guarding and down the dark corridor. Pause before entering the next room in order to lean out and snipe anyone you can. Then charge into battle—a total of five Agency men need to be taken out.



Skip the first grate you pass, but pause at the second one and use your crossbow to dart the G.I. standing there. Move ahead to the third and final grate, and exit the shaft.



Turn left and climb the small crate in front of you. Creep forward and drop off the edge so that you land between the red metal and the G.I. Stun him.



As you approach the next tube along its right, get out the M-79. Some snipers will appear along the ridge above you. Shower them with grenades, taking cover if necessary.



After that's handled, move to the top of that room and turn left. Crates block all the exits, so shoot out the grate and enter the ventilation shaft.



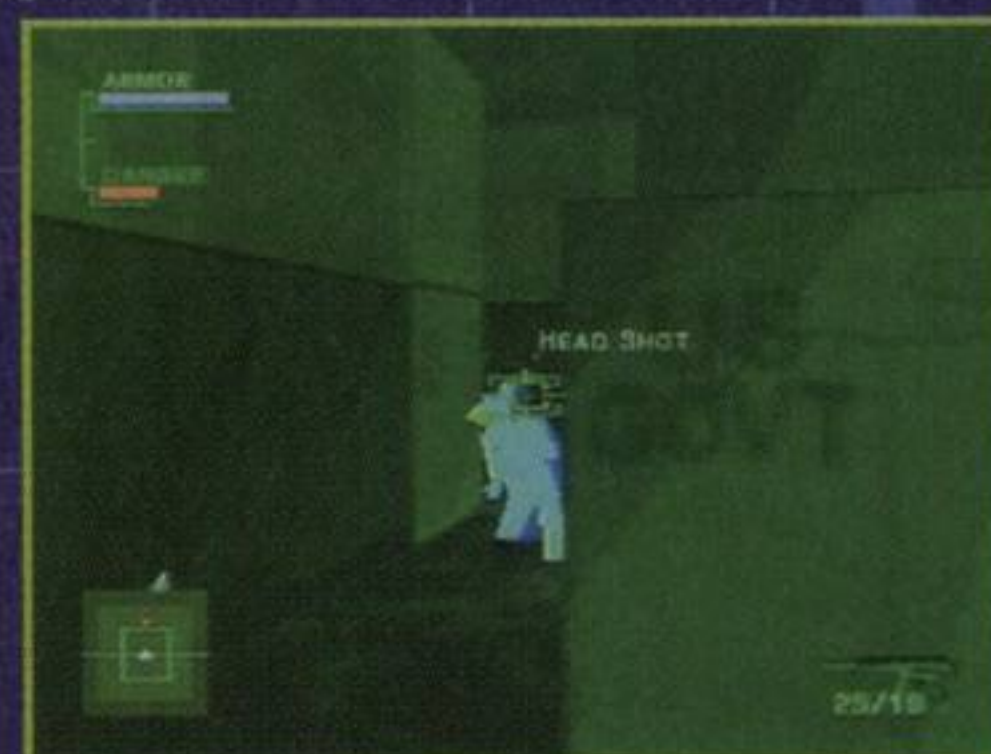
As soon as you land, freeze. Wait for the two G.I.s to talk, then climb up and stun the first one with the taser. Sneak after the second one and stun him, too.



From there, climb up two levels of crates and hide behind the lone crate until the G.I. turns away from you. When he does, lean out and take him out with a crossbow dart.



Get out the M-16 and run past the nose section of the plane. Archer is dangling from a chopper that's flying away. To get the discs and end the level, take him out with a head shot before the chopper flies off.



After you drop out of the shaft, turn right and enter the darkened corridor. Take out the guard there, then sneak forward, lean around the corner, and take out the guard walking into the room.



Return from stunning the second G.I. and turn left into the Mars exhibit. There's another G.I. on the other side of those crates, so sneak up and over the crates, drop down behind him, and taser him. Exit the Mars exhibit through the doors next to that last G.I.



Climb up to the third and highest crate, then scramble atop the rocket housing. Run at the gap between the rocket housing and the break in the railing where the broken red "Warning" sign dangles—Gabe will automatically jump it. Climb up, circle around, and enter the next ventilation shaft, which drops into a catwalk surrounded by fans.

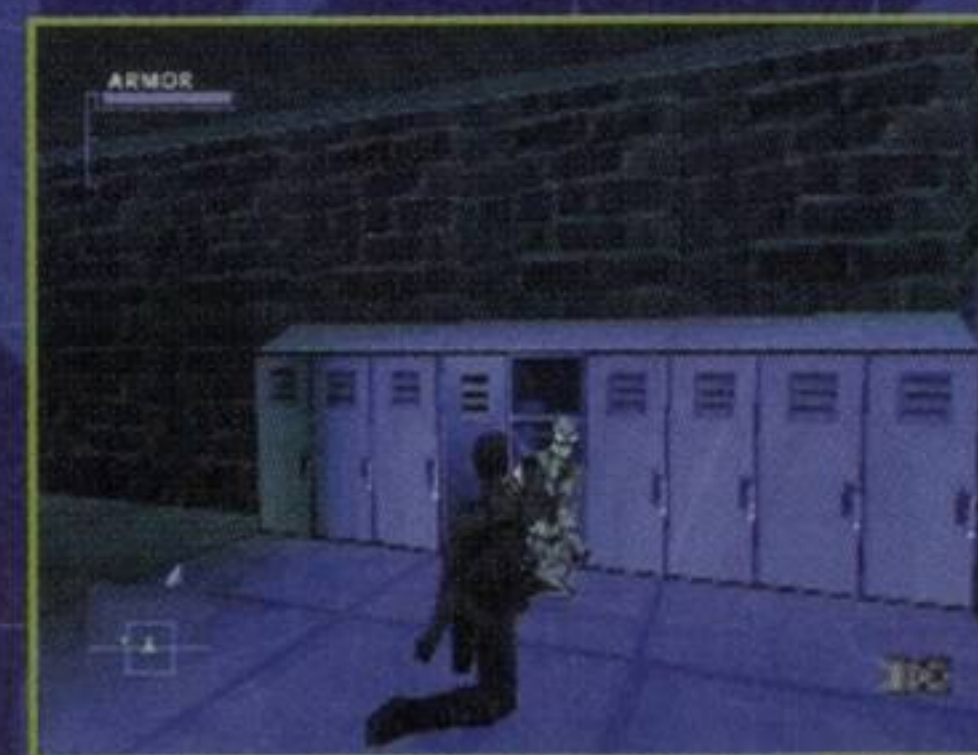
Pharcom Expo Center



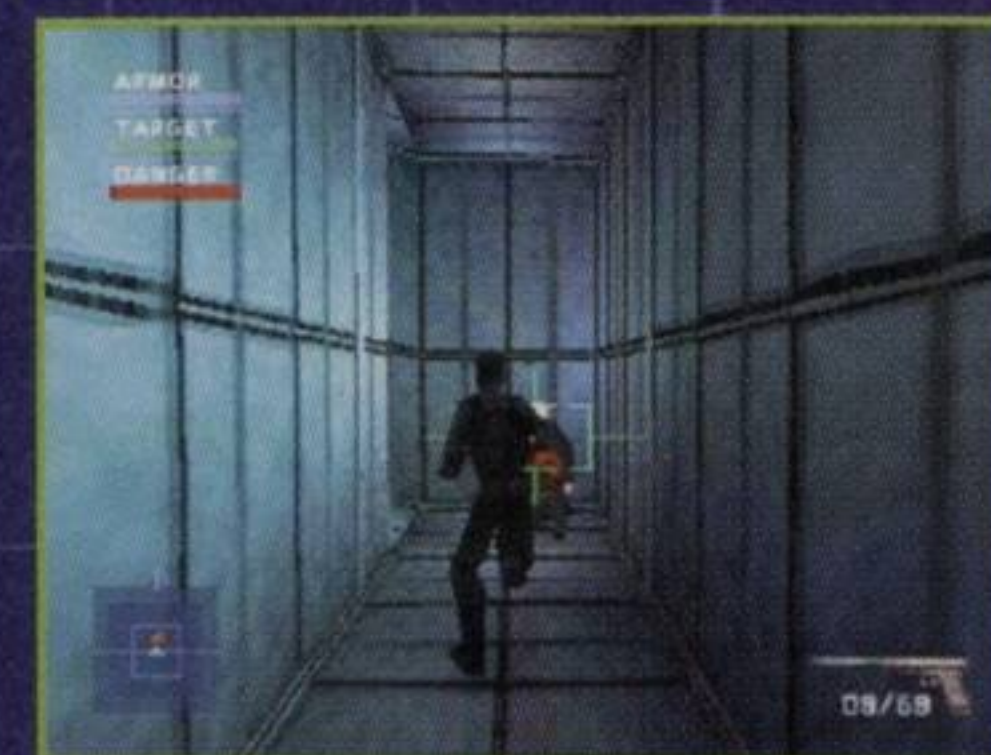
Sneak forward from where you begin and take out the two Agency men—get the one on the left first because he has an automatic weapon.



Creep forward into the lunar exhibit and eliminate the men there, then climb up the crates to the catwalk overhead. Shoot out the grate at the end of the catwalk and enter the next ventilation shaft.

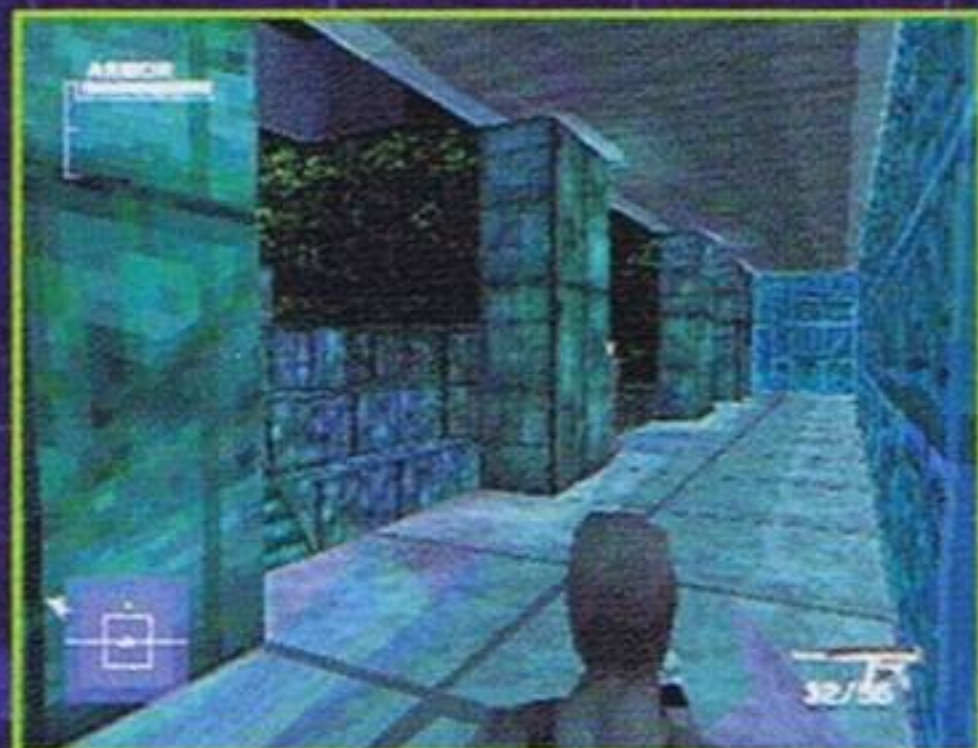


Sneak forward and wait for the two G.I.s to finish talking about the girlie magazine. As soon as one leaves, creep forward and stun the one in front of the locker. While you're there, grab the girlie mag from the locker—doing so actually unlocks a secret multiplayer arena, the Pharcom Lab. Then stun the other one and exit the room.



After Lian radios in the new objective, you'll be attacked by two Agency men. Take them out, grab the grenades from the crate, and enter the ventilation shaft above the crate. When you land, head left but hug the wall on your right to avoid detection by the G.I.s in the lower-left area.





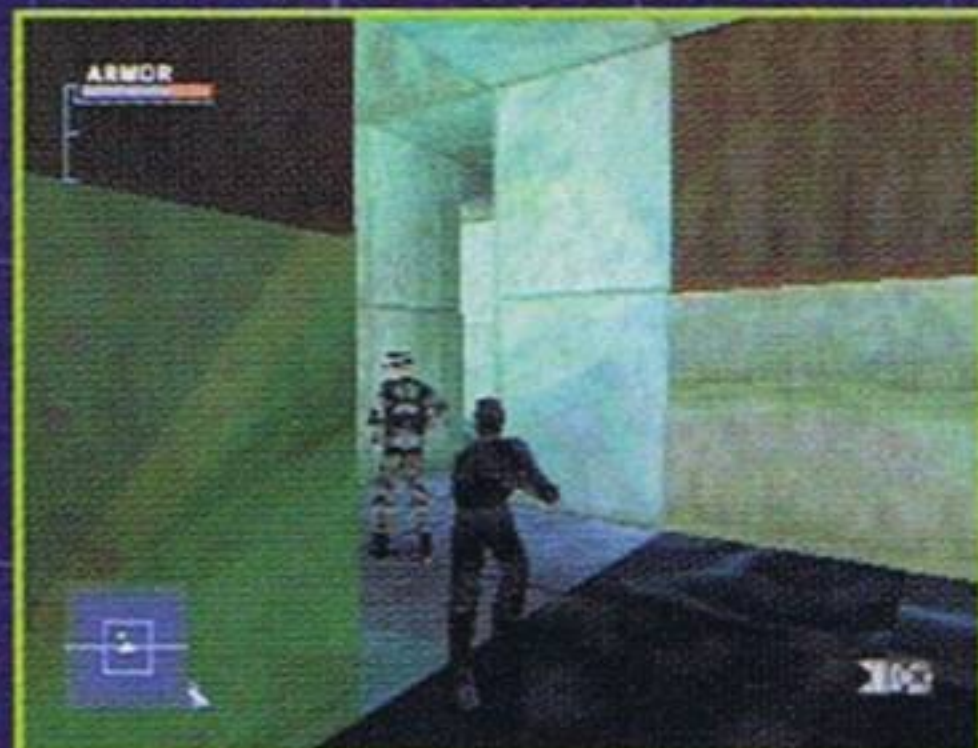
Stop and crouch when you reach the area pictured above—it's a short distance from the shaft.



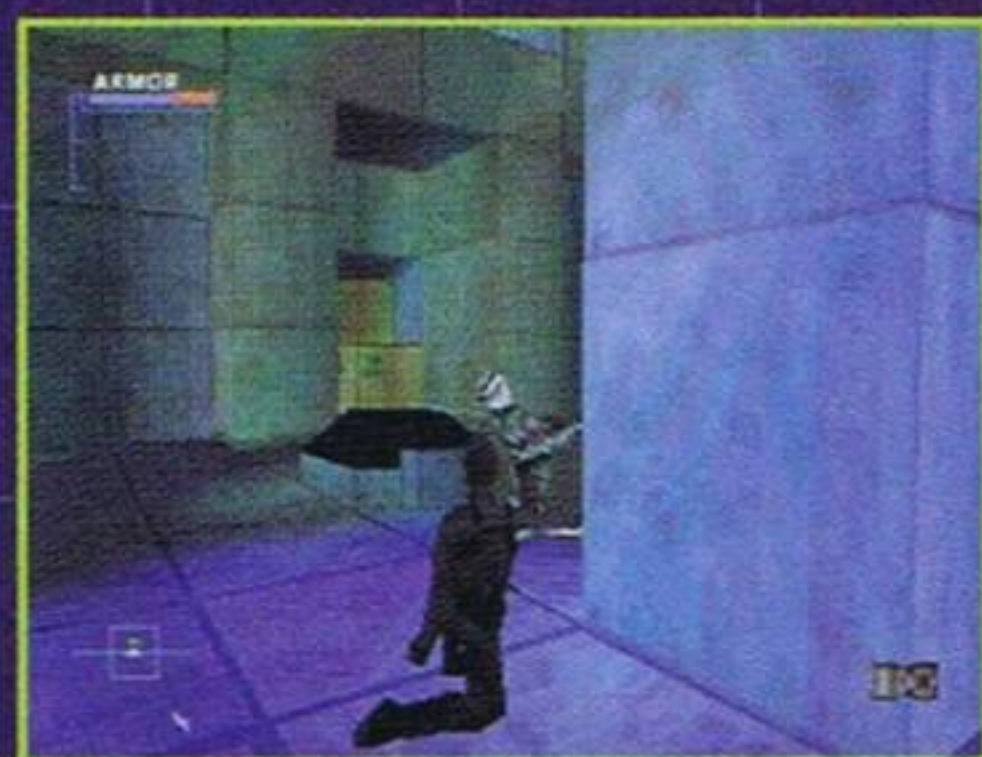
Snipe the three Agency men by leaning out. One is directly in front of you; the other two are across the way on the large steps.



When they're dead, run forward to the end of the corridor and drop onto the crates. Another Agency man awaits you on the floor. Then, if you're facing the huge steps, the exit's on the left—but sneak through it to take out the last Agency man in this room.



When you move past the checkpoint, hug the left side of the wall as you sneak forward and crouch before revealing yourself around the corner. Wait for the approaching G.I. to stop and face away from you, then taser him.



As you enter the room, make note of the ventilation shaft on your right—it's in the ceiling above the crate. Then turn left, sneak around the pillar, and stun the other G.I.



Position yourself as pictured above to plant the decoy charge. Then exit the room by climbing into the ventilation shaft.



After the cut-scene with the two Agency men plays, drop a grenade or two on their heads to clear them out.



Drop down and climb up into the next ventilation shaft in the ceiling. You must face the fans to be able to jump.



Move forward slowly, but stop as soon as you hear voices and two dots appear on your radar. Right after the first grenade detonates in the shaft ahead of you, run forward without stopping

until you reach the shaft's exit; if you don't pause, you'll make it through the barrage unscathed. Don't bother to try to fight the grenade throwers—it's a difficult battle that's not worth the trouble.



Sneak into the next room ahead and stun the two G.I.s there. Turn left out of that room and get out your crossbow. The next room is a little tricky—you may have to attempt it a few times before you master the timing.



Turn left as you enter the room and creep toward the G.I. heading up the ramp. Don't take him down yet, though.



Continue past the ramp in the aisle between the stack of crates and the short wall as pictured above.



Crouch at the end of the row of crates. Around the crates on your right is one very alert G.I.



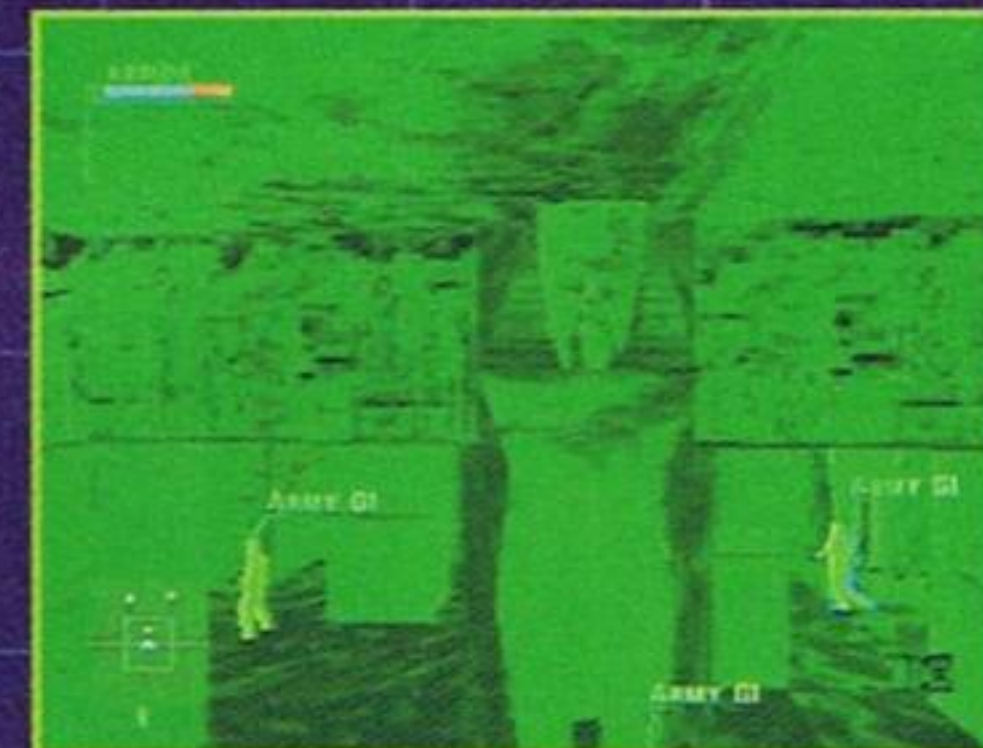
Face the crates and position yourself so that—without leaning out—you can go sniper and take him down with a crossbow dart.



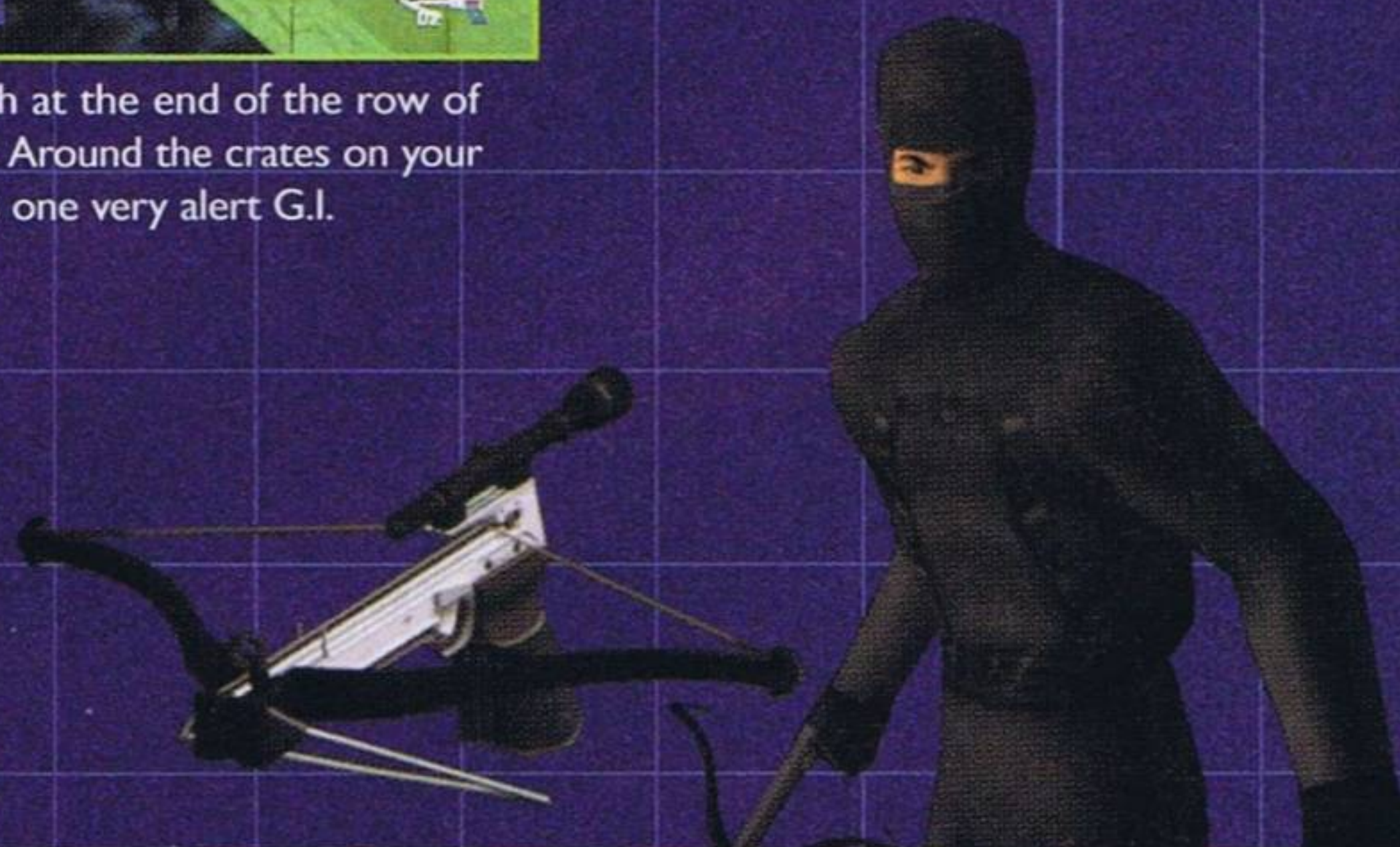
Turn around and sneak back up that ramp after the G.I. Taser him as he emerges from behind the crates.



Turn right and creep forward to stun this room's final G.I. Exit the room via the ventilation shaft in the back corner.



The room you drop into has three more G.I.s. Because it's dark and you're the only one with night-vision goggles, it's easy to sneak around and stun them all. Exit to the left of where you dropped in.





As you enter the room with the Stonehenge-style rocks, move to the right. Three Agency men in flak vests are about to attack, so take cover and put them down with head shots.



When that battle's won, locate the only Stonehenge with a smaller rock in front of it. Climb that to the top of the Stonehenge.



Circle around the room on top of the Stonehenges, jumping from one to the next.



On the last one, shoot out the ventilation shaft, jump over, and climb into the shaft for the end of the level.

Morgan



When the level begins, run straight ahead to pursue Morgan while Teresa disarms the bomb. Head for the only

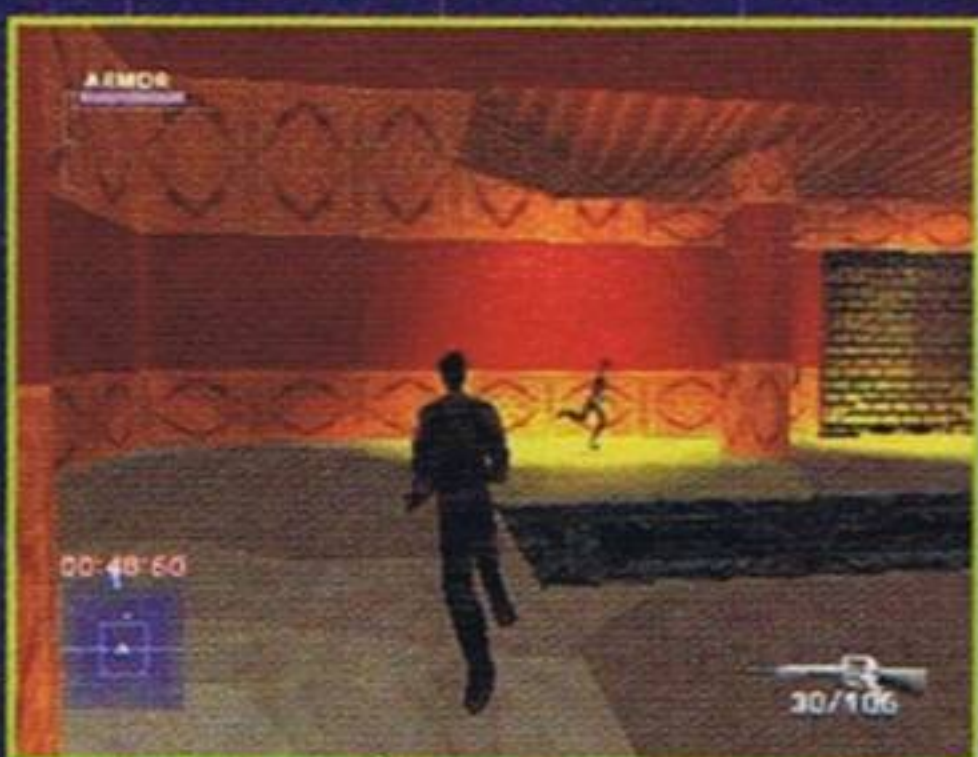
door without a grate blocking it; before you get far, Teresa will let you know that there are more bombs to locate. As you enter the door, an Agency man will attack—deal with him and move forward through the corridor and past the crates to locate the next bomb.



When Teresa arrives to disarm the bomb, you must defend her. The best way to do this is to put Gabe's body right in front of her while fighting off the three Agency men who attack.



Follow Teresa after Morgan and defend her again while she disarms the next bomb. This time, you'll have to face four Agency men—one is in a flak vest, so go for a head shot.



Follow Teresa again until you reach the final bomb. Defend her until she says she needs extra time, then track down Morgan. He's in the red-walled room where the level began.



Because you can't kill Morgan until Teresa defuses the last bomb, the best way to survive Morgan's barrage of grenades is to circle around the lion statue, keeping it between you and Morgan.



Take cover behind the crates until Morgan almost has a shot at you, then run to the next stack of crates. Keeping a close eye on the radar helps a lot, but if you see the telltale flash of the grenade launcher, run like hell.



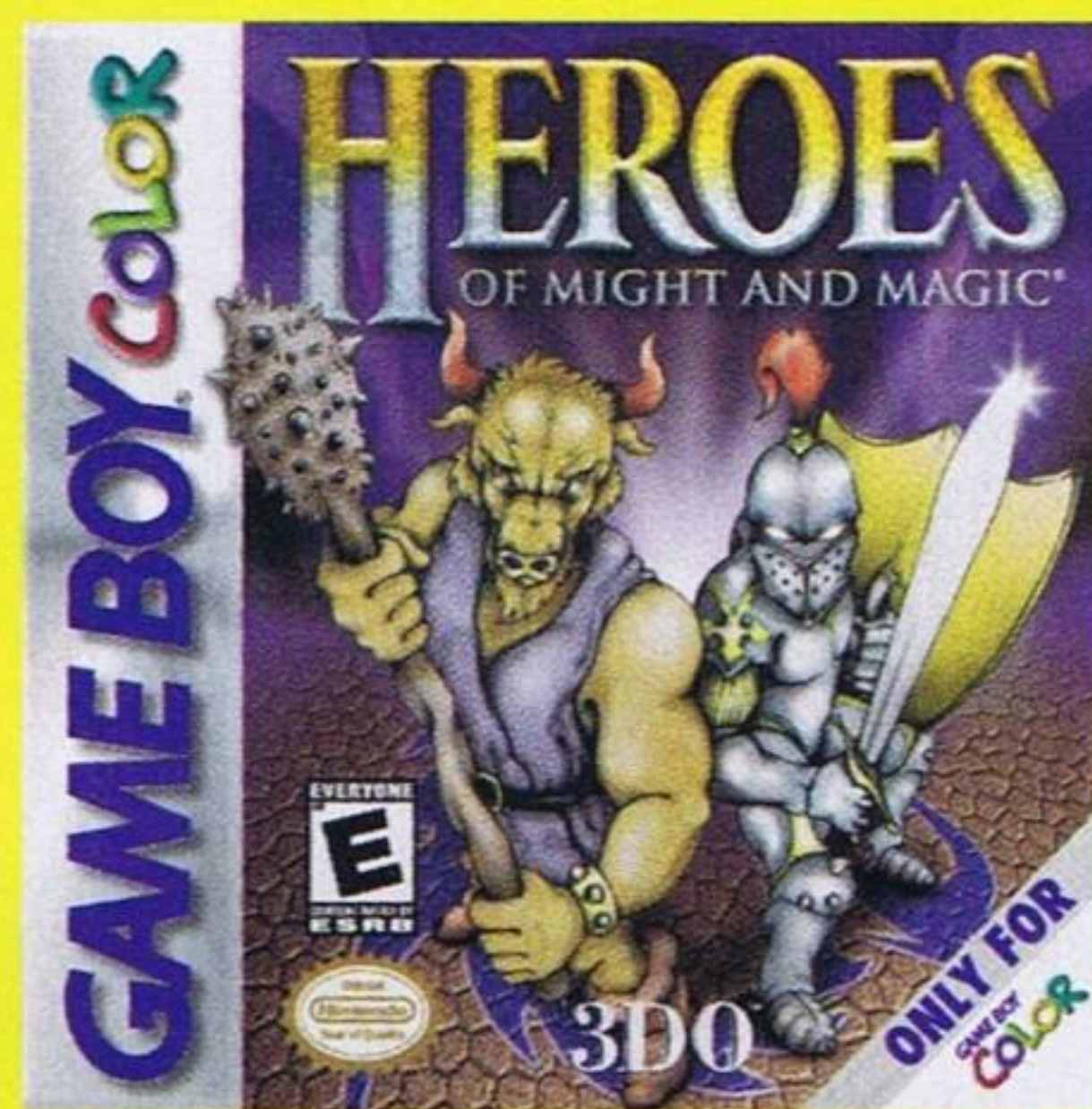
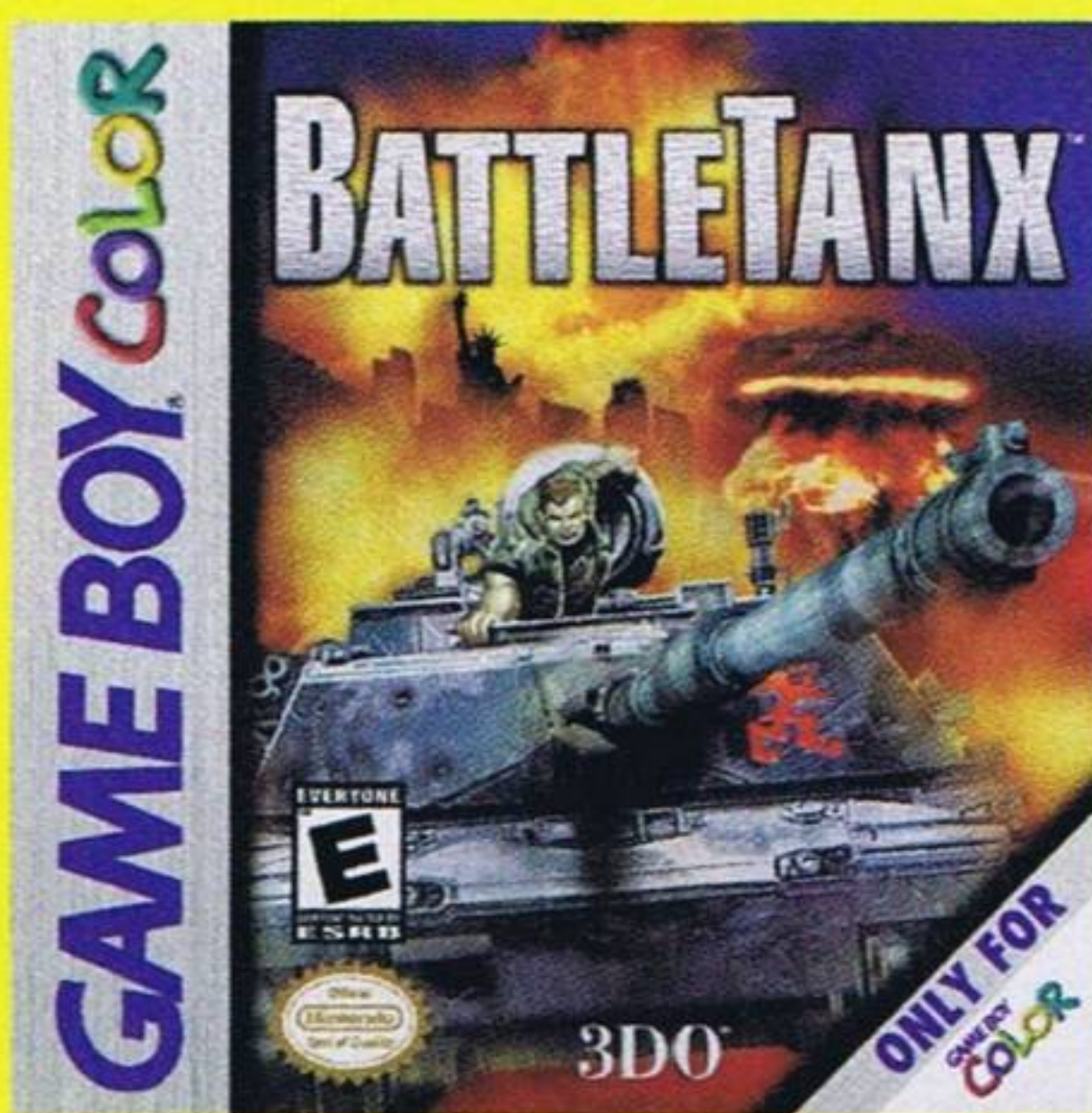
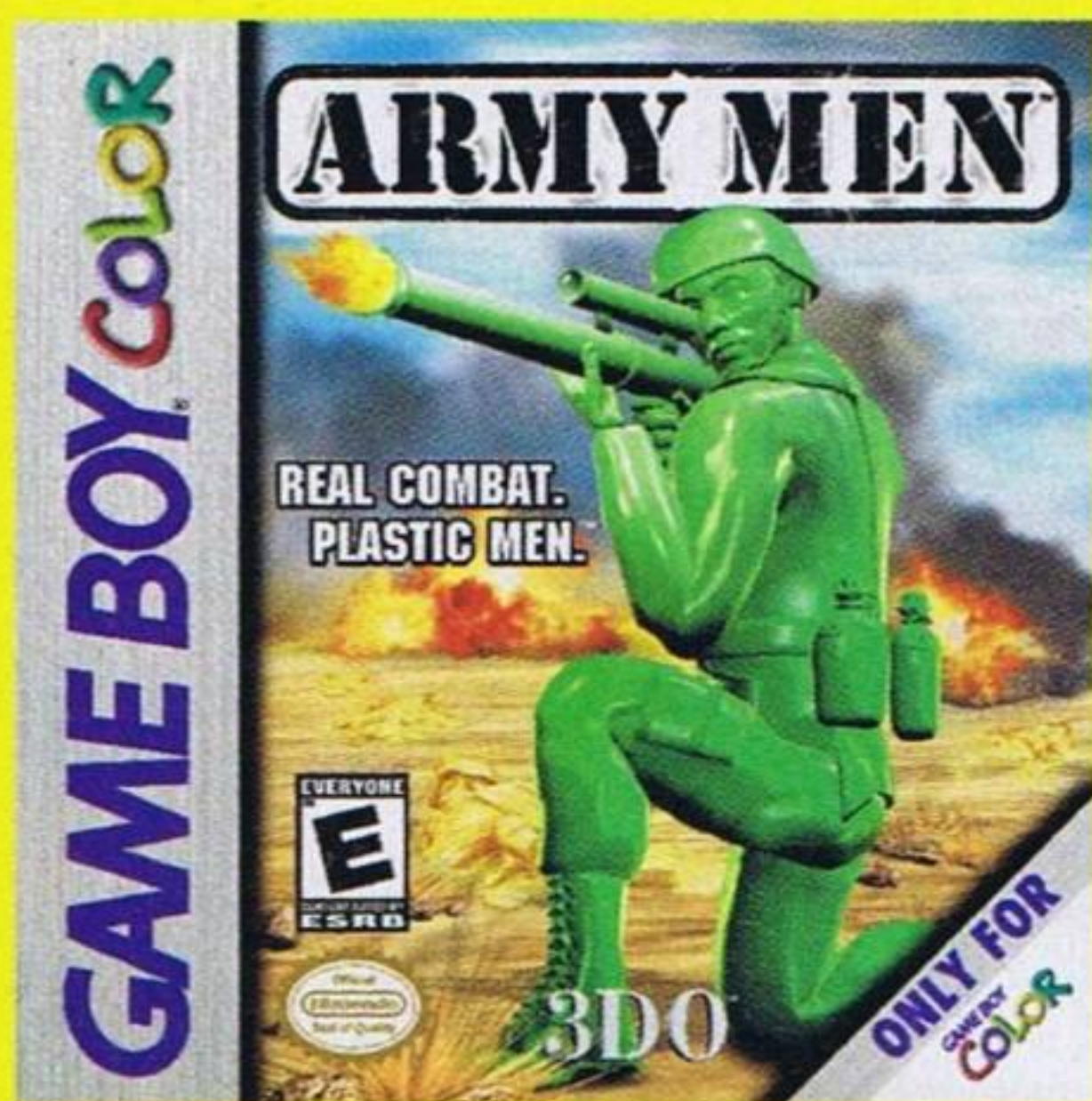
When Teresa gives the okay, go after Morgan. He's almost impossible to take down face to face, but he circles the room in a set pattern. Take cover behind one of the wooden crates, go sniper, lean out around the corner, and wait for him to run into a head shot. It'll probably take you a few tries to master it, but once you do, the level is over and you're off to Russia.

In next month's issue, we'll take you through the game's remaining 11 levels, so stay tuned!



NOT AS SEEN ON TV

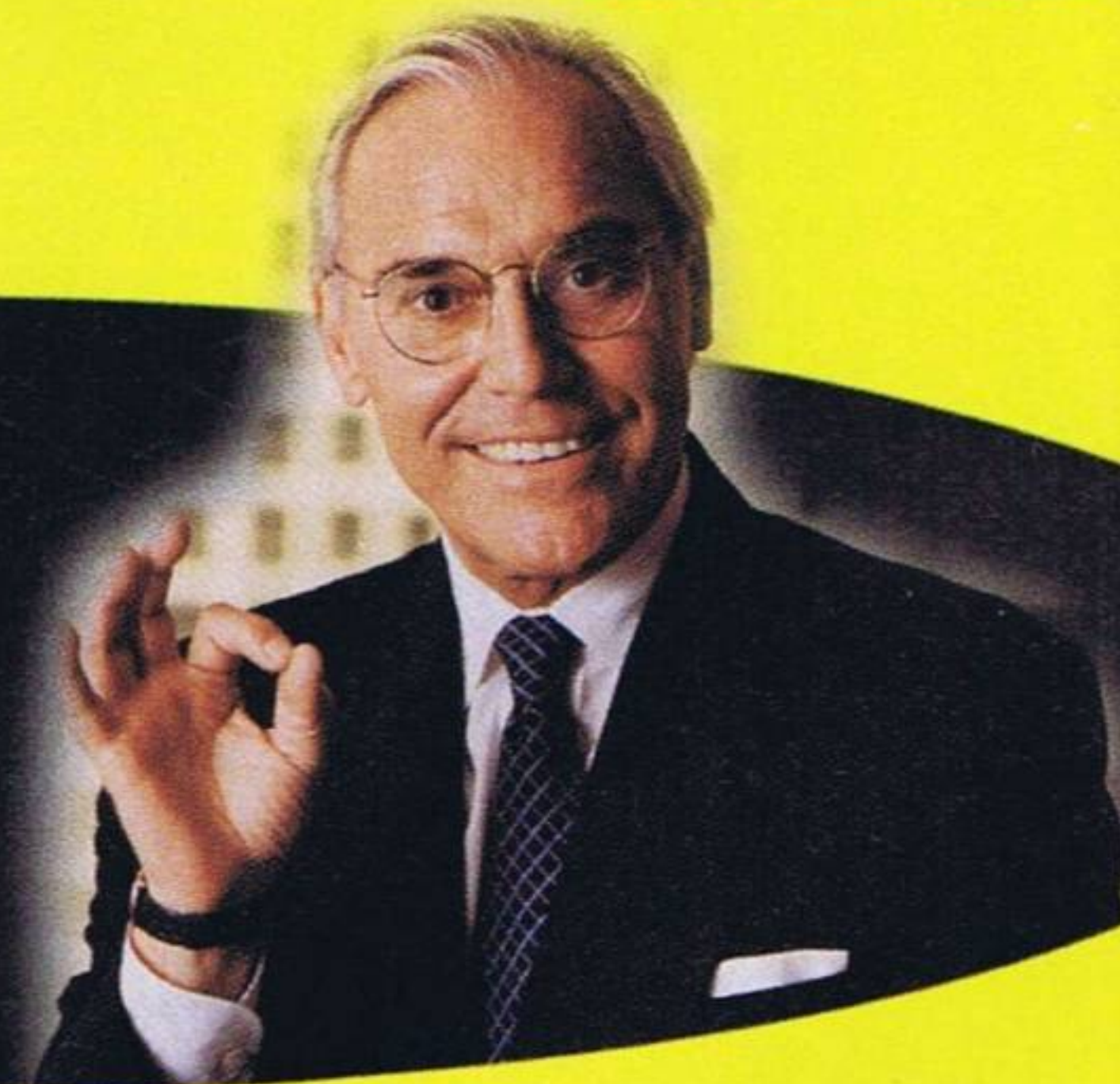
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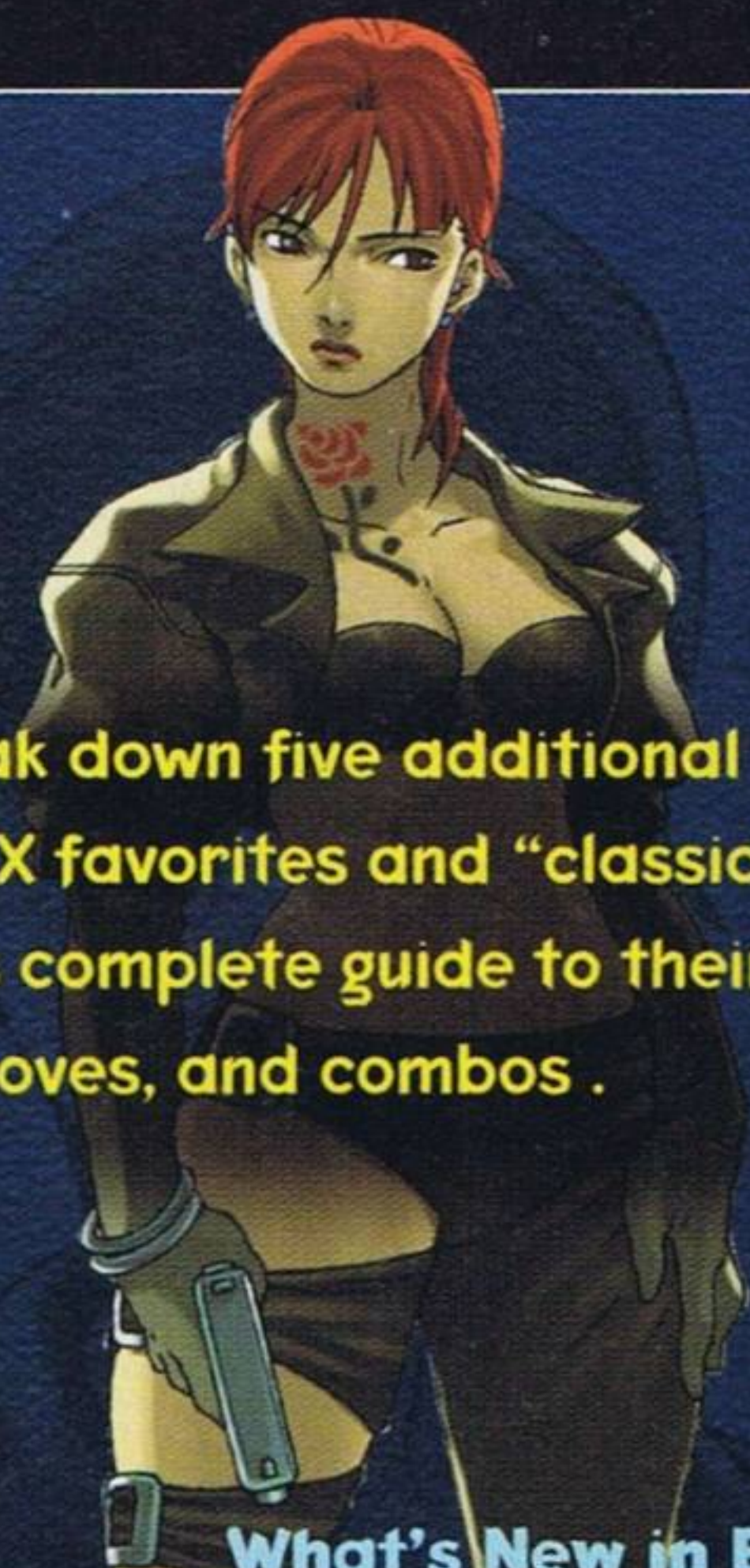
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STREET FIGHTER PLUS

Part 2

In this second installment, we break down five additional fighters, including some returning EX favorites and "classic" Street Fighter characters, with this complete guide to their basic skills, special moves, super moves, and combos.

By Bruised Lee



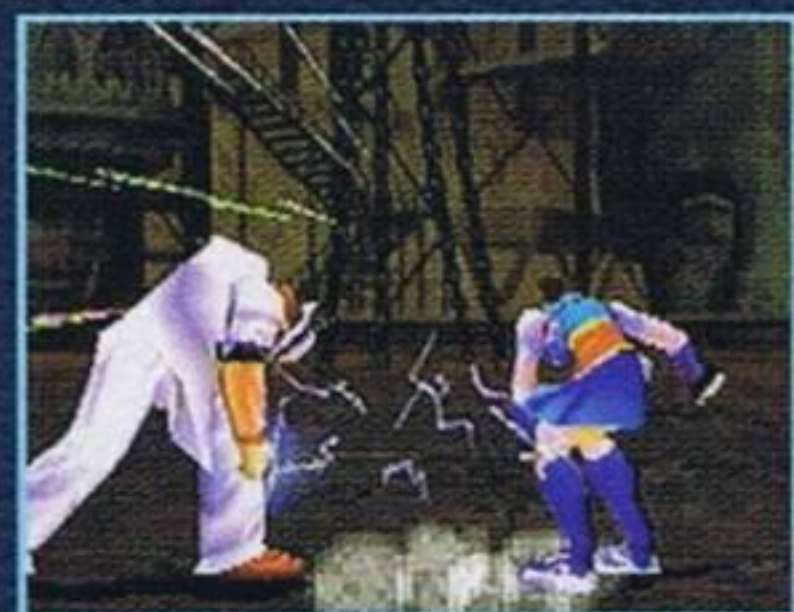
Basic Skills

Learn these basic skills before you begin a fight. The following moves are the same for every fighter.

Stun Move

You can instantly stun an opponent by simultaneously tapping the same Punch and Kick button. After a stun move, you can perform a combo.

Note: Your Super Bar must be at Level One for you to perform a stun move.



Bar reaches a new level you can either perform a super move individually or chain moves together into a combo.

Chain Super Moves into Combos

Here's an example of how a super move is chained into a combo.



Motion ↓ ↘ → ↓ ↘ → MP for five hits...



...then motion ↓ ↙ ← ↓ ↙ ← MK for eight more hits

Super Moves

Each fighter has a Super Bar with three levels that can be carried over from round to round. You can increase your Super Bar by hitting your opponent, getting hit, or performing special moves. When the Super

Start with An Air Attack

You start most combos (with all characters) by jumping in deep with a move. This is a good way to get in close to your opponent and land an extra hit.

Cross-Up Attacks

To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

Starting Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin a second move. If you time it correctly, you can execute both moves, and, if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one combo.

Example of a Basic Two-in-One Combo



Hold ↓, tap MK

When your character starts a move, immediately two-in-one into the second move (see the Fireball move below).



Motion ↘ → MP

Normally, to perform a Fireball, you would have to motion ↓ ↘ →. But because you were holding ↓ from the previous move, you only have to motion ↘ → MP to get off the two-in-one.

What's New in EX2

Excel Combos

Excel combos are like the Custom combos used in the SF Alpha series, where you can link and perform moves in a faster combo. You can also combine different-strength moves and special moves together for high-hitting combos. The key is to find which moves will register the most damage in the Excel combo. To start an Excel combo, simultaneously tap a Punch button and a Kick button of different strengths.

Note: Your Super Bar must be at Level One for you to perform an Excel combo.



Tap (HP LK)

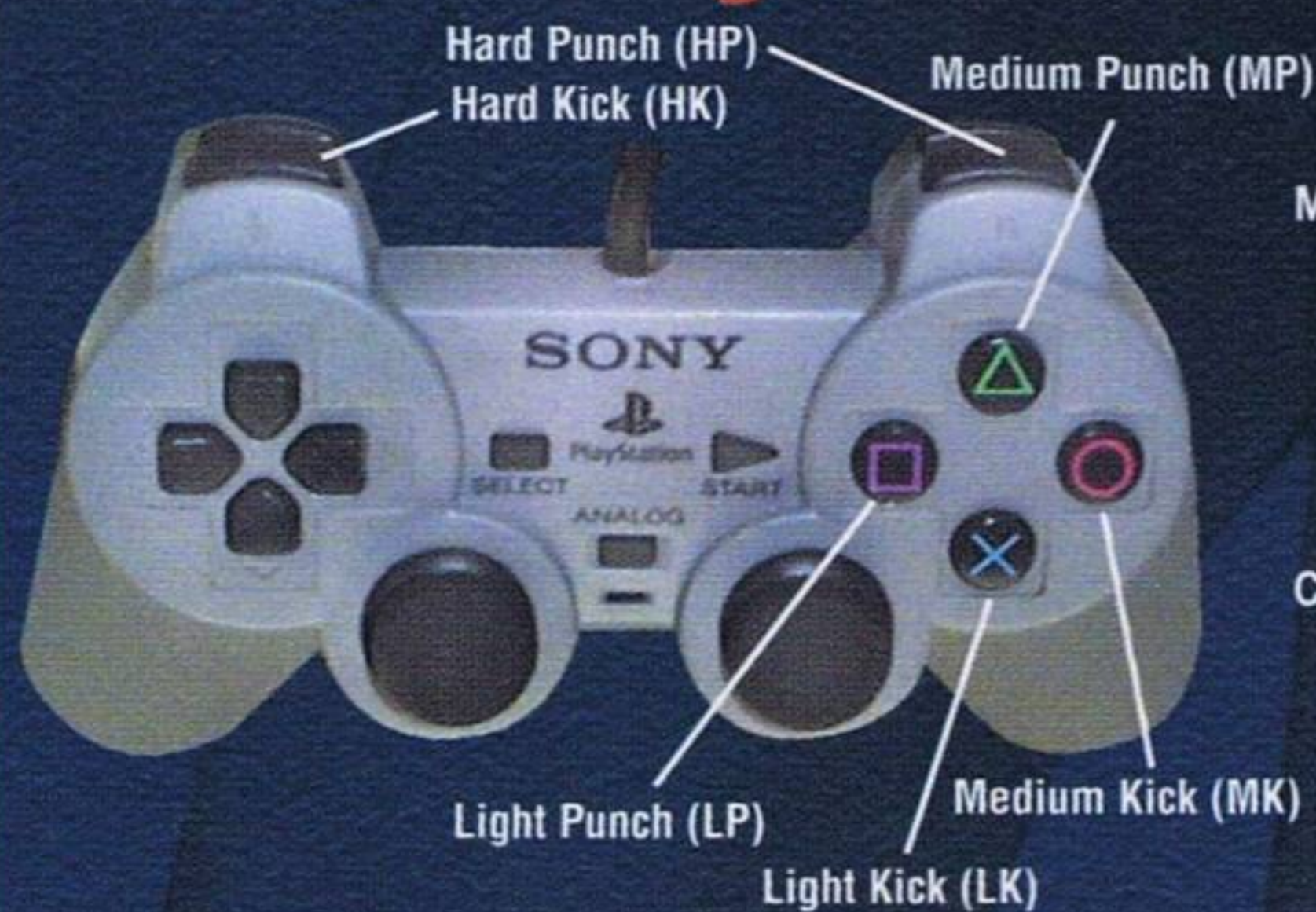
Meteo Combo

Each character has a Meteo combo, which registers several hits causing a ton of damage, but they require all three levels of your Super Bar. You perform a Meteo Combo like a super move, but you have to press all three Kick or Punch buttons simultaneously.



Motion ↓ ↘ → ↓ ↘ → (LP MP HP) to perform Sharon's Meteo combo.

Controller Legend



- K = Any Kick button
- P = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.

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



Ryu

Special Moves

Spin Kick



Tap (→ MK)

Fireball



Motion ↓ ↘ → P

Red Fireball



Motion → ↘ ↓ ↙ ← P

Dragon Punch



Motion → ↓ ↘ P

Rising Spin Kick



Motion ↓ ↙ ← K

Note: This move can be chained together for additional hits.

Super Moves

Vacuum Fireball



Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick



Motion ↓ ↙ ← ↓ ↙ ← K

Meteo Combo



Motion ↓ ↘ → ↓ ↘ →
(LK MK HK)

Devastating Combos

Three-Hit Fireball Combo



Jump in deep, tap HK



Tap (↓ HP), two-in-one



Motion ↘ → HP

Three-Hit Dragon Punch Combo



Jump in deep, tap HK



Tap LP



Motion → ↓ ↘ LP

Another Combo

Fifteen-Hit Stun Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.

When in close to your opponent, tap (MP MK), jump in deep, tap HK, (↓ MK), two-in-one, motion ↙ ← MK, tap (← HK), (← HK), (← HK), motion ↓ ↙ ← ↓ ↙ ← HK for eight hits

Sixteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



Jump in deep, tap HP



Tap (↓ MP), two-in-one



Motion ↘ → MP



Motion ↓ ↘ → ↓ ↘ → MP for five hits



Motion ↓ ↙ ← ↓ ↙ ← MK for eight hits



Cross-up, tap MK



Tap (↓ MP), two-in-one



Motion ↙ ← MP



Motion ↓ ↙ ← ↓ ↙ ← MP for five hits

Twenty-Two-Hit Excel Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Tap (HP MK)



Tap HP



Tap HP



Tap HP



Tap (→ HP) for two hits



Motion → ↘ ↓ ↙ ← MP for two hits



Motion ↓ ↘ → MP



Motion ↓ ↘ → MP



Motion ↓ ↘ → ↓ ↘ → MP for five hits

Special Moves

Charging Back Fist



Tap (→ MP)

Flip Over



Motion → ↘ ↓ ↙ ← P

Spinning Back Fist



Motion ↓ ↘ → P

Super Moves

Fury Combo



Motion ↓ ↙ ← ↓ ↙ ← P

Sharon Kick Combo



Motion ↓ ↘ → ↓ ↘ → K

Snap Kick



Tap (→ MK)

Flying Back Kick



Motion ↓ ↙ ← K

Air Throw



Motion → ↓ ↘ K

Load Gun



Motion ↓ ↘ → ↓ ↘ → P
Note: Motion ↓ ↘ → ↓ ↘ → P after the Load Gun move to fire.

Meteo Combo



Motion ↓ ↘ → ↓ ↘ → (LP MP HP)

Sharon

Devastating Combos

Six-Hit Stun Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



When in close, tap (MP MK)



Jump in deep, tap MP



While in the air, tap MP



Tap (↓ MK)



Motion → ↓ ↘ MK



Tap HP

Air Grab



While in the air, tap (← MP) or (← HP)

Twelve-Hit Flip-Over Twin Super Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



Motion → ↘ ↓ ↙ ← MP



Tap (↓ MP), two-in-one



Motion ↙ ← MP



Tap (← MP)



Motion ↓ ↙ ← ↓ ↙ ← MK for four hits



Motion ↓ ↘ → ↓ ↘ → MP for four hits

Sixteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep, tap HP



Tap (↓ MP), two-in-one



Motion ↘ → MP



Tap (→ MP)



Motion ↓ ↘ → ↓ ↘ → MK for four hits



Motion ↓ ↙ ← ↓ ↙ ← MP for four hits



Motion ↓ ↘ → ↓ ↘ → MK for four hits

Another Combo

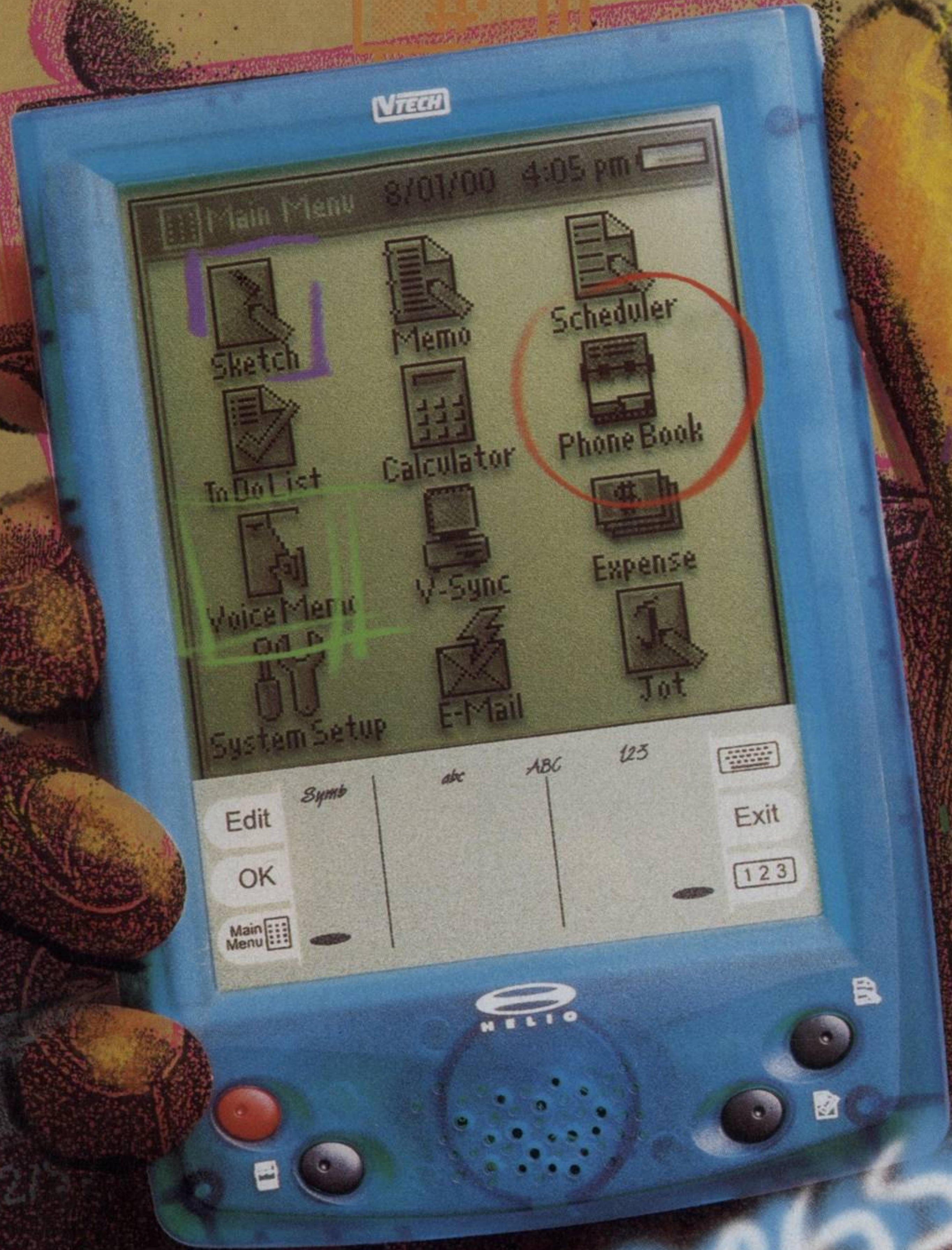
Fifteen-Hit Excel Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.

Jump in deep, tap HP, (HP MK), LP, LP, HP, HP, HP, (↓ MK), two-in-one, ↘ → MP, (→ MP), motion ↓ ↙ ← ↓ ↙ ← MP for six hits



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Express
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Special Moves

Right Hook



Tap (→ MP)

Batter Up



Motion ← ↙ ↓ ↘ → P

Final Punch



Hold (LP MP HP) or (LK MK HK), then release
 Note: The longer you hold the buttons, the stronger the punch will be when you release them.

Super Moves

Uppercut



Motion ↓ ↙ ← ↓ ↙ ← P

Super Batter Up



Motion ↓ ↙ ← ↓ ↙ ← K

Quick Dash



Motion ↓ ↙ ← P

The Boot



Motion ← ↙ ↓ ↘ →

Punch Fury



Charge ← two seconds, tap →, ←, (→ P)

Meteo Combo



Motion ↓ ↘ → ↓ ↘ → (LK MK HK)

Dash Punch



Charge ← two seconds, tap (→ P)

Dash Uppercut



Charge ← two seconds, tap (→ K)



Jack

Punch Combo



Charge ← two seconds, tap →, ←, (→ K)

Devastating Combos

Three-Hit Batter-Up Combo



Jump in deep, tap HP



Hold (↓ MP), two-in-one



Motion ↘ → MP



When in close, tap (MP MK)



Jump in deep, tap MP



While in the air, tap MP



Hold ↙, tap MK, two-in-one



Tap (→ MK)

Six-Hit Super Uppercut Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



Jump in deep, tap HP



Hold ↙, tap MP



Tap MK, two-in-one



Tap (→) MP



Motion ↓ ↙ ← ↓ ↙ ← MP



Tap MP

Thirteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep, tap HP



Hold ←, tap MK, two-in-one



Tap (→ MP), two-in-one



Tap ←, →, ←, (→ MP) for four hits



Motion ↓ ↙ ← ↓ ↙ ← MK for three hits



Motion ↓ ↙ ← ↓ ↙ ← MP



Tap LP



Tap LP

Another Combo

Nine-Hit Excel Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.

Tap (HP MK), jump in deep, tap HP, hold ↙, tap MP, MK, two-in-one, (→ MK), motion ↓ ↙ ← ↓ ↙ ← MP, tap ↓, HP, two-in-one, motion ↙ ← ↓ ↙ ← MP, tap LP, LP

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Nanase

Special Moves

Elbow Smash



Tap (→ MP)

High Pole Strike



Motion → ↓ ↘ P

Pole Counter



Motion ← ↓ ↙ P

Super Moves

Pole Uppercut



Motion ↓ ↘ → ↓ ↘ → P

Pole Throw



Motion ↓ ↙ ← ↓ ↙ ← P

Note: Tap (LP MP HP) to spin the pole in one place.

Pole Jab



Motion ↓ ↘ → P

Jumping Pole Attack



Motion ↓ ↙ ← K
Note: Tap K repeatedly for more hits

Toss Behind



When in close to your opponent, rotate the joypad 360 degrees clockwise starting at → and tap any Punch button

Meteo Combo



Tap LP, LP →, LK, HP

Devastating Combos

Four-Hit Stun Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



When in close, tap (MP MK)



Motion ↓ ↙ ← MK



Tap MK



Tap MK

Another Combo

Nineteen-Hit Excel Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.

Tap (HP MK), jump in deep, tap HP, HP, hold ↓, tap MK, MK, MP, two-in-one, motion ↘ → MP, tap (→ LP), (→ LP), motion ↓ ↘ → ↓ ↘ → MP for eleven hits

Eight-Hit Super Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



Jump in deep, tap HP



Tap MP for two hits



Motion ↓ ↙ ← ↓ ↙ ← MP for five hits

Five-Hit Pole Jab Combo



Jump in deep, tap HK



Tap (↓ MP), two-in-one



Motion ↘ → MP



Tap (→ LP)



Tap (→ LP)

Twenty-Six-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep, tap HK



Tap (↓ MP), two-in-one



Motion ↘ → MP



Tap (→ LP)



Tap (→ LP)



Motion ↓ ↙ ← ↓ ↙ ← MP for five hits



Motion ↓ ↘ → ↓ ↘ → MP for 11 hits



Motion ↓ ↙ ← ↓ ↙ ← MP for five hits

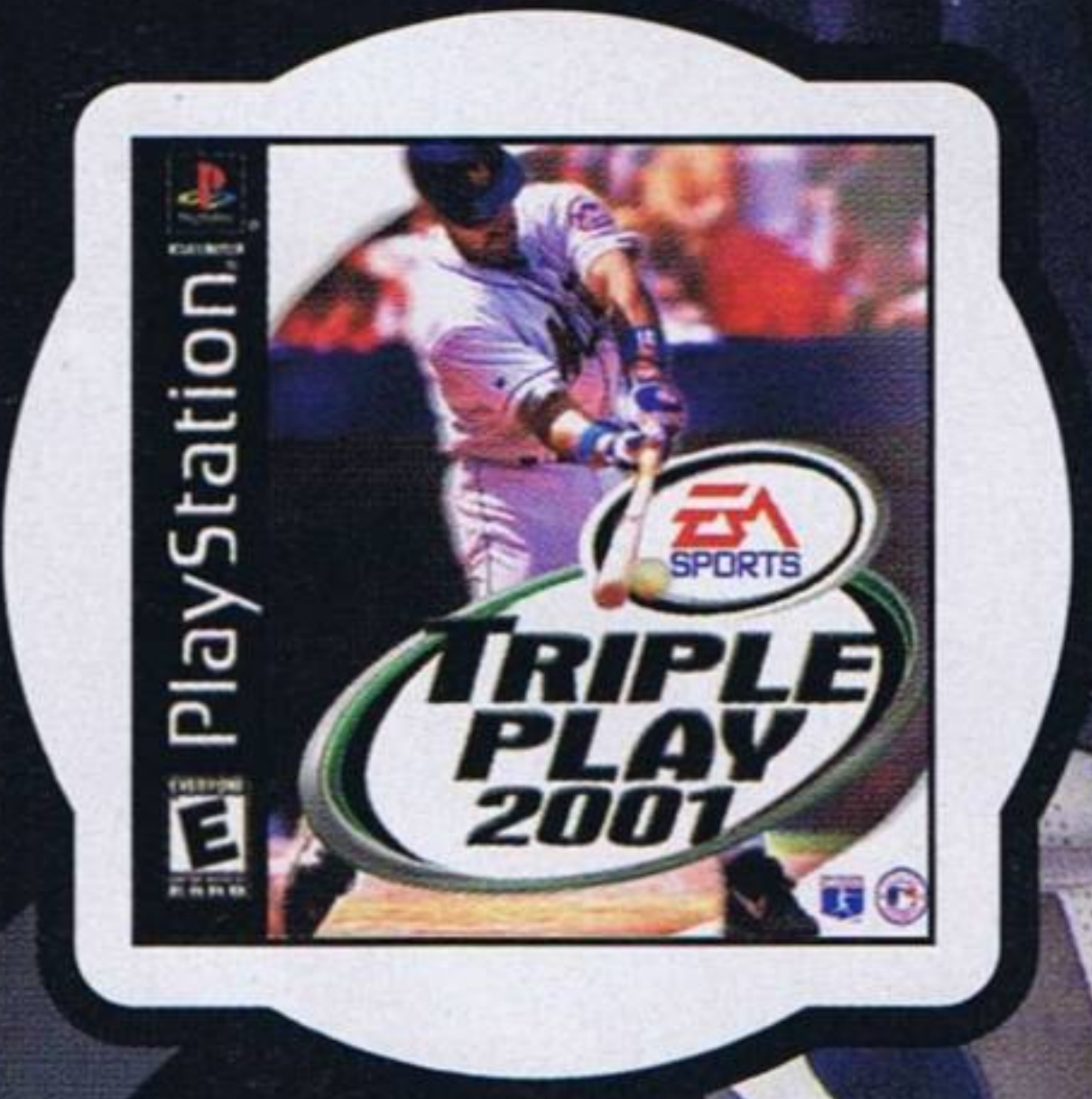




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Pullum

Special Moves

Jump Attack



Tap (→ MP)

Pullum Kick



Motion → ↓ ↘ K

Tunnel Kick



Motion ↓ ↙ ← K

Pullum Wind



While in the air, motion
↓ ↙ ← P

Drill Press



Motion ↓ ↘ → K
Note: This move can also be performed in the air.

Super Moves

Spinning Kicks



Motion ↓ ↙ ← ↓ ↙ ← K

Flip Kicks



Motion ↓ ↘ → ↓ ↘ → K

Super Wind



While in the air, motion ↓ ↘ →
↓ ↘ → P

Meteo Combo



Motion ↓ ↘ → ↓ ↘ →
(LP MP HP)



Devastating Combos

Four-Hit Tunnel Kick Combo



Jump in deep, tap HP
Hold ↓, tap MK, two-in-one
Motion ↙ ← MK for two hits

Nine-Hit Stun Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



In close, tap (MP MK)
Jump in deep, tap HK
Hold ↓, tap MK, two-in-one
Motion ↙ ← MK
Motion ↓ ↘ → ↓ ↘ → MP for five hits

Fourteen-Hit Twin Super Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



Jump in deep, tap HP
Hold ↓, tap MK, two-in-one
Motion ↙ ← MK for two hits
Motion ↓ ↙ ← ↓ ↙ ← MK for five hits
Motion ↓ ↘ → ↓ ↘ → MP for five hits

More Combos

Four-Hit Pullum Kick Combo

Jump in deep, tap HP, MP, motion → ↓ ↘ MK

Fifteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.

Motion ↓ ↘ → MK, motion ↓ ↘ → ↓ ↘ → MK for four hits, ↓ ↙ ← ↓ ↙ ← MK for five hits, ↓ ↘ → ↓ ↘ → MP for five hits

Nine-Hit Excel Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



Tap (HP MK)
Jump in deep, tap HP
Tap HP
Tap MK
Tap MK
Hold ↓, tap MK
Tap MK, two-in-one
Motion ↘ → MK
Motion → ↓ ↘ MK for two hits

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PlayStation

Supercross 2000

No Crashes, Big Bikes, and More



At the main menu, press **RI** to enter the Cheat menu. Enter any of the following passwords to enable these cheats. Press **O**, then press **Up** or **Down** to scroll through enabled cheats. Press **X** to toggle the cheats on and off.

All Riders Block You:	BL0CKM3
Additional Camera Views:	M0R3C4MS
Big Bikes:	B1GB1K3S
Big Dirt Sprays:	B1GSPR4Y
Big Riders on Small Bikes:	G14NTS
Headless Rider:	H34DL3SS
Hop:	H0P
<i>Note: Press LI to hop.</i>	
Jupiter Gravity:	JVP1T3R
Mars Gravity:	M4RS
Mercury Gravity:	M3RCVRY
Moon Gravity:	M00N
Neptune Gravity:	N3PTVN3
No Crashes:	N0CR4SH
No Riders:	N0R1D3RS
Pluto Gravity:	PLVT0
Saturn Gravity:	S4TVRN
Uranus Gravity:	VR4NVS
Venus Gravity:	V3NVS

Dreamcast

Crazy Taxi

READER TIP OF THE MONTH

Ride Bicycle Taxi



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

Shaun Riegert
 Delta, Missouri



Nintendo 64

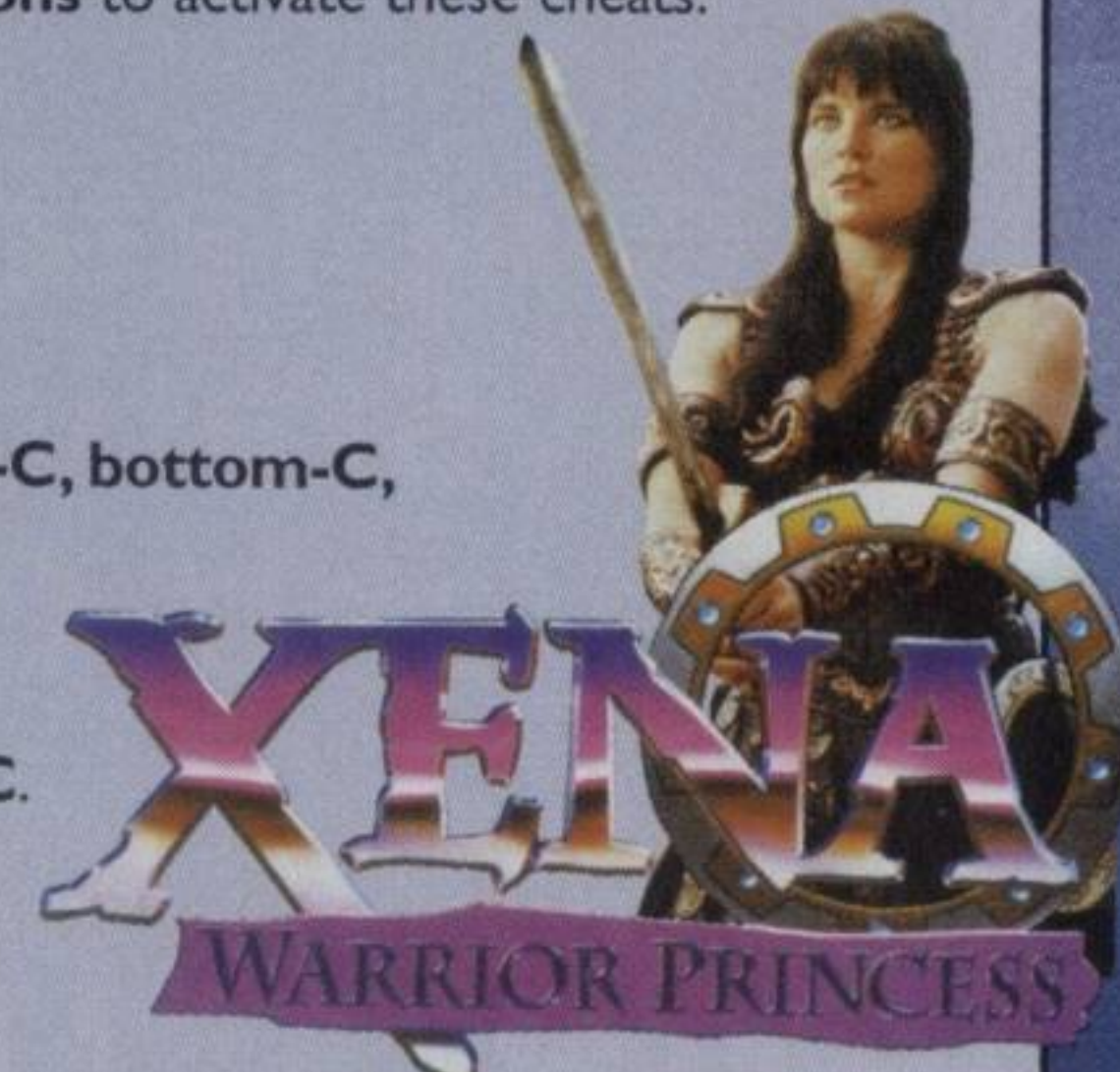
Xena: Warrior Princess

Invincibility, Big Head, and More



During a fight, **press and hold A**, press **Right, Right, Left, Left, Right, Left, Right**, and the following buttons to activate these cheats:

- Big Feet:** Press R.
- Big Head:** Press Z.
- Green Nose:** Press left-C, left-C, R.
- Invincibility:** Press top-C, top-C, top-C, bottom-C, bottom-C, bottom-C, A.
- No Textures:** Press top-C, top-C, Z.
- Polygon Fighters:** Press top-C, top-C.
- Purple Nose:** Press left-C, left-C, Z.
- Red Nose:** Press left-C, left-C, A.
- Slippery Stage:** Press left-C, left-C, left-C, bottom-C, bottom-C, bottom-C, A.
- Take Less Damage:** Press top-C, top-C, top-C, bottom-C, bottom-C, bottom-C, Z.



PlayStation



Spyro 2: Ripto's Rage

All Abilities, Big Head, and More



Enter the following codes while the game is paused.

2D Spyro: Press Left, Right, Left, Right, L2, R2, L2, R2, □. If you entered the code correctly, you'll hear a bell ring.

All Abilities: Press ○, ○, ○, ○, □. If you entered the code correctly, you will hear a bell ring.

Big Head: Press Up, Up, Up, Up, R1, R1, R1, R1, ○. If you entered the code correctly, you'll hear a bell ring.

Change Colors: Press Up, Right, Down, Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up. Then press ○ for red, × for blue, □ for pink, △ for green, Up for yellow, or Down for black.

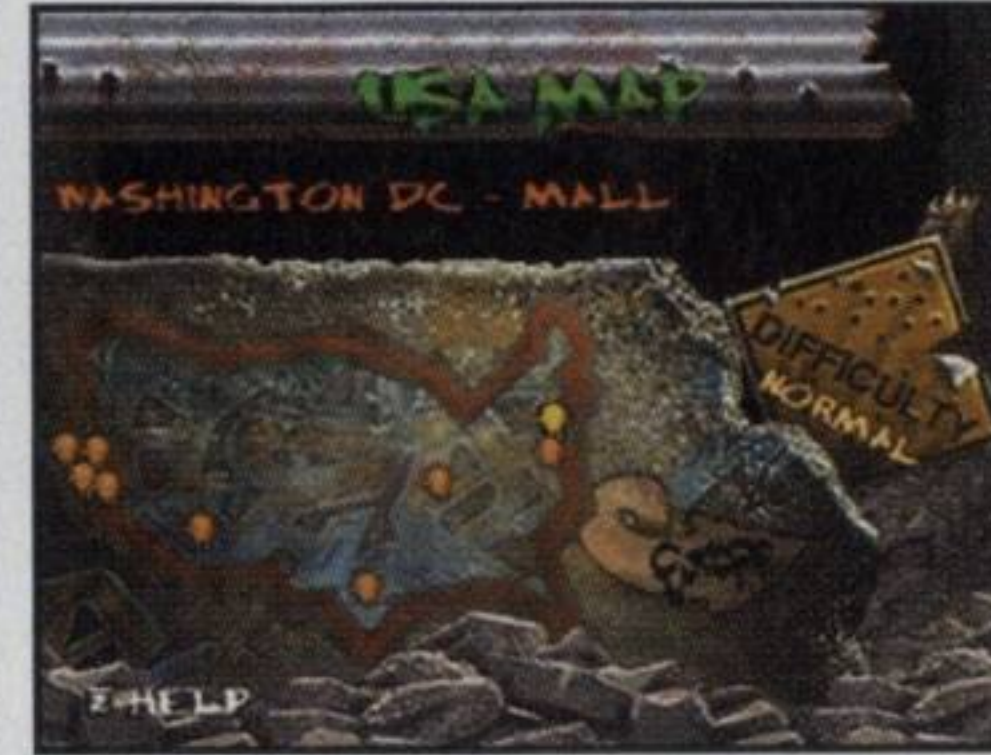
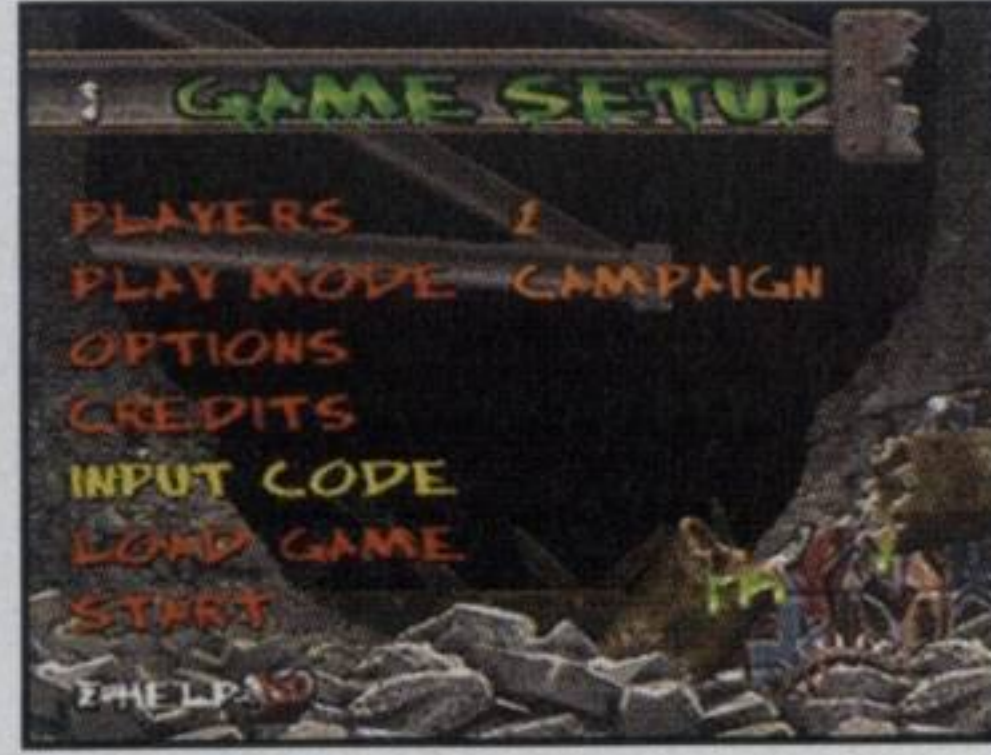


Nintendo 64



BattleTanx: Global Assault

All Levels, All Weapons, and More



At the main menu, choose Input Code. Enter any of the following passwords to activate these cheats. If you entered the code correctly, you will see a confirmation.

All Levels:	DOYDS
All Weapons:	RCKTSRDGLR
Invincibility:	HPPYHPPY

PlayStation



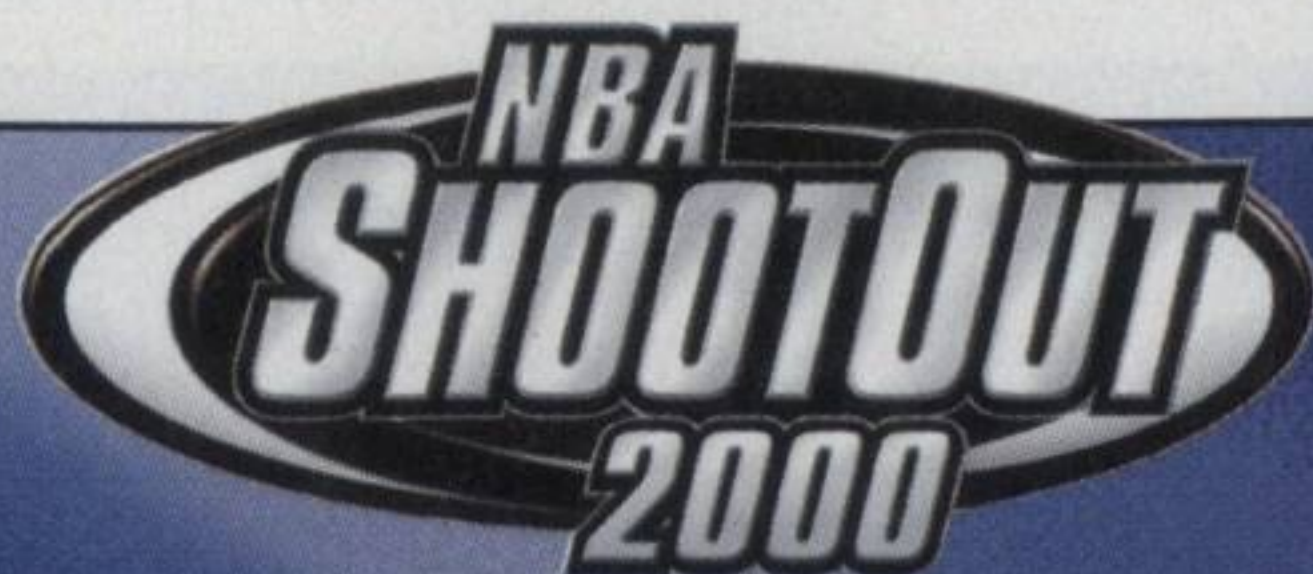
NBA ShootOut 2000

Cheat Menu



Pause the game, and simultaneously press and hold L2, R2, △, □, and ×. A cheat menu will appear—as long as you simultaneously hold these buttons. Press Up or Down to cycle through the cheats. Press L1 or L2 to turn the cheats on or off, or to adjust the players' speed and the gravity.

Kevin Moser
San Jose, CA



PlayStation



Hot Wheels Turbo Racing

Infinite Turbo, Big Wheels, and More



At the main menu enter any of the following button presses to activate these cheats. If you entered the code correctly, you'll hear an engine roar. No more than one cheat can be used at a time, and the cheats must be re-entered for every race.

Big Wheels: Press □, △, □, △, R1, R1, L2, L2.

Dude Sounds: Press R2, R1, L2, R2, □, △, L1, R1.

Infinite Turbo: Press R2, L1, □, △, R1, L2, L1, R2.

No Textures on Cars: Press L1, R1, L2, R2, L1, R1, L2, R2.

Tiny Cars: Press □, R2, L2, △, △, L2, R2, □.



PlayStation



Sled Storm

All Tracks, Unlock Characters, and More



At the main menu, choose Options, then choose Load/Save, then choose Password. Enter any of the following passwords to activate these cheats. If you enter the cheat correctly, the screen will read "Password Accepted."

All Tracks: Press □, ×, R2, □, ○, R1, ○, △.

Cheap Upgrades: Press ×, L1, ○, △, □, □, △, L2.

Reverse Mode: Press □, L1, ×, □, R2, ×, △, ○.

Sled Storm Gio: Press ○, △, □, L1, R2, L1, ×, △.

Sled Storm Jackal: Press ○, △, □, L2, R2, L1, ×, △.

Sled Storm Jay: Press ○, △, □, ○, R2, L1, ×, △.

Sled Storm Nadia: Press ○, △, □, □, R2, L1, ×, △.

Sled Storm Ryan: Press ○, △, □, R2, R2, L1, ×, △.

Sled Storm Sergei: Press ○, △, □, ×, R2, L1, ×, △.

Sled Storm Tracey: Press ○, △, □, △, R2, L1, ×, △.

Sled Storm Travis: Press ○, △, □, R1, R2, L1, ×, △.

Unlock Jackal: Press L2, L2, ○, R2, □, R1, L1, △.

Unlock Sergei: Press □, L1, □, L2, △, R2, ×, ○.

Patrick Valencia
Fresno, CA

PlayStation



Test Drive Off-Road 3

All Tracks, All Upgrades, and More



Enter any of the following passwords as your name to activate these cheats.
Note: A _ designates a blank space.

All Cheats:	ZAKARY_X
All Tracks:	LEAD_TO_ROME
All Upgrades:	MAD_HOOKUP
Bumpier Collisions:	YOKOZUMA
Turn in Mid-Air:	TURN_TRICKS
Unlock All Divisions:	SAD_CLOWN

Brandon Matyas
Bath, PA

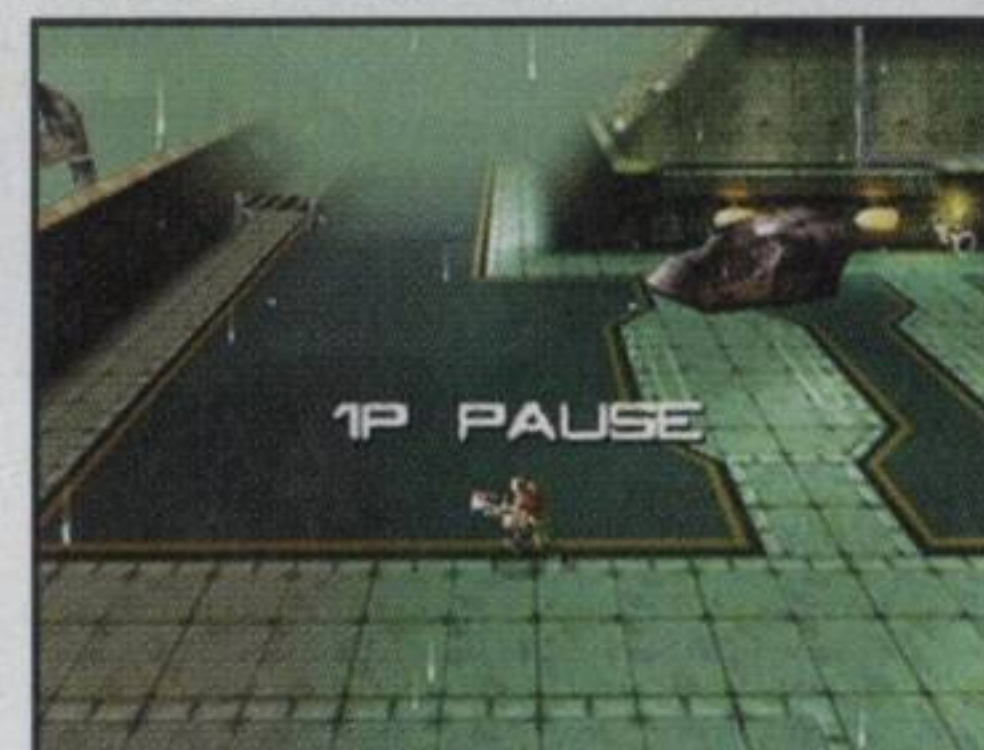


Dreamcast



Expendable

Invincibility, Skip Levels, and More



Pause the game and enter any of the following button presses to activate these cheats. The cheats will take effect when the game is resumed.

- Extra Credits:** Press A, B, Left, A, B, Right, B, A, Down, R.
- Extra Grenades:** Press Down, Down, Down, Down, Down, Up, Up, Up, Up, R.
- Extra Lives:** Press A, B, X, Y, L, R, Up, Down, Left, Right.
- First-Person View:** Press L, Left, R, Right, X, X, Down, Down, R, L.
- Invincibility:** Press Up, Down, Left, Right, C, Up, Down, Left, Right, Y.
- Level Select:** Press Up, Down, Up, Down, Up, Down, Left, Right, Right, Y.
- Level Skip:** Press Y, Y, X, X, L, R, Down, Down, Up, Up.

Dreamcast



Fighting Force 2

Level Select



STEEL MILL 11	CHEMICAL PLANT 61
STEEL MILL 14	CHEMICAL PLANT 62
STEEL MILL 18	CHEMICAL PLANT 63
STEEL MILL 19	PRISON 71
800 LAB 21	PRISON 72
800 LAB 22	PRISON 73
800 LAB 23	PRISON 74
800 LAB 24	PRISON 75
TANK FACTORY 31	SALVAGE 80 81
TANK FACTORY 32	SALVAGE 80 82
TANK FACTORY 33	SALVAGE 80 83
TANK FACTORY 34	SALVAGE 80 84
TANK FACTORY 35	SKYSCRAPER 91
POLAR BASE 41	SKYSCRAPER 92
POLAR BASE 42	SKYSCRAPER 93
JUNGLE BASE 51	SKYSCRAPER 94
JUNGLE BASE 52	
JUNGLE BASE 53	
JUNGLE BASE 54	

At the title screen, when the words "Press Start" are flashing, press Left, Up, X, Up, Right, Y. If you entered the code correctly, the screen will flash. Start a new game. You'll now be able to choose any level.

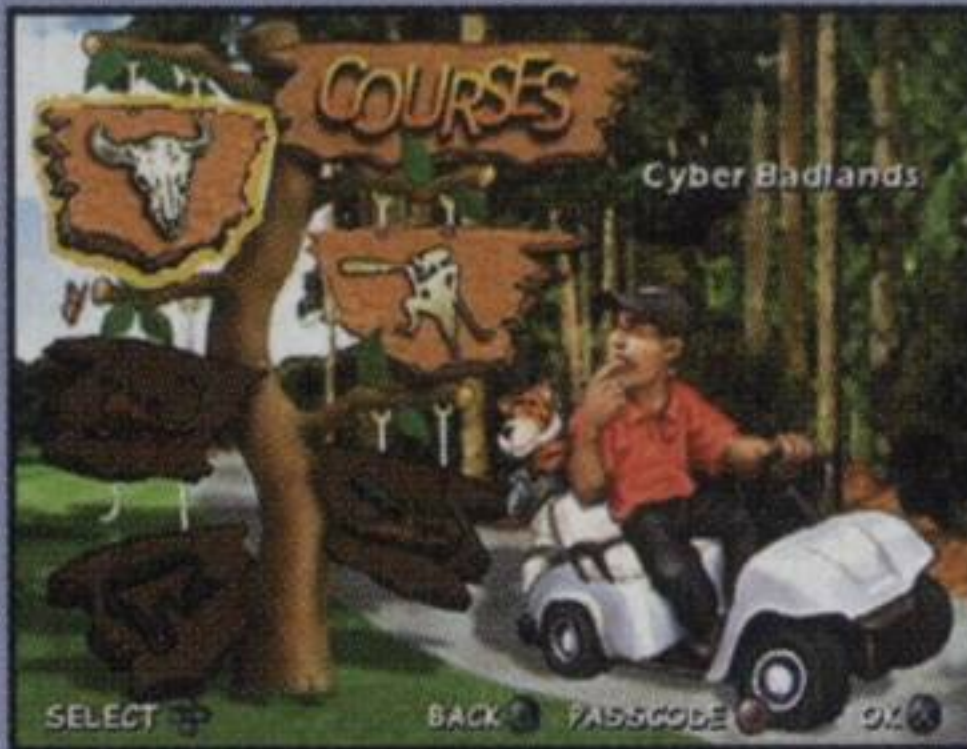
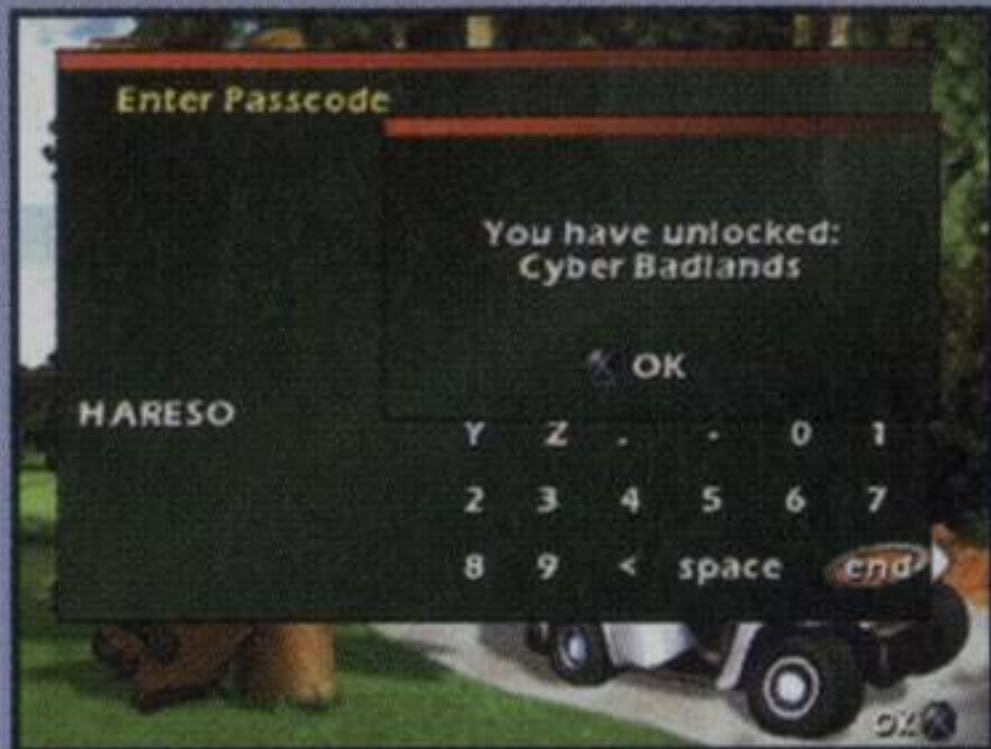
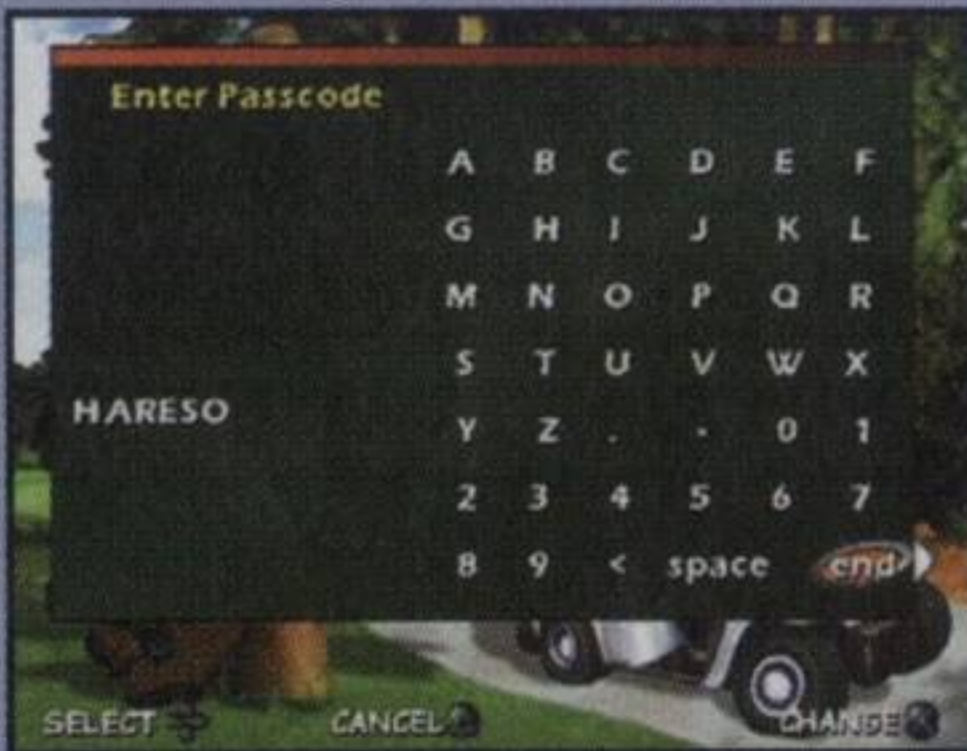


PlayStation



CyberTiger

Unlock Courses



At the course selection screen, press **○**. Enter any of the following pass-words to unlock these courses:

Cyber Badlands:	HARESO
Cyber Canyons:	NAMOPI
Cyber Sawgrass:	SECARE
Cyber Summerline:	PORASO

David Ong
Via the Internet



PlayStation



Croc 2

Cheat Menu and Infinite Lives



Cheat Menu: At the main menu, press and hold **L1**, then press **△**, **Left**, **Left**, **Right**, **□**, **Up**, **Up**, **Left**, **○**. If you entered the code correctly, "Cheat Mode Active" will appear at the top of the screen. Start the game as normal. During gameplay, simultaneously press **L2** and **R2** to open the cheat menu.

Infinite Lives: At the main menu, press and hold **L1** and press **○**, **Down**, **Left**, **Up**, **Right**, **△**, **Down**. If you entered the code correctly, you'll hear a double chime.

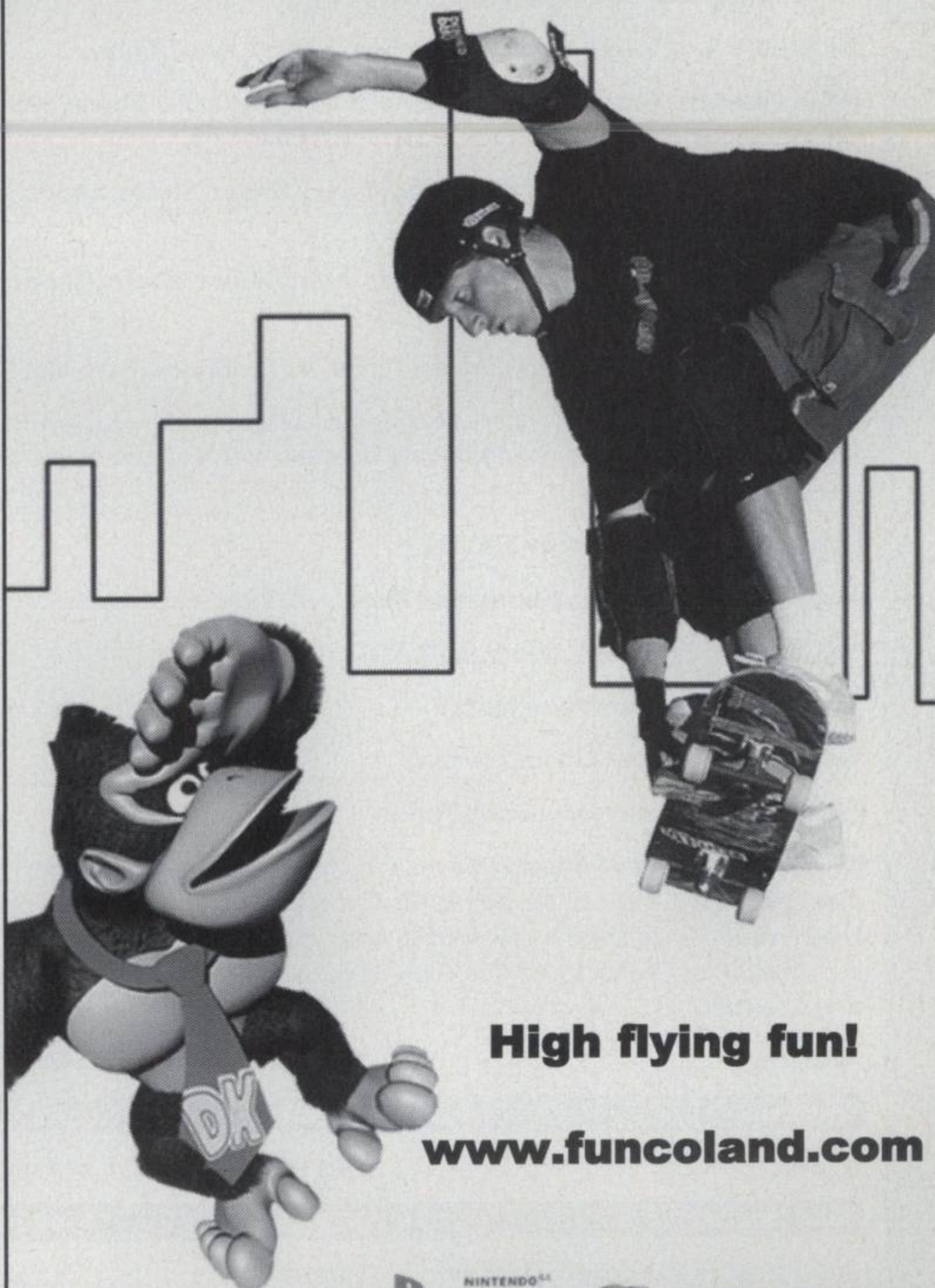
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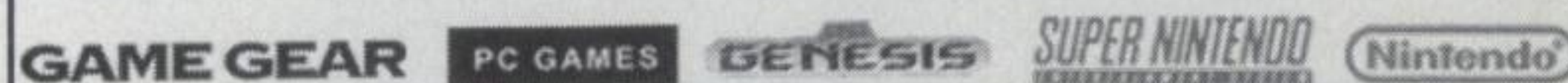
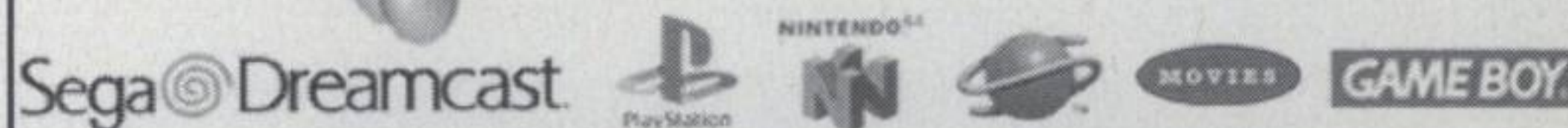
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NBA Showtime: NBA on NBC

Cheat Codes, Hidden Courts, and More



Cheat Codes: Choose your team and players. At the "Tonight's Match-Up" screen, press the following buttons to activate these cheats. If you entered the code correctly, the cheat's description should appear onscreen.

ABA Ball: Press Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Right.

Big Heads: Press Turbo, Turbo, Right.

No Fouls: Press Turbo, Turbo, Shoot, Shoot, Pass, Pass, Right.

No Goaltending: Press Turbo, Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Shoot, Shoot, Pass, Pass, Pass, Pass, Pass, Left.

Tiny Heads: Press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Shoot, Shoot, Left.

Tiny Players: Press Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Shoot, Pass, Pass, Pass, Pass, Pass, Left.

Unlimited Turbo: Press Turbo, Turbo, Turbo, Turbo, Shoot, Pass, Up.

Hidden Courts: Immediately after choosing your team and players, simultaneously press and hold the following buttons until the game begins to play on these courts.

Island Court: Press Right and Turbo.

Midway Court: Press Up, Shoot, and Pass.

NBC Court: Press Down, Shoot, and Pass.

Street Court: Press Left and Turbo.

Team 1's Court: Press Up and Turbo.

Team 2's Court: Press Down and Turbo.

Hidden Characters and Mascots: At the main menu, choose Start Game, then select the number of players. At the Choose Option screen, choose Enter Initials. When asked if you want to enter the name for record keeping, answer, "yes." Enter any of the following passwords and PINs to play as these characters.

Characters	Password	PIN
Big Alien:	BIGGY	0958
Clown:	CRISPY	2084
Kerri Hoskins:	KERRI	0220
Kerri Hoskins in Alternate Uniform:	KERRI	1111
Lia Montelongo:	LIA	0712

Characters	Password	PIN
Lia Montelongo in Alternate Uniform:	LIA	1111
Nikko Dog:	NIKKO	6666
Old Man:	OLDMAN	2001
Pinto Horse:	PINTO	1966
Pumpkinhead:	JACKO	1031
Referee:	THEREF	7777
Retro Bob:	RETRO	1970
Small Alien:	SMALLS	0856
White Horse:	HORSE	1966
Wizard:	THEWIZ	1136
Mascots	Password	PIN
Atlanta Hawks:	HAWK	0322
Charlotte Hornets:	HORNET	1105
Chicago Bulls:	BENNY	0503
Denver Nuggets:	ROCKY	0201
Houston Rockets:	TURBO	1111
Indiana Pacers:	BOOMER	0604
Minnesota Timberwolves:	CRUNCH	0503
New Jersey Nets:	SLY	6765
Phoenix Suns:	GORILA	0314
Seattle Sonics:	SASQUA	7785
Toronto Raptors:	RAPTOR	1020
Utah Jazz:	BEAR	1228



Dreamcast



Crazy Taxi

Change Starting Points, Fare Locations, and Change Views



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.

PlayStation



Colin McRae Rally

Drive at Night, Low Gravity, and More



Enter any of the following passwords as your name to activate these cheats. If you entered the cheat correctly, a voice will say, "Cheat mode activated." Not all cheats are available in Championship mode.

All-Wheel Steering:	TROLLEY
Chrome-Plated Cars:	TINFOILED
Co-Driver Has Squeaky Voice:	HELIUMNICK
Double Engine Power:	MOREOOMPH
Drive at Night:	NIGHTRIDER
Fog:	PEASOUPER
Hovercraft:	HOVERCRAFT
Low Gravity:	MOONWALK
Mirrored Tracks:	WHITEBUNNY
Rear-Wheel Steering:	FORKLIFT
Reverse Tracks:	SKART
Sixty Frames Per Second:	SILKYSMOOTH

PlayStation



CTR: Crash Team Racing

Unlock Characters



At the main menu, **simultaneously hold R1 and L1, and press the following buttons** to unlock these characters. If you entered the code correctly, you'll hear a chime. The unlocked characters are not available in Adventure mode.

Dr. N. Trophy: Press Down, Left, Right, Up Down, Right, Right.

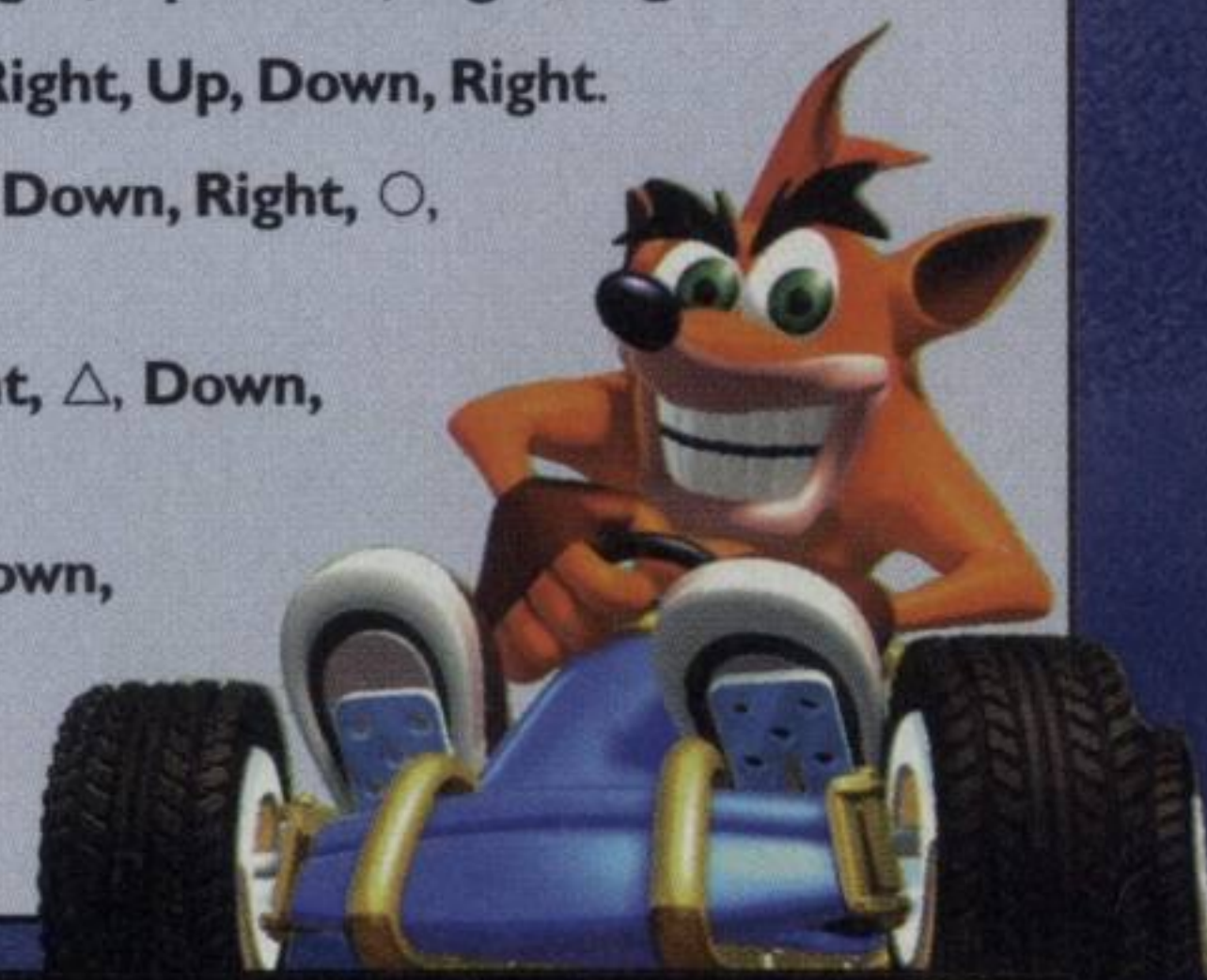
Komodo Joe: Press Down, Left, Right, Up, Down, Right.

Papu Papu: Press Left, Δ , Right, Down, Right, \circ , Left, Left, Down.

Penta Penguin: Press Down, Right, Δ , Down, Left, Δ , Up.

Pinstripe: Press Left, Right, Δ , Down, Right, Down.

Ripper Roo: Press Right, \circ , \circ , Down Up, Down, Right.



PlayStation



SuperCross Circuit

Headless Riders and More



At the main menu, choose Arcade, then choose Bonus Items. Press \square to open the password menu, and input any of the following passwords to activate these cheats. After entering a password, press \times to toggle the cheat on or off.

Note: A _ designates a blank space.

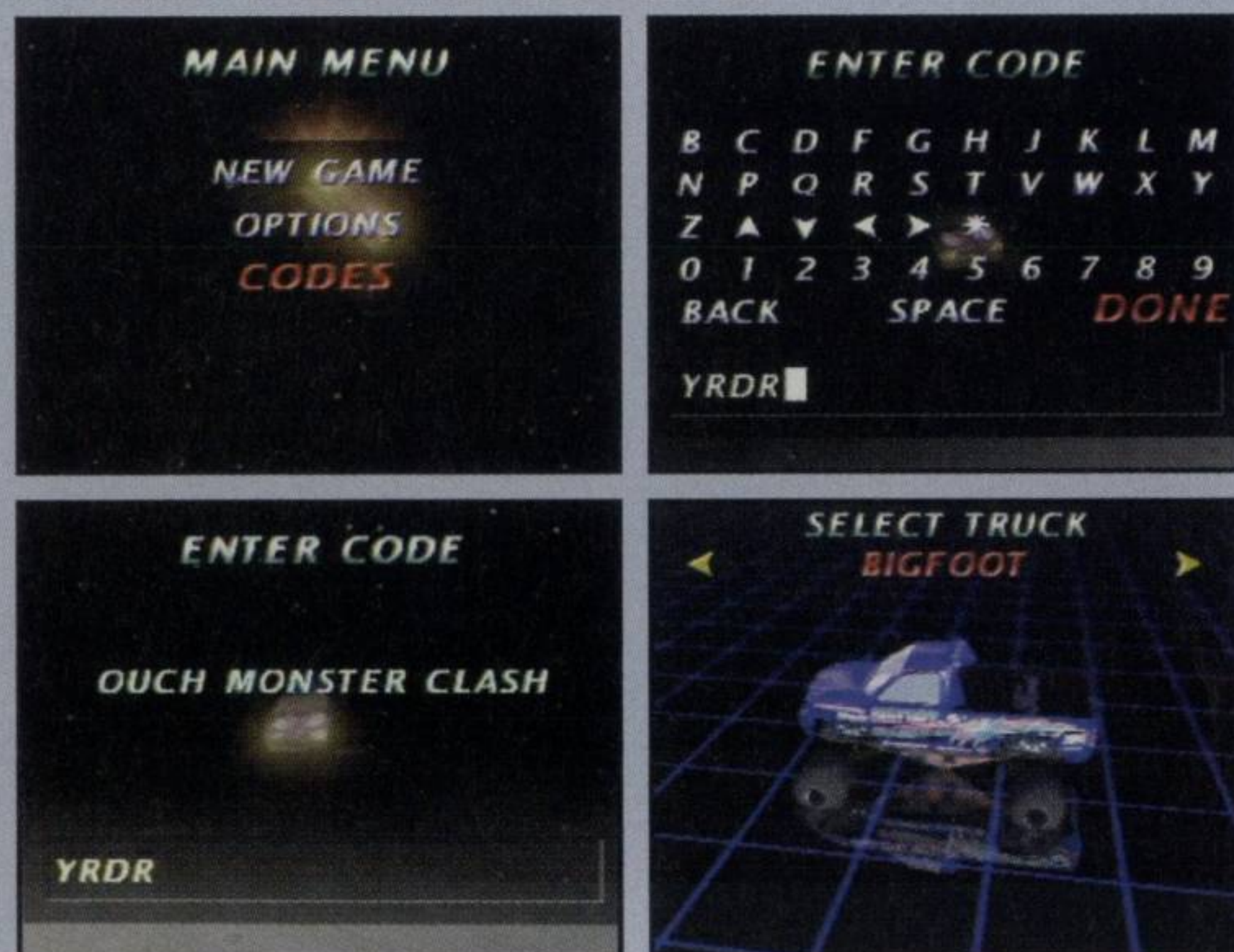
Big Helmets:	BIG_HELMETS
Headless Riders:	SLEEPYHOLLOW
Invisible Bikes:	FLOATING

Nintendo 64



Monster Truck Madness 64

Low-Rider Trucks and Turbo Mode



Low-Rider Trucks: At the main menu, choose Codes. Enter YRDR. If you entered the password correctly, the screen will read, "Ouch Monster Clash."

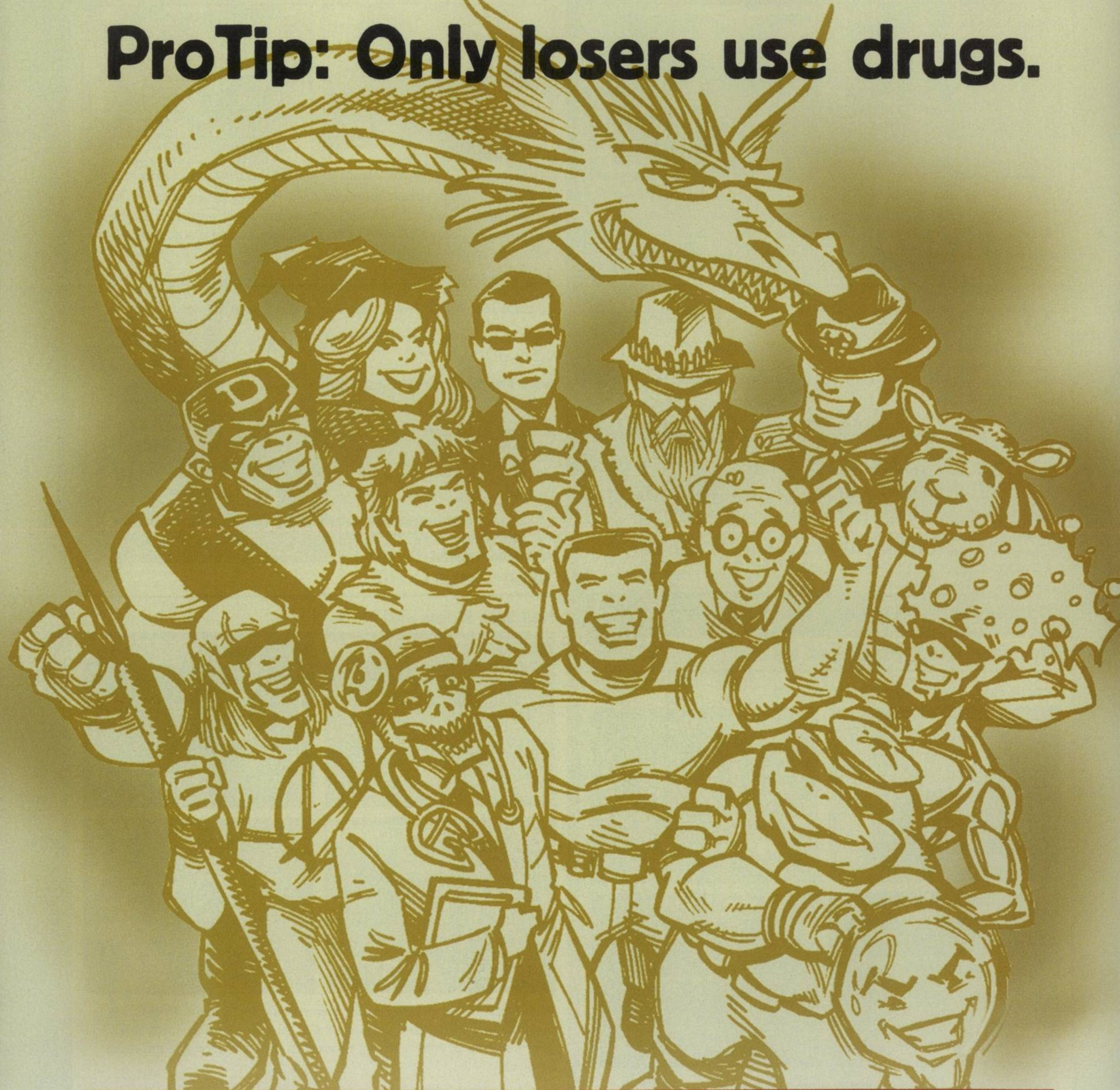
Turbo Mode: At the main menu, choose Codes. Enter CFFNYN. If you entered the password correctly, the screen will read, "Decaf is for Wimps."

GamePros score a



in life!

ProTip: Only losers use drugs.



For more information and helpful tips for both teens and parents, log onto:

www.drugfreeamerica.org

www.projectknow.com

www.theantidrug.com

www.freevibe.com

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West Coast

Heather Fabela
Account Executive
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Director of Marketing Communications

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Sherry Pedrin

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19. Grand Theft Auto 2
20. ECW Hardcore Revolution

Four-Eyed Dragon's Can't Miss List




The hot summer months are almost here, and already my glasses are fogging up with steam. That's not good, considering I need my shades to play these radiant games!

1. Star Wars Episode I: Jedi Power Battles (PlayStation)
2. Resident Evil: Code Veronica (Dreamcast)
3. Hot Shots Golf 2 (PlayStation)
4. Draconus: Cult of the Wyrms (Dreamcast)
5. Tony Hawk's Pro Skater (Dreamcast)
6. Crazy Taxi (Dreamcast)
7. Fear Effect (PlayStation)
8. Metal Slug 2nd Mission (NeoGeo Pocket Color)
9. Army Men: World War (PlayStation)
10. Rayman 2: The Great Escape (Dreamcast)

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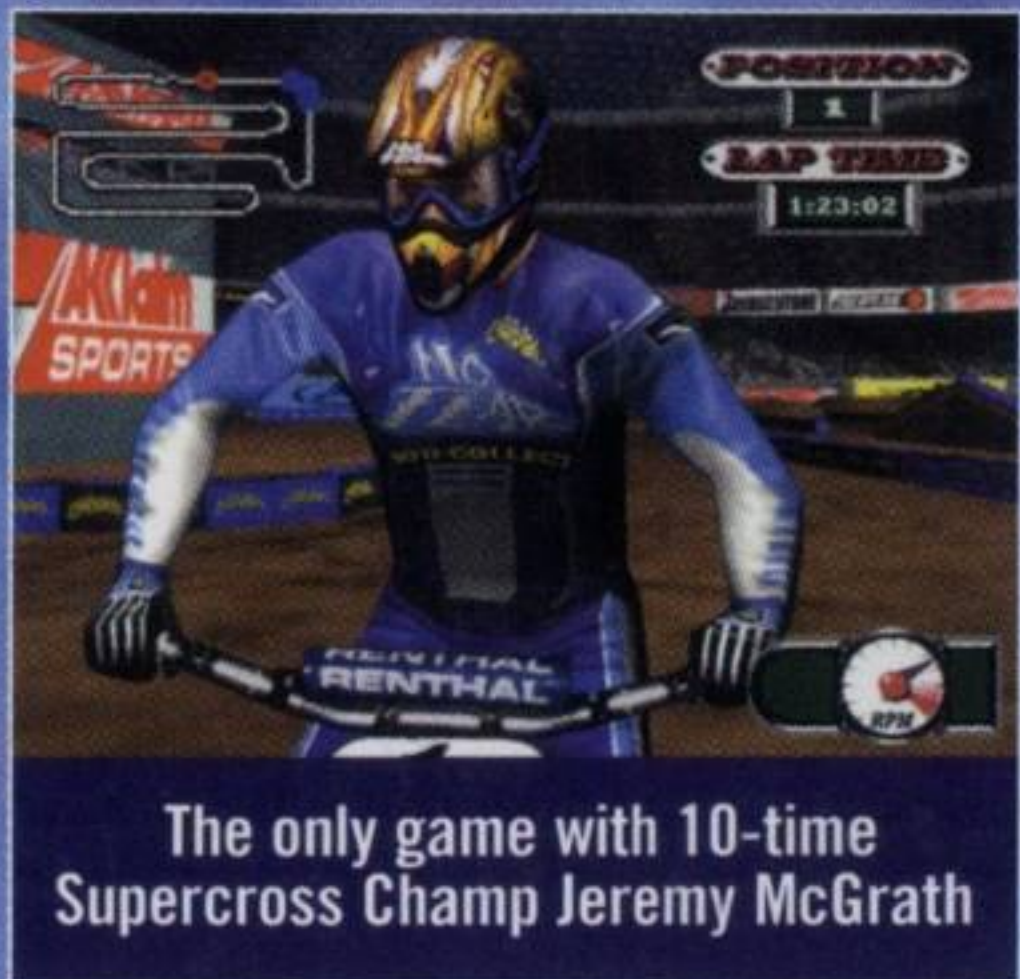


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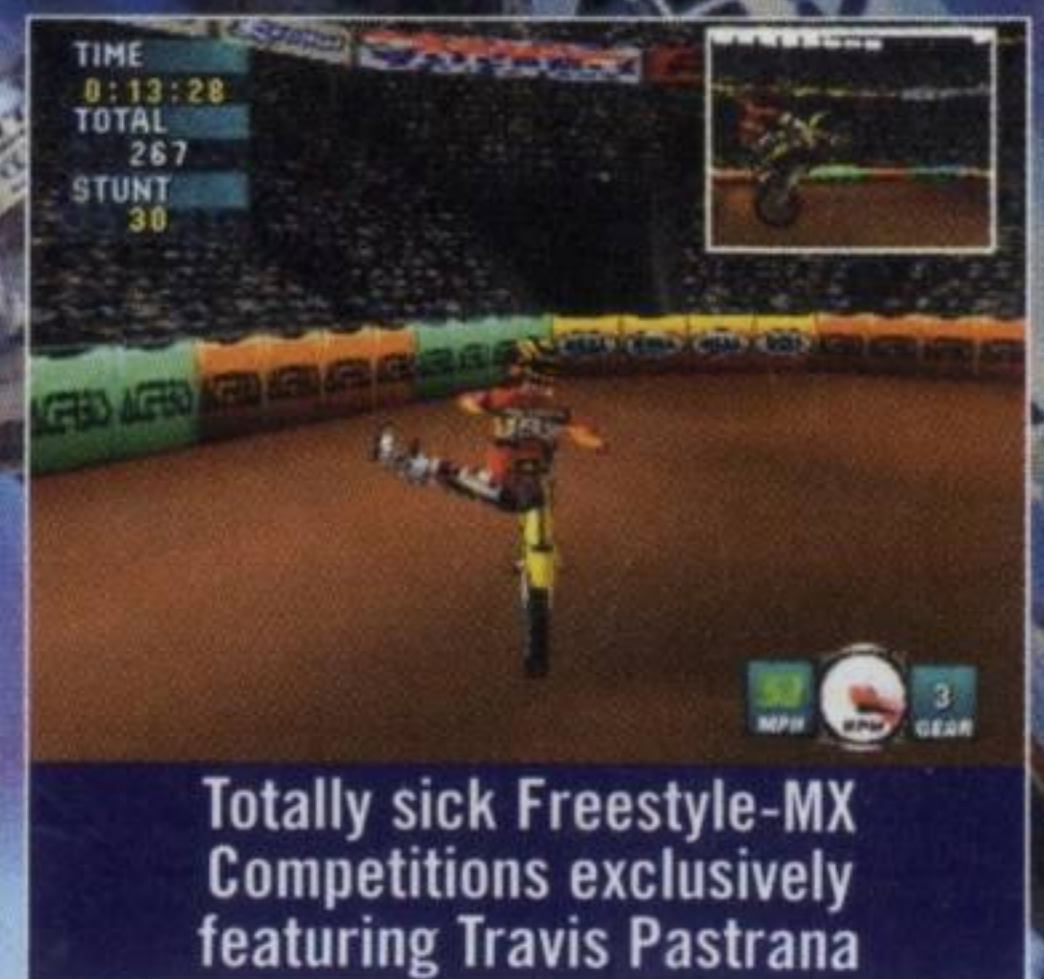
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