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Games of All  
Time!



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2



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- Fear Effect 2: Retro Helix
- Kengo: Master of Bushido
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**GRANDIA**  
II

Part 2



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- Project IGI: I'm Going In
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PlayStation 2

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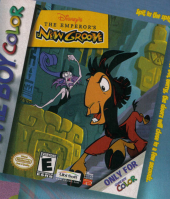


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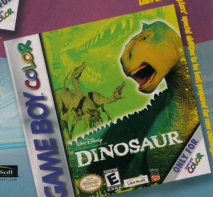
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FEBRUARY 2001

PlayStation 2



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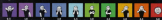
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**Graphics:** Judges the overall artistic quality of the animation, choices, and scenery.

**Sound:** Critiques the music and sound effects.

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

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

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"...I believe that  
Tony Hawk's  
Pro Skater 2  
is the best game  
of all time!"

— GAMER'S REPUBLIC,  
NOVEMBER



"...it's just so  
damn fun that  
you'll always  
come back for  
more."

— PSM, NOVEMBER

# CREATE YOUR OWN LEGEND

**Hawk's back.** And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntalides, BS/FS Noselides + Tailalides, Hurricane, Heelflip Variants, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatopark Editor, Create-A-Skater). Build a skatepark in your house. Then blow it (the park, not the house). Build your own pro (street or not, you decide). Then compete against the real ones. You'll also find sick new terrain, in-game videos and a Career Mode where you earn cash money to move up in the rankings. **THESE**, taking you to levels that were once reserved for mere legends.

## TONY HAWK'S PRO SKATER 2

### OVERVIEW



**CAREER MODE**  
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If you're still not convinced that the PlayStation 2 is a gaming powerhouse, then buckle up for this test drive with Sony's Gran Turismo 3, the groundbreaking driving game.



### 44 Red Dawn

THQ's Red Faction is poised to bring cutting-edge game design to the PS2 to make action/adventure games more complex and more fun than ever.



### 48 The Greatest 15 Games of All Time

GamePro celebrates its 150<sup>th</sup> issue by presenting the 15 best games ever made. Let the smack talk begin!



### 24 So You Want To Work at GamePro!

Everyday readers send us letters, e-mails, faxes—heck, some just stand below our windows screaming the same question: "How do I get a job at GamePro?" We figured that after 149 issues, we'd better do something about it...to here, at last, is the answer to all your queries!



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# PROSTRATEGY GUIDE

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Last issue, Ryudo the rooster-slaying necromancer and his crew faced unimaginable horrors, heavy philosophical questions—and even some depressed family issues. In this issue, it all comes together nicely thanks to part two of this Grandia II ProStrategy Guide.



## THE FIGHTER'S EDGE

### 112 Project Justice (Dreamcast)

The graduating class of Rival Schools returns for a martial arts reunion. You'll learn all the key techniques in Project Justice and cool combos for the top eight fighters. Justice prevails!



## S.W.A.T.-PRO

Victory is at hand thanks to some awesome codes and tips for Tony Hawk's Pro Skater 2, Spider-Man, Star Wars Demolition, and more.



Cover art courtesy of Sony

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Game: Citizen Kabuto Page 56

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Put the finishing touches on Grands II with part two of our RPR ProStrategy Guide. And Uncle Dust claims that "this time, it's personal" with Persona 2: Eternal Punishment!



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At GamePro, it's 150 issues and counting.

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## What's On

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### Games

Check out the new and improved GamePro.com and read reviews and previews of all the hottest games for the PlayStation 2, Dreamcast, N64, PlayStation, and PC. Find out strategies, grab the best cheats, and with certified GamePro, you'll be sure to click on "Free Stuff" to order to win awesome prizes.



### This Month

- Owl (PC)
- Project Justice (Dreamcast)
- Zone of the Enders (PS2)
- NHL FaceOff 2001 (PS2)
- Clive Barker's Undying (PC)
- Dark Cloud (PS2)

### Entertainment

Our entertainment classic features reviews of the coolest movies, anime, toys, DVDs, and new-release novels. Be sure to check out New Comics Day every Friday.



### This Month

- In Theaters—Hercules
- In Theaters—15 Minutes
- In Theaters—Down to Earth
- Anime—DVD: Gundam Wing—Endless Walks
- Anime—DVD: Sol Bianca: The Legacy—Going Home
- DVD—Digimon: The Movie

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Collin Winkelmann  
Brian Fester  
Chris Doyle  
Mike Ardelean  
Dave Freimuth  
Chris Duncan  
Matt Berlinger

Music By:

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Gretchen  
Millencolin  
Frenzal Rhomb  
URB  
107  
Helix  
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Having mastered the forces of inertia, mass, and gravity, they *still* have absolutely no idea how to get off the planet.



# STUPID INVADERS

Spiraling through the Cosmos, five aliens have crashed on our fair planet Earth. Their intent? World domination? Enslave our women? Steal our bodily fluids? No, they'd just like to leave. For they are trapped between the clutches of the evil Dr. Sakarin and his deadly hitman. You must help them fashion solutions from strange and savage surroundings. Arm them with bathroom products, used undergarments, and cow dung to get them home. It's the greatest adventure you and five space idiots could possibly imagine.



## Editor's Letter

### 150...and Counting

Time waits for no person...or video game system.

One day you're scoring touchdowns with Tecmo Super Bowl on your NES, happy as a newly minted quarter slip-sliding into Galeasen—the next thing you know, you're scoring touchdowns with Madden NFL 2001 on your PlayStation 2 (which only recently arrived).

The point is: **IGUITE HOLDING IN YOUR HANDS GAMEPRO'S 150<sup>TH</sup> ISSUE!**

To commemorate this milestone, the editors and staff of GamePro have compiled their picks for the top 15 games of all time. We know that such a list is guaranteed to unleash a flood of vehement mail into the GamePro sanctuaries and foment arguments in schoolyards as well as study halls around the country.

But that's entertainment.

One thing you can be certain of is that the GamePros here practically blew out a brain gasket arguing about the rankings of these games. We ranted about the true impact of Mortal Kombat; we swayed over Zork; we debated whether or not to vote on Final Fantasy as a series; we played Virtua Tennis, and then we argued some more. Don't even start about why only 15 games made this list!

Things become so bad, it took great new games like Gran Turismo 3, Red Faction, Silent Hill 2, I'm Going to Fear Effect, Retro Heix, King of Masters of Baseball, and even Pokémon Stadium 2 (all to be found in this issue) to calm everybody down.

And great games is why 150 magazines, if 1 year, a million titles, and a zillion brain cells later, GamePro is still here trying its hardest in print and online to be your magazine. The GamePro may be more about their games, but we know you are, too.

We thank you for your support. (No, Major Mike, you can't change your vote! Put down that nuclear missile...ugh!)

The GamePro  
San Francisco, CA  
letters@gamepro.com

## Early Edition

My friend says GamePro rates games before they come out. So that makes me wonder, if the games you rate are changed before they hit store shelves.

► **Matchbox2005—We Internet**



Thanks so much for remembering our 150<sup>th</sup> issue anniversary! As for reviewing games before they come out, we do—and so does every other game magazine. We all receive "gold discs" or, in the case of Nintendo games, "EPICDs" (Erasable Programmable Read-Only Memory—essentially rewritable cartridges) from the game publishers directly. But these games are closed code. In other words, the game we're reviewing is the same game that goes on sale, or at least a game as close to done as it needs to be for reviewing (as decided by the publishers, not us). Basically, when a publisher feels confident about its game and sends us a copy, saying, "Game's done!" that's when we review it.

And that's how we can have the review in print within a week or two of the game hitting store shelves. For Spider-Man and Tony Hawk's Pro Skater 2, GamePro had the first print reviews anywhere. We managed that by working directly with Activision and Neversoft to obtain the latest burn of the most recent code right up until we shipped the magazine.

If we see anything really out of whack while we're reviewing a game, we usually ask the company to make sure it's not an element that's about to be fixed. But 95 percent of the time, the version we review is the same version that the company submits to Sony, Sega, and Nintendo for approval.

Other game magazines are no different in this regard. If any print mag wanted for the boxed version of a game before reviewing it, their articles would be two to three months late on the newsstands—and you'd have already bought the game or decided to skip it by then.

## Channel Chasing

I have been pondering a certain question ever since my family bought a satellite dish. Why doesn't Sony start an Official PlayStation Channel? I believe it would be a big hit. And, because I finish reading your magazine in about two to three days, the channel would help quench my gaming thirst.

► **Nicolas Breltow—Salfita, CA**

Aw, go on—we hope you look this good when you tune 150! A PlayStation cable channel wouldn't be a bad idea, if it were done right. You may or may not remember the Sega Channel, which was an interactive cable network

that offered game demos and playable previews to subscribers. The games were pumped directly into your Genesis through a special cartridge. Unfortunately, the Sega Channel wasn't very successful, so Sony might have second thoughts before trying something similar. And if you're talking about a noninteractive channel...would you really want to watch other people play games 24/7?

## Metal Gear Cinema

For months I have been watching the progress of the Resident Evil movie. In my search, I found that Tomb Raider and Final Fantasy are also going to Hollywood. Now I'm wondering, why not a Metal Gear Solid movie? The story is already well-written and has morals; plus, the action is riveting. Many would agree that Metal Gear is a masterpiece, and I think many would be surprised to know there are no movie plans yet.

► **Josh Jacks  
—San Diego, CA**



Actually, the 150<sup>th</sup> anniversary is called a "sesquicentennial." But that's a good guess anyway! In addition to the projects you've named, films are being considered for Doom, Quake, Half-Life, Parasite Eve, Area 51, Duke Nukem, Crazy Taxi, Dragon's Lair, and The House of the Dead (if even half of these are actually made, it'll be a miracle). A Metal Gear Solid movie would be cool, too, and it is a bit surprising that we haven't heard of one yet. Then again, what game does a better job of making you feel like you're playing a movie, anyway? Maybe a big-screen version would be redundant.

## Smells Like Bleem Spirit

Something has been bothering me for quite some time: Bleem. I'm a PlayStation owner, and I hate the fact that some Dreamcast or PC owners may be able to play some PlayStation games on those systems because of Bleem. It's not right what Bleem is doing. I can't believe Sega is letting this happen, because when one system is affected, others follow. Moreover, in your November 2000 issue, Sega talks about how it is taking action



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**BE COOL  
AND SUCK  
AT THE  
SAME TIME**



against Utopia, the boot-disk makers (see *Buyers Beware*, page 24); but here, Sega is letting Bleem slide. I bought my PlayStation for \$150, and someone who has Bleem gets it for \$20. Then, all they have to do is go to Blockbuster, rent a game, go home, copy the game—and, presto, they have their own PlayStation console and library. That means Sega is allowing people to copy games as long as those games are not for its system. Now that's what I call hypocrisy!

► **Jane Rivers—Via Internet**

Slow down, Jamie—your argument ran off the road a few sentences ago (and you're making us blush with all those kind words about our 150<sup>th</sup> anniversary!). First, while Bleem cannot prevent people from playing bootleg games, the program is neither designed nor intended to play illegal discs. (And never mind bootlegs—the early PC versions of Bleem could barely play legit PlayStation games.) Second, each volume of Bleem for the Dreamcast (which is still in development, with no announced release date) will be \$20, but will support only 100 games, so if you decide to buy all four of the planned "Bleempaks," it'll cost you almost as much as a real PlayStation. And Sega? It sees this as another reason people would want to buy a Dreamcast; therefore, as long as Bleem stays within its legal limits regarding its technology, Sega probably won't complain too loudly. Nevertheless, as the owner of a genuine PlayStation, you get to play more games, you can play them now, you have been playing them for some time already...all you're missing is the enhanced graphics Bleem promises. And consider this: Bleem means even more people will probably buy PlayStation games than before. And more users means more reasons to develop great games for the system; in the end, you win with more games on the market and a greater interest in PlayStation games overall (in theory). Bleem is just a game player. Don't be a player-hater.

## The Changing Face(s) of GamePro

Hey, guys (and Miss Spell), I was just wondering why you changed your editor pictures? I mean, you looked cool enough. Now Four-Eyed Dragon looks ready to stomp Major Mike, and it appears Dan Eldred was hit by lightning yet again. It also seems Extreme Ahab and Jake the Snake didn't get face lifts. Why not?

► **Travis Westmore—North Hills, CA**



Dead...

Deader...

Dead and loving it.

Every so often, Dr. Zombie (our resident artist) spruces up our portraits—and, as you've mentioned, what better time for a fresh look than on our 150<sup>th</sup> issue anniversary! Sometimes we change our appearances because we've added new editors to the team, sometimes we alter things because we're changing the way the pages are laid out and that affects the size of the editor illustrations—but most of the time, it's just because Dr. Z has an itchy sketching finger. But even Extreme Ahab and Jake the Snake have been updated now; they took a little longer because of their excessive ugliness.

## OopsPro

Every once in a while, even the Pros goof. In the "Third Annual Coverable: *Tarzan*" (December 2000, page 64), we accidentally put a photo of the *Bios Dreamcast Advanced Pad* where one of the 3D Hyper Pro Shock should've appeared. We also stated that the *Home Arcade* Twin Shock joystick is not PlayStation 2 compatible, when, in fact, it is. GamePro regrets both errors and would like to apologize to both Bios and several confused readers.



## ART ATTACKS!

Pick of the Month!



Devlin Aghamoro—Kings Park, NY



Rachel Gourman—Belen, NM



Winnie Ho—Chicago, IL

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

four-eyed\_dragon@gamepro.com  
brubuzz@gamepro.com  
arck\_dave@gamepro.com  
major\_mike@gamepro.com  
airheadtv@gamepro.com  
danielstar@gamepro.com  
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# So You Want To Work at GamePro!

Over the last 150 issues, we've been asked one question more than any other: "Can I have your job?" Surprisingly, the answer is "Yes"—but only if you plan and prepare.

By Dan Sniestro



**W**ORKING AT GAMEPRO—that's gotta be the coolest job in the world! Ask any editor here—we think it is. However, some misconceptions exist about exactly what a job as a GamePro editor involves. There

really is serious work amidst all the play. Hopefully, the following snippets of wisdom should give those of you who are serious about game journalism a few starting points. Because we're pretty sure everyone reading this has some assumptions about what a job as a GamePro editor entails, let's start by addressing a few of the myths, rumors, and frequently asked questions.

**You get paid to play games.**

True.

**Any idiot can play games.**

True.

**I'm good at games. Can I have a job at GamePro?**

No. Because being a GamePro editor consists of more than just playing games and being an idiot.

The biggest fallacy concerning game journalism is that work is all play. Not so. The job is equal parts effort and fun. In addition to playing games, editors need to be able to summarize them and pass judgment on them—in words!—which requires an additional and wholly different skill set.

Obviously, you should be good enough to finish a game quickly—three days for most games, longer for RPGs and adventures. After all, a large proportion of our readers are that good, if not better. But what most people don't realize is that, to be a competent game journalist, other factors besides skilled gameplay are just as important, if not more so.

Here's a good example: A few years back when I was working for another magazine, I received a complaint from a reader who

was annoyed that we'd made a factual error: "How could you do this? This is irresponsible, shoddy journalism, and it's clear you guys don't know what you're talking about. You need someone there who's on the ball—and that's me. Enclosed is my resume." Obviously, the guy didn't get many points for manners or tact, but when we looked at his resume, it was funny as hell. "Beat Super Punch-Out! in two hours. Finished Final Fantasy III in three days. Have played and mastered every game ever released for the Nintendo Entertainment System."

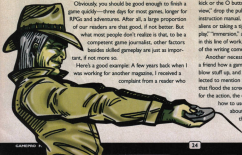
My boss at the magazine turned to me and said, "Yeah, but can the guy write?" The snotty attitude didn't bother us, but the enraged reader clearly had no concept whatsoever about what it takes to work at a game magazine.

**Okay, so what are these other skills?**

First, communication. Think about what the job really is: writing about games. A command of language, correct spelling, variety of vocabulary, knowledge of grammar, and, above all, the ability to explain complex ideas simply. If you're not capable of conveying your thoughts to other people in well-written, fun-to-read prose, this is not the career for you.

And communicating means you can't be lazy. Poor journalists often describe how to play the game without actually describing the game experience. If you find yourself reading the phrase, "You can use the X button to kick or the O button to punch, while the L1 button changes your camera view," drop the publication and run away immediately. You're reading the instruction manual, and not an article about the feeling you get from blasting aliens or taking a tight turn at 150 mph. Defining fuzzy elements like "gameplay," "immersion," and, dare we say it, "Fun Factor" are all constant challenges in this line of work. Meeting these challenges is where the creative portion of the writing comes in, and your review is worthless without it.

Another necessary skill is perception. How many times have you asked a friend how a game was, only to hear, "It's great! You got to fly around and blow stuff up, and the bosses are cool!" Of course, what your friend neglected to mention was that the graphics consist of giant pixelated images that flood the screen, the music is repetitive and dramatically inappropriate for the action, the explosions don't sound very large or powerful, and learning how to use the controls is a nightmare. A good reviewer will think about everything that went into the game, then analyze everything that's coming out of it.







Finally, the main reason people read reviews is for help making buying decisions, so criticism is extremely important.

If a game is bad, you must specify what's bad about it. What's even harder is defining why a good game is good—you must pinpoint the elements that make it such a strong candidate for play or purchase. You're putting your neck on the chopping block when you say, definitively, "This is a good thing" or "This is a bad thing." Yet that's exactly why readers want to read reviews in the first place—because they're about to drop \$50 based in part on what you say.

#### So, knowing all this, how do I land a job at GamePro?

Well, it helps to find out if we're even hiring. Most magazines have a solid in-house staff and don't hire new people very often. GamePro is the all-multiplatforms video game magazine on the market, but nobody starts here. You have to work your way up. When the magazine does hire new staffers, we want people with experience.

#### Well, that's a Catch-22: I can't get hired without experience, and I can't get experience without being hired. I'm screwed.

No, you're not. Where you start depends on where you are now, but there's always something you can be doing to prepare for where you're going.

If you're in grade school or high school, stay focused on the basics of English: spelling, vocabulary, and reading comprehension. Let your teachers know that you're considering journalism as a hobby or a career or both, and listen to their advice. If your school has a newspaper, sign on. Even if you're not going to write video game reviews for the paper, you should become used to the basics of journalism: deadlines, gathering and checking facts, cooperating with other writers and editors. If your school doesn't have a paper, check with your local newspapers (the small, free papers as well as the main daily paper). Maybe they'd like to have you write, say, one game review for their entertainment section every weekend.

Write as much as you can, even if nobody sees your work but you and your teachers. Imitate the review styles of as many game magazines as you can put your hands on. It's good practice and will help you develop your own writing style. And, of course, there's always the Web site route: You can obtain valuable experience creating your own publication online, but it's better if you don't do it alone—working with others is one of the disciplines you'll need to develop.

If you're in college, concentrate on everything listed above. You can also look for an internship at a game magazine for another entertainment-style

magazine). Internships don't pay much, if anything, but you'll acquire killer on-the-job training and a taste of what goes into creating a national magazine. Plus, if the magazine likes your work, they may hire you full-time after graduation. That's exactly how one of editors here at GamePro was hired.

As I said before, GamePro doesn't employ new people all that often—but when we do, the jobs are listed on IDG's Careers Web site ([www.idg.com/careers](http://www.idg.com/careers)). Check there periodically to see what kind of jobs are available and what the qualifications are for those positions. That should help you figure out what you should be doing now to prepare for a job later.

#### But...what about sitting around and playing games all day for money?

Oh, there's some of that, too. But any GamePro editor will tell you that we wish we had more time to just sit and enjoy playing games without having to worry about rapidly approaching deadlines. We do regularly break the stress with The Grid matches and NFL Blitz romps—but sooner or later, it's back to organizing facts, copy-editing, calling companies, and all the other necessary bits of being an editor.

#### GamePro editors get to play games before they're released, right?

Yes. How else do you write a preview? We receive loaner copies of incomplete games in order to give you readers clues as to what's on the horizon. We don't review them (because they're not finished, duh), and most times, the preview versions are only partially or barely functional. Racing games, for instance, are sometimes sent to us with only one car and one track. (For more on our review process, see page 20.)

#### I heard you receive games for free if you're a game reviewer.

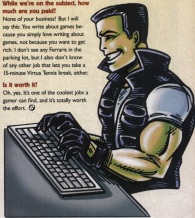
Sorta. Sometimes. Almost. Yes, companies regularly provide magazines with free sample copies. The GamePro library is full of free copies of games, and we use them when checking SWATPro tips, comparing sequels to originals, or anything else we might need them for. But when the magazine receives a free copy of game, the title automatically becomes company property. At the end of the day, if we want to own a specific game, we head to the store and buy it just like you do.

#### While we're on the subject, how much are you paid?

None of your business! But I will say this: You write about games because you simply love writing about games, not because you want to get rich. I don't see any Ferraris in the parking lot, but I also don't know of any other job that lets you take a 15-minute Virtua Tennis break, either.

#### Is it worth it?

Oh, yes. It's one of the coolest jobs a gamer can find, and it's totally worth the effort. ☺



## BY THE WATCH DOG



As spring nears, N64 gamers are getting no mercy from their favorite wrestling game, PlayStation gamers want to reuse parts on their PS2, and Canadian fans of Final Fantasy IX need French lessons. Confused? Read on to see how the Watch Dog wreaths order from chaos.

**Q** I bought WWF No Mercy for the N64. After running through the WWF Championship mode, all of my data—edited and created wrestlers, unlocked secret characters, and tide progress—was deleted. I checked THQ.com, and it said to try pressing and holding Start when turning on the system and selecting "Initialize Game Pak Data." I did so, but after wiring another championship, I lost my data again. I took the game back to where I purchased it and swapped it for another copy. The new copy had this glitch, too. Several other copies are apparently flawed as well, as gamers on WWF No Mercy forums on the Internet are also complaining about the game. Will THQ issue a recall and offer free swaps for new, fixed copies?

**SOUTHFORKX—VIA INTERNET**

**A** THQ rep responds: "Your best bet is to exchange your game for a new copy either at the store you bought it from or by sending it back to us. We're still looking for what's causing the problem and are working with Nintendo to figure it out. It's not happening on all cartridges, so it may be a manufacturing issue. The problem is kind of a random thing. None of the games here have had it. If you send the game to our address as listed on the back of the game manual with a note that includes an explanation of the problem and your address, we'll send you a new copy. But we still don't



WWF No Mercy's disappearing data is leaving some gamers "stone cold."

know what the problem is, so we can't guarantee the new copy will work any better."

The Watch Dog growls: The Watch Dog has been deluged with letters and e-mails about this glitch. What a shame that the N64's premier wrestling game and one of the last great games for that system should be plagued by such a major flaw—a final insult to N64 gamers. For THQ's sake, we hope this was a manufacturing problem and not because of inadequate testing. Either way, with all

the negative feedback, THQ should've had a better solution two weeks after the game was released. The trouble-shooting steps offered on its Web site didn't help SouthForkX (nice name, dude), so they probably didn't help many other gamers either. And even exchanging the game isn't a sure solution, as SouthForkX found out and THQ admits. Gamers could end up sending the game back repeatedly, which costs money and precious gaming time—without ever obtaining a working copy. We hope by now THQ has a firm solution that's cost-free and hassle-free for gamers.

**Q** I still don't have a PlayStation 2, but I'm about to get one. I need to know what peripherals from the original PlayStation will work on the PS2, so I know what to buy.

**SCOTT KINCAID—VIA INTERNET**

**A** The Watch Dog answered a similar question in Buyers Beware (see September 2000, page 24), but at that time, we had only the Japanese PS2 to use for testing. After testing with an American PS2, we can confirm the following:

- **Memory cards:** Old PlayStation cards work on the PS2, but only with games made for the original PlayStation. Likewise, PS2 memory cards don't work with PlayStation games being played on the PS2.
- **Controllers:** PlayStation controllers work on the PS2, and vice-versa.
- **Multiplay adapter:** The PlayStation multiplay works on the PS2, but only with PlayStation games. The PS2 adapter also works with PlayStation games when played on the PS2.
- **PlayStation mouse:** The PlayStation mouse works on the PS2, but only with mouse-compatible PlayStation games. It did not work with Unreal Tournament, the only mouse-compatible PS2 game we had at the time (UT works with a USB mouse).

**Q** I live in Canada and just purchased Final Fantasy IX. When I got home and opened the game, I found it had only one instruction book—which was in French. Contrary to popular belief, most Canadians speak English. I was hoping you'd have a suggestion on how to obtain an English version of the instructions.

**TREVOR PARKER—VIA INTERNET**

## SUBMISSIONS

At GamePro, testing 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 us:

**GamePro's Buyers Beware**  
P.O. Box 93799, San Francisco, CA 9408-2709  
Or e-mail us at:  
[buyers\\_beware@gampro.com](mailto:buyers_beware@gampro.com)

**A** A November 30th press release from Square EA read: "Due to a production error at Sony Disc Manufacturing, the initial shipment of Final Fantasy IX for the Canadian market was shipped without the English language owner's manual. All units included the French owner's manual and Online Guide booklet, when in fact the units were supposed to include both English and French versions of the owner's manual. Subsequent shipments will have the English owner's manual shrink-wrapped to the front. The English owner's manual will be available in most stores for consumers to pick up within the next couple of days. We recommend consumers call and check with the store where they purchased the game for availability of the manual."

The Watch Dog adds: And we thought Canadians were cultured. Actually, we already know most of your countrymen don't speak French. After all, it's difficult to imagine Canadian-born William Shetter (Captain Kirk) saying, "Beam me up, Scotty" in French—"Blah, blah, blah, Scott-e!" The staff with the manuals was probably caused by an error in complying with the Quebec Charter of the French Language. The charter compels firms operating in French-speaking Quebec to sell products in French, with other languages as options (see ProNews, March 2000, page 14).

**BONJOUR!**



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PlayStation 2



More games on PlayStation 2

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# THE XBOX GETS REAL



Microsoft unveils the Xbox for the first time; fall launch planned. Microsoft made a splash at the 2001 Consumer Electronics Show by unveiling its final design of the Xbox, the company's much-anticipated, future-generation video game system. A few details, like pricing and an exact launch date, are still to come, but at least gamers now know what the system will look like.

Bill Gates, chairman of Microsoft, was on hand to orchestrate the debut. "Xbox is the future of video gaming," he said. "It will enable game designers to create a whole new world of gameplaying experiences that will captivate the imagination and competitive spirit of gamers like no other console."

The system's stealthy design and slick controller should go a long way toward stimulating the imaginations of gamers everywhere. One thing should be set straight right now: The unit will not be shaped like an "X." However, it will have a sleek, rounded "X" elegantly molded into the top of the box, along with a neon green Xbox name plate.

Although exact dimensions were not available at press

In addition to four controller ports, the Xbox will contain an Ethernet port for broadband multiplayer gaming.

time, all appearances the Xbox's footprint will be larger than that of the PlayStation 2 and the GameCube. The wide base (roughly Sega Saturn-sized) will enable the unit to house a 733 megahertz processor, four game controller ports, a front-loading DVD trap, an Ethernet port, and an 8 gigabyte hard drive. The Xbox will play DVD videos, but will require the additional purchase of a special remote control to do so.

Gates emphasized that the Xbox's look and feel is based on input from 5000 gamers and game designers. "We tried 100 different form factors to see what they found most comfortable," he explained.

Comfort (as well as Microsoft's lengthy experience with PC controller design) is clearly evident in the jet-black Xbox controller. It's shaped like the Dreamcast controller but is slightly wider, which makes the Xbox controller look like it was designed by Batman, but also makes it more form-fitting for an adult hand. The controller has an eight-way directional pad, left and right analog sticks, left and right shoulder triggers, six pressure-sensitive action buttons, and a 9.5-foot cable. Two forward-mounted slots will hold memory cards and other peripherals (again like the Dreamcast controller), and a numpad feature is built-in.

So far, the Xbox looks pretty, but at the CES unveiling there was no functioning game system. That's because, as Gates revealed, some Xbox microprocessors will be so cutting edge that they won't be complete until just prior to the launch. Microsoft is expected to announce a final price and release date at E3 in May.

The Xbox controller is designed for comfort as well as functionality. That green "Xbox" dome is purely cosmetic.



## "X" Marks Tony Hawk

Activision stepped up to the plate at the Xbox unveiling by announcing Tony Hawk's Pro Skater 2X. The game is targeted to slip among the first wave of Xbox games in Fall 2001, the first of the Activision games for the system. Look for online, multiplayer gameplay and tournaments, leaving to play a role in Xbox disbanding.

## THQ's Cooking Up WWF: Raw is War

The Rock was on hand at the Xbox show to introduce Bill Gates WWF-style, but that's not the last Xbox gamers will see of him. THQ announced a boxed version of WWF: Raw is War. Another of the developers of Ultimate Fighting Championship, will be cooking up Raw.



## Malice Aforethought

To jazz up the Xbox's design debut, HomeSoft put on some gameplay games with Malice: A Dark and Corrupt Fairy Tale, which is being designed by Argosoft Games. The game's star, Alice, swings a mean high-tech mallet, which she uses to fight an evil Fire God across 38 levels. Malice displayed impressive, cinema-quality graphics cool enough to name "Hammer Time!"



The Xbox is slightly wider and deeper than the PlayStation 2, the better to house a front-loading DVD drive, four controller ports, and an 8 GB hard drive.

# EA BACKS XBOX

## NEWS BITS

### Movie Castings

You loved *Milla Jovovich* as *Leeloo* in *The Matrix*—but are you ready for her to *kick the Zombie Killer*? That's the part she has agreed to play in Paul Anderson's movie version of *Resident Evil*. Jovovich will team up with *Michelle Rodriguez* (*Gridlock*), who will play another member of the undead by the name of *Rain*. The \$40 million movie is slated to start filming in and around Berlin this February.

### Spider-Man Dreamcast

Marvel's web-slinging wonder is swinging his way to Sega's 128-bit platform this spring. The Dreamcast version of *Ace Ventura*'s hit *Spider-Man* will feature improved graphics (Spidey will have individual fingers) as well as the "What If?" mode from the PlayStation version—which only a few gamers were diligent enough to unlock—invisible at the beginning of the game. The "What If?" mode will feature several scenes from other Marvel characters if you bring in the Fantastic Four HQ, the team might pop out to say, "Hi." Watch for a preview next issue.



### Japanese PS2 Redesign

Sega announced that the Japanese PlayStation 2 is being redesigned to fall in line with the American and European models—this is, with an exception: by the rear of the unit for the hard drive (which is available for the current Japanese model as an external peripheral), and with the DVD drives safely stored on internal chips, not on memory cards (as one will no longer be included in the box). The new unit comes with a DVD remote and should be on sale now in Japan.

## Largest third-party publisher to support Microsoft console

Last December, Microsoft gained another key ally in the impending video game wars when Electronic Arts announced it would support the Xbox. The world's largest third-party game software company expects to create up to 10 games within the console's first six months of release, and has already ordered 500 Xbox development kits from Microsoft.

Of course, because EA was a founding member of Microsoft's Xbox advisory board, the company's official announcement isn't too surprising. Perhaps more than any other third-party company, EA feels it knows what the Xbox can do. "When we saw the hardware specification and talked with the Xbox team, we knew that this console was going to be popular with novice and hardcore gamers alike," said Don Matrick, president of EA Worldwide Studio Operations. "Titles like Madden NFL 2001, SSX, and Knockout Kings are going to look great on the Xbox." Beyond Matrick's teasing statement, no specific titles have been confirmed.

EA's support of the Xbox is more than just a money-making venture; it's also an endorsement of Microsoft's entry into the console market. "We're excited about Xbox and Microsoft's commitment to the platform," said Larry Probst, EA's chairman and CEO. "Microsoft has the vision, the technology, and the resources required to make a significant impact on our industry." While Electronic Arts will continue to develop games for the PlayStation 2, the company is not publishing software for Sega's Dreamcast and does not have plans to do so.

More than 200 companies (including both entertainment software and "middleware" developers, who create the tools that other companies use to create the games) have signed on to create software for the Xbox, which is expected to go on sale in the fall. Microsoft will commit \$500 million to marketing the new console. At press time, the retail price and launch date had not yet been announced.



Electronic Arts' Don Matrick says PS2 games like *SSX* "are going to look great" on Microsoft's Xbox.

# TWENTY-FOUR MILLION GAME BOY ADVANCES!

Perhaps learning a lesson from Sony's shortage-plagued holiday season, Nintendo recently announced that it plans to make a whopping 24 million Game Boy Advance portable game systems during the machine's first year. The Game Boy Advance will succeed the Game Boy Color, which has been hard to find in some areas due to a shortage of liquid crystal displays (LCDs). Nintendo, however, seems to have that well under control for the Game Boy Advance, which will use an LCD screen that's 50 percent larger than the one in the Game Boy Color. "We are confident of bringing monthly production of the Game Boy Advance to 2 million by June, thanks to a deal with Sharp Corporation," a Nintendo spokesman said to the Reuters news service. Sharp has boosted LCD production to meet Nintendo's high demand. For the GBA's March launch in Japan, Nintendo plans to put 1 million of the handheld units on sale in the first 10 days; the American launch is expected to follow in July.



Nintendo expects the Game Boy Advance to be a massive hit—and the company says it will be ready to meet demand.

# GAMEPRO LABS

## Pelican Game Screen

Rating: 3.5

Pelican beats Sony to the punch by delivering the first game-screen attachment for the PS2 era, complete with a four-inch screen, twin speakers, and both AC and digressive-lighter power adapters. Unfortunately, the hefty \$149.99 price tag doesn't go well with the screen's inconsistent image quality and lackluster sound. Screen images are visible only under dark settings, and you can forget about trying to see anything under bright lights. The screen size makes it very difficult to discern onscreen text and graphics, so don't even think about playing those RPGs. Cool in concept, this should have been executed better—and may be yet by the competition.—Dr. Zende



**Price: \$149.99. Contact: Pelican Accessories, 313/234-088, www.pelicanacc.com**

## Best-Selling Video Game Titles: November 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Pokémon Gold	Game Boy Color	Nintendo
2	Pokémon Silver	Game Boy Color	Nintendo
3	The Legend of Zelda: Majora's Mask	Nintendo 64	Nintendo
4	Final Fantasy IX	PlayStation	Square EA
5	WWF No Mercy	Nintendo 64	THQ
6	Tony Hawk's Pro Skater 2	PlayStation	Activision
7	The World Is Not Enough	Nintendo 64	Square EA
8	NBA 2K1	Dreamcast	Sega
9	Driver 2	PlayStation	Midgame
10	Super Mario Bros. Deluxe	Game Boy Color	Nintendo

Source: NPD GROUP Video Game Tracking Service

### STATIC

...Moooo... \_Peeeee... \_Fuuuu... you know, we're 150 issues old now, but we really don't feel a day over 148. • GamePro is now using Pioneer Cable for its PlayStation/PS2 screen-casting, and, oh man, those 5-video cables are sweet. Pricey, but hey, you definitely get what you pay for with those babies. We love 'em. • Coolest new-game Web site of the month: [www.customomatic.com](http://www.customomatic.com), where you design your own retailers. Bad-ass. • TV Guide decided to "review" video games by doing six different covers a few weeks back. Among 'em: *Shrek*, *Pokémon* and... *EverQuest*. Yes, TV Guide judged a game that doesn't run on TV, and by such its audience by being more addictive than any passive programming could ever be. How stupid—and how dependent! Next month, maybe we'll put *Dennis* on our cover. • You know a game's good when GamePro editors are allowed to play it only after business hours. *Midway's The Grid* is good. Go play it if you haven't yet. • In case you're wondering, the reason we chose only 15 games for the big list was because it matched nicely with 150. We could have done 25—and Major PMS really, really wanted to do 25—but either way, we'd still have to choose 15 within that. So... among the big games that received surprisingly few votes in the poll: *Zork*, *Space Invaders*, *Quake*, *Sam*, the *Hedgehog*, *Contra*, *Gallop*, *Pebble*, and... the predictability of them all. Reg. • PGES X... MGS X... HGS X...

## HOUSE OF THE DEAD 2 ACTION FIGURES

With a strange new touch-typing outting game and a major motion picture in the works, the stars of *House of the Dead 2*—Sega's zombie-laden lightgun shooter—are breaking out all over the place...even as a lineup of action figures from Palisades Marketing. The final pain-masters of these fully articulated action figures are in and include Hemsghent with his expostable chest, lovable Johnny with his throwable hand axe, lanky

Ken with his removable mask, and towering Strength with chainsaw sidekick, Blame. Palisades has also revealed variants of the figures with alternate heads—each made exclusively for sale at one (and only one) of the following retail outlets: Tower Records, Georgia Music, Musikland, and Palisades' own Web site ([www.palisadesmarketing.com](http://www.palisadesmarketing.com)). Look for these undead playthings to come to life in early January for \$11.99 each.



## HIDDEN CHARACTERS "GP SMACKDOWN!"



Illustration: Keith W. Merrick. Doublet: Mac



# Certified Entry of Death

Location of Death:	Lebenstown, Germany
Name:	Your name here
Sex:	Male
Age:	Your age
Occupation:	Gamer
Cause of Death:	Murder
Coroner's Notes:	Victim found in the streets, lying in a pool of blood. He must now travel back in time across five different centuries to pursue his murderer and alter the course of events that led to his demise.

DA 210567

Certified to be a true copy of an entry of a Register of Deaths in the District above mentioned. Given at the GENERAL REGISTER OFFICE, LEBENSTOWN, GERMANY, under the Seal of the said Office, the 6th day of June 2001.

## Shadow of Destiny



PlayStation 2



Animated Violence



# NET PRO MAJESTIC

When was the last time an online game harassed you over the phone? EA.com's spooky *Majestic* starts as an Internet adventure, but quickly turns uncomfortably personal—and plays with you whenever it wants. **By Ben Elert**

**P**ICTURE THIS: You're hanging out with friends when your phone rings. A stern voice on the other end of the line threatens you and your loved ones—by name. The menacing caller triggers a memory of a webcam recording you were e-mailed three days ago, which in turn recalls a hazy instant-message conversation you had with a stranger the week before. What's going on? You're just a pawn in *Majestic*, EA's episodic online adventure that splits over from the Internet to invade your privacy.

## The Truth Is Out There

Named after the alleged government group that covered up the Roswell incident, EA's "interactive suspense thriller" borrows from the *X-Files*, *WebGames*, and David Fincher's *The Game*. *Majestic* entwines players in a dark conspiracy on the Web, then tracks them down in real life, trespassing beyond the anonymously safe borders of your browser. E-mail, telephone calls, online chats, surreptitiously recorded conversations, and fax transmissions are all fair game, and they can arrive at any time. No fail! No fear—



Sensitive recordings of characters' telephone and webcam conversations will reveal valuable clues—if you can spot them.

all communication will also be sent to your *Majestic* Alliance client program, so you can examine the complete evidence next time you log into your account (ditto if you miss a call). Depending on how fast you piece the clues together (and how fast they're released—the game plays out in real-time), a typical episode of *Majestic* unfolds over at least two weeks. The game will take into account real-world events and player feedback to tailor the evolving experience further.



Clues are collected via the *Majestic Alliance*, a Windows application (sorry, no Mac support yet).

## The Truth Is Everywhere

Obviously, if you thought *The Blair Witch Project* was real, you should stay far away from a real-time online game that you can't turn off. The goal of *Majestic* is to erase the line between fantasy and reality. If a character tells you in a chat that he'll call you on Friday, he means it—stay by the phone. As you scour the Web for information, you'll find the game's crackpot Web sites are inextricably from real crackpot Web sites, right down to shadow companies on the domain registration info. Instant messages from the game's A.I. characters aren't just like those with live chatbots, capable of intelligent Q&A. Was that part of the game? You may never know—and paranoia is the point.

## The Truth Is Not Fair

*Majestic* is set to launch on EA.com in February; the bold and potentially brilliant Metacore-rated adventure will require a Windows-based computer and an as-yet-unspecified subscription fee (visit EA.com for details), not to mention a level of player commitment and cooperation never before demanded by an online game. Is the world ready for Internet games that leave the Internet? More importantly...are you?



You might receive a fax for a digital image of an e-mail with cryptic, redacted information—but it will make sense soon enough.

**EA.com:** Even, is that you?  
**EA.com:** Get on that computer you. That's great. We thought maybe the phone system was down. Or that you'd given up on me. Where are you now?  
**EA.com:** Did it or had it? Don't reveal our conversation right now. I can't stay online long. I just wanted to let you know where we'll meet, and pass some information on to you.  
**EA.com:** What information?  
**EA.com:** Email/fax/IM/any here... All the ways we'll contact. I'll send you an E-mail.  
**EA.com:** Which e-mail account are you using? (E-mail)  
**EA.com:** Your *Majestic* account. Do you have a... add the screen name... to your buddy list.  
**EA.com:** What about IM?  
**EA.com:** Then you can contact each other. We might be able to help you. Don't know much about this, but he says he may have info...  
**EA.com:** Can you read that?  
**EA.com:** We'll see about that. That's our only way to stay online this long. We're going to be doing all night, so... We'll send you that email... so you can...  
**EA.com:** OK, I'll keep my eye on the...  
**EA.com:** Chatting... Take care...  
**EA.com:** Love...  
**EA.com:** Aaaa... (EA.com recently went from my computer.)

*Majestic's* characters use AOL Instant Messenger to chat back and forth with players in real time.

**EA.com:** America's Choice For Secure Data Storage Since 1988  
**EA.com:**

You will be able to tell the difference between *Majestic's* planted Web sites and legitimate home pages.



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PlayStation 2





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Pokédex  
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Pokémon Silver  
\$25.76



Pokémon Gold  
\$25.76



Mario Tennis  
\$27.88



Donkey Kong Country  
\$24.96



Game Boy Color Systems  
\$69.96 each



Atomic Purple  
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### ESRB Rating System

Entertainment Software Ratings System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending



# GENTLEMEN, START YOUR PS2s!

Still waiting for Sony's much-hyped hardware to blow you away? Then fasten your seat belts—when Gran Turismo 3 roars across the starting line, gamers everywhere will be awestruck by the PS2's first truly groundbreaking game. *By Air Messia*



The trendy Audi TT trades paint with a Ruf as the pair heads for a tunnel on the Trial Mountain track.



Beams of light poking through trees are just one atmospheric touch the PS2's graphical power affords.

**I**F IT'S A THOUGHT that's crossed the mind of almost everyone who has played Gran Turismo 2, you're using them watching those gloriously beautiful replays after edging out the pack in a tight race, and a nagging voice in the back of your head asks, "Why can't I play that game with those graphics?"

This spring, Sony will silence such questions with Gran Turismo 3. While the preview version we played had just a handful of tracks available, GT3's gorgeous graphics and sleek gameplay should deliver the answers to your racing-related prayers.

## RELUCTANTLY CROUCHED AT THE STARTING LINE

Long-time fans of racing games have a laundry list of common flaws that they're utterly sick of: indistinct-like frame rates. A.I. opponents who all drive the same line and who could be outsmarted by a grin, and distracting pop-up ads on the horizon. So the allure of a next-gen system such as the PS2 is the prospect of a game that overcomes such pitfalls—and GT3 is generating a huge buzz because it's on track to be the first game to fall fit that hope.

As Kazumori Yamauchi, designer and producer at Polyphony Digital (GT3's developer), puts it, "GT3 is the most advanced title, in every aspect, in the racing-game category right now. I spent a lot of time and effort to create this as the 'crown jewel' title of the PlayStation 2 catalog in terms of the quality, technology, and depth."

Bold words, but Yamauchi already has a whole lot of game to back up his claims. The preview version of GT3 waded with a breathtaking frame rate, spectacular detail in the tracks and cars, no trace of pop-up, and a slick but challenging feel to the cars' handling. Even the lighting was impressive, from the rosy glow of the afternoon sun in Seattle to the beams of light filtering through the trees in Deep Forest. "The more you like cars," says Taku Inatsuki, the producer of the American version at Sony, "the more you'll be wordless when you look at the screen."

## ENGINES PUMPING AND THUMPING IN TIME

Down to the nitty-gritty details: GT3 will provide 150 cars, which is substantially less than GT2's roster of 400 because each car model sports 10 times the amount of polygons and takes at least two weeks to create. Most of the familiar manufacturers will return, but GT3 will also sport some hot new rides like the Corvette CS 206, the Plymouth PT Cruisers, and the Pagani Zonda C12 (a spunky Italian car that resembles a Lamborghini). Sadly, some of the popular exotics like Ferrari and Lamborghinis won't peel out in GT3, but



In real life, Polyphony's Kazumori Yamauchi drives a Honda Integra and a Mitsubishi Lancer Evolution V (pictured above)—both will be available in GT3.



This instant-replay shot illustrates the high quality of the reflection mapping on the cars' paint jobs.



The sun beats down on this slick swar as it turns a lap at Laguna Seca.



Trailing the pioneer, the pack jems through a corner on the Romeo Circuit, one of the tracks that's returning from Gran Turismo 2.

others—like the Mazda RX-7, Acura NSX, and Lotus Spirit—will remain to race. Because of the manufacturers' concerns, the cars still won't wreck or take damage.

As for tracks, GT3's lineup of 15 will include two new ones—Moro Carlo and a Tokyo city course that traces Tokyo's well-known Route 246. The other 13 will be repeat performances from GT2, including Laguna Seca, Romeo Circuit, Trial

Mountain, and more; naturally, they're being remodeled for the PlayStation 2. The environments will also include weather effects like rain and fog as well as night driving, but these races will be unlocked as an added challenge once the gamer has won on the normal version.



"You can control GT3's vehicles like a professional driver would control the real cars, so I believe GT3 will be a good bible for gamers to learn how to drive as well as for a professional driver," reports Kazunori Yamauchi of Polyphony.



After beating a track in daylight, drivers will unlock environmental effects—rain, fog, night—that are new to GT3, and drivers will have to contend with how they affect their car's handling. These instant-reveal screens show off the remarkable, almost photorealistic quality of the weather and lighting.



Gran Turismo 3 will provide gamers with both first- and third-person views of the action.



Manufacturers want their cars to appear in the best possible light, so GT3's cars won't wreck or show damage.



GT3's refined AI should mean that CPU cars no longer take the exact same line around the course during races.



The shimmering distortions of heat waves will add visual flair to GT3's instant replays.



Each of GT3's 150 cars is being modeled using 4000 polygons—that's 10 times the number used in GT2.

continued ▶





With sim mode, developer Polyphony reports that purchasing upgrades and modifications will create a more noticeable change in the car's handling.



Analog buttons mean that you can turn tight laps on tracks like Super Speedway by gently easing off the button to drop your RPMs without braking.



With the lock-back button providing a view of the pack gaining on the race, the ruddy glow of the afternoon sun shows through the skyscrapers in Seattle.



Off-road rally racing will return in GT3 to challenge gamers once again. As these instant-replay screens show, the firmer terrain and sharp effects like mud sprays will raise the bar for realism.



### THE GREEN LIGHT FLASHES

License tests and offroad rally racing will also return in GT3, and while the license tests weren't ready to try yet, Gonzalez got the first crack at testing out the offroad action on a dirt track fresh off the plane from Japan. First impressions? Jaw-dropping amazement, particularly when driving in first-person view. Mud sprayed from the lead car, obscuring the view, and the screen bounced in perfect synchronization with the jolts from the dual-analog controller. The sensation of "being there" was completely convincing, and the analog buttons only added to the effect, allowing you to slightly ease off the gas instead of braking.



Rest up this hill in Seattle to catch air on the dips in the incline.

### THE FLAG GOES UP

One of the most important aspects of GT3 is the new physics model, which will create a much more convincing, realistic feel to the racing.

But what does that really mean for the game? "On the development workstation, we track hundreds of parameters," says Inazaki. "But on the PlayStation, we could track only about half or so. The PS2 tracks 90 percent of those parameters, and the details can be seen on the screen as the car tilts or shakes."

Lastly, the AI of opponent cars has been souped up so that they'll drive different lines and use different tactics, instead of all robotically





While Sony can see only that Gran Turismo 3 will be available this spring, other sources disclose that a late March release is likely.



One of the advantages of the PS2's horsepower comes in the small details, like tires that release photorealistic smoke as they squeal around corners.



GT3's cars are modeled so intricately that you'll be able to see through the windows—and spot a helmeted driver inside.

tuning the same laps. Even better, if you out them off or swerve in front of them, they'll remember and seek revenge later in that race or later in the tournament. While this element of the gameplay wasn't available yet for testing, it could prove to be one of the most exciting if it manages to create true competition between the player and the CPU.

### CHURNING AND BURNING, THEY YEARN FOR THE CUP

So when exactly can you expect to get your paws on Gran Turismo 3? Understandably concerned about the backlash if another delay is necessary, Sony reps can commit only to a "spring" release. Late March is probably—probably—a safe bet, according to other industry sources outside Sony.

The wait should pay off, particularly because GT3 looks like it could be the PS2's first truly next-gen title and a lifeline for Sony, which is taking heat for its lackluster launch titles. But gamers are what really matters, and Yamauchi nicely sums up why GT3 deserves all this fuss: "We would like to stress the great improvements seen in the manner of excitement experienced through controlling the car, the most important part of enjoying a racing game. It can't be explained with detailed game specifications, yet in GT3, the experience sees a leap forward that can't be fully expressed in words."



Instead of being split onto two CDs, GT3 will arrive in your eager hands on one DVD.



The engine sound of each individual car in GT3 was recorded live at the Montegi race track in Japan.

## THE WHEEL QUESTION



To enhance the sensation of realism when playing GT3, you just might be able to pick up a steering wheel that's been precisely tuned for the game: the Logitech GT Force. While this wheel has been confirmed for release only in Japan (details of the U.S. release were still being negotiated at press time), Polyphony Digital has already written a driver—the software that enables the wheel to act as a game controller—that makes Logitech's new PS2 wheel perform flawlessly with GT3. "The game itself has evolved enormously in terms of realism, thus to maximize its realistic features, I felt the necessity of having a high-performance input device," explains Kazunori Yamauchi, designer and producer at Polyphony.

In hands-on testing with a preview version of GT3, this compact wheel handled like a dream, providing smooth response and enjoyable—but not overpowering—force feedback. It clamps to a table or other surface, connects to the PS2 through the USB port, and includes brake/gas pedals and wheel-mounted gear shifters. Because the U.S. release is still iffy, a price wasn't available. A nearly identical wheel by Logitech for the PC, the WingMan Formula Force GP, retails for \$99.95. Given how well the wheel performed, it would be startling if it isn't released stateside...so stay tuned to GamePro for updates.



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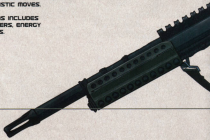
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PlayStation.2



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BUNGIE





# Red

Exclusive Screens

# Dawn

THQ and Volition are teaming up to re-define the term "interactive environment" in their PS2 first-person shooter, *Red Faction*. Could the advanced physics engine be the start of a new era for the genre? *By Uncle Dust*

T IRED OF THOSE wimpy "campers"—first-person shooter gamers who hide in secret cubby-holes only to take you out with a single sniper-rifle shot to the brain pan? Now you can take a rocket launcher and destroy that sniper's hideout—permanently and definitively—and make him work for his next kill. As we found out in a Hands-On preview, this and a million other new strategic battles can be waged in the fully modifiable environments of *Red Faction*.

## The Wonderful World of Physics

*Red Faction*'s first and most eye-catching attribute is the physics of its game-world. Volition is using what it calls the "Geo-Mod" system (short for geometry modification) to enable high-powered weapons like rocket launchers and explosives to do realistic damage to the game environment (see sidebar, "Environments Are

There and Gone"). Consequently, particles react more realistically than anything you've seen before. Whether broken glass, steam from a pipe, bubbles floating underwater, or ricocheting bullets, it all flies through *Red Faction* like it does in the real world, responding to wind or charges made in the environment by weapons.

The PlayStation 2 delivers the mind-blowing visuals with ease while maintaining a high frame rate, thanks to the late black box's ability to render particles so effectively. The amount of Geo-Mods possible per level are limited only by the ammunition you find. Otherwise, you'll be able to blow up things to your heart's content—blasting bridges out from under moving transports, destroying walls to reveal or create secret hiding spots, and more.

Along with this complex physics system, *Red Faction* will host a myriad of fine details that add depth and strategy to the game. For example, rocket launchers and rail guns will have infrared readouts, so you can see enemies positioned behind walls. Also, some levels will feature security cameras and working monitors, again to help you pick your fights and figure out how to win them. Other strategic niceties will include five vehicles you can pilot: a submarine, jeep, a massive drilling machine (convenient for taking down walls), a personnel carrier, and a flying fighter.



The mines will be filled with antagonists that the Ultra Corporation uses to keep the miners working.



Set in the near future, *Red Faction* will feature many projectile weapons, each sending enemy shells realistically as it flies.



Even with the Geo-Mod system, the levels in *Red Faction* will be as fun (or bizarre) and as detailed as those of any other FPS.



The red arrows (shown here at the top of the screen) indicate from which direction you're being attacked. At the top means frontal assault, while at the bottom means from behind. They will also appear at the sides.



When you see these bad boys, non-Ultor lives will be unnecessary to stop the howling miners.



Victims like the airborne Sphynx keep combat intense during single- and multiplayer games.



Glorious dramatics, such as this Abyss-like scene, will give gamers something to savor besides carnage.

## All This and a Story Too?

Unlike some recent fragfests that were more concerned with carnage than with character development, Red Faction will place great emphasis on its single-player game. While visually the game is reminiscent of sci-fi films such as *Total Recall* and *The Abyss*, Red Faction wants to create a captivating world of its own.



Constant and environments will react realistically to explosions, so if glass shatters, a character will take damage.

Playing as Parker, a miner who recently arrived on Mars, you're swept up in a revolution caused by the Ultor corporation's unsafe work conditions and a mysterious virus that is killing miners.



Bullets will ricochet off this steel floor, so your aim won't have to be perfect to get the job done.

Although much of the story line is being kept secret, it's certain that you'll battle 30 levels, ranging from underground mines to underwater battles, even to a spaceship. As the game progresses, you'll uncover the meaning of "Red Faction," and it's a good bet you'll probably try to get your ass off Mars as well. The game will feature shootout levels, strategic missions where you use special tactics to take out the enemy, and covert operations where you sneak through corporate headquarters in disguise. For multiplayer Geo-Mod mayhem, you'll have split-screen two-player fragfests in 11 levels, with NPCs to fight as well.



In hand-to-hand combat, the rat stick will pack quite a shock.



Miners wear enviro-suits for protection against Mars' harsh environment.

## More Bang for the Buck

Playing the preview version of Red Faction revealed excellent gameplay: Its controls felt excellent, like *Unreal Tournament*'s, with every weapon having an alternate fire mode, and the frame rate was smooth even with all of the special effects. The PS2 version is getting ready to blast off in March, with a PC version following in May or June. Whatever your platform, it looks like Red Faction will open up an entirely new can of whoop-ass in the FPS genre this spring.



Red Faction's protagonist, Parker, is no Duke Nukem superhero—he's a regular guy who becomes caught up in an exceptional situation.

## ENVIRONMENTALS ARE THERE AND GONE

The Geo-Mod environments in Red Faction will open a new set of strategies. You'll not only test your sharp-shooter skills, but also have to become a demolitionist expert.



In Red Faction, you won't have to blast your way at an armored vehicle...



...you'll be able to knock out the bridge that it's driving on.



The radial launcher's infrared monitor will enable you to see through walls...



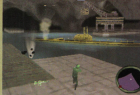
...while the power of the Geo-Mod engine will let you walk through walls!

# ATTACK ATTACK ATTACK



Animated Violence

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# THE GREATEST 15

AN IMPOSSIBLE TASK. AN INCOMPARABLE STAFF. AN EXPLOSIVE FINALE. IN HONOR OF OUR 150<sup>TH</sup> ISSUE, WE'VE PICKED THE BEST 15 GAMES EVER CREATED. GET READY TO GET ANGRY.

By The Editors of GamePro

## 15. NBA JAM

By Midway • Arcade • 1993



One word: Boomerlaka! NBA Jam was such a huge hit, it made 1 billion dollars in quarters before even reaching home consoles. Three main features of the first licensed sports arcade machine kept the coin-a-scene: 1) realistic faces on NBA stars as they performed unrealistic, flashy moves; 2) tons of secret player codes, which were previously just a home-game perk; and 3) action-oriented gameplay both addictive and easy to learn. Hangtime pressed things up and Showtime took it to polygonal 3D, but gameplay-wise, you can have just as much fun with the original run-ragging Jam, especially with friends. —Dan Ebbels

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## 14. ULTIMA IV: QUEST OF THE AVATAR

By Origin Systems • PC • 1985



The fourth chapter in the Ultima saga set a standard for story depth and immersion that RPG developers still strive to match. To win, you not only had to develop a character but the perfect character—the Avatar—by mastering the eight virtues. If you stole money or killed innocents, your virtue suffered. The quest spanned the vast fantasy world of Britannia, which was filled with unforgettable characters and companions (Bolo the Bard and Sir Dupre) and unique towns (Moonglow, Skara Brae), each with its own history and ethos. Available for both console and various computers, it was the ultimate Ultima—like the Seeker.

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## 13. DIABLO

By Blizzard • PC • 1996



Combining the character building and dungeon crawls of D&D-style games with the smash 'em, both 'em quick adrenaline fix of an action dolo, Diablo hooked fans instantly with its richness and depth, as well as its gorgeous visuals and brilliant voice acting. Diablo also helped blaze important trails in online multiplayer and network gaming, thanks to Battle.net support out of the box (and became a test case for online hacking). Although Diablo II upped the ante with more characters and realms, the original won this spot with its originality and ingenuity. Just don't play in the dark!—Miss Spell

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## 12. MADDEN NFL 2001

By EA Sports • PlayStation 2 • 2000



As the longest running sports franchise in video game history, a Madden football game deserves recognition here, and Madden NFL 2001 for the PlayStation 2 is easily the best to date. This version maintains the standards—solid gameplay, extensive use of the NFL license, all-time teams, and the TV-true MaddenSummerall presentation—and matches them with excellent graphics. The detailed player models are very fine, but the animation positively rocks. Even the little things, like the way the defensive lineman shift at the line of scrimmage, are stunning. Madden NFL 2001 is a football fan's dream. —Andrew Au

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# GAMES OF ALL TIME

**YOU** PROBABLY HATE this article already.

"The Greatest 15 Games of All Time? What kind of crap is that? How can you possibly choose the best games? What gives you the right?"

Well, for one, that bit about being the #1 multipatform video game magazine isn't just talk: *GamePro* has been around for 150 issues now, and we're proud to serve over 3.1 million readers every month. The 150 milestones seemed like a

good time to take stock of why we do what we do, and the answer we came up with was also the reason why many of us play games in the first place: quality fun. This list really represents our opinion regarding the best examples of quality fun.

We don't expect you to agree; we don't even think you're necessarily going to like what you're about to read. Just take this list for what it is—our collective opinion—and see what you think.

## 11. NHL HOCKEY '94

By EA Sports • Sega Genesis • 1993



Before EA Sports' NHL series, hockey games attracted as much interest as a lovely match of cricket. But NHL's captivating gameplay, particularly the fast, addictive two-player action, lured gamers in droves. Released in fall 1993, NHL '94 was the third—and best—invasiveness in the series, sporting important new features like one-timers, four-player action, and penalty shots; its only Achilles heel was the absence of fighting. Since then, the franchise has produced many excellent hockey games (like the incredible NHL 2001 for the PS2) and a few cowards (like the feeble NHL '98 for the PlayStation), but the game that started it all was NHL '94.—*Ar Hendrix*

11

## 10. CASTLEVANIA: SYMPHONY OF THE NIGHT

By Konami • PlayStation • 1997



Mention the word "Castlevania," and gamers all around the world feel a tingle down their collective spine. The series has set standards in the action/platform genre ever since its first incarnation over 19 years ago—and the apex of the series is without a doubt *Symphony of the Night*. Konami stayed true to all the classic elements fans love about *Castlevania*: 3D side-scrolling action, beautiful sprite graphics, years of refined gameplay, challenging bosses, fantastic level design, and a robust orchestral score that haunted your dreams for weeks. *Symphony* represents the best this genre has to offer and still looks as good as this day.—*Dylan Dyer*

10

## 9. SUPER BOMBERMAN

By Hudson Soft • Super NES • 1993



Bomberman's simple-looking gameplay made it easy to dismiss at first glance. After picking up the controller, however, you were hooked on the game's simple but very addictive strategy/action gameplay. The premise: you control a little dude who destroys his enemies by dropping bombs. This simple scheme quickly made *Bomberman* the quintessential party game, because almost anyone could grab a controller and have a great time. With four people playing head-to-head, the hours quickly vaporized. *Super Bomberman*, though, was the series' breakthrough, introducing several now-classic power-ups, including the *Detonator* and *Pencher*.—*Major Mike*

9

## 8. VIRTUA TENNIS

By Sega Sports • Dreamcast • 2000



Being so recent, *Virtua Tennis* is a controversial pick, even amongst the staff at *GamePro*. Yet, in our own offices, *Virtua Tennis* has been played nearly every day since it became playable nine months ago—and admitting an addiction to a tennis game is no easy thing. The two-on-two mode ranks up there with lustrated popcorn and jelly beans as things that are easy to pick up but difficult to put down. Deceptively simple, the gameplay gets more elaborate the more you play it. Plus, *Virtua Tennis* has one of the best overall audio and graphic presentations of any sports game.—*Johnnie Stone*

8

## 7. SUPER MARIO BROS.

By Nintendo • NES • 1985



The birth of the best side-scrolling platform game, *Super Mario Bros.* proved that the genre could offer an adventure that actually had replay power. The game had a wealth of hidden stages and shortcuts, and the world's a-ha! enemies varied as much as Mario's attacks. You could swim underwater and traverse dungeons, all the while fighting flying turtles and deadly flowers. Today platform games still borrow gameplay ideas from *Super Mario Bros.*, and its recent re-release on the Game Boy Color is ample proof of its longevity. Over 15 years old, this is one game that will never be forgotten. —Four-Eyed Dragon

## 6. FINAL FANTASY III

By SquareSoft • Super NES • 1994



*Final Fantasy VII* for the PlayStation brought console RPGs into cinematic 3D and sold a gazillion copies; *Final Fantasy VIII* made the story more personal and sold a bazillion more; and *Final Fantasy IX* refined and redefined everything the series had ever been. But it was *Final Fantasy III* (*Final Fantasy VI* in Japan) that really revolutionized console RPGs, with its epic story, side quests, battle system, and incredible cast of complex characters. To this day, few gaming moments have been quite as shocking and awe-inspiring as when the world shattered and came to an end...with half of the game still left to play. —Sir Diego

## 5. PAC-MAN

By Namco/Midway • Arcade • 1980



Pong was the first success and *Space Invaders* was the first sensation, but *Pac-Man* was truly gaming's first pop-culture phenomenon. Tahiti, a Top 40 song, a Saturday morning cartoon...none of that really means much on this list, other than serving as proof of just how insanely addictive the world's first insight coin-op truly was. A yellow circle eating dots in a maze while trying to escape from four relentless "ghost monsters" doesn't sound like much, but that simplicity afforded extremely addictive gameplay and an unusually broad appeal. Instantly recognizable and universally beloved, *Pac-Man* is gaming's good-will ambassador. —Dan DeLorenzo

## 4. TETRIS

By Alexey Pajitnov • 1988



*Tetris* is the Grand High Pook-Bah of all puzzle games—the one against which all others are compared. With its simple yet engrossing line-up-the-falling-blocks gameplay, *Tetris* is one of the most imitated games in video game history, not to mention one of the most accessible—many people who don't consider themselves gamers will play *Tetris* for hours. It takes two minutes to learn the skills, and a lifetime to perfect them. While the Game Boy version's impact was huge, Atari's arcade version is the elegant classic. Despite numerous new paint jobs and 3D makeovers, nobody has improved on *Tetris*'s puzzle perfection. —Max Jell



## THE PROCEDURE



Each GamePro editor generated a list of their personal top 15 games (you can read these individual lists at [www.gamepro.com](http://www.gamepro.com)). Titles for all systems past and present were eligible, and editors were asked to balance historical importance with a modern Fun Factor—in other words, the game may have been great then, but would you still want to play it today?

Point values were assigned to each game based on its list position; the points were then tallied. Votes for games within the same series (for example, *Doom* and *Doom II*) were combined, and the editors who cast those votes were asked to come to a consensus by choosing one game from the series overall. This process eliminated some key sequels from contention, but also helped create a definitive "best of the best" list of 15.

**3. DOOM**

By id Software • PC • 1993



Wolfenstein 3D may have been the original first-person shooter, but Doom was certainly the most popular and influential. It introduced two major innovations that changed PC gaming forever: hauled, homemade levels created by amateur architects (many of whom grew into today's programmers); and the cornerstone of modern PC games—save/load/online multiplayer deathmatches. A frightening, gory shootout against hostile aliens, Doom was also the target of much controversy due to its visceral violence—but whoever claimed taking a chainsaw to a demon was going to be a dead job? Simply put, Doom changed PC gaming as we know it.—*Nelson Tansak*

**2. THE LEGEND OF ZELDA**

By Nintendo • NES • 1986



Undisputedly one of the best role-playing games today and in its time, The Legend of Zelda wielded an expansive world full of odd creatures, friendly folk, an army of cool weapons and magic, and tons of dungeons exploring. Most importantly, through its enthralling gameplay, it helped establish the modern role-playing genre virtually overnight. True, the story was much better in Adventures of Link and the quest was much bigger in the 16-bit Link to the Past, but the original grew the roots of what has since become an excellent series in a well-respected genre that it helped create.—*Four-Eyed Dragon*

**1. STREET FIGHTER II TURBO: HYPER FIGHTING**

By Capcom • Arcade • 1992



Max is at his most primitive when he's fighting, but the Street Fighter series injected some civility into this base instinct by turning fistcuffs into a type of interactive art form. SFIII was the first skill-oriented fighting game, as it introduced and fine-tuned several key fighting-game techniques, such as chaining multiple hits and special moves together into various combo attacks. Street Fighter II Turbo: Hyper Fighting, the third SFIII title, introduced an innovation into the mix—speed—which opened up even more techniques. Add in high replay value, and you get the finest fighting game ever created.—*Major Mike*

**THE ONES THAT GOT AWAY**

These games received multiple votes but just missed the top 15 by a low point.

**GOLDENEYE**  
**METAL GEAR SOLID**  
**RESIDENT EVIL**

**MYST**  
**ROAD RASH II**  
**LUNAR: THE SILVER STAR**



# 150 ISSUES



# of GamePro



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**GAMEPRO**

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE



Disney  
*Aladdin*  
**Nasir's Revenge**

Your wish has been granted.

A magical new adventure takes off on PlayStation. The evil sorceress, Nasira, has returned to Agrabah, seeking revenge for her brother, Jafar. Join Aladdin and friends in a frantic battle between good and evil. Run and swing your way through mystical landscapes. Ride The Magic Carpet across the Cave of Wonders. Treasure hunts, puzzles and mystical challenges await you. Need directions to this enchanting world? Just follow your imagination.







Published by Interplay  
 \$49.99  
 Available now

Features:  
 • Smarties!  
 • real-time strategy  
 • 10 players

ESRB: M	5.0	5.0	4.5	5.0
---------	-----	-----	-----	-----

Recommended System Specs  
 Windows XP/XP  
 200MB HD  
 Pentium III 500 MHz  
 128 MB RAM  
 1.2 GB on HD  
 Direct 3D-compatible video card with 16 MB RAM



**ONE OF THE** most clever and innovative games in a long time, the repeatedly delayed *Giant: Citizen Kabuto* takes you on a long, strange trip indeed... and has nearly everything you could want in a game. This action-oriented, real-time strategy challenge is hilarious, has a wonderful story, looks great, sounds great, and puts you in the shoes of a 100-foot tall monster, crushing or eating everything in your path. Top that!

## C'MON BAZ, LET'S TAKE 'EM

On the way to Planet Majora for some R&R, five coolney-accented Meccaryn soldiers crash land on a planet studded with palm trees and islands. You're the leader of the Meccaryns, Basil (as in John Cusack's "Basil" Fawley). Searching for your comrades, you make friends with the Smarties, a meek but resourceful native race under siege not only by the evil Sea Reapers but by Citizen Kabuto, a huge monster who makes King Kong look like Curious George.

Over the course of the game, you also play as Delphi, a Sea Reaper princess who wields bows and arrows and wicked spells instead of the Meccos' guns and grenades. Cooliest of all, you assume the snorting, hulking mass of Citizen Kabuto, stomping across the land, knocking down trees, and smashing or eating near-helpless Sea Reapers.

## BLOODY 'ELL

In the game's roughly 50 missions, you play in either third- or first-person mode. The controls are flawless and totally customizable. Eventually, you can build bases, using Smarties for workers. They stay at your base because of its pub, where they drink pints between jobs (the pub is later upgraded to a party house, complete with hot tub). If you keep them well fed with alien sheep, the Smarties make you funky weapons and gadgets, the greatest of which is the Millennium Mortar, that can wipe out dozens of enemies.

The game world looks simply stunning. Even when you jetpack high into the air, the smooth hills and valleys are gorgeous and meticulously detailed, as are the sunsets. Your conversations with the Smarties will have you rolling—the voice-acting is superb.

## CHEERS, MATE

If you own a PC, like action, and have a sense of humor, buy *Giant: Citizen Kabuto*. It may have been a long time coming, but this game was definitely worth the wait.



**PRO TIP!** Don't stray far from base until you've built walls on each side.



**PRO TIP!** As a Mecc, take your buddies with you to collect Smarties, as they can carry some, too. But don't leave your base undefended for too long.



**PRO TIP!** As Kabuto, eat rather than stomp enemies to keep your health.

## GRAPHICS 5.0

*Giant* creates a strange but beautiful world filled with palm trees, rolling hills and valleys, and colorful sunsets. Amazingly, the world looks just as detailed and smooth when you're looking down from Kabuto's 100-foot-high rug. The other characters look cool, too.

## SOUND 5.0

The superb voice-acting will have you rolling on the floor, especially in the cut-scenes. During the action, your coolney-accented comrades chatter away, boozing "right between the eyes" when they kill an enemy, or screaming "My leg!" when they're hurt.

## CONTROL 4.5

The controls make moving, aiming, and shooting nearly perfect, whether in third- or first-person view. The base-building system works well, but can get a little tricky in the heat of battle.

## FUN FACTOR 5.0

*Giant* is one of the most clever and innovative games in a long time. It sticks you into its weird world and doesn't let go. Even replaying missions is fun. Plus, *Giant* is really three games in one, as you play as a Mecc, Princess Delphi, and savage beast Citizen Kabuto.



**PRO TIP!** Queen Sazoko's naval base takes several Tornado spells before collapsing, so don't get discouraged.



**PRO TIP!** Once you have three Smarties, collect Vimp meat. Three Smarties can build anything if they're well fed.



**PRO TIP!** If you're low on health as Kabuto, sit outside an undefended base and snack on whoever comes out.



## Blade of Darkness



THIS TOMB RAIDER-ESQUE adventure role-playing game will give you control of one of four characters (Barbarian, Knight, Dwarf, or Amazon) in a story that takes you through 17 gaudy levels of gory hack-n-slash battles in search of the Blade of Darkness. Each character will have unique skills, and players will be able to fight with weapons or even the severed limbs of slain enemies; you'll also be able to throw torches to set crates on fire. The lighting and shadow effects looked awesome in an early version, so lose your sword to get ready for some battles with Blade of Darkness this January.



## Star Trek Away Team



THE SQUAD-BASED top-down strategy Star Trek Away Team will plunge you into the Treklike universe as captain of a Special Forces unit. You'll assign and direct 22 highly trained operatives, each skilled in a specialized field. Players will utilize familiar Trek equipment, including tricorders, phasers, and more as they infiltrate structures and complete their objectives in locations that range from Qo'no's (the Klingon home planet) to the inside of a Borg cube. Engage your tractor beam and merge with the Team this winter.



## Star Trek Bridge Commander



THE EVER-EXPANDING Trek universe will share with Star Trek Bridge Commander next year. After a sun erupts in a massive explosion, the captain is killed and you must take charge as the new Starfleet captain to discover the cause of the eruption. Cardassians, Klingons, Romulans, and others await as you'll eventually discover a plot that threatens the Federation. Players will command the crew on the 3D bridge, giving orders or taking up one of the bridge stations. Throughout the game, you'll also interact with Captain Picard and Data (with voice-overs by Patrick Stewart and Brent Spiner). Next year, you'll have the bridge, Number One.



Throughout the game, you'll also interact with Captain Picard and Data (with voice-overs by Patrick Stewart and Brent Spiner). Next year, you'll have the bridge, Number One.



BY LARIBBY

Developed by Rebel Act  
Published by Codemasters  
Target release date: January 2001

FIRST LOOK



BY LARIBBY

Developed by Reflexive Entertainment  
Published by Activision  
Target release date: First Quarter 2001

FIRST LOOK



BY LARIBBY

Developed by Totally Games  
Published by Activision  
Target release date: Summer 2001

FIRST LOOK



# PROJECT IGI I'M GOING IN



**PRO TIP:** You won't survive head-to-head battles, so look for places that enable you to take out enemies from afar or to isolate them one-on-one.

**PROJECT: I'M GOING IN** will bring out your inner commando with an excellent blend of stealth and combat that plays like the latest Tom Clancy novel. As you stalk a renegade Russian colonel across Eastern Europe, you pack the latest gear, including an MP5, Dragunov sniper rifle, infrared binoculars, and much more.

The gameplay nicely straddles the line between Quake and Rainbow Six. IGI isn't insanely realistic, but it forces you to be smart about how and when you attack—sniping and one-on-one engagements are the keys to success. And make no mistake—this game is tough, especially because it has no saving during gameplay.

You need a high-end PC to really enjoy IGI—on a P3 450, the frame rate suffered enough to interfere with aiming. But when IGI's at its best, you'll love the sleek controls, solid sounds, and sharp graphics, particularly the amazing weaponry. All told, IGI is a tough but addictive covert-ops mission that's definitely worth volunteering for. **C**

**BY THE COVER:**

- Published by Eidos
- \$29.99
- Available now
- Action
- 1-2 player

WIN	MAC	XBOX	PS2
4.5	4.0	4.5	4.5



**PRO TIP:** Use the binocs and satellite map to scout ahead and plan your route of attack—if you just Rambo in, you're hoost.

**Recommended System Specs**  
Windows 95/98/NT/2000  
Pentium III 450  
128 MB RAM  
100 MB on HD  
16 MB 3D video card



# Alice



**AFTER BEING LOCKED** away in a mental institution, Alice finds herself in a twisted version of Wonderland where the Queen of Hearts has built a

whorey-free empire of slavery, torture, and death. Alice's mission, as dictated by a heavily pierced and tattooed Cheshire Cat, is to pick up her butter knife and razor-edged playing cards, and set out on a quest to take down the Queen's regime in a bloody, hallucinogenic coup d'état. The game's graphics and level designs are beautiful and brilliant, showcasing every known law of logic and physics. Creepy, dead-on voices and an eerie soundtrack by the atmosphere on track. Also, Alice's gameplay isn't nearly as deep as Alice's psychosis, and the overly simplistic, third-person jump-shoot-and-repeat gameplay mechanics grow tedious. You'll want to see every square inch of this nightmarish Wonderland—you just won't want to play through it. **C**



**PRO TIP:** Be careful when rolling Devil Dice—if no enemies are around, the Imp who emerges from the portal will have his lethal lightning on you.



**BY STAR BOMB:**

- Published by Electronic Arts
- \$29.99
- Available now
- Action/adventure
- 1-2 Player

WIN	MAC	XBOX	PS2
5.0	4.5	4.0	4.0



**PRO TIP:** To determine the order in which you should pull the levers in the Fortress of Doors, listen to the music made by the closing doors.

**Recommended System Specs**  
AMD Athlon/Pentium III  
300 MHz  
128 MB RAM  
420 MB on HD  
OpenGL-compatible accelerator card with 32 MB RAM



**PRO TIP:** In the third Hong Kong mission, obtain the bathroom key from the bartender. You use then climb in and out of the bathroom window to make your hit.

**HITMAN: CODENAME 47** puts you in the shadowy shoes of a professional assassin by combining a cinematic third-person view with first-person gameplay. Though Rambo wannabes will feel pinned down by the game's realism, this captivating title soaks with enough sassy atmosphere and tense action to satisfy the most jaded gamer.

You wake up in a padded room to discover you're a hitman for a mysterious group called the Agency. Though you have a variety of high-tech gadgets and deadly weapons at your disposal, you often rely on sneaking and subterfuge to get close to your targets, who include a Hong Kong crime boss and a Colombian drug lord. The richly detailed locales range from bustling city streets, a Hong Kong brothel, and a steazy jungle. Combined with well-drawn characters and good A.I., the vivid environments keep the action intense and lifelike. The FPS-style controls rock, but the mediocre voice acting and the lack of in-game saving will annoy some gamers. If you want to tickle your brain as well as your trigger finger, assume the role of Hitman: Codename 47. **C**

**BY THE TRADE:**

- Published by Eidos
- \$17.99
- Available now
- Third-person shooter
- 1 player

WIN	MAC	XBOX	PS2
4.5	4.0	4.0	4.5



**Recommended System Specs**  
Pentium III  
128 MB RAM  
400 MB on HD  
3D accelerator card with 32 MB VRAM



## Empire Earth

**HELICOPTERS OR HORSEMEN?** Siege towers or submarines? You'll build and lead three eras, plus many more, in this epic real-time strategy game spanning half a million years of human existence: from the discovery of fire to laser-equipped robots in the 23rd Century. By traversing an extensive technology tree, you'll help your empire evolve through 12 historical periods, growing from an isolated settlement into a world power. So whether you want to make your own history—or repeat the victories of Alexander, Napoleon, and Patton—Empire Earth will hand you the reins of power this summer. **C**



BY JAKE THE ENGINE

- Developed by Stainless Steel Studios
- Published by Sierra
- Target release date: Summer 2001



FIRST LOOK



## NASCAR Racing 4

**IF JEFF GOODEN and Dale Earnhardt** has agreed on anything, it's that Sonar's award-winning NASCAR Racing series is the premier racing experi-



ence on the PC. This fourth entry in the series promises a new 3D graphics engine and physics model to make the roaring vehicles react more realistically than ever, including body rolls, airborne antics, and tires that spin and lock up. Plus, the cars will have a virtual 3D cockpit that enables you to look left and right. If you're a NASCAR fan, the only ride you're likely to need arrives this February. **C**



BY JAKE THE ENGINE

- Developed by Playtron
- Published by Sierra
- Target release date: February



FIRST LOOK



## Tropico

**THESE ARE MY people!** Tropico could be the most... um, historically accurate god game yet. It's the 1950s, and you're the newly installed dictator of an obscure Caribbean island. You can be a benevolent sovereign or rule with an iron fist, but whatever you do, your people will remember all your actions. If you do away with a man's family, he may go off into the jungle, become a guerrilla, and contribute to your violent downfall some 20 years later. Or, if you let your diamonds grow too shabby, the tourists will go elsewhere. You'll be able to visit your own banana republic this winter. **C**



BY JAKE THE ENGINE

- Developed by Pop Top Software
- Published by Gathering of Developers
- Target release date: First Quarter 2001



FIRST LOOK

# THE GRID

**D**EATHMATCH SHOOTERS ARE great for the PC, but nobody has successfully brought that frantic action to the arcade...until now. Midway's *The Grid* offers visceral thrills and speedy fire-and-blee gameplay without complicated controls or a nasty learning curve.

## What You Get

Borrowing some inspiration from classic coin-op Smash TV, *The Grid* places players into a holographic gladiator-style game show where the rules are simple: fight or die. When weapons like a triple-barreled shotgun, guided missile launcher, railgun-like flash cannon, and big-ass ballhorn spawn on the virtual battlefield, the resulting carnage is fast and famous.

Shooting vets will be in their element, yet the game is surprisingly friendly to newbies. A two-button joystick for moving, shooting, and jumping combined with a big, comfy trackball for aiming means anybody can walk up and play. *The Grid* has depth, too: once you've become familiar with the controls, they can be tweaked, saved, and recalled through a simple three-digit code. That, and the single-player mode, give great brag.

## Remember: It's Not Real!

The screams of opponents getting sliced in two with saw blades and the blast of exploding grenades rock the machine's speakers, while the host's corny banter sounds, well, corny, but oddly entertaining. Only the graphics look like they could use a boost. Characters and arenas show some jagged lines here and there, but smooth animation and fast action make up for it.

Because *The Grid* was created by Ed Boon and the Mortal Kombat team, you can look for two hallmarks: gore and codes. Flaming corpses and arm sockets spurring blood seem more cartoonish than violent, yet the game still delivers as "Lifelike Violence: Strong" rating. More exciting, however, are the three-digit "codes" that you can enter before a match. Secret characters, bonus arenas, custom-control settings, visual tweaks, and more await players who log in and unlock them. It's cool stuff.

## On Target

Even if you're not a deathmatch expert, you can enjoy plenty of intense frapping pretty much immediately. Where *War: Final Assault* and the short-lived attempt at coin-op *Quake* failed, *The Grid* succeeds. **A**

ED BOON CREATED

Published by Midway

Available now

Kickin'butting

6 players

Lifelike Violence: Strong

3.5

4.0

4.5

4.5



**PRO TIP:** In single-player matches with two-minute limits, you have two minutes—and 0.9 seconds. Matches have been won in that final 0.9!



**PRO TIP:** Cannonballs take your opponent across the arena—and you can get more than one enemy with a single shot.



**PRO TIP:** You can't avoid *Dr. Bomb-It* kills every-thing. You earn it by collecting \$4000 in one round.



**PRO TIP:** For single-player timed battles, enemies will seek you out for close combat. Be ready with the horn or the flamethrower for fast damage.



**PRO TIP:** Circle-dancing—being able to keep your sights on an enemy while walking in a circle around him or her—is crucial to success.



**PRO TIP:** If one player levels by six kills, the *Pizza Shopper* comes into play—and it doesn't go over until the gap is decreased.

## GRAPHICS

3.5

## SOUND

4.0

## CONTROL

4.5

## FUN FACTOR

4.5

Jagged lines in this day and age! True. While the characters are well-animated, some elements show up at a lower resolution than expected. Then again, you'll be moving so fast, you might not care.

Thunderous explosions, unusual weapon effects, and funny speech gaps combine for a strong sonic mix. The host's over-the-top excitement is so goofy, you've gotta love him.

The joystick/trackball combination might look imposing at first, but don't be put off—the mix is intuitive and easy to learn. Plus, experts can punch in codes for free look and custom setups.

Innovative weapons, side-curling special attacks, creative arenas, and addictive, nonstop action add up to a success—frilly—for deathmatch-style games in the arcade. Definitely jack into *The Grid*.

## S.W.A.T.Pro Special: Kodes for The Grid!

### Basic Kodes

327a	(FASA)	Fan returns (quicker respawns after being killed)
937a	(VVEH)	Start with basic weapon
246a	(BIGA)	Big head
246a	(BILL)	Big feet
246a	(BINA)	Big hands
543a	(KIDW)	Grid lots (big head, feet, and hands)
763a	(RNDP)	Random character select (plus increased money value)
123W		Announcer says, "Booy!" at start.
876a	(TSTP)	Announcer says, "Looney" instead of character name.
274W	(CRW)	Announcer says, "Crispy" instead of character name.

### Character Kodes

As you build total points and dollars earned, new characters become available. The heads of all characters you've unlocked are shown at the bottom of your stats screen when you log in. If you don't see their faces at that screen, these codes won't do anything.

253a	(CLBT)	Cleo the brunette cheerleader
574a	(KRJR)	Kristy the blonde cheerleader
375W	(DRLE)	Darla the African-American cheerleader

467a	(HOSG)	Your host, Chuck Smiley
876a	(TRCP)	TROOP, the flaming corpse
726a	(SCCP)	Scorpion from Mortal Kombat
702a	(SUBR)	Sub-Zero from Mortal Kombat
474a	(GRIM)	Grimm
226a	(CAMR)	Cameraman
529a	(LAWY)	Docu the Lawyer
767a	(PNDR)	Nicoi Salbot from Mortal Kombat (complete single-player ladder once to unlock)
667a	(MORF)	Morphing (a random character every time you respawn, complete single-player ladder twice to unlock)
733a	(REDW)	Red Dog 6 (complete single-player ladder three times to unlock)

### All One Weapon Kodes

Note: All players must enter the following codes.

220a		All bazookas
266a	(CNP4)	All cannons
296a	(SWCP)	Basic weapons only (all arena pick-ups are ammo)
394a	(FTH4)	All flamethrowers
438a	(GAT3)	All Gating guns
473a	(GRBT)	All grenade launchers

476a	(HRNA)	All Horns
724a	(RAIR)	All Flash Cannons
744a	(SHG4)	All Shotgun
994a	(WYGG)	All W.Y.G. Guns

### Arena Kodes

Note: All players must enter the following codes.

900a		Blaxoff arena
902a		Showfloor arena
904a		China Chamber arena
906a		Electro arena
908a		Murk's Vineyard arena
910a		Ground Zero arena
912a		Basement arena
914a		Toxic City arena
916a		Gladiator arena
918a		Pooltable arena
920a		X-Fan Kastle arena
922a		Buzzkill arena
924a		Track Attack arena
926a		Trench arena
928a		Inferno arena
930a		Secret arena: "Grid World"

## Ninja Assault

WHAT DO YOU get when you combine Shinobi with Time Crisis? Something along the lines of Ninja Assault, Namco's latest arcade game to use a gun peripheral. As a personal ninja of a kidnapped princess, you must retrieve your employer from the clutches of an evil warlord. Assault's nine stages will take place in diverse locales that include an underground cave, forest, and ghost town; plus, you'll go head-to-head against mechanical spiders, ninjas, giant bosses, and other adversaries. As for gameplay, Assault will feature tried-and-true aim-and-shoot mechanics, but with a couple of innovations. First, each enemy will have a life-bar—so you can tell how many more shots they'll take—and you'll be able to restore lost health with coins that appear if you kill an enemy without missing a shot. You'll also find power-ups and items by destroying crates. Up to two would-be ninjas will be able to join in the fray with dual, simultaneous blasting action.



BY NINJA HERO

Developed and published by Namco  
Target release date: Available now



FIRST LOOK





AS USUAL ONLY

- Developed by Digital Eclipse
- Published by THQ
- Target release date: February



Game Boy Advance

FIRST LOOK

## Scooby-Doo Classic Capers

EVERYBODY'S FAVORITE DOOG detective and his hipster friends are coming to a Game Boy Color near you in *Scooby-Doo Classic Capers*. More than 20 levels of mysterious mayhem will include frightful fun with Scooby, Shaggy, Fred, Daphne, and Velma—and will contain absolutely no Scrappy!

The game's story will be based on the classic episode "Nowhere to Hyde!" and will feature plenty of puzzle solving, dog-finding, ghost chasing, and Scooby tracking. So get ready to be a part of this classic animated series by hopping into the Mystery Machine for some ghouls and goblins chasing with Scooby and the gang this February.

BE THE DOG: Scooby is a walking hit. Find him. Lock your ghosts.



BY HAND SELECTED

- Developed by Hasbro
- Published by THQ
- Target release date: February



Game Boy Advance

HANDS-ON

## Indiana Jones and The Infernal Machine

THE MAN WITH THE HAT is back—but then again, in some ways, it's like Indiana Jones never left! His adventures continue from the PC to the N64 and now to the Game Boy Color as he uncovers the truth about an ancient machine that can unlock the door to another dimension. Indy will be armed with four weapons, including his classic bullwhip, and he'll receive help from lovely CIA agent Sophia Haggard. In the preview version, Indy looked great in 8-bit and was smoothly animated as he explored the game's 19 levels. Plus, the overhead perspective worked well for the exploratory gameplay. Grab your fedora in February!



THE POKÉMON HAVE returned to the Game Boy, this time in a smart remake of an old classic: Tetris Attacks—where you create combos by switching colored bricks two at a time. *Pokémon Puzzle Challenge*, like its N64 counterpart, *Pokémon Puzzle League*, has a thoroughly integrated Poké-plot.

The theme yet monotonous music and easy controls are standard Pokéfare. The Puzzle mode is a real breakeaser—you have to clear the screen in a set number of moves—as well as a great tool for sharpening your gameplay skills. The game also features a Challenge mode, where, as in traditional Pokémon games, you battle Gym Leaders and strangers on the road. The only drawback is that it's sometimes hard to tell some of the colors apart on the small screen. But in good light, this game is pure Poké-fun.

**PRO TIP:** Winning against stronger will earn you new Pokémon, but they won't show up in easy mode.



BY HAND SELECTED

- Published by Nintendo
- \$19.99
- Available now
- Puzzle

• 2 players (via Link Cable)



**PRO TIP:** Go for combos of at least five by switching in the middle block first.



NINTENDO SERVES UP an addictive time-killer with *Mario Tennis*. While you'll immediately learn the excellent controls, mastering the surprisingly deep and realistic tennis action will take many hours and



**PRO TIP:** If your opponent is hanging this out, hit a lob over his head.

several batteries. Exhibition mode and a handful of mini-games offer plenty of action, but the story mode, which is new to the GBC version, is as involved as any RPG. In it, you move around the Royal Tennis Academy, talking to instructors and students, challenging your classmates for rank, and training to acquire experience points to boost and tweak your character's stats—with the ultimate goal of getting good enough to challenge and beat Mario, the world champion. Plus, you can play two-player via the Link Cable, or upload your character to Mario Tennis on the N64. Even for people who have never picked up a racket, *Mario Tennis* is a winner.



BY HAND SELECTED

- Published by Nintendo
- \$19.99
- Available now
- Tennis

• 2 players (via Link Cable)



**PRO TIP:** Use the training facility to an easy way to build up your character's experience and skills.

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Dreamcast.

## Sonic Adventure 2



SEGA FIGHTING DRAGON

- Developed by Sonic Team
- Published by Sega
- Target release date: March



FIRST LOOK

### TEACHING AN OLD HOG NEW TRICKS

The feisty, blue hedgehog is speeding to the Dreamcast for his second adventure on that system. Promising to be just as fun and engaging as the first, *Sonic 2* will mix new and old features, along with extra mini-games and VMU-only goodies. Even in the demo, which had just one playable level, Sonic was already up to his old tricks: spinning, running, and jumping high to collect gold rings and avoiding villains. But the best part was controlling Sonic's new moves—he can now grind rails thanks to his spiffy shoes and can bust heads



with opponents thanks to a powerful new somersault.

The controls weren't the only highlight in the preview version. Sharp, colorful graphics shined at every turn, and the frame rate was phenomenal. Even with a level full of intense action, Sonic could run through an area without a hint of slowdown.



With more moves, spins, and hues of blue than you can count, Sonic is looking mighty sharp and on target for his exciting second adventure.



### TOTALLY CHAO!

So far, the story is vague, offering only a hint: A mysterious, black hedgehog will apparently play a major role in the entire game. As in the original, other playable characters will be an integral part of the gameplay, including outsize sidekick, Knuckles, and Sonic's old enemy, Eggman. You can expect to see more of the little Chao running around, too, both in the game and on your VMU. Sega claims the Chao, artificial life forms, will be cuter and smarter than in the original, which means they'll need extra care while you raise them.

So far, *Sonic Adventure 2* seems to be on track to becoming a successful sequel. If the rest of the game plays like the demo, then both fans and newbies to the Sonic club will certainly enjoy this second adventure to the very end.



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# Metal Gear Solid 2: Sons of Liberty

## Meager But Eager Glimpses

Kojima has finally shows a playable demo of this year's most anticipated game. And if it's a sign of things to come, gamers won't be disappointed by Metal Gear Solid 2. The demo opens with Snake learning that a new Metal Gear is stowed aboard a freighter near New York City. After Snake sneaks aboard, a military-style helicopter swoops in with a squad of commandos who use night-vision goggles to swarm the ship and zap the crew with silenced machine-guns. Snake then moves into action, creeping through the ship and peering around corners. The view in the demo was third-person, and the preset camera angles were like those in the original game, though Snake and the environment were incredibly well drawn, almost CG quality.



BY JAKE THE INKED

- Developed by Kojima
- Published by Konami
- Target release date: Fourth Quarter 2001



UPDATE



Peeking from the first playable demo, Metal Gear Solid 2: Sons of Liberty should live up to the wildest expectations.



## Kicking...As Advertised

In the demo, when he spots a bad guy, Snake switches to a cool first-person view and shoots him with a tranquilizer dart. When a second battle sees the first go down and investigates, Snake darts him also, then darts them both away as they snore.

Sneak then sneaks up behind another enemy commando, who throws up his hands in surrender. Up close, the commando's graphic detail was impressive: He had white, red-glowing night-vision goggles, brown camouflage fatigues, and a submachine-gun hung over his shoulder (it looked like a Heckler-Koch MP5). Snake then darts him and moves on. Snake finds a cardboard box, which he hides under to get by some guards. Finally, he bursts into the ship's mess—a guard spots him, and Snake is blasted dramatically by a hail of gunfire.

In short, Liberty's graphics were awesome, and its gameplay should be familiar to anyone who already knows and loves the original game. While Liberty isn't slated for release until fall, an expansive, playable demo will come packaged with *Zone of the Enders* in certain stores this March.



# Silent Hill 2



WE LOVE THE THREAT

- Developed and published by Konami
- Target release date: Fall 2001



FIRST LOOK

## Spook Central

The original *Silent Hill* freaked out gamers with its moody settings and gory action, as hero Harry Mason combed the dark, fog-filled, monster-filled town in search of his daughter. *Silent Hill 2* will take gamers back to the creepy hamlet, using the power of the PS2 to make the frights scarier and more lifelike. You'll play as an average guy named James in a completely different story from the PlayStation version's, with new characters. One day, James receives a letter from his wife telling him to meet her in *Silent Hill*, a town that has a special importance for the couple...the catch is his wife died three years ago.



While the original *Silent Hill* was haunting on the PlayStation, its sequel could be positively hair-raising on the PlayStation 2.



## Fog City

Though you might recognize the towns, you'll now be able to go to new areas you couldn't access in the first game. *Silent Hill 2* will still be dark and foggy—for dramatic effect, though, not because of hardware limitations (as in the original). Some important elements from the first game will remain, too, such as the steel pipes, the patrol, and the radio. You'll also receive a variety of new weapons to fight 10 new types of enemies.



## Scary Graphics

The biggest change, however, should be the graphics. *Silent Hill 2*'s visuals will be a mix of CG animation and rendered scenery and characters, including real-time rendered facial expressions. In fact, Konami says the real-time gameplay will look even better than the CG animations of the first game. Judging from a demo, it's safe to say that the CG animations will be as creepy and graphic as anything you saw in movies like *Seven* or *Jacob's Ladder*. If you're looking for a good fright, you may want to plan a trip to *Silent Hill* this fall.



# Pokémon Stadium 2: Gold and Silver

## POKÉMON PRETTY

In *Pokémon Stadium 2*, you'll be able to pit 249 Pokéwriters against each other to determine which one's the big 'mon on campus. Using a Game Boy Color Transfer Pak, you'll be able to recruit your Stadium crew from any Pokémon cart, including *Gold* and *Silver*. The Pak won't be bundled with *Stadium 2* this time, but the *Stadium 1* Pak will work just fine. In the preview version, Game Boy Pokémon made the jump with all their skills and attributes intact. Of course, they looked awesome in N64 land. Chikorita, Totodile, Doryphars, Furretts... all the Pokémon have undergone dramatic 64-bit facelifts.



BY ANTHONY DIAZ

• Developed by Game Freak  
• Published by Nintendo  
• Target release date: March



HANDS-ON



You'll be able to see all the Pokémon up to *Gold* and *Silver* in action with *Pokémon Stadium 2*.



## STADIUM CHALLENGES

In the arena, you'll match Pokémon in teams of three against a friend or the CPU, as you could in *Stadium 1*. If you prefer, you can challenge the 21 trainers from *Pokémon Gold* and *Silver* to win 16 badges. Here's an early warning: The trainers in the preview cart seemed a bit tougher than their Game Boy doppelgängers, and all their Pokémon were at level 51 or higher. If you think you need an edge, you'll be able to find special TMs (Training Machines) that boost a Pokémon's powers—but you won't be able to take these special assists with you back to Game Boy land (we tried). If you prefer to stick with the Game Boy, however, *Stadium* will let you play any Pokémon Game Boy cart through your N64.



## POKÉ-OLYMPICS

*Pokémon Stadium 2* will enable you to maximize your fun with some extra entertainment. The game will feature 12 all-new mini-games—a nice little bump up from the nine games in *Stadium 1*. You'll race Togepi and Doryphars, fly with Golbat, chop logs with Scythers against the Pinsir, and more. The mini-games will feature four-person gameplay, and they were already a blast in the preview version. *Pokémon Stadium 2* looks like the place to be for Pokémon fans.





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## The Bouncer



THE PREVIEW VERSION of *The Bouncer*, one of SquareSoft's most anticipated PS2 titles of the year, looked great and played like a golden glove brawler. The sharply detailed fighters bruted their adversaries with animated elegance in vividly colored indoor and outdoor environments. Additionally, hitting, kicking, and pouncing on enemies were easy feats, combining low, mid, and high attacks to produce a powerful offense.

At its release, *The Bouncer* promises to be the premier beat-em-up game. You'll control three bouncers who, after witnessing

members of a special forces strike team kidnap a young girl named Dominique, will stop at nothing to rescue their friend. The three will travel together, but, during a brief, you'll choose one to fight with. After each clash, you'll receive points equal to how well you fought so you can purchase new techniques or increase your health and attack powers. The thump-rumbling action starts this March. **G**



BY TONY-STEVE DRAGON  
 • Developed by SquareSoft  
 • Published by Square EA  
 • Target release date: March

HANDS-ON



## Sin & Punishment

THE DEVELOPER BEHIND sub classic *Gunstar Heroes* for the Sega Genesis has made some innovative titles over the years,

and its latest offering is available on the Nintendo 64. *Sin & Punishment* combines a dark, post-apocalyptic story with intense anime-influenced shooting action. As in *GoldenEye*, you use the analog stick to aim your weapon and the yellow buttons to move your character. While you can maneuver around the screen to dodge enemy fire, the game dictates where you go in

the level and at what pace you move. The special effects and profuse on-screen action are among some of the best the N64 has seen. The sounds are equally impressive (if only because of the sheer amount of spoken dialogue), and the music sets the tone nicely for all the chaos that's going on. *Sin & Punishment* looks great, so it's almost a given that we'll see a U.S. release very soon. **G**



BY TONY-STEVE DRAGON  
 • Developed by Treasure  
 • Published by Nintendo  
 • Target release date: November (Japan), To be determined (U.S.)

OVERSEAS PROFILE





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BY MASON HOOD  
 ■ Developed by SCEI West  
 ■ Published by Konami  
 ■ Target release date: March



FIRST LOOK

## Zone of the Enders

**ZONE OF THE ENDERS** will be Konami's first original offering in the mech-combat genre for the PlayStation 3. Crossed by the same team that developed the Metal Gear Solid titles, the game will enable you to pilot a huge mechanized robot that's fully armed with a variety of weapons and engage in battles across gigantic environments. You'll even be able to go head-to-head against a friend in the game's two-player mode. So far, *Zone* looks as if it will offer some mech-needed variety to the mech-combat genre that has been dominated by *Armored Core 2*. **G**



BY MASON HOOD  
 ■ Developed and published by Konami  
 ■ Target release date: March



FIRST LOOK

## Shadow of Destiny

**HOW MANY OF US** would like to go back in time and change the past? *Shadow of Destiny* will provide a virtual opportunity to do just that. In this 3D adventure, you'll play as Eike, a man who's granted the ability to travel back in time and solve his own murder. *Shadow's* nonlinear



gameplay—actions taken in certain time periods will have repercussions on future events—and areas that can be unlocked with each successive play-through should give the game a high replay value. *The Shadow* will be fully cast this March. **G**



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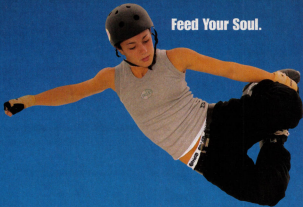
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## WinBack

A SLEEPER HIT on the Nintendo 64, WinBack may not be as groundbreaking on the PlayStation 2, but it still should be a solid, fun commando-themed shooter. Playing as a soldier in a special-ops squad tasked with stopping a madman from using satellite-based

weapons, you'll infiltrate the enemy's base while battling from a third-person perspective. In the preview version, the camera was still pretty frustrating to manage (as it was on the Nintendo 64), but the graphics and gameplay were most promising. If Koeli manages to correct the camera woes as planned, WinBack could be a battle worth fighting. **G**



BY AIG HENDRICK

Developed and published by Koeli  
Target release date: March

**HANDS-ON**



## MDK2 Armageddon

PORTS AREN'T ALWAYS big news, but this PlayStation 2 update on last year's disappointing MDK2 for the Dreamcast might just represent salvation for MDK fans. The Dreamcast version was ruined by obnoxious controls and a highly frustrating difficulty level, but MDK2 Armageddon will handle that with four difficulty settings and configurable controls—two improvements that made a huge difference in the preview version. Beyond that, MDK2 Armageddon was pretty much identical to the original. So barring any last-minute stumbles, it should deliver the engaging combat and puzzle-solving that fans have been waiting for. **G**



BY AIG HENDRICK

Developed by StarWare  
Published by Interplay  
Target release date: March

**HANDS-ON**



## ATV Offroad Fury



ATV OFFROAD FURY will take you deep into the dirt in the saddle of a 4x4 for competitions filled with jumps, bumps, tricks, wrecks, and more. Fury will provide ATVs from Honda, Yamaha, and Polaris for action on more than 20 tracks that range from supercross-style stadiums to tricky outdoor circuits to wide-open heats in which you'll be able to blast across two square miles of terrain. The action will focus less on cornering than in other racing games and more on timing jumps. The preview version had a comfortable, natural feel and offered plenty of challenge and depth. If off-road racing's your thing, Fury should be a worthy ride. **G**

BY AIG HENDRICK

Developed by Rainbow Studios  
Published by Sony  
Target release date: January 2001

**HANDS-ON**



## Time Crisis: Project Titan

IN THIS HIGH-OCTANE shooter you'll take the role of Secret Agent Richard Miller who has just been framed for the assassination of Caruba's president. You'll have only 48 hours to find the real killer and uncover an evil scheme known as Project Titan. As in the first Time Crisis, you'll be able to use Namco's awesome Guncon to clear out four main stages in the patented "duck-and-shoot" gameplay. New to this sequel will be the Multi-hiding feature, which enables players to view and attack from different angles. The Crisis begins in May. **C**



BY FOUR-STYED BRADON

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



FIRST LOOK

## Commandos 2



IN THIS SEQUEL to the action/strategy PC game,

you'll take charge of four World War II commandos as they sneak, knife, bomb, and drive their way through enemy compounds, including the infamous Colditz German prison camp, an icebound destroyer, and a Japanese-held jungle island. Rather than using the point-and-click controls of the PC version, you'll take direct control of your commandos, who will now include a thief, a seductress, and a dog. You'll also be able to control bands of Allied soldiers, who can lay ambushes for enemy soldiers pursuing you. *Commandos 2* infiltrates the PlayStation 2 and Dreamcast this spring. **C**



BY JAKE THE BRAD

- Developed by Pyro Studios
- Published by Eidos
- Target release date: Spring 2001



FIRST LOOK



## Klonoa 2: Lunatea's Veil



KLONOA, NAMCO'S 1998 foray into the action/platform genre, returns with a sequel for the PlayStation 2. *Klonoa 2* will feature familiar 3D movement—your character will be on rails—through more than 24 3D environments. The simple jump-and-attack control scheme will be amended with new play enhancements, such as fresh camera angles, lighting effects, character techniques, and, of course, spectacular visuals courtesy of the PlayStation 2's processing power. The difficulty level will also be toned to broaden the game's appeal to younger gamers. *Klonoa 2's* veil should be lifted in April. **C**



BY MAJOR HOOD

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



FIRST LOOK



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 Published by Capcom  
 \$104.99  
 Available now

1 sword  
 Fighting  
 2 players







**KENGO: MASTER OF BUSHIDO**, developed by the same folks who created the *Bushido Blade* series for the PlayStation, is a fun, addictive sword-melee that wields awesome graphics and gameplay power.

**THE WAY OF THE SWORD**

Kengo is not a typical beat-em-up brawler. Like *Bushido Blade*, you duel it out in traditional Japanese art-of-sword



**PRO TIP:** To inflict major damage, don't go on the defensive when your opponent is about to unleash their special attack—instead, hit them right when the screen starts to become blurry.



**PRO TIP:** For about 75 percent of your opponent's health, set up this combo: Scarlet Leaves, Blade of Fury, Blade of Doom.



Kengo balances realism with addictive gameplay in this great take on the Way of the Sword.



**KENGO**  
MASTER OF BUSHIDO

concepts—swinging, parrying, and blocking with your blade in a fight for life. The effect of each blow is determined by where it hits the body, which means you can do by just two or three well-placed strikes.

In the game's single-player mode, you train in one of eight dojos, each specializing in specific sword techniques, like quickness, strength, or one-handed swings. Once you've chosen a dojo, you must rigorously train, meditating, sword swinging, and concentrating to build your skills. Making the game even more realistic is the use of a wooden sword in most of your fights—the steel blade is used only in serious battles. As you progress, you eventually take on students and masters from other dojos, and compete in the Imperial tournament.

**HOW TO REALLY SLICE 'EM AND DICE 'EM**

Mastering the sword is a lengthy process, but fun. There are over 50 techniques, all of which can be added to your repertoire, but only after you've completed tests and defeated opponents from rival dojos. You can then press techniques into three-hit combos on the four shoulder buttons. During battles, however, maneuvering your fighters can become frustrating due to slow button response on the digital pad.

Completing this great fighting game are sharp graphics and sublime sounds. The array of visually pleasing indoor and outdoor areas, plus sharply detailed characters, serves as a telling example of the PS2's graphical power. Chirping birds, deathly groans, and last-breath yells add to the game's ambience perfectly.

**LET GO OF MY KENGO**

After playing *Kengo*, you'll appreciate the intricacies and values of this old, deadly art. Although *Kengo* may not be suited for button-mashers or die-hard Capcom fighter enthusiasts, its unique fighting style is a fresh and welcome addition to the genre.



**PRO TIP:** In the Bamboo Grove, don't bother with the next lighted stalk—just cut the nearest bamboo and move on.



**PRO TIP:** Disciples at the Kadokura Dojo are predictable. Wait until one has his sword high in the air, then attack with your deadly strikes.



**PRO TIP:** If your opponent is running toward you, use a thrust combo for at least one or two hits.



**PRO TIP:** Back up and regroup if you can't get past your enemy's defense. That way, you can change your stance and produce more Ki (inner strength).

**GRAPHICS 5.0**

Battles take place inside vividly detailed dojos and outside quaint, beautifully drawn settings. Characters have distinct, slick threads and move smoothly as they parry and thrust.

**SOUND 4.9**

Don't expect an ensemble of instruments playing mantric pieces. The sounds are simple: clashing swords, chirping birds, and, of course, dying moans. Repetitious, but the audio greatly contributes to the game's realism.


**CONTROL 4.9**

There's much strategy to shacking your opponent with a steel blade. You learn how through simple lessons and tests. Moving around can be difficult—especially when you're facing a fast opponent—due to slow button response on the digital pad.

**FUN FACTOR 4.5**

The fighting world has a brand new, addictive style of gameplay. *Kengo* pays homage to a rarely seen art form and plays to a well-crafted, fun experience that no fighting game fan should miss.





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# RAYMAN 2 REVOLUTION



BY STARBUCK

Published by Ubi Soft  
\$49.99  
Available now

Adventures  
1 player

PLAYSTATION 2	XBOX	WII	PC
5.0	4.5	5.0	5.0



**PRO TIP:** To enter the depths of the Fairy Glade, trick the pirate into shooting the sealed door on the ground with his flaming death cannon.



**PRO TIP:** You can't kill the guardian of the Cave of Bad Dreams, so chase him away. Shoot the skulls to freeze them in midair, then use them as platforms.



**PRO TIP:** As soon as you collect 50 Yellow Lums, buy the Run with Load power-up from the Magic Wall. It will make many upcoming puzzles much less obnoxious.



**PRO TIP:** Kidnap this delightful little scamp from Glocon's Apnea and bring him down the well to gate entrance to Whale Bay.

WHO SAYS YOU need a neck to save the world? Ubi Soft's fearless hero comes to the PlayStation 2 with *Rayman 2 Revolution*. While this latest incarnation isn't exactly revolutionary, it has enough new surprises and gameplay tweaks to make the game worth another go—even if you've already played the definitive Dreamcast version to death.

## UNBEARD AND DANCEBOY!

Not surprisingly, an evil pirate robot named Roorbeard has invaded Rayman's utopian homeland and stolen the 1000 Lums that give the world its magic. Anyone familiar with the fearless wanderer's previous exploits will be immediately at home with this story and with the game's usual suspects.

The sights and sounds of *Revolution* are nearly identical to those of the top-notch Dreamcast version, but that's just fine—there really isn't much room for improvement. The game still features the same sumptuously beautiful graphics, ridiculously creative character designs, and fantastic mood-shifting music that made *Rayman 2* so great. The controls are as silky smooth as ever, too, so guiding Rayman as he leaps, hangs, and hurls magic pellets never becomes a chore.

## IF IT AIN'T BROKE, FIX IT ANYWAY

So where's the *Revolution*? The biggest change in this PS2 version is the elimination of the 2D over-world map—brand-new areas now arise the levels into one cohesive 3D world. The difficulty level has also been upped, with more enemies lurking about than ever before.

Plus, *Revolution* offers more language options, though the original, wonderful Rayman-as-bubble is still the superior choice. Additionally, the Yellow Lums (which were pretty much worthless in other versions of the game) now buy power-ups, and special Blue Lums grant access to new bonus levels where you can pump up Rayman even further. While all this certainly enhances the incentive to explore, the rewards for your efforts aren't as satisfying as they could be.

## LEG? WHERE WE'RE GOING, WE DON'T NEED LEGS!

If you've never had a chance to experience Rayman's stunning adventure on another system, give *Rayman 2 Revolution* a go. It's the best version of one of the best 3D platform games ever made. But for those who have already played *Rayman 2* on the Dreamcast, the *Revolution* will seem more like a lode evolution...a small step forward, rather than a giant, legless leap. **B**



**PRO TIP:** When being chased down the slide by the toothy-ear creature, relentlessly hurl magic Rayman pellets to shatter any upcoming ice crystal barriers. The pellets home right in.



**PRO TIP:** Hurl barrels at the three band-aids to destroy this giant machine. When it releases a ball-bomb, throw your barrel in the air by pressing X, shoot the bomb, and stand still to catch the barrel again.



What 3D platform game would be complete without the obligatory "grab the sea creature's air bubbles while swimming through a cave" sequence? Luckily, Rayman handles like an Olympic champ.

## GRAPHICS 5.0

Is it a game...or is it art! Rayman's lush world is colorful and creative, populated by memorable characters with superb animation. *Revolution* really doesn't look all that different from the Dreamcast version, though.

## SOUND 4.5

Great mood-shifting music and cartoon sound effects bring Rayman's world to life. Turn on the Rayman-in-language option for some of the most entertaining voice-over I've ever heard.

## CONTROL 5.0

The fearless wanderer handles like a dream. The controls are smooth and efficient, and the camera works with you instead of against you.

## FUN FACTOR 5.0

More of an evolution than a revolution, the new incentives to explore still don't offer the rewards found in games like *Banjo-Tooie* or *Metroid 4*. Even so, *Rayman 2 Revolution* is the best version available of one of the best 3D platform games out there.



DRIVING EMOTION TYPE-S



**PRO TIP:** Don't follow the lines on the road to a tee during Line Training. Instead, lean into the cones as closely as possible for a quicker time.



WHILE IT'S UNCLEAR what the "Emotion" in the title really refers to, you'll feel mostly negative emotions when you play this diesel racer. Driving today's latest cars, you race on eight tracks, each containing four challenging divisions. If you successfully win each race, you unlock more cars—a total of 43 speedsters from 12 manufacturers. But that's this game's only plus. You race on sharply detailed courses with decent-looking car models.

From there, Type-S just breaks down. Poor controls are the major downfall. Even when you modify your ride for maximum speed and handling (you can adjust everything from the suspensions to gear ratios), your vehicle still feels loose on the road. The analog stick is just too sensitive. Add in the atrocious soundtrack, which contains out-of-tune music and minimal sound effects, and Type-S drives your emotions to a nervous breakdown.

Don't even bother to test drive this ragged roadster. Instead, wait for an exhilarating ride with Gran Turismo 3. **G**

BY FOUR-STAR DESIGN

Published by Square EA  
\$49.99  
Available now

Driving  
2 players



**PRO TIP:** Use the Alls GTV in the first three divisions on the Yasukaze Circuit for a guaranteed first place.

EA BRINGS ITS amusement park simulation, Theme Park Roller Coaster, to the PS2, successfully converting the PC game while keeping the fun intact.

The goal is simple: Build a theme park that makes money. Accomplishing this task can be done in myriad ways, such as building the best rides, keeping the customers entertained, and selling the best food and souvenirs. Along with the usual sim strategy gaming, Theme Park features dozens of mini-



**PRO TIP:** A sure bet to stay on budget is to keep your staff to the bare minimum and always raise ticket prices when you get the message that they are too cheap.

games. You can even ride the rides—it's very satisfying to take a spin on a coaster you designed.

Theme Park's controls are surprisingly easy to handle, but sim veterans may find them a bit shallow. The graphics and sounds are nothing spectacular—neither have enough variety—but their sheer goodness will keep you playing. Sim fans who want something for their PlayStation 2 should look no further; but others may want to test a few rides before they buy a season pass to Theme Park Roller Coaster. **G**



BY THREE-STAR

Published by EA  
\$49.99  
Available now

Simulation  
1 player



THEME PARK

ROLLER COASTER



**PRO TIP:** Be sure to beautify your park with all of the available features—you just might earn yourself a gold Skat in the process.

RC REVENGE PRO



**PRO TIP:** Use your weapons as soon as you acquire them. This game is all about Revenge.



IN THIS CASE, "RC" stands for "really crappy."

Unless you truly enjoy sadistic courses, low-grade weapons, frustrating racing, and jive Newtonian physics, you should avoid the lifeless RC Revenge Pro. Yes, you get to choose from over 30 vehicles (including the first RC boats) and race through several worlds with Disney-esque themes (Horror World, Pirate World, etc.). You can play against a friend, and you can create your own tracks. But features count for naught without solid gameplay, and that's sadly absent from Revenge Pro. In fact, RC Revenge is conceptually flawed: Its target audience seems to be kids, but awkward controls and a ferocious difficulty level make it palatable only to racing junkies out for their next mental conquest. Inordinately long load times don't help either. **G**



BY CRYSTAL BALLS

Published by Activision  
\$49.99  
Available now

Racing  
2 players



**PRO TIP:** If you have a firing weapon, wait for the "boop boop" sound that tells you're locked onto a target.

# fear effect 2

RETRO HELIX

ONE OF LAST year's sleeper hits for the PlayStation—Fear Effect—returns with a prequel story entitled Retro Helix. Fear Effect 2 builds on the effective aspects of the original, this time with more playable characters, an expanded narrative scope—and a very solid Mature rating.

## HANA AND HER KILLERS

Retro Helix is a three-dimensional adventure that puts you in control of four characters—two femme-fatale assassins, a counter-intelligent expert, and a cold-blooded mercenary—through eight long levels that span four CDs. The biggest twist relates to the title: Instead of a life bar, you have an adrenaline meter that's diminished as you take damage, but strengthened by achievements like killing enemies with a single blow or successfully solving puzzles. As the first game was loaded with violence and profanity, Retro Helix has plenty of that stuff, too.

Retro Helix does an excellent job of balancing intense action with puzzle-solving, but both aspects could have used some tuning. Each character has limited abilities and, if you're forced to battle it out with several enemies, the gameplay quickly becomes a costly war of attrition. The puzzles can also become stumbling blocks and are more a test of patience than wit. Furthermore, several situations require trial-and-error while your life is on the line, so save your game at every opportunity.

The straightforward controls are easy to learn, but item management is awkward and time-consuming. In some situations, you need a certain item first and must cycle through your entire inventory to find it. Not fun.

## IF YOU COULD SEE WHAT I FEAR...

Retro Helix retains the strongest aspect of the first game—the excellent combination of animated characters and hi-res, CG environments that are loaded with animation and activity. Not only does the visual scheme heighten the suspense with dramatic camera angles that frame every area, but the fleshed-out characters are also brought to life with anime-ish animation and sharp details.

Complementing the visuals is a strong audio track. Creepy, subtle symphonies help create a suspenseful atmosphere, and the poignant voice-acting does the clever, eyebrow-raising, and twist-filled script perfect justice.

## FEAR IS THE KILLER

Although it's marred by minor flaws, Retro Helix receives high marks for its engrossing story and brilliant technical aspects. The now gaming year goes off to a flying start with Fear Effect 2, a rear-view side that will keep gamers glued to their seats for days. **G**



**PRO TIP:** When you encounter Diness ghosts in the tomb, don't waste time and ammo trying to destroy them; instead, avoid their lunging attacks and start blasting only to push them far away from you.



BY MAJOR HOPE

Published by Eidos  
\$29.99  
Available February

Action/Adventure  
1 player



**PRO TIP:** If you start a firefight with multiple enemies, roll from side to side. Stop and return fire when they have to reload.



**PRO TIP:** If you're stuck at a dead end, draw a weapon; chances are you may have to shoot something—like a door—in order to proceed.



**PRO TIP:** Use firearms only to take out isolated enemies. You can take out several enemies in close proximity with the knife—attack them from behind.

## GRAPHICS 5.0

The odd-sounding combination of anime-looking characters and hi-res environments is seamless, and heightened by dramatic camera angles that present every screen. Various special effects, like gunfire and explosions, are also noteworthy.

## SOUND 5.0

Excellent voice-over talent brings personality to the various characters as it delivers the well-written dialogue with style. The low-key music score also makes a contribution and increases the tension.

## CONTROL 4.0

Responsive controls move the various characters through the game with ease, and the Dual Shock controller intensifies the experience. The only drawback is the item management, which is cumbersome—especially in tight situations.

## FUN FACTOR 4.5

Fear Effect 2 is an excellent action-adventure title that no mature gamer should miss. Complete with a unique visual scheme, engrossing story, and vibrant characters, the effect of Retro Helix will be felt for quite some time.



# EVIL DEAD

HELL TO THE KING

PS2  
BEST  
ACTION  
GAME



**PRO TIP:** The chainsaw makes a pretty good weapon—even if you don't have fuel to power it up.

TO ITS CREDIT, Hell to the King tries like a Canadian demon to stay true to the Evil Dead movie trilogy, and the deck's well-crafted opening story synopsis is... well, dead on. In this game, Ash must save his girlfriend from Deadbees monsters by finding the missing pages of the Necronomicon Ex Mortis (The Book of the Dead).

Ironically, Hell to the King is best summed up in Ash's own words from the closing scene of Evil Dead 2—"Nooooooo!" Jagged character graphics reveal an uneven mix of outrageously imaginative imagery with ho-hum monster designs. At least Bruce Campbell (Ash from the films) carries the sounds with movie-true narrative and classic one-liners. But what really "swallows the soul" of Evil Dead is fitfully impressive gameplay that reduces Deadbees confrontations to simplistic one-button jams.

Hardcore Dead-heads may be driven by morbid curiosity to tackle this evil game, as they hold out hope that a better version will show up some day. ☹

BY ANIME NAME

- Published by THQ
- \$19.99
- Available now
- Action/adventure
- 1 player

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.0	2.0	3.0	3.0



**PRO TIP:** To defeat the evil Wolverine zoots, save your ammo and hack away at them with your axe.



IT WAS ONLY a matter of time before Razors made their run on the PlayStation, but who knew they'd be so extreme? If you thought those little metallic scooters were just for transportation, think again.

With Razor Freestyle, you can bust some amazing two-wheeler stunts. Just about anything you can do on a bike or skateboard (in a video game, that is), you can do with a Razor. Razor Freestyle Scooter is a decent Pro Slator warhorse. The level designs resemble those in Tony Hawk's Pro Slator, with ramps placed everywhere and rails mysteriously floating in the sky for grinding. The controls are also similar to Tony's: they're very easy to learn and pretty responsive.

Tricks range from BMX-influenced tail-whips to skateboarding-like hand-plants, and some of them look very cool. This is a great game for Razor enthusiasts who like simple—very simple—gameplay. ☺

BY BOB THOMAS

- Published by Crave
- \$19.99
- Available now
- Freestyle skating
- 2 players

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
4.0	4.5	4.5	3.5	4.0



**PRO TIP:** Bust big-ol' sick combos to earn extra time.



**PRO TIP:** Experiment with directional pad combos to come up with awesome tricks like the Superman.

# DUCATI WORLD

RACING CHALLENGE



**PRO TIP:** Riding 101: Stay centered on straightaways and lean into your turns.

THE DUCATI NAME is a pedigree in the motorcycle racing world, but, unfortunately, it doesn't translate into a high-caliber racing game for the PlayStation. Acclaim's Ducati World Racing Challenge features more than 40 classic and modern Ducati bikes to race on eight tracks for up to two players.

The 3D graphics are adequate with some nice, high-resolution backgrounds, but the animation is stiff and jerky. Pop-up occurs frequently when you bump into walls, and your bike seems to just float across the screen. The controls are simplistic, and it's often difficult to maneuver your bike. Minimal sound effects, the obligatory engine sounds, and a monotonous rock soundtrack don't raise the overall score.

Ducati may have scored higher if better motorcycle racing games weren't already available for the PlayStation. With this late entry into the genre, your money is better spent on the Moto GP series. ☹

BY GUY SIMONS

- Published by Acclaim
- \$19.99
- Available now
- Motorcycle racing
- 2 players

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.5	3.0	2.0	3.0



**PRO TIP:** This isn't Road Rash; bumping riders only nets you an asphalt appellation.



Developed by  
**HOLOBIT**



Animated Film  
Animated Features  
Comic Books

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# PAPER MARIO



Published by Nintendo  
 \$49.99  
 Available February  
 Action/adventure  
 85%  
 1 player

E	3.0	4.0	5.0	6.0
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**BYER, MAKING APPEARANCES** in a kart racer and a few puzzle and sports games, Mario is finally back with his own adventure. While not a sequel to the spectacular Super Mario 64, Paper Mario still charms out fun, unique action that everyone can enjoy.

### WINNING UPON A STAR

Troublemaker Bowser is once again endangering helpless Princess Toadstool. The spiked-shell menace gets his hands on the Star Road, which gives him rondo power; consequently he takes the princess captive. To save the day, Mario must find seven Star Spirits. They will give him the Star Bears, which should help Mario defeat Bowser. Throughout your quest, companions join up, and you can call on them to assist you. To mix up the gameplay even more, you'll discover over 50 Action Badges, each of which gives Mario new power-ups; plus, you'll find plenty of magical items.



**PROTIP!** To learn valuable info about the Dry Dry Desert, give this wretched character the lemon or lime that you found in the oasis.



**PROTIP!** Look at the picture to the right of the Palace to find an escape route for the princess.



**PROTIP!** When fighting the Koopa Brothers, use Bombing as your side kick for your best offense.



Mario must save the day again as Bowser is up to no good, kidnapping Princess Toadstool and her kingdom.



**PROTIP!** In Dry Dry Desert, southeast of Dry Dry Outpost, you'll find an oasis containing a super block that upgrades one of your member's attacks.

As the title suggests, the characters in the Mushroom Kingdom are paper thin—2D—but live in an enormous 3D world. You travel through the colorful Mushroom Kingdom, climbing up Shooting Star Summit or wandering the vast deserts, all of which are populated with familiar and well-drawn characters, like koopas, gombos, and more. While the visual presentation is unique in style, the N64 is capable of so much more—the game, instead, looks like it belongs on the Game Boy Color.

### WHAT'S WRITTEN ON THE PAPER

Paper Mario certainly has a few role-playing elements. To succeed, you have to converse with various townfolks who reveal secrets and provide access to the next path. Battles are turn-based, and, as in more recent RPGs, pressing a button at just the right moment during your attack will lend extra power to your offense. Controlling Mario on and off the battlefield is a cinch, and this aspect is the game's best feature. The controls are straightforward and easy to learn.

The soundtrack is similar to those in other Mario games. Though not recorded by a complete orchestra (as usually accompanies RPGs), the cheery tunes fit the ambience perfectly, while the sound effects clare in effectively at the right time.

### THE BEST PLUGGER IN TOWN

Given the common slim pickings for the N64, Paper Mario is a great buy and should hold you over until Nintendo's new system arrives. It's a great adventure that all ages will have fun with.

### GRAPHICS 1.8

The unique visuals—2D characters in a 3D world—give the game a crazy feel, but the N64 has the power to have created something better. Still, Mario and his friends are well drawn, and the game has much to explore with its homogenous Mushroom Kingdom.

### SOUND 4.6

The soundtrack isn't exactly moving, yet the familiar Mario tunes transport in the background nicely. The quirky stamps and other light-hearted sound effects complete the game's audio.

### CONTROL 5.0

The controls are the game's highlight. You actually use in-depth strategy to win the turn-based battles, yet it isn't difficult to learn all the moves. Using your sidekick to move along the adventure is a great feature.

### FUN FACTOR 4.0

Despite having a unique look, the visuals certainly aren't the highlight of Paper Mario. The fun adventure, and the mix of intuitive controls with straightforward gameplay, makes this a great addition to the N64 library.





PlayStation 2

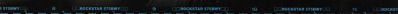
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- GAMER'S REPUBLIC, SEPT 2000

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- NEXT GENERATION, JUNE 2000

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[WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB](http://WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB)



BY MACE WELLS

Published by Capcom

\$19.99

Available February

Fighting

2 players

ESRB R

4.5	4.0	4.5	4.5
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# PROJECT JUSTICE

NEW  
 GAME  
 REVIEWS

**P**ROJECT JUSTICE CONTINUES the fighting madness on the Dreamcast that started with Rival Schools on the PlayStation, with new fighters, techniques, and stages. Project owes much of its success to a sense of humor...and its intense, kar, Street Fighter-esque gameplay.

## Schoolyard Showdown

Rival Schools featured humorous fighting between pupils—and some faculty, too—so, well, rival schools. Imagine an air-juggle-heavy Street Fighter EX engine with student street fighters, and you'll have an idea of how Project Justice plays. Plus, Project adds some cool, amusing techniques. At the start of a fight, you can select three characters. And, although you can change characters only at the end of a round, one or both buddies can briefly enter the fray to put a serious hurt on a single opponent.

A big part of Project's appeal is the various fighters, whose individual fighting skills are reflected by their interests: for example, photojournalist Ren attacks with flash photography. This may be the first brawler in which you can be defeated by a tennis ball or netas played from a violin—just to name a few projectiles that get chucked around the screen. At times, the game is more entertaining to watch than play.

## Didn't You Learn Anything Today?

Project Justice earns an excellent report card in almost every aspect. Tight controls keep the various attacks under your firm command. The familiar SF joystick motions and charge moves are easy to pick up, although some fighting purists may balk at the ease with which you can win by mashing buttons.

Graphically, the visuals shine with bright colors and polygonal characters loaded with fine details to match their personalities; the only blemish is periodic slowdown and an occasional awkward polygon. A solid audio track, filled with a plethora of effective bytes, rounds out the package, yet some wretched "cool" music sounds as if it were reaped from an after-school TV special.

## Final Justice

Fighting fans looking for their next challenge should spend some time with Project Justice. Loaded with the right mix of fun gameplay and humor, Project will keep gamers playing for hours—it's probably the most fun you could ever have at school.



**PROTIP:** Fans of Rival Schools will find new Party-Up Techniques added to the play engine. When your Vapor Bar is at Level Five or higher, simultaneously tap Heavy Punch, Light Punch, and Heavy Kick. Both teammates will jump onscreen for a three-on-one.



**PROTIP:** To stop an aggressive opponent, use a Tardy Counter. Perform any attack while blocking, and you immediately go on the offensive. You can defend against projectiles with this technique, too.



**PROTIP:** Master the air-juggle combo. Smashessentials tap 'n and Heavy Punch or Heavy Kick to launch your opponent in the air, then immediately hold 'P' to keep hitting them.



**PROTIP:** You can cancel your opponent's Team-Up or Burning Rage attack if you perform a three immediately after they initiate the move.

## GRAPHICS 4.5

Project Justice's excellent visuals bring the fighters to life with color and fine detail. The visual effects shine, too, though occasional slowdown and some bulky character polygons hurt the overall score.

## SOUND 4.8

An effective variety of yelps, smacks, and other fighting effects excel. The mixed music selections range from perfectly fitting to downright distracting.

## CONTROL 4.5

Justice's controls are big (like the Street Fighter EX Plus titles)—i.e., they're easy to pick up and play. With some characters, it's a little too easy to button-mash your way to victory.

## FUN FACTOR 4.5

Dreamcast and Rival Schools fans alike will enjoy Project Justice. Not only does the game feature a fun fighting engine, but the humorous touches are also an excellent plus.



**PROTIP:** One of the best partners to Turbo, whose Team-Up Technique moves out your Vapor Meter.



The one-player Arcade game features a nonlinear Story mode in which you can unlock characters. But the dialogue leaves something to be desired.



**PROTIP:** If you're projectile heavy, the Gorth H.S. team is the best selection. All their projectiles cover the entire screen and don't dissipate.

# Dave Mirra freestyle BMX



**FREE BEST SUPPORT!**

**PRO TIP:** If you think you're going to bail after pulling off a trick, go to a grind, which the game automatically allows you to do almost anywhere.

**BY THE FOUR-TRIED DRAGON**

**Mr. BMX TENSION.** Dave Mirra, finally comes to the Dreamcast after a so-so stint on the PlayStation. Unfortunately, the new version brings the same dull gameplay and poor elements of the other incarnation to what could have been a great game.

In this take on the popular extreme sport, you sit in the seat of a BMX freestyle bike, pulling off sick tricks and stunts on 12 indoor and outdoor courses playing as one of 10 BMX superstars, including Dave Mirra. Sadly, like the PlayStation version, Dave Mirra on the Dreamcast has many faults. While character detail is much sharper, draw-in is still present and the collision detection hasn't been fully tamed. You can ride through walls and see get stuck halfway through an obstacle. Moreover, the camera angles are confusing, and there's a considerable amount of slowdown. Even worse, the controls are often unresponsive, causing you to perform tricks you never intended.

The game's only positive feature is its background alternative music by well-known artists such as Cypress Hill. Dave Mirra Freestyle BMX has no style at all. Rip it at all costs.

**BY THE FOUR-TRIED DRAGON**

- Published by Atlaria
- \$49.99
- Available now
- Freeplay biking
- 2 players

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.0	4.0	2.5	2.5	



**PRO TIP:** On top of the Fan Support in the Atlaria Max Games list course, you can jump extra high, which will enable you to perform super combos.

**TYPING TUTORS SUCK.** You always feel like you're being forced into education, like antibiotics covered in stale chocolate. Maybe that's why *Typing of the Dead* is so cool—finally, a kick-ass method for learning how to type. Assuming, of course, you want to do that on your Dreamcast.

Sega has taken *The House of the Dead 2*, removed the lightgun supports, and added a keyboard interface. Now when the zombies attack, you have to type phrases really fast to make them dead again. The game is gorgeously gory—lotsa green goo spouting from incinerated corpses—and it features all the branching paths and eerie sounds of the arcade version. Believe it or not, *Typing of the Dead* is scary—not to mention cheap and awesome for what it is. If you're looking to learn to type, you won't find a more enjoyable method than this. If you're not, well, try *Typing of the Dead* for the bizarre fun of it, anyway.

**BY GUN SLAYER**

- Published by Sega
- \$29.99
- Available now
- Typing
- 1 player

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
4.0	4.0	4.5	4.0	



**FREE BEST SUPPORT!**



**PRO TIP:** Don't worry about repetition or speed—you can just blow by things in all instances.



**PRO TIP:** Fun-damental—including puns, comics, hypnosis, and amateur nerds—definitely counts.

**IF YOU'RE AN Evil Dead fan** who has scurried over here after swallowing the PlayStation ProReview of *Hail to the King*... sorry. This port is pretty much the same thing.

*Evil Dead: Hail to the King* for the Dreamcast is a barely average survival horror game based on the great *Evil Dead* movie trilogy, and loyalty to those films will determine how much you tolerate this game's flaws. ED freaks will get a kick from the remake of *Evil Dead 2*'s chainaw grotesque scene where Ash...uh, roaring himself. Too bad things turn really evil from there.

Dead struggles to live, but the imprecise controls don't respond immediately, even though fighting basically requires only one button plus, positioning Ash accurately during *Deadly encounters* is tough. The graphics are average with diagrams that just aren't creepy-looking. The sounds, at least, receive pull from Bruce Campbell's vocals...groovy!

Fans may find solace in the story line, but those gamers will cringe at the horror.

**BY STORM BANS**

- Published by Sega
- \$49
- Available now
- Action/adventure
- 1 player

GAMEPLAY	GRAPHICS	SOUND	CONTROL	VALUE
3.0	3.0	3.0	3.0	



**PRO TIP:** Save Deadies, like the skeletons, will chase you until you stop to fight them.



**PRO TIP:** To clear a path to the old church, use the flashlight you receive by defeating Spider "Gore" at the Hell-billy house.



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HAY-MAKER FACE LIFTS AND THE GUY'S  
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EASPORTS.COM AOL KEYWORD: EA SPORTS



BY GREGG KURTZ

Published by EA Sports  
\$49.99  
Available now

Basketball  
8 players (with multiplayer)



# NBA Live 2001 for the PS2: Looks Great, Less Thrilling

PLATFORM  
PlayStation 2



SPORT  
Basketball



**N**BA LIVE 2001 starts onto the PS2 with amazing visuals and a great soundtrack, but small gameplay glitches bring the flow of the hoops action. The problems are minor, however, and Live is still the cream of the PS2 hoops crop.

## Courtside Seats

Thanks to the graphical power of the PlayStation 2, EA Sports takes gamers closer than ever to real-life pro sports action. NBA Live 2001 delivers all of the excitement you'd expect to see in the NBA game of the week on NBC or TNT.



**PRO TIP:** If you're a hard-core one-on-one but struggling in season mode, press Select and choose Isolation as your offensive set.

Although built on a fluid gameplay engine, Live 2001 still plays like a first-generation game—it's just not as smooth and fun as its PlayStation counterpart. The ball physics are off, which results in bizarre bounces off the rim (especially from shots in close) and makes rebounding a real pain, with too many offensive boards. Passing is also out of whack, as players can't pass and throw on the run, slowing down fast breaks; plus, you can't use DribblePass to players off-screen. These and other annoyances don't ruin the game; they just frustrate you as you play a season or when you're in a close game against a real-life opponent.

## Almost, But Not Quite

Player models on the other hand, are simply incredible—with unparalleled details—making the replays and transition scenes gorgeous. Some gameplay animations are just a little slow and over-exaggerated, breaking the realistic feel. The arenas and crowds are all nicely rendered.

The soundtrack is typical EA Sports quality: lots of realistic crowd and ambient noise mixed with subtle commentary. It still gets repetitive, but the audio is better than the rest of the competition.

The most noticeable weakness in this game is the controls, which aren't as accurate as those in the 32-bit genre. Shooting animations are fluid but slow, which messes up your timing and creates frequent missed shots. Collision is also spotty: Playing good defense or boxing out someone is extremely difficult. Poor collision also detracts from the improved low-post game.

## Not the Best Game in Town

This ProReview may sound like a long list of complaints, yet overall NBA Live 2001 is the best hoops game on the PS2. The next version just needs to smooth out the lumps so it plays as good as the PlayStation version, so look out for 2002. For this year, the best pro basketball game out there is still—hands-down—NBA 2K1 for the Dreamcast, which delivers in all the places where Live PS2 stumbles. **G**



**PRO TIP:** When you see an open man near the hoop, don't just pass it to him. Simultaneously press L3 and X for an alley oop.



**PRO TIP:** When on the block, press and hold C to lock down your opponent, then use a low-post move for an easy hoop.



**PRO TIP:** Try hard for steals (tap C) early in the quarter when you have fouls to give, but back off once you reach the penalty stage.



**PRO TIP:** When you receive a pass, don't immediately start dribbling. Tap O for a pump fake to get your defender in the air.



All your classic favorites are here, looking better than ever in their live PS2 versions.



**PRO TIP:** Go hard to the rim after every shot—your computer-controlled teammates are bad at rebounding.

## GRAPHICS 4.5

The best-looking player models and arenas ever seen in video game hoops are here. But some of the animations and ball movements look awkward.

## SOUND 4.5

Thanks to a good mix of commentary with authentic crowd and player sounds, this game gives you a realistic soundtrack that you'll enjoy hearing.

## CONTROL 4.0

Some of the gameplay from the Live PlayStation version is here, yet slower animations, weaker ball physics, and weaker player collision detract from the great engine.

## FUN FACTOR 4.0

NBA Live 2001 looks great, sounds great, and plays pretty well. It's the best of the PS2 crowd, but can't match NBA 2K1 on the Dreamcast for total hoops experience.

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## ESPN NBA 2Night



PLATFORM

PlayStation 2



SPORT

Basketball



DESPITE ATTRACTIVE PAPER models, Konami's first basketball game stumbles on its way to the basket because of limited controls and clunky animations. Actually, the animations look good, especially the many cool dunks, but the jerky iterations between them make the players seem like robots, especially when they stand in the middle of the court with their hands at their sides, looking stupid.



**PRO TIP:** Always use your fake move (press  $\square$ ) just before shooting the ball from inside.

The controls are okay, but there's no turbo button. And the collision system is extremely sensitive—your player drops dead from a sprint if he just barely brushes against another player. Luckily, the commentary by Brian Musberger and Stuart Scott is right on, though you hear certain comments over and over. Despite its flaws, NBA2 Night is a decent first-generation effort—easy to pick up and play with several nice features. All NBA players and teams, icon passing, on-the-fly play calling, and so on. But NBA Live 2001 for the PS2 plays much more naturally and is more fun.



BY THE TRADE

- Published by Konami
- \$49.99
- Available February
- Basketball
- 22 players (with multplay)



**PRO TIP:** Don't try to steal the ball (press  $\square$ ) unless you're squared up with the ball-handler (press  $\Delta$ ).

## NCAA Final Four 2001



PLATFORM

PlayStation 2



SPORT

College Basketball



NEW SYSTEMS ALWAYS receive their fair share of rushed titles, and NCAA Final Four 2001 is the latest sacrifice for the PlayStation 2.

The graphics have a rushed feeling with awkward-looking and -moving player models. Final Four does sport a smooth frame rate and sharp resolution, but those are about the only things that separate it from a standard PlayStation title. The audio commentary is sporadic, falling flat as it tries to be hip. The



biggest culprit is the gameplay, which is sluggish, though there is an option to speed up the game; it's only a cosmetic fix. Plus, the button layout isn't well thought out—when shifting from defense to offense, you end up with preset fingers. Final Four is far from being a completely horrible game of hoops, but for \$49 less, you can do much better with NCAA March Madness 2001 for the original PlayStation.



BY TRADE

- Published by ESPN Sports
- \$49.99
- Available now
- College basketball
- 22 players (with multplay)



**PRO TIP:** Hold  $\square$  on offense to defend against the steal. On the higher difficulty levels, you can't ever release this button.



**PRO TIP:** Lean forward on jump shots to maximize your chances of drawing a foul. You're almost never called for charging, so you'll be celebrating like this guy.

## NCAA GameBreaker 2001



PLATFORM

PlayStation 2



SPORT

College Football



NOT SURPRISINGLY, GAMEBREAKER

looks and plays like 999 Sports' other football game, NFL GameDay 2001. Some small changes have been made to the core gameplay and options, but overall, it hasn't improved. In the GameDay 2001 graphics or game engine. Gamers pick from a nice variety of game modes: Scrimmage, Bowl Season, Tournament Season, Fantasy Game, and Coaching Career. On the field, offense is dominated by pass-oriented teams, with the touch-passing controls a real bonus. Running the ball, however, is a tossup at best, and blocking from AI teammates can be haphazard. On defense, intercepting the ball is surprisingly difficult.

Overall, the game has some good action but is less of an exact simulation. If you want some free-wheeling college gridiron action this year, then GameBreaker 2001 is the only PS2 game in town.



BY THE HUMAN TOUCH

- Published by 999 Sports
- \$49.99
- Available now
- College football
- 22 players (with multplay)



**PRO TIP:** Going long really pays off, so air out the ball to your best receiver.



**PRO TIP:** Timing is essential when passing, so give your receiver enough time to complete his route before throwing.





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# Triple Play 2002

## Hey Batter, Batter!

Spring is not too far off, and that means spring training—and the first of the 2002 sports games—is kicking into gear. Triple Play 2002, the perennial bestseller on the PlayStation, is leading the charge with a new, retrofitted PS2 edition to complement the PlayStation version (see Sports Pages, February, page 90). Perhaps due to the heat from All-Star Baseball 2002, the biggest new element in TP will be a new pitcher/batter interface that utilizes cursors. The strike zone will be visible on screen and you'll use the joystick to position the pitching cursor.



On the batting side, EA Sports reports that an oversized, transparent cursor will mean that gamers won't have to swerve the cursor around the strike zone, and the altitude and direction of the hit will be controlled by the cursor placement. For all those cursor-haters out there, no word yet on whether TP's traditional interface will also be available—pray for it as an option.

## Feel the Heat, Meat

On defense, semi-auto folder control will mean that the player will go about making the best play on his own until the gamer takes charge. EA Sports will also use the PS2's analog buttons to determine how hard the fielder hits the ball.

Visually, TP's player animations will reflect the urgency of the play, and the players themselves will be composed of 4000-plus polygons. On the sound side, Buck Martinez is returning to handle the color commentary, but a new play-by-play announcer—Sean McDonough—will report to the broadcast booth. As for modes and tears, instantly you can expect all the MLB teams and players in season or exhibition action.

All told, these early screen shots look promising—the only question is whether those loyal TP fans will go for this new pitcher/batter interface. Stay tuned for the scouting report in our upcoming Hands-On preview...



BY ARI HENDON

Developed and published by EA Sports  
Target release date: March



FIRST LOOK



Triple Play has owned the PlayStation diamond for a couple years now, but with the move to the PS2, the competition is getting tougher as N64 superstar All-Star Baseball joins the fray. Can Triple Play 2002 retain the pennant?



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PlayStation 2



Dreamcast.



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## All-Star Baseball 2002



**THE ALL-STAR BASEBALL** series for the Nintendo 64 consisted of some of the best baseball games for any console. Besides looking fantastic, the games played these fans who wanted sim-style gameplay and those who wanted to just pick up and play.

But the All-Star series has played its last inning on the Nintendo 64. With All-Star Baseball 2002, Acclaim is moving the whole ball game to the PlayStation 2. And with the power of the PS2, what was a great-looking game should become a jaw-dropper. Each player's head, for example, will now include more polygons than did an entire stadium in the N64 version. Plus, now that All-Star is no longer limited by the space of an N64 cartridge, the color commentary will be expanded. Bob Brenly (now manager of the Arizona Diamondbacks) will join his former play-by-play partner, Thom Breneman, while the voice of the Texas Rangers, Chuck Morgan, will be the announcer.

Eye- and ear-candy aside, All-Star 2002 promises all the same deep but adjustable gameplay of its predecessors, including all the Major League players and stadiums, team management, player trades and creation, injuries, home run derby, and more. All-Star Baseball 2002 steps up to a new home plate this April. 



BY JAKE THE HUNTER

- Developed and published by Acclaim Sports
- Target release date: April



**FIRST LOOK**



## High Heat Baseball 2002



**THE HIGH HEAT BASEBALL** series was much acclaimed on the PC for its realistic and deep gameplay, yet it never connected on the PlayStation—mostly because the graphics were so bad that they hurt gameplay. Now that High Heat is coming to the PlayStation 2, that system's graphical power could make High Heat Baseball 2002 the sleeper hit of this year's crop of console baseball games. With all the Major League players and stadiums, High Heat should deliver some highly realistic pitcher/batter matchups, a franchise mode, smart crowd reaction, and nearly everything else armchair sluggers could want when it arrives at the plate this spring. 



BY JAKE THE HUNTER

- Developed and published by 3DO
- Target release date: Spring 2001



**FIRST LOOK**

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### CONTEST 1 - VIDEO GAMES

PlayStation 2, Sega Dreamcast, PSP, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accessories and 30 months! Base prize package value \$1400.

### CONTEST 2 - COMPUTER

700 MHz, 528 mb RAM, 37 gb hard drive, DVD-ROM, CD-ROM drive, mouse, and 17" monitor. Options include software and accessories. Base prize package value \$2000.

### CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD and CD changer, dual tape, Hi-Fi CD and laser playback. Options include Satellite TV and computer. Base prize package value \$7500.

**Make It Happen.** All this and more could be yours. In these contests, everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

**Future Puzzles.** For each contest you enter, you will receive by mail, four more puzzles of 82 each and a tie-breaker of \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 99% attain the highest score in

phase 1, 47% in phase 2, 39% in phase 3 and 34% 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 entries must be post marked by July 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.**

## PRIZE PUZZLE

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EARTH - X    EMPTY - V  
WORLD - U    WATER - T  
SPACE - W    COAST - A  
HAPPY - O    FIELD - B  
SHARE - Z    BLADE - D

	T		
H	A	P	Y
	L		O
		S	
			L

**SECRET WORD CLUE:**  
What comes after yesterday but before tomorrow?

### 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. **HWY1** Raise the secret word clue

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# His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.

## In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chris Klag, creator of the pen-and-paper game *DragonQuest*.
- Up to 15 characters to add to Alaron's party.



It's a dark, mysterious world, one that's full of secrets and hidden dangers. The story is a classic hero's journey, but with a twist: the hero is a young man who is not who he seems to be. The game is a blend of real-time 3D exploration and turn-based combat, and it's a true RPG in every sense of the word.

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Animal Violence



www.thq.com

# ROLE-PLAYER'S REALM PROREVIEWS

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES

PLATFORM

PlayStation



## PERSONA 2 ETERNAL PUNISHMENT

**A**FTER A LONG absence from the U.S. market, Atsuko's dark RPG series (known as Shin Megami Tensei in Japan) returns with a sequel. *Persona 2: Eternal Punishment* is a sensational modern-day adventure, with engaging characters and classic RPG gameplay.

### Dark Side of the Moon

While it contains all the hallmark characteristics of a classic RPG—random encounters, turn-based combat, magical spells, and a party of characters gaining new powers and abilities—*Persona 2* has several unique attributes. Its modern setting, along with real-life characters—news reporters, high school students, policemen, and Web masters (so opposed to paladins and sorcerers)—leads an *X-Files*-like feel to the game. You're attempting to solve the mystery of the deadly Joker's Curse, which makes rumors become truth. As you work through the story, you spread rumors to help your investigation, which, depending on if they come to fruition or not, change the story line.

*Persona 2*'s battle system is also special. In random encounters, you either talk to the demons to gain tarot cards that help you attain new persona powers, or you can fight the demons for more experience points and items. This choice creates another level of strategy while you battle through the real-world "dungeons" in the game. The combat scheme is a little odd, however, featuring a semi-automatic system where you give your characters orders that they follow either one turn at a time or for the rest of the fight.

Graphically, *Persona 2* drops excellent anime-style sprite-based characters into a polygonal 3D world. While not groundbreaking, the combination works very nicely in rendering a cohesive game world. The soundtrack complements the visuals well: Boring music and effects, along with minimal voice-overs, do an intentionally sparse but satisfactory job. Controls are excellent whether in the real world or navigating the menu; the analog stick works

best when controlling characters, while the directional pad is the best tool for moving through menus.

### The Rumors Are True

Already a phenomenally successful series in Japan, *Persona 2* is set to earn that same deserved recognition in the U.S. Combining excellent yet simple aesthetics with solid controls and an engrossing, mature story, *Eternal Punishment* is a game no RPG fan should be without. **B**



Beefs uses his Web page and business contacts to assist you in rumor spreading.



BY SNEED BUNT

- Published by Atlus
- \$19.99
- Available now

- Role-playing game
- 1 player



**PRO TIP:** During random encounters, choose Contact if you need more tarot cards, or head into battle to gain more experience points and money.



**PRO TIP:** In the Sky Museum, retreat from all random battles—you need to save all the time you can to rescue the children.



**PRO TIP:** When using attacks that damage multiple characters, don't use fusion spells (press **CS**), because they damage only one character at a time.

### GRAPHICS

4.9

The anime-style character design is very cool, but the game has some sprite graphics that could've used a few more frames of animation. Still, they mix well with the polygonal 3D locations to create a believable world.

### SOUND

4.8

The sound effects, music, and voice-overs are intentionally sparse and add to the eerie story and setting of the game. A more robust soundtrack would have been even better.

### CONTROL

4.5

Classic RPG controls and menus abound in *Persona 2*. Not overly complex, but deep enough to keep you involved during your hours of play.

### FUN FACTOR

5.0

A unique modern-day setting, along with terrific characters and a dark story, makes *Persona 2* an engaging game from start to finish. It's truly a must for serious RPG fans.



**PRO TIP:** If two or more of a single kind of demon are present, attack with spells that damage multiple characters.



**PRO TIP:** Pinpoint the demons that damage multiple players, like this rest angel, and take them out first.



**PRO TIP:** After getting an exclamation point from your first contact with a demon, repeat some contact for a card.





## Dragon Quest VII



### LONG TIME COMING

In the U.S., this saga is known as the Dragon Warrior series, and it has been seven long years since U.S. gamers saw a Dragon Quest game for a home console—that goes back to the original NES system! Now, 11 years after the very first installment, Dragon Quest VII has been released for the PlayStation in Japan.



### BACK TO THE OLD SCHOOL

The graphics definitely have a retro feel, as they merge the traditional look of the series with 3D backgrounds. There's no official word on a domestic release for Dragon Quest VII, but sources close to Gamera say the chances are very good.



BY TRAVIS HUNTER

Developed and published by Enix  
 Target release date:  
 Available now (in Japan)



OVERSEAS PROFILE



Dragon Quest VII was a huge hit when recently released in Japan—could a U.S. release become a reality?

### GET A JOB!

The main story starts in a small village and revolves around the son of a fisherman. Along with two companions, the son sets out on an adventure and finds more than he bargained for.

This sets up the premise of the game, which is to find the pieces that make up various ancient tablets. Once completed, these tablets



transport the heroes to mysterious islands where the real action begins. You'll increase your levels and skills by finding a skill and mastering it. Once you do so, you'll go on to more advanced skills that enable you to use more advanced techniques. The traditional choices will be available—Warrior, Priest, Magic User, and Thief—but Shepherd, Sailor, and even Dancer will also be in the mix.



# ROLE-PLAYER'S REALM PROSTRATEGY GUIDE



## PART 2



IN A BATTLE BETWEEN GOOD AND EVIL, WHAT HAPPENS IF NEITHER SIDE WINS? RYUDO THE MONSTER-SLAYER GETS PHYSICAL WITH THE METAPHYSICAL ON THE ROAD FROM ST. HEIM CATHEDRAL TO THE SHOWDOWN WITH VALMAR,

By Brother Buzz

### THE ST. HEIM MOUNTAINS, PILGRIM ROAD IN SEARCH OF THE GRANASABER



Ryudo, Dena, Roan, and Mung have just left St. Heim Cathedral where Pope Zera asked them to find the fabled Granasaber, which may destroy the evil god Valmar. By now, you should be skilled enough to start re-remembering, which attacks work best against certain creatures. Abominable Sorrowers on Pilgrim Road, for example, are vulnerable to fire magic such as Burn and Burnflame. Use your knowledge to plan fights against mixed enemy groups.

### COIN COLLECTING



Vanquished monsters return to their old haunts if you exit an area and enter it again. If you want to take the time, you can use this effect to build up your stockpile of Magic Coins, Special Coins, and Experience Points by beating the beasts over and over again. But be smart: Your HP, SP, and MP do not replenish unless you find a rare coin, spend coins, or use special items.



### RAVL HILLS

#### DEAD END, PILGRIM



Pilgrim Road in Raul Hills ends in a dead end. So at the beginning of the level, travel off the road to the right to find the ruins. You find the Thunder Ring and the Buzzer Hall for Berser on the way. In the ruins, find the Earthbe Carross and the BlackQuartz Helm before you leave.

#### SEEDING RYUDO



On Raul Hills 2, pop the balloon plants to find seed power-ups, such as the Seed of Life, the Seed of Magic, and the Seed of Psycho. Seeds increase certain character attributes, and you can feed them to any character at any time. However, during the creation of this ProStrategy Guide, Ryudo received every seed, which really pumped him up!

### CYRUS KINGDOM HUMBLING HEMBLE



One of the first things you do in Cyrus (Roan's hometown) is visit the baron to ask the vain sailor Hemble about the Granasaber. You visit him twice, once with Elena and later with Milena. Hemble wants to arm wrestle. Start by holding R to continually pour your power into your pull. Now watch the purple Power meter and the green Endurance meter.

Once endurance (green) drops, continue to hold R, but rapidly tap A to build the green back up. As you pound A, however, your power (purple) drops and Hemble begins to win. As endurance (green) rises, stop jacking A, but continue to hold R as your power (purple) rises and pushes Hemble. Now, learn to hold R and rapidly tap A to keep constant pressure on Hemble to wear him down. If you beat Hemble several times when you're with Milena, he breaks out cool stuff like the Revival Gem, Hero's Elbow, and the Silver Freeze sword (one of the most powerful swords available FREE to Ryudo).

### THE CLAWS OF VALMAR



From the Room of Demon-Sealing, you fight your way through two areas of the Underground Plant, until you find the elevator that takes you to the underground control room where you find the Claws of Valmar. Claws is fortified to dampen magic attacks, so use special moves and Combo/Critical combos to attack Right Claw, Left Claw, and then Valmar's Claw. Victory earns you the Book of Gales and reveals Tio the Automaton, a new character.

### HELLO BROTHER, GOOD-BYE FRIEND



From the Room of Demon-Sealing, race upstairs to the King's Chambers. There Ryudo finally catches up to his evil brother, Mellic. You cannot defeat Mellic right now, so accept defeat gracefully. Refrain from using Attack Items so you don't have to pay for more later. Roan leaves the party after the fight, but Tio remains.

## CECEILE REEF CRIMSON CLAWS



From Cyrus, you set sail on Cap. Bakaa's craft, the *SS/50*, to Garland Island, Ryudo's home. You make a pit stop on Ceceile Reef; however, the reef is overrun with Flame Tails, Scaly Warriors, and Crimson Claws. The Claws are most bothersome because they energetically hop around to surprise you. Keep your distance, and eventually they stop hopping for a brief instant. That's when you should rush in to attack them. You can find the Dragonfly Sayer herbard, which Mung uses effectively against crustaceans like the Claws.

## CRIMSON TAILS



In Ceceile Reef 2, two scorpion-like Crimson Tails sub-bosses block your path. Their Scissors Storm can incapacitate a character with Paralysis. Use All Poes magic, such as Zap All, Hellburner, or Howlwind to damage both creatures at once. Then just special moves like Mung's Beating Smash or Ben's Insect Bomb.

## THE ISLAND OF GARLAN

### GETTING AHEAD...STONE



On Garland, you learn the story of the brothers Ryudo and Melfice. To hunt Melfice down, you have to travel along

the Great Mountain Road. There's a puzzle at the river crossing in the early section of the road. Just remember that you must lower the river at two different points to cross it. Find the headstones.

### BRIDGE THE GAP



Later, it's not readily apparent that you walk across the bridges on Great Mountain Road 2. Look for the large bones. That's your starting point. At the end of one of the bridges is a chest containing, among other things, the Earthen Axe for Mung.

### MELFICE!



Melfice is waiting for you on the Pillars of Memories. To beat him, you have to break down his three weapons: the Attack Sword, the Regenerator, and the Horns of Valmar. In fact, attack them in that order.



Melfice uses Tremor and Quake, so keep your team spread out. Use Scattering Stone from the Attack Item menu if you have to. Remember that healer character you were instructed to train (see last issue for Part 1 of this guide)! The healer's All-Heal magic is critical during this fight. If you beat Melfice, he tells where to find the Grasshopper along the Grasscliffs near the Great Cloak Island of Arachna.



## THE ISLAND OF ARACHNA GHOSS FOREST



Mung's village is on Arachna in the Ghoss Forest. When you're trekking through the trees, watch out for the purple flowers. They spew poison, which affects the entire party. You need Poison Antidote in your Recovery Item Inventory or Cure Magic (from the Holy Egg or the Mist Egg) to expel the poison.

### NANAN VILLAGE



Mung is from Nanan Village, so it's no surprise that the general store there has some good gear for him. Purchase the DragonScale Mail and a Dragon Bone Helm. This assumes you've been equipping Ryudo with the best gear that you've found to this point. Also, you may be overloaded with accessories, footwear, and armor by now, so consider selling some off.

## DEMON'S LAW DESERT DIVERS



From Nanan you fight across the Great Rift until you encounter an awesome wall of wind. Desert Divers pokes ambush you from below the sand. Savilebit them with All Poes attacks like ZapAll or Howlwind. However, earth attacks like Quake and Tremor have no effect. Special

moves are effective, though—especially Tio's Lotus Flower that can slash several Divers at once. Later, Tio can turn off the wind from inside the Demon's Law control room.

### LICK THE LECK



Inside the Demon's Law, you're immediately confronted by the Leck Guarder and two Snow Leopards. Fire magic melts the Snows but doesn't sting the Leck. The Leck doesn't like ice magic (like Crackle) or cold attack items (like the Leafing Stone), which don't affect the leopards. Try All Poes magic like ZapAll and Quake to weaken all three attackers, then use special moves or the appropriate magic to finish them off.

### HAGGLING WITH THE HAGAS



Slip by the Leck, and two Hagas Queens are laying in wait for you. The serpentine women can paralyze you. Your ice- and wind-based magic have minimal effect, and lightning and fire cause average damage. Use earth magic like Quake or Tremor. Special moves like Ryudo's Flying Tornadoe Slash work well.

### TIO'S CLONE



In the Demon's Law control room, you fight Tio's clone, another Akainista soldier. The clone is quick and deadly. Fair wind magic like Tornado or Howlwind with special moves against it. Your healer will have to work, too.

## VALMAR'S BODY

### Point of Entry



After you emerge from the Demon's Lair, you run into the High Priestess Selene. She turns out to be evil after all (see last issue for Part 1 of this guide). Selene summons the body of Valmar. The party must track down Val's body at the end of a maddening maze. Once you enter the cavern, be prepared to exit, sneak through a chambered passageway, reroute the cavern, exit again, and traverse another passageway.

### BODY BY VALMAR



When you reach the Valmar core, you find Valmar's Body (which looks like a massive turkey goblet and neck thing). Use Milenia's Fallen Wings and Tio's Tornado. Hit the central mass of the body with special moves. Mareg's Beast-King Smash and Ryudo's Flying Tenseikan are strong here.

### FLY GRANASABER AIRLINES



Before Milenia reverts back to Elena, notice that she's been absorbing Valmar's body parts all through the game. You find out why later. Now, To reveals that the Granasaber is actually a huge spaceship. She flies it back to St. Heim.

## RETURN TO ST. HEIM

### Knight Moves



Back in St. Heim, the Day of Darkness is upon the world and the Knights of Grass (who are supposed to be good guys) are slaughtering civilians. It turns out that they're not human and Selene is nuts. To weaken the Knight gang, burn off massed out. All Foes magic like Quake or ZapAll. You should be able to finish them with Combat. Next stop, Grass Cathedral.

### HEART ATTACK



At the cathedral, Selene drops a heart attack on you. This ornary organ breaks out some nasty, original attacks, such as Avic's Smash, Black Fog Spew, and Aorta Pummel. Hit the main Heart with Crackle and DragonZap. Focus your team's special moves on the central mass, too—especially Mareg's Beast-King Smash and Ryudo's Flying Tenseikan.

### FROM INNER TO OUTER SPACE



If you break the heart, you witness a stanic clash of space armadas and begin to learn the true history of this world. Pope Zera reveals his true self... and it ain't good. He persuades Elena to sacrifice herself as Valmar's Moon.

## VALMAR'S MOON

### EGGS BENEDICT ARNOLD



From St. Heim, you blast off in the Granasaber for Valmar's Moon, inside Valmar's Womb. Zera tries to kill Elena and he sics the Egg Guardian on your party. The Egg teases up with four Blo. All Foe magic weakens the Guardian and blazes the Blo. However, the Egg Guardian uses Demon-Summoning to revive them. So use special moves to fry the Egg. Use Mareg's Beast-King Smash or Beast-King Blast, Ryudo's Flying Tenseikan, and Tio's Fast-Dance Whirl.

### PREPARE FOR BATTLE



Milena saves Elena and the party, but sacrifices herself in the process. You prepare to book back to the Granasaber. First, use Miracle Elixir on Elena to revive her HP or she can't participate in party combat. Next, use Recovery Items and magic to recharge the party.

### MOVIE FOR MAREG



On the way to the ship, you face three gang fights with four Valmar Flies, two Valmar Flies and a Valmar Young, and two Valmar Young. Fight each enemy team this way: Use earth-based All Foes magic like Quake, or try Tio's Tornado special move. Then waste them with the special moves: Beast-King Smash, Flying Tenseikan, and Fast-Dance Whirl. Cook until done.



At the end of this string, Mareg takes one for the team. Rest in peace, Beast-Man.

## RETURN TO CYRUM KINGDOM

### THE RETURN OF ROAN



The group minus Mareg rockets the Granasaber back to Cyrum Kingdom and brings a host of Valmar Young along. They invade Prince Roan's Cyrum Kingdom. Roan rejoins the party, and you take the battle to the Birthplace of the Gods.

## THE BIRTHPLACE OF THE GODS

### THE GODS MUST BE CRAZY



It's not hard to find the three switches that enable you to search the three levels at the Birthplace of the Gods. However, it's important to remember that a switch that unlocks doors in one part of the level might lock doors somewhere else. In particular, after you've used the golden ball switch to explore Birthplace of the Gods 3, you must shut it down to exit this area of Granadia II. Deactivate the switch, run back to Birthplace of the Gods 2, ride the elevator up to R.O.G. 3, and find the control room entrance. There, the artificial intelligence, Elena, reveals the story of Valmar and Granasaber.



As Valmar threatens to consume the world, Ryudo decides to make a supreme sacrifice. Elena's faith in him proves to be a powerful force in itself and helps Ryudo return to his old self.

## THE NEW VALMAR

### NEW VALMAR, OLD TRICKS



The party dives back into Valmar for a showdown with the crazed Pipe Zera. Tactics to move through the first three sections of this area should be familiar by now. The New Valmar Exit is blocked by a Valmar Magna and two Valmar Meds. Any All Poes magic quickly exterminates the medics, but watch out for the Magna's Ripper. Crackle, Ryudo's Flying Terroiken Slash, Rasan's True Dragon Rise, and Elena's White Apocalypse cool off the Magna. In New Valmar 2, just remember that the path to the exit switch is to the right, past the Valmar Meds' rest on this side. Return to the save icon to recharge before you head to New Valmar 1.

## MAGNA CUM TROUBLE



To move through New Valmar 3 to the Valmar Core, work your way right, then left, then right again. Two Valmar Magna guard the exit. Start there with All Poes magic based on ice, lightning, earth, or wind. Return to the nearby save icon before you move into the New Valmar Core.

## NEW VALMAR CORE HEADS ACHES



Valmar Zera runs some head games on the party before the final fight. Then you go... er, face-to-face with the creature. Ice, fire, earth, and explosion All Poes magic do the most damage. Try Rasan's Ice Prison, Ryudo's Sky Dragon Slash, Tio's Tornado, and Elena's White Apocalypse, too. Smashing Falas takes time because it uses All Holar.

## WILL THE REAL MILLENIA PLEASE STAND UP?



Valmar brings back Milenia from the dead... or does he? Evil Milenia is tough, and, after defeating Valmar, your party's MP and SP are depleted. But blast Crackle if you can. Use Ryudo and Tio's special moves if they have anything left. Deal out Ice-Fangs, Messor Scrolls, and Mogy Bombs from your Attack Items.



## REUNION



Elena summons the real Milenia back to the party. When Ryudo, Bena, and Milenia take off after Zera in his final form, remember to equip Milenia (she's been gone a long time).

## VALMAR'S HEART



To induce a heart attack, focus on the Heart and not the eyes. Earth, wind, fire, and lightning magic have no effect. Use powerful special moves, such as Fallen Wings, White Apocalypse, and Sky Dragon Slash. Recharge at the save icon.

## NEW VALMAR, ROOM OF CHAOS VALMAR'S TONGUE



Now is the time you revisit old friends... er, fiends. After each fight, return to the save icon to recharge, even though individual party members should be at level 50 or above and plenty tough enough to take a few hits if you've been using both parts of this ProStrategy Guide. To get your kicks in against the Tongue, focus your firepower against the actual Tongue of Valmar itself and not the appendages. Versus the Tongue, be sure to equip accessories that protect against poison, sleep, paralysis, and confusion.

## VALMAR'S EYES



Valmar's Eyes are protected by four Eye Bats. The Bat you up on you to form a deadly Delta Burst. Bombard the Eye crew with All Poes magic until you can drop one of the Bats. Then, go after Valmar's Eyes.

## ZERA AS VALMAR



To finally defeat Zera, you have to use your most powerful magic and special moves. Use Fallen Wings, Sky Dragon Slash, White Apocalypse, and True Dragon Rise until you deplete your SP. Your healer will be working overtime against this creature.


## TWILIGHT OF THE GODS




Defeat Zera, and you've destroyed the belief system of the land of Sileas. With Good and Evil no more, the people must look into their hearts for direction. The final battle is over, but the gameplay continues. Several years later, Prince Rasan has the road to track down his old adventure pals. Whether or not they've found peace in their lives will be up to you to discover. Only then will the tale of Grandia II be over. ☺







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# PROJECT JUSTICE

## Basic Skills

### Teams of Three



In Project Justice, you can choose teams of three fighters—individually or by school. Although you cannot change characters in the middle of a fight, one or both of your teammates can briefly enter the fray. The following moves are performed with multiple characters.

### Team-Up Techniques



When your Vigor Bar reaches Level Two or higher, you can perform a Team-Up Technique. During this move, one of your partners can jump onscreen briefly for an attack, you can raise your Vigor Bar a level, or you can restore some lost health. Team-Up Techniques vary depending on the partners you select, but each fighter executes them using the same moves. To perform a Team-Up Technique, tap (HK HP) to team up with Partner A, or tap (JK LP) to team up with Partner B.

## Controller Legend



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

The fighters from the hit PlayStation game Rival Schools: United by Fate hit the Dreamcast under the title: Project Justice! We break down all the techniques and show you some Class Combos for eight of the top fighters.

By Major Mike

### Team-Up Technique Counter

When your opponent executes a Team-Up Technique, you can counter the attack if your Vigor Bar is at Level One or higher. When your opponent starts a Team-Up Technique, quickly tap (JK LP) or (HK HP), if you tap the buttons fast enough, one of your teammates will flare off against one of your opponent's teammates. You then have a limited amount of time to deliver a single blow, and the character that lands a blow first, wins. If you're successful, the Team-Up Technique will be canceled; if you take too long, or your opponent hits you first, the Team-Up Technique will continue.

### Counter the Team-Up Technique



When your opponent hits you with a Team-Up Technique, immediately tap (JK LP) or (HK HP).

### Failure!



Your opponent's teammate successfully scores a hit.

### Success!



You hit your opponent's teammate first.

### Party-Up Technique



When your Vigor Bar reaches Level Five, you can execute a Party-Up Technique by tapping (LP HP HK). If you successfully execute this move, both teammates will jump on screen for a three-on-one gang-up attack.

Motion = Move the joystick in one smooth, continuous motion.  
Tap = Tap the buttons and directions indicated in sequence.  
( ) = Execute commands in parentheses simultaneously.



## Throws



When in close, tap [LP HP] to throw your opponent. To throw a crouching opponent, tap (↓ LP HP). To escape a throw, tap [LP HP] when your opponent tries to throw you. To escape a sweeping throw, tap (↓ LP HP).

## Side Step



Side stepping is a convenient way to avoid projectiles and other attacks. To sidestep into the foreground, tap (↓ LK LP); to sidestep into the background, tap (↓ RK HK); to perform a super sidestep that puts you behind an opponent, sidestep any special or Team-Up Technique that your opponent sees against you.

## Two-in-One Combos 101

To perform a two-in-one combo, begin a move with your character, then immediately go into the second move. If you time it correctly, you can execute both moves; 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.



Hold ↓, tap R. When your character starts the move, immediately two-in-one into the second move.

Motion ↘ → P. Normally, to perform Powered Aki's Gate Elbow, you would have to motion ↓ ↘ → R. But because you were holding ↓ from the previous move, you have to motion only ↘ → P to get off the two-in-one combo.

## Burning Vigor Attacks



Each fighter has a five-level Vigor Bar that can be carried over between rounds. You can increase your Vigor Bar by getting hit, performing special moves, or Taunting an opponent. When your Vigor Bar reaches Level One or higher, you can perform a Burning Vigor Attack. The Vigor Bar resets out of Level Five.

## Taunts



Taunting leaves you open to attack during a fight, but each taunt also adds to your Vigor Bar.

## Air Juggles Juggle Starter



When in close to your opponent, tap (↘ HP) or (↘ HK) to launch them into the air. You can follow up this move with more hits by tapping ↑ to jump into the air after your opponent and performing a high-hitting air-juggle combo.

## Air Recovery



When you're knocked into the air, tap any two buttons simultaneously to perform a mid-air jump. Air Recoveries can throw off your opponent's timing if they're setting you up for an air-juggle combo.

## Tardy Counter



When your opponent comes in for an attack and your fighter starts their blocking animation, perform a Tardy Counter. To execute this move, do any special move for the character you're playing as. For example, as Moore, motion: ↓ ↘ → P when she starts her blocking animation in order to counterattack. You can perform a Tardy Counter anytime during a fight. You can also use a Burning Vigor Attack as a Tardy Counter.

## Ground Basics and Running Attacks

Here are some important skills each character can perform during a fight.

### High Jump

Tap ↓, ↑

### Run

Tap →, hold →

### Dash Toward

Tap →, →

### Retreat

Tap ←, ←

### Shoulder Charge Attack

While running, tap P

### Slide Attack

While running, tap LK

### Flying Kick Attack

While running, tap HK

### Air Blocking

While in the air, hold ←

## Knockdown Recoveries

After your character is knocked down from an attack, they have several ways to recover—offensively and defensively.

*Note:* Tap any P or K after each initial recovery move, and your character will immediately perform a counterattack.

### Roll Backward

Tap ←

### Roll Forward

Tap →

### Stand-Up

Tap ↑

### Roll into the Foreground

Tap ↓

# Ran

Ran's greatest advantage is her fish-projectile attack, which is almost impossible to see coming. However, she must reload

her camera with fresh film after each slash shot—hence the Change Film move. Despite its appearance, the Extra Edition move isn't much of an aerial-attacker deterrent. Overall, Ran is a good player for those who like to pick away at an opponent from a long distance.

## Class Combos

### Three-Hit Extra Edition Combo



Tap LP      Hold 4, tap HP,      Motion 4 + HP  
two-in-one

## Special Moves

### Change Film

Motion 4 + K

Note: This move can also be performed in the air.

### Extra Edition!

Motion 4 + P

Note: This move can also be performed in the air.

### Flash Attack

Motion 4 + P

Note: This move can also be performed in the air.

## Burning Vigor Attacks

### Exclusive Interview

Motion 4 + 4 + 4 + P

### Super Flash Attack

Motion 4 + 4 + 4 + P

Note: This move can also be performed in the air.

## Team-Up Technique

### Picture This

Tap (LK LP) or (HK HP)



### Eleven-Hit Aerial Photograph Combo

Note: Your Vigor Bar must be at Least One or higher in order to perform this combo.



Jump in deep, tap LK      Tap 4, tap HK      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Motion 4 + 4 + 4 + P for five hits

# Momo

Momo's best assets are her speed and agility. She can quickly attack her opponents, and don't underestimate her Whale Serve projectile that doesn't dissipate and can roll real an opponent after it bounces off the ground. Be careful when using her Wham Slam burning Vigor Attack: It's effective only when used in close to your opponent because one can see it coming from a mile away.

## Class Combos

### Five-Hit Spin Smash Combo



Jump in deep, tap LK      Hold 4, tap LP      Hold 4, tap LP, two-in-one      Motion 4 + HK for two hits

### Twelve-Hit Air Up There Combo



Tap (4 HP)      Hold 4, tap LK      Hold 4, tap LK      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Hold 4, tap LP      Motion 4 + 4 + P      Tap HP, HP, HP, HP, HP for five hits

## Special Moves

### Giant Swing

When in close to your opponent, Motion 4 + 4 + 4 + P

### Flip Flap Racket

While in the air, motion 4 + P

Note: Tap P rapidly to inflict multiple hits.

### Rocket Racket

Motion 4 + P

### Spin Smash

Motion 4 + K

### Whale Serve

Motion 4 + P

## Burning Vigor Attacks

### Momo Crush

Motion 4 + 4 + 4 + P

Note: This move can also be performed in the air.

### Wham Slam

Motion 4 + 4 + 4 + P

## Team-Up Technique

### Tennis Practice

Tap (LK LP) or (HK HP)



# Chairperson

Chairperson's lack of projectile attacks and high-hitting combos makes her less formidable than other characters. Her real strength comes when she's in close, as her multitude of hard-to-read special moves can keep an opponent off balance. Overall, Chairperson is a good character for aggressive players.

## Class Combos

### Four-Hit Uppercut Combo



Hold →, tap LP    Hold →, tap LP    Hold →, tap HP, two-in-one    Motion ↓ ↘ HP

### Three-Hit Flying Kick



Tap ↘ HP    Motion ↓ ↘ → HK    Hold →, tap HP

### Five-Hit Up-and-Down Combo



Jump in deep, tap LK    Tap ↘, tap HK    Hold ↗, tap LK    Hold ↗, tap LK    Hold ↗, tap HK

# Yurika

Yurika is a decent mid-range player, who has booming attacks similar to Chairperson's. Her real strength is air-juggle combos—especially when Fatal Rondo is incorporated into the barrage. Her Fatal Nocturne is also an effective ground attack that executes quickly and inflicts multiple hits. Plus, her bow can execute a variety of slashes and pokes from a safe range.

## Class Combos

### Four-Hit Symphony of Pain



Motion ↓ ↘ → HP    Hold →, tap LP    Hold →, tap LP    Hold →, tap HK

### Four-Hit Basic Combo



Hold →, tap LP    Hold →, tap LP, two-in-one    Motion ↓ ↘ LP for two hits    Tap ↘ HP

### Eighteen-Hit Air Symphony

Note: Your Vigor Bar must be at Level One in order to perform this combo.



Hold ↗, tap LK    Hold ↗, tap LK    Hold ↗, tap LP    Hold ↗, tap LP, two-in-one    Motion ↘ → ↓ ↘ → HK for 13 hits

## Special Moves

### Dragon Stance

Motion → ↓ ↘ P

### Front Stance

Motion ↓ ↘ + K

### Lightning Stance

Motion ↓ ↘ + K

### Rock Breaker Stance

Motion ↓ ↘ + P

### Wind Stance

Motion ↓ ↘ + P

## Burning Vigor Attacks

### Demonstrations

Motion ↓ ↘ → ↓ ↘ + P

### Lecture Attack

Motion ↓ ↘ → ↓ ↘ + K

## Team-Up Technique

### Anatomy Chart

Tap [JK LP] or [HK HP]

Note: This move increases your teammate's Vigor Bar by four levels and restores some health.



# Yurika

## Class Combos

### Four-Hit Symphony of Pain



Motion ↓ ↘ → HP    Hold →, tap LP    Hold →, tap LP    Hold →, tap HK

### Four-Hit Basic Combo



Hold →, tap LP    Hold →, tap LP, two-in-one    Motion ↓ ↘ LP for two hits    Tap ↘ HP

### Eighteen-Hit Air Symphony

Note: Your Vigor Bar must be at Level One in order to perform this combo.



Hold ↗, tap LK    Hold ↗, tap LK    Hold ↗, tap LP    Hold ↗, tap LP, two-in-one    Motion ↘ → ↓ ↘ → HK for 13 hits

## Special Moves

### Tragic Lullaby

Motion ↓ ↘ + K

### Tragic Minuet

Motion → ↓ ↘ P

### Tragic Serenade

Motion ↓ ↘ + P

Note: This move can also be performed in the air.

### Tragic Waltz

Motion ↓ ↘ + P

## Burning Vigor Attacks

### Fatal Nocturne

Motion ↓ ↘ → ↓ ↘ + P

### Fatal Requiem

Motion ↓ ↘ → ↓ ↘ + P

### Fatal Rondo

Motion ↓ ↘ → ↓ ↘ + K

Note: This move can also be performed in the air.

## Team-Up Technique

### Helpful Sonata

Tap [JK LP] or [HK HP]

Note: This move restores some health.



# Nagare

Don't be fooled by Nagare's size—he's loaded with fast moves that can decimate his opponent. Attacks with his long limbs are effective, as he can chip away at an opponent from a distance. His Concrete Dive move is an excellent way to vault over an opponent's projectile and land a hit, and his Artificial Respiration can deliver a rusty surprise when in close to an unsuspecting opponent.

## Class Combos

### Four-Hit Basic Backstroke Combo



Tap LP

Tap HP

Motion 4 → 3 → LK for two hits

### Six-Hit Flying Kicks



Tap (3 HP) for two hits

Hold 3, tap LP

Hold 3, tap LP

Hold 3, tap LP

Hold 3, tap LP

### Eighteen-Hit Super Air Kicks Combo

Note: Your Vigor Bar must be at Level One in order to perform this combo.



Tap (3 HP)

Hold 3, tap LK

Hold 3, tap LK

Hold 3, tap LK

Hold 3, tap LK

Hold 3, tap LK

Motion 3 → LK, two-in-one

for six hits

# Powered Akira

Powered Akira is one of the best fighters in the game. She has just the right mix of speed and power that makes her a force to be reckoned with. Although she lacks a projectile attack, her many ground and air-juggle combos more than compensate for this lone weakness.

## Class Combos

### Five-Hit Basic Gate Shoulder Combo



Motion 4 → 4 → HP

Hold 3, tap LP

Hold 3, tap HP, two-in-one

Motion 4 → 3 HP for two hits

### Multi-Hit Team-Up Technique Combo

Note: Your Vigor Bar must be at Level Two in order to perform this combo. The total number of hits depends on who your partner is.



Motion 4 → 4 → HP

Tap HK

Tap LK

Tap LK

Tap LP

Tap LP

Tap LP

Tap LP

Tap HP

Hold 4, tap HK

Tap (LK LK) for multiple hits

## Special Moves

### Artificial Respiration

Motion 4 → 4 → P

### Breastroke Kick

Motion 4 → 3 → K

### Concrete Dive

Motion 4 → 3 → P

Note: This move can also be performed in the air.

## Burning Vigor Attacks

### Super Splash Kick

Motion 4 → 3 → 4 → K

### Underwater Dash

Motion 4 → 3 → 4 → P

Note: This move can also be performed in the air.

## Team-Up Technique

### Water Ballet

Tap (LK LP) or (HK HP)

## Special Moves

### Dancing Cyclone Kick

Motion 4 → 3 → K

### Gate Elbow

Motion 4 → 3 → P

### Gate Shoulder

Motion 3 → 4 → P

### Houbu

Motion 4 → 4 → K

### Reflex Stance

Motion 4 → 4 → P

## Burning Vigor Attacks

### Aerial Barrage

Motion 4 → 4 → 4 → K

### Destructive Barrage

Motion 4 → 4 → 4 → P

### Skull Slice

Motion 4 → 3 → 4 → 3 → P

Note: This move can also be performed in the air.

## Team-Up Technique

### The Beating

Tap (LK LP) or (HK HP)

## Another Class Combo

### Six-Hit Spin-Kick Combo

Hold 3, tap LP, LP for two hits, hold 3, tap HP, motion 4 → 3 → HK, motion 4 → 3 → HK, motion 4 → 3 → HK



# Kurow

Kurow is another deadly in-your-face fighter whose proximity attacks can quickly defeat an opponent. His greatest asset is Yashua Gurma, which inflicts multiple hits and can leap an opponent airborne long enough to follow up with an air-juggle combo, Team-Up Technique, or Burning Vigor Attack.

## Class Combos

### Eight-Hit Mini-Juggle Combo

Note: Your Vigor Bar must be at Level One in order to perform this combo.



Motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$  LP for four hits

Hold  $\nearrow$ , tap LK

Hold  $\nearrow$ , tap LK

Hold  $\nearrow$ , tap HK for two hits

### Five-Hit Turn-Slash Combo



Hold  $\rightarrow$ , tap LP

Hold  $\rightarrow$ , tap LK

Tap HP

Tap HK

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  LP

## Special Moves

### Kuukan Saki

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  P

### Rhoktaku Tsuki

Motion  $\rightarrow$   $\downarrow$  P

### Yami Kagura

Motion  $\downarrow$   $\rightarrow$  P

### Yami Kake

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  K

### Yashua Gurma

Motion  $\downarrow$   $\rightarrow$  K

Note: This move can also be performed in the air.

## Another Class Combo

### Eleven-Hit Jump-in Air-Juggle Combo

Jump in deep, tap LK, ( $\nearrow$  HK), Hold  $\uparrow$ , tap LK, LP, HP, motion  $\downarrow$   $\rightarrow$  HK for six hits



## Burning Vigor Attacks

### Kirishima Kyoujau Reppa

Motion  $\downarrow$   $\rightarrow$   $\downarrow$   $\rightarrow$  P

### Kirishima Shinku Yamiarashi

Motion  $\downarrow$   $\leftarrow$   $\downarrow$   $\leftarrow$  P

## Team-Up Technique

### Cross-Slash

Tap B,K LP or HK HP

### Six-Hit Slash Fury



Hold  $\rightarrow$ , tap LP, LK for two hits

Tap HK

Motion  $\downarrow$   $\rightarrow$  LP three times for as many hits

# Zaki

Zaki is a strange character whose real strength lies in her vast repertoire of combos. Although her Hakai no Tessa projectile has excellent range, it's too slow to execute in a combo attack. Her various kicks are deadly—especially Gankou Geri, which can hit an opponent up to three times.

## Class Combos

### Eleven-Hit Super Air-Juggle Combo

Note: Your Vigor Bar must be at Level One in order to perform this combo.



Tap ( $\nearrow$  HP)

Hold  $\uparrow$ , tap LP, LP for two hits

Hold  $\uparrow$ , tap LK, LK for two hits

Hold  $\uparrow$ , tap HK for two hits

Motion  $\downarrow$   $\rightarrow$   $\downarrow$   $\rightarrow$  LP for four hits

### Nine-Hit Air-Juggle Combo



Hold  $\rightarrow$ , tap LP

Hold  $\rightarrow$ , tap LK

Tap HK

Tap ( $\nearrow$  HK) for two hits

Hold  $\nearrow$ , tap LP

Hold  $\nearrow$ , tap LK

Hold  $\nearrow$ , tap HK for two hits

## Special Moves

### Hakai no Tessa

Motion  $\downarrow$   $\rightarrow$  P

Note: This move can also be performed in the air if you charge it; the attack's range will be increased.

### Dokuhebi no Tessa

Motion  $\downarrow$   $\leftarrow$  P

### Kuwa no Tessa

Motion  $\rightarrow$   $\downarrow$  P

### Gankou Geri

Motion  $\downarrow$   $\rightarrow$  K

### Lonesome Pride

Motion  $\downarrow$   $\rightarrow$  K



## Burning Vigor Attacks

### Hissatsu Denkou Tessa

Motion  $\downarrow$   $\rightarrow$   $\downarrow$   $\rightarrow$  P

Note: This move can also be performed in the air.

### Hissatsu Inazuma Gankou Geri

Motion  $\downarrow$   $\leftarrow$   $\downarrow$   $\leftarrow$  K

## Team-Up Technique

### Staring Contest

Tap B,K LP or HK HP

## Another Class Combo

### Six-Hit Roundhouse Hell Combo

Tap LP, LK, HP, motion  $\downarrow$   $\leftarrow$   $\leftarrow$  HK for three hits

**1991: *Sonic's Debut on Sega Genesis™***

Sonic is universally applauded upon the release of "Sonic The Hedgehog™." Selling more than two million units that year, Sonic sales skyrocketed, giving the game the highest penetration against an installed base of game systems in video game history.

**1992: *Sonic Proves He's More Than a Flash in the Pan***

"Sonic The Hedgehog™ 2" becomes the top-selling 16-bit video game of all time, winning awards and praise from video game and mainstream publications. It sells 400,000 copies in the first five days of sale—50% more than first week sales of any other 16-bit video game up to that point.

**1993: *The Sonic Train Chugs On***

Sonic stars in two animated series on network and syndicated TV and in his own comic book. He also becomes the first video game character to be featured in the Macy's Thanksgiving Day Parade as a giant three-story float.

**1994: *Sonic Fever Escalates***

"Sonic The Hedgehog™ 3" and "Sonic CD™" are released, continuing the highly popular video game series. Sales of Sonic also reach the 60 million unit mark worldwide.

**1995: *Sonic, Sonic Everywhere***

Sonic ranks in the top five most recognizable personalities among teens. Sonic appears on everything from lunch boxes, comic books, and sneakers to Spaghetti-O's.

**1996: *Sonic Finds a New Home***

Sonic debuts on the Sega Saturn™, with "Sonic 3D Blast™" and on the PC with "Sonic CD™" and "Sonic's Schoolhouse™"

**1997: *More Sonic for the Buck!***

"Sonic Jam™" is released for the Sega Saturn, allowing gamers to play four classic Sonic hits on one disc. 1997 also marks the year Sonic goes 3-D with "Sonic R™," a high-speed racing game in a full 360-degree world.

**1999: *Sonic Underground™ Debuts***

"Sonic Underground™," a syndicated half-hour animation TV series produced by DIC Entertainment and Les Studio Tex, airs domestically on Nickelodeon Kids Network with international distribution by Buena Vista International Television. Rated as the #1 cartoon on Teletoon, Canada's premier cartoon cable network, Sonic continues his streak of fame around the world.

**1999: *Full Speed Ahead***

With a revamped look for the coming millennium, Sonic fans and speed fanatics are all amazed with "Sonic Adventure™," the fastest 3-D platform game ever. This non-stop adrenaline rush takes gamers through vast worlds, with a multitude of options delivering non-stop action!

**2001: *Sonic Blazes a Trail Into Your Living Rooms This Spring***

"Sonic Adventure™ 2" will include exciting new features and challenges for Sonic and his friends in their ongoing battle against Dr. Robotnik (a.k.a. Eggman). Running at a whopping 60 frames-per-second, "Sonic Adventure™ 2" will convey a new level of gameplay excitement for Sega's blue mascot in Sonic's best adventure yet!



## 10 YEARS RUNNING!

A wild ride at "Super Sonic" speed. To celebrate Sonic The Hedgehog™'s 10th anniversary, "Sonic Adventure™ 2" will be making its debut on the Sega Dreamcast™ this year. After spending 10 years as Sega's true blue hero, Sonic has become more than just an adorable game character, he's become a household name and international video game hero. That's right, this popular 'dude with a 'tude is ready to take the new millennium by storm with "Sonic Adventure™ 2." Developed by world-renowned and legendary developer Yuji Naka of Sonic Team, "Sonic Adventure™ 2" will continue the highly popular franchise with improved 3-D graphics, new levels, characters and moves. Hold on to your quills, the next stage of Sonic-mania is about to begin.



## S.W.A.T. PRO

Submit your hottest S.W.A.T.Pro tips! Each month, the reader with the winning tip will receive a product from Capcom, which features such high-quality games as *Power Stone 2* for the Dreamcast! Runners-up receive a *GamePro* T-shirt.

Send tips to:  
GamePro magazine  
Secret Weapons  
P.O. Box 193709  
San Francisco, CA 94119-3709

or e-mail them to:  
swat.gamepro@gamepro.com

Please include your name, address, and phone number so we can award your prize.

Win!



## Dreamcast

## Looney Tunes Space Race

Master Code, Unlimited Turbo, and More



At the main menu, choose "Options," then select "Cheats." At the Cheats screen, enter the corresponding passwords to unlock the following cheats. If you entered the password correctly, Foghorn Leghorn will say "There you are, Have Fun!" The Master Code will unlock all racers, tracks, Challenges, Acme Events, and Gallery items.

Master Code:	CHESPSIDE
Mirrored Tracks:	SKIBALPH
No Gaps:	EDDOOTABE
Unlimited Turbo:	DUCKANTICE

TONY HAWK'S  
PRO SKATER 2

## Dreamcast

Tony Hawk's  
Pro Skater 2READER  
TIP OF THE  
MONTH

Big Cheat, Full Stats, and More



## AWESOME JOB!!

YOU'VE CLEARED OUT CAREER MODE!  
CHEAT MENU NOW ACTIVE, AND  
YOU GET 100 POINTS!  
BEAT THE GAME WITH OTHER  
CHARACTERS TO UNLOCK  
ADDITIONAL CHEATS.

## PLAYER CONTROL

SPARKS LEVELS  
RELEAS  
I CREATS A  
NEW SCENE  
EACH CHECKS  
GENERAL OPTIONS  
PAGE



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

80's Tony	Moon Physics Cheat	Smooth Cheat
Always Special Cheat	Officer Dick	Spider-Man
Big Head Mode	Perfect Balance Cheat	Stad Mode
Chopper Drop Level	Sim Mode	Weight Cheat
Disco Mode	Skate Heaven Level	Wireframe Mode
Kid Mode	Slip-To Restart Cheat	
Level Flip Cheat	Slow-mo Mode	

At the main menu, choose "Options." At the Options menu, choose "Cheats" to toggle on and off the now-unlocked cheats and modes.

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

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

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

Joe Pink—Springfield, PA



## PlayStation



## Mike Tyson Boxing

## Big Heads, Unlock Boxers, and More



At the main menu, choose "World," then choose "New Career." At the Player Select screen, choose any boxer. At the Enter Your Name screen, enter any of the following passwords, then press  $\Delta$ . Do not choose "End." You will automatically go back to the main menu. These chests work only in VS mode.

Note: "A" indicates a blank space.

Big Heads and Feet: **STUPID**

Big Heads: **BOBBI**

Disable All Cheats: **BOGMAIL**

Heads Grow When Punched: **OSCH**

Heads Spin When Punched: **IBIBTS**

Necks Stretch When Punched: **NECK**

Small Heads: **BOBOY**

Unlock Invisible Man: **OOBE**

Unlock Jimmy Face: **CLCIPED**

Unlock John L. Sullivan: **OLD\_MAN**

## PlayStation



## Tomb Raider Chronicles

## All Items, Level Skip, and More



**All Items:** Go to the inventory screen and highlight the TimeX-TMX. Simultaneously press and hold L1, L2, R1, R2, Down, then press  $\Delta$ . If you entered the code correctly, you automatically exit the inventory screen and resume the game. You now have all attainable items for the current mission.

**All Weapons, Infinite Ammo, and Infinite Medipacks:** Go to the inventory screen and highlight the TimeX-TMX. Simultaneously press and hold L1, L2, R1, R2, Up, then press  $\Delta$ . If you entered the code correctly, you automatically exit the inventory screen and resume the game. You now have all weapons available in the current mission, plus unlimited ammo and Medipacks.



**Skip to Level 2:** At the title screen, when "New Game" is flashing, simultaneously press and hold L1, Up, then press X. If you entered the code correctly, level 2 will automatically load.

**Skip to Level 3:** At the title screen, when "New Game" is flashing, simultaneously press and hold L2, Up, then press X. If you entered the code correctly, level 3 will automatically load.

**Skip to Level 4:** At the title screen, when "New Game" is flashing, simultaneously press and hold R1, Up, then press X. If you entered the code correctly, level 4 will automatically load.



**Special Features:** Go to the inventory screen and highlight the TimeX-TMX. Simultaneously press and hold L1, L2, R1, R2, Down, then press  $\Delta$ . If you entered the code correctly, you automatically exit the inventory screen and resume the game. Quit the game, and, when you return to the main menu, a Special Features option will now be available. Features include storyboards, concept art, and a preview of the next Tomb Raider game.

SAF13—We Internet

## PlayStation



## Army Men: Sarge's Heroes 2

## All Weapons and Infinite Ammo, and Invincibility



**All Weapons and Infinite Ammo:** Pause the game, then press  $\square$ , O, R1, L1. If you entered the code correctly, you'll hear a noise.

**Invincibility:** Pause the game, then press  $\square$ , O, L1, R1. If you entered the code correctly, you'll hear a noise.

**ARMY MEN**  
**SARGE'S HEROES 2**



**TOMB**  
**RAIDER**  
**CHRONICLES**





## Dreamcast

### Dave Mirra Freestyle BMX

Unlock All Bikes, Levels, and Styles



Note: The following codes may take a few tries to enter successfully.

**All Bikes:** At the main menu, choose "Proquest." At the bike-select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y. If you entered the code correctly, you'll hear a noise and all bikes will now be available for the rider you selected.

**All Levels:** At the main menu, choose "Proquest." At the level-select screen, press Up, Up Down, Down, Left, Right, Left, Y. If you entered the code correctly, you'll hear a noise and all levels will now be available.

**All Styles:** At the main menu, choose "Proquest." At the style-select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y. If you entered the code correctly, you'll hear a noise and all styles will now be available.

**Dave Mirra**  
freestyle  
**BMX**

**NFL**  
**GAME DAY**  
**2001**

98.9  
SPORTS

## PlayStation 2

### NFL GameDay 2001

Greats and Super Bowl Teams



At the Team Matchup screen, press  $\square$  to choose from the Greats teams. Press  $\square$  again to choose from past Super Bowl teams.

## PlayStation

### Looney Tunes Racing

Unlock Characters and Tracks



At the main menu, enter the following codes to unlock these characters and tracks. If you entered the code correctly, you'll hear a noise. Some tracks will not be available until you advance to the appropriate level.

**Duck Dodgers:** Press L2,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Select.

**Duck Dodgers Speedway Track:** Press  $\square$ , Left,  $\square$ ,  $\square$ , R2, Select.

**Evil Scientist:** Press  $\square$ ,  $\square$ , L2, R2,  $\Delta$ , Select.

**Foghorn Leghorn:** Press Right, Right, L2,  $\square$ ,  $\square$ , Select.

**Forest Speedway Track:** Press  $\Delta$ , R2, Left,  $\Delta$ , L1, Select.

**Garden Speedway Track:** Press R1, Right, Left, L1,  $\square$ , Select.

**Gand:** Press  $\square$ , L1, R1,  $\Delta$ ,  $\square$ , Select.

**Gazammer:** Press  $\square$ ,  $\square$ , R2, R1, Select.

**Gassie:** Press  $\square$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , L1, R1, Select.

**Hector:** Press  $\Delta$ , L2, L1,  $\Delta$ ,  $\square$ , Select.

**Pepe Le Pew:** Press Left, Right, R1,  $\square$ ,  $\square$ , Select.

**Planet X Speedway Track:** Press R1,  $\square$ ,  $\square$ , L1,  $\Delta$ , Select.

**Planet Y Track:** Press Right, Left,  $\Delta$ , L2, L1, Select.

**Rocky:** Press  $\Delta$ , Left, R2,  $\square$ ,  $\square$ , Select.

**Silverstar:** Press Left, Left, L1,  $\Delta$ ,  $\square$ , Select.

**Wackland Track:** Press L1,  $\square$ ,  $\square$ , R2,  $\Delta$ , Select.

**Yosemite Sam:** Press Left, Right, R2,  $\square$ ,  $\square$ , Select.

**SPORTS**  
**RACING**



## Nintendo 64

### Mickey's Speedway USA

Fast Start



At the beginning of the race, when the third red light glows, press A. If you timed it correctly, you'll beam rubber on your wheels and get a fast start.



PlayStation



## Ultimate Fighting Championship

## Unlock Secret Characters



At the main menu, select "Create Fighter" and choose "Create a new fighter." At the Name input screen, enter any of the following passwords as the fighter's first name to unlock these fighters. Enter anything as the fighter's last name. After entering the name, select "OK" and enter the remaining stats for the fighter as you wish. Select "No" when asked "Save this character?" Select "No" again when asked "Are you sure you want to end this mode?" You will automatically return to the main menu. Start a normal game. If you entered the code correctly, the unlocked character will now be available at the bottom of the fighter-selection screen.

Note: Passwords are case sensitive.

Card Gift:	5ml 1 e
Freestyle Fighter:	Putokk
John McCandy:	Bl 0,70,0,0
Karate Fighter:	Chop
Kung-fu Fighter:	Foong-Pu
Ninja Fighter:	Sanzke
Pro Wrestler:	Wack



To unlock the following fighters, follow the above steps, but enter anything as the fighter's first and last names, and enter the corresponding password as the fighter's hometown.

Note: Passwords are case sensitive.

Armadillo Wrestler:	5AV
Street Fighter:	STRKKT
Sumo Wrestler:	CIRCLE
Ufo Man:	OUTAD38

## Dreamcast

## Ready 2 Rumble Boxing: Round 2

## Unlock Outfits



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

J.R. Plunny in Skeleton Costume:	10/31/2001
Joy T as Baby New Year:	01/01/2001
Referee as Lucherman:	03/17/2001
Selene Strike as Christmas Elf:	12/25/2001

## Dreamcast

## Star Wars Demolition

## All Characters, Invincibility, and Low Gravity



At the main menu, choose "Options." At the Options screen, choose "Preferences." At the Preferences menu, **simultaneously press L and R** to open a password-entry line at the bottom of the screen. Enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear an explosion.

Note: A "\_" indicates a blank space.

All Characters:	MA770_810P
Invincibility:	RAISE_7000
Low Gravity:	LO_GRAV_08

# STAR WARS DEMOLITION



Nintendo 64



## Spider-Man

## Comic Collection, Webbing, and More



At the main menu, choose "Special." At the Special screen, choose "Cheats." Enter any of the following passwords to unlock those cheats. If you entered the code correctly, the name of the cheat will appear.

Note: A "-" designates a blank space.

All Slide Shows:	DRAG70RY
All Sound Menu:	L1STEN
Ben Reilly Costume:	DA_GLOW
Captain Universe Costume:	PNOCNOC
Character Viewer:	W051N0GM
Comic Collections:	CLTFRMALL
Comic Comic Covers:	COV_V81W
Invulnerable:	TURTLE
Level Select:	UNLVL1PFR
Peter Parker Costume:	81NTERMJ
Quick Change Costume:	QTATN00F
Scarlet Spider Costume:	SPID_INBD
Spider 3279 Costume:	SP7W03BN
Spider Unlimited Costume:	LIMITED_ID
Symbiote Spider Costume:	81N801TD
Unlock Everything:	TR1BLEVN
Webbing:	SP1CKY0TF

Nintendo 64



## WWF No Mercy

## Unlock Wrestlers



**Wrestle as Debra:** At the SuperStar Select screen, highlight "Terri" and press right-C or left-C. Debra should appear in place of Terri.

**Wrestle as Fenak:** At the SuperStar Select screen, highlight "Tanka Michinoku" and press right-C or left-C. Fenak should appear in place of Tanka Michinoku.

**Wrestle as Goodfather:** At the SuperStar Select screen, highlight "Goodfather" and press right-C or left-C. The Goodfather should appear in place of Goodfather.

**Wrestle as Jacqueline:** At the SuperStar Select screen, highlight "Jory" and press right-C or left-C. Jacqueline should appear in place of Jory.



PlayStation



## Army Men: Air Attack 2

## Unlock All Levels



At the main menu, choose "Continue Game," then select "Password." At the Password Menu, press  $\Delta$ ,  $\square$ ,  $\times$ , Right, Right,  $\square$ ,  $\square$ , Down, Start. If you entered the code correctly, you'll automatically proceed to the next screen. Choose "Single Player" or "Cooperative," then press Left or Right at the mission-select screen to choose any mission.

# GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

## GAMEPRO RATINGS REVIEW

Dear GamePros,

Every video game system boasts a fleet of topflight games that push its capabilities to the max. Gran Turismo 3, featured on the cover of this issue of GamePro, is a sharp-looking driving game that's on track to be a sour de force for the PlayStation 2. GT3 is rated Everyone by the ESRB (Entertainment Software Rating Board), which just goes to show that there are some awesome games being made that are suitable for everyone. By following the ESRB rating system (and reading GamePro or logging on to GamePro.com), you can avoid exposure to unacceptable video game content. Be a smart consumer and a knowledgeable gamer. The ESRB ratings are there to help you, your friends, and your family enjoy games. Do a little homework—amazing entertainment experiences like Gran Turismo 3 are waiting for you just around the corner.

Sincerely,



Wes Nihil, Editor-in-Chief  
GamePro magazine

## ESRB RATINGS REVIEW

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



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



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



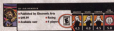
Games rated **EVERYONE** are fine for ages six and up. They may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



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

## WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help



readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

## MARCH 2001

Below is a list of games reviewed in the March issue of GamePro along with each game's ESRB rating:

American McGee's Alice .....	M
Evil Dead: Hell to the King .....	M
Fear Effect 2: Retro Hell .....	M
Ghosts 'n' Goblins .....	M
Hitman: Codename 47 .....	M
Project I'm Going In .....	M
Red Faction .....	M
The Typing of the Dead .....	M
Grandia II .....	T
Persona 2: Eternal Punishment .....	T
Project Justice .....	T
Dave Mirra Freestyle BMX .....	E
Driving Emotion Type-S .....	E
Ducati World Racing Challenge .....	E
ESPN NBA 2K1 .....	E
Gran Turismo 3 .....	E
Mario Tennis .....	E
NBA Live 2001 .....	E
NCAA Final Fear 2001 .....	E
NCAA GameBreaker 2001 .....	E
Paper Mario .....	E
Pokémon Puzzle Challenge .....	E
Rayman 2 Revolution .....	E
Razor Freestyle Scooter .....	E
RC Revenge Pro .....	E
Theme Park Roller Coaster .....	E
Kenji Master of Bushido .....	RP
<b>M=</b> Mature, <b>T=</b> Teen, <b>E=</b> Everyone, <b>RP=</b> Rating Pending	

Note: Ratings on reviewed games are subject to change without notice.

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2001

MARCH

**PlayStation 2**

1. NBA Live 2001
2. SSX
3. Ridge Racer V
4. NCAA Football 2001
5. NFL GameDay 2001

**PlayStation**

1. Driver 2
2. Tony Hawk's Pro Skater 2
3. WWF SmackDown 2: Know Your Role
4. 007 Racing
5. Spider-Man

**Nintendo 64**

1. The World Is Not Enough
2. Paper Mario
3. WWF No Mercy
4. Banjo-Tooie
5. Indiana Jones and the Infernal Machine

**Dreamcast**

1. Crazy Taxi
2. Tony Hawk's Pro Skater 2
3. Shrek2
4. NBA 2K1
5. World Series Baseball 2K1

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**Retro Helix!**

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