

RESIDENT EVIL
CODE VERONICA

Supernatural Filter 2



The Gamers' Choice!
Over 500,000
Copies Sold Each Month!

GAMEPRO

ISSUE
138

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

Do You Smell What
The Rock Is Cookin'?

SMACK!
D O W N



PC GAMEPRO
• Planescape: Torment
• Shadow Watch

OVER
65
GAMES!

- Road Rash Jailbreak
- Crazy Taxi
- Ridge Racer 64
- Front Mission 3
- Need for Speed: Porsche Unleashed

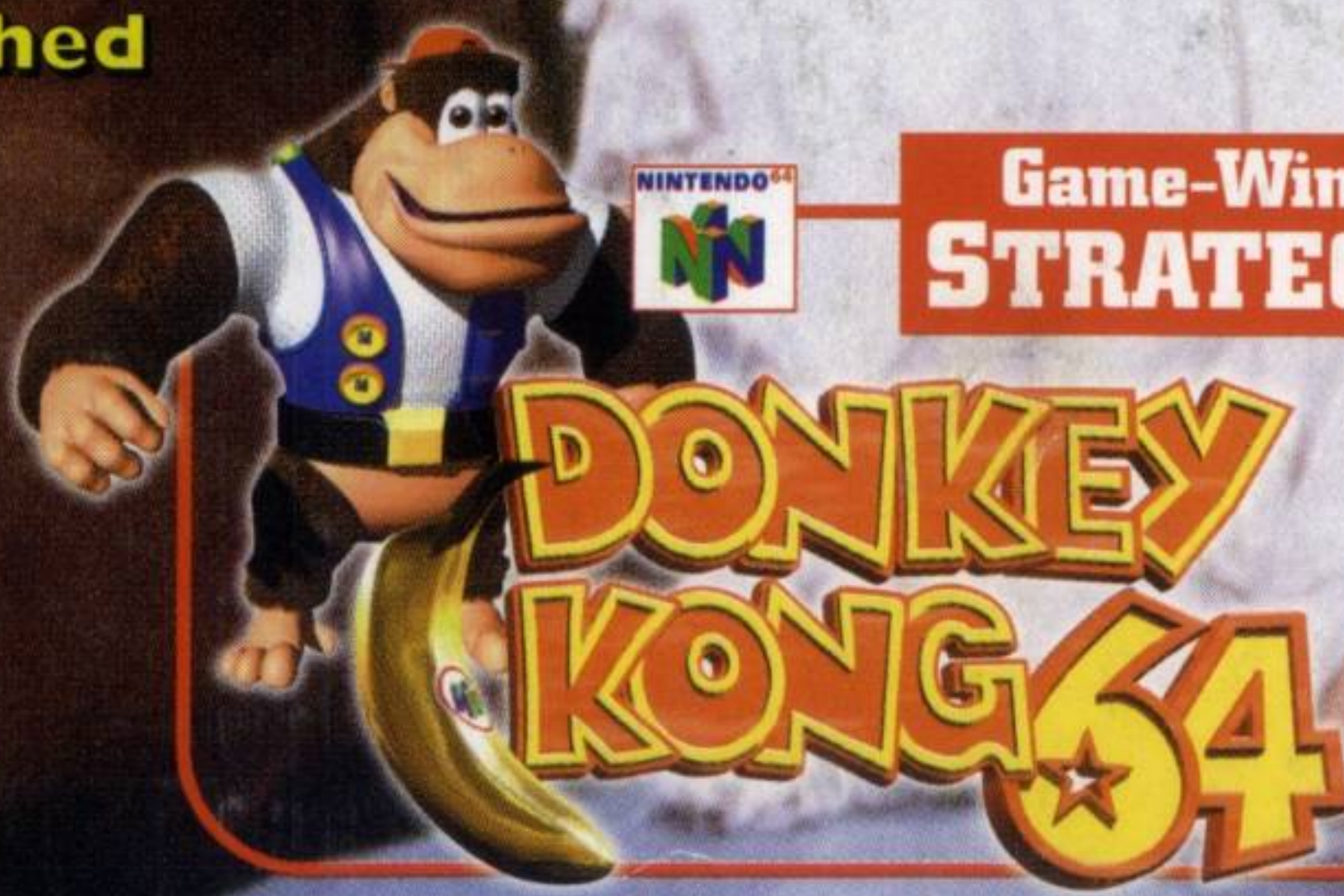


Baseball Spring Training Special

- All-Star Baseball 2001
- Triple Play 2001
- MLB 2001 *and MORE!*



Game-Winning
STRATEGIES!



PlayStation • Nintendo 64 • Dreamcast • Game Boy • PlayStation 2 • PC • Online

www.gameproworld.com
An IDG Communications Publication

March 2000

\$4.99 Canada \$6.50



0 74470 65945 7



[02]

[02]

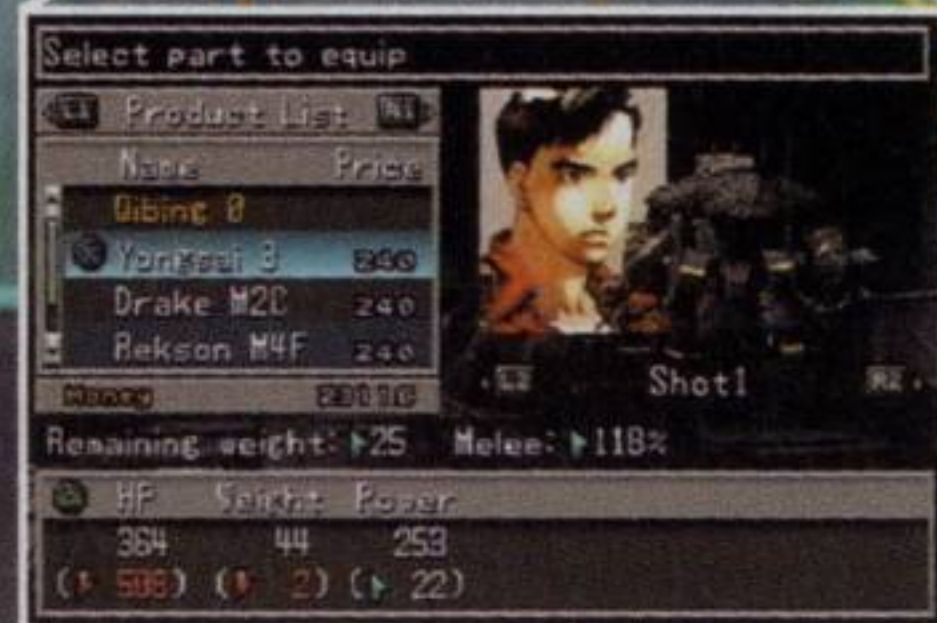
[100]



Over 150 hours of intense strategy and combat with two intersecting storyline scenarios



Rotate the detailed, fully 3D environments to determine the best strategic moves and attacks



Upgrade your robot's weapons, computer, moves, and more - or simply capture and use a new one



Position your fighting machines carefully, then do battle with an arsenal of ranged and melee weapons



front mission 3™

A HEAVY-DUTY STRATEGY EXPERIENCE



TEEN
ANIMATED VIOLENCE
Visit www.esrb.org or call 1-800-771-3772 for rating information.

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. FRONT MISSION 3 is a trademark of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

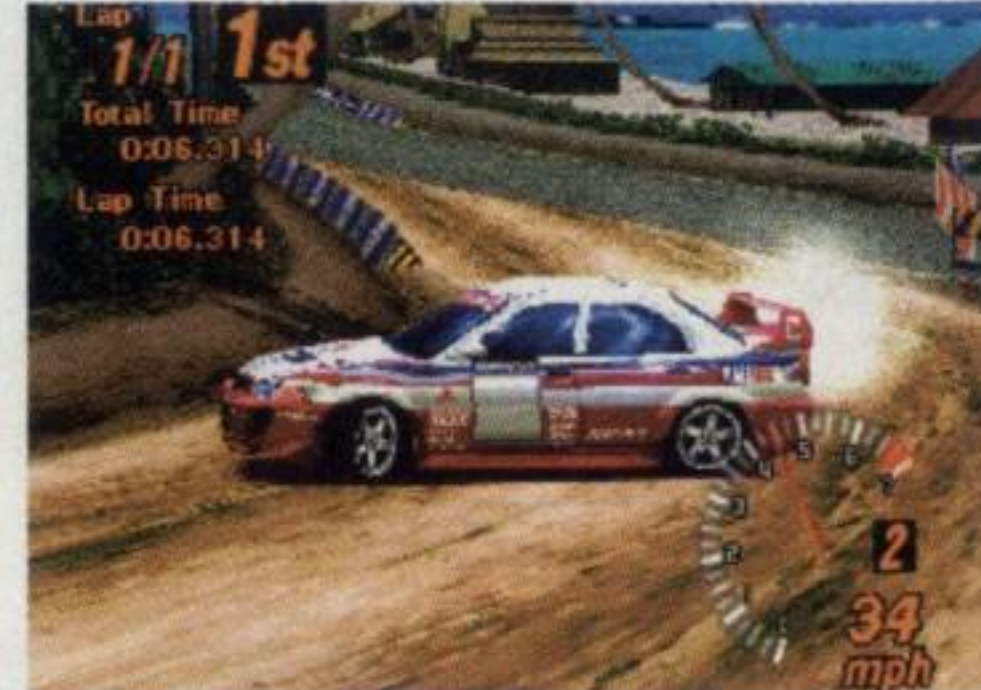




You barrel out of the fourth turn doing 240 or

www.playstation.com

It's racing for those with a devilish appetite for speed, precision and 150-mph hairpin turns. You're competing in the most sophisticated and realistic racing experience ever conceived. There are over 500 of the world's fastest cars, including the meanest American muscle cars and the sleekest European driving machines. Each is built according to exact specifications and can be customized to no end. It's enough to make the adrenaline



Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

ALFA ROMEO
ASTON MARTIN
AUDI
BMW
CHEVROLET
CITROEN
DAIHATSU
DODGE
FIAT
FORD
HONDA
JAGUAR
LANCIA
LISTER
LOTUS
MAZDA
MERCEDES-BENZ
MG
MINI
MITSUBISHI
NISSAN
OPEL
PEUGEOT
PLYMOUTH
RENAULT
RUF
SHELBY
SUBARU
SUZUKI
TOYOTA
TVR
VECTOR
VENTURI
VOLKSWAGEN

you test the wall. Either way, it's heaven.

in your brain kick into high gear. Your challenge: master the nuances of 20 insanely detailed tracks. Take on the powerful Arcade Mode with power slides, burnouts, jumps and excessive speeds. Or for the real fanatic, delve into the deepest Simulation Mode around. There's even rally racing if you're up to it. And remember, in head-to-head racing, there are no friends, just innocent bystanders getting between you and the checkered flag.





Draconus, Cult of the Wyrn © 1999 by Treyarch Invention. Portions © 1999 Interplay Productions. All Rights Reserved. Draconus, Cult of the Wyrn, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All Rights Reserved. Crave Entertainment is a trademark in the U.S. © 1999 Crave Entertainment, Inc. Sega Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are property of their respective owners.

DRACONUS™

CULT OF THE WYRM

“...VICIOUSLY ENTERTAINING BLEND OF FANTASY AND ACTION...”

- OFFICIAL DREAMCAST MAGAZINE

“...THE SLASHER THAT DIE-HARD ACTION GAMERS CRAVE...”

-IGN DREAMCAST.COM

“A GREAT LOOKING SWORD AND SORCERY EPIC WITH
A DEEP COMBAT SYSTEM AND A STRONG RPG FLAVOR...”

-NEXTGEN

15 LEVELS FEATURING DYNAMIC LIGHTING
AND SMOOTHLY INTEGRATED INDOOR AND
OUTDOOR LOCATIONS.

OVER 30 FIERCE ENEMIES INCLUDING INCREDIBLY
DETAILED ARCHENEMIES LIKE THE INSECT QUEEN
AND DRAGON LORD.

PLAY AS A WARRIOR OR SORCERESS AND TAKE
ADVANTAGE OF THEIR UNIQUE ABILITIES.

22 SPELLS, EACH WITH DRAMATIC EFFECTS.

Sega © Dreamcast



We know what you
CRAVE+
ENTERTAINMENT
WWW.CRAVEGAMES.COM



BETRAYAL



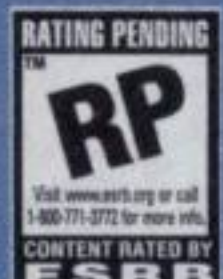
HEARTACHE



TREACHERY



DECEIT



World Wrestling Federation®

©2000 World Wrestling Federation Entertainment, Inc. World Wrestling Federation, its logo, and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc. ©2000 THQ/Jakks Pacific LLC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. THQ and the THQ logo are trademarks of THQ Inc. All trademarks are property of their respective owners. All rights reserved.



4-Player Action



Huge Backstage Area



SMACKDOWN

THEY DON'T FORGIVE.
AND THEY DON'T FORGET.

Lay the SmackDown!

on your enemies with your own created jabroni or as one of the WWF's top Superstars.

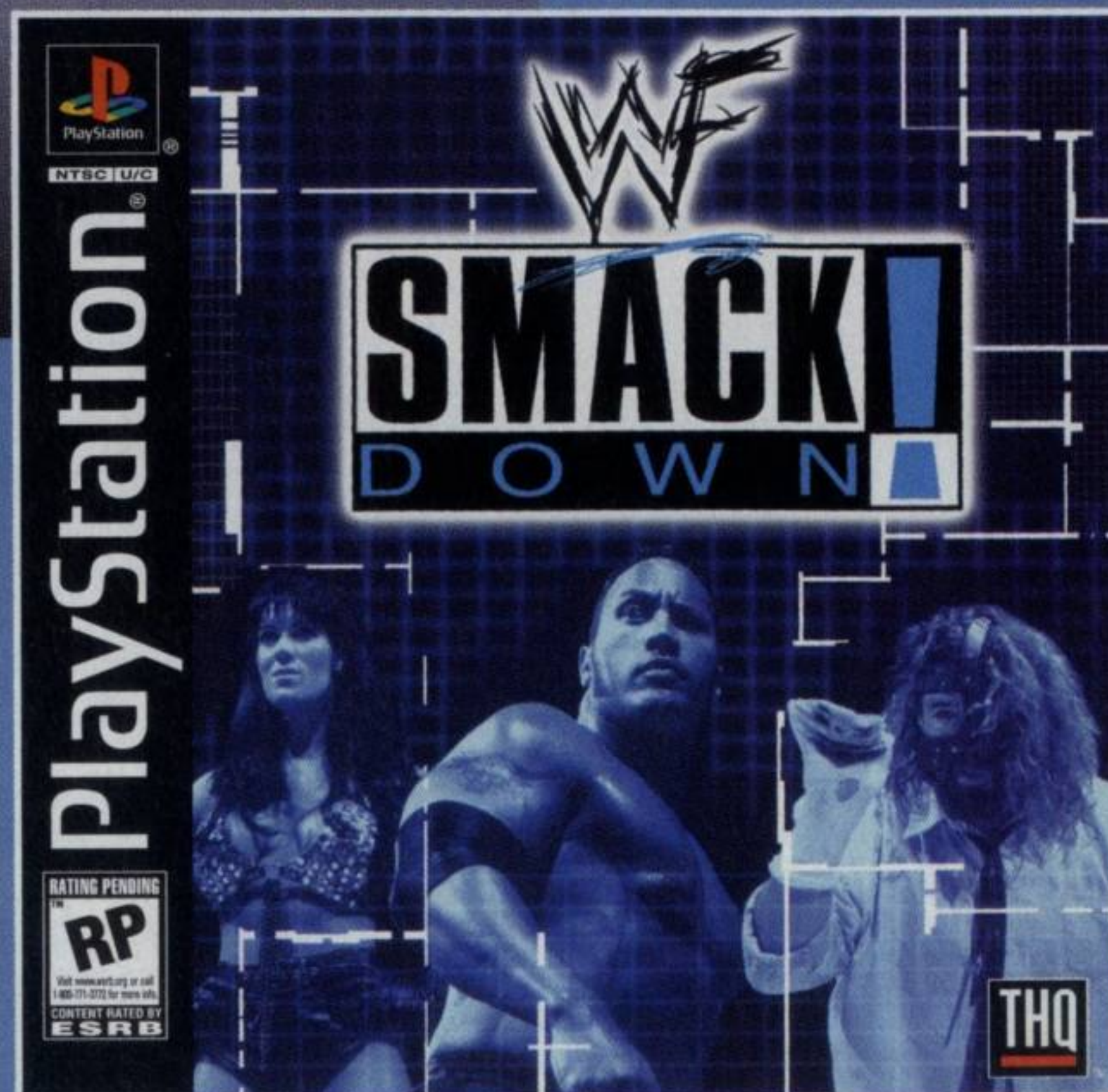
Make friends then break them as you roam backstage from the boiler room to the kitchen.

Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.

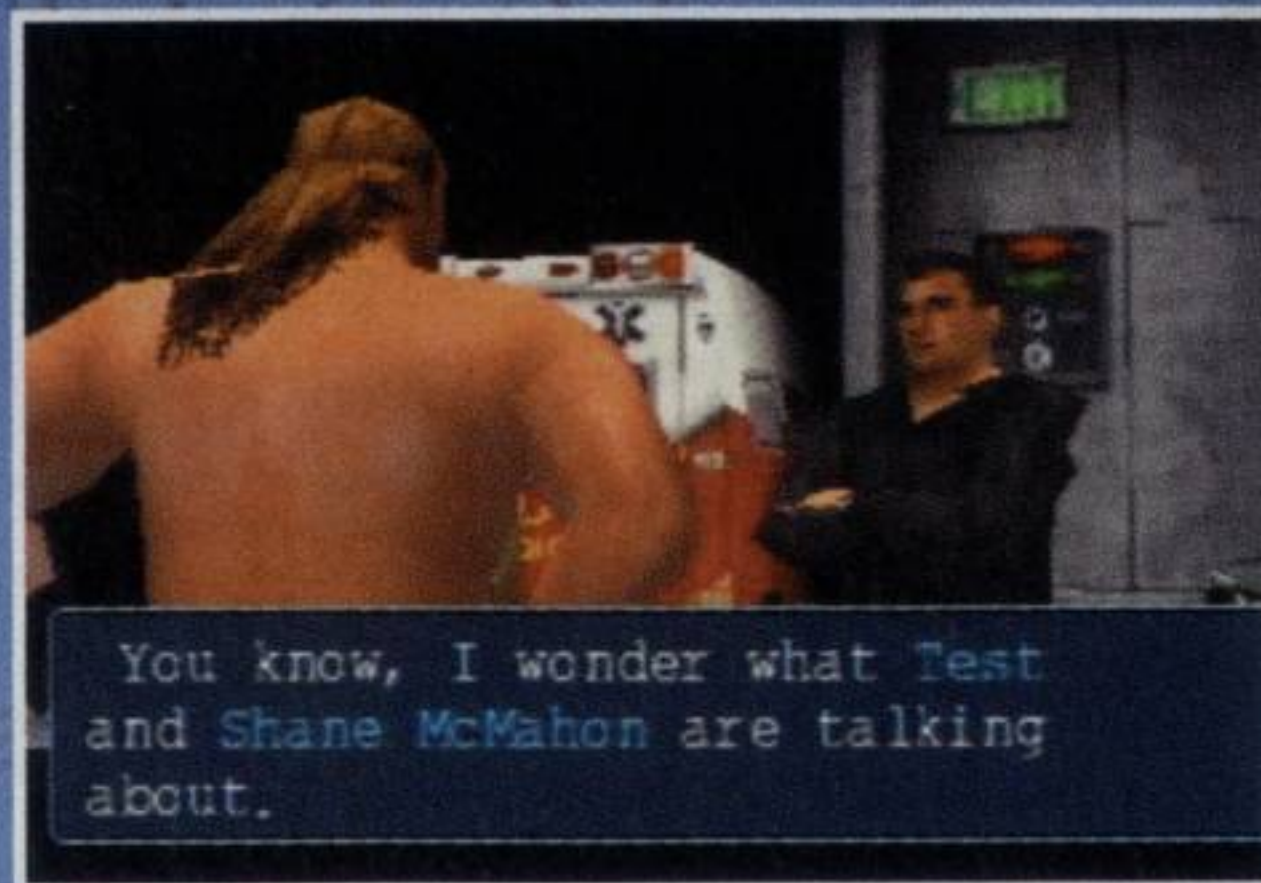
Just remember that backstage politics can work against you - don't let The Rock™ run-ins, well-placed metal chairs, and McMahon appointed guest referees get you in the end.



www.thq.com/wwf



Special Guest Referee



You know, I wonder what Test and Shane McMahon are talking about.

Backstage Politics

MARBLE MADNESS™

Available Now!



Marble Madness © 1984 Atari Games Corporation. All Rights Reserved. Marble Madness™ is a trademark of Atari Games Corporation. Midway® is a trademark of Midway Games Inc. Used by permission. All rights reserved. Distributed by Midway Home Entertainment Inc. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Color and the Official Seal are Registered Trademarks of Nintendo of America Inc. ©1989,1998 Nintendo of America Inc.



GAMEPRO®

The World's Largest Multiplatform Gaming Magazine

<i>Publisher</i>	John F. Rousseau
<i>Editor-in-Chief</i>	Wes Nihei
<i>Director of Editorial and Creative Services</i>	Francis Mao
<i>Managing Editor</i>	Kathy Skaggs
<i>Associate Managing Editor</i>	Jonathan W. Rinzler
<i>Senior Editors</i>	Mike Weigand Paul Curthoys
<i>Senior Associate Editor</i>	Dan Amrich
<i>Associate Editor</i>	Danny W. Lam
<i>Assistant Editors</i>	Lindsay Young Jake Blackford
<i>Copy Editor</i>	Jennifer Cotton
<i>Editorial Intern</i>	Joma Briones
<i>Contributing Writer</i>	Hugh Sterbakov
<i>Overseas Correspondent</i>	Paul Hansen
<i>Art Director</i>	Melissa Mecca
<i>Designers</i>	Katrin Auch Cathy Sangalang
<i>Design Intern</i>	Elaine Manglicmot
<i>Senior Production Manager</i>	Shelly Reimer
<i>Assistant Production Manager</i>	Michele Thomas
<i>Production Coordinator</i>	Rogelio A. Valdez
<i>Advertising Coordinator</i>	Nathan Don

GAMEPRO WORLD .COM

<i>Director, Product Development</i>	Marcale Wallace
<i>Executive Editor, GamePro.com</i>	Lawrence Neves
<i>Associate Editor, GamePro.com</i>	Justin Lambros
<i>Assistant Editor, GamePro.com</i>	James Turner
<i>Executive Editor, GamePro Entertainment</i>	Denise MacLaughlin
<i>Senior Editor, GamePro Entertainment</i>	Gerard Choucroun
<i>PC GamePro Channel Manager</i>	Jason Samuel
<i>Art Director</i>	Bruce Gardner
<i>Product Manager</i>	Craig Eastman
<i>Assistant Producers</i>	Julie Ramirez Chris Patterson



<i>President and CEO</i>	John F. Rousseau
<i>Executive Assistant to the President</i>	Kristin A. Shackelford
<i>Vice President</i>	Wes Nihei
<i>Vice President, Creative Services</i>	Francis Mao
<i>Chief Financial Officer</i>	Brian F. Sours
<i>Accounting Manager</i>	Jeff Spitzer
<i>Manufacturing Director</i>	Herb Linden
<i>Circulation Director</i>	William J. Hooven
<i>Circulation Operations Manager</i>	Natale Russo
<i>Customer Service Coordinator</i>	Brian Wright
<i>Director of Marketing Communications</i>	Simon Tonner
<i>Marketing Specialist</i>	Sherry Pedrin
<i>Desktop Support Specialist</i>	Chris Sipe
<i>Senior Human Resources Representative</i>	Tracy Nemiro
<i>Human Resources Assistant</i>	Lisa Browne
<i>Receptionist</i>	Marilyn Mullins
<i>Founder, GamePro magazine</i>	Patrick J. Ferrell

Entire contents copyright 2000 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® and NETPRO® names and logos are registered trademarks of IDG Communications, Inc. Nintendo 64, Super Nintendo, Nintendo, Virtual Boy, and Game Boy are Registered Trademarks of Nintendo of America, Inc. Dreamcast, Sega Saturn, 32X, Genesis, Sega CD, and Game Gear are Registered Trademarks of Sega of America, Inc. Sony PlayStation is a Registered Trademark of Sony Computer Entertainment of America. 3DO is a Registered Trademark of The 3DO Company. Atari Jaguar is a Registered Trademark of Atari Corp. Neo-Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80322-5527, or call: (303) 604-1465



GAMEPRO SUPERSTORE .COM

Buy and reserve all the video game hits!

GAMEPRO AUCTION .COM

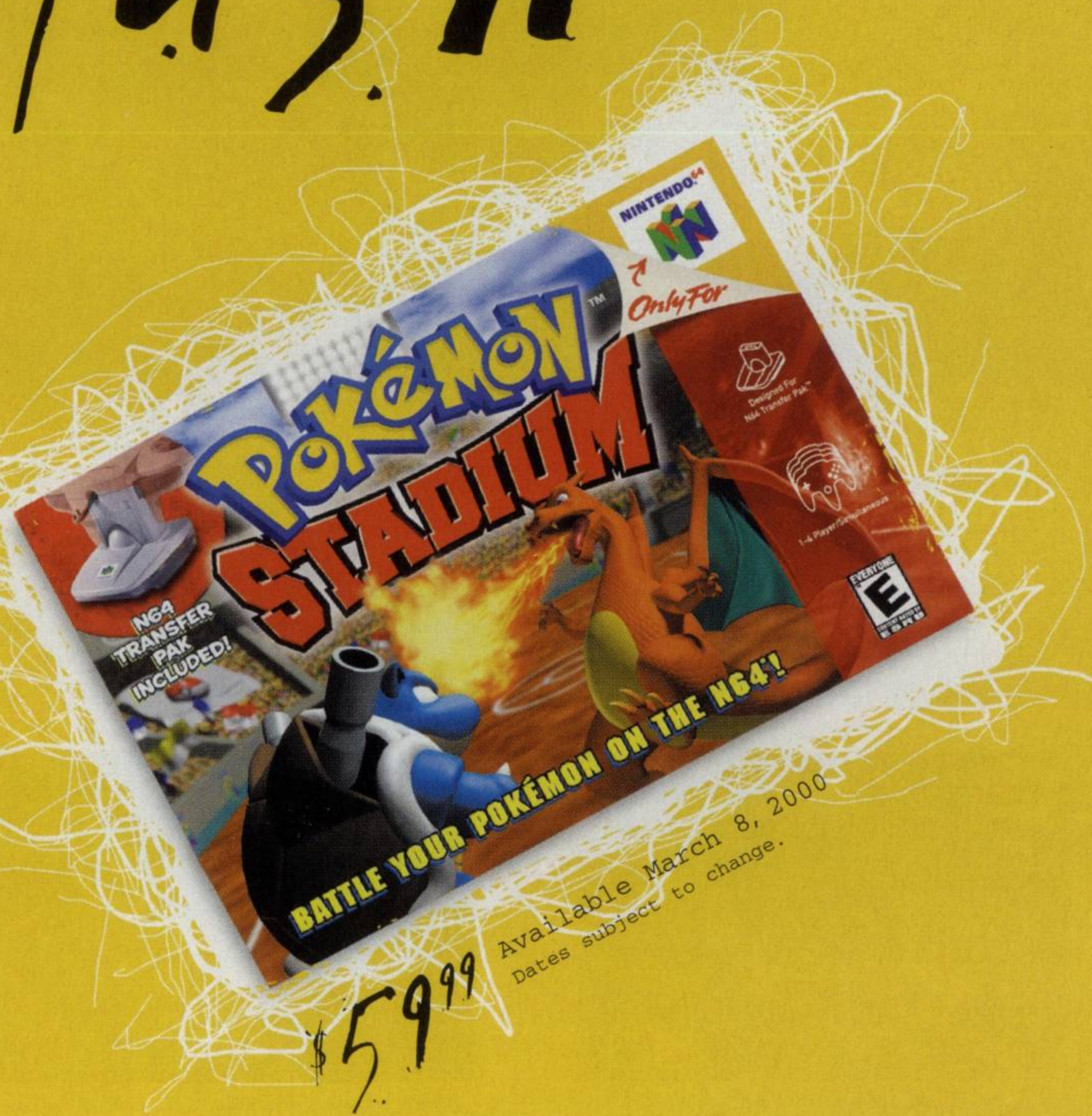
Turn your old games into new games!

Go where the PROS go for all their gaming needs!

www.gameprosuperstore.com

GameProSuperStore.com is an exclusive license of GamePro magazine by Entertainment Brands, LLC.

Do the Monster Mash.



Get into the game
TARGET

\$59.99

Available March 8, 2000
Dates subject to change.



From Contraïl, the
Producers of *Alundra*™,
Wild Arms™ and *Legend
Of Legaia*™.



Fight 10 mega-bosses on land, sea and air
in real-time action-RPG battles.



Swim, climb, and battle to solve hundreds of
action-based puzzles.



Unlock 10 mini-games to test your skill
and increase your stats.



Alundra 2 © 2000 Sony Computer Entertainment Inc. Alundra is a trademark of Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks or trade names are the properties of their respective owners.

Evil fears no man.

It fears a boy.

You are Flint,
a renegade swordsman
on a quest to free a kingdom
from the grip of a sinister
ruler. Through a land
of hidden danger you
wield your weapon,
navigating an intricate
story wrought with bizarre
characters, brain-twisting
puzzles and wild games.
Beware! An even greater
evil is about to be
revealed...

"A must-have game for action-RPG fans." — IGN.com



Journey through an immersive and interactive
3-D world.

Wield the sword. Solve the puzzles. Live the journey.

AIUNDRA™ 2

A New Legend Begins

ACTIVISION.

www.activision.com

Mummies. The Undead. Ancient Curses.
What's a nice girl to do?

TOMB RAIDER THE LAST REVELATION[®]

Meet Lara Croft.

Beauty, brains and brawn
of Tomb Raider: The Last Revelation.

Out to save the world from
a deadly curse, you can bet
it won't be with her good looks.



Sega © Dreamcast™

Coming soon
to the
Sega Dreamcast™



EIDOS, EIDOS INTERACTIVE, the EIDOS INTERACTIVE LOGO, and TOMB RAIDER are all registered trademarks of Eidos Interactive, Inc. ©1999 Eidos Interactive, Inc. Lara Croft, Core and the Core logo are all trademarks of Core Design Limited. ©1999 Core Design Limited. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

EIDOS
INTERACTIVE

tomraider.com

FEATURES

46 **The Smack Attack!** (PlayStation)

Is WWF Smackdown destined to become the People's Wrestling Game? Here's the lowdown on the hottest game about the hottest spor...uh, entertainment in America!



SMACKDOWN

50 **GamePro's 9th Annual Readers' Choice Awards**

It's time for you to do your duty, GamePros. Cast your votes for the best games of 1999, and let your voices be heard!



PROSTRATEGY SECTION

PROSTRATEGY GUIDE

126 Donkey Kong 64, Part 1 (Nintendo 64)
When you're dealing with a gang of gorillas and monkeys, you're gonna need a lot of bananas! Here's how to find many of the Golden ones in this massive game.



THE FIGHTER'S EDGE

136 Wu-Tang: Shaolin Style (PlayStation)
Everybody is kung-fu fightin', so you might as well join the fray with all the moves of some hidden Tang characters.



S.W.A.T. PRO

144 All's fair in war, so here are some cool cheats for Medal of Honor. Also, passwords, codes, tips, and tricks for Twisted Metal 4, Tony Hawk's Pro Skater, Rainbow Six, and more!



MLB 2001

Every game is like game 7.

MARCH 2000



WWW.989SPORTS.COM

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. www.majorleaguebaseball.com Official Licensee - Major League Baseball Players Association. © MLBPA. www.bigleaguers.com 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Sports. © 2000 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

SNEAK PREVIEWS & PROREVIEWS

64 Sneak Previews

Resident Evil: Code Veronica, Syphon Filter 2, Need for Speed: Porsche Unleashed, and more!

86



PlayStation
ProReviews

98



Nintendo 64
ProReviews

102



Dreamcast
ProReviews



PC GAMEPRO

54

Here's why you should enter the dark world of Planescape: Torment—and then look into the mysteries and intrigue of Rune and Shadow Watch.



Rune! Page 56.

HOT AT THE ARCADES

62

Will Midway's Offroad Thunder strike arcades across America with life-giving lightning?! Read the Major's preview to find out.



Offroad Thunder! Page 62.

SPORTS PAGES

108

No, it's not a homage to Stanley Kubrick—it's our annual baseball roundup with All-Star Baseball 2001, Triple Play 2001, MLB 2001, and Fox Sports MLB 2001—and more!



Triple Play 2001! Page 109.

ROLE-PLAYER'S REALM

120

First, a little Romance of the Three Kingdoms VI and Elemental Gimmick Gear; then, brief encounters with Alundra 2, Front Mission 3, Deception III: Dark Delusion, and others!



Alundra 2! Page 123.

DEPARTMENTS

24 Editor's Letter

Video game wrestling, anyone?

24 Head2Head

Thoughtful prose from mindful gamers. (Just kidding.)

26 Art Attack

Another onslaught of dynamic reader art!

28 Buyers Beware

Toy Story 2 pulls a no-no.

34 ProNews

Brazil says bye-bye to violent games.

38 NETPRO

Run and gun with Spellbinder.

40 The Cutting Edge

Aerosmith runs the arcades.

150 ESRB Ratings Page

► Join an arcade band! Page 40.



Game Finder

4 Wheel Thunder	78
All-Star Baseball 2001	108
Alundra 2	123
Armorines: Project S.W.A.R.M.	144
Army Men: Air Attack	146
Colony Wars: Red Sun	70
Crazy Taxi	68
Deception III: Dark Delusion	125
Donkey Kong 64	126
Draconus: Cult of the Wyrms	76
ECW Hardcore Revolution	74
Elemental Gimmick Gear	122
ESPN Baseball Tonight	110
Fox Sports MLB 2001	110
Front Mission 3	124
Gran Turismo 2	86
High Heat Baseball 2001	110
Hot Shots Golf 2	115
Jackie Chan Stuntmaster	91
JoJo's Bizarre Adventure	93
Killer Loop	149
Mario Party 2	98
Marvel vs. Capcom	88
MDK 2	69
Medal of Honor	144
The Misadventures of Tron Bonne	92
Mission: Impossible	145
MLB 2001	110
NASCAR Rumble	115
NBA Courtside 2: Featuring Kobe Bryant	147, 148
NBA ShootOut 2000	112
NBA Showtime: NBA on NBC	148
Need for Speed: Porsche Unleashed	66
Offroad Thunder	62
Ogre Battle 64: Person of Lordly Caliber	125
Planescape: Torment	54
Plasma Sword	102
Pong	149
Quest for Fame	40
RC Stunt Copter	146
Resident Evil: Code Veronica	64
Re-Volt (Dreamcast)	102
Re-Volt (N64)	146
Ridge Racer 64	100
Road Rash Jailbreak	90
Rock the Rink	114
Rollcage Stage II	76
Romance of the Three Kingdoms VI	120
Rune	56
Shadow Watch	56
Slave Zero	148
Spellbinder: The Nexus Conflict	38
Star Wars Episode I: The Phantom Menace	145
Street Fighter III: Double Impact	73
Street Fighter EX2 Plus	74
Street Sk8er 2	78
Syphon Filter 2	65
Tomb Raider: The Last Revelation	147
Tom Clancy's Rainbow Six	146
Tony Hawk's Pro Skater (N64)	81
Tony Hawk's Pro Skater (PlayStation)	145
Triple Play 2001	109
Twisted Metal 4	145
Vigilante 8: 2nd Offense	149
Wild Metal	70
Wu-Tang: Shaolin Style	136
WWF Smackdown	46



Tangy. Fruity. Chewy.



It's a kick in the mouth.

6F Lv 5 HP 45/58 96%



CUSTOMIZE WEAPONS & ARMOR



MEET MONSTERS

21F Lv 19 HP 190/110 37%



CAST MAGIC



ENCOUNTER ALLIES



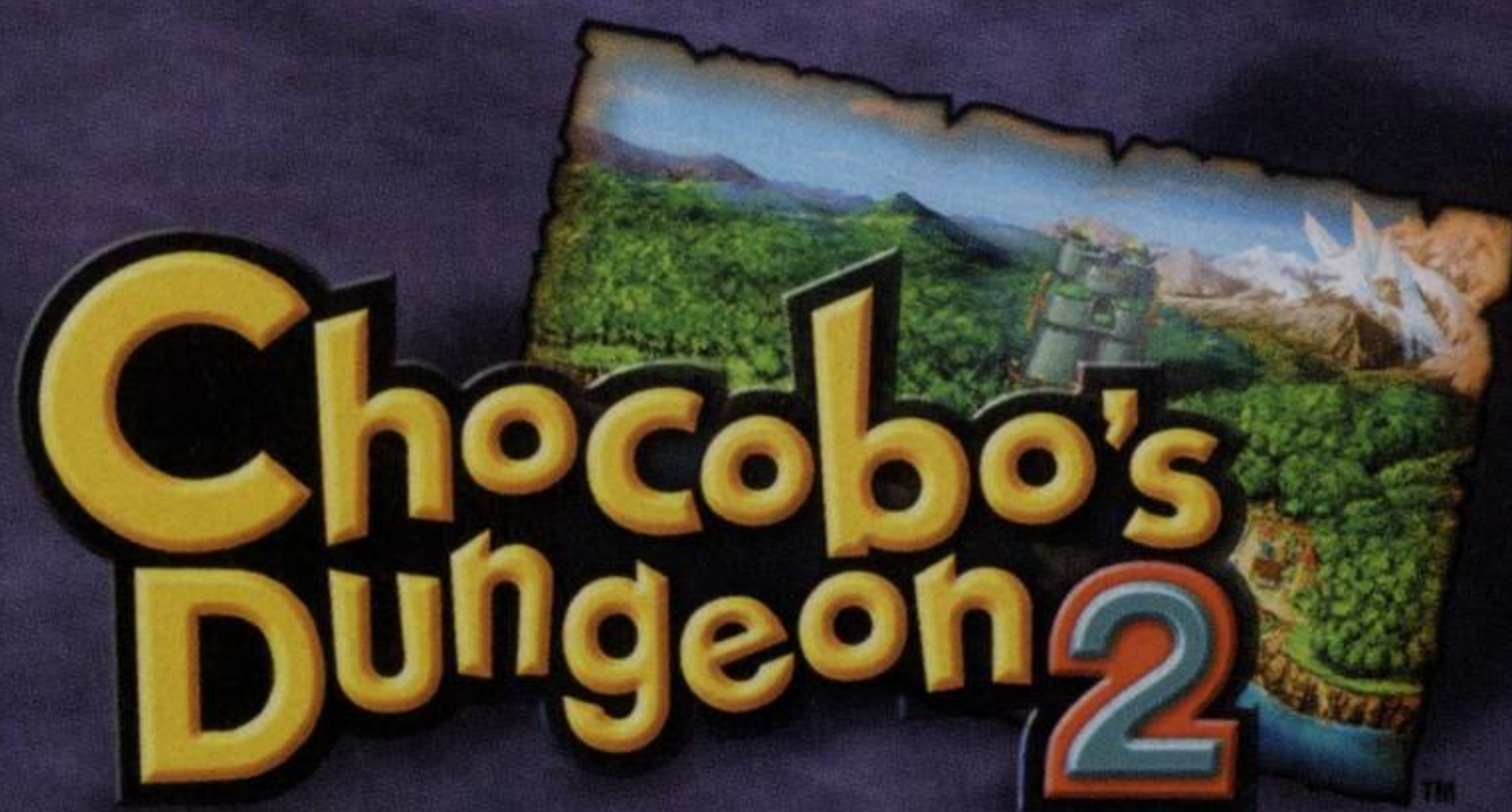
GET LOST

in this amazing new adventure starring FINAL FANTASY'S
Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons
which randomly change each time you enter them.

Challenge dangerous monsters.
Discover your companion's secrets.
Recover untold magical treasures.

You may never see daylight again.



EVERYONE
MILD ANIMATED VIOLENCE
Visit www.esrb.org or call 1-800-771-3772
for rating information.

SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

© 1998, 2000 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARE SOFT, and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Chocobo's Dungeon is a trademark of Square Co., Ltd. U.S. Patent No. 5390937, 5649862. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.





HANDPLANT...



TO 900...

Skate as Tony Hawk and nine other top pros in fully skateable, real-world locales.

Pull off hundreds of on-the-fly trick and stunt combinations, including moves like grinds and kick-flips.

Take on various two-player, split-screen modes or go pro in single-player "career" mode.



"...the best skateboarding game ever."

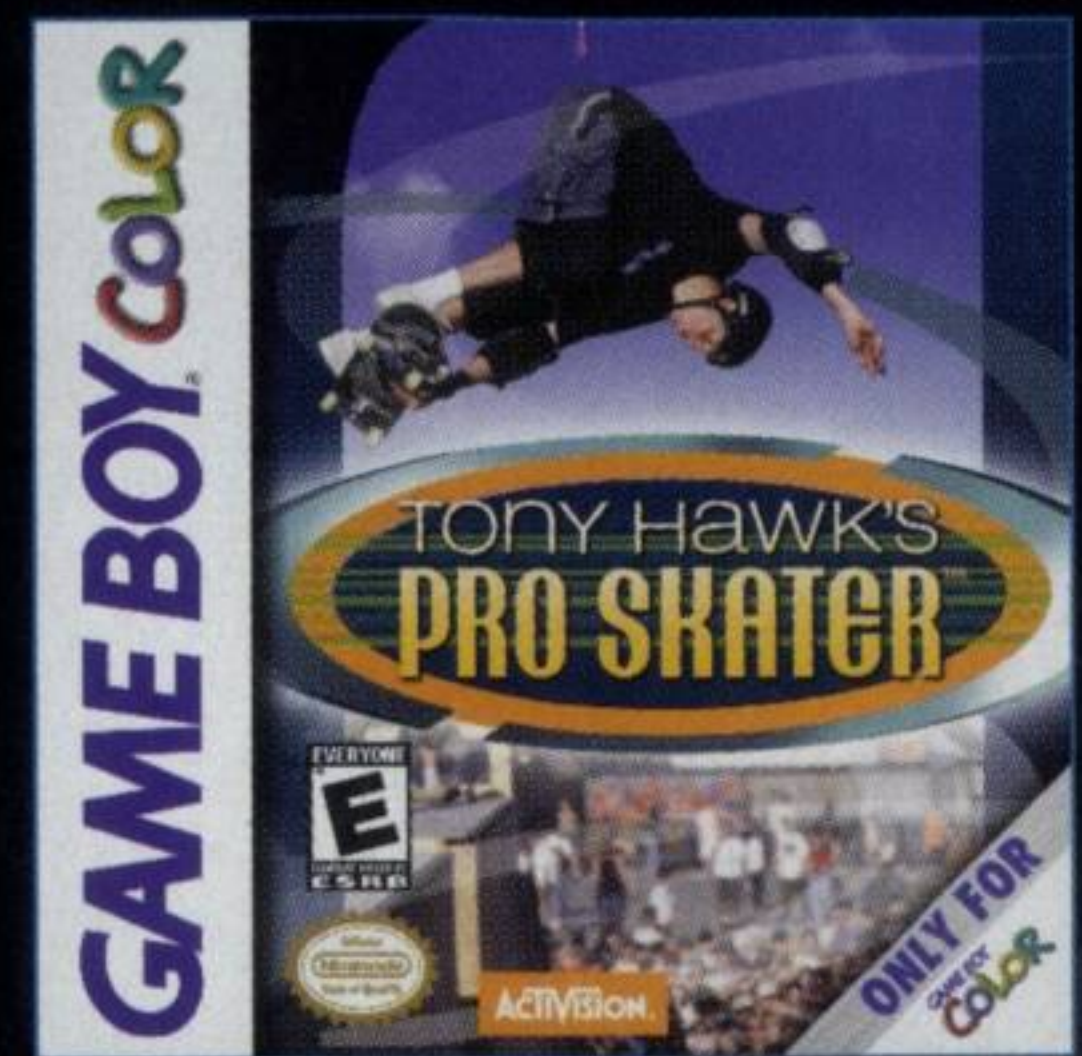
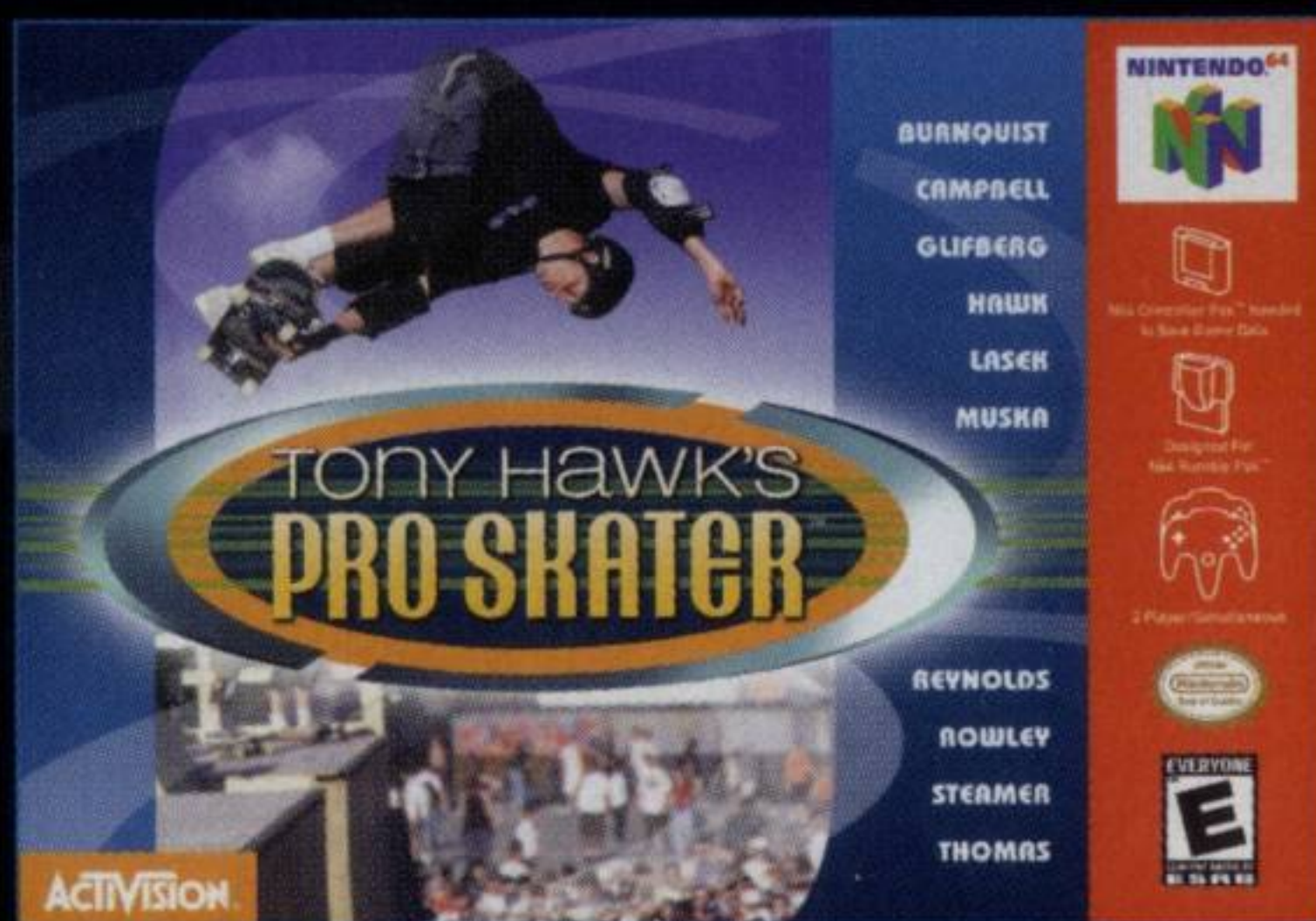
GamePro



TO NINTENDO® 64 AND GAME BOY® COLOR



www.activision.com



NEED FOR SPEED™

PORSCHE UNLEASHED

Flight 911



For your safety

In preparation for takeoff, securely fasten your racing harness. You are flying in the Porsche® 911® turbo—capable of launching from 0 to 60 in 4.3 seconds and cruising at speeds in excess of 170 mph. Please remember, smoking the tires through 360s and four-wheel drifts is strictly encouraged. We know you have a choice when it comes to your adrenaline needs—thank you for choosing Need for Speed.

Sicherheitshinweise

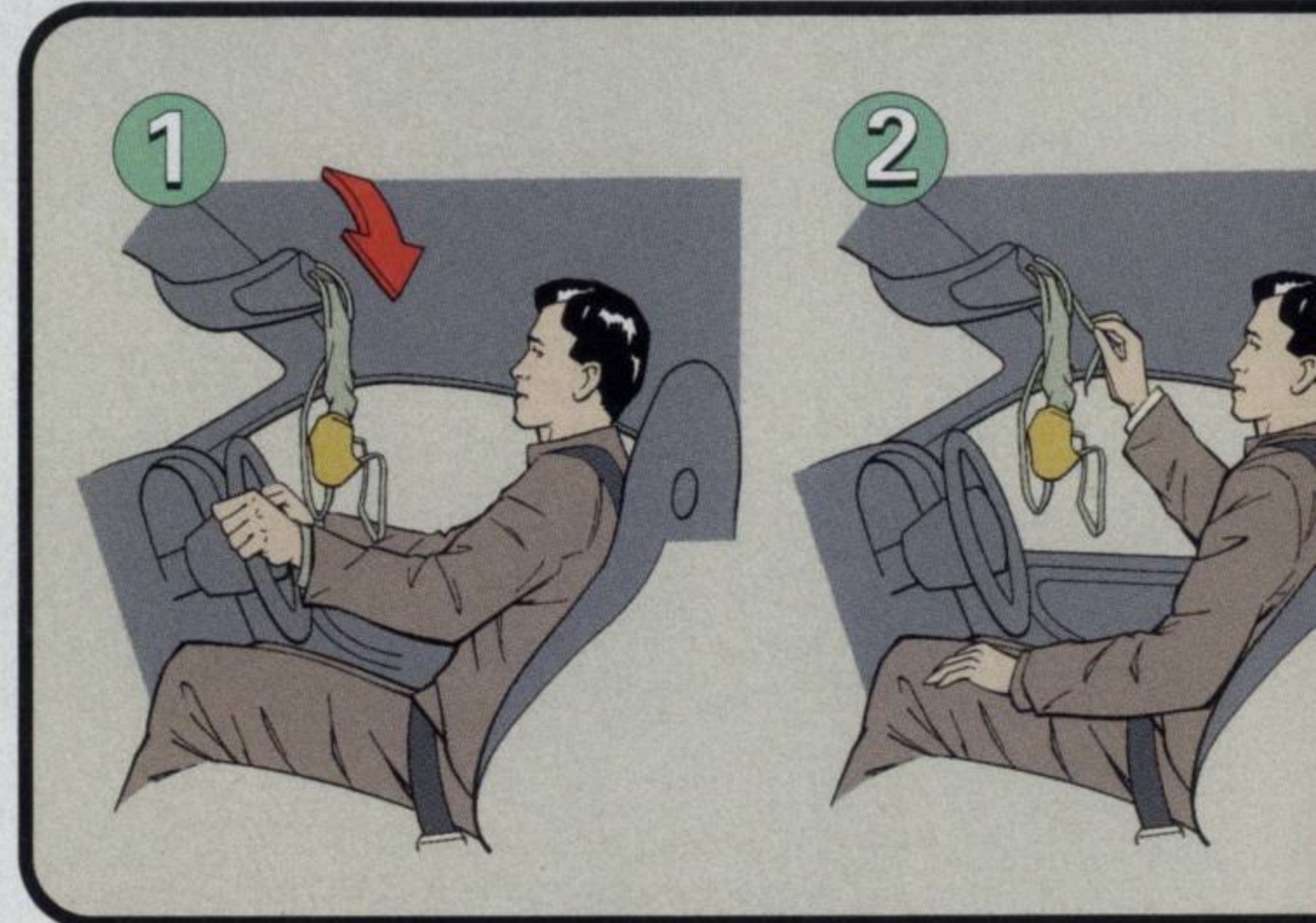
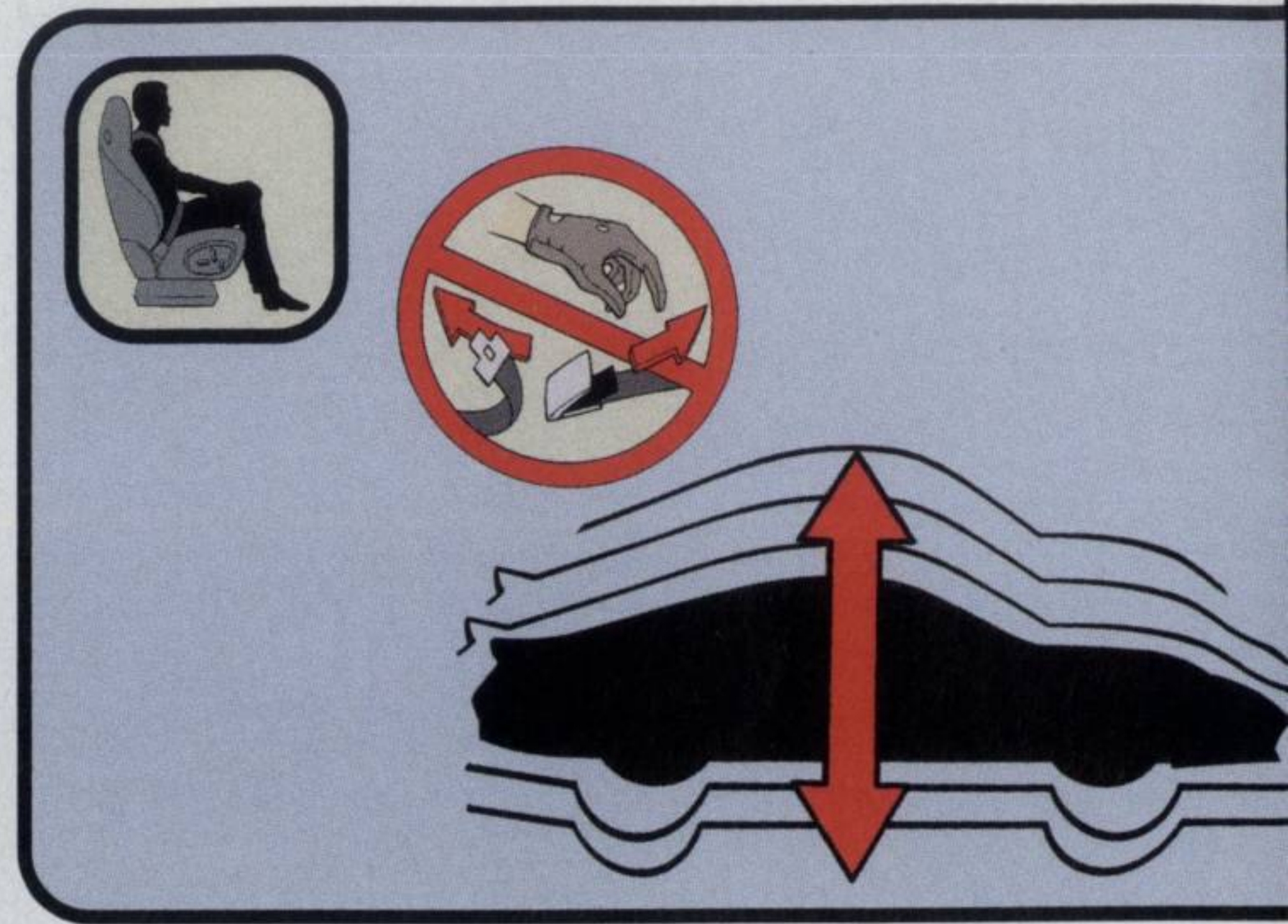
Vor dem Start die Sicherheitsgurte fest anlegen. Du fliegst im Porsche 911 Turbo.

Mesures De Sécurité

Veillez à bien attacher vos ceintures en vue du démarrage imminent. Vous vous trouvez à bord de la Porsche 911 turbo.

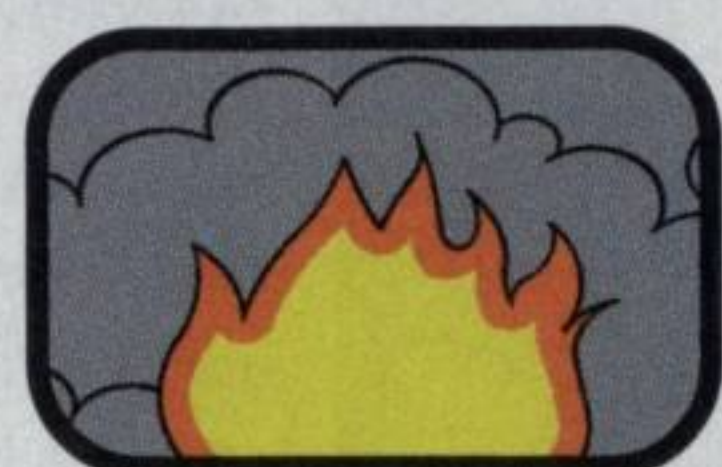
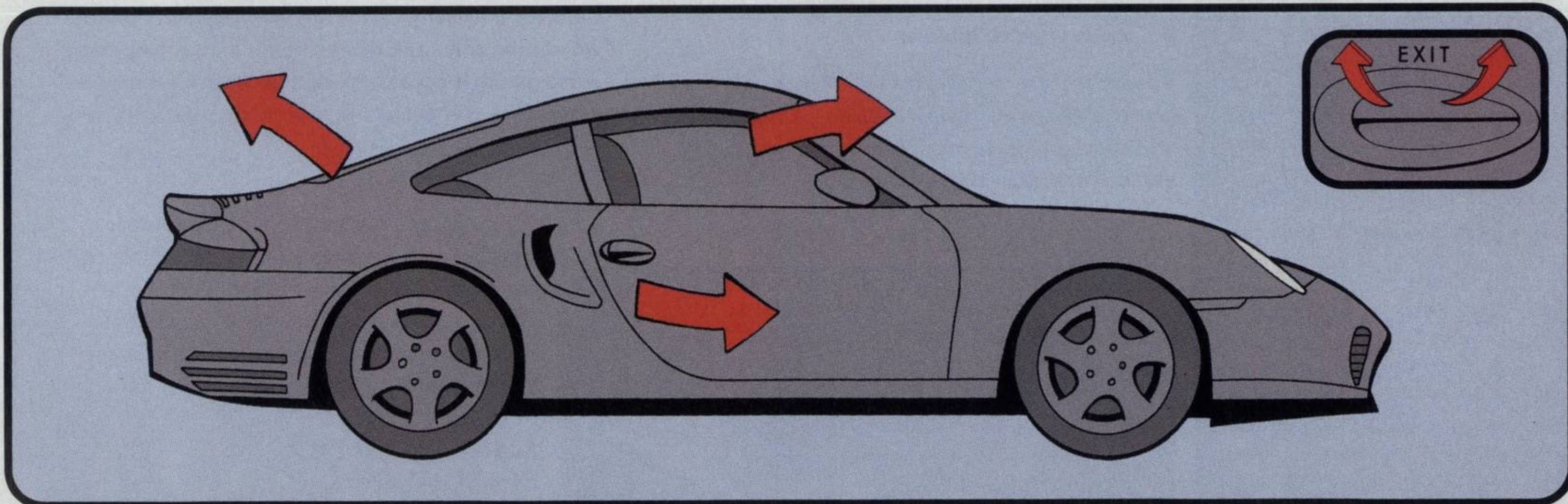
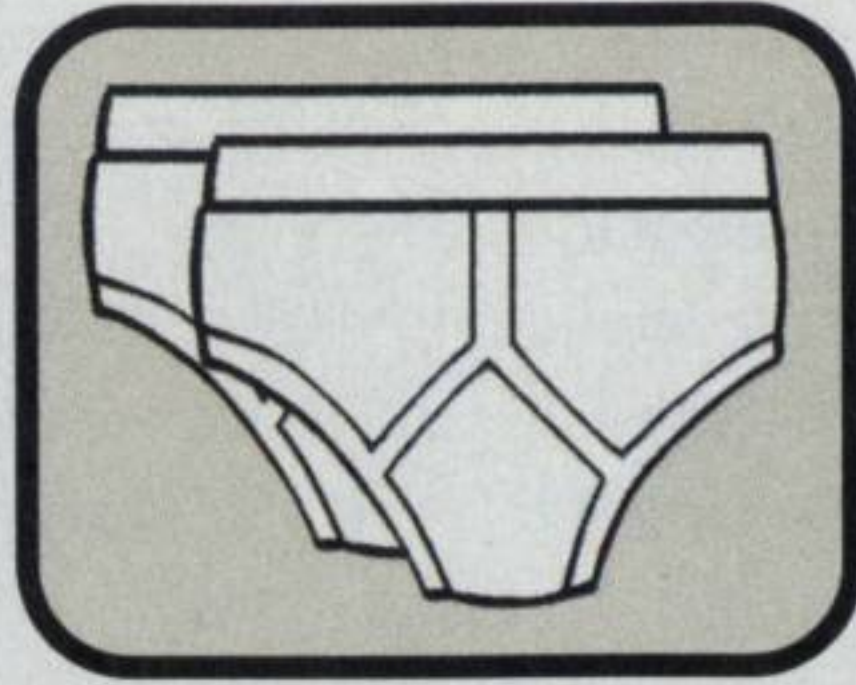
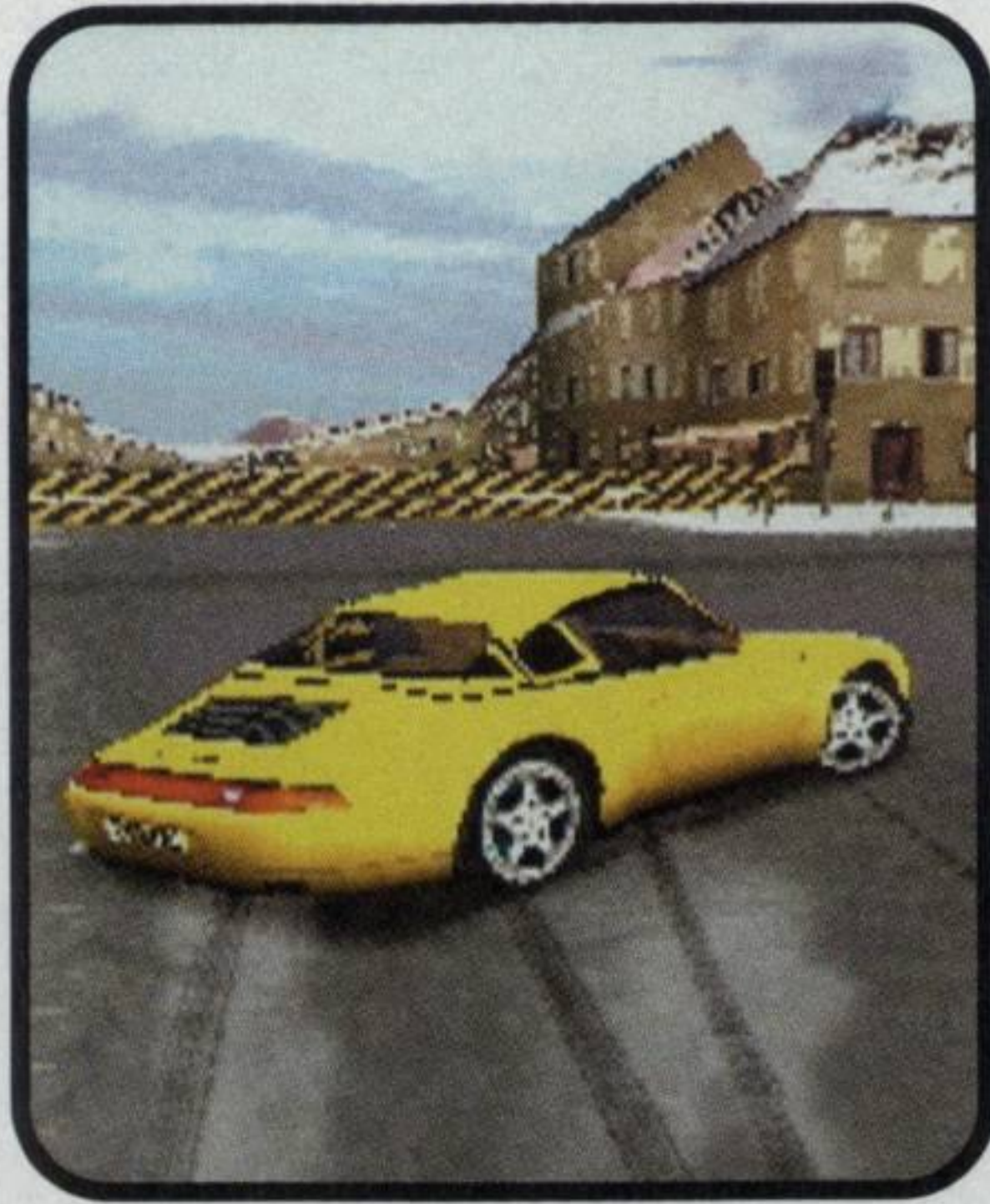
安全のために

離陸時には、必ずシートベルトをしっかりと締めてください。
現在、ポルシェ911ターボで飛行中です。

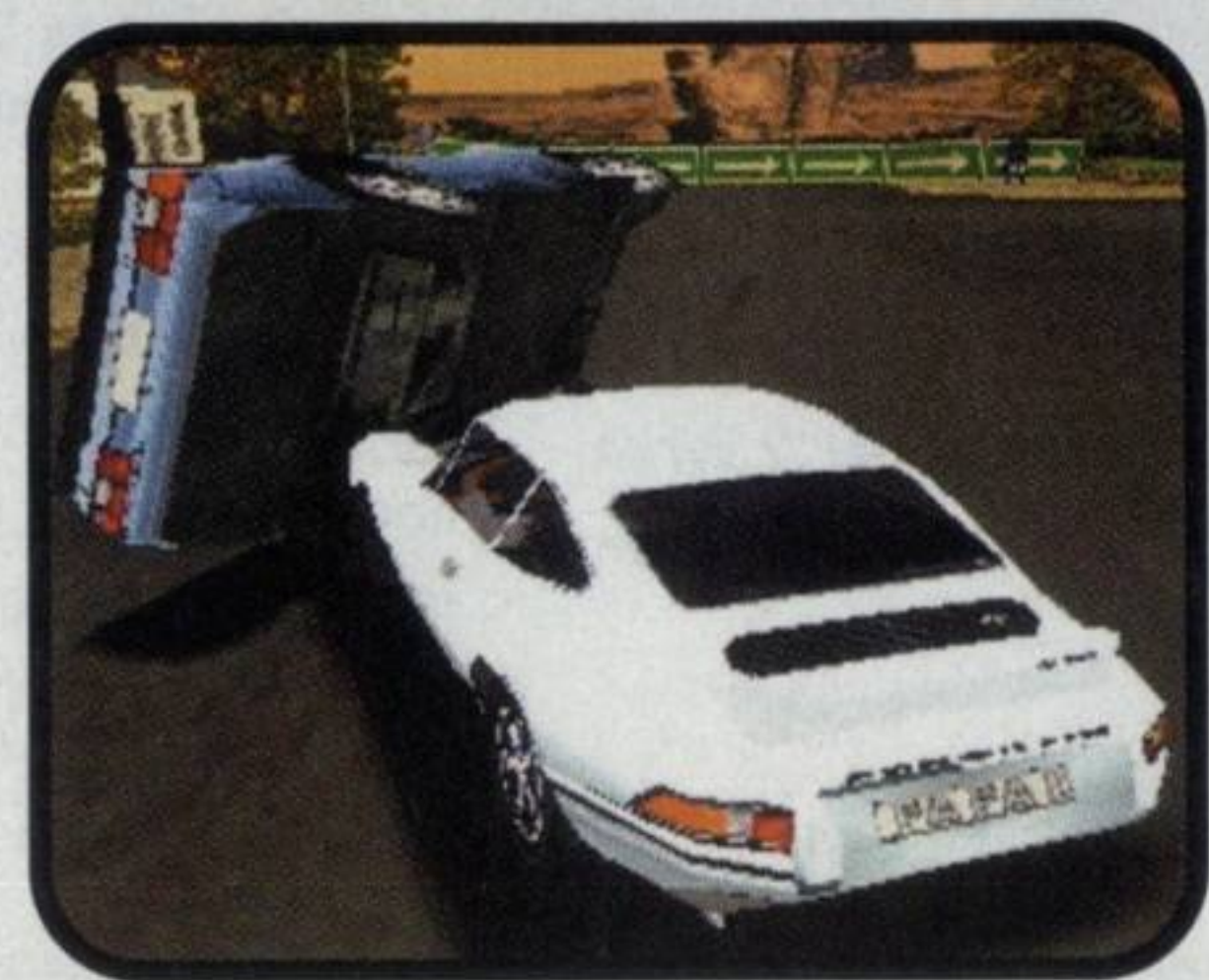


also available on PC CD
ELECTRONIC ARTS
www.needforspeed.com

©2000. Electronic Arts. Need For Speed™ Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the US and/or other countries. All rights reserved. Porsche and 911 are registered trademarks of Dr. Ing. h.c.F. Porsche AG. Licensed from Dr. Ing. h.c.F. Porsche AG under certain Patents. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



EXIT OPERATION:
OBSERVE SURROUNDINGS. IF SCENERY IS MOVING-REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT.



EDITOR'S LETTER

Checking in at the Smackdown Hotel

Whoever coined the term "wrestlemania" hit it right on the head!

Wrestling games have elbowed—and chair-slammed—their way into the hearts and minds of gamers, and if you can't tell Goldberg from Stone Cold, you're just not cool. *GamePro* wouldn't go so far as to say that wrestling is respectable, but it is a ton of fun to watch...and play.

Only yesterday, *GamePros* were arguing whether or not "professional" wrestling was a sport; comparing a wrestling game to *Street Fighter II* or *Mortal Kombat* was unthinkable. Now solid fighting games like *Marvel vs. Capcom*, *Virtua Fighter 3tb*, and *Soul Calibur* are losing scoreboard to games like *WrestleMania 2000*. The outrageously choreographed (and pre-meditated) antics of the wrestling rink are perfect for the larger-than-life virtual stage. So, among gamers, *WWF*, *WCW*, and even *ECW* are now rivaling "www" as the three-letter acronym of choice.

In that regard, this issue is featuring *WWF Smackdown* by THQ (PlayStation)—the company which arguably kicked off wrestling's assault on video games with *WCW vs. NWO* (N64) and which has now re-acquired the *WWF* license. Acclaim did a good job when it had the license with *WWF Attitude* (PlayStation, N64)—but now Acclaim hopes to propel the *ECW* up the charts with its new wrestling games (see "Sneak Previews").

This issue also presents *GamePro's* 9th Annual Readers' Choice Awards so you can share with *GamePro*—and the world—your prophetic picks for the best games of 1999. You'll recall that in '98, you, our readers, awarded *WCW vs. NWO: World Tour* (N64) top fighting-game honors...a real shocker at the time!

Wrestling games may be an extreme example of high-tech meeting low-brow, but it looks like they've got us all in a headlock.

The *GamePros*
San Francisco, CA
letters@gamepro.com



BALL MONSTERS?

I was playing *Pokémon* when I suddenly realized that *Pokémon* don't actually live in pockets. Why, then, are they called "Pocket Monsters"? Shouldn't they be called "Ball Monsters"? I e-mailed Nintendo these questions, but they haven't responded. I think "Ball Monsters" would be a much more suitable name for *Pokémon*. Then, when trading these creatures, you could say, "Hey, want to trade Ball Monsters?" I mean, everyone wants to say that, right?

► Adam Rheingans via Internet

Pokémon live inside the Pokéballs, yes. Should they therefore be called "Ball Monsters"? No! The image of millions of people exclaiming, "Hey, want to trade Ball Monsters?," is extremely disturbing. And, by the way, Nintendo asks that you cease your vicious e-mail harassment, or they will take legal action.

Pokémania!

Let's face it—the *Pokémon* phenom is dumb. Nintendo is out to pollute the minds of little kids with these idiotic pocket freaks-of-nature. I don't see what people—or my friends, for that matter—see in them. Sure, *Pokémon* for the Game Boy was good the first time around, but now I see it taking the *Resident Evil* path, cloning itself into remakes of the same game. Only a true idiot would buy a remake, and on this planet we have plenty of them!

► Laguna Loire via Internet

By your analysis, 18 million at least. That's how many copies of *Pokémon* games Nintendo claimed to have sold at press time. Combining *Pokémon* with *Resident Evil*, however, is an idea with merit.




THE WORST LIST EVER

Why is *Final Fantasy* called "Final Fantasy"? What does "nostalgic" mean? And what does "1.0" look like on your rating scale?

► David Wooten
Bandera, TX

This is by far the sorriest list ever! We pity you and therefore bestow upon you our princely response:

1. The dudes at Square truly believe that every *Final Fantasy* game will be the last.
2. "Nostalgic" means a longing for things or persons from the past, such as the good ole days when a list was a real "list." Now you tell us: What does "dictionary" mean?
3. The *GamePro* rating 1.0 looks like this —  which is what we rate your less-than-inspiring list.



MARCHING TO A DIFFERENT DRUMMER

I'm not sure about the other States, but in South Carolina, marching bands are very popular. So I was wondering why nobody has made a marching-band video game; it could include the *Drum Corps International* or any other big marching-band company.

► Scott Carmichael
Great Falls, SC

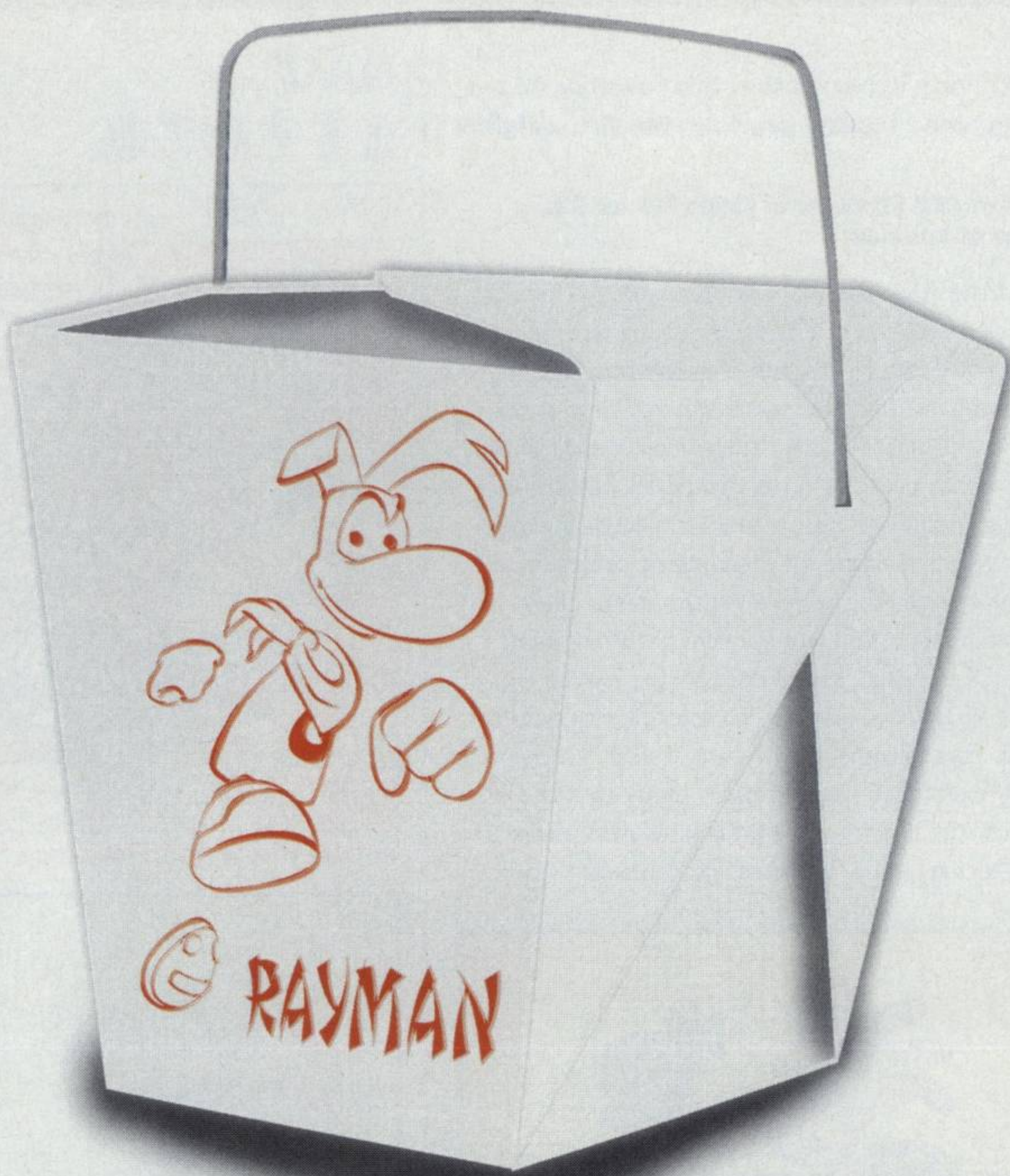
As you know, some people fear that video games cause people to commit insane acts. Marching bands are only popular in South Carolina, and the great concern is that video games about marching bands may cause kids in other States to form marching bands.

Unintelligent DISCLOSURES

Recently, I've been disappointed to see you publish letters from morons with nothing intelligent to say (see "A Bad Hare Day" and "Don't Party Too Hearty," "Head2Head," November '99). They take up valuable space that could've been filled with intelligent discourse.

► Travis DeVictor
Pataskala, OH

Actually, after reading this issue's "Head2Head" section so far, it's fairly obvious that intelligent discourse is very hard to come by. Instead, we receive moronic letters—and then we get letters complaining about the moronic letters that are even more moronic than the original moronic letters. Maybe this next letter will finally put an end to this cycle of abuse...or maybe not.



NOW AVAILABLE TO GO.



All the fun and challenge of the million-selling, smash hit Rayman, to take with you everywhere! 9 unique worlds, 30 levels, exclusive bonus map, and all of Rayman's amazing skills. Classic gaming delivered right to the palm of your hand.

RAYMAN
UBISOFT.COM



"...SURREAL LANDSCAPES, INCREDIBLY SMOOTH ANIMATIONS, AND OVERALL VIBRANT USE OF COLORS."

—IGNpocket.com

SAY WHAT?

I yell at my video games when I'm losing, and my parents won't allow me to play games with blood unless I calm down. They think that I would yell more at violent video games than at regular ones, but I don't think that's true. Do violent games really make people yell more?

► **BladingDragon via Internet**

Video games do not drive people to do anything that they are not likely to do anyway. You admit that you already yell at video games, therefore your parents are just pointing out the obvious. If you're yelling so insanely that it's scaring your parents, maybe you should consider calming down for their sake. Also, they would probably feel more secure if you played your games with a controller and not with blood.



VIRTUA FIGHTING

I'd like to point out a few glaring errors in *GamePro's* review of *Virtua Fighter 3tb* [see "ProReviews," December '99]. First, the combinations in *Virtua Fighter 3tb* are not limited. One of the best things about the *Virtua Fighter* system is the ability to link combinations from various sets of moves. On the whole, *VF3tb* has more combination variations than *Soul Calibur*.

VF3tb is not a button-masher game as your review says. I really doubt that a button masher would get through *VF3tb's* hardest level without numerous continues. If you take an expert in *VF* moves and have him fight a button masher, the expert will win every time.

The game physics for *VF3tb* are generally considered to be the most accurate physics for a fighting game. The character's weight is one attribute that factors into how "high" a character will float. Compared to the unrealistic "higher" floats in games such as *Soul Calibur*, I don't see how the reviewer can ridicule *VF's* float. Another key point is that *VF3tb* takes into account elevation when executing hits and combos—an innovative feature that is only now being imitated by other fighting games.

I'm not trying to say *VF3tb* is better than *Soul Calibur*—that would be like comparing apples to oranges—but the review of *VF3tb* is just plain inaccurate. *VF3tb* has a complex fighting system that can take months, if not years, to learn. Perhaps the reviewer didn't have fun playing the game, and that's

fine. It's very apparent that this reviewer knows nothing about fighting games or the *Virtua Fighter* series.

► **Anonymous Producer of *Virtua Fighter 3tb*, Sega of America**

Major Mike (the reviewer in question) responds: It would be great if we could all agree all the time, but, in the case of *Virtua Fighter 3tb*, this isn't possible. You make some valid points regarding my review of the game. The perspective that I took when reviewing the game was not that of a *Virtua Fighter* fan, but that of a fighting game fan. As such, I took into account all the fighting games available for the Dreamcast system at the time I wrote the review. What it came down to was a simple question: In the realm of fighting games for the Dreamcast, where does *Virtua Fighter 3tb* stand? If *VF3tb* does have the "complex fighting system that can take months, if not years, to learn," do you honestly expect the average fighting gamer to stick with it? I think the line from the review, "Unless you're a diehard *Virtua Fighter* fan, there's no compelling reason



to add this one to your collection," sums up my conclusion. Just because *Virtua Fighter 3tb* has "the most accurate physics for a fighting game" doesn't necessarily make it more fun to play. I've been reviewing fighting games professionally for eight years, five years with *GamePro*. I've been just as hard on fighting games from other companies: for example, Capcom's *X-Men vs. Street Fighter* for the PlayStation (see "ProReviews," May '98) and SNK's *The King of Fighters Dream Match 1999* for the Dreamcast (see "ProReviews," October '99), to name a few.

ART ATTACK

Pick of the Month!



Simulay Vongsasouh, Providence, RI



Devin Balmas



Tim Komlody

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:


GamePro magazine
Dear Editor
P.O. Box 193709
San Francisco, CA 94119-3709

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

Send Us Your Art!
GamePro magazine
Art Attack
P.O. Box 193709
San Francisco, CA 94119-3709

Winners Receive a Free *GamePro* T-Shirt!

All art becomes the property of *GamePro* magazine. Sorry, we cannot return artwork.

A hand is shown holding a matchbox. The matchbox is white with a black illustration of a matchbox and a match. The text on the matchbox is handwritten in black ink. The background is a dark, textured surface, possibly a wall or a piece of fabric. A pair of handcuffs is visible in the upper left corner of the image.

GABE:
SYPHON FILTER 2
VIRUS IS ALIVE.
800.613.8840

www.syphonfilter.com

BY THE WATCH DOG

To honor the patron saint of Ireland, I'll be wearing the cool color green this month. But all is not four-leaf clovers with gamers—the following issues have made some turn red with anger.



SUBMISSIONS

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

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

Q I'm disgusted by the appearance of a particular character in the *Toy Story 2* video game. In it, players must kill what looks very much like a villainous Mexican—he's depicted as a man with a thick mustache, a sombrero hanging around his neck, and bandoliers of bullets strapped across his chest. Disney shows how insensitive it is to the La Raza community by including such a blatantly stereotyped image of a Mexican in its game!

MONICA CEDILLO
SAN PABLO, CA

A A Disney spokesperson explains: "We regret that part of the game was offensive. Unfortunately, there was a mistake made in its creation. We plan to change the character."

The Watch Dog adds: Unfortunately, Disney did not make it clear what changes are planned nor when these improvements will occur. Disney also stated that it does not plan to recall the copies of *Toy Story 2* that have already shipped for the PlayStation and Nintendo 64.

The problem of negative ethnic stereotypes in the media and entertainment industry has always been a prevalent issue for many communities in the U.S. To others, however, stereotypical imagery is an unimportant, if not trivial, concern.

How you feel about the issue is your business—but the fact remains that the media and entertainment business have time and time again portrayed certain ethnicities in the same unflattering ways in newspapers, magazines, movies, television—and in video games. In fact, the villainous Mexican in *Toy Story 2* closely resembles *The Frito Bandito*, the popular mascot during the



Can you tell the difference?

'60s for Fritos corn chips. By early 1970, however, the Frito Bandito was eliminated by the Frito-Lay company due to customer complaints that the character represented a negative stereotype of Mexican people.

There are plenty of other examples of negative stereotypes in video games. For example, African-Americans are often portrayed as foul-mouthed, street-jiving, muscular people, while women—especially in fighting games—are busty and scantily clad. And don't forget that every Asian character needs to know some type of martial arts in order to advance to the next level!

So why should you care about the way video game characters look? Because, like Monica Cedillo, you're the one buying the games—and your opinion makes a difference. If you see imagery that's offensive, too violent, or that's a negative racial stereotype, you can do something about it. The only reason Disney is making changes to *Toy Story 2* is because the La Raza

(Latino and Chicano) community peacefully protested at the Los Angeles office of Activision, the publisher of the game.



The good, the bad, and the stereotypical.

Our advice to GamePros: Take a stance on anything that's offensive to you. Voice your opinion to game companies, to your local government representatives, to your community, and to *GamePro*. Your opinion counts.

Our advice to developers: Put more creative thought into video game characters. Developers and publishers should be sensitive to their customers. No two people look or act alike in this world, so why should they in video games?

How to Spot Fake Pokémon!

The Pokémon craze is in full force! And, if you're like the rest of the Pokéfreaks, then you've already mastered the Pokémon card game. But have you also mastered the art of detecting counterfeit cards? If not, take a look at these valuable pointers to help you become an officer in the Pokémon war against counterfeiters.

- Look for the Nintendo of America and Wizards of the Coast trademark logos. Some fake cards don't carry the logos.

- Try the "light test." If you can see light through the card, it's counterfeit. Fake cards are made from thinner paper stock.

- Read the text carefully. If text is missing or blurry on any part of the card, then the card is counterfeit.

- Compare a suspicious card with a real Pokémon card and check colors. Fake cards may look dull next to the real thing.

- Size does matter. Counterfeit cards will usually be a different height and weight than real cards.

Thanks to Nintendo, Wizards of the Coast, and www.PokemonNation.com for providing this valuable information. If you want more information or have questions regarding counterfeit Pokémon cards, contact Wizards of the Coast at 800/324-6496 or at custserv@wizards.com.

Watch Dog 80HP



Watch Dog Pokémon, 5' 11", Weighs 200 lbs

W	W	Watching Attack Flip 2 coins, attack does 30 damage times the number of heads.	30x
B	B	Bite Flip a coin. If heads, the Defending Pokémon is now Bit.	40

weakness	resistance
*	# -30

GRAND THEFT AUTO IS BACK

GTA2

"GTA2 is an arcade gamer's dream come true."

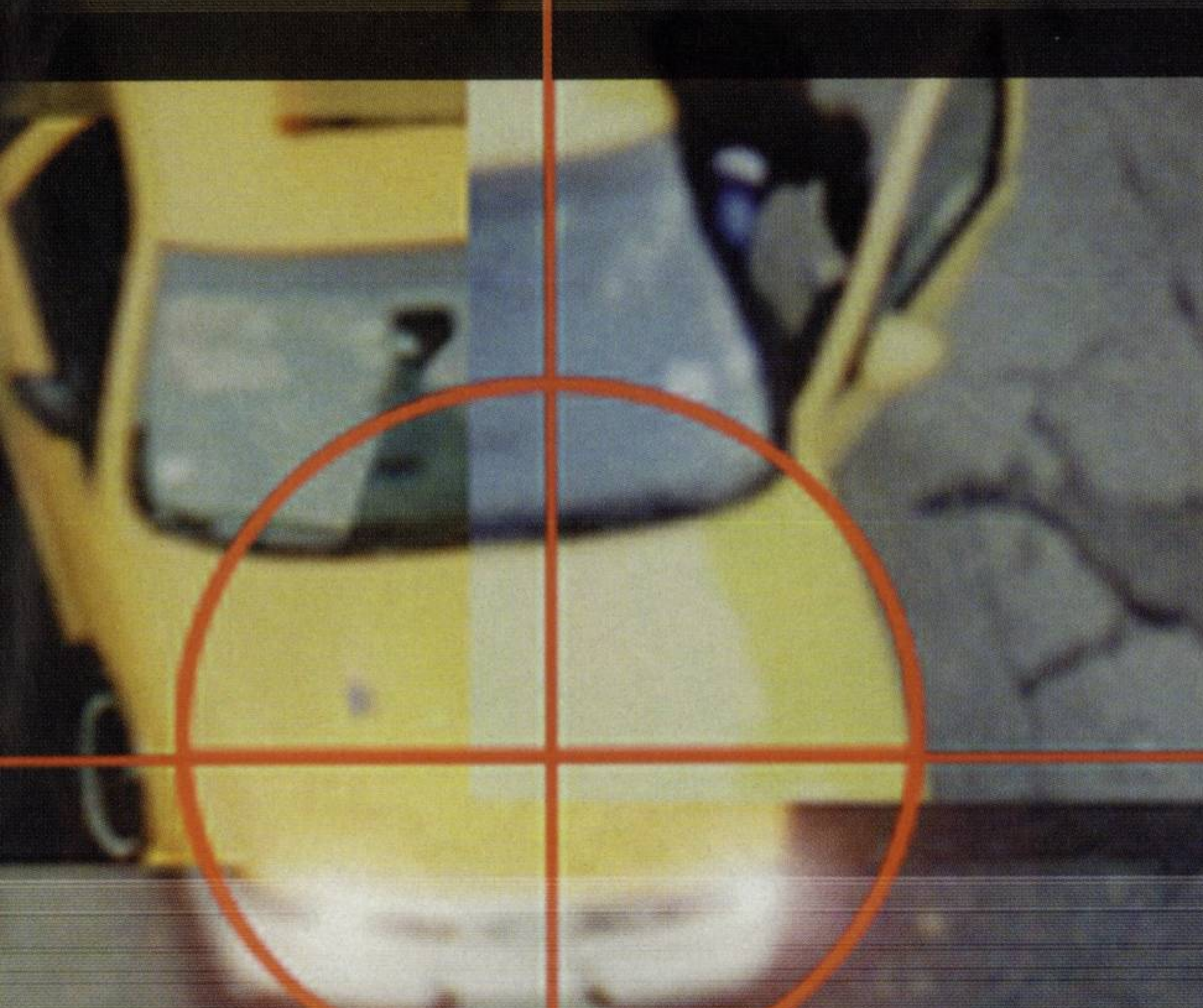
- GameFan January 2000

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

- Gamespy.com October 1999

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

- EGM January 2000



RESPECT IS EVERYTHING.

WWW.GTA2.COM

FREE

Rockstar
Motorola
Pager with
a purchase
of GTA2.



www.rockstargames.com



Coming Soon to:
Sega Dreamcast



*One year numeric service contract required PLEASE NOTE: Credit card payment for twelve (12) months prepaid numeric air time service at \$10.33 per month (total of \$124.00), plus \$10.00 shipping/handling and all applicable taxes and FCC charges required at time of order (non-refundable). No activation fee. Free pager must be claimed by 12/31/00. Offer good only where service coverage and local numbers are available. Where local number is unavailable, a toll-free number may be offered for an additional charge. Alphanumeric service available at an additional charge. Purchase subject to standard terms and conditions of service provider. Occasional promotional messages may be sent by sponsor. Offer good in U.S. only. Void where prohibited. Offer available while supply lasts. FLEX technology not available in all areas. Motorola, FLEX, Wordline are trademarks or registered trademarks of Motorola, Inc. Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc. © 1999 Rockstar Games. All rights reserved.

NOTHING CAN PREPARE YOU FOR THE THRILLS OF HYDRO THUNDER!

Based on the #1 arcade smash!

- » 9 unique turbo-charged boats with an unquenchable thirst for speed!
- » 9 treacherous courses through the world's most exhilarating terrain!
- » Split-screen action for up to four players simultaneously!*
- » Real Newtonian physics model makes you feel every wave!
- » Bonus boats, bonus tracks, boost power-ups and shortcuts galore!



Sega © Dreamcast™

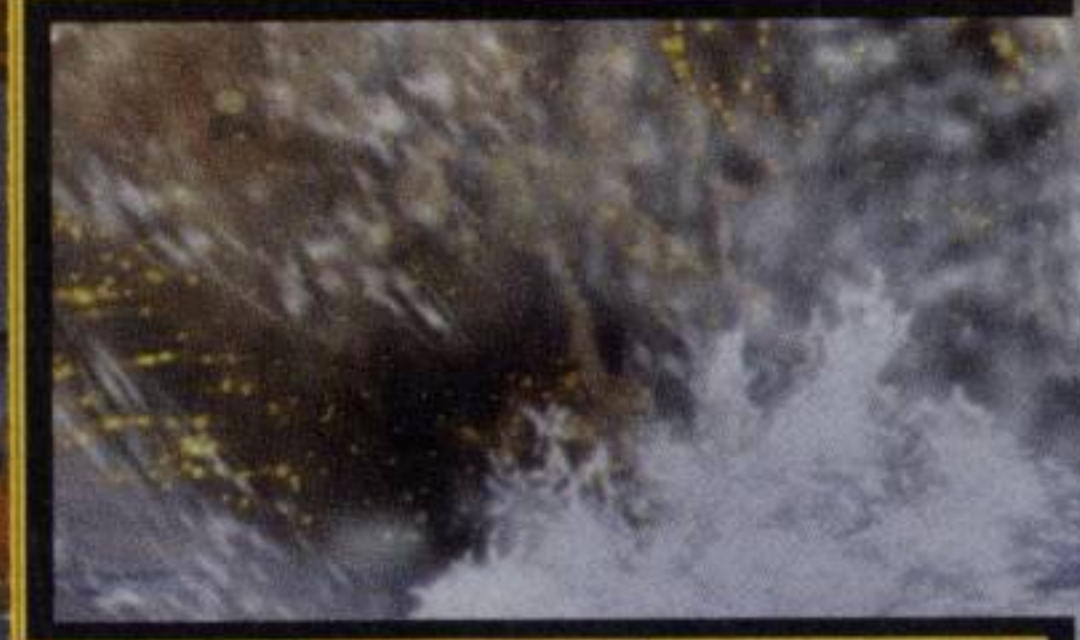
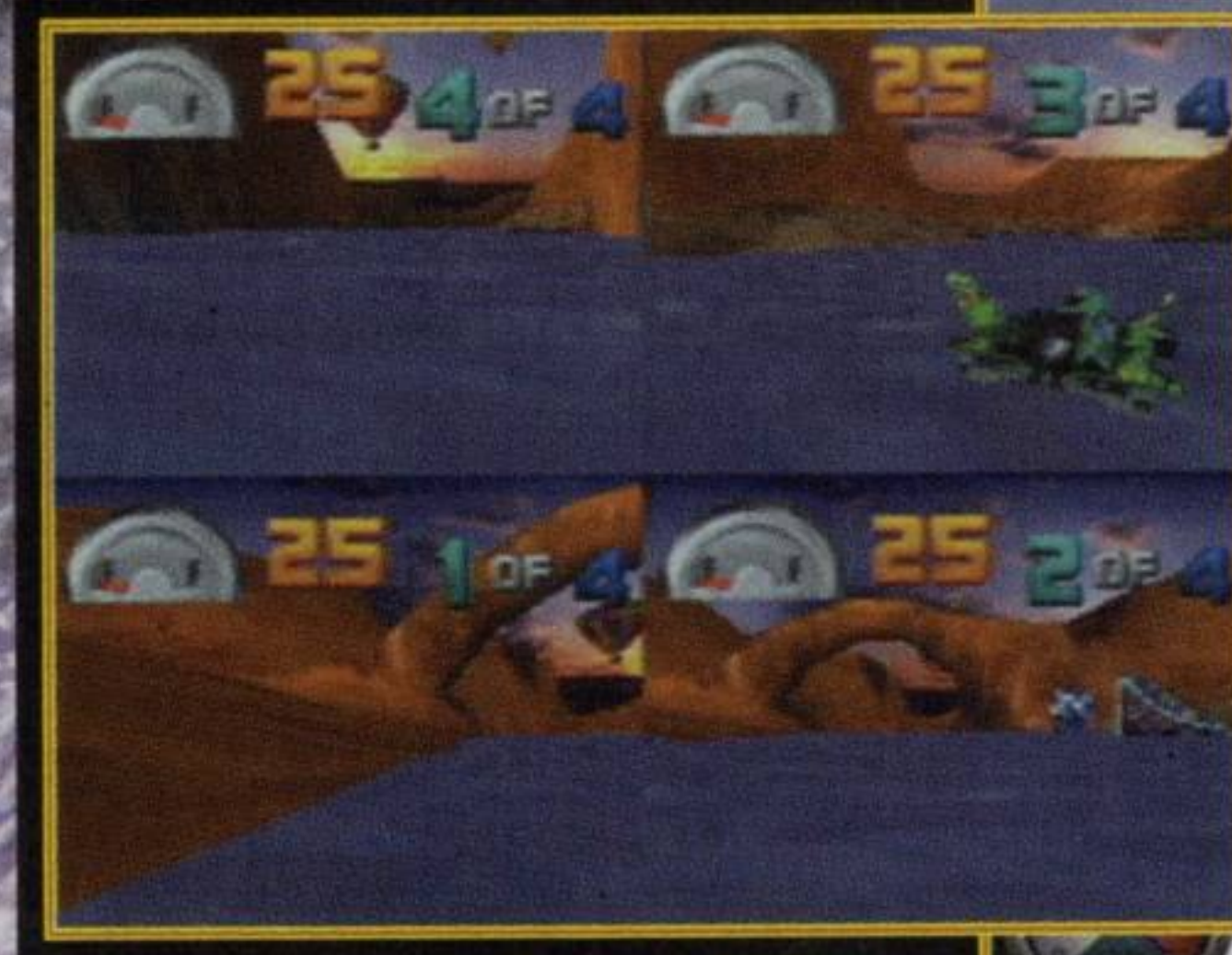
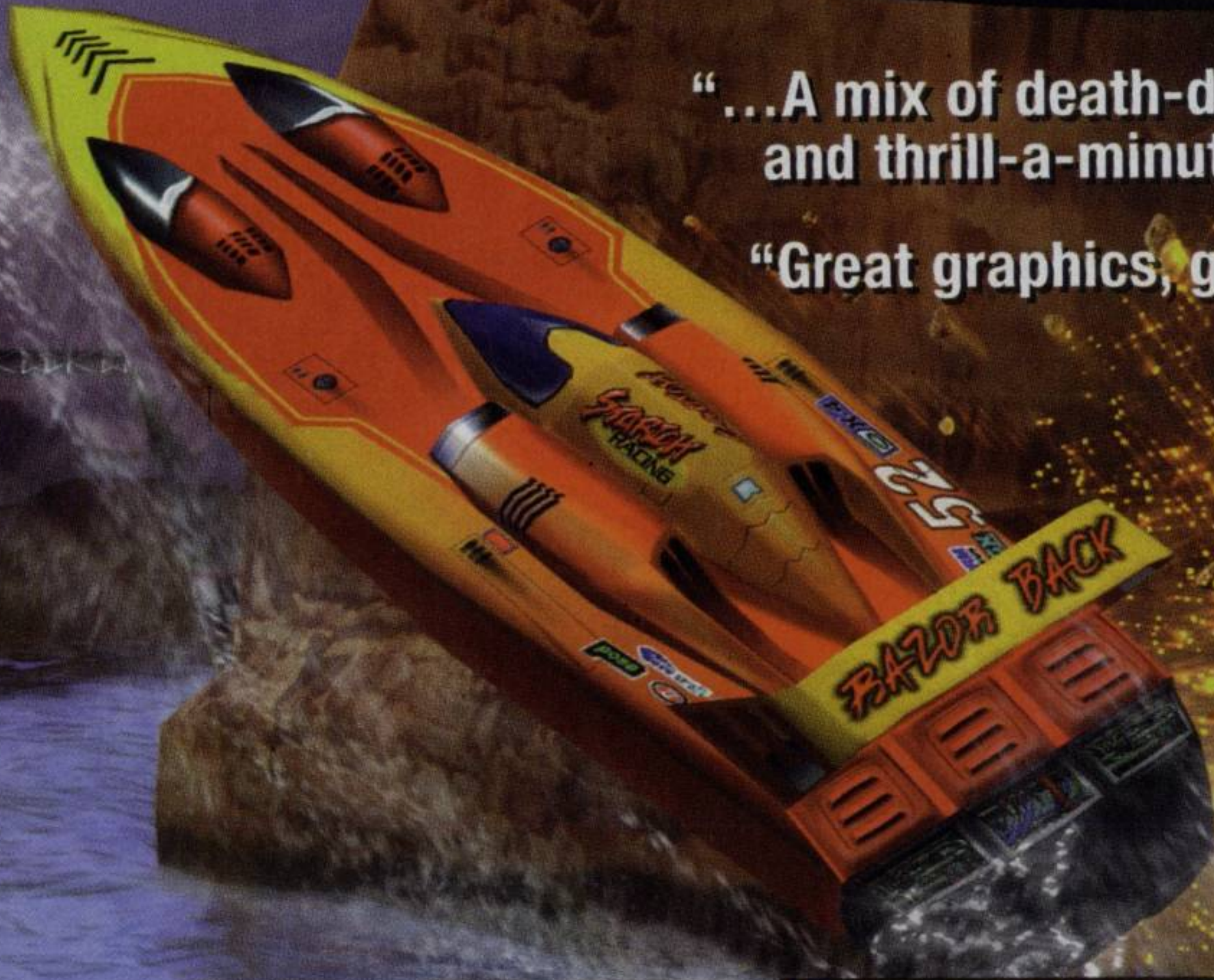



* 3 or 4-player game play available on N64 version only.

HYDRO THUNDER™

“...A mix of death-defying leaps, tight racing action, and thrill-a-minute-turns and burns.” - *GamePro*

“Great graphics, great tracks, need we say more!” - *Next Generation*



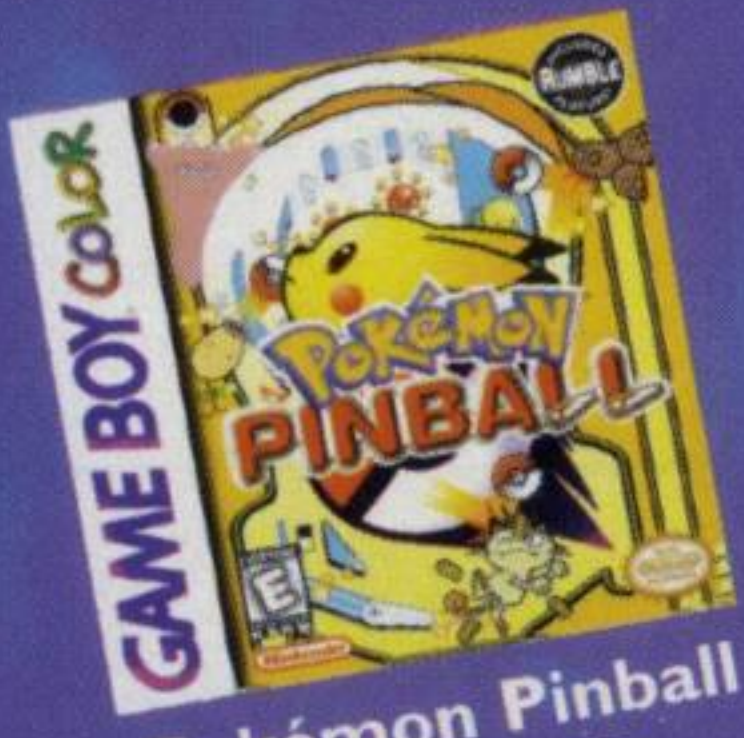


YOU'LL
no longer need
imaginary friends.

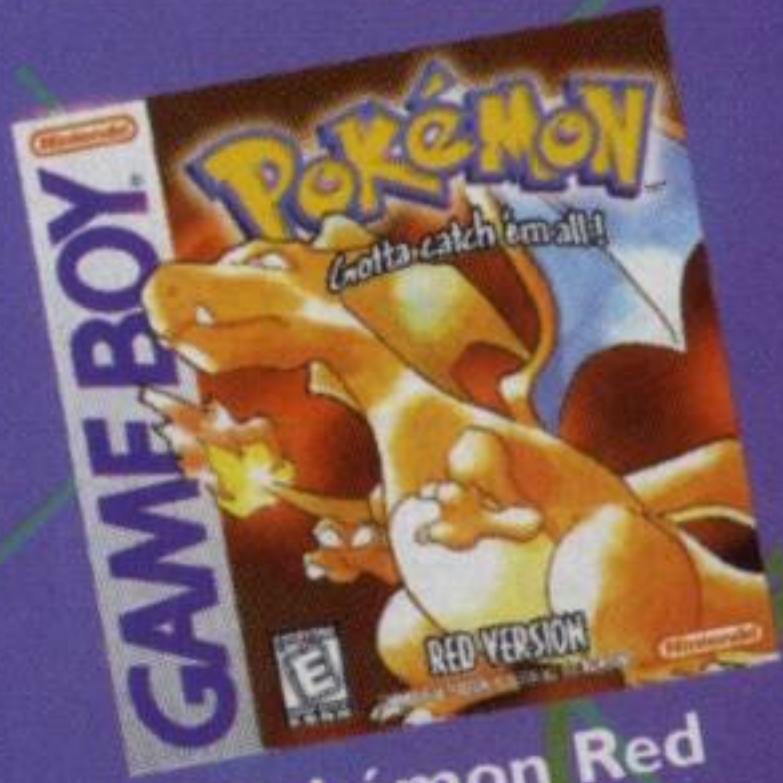
If you love video games, Wal-Mart has plenty of Nintendo games and accessories to keep you company. From N64 Systems to Game Boys, they're all just waiting at our Every Day Low Prices for someone to play with them. Will you be their friend?

Nintendo = Wal-Mart. Got it?

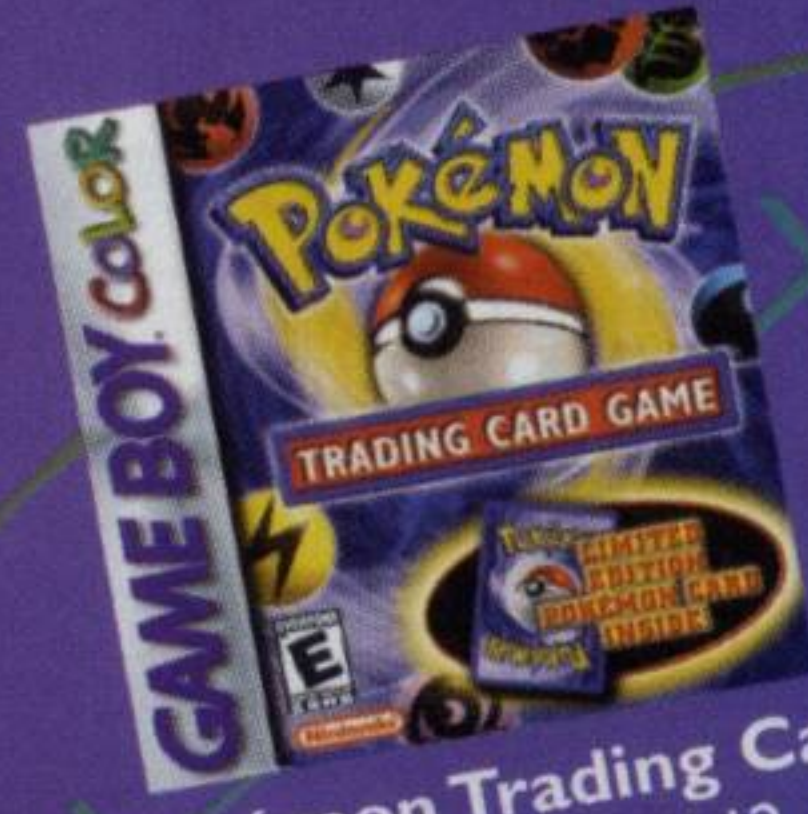
Damion, Wal-Mart Customer



Pokémon Pinball
\$27.88



Pokémon Red
\$22.88



Pokémon Trading Card
Available April 12



Pokémon Blue
\$22.88



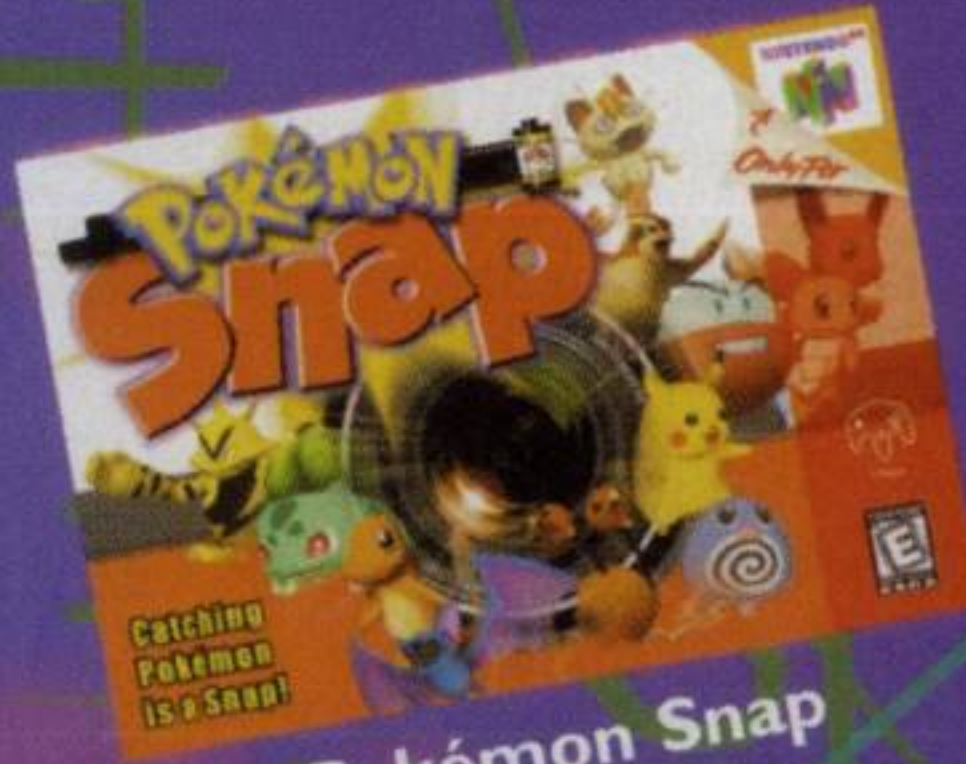
Pokémon Yellow
\$22.88



Ridge Racer 64
\$49.96



Mario Party 2
\$49.96



Pokémon Snap
\$49.96



Pokémon Stadium
\$59.96
Available March 8



Donkey Kong 64
\$59.96



Game Boy Color
Systems
\$69.96 each



N64 Atomic Purple Hardware System
\$99.96

WAL★MART®
ALWAYS LOW PRICES.

Always.



Brazil Bans Violent Games

Duke, MK, and Postal among games pulled from shelves

You think ESRB game ratings are bad? Be glad you don't live in Brazil. In December '99, Judge Claudia Maria Resenda Neves Guimaraes of the Brazil Justice Ministry banned six video games—Doom, Duke Nukem, Postal, Blood, Requiem, and Mortal Kombat—ordering them to be immediately removed from store shelves. Retailers failing to comply with the order face a fine of roughly \$10,000 for each day they violate the ban. Judge Guimaraes also gave the federal government 120 days to implement a games rating system.

In her decision, Judge Guimaraes cited a tragic shooting incident in November in which a 24-year-old medical student, Mateus Meira, opened fire in a movie theater, killing three and wounding eight. After the incident, Meira told authorities that he was inspired by Duke Nukem. In the PC version of Duke Nukem 3D, the first level involves blasting aliens in a movie theater.

This is not the first time Brazil has prohibited the sale of a video game. In 1997, authorities banned Interplay's Carmageddon for its graphic depiction (and gameplay goal) of vehicular homicide.



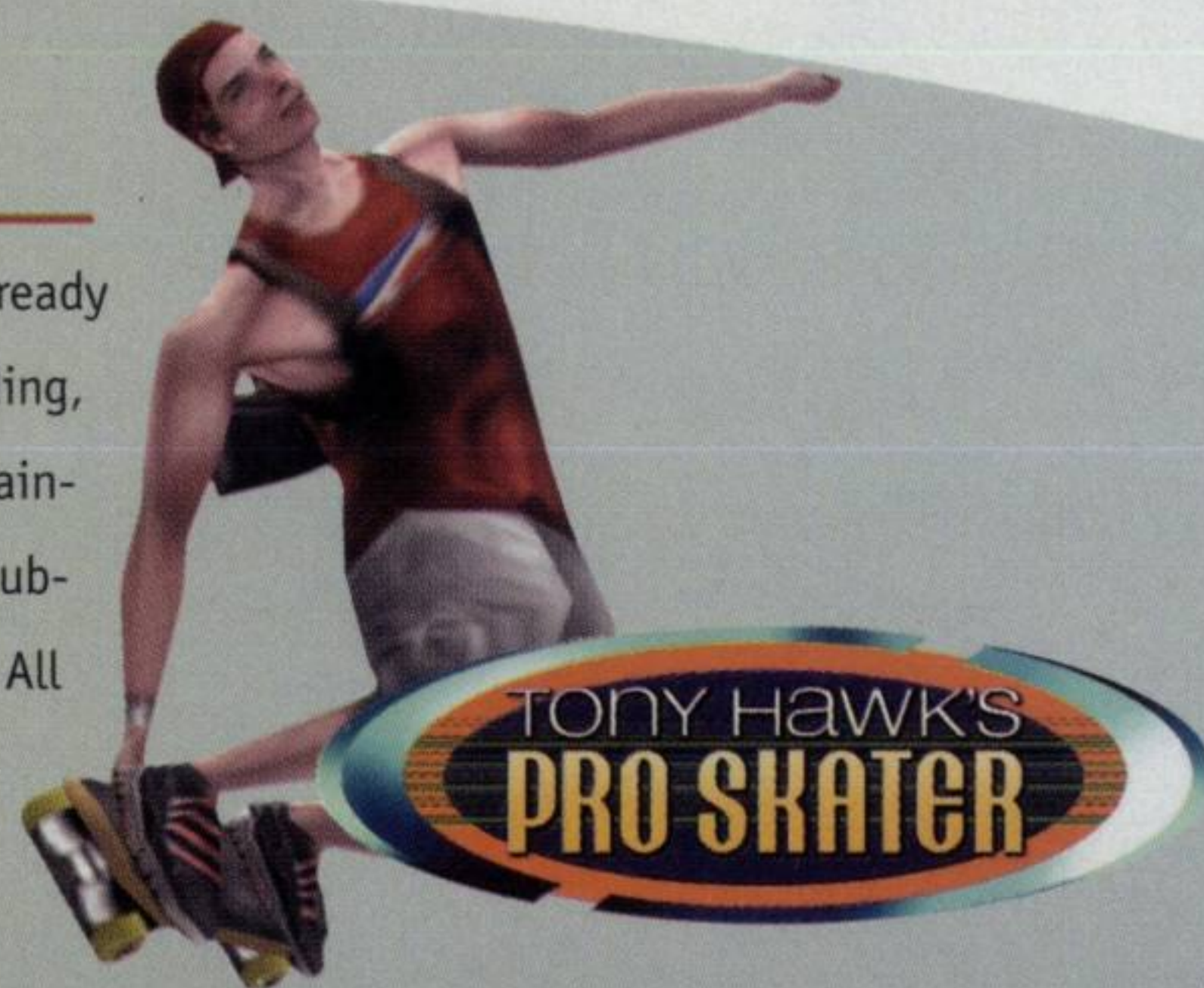
Brazil is cracking down on violent games, and more legislation in that country is likely in the future.

Tony Hawk Skates to the Dreamcast



Tony Hawk will hit the Dreamcast early this summer.

He's shredded the PlayStation and has a run on the N64 already on deck. Now Tony Hawk, the godfather of modern skateboarding, is planning to conquer Sega's 128-bit console. Crave Entertainment has acquired the rights from Activision and plans to publish a Dreamcast version during the second quarter of 2000. All of the features will make the jump—plus, Crave will add a four-player trick attack mode. Watch for in-depth *GamePro* coverage this summer.



NEWS BITS



Nuon Creeps Closer

Samsung has agreed to incorporate the Nuon processor in its N2000 DVD players, which are expected to hit store shelves in early 2000 with a price of \$499. Nuon-equipped digital video players will also run specialized Nuon game software; six titles are expected to go on sale with the players, but those titles were still unannounced at press time.

More Top Cow/Eidos Comics

Lara, it seems, was only the beginning. As a follow-up to its Tomb Raider comics, publisher **Top Cow** will release one-shot comics based on two other popular **Eidos** games: *Legacy of Kain: Soul Reaver* and *Fear Effect*. Matt Hawkins, known for his work on *Lady Pendragon*, will write both projects. Look for them in comic stores in March.

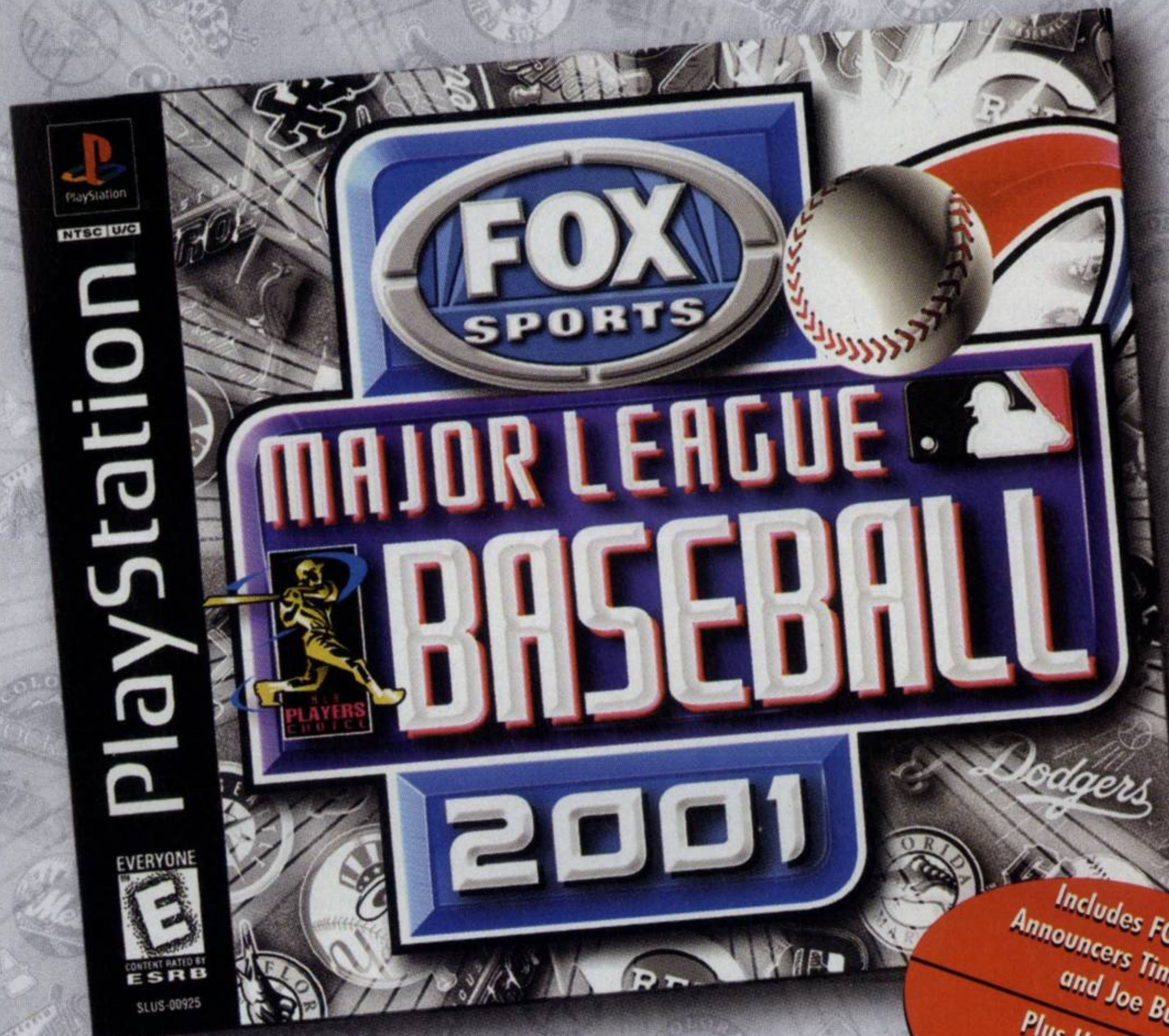


Bleem Sues Sony

Countersuit is fair play. After surviving two restraining orders and an injunction from **Sony**, PlayStation emulator maker, **Bleem**, was granted permission to levy counterclaims against Sony, including such zingers as misuse of intellectual property, unfair competition, defamation, anticompetitive practices, and much more. The Windows-based Bleem is still on sale for \$29.99.



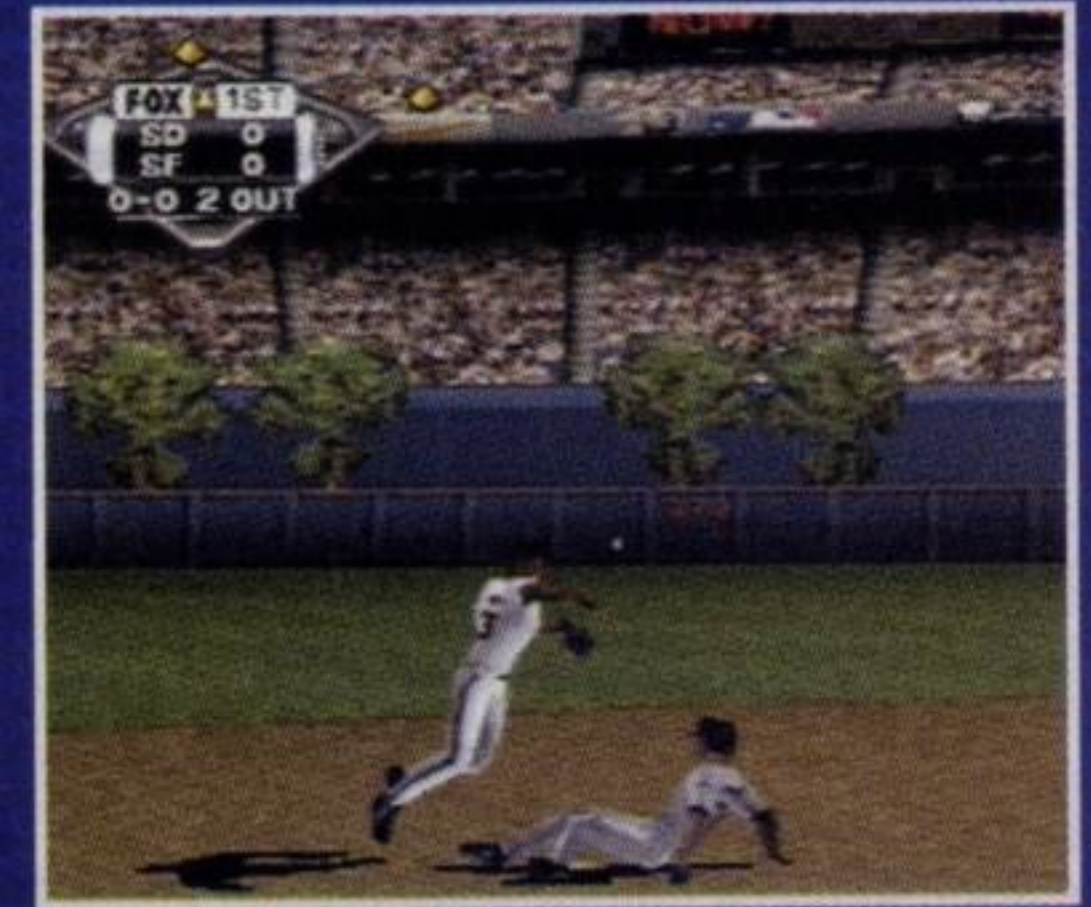
INTRODUCING THE NEWEST WAY TO PLAY BASEBALL



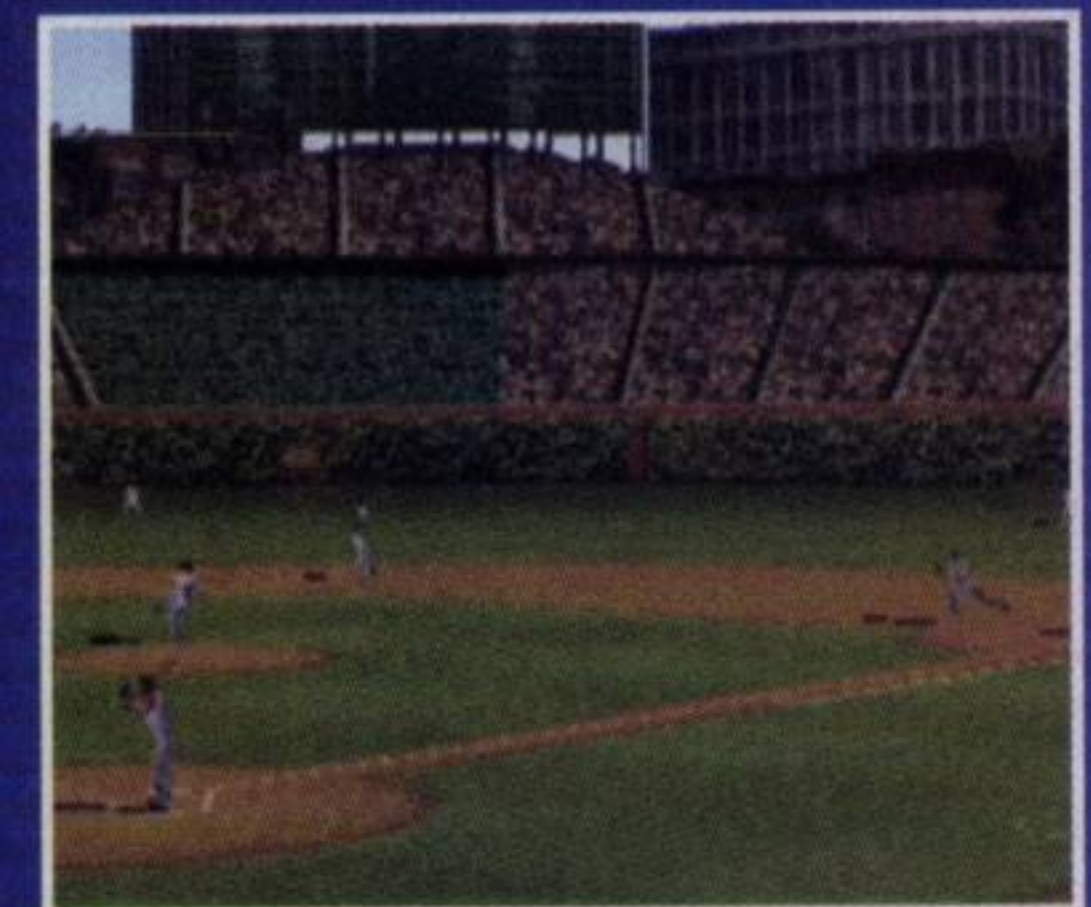
Includes FOX Sports
Announcers Tim McCarver
and Joe Buck.
Plus Hall of Fame
Spanish Language
Announcer Jaime Jarrin



*In-Depth and Easy-to-Learn
Batting Interface*

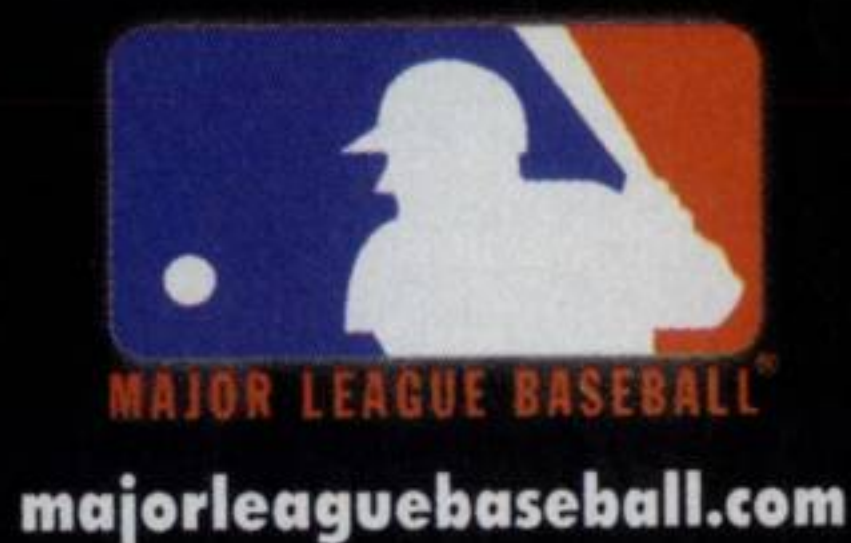


Gameplay That's Fast and Fun



*The Most Detailed
Stadiums Ever*

SPORTS GAMES FOR SPORTS FANS.™



foxsports.com/videogames
log on for more info, screenshots and downloads

©2000 Twentieth Century Fox Film Corporation. All rights reserved. Fox, Fox Sports, Fox Sports Net, Fox Sports Interactive, Fox Interactive and their associated logos are trademarks and the property of Twentieth Century Fox Film Corporation. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Official Licensee - Major League Baseball Players Association. ©MLBPA. Licensed by Sony Corporation Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

Canada to Mario: Parlez-Vous Français, Sucker?



Sony et Nintendo, seront-ils obligés de se soumettre aux regulations federales canadiennes?

The request stems from the Quebec Charter of the French Language, which compels firms operating in Quebec to sell products in French, with other languages as options. Importing games from France was not an acceptable solution because North America and Europe operate on different television standards. Beaudoin said she had been negotiating for 18 months with Canadian representatives from both companies before threatening a lawsuit.

"Why not Pokémon in French? It exists elsewhere," said Beaudoin. "I am launching an ultimatum. I conclude that it is time to act and to consider that negotiations have not been successful. The law must be applied."

How do you say "Twisted Metal" in French? What's the difference between a Pokémon and a Pokémonsieur? If the folks at Sony and Nintendo can't figure it out fast, someone is gonna be in deep *merde*. Both companies have been ordered by the Canadian government to offer North American versions of their video games in French. In early December '99, French Language Minister, Louise Beaudoin, said that the Quebec government would sue both Nintendo and Sony if the companies did not provide French language versions of their games by the end of 1999.

New Zelda Toys

Need a Zelda fix? Toy Site—which also makes toys based on Donkey Kong and Pokémon—is preparing a second line of Zelda action figures, and the prototypes look gorgeous. The newest assortment will consist of Link, Gannon, and the Princess as the Sheik. Watch for them in early 2000. Get more info at www.toy-site.com.



Well, first The Rookie changed his name to The Enforcer, and then he changed leagues altogether, heading off for new editorial challenges. Good luck, pal—we're hanging your jersey from the rafters. • *GamePro* had the honor of being an answer to a question on a recent episode of *Hollywood Squares*. The host asked what the topic was for the most popular magazine for boys ages 12 to 17. The contestant got it right. And hey, if Whoopi says it it must be true. • Strange but true from ION Storm: Back in '97 the company applied for trademarks on a lot of game names as well as the phrase "suck it down"—and not just for video games. They hold the trademark on "suck it down" for use on over 100 items, including "sports helmets for use in all manner of sporting activities," "earmuffs," "easels for arts and crafts recreational use," "luggage," "holders for facial tissue," "panty-hose," "Christmas tree ornaments," "toboggans," "infant chew toys," and yes, "underwear." See the list yourself at <http://trademarks.uspto.gov/>. • So when is a Harry Potter game coming out? • No more soccer games, please. We're full. • Speaking of which, according to *Sports Illustrated*, Sega paid several million bucks to have their logo placed on an Italian soccer team's jerseys. Oops—"sega" is Italian slang for "masturbation." • This edition of "ProNews" is educational—we're helping you learn to read French. Now you can read *GamePro* in class. • Unreal Tournament...Unreal Tournament...Unreal Tournament...Unreal Tournament...Unreal Tournament...

Top 10 Best-Selling Video Game Titles: November 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Donkey Kong 64	Nintendo 64	Nintendo
2	Pokémon Snap	Nintendo 64	Nintendo
3	Resident Evil 3: Nemesis	PlayStation	Capcom
4	WWF WrestleMania 2000	Nintendo 64	THQ
5	NBA Live 2000	PlayStation	EA Sports
6	CTR: Crash Team Racing	PlayStation	Sony
7	NBA 2K	Dreamcast	Sega
8	Tony Hawk's Pro Skater	PlayStation	Activision
9	Knockout Kings 2000	PlayStation	EA Sports
10	Spyro the Dragon	PlayStation	Sony

Source: NPD TRSTS Video Games Tracking Service

Pelican Dream Shock

RATING: 5.0

If you're looking for a high-quality, low-cost replacement pad for the Dreamcast, look no further than the Dream Shock. The controller's directional pad is more comfortable, sturdy, and easy-to-use than Mad Catz' offering; all the buttons are programmable; and, as an added bonus, the Dream Shock has built-in shock support—that alone makes it a bargain. Plus, it costs the same as Sega's Jump Pack peripheral—it's like getting a rumble add-on with a free controller wrapped around it. Simply put, the Dream Shock is a great value. —*Lamchop*

Price: \$24.99

Contact: Pelican Accessories, 323/234-9911, www.pelicanacc.com

GAMEPRO LABS



Sega Dreamcast
IT'S THINKING



SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games

So I was
down 2-1 with
under a minute
left in the third.

He was in my end, burning
up the clock, passing the puck around
like a plate of hot buffalo wings. So I drilled
him into the boards, chipped it loose, and we
go screaming up the ice. My winger is flying down
the side, and I feed him. He fires it across to Shanahan.
Shanahan snaps it to me. I hear the slap, and then it's like
everything slows down. I see the little knots on the net and
the scratches on the pipes, I see that biscuit spinning, the

GOALIE TWISTING, FALLING, ICE SPRAYING UP OFF HIS SKATES, AND I WONDER IS THIS JUST A

VIDEO GAME?

I mean, go to sega.com/games and then you
tell me. All I'm saying is, the next thing I know
I'm getting called for boarding my brother into
the brickwork on the fireplace. You've gotta
be kidding me. Like that's a penalty? Come
on man, my skates never left the ice ...



Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of SEGA ENTERPRISES, LTD. ©SEGA ENTERPRISES, LTD., 2000. All Rights Reserved. NHL, National Hockey League, the NHL Shield, and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2000 NHL. All Rights Reserved. National Hockey League Players' Association, NHLPA and the NHLPA logo are trademarks of the National Hockey League Players' Association and are used, under license, by Sega. © NHLPA. Officially licensed product of the NHLPA.



SPELLBINDER

THE NEXUS CONFLICT

First-person shooter action meets role-playing character development in an addictive and intriguing online battle.

By Ash

ONLINE FRAGFESTS ARE fun. Online RPGs are fun. Together...well, they should be fantastic. Spellbinder: The Nexus Conflict mixes the two genres (in admittedly unequal parts) for a refreshingly satisfying online experience.

Who's Nexus?

Spellbinder: The Nexus Conflict is based on the tabletop RPG Rolemaster (yep, in the old days we had to play our RPGs with miniatures and pencils on the kitchen table and walk uphill through six feet of snow just to make it to the games). It's light on RPG elements other than character advancement, but addictively heavy on the ol' action. Gameplay involves Cabals: teams of spellcasters (magicians, healers, mystics, and rune mages) who fight to protect their Nexus and linked earthnodes (it makes sense in the game) while attempting to destroy those belonging to the enemy. Each individual class has its own offensive and defensive specialties, from the movement spells of the mystics to the strategy-based symbols of the rune mages.

"Biasing," or converting, enemy nodes will strengthen your Cabal and weaken your foes. Victory comes when you eliminate all enemy spellcasters—but their Nexus must be destroyed first.

Spellbinder requires a 3D accelerator card, and one look at the graphics will tell you why—it's one of the prettiest online-only shooters out there. The spell effects especially are a joy to watch.

Net (Level) Gains

What really sets Spellbinder apart from similar shooters (the multiplayer version of Hexen comes to mind) is that it enables you to advance in levels. Almost every action in the game, whether it's slaying enemies, biasing nodes, or healing teammates, has an experience point value. After you reach level 3, deaths in the game cost you 10 percent of the experience you've earned in the current match—an interesting way to force players to strategize instead of simply kamikaze.

The Price of Wisdom

It'll cost you \$9.95 a month to have access to all of Centropolis's games, including Spellbinder, but you can play for free as a locked-at-third-level character if you want to get a taste of the combat. However, the stagnant deathmatch action of this version doesn't hold the thrill of building up and dominating with a high-level character. That sensation is worth the price. **G**



After you die, a healer can "spirit gate" you back to the real world.



Ooh, pretty lights! Thanks for the protection spell, healer.

◀ This node appears to be a bit biased. Let's take care of that.



Strength increases jump distance and fatigue regeneration

Adv451
2nd level Mage/psion

Hit Points	24	Strength	54
Power Points	33	Quickness	70
Experience for 3rd	3693	Agility	70
		Constitution	50
		Empathy	70
		Intuition	50
		Presence	50

You raised to 2nd level!

Use the Up and Down arrow keys to select a stat. Use the Right and Left arrow keys to distribute your points.

Strength	54
Quickness	70
Agility	70
Constitution	50
Empathy	70
Intuition	50
Presence	50

You have 6 points to add to your statistics.



Between matches, you can apply your experience points and boost your character.

◀ The objective is simple: Protect your Nexus while attempting to destroy the enemy's.



It's a room full of bad dudes—and that's not good for your node.

► Spellbinder's graphics feature lots of special effects, solid player models, and nice atmospheric touches.



Spellbinder

URL: www.centropolis.com

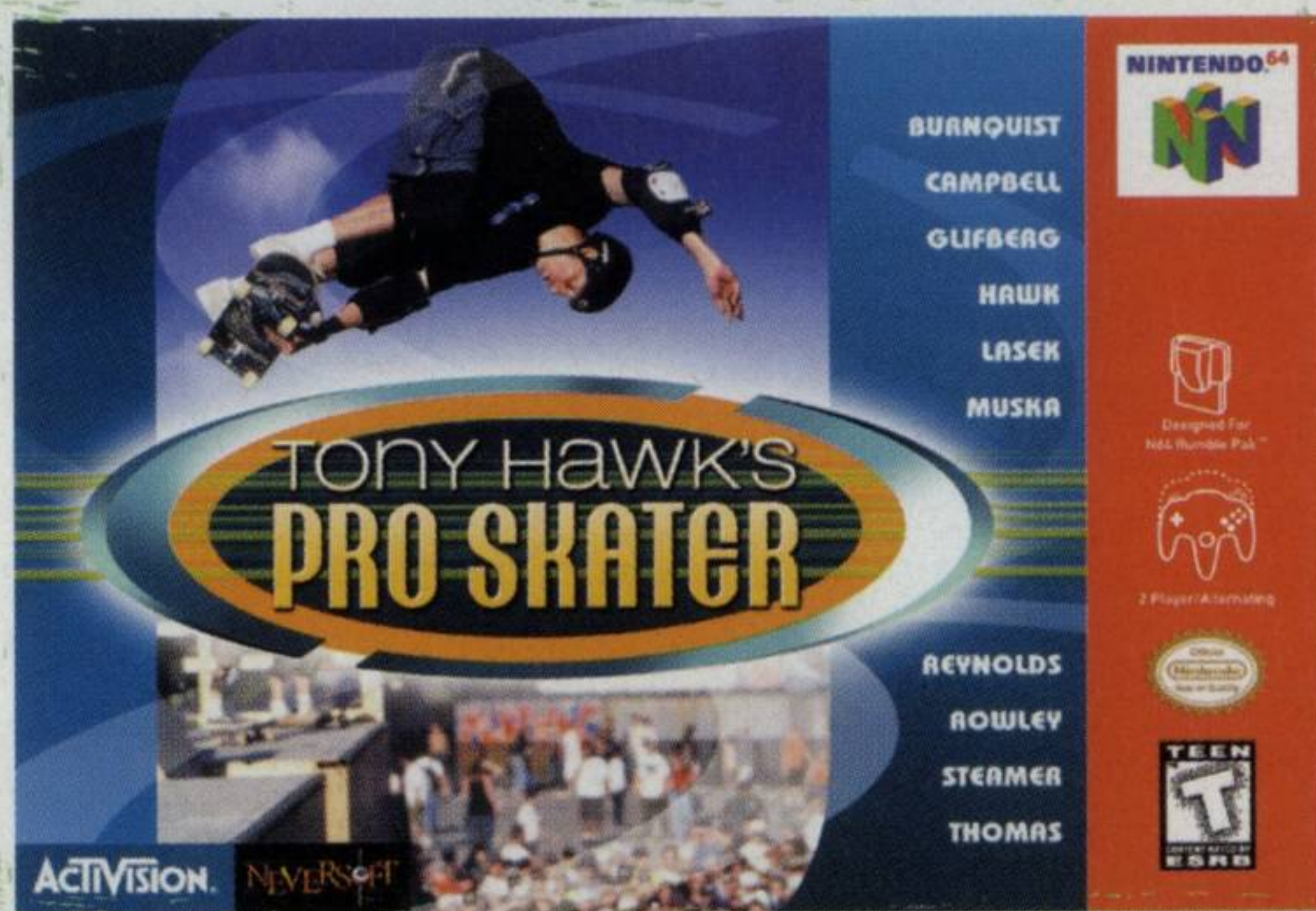
System Requirements:

Windows 95/98, Pentium 200, 32 MB RAM, 40 MB on HD, 3D accelerator with 4 MB of memory, DirectX 6

Price: Free (for a locked-at-third-level character) or \$9.95/month (for all of Centropolis's games)

Available: Now

Boarding School!



\$49.99

Available March 9, 2000
Dates subject to change.

Get into the game
TARGET

www.getintothegame.com

The Virtual Music Machine

Namco and Aerosmith are ready to rock the arcades!

By The Whizz

MUSIC SIMULATION GAMES are an arcade craze in Japan. In fact, they're just about single-handedly lifting the Japanese arcade industry out of a two-year-long slump. Konami is becoming the monster-music-sim maestro over there, but over here Dance Dance Revolution, Guitar Freaks, Drum Mania, Beatmania Complete Mix, and hiphopmania are somewhat rare—if wildly popular—finds in local game centers.

Arcade-savvy Namco, however, is now hot-to-trot on music games as well. With music mindshare still up for grabs in America, it has snatched up Andover, MA-based Virtual Music Entertainment (VME) with plans to eventually put the company's Virtual Music Enhanced technology into a coin-op near you.

You've Got Rhythm

With its PC and Macintosh software and hardware on the market since 1996, VME is no late arrival to the computer concert. Music software technology is its thing, and a major component in its sound systems is a hit-making piece of code called the Rhythm EKG.



Can you lead your band out of the garage in *Quest for Fame*?



All rockstar wannabes start out by getting down in their rooms.



This meter represents VME's Rhythm EKG interface. To make music, you'll have to hit the notes as the red line hits the green spikes.



Quest for Fame's interface will open up a world of rock opportunity.



In *Quest for Fame*, your goal will be to join Aerosmith in front of thousands of screaming fans at the Humongodome.


Rhythm is the "heartbeat" of any musical composition, and the Rhythm EKG provides a simple map that enables players to follow the basic beat of any piece of music via a game monitor. The correct beat is displayed by a series of "spikes" pointing upwards. A red line representing time moves across these spikes, signaling the player to strum when the line and a spike "line up." In real time, the Rhythm EKG translates the strum into the right note if the player's timing is right, or the wrong note if the player's timing is off. PlayStation gamers will recognize the similarity of this interface with that of Um Jammer Lammy or the Japanese import Guitar Freaks, which also uses a guitarlike game controller.

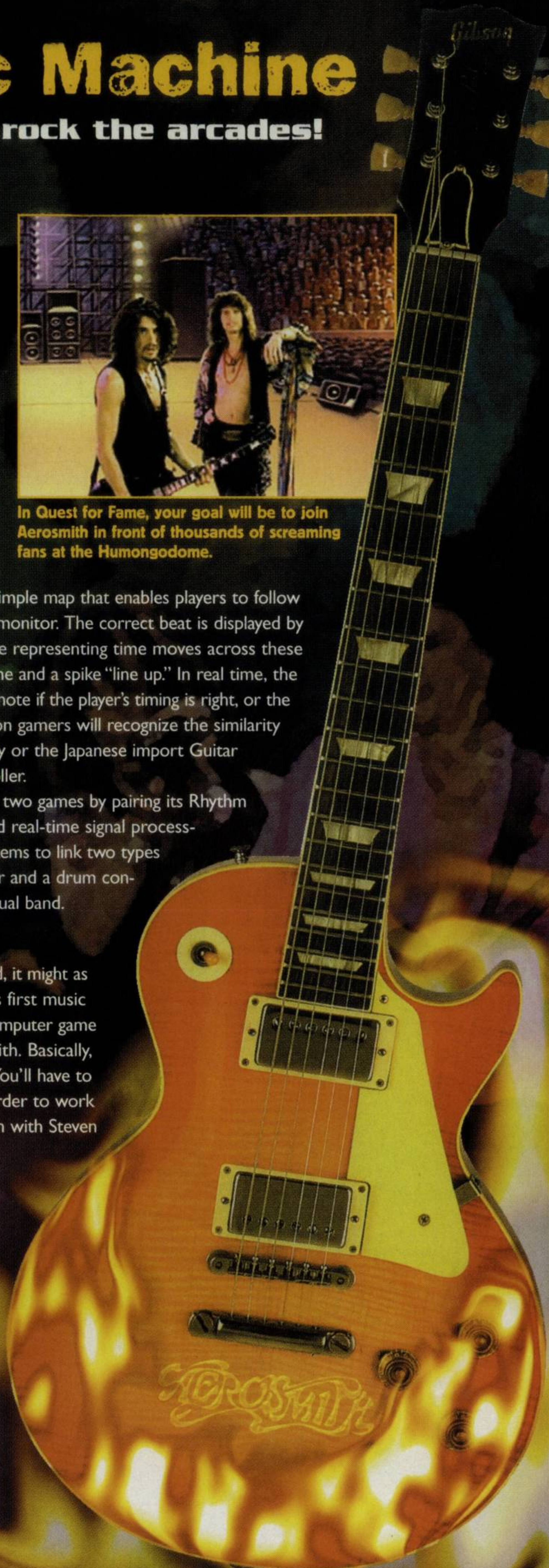
VME, however, plans to move beyond those two games by pairing its Rhythm EKG with another slick programming lick called real-time signal processing. Real-time signal technology enables VME systems to link two types of virtual music input devices (a guitar controller and a drum controller) that play along together as a kind of virtual band.

Aerohead Alert!

Of course, if you're going to play in a virtual band, it might as well be one of the rock heavyweights. Namco's first music arcade game will be based on a VME personal computer game called *Quest for Fame*, which will star Aerosmith. Basically, you'll be a rockstar wannabe in a garage band. You'll have to work your licks and play some major dives in order to work your way to a gig and a jam session with Steven Tyler and Aerosmith.

The Arcade World Tour

While reports of the death of coin-ops are premature, there's no doubt that a benefit concert for the ailing arcade machines won't hurt. Arcades may soon take on a whole new look... and sound. 



In real life, F.A.K.K.2 would be more silicone than flesh and bone.



**\$10 OFF EVERY
ORDER,* \$20 OFF
ORDERS OF \$100
OR MORE. USE
VIP CODE GPM2**

**Real life sucks
Go to www.ugodirect.com**

UGOdirect.comTM

MORE GAMES FOR LESS

**395 Hudson Street, New York, NY 10014
1-800-335-0046**

USE VIP CODE GPM2 IN THE SHOPPING CART TO RECEIVE YOUR DISCOUNT.

*Available on orders of \$25 or more and valid through March 31, 2000. Limited to one per customer. UGOdirect accepts Visa, Mastercard, American Express and Discover. ©2000 UGO Networks, Inc. All rights reserved. UGOdirect and Underground Online are registered trademarks of UGO Networks, Inc. Heavy Metal is Copyright © 2000, and a registered trademark of Metal Mammoth Inc. All rights reserved. FAKK2 is Copyright © 2000, and a trademark of Kevin B. Eastman. All rights reserved.



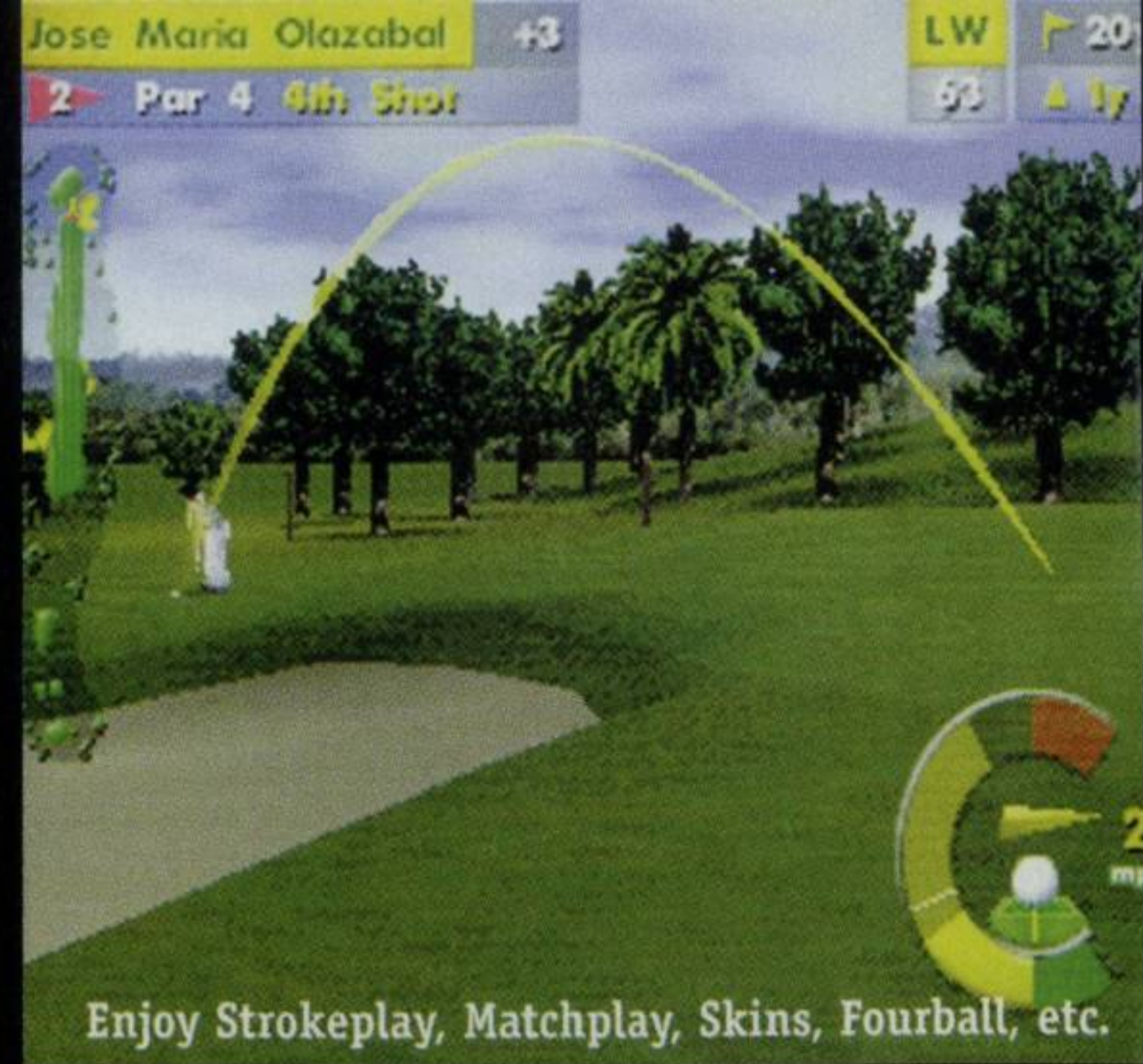
UNDERGROUNDONLINE



Classic European Golf...



Quinta do Lago - Portuguese Open



Enjoy Strokeplay, Matchplay, Skins, Fourball, etc.



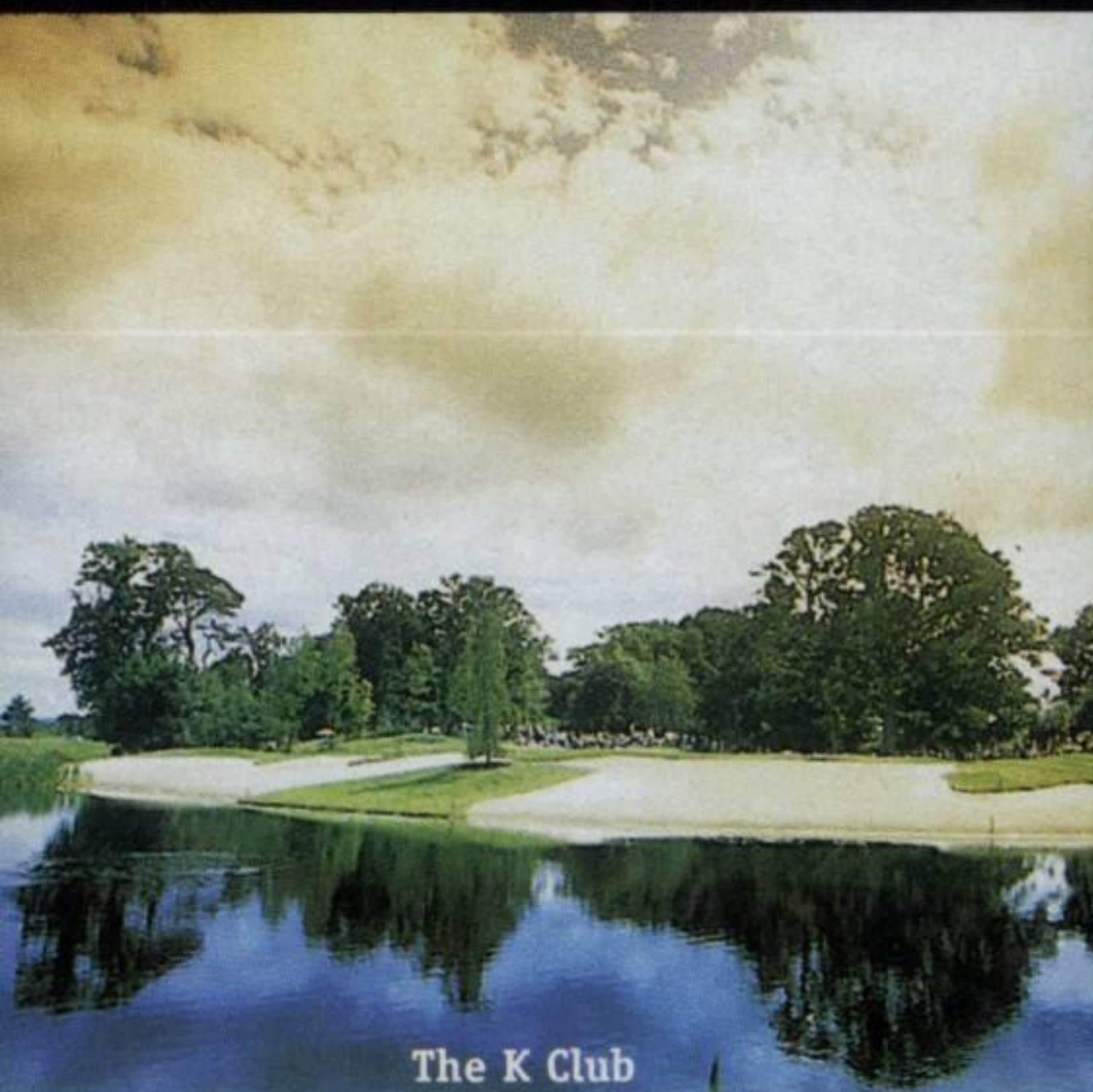
Druid's Glen



Druid's Glen - Irish Open



The K Club - Smurfit European Open



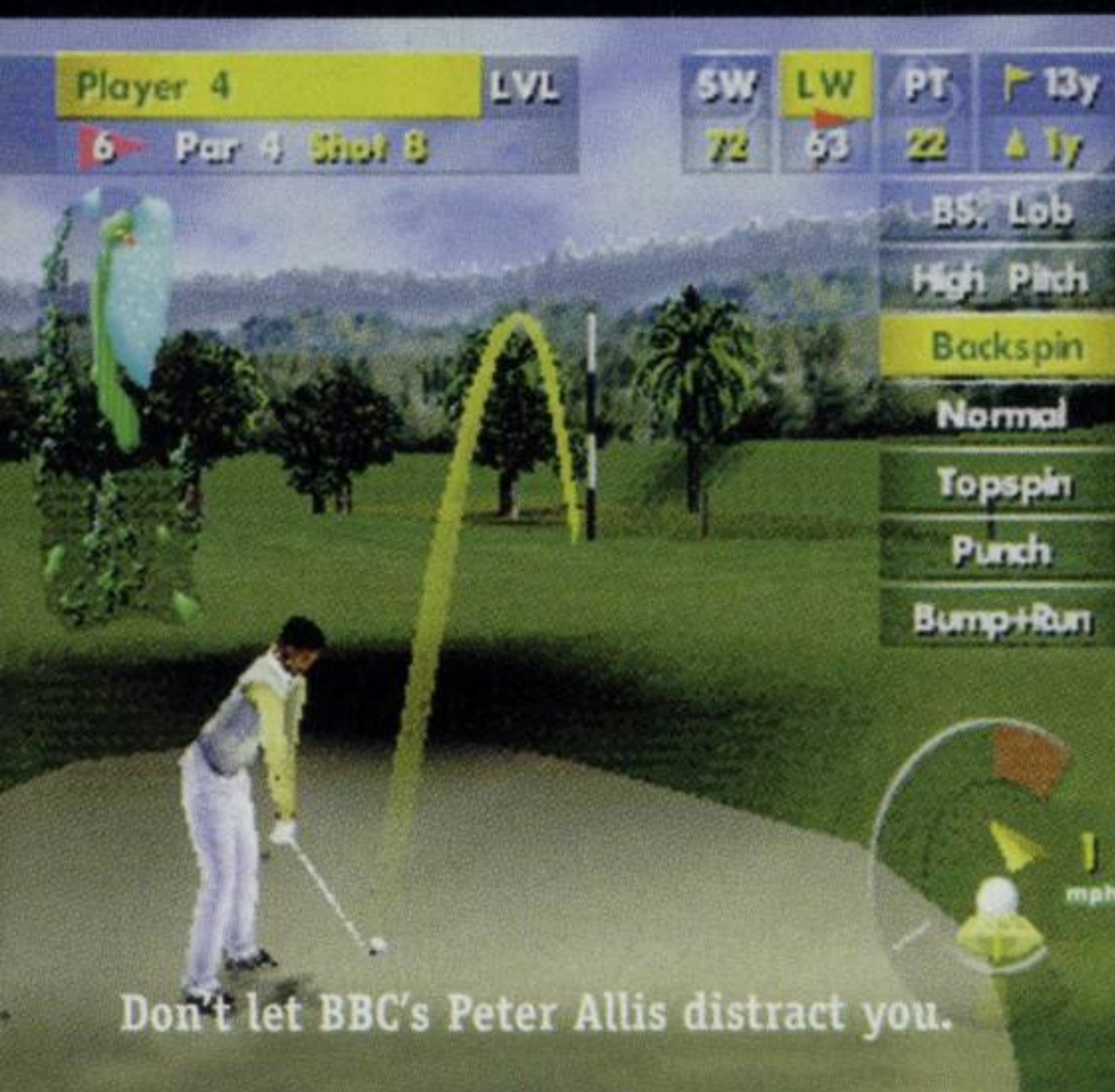
The K Club



Druid's Glen



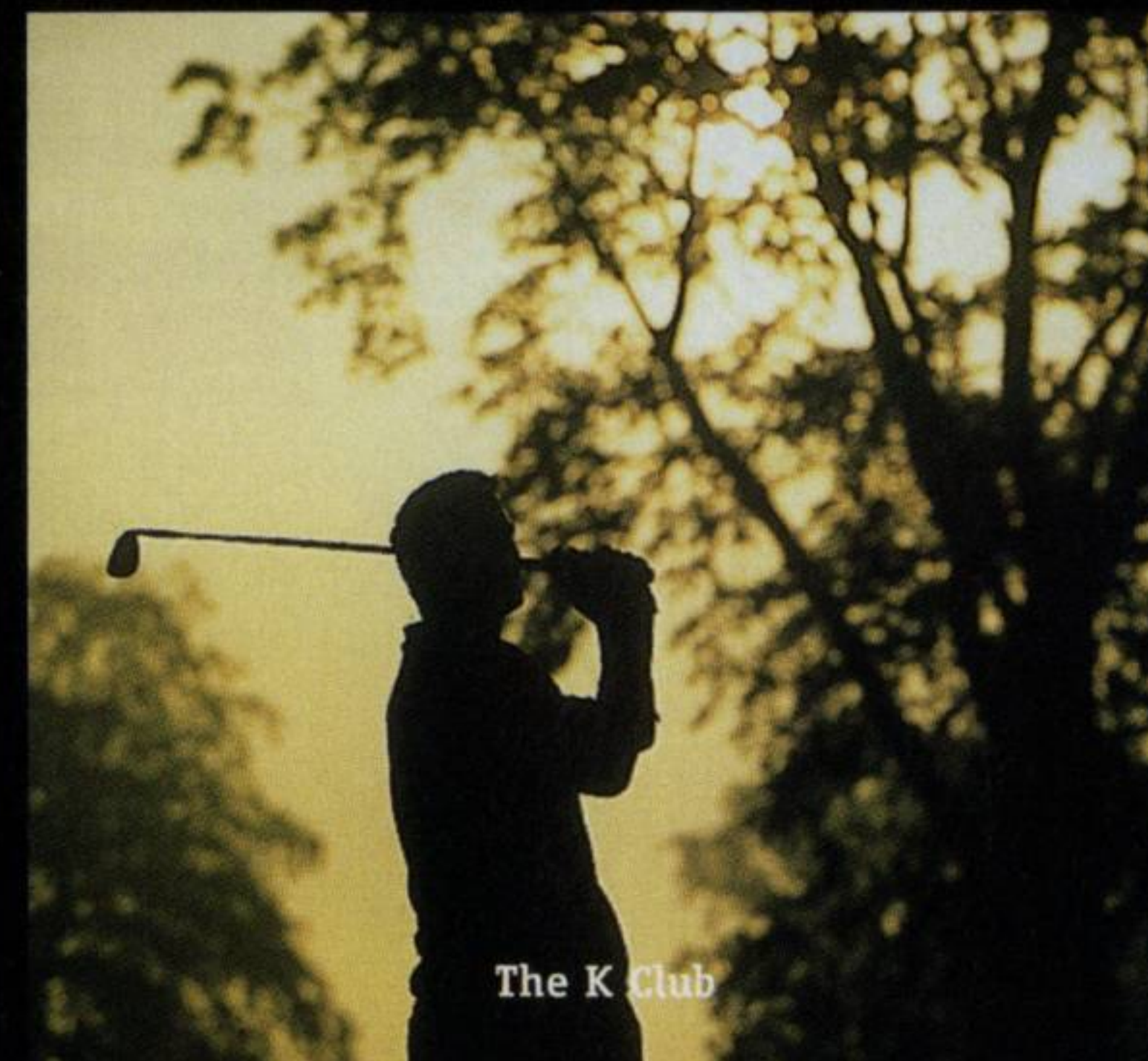
Choose A Course



Don't let BBC's Peter Altis distract you.



Quinta do Lago



The K Club

4 Courses. 3 Countries. The Top 64 European Players. Tee it Up.



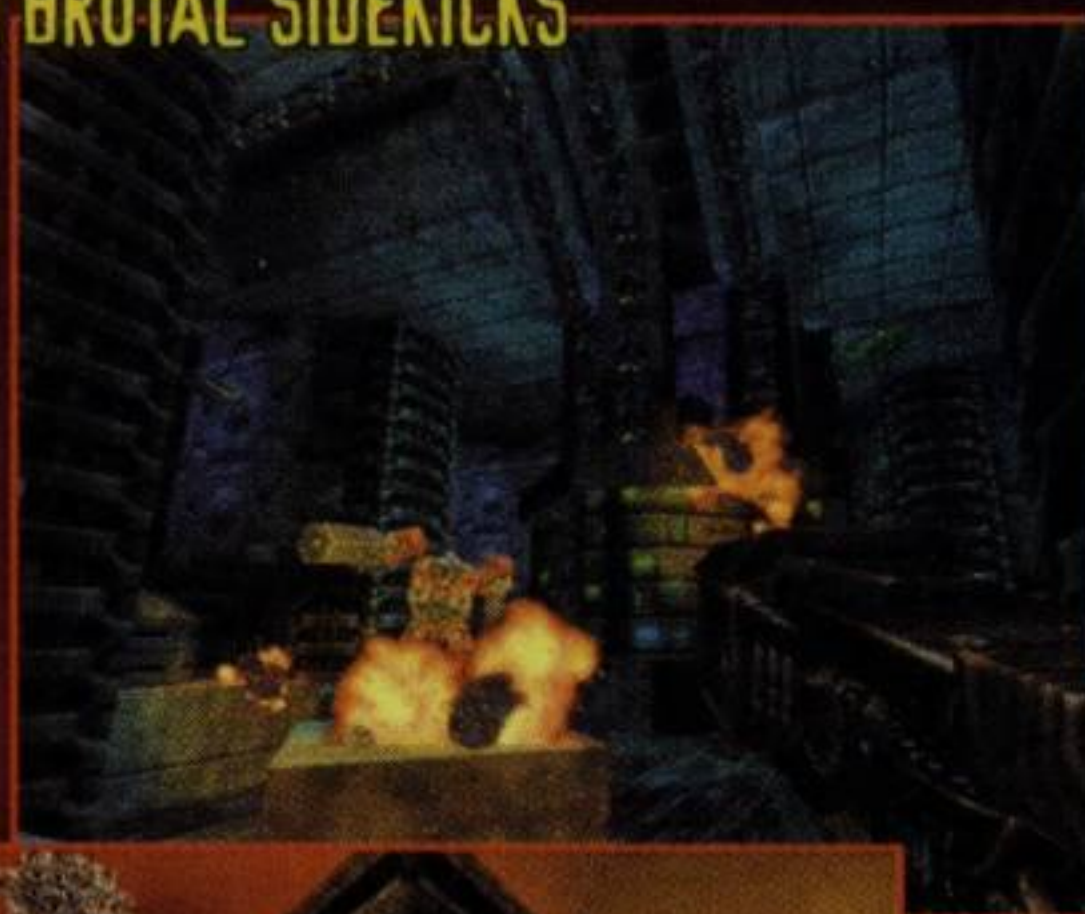
Had enough funsy, cartooney, windmill golf on Nintendo 64®? Get real. The PGA European Tour is now open for play in the U.S. Tee it up on some of the finest Tour Courses in the world...like *The K Club* in Ireland, site of the European Open and 2005 Ryder Cup...*Druid's Glen* venue of the Irish open. Go head to head against Europe's top 64 players in *real* golf matches and tournaments. Real feel...real swings...real players...gorgeous graphics...real fun. Join the tour.



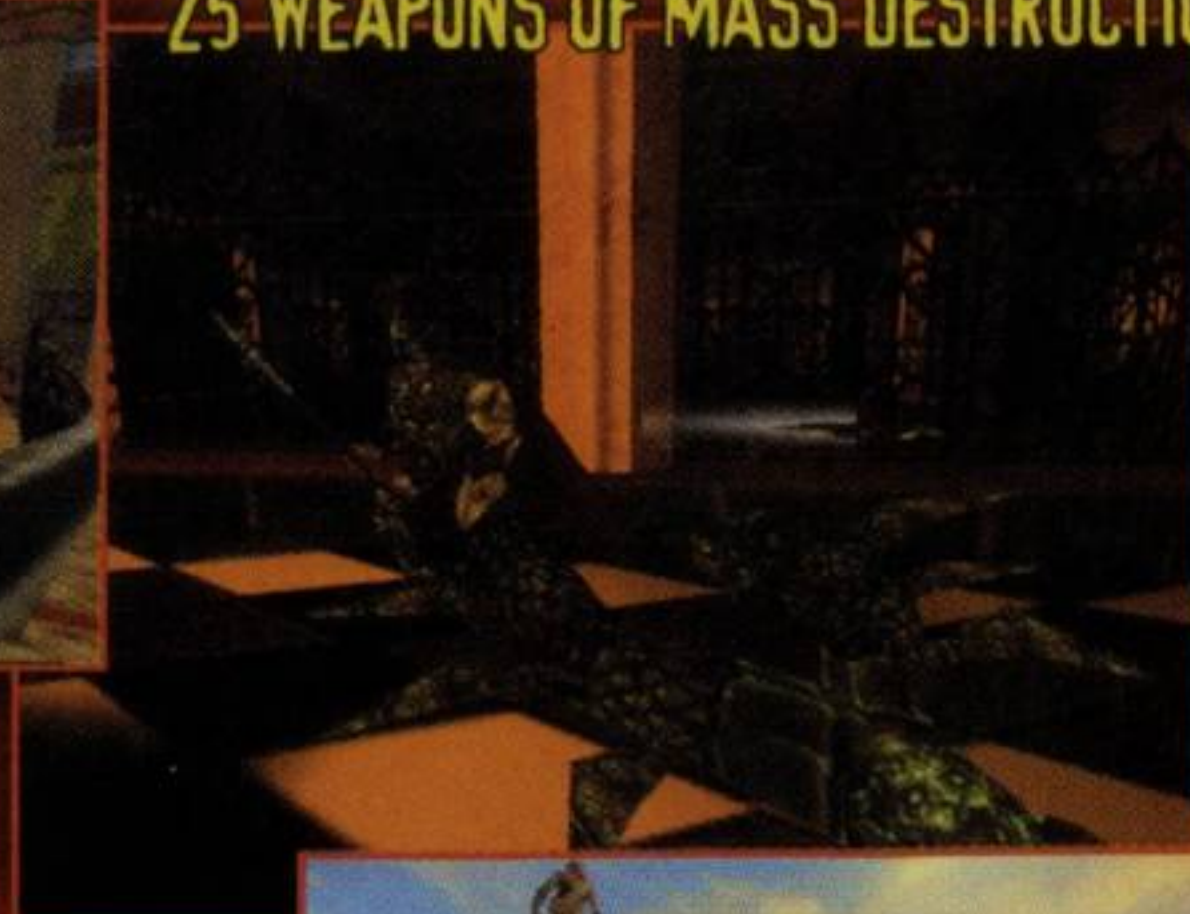
www.europeantour-thegame.com



2 BRUTAL SIDEKICKS



25 WEAPONS OF MASS DESTRUCTION



You are dropped in the swamp and end up in the sewer of Mishima's prison fortress. You will make one friend, Superfly, and a horde of enemies. You might even find the mighty Daikatana.



JAPAN 2455 C.E.

Time travel is proving to be hell. Lemnos Isle, The Catacombs of Athens, The Acropolis, The Parthenon - all infested with hideous reminders of Greece's mythical past. Lay history to rest.



GREECE 1200 B.C.E.

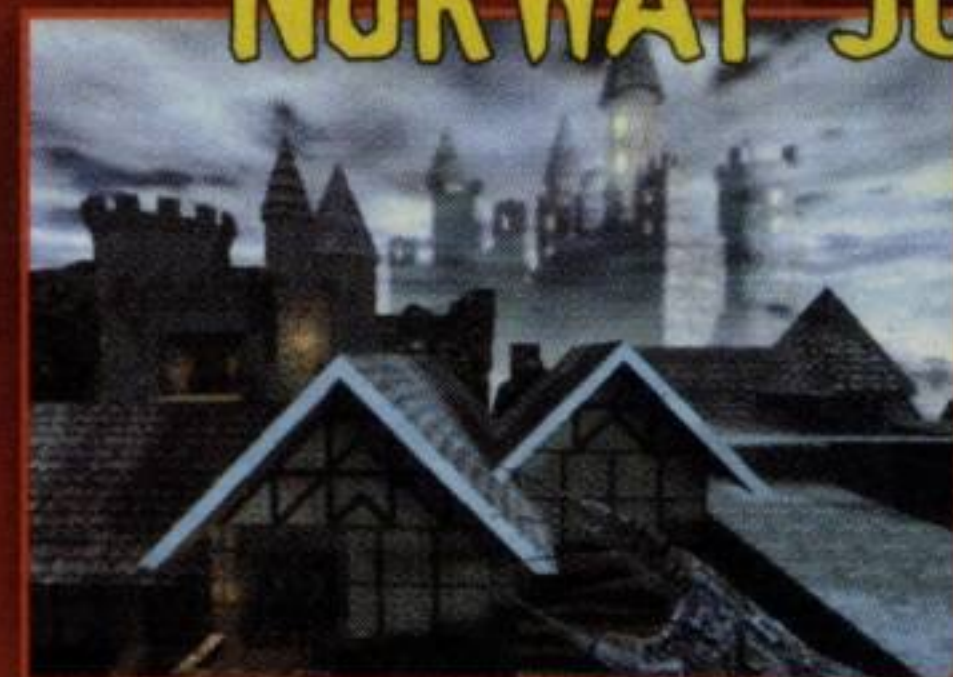
"Daikatana will depart from the typical lone-hero-versus-the-world paradigm of the current slew of 3D first-person games."

-COMPUTER GAMING WORLD

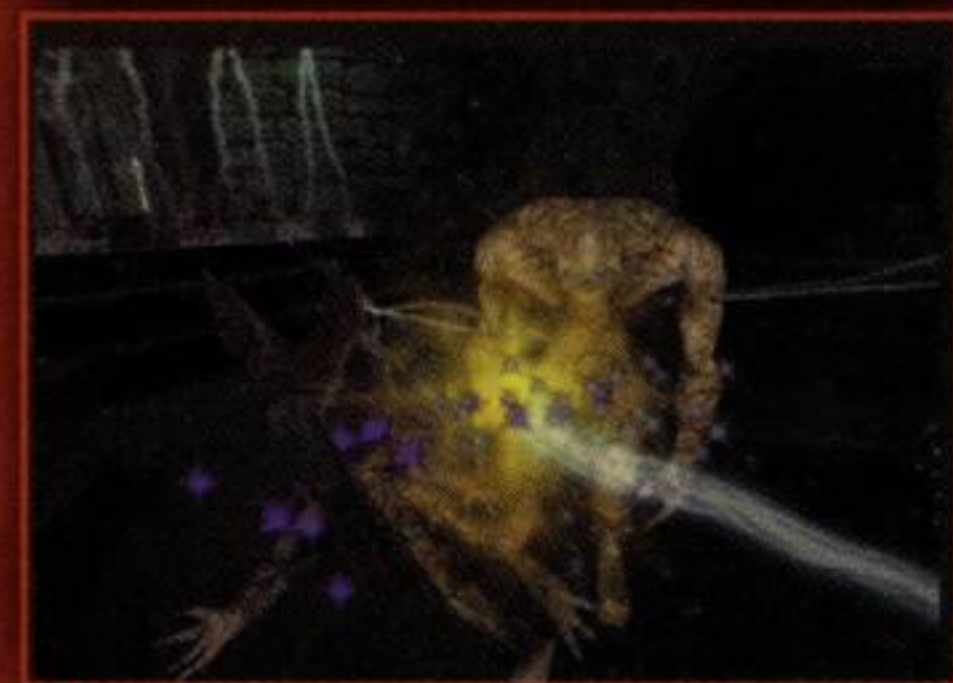
"Classic Romero - deliberately hyper, handsomely rendered, and perpetually hurtling forward"

-avault.com

NORWAY 560 C.E.

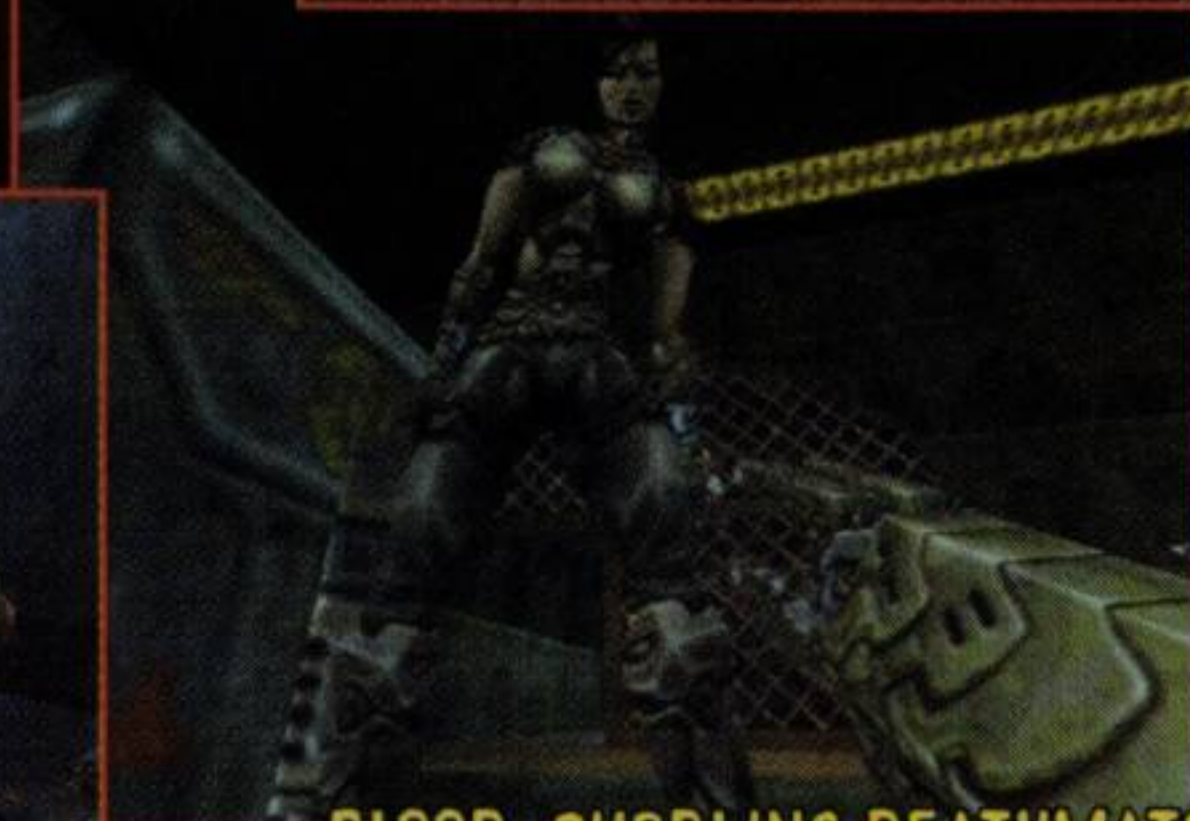


It's cold. It's snowing. And, as if that was not enough, it's also the height of the European plague. You do not want to be here. Then again, no one wants you to be here.



SAN FRANCISCO 2030 C.E.

Alcatraz isn't what it used to be. It's much worse. You could make it out alive. You could scour the fallen city and find Kage Mishima. And you could set history straight.



OVER 50 BLOOD THIRSTY ENEMIES

BLOOD-CURDLING DEATHMATCH

daikatana.com

Screenshots shown are from the PC version.



ION STORM, DAIKATANA, HIRO MIYAMOTO, SUPERFLY JOHNSON and MIKIKO EBIHARA names and logos are trademarks of Ion Storm, L.P. Copyright © 1999 Ion Storm, L.P. All rights reserved. EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are registered trademarks of EIDOS INTERACTIVE. © 1999 EIDOS INTERACTIVE. All other trademarks are the properties of their respective owners. Licensed by Nintendo. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. N64 Software ©1999 KEMCO. The ratings icon is a trademark of the Interactive Digital Software Association.



COMING SOON ON



JOHN ROMERO'S
大刀
DAIKATANA



FROM JOHN ROMERO, THE LEGENDARY
CO-CREATOR OF WOLFENSTEIN 3D™, THE DOOM™ SERIES,
HERETIC™, HEXEN™, QUAKE™ AND NOW, DAIKATANA™...

ARE YOU READY?

ION
STORM

ionstorm.com

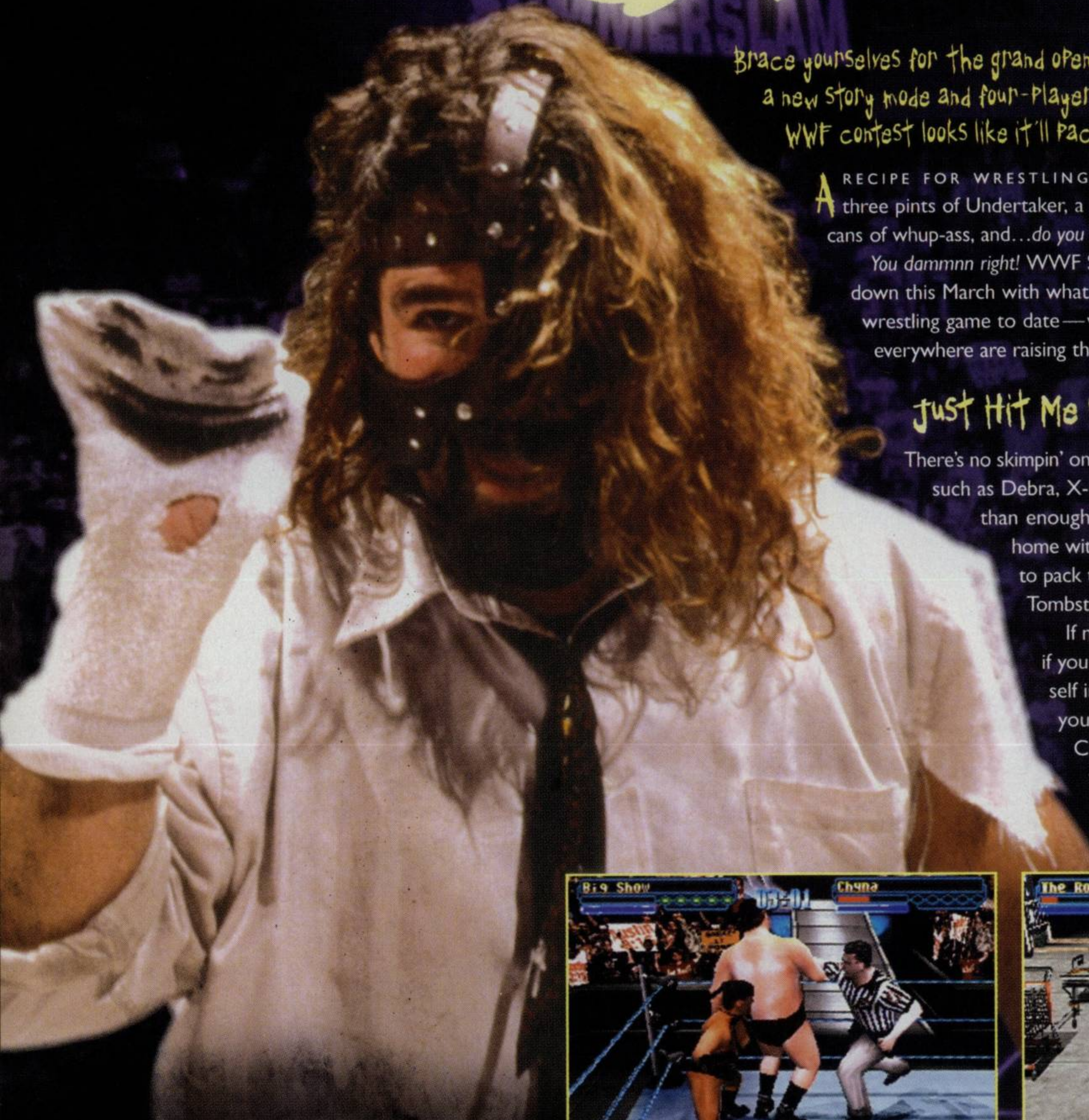


EIDOS
INTERACTIVE

eidos.com



The Smack



Brace yourselves for the grand opening of The Smackdown Hotel! With a new story mode and four-player action in its corner, THQ's latest WWF contest looks like it'll pack a serious punch. *By Lamchop*

A RECIPE FOR WRESTLING success: Combine two cups of Mankind, three pints of Undertaker, a pound of The Rock, several Stone Cold cans of whup-ass, and...do you smell what THQ is cooking?

You dammn right! WWF Smackdown is set to lay the, well, smack down this March with what could be the most realistic PlayStation wrestling game to date—with a new single-player twist. Gamers everywhere are raising the People's Eyebrow in anticipation...

Just Hit Me With That Triple H

There's no skimpin' on wrestlers here! With over 35 top names, such as Debra, X-Pac, Edge, and Gangrel, there are more than enough. And no decent wrestler would leave home without their finishing moves; look for them to pack trademarks, like the Stone Cold Stunner, Tombstone Piledriver, Pedigree, and the rest.

If none of them wrasslers cut it for you, or if you literally want to make a name for yourself in the WWF (in the video game anyway), your opportunity awaits in Smackdown's Create-a-Wrestler mode. You'll select a wrestler's appearance from head to toe, then set their moves. From the simplest grab-n-throw to the ultimate finishing



Some matches will let you pick guest referees—but they'll be able to beat your butt, too.



You can fight in the ring...and out of it, too.



WWF Smackdown may be the most electrifying wrestling game ever for your PlayStation.

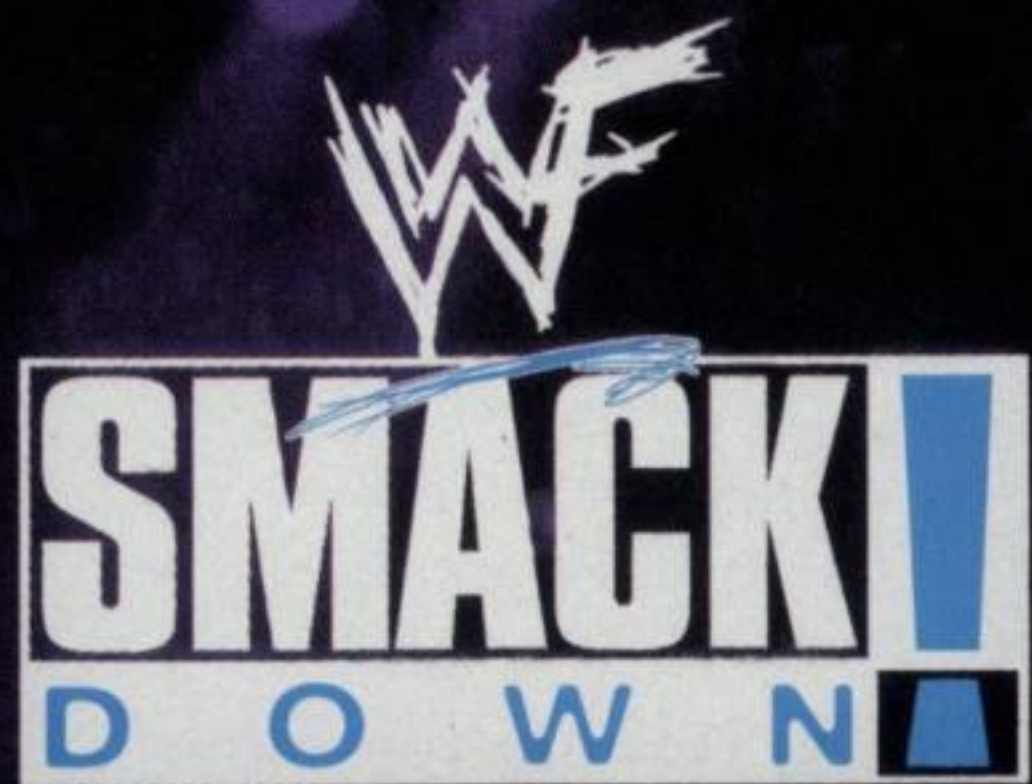


Oh, oh, I think he's going for the sock!



The Stone Cold salute for Triple H

Attack!



move, it'll all be up to you. Imagine a character who looks like Mark Henry, but who flips you off like Stone Cold right before he drops the People's Elbow...

What Does Everybody Want?

Smackdown has more options than Val Venis has underwear. A regular season will take you through events such as House Shows, Raw Is War, SummerSlam, and other title matches. You'll also be able to make your own Pay-Per-Views, arranging them however you like. In Exhibition mode, go nuts and establish a little war zone; maybe a Cage Match between Triple H and Steve Austin is your thing; or how about a Hard Core match with the Big Boss Man and the Big Show? You'll also be able to plug in a multitap, then powerbomb into multiplayer mayhem for four.

Tonight, in This Very Ring

What will set Smackdown apart from other wrestling games is its story line elements in Season mode. For the first time, gamers will be able to participate in the male-oriented soap opera drama that is the WWF, making alliances with other wrestlers, ambushing enemies backstage, fighting in parking lots, etc. Five backstage areas alone (not including hallways) will be reserved for those very special occasions where you know *someone's* gonna get his head bashed in. This feature wasn't in the preview version and THQ didn't go into details, but it should be nice to jump into Kane's head, meet up with X-Pac backstage, and give the back-stabbing wiener what he really deserves. This feature alone may be worth the admission price.

It's The Big Show!

As in *WrestleMania 2000*, Smackdown's wrestlers are hand-drawn animations rather than motion-captured, giving them a smoother look than those in Acclaim's PlayStation version of *WWF Attitude*. And it looks like THQ has created a realistic-looking audience complete with flashing cameras and a huge, working TitanTron looming in the background.

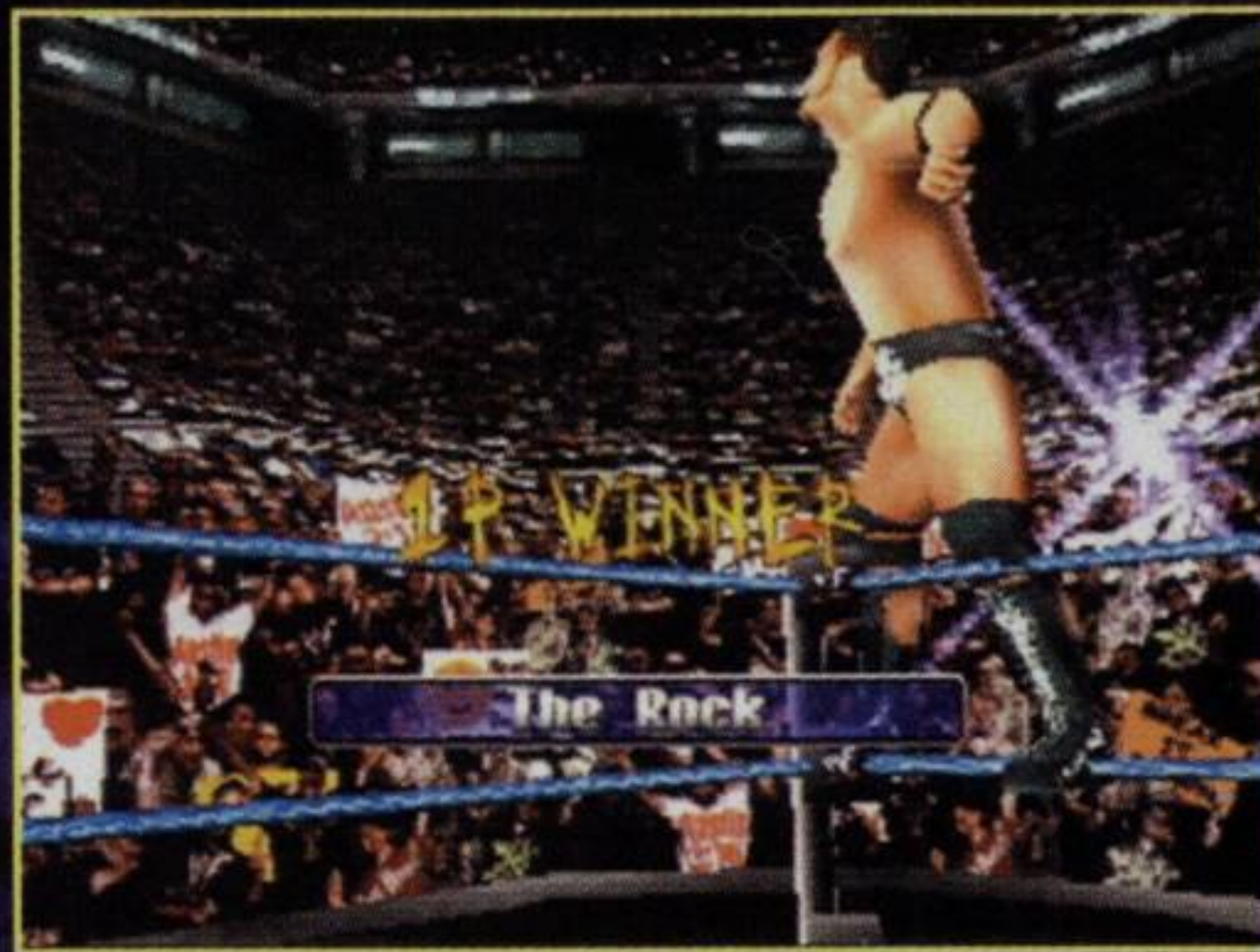
In the preview version, the action was no slouch and gameplay already felt speedy (way faster than *Attitude's*). From quick whips to the face to running neck-breakers, Smackdown promises to deliver some fast-pace rumbling. Special moves like the People's Elbow will be delegated to a single button, and you'll be able to pull them off when your opponent is dizzy—simple, devastating, and final.



Stand by your manager; Paul Bearer and Tori join Undertaker and Kane.

HEFTY!

While the preview version didn't have the wrestlers' flashy entrances, voices, or theme music, THQ vows to deliver all that when Smackdown is ready to enter the People's Ring (unfortunately, there won't be commentary; space is being saved for authentic music and intros). Still, as long as THQ makes good on its promises, WWF Smackdown will have enough potentially cool elements to keep it from being, as Buh Buh Ray might say, a "Duh, duh, dud!"



The Rock smells something...another win!



Tag-team matches never looked better.



Four-player mayhem is the way to go.

WWF Timeline

If you thought the WWF started with Stone Cold, The Rock, and Mankind, your ass better call somebody! From broken necks to huge paychecks, here are some of the highlights from the WWF's often controversial 37-year history.

—Compiled By Dan Elektro (special thanks to Xavier Doom's *Slayground*, <http://webhome.idirect.com/~xds>, for providing many key details.)

April 1963: Following a fallout with the National Wrestling Alliance, the World Wide Wrestling Federation is formed. Ex-NWA wrestler "The Nature Boy" Buddy Rogers

is its first champ. Bruno Sammartino wins the WWF title from Rogers a month later.

January 1971: After holding the belt for an amazing eight years, Bruno Sammartino loses the WWF title to Ivan Koloff.

April 1976: Stan Hansen accidentally drops Bruno Sammartino on the mat in a match, breaking his neck. Amazingly, Sammartino continues the match.

April 1977: Superstar Billy Graham beats Bruno Sammartino for his first WWF title. Graham is credited as an inspiration for many that followed, including Hulk Hogan and Jesse Ventura.

April 1979: The WWF drops a consonant to become the World Wrestling Federation (WWF).

August 1979: In a cross-federation match you'd never see today, WWF champion Bob Backlund squares off against AWA champ Nick Bockwinkel. After almost 40 minutes of action, both men are counted out.

June 1982: Vince McMahon Jr. buys out his father's shares in the WWF and incorporates the new enterprise as Titan Sports. The modern era of "sports entertainment" begins.

CONTINUED ►

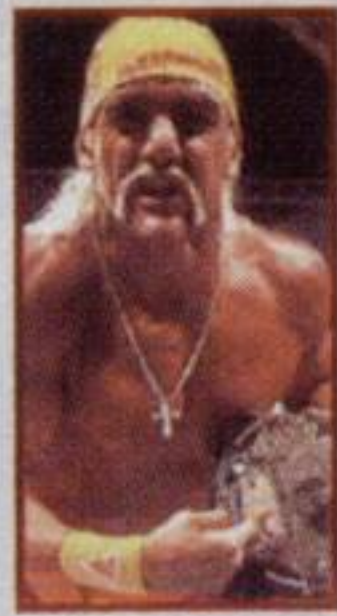
WWF Timeline (continued)

September 1983: Vince McMahon negotiates a deal with USA Network to broadcast WWF matches. Several other television deals follow over the next 15 years, limiting the TV exposure of other federations.



November 1983: The WWF signs a stable of names that helps cement its growing popularity: Hulk Hogan, Bobby Heenan, Gene Okerlund, and Roddy Piper.

January 1984: Hulk Hogan beats the Iron Sheik for the WWF World Heavyweight Championship. Hulkamania is born, and Hogan holds the belt five times over the next 10 years.



May 1984: Flamboyant pop star Cyndi Lauper and mohawked actor Mr. T sign on to appear at WWF events, expanding wrestling further into the mainstream. That September, Hulk Hogan appears as a guest VJ on MTV.

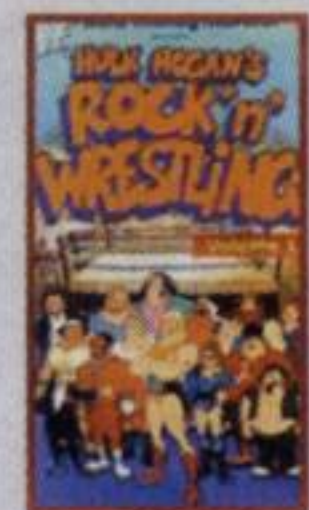
March 1985: The first WrestleMania takes place at Madison Square Garden. Hulk Hogan and Mr. T triumph over Roddy Piper and Paul Orndorff.



May 1985: The WWF hits network TV for the first time with *Saturday Night's Main Event*, a periodic replacement for the ailing *Saturday Night Live*.



September 1985: As further proof of wrestling's pop culture status, *Hulk Hogan's Rock 'N' Wrestling* debuts as part of CBS's Saturday morning cartoon lineup. The animated adventures of the WWF stars run for almost two years.

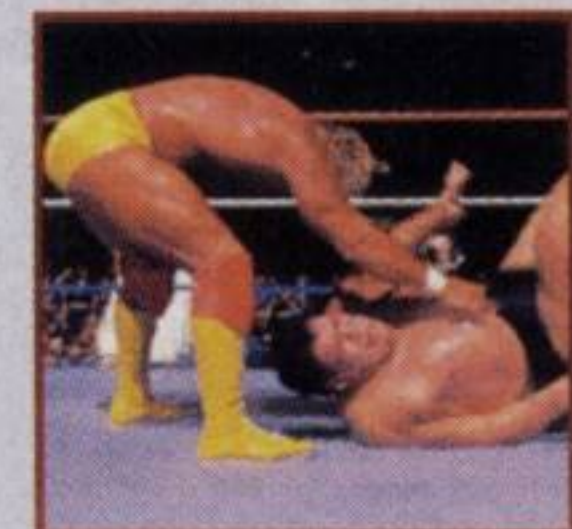


November 1985: Ka-ching! The first WWF Pay-Per-View, the WWF Wrestling Classic, airs. Needless to say, it's a success.

April 1986: Roddy Piper boxes Mr. T at WrestleMania II.



March 1987: WrestleMania III draws 93,000 fans to the Pontiac Silverdome, setting an indoor wrestling attendance record. Andre the Giant and Hulk Hogan square off, with Hogan victorious.



May 1987: WWF stars, Hacksaw Jim Duggan and the Iron Sheik are arrested on drug charges. Both careers take a dive

November 1987: The first Survivor Series Pay-Per-View debuts. Andre the Giant is the night's biggest winner—literally.

January 1988: The first Royal Rumble is held. Hacksaw Jim Duggan wins in the shortest Rumble match to date—just 33 minutes long.

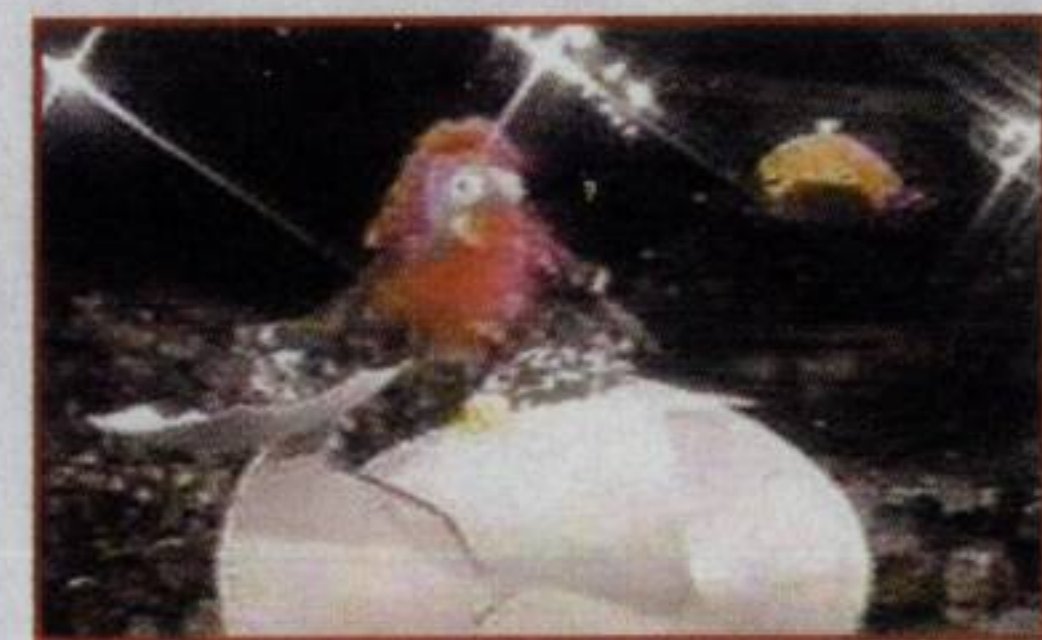


October 1988: *Forbes* magazine estimates the WWF's worth at \$100 million.

April 1990: Hulk Hogan loses the championship belt to the Ultimate Warrior in *WrestleMania VI*.



November 1990: At the Survivor Series, the Undertaker makes his debut, along with a guy in a turkey suit named the Gobbledygooker. The crowd boos as the bird dances with announcer Mean Gene Okerlund. The latter persona is retired.



June 1991: Ex-WWF ringside doctor Dr. George Zahorian is convicted on 12 of 14 counts of selling anabolic steroids. Several superstars are named in the case. The WWF quickly implements a drug policy. The next month, Hulk Hogan denies taking steroids, only to recant that statement three years later.

October 1991: Hulk Hogan and new WWF recruit Ric Flair meet in the ring for the first time. Flair wins. Three months later, Flair wins the World Heavyweight Championship at the Royal Rumble.

July 1992: During a TV interview, WWF champ Macho Man Randy Savage admits to having taken steroids in the past.



January 1993: *Monday Night Raw* debuts.

June 1993: The first King of the Ring Pay-Per-View is held, with Bret "The Hitman" Hart winning the event. The same night, Hulk Hogan loses the World Heavyweight Championship to massive Yokozuna, ending the fifth and final time Hogan would hold the title.

November 1993: Vince McMahon is charged with possession of steroids; he's acquitted in July '94.

June 1994: After years as the federation's poster boy, Hulk Hogan leaves the WWF for the competition.

November 1994: Some 11 years after his last title victory, Bob Backlund defeats Brer Hart to win the WWF championship. Backlund promptly loses the title to Diesel three days later in a match that lasts less than 10 seconds.



Late 1995: Steve Austin signs with the WWF and debuts in a supplemental role to Ted DiBiase as The Ringmaster. It's a persona that won't last long, as Austin begins forming his "Stone Cold" persona.



April 1996: Mankind debuts on *Monday Night Raw* and shows the world his finishing move, the Mandible Claw.



June 1996: Stone Cold Steve Austin defeats Jake "The Snake" Roberts in the King of the Ring competition and coins the phrase "Austin 3:16." T-shirts are printed immediately.

November 1996: The Rock makes his WWF debut at the Survivor Series.



November 1996: Brian Pillman brandishes a gun at Stone Cold during a match, which leads to a lot of negative publicity. The WWF apologizes.

August 1997: Stone Cold Steve Austin is seriously injured by an Owen Hart piledriver that sidelines him for



months and continues to nag him for the next two years. At press time, Stone Cold was slated for spinal surgery in early 2000.

October 1997: Kane makes his debut during a cage match between the Undertaker and Shawn Michaels.

October/November 1997: Shawn Michaels, Triple H, and Chyna officially form D-Generation X.



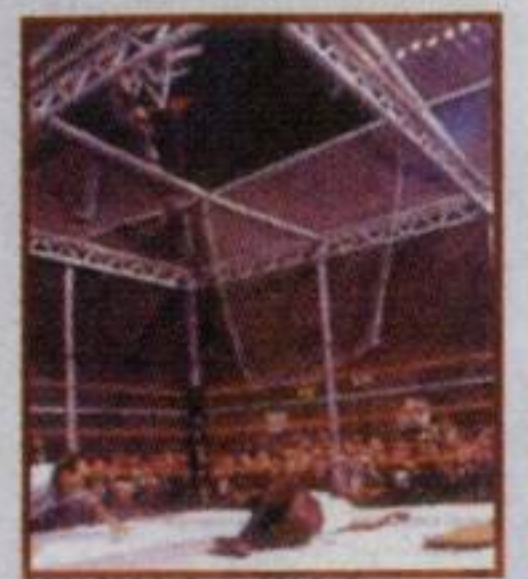
November 1997: In his final WWF appearance, Bret Hart loses the championship to Shawn Michaels in a personally and politically charged match at the Survivor Series in Montreal. Unscripted events include



a hasty finale, Hart spitting in McMahon's face, and some backstage fisticuffs.

Controversy and conspiracy theories surround the event, much of which are later presented in the *Wrestling With Shadows* documentary the following year.

June 1998: It's Hell in the Cell—one of the most amazingly brutal matches ever. Mankind is thrown off the top of a 16-foot cage by the Undertaker twice—once crashing through a table, once landing in the ring. He is subsequently slammed down onto a pile of thumbtacks twice before succumbing to Tombstone and losing the match.



September 1998: The Stone Cold/Vince McMahon war heats up as Austin attacks McMahon on TV (aided by Kane and the Undertaker), then attacks him the following week in the hospital.

November 1998: Former WWF superstar, Jesse "The Body" Ventura, is elected as Governor of Minnesota.



December 1998: Vince McMahon wins the Royal Rumble. The following month, he loses to Stone Cold in a steel cage match, but not before falling off the top of the cage and bloodying himself.



May 1999: Owen Hart, as the Blue Blazer, falls to his death at a live event when an entrance stunt goes awry.




June 1999: Sable quits the WWF and sues for over \$100 million.

August 1999: Jesse Ventura referees at SummerSlam for Mankind's title victory over Stone Cold Steve Austin. Four days later, *WWF Smackdown* debuts on UPN.

September 1999: On an episode of *Smackdown*, McMahon wins the World title from Hunter Hearst Helmsley. He later vacates the title.

November 1999: In a move to hurt Vince McMahon, Triple H marries



his daughter, Stephanie, in a quickie ceremony in Las Vegas. 

Read the Magazine...Now Visit the Store!

Netscape: GamePro SuperStore : Buy, Shop, Bid, Sell Games Online

Back Forward Reload Home Search Netscape Images Print Security Stop

Location: <http://www.gameprosuperstore.com/shop/> What's Related

WebMail Contact People Yellow Pages Download

GAMEPRO SUPERSTORE .COM

PLAYSTATION N64 DREAMCAST NEO GEO GAMEBOY

ACCESSORIES STRATEGY GUIDES CONSOLES

GO TO AUCTION BUY USED GAMES SELL YOUR GAMES

SHOPPING CART VIEW ACCOUNT MY GIFT LIST JOIN AFFILIATES

Title Search: Go
Advanced Search

General Info

- ABOUT GamePro Superstore
- FAQs
- CUSTOMER SERVICE
- PARENTS' PAGE
- PRIVACY & SECURITY
- SHIPPING
- JOB OPPORTUNITIES
- CONTACT US
- SHIPPING WAIVER

NEW RELEASE!

POKÉMON STADIUM

BUY NOW!

NEW RELEASES

- Jurassic Park: The Lost World** PS
Bids start at: \$8.00
- Psychic Detective (3 CDs)** PS
Bids start at: \$5.00
- Banjo-Kazooie** N64
Bids start at: \$17.00
- Gez: Enter the Gecko** PS
Bids start at: \$11.00
- DarkStalkers** PS
Bids start at: \$6.00

All Other Auctions!

NEW RELEASES

- Fighting Force 2**
\$44.95 (US) DC
- Gran Turismo 2**
\$39.95 (US) PS
- MTV Music Generator**
\$39.95 (US) PS
- Tiger Woods 2000**
\$44.95 (US) PS
- Harvest Moon**
\$59.95 (US) N64

COMING SOON



Go where the PROS go for all their gaming needs!
www.gameprosuperstore.com

GameProSuperStore.com is an exclusive license of GamePro magazine by Entertainment Brands, LLC.

GamePro's 9th Annual Readers' Choice Awards!



You've heard our opinions—now we wanna hear yours! Tell GamePro which games in 1999 were the best. If you're lucky, you may come away with some cool swag, too.

One Grand Prize:

A PlayStation 2!

Be the first among your friends to own this next-generation system.



WIN!

Best Action Game

If you're looking for action, you have plenty of choices this year, from tanks to spies to robots to...fish?

- Ape Escape (PlayStation)
- Army Men 3D (PlayStation)
- Army Men: Sarge's Heroes (Nintendo 64)
- BattleTanx: Global Assault (Nintendo 64)
- Duke Nukem: Zero Hour (Nintendo 64)
- Dynamite Cop (Dreamcast)
- Gauntlet Legends (Nintendo 64)
- Jet Force Gemini (Nintendo 64)
- Medal of Honor (PlayStation)
- Pokémon Snap (Nintendo 64)
- Sega Bass Fishing (Dreamcast)
- Slave Zero (Dreamcast)
- Siphon Filter (PlayStation)
- Tiny Tank: Up Your Arsenal (PlayStation)
- Toy Commander (Dreamcast)
- Twisted Metal 4 (PlayStation)
- Vigilante 8: 2nd Offense (Dreamcast)
- Vigilante 8: 2nd Offense (Nintendo 64)
- Vigilante 8: 2nd Offense (PlayStation)
- WinBack: Covert Operations (Nintendo 64)

Best Fighting Game

Put up your dukes and put down your vote for 1999's best brawler. Will wrestling win the belt again this year?

- Bloody Roar II (PlayStation)
- Marvel Super Heroes (PlayStation)
- Marvel vs. Capcom (Dreamcast)
- Power Stone (Dreamcast)
- Soul Calibur (Dreamcast)
- Super Smash Bros. (Nintendo 64)
- Virtua Fighter 3tb (Dreamcast)
- WrestleMania 2000 (Nintendo 64)
- Wu-Tang Shaolin Style (PlayStation)
- WWF Attitude (Dreamcast)
- WWF Attitude (Nintendo 64)
- WWF Attitude (PlayStation)

Best Shooter Game

Train your sights on aliens, zombies, and other assorted baddies—it's time for the '99 shooter shootout.

- Armorines: Project S.W.A.R.M. (Nintendo 64)
- The House of the Dead 2 (Dreamcast)
- R-Type Delta (PlayStation)
- R-Types (PlayStation)
- Quake II (Nintendo 64)
- Quake II (PlayStation)
- Turok: Rage Wars (Nintendo 64)

Best Adventure Game

Things that go bump in the night, or quests that keep you playing all day? The choice is yours.

- Castlevania (Nintendo 64)
- Croc 2 (PlayStation)
- Dino Crisis (PlayStation)
- Donkey Kong 64 (Nintendo 64)
- Echo Night (PlayStation)
- Gex 3: Deep Cover Gecko (Nintendo 64)
- Gex 3: Deep Cover Gecko (PlayStation)
- Hybrid Heaven (Nintendo 64)
- Legacy of Kain: Soul Reaver (PlayStation)
- Metal Gear Solid: VR Missions (PlayStation)
- Rayman 2: The Great Escape (Nintendo 64)
- Resident Evil 3: Nemesis (PlayStation)
- Shadow Man (Nintendo 64)
- Silent Hill (PlayStation)
- Sonic Adventure (Dreamcast)
- Soul of the Samurai (PlayStation)
- Spyro 2: Ripto's Rage (PlayStation)
- Star Wars Episode I: The Phantom Menace (PlayStation)
- Tomb Raider: The Last Revelation (PlayStation)
- Toy Story 2 (Nintendo 64)
- Toy Story 2 (PlayStation)
- Xena: Warrior Princess (PlayStation)

Best Role-Playing Game

Last year, The Legend of Zelda walked away with the crown...but it's a PlayStation playground this year. What's your answer to the question?

- Final Fantasy VIII (PlayStation)
- Final Fantasy Anthology (PlayStation)
- Grandia (PlayStation)
- Guardian's Crusade (PlayStation)
- Jade Cocoon (PlayStation)
- Legend of Legaia (PlayStation)
- Lunar: Silver Star Story Complete (PlayStation)
- Shadow Madness (PlayStation)
- Star Ocean: The Second Story (PlayStation)
- Thousand Arms (PlayStation)
- Vandal-Hearts II (PlayStation)

Best Brain Game

Whether it's bubbles, bricks, or block-rockin' beats, these games keep your mind and thumbs equally busy.

- Bust-A-Move '99 (Nintendo 64)
- Bust-A-Move '99 (PlayStation)
- Lode Runner 3D (Nintendo 64)
- Mario Party (Nintendo 64)
- MTV Music Generator (PlayStation)
- The New Tetris (Nintendo 64)
- Um Jammer Lammy (PlayStation)

Name: _____ Age: _____

Address: _____

City/State/Zip: _____

Phone Number: () _____

All ballots must be filled out completely and received by April 1, 2000 to qualify for the drawing. Return the completed ballot to:

GamePro's Readers' Choice Awards
P.O. Box 193712
San Francisco, CA 94119-3712

Or fax your ballot to:
(415) 975-2610

Or enter online at:
www.gameproworld.com

Only one ballot per person will be accepted.

Results will appear in the July 2000 issue. All winners will be selected at random from completed ballots received by the deadline through the mail, online, or via fax.

We must have your completed ballot and your full name, address, and telephone number so we may reach you for notification of your prize.

**Please vote for only one game in each category—
or your ballot will be disqualified!**

No purchase necessary. Void where prohibited. Contest ends 4/1/2000. See page 151 for GamePro's 9th Annual Readers' Choice Awards Official Rules and Conditions.

Two First Prizes:

A \$250 GamePro SuperStore shopping spree!

Five Second Prizes:

A \$50 GamePro SuperStore shopping spree!

Ten Third Prizes:

A one-year subscription to GamePro magazine and a GamePro T-shirt!

Best Handheld Game

Gaming-on-the-go certainly went wild this year. You hold the fate of these candidates in your hands...

- Mario Golf (Game Boy Color)
- Metal Slug: 1st Mission (NeoGeo Pocket)
- Motocross Maniacs 2 (Game Boy Color)
- Ms. Pac-Man: Special Color Edition (Game Boy Color)
- Pokémon Pinball (Game Boy Color)
- Pokémon Yellow Version: Special Pikachu Edition (Game Boy Color)
- R-Type DX (Game Boy Color)
- Samurai Shodown 2 (NeoGeo Pocket)
- SNK vs. Capcom: Clash Card Fighters (NeoGeo Pocket)
- SNK vs. Capcom: The Match of the Millennium (NeoGeo Pocket)
- Super Mario Bros. Deluxe (Game Boy Color)

Best Extreme Game

Show some respect to the young punks—boarders who are carving out their own niche. Who owns?

- Cool Boarders 4 (PlayStation)
- Rippin' Riders (Dreamcast)
- Rush Down (PlayStation)
- Snowboard Kids 2 (Nintendo 64)
- Street Sk8er (PlayStation)
- Thrasher: Skate and Destroy (PlayStation)
- Tony Hawk's Pro Skater (PlayStation)
- TrickStyle (Dreamcast)

Best Racing Game

Plenty of hot rods burned rubber this year, but only one can cross the finish line first.

- Beetle Adventure Racing (Nintendo 64)
- California Speed (Nintendo 64)
- CTR: Crash Team Racing (PlayStation)
- Driver (PlayStation)
- Hot Wheels: Turbo Racing (Nintendo 64)
- Hot Wheels: Turbo Racing (PlayStation)
- Hydro Thunder (Dreamcast)
- Jet Moto 3 (PlayStation)
- Need for Speed: High Stakes (PlayStation)
- Ridge Racer Type 4 (PlayStation)
- Rollcage (PlayStation)
- Sled Storm (PlayStation)
- Speed Devils (Dreamcast)
- Star Wars Episode I: Racer (Nintendo 64)
- Suzuki Alstare Extreme Racing (Dreamcast)
- Wipeout 3 (PlayStation)
- World Driver Championship (Nintendo 64)

Best Sports Games

Huddle up, people—tell us which game in each genre deserves this year's championship trophy.

Best Football Game

- Madden NFL 2000 (Nintendo 64)
- Madden NFL 2000 (PlayStation)
- NCAA Football 2000 (PlayStation)
- NCAA GameBreaker 2000 (PlayStation)
- NFL 2K (Dreamcast)
- NFL Blitz 2000 (Dreamcast)
- NFL Blitz 2000 (Nintendo 64)
- NFL Blitz 2000 (PlayStation)
- NFL GameDay 2000 (PlayStation)
- NFL Quarterback Club 2000 (Dreamcast)
- NFL Quarterback Club 2000 (Nintendo 64)
- NFL Xtreme 2 (PlayStation)

Best Basketball Game

- NBA 2K (Dreamcast)
- NBA Live 2000 (Nintendo 64)
- NBA Live 2000 (PlayStation)
- NBA Showtime: NBA on NBC (Dreamcast)
- NBA Showtime: NBA on NBC (Nintendo 64)
- NBA Showtime: NBA on NBC (PlayStation)
- NBA Showtime: NBA on NBC (PlayStation)
- NCAA Final Four 2000 (PlayStation)
- NCAA March Madness 2000 (PlayStation)

Best Baseball Game

- All-Star Baseball 2000 (Nintendo 64)
- MLB 2000 (PlayStation)
- Triple Play 2000 (PlayStation)

Best Hockey Game

- NHL 2000 (PlayStation)
- NHL Championship 2000 (PlayStation)
- NHL FaceOff 2000 (PlayStation)

Best Boxing Game

- Contender (PlayStation)
- Knockout Kings 2000 (Nintendo 64)
- Knockout Kings 2000 (PlayStation)
- Ready 2 Rumble Boxing (Dreamcast)
- Ready 2 Rumble Boxing (Nintendo 64)
- Ready 2 Rumble Boxing (PlayStation)

Best Other Sports Game

- All-Star Tennis (Nintendo 64)
- FIFA '99 (Nintendo 64)
- FIFA 2000 (PlayStation)
- International Track & Field 2000 (PlayStation)
- Mario Golf (Nintendo 64)
- Tiger Woods '99 (PlayStation)

Best Arcade Game

"Diverse" is the key word for this year's coin-op crop. From racing to sports to music to action, where did you put your quarters in 1999?

- Brave Firefighters
- Crazy Taxi
- Dance Dance Revolution
- Emergency Call Ambulance
- Ferrari 355 Challenge
- Guitar Freaks
- hiphopmania
- Hydro Thunder
- Jambo! Safari
- NBA Showtime: NBA on NBC
- San Francisco Rush 2049
- Silent Scope
- Star Wars Trilogy Arcade
- Tekken Tag Tournament
- War: Final Assault

Best PC Game

Some heavyweight sequels might tip the scales on this year's ballot—but then again, some new titles offered pleasant surprises, too.

- Age of Empires II: The Age of Kings
- Aliens vs. Predator
- Baldur's Gate
- Dungeon Keeper II
- EverQuest
- Freespace 2
- Homeworld
- MechWarrior 3
- Myth II: Soulblighter
- Need for Speed: High Stakes
- Quake III Arena
- Starsiege Tribes
- Tom Clancy's Rainbow Six
- Total Annihilation: Kingdoms
- Unreal Tournament
- X-Wing Alliance

Best Console Game

Out of all the games that came out this year—any platform, any system, any time during 1999—which is the absolute best? Scribble it below—in handwriting we can read!

**You
Choose!**

GamePro
Readers' Choice
Awards



INSANE.

FRENZIED.

TOTAL

CHAOS!



CAPCOM
WWW.CAPCOM.COM



© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MARVEL VS. CAPCOM AND CAPCOM EDGE are trademarks of CAPCOM CO., LTD. MARVEL and all Marvel character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © Marvel Characters Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



MARVEL VS. CAPCOM CLASH OF SUPER HEROES™



Imagine the battle: Spider-Man vs. Mega Man... Incredible! Or, who would stand victorious in Strider vs. Captain America? Amazing! Now, Capcom brings this #1 smash arcade fantasy fighter to the PlayStation® game console and Sega Dreamcast™. Experience the world's most insane battles between your favorite legendary Capcom characters and Super Heroes of the Marvel Universe.





BY D-PAD DESTROYER

■ Published by Interplay
 ■ \$49.99
 ■ Available now
 ■ RPG

■ 1 player
 ■ ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	4.5

Recommended System Requirements
 Windows 95/98/NT
 Pentium 266 MMX
 64 MB RAM
 800 MB on HD
 4 MB SVGA video card

PLANE SCAPE
TORMENT

TREAT YOURSELF TO a little Torment courtesy of Black Isle Studios' new AD&D-licensed RPG, Planescape: Torment. The geniuses at Black Isle have taken an improved Baldur's Gate engine and splattered Planescape's twisted ambience all over a game that should have RPG fans rattling their bone boxes for more.



I'm not dead yet!

NAMELESS HERE, FOREVERMORE

You're the Nameless One, an ancient being that cannot die. You just woke up on a slab in a mortuary, and a floating, talking skull just read you a note (tattooed on your back) that says you must find an old acquaintance and recover your lost journal. From here, you take over and follow the game's lead through four CDs of some of the darkest subject matter AD&D has to offer as you search for your identity in the world of Planescape.

Planescape: Torment is one of the most twisted, disturbing, beautiful, and imaginative settings in the AD&D universe. The idea is that there is a city, Sigil, in the center of the Multiverse to which portals and doors all over creation lead. This makes Sigil the gathering place of some of the strangest people and things in the known universe—as well as some of the craziest plots you can imagine.

MASOCHISTIC TENDENCIES

If this is Torment, then you'll enjoy your suffering. From the stunning, hand-drawn backgrounds to the engaging characters, Torment is a pleasure to play. Characters with real character give you quests, help you fight enemies, and advance the nonlinear plot—often in well-acted, spoken dialogue. The sound is as impressive as the visuals with spooky music and ambient effects. Playing the game is easier than working in Windows: You just point and click. It has never been this easy to play AD&D—and it has never been this fun.

PAIN IS PLEASURE

The whole immortality angle opens up nearly endless possibilities, from "dying" on purpose to solve a puzzle to rising in power by remembering skills from past lives. These and other situations make Torment an innovative and intriguing addition to your RPG library. Even if AD&D isn't your thing, chances are you'll enjoy Torment.

► **PROTIP:** There are some situations you simply can't fight your way out of. You'll have to find another way around these giant skeleton guards.



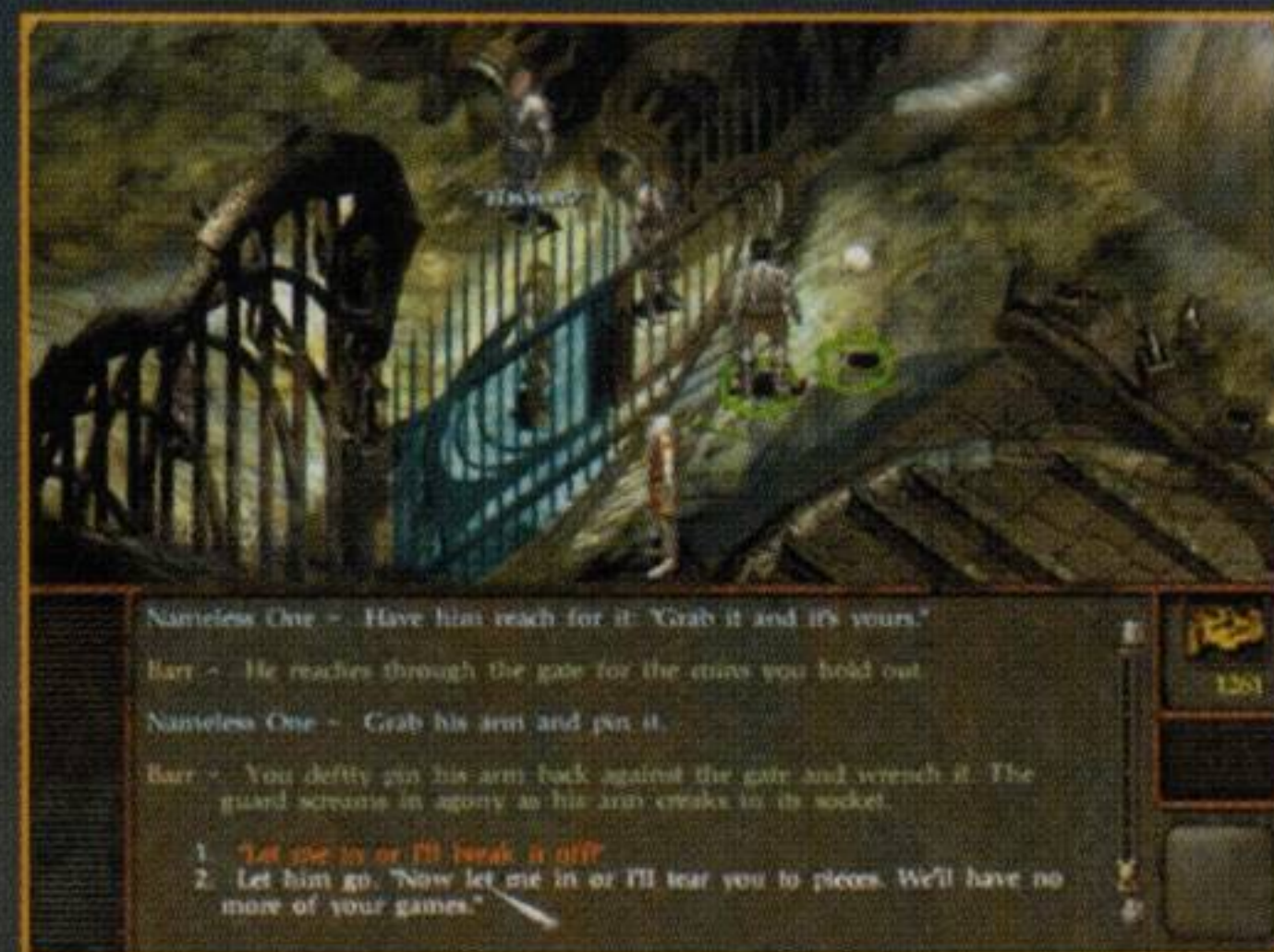
► **PROTIP:** You only need to get one of your characters through a door to get everyone to the next zone. Use a lone thief, hiding in the shadows, to escape perilous situations.



► **PROTIP:** If you can get Ignis in your party, there's a chance he'll teach you his powerful fire magic...if you have the "guts" to suffer for the Art.



◀ **PROTIP:** You'll get more experience points from solving "peaceful" quests than from killing everything. Characters with high intelligence will be better at this than others.



PROTIP: You're a big, scary-looking, immortal being, so use that to your advantage. Threats and intimidation in certain situations will help you more than bashing things down with clubs.



PROTIP: Being Immortal can come in handy, especially when the only way to solve a puzzle is to kill yourself in order to trigger traps.

GRAPHICS 5.0

Torment is torment-free when it comes to visuals. The hand-drawn backgrounds are stunning, and the characters look great as they swing clubs and cast spells. Torment looks even better than Baldur's Gate, which was gorgeous in its own right.

SOUND 5.0

Atmospheric and moody music lurks behind the entire game, and the scattered voice samples sparkle with the glow of real voice-talent. Spell effects and combat noises are as near to perfect as you can expect.

CONTROL 5.0

Everything you'll need to do is easily accessed with a click or two of the mouse. For you keyboard jockeys, you can remap actions to your keyboard to make it all the more comfortable.

FUN FACTOR 4.5

If torment is your thing, Torment is your game. It's a dark, twisted version of AD&D, and it's not for the faint of heart...but if your soul can take the dark plot and the long loading times, you've got a lot of game ahead of you.

Sega Dreamcast



BASEBALL TONIGHT

COMING UP NEXT

espnthegames.com

Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. Konami® is a registered trademark of Konami Co., Ltd. ©2000 Konami of America, Inc. All rights reserved. ESPN, ESPN The Games and Baseball Tonight are trademarks of ESPN, Inc. and its affiliates. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. www.majorleaguebaseball.com © MLBPA 2000. Official licensee of Major League Baseball Players Association. Visit the Players' Choice on the web @ www.bigleaguers.com



BY DAN ELEKTRO

- Developed by Human Head Studios
- Published by Gathering of Developers
- Target release date: Summer 2000



Windows 95/98

FIRST LOOK

Rune



YOU'VE PROBABLY ASKED yourself a hundred times "Why aren't there more games about kick-ass vikings?" Gathering of Developers is stepping up to fill that long-neglected void with Rune, a 3D third-person action/adventure game with lofty goals.

Players will inhabit the helmet of Ragnar, a Nordic warrior who must defeat the Sark Amen, "shadowy warrior-masters of the netherworld." Make no mistake: Rune will dip heavily into Norse mythology and high fantasy for a dark story line—but the developer, Human Head Studios, will be using a "comic-book sensibility" to keep the realism and fun balanced. The final version of the game will contain 18 weapons, over 20 single-player levels, and, intriguingly, a melee-based multiplayer mode.

Rune is being built around the latest version of the Unreal engine, but the developer is adding tons of custom code tweaks, such as a new skeletal animation system and advanced physics that will allow for subtle touches, like rope bridges responding to weight. Watch for Rune to carve its niche this summer. **G**



Shadow Watch

AFTER MASTERING REALISTIC first-person shooters with Rainbow Six and Rogue Spear, Red Storm is slowing down the pace a bit with its first turn-based strategy/action combat game, Shadow Watch.

You'll lead a six-man security team for the "corporation," a neutral entity created to build an international space station. Each character will have a specialty—shotgun shooting, martial arts, sniping, electronics, etc.—and will build on their skills through experience and training: for example, learning to use deadly shotgun slugs instead of pellets. The campaign will take you through 18 mission maps in Kazakhstan, Rio De Janeiro, and Hong Kong, and branch



BY JAKE THE SNAKE

- Developed and published by Red Storm Entertainment
- Target release date: March



Windows 95/98

HANDS-ON

off with virtually endless possibilities based on the questions you ask your contacts while doing your detective work.



In the preview version, the comic-book style graphics looked good, and the action was fast-paced for a turn-based game. Gunshots, explosions, and other sound effects were realistic, and the voice-acting was excellent. Plus, it was simple to control the characters with either a mouse or keyboard.

If everything holds up in the final version, Red Storm should have a stylish, action-packed game with an intriguing story to add to its stable of thoroughbreds. **G**

Sega Dreamcast



NBA 2NIGHT

COMING UP NEXT



espnthegames.com
nba.com

Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. Konami® is a registered trademark of Konami Co., Ltd. ©2000 Konami of America, Inc. All rights reserved. ESPN, ESPN The Games and NBA Tonight are trademarks of ESPN, Inc. and its affiliates. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©2000 NBA Properties, Inc. All rights reserved.

GRAB YOUR PIECE



"...far more immersive than...any other upcoming multi-player only game."

— Gamer's Alliance



Up to 1,000,000 players means 999,999 enemies or allies around every corner!



Build alliances with a network of friends!
Work together as a team to attack and defend against hostile intruders!



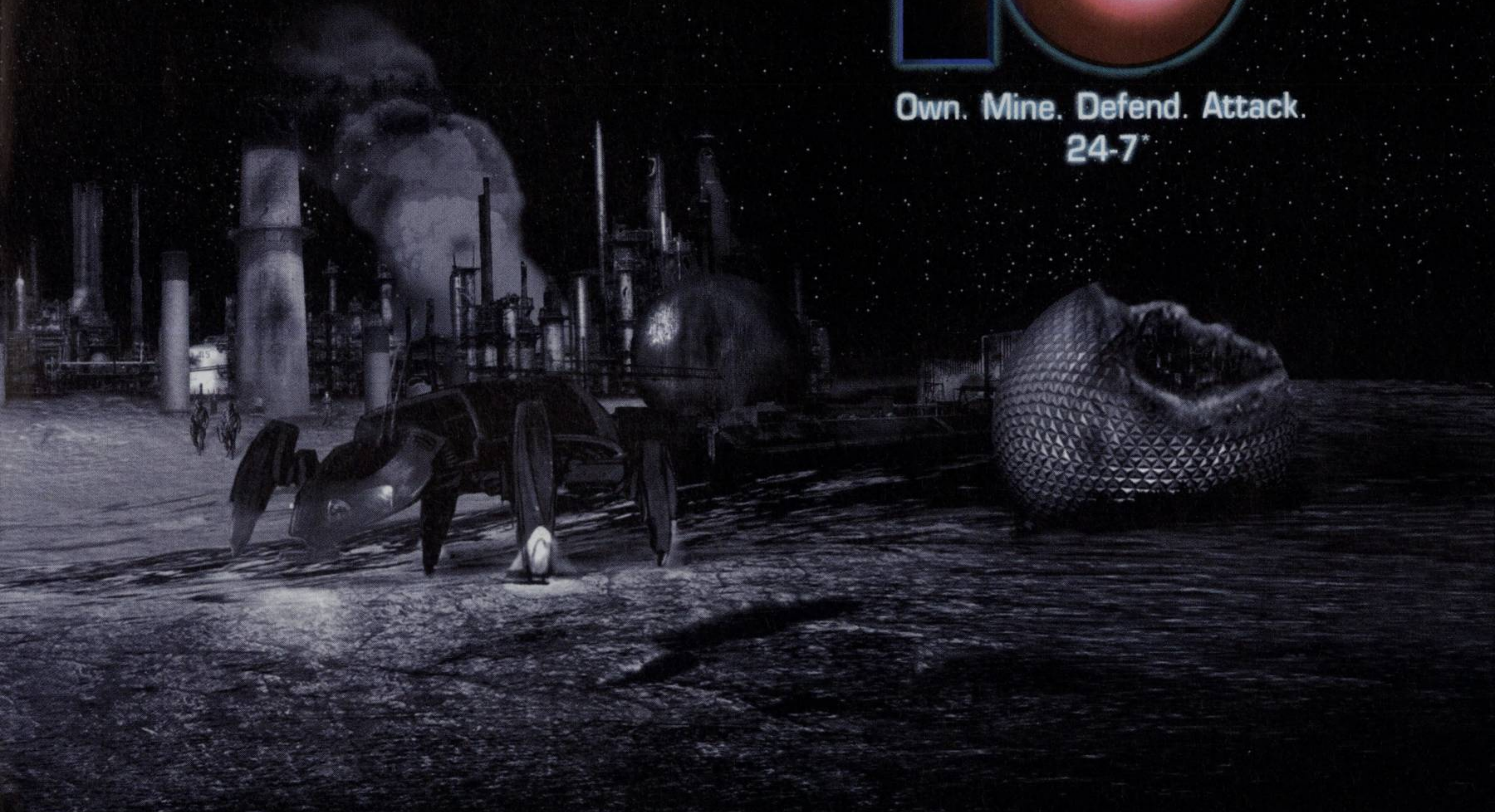
Ignite the battlefields with a massive, ever-expanding arsenal of weapons and units of mass destruction!

OF THE ROCK

IN THE INTERNET'S ONLY
1,000,000
MULTI-PLAYER GAME

10SIX

Own. Mine. Defend. Attack.
24-7*



"...will change the way you play games forever"
- Next Generation



Breakthrough virtual economy –
buy, sell, own, collect, and even steal
limited-edition weapons and power-ups!



Team up with 1 of 4 multinational corporations!



Only on  **HEAT.NET**
FAST FREE ONLINE GAMING

SEGASOFT Networks, Inc.





WAG THE DOG.

Interplay
BY GAMERS. FOR GAMERS.™

developed by
BIOWARE
CORP

Sega Dreamcast



www.interplay.com/mdk2

© 2000 Interplay Entertainment Corp. Omen Engine © 2000 BioWare Corp. Developed by BioWare Corp. The BioWare Omen Engine and the BioWare logo are trademarks of BioWare Corp. MDK, MDK2 and related marks are the trademarks of Shiny Entertainment, Inc. and certain characters are © Shiny Entertainment, Inc. Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. LUA © 1994-1998 TeCGraf, PUC-Rio. All rights reserved. All other copyrights and trademarks are the property of their respective owners. All rights reserved.

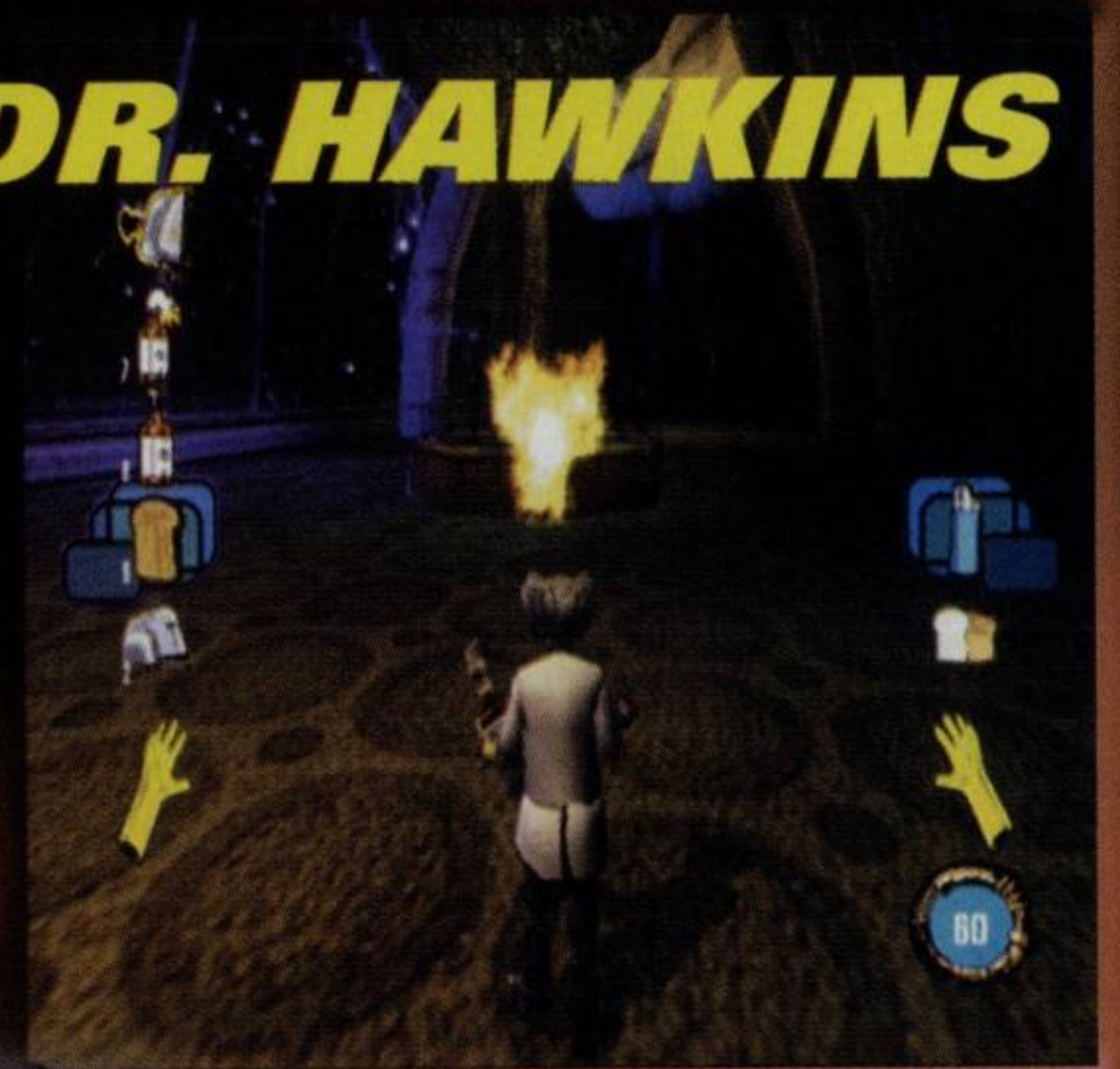
MAX

He's your six-legged, uzi-toting best friend. Wreak havoc while running and gunning with four different weapons simultaneously.



DR. HAWKINS

His brilliant puzzle solving creates weapons of insane destruction. A mind is a wonderful thing to waste aliens with!



KURT

You sneak, you snipe, you pop enemy eyeballs from a mile away!



Never before has the world known a better team than Max, Dr. Hawkins and Kurt. They make pitbulls look like wusses.

Save the universe as you take these unlikely heroes through massive environments that immerse you into eccentric and amazing worlds.

- Play as 3 heroes, each offering a different gameplay experience.
- Battle with unorthodox munitions like the Black Hole Grenade and Atomic Toaster.
- Humorous storyline unfolds with each level all the way to the spectacular grand finale.



MARKER™

OUT THINK. OUT SNIPE. OUT SHOOT.



BY MAJOR MIKE

- Developed and published by Midway
- Available now



ARCADE

FIRST LOOK

Offroad Thunder



With sharp graphics and cool play modes, Offroad Thunder is Midway's latest monster-truck racing game that's sure to please fans of the genre.

TRICKS AND TRACKS

Offroad Thunder will feature eight trucks and eight stadium tracks; plus, you'll be able to unlock an additional four trucks. Each track will be



loaded with shortcuts and hidden areas so you can shave valuable seconds off your score. Trucks will have a selectable automatic or three-speed manual transmission, and you'll be able to use Nitro Shocks during the race for bursts of super speed. The Nitro Shocks will be similar to the



Boosts in Hydro Thunder: Once you have enough Nitro, you'll press and hold the Nitro button until your vehicle is flashing—at that point, any vehicle that touches you will be knocked into a wipeout.

MODES GALORE

Midway is returning to the arcades and mud-spraying mayhem with Offroad Thunder, the successor to Off Road Challenge. Thunder, however, isn't going to be a "racing-only" arcade title. Instead, it will feature three modes of play: Rally, Snag-the-Flag, and Demolition. Rally will be your standard racing game; Snag-the-Flag will pit you against three other players to see who can hold onto the flag the longest; and Demolition will be a free-for-all in which you earn points by repeatedly slamming into other vehicles until you destroy them.



RAZOR-SHARP VISUALS

Thunder will use a 3dfx Voodoo2-accelerated graphics engine to deliver finely honed details and cool special effects, like burning rubber and flaming skid marks. Plus, for multiplayer action, up to four machines can be linked together. Can this off-road racer bring some much-needed Thunder back to the arcades?

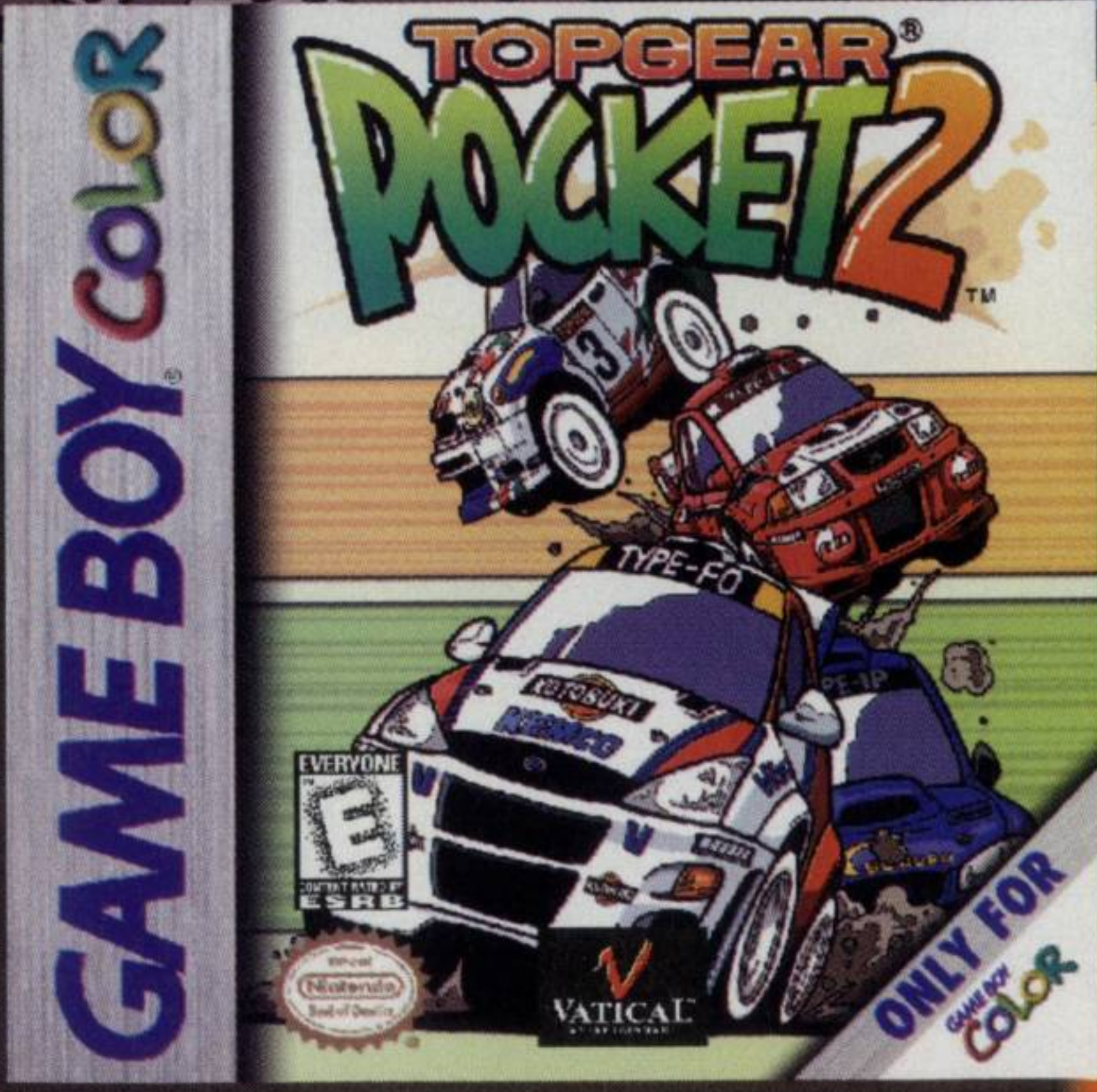
We'll see...



OFFROAD THUNDER



TOPGEAR[®] ROCKET2[™]



PUT IT IN YOUR POCKET → FEBRUARY 1, 2000

- ▣ **36 COURSES** on gravel and tarmac
- ▣ **15 AUTHENTIC RALLY CARS**, including a Toyota GT-4 ST and a Lancia Delta
- ▣ **SUN, RAIN, SNOW, AND NIGHT** track conditions add driving realism
- ▣ **TWEAK YOUR CAR** with a mechanic's toolbox of gadgets and gizmos

GAME BOY COLOR



© 1999 Vatical Entertainment. All rights reserved. Vatical and the "Vatical V" are trademarks of Vatical Entertainment LLC.
 © 1999 KEMCO. Top Gear is a registered trademark of KEMCO.
 Licensed By Nintendo. Nintendo, Game Boy, Game Boy Color and The Seal Of Quality are registered trademarks of Nintendo Of America Inc. © 1989, 1999 Nintendo Of America Inc





BY MAJOR MIKE

Developed and published by Capcom
Target release date: March



DREAMCAST

UPDATE

Resident Evil: Code Veronica

Haunting Narrative

Resident Evil: Code Veronica will continue the adventures of Claire Redfield, the heroine and survivor of Resident Evil 2. Three months after escaping from Raccoon City with Leon Kennedy and Sherry Birkin, Claire goes to Umbrella's headquarters in Paris where she is caught and flown to a prison located on a desert island. (All this is presented in an eye-popping, rendered-cinema opener.) However, the island is filled with zombies, mutated dogs, and other monstrous biological experiments, and Claire must escape...and somehow find her brother, Chris, in the process.



Key Differences

Anyone who has played a Resident Evil game will take to Veronica's control scheme, which hasn't changed from the PlayStation version. Yet this Evil has a few key differences. You can use health items without having to put them in your item inventory first (which is very helpful if you're low on health and carrying a surplus of ammo), and the built-in map now shows the location of save points, items, and item boxes. As for character abilities, you can spin 180 degrees, but the oh-so-helpful dodge and shove moves are not in the repertoire. For more coverage on how Resident Evil: Code Veronica progresses, stay tuned to *GamePro*.



Resident Evil: Code Veronica is coming to the Dreamcast with stellar graphics and a detailed narrative that are sure to add up to a monster hit.

RESIDENT EVIL

Code Veronica

Big, Scary World

Veronica's survival/horror theme is very similar to those of other Resident Evil games, but its scope isn't. Veronica is a long game—three times as long as RE3: Nemesis—and it will fill two Dreamcast GDs. Veronica has two playable characters, Claire and Chris, and each character's scenario unfolds on a separate disc. However, instead of using the "zapping" system of RE2—where each character covered the same territory—



Veronica uses both discs to tell a single, huge story. It's going to be one

long night of horror!



Syphon Filter 2



BY AIR HENDRIX

- Developed by Eidetic
- Published by 989 Studios
- Target release date: March



PLAYSTATION

HANDS-ON



989 Studios' espionage/action masterpiece stormed the charts, and now Syphon Filter 2 is aiming for a repeat performance with a clip full of slick refinements.

Guns & Ammo

989 is cramming so much new stuff into Syphon Filter 2 that the game is bursting onto two CDs. The biggest upgrade will be the addition of a two-player split-screen mode where you'll be able to deathmatch in 15 arenas. Gabe's sidekick, Lian Xing, will also be a playable character for eight of the game's 20 levels. Best of all, you'll now be able to save to the memory card after each checkpoint.



Of course, Gabe will be packing plenty of heat, including 10 new weapons and gadgets, like an automatic shotgun, a flamethrower, binoculars, a combat knife for hand-to-hand battles, and a crossbow that fires explosive darts. The story line will put Gabe and Lian on the run from the Agency now that the Syphon Filter virus plot has been uncovered; they'll face off against U.S. intelligence agents and commandos in both indoor and outdoor environments that span the globe.



In the Crosshairs

In the preview version, Syphon 2 was shaping up into another potentially awesome game. The story line really played a bigger role in the action—at key moments, NPCs will speak to you during in-game cinematics, giving the plot the feel of a cool spy flick. Playing as Lian for some levels was also a blast, while the deathmatches seemed well on the road to success.

The first Syphon scored because of its killer commando action and stealthy smarts, and Syphon 2 looks like it'll bring all that back. The same beautifully intuitive targeting system is returning, and the missions will be packed with challenging battles and engaging objectives. The only hitch was that some of the scenery, such as the snow-covered slopes of Colorado, looked a little pixelated and chunky. Hopefully, 989 will tune that up.

Still, assuming development doesn't stumble into any minefields, Syphon 2 should deliver another smokin' round of topnotch espionage action this March.



Syphon Filter 2



Need for Speed: Porsche Unleashed



BY AIR HENDRIX

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



PLAYSTATION

FIRST LOOK

That's "Porsch-ah," Punk!

While laboring to come up with a fresh spin for Need for Speed's fifth PlayStation outing, the developers must have had smoke pouring out of their skulls—but they did manage to come up with a cool idea. Need for Speed: Porsche Unleashed will delve deep into the history of Germany's premier automaker, offering more than 50 different models ranging from the 1948 356 Roadster to the 2000 996 Turbo. While the lineup will largely consist of street cars, some of Porsche's well-known race cars will also be available.

Unleashed's action will take place in five countries where new "grid-based" tracks will combine the segments of various courses to produce up to 40 races. It sounds like a promising way to remedy the series' on-going shortage of tracks.



The latest in EA's popular Need for Speed series will focus on all things Porsche while fleshing out the Career mode.



Behind the Wheel

Unleashed will also provide two intriguing ways to race. The first, a mission mode, will be brand-new to the NFS series. While specifics

were still under wraps at press time, competitions will generally be structured like missions with payoffs for certain actions—such as ditching cops—or for pulling off stunts, such as 360-degree spins.

The Career mode will also return, but EA is layering in a lot more depth. The purchasing of cars, repairs, parts, and maintenance will occur within a working economy that

tracks supply, demand, and inflation. Sounds complicated, but interesting.

Finally, four players will be able to race split-screen via a multimap, while plenty of quickie one-shot contests will abound. All in all, Unleashed seems like it could be a slick ride for racing and Need for Speed fans.

NEED FOR SPEED PORSCHE UNLEASHED





Famine...

Revolt...

Plague...

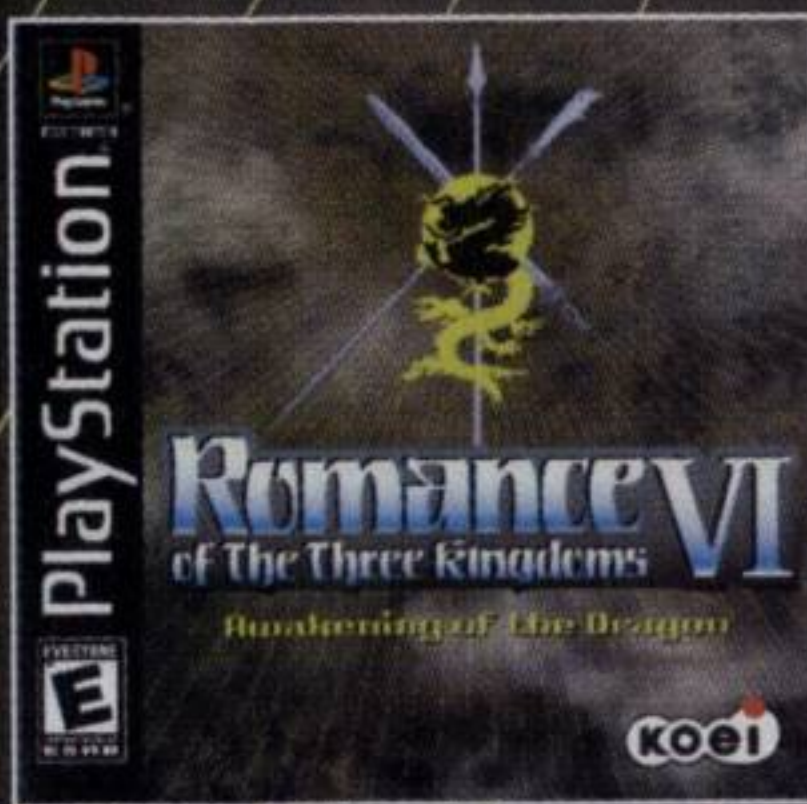
Rebellion...

The struggle continues...

War-torn China awaits your unification.

Romance VI of The Three Kingdoms

Awakening of the Dragon



- New & improved battle units including Northern Riders & the naval units of Wu
- Redesigned Battle system & new Plot system for more tactical latitude
- New duel-based strategies for more control of the action
- Over 500 characters and 100 historical event sequences
- New personal goals/ambition parameter & defensive traps
- New Chronological Records system comparing player progress to historical events
- 7 new short scenarios & 7 full-length campaigns
- 1 - 8 Player excitement



www.koeigames.com



Crazy Taxi



BY MAJOR MIKE

- Developed and published by Sega
- Target release date: February

HANDS-ON



DREAMCAST

Time Is Money

In Crazy Taxi, you'll play as one of four taxi drivers with unique driving attributes and cruise the city in search of passenger fares. The object is simple: Get passengers to their destinations in the shortest time possible to maximize your income; conversely, if you take too long, your fares will jump out of the taxi. You can also earn extra coin by performing a variety of techniques and avoiding collisions whenever possible. Fortunately, there are no traffic laws in Crazy Taxi: You can drive across lawns, on sidewalks, across rooftops, and through large bodies of water—you'll even find passengers on the bottom of the ocean!



"You're Fulla Energy!"

In addition to the one-player Arcade mode, there will be a Dreamcast-exclusive Crazy Box training mode. Here you'll be able to master your driving skills and techniques with a variety of mini-games ranging from distance jumping to powersliding. You're going to need all the training you can get, too, because Taxi will have a serious learning curve. However, once you've perfected the basics (including accelerator and brake mastery), the fun will really begin. The Dreamcast version will also feature an extra city in addition to San Francisco (the only city featured in the arcade version).



Crazy Taxi is making its way from arcades to the Dreamcast complete with slick visuals and addictive, fun gameplay.



"Better Hang On!"

In the preview version, Crazy Taxi was already shaping into another arcade-perfect translation for the Dreamcast. Graphically, the visuals were



clean and smooth, though occasional slowdown did creep in. The strong sound was filled with humorous dialogue—passengers complimented or dissed our performance depending on delivery time—and the rock soundtrack, featuring Bad Religion and The Offspring, set an excellent driving mood. For the most part, the controls started out unresponsively, but once we mastered the various driving techniques, they quickly became second nature.

We'll see how things shape up for the final version of the game.



MDK 2



BY FOUR-EYED DRAGON

- Developed by BioWare Corp.
- Published by Interplay
- Target release date: February



DREAMCAST

HANDS-ON

Close Encounters of the Streamriding Kind

After a two-year hiatus, MDK is coming back and powering up for the next round of killer 3D action. This time, the Dreamcast is promising to deliver the same strong visuals and intense gameplay of the original.

In MDK 2, menacing Streamriding aliens are back, and they hope to take over the Earth once again. It's up to Kurt Hectic and his friends to stop them. The game will be packed with eight huge levels, broken down into various sub-missions that span alien worlds and gigantic spaceships. Besides mastering your trigger-happy skills, you'll also need to solve puzzles and obliterate specific objects in order to advance to later stages.



Time to kick some alien butt with MDK 2, a hot new action title that should have Dreamcast owners itching their trigger fingers.



Till Death Do Us Apart

Equipped with his trusty sniper helmet and a cache of new weaponry, Kurt Hectic will be out in full force to zap the baddies. New sniper ammunition, such as mortars, bouncing shots, and homing bullets, will now be



at your disposal; plus, you'll be able to launch grenades, mini nuclear-bombs, and portable black holes at your opponents. Also, Kurt's new suit will come with a cool cloaking device and the legendary ribbon parachute, which will enable him to glide gracefully from platform to platform.

Kurt's not alone in the fight to save the Earthlings. Max, a six-legged dog, and Dr. Hawkins, the scientist who discovered the Streamriding aliens, will both help out. In fact, Max will be able to hold four weapons at once, like a Gatling gun, machine gun, shotgun, etc. And Dr. Hawkins will have the ability to combine a variety of objects to make unique weapons, such as a deadly leaf blower or a toaster that shoots radioactive toast.

So far, MDK 2 is shaping up nicely. The preview version showcased spectacular visuals—nice lighting effects, intricate level designs, and fine character detail—rockin' sound effects, and smooth controls. Although there was tremendous slowdown in some parts, which the developer is planning to correct, MDK 2 still looks to take the action genre by storm this February.



Colony Wars: Red Sun



BY AIR HENDRIX

■ Developed and published by Psygnosis
■ Target release date: March



PLAYSTATION

HANDS-ON

COLONY WARS RED SUN



THE PLAYSTATION'S dogfighting champ is returning to a galaxy near you—and the early scouting reports are most promising. In the preview version, Colony Wars: Red Sun looked like it'll be the best entry yet in Psygnosis's series of space combat games.

Set in the same time period as Colony Wars: Vengeance, Red Sun will put you in the flight suit of a mercenary at the outer reaches of the solar system. More than 50 single-player missions should provide plenty of dogfighting mayhem, and Psygnosis has retooled the mission structure so you can choose your next battle—a welcome improvement.

Other solid refinements will show up throughout the game. You'll now (thankfully) be able to save after every mission, and a Gran Turismo-style upgrade feature will enable you to purchase new weapons, shields, and even ships. The game's A.I. has been souped up to make capital ships fight much more intelligently—if you park next to them, you'll get fried, so you have to make crafty strafing runs. A better button layout, an improved HUD, and a more useful targeting system will round things out nicely.

Visually, Red Sun already looked much sharper than Vengeance, with prettier space scenery and more detailed craft. However, the land-based missions were still foggy and rife with pop-up. Hopefully, Psygnosis will correct that. Altogether, Red Sun seems to be shaping up into a space battle of epic proportions. **G**



Wild Metal



THE MACHINES HAVE taken over again, and this time there are

no friendly Terminators to bail you out. Luckily, you will have five unique armored attack vehicles at your disposal to crush the mechanical menaces. In this mech shooter, you'll fight to win back the three planets that the machines have taken for their own and to recapture the eight vital power cores the machines need to survive. The landscapes promise to be vast and varied: mountains, hills, valleys, plains, canyons, and deserts; and gameplay promises to be nonlinear with no set missions—you'll determine where and when to fight. Look for Wild Metal in February. **G**



BY JAKE THE SNAKE

■ Developed by DMA Design
■ Published by Rockstar Games
■ Target release date: February



DREAMCAST

FIRST LOOK



BATTLEZONE

RISE OF THE BLACK DOGS

In Stores March 2000

"...something rare and different...
a must-see for a whole slew
of N64 fans..."
- Games Business



"A backstory that sounds like
the X-Files meets Tom Clancy"
- Nintendo Power



"The tension and excitement ... is
enhanced with superior AI that will have
the enemy breathing down your neck..."
- GameFan.com



"Think of it like Doom meets
Command and Conquer"
- N64.IGN.com



★ 3 Modes of play, pure action Arcade Mode,
mission-based Pilot Mode or strategic
Commander Mode.

★ Multi-Player for up to 4 players.

★ Play as an American, Soviet or "Black Dog"
renegade.

★ Over 14 different tanks and 30 unique
weapons.

www.cravegames.com



I
am
sure
we did
get a bit
of air at the
top. Could be
that I punched
it a little too hard.
But my passenger,
Holy Joe the preacher
wiggled out, man. Starts
shouting and cussing like
a teamster with Tourette's.
Anyway, we land, and there's
this damn cable car coming, so
I jump that, and then we're in the
other lane with oncoming traffic, so
trying to be responsible, I go up on the
sidewalk. But only for three or four blocks, and everyone got out
of my way, even that bag lady. Next thing I know we're sitting in
the frickin' bay. Maybe it's my brakes... crazytaxi .com



SCREEN GRABS SUCK.
SEE IT FOR REAL AT
crazytaxi.com

Sega® Dreamcast
IT'S THINKING



Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the
Dreamcast logo and Crazy Taxi are either registered trademarks or trademarks of
SEGA ENTERPRISES, LTD. © SEGA ENTERPRISES, LTD., 1999. All rights reserved.



*If you're too lazy to go online and see this awesome game for real, here are some motionless, four color dots on 20lb, 30% recycled paper that do this game no justice whatsoever. For example frame 2 doesn't show how you peel out in malls, hop rooftops, and plow through sidewalk cafes while you pump fares and make bank on two huge, fully interactive courses (one Dreamcast exclusive), or the nasty words your passengers spew when you park your ride in the tide, Captain Nemo. So stop farting around and see it for real at crazytaxi.com



BY MAJOR MIKE

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



DREAMCAST


FIRST LOOK

Street Fighter III: Double Impact

IN THIS CORNER, we have Street Fighter III: Double Impact for the Dreamcast, which is actually two games in one—Street Fighter III: New Generation, and its sequel, Street Fighter III 2nd Impact: Giant Attack. Street Fighter III has wiped the fighter-lineup slate clean: Its only veteran characters

will be Ken, Ryu, and Akuma; the remaining personages will be new to the Street Fighter series.

With the Dreamcast's sprite-crunching power (as demonstrated by Marvel vs. Capcom), both titles promise to be arcade-perfect translations and both will contain console-exclusive features. The games will also include Arcade, Versus, and Training modes, and 2nd Impact will come with a Blocking Attack mode where you can perfect your parrying skills. 2nd Impact will also have four more fighters than New Generation, including Hugo (from the Final Fight series), and the evil powerhouse,

Akuma. Judging from the preview version of this title, it looks as if Dreamcast owners can look forward to another solid Capcom fighting title. 





Street Fighter EX2 Plus



BY MAJOR MIKE

- Developed Arika
- Published by Capcom
- Target release date: March



PLAYSTATION

FIRST LOOK



AND IN THIS corner is Street Fighter EX2 Plus—another Capcom fighting-game sequel, this one for the PlayStation. Although it will use polygonal characters and will still look like a 3D title, SFEX2P will actually be a 2D game that SF and fighting-game fans should take to immediately. SFEX2P will contain some key differences from its predecessor. For example, it'll boast a longer fighter lineup, including two brand new characters: Area, a girl who wears a pair of roller blades and attacks with an invention made by her father; and the revenge-seeking Rosso.

New gameplay features will also have been implemented—most notably, an Excel move that briefly imbues your fighter with super-speed (similar to the custom combos in Street Fighter Alpha 2).

In addition to Arcade, Versus, and Practice modes, there will be a Trial mode where you execute a series of attacks in a limited time; a Bonus mode in which you destroy several barrels in a limited time; and a Director mode where you can edit fight/replay data and make your own custom movies. SFEX2P should be another solid bout from Capcom.



ECW Hardcore Revolution

WRESTLING FANS, GET ready for WWF Attitude...oops...that's ECW Hardcore Revolution! But our slip of the tongue is understandable considering that Acclaim is taking the Attitude game, tweakin' it, and presenting it as the first-ever ECW wrestling game.

ECW, or Extreme Championship Wrestling, has been gathering a loyal following among wrestling enthusiasts as the distant cousin of the popular WCW and WWF. The ECW is notorious for its outrageous over-the-edge matches that usually involve foreign objects and buckets of blood—and that type of mayhem calls for a video game.

In the preview version, the look and feel of Revolution was unmistakably Attitude (even the controls were the same), though some tweaking had occurred. Of course, the game is being brushed up to fit the ECW style—because the ECW is all about weapons and bloodletting, gamers can expect plenty of both. Revolution sported new motion-captured ECW wrestlers featuring their signature moves and struts. Along with new faces, logos, uniforms and three new rings, Revolution also benefitted from faster gameplay than Attitude's. Of course, being Extreme wrestling, there will have to be a barbed-wire match. If you loved Attitude and can't get enough of ECW, keep an eye out for Revolution.



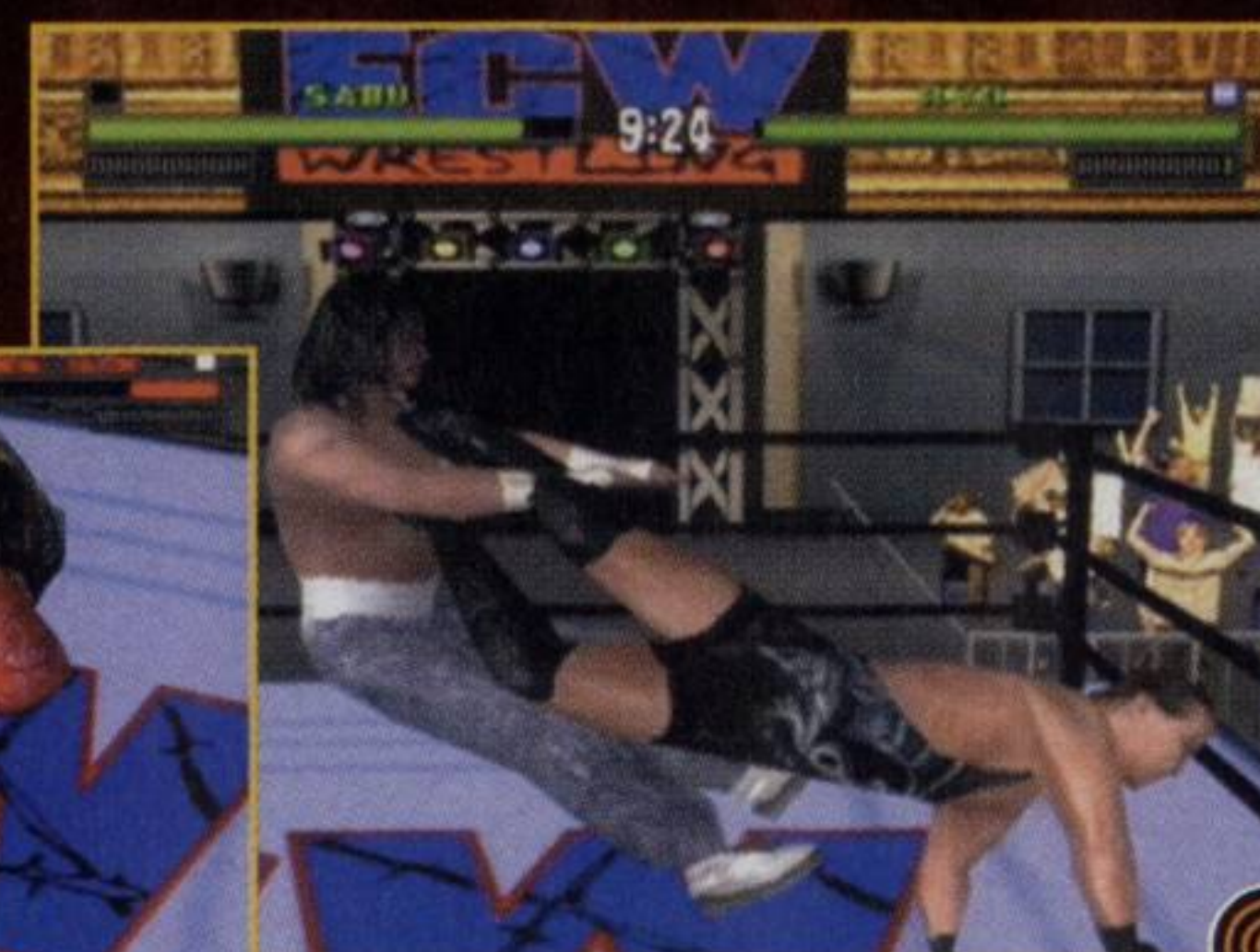
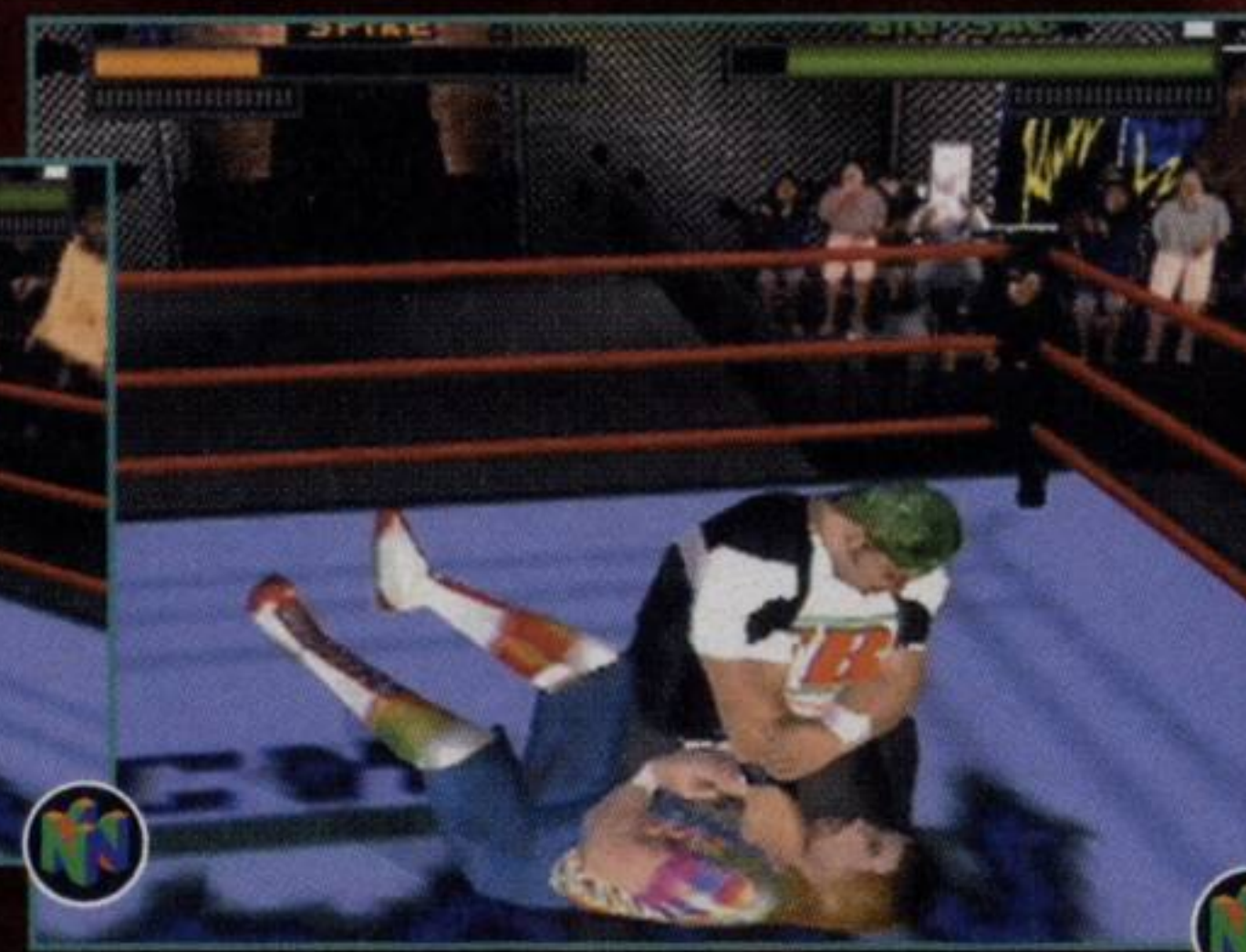
BY LAMCHOP

- Developed and published by Acclaim
- Target release date: February



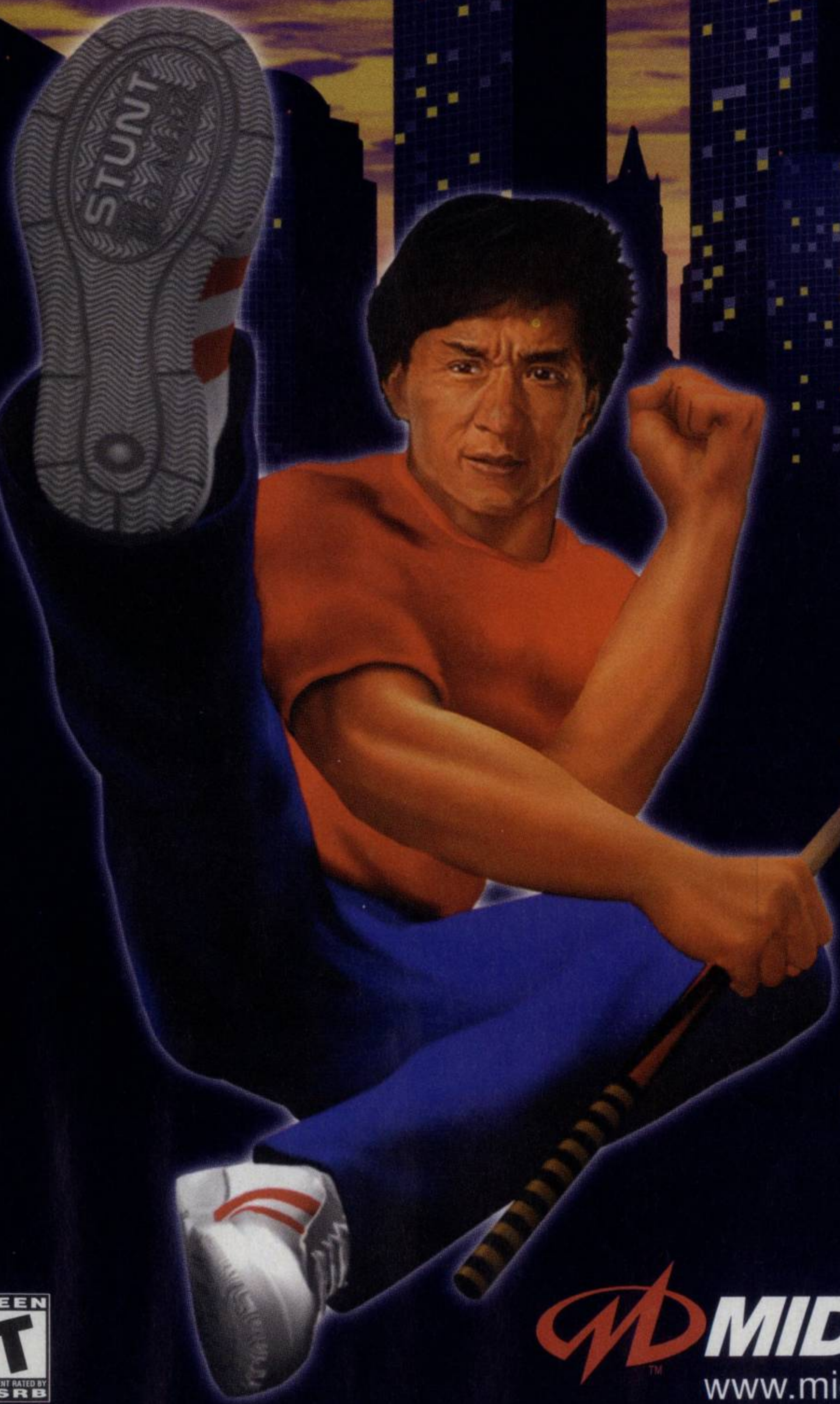
PLAYSTATION NINTENDO 64 DREAMCAST

HANDS-ON



JACKIE CHAN

STUNTMASTER™



UNBELIEVABLE STUNT SEQUENCES PERFORMED BY JACKIE CHAN!



CLASSIC JACKIE WEAPONS THAT INCLUDE CHAIRS, BROOMS AND MORE!



MOVIE SEQUENCES THAT FEATURE HILARIOUS JACKIE CHAN OUTTAKES!



TONS OF ENEMIES AND HIGH-POWERED BOSSES TO KICK AROUND!



INNOVATIVE FIGHTING SYSTEM INCLUDES THROWS AND COMBOS!



MOTION-CAPTURED ANIMATIONS OF THE REAL JACKIE CHAN!



Rollage Stage II



BY DAN ELEKTRO

- Developed by Attention to Detail
- Published by Psygnosis
- Target release date: March



PLAYSTATION

HANDS-ON



PSYGNOSIS'S MIND-BENDING, nausea-inducing racer, Rollage, is coming back for a second lap, and the PlayStation looks up to the challenge—but will your stomach be able to handle it? Rollage Stage II will feature futuristic cars that can't crash: When they hit an obstacle or drive up a wall, they'll simply flip over and keep on going. For first-place finishes, players will now receive instant gratification in the form of new cars and bonus tries for the end-of-level knockout runs (you will have to avoid placing last or you'll fall out of the race).

In the preview version, the speeds of the starting cars seemed a little slower—good news for newbies—but they quickly built to the original game's frantic pace with power-ups and some of the more advanced cars. Control was tighter this time, and there were tons more game-play options in store, including a combat mode and a soccer mode. With 20 cars, 65 tracks, and speeds of over 400 mph, Rollage Stage II may well turn the PlayStation racing world upside-down this March. **G**



Draconus: Cult of the Wyrn



BY DAN ELEKTRO

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



DREAMCAST

HANDS-ON



A CONSOLE VERSION of Interplay's innovative PC adventure, Die by the Sword, never materialized, but Crave is bringing gamers the next best thing—Draconus: Cult of the Wyrn is a console-only 3D action/adventure game in the same vein from the same developer. Playing as either Cynric the warrior or as Aoewyn the sorceress, it will be your destiny to overthrow the vile Dragon Lord through good old-fashioned hack-n-slash gameplay.

Draconus will offer players three weapons and over twenty spells with which to dispatch enemies. Like DBTS, Draconus will use a special animation system called VSIM that links movements together more or less seamlessly (though it was still a little awkward-looking in the preview version). That means you'll be able to pull off killer chain combos and other sweet moves—if you can tackle the learning curve. There's still time for tweaking before this 15-level adventure hits ye olde shelves, but Draconus is already charging off in the right direction. **G**



WARNING!

CONTENTS OF THIS SITE MAY MAKE YOU A BETTER GAMER

GAMEPRO WORLD .COM
Subscribe to GamePro Magazine

Hotlinks: Austin Powers | Star Wars | Korn | Rocket From the Cravat | Horror Online | Mad Max

HALF-LIFE OPPOSING FORCE

by Jason Samuel
posted 9/7/99

EXCLUSIVE

Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth? Better save your money instead - Quake II is here and it kicks ass.

Gex 3: Deep Cover Gecko Review

Don't doubt that Ge platform here will er But the focus in this innovation - which is

MLB 2000 Re

MLB 2000 is an exce emphasis on sim pla arcade-style blowou looking for realistic a slick overall appe to get.

Legend of L

Legend of Legaia is

Search GameProWorld

Get FREE newsletters from GameProWorld

Daily News

Your E-Mail Address

Subscribe

NAME YOUR PRICE!

See a problem with the site? Contact Us

We've pushed the limits of technology to bring you the cutting-edge gaming experience that you deserve. We have full-motion videos of the hottest games, hundreds of searchable game reviews, and exclusive video PROTIPS that show you a move before you try it yourself!

When you want to get plugged in, GameProWorld.com has daily news updates on all the developments in the gaming industry—and we have them first. Now you can get the tips and cheats you need sent directly to you just by subscribing to any of our 10 free e-mail newsletters. All brought to you by an editorial team that you already trust.

We have all the attitude and style of *GamePro*, The World's Largest Multi-platform Gaming Magazine. That means complete coverage of games and hardware for the PlayStation, Nintendo 64, and Dreamcast systems. Plus, we have rundowns on the hottest computer games and systems. When you want to take a step further into the world of entertainment, GamePro Entertainment has reviews of the latest movies, music, television shows, and rentals. And our new Detour section will put you in the middle of the action with complete coverage of your favorite sports and behind-the-scenes' glimpses of the hottest events.

We know it's what you want because we built it with you in mind. It's what you need to become a better gamer, and you asked for it. But better be warned: You know what they say about too much of a good thing.

GAMEPRO WORLD .COM
Nintendo 64

Hotlinks: Austin Powers | Star Wars | Korn | Rocket From the Cravat | Horror Online | Mad Max | ARCHIVE

STAR WARS

Mario Party Review

Mario Party is fun, even if you're playing alone. But like any good party, it's definitely better to play with a group of friends - you can cheer 'em on, cap on 'em or try to jinx 'em. This game's a blast, no matter how you play it.

Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth? Better save your money instead - Quake II is here and it kicks ass.

All-Star Baseball 2000 Review

All-Star Baseball's double-play combo of electrifying gameplay and dynamite graphics make it the hardball game to beat this season so far. Griffey's still in development, but sports gamers would be fools to strike out on the opportunity to play Acclaim's newest

Search GameProWorld

Today's News

Quick Bits

Motorsims: Sim Packs in Endurance

Metacreation: Digital Posing for Pro

Electronic Arts: Underground Development

Fighting Steel Demo

CounterStrike Patch

Bleem Demo

Today's Top Ten

Padfadd

Hadfpasdf

Sadfpudfa

Qqewrupic

Padfadd

Hadfpasdf

Sadfpudfa

Qqewrupic

www.gameproworld.com

GAMEPRO WORLD .COM



Street Sk8er 2



BY JAKE THE SNAKE

- Developed by Micro Cabin
- Published by Electronic Arts
- Target release date: March



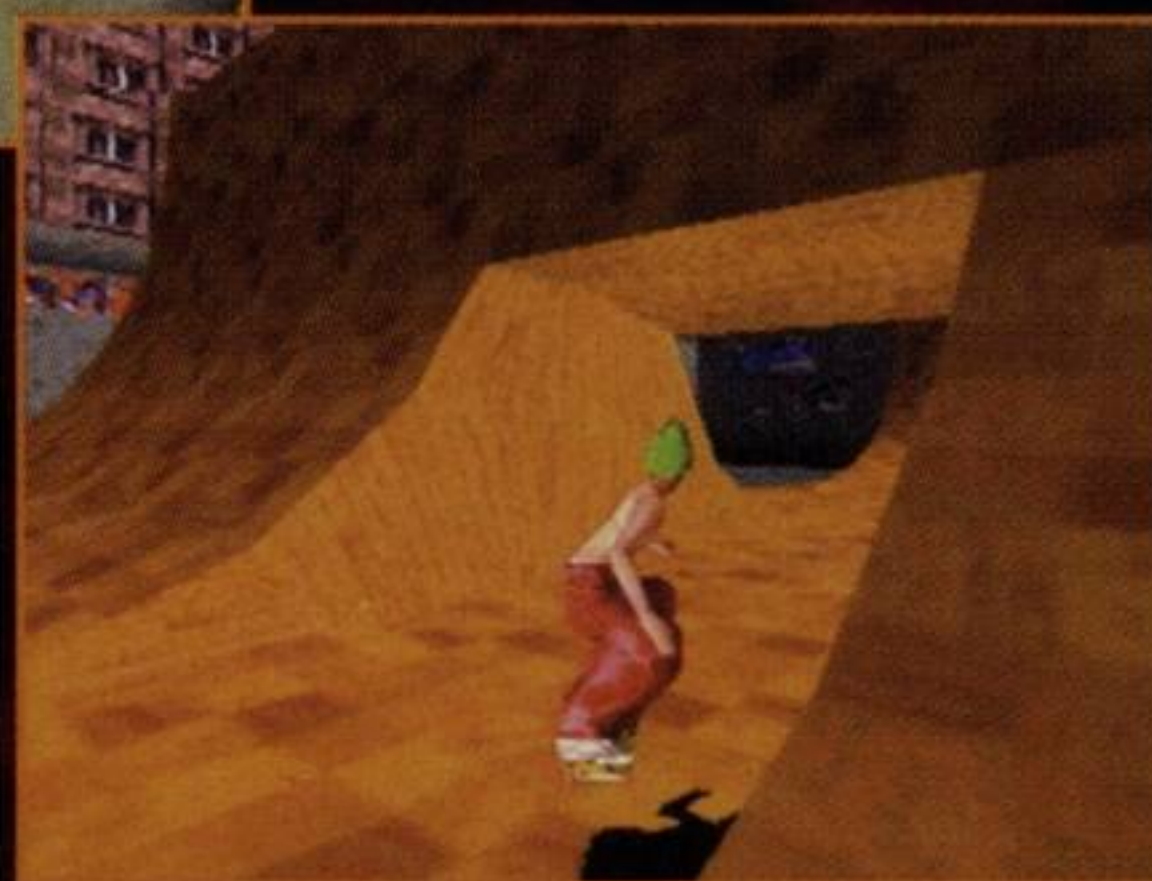
PLAYSTATION

FIRST LOOK



WHEN STREET SK8ER came out last year, it was automatically the raddest shredder on the block—it was the PlayStation's first skateboarding game, and it had the streets to itself. Now the sequel must face the most daunting competition of all skateboarders—Tony Hawk's Pro Skater, whose awesome graphics and slick gameplay have set a new standard for all extreme sports games.

To compete with the big man, Street Sk8er 2 is promising to have more options than Tony Hawk has trophies. You'll tear up the streets in four cities



and compete in 11 street-style and vertical events, pulling more than 200 tricks. You'll also be able to build and save your own skatepark and skate on 30 skateboards as any of 10 customizable characters. Plus, you'll be able to switch between amateur and pro modes for different levels of control, while the multiplayer game will be improved with a split-screen mode. If Street Sk8er 2 can deliver some awesome graphics and gameplay to go with all these features, Tony Hawk may have to worry about the competition for the first time in his life.

4 Wheel Thunder

NOTHING STANDS IN your way when you're driving a monster truck. Snow? Mud? Lava? Not a problem: In 4 Wheel Thunder, you'll bounce, buck, and tear across six beautifully rendered landscapes, from pine-covered Scandinavia and the dusty American West to lava- and snow-covered Iceland. Other landscapes will include a sunny Greek island, the dry island of Corsica, and the Atlas Mountains in North Africa. You'll also race six indoor arenas packed with bright lights, mud, and race fans. And you'll be able to choose from several customizable vehicles, including dune buggies, jeeps, and monster trucks.

The physics model was pretty good in the preview version—little bumps sent the vehicle rocking, while hitting a big knob in the road with speed bagged some serious air. The first-person view did a great job of making you feel the speed—but the game slowed down in external views and when several vehicles were on the screen. If this slowdown problem is fixed, 4 Wheel Thunder may become a great-looking, smooth-playing game full of fast, four-wheeling action.



BY JAKE THE SNAKE

- Developed by Kalisto Entertainment
- Published by Midway Home Entertainment
- Target release date: May



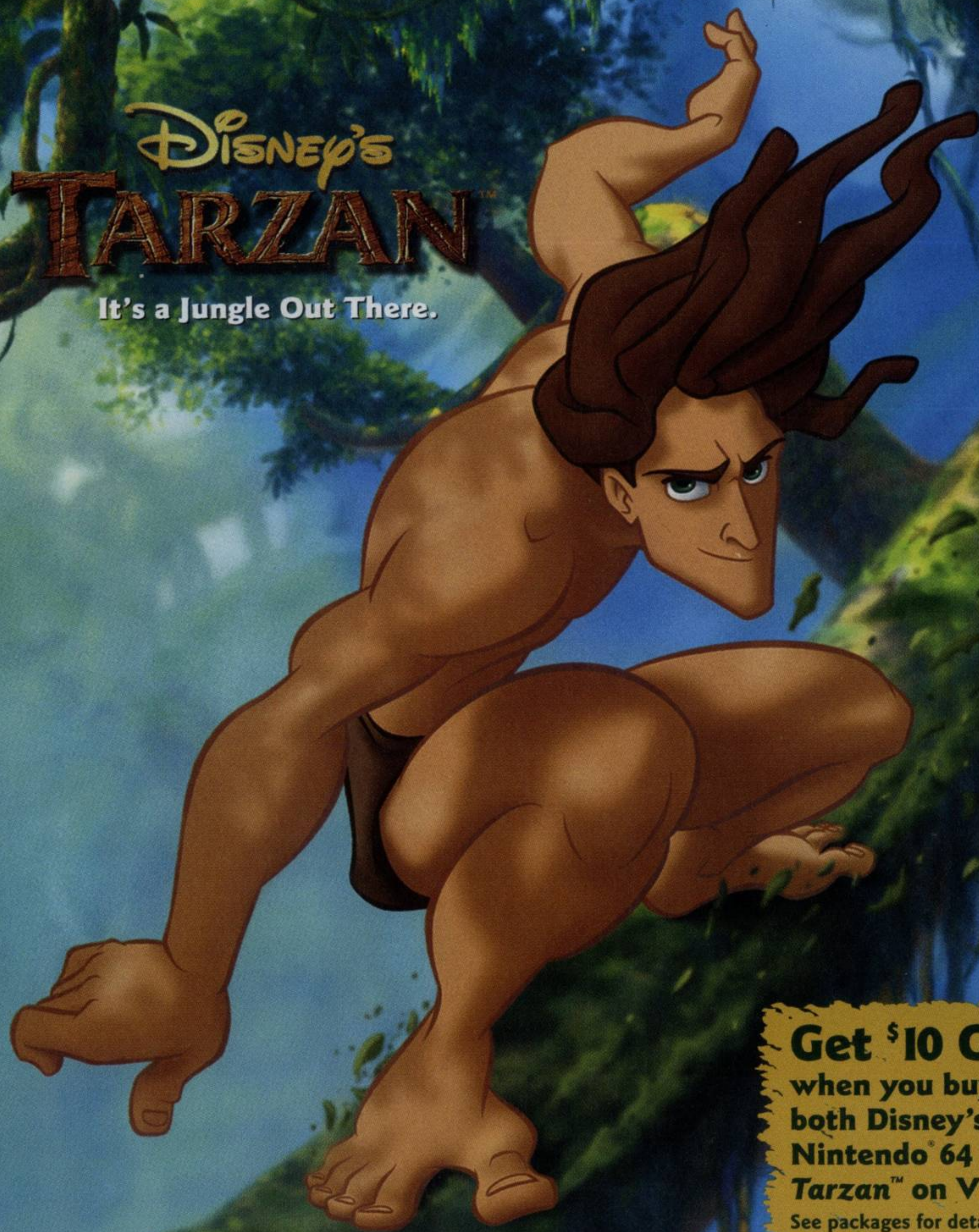
DREAMCAST

HANDS-ON



Now You Can Go Ape on Nintendo® 64!

Disney's
TARZAN
It's a Jungle Out There.



Swim with crocs, swing on vines and tree-surf to save your ape family from Clayton, the hunter.

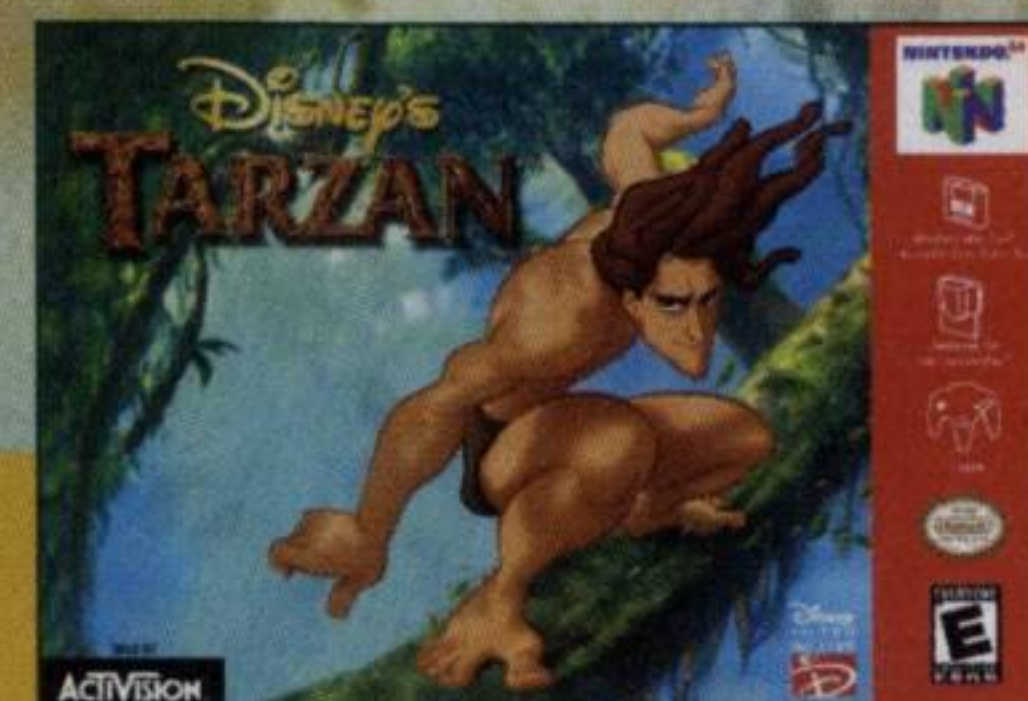


Try over a dozen cool moves as Young Tarzan, Adult Tarzan, Jane, and Tarzan's ape friend Terk.



Explore 13 levels, plus 12 bonus levels, using your ape-like abilities and animal instincts.

Available On



Get \$10 Off
when you buy
both Disney's Tarzan™ for
Nintendo® 64 AND Walt Disney
Tarzan™ on Video or DVD!

See packages for details.
Rebate offer not sponsored by Nintendo.

www.activision.com

ACTIVISION



Copyright © 1999 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved. Tarzan™ owned by Edgar Rice Burroughs, Inc. and used by permission. Activision is a registered trademark of Activision, Inc. Licensed by Nintendo. Nintendo, Nintendo 64, the "N" logo, Game Boy, Game Boy Color and the official seal are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

"To really understand how decomposed these zombies are you have to be in close personal contact," Stick thought as he smashed his fist through the braindead

ghoul. But this was no time for theory. Three new bonebags were moving in fast, and Stick had lost his gun. They charged. He wrecked the first one with a series of quick uppers, clocked the other one with an elbow pop, and dropped the third guy with a reverse rocket crotch kick. Then he spotted his gun. Unfortunately, it was stuck in his face with a zombie behind it. "Yo, voodoo child," said Stick "Your trigger finger's missing..." sega.com/games

ZOMBIE REVENGE™

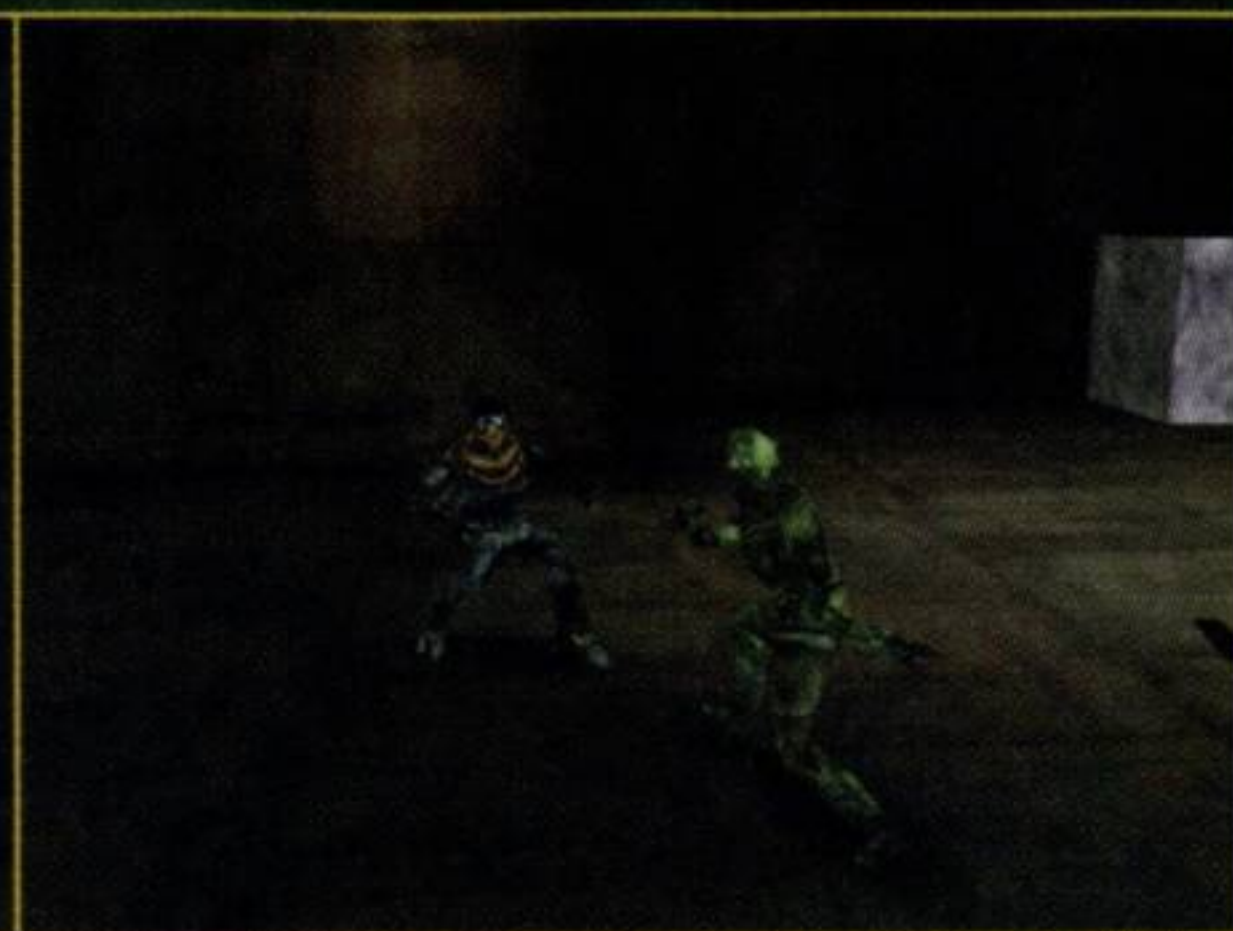
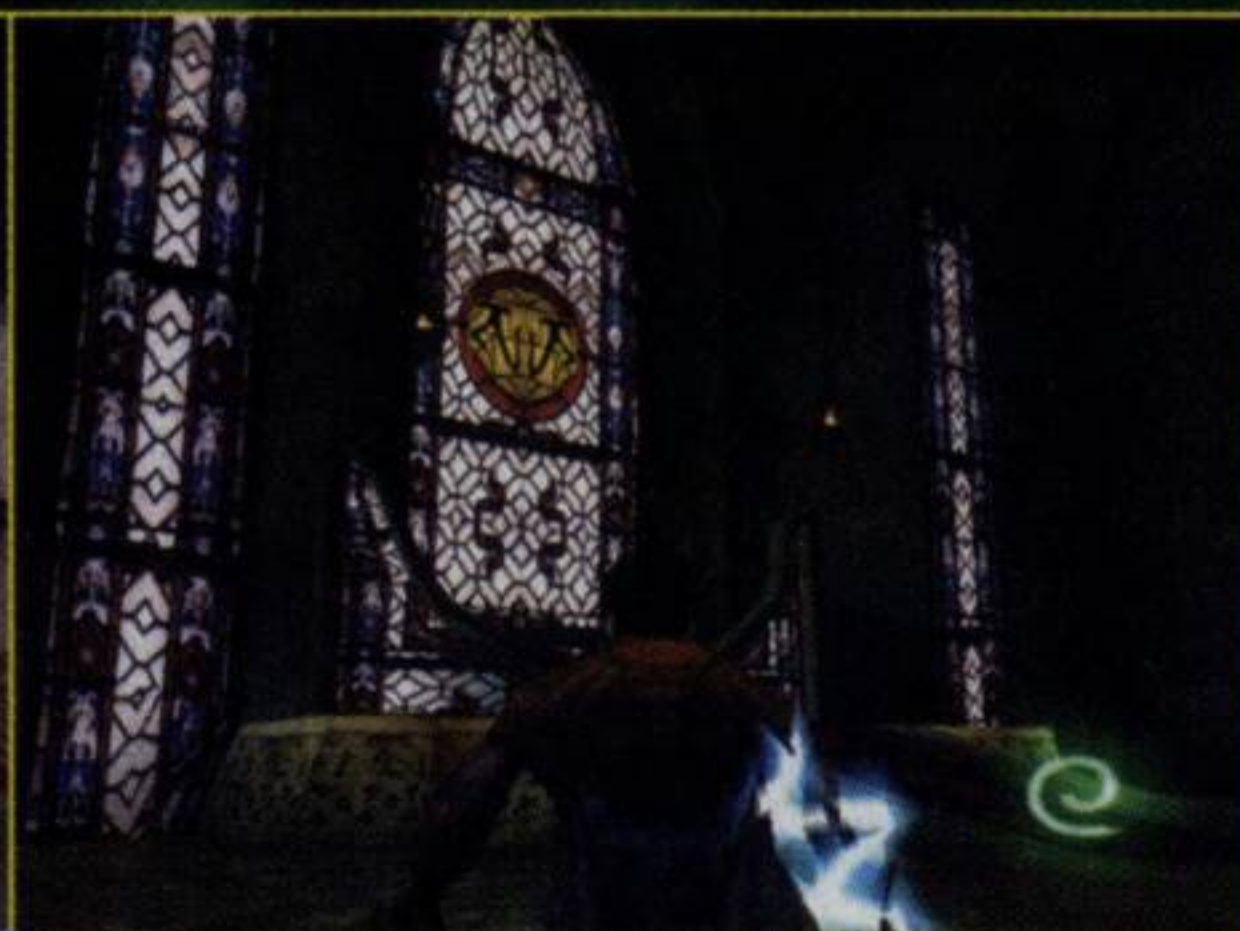
SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games

Sega Dreamcast
IT'S THINKING

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo and Zombie Revenge are either registered trademarks or trademarks of SEGA ENTERPRISES, LTD. © SEGA ENTERPRISES, LTD. 1999. All Rights Reserved.

MATURE
ESRB
Animated Violence
and Gore

"The Critics have Spoken on the Action / Adventure Game of the Year!"



"A technical achievement...Soul Reaver
delivers an epic piece of
vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game
possessed with a myriad of
impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure
at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

✦ As Raziel, stalk Nosgoth feeding
on the souls of your enemies

✦ Engage your creator, Kain,
in an epic struggle for dominance

✦ Dark gothic story

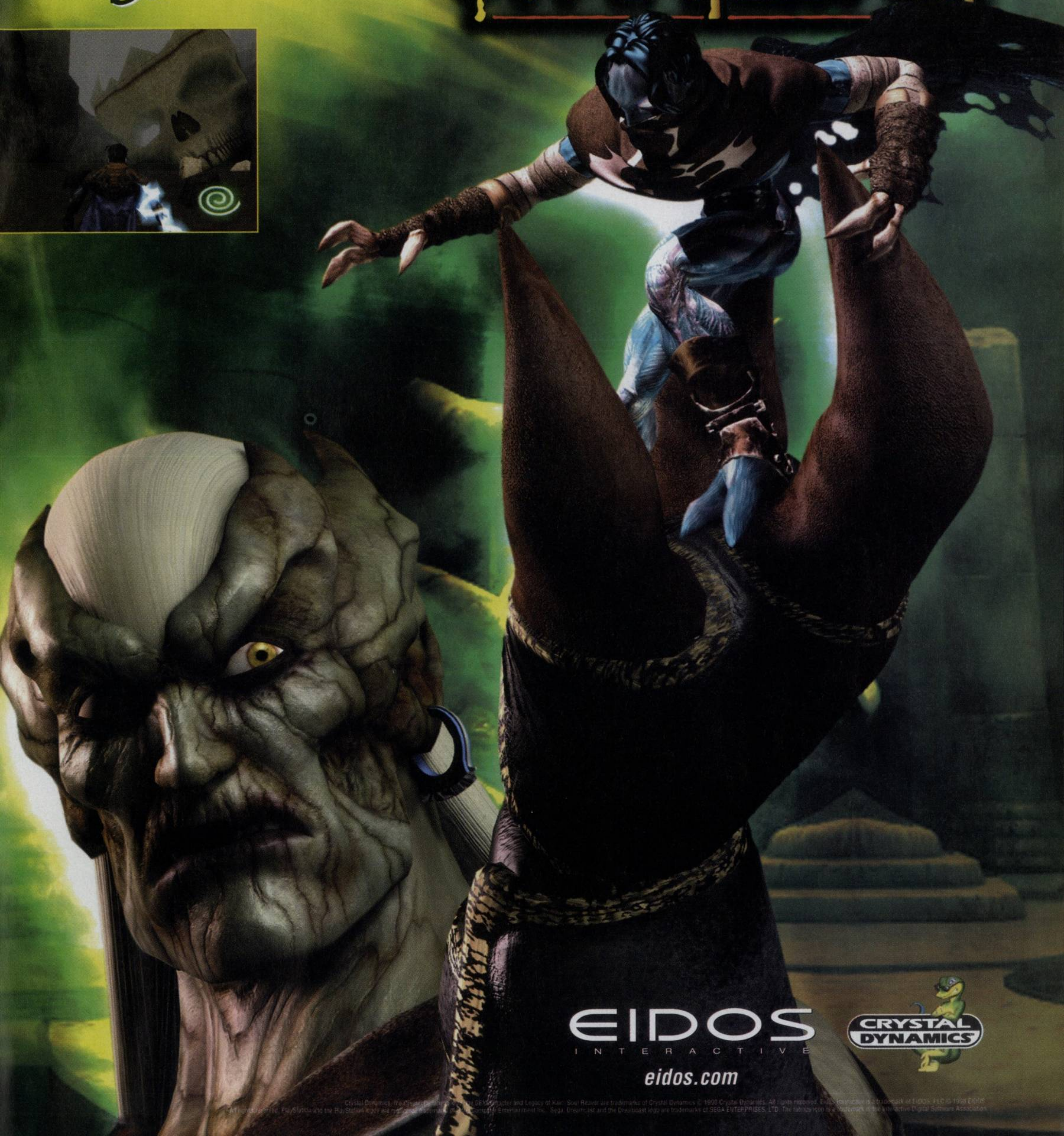
✦ No load times



Sega Dreamcast™

Now on
Sega
Dreamcast!

LEGACY of KAIN™ SOUL REAVER



EIDOS
INTERACTIVE



eidos.com

Crystal Dynamics, the Crystal Dynamics logo, the Eidos Interactive logo and Legacy of Kain: Soul Reaver are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. All rights reserved. Eidos Interactive is a trademark of EIDOS. E.I.C. is 1998 EIDOS. All other trademarks, PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are trademarks of SEGA ENTERPRISES, LTD. The falmar icon is a trademark of the Interactive Digital Software Association.

AGONY. MADNESS. DEATH.

CHEMICALS HAVE THEIR SIDE EFFECTS.

"The game that breaks the survival horror mold..."

-NextGen

"Looks like the insanely popular Resident Evil series will finally have some competition..."

-GameFan.com

"Hope your PlayStation has a nightlight on it..."

-GameProWorld.com



C:\RION
JDS:\VF-G9
D-Felon=Telekinesis
The ability to deliver powerful psychic blasts!
Master a totally unique arsenal of psychic abilities! They are your only defense against the sinister Galerians.



C:\RION
JDS:\YH-S5
Red=Pyrokinesis
The ability to mentally incinerate matter!
Become totally immersed in a fully realized 3D universe that is yours to explore, yours to master – yours to obliterate!



C:\RION
JDS: MX-J4
Nalacon=Psychokinesis
The ability to levitate and freeze matter!
Over 50 hours of reality warping game-play, plus over 70 minutes of stunning cinematics that propel the gripping story.

The Galerians are an artificially created techno-species whose prime directive is the total annihilation of the human race.

Earth's only hope is Rion, a young man whose greatest weapon is the energy of his mind. By using Psychic Power Enhancement Chemicals, Rion is able to wage psychic war on the Galerians.

Unfortunately, chemicals have their side effects....

GALERIANS™

Are You Obsolete?



ASCII™

WWW.CRAVEGAMES.COM



79268

GALERIANS™

ガレリアンズ

In Stores March 2000!

© 2000 ASCII CORPORATION/POLYGON MAGIC, INC./CHINFA KANG/SHO_U TAJIMA. Published and distributed by Crave Entertainment, Inc. under license from ASCII Corporation. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc. Crave Entertainment and its respective logos are trademarks of Crave Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of their respective holders.

We know what you
CRAVE+
ENTERTAINMENT





BY AIR HENDRIX

- Published by Sony Computer Entertainment America
- \$39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.5	5.0	5.0

THE KING OF PlayStation racing is prowling the track once again, and while the disappointing graphics won't blow you away, the amazing, in-depth gameplay will. Gran Turismo 2 is another must-own game for racing fans of all calibers.

Victory Lap

Gran Turismo revolutionized video game racing with its stellar gameplay and exhaustive lineup of cars and events. Remarkably, GT2 ups the ante with literally hundreds of cars and parts from manufacturers like BMW, Dodge, Nissan, Peugeot, Lotus, Volkswagen, and others; 20 new tracks, including the world-famous Laguna Seca; off-road action; and an immense lineup of cups and events spread across two CDs (one for Arcade mode, one for sim action).

Unfortunately, the irritating licensing system also returns to the Sim mode, requiring you to pass tests to earn five levels of licenses. Thankfully, extensive in-game help makes them easier to wade through.

What will addict gamers everywhere to GT2, though, is its dazzling gameplay. The cars handle with challenging but engaging realism; there's an enormous variety of ways to race; and the A.I. cars compete smartly. Impeccable controls keep you in the heat of the action, and playing with a dual analog controller only heightens the thrills.

Caution Flag

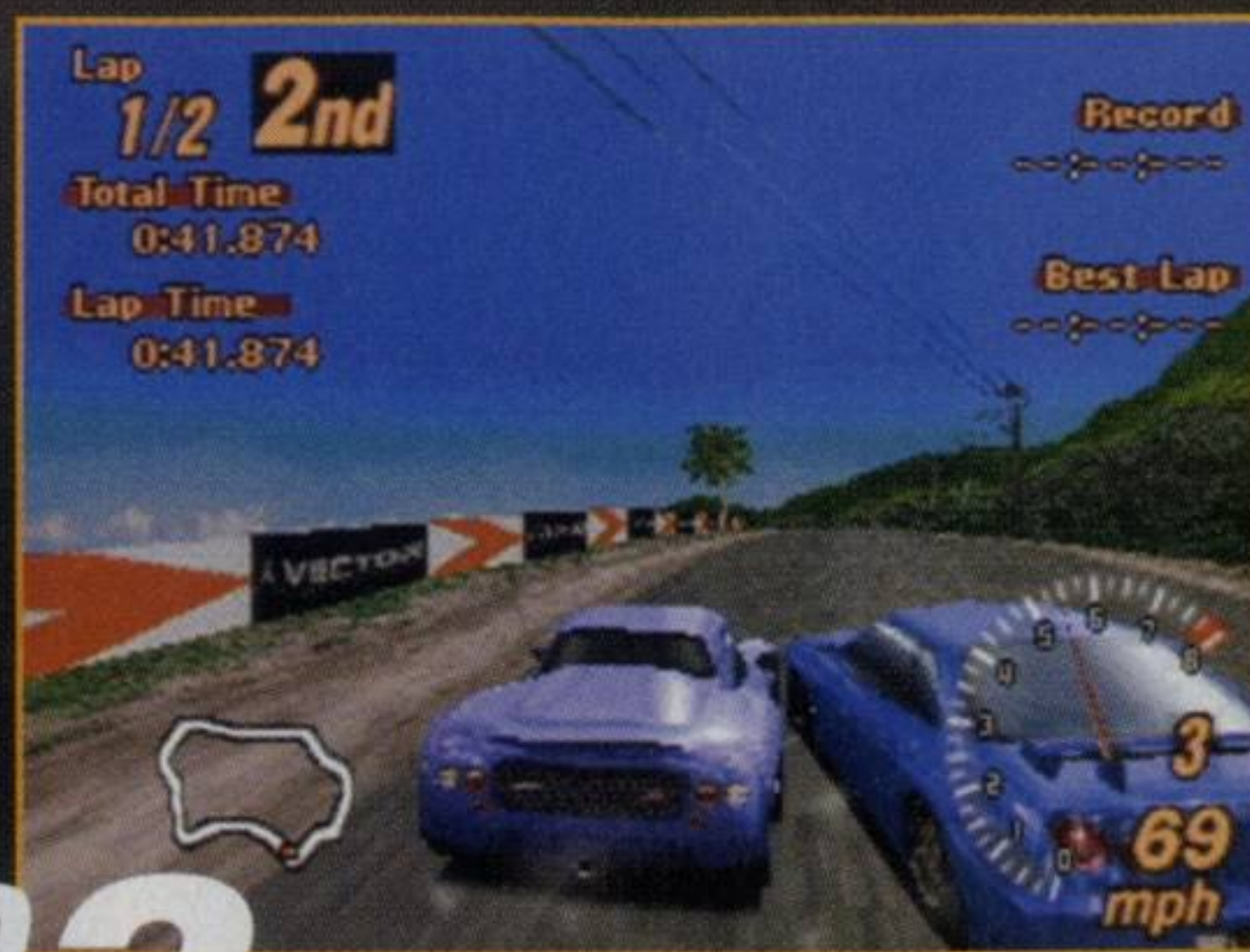
GT2's graphics are virtually identical to those in the first GT, and that's...not great. Excessive pixelation and a lack of detail give the tracks a primitive, artificial look, though the car models are decent. Gran Turismo 2's one-player frame rate is sleek, but its two-player split-screen races are slow, sluggish affairs—a real disappointment.

As for sounds, the in-race tunes by top bands like Filter, Stone Temple Pilots, Beck, Garbage, and others just totally rock, yet the menu-based elevator muzak will make you hurl. Fortunately, top-notch sound effects bring the races to life—you can even hear the difference in your engine when you buy new parts or react to pursuit from the tones of opponents' engines.

Another Champion

Sure, better visuals would've been icing on the cake, but Gran Turismo 2000 for the PlayStation 2 will make amends there. In the meantime, you can climb behind the wheel of GT2—it's another awesome ride.

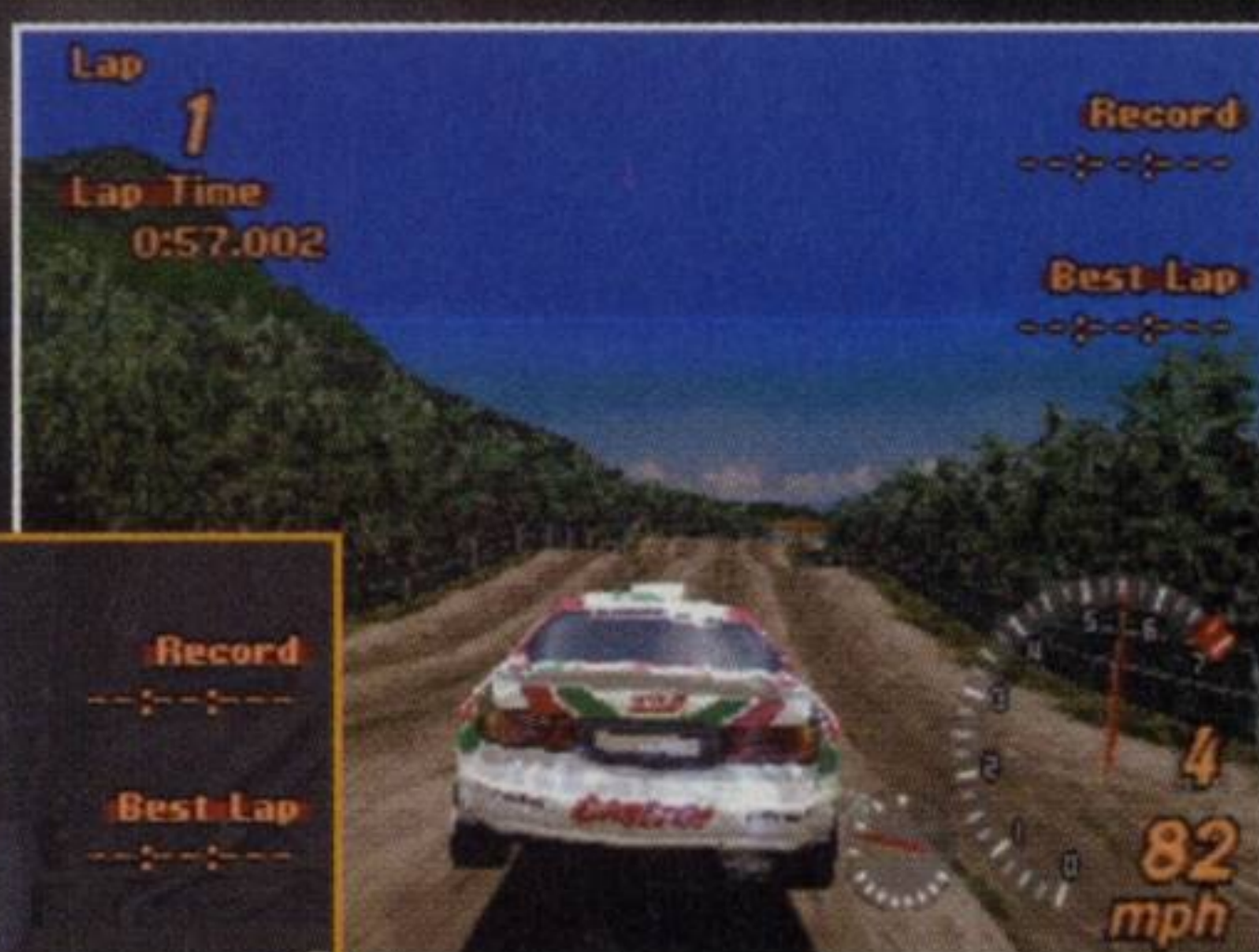
GT GRAN TURISMO 2 THE REAL DRIVING SIMULATOR



PROTIP: There are no black flags, so cut corners and ram opponents whenever you can get away with it.



PROTIP: It's crucial to use the look-back button (tap L1) to look behind you. Box them out so they can't pass.



Gran Turismo 2 gets down and dirty with off-road, rally-style racing.

PROTIP: It's not always necessary to brake before turns—sometimes just laying off the gas kills enough speed.



Computer

Performance Chip

The most basic upgrade. Altering the Engine Management Program settings allows you to boost power by adjusting engine ignition timing, the fuel ratio, and other variables. For turbocharged vehicles, the air filter and muffler are also replaced, for a beginner-level upgrade.

207hp → 212hp

1,500

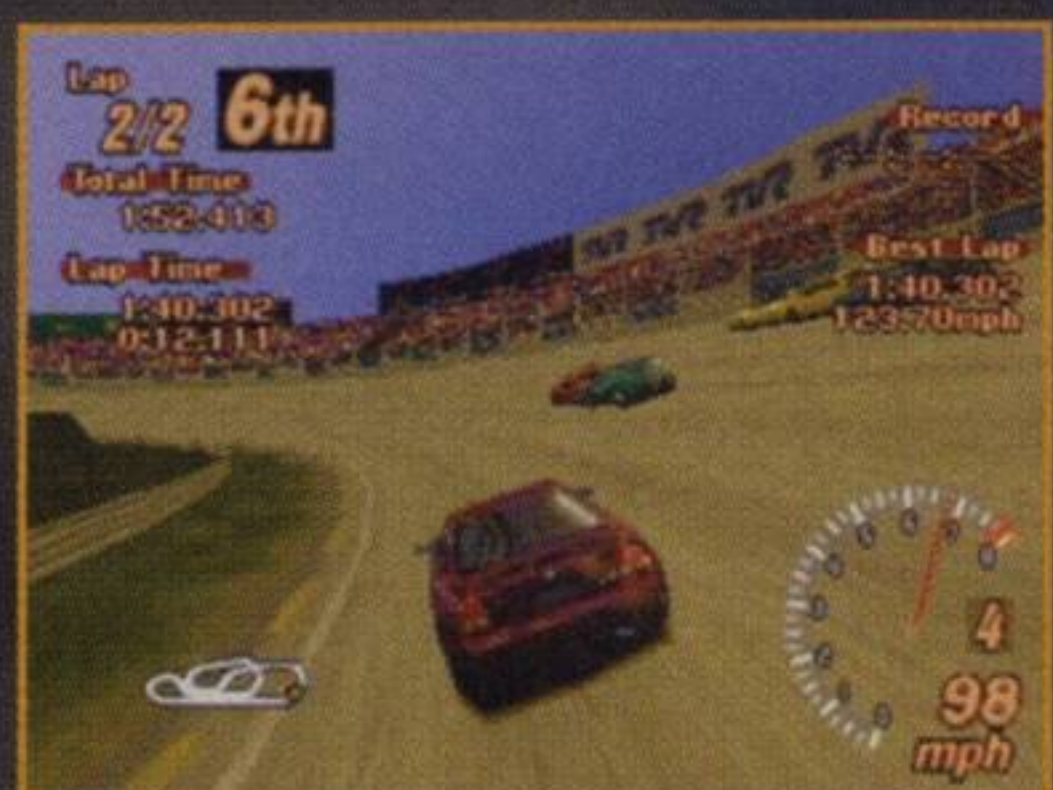
BUY

43mm

948

Mustang

PROTIP: Sports tires and the engine performance chip are two of the most beneficial upgrades to buy right off the bat for a new car.



PROTIP: To dust the pack on the banked turns at Red Rock Valley Speedway, brake and stay as close to the inside of the turns as you can.



PROTIP: When starting license tests that drop you into a moving car, hold down the gas while the game loads—the bump in speed may pay off.

GRAPHICS 3.0

Awash with pixelation, these tracks aren't in the same league as Need for Speed: High Stakes' courses, and the slow split-screen action is particularly lame. The PlayStation may be showing its age, but it can still do better than GT2's mediocre visuals.

SOUND 4.5

Name bands such as Stone Temple Pilots headline a tight soundtrack, and the awesome sound effects are seriously impressive. Too bad the cheesy menu music is so grating.

CONTROL 5.0

The first GT made Dual Shock controller a must-buy accessory, and GT2 handles just as sweetly with the analog stick. These realistic, but fun, controls set the standard for PlayStation racing.

FUN FACTOR 5.0

Simply put, Gran Turismo 2 retains its crown as the ruler of the PlayStation roads. While its graphical flaws may just whet your appetite for the PlayStation 2 version, GT2's outstanding gameplay, depth, and controls deliver more than enough high-octane action.

So Bad
It's Good!



Get into the game
TARGET

\$39.99

Available February 28, 2000
Dates subject to change.



BY LAMCHOP

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.5	3.5

HA-DO-KEN! THE FIREBALL-SPITTIN' 2D fighter, Marvel vs. Capcom, catapults onto the PlayStation, continuing the Street Fighter tradition and delivering another solid challenge-me-I'll-kick-your-ass experience—but if you're expecting the same speed and character-switching you know from the Arcade version, you're more likely to be grumbling, "Ha-DOH-ken!"

AND IN THIS CORNER...

Wanna see Chun-Li kick Captain America's butt? Capcom's starting lineup includes the thigh-master, along with Ryu, Mega Man, and others, while Marvel's roster boasts Venom, War Machine, and Wolverine, to name a few. The two groups combine for a total of 15 characters. In a departure from the arcade game, MVC lets you choose a primary character and also a secondary character, who strikes when you perform counter moves. You select that second character from a group of 20 special personages like Thor, Rogue, and Iceman.

BIG PARTY, SMALL STAGE

There are some bones to pick with MVC. In Arcade mode, you can't switch between your two characters as in the Arcade version. As compensation, your health meter rejuvenates over time, but it still would have been preferable to play with two characters. And if you pick a special character as your secondary, you can cheesily bring him out to strike with no limit. Cross Over mode does allow a bit more variety: You can alternate between characters and have a third for special attacks. The only caveat is that your opponents have to be the same characters as yours, which makes the experience somewhat limiting. Speed in single-player mode has been improved over previous SF games, but the two-player mode slows to a turtle's crawl if there's too much going on at once—very disappointing.

Visually, true to the Street Fighter 2D tradition, the game's graphics are of the flat, cartoonish variety. The music is a typical SF soundtrack with an adventurously appropriate techno beat, and sound effects give the characters life (for instance, Spider-Man's catch phrase "Do your job!" adds a comical touch). The controls are the bright spot in the game—flawless and configurable with easily accessed combo moves.

STREET BITER

MVC is a lackluster translation of the Arcade version and has its flaws. Yet, it's still a fun fighter that should appeal to die-hard Street Fighter fans. **B**

MARVEL VS. CAPCOM

CLASH OF SUPER HEROES



PROTIP: In Cross Over mode, find the hidden character, Roll, by battling through the roster. Her moves and weapons are almost identical to Mega Man's.



PROTIP: You start with one power level on your meter—use it for a devastating first attack!



PROTIP: Not only does your special partner pop up to strike, but you can also use him to block an attack, and then counter with your main character.

GRAPHICS 3.5

Snazzy bright colors, nicely animated backgrounds (like the Avengers' HQ stage), and great super-combo sequences highlight this 2D fighter's visual strengths.

SOUND 4.0

The techno soundtrack is cool, reworking some classic SF scores with adrenaline-pumping rhythm. Voice snippets like Captain America's "Heads up, soldier!" and Venom's "We are Venom!" breathe life into the characters.

CONTROL 4.5

Street Fighter originated the fighting-game moves and combos, and Marvel vs. Capcom's controls are just as sweet as ever. From the Fireball to the super combos, it's almost too simple to pull them off.

FUN FACTOR 3.5

It's not on par with the Arcade version—gameplay can slow to a snail's pace in two-player mode, you can't switch characters in Arcade mode, and the secondary characters may be used over and over again for cheap hits—but it's classic Street Fighter action, and there's a lot of fun in that.

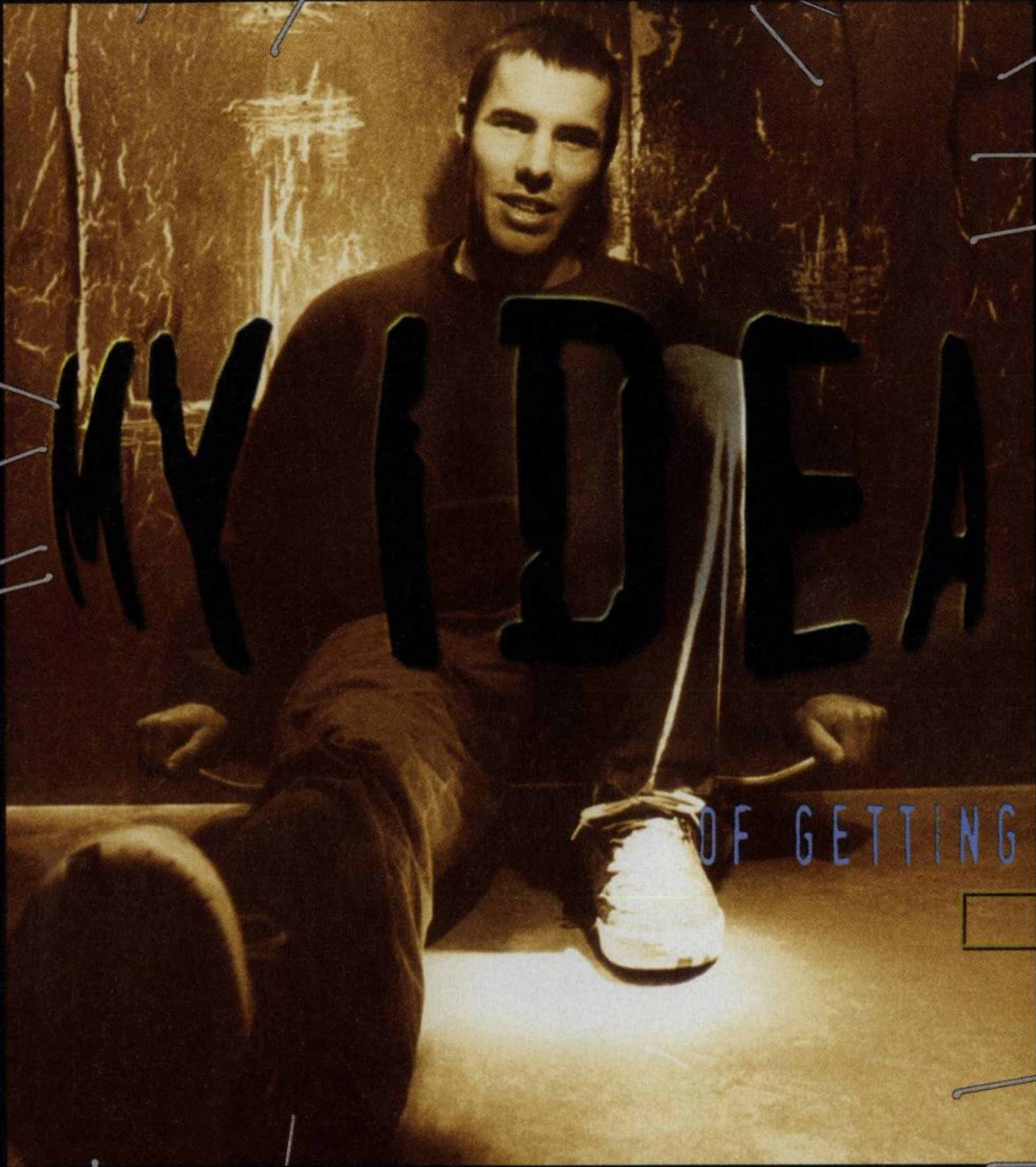
▶ PROTIP: Take advantage of War Machine's ability to fly, and attack Onslaught where it hurts—the head.

◀ PROTIP: To get rid of Onslaught's magnetic orbs, do a super combo move.

◀ PROTIP: When using War Machine's War Destroyer super combo, get close to your opponent. The rockets will hit once going up and again when coming down.



ANDY MACDONALD 1998 X-GAMES CHAMPION



"DRUGS ARE ONLY GOING TO HINDER WHAT I'M TRYING TO DO."

OFFICE OF NATIONAL DRUG CONTROL POLICY
PARTNERSHIP FOR A DRUG-FREE AMERICA
WWW.FREEVIBE.COM



ROAD RASH JAILBREAK continues the famous series' tradition of mayhem and thrills. While there's nothing revolutionary about Jailbreak, its skull-busting blend of motorcycle racing and combat will gladden the hearts of Rash fans.

Pull Over!

Some gamers were disappointed by the racing-heavy focus of Road Rash 3D, but with Jailbreak, the smack is back. EA has introduced a simpler, more arcade-style dynamic to the racing that makes the handling much less demanding. Better yet, the combat is more intense and now includes special moves and combos. You won't finish a race without some clobbering time, and if you try to just zip along and avoid the pack, they'll hunt you down. The resulting gameplay is familiar, but addictively exciting.

Throughout the action, solid controls keep you in the heat of battle. Dual-analog controllers make the action particularly sweet, though that setup has a few hiccups: You can't customize the controller for analog steering with digital gas/brake—a popular configuration—and it's too easy to accidentally set off nitros with the right analog stick, which can really suck.



PROTIP: In Jailbreak's new Sidecar mode, it's crucial for both players to work together on steering...unless you're happy at the back of the pack.

Eventually free some Spaz dude from jail. But this is Road Rash, after all—who really cares about the story line?

Visually, Jailbreak sports a colorful, cartoony look that suits the action perfectly. Tons of over-the-top animations, like windmilling blows with the club, create just the right atmosphere. Along with plenty of hilarious smack talk, the sounds keep pace with a garage-band soundtrack that has just the right thrasher feel.

Gentlemen, Start Your Clubs

With its well-tuned gameplay and an engaging variety of modes, Jailbreak is the best PlayStation Road Rash yet. For fans, it's a definite buy—for everyone else, it's worth renting to see if this is a Rash you wouldn't mind getting. **G**



PROTIP: If your back tire is skidding out, countersteer (turn the front wheel into the skid) to avoid wiping out.



PROTIP: In hairy situations, sit tight on the yellow line—it's the safest place.



BY AIR HENDRIX

- Published by Electronic Arts
- \$44.99
- Available now
- Racing/combat
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5

ROAD RASH JAILBREAK



PROTIP: If you're having trouble knocking a pesky opponent off their bike, try nudging them into a collision with a car.



PROTIP: Getting knocked off your bike can cost you the race. If you're being hammered, brake, wait for your health to replenish, and go get some payback!

Uh, "Free Spaz"?

Jailbreak comes on strong, however, with a garage full of slick new ways to play. Players can switch sides and ride as the cops, pulling over Rashers within a time limit. On the two-player side, one gamer can play cop and chase down the other, or they can both climb onto a bike with a sidecar where one drives and the other fights. Finally, the standard Career mode has been streamlined to focus on your rise through the ranks of one of two biker gangs. Instead of earning cash, wins unlock new bikes and weapons and eventually free some Spaz dude from jail.



PROTIP: Pop a wheelie before you collide with an oncoming car. Instead of wrecking, you'll bag some sick air and a temporary speed boost.

GRAPHICS 4.5

Jailbreak's colorful, cartoony player models and tracks are matched by a clean frame rate. Awesome animations, from the insane wrecks to the WWF-style antics of the brawlers, keep things plenty exciting.

SOUND 4.5

Instead of name bands, EA signed a slew of up-and-coming artists to Jailbreak, and the resulting garage-band sound is perfect. Over-the-top sound effects and awesome player-controlled smack talk heighten the fun.

CONTROL 4.0

The steering is much more manageable than Road Rash 3D's was, and attacking is a breeze. Dual-analog controllers mostly amp up the action, but they have a few problems, too.

FUN FACTOR 4.5

With its cool new modes and combat-heavy action, Jailbreak kicks ass. Although it doesn't break new ground and definitely isn't perfect, it delivers the high-octane rumbles that fans expect.



BY TOXIC TOMMY

- Published by Midway Home Entertainment
- \$39.95
- Available now
- Action
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	3.5

JACKIE CHAN STUNTMASTER

JACKIE CHAN STUNTMASTER is a middle-weight beat-em-up that does a good job of capturing the martial-arts fighting style, acrobatic stunts, and humor of Chan, the current reigning king of kung-fu/action movies. The good-looking fighting action is solid, but harkens back to good old-fashioned whuppings past.

The Chan man basically runs, jumps, and swings acrobatically past traps and obstacles (from left to right), slamming assorted bad guys as he goes. Occasionally, there are tricky traps, such as runaway cars that chase Jackie "into" the screen.

KUNG FU THEATER

As he does in the flicks, Jackie carries this show. The comic-book graphics feature above-average animation that nicely reproduces Chan's fluid fighting style and slick stunts, including the way he sometimes turns everyday objects, such as brooms, into potent fighting weapons.

Stuntmaster also sounds great—no bad dubbing or cheesy effects here. Chan actually voiced his own dialogue, and it's kinda cool. Even the music keeps an energetic, jazzy beat.

But while Stuntmaster is high on style, it's low on adrenaline-juicing gameplay. The simple controls basically enable you to punch this game silly with two-button thumb-mashing. At least you can string kicks and punches into basic combos and even pull off cool-looking grab-and-punch moves, back kicks, and leg sweeps.

OPERATION: CANDOR

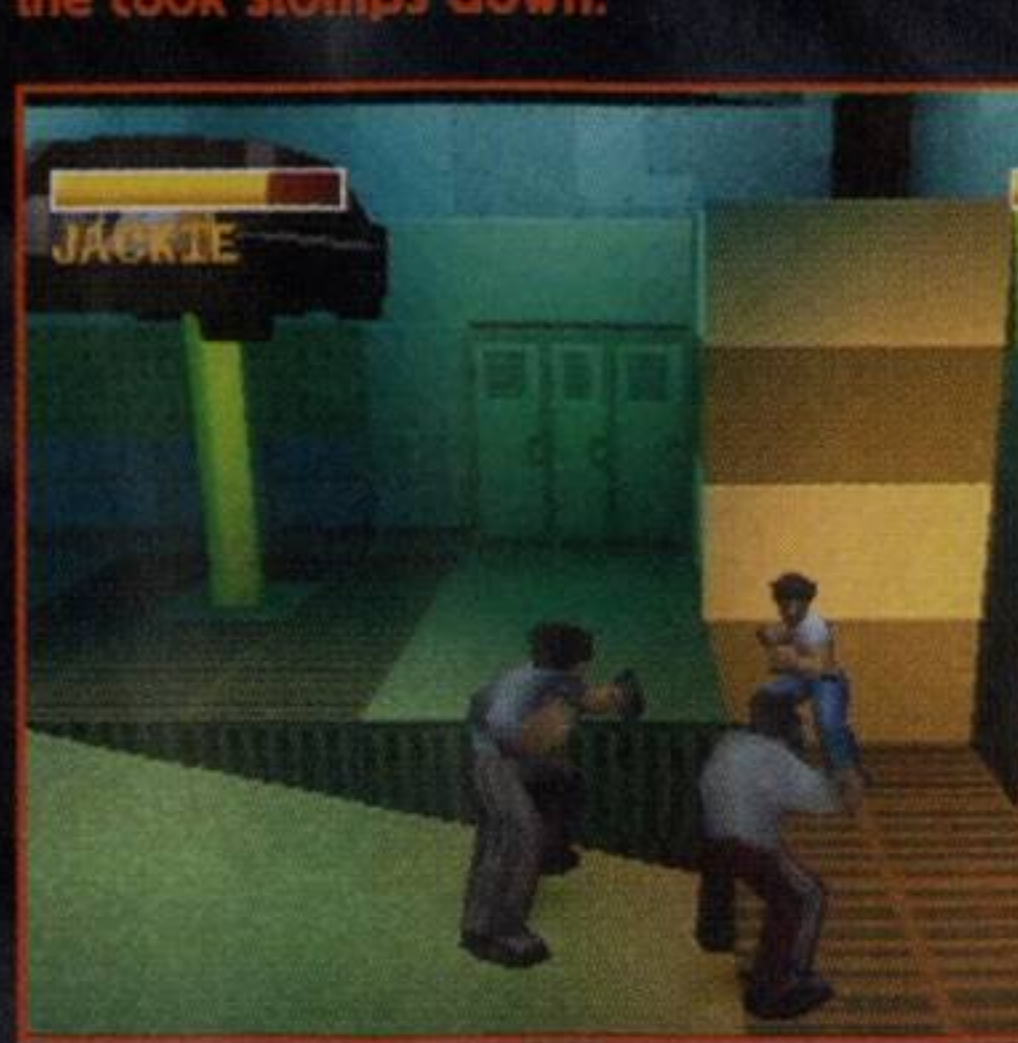
Stuntmaster is a worthy workout that just lacks a "wow" factor. It's a nice accompaniment to your Jackie Chan movie rental weekend. But if you're really into throwing fists and busting kicks, then Chan is your man.



PROTIP: The cook boss's stomping attack has long-range power. Avoid it by hitting X and timing a jump the instant the cook stomps down.



PROTIP: When you press L1 for the grab move, time your button press to catch your opponent's fist in mid-strike.



PROTIP: Put your back to a wall to fight multiple foes, especially when your health is low.



PROTIP: When you're surrounded, launch a forward attack, then press Away and hit an action button for a quick rear attack.



*Dear John,
I've met
someone else.
Good luck!
Betty*

Old flames die out, but I can always make new ones.

ARMY MEN WORLD WAR

REAL COMBAT. PLASTIC MEN.™



www.armymen.com

THE MEGA MAN LEGENDS story continues with *The Misadventures of Tron Bonne*, a prequel to *Legends* that chronicles the story of Mega Man's nemesis, Tron Bonne. Her first solo game has some very cool and innovative elements, but the journey ends too soon.

"I'm Sorry, Miss Tron..."

You play as Tron, who, from her base of operations, must complete six missions in order to raise money for her knee-deep-in-debt big brother, Teisel. Missions consist of an interesting variety of tomb raiding, livestock stealing, treasure hunting, and puzzle solving.



The Misadventures of
TRON BONNE



BY MAJOR MIKE

- Published by Capcom
- Price not available
- Available February
- Action/adventure
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

But the game's most original aspect is the managing of Servbots—very polite little robot servants who look like Lego people. Servbots help out in a variety of ways as you can personally train them to learn new skills and develop attributes. There's even a torture room to "cure" Servbots of bad habits. All this training ultimately pays off during objective-based missions: These mechanical munchkins can snatch treasure from small caves and stall or attack your enemies.

Kids Only?

Yet, despite everything going for it, *Tron* is just too short. Unlike *Legends'* massive narrative that was filled with cool side-quests and characters to converse with, *Tron's* eight missions are simply not enough—this is a game you can practically blow through in a couple of sittings. The Servbots themselves are also disappointing: With over 40 Servbots to supervise, you only need to keep eight or nine in top condition; the rest are fodder.

Like *Legends*, *Tron* has a very kiddy tone. The game is loaded with lots of cutesy dialogue and voice-overs that younger gamers will find adorable, but that older ones will find torturous. Fortunately, the synthesizer-heavy music is a bit more palatable, while, visually,

Tron offers colorful graphics with some eye-catching effects, like huge explosions and gigantic bosses.

The controls have a learning curve, but can be quickly mastered. The only hitch is keeping the multiple functions straight during the diverse missions.

Throw Tron a Bonne

For fans of *Mega Man Legends* and those looking for a lighthearted action title with some variety, *Tron* is a strong rental—just don't expect to be thrilled for days on end. It's a fun, but short, ride.



PROTIP: After each mission, take some time to make the rounds and talk to each Servbot—they may give you valuable or rare items.



PROTIP: When fighting the boss in the Nakkai Ruins, send your Servbots to attack its nose. The Servbots will make the boss sneeze and open its mouth, thereby revealing its vulnerable spot. When the mouth is open, jump in the air and fire away!



PROTIP: When training your Servbots on Course 1 in the gym, throw or fire your bombs so they land between the targets. That way you can knock down multiple targets with a single throw or shot.

PROTIP: In Stage 6, you can direct your Servbot to move a container while you're holding one up in the air.



PROTIP: Keep an eye open for "suspicious" cracks in the wall. When you spot one, fire a bazooka round or send a Servbot to drill a hole in it—you may reveal a secret room.



PROTIP: When you send a Servbot to the Torture Room, remember this simple button sequence to make it a short session: Press □, ○, ×.



PROTIP: Make sure the Servbot you choose to be Tron's favorite has developed the Sniper skill: Sharp-shooting skills are essential for the later levels.



PROTIP: When you take on the Colossus's head, send your Servbots in to tear out its energy pylons.

GRAPHICS 4.0

Tron's 3D polygon graphics are smooth and colorful, but the occasional awkward camera angle can obscure your view of the action. The repetitive 2D dialogue sequences also bring the score down a little—why no 3D Miss Tron?

SOUND 3.5

The voices are well cast, very cute, and obviously geared for younger gamers—others beware! Musically, however, the game is filled with a pleasant variety of diverse tunes.

CONTROL 4.0

Solid controls keep the action moving, but it's easy to get the buttons mixed up during different types of missions, like crate-moving puzzles and run-n-gun action sequences.

FUN FACTOR 4.0

The Misadventures of Tron Bonne has a lot going for it: diverse action, Servbots, and cool bosses. Unfortunately, the game is too short. It warrants a look—just don't expect an epic adventure like *Mega Man Legends*.



BY TOXIC TOMMY

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

JOJO'S BIZARRE ADVENTURE

Jojo's Bizarre Adventure is the leading candidate for "Most Bizarre Game of the Year." Another Capcom/Street Fighter-style fighting game, Jojo mates average martial arts action with an oddball crew of vampire hunters and henchmen, who also star in a Japanese anime comic book and an arcade game, Jojo's Venture (see "Hot at the Arcades," May '99).

Bizarre but Banal

Jojo is basic fighting fare, including 17 regular fighters that encompass 13 returning arcade combatants. The solid Street Fighter-style controls are old hat. However, Capcom vets will discover a curiously low attack arsenal: The only noteworthy combat feature is the Stand attack, which summons a shadowy alter ego for each fighter who can launch specials and combos.



PROTIP: In Story mode's Episode 6, blast the objects the crazy orangutan tosses at you to buy time to beat him.

Something new for the console version is the Story mode. It mixes basic fighting with a few only moderately challenging gameplay twists, such as a first-person shooting gallery and an R-Type shooter.

The deft controls hold the gameplay styles together—and that's good because Jojo is an eye-blasting visual onslaught. Drawing heavily from the comic's weird, in-your-face graphics, the game paints strange-almost-nightmarish imagery, especially during special moves and Stand attacks.

The sounds are more down to earth with effects that adhere nicely to the action. The music, however, is energetic though forgettable background stuff.

The deft controls hold the gameplay styles together—and that's good because Jojo is an eye-blasting visual onslaught. Drawing heavily from the comic's weird, in-your-face graphics, the game paints strange-almost-nightmarish imagery, especially during special moves and Stand attacks.

Jojo's Mojo

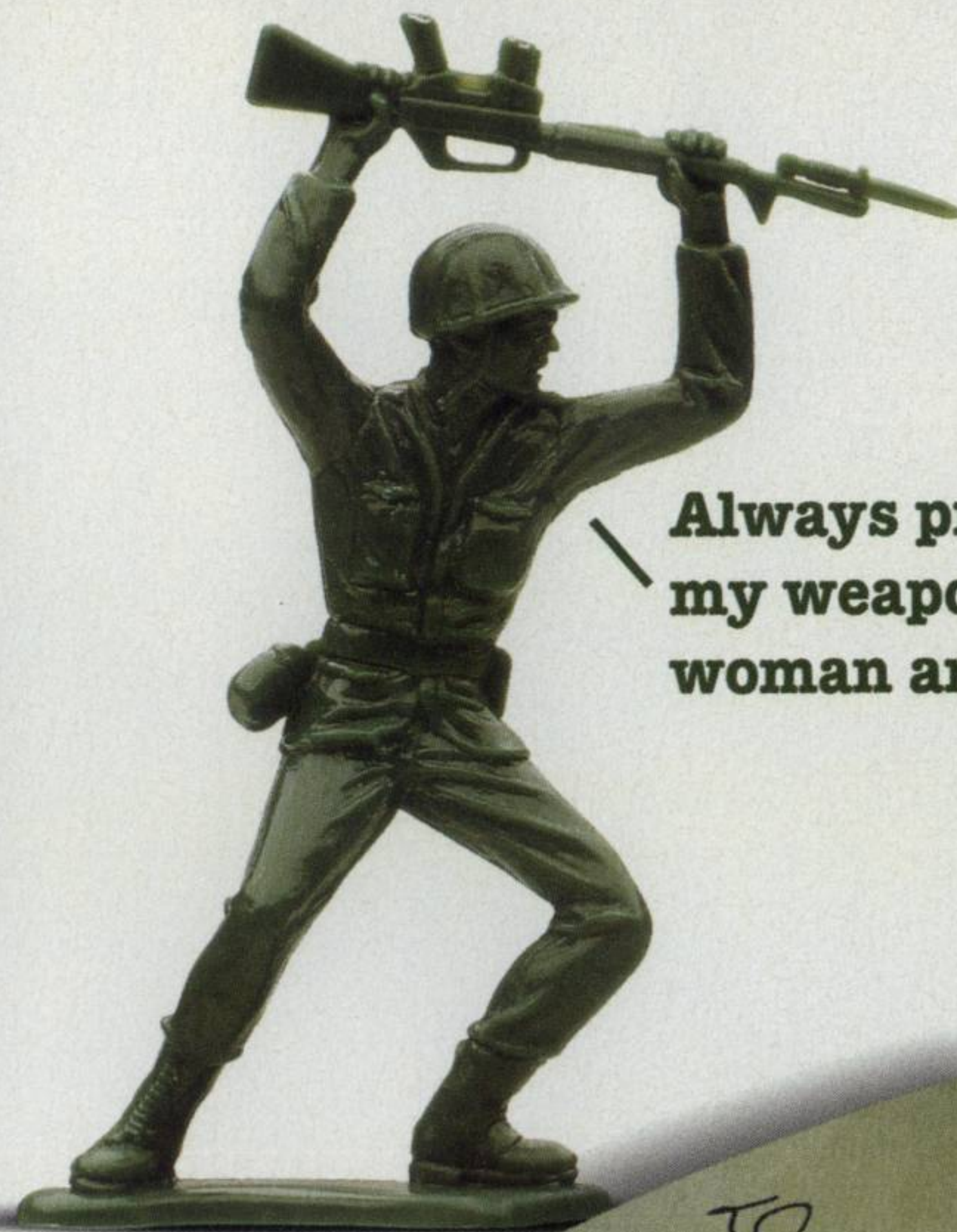
Jojo's Bizarre Adventure is best taken as an entertaining change of pace. You won't find it as challenging as other Capcom side-view fighting games, but at least you and your homies should bust a few good laughs during Jojo's wacky combat circus.



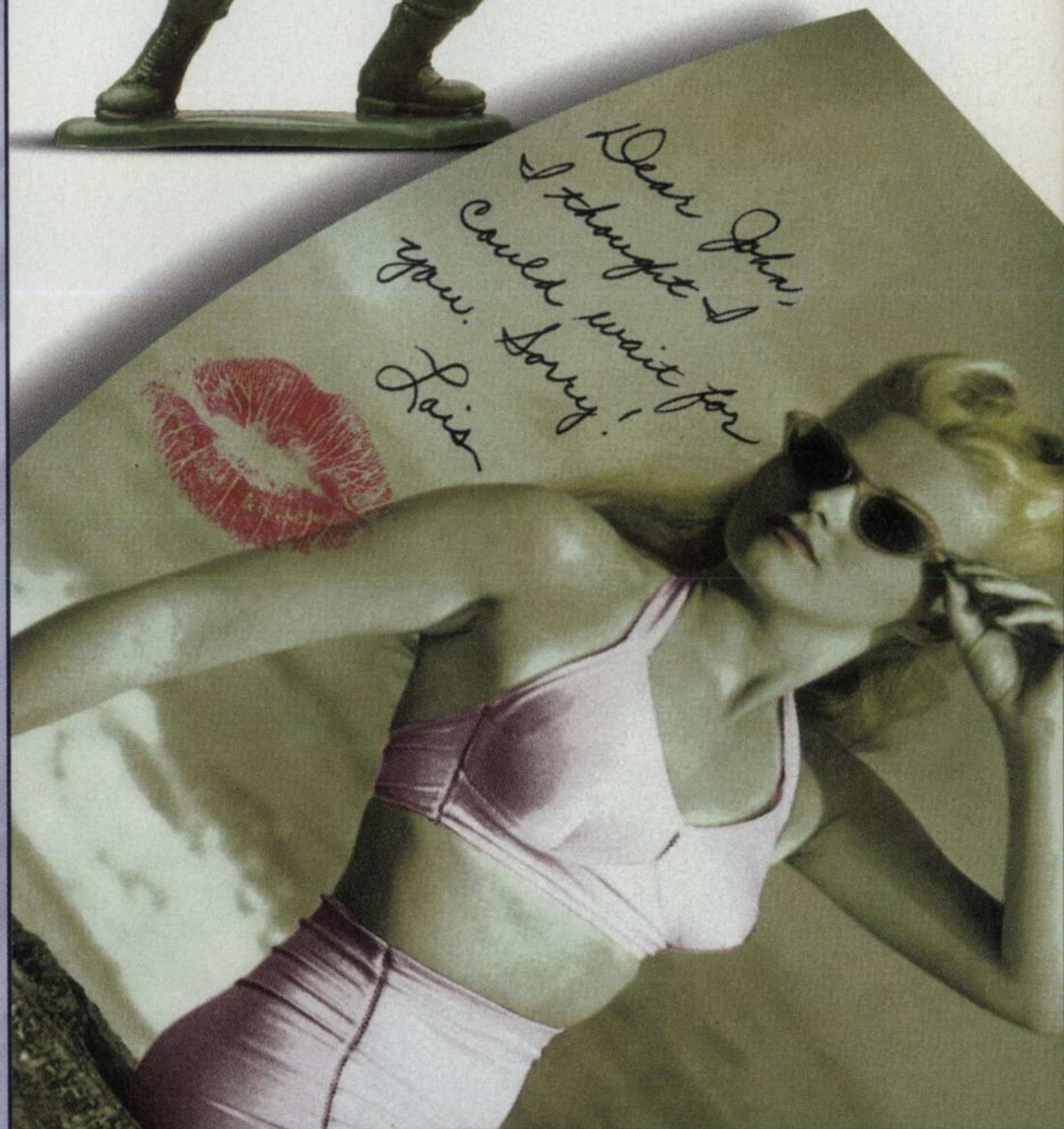
PROTIP: Jotaro can turn a crouching heavy attack into a two-in-one Ora Ora Special. Hold Down and quickly press any Action button. Then immediately motion ↓ ↘ → to fire off the Ora Ora. (Note: Your opponent must be on the right side of the screen for this move to work.)



PROTIP: Unleashing your Stand for an independent attack can confuse your opponent. Press Forward and hit any Action button twice.



Always preferred my weapon to my woman anyway.



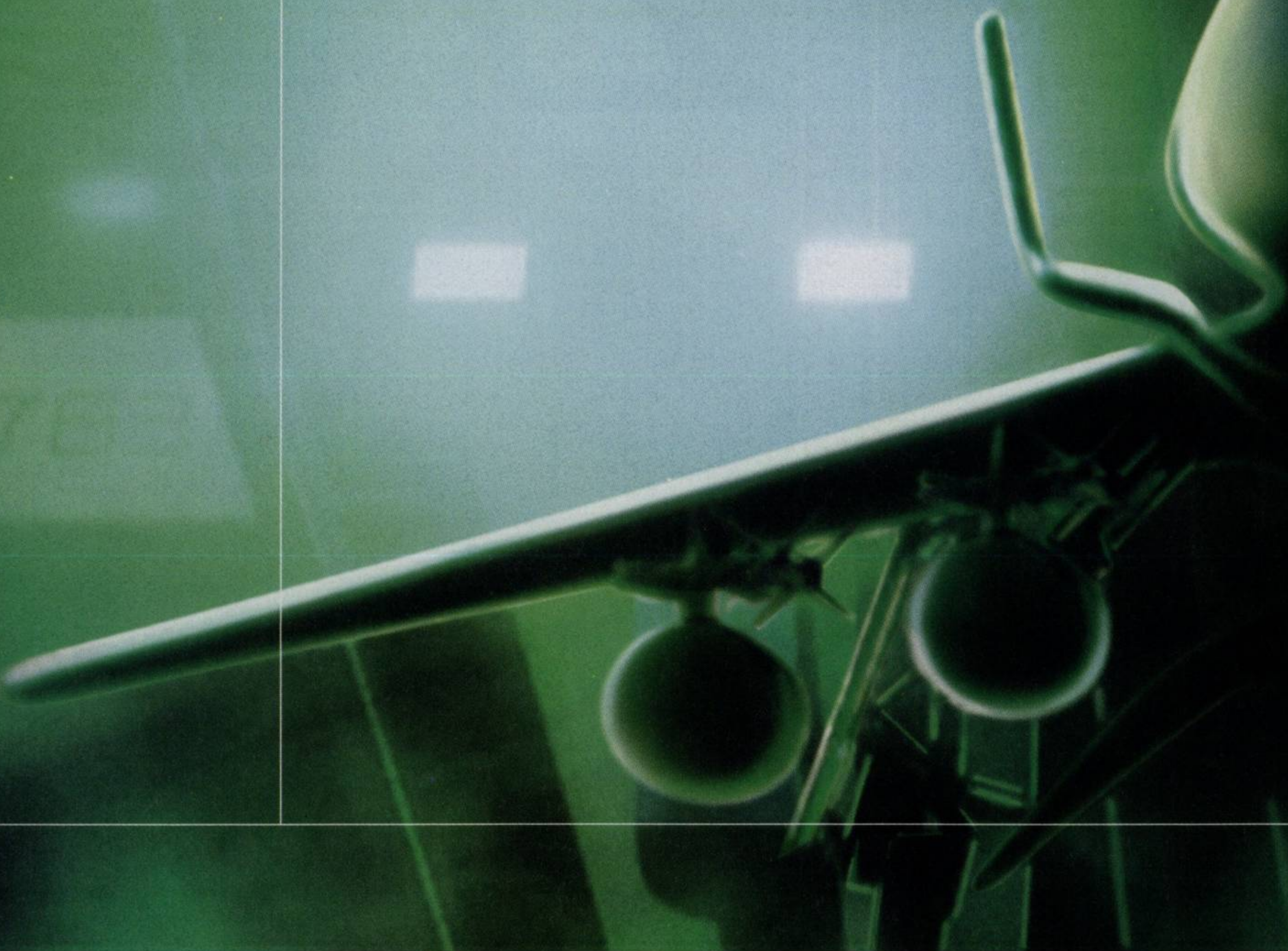
Dear John,
I thought I
could wait for
you. Sorry!
Lais

ARMY MEN™ WORLD WAR

REAL COMBAT. PLASTIC MEN.™



ace
3



001

search

• You're in the Kill Zone. Engage in maximum dogfighting action. Climb in the cockpit of 22 cutting-edge aircraft. Fly in 36 furious missions; air-to-air, air-to-ground, air-to-sea, even into the stratosphere.

• For the 1st time on the PlayStation® game console – Pilot your fighter during mid-air refueling or opt for the autopilot.

engage

002



003

• Night Fight. Instrument Landing Systems and night carrier landings are all mission critical when you're dueling after dark.

Every hunter needs a nice gun rack.

destroy

- Lock and Load. The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.



ACE COMBAT 3 electrosphere

FROM THE MAKERS OF AIR COMBAT

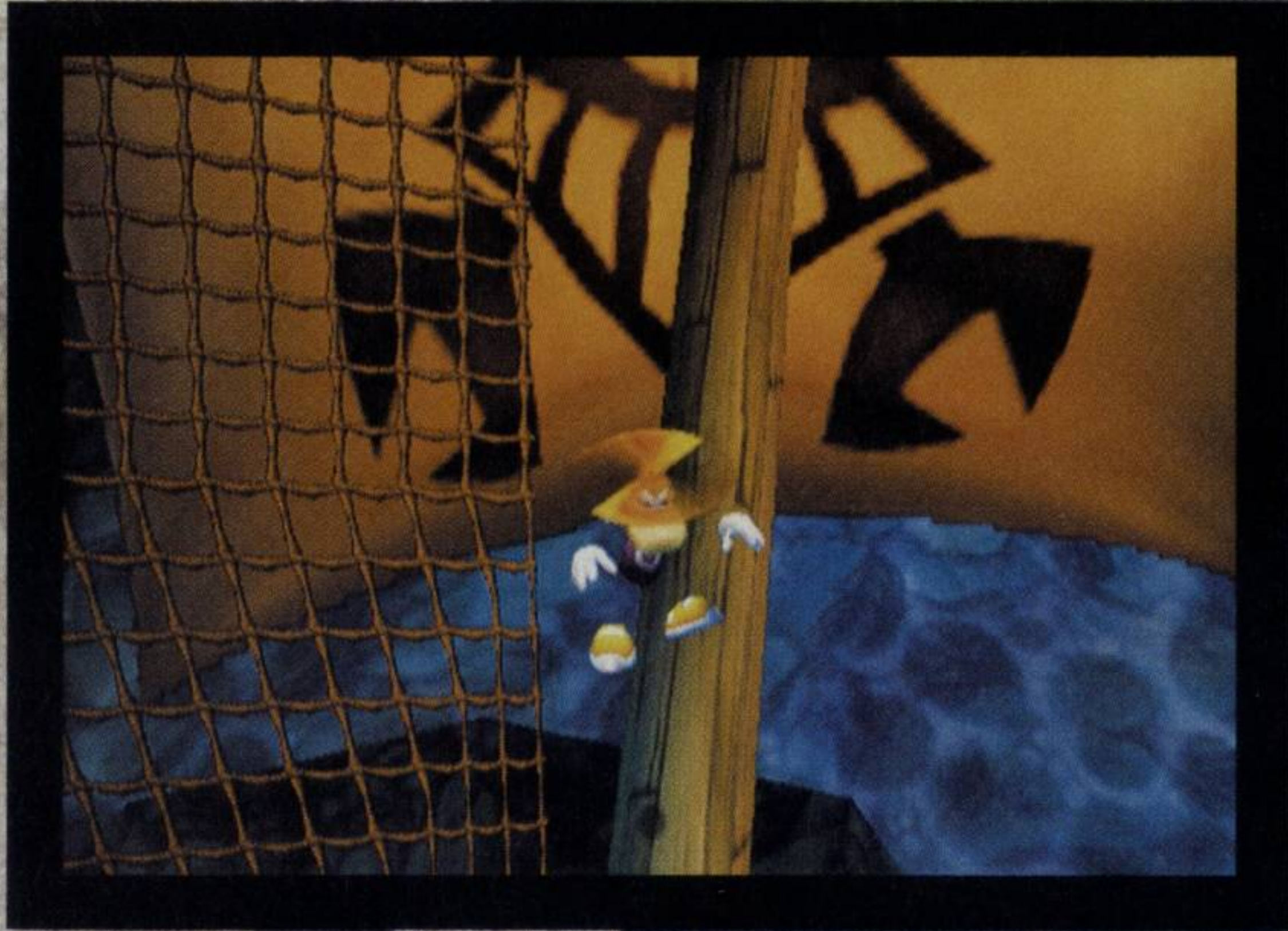


www.namco.com

ACE COMBAT™ 3 electrosphere & © 1999, Namco Ltd., All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
ACTUAL IN-GAME SCREENSHOTS.



Rayman © 1999 Ubi Soft, Inc. Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Rayman, Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. The Great Escape is a trademark of Ubi Soft Entertainment. All Rights Reserved. Sega, Dreamcast and the Dreamcast logo are other registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo.





RAYMAN 2

THE GREAT ESCAPE

FLY or DIE.

Fly, swing, dive, climb, and battle at 60 fps in 54 levels throughout 21 immense worlds ... or die trying. It's that intense, even the graphics are heart-stopping. With all new bonus levels, multi-player mini game, and internet downloads, it's the 3D adventure to die for.



Sega Dreamcast

also available for



RAYMAN2.COM





BY BAD HARE

- Published by Nintendo
- \$49.99
- Available now
- Board game
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	5.0	4.5



MARIO PARTY 2

IT'S PARTY TIME again as Mario and friends throw another bash on the N64! Mario Party 2 retains the spirit and gameplay of the original while adding some new mini-games and deeper strategies.

Come On, Party People

Like its predecessor, Mario Party 2 takes classic Nintendo mascots and pits them against each other in a friendly board game peppered with action-packed mini-games. The goal is to collect the most stars on one of six playfields; the winner is rewarded with a mini-cinema starring their character as the hero.

Sound cute and cuddly? You're half right. While the proceedings are certainly warm and fuzzy, the action sequences are positively cutthroat. Some of the mini-games require cooperation, but most force each character to fend for themselves, testing

their speed and dexterity. From nerve-wracking twists on Simon Says, to button-mashing obstacle courses, to hammer-wielding mallet madness, the mini-games are the heart and soul of the Party.

Worlds of Wonder

Mario Party 2's levels are huge—

roughly twice the size of the boards in the first game—and each board requires a slightly different strategy. A few new elements increase game depth: The bank system can boost or drain a coin collection, while two-player duels allow you to bet on who will win. There is a solo mode that challenges you to win all 64 mini-games, but all aspects of Mario Party 2 are simply more fun with human friends. After all, the computer is incapable of trash-talk.

MP2's graphics skew predictably young, and its resolution could use a boost from the RAM Expansion Pak. The sounds are similarly snuggly, with cutesy/creepy music on the Horror Land level and a cowpoke theme in the Western level...you get the idea. The responsive controls never falter, however, no matter how hard you pound the buttons on the mini-games.

You're Invited

Mario Party 2 doesn't stray far from the original, which is both good and bad.

While more than half of the mini-games are new, the basic gameplay remains unchanged from Mario Party, which came out less than a year ago—and how many digital board games do you need, anyway? Still, the game's addictive qualities shine through, making Mario Party 2 multiple hours of fun for four friends. ⚡



▶ **PROTIP:** On Sneak-n-Snore, don't risk getting caught! Dive into your barrel early and often.



▶ **PROTIP:** On Lights Out, scatter; if you cluster, you're doomed. Only one player has to survive for three to win.

GRAPHICS 4.0

It's more about gameplay than graphics, but Mario Party 2 does a fine job of bringing your favorite mascots to adorable life. They lose sharpness and detail when shrunk in the mini-games, though.

SOUND 4.5

Fans will enjoy the familiar sound effects—Wario's complaints, DK's grunts, Yoshi's squeaky, um, whatever it is—and the level-specific theme music is as hummable as ever (if a little repetitious).

CONTROL 5.0

You'll use almost all the buttons this time around thanks to the mini-games, and you won't be able to blame the controls for your poor performance. They're flawless.

FUN FACTOR 4.5

Mario's second big Party came a little faster than most fans probably expected, but that's okay—in this case, too much of a good thing isn't bad at all. Mario Party 2 makes a great (if somewhat familiar) four-player fiesta.



▶ **PROTIP:** To win Look Around, target one player at a time rather than skipping between opponents.



▶ **PROTIP:** In the Time Bomb duel, wait until the word "Start" disappears before counting. Also, you can exceed the target time and still be closest!



▶ **PROTIP:** Avoidance isn't your only option on Bowl Over—with expert timing, you can leap over the turtle shell.

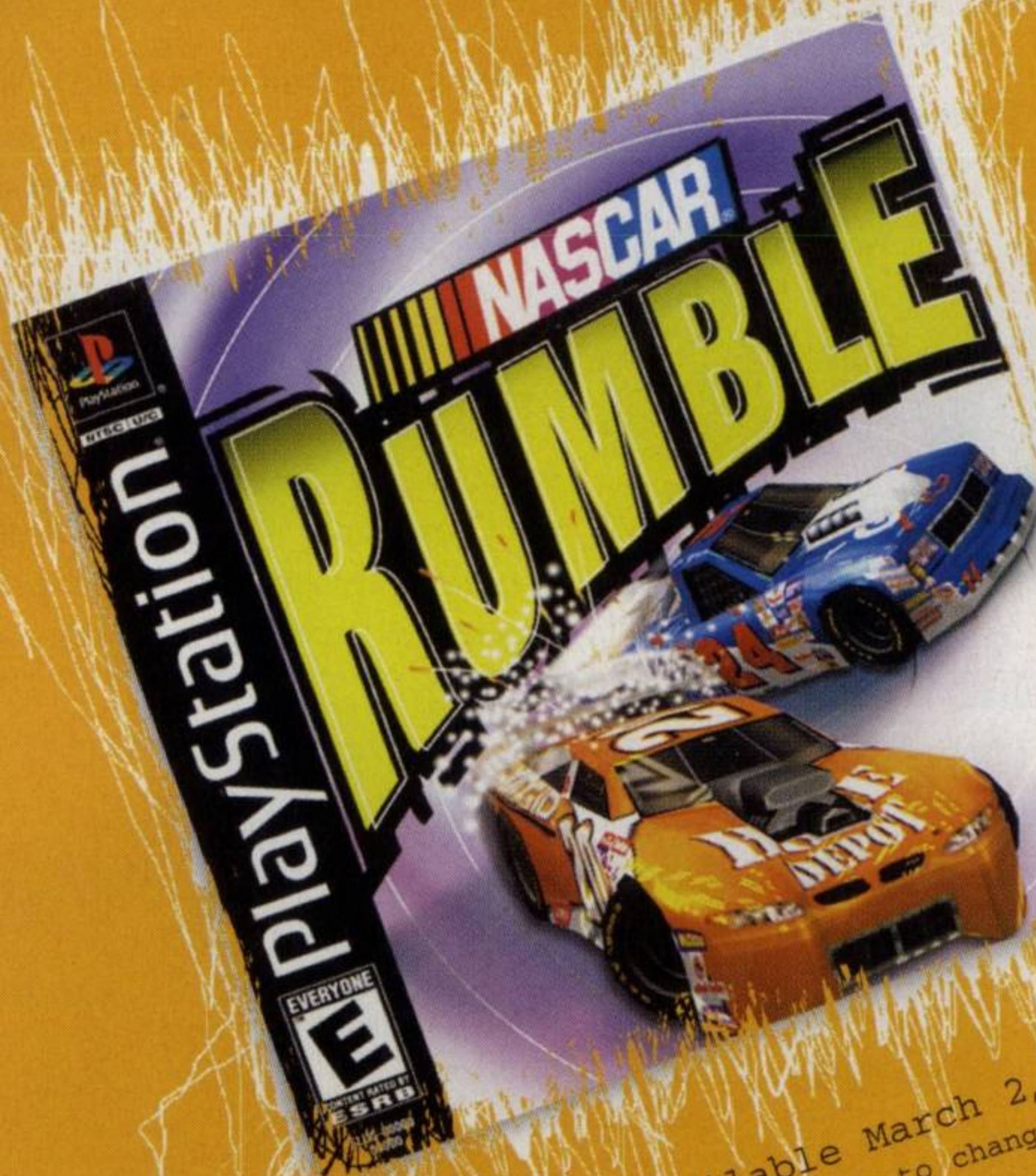


▶ **PROTIP:** If you can obtain a lamp in a mini-game or item shop, do so. It takes you right to Toad and the star at any time.

▶ **PROTIP:** On Archer-rial, it's dirty but effective to trap a friend in the corner.



What Speed Limit?



\$39.99

Available March 2, 2000
Dates subject to change.

Get into the game
TARGET

www.getintothegame.com



BY MAJOR MIKE

- Published by Nintendo
- \$59.95
- Available February
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

NINTENDO 64 ARCADE racing fans are finally getting their due with Ridge Racer 64, an excellent translation of Namco's classic. Offering N64-exclusive tracks and game options, RR64 is more than a simple port of other Ridge Racer games.

A Great Start

RR64 moves to the front of the N64 racing pack with some of the fastest and most colorful graphics of any racer for the platform. All the trademark details of the Ridge Racer games—like planes and helicopters that fly overhead during a race—have been retained, the frame rate remains consistently high, and there are no instances of pop-up. The multiplayer split-screen races, however, are stalled by a flagging frame rate and slowdown.

As for the audio, the music provides an effective accompaniment for most races, but the sound effects lag behind. Crashes and fender-grinding sound flat, while the announcer quickly gets on your nerves with his repetitive remarks.

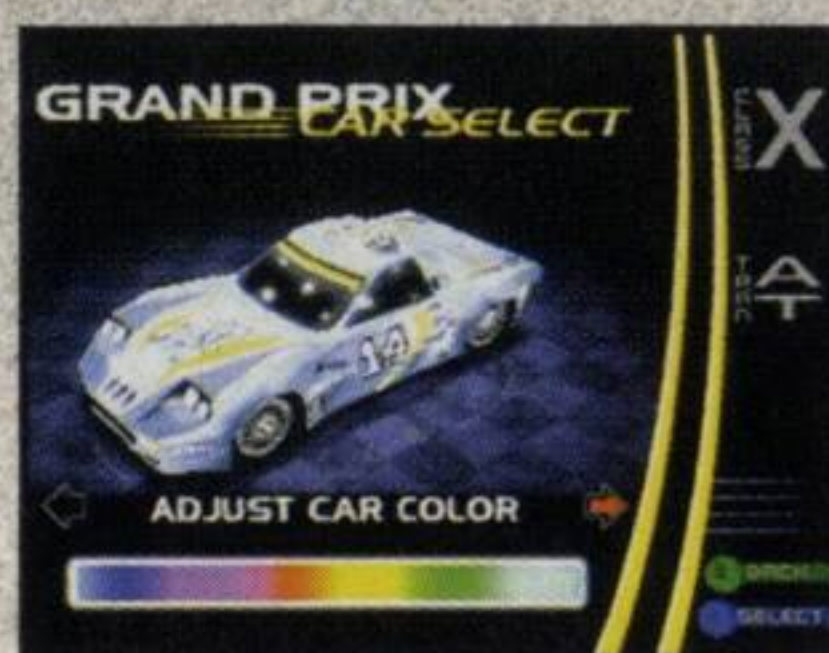
A Real Ridge Racer Revolution

Sure, RR64 looks great, but its play options are what makes it really stand out. You can set the drift to conform to that of Ridge Racer Classic (arcade-like), Ridge Racer Revolution (less arcade-like), or RR64 (more sim-style); and the collision can be set to RRR or RR64. All this leads to more variation in the racing and to more alternatives than the usual choice of strict "sim" or



RR64

RIDGE RACER 64



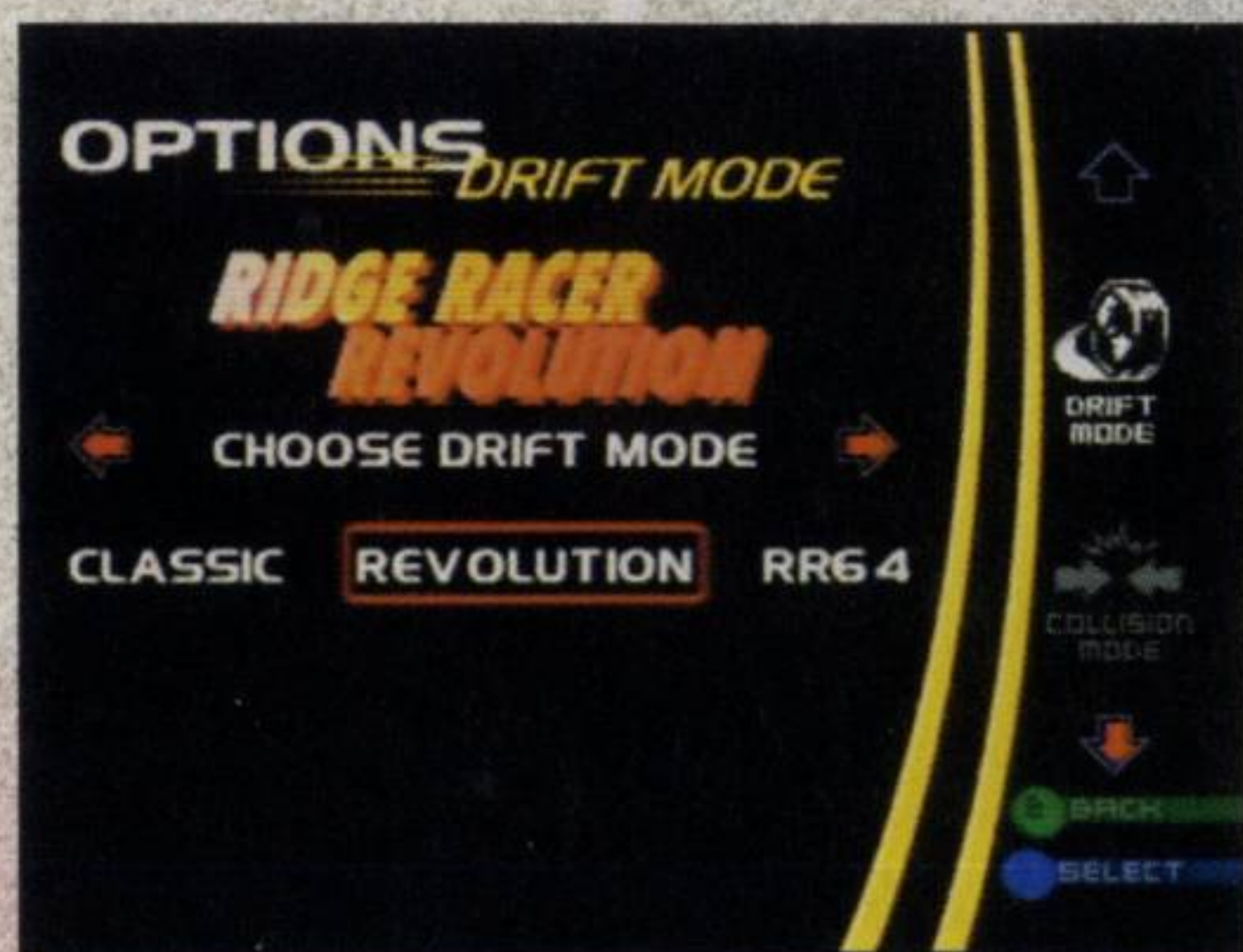
◀ Ridge Racer 64 lets you race with over 20 cars.

“arcade” modes. Another slick option is Car Attack mode: Taking a cue from Need for Speed: High Stakes, Car Attack pits you one-on-one against a computer opponent—with a car as the prize.

RR64 stays true to its heritage with easy-to-pick-up controls that emphasize acceleration over tricky power-sliding techniques, and the responsiveness holds up beautifully throughout. Being able to use either the analog stick or the digital pad is a huge plus; the only thing that's missing is a custom controller configuration.

The Finish Line

Arcade racing fans who have had to be content with SF Rush and Cruis'n titles will find Ridge Racer 64 a big improvement. Although the multiplayer races are a disappointment, solo competitors will want to add this title to their collections. **F**



One of RR64's best features is that it allows you to adjust the drift and collision to emulate other Ridge Racer games, including Ridge Racer Classic and Ridge Racer Revolution.



◀ **PROTIP:** Use the rear-view mirror to look for approaching cars. When your opponent draws too close, block them out.



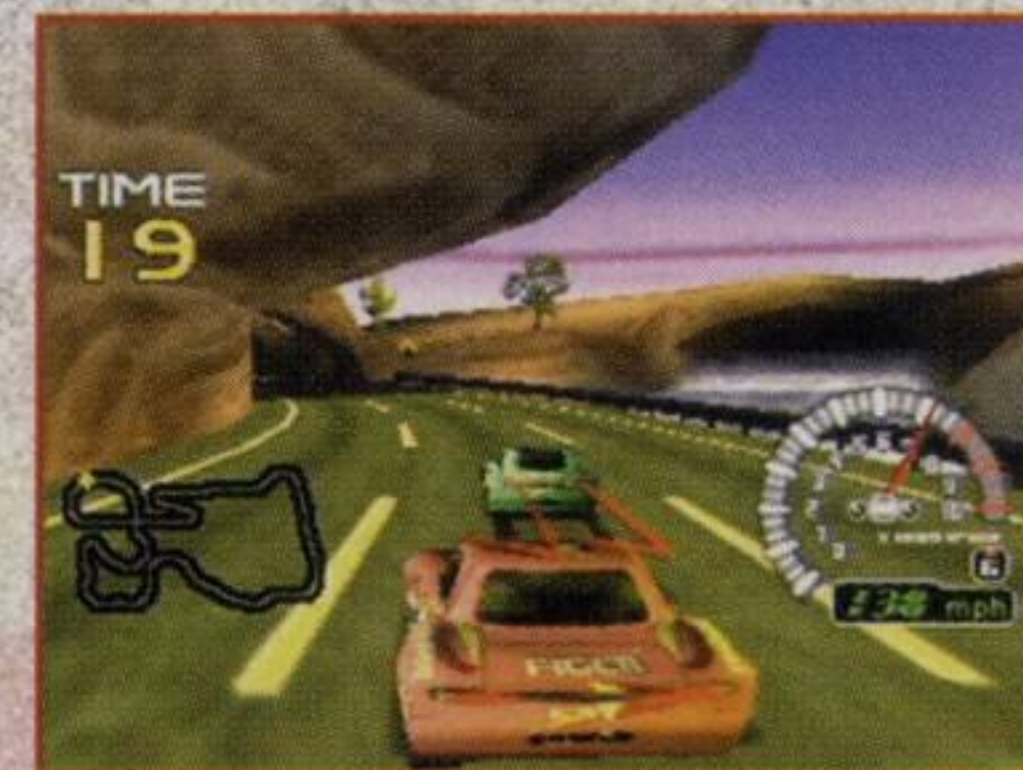
Ridge Racer 64 features eight tracks, three of which are exclusive to the N64 version.



◀ **PROTIP:** Avoid taking jumps at high speeds because there may be a turn immediately after the jump.



◀ **PROTIP:** Although he's annoying as hell, pay attention to the announcer during Car Attack games; he'll let you know when your opponent is approaching.



◀ **PROTIP:** Be careful when approaching another car from behind—you could accidentally bump it ahead.

◀ **PROTIP:** To unlock Car Attack mode, finish in first place on each of the first three tracks in Grand Prix mode.

GRAPHICS 4.5

RR64's lightning-fast visuals are complemented by colorful tracks and cool lighting effects. The only downside is that the problematic frame rate makes multiplayer games choppy.

SOUND 4.0

Intense music sets the racing mood nicely. Unfortunately, the sound effects aren't on the same level: They're flat and bland, and the announcer quickly becomes irritating.

CONTROL 4.5

Responsive controls keep you in firm command of your vehicle, and being able to use the analog stick or digital pad is an excellent option. The lack of a custom controller configuration is the only thing that hurts this score.

FUN FACTOR 4.5

Ridge Racer 64 brings all the arcade racing fun and feel of Ridge Racer to the Nintendo 64, and the extra game options and configurations take it that extra mile. For arcade racing fans, RR64 is a must-own title.

Make 200 New Best Friends!



Van	Biz	HALO
H311 H169	H129 H 99	H 67 H 96

Over 200 cute & cool monsters to collect



Breed with your friends' monsters too



Explore The Mystic World in Terry's adventure



Challenge your friends with trained monsters



Randomly generating dungeons in The Mystic World

FEATURES:

- Over 200 cute & cool monsters to collect, tame, and train
- Breed monsters to create stronger offspring with unique magic spells and special abilities
- Play solo, or connect two Game Boys together to battle and breed with your friends' monsters
- A spin-off of Japan's best selling RPG game, Enix's Dragon Quest



EIDOS
INTERACTIVE
www.eidos.com

ENIX

EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are all registered trademarks of Eidos Interactive, Inc. © 1999 Eidos Interactive, Inc. All rights reserved. © 1999 ARMOR PROJECT/BIRD STUDIO/ENIX. All Rights Reserved. Dragon Warrior and ENIX are registered trademarks of Enix Corporation. Published by Eidos Interactive under license from Enix Corporation. Nintendo, Game Boy, Game Boy Color and the Official Seal are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

EVERYONE
E
CONTENT RATED BY
ESRB

GAME BOY
COLOR



BY JAKE THE SNAKE

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

PLASMA SWORD

NIGHTMARE OF BILSTEIN



PROTIP: As Hayato, get close to your rival, simultaneously tap ←, Kick, then move forward and tap Horizontal Slash while they're falling.



PROTIP: Dr. Bilstein has the most damaging single-move, non-special attacks of any character. Tap ↘ Horizontal Slash, or tap ← Vertical Slash.

PLASMA SWORD GOES where few fighting games have gone before—into the realm of science fiction. This sequel to Star Gladiator, a '96 release for the PlayStation, makes for some bizarre, fast, and fun 3D fighting action.

Rumble at the Halloween Party

You can fight as one of 22 characters, a huge expansion over the original's nine characters, most of whom are back. The strange cast ranges from the human Hayato to the Yetilike Gamof, to the robotic Omega, to the cone-headed, moon-walking alien, Saturn.

This is a solid fighting game—not surprising as it comes from Capcom. The controls are like those of

most Capcom fighting games with its trademark half- and quarter-circle motion special attacks. The A.I.-controlled characters, however, are much more aggressive and difficult to beat than those in the original.

Plasma Sword also delivers with smooth graphics and a crisp, high frame rate, while the characters are well-drawn and detailed. Sound effects add to the furious action—weapons ring on contact, and each character has individualized grunts and groans.

Step Into My Plasma Field

The biggest difference over the original Star Gladiator is the Plasma Field, a special attack that warps your opponent to an alternate dimension to suffer rapid-fire combos. Every character has their own: Some characters freeze time, some shoot laser beams, and some become enormous. These attacks are so devastating that winning is often a matter of using them as soon your opponent's strength is moderately low. This can make for some exciting come-from-behind wins...but it can also make for toss-up competitions rather than shows of skill.

Despite these flaws, Plasma Sword is a good-looking game with lots of visual variety. It's not in the top tier of fighting games with Soul Calibur, but it does offer plenty of intense action—especially when you're trading huge special attacks with a human opponent. **F**



PROTIP: For a devastating attack as Blood or Shaker, when close to your opponent, motion → ↓ ↘ →, then tap Horizontal Slash. If you're too far away, it causes only half the damage.

◀ Byakko's plasma-field attack traces a fiery pentagram around his suffering rival before setting him ablaze.

RE-VOLT



BY JAKE THE SNAKE

- Published by Acclaim
- \$49.99
- Available now
- Remote-control racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0



PROTIP: Steer your car delicately. These vehicles have virtually no weight and can turn on a dime, but they can also spin out of control easily, leaving you with little hope of winning the race.



RE-VOLT BRINGS BACK the excitement of driving remote-control cars and lets you take them places that would terrify your mom. Its shiny graphics create a lifelike world that serves as your racetrack. You'll zoom across streets, curbs, rooftops, and the shiny floors of a museum and a supermarket—you'll tear through a Wild West ghost town and a toy store, as well.

You can control more than a dozen vehicles, from monster trucks to flimsy sports cars with no shocks. To keep anyone from running away with the race, power-ups enable you to harass your opponents with water balloons, oil slicks, skyrockets, and more. The audio does a good job of re-creating the whirring sound of a miniature car going really fast, while, with an analog controller, the game reproduces the feeling of a real remote control.

◀ **PROTIP:** Because of the miniature cars' weird physics, easing up on the gas can actually send you spinning out of control. Keep it floored into the turns until you're about to crash, then let up for only a split second.

game reproduces the feeling of a real remote control.

All in all, Re-Volt is a slick and fun game with lots of graphic details to keep you coming back for more. **F**

EAGLEONE

HARRIER ATTACK™

**GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...
NO EJECT BUTTON.**

Aloha...Hawaii is under siege from terrorist fanatics. As *Eagle One*, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.



To preorder call 1-800-245-7744

EAG PSX



www.eagleone-thegame.com

Eagle One Harrier Attack and Infogrames are the trademarks of Infogrames. Eagle One Harrier Attack ©1999 Infogrames. All Rights Reserved. Developed by Glass Ghost. All other trademarks and trade names are the properties of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

"... (the) best
arcade baseball
game you can
buy - period."
-Computer Games

"Editors' Choice" - PC Gamer

★★★★★ 1 1/2" - CGW

"Editors' Choice" - CGW

"THE BEST
BASEBALL
GAME EVER."
-PC Gamer

Rawlings



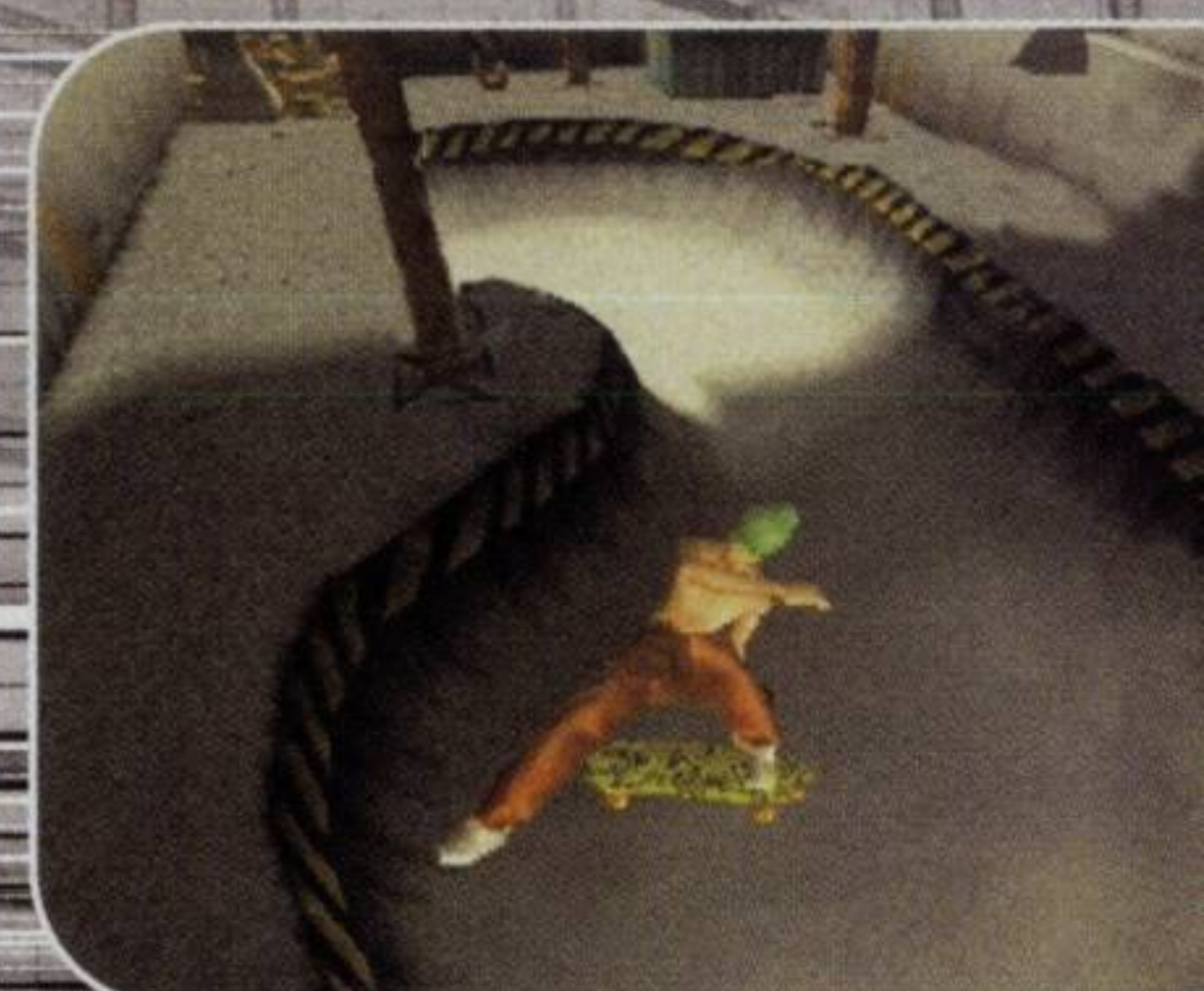
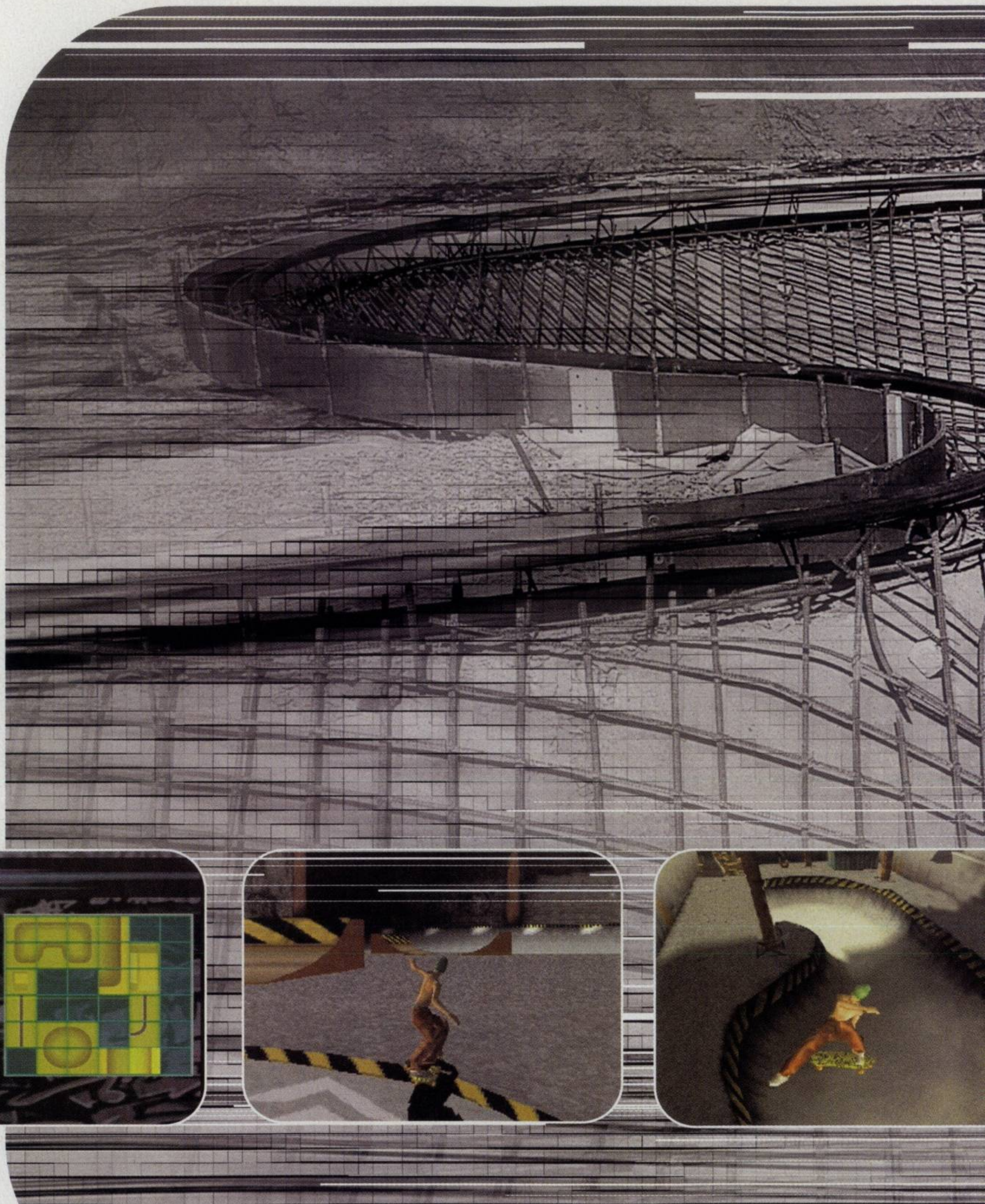
IT'S LIKE WINNING THE CY YOUNG,
ROOKIE OF THE YEAR, AND MVP
AWARDS ALL IN ONE SEASON.

HIGH HEAT
*Baseball*TM
2001

COMING THIS SPRING.

3DOTM
www.3do.com

© 2000 The 3DO Company. All Rights Reserved. 3DO, High Heat Baseball, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries.
© MLBPA Official Licensee - Major League Baseball Players Association. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. [majorleaguebaseball.com]. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "Rawlings" and "Gold Glove Award" are registered service marks of Rawlings Sporting Goods Company, Inc. in St. Louis, Missouri. All other trademarks belong to their respective owners. ALL QUOTES AND RATINGS REFER TO HIGH HEAT BASEBALL 2000.



126,000 dollars. 3,000 signatures. 2,000 yards of rebar. 1,000 pounds of concrete. 10 city council meetings. 5 days of digging. Or one game—*Street Sk8er 2*. Create your own skatepark!



dream it

build it

sk8 it



ELECTRONIC ARTS™

STREET SK8ER 2™





BY JAKE THE SNAKE

■ Developed and published by Acclaim
■ Target release date: April

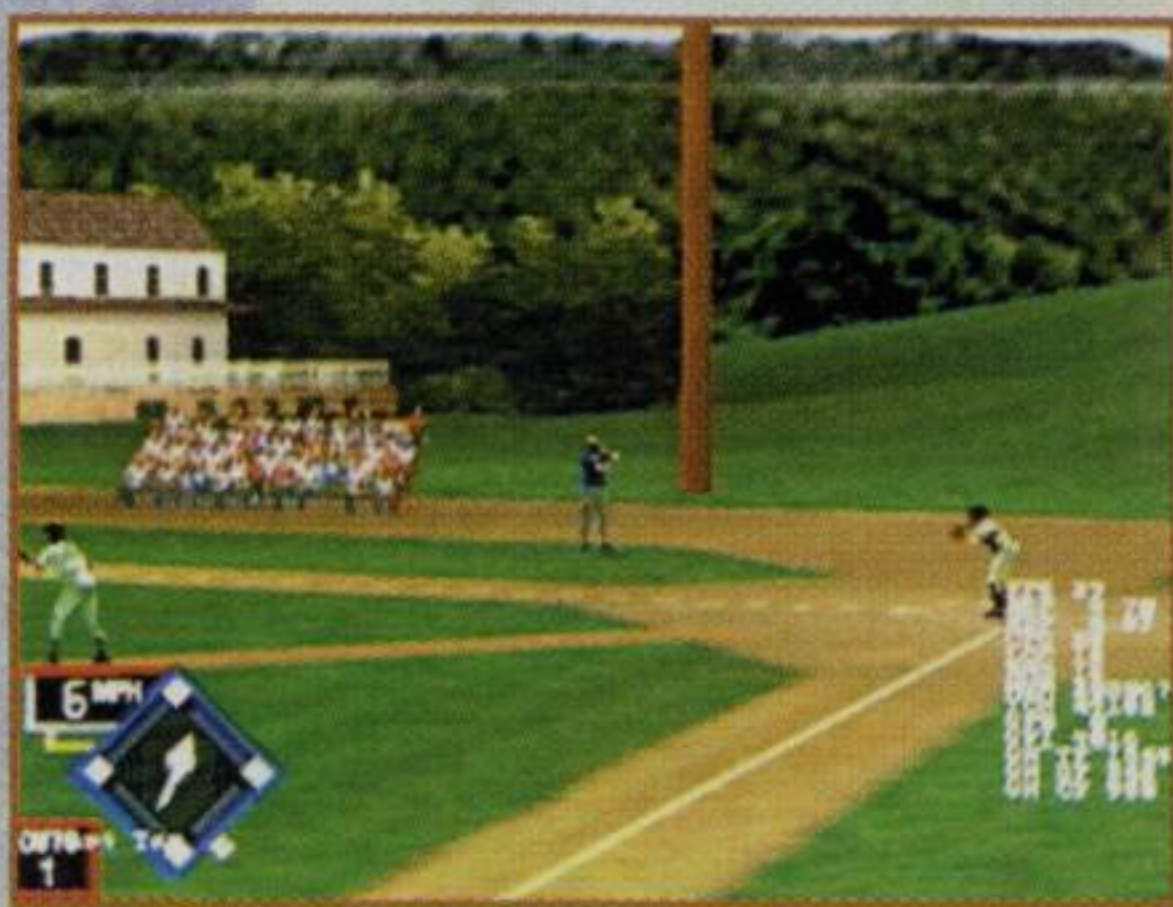


NINTENDO 64

FIRST LOOK

All-Star Baseball 2001

A Dynasty in the Making?

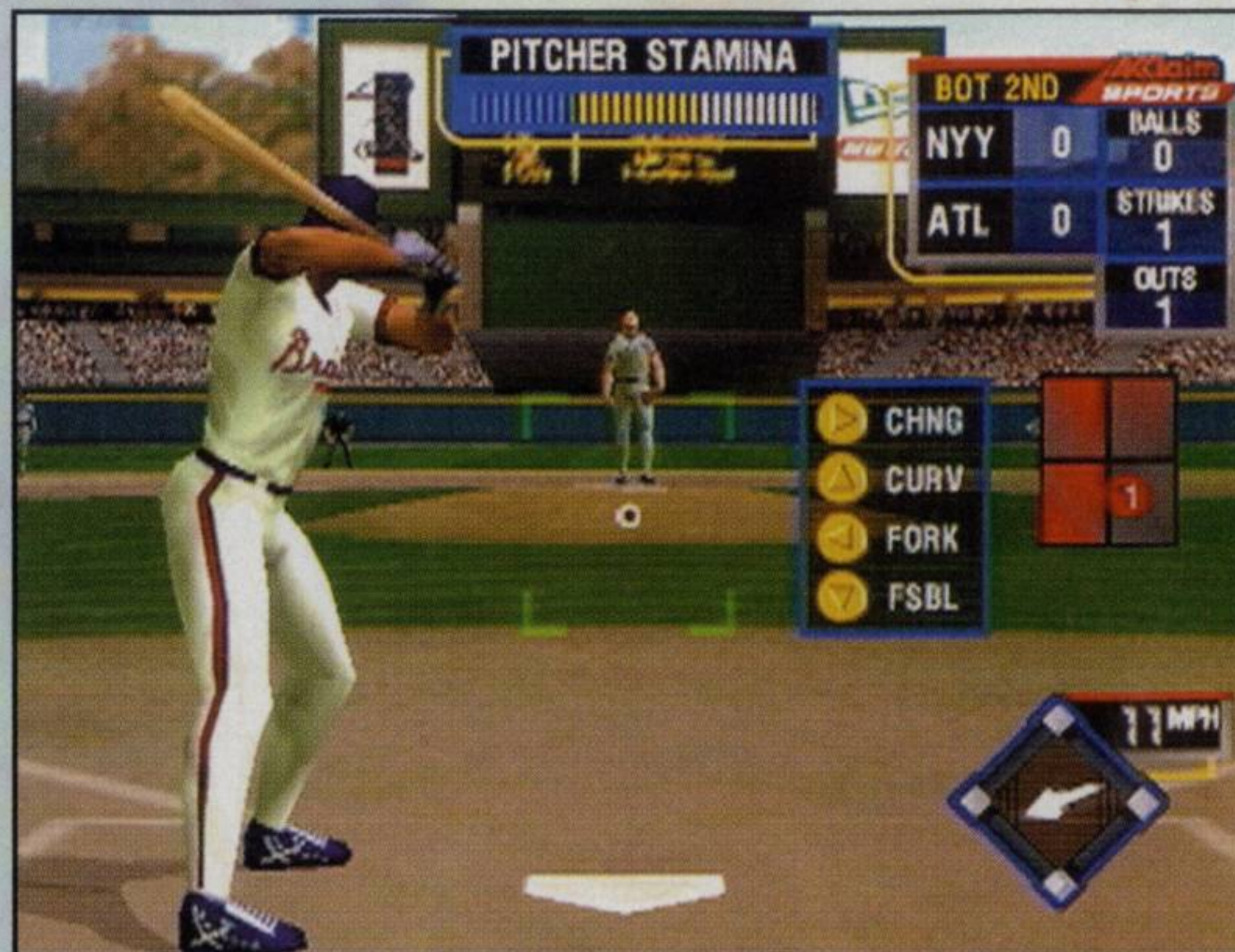
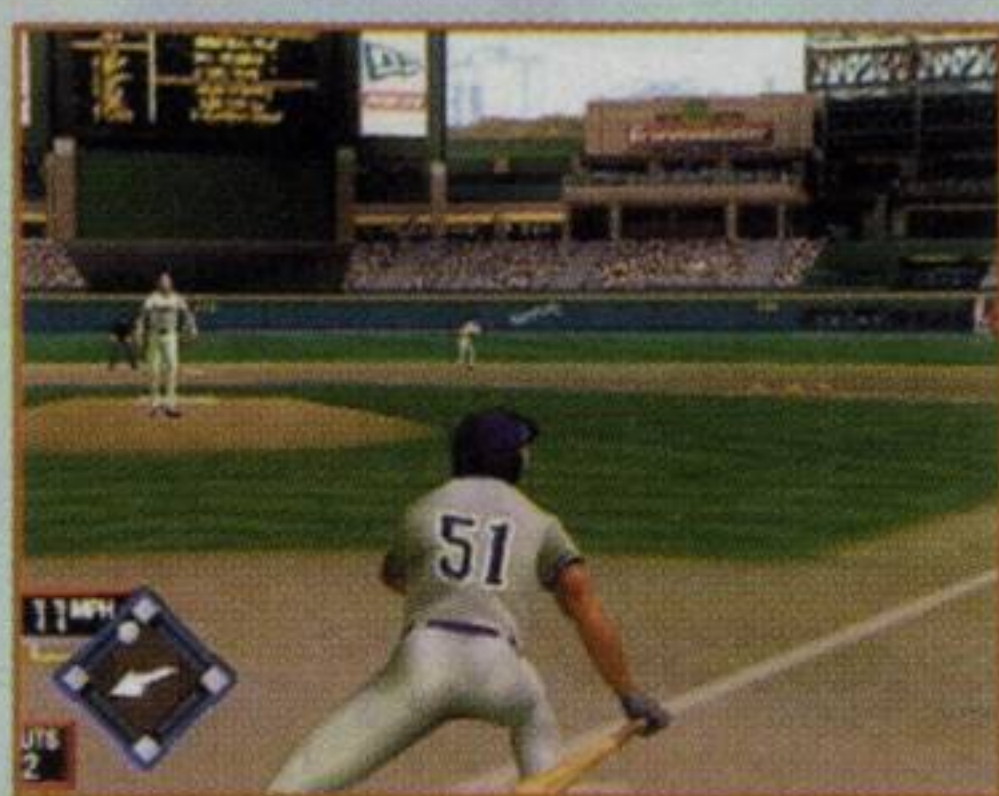


For the last two years, Acclaim's All-Star Baseball series has been the heavy hitter in the console park with its awesome player animations and robust gameplay. It's too early to say who will be next year's MVP, especially given that no baseball game has yet to test the 128-bit capabilities of the Sega

Dreamcast—but after an early glimpse at All-Star Baseball 2001, we're betting that Acclaim will again be a strong contender, if not the ultimate champion, in the race for the electronic pennant.

For those who want to get right into the action, All-Star Baseball 2001 will offer a new arcade mode with faster gameplay and special visual effects. And for those who don't have the patience for the elaborate pitcher-batter confrontations of the previous game, the new version will have options that make for easy pitching and batting.

But don't think All-Star Baseball 2001 will be any less realistic than its predecessors. A new feature, an illustrated thermometer, will track batters' hot and cold streaks; an improved A.I. will account for realistic errors, pitcher fatigue, injuries, and ejections; and a new batting practice mode will enable you to work on your swing against diverse pitches in any stadium.

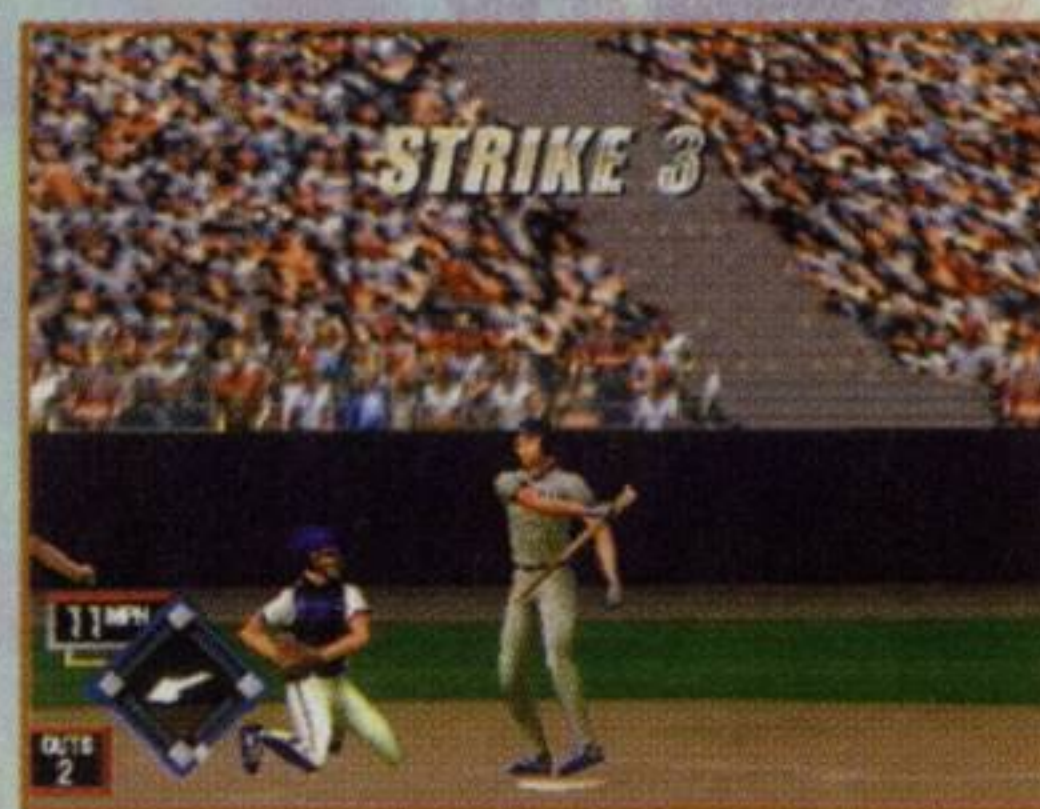


All-Star Baseball 2001 is promising to build on the great graphics and gameplay of its predecessor with some new goodies that should make a great game even better and easier to play.

They Got Reggie

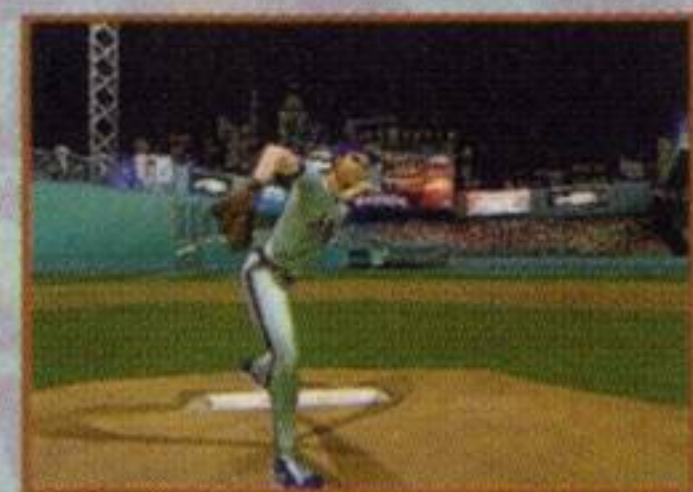
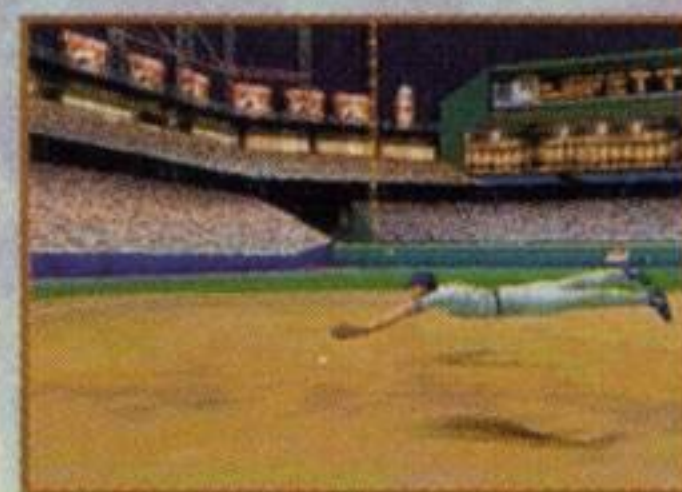
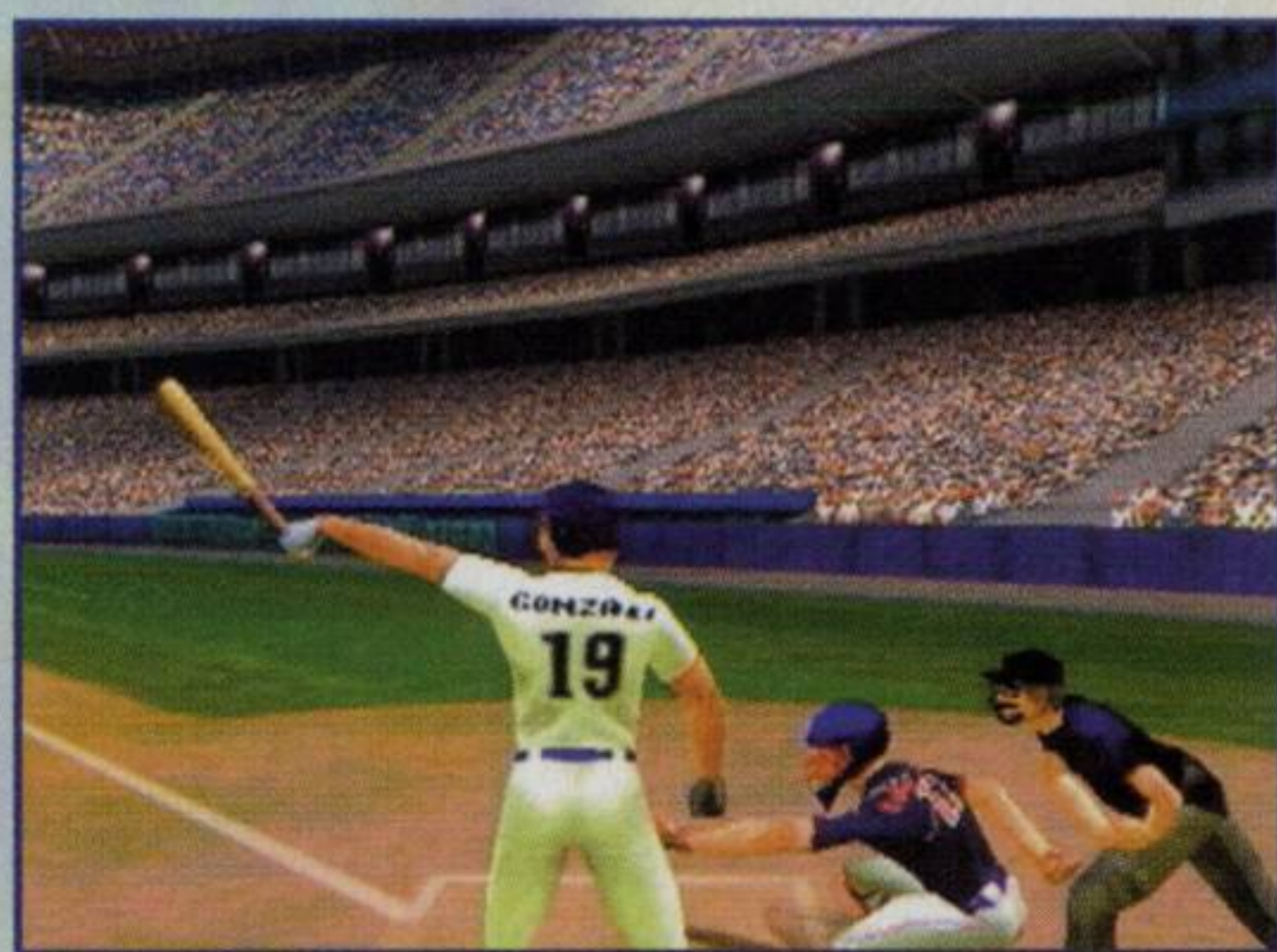
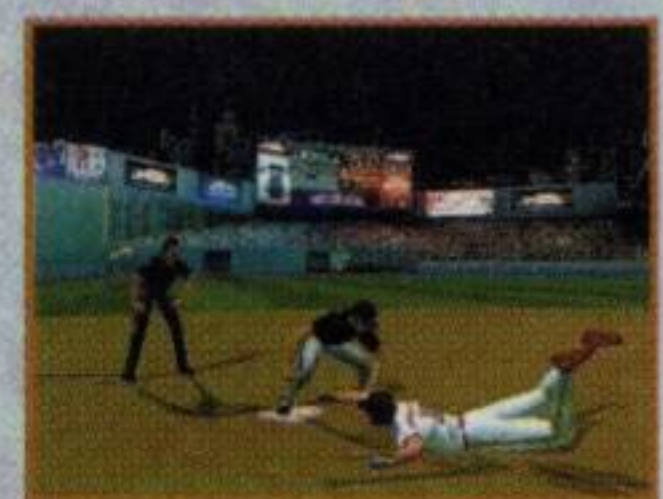
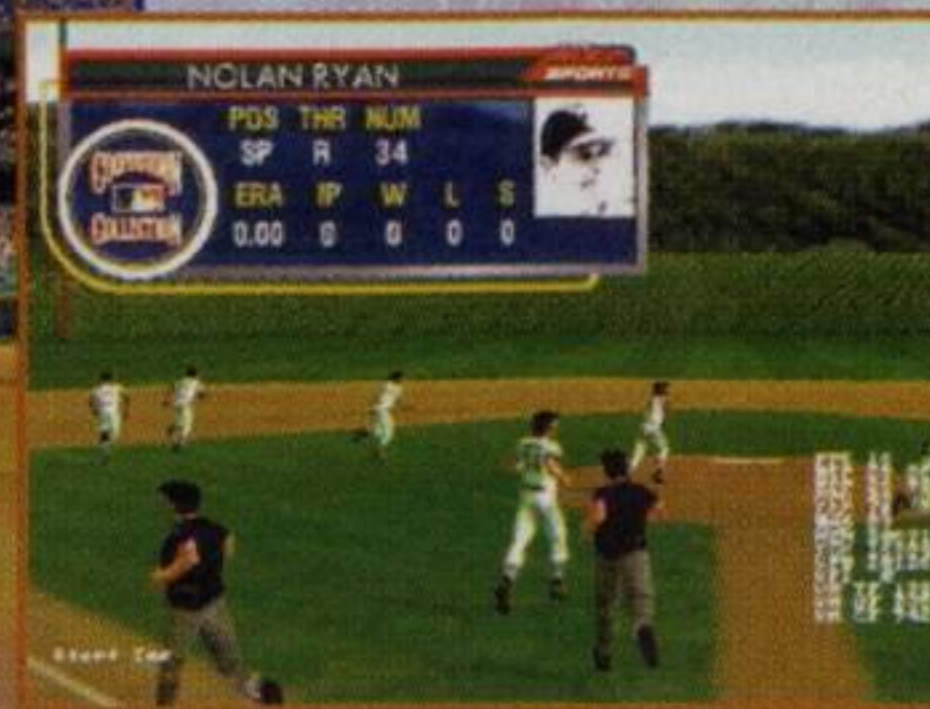
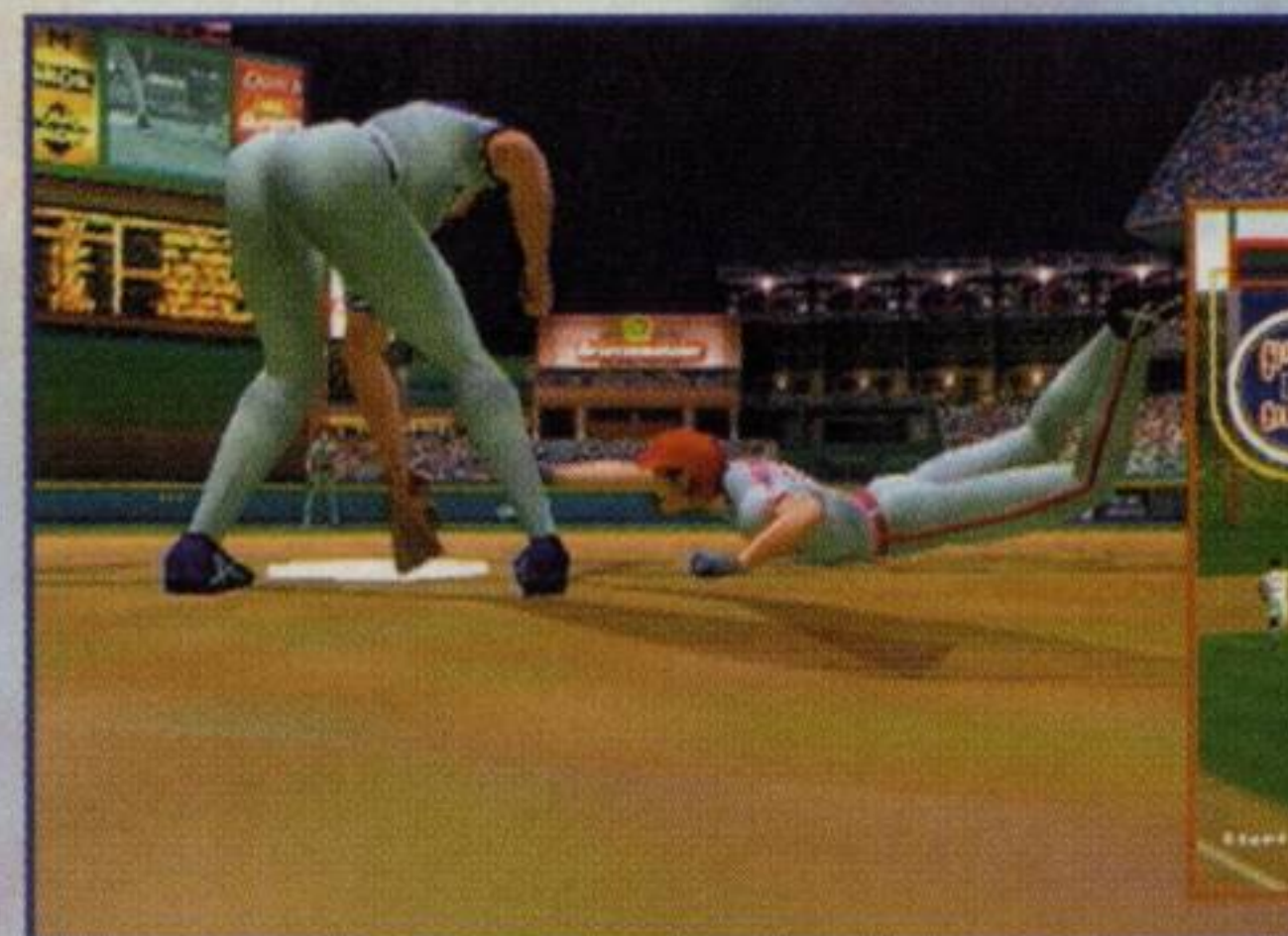
If controlling the lifelike forms of current baseball stars isn't enough for you, All-Star Baseball 2001 will offer a Hall of Fame team with such all-time greats as Nolan Ryan and Reggie Jackson complete with authentic Cooperstown uniforms.

And don't forget the great features of the previous game that will remain intact—700 real players, 30 Major League teams and stadiums, 400 motion-captured animations, 100 unique batting stances and swings, and commentary by New York Yankees' broadcasters John Sterling and Michael Kay.



If Acclaim fulfills all the new forecasted features of All-Star Baseball 2001, particularly the optional arcade mode, without taking away from what made the series great, it should have another great player in the dugout—and possibly another MVP.

the dugout—and possibly another MVP.





Triple Play 2001



BY AIR HENDRIX

- Developed by Treyarch
- Published by EA Sports
- Target release date: March

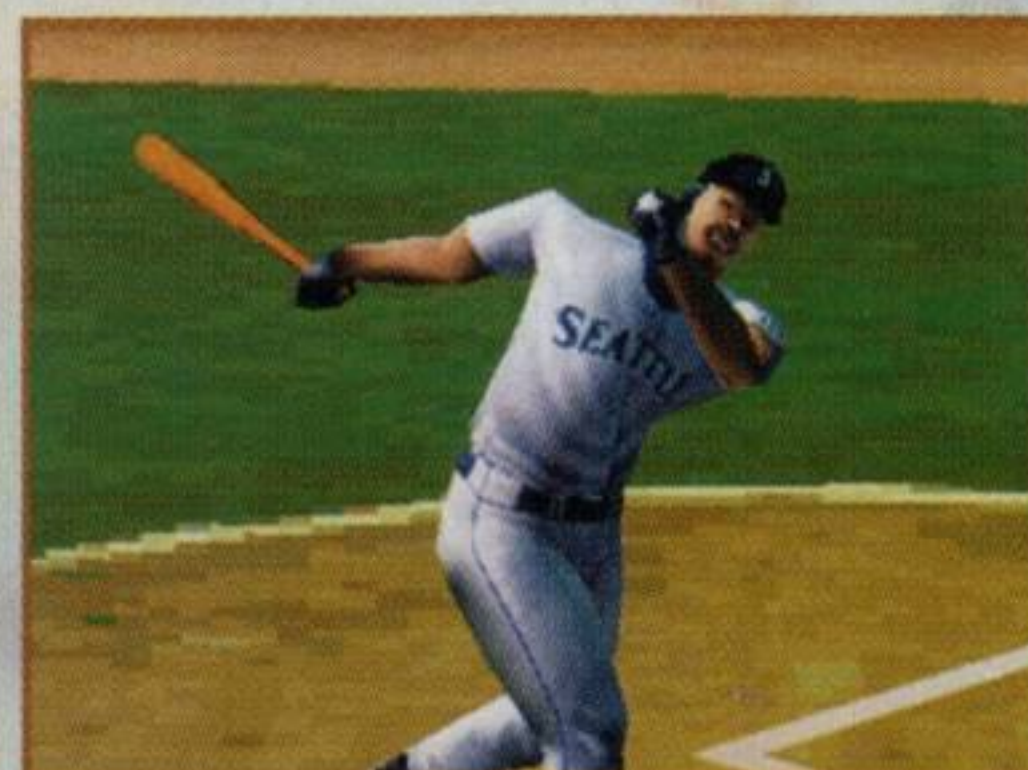


PLAYSTATION

FIRST LOOK

Arcade Fest

If, as Greg Maddux says, chicks dig the long ball, then they're really going to go for Triple Play 2001. EA Sports' latest ball-game will be packed with some interesting new arcade modes and twists—and the highlight should be Big League Challenge mode, the official home-run derby set at Cashman Field in Vegas. Not only will you be able to go head-to-head with McGwire and Sosa, but you'll also be able to compare them with the greats of baseball past: Triple 2001 will deliver the members of 500 Home Run Club, which includes legends, Ruth, Mays, Williams, Aaron, Mantle, and others.



The PlayStation's powerball champ is back for another season of taking the ball long with a roster full of new arcade-style features.

But it gets much crazier than that with the Extreme Target mode, where you'll rack up points by clobbering balls into targets, like phone booths and windows, in settings such as a construction site, a castle, and a living room.

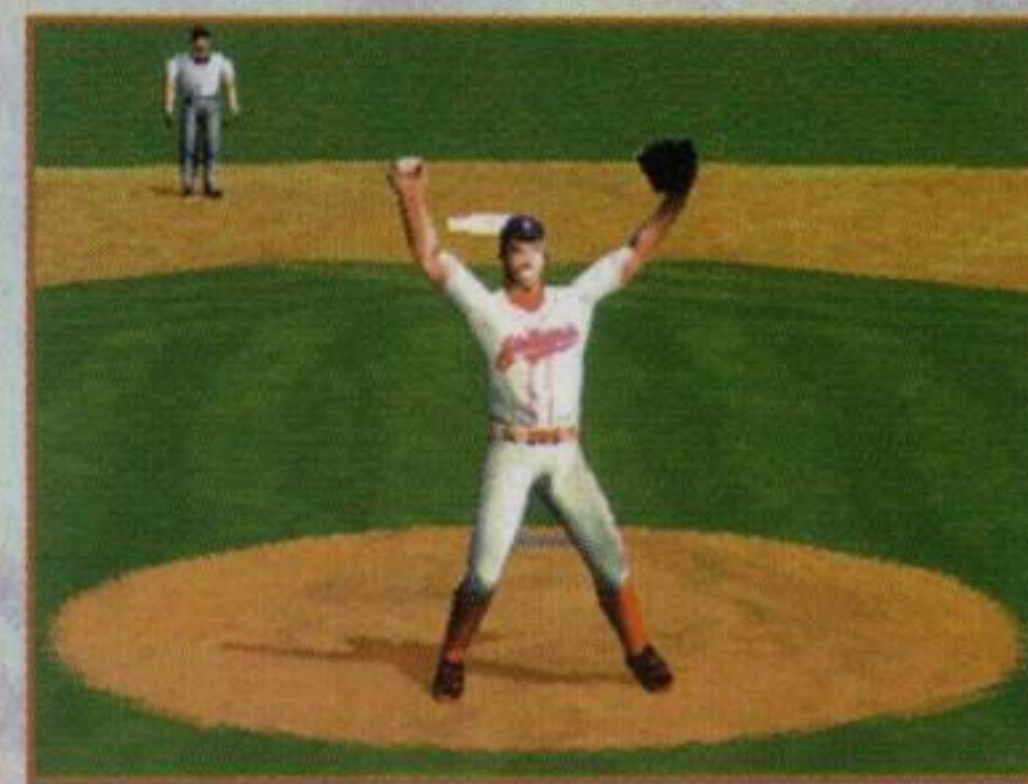


Finally, the game will be loaded with secrets—hidden stadiums, players, power-ups, and the like—which can be unlocked when you perform certain in-game events, like racking up a certain number of hits or home runs.

In the Dugout

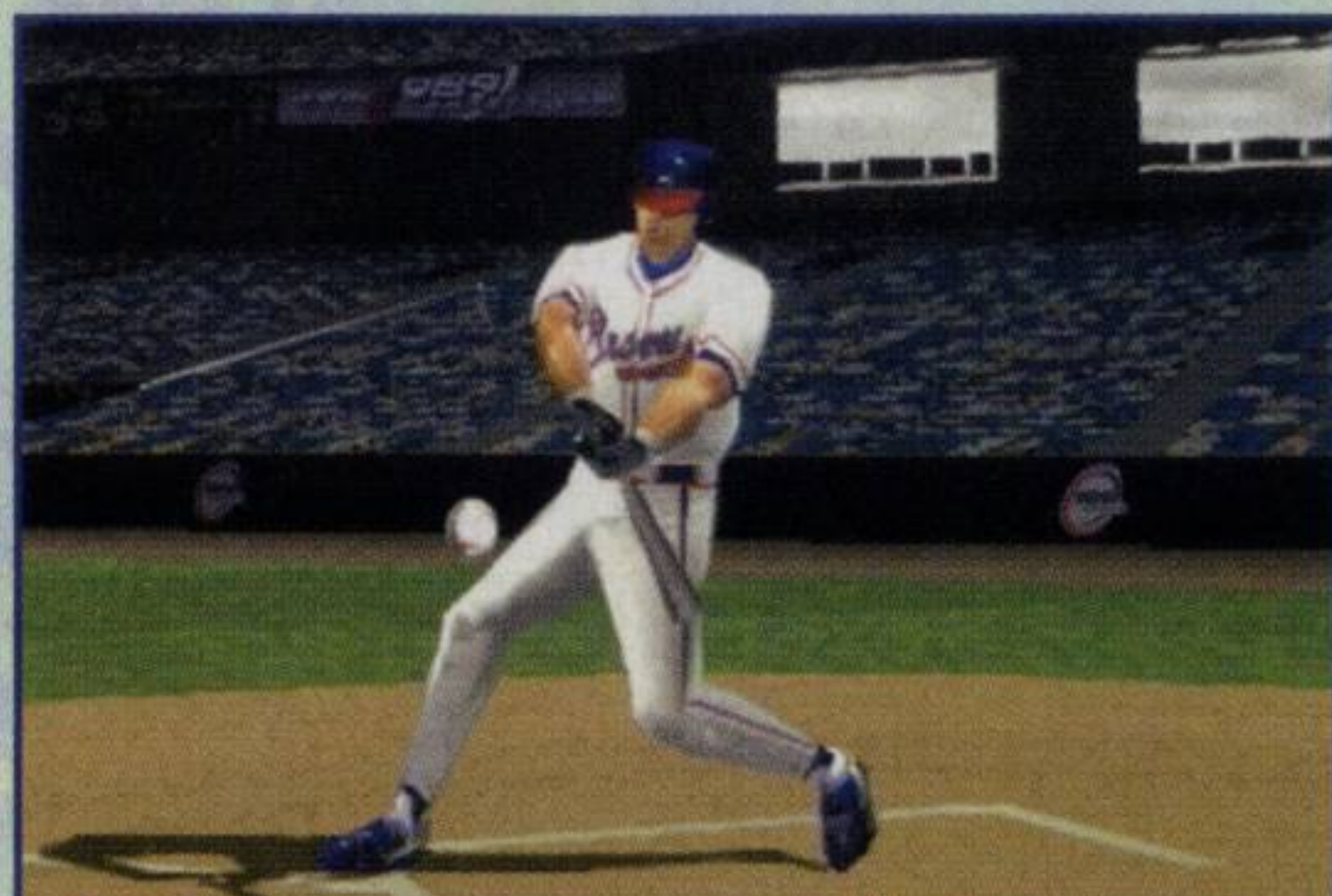
For the more traditional baseball game, Triple 2001 will still have the standards, including all the pro teams, players, and stadiums in season or exhibition action. EA Sports reports that it's tightening up the A.I. in order to achieve better player/pitcher subs and more strategic hitting.

Visually, the game is also being tuned up with better camera angles when fielding: For example, there will be a new behind-the-fielder camera to enable you to shag flies and scoop up grounders from the outfielder's perspective. There will also be new player models, scripted animations for situations like bickering with umpires, high-fiving after runs, and so on. All told, it sounds like Triple 2001 is uncorking another round of the fast-paced, action-packed, and not-so-realistic baseball that's made the series so popular.

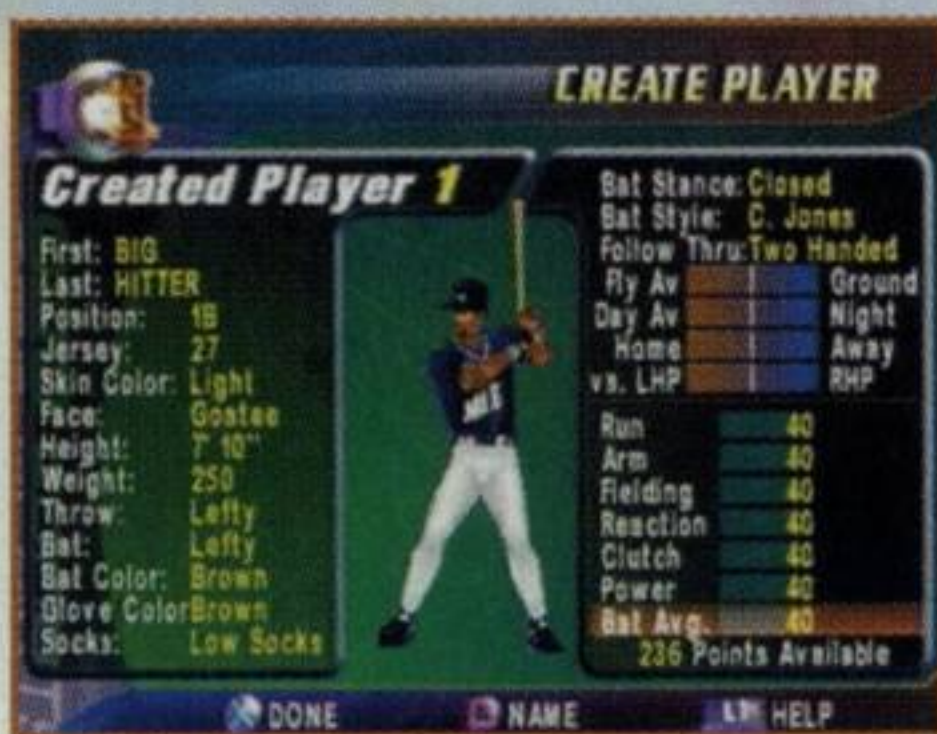




MLB 2001



AS IT PURSUES the league-leading Triple Play franchise, 989 Sports' MLB series promises to spiff up its look with new player models and TV-style camera angles. Players will have wrinkles in their uniforms; be scaled to their actual height, weight, and body type; and have unique facial features right down to McGwire's red goatee. MLB 2001 will also deepen its gameplay even further with a smarter A.I. and a new franchise mode. These latest features—combined with the smooth graphics, fast gameplay, and depth of last year's version—could make MLB 2001 a heavy hitter in the PlayStation lineup. **G**



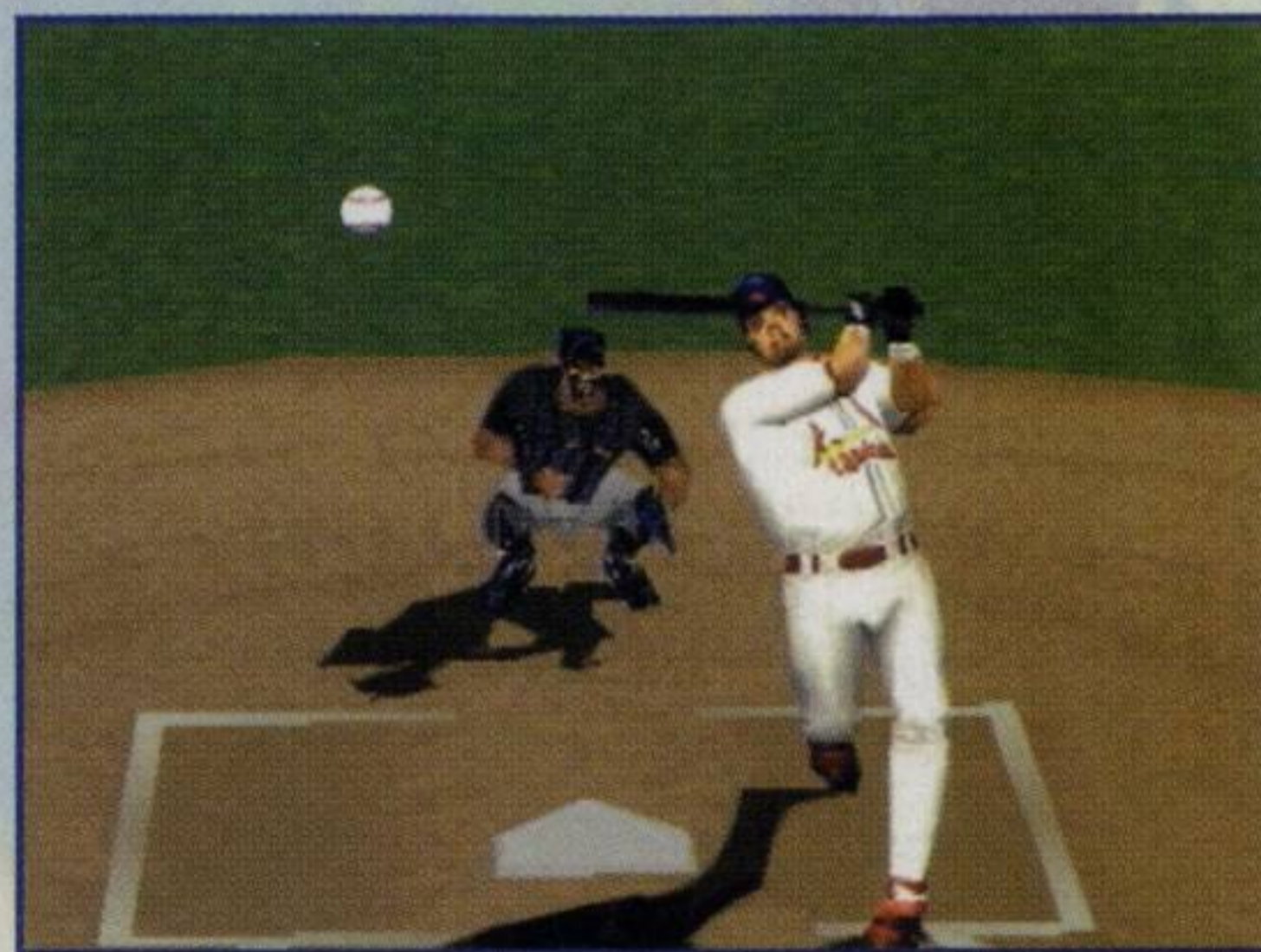
BY JAKE THE SNAKE

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

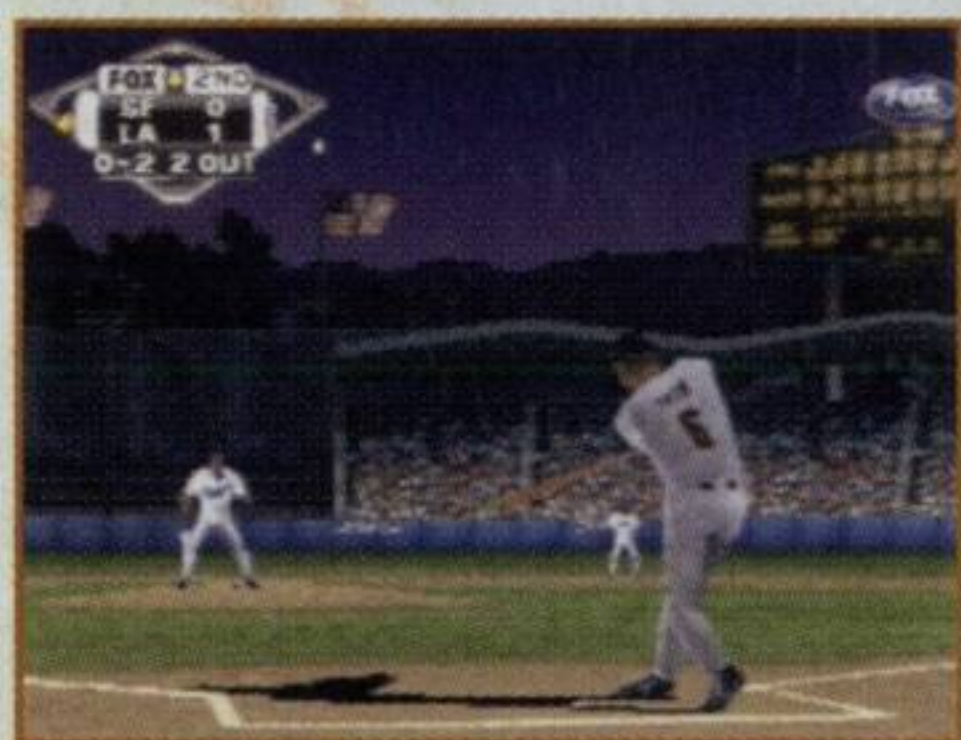


PLAYSTATION

FIRST LOOK



Fox Sports MLB 2001



THIS FIRST ENTRY by newcomer Fox Interactive is nevertheless promising to deliver the features of a seasoned pro: all Major League teams, players, and stadiums; roster management; player trades; exhibition, season, and post-season play; and three difficulty levels. This rookie should have some gloss to it, too, with high-resolution 3D graphics containing hundreds of animations: flip throws, diving stops, home-run-saving grabs, etc. And this being Fox, Tim McCarver and Joe Buck will call the plays and give the analysis. If all goes well, Fox Sports MLB 2001 could offer some serious competition to the respective franchises of 989 Sports and EA Sports, the reigning sluggers of PlayStation baseball. **G**



BY JAKE THE SNAKE

- Developed and published Fox Interactive
- Target release date: March



PLAYSTATION

FIRST LOOK



Scouting Report Scouting Report Scouting Report Scouting Report Scouting Report Scouting Report Scouting Report

THE YEAR 2000 should be a fine season to be a baseball fan. Acclaimed baseball developer Sega is creating two Dreamcast games for release before June—one will be a sim game, the other will be an arcade-style homerfest. The renowned moniker of **World Series Baseball** will surely decorate one of the games.

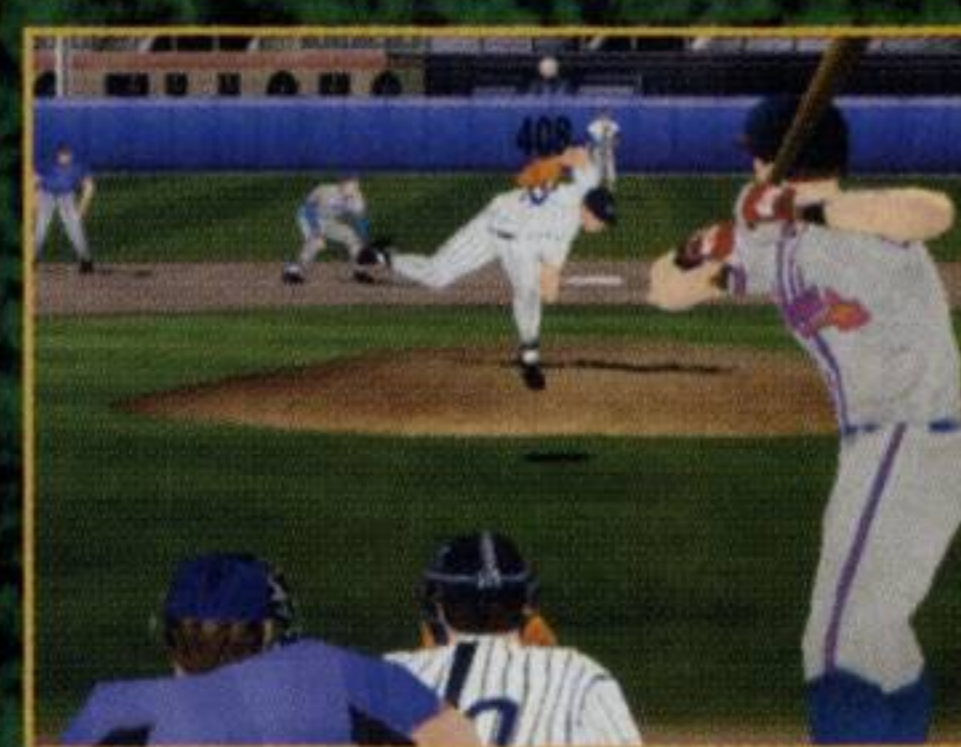
Konami, meanwhile, is scrapping its **Bottom of the 9th** series after allying with ESPN, and its new franchise, **ESPN Baseball Tonight**, will also launch on the Dreamcast this spring. The fingerprints of the sports-casting giant will be all over the game, from the graphical overlays to commentary by Chris Berman. Konami is also promising touch-sensitive throwing with the help of the Dreamcast controller's analog buttons, a "revolutionary" new pitcher/batter interface, and all the eye-popping animations you've come to expect in 128-bit games.



High Heat Baseball 2001

3DO is returning to the PlayStation mound for its sophomore year with **High Heat Baseball 2001**, due in the spring. This year, 3DO will be aiming for hardcore baseball fans with what it says will be highly realistic pitcher/batter confrontations, A.I., and gameplay.

Finally, the jury is still out on whether Nintendo will produce a **Ken Griffey Jr. Baseball 3** for the N64, but Interplay has definitely retired from the baseball biz—so no **VR Sports Baseball 2001**.



ESPN Baseball Tonight

Jonni NITRO

AN ORIGINAL
LIVE ACTION SHOW
EXCLUSIVELY AT
ERUPTOR!

A HERO WITH A
**SHORT
FUSE**



Directed By
**MARC
SILVESTRI**

Written By
**SCOTT
LOBDELL**

FEATURING
**OLIVIA
D'ABO**
as Jonni

**THOMAS
JANE**
as the villainous Brack



THE MARTY SHOW



THE ERUPTOR GIRLS



FOO



ONLINE EXCLUSIVES AT MONSTER MART



eruptor

www.eruptor.com



BY BOBA FATT

- Published by 989 Sports
- \$39.99
- Available now
- Basketball
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.5

NBA ShootOut 2000: All the Flair of a Simple Lay-Up

PLATFORM
 PlayStation



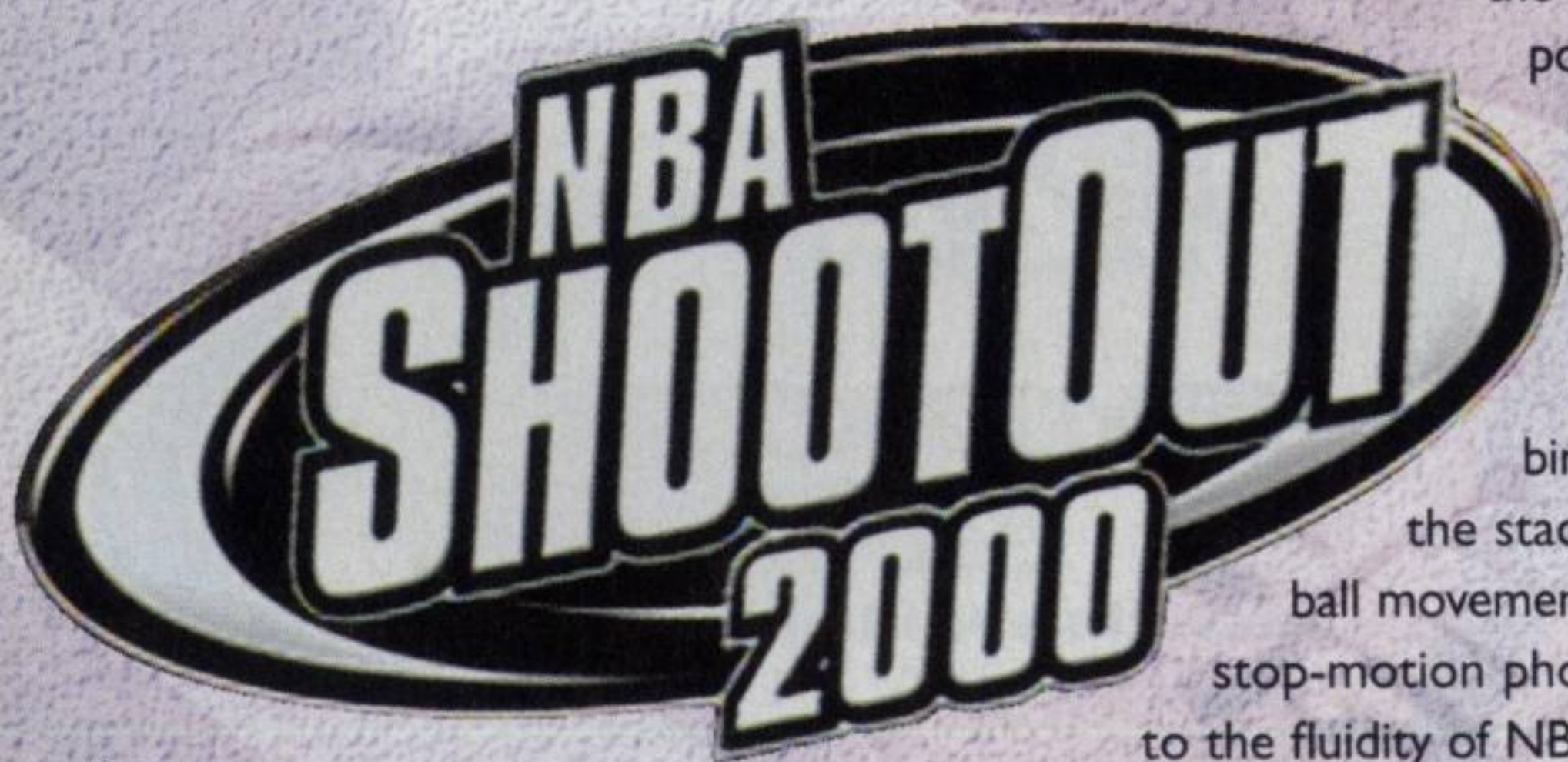
SPORT
 Basketball



MOST GAMERS NEED only one basketball game a year, and they want only the best. NBA ShootOut 2000 just ain't it. 989 Sports' ShootOut franchise has been "always-the-bridesmaid" to EA Sports' NBA Live series for several years, and this year's mediocre effort won't get the franchise any closer to the altar.

Court TV

ShootOut 2000 features the usual accoutrements: all the NBA teams, arenas, and players; complete roster management, including create-a-player; and exhibition, season, playoff, All-Star, and NBA Finals modes. Plus, 989 Sports hits from the top of the key with intriguing new additions, like a create-a-dunk feature and touch shooting—a troublesome feature that allows for on-the-fly manual shooting via a hard-to-read, pop-up accuracy bar.



No Showboating Here

ShootOut's utilitarian visuals offer very little eye-candy. None of the camera angles offer a reasonable combination of detail and field-of-view, while the staccato players and unrealistically slow ball movement make the affair into what seems like stop-motion photography, especially when compared to the fluidity of NBA Live 2000.

This choppiness is accentuated by the equally inconsistent commentary from New Jersey Nets' broadcaster Ian Eagle, which contains digital hiccups and numerous errors. The sound rating is saved only by the amusing in-stadium music.

Shot Out

Ultimately, the worthiness of any sports game comes down to control, and ShootOut cements its mediocrity with a bevy of intuitive options (such as icon cutting and on-the-fly dunk selection) that are hampered by sluggish response. While Live 2000 puts you right in the middle of ballet-style warfare, ShootOut keeps you one step behind the action—especially when you're attempting to block shots.

Sadly, NBA ShootOut 2000 is an overwhelmingly average affair that falls short of the smoothness, showmanship, and features of NBA Live 2000. This game is a second-stringer, so it'll spend a lot of time on the bench. **F**



PROTIP: Flailing limbs leads to more exciting dunks. Put your body into a stupid shape and watch the majesty of contortion during gameplay.



PROTIP: Take advantage of icon cutting. Set up an offensive attack and pass in a surgical strike. The players will box you out on most drives.



NBA ShootOut's players and ball move with an awkward stutter that's far from realistic.

GRAPHICS 3.5

Stop-motion movement and unrealistic ball physics mar the nicely designed players and highly detailed courts. This game has no eye candy whatsoever—it's all by the numbers.

SOUND 3.5

Consistent errors, like saying "He couldn't get it to fall" after a successful basket, make the play-by-play oafish. The in-stadium music is cool, however, and even includes the "Na na na, goodbye!" after playoff victories.

CONTROL 4.0

Intuitive controls put the ball in your court—you can adjust the level of complexity from simple run-and-shoot to icon cutting or manual shooting. It's a shame the players don't respond just a bit faster, though.

FUN FACTOR 3.5

NBA ShootOut 2000 just doesn't make the cut. You'll probably buy only one run-of-rock this year, and there's no reason to choose this mediocrity over the more fluid, more exciting, NBA Live 2000.



PROTIP: In Arcade mode, if you go for an intentional foul with a clear shot at the ball, you'll often swipe it clean.



PROTIP: Showboat dunks will only cause problems in heavy coverage. If the score is tight, keep it simple.



PROTIP: With touch shooting, time your player's jump not the shot gauge-release, and you'll hit net.

YOU CAN GET UFO ABDUCTION INSURANCE ONLINE, BUT YOU CAN'T BUY A VIDEO GAME?

Scary but true.

You can't shop on the Internet
without your parents' credit card.

Unless you use RocketCash.

Just open a free account at
rocketcash.com (no pesky credit
card needed), then use your own
money to spend online. You'll get
spankin' deals on the latest games
from all your favorite stores.

So go to www.rocketcash.com,
and start loading up.



GamePro.com



fusion.com



pacsun.com



CDNOW.com



fossil.com

droog

droog.com



Let the buying begin.

www.rocketcash.com



BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: March



FIRST LOOK

Rock the Rink

Went to a Fight and...

Rock the Rink looks like it's the closest EA Sports will come to bringing back Mutant League Hockey. A three-on-three (plus goalies) game, RTR has no rules, and the first team to score 10 wins—but a 10-second shot clock should keep the pace snappy. The action will start out with nine fantasy teams that sport names like the Rattlers, the Demolition, and the Reapers. The games are set on 13 rinks, ranging from old-school ponds to cactus-lined arenas in the desert.

In addition to single games, players will start cleaning each other's clocks in the NHL Challenge mode, a tournament where you battle through the fantasy teams to unlock the 28 NHL squads. Also, a King of the Rink mode will enable between three and eight players (only two controllers required, though) to face off in double elimination tournaments.



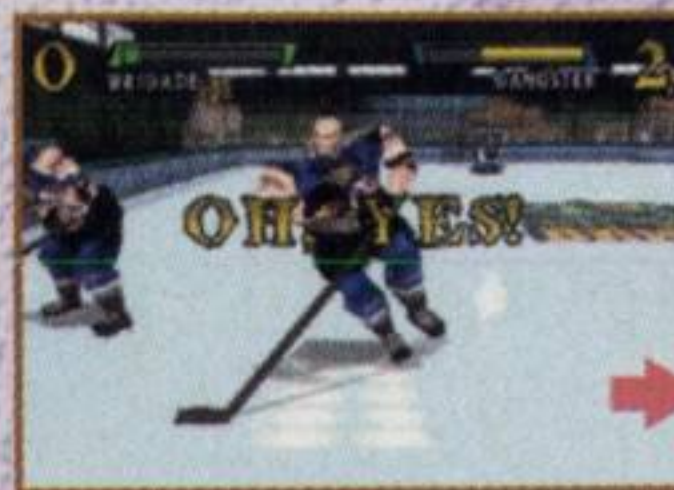
The makers of EA Sports' league-leading NHL series will unleash the wilder side of hockey with the mayhem-filled three-on-three skirmishes of Rock the Rink.



...A Hockey Game Broke Out

Naturally, serious brawls and insane moves will be a huge part of the action. Goons will be able to square off with one another or take down skill players with WWF-style moves, including clotheslines, piledrivers, and stiff-arms. You'll even be able to duke it out for the Championship Belt, which gives the wearer special finishing moves to beat down opponents.

But victory will still require putting the biscuit in the basket, and even the scorers can go top rope with moves like windmills, tornadoes, leapfrogs, corkscrews, and helicopters that juke past the D and the goalie. RTR sure sounds like a sweet combination of WWF-style pandemonium and Open Ice-style hockey. Stay tuned for more on this promising fantasy-sports prospect.



NASCAR Rumble



BY DAN ELEKTRO

- Developed and published by EA Sports
- Target release date: February



PLAYSTATION

HANDS-ON



LOOK OUT—THE NASCAR boys are gettin' ready to Rumble! EA Sports' new fantasy racer is breaking out of the standard oval track to let the world's best drivers cut loose on wild-n-crazy courses complete with big jumps, shortcuts, and tornado and oil slick power-ups, to name a few. Think Talladega Rush or Super Mario NASCAR.

Star drivers such as Jeff Gordon and Dale Earnhardt will share the spotlight with legends Cale Yarborough, Bobby Allison, and the King, Richard Petty. You'll be able to drive stock cars and NASCAR trucks, and EA Sports is throwing in fun vehicles, like a golf cart, a jet car—and a truck loaded with chicken crates.

You crave speed? Even in the preview version, NASCAR Rumble delivered an obscenely high frame rate most other PlayStation racers simply can't match. The car detail was already sharp, but the tracks looked decidedly low-res. There's still some tweaking to be done, but NASCAR Rumble is clearly on the right arcade-style track. **H**



Hot Shots Golf 2

THE PLAYSTATION'S BEST golf game doesn't star Tiger Woods, Davis Love III, or any of the PGA's finest duffers. No, the humble, easy-to-play, slightly kiddie Hot Shots Golf gave PlayStation owners their best day at the links in a long time—and the sequel is shaping up to be similarly impressive.



The no-hassle, low-tech golfing joy of the first Hot Shots Golf game is being preserved, but there will be some nifty enhancements this time, too. Up to four human or computer golfers will be able to play together during the spring, summer, winter, or fall, with the course changing to match the season. In the preview version, a new three-stroke, nine-hole mini-golf mode kept game-play moving, increasing the chances for a hole-in-one; meanwhile, the player models were less anime-influenced, but still quite cartoony. Eventually, there will be a Jamaican teenager, a tubby guy in polyester, and 10 others; plus, some of the characters you'll unlock in Hot Shots Golf 2 will be unexpected guest stars from other hit PlayStation games.

So far, the game looks like a worthy sequel, as long as it can stay on course. **H**



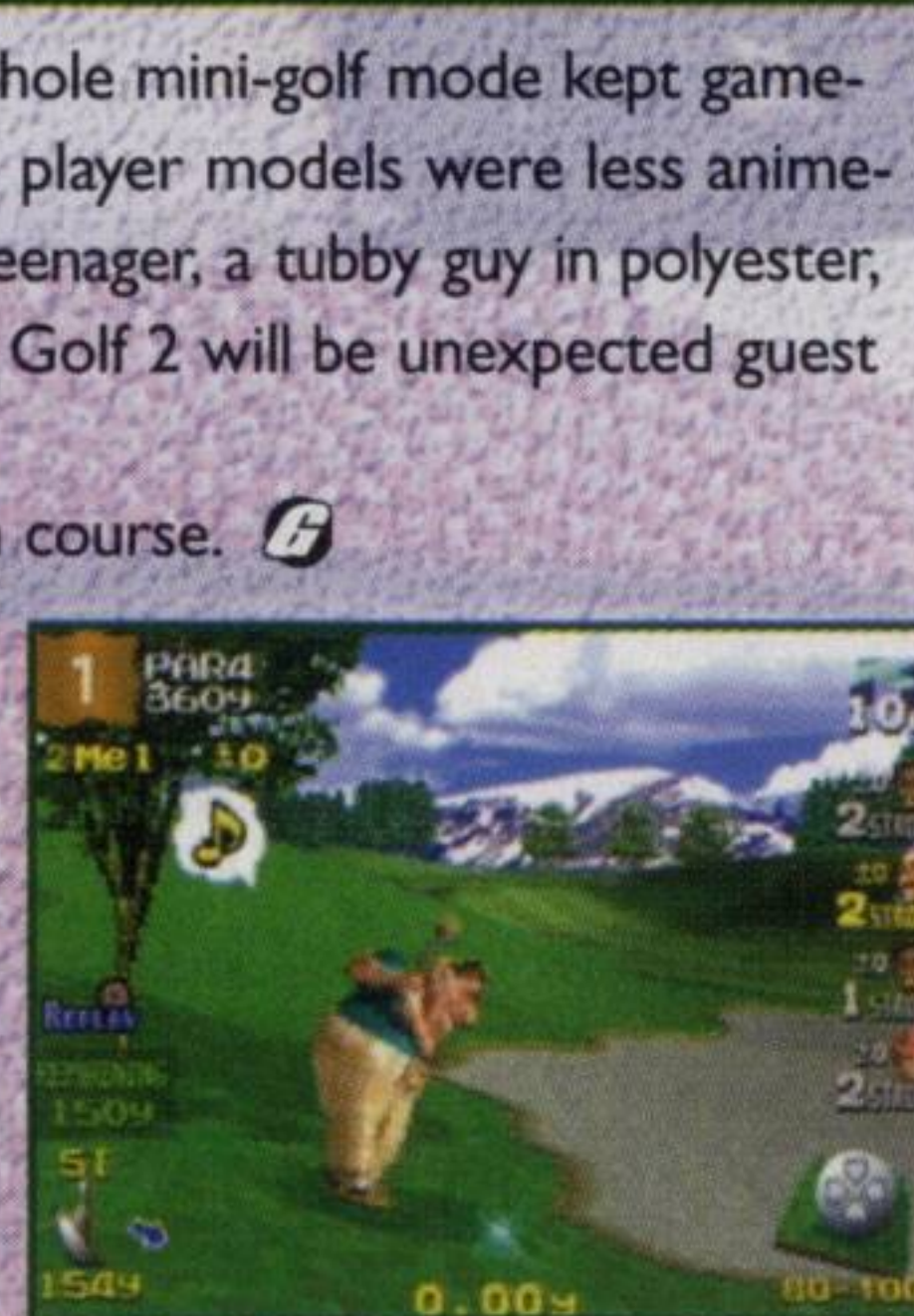
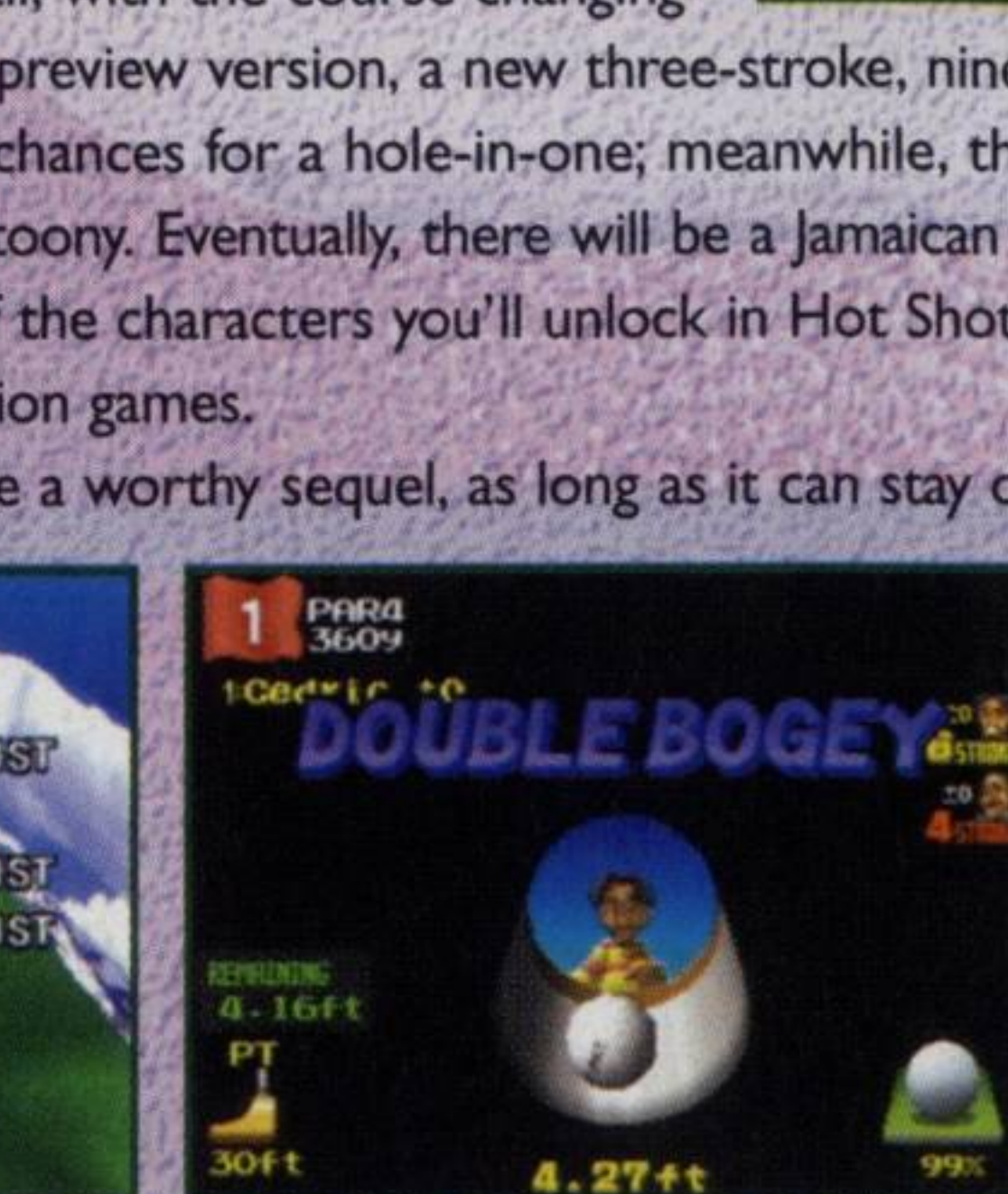
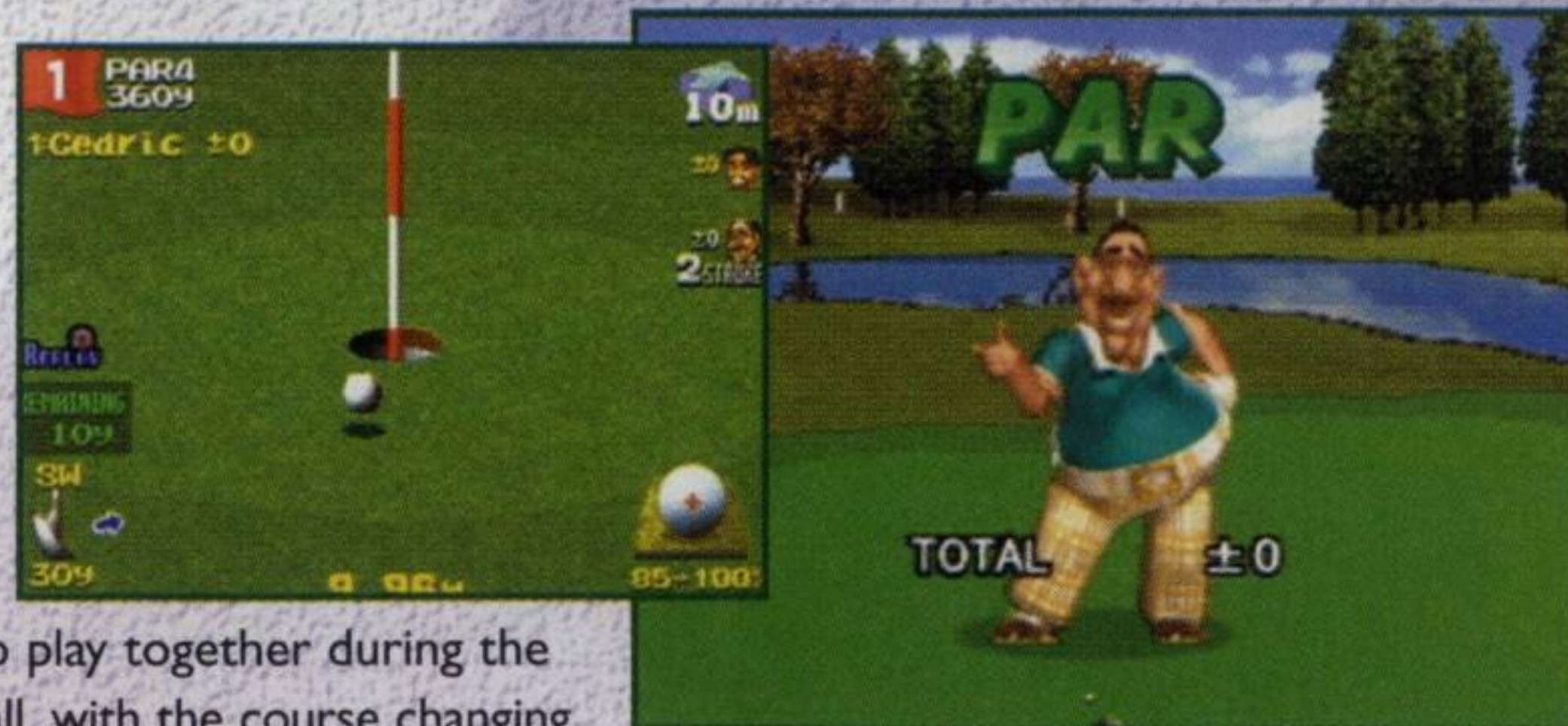
BY DAN ELEKTRO

- Developed and published by Sony Computer Entertainment America
- Target release date: March

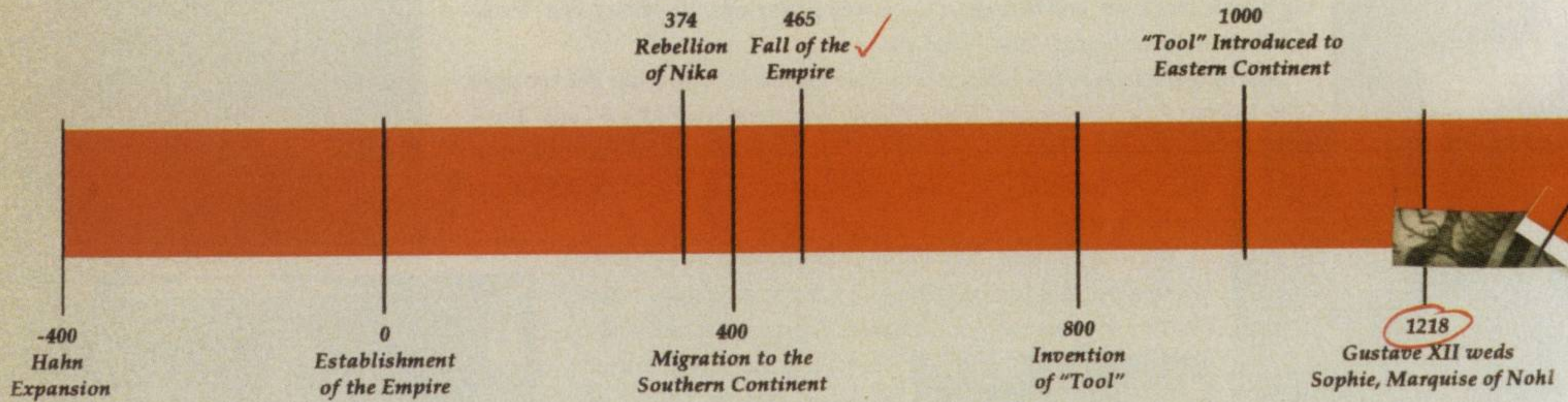


PLAYSTATION

HANDS-ON



History of the GUSTAVE Empire



The story of the GUSTAVE Empire belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when GUSTAVE XIII was born to himself and his wife, SOPHIE DE NOHL. Gustave XIII was destined to be the heir of the throne. He would later have a brother named PHILIPPE and a sister named MARIE.



fig. 14: The Royal Family Gustave

When Gustave XIII turned seven, he participated in the FIREBRAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

When Gustave XIII turned 19, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.

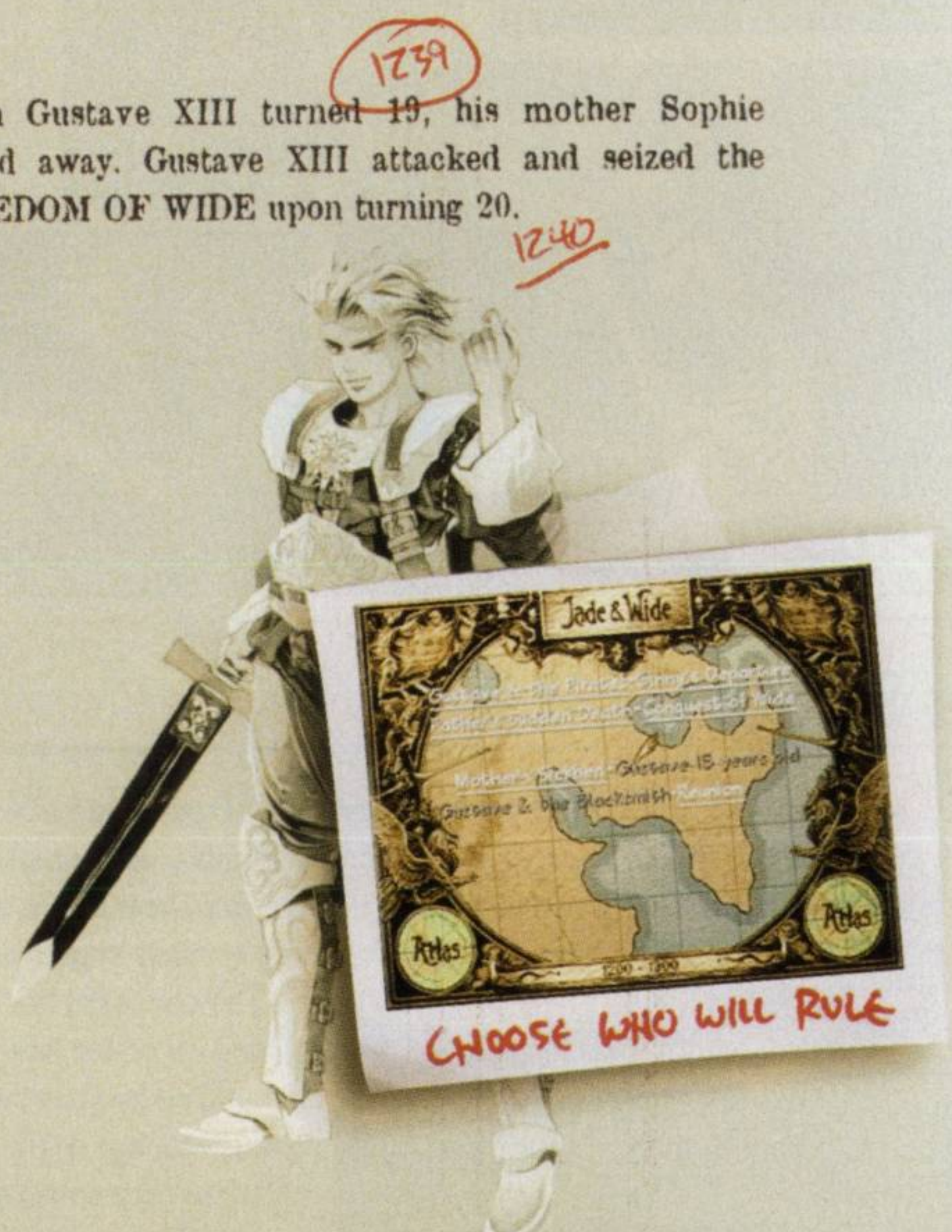
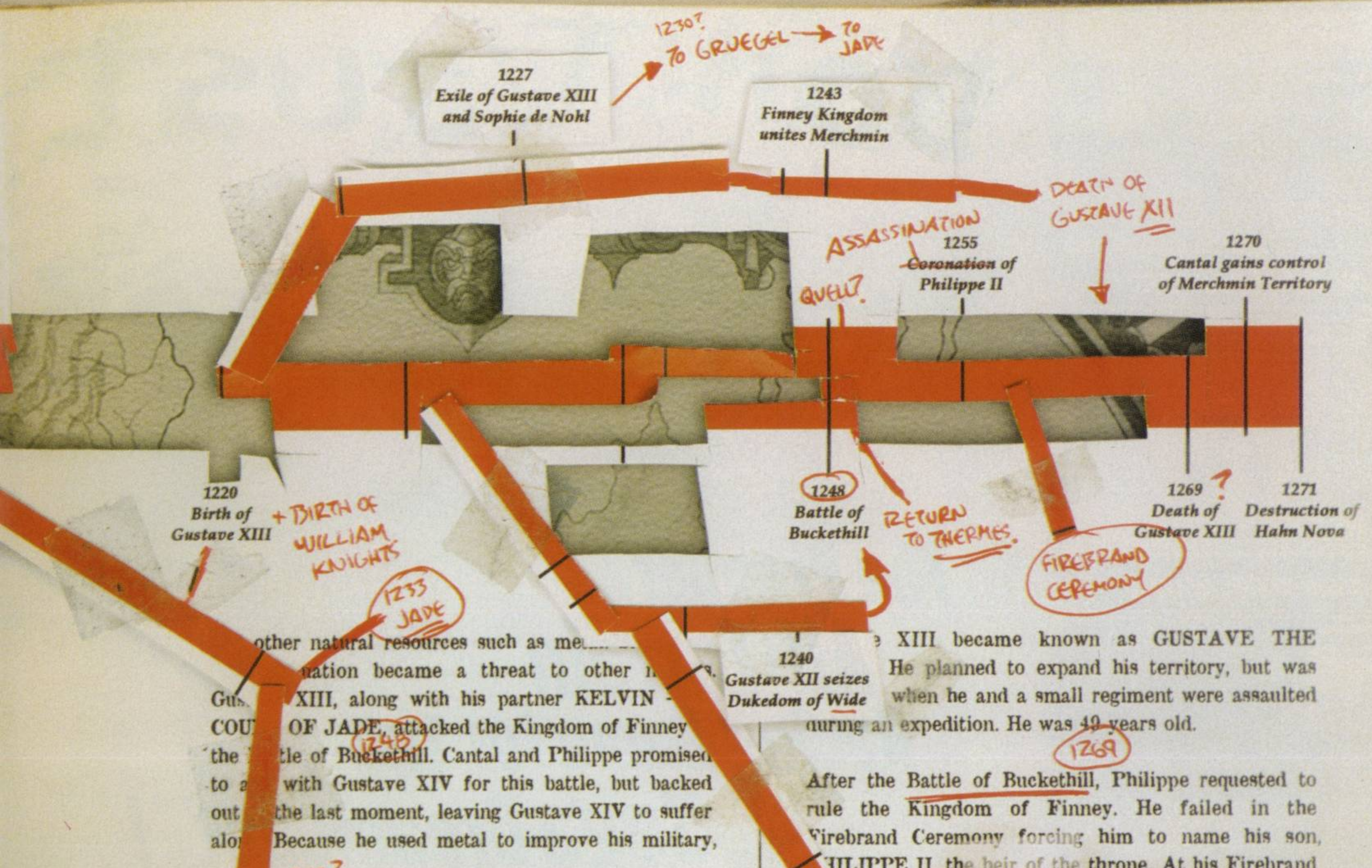


fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Finney after Gustave XII died.

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines



1220 Birth of Gustave XIII
 + BIRTH OF WILLIAM KNIGHTS

1233 JADE

1248?
 ALLY WITH COUNT OF JADE

other natural resources such as me...
 Gustave XIII, along with his partner KELVIN
 COU... OF JADE, attacked the Kingdom of Finney
 the... of Buckethill. Cantal and Philippe promised
 to... with Gustave XIV for this battle, but backed
 out... the last moment, leaving Gustave XIV to suffer
 alone. Because he used metal to improve his military,

1240 Gustave XII seizes Dukedom of Wide
 XIII became known as GUSTAVE THE
 He planned to expand his territory, but was
 when he and a small regiment were assaulted
 during an expedition. He was 49 years old.

After the Battle of Buckethill, Philippe requested to
 rule the Kingdom of Finney. He failed in the
 Firebrand Ceremony forcing him to name his son,
 PHILIPPE II, the heir of the throne. At his Firebrand
 Ceremony...

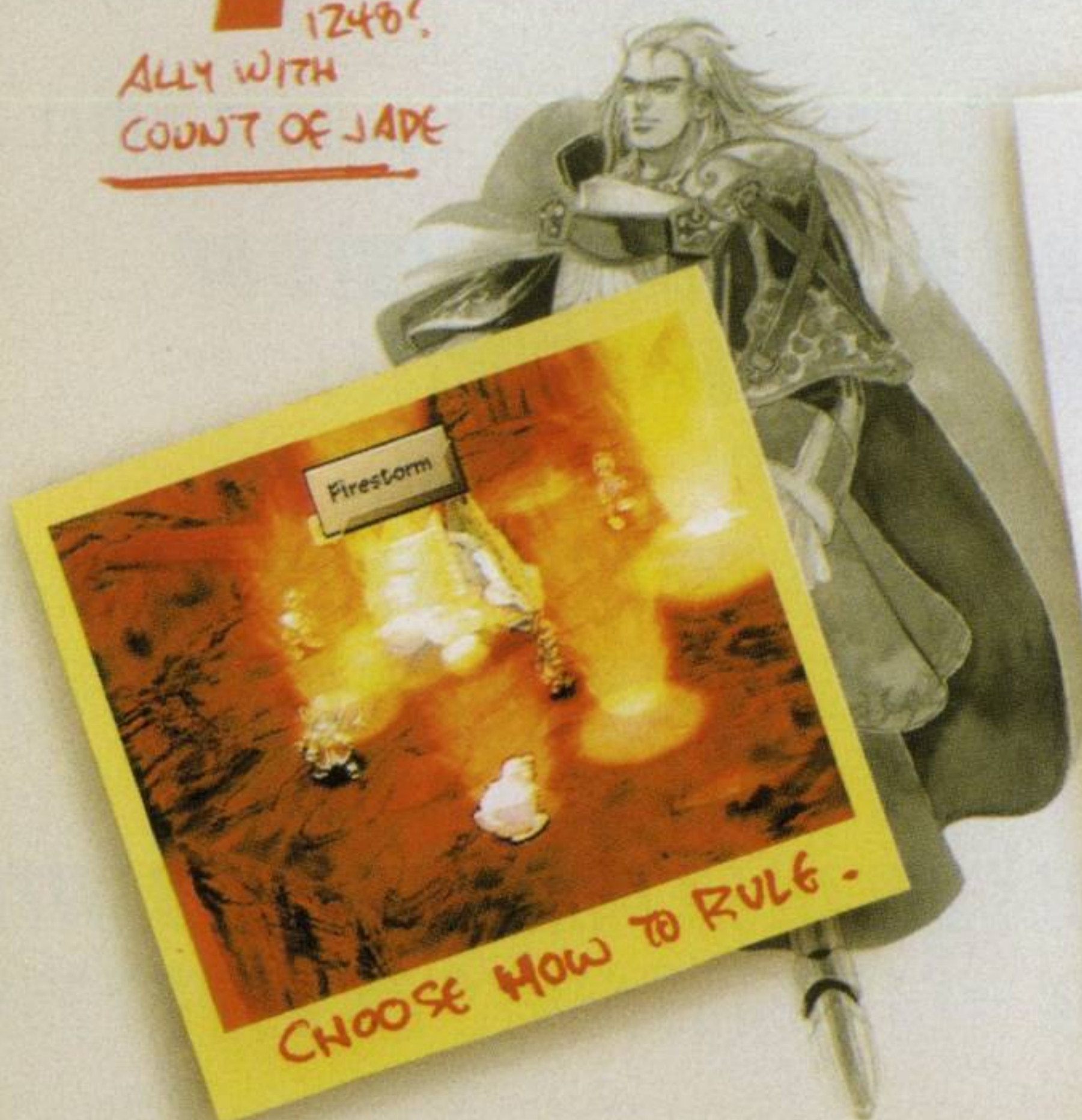


fig. 16: GUSTAVE THE STEEL

SHAPE HISTORY OR BE HISTORY

SaGa Frontier II 2



TEEN
 MILD ANIMATED VIOLENCE
 SUGGESTIVE THEMES
 Visit www.esrb.org or call 1-800-771-3772
 for rating information.

© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. SaGa Frontier is a trademark of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

SQUARESOFT
 www.squaresoft.com
 Published by Square Electronic Arts L.L.C.





GRIZZLY COURSES!



MONSTER JUMPS!



2-PLAYER ACTION!



WINTER TERRORLAND!



INSANE SHORTCUTS!



INDOOR MAYHEM!

DON'T JUST EAT IT FOR

The Premiere All-Terrain Racing Game for the Sega Dreamcast™!

MIDWAY'S THUNDER RACING SERIES CONTINUES WITH THIS FOUR-WHEEL FRENZY!

**CHOOSE FROM ONE OF FOUR CLASSES OF
HARD-CORE OFFROAD VEHICLES!**

**CUSTOMIZE YOUR EARTH-EATING MACHINE BY SPENDING PRIZE
MONEY ON UPGRADES AND EXTERIOR APPEARANCES!**

**SIXTEEN INCREDIBLY DETAILED TRACKS PACKED WITH
SHORTCUTS, INCLUDING WEATHER EFFECTS ON BONUS TRACKS!**

**VMU™ COMPATIBILITY ALLOWS YOU TO SAVE CUSTOMIZED
VEHICLES, GAME PROGRESS AND RACE REPLAYS!**

**CHARGE THROUGH THE VISUALLY STUNNING COURSES
AT A BLISTERING 60 FRAMES PER SECOND!**

2-PLAYER SPLIT-SCREEN RACING ACTION!

OWN THE ROAD
breakfast



COMING TO SEGA DREAMCAST™ MARCH 21st 2000

4 WHEEL THUNDER™

 **MIDWAY**
www.midway.com

Sega © Dreamcast.

EVERYONE
E
CONTENT RATED BY
ESRB

4 WHEEL THUNDER © 2000 Kalisto Entertainment. 4 WHEEL THUNDER™ is a trademark of Midway Home Entertainment Inc. Midway® is a trademark of Midway Games Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.



BY BROTHER BUZZ

- Published by Koei
- Price not available
- Available March
- RPG
- 7 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

PLATFORM
PlayStation



Romance VI of The Three Kingdoms

BASED ON AN ancient Chinese historical novel, Romance of the Three Kingdoms VI plunges you into the politics of 2nd Century China—and there is no video game series broader in historical scope or more ambitious in its attempt to combine military strategy, political espionage, and agricultural-resource management. There is also no series slower or longer, and RTKVI does nothing to change that reputation.

EMPIRE BUILDING

In RTKVI, numbers, and consequently the game's A.I., dominate. Your goal is to conquer enough city-states to bring China under one rule. You can play 14 scenarios where you play from 3 to 18 rulers at a time. You also recruit officers from a roster of 520. Moreover, up to eight players can play any game. Run out of fingers yet?

Numbers also dominate the gameplay. While ruling a city-state, you have to spur agricultural development, drive commerce to raise cash, build an army, implement diplomatic maneuvers, and much more. The animation in RTKVI is practically non-existent, so the action consists of monitoring numbers, which is not unlike watching the big board in a stock exchange.

WAR BY THE NUMBERS

The gameplay takes a more familiar and fun turn during combat. As in a real-time strategy game, the warfare plays across a grid with animated battle units. Unlike the turn-based battles in previous versions, however, RTKVI enables you to command multiple units at a time, and you can set traps to build a vicious defensive perimeter. One-on-one duels also take place, and you can command your characters to execute 12 tactics. RTKVI's extensive menu system does a masterful job of putting all the cerebral action into play. You can even take into account the dreams and aspirations of each officer.

As you might suspect, the game's audio/visual atmosphere is low-key. The graphic highlights are stately, if static, portraits of the rulers and cool CG-animated cut-scenes. The sounds are severely limited to ethereal background music.

HAVE A RICE DAY

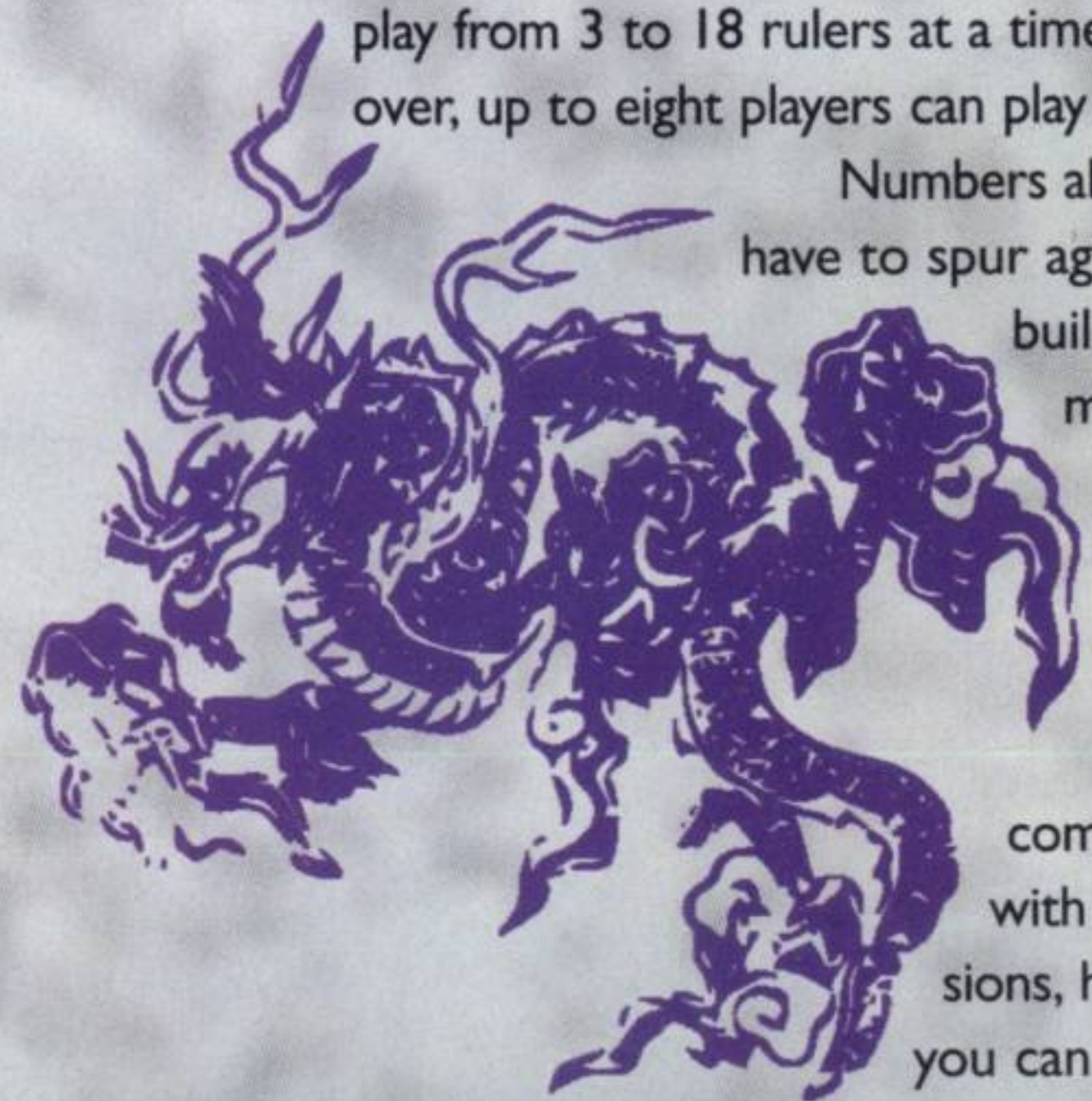
It's somewhat unclear where the romance comes into play, but RTKVI is a no-brainer for loyalists. This is a well-built, challenging strategy game designed to test your brain, not your brawn. Even if you've never played one before, you might just take a chance on Romance.



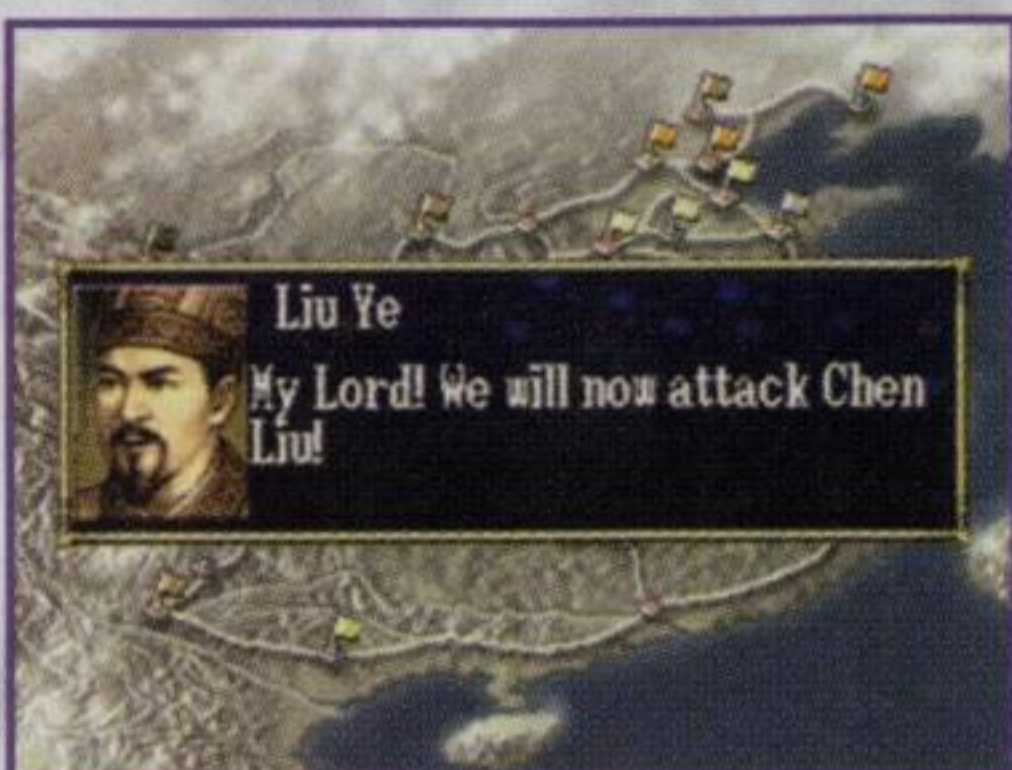
PROTIP: If the Emperor is on your side, you and your officers can earn promotions faster, increasing the number of men you command in battle. Go to the MISC menu and use the Audience command as often as you can.



PROTIP: Before commanding your troops, scan the battlefield to find as many enemy units as possible. You don't want to be caught off-guard.



PROTIP: When you control more than one city, continually use the L1 and R1 buttons to scan their status. You may be able to recruit more soldiers in one city than in another.



PROTIP: In many cases, your early move should be to take over vacant, nearby cities. Select War from the Army menu and send your troops in.



PROTIP: Don't leave your food supply unprotected. If the enemy destroys it, your army's morale drops, making them more susceptible to defeat.



PROTIP: Study each opening story. The character dialogue often reveals key individuals and tactics you can use later on in the scenario.

GRAPHICS 3.5

RTKVI is the best-looking game of the series, but, overall, there really isn't much to look at from a gameplay perspective beyond sharp character portraits. The good-looking, but crudely animated, cut-scenes do a good job of filling in the complex political intrigue.

SOUND 3.0

Pleasant and mellow Asian-sounding music provides serene background filler. Warfare, however, sounds like two carpenters hammering nails. Other than that, your ears can take a vacation.

CONTROL 4.0

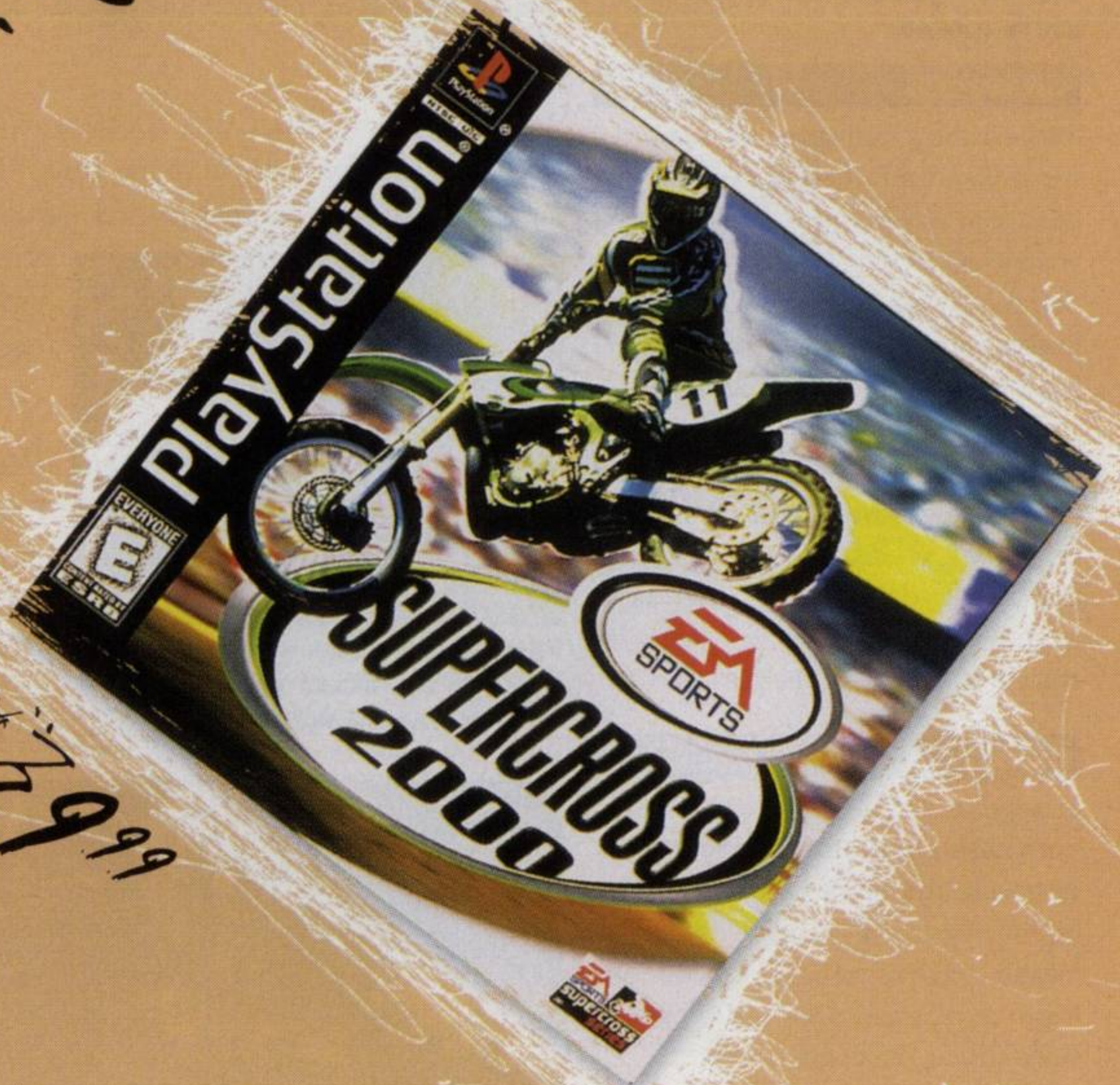
An extensively layered, but easy-to-use, menu system opens up a mind-boggling array of agricultural, military, and political moves. During military encounters, you can string moves together to speed up otherwise protracted turn-based combat.

FUN FACTOR 4.0

If you have a mind for numbers and an imagination that can wrap itself around a huge cast of characters, RTKVI is your calling. Master this well-made, epic-length historical simulation, and you'll know more ancient Chinese history than most Chinese people.

Fat Dirt.

\$17.99



Get into the game
TARGET

PLATFORM
Dreamcast



HEAVY WITH PUZZLES and battles, Elemental Gimmick Gear takes players to a world that's on the brink of destruction as a result of greed—you, on the other hand, will have to be generously patient with this RPG.



BY E.G.G. COLI

Published by Vatical Entertainment
\$49.99
Available now
RPG

1 player
ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



E.G.G.

E L E M E N T A L G I M M I C K G E A R



PROTIP: Return to Shebba after learning Fire Ball. Use it to burn the roots and free Shebba, who will then give you a wire-arm that enables you to cross chasms.



PROTIP: When entering part of a dungeon where an E.G.G. is standing guard, spin first. If not, the slow controls won't give you time to spin once you're spotted.

GRAPHICS 4.0

While clearly not taking advantage of the Dreamcast technology, E.G.G. does take the player into a colorful and vibrant 2D world. The few 3D scenes that occur only during encounters with bosses are well done, as are the cut-scenes.

SOUND 3.0

With no voice-overs other than the intro, sound effects are mostly whacks and smacks during battles. The background music, thankfully, is unintrusive and manages to pace the game nicely.

CONTROL 3.0

In a game where crucial puzzle solutions require precise use of the spinning technique and quick finger-movement, more responsive controls would've helped. Players can expect serious finger cramps and dislocated shoulders while solving the complex puzzles.

FUN FACTOR 4.0

While a decent game, E.G.G. falls short of being a truly expansive adventure. The brain-twisting, head-scratching—and often frustrating—puzzles served here will amuse only those players who have a great deal of patience.

The Whole Story In an Egg Shell

Players take on the role of a pilot found slumbering in an egg-shaped robot in an ancient ruin named Fogna. While scientists aren't able to awaken the pilot, they do manage to clone the robot, naming it Elemental Gimmick Gear, or E.G.G. for short.

Years later, greedy treasure hunters accidentally trigger a switch in Fogna. The ruin comes to life, unleashing destruction on the surrounding area. Awakened by this turn of events, the pilot of the original E.G.G. quickly reactivates his robot to explore Fogna and search for clues to his mysterious past.

Uncovering the mysteries of Fogna requires players to solve some seriously challenging puzzles. In your quest, you'll travel across the same areas several times, eventually gaining access to deeper levels with even more challenging puzzles. Special skills—such as shooting fireballs and ice beams—will help you along the way, but they're acquired only after you defeat some mean bosses.

Attacking consists of either punching or spinning. By spinning, you move across the land faster, avoiding damage to your character while defeating your enemies. Unfortunately, you also lose HP while spinning, so this double-edged move should be used sparingly.

Just Beat It!

With its overhead view, E.G.G. is visually reminiscent of old-school RPGs, but its colorful locations add life to the game. There are no voice-overs, and the background music is engaging, but not intrusive enough to become a nuisance.



PROTIP: This cavern is off the beaten track, but you should visit it to recover some of your character's memory.



PROTIP: To defeat the first boss, use the spin attack on every part of it. When it falls from the ceiling in pieces, whack each part once. Don't forget the head, or it'll climb back up to the ceiling and regenerate.



PROTIP: Use the wire-arm to kill these little suckers. Their poison spit takes a lot of points off your HP, so attack as soon as possible.



PROTIP: The old man in the southernmost house has some nice puzzles for you to solve. You might want to give them a try to get some cool items.

While the controls are adequate for most tasks, they lack the sensitivity necessary to accomplish some of the more challenging puzzles.

Poached...not Stirred!

E.G.G. has a surprisingly small world, and playing time depends mostly on how fast you can solve its mysteries. While it lacks depth, E.G.G. does offer some interesting and complex puzzles that will appeal mostly to gamers who aren't in a hurry. ⚡





BY E. COLI

- Developed by Matrix
- Published by Activision
- Target release date: Winter 2000

HANDS-ON



PLAYSTATION

Alundra 2



A WHOLE NEW WORLD

Sporting a whole new look, different characters, and an array of forehead-slapping brain-teasers, Alundra 2 is looking impressive even at this early stage of development.

This time around, players will explore a huge 3D environment brimming with colorful locations, such as forests, volcanoes, sunken ships—and some wicked underground caverns. Along the way, you'll be helped by characters who range from wise to just plain odd, while the story line will unravel in a fantastic pirate world that promises to be as involving as it is intricate.



With captivating graphics, crystal-clear sound, and a solid story line, Alundra 2 is shaping up to be a real winner.



BRAIN BUSTER

Alundra 2 will have 10 big bosses, who promise to cause some serious finger cramps, and, to add a little strategy to the fights, real-time battles will allow you to see enemies as they approach. A very nice departure from the usual RPG fare is the inclusion of mini-games—racing, darts, item collection, and many more (for a total of 10)—that you must unlock in order to obtain the rare items you'll need to complete the game. With more than 20 world locations to explore, some



PLAY IT AGAIN, SAM!

In the preview version, the graphics look sharp aside from some minor breakup due to odd camera angles, and the controls were smooth, even enabling you to use diverse configurations depending on the quest at hand. The real standout, however, was



the sound: From approaching footsteps to monster growls to the soothing score, Alundra 2 will be music to players' ears.

If the final version lives up to what we've seen so far, Alundra 2 is sure to squeeze its way into every RPG and action/adventure fan's collection.



freaky monsters to battle, and an abundance of magic spells and fighting combos to learn, Alundra 2 should keep you busy during its 40-plus hours of gameplay.



Front Mission 3



BY E. BOT COLI

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

HANDS-ON



PLAYSTATION

The Third Time's a Charm

Installation number three of the Front Mission series will be the first to be released in the U.S., and, if the preview version we played is representative of things to come, it also promises to be the best.

So far, SquareSoft has created a fine RPG by weaving an intriguing plot and character development into high-tech battlefield simulations. In fact, the graphics had the standard polygon fare, but the adjustable camera allowed some wicked strategy planning. The controls kicked ass, and the soundtrack engulfed the player in the combat. FM3 is definitely shaping up to be one of the best strategy-simulation games to hit the PlayStation this year.

PRIZE MONEY	248
RANK	
Enemies Eliminated	4
Total # of Attacks	8
Average Damage	97
Average Weapon Level	1
# of turns	5
STAGE CLEAR	100%
YOUR RANK	PLATINUM

Put a Little Blast in Your Day

RPG and strategy-simulation fans should look forward to Front Mission 3. The story will most likely be engaging enough to hook you, and battles will be more than just mere excuses to waste firepower—they'll also be an integral part of the story. With machine guns, long-range missiles, and ultra-cool flamethrowers, this game has a good chance of being a total blast.



front mission 3

Heavy Metal Chess

Playing as a test pilot for a war machine manufacturer, players will control giant robots, called Wanzers, and try to solve a military conspiracy that takes place in a futuristic Japan. By interacting with characters, you'll be able to upgrade Wanzers body parts and shop for items. In addition, you'll be able to surf the game's own version of the Internet in what promises to be an addictive mini-game.

FM3 will also have a practice mode where strategy-challenged players will learn how to place and handle their huge machines on a standard grid system. Everything you earn while in practice mode, such as experience points and new abilities, will carry over to the main story line, making the battles all the more interesting.



Deception III: Dark Delusion



BY JAKE THE SNAKE

- Developed and published by Tecmo
- Target release date: February



HANDS-ON



RASCALS LOOKING FOR some consequence-free mischief may be cheered by the third installment in the Deception series. As in previous games, you'll slay your enemies not with brute strength, but with the cunning placement of traps—arrows that shoot from walls, explosives, huge boulders that crush unsuspecting victims, and so on. And now you'll be able to customize these traps for up to 2000 variations!

In the preview version, the best change over the last incarnation was the graphics: The animation was much more fluid with no noticeable slowdown. Plus, there were lots of nicely rendered and varied enemies, and the rooms were much more detailed. The price for this, however, seems to be that only two enemies can be in the same room at once, which makes them easy to kill. Despite this drawback, DIIDD looks to be a fun and addicting game—it's downright gratifying to lure an enemy into your fiendishly laid traps. If Tecmo can increase the number of enemies you face at once without slowing down the frame rate—or make the game more challenging in other ways—DIIDD should snare the attention of many gamers. **G**



Ogre Battle 64: Person of Lordly Caliber



BY E. COLI

- Developed by Quest
- Published by Atlus
- Target release date: Spring 2000



FIRST LOOK

Ogre Battle 64



THE THIRD INSTALLMENT of the popular war-simulation series, Ogre Battle 64: Person of Lordly Caliber will be released exclusively for the N64 this spring. For those not familiar with the franchise, Ogre Battle contains a few RPG elements—such as character development—but is mostly a strategy game where you must make allies and deploy combat units after briefings that outline the combat area and your objectives. Battles occur in real time, and characters are represented as sprites in a 3D battlefield. As the leader, you determine when to attack, retreat, or camp. The fully adjustable camera is an important aid, enabling you to determine the best strategy for offensives in the more than 40 scenarios.



To make it easier for beginners, OB64 will include tutorial modes, which even seasoned players will need given the game's steep learning curve. As in any war-simulation adventure, OB64 will have multiple endings depending on your plan of attack. If Ogre Battle 64 stays true to the other installments of the series, N64 owners should finally have a worthy strategy game on their hands. **G**





DONKEY KONG 64

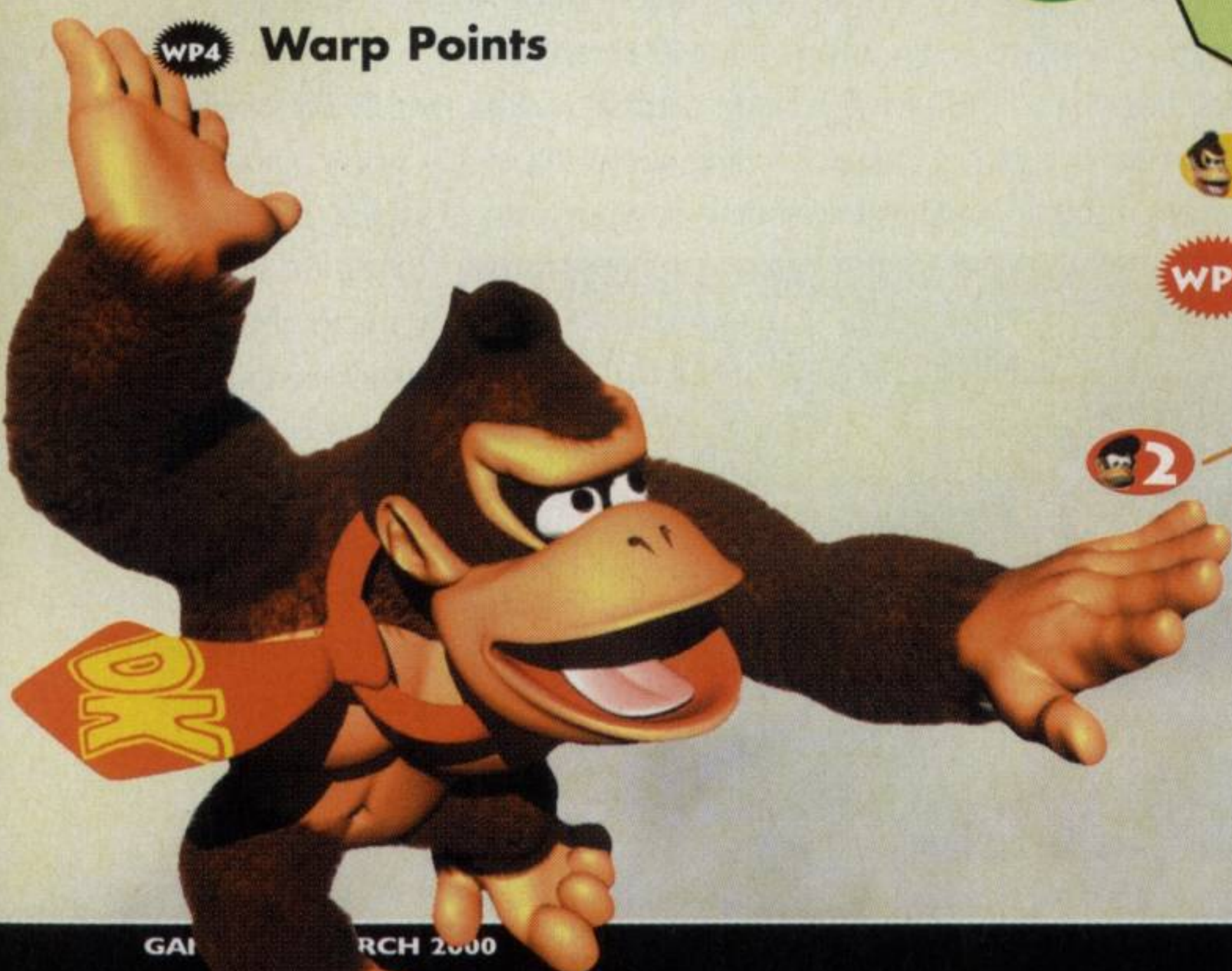
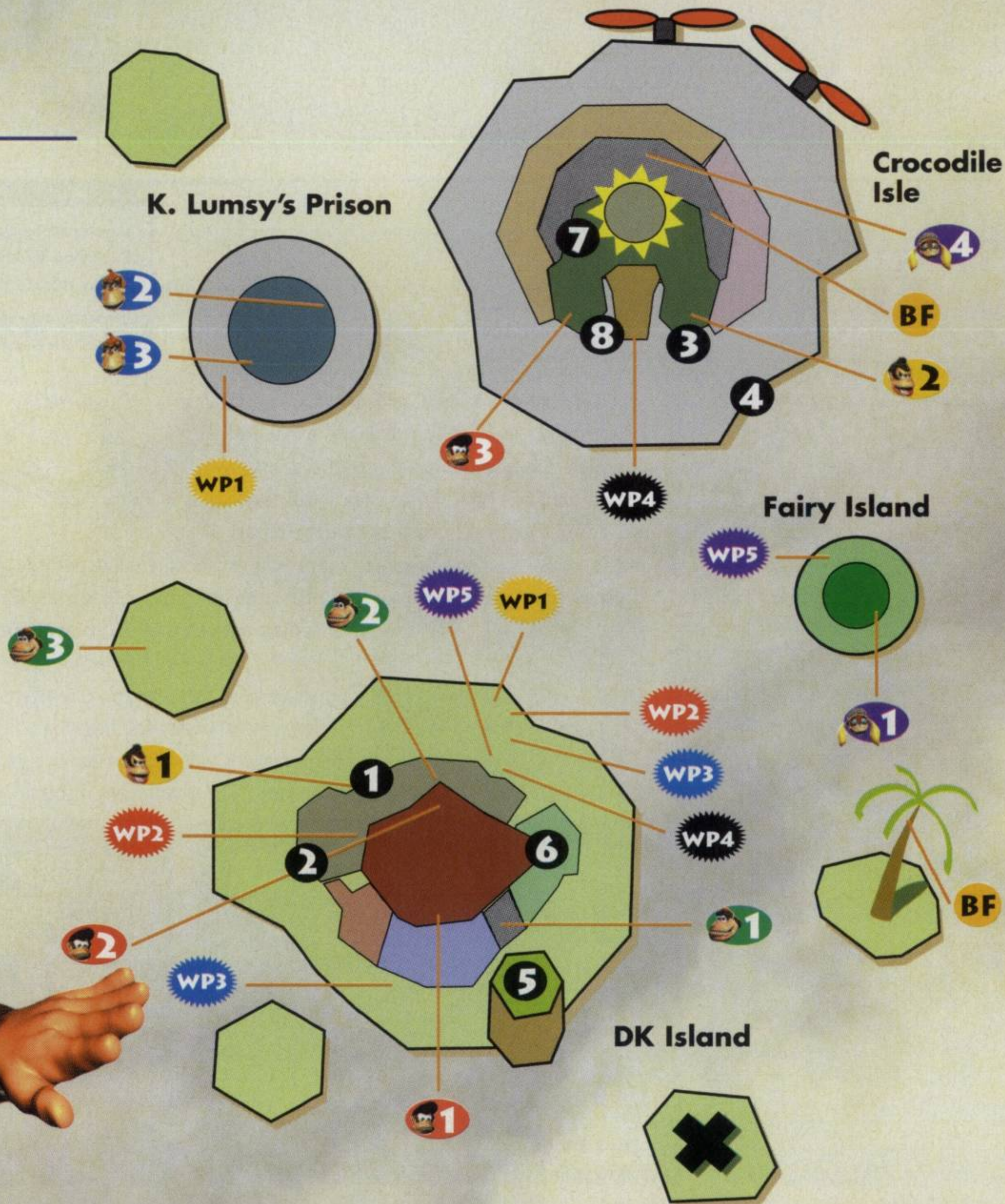
NW
PART 1

Donkey Kong and his pals have finally burst into 64-bit 3D, and we've got the lowdown on their massive adventure. This bare-bananas guide will get you started on your quest to obtain all 201 Golden Bananas! *By Boba Fett*

DK ISLES

Legend for the DK Isles:

- 1 Jungle Japes Entrance
- 2 Angry Aztec Entrance
- 3 Frantic Factory Entrance
- 4 Gloomy Galleon Entrance
- 5 Fungi Forest Entrance
- 6 Crystal Caves Entrance
- 7 Creepy Castle Entrance
- 8 Hideout Helm Entrance
- BF Banana Fairy
- WP4 Warp Points



THE BANANA FAIRY



The Banana Fairy will give you a camera that you can use to photograph other fairies. Of all 20 fairies, there are four hidden in DK Isles and two in each level. Photographing them will unlock features in the Mystery mode. If you return all 20 lost fairies, you'll obtain the elusive 201st Golden Banana and unlock the cheat mode!



To acquire the camera, hit the Fairy Island with Tiny after she has her Mini Monkey ability. Jump in the Tiny Barrel to shrink, then go through the entrance and talk to the Banana Fairy inside. She'll also give you a special power-up, the Simian Slam.



Once you have the power-up, move from the Banana Fairy and execute it on these dirt piles for special treats!

Banana Fairies on DK Isles



On the island with the tree next to the Fairy Island



In the entrance to Frantic Factory as you're grabbing Tiny's fifth Golden Banana

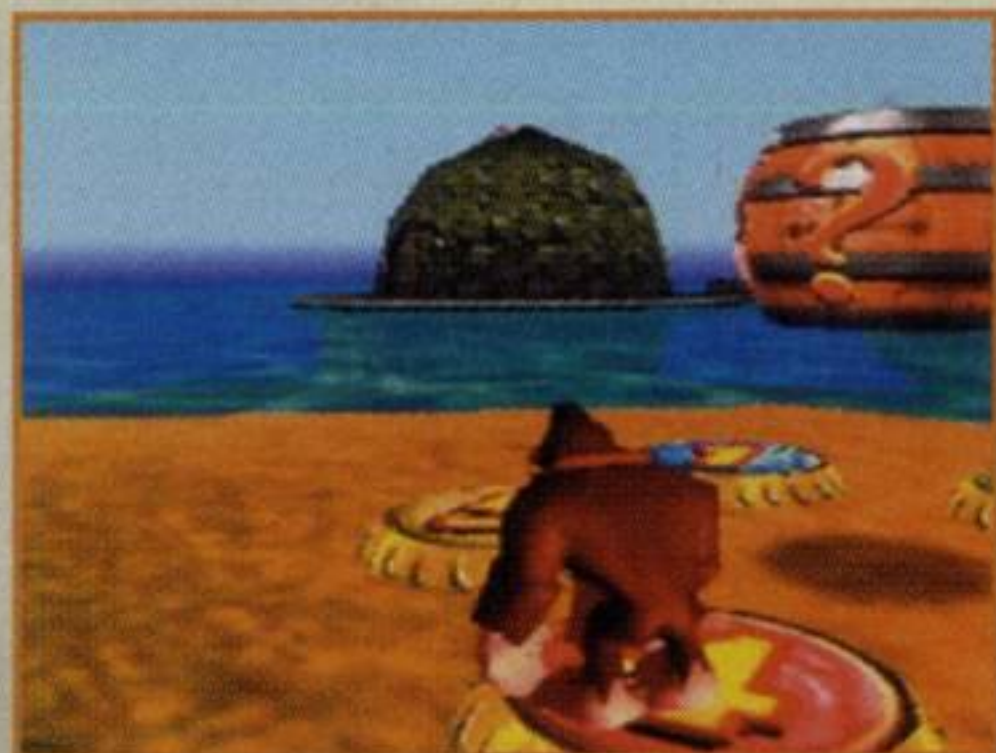


In the entrance to Fungi Forest (look up for a feather lock that will release a fairy)



At the Tiny pad near the top of K. Rool's Fortress

BASICS



DK Isles is the "Hub World" of DK64: You'll reach all of the main levels through this area, but they're only accessible once you have a required amount of Golden Bananas.

K. Lumsy



Each time you acquire a Boss Key, head over to K. Lumsy's Prison. He'll be so glad to hear about your progress that he'll make a new world accessible.

Golden Bananas

Because you'll reach new areas of DK Isles and obtain new characters and powers along the way, most of the Golden Bananas won't be within reach until later in the game.

OPENING THE ENTRANCE

Donkey Kong



In DK Isles, go to K. Lumsy's Prison. Talk to K. Lumsy, and he'll open up the entrance to the first world, Jungle Japes. There's also a Golden Banana in the entrance—your first one! Time's a-wastin', DK—get a move on!



As you're making your way up K. Rool's ship, you'll come to floating vines that lead to Snide's HQ. If you drop down instead of swinging, however, you'll land on a platform with a coconut-locked gate guarding a Golden Banana.

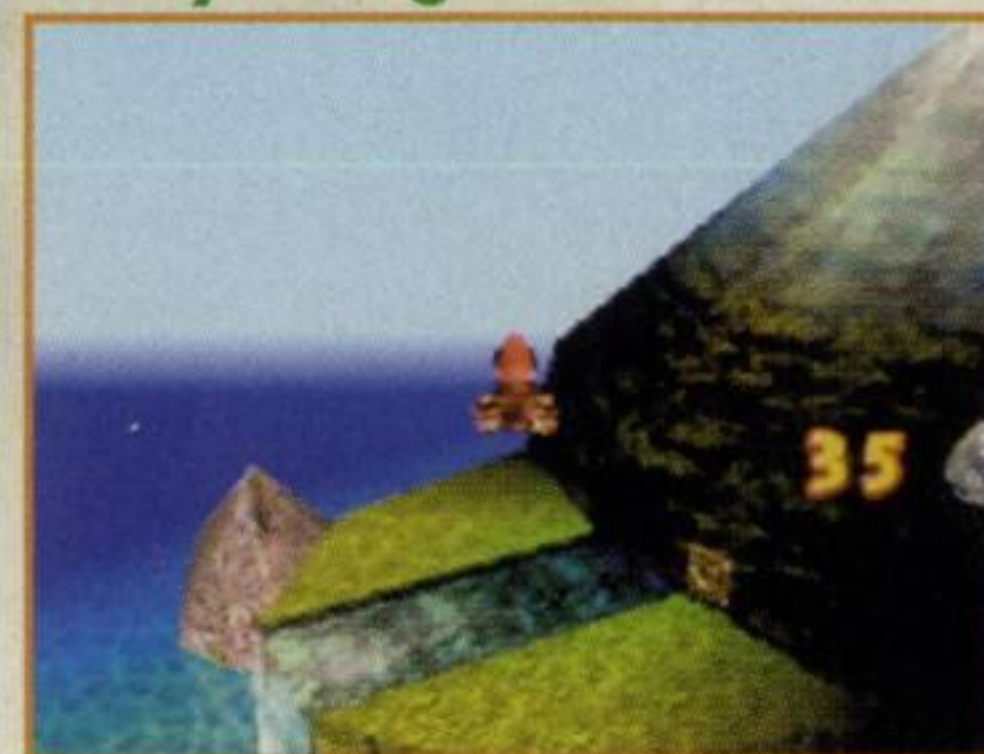


In the Frantic Factory entranceway, pull the switch to activate the platform, then head on up and play the bongos on the pad.



There are two doors on the lower floor of the entrance to Crystal Caves—both need to be smashed open with Chunky's Primate Punch. Behind one, you'll find a DK Barrel for DK to go Strong Kong. Behind the other, a Golden Banana floats over lava. Go Strong Kong again. You'll find DK's blueprint in Hide-out Helm's entrance. Use the sniper scope to hit the coconut lock above the main door to create a bridge to the platform with the Kasplat.

Diddy Kong



This is a multi Kong effort. Just outside the entrance to Angry Aztec, you'll need to move a boulder as Chunky to expose a Lanky music pad. Once Lanky blows his horn, a Diddy Barrel will appear outside the entrance to Fungi Forest. Hop in it. As Diddy, fly across the chasm to the waterfall where you'll find a peanut-locked gate guarding a Golden Banana.



Head back into the same Diddy Barrel outside Fungi Forest and fly into the Banana Barrel located above the top peak of DK Island. Play the Peril Path Panic mini-game for a Golden Banana.



In the alcove that houses Snide's HQ, use the Tailspring on Diddy's icon to hop up to a Banana Barrel.



In the Crystal Caves entrance, you'll find a Diddy Barrel. Hop in and fly to the upper level where you'll find a guitar pad. Rock out on it for a Golden Banana.

Grab Diddy's blueprint in the entrance to Creepy Castle. You'll have to use DK to shoot open the coconut-locked gate to reach the Kasplat.

Tiny Kong



On Fairy Island, at the opposite side of the entrance, you'll find this Golden Banana behind a feather lock.



In the entrance to Angry Aztec, have Diddy slam the gongs, then use Tiny's Ponytail Twirl to fly into the Banana Barrel. You'll play the swat-the-flies mini-game for a Golden Banana.



In the entrance to Gloomy Galleon, Chunky must slam on his icon with at least a Super Simian Slam. This will open a small door, which Tiny can swim through only after she Ponytail Twirls into the Tiny Barrel for her Mini Monkey ability.



Play your funky music on the sax pad near the Tiny monkeyport icon at the top of K. Rool's Fortress.

In the entrance to Frantic Factory, have Chunky Primate Punch the question-marked box to reveal a Kasplat with Tiny's blueprint. There will also be a fairy, so make sure to grab her!

Lanky Kong



In the entrance to Jungle Japes, have Chunky move this rock, then Lanky play the horn on the pad underneath.



Behind K. Lumsy's Prison, use Lanky's Grape Shooter to open this gate for an easy Golden Banana.



Once you've got the Orangstand, you can make it from the switch in K. Lumsy's Prison to the gate with the Golden Banana in time.



Have Chunky get rid of this boulder, then swell up from the Lanky icon so you float to the middle of the island.



You'll find Lanky's blueprint behind this ice door in the Crystal Caves entrance. Smash it open as Chunky.

Chunky Kong

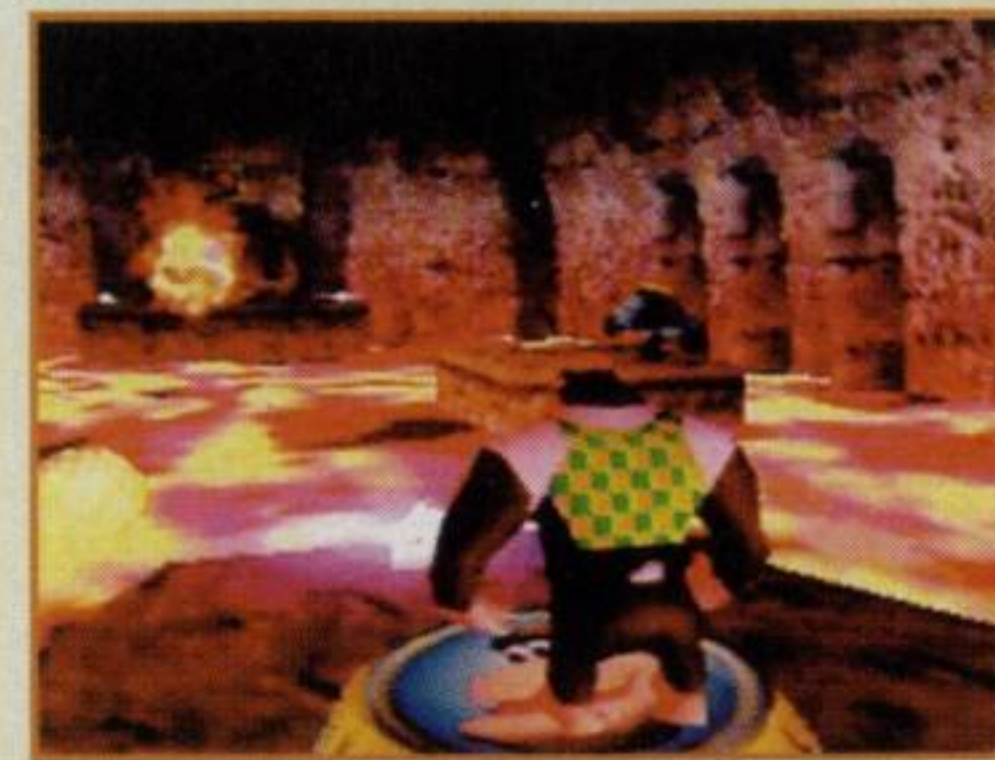


Shoot out the pineapple lock for an easy Golden Banana.

Just upward from the entrance to Angry Aztec, have Chunky move the boulder to reveal a triangle pad. Then have Chunky play his triangle to get a Golden Banana.



When Tiny plays the sax on her pad to collect her next Golden Banana, she'll reveal a Chunky Barrel on the small island between Fairy Island and the platform with the "X." Hop in the barrel, then slam the "X" for a golden treat.



In the Hideout Helm entrance, use Gorilla Gone on this pad to create two sets of swinging vines. One leads to the entrance, the other leads to a Banana Barrel.

Grab Chunky's blueprint from the Kasplat near the entrance to Gloomy Galleon.

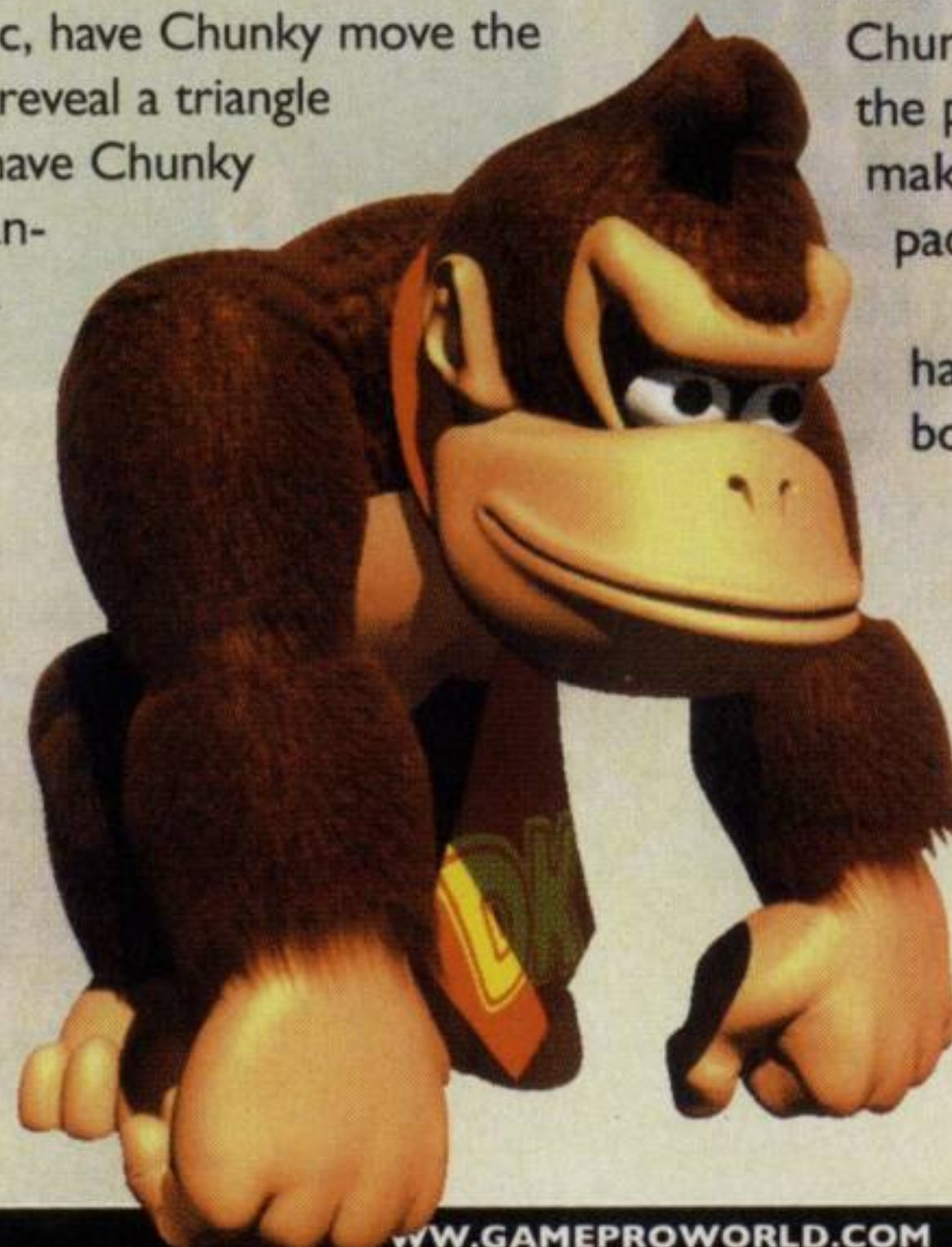
K. Rool Pads

There are two Battle Crowns to be earned in DK Isles:



In the entrance to Frantic Factory, look up to see a moving mushroom. Hit it with each of the Kongs' shooters (the color of the tip of the mushroom indicates which Kong needs to shoot it next), then use Chunky's Gorilla Gone on the pad that appears to make the K. Rool pad visible.

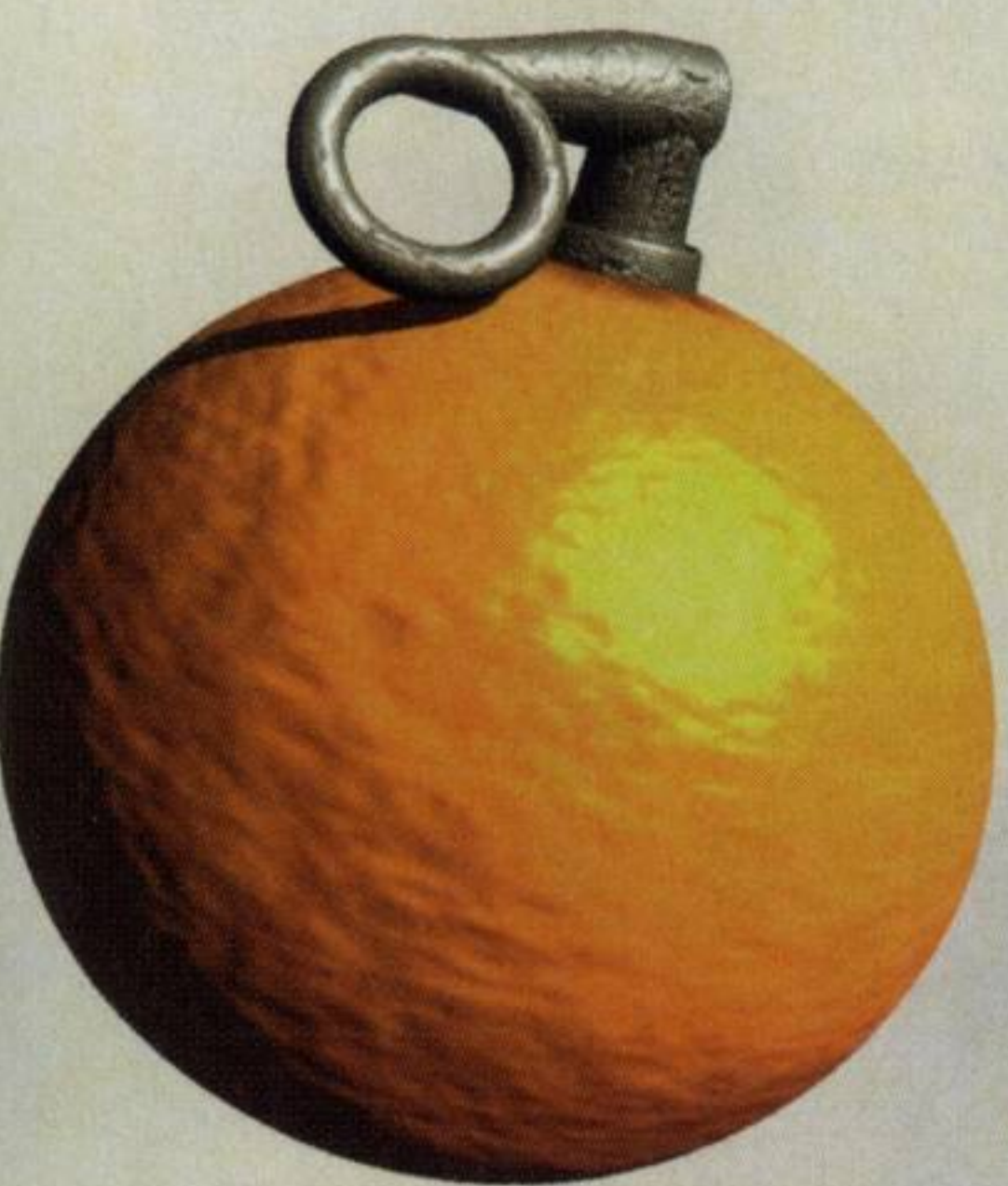
At Snide's HQ, just have Chunky lift the boulder blocking it.





JUNGLE JAPES

Golden Bananas Required to Enter: 1



SAVING PRIVATE DIDDY



In order to free Diddy, DK will have to fire his Coconut Shooter at the three doors with coconut icons over them. Two of them are located at either Warp 3 point. The third is a bit trickier. It's just below the chasm between Funky's Shop and the cannon. Stand like you're about to jump onto the floating vines, then use the first-person perspective to hit the last lock and free your diminutive pal.

WHUPPING THE BOSS



Once you meet Troff 'n' Scoff and have 60 bananas to offer them, Donkey Kong will be able to take on Army Dillo for this level's Boss Key to K. Lumsy's cage.

To dazzle Army Dillo, avoid his firebombs and rolling. Lunge toward the explosive barrel when he comes out of his shell and hurl it at him. A few good licks and he's toast.

Golden Bananas

You'll have to return to Jungle Japes later with Tiny, Lanky, and Chunky, but this relatively simple level will teach you the ropes and the vines of Kongquering DK64.

Donkey Kong



Head over to Funky's Shop, then go across the floating vines and jump into the cannon. You'll find a Golden Banana as well as an imprisoned Diddy.

Once you've freed Diddy (see sidebar, "Saving Private Diddy"), you'll find another Golden Banana in his cage.

One of K. Rool's cronies will drop DK's yellow blueprint. Bring it to Snide to exchange it for a Golden Banana.



Behind Cranky's Lab, use the Coconut Shooter to open the gate and become Rambie the Rhino. Destroy the huts to reveal a DK icon. Do a Simian Slam on it to unlock the first Golden Banana, back by the entrance.

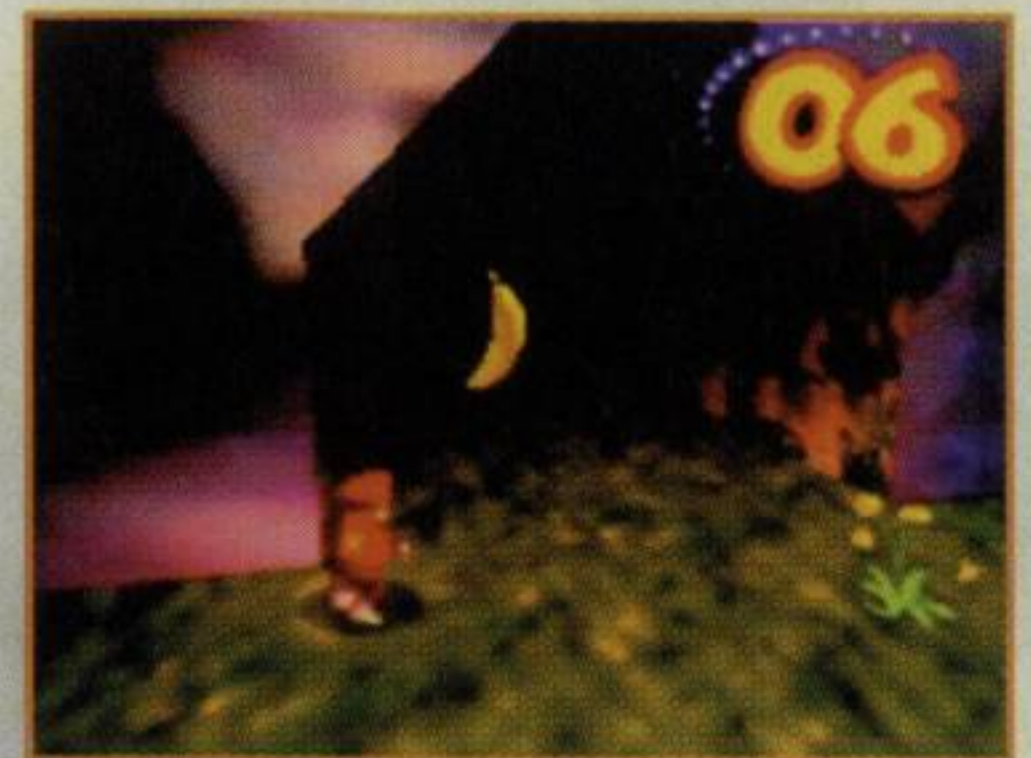


To obtain another Golden Banana, return to the Warp 3 point on the same side of the river as the entrance and climb the tree near the "X" on the ground. You'll find floating vines that lead to a DK platform.

Diddy Kong



You'll find Diddy's red blueprint here. Bring it to Snide's HQ to exchange for a Golden Banana.



Near Cranky's Lab, find the Diddy icon and Simian Slam it (it is underneath one of the huts DK destroyed as Rambie the Rhino). You'll have 50 seconds to reach the gate just outside Funky's Shop. Use the Warp 4 points to teleport half way, then it's an easy task! Your prize? A Golden Banana.



Inside the mountain (unlock the entrance by shooting the peanut lock at the base), hop up and shoot this peanut lock to extend a narrow bridge. You might want to take out the bees first, or they'll take you out while you're trying to cross. On the far end, Simian Slam to release another Golden Banana on top of the mountain.



In the back room of the mountain's cave, Chimpy Charge to open the small gate and flip the switch to "Lo." This will slow down the conveyor belt in the next room so you can traverse it. Simian Slam the Diddy icon to open the gate, then zip up the conveyor belt. Collect 50 coins to earn Diddy another Golden Banana.



Shoot open the peanut locks for this easy Golden Banana.

Tiny Kong



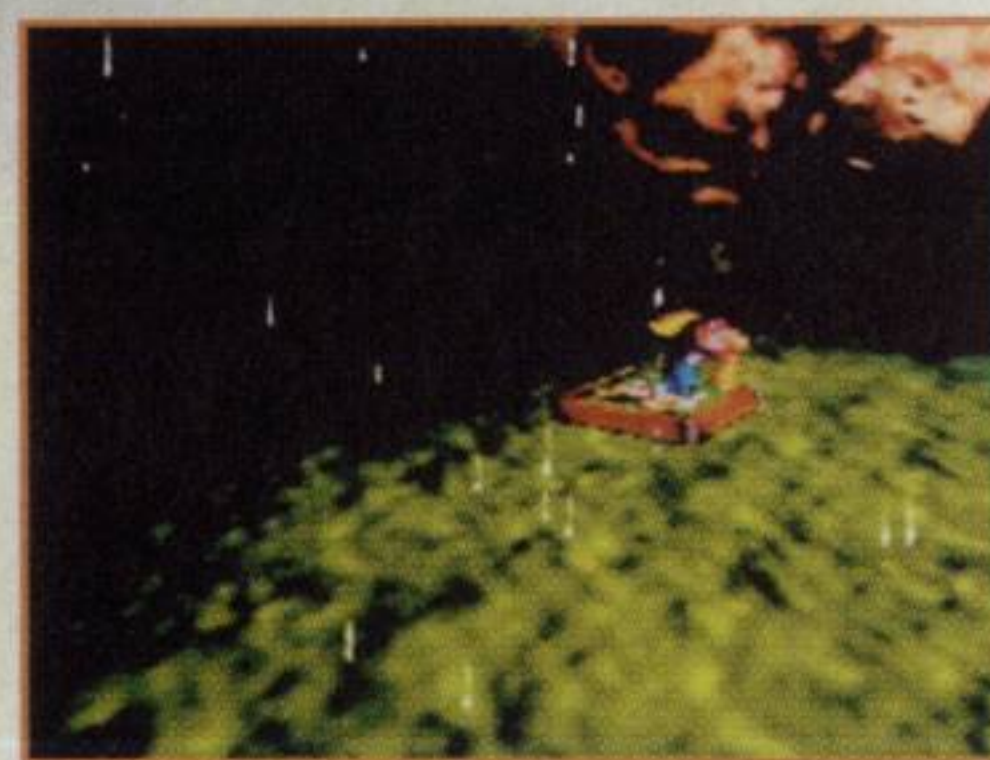
Tiny's first Golden Banana comes in a mini-game just inside Jungle Japes. You'll have to dive into a barrel and retrieve 10 coins in 50 seconds. You'll find Tiny's blueprint here.



This is in a hut that Tiny can enter with her Mini Monkey ability. Take each available path to open a new path, and you'll find a Golden Banana.



In the same area, you'll find this mushroom flower next to a tree stump. On top of the stump is a small hole, so you'll have to use the Mini Monkey barrel and then jump on the mushroom, which acts as a trampoline. Hop on the stump and slide in to find a Golden Banana.



Head back to Cranky's Lab and Simian Slam the Tiny icon under the hut DK destroyed as Rambi the Rhino to make another Golden Banana appear.



You'll have just a few seconds to race back to this Golden Banana and collect it. Hop on the Warp 4 point, then jump into the water and swim left.

Lanky Kong



Lanky's first Golden Banana can be retrieved from the lizard mini-game. You'll find Lanky's blueprint here. Bring it to Snide for a Golden Banana.



Use Lanky's Orangstand to march up the hill to this Banana Barrel, which will transport you to a mini-game. Win the game, and you receive another Golden Banana.



Head to Cranky's Lab. Simian Slam the Lanky icon and race back to this Golden Banana location. Hit the Warp 4 point, swim right, and up the stalk to Funky's Shop. Take the floating vines across to the plateau with the cannon.



You'll need Diddy to open the peanut lock on this gate. Climb the hill with Lanky's Orangstand. Inside, Simian Slam the two pedestals. This will release several bees—plunk them out of the air with your Grape Shooter to collect a Golden Banana. Grabbing the banana will release a fairy as well, so snap that babe up!

Chunky Kong



Pick up this rock and smash it for your first Golden Banana.



After you throw the rock that made the first Golden Banana appear, Simian Slam the big "X" three times to open a chasm down below. Fall in and walk the narrow pathway to the pedestal. Shoot the eyes of the statue with your Grapefruit Launcher to lower the floating vines. Swing left for another Golden Banana and swing right to take on the Kasplat with Chunky's blueprint.



Slam the rock located in the room smashed open by Rambi the Rhino (in the caves between the Warp 4 points), and you'll find a Chunky icon. Simian Slam it, and you'll have 50 seconds to reach the Golden Banana imprisoned near Snide's HQ. You'll have to race to the Warp 2 point and teleport up the hill, then hurry down to Snide's.

Hop in the Chunky Barrel to become big, climb the trees to jump in the Banana Barrel, and play the bonus game. Avoid the TNT cart by moving in, then out, repeatedly. Your prize for winning the game is another Golden Banana.





ANGRY AZTEC

Golden Bananas Required to Enter: 5

RESCUING THE FAIR TINY



Use Diddy for this perilous mission. On the left side of the temple near the Warp 2 point, shoot open the peanut lock, then enter the structure. Once inside, Simian Slam the Diddy icon to open a series of ledges. Climb up, then look across the room for a peanut lock. Shoot it open to extend a bridge and head across—but hurry 'cause it will retract soon. On the other side, Guitar Gazump the roof open and melt the water.

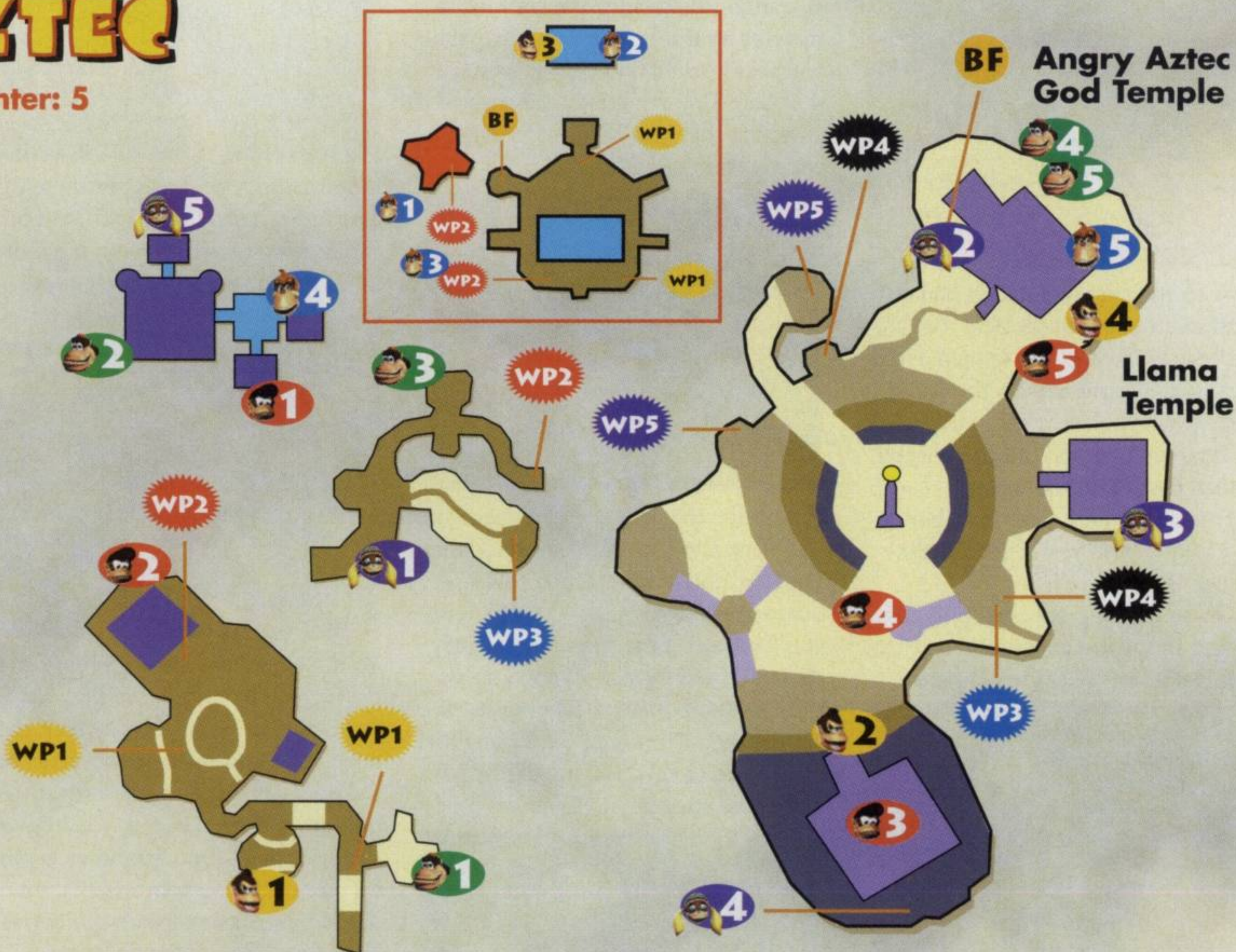


Swim through the underwater tunnel and into the room with Tiny. Chimp Charge the Diddy icon next to her gate, then Chimp Charge the letters "K," "O," "N," and "G" in order to free her from prison.

LIBERATING LANKY



As DK, head inside the Llama Temple (a lock will become available after you complete the Baboon Blast in front of the temple) and find the Bongo icon (it's on your right as you enter). Play the drums to awaken the llama, who will turn the lava to water. Head into the underwater tunnel, then shoot the coconut lock to release Lanky.



BEE/WAX BOSS



This fiery bee, Dogadon, can be destroyed in the same way as Army Dillo (see sidebar, "Whupping the Boss"). Just avoid his furious flares and roll the TNT barrel toward him when he lands.

Golden Bananas

Make sure to use Diddy first!

Diddy Kong

You'll find a Golden Banana in Tiny's prison (see sidebar, "Rescuing the Fair Tiny").



Stop by Cranky's Lab to purchase the Rocketbarrel Boost. Next, climb the tree adjacent to the temple and hop

in the Diddy Barrel. Fly to the roof of the temple—the second Golden Banana location. Stomp out K. Rool's fool for Diddy's blueprint.



Look for the platform with four gongs (located on the map at the third Golden Banana location). Use the Chimp Charge on the gongs to get another Golden Banana.



Fly through the Sun icon at the top of the center tower three times to release a buzzard. Meet him back at the Diddy Barrel, and he'll tell you to follow him through his rings. If you're having trouble, try tapping on the gas repeatedly instead of using long spurts. Your prize? A Golden Banana.

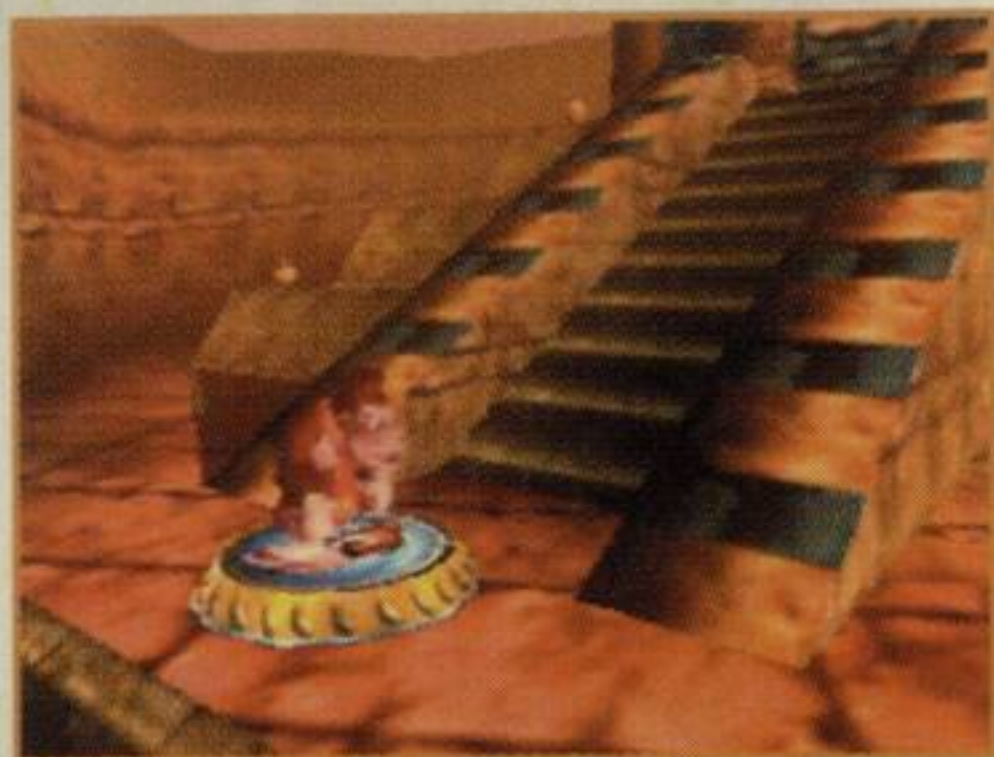


Fly to the top of the Llama Temple. You'll find a Diddy icon. Simian Slam it, and the tower in the center will start to spin and say, "Feed me." Shoot three peanuts into its mouth with your Popgun to open the temple. Inside, just shoot the peanut locks to make your way toward another Golden Banana.

Donkey Kong



Go to the Angry Aztec God Temple after you've taken the potion from Cranky's Lab and use your Strong Kong ability to cross the quicksand and obtain your blueprint.



Head to the second Golden Banana location on the map and find the DK bottlecap in front of the temple. Hold the trigger button and do the Baboon Blast. When you complete it, the llama will be freed and you can go collect a Golden Banana in his cage.

Free Lanky (see sidebar, "Liberating Lanky"), and you'll get another Golden Banana.

Go to the Angry Aztec God Temple and shoot the coconut lock, then look inside for a Golden Banana.



Use Donkey's Strong Kong ability to walk on the quicksand and head to this final Golden Banana. If the entrance is blocked off, go back and hit the DK icon in the Llama Temple (diagonal right/forward from the entrance) to open it. To obtain the Golden Banana, you'll have to play a bonus game—just avoid the lizard guys' periphery of light.

Tiny Kong

You'll find Tiny's blueprint in Angry Aztec. Bring it to Snide to exchange it for her first Golden Banana in this area.



Head into the Angry Aztec God Temple for Tiny's second Golden Banana. You've done this before.



Ah, yes, the third Golden Banana. In the Llama Temple, investigate the room

diagonally forward and left from the entrance (make sure you've hit the temple's Warp 2 point first, near the entrance). You'll find a small passage that only Tiny can enter and several switches that you'll flip to create bridges in the lava.



Hop inside the Tiny Barrel to become, well, Tiny, and then play the Saxophone Slam the icon in front of the tower. A buzzard will fly you to the top, and you'll have to beat the beetle down this track and collect 50 coins to win the Golden Banana. The trick is to get to the bottom without hitting the beetle and to take the middle serpentine at full speed.



Return to the temple where Tiny was held captive and use the Tiny Barrel to shrink. Then hop into the pool of water and swim through the small entrance (you'll see Tiny's purple bananas in the passageway). On the other side, defeat the chompers for your final Golden Banana.

Lanky Kong

Head into the Llama Temple and jump on the Warp 2 point. If it's not unlocked, you'll have to use Tiny to go through the door and unlock it. You can grab your blueprint here.



In the back of the Llama Temple, unlock the rear door with Lanky's Grape Shooter and Simian Slam the Lanky icon. This will unlock a mini-game, like Concentration. Beat it to reveal a Golden Banana.



Hop to the top of this statue and Simian Slam the Lanky icon. When the buzzard teases you with the Golden Banana, pelt him with some grapes of wrath.



To the left of the Llama Temple entrance, you'll find a room that has a Trombone icon. Have Lanky toot the horn here, and the serpent heads in the pool will rise and come together beneath a Banana Barrel. You'll have to use Lanky's Orangstand to climb up one of the serpent's necks, then play a bonus game inside the barrel. Your prize? A Golden Banana.



Finally, it's time to head to the Angry Aztec God Temple yet again. When you get to the end of Lanky's road, you'll have to play a bonus game. Swat four flies, and the Golden Banana is all yours. Try to follow the flies as you swat—and try to remain calm! The reward is well worth it: You'll finish Lanky's tour of duty!

Chunky Kong



Make sure Chunky is fully armed with his triangle, Grapefruit Shooter, and Cranky's potions. Pick up the vases and put them down on the icon that matches their inscriptions. Use the trigger button to set them down gently. If you're successful, you'll get a Golden Banana.



Hit the grapefruit lock outside the temple, then use the triangle inside to open up a new room. Inside, the ground will shift, and you'll have to fight four waves of Klaptraps for a Golden Banana.



Use the Chunky Barrel to become even bigger, then grab the large stone down the hall and set it down on the pedestal. This allows you to go jump in the Banana Barrel under the cage and play a mini-game to win a Golden Banana.

Find the Kasplat in the Angry Aztec God Temple with Chunky's blueprint.



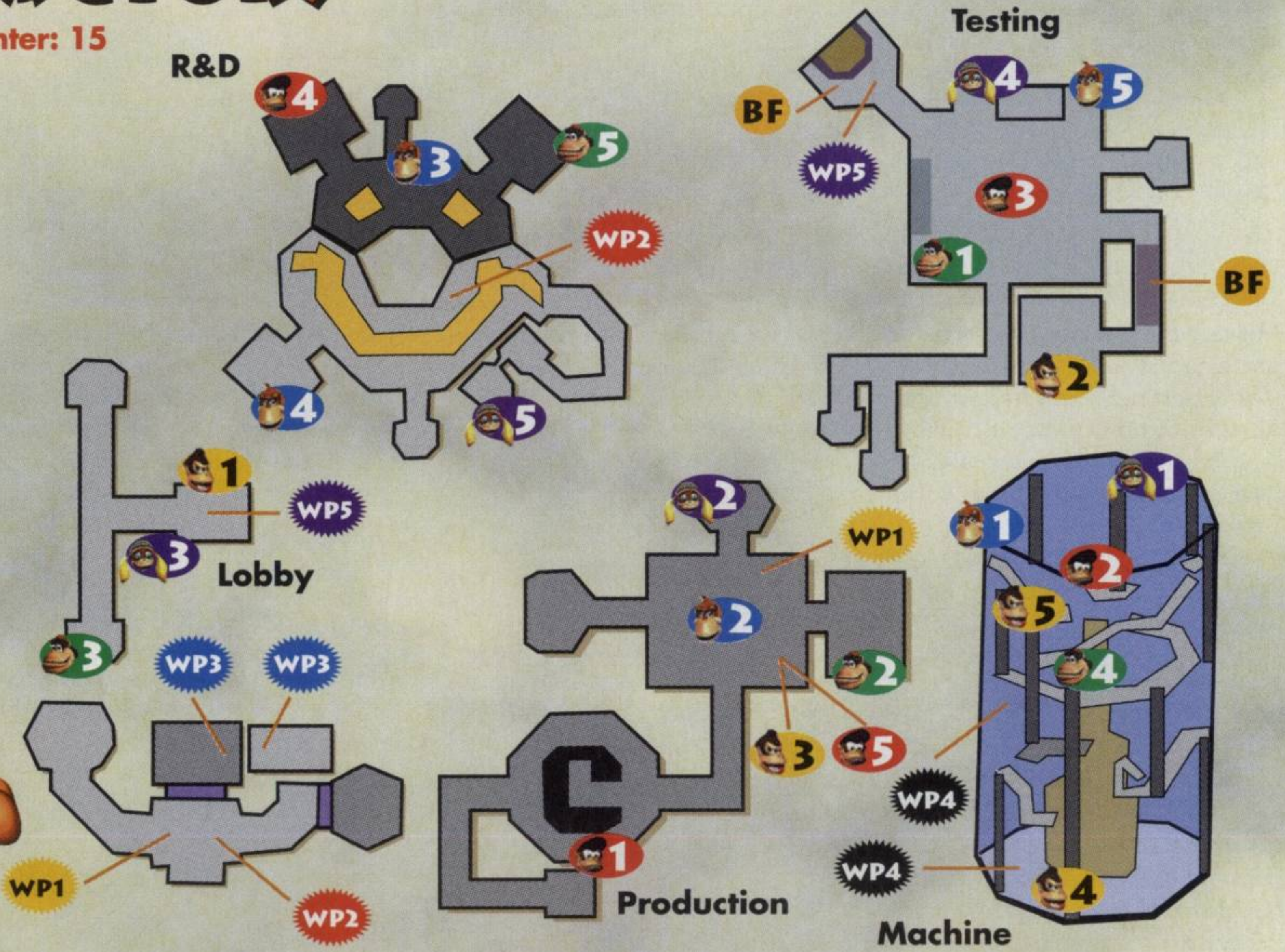
Make your way to the back of Chunky's area in the Angry Aztec God Temple and play this easy mini-game. Just keep firing away—and don't forget to reload. After you get the Golden Banana, your race out will be the most difficult one yet. Just stay focussed on which direction the exit is (straight ahead once you make the left turn from the Golden Banana's location).





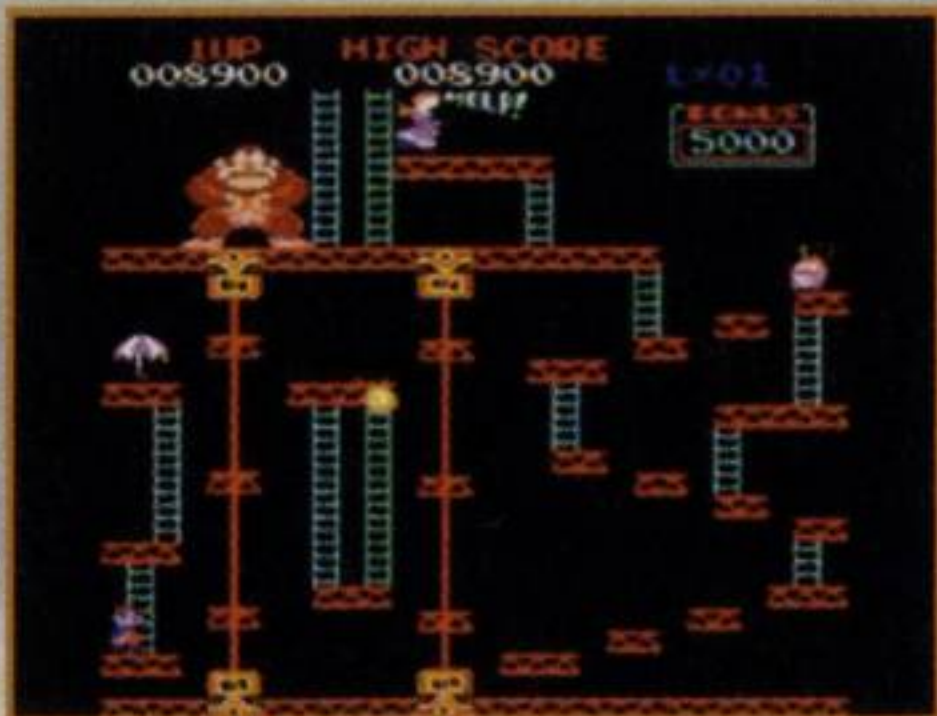
FRANTIC FACTORY

Golden Bananas Required to Enter: 15



RETRO KONG

Remember when DK was a bad guy? When Mario had no name? If so, then you'll remember the first time you played Donkey Kong. Call on those skills, and you'll be prepared for this challenge.



You only have one guy to complete all four levels, but you can earn another Mario at 10,000 points. Grab hammers to rack up the points. The elevator level is the hardest challenge—make sure not to jump too far and avoid the springs by standing just to the right of the ladder leading to Mario's girlfriend, Pauline.



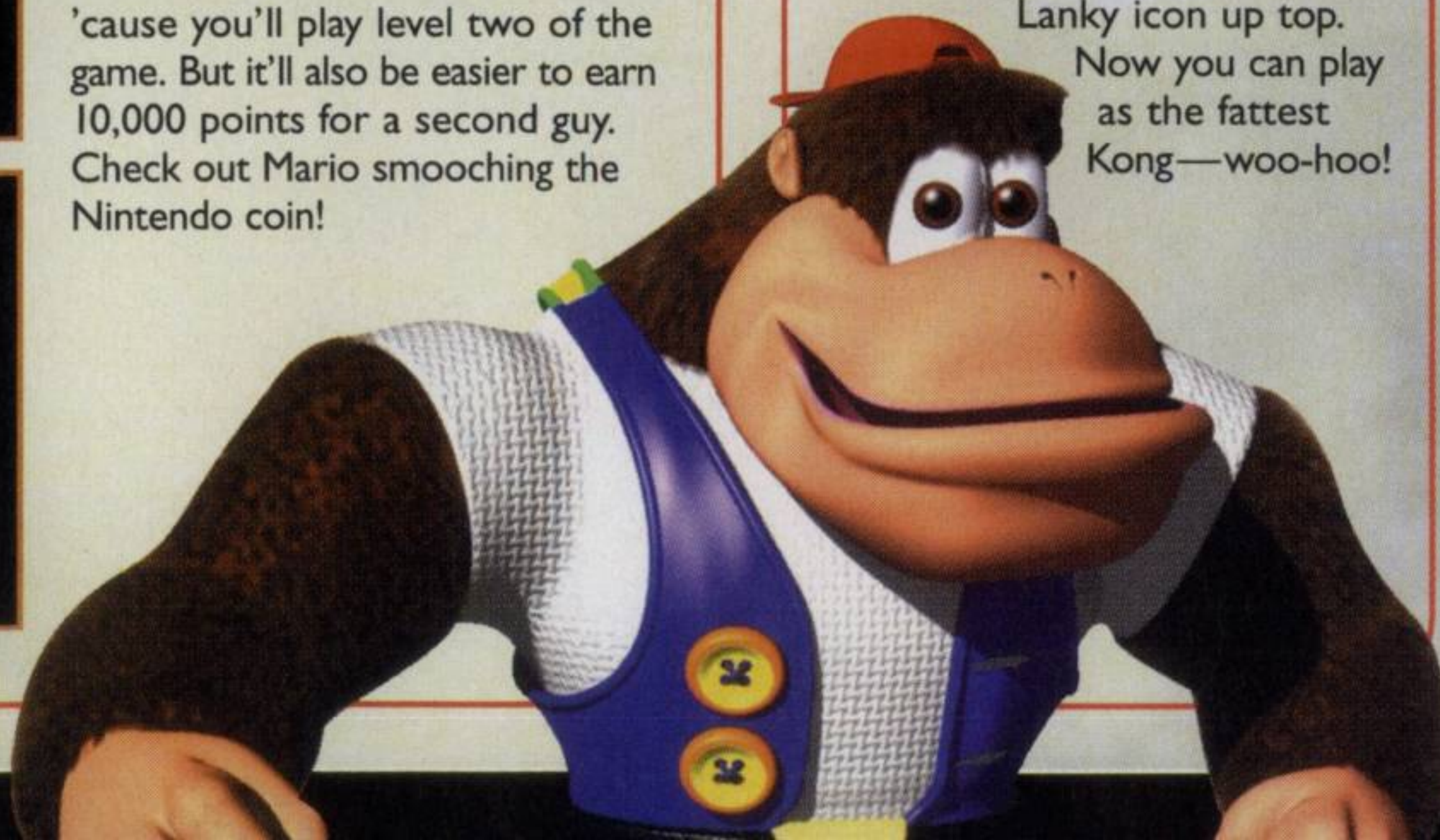
Once you've earned the Golden Banana, you'll have a shot at a special token—the Nintendo coin! It'll cost two coins to play, however—don't go through all of DK's stash! This version will be harder 'cause you'll play level two of the game. But it'll also be easier to earn 10,000 points for a second guy. Check out Mario smooching the Nintendo coin!

RAIDER OF THE CHUNKY MONKEY



Lanky will free Chunky during his tour of the Frantic Factory, but there's no need to hurry because the other three Kongs don't need Chunky to complete the mission. Let the fatboy sweat, and maybe he'll lose a few pounds! Freeing Chunky is fairly easy—just head to the room where he's stuck in the cage and use Lanky's Orangstand to climb up the pipe in the corner and Simian Slam the Lanky icon up top.

Now you can play as the fattest Kong—woo-hoo!



TINY VI. MAD JACK

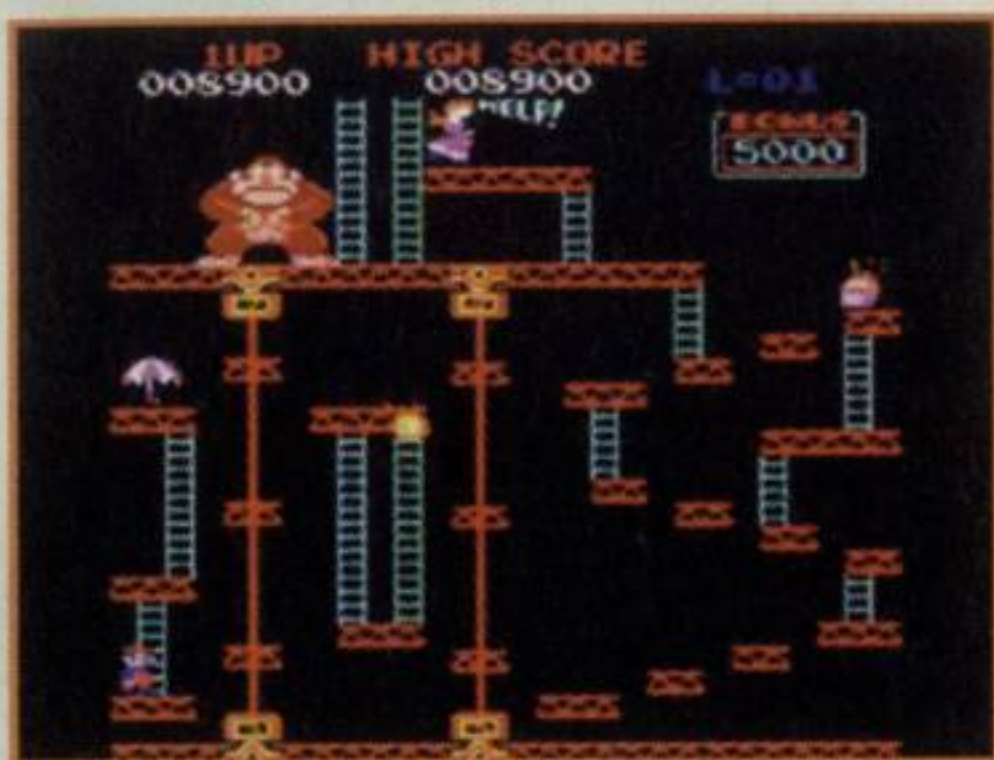


It'll take 200 bananas to get Tiny a title shot against Mad Jack. Jack will bounce from square to square and pursue you—but his weakness is that he won't jump diagonally, which means you'll spend the duration of the fight using Tiny's Ponytail Twirl to float diagonally between levels. When Jack stops to attack, hit the switch on the square that matches the color of the square he's on. You'll have to hit him five times. During your fifth attempt, you won't be able to see Jack at all—but you'll know where he is because his square will be lit up. If you must, fall off your square instead of taking a hit because a fall won't cause you damage.



Golden Bananas

Donkey Kong



Release the Donkey Kong arcade machine and lever by completing the barrel blast near the Warp 1 point in the Production Level. Hit Cranky's Lab for the strength potion, then go play the arcade machine (see sidebar, "Retro Kong").



Head to the location of the second Golden Banana. Stomp on the DK icon, then stomp each number in order before the time runs out to earn your second Golden Banana.



Head to the Power Station (you'll have to fall through the shoot in the R&D area) and hit the crank to turn the power on to get another Golden Banana.



Go to the bottom level of the Machine and enter the door directly in front of the Bananaporter 4. Head inside and jump in the barrel for DK's Strong Kong ability, then continue for the next Golden Banana.



Prepare yourself for this one: Make your way up the Machine, toward the blueprint. Stand on the box past the grate, but before the platform with the Kasplat, and pelt him with orange grenades or your Coconut Shooter. As soon as he's dead, make the leap and grab the blueprint.

Diddy Kong

Head over to the Machine area, and you'll find the Kasplat with Diddy's blueprint. You probably faced off with him as DK while trying to unlock the Warp 4 point.



Simian Slam the Diddy icon to unlock another Golden Banana up top. Head across the rolling pin to the box DK assaulted the Kasplat from, and you'll find a Diddy icon. Use the Simian Spring to bounce up to a Golden Banana.



Use the Diddy icon to Simian Spring onto the blocks. Check all around these blocks for a ton of Diddy's bananas, then head to the top. You'll find one more Spring icon, which will catapult you into a mini-game and, ultimately, a Golden Banana.



Head to this room off the R&D floor (you'll have to play Diddy's guitar to open the glass) and hit the numbers in the order listed on each door.

Once you defeat all the baddies, you'll be rewarded with another Golden Banana.



Drop through the chute in the R&D level down to Production and stomp on the Diddy icon to reveal floating vines leading to a Banana Barrel. Swing across and play the mini-game in which you're a crocodile trying to scare beavers into a hole. Don't pursue any one beaver too long—if they won't drop, move along. If you're successful, you'll get another Golden Banana.

Tiny Kong



After arming Tiny with Cranky's Ponytail Twirl potion, take her to the bottom floor of the Machine and Simian Slam the Tiny icon to release a Banana Barrel. Head to the top of the Machine, across the conveyor belts (you'll find the conveyor belts to be a snap if you keep forcing the camera behind you), and use Tiny's Ponytail Twirl to cross platforms to the barrel for a mini-game. Win the game, and you receive a Golden Banana.



Grab the blueprint from the Kasplat in this room. Take it to ol' Snidey when you get a chance.



Return to the room with the Donkey Kong arcade machine, hop in the Tiny Barrel and hop up the boxes to the passageway for this Golden Banana.

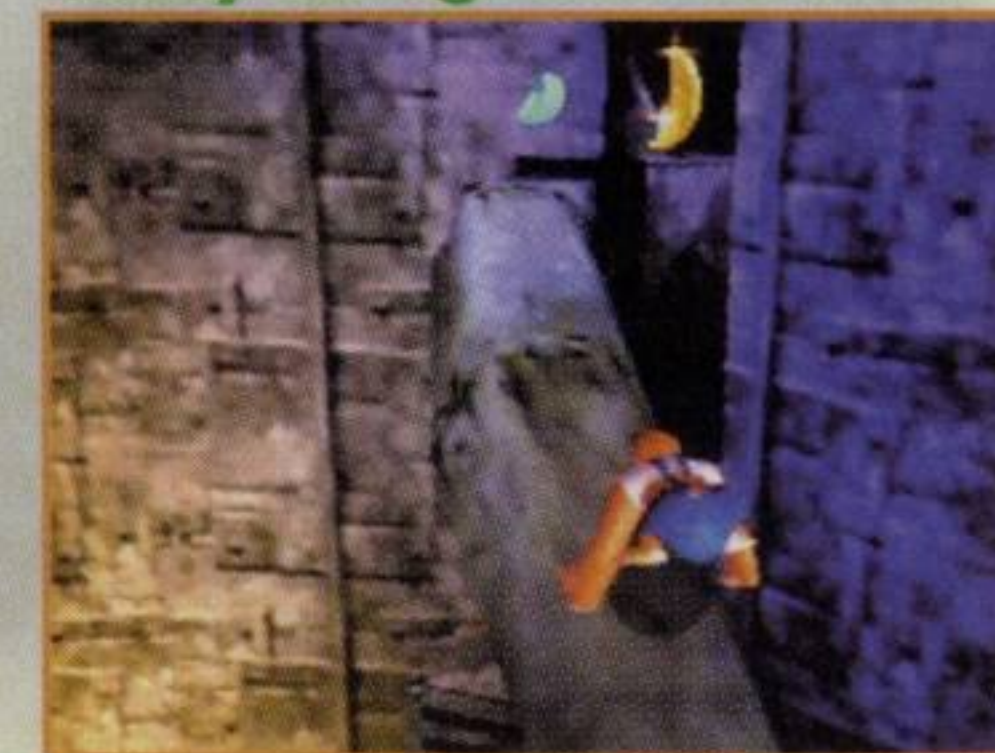


On top of the boxes, you'll find a Tiny Barrel and a mini-passageway. Head through there and Simian Slam the Tiny icon to open the dartboard. Use your Feather Shooter to hit the item that appears on the right door of the dartboard. When the going gets tougher, aim for the outside rim of the icons where they're thicker, and you'll have more latitude. Beating this game will release a Golden Banana and a fairy in the room in Funky's Shop.

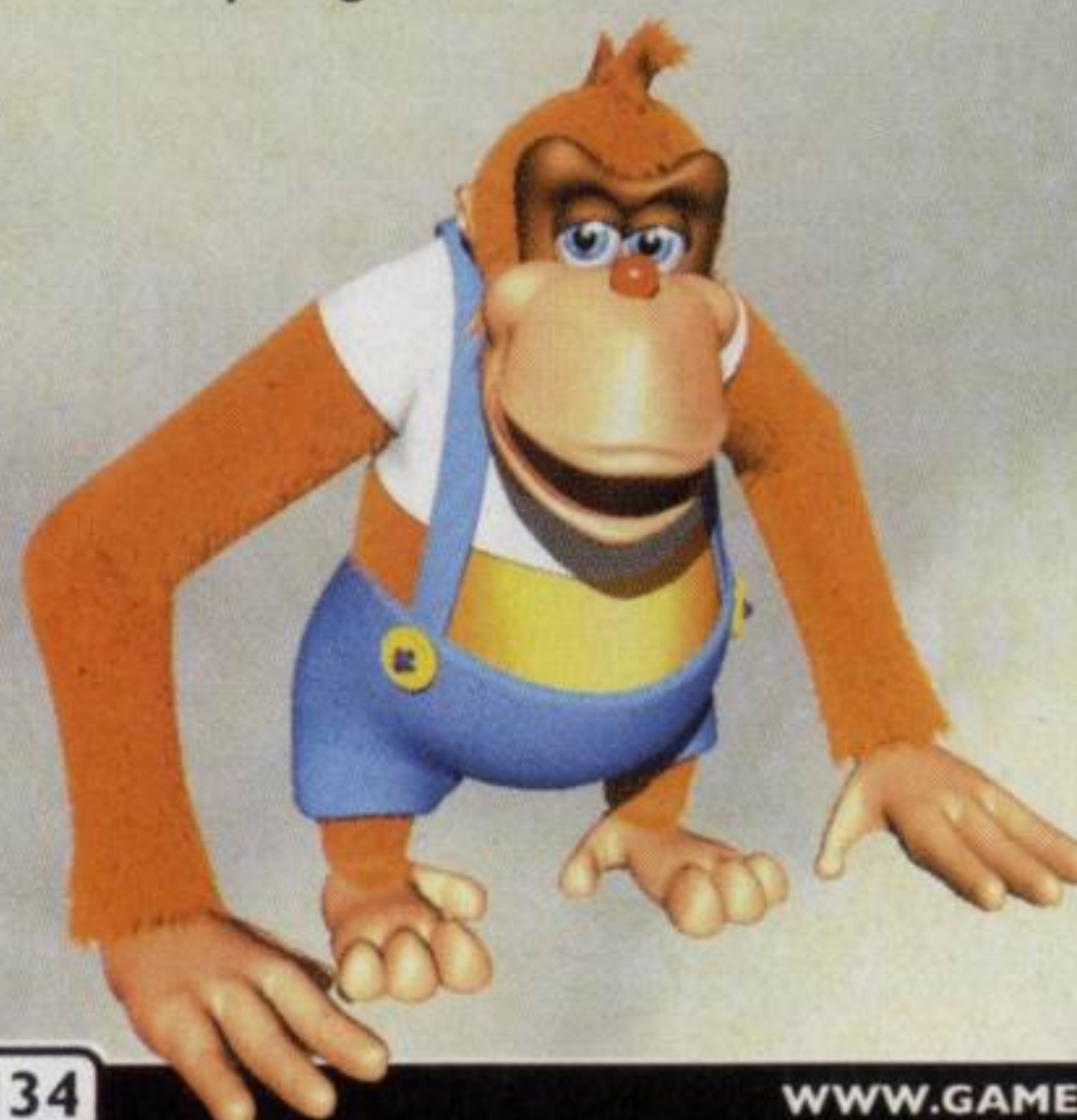


Use Tiny's Mini Monkey ability to crawl through the hole into this room, then continue to the next room for a racing mini-game. Not too hard—just try to avoid the TNT and hit the stars, which will speed you up. Your prize? A Golden Banana.

Lanky Kong



Visit Cranky's Lab to grab the Baboon Balloon and Funky's Shop to increase your Grape Shooter's shots. Hit the Lanky icon at the bottom of the Machine, then use the Bananaporter 4





(check inside the door at the base of the Machine, in front of the bottom of Bananaport 4, for some of Lanky's bananas). Go back to the pipe near the box DK stood on to hit his Kasplat. Orangstand up the pipe and grab the Golden Banana up top.

Collect the Golden Banana when you free Chunky (see sidebar, "Raider of the Chunky Monkey").

Head to the R&D area and grab Lanky's blueprint from the Kasplat hiding out in the upper deck.



Still in the R&D area, head to this room and use your saxophone on the icon to get in. Look for a Banana Balloon, then Simian Slam the Lanky icon to start this memory mini-game. Just play the song the frogs croak by Simian Slamming their respective keys, and the Golden Banana is all yours.



You'll find a Lanky icon in the corner of this room. Swell up with the Baboon Balloon and float to the Banana Barrel to play the mini-game. If you win, you get another Golden Banana.

Chunky Kong

To tackle the Frantic Factory, you'll need Chunky's triangle and Pineapple Launcher. Also, make sure to visit Cranky for the Primate Punch. Collect coins to power up Chunky and stop by to pick up his blueprint.



Knock down the gate to this room with your Primate Punch, then Simian Slam the question-marked box in the corner. It'll reveal a Chunky icon that you need to slam. Then Primate Punch the Chunky block on the wall and hop to your Golden Banana.



Simian Slam the Chunky icon on the bottom floor of the Machine, then use the Bananaport 4 to zap yourself up and cross to the Golden Banana.



Use Chunky's Primate Punch to knock through this gate in the room down the hall from the Warp 5 point and Donkey Kong arcade game. Then hop in the Banana Barrel to warp to a mini-game. Win the game, and you obtain a Golden Banana.

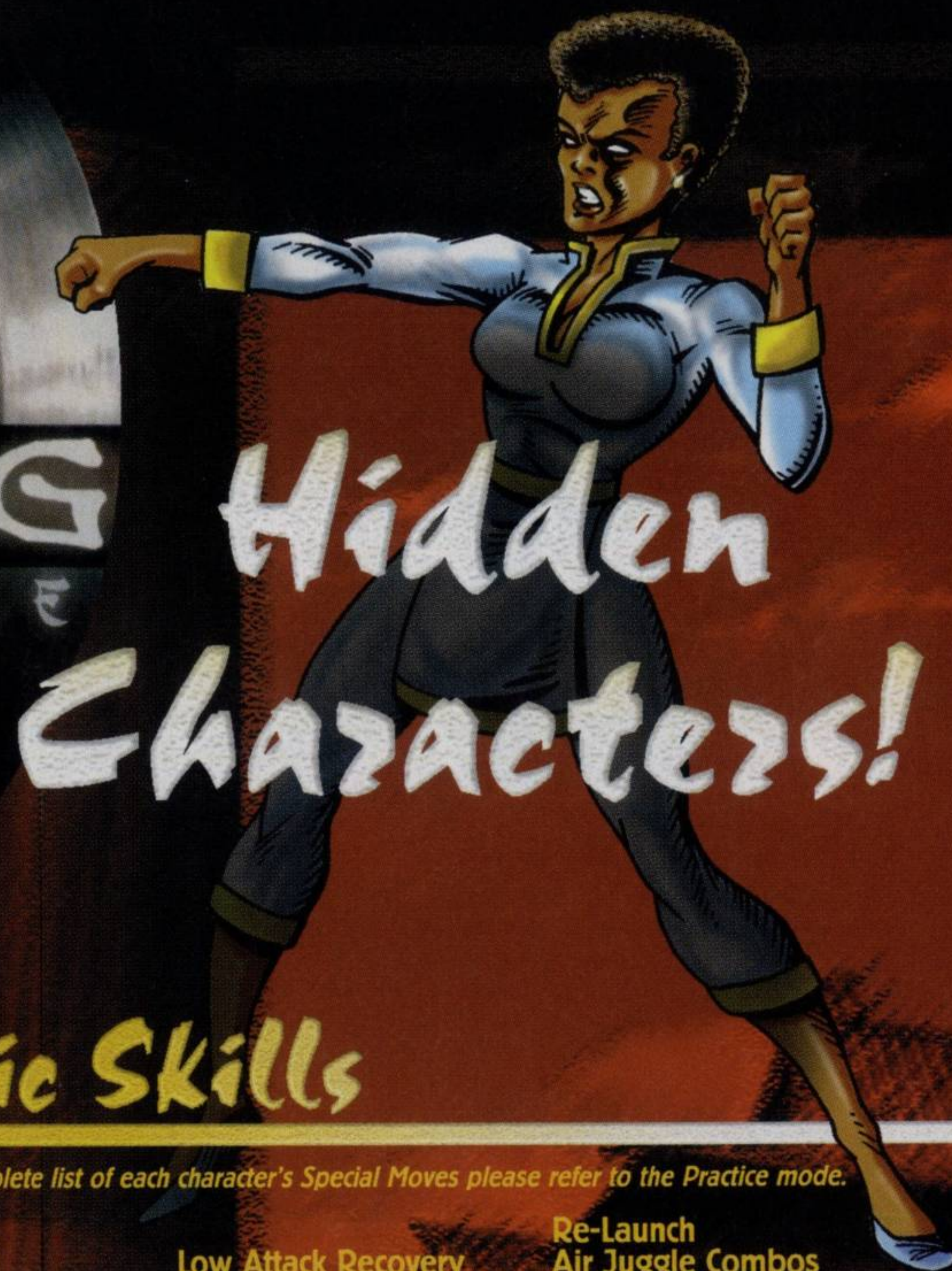
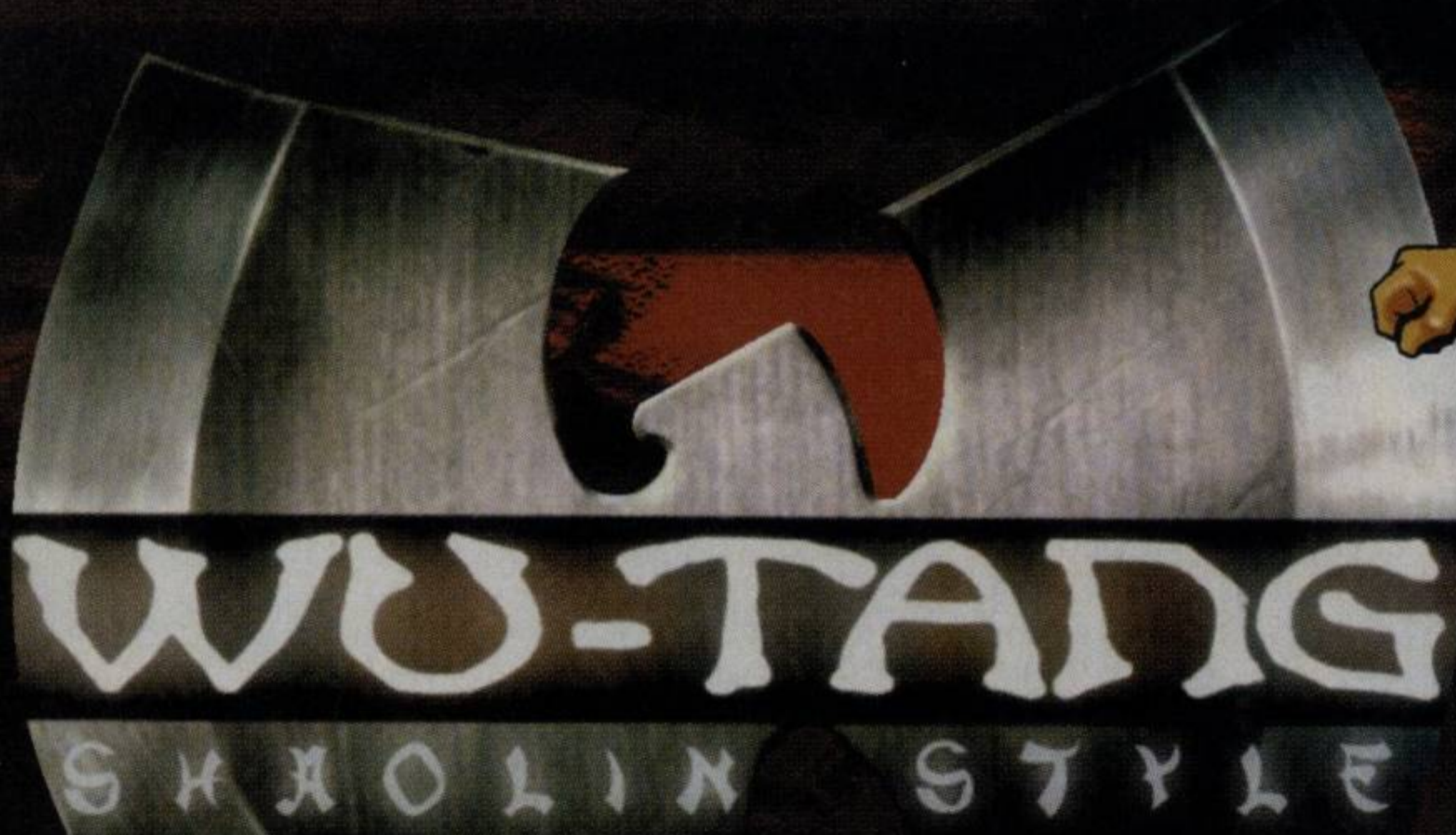


Use Chunky's Primate Punch in concert with his terrible triangle to get into this room, then unlock the treasure chest. After a few smoke signals, you'll see your real foe. The trick to this pot-luck punk is to hit and run. Swing in with a Chunky shot, then get out of the way before he retaliates. If successful, you'll receive a Golden Banana.

Next month, our quest for the Golden Bananas continues!

DK64





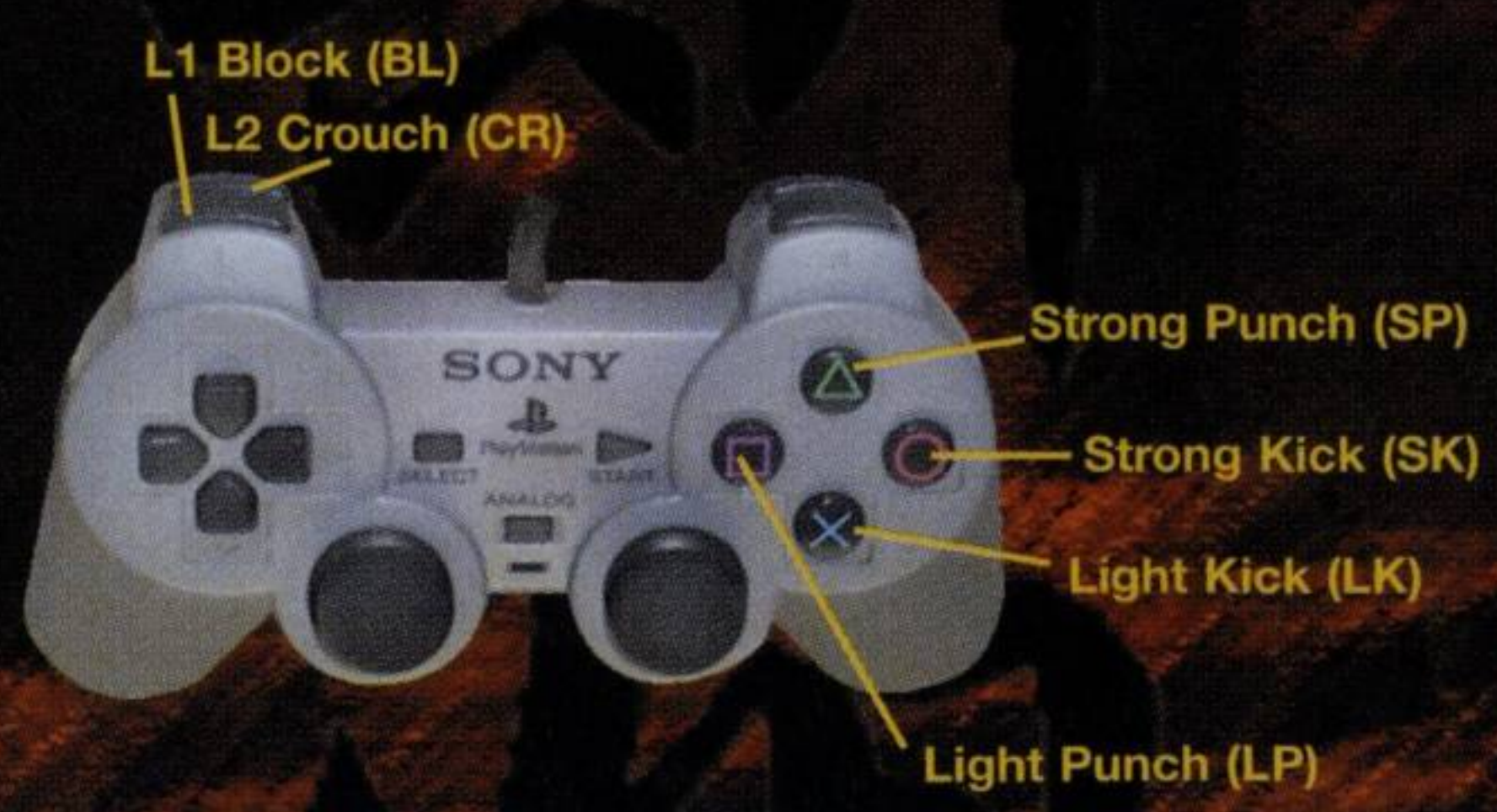
Hidden Characters!

PlayStation

Everyone (in the rapping Wu-Tang Clan) is kung-fu fighting in their first PlayStation game! In this Fighter's Edge, we give you the basic skills and the best air juggles and corner combos for 11 hidden characters.

By Bruised Lee

CONTROLLER LEGEND



- Motion** = Move the joystick in one smooth, continuous motion.
- Tap** = Tap the indicated buttons or directions in sequence.
- Charge** = Hold the direction or button indicated for the time indicated.
- ()** = Execute commands in parentheses simultaneously.

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

Basic Skills

Note: For a complete list of each character's Special Moves please refer to the Practice mode.

Quick Dash



Quick Dash makes for quick movement within the 3D environment. Quickly press and hold in any direction to move in that direction. You can use this technique either to charge your opponent or to quickly avoid an incoming attack.

Knockdown Recovery Moves

Use the directional pad or press any attack button to recover the following ways.

High Attack Recovery



While on the ground, tap any Punch button.

Low Attack Recovery



While on the ground, tap any Kick button.

Forward Roll

While on the ground, tap →.

Backward Roll

While on the ground, tap ←.

Background Roll

While on the ground, tap ↑.

Foreground Roll

While on the ground, tap ↓.

About the Combos...

The majority of combos in Wu-Tang are air-juggle combos. An air-juggle combo occurs when you hit your opponent into the air and then follow up with several more hits before your opponent hits the ground. Here are two basic ways to get the greatest number of combo hits against your opponent.

Re-Launch Air Juggle Combos



After you've successfully air juggled your opponent and they're falling to the ground, tap CR and any Punch or Kick button to pop them back into the air for some extra hits. These combos are listed on the following character profile pages.

Corner Combos



If you start an air-juggle combo when your opponent is near a corner or wall, you can easily score some extra hits before they land. These combos are also listed on the following character profile pages.

SUANG DAO



Six-Hit Sword Upper Combo



Tap (LP SP)

Tap LP

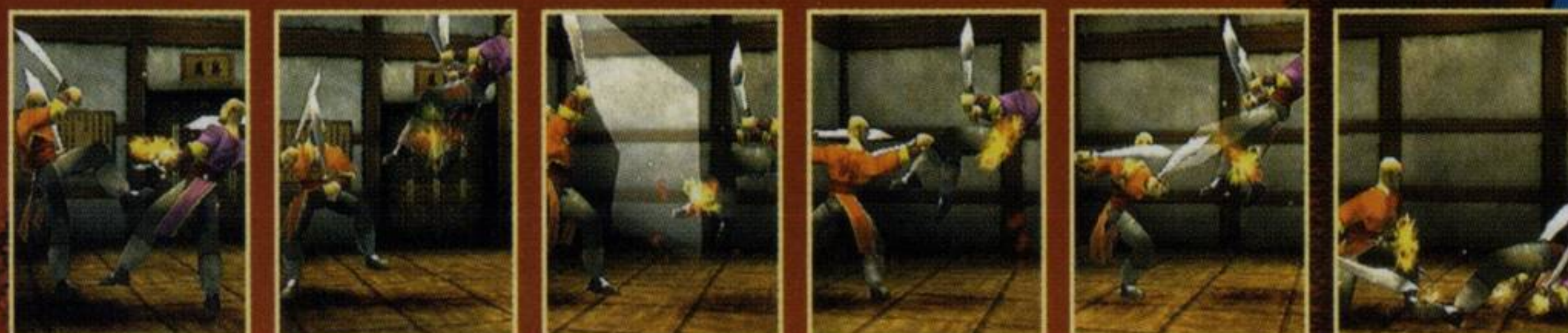
Tap (LP SP)

Tap LP

Tap SP

Tap (↓ SP)

Six-Hit Double Leap Kicks Combo



Tap (→ SK)

Tap SK

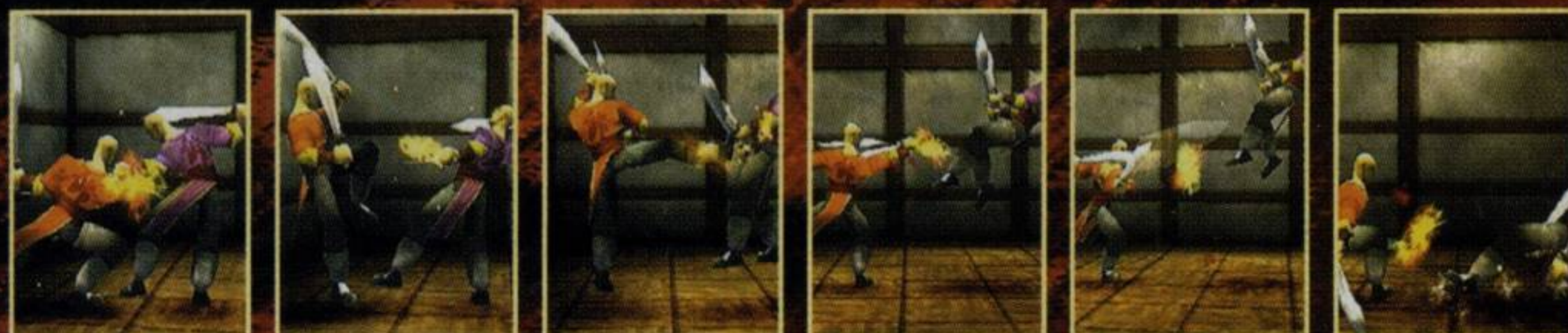
Tap (LP SP)

Tap LP

Tap SP

Tap (CR SP)

Six-Hit Mini-Elbow Combo



Tap (→ LP)

Tap (→ SK)

Tap SK

Tap LP

Tap SP

Tap (CR SP)

Seven-Hit Low-Slice Combo



Tap ←, (→ LP)

Tap LP

Tap SP

Tap (→ SK)

Tap (CR SP)

Tap (CR SP)

Tap (CR SP)

Eight-Hit Shoulder-Ram Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap ←, →, LP

Tap SK

Tap SK

Tap SK

Tap LP

Tap LP

Tap (CR SK)

Tap (CR SP)

Shuzi Shan



Five-Hit Crouch-Sweep Combo



Tap (→ SP) Tap LP Tap (↓ SK) Tap SK Tap (CR SK)

Five-Hit Tang Drop Combo



Tap (→ SP) Tap (→ SP) Tap LK Tap LK Motion → ↗ ↑ ↙ ← ↙ ↓ SP

More Combos

Five-Hit Layback Upper Combo
Motion ← ↙ ↓ ↘ → SK, tap LP, LP, LK, LK

Six-Hit Layback Super Juggle Combo
Motion ← ↙ ↓ ↘ → SK, tap LP, (→ SP), LK, LK, motion → ↗ ↑ ↖ ← ↙ ↓ SP

Nine-Hit Uppercut Strike Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap (→ SP) Tap LP Tap LP Tap (→ SP) Tap (→ SK) Tap LK Tap LK Tap (CR SK) Tap (CR SK)

Three-Hit Launch Kick Combo

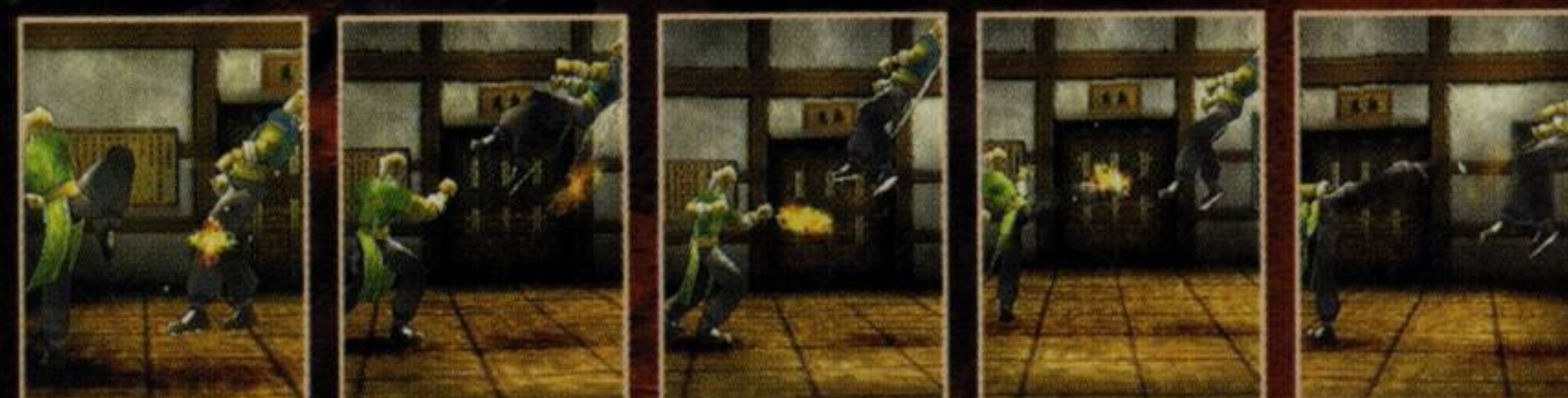


Tap (→ SK) Tap →, (→ LK) Tap →, (→ LP SP)

Wudi So



Five-Hit Flamenco Knee Combo



Tap →, (→ LK) Tap LP Tap SP Tap SK Tap SK

More Combos

Five-Hit Super Crazy Legs Combo
Motion ← ↙ ↓ ↘ → LK, tap SK, tap LK for three hits

Eight-Hit Shoulder Backhand Combo
Tap ←, →, (→ SP) for two hits, tap →, (→ SP), →, (→ LK), LP, SP, (CR SK), (CR SK)

Five-Hit Orbital Heel Combo
Tap ←, (→ SK), LK, →, (→ LK), LP, LP

Nine-Hit Yoho Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap →, (→ SP) Tap LP Tap →, (→ LK) Tap LP Tap SP Tap SP Tap SP Tap (CR SK) Tap (CR SK)

Nan Wang

More Combos

Five-Hit Whirlwind Launch Combo

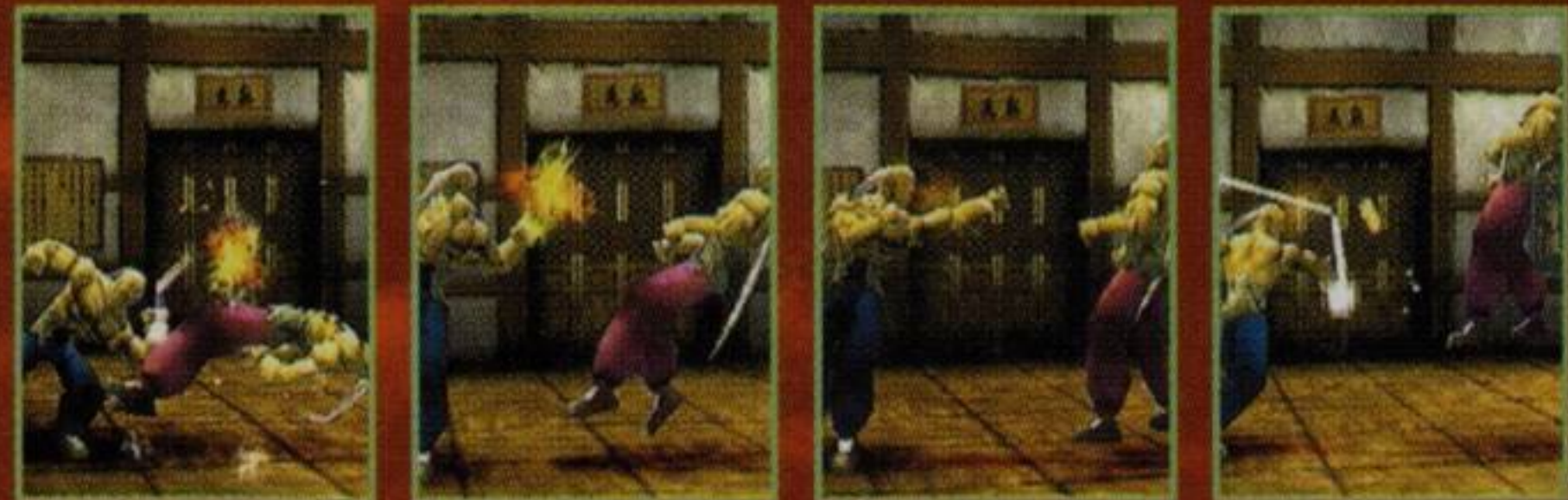
Tap →, ↓, →, SP, SP, LP, SK, (CR SK)

Six-Hit Super Whirl Wind Combo

Tap (→ LP), SP, LP, SP, SP, LP



Four-Hit Dashing Elbow Smash Combo



Tap →, (→ SP)

Tap LP

Tap LP

Tap SP

Five-Hit Smash Elbow Launch Up Combo



Tap →, (→ LP)

Tap LP

Tap SP

Tap SK

Tap (CR SK)

Ten-Hit Uppercut-Whirlwind Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap (→ LP)

Tap SP

Tap SP

Tap LP

Tap SK

Tap LP

Tap LP

Tap SP

Tap (CR LK)

Tap (CR LK)

Chang Dao

Seven-Hit Blade Drop Combo



Tap ↓, (→ SP)

Tap LP

Tap SP

Tap (→ LP)

Tap SK

Tap SP

Tap (CR LK)

Seven-Hit Blazing Uppercut Combo



Motion → ↗ ↑
↖ ← ↓ SP

Tap LP

Tap SP

Tap LP

Tap SK for two hits

Tap (CR SK)

Another Combo

Four-Hit Power Jump Blade Combo

Tap ↓, (→ LP), SP, SP, (CR SK)

Ten-Hit Smash Elbow-Low Sweep Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap ↓, (→ LP)

Tap SK

Tap (→ LP)

Tap SK

Tap SP

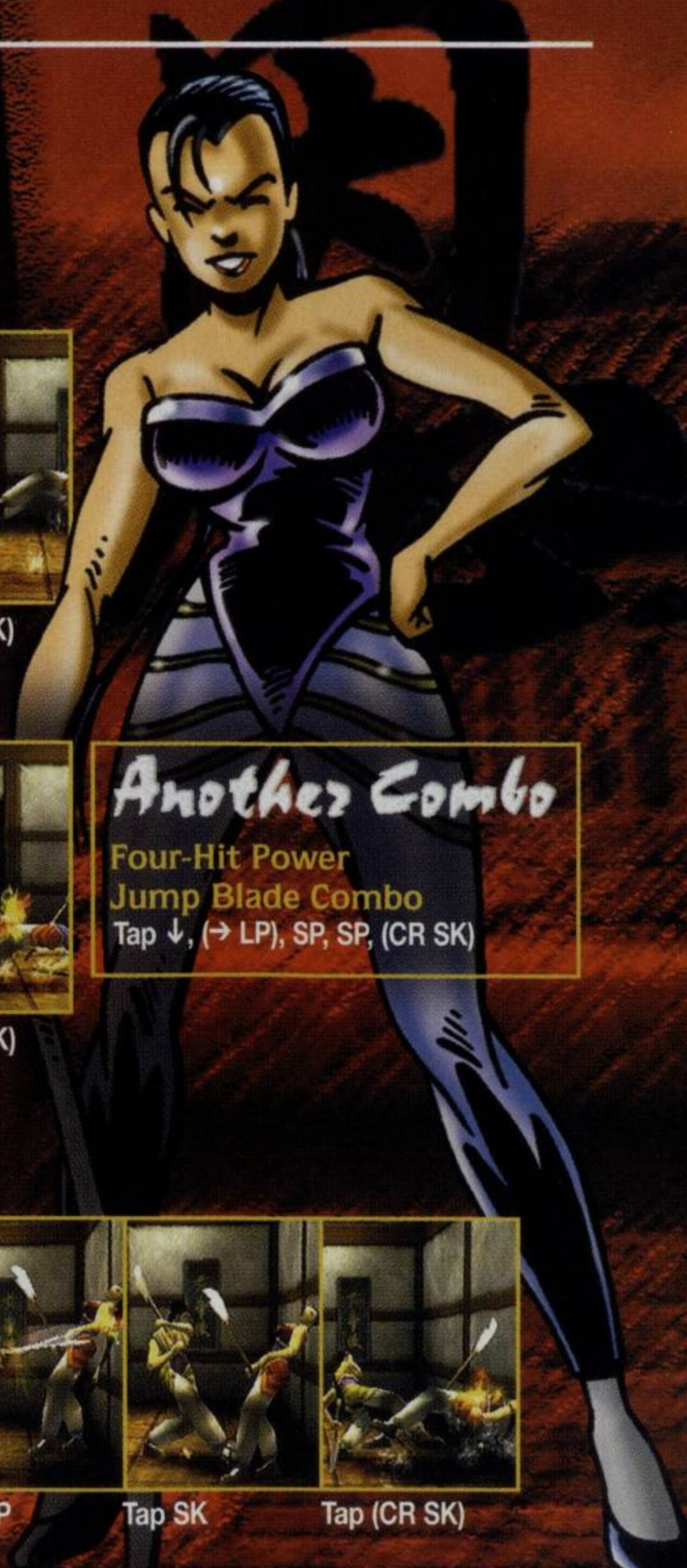
Tap (CR LK)

Tap LP

Tap SP

Tap SK

Tap (CR SK)



Gan Wuyin

Six-Hit Double Slash Cuts Combo



Tap ←, (→ SP) for two hits Tap (LP SP) Tap LP Tap SP Tap SK

More Combos

Five-Hit Back Stab Combo

Tap (LP SP), LP, (→ LP SP), SP, SP

Seven-Hit Low Hook Kick Combo

Tap (LP SP), SP, tap ←, (→ SP) for two hits, tap (CR LK), (CR LK), SP

Four-Hit Ninja Upper Combo

Tap →, SP, (LP SP), tap ←, (→ SP) for two hits

Eight-Hit Wuyin Upper Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap (LP SP) Tap LP Tap (LP SP) Tap SP Tap SK Tap (CR LK) Tap LP Tap SP

Jin Gang

Four-Hit Reverse Elbow Combo



Tap (→ SP) Tap LP Tap SP Tap LK

Four-Hit Overhead Combo



Tap →, SP Tap LP Tap SP Tap →, LP

Six-Hit Rising Launch Kick Combo



Tap ←, →, LK Tap LP Tap (→ SP) Tap LP Tap SP Tap (CR LK)

Another Combo

Seven-Hit Knee Lift Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.

Tap →, SK, LK, LP, (CR LK), (→ SP), LP, (CR LK)

Seven-Hit Double Hammer Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap ←, (→ LP) Tap LP Tap (→ SP) Tap LP Tap SP Tap (CR LK) Tap SP



Hei Mudan

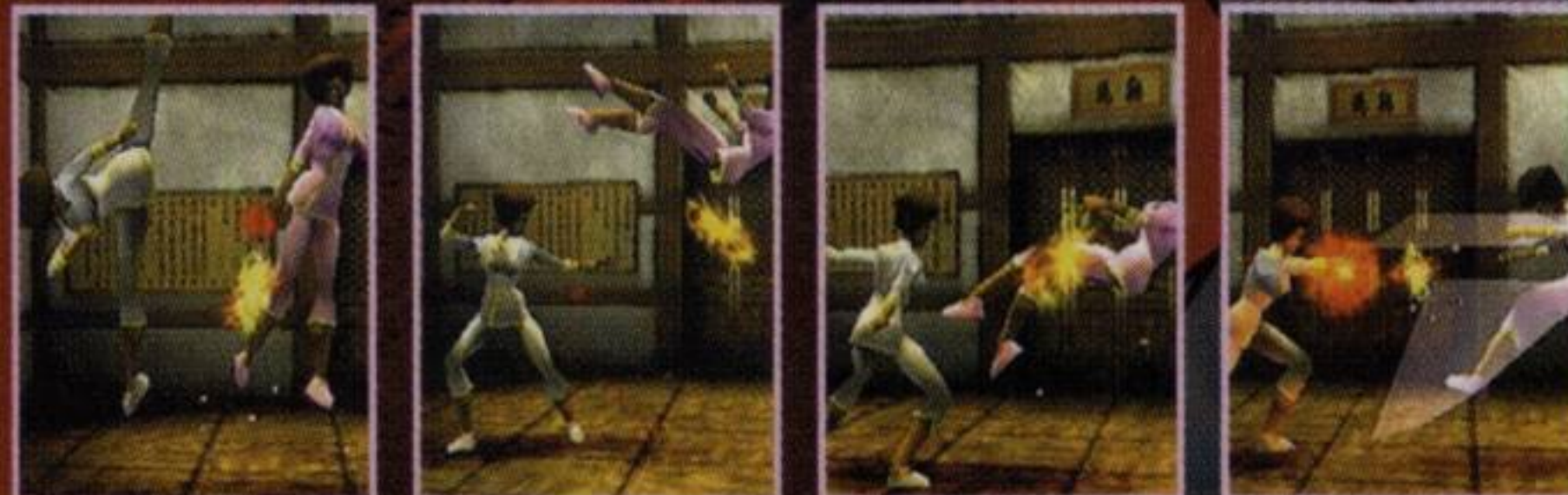


Four-Hit Brit Kicks Combo



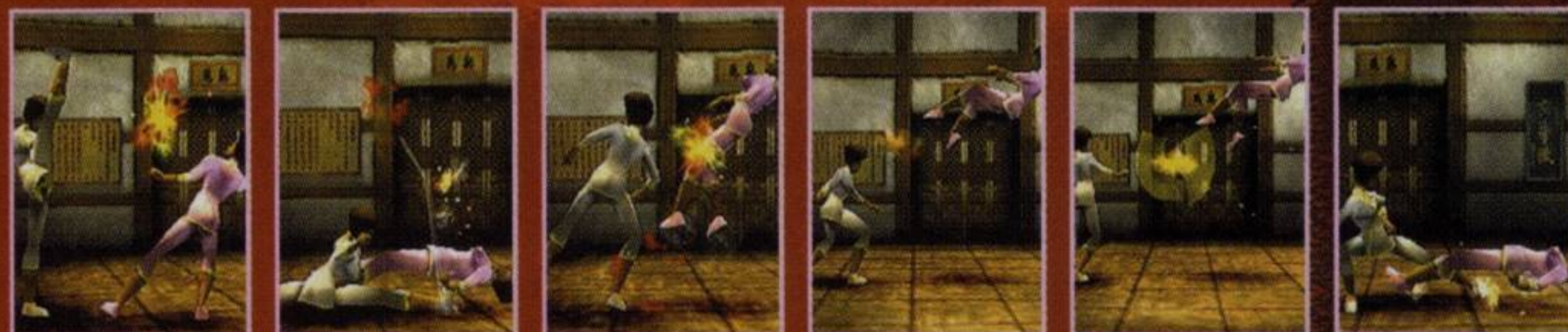
Tap →, ↓, →, SK Tap ←, (→ LP) Tap LP Tap SP

Four-Hit Spinning Backhand Combo



Tap →, ↓, →, SK Tap LP Tap (→ SP) Tap SP

Six-Hit Axe Kick-Low-Head Combo



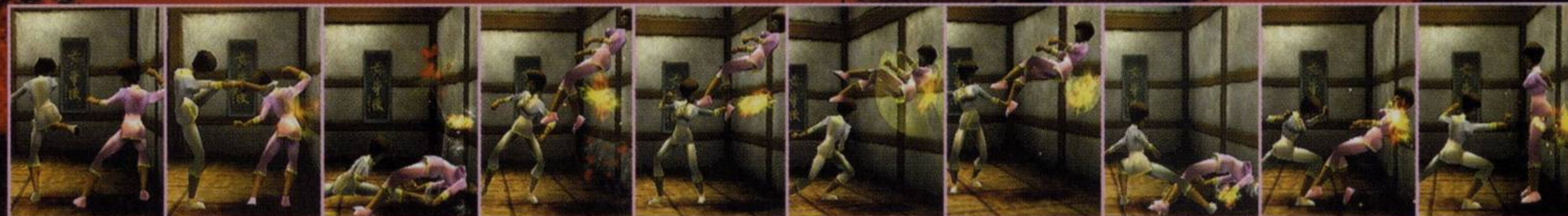
Tap ↓, (→ SK) Tap SK Tap SP Tap SP Tap SP Tap (CR SK)

Another Combo

Six-Hit Axe Kicks Combo
Tap ↓, (→ SK), SK, SP, SK, SK, SK

Ten-Hit Switchover Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap SK Tap SK Tap SK Tap SP Tap LP Tap SP Tap SP Tap (CR SK) Tap LP Tap LP

Mong Zhu



More Combos

Four-Hit Boss Kick Combo

Tap (LK SK), (→ SP), SK, (LP SP)

Six-Hit Elbow Smash Combo

Tap LK, SP, (→ LP), LP, SP, SP

Seven-Hit Crazy Pop Combo

Hold CR, tap SK, SK, release CR, tap LP, (→ LP), LP, SP, SP

Eight-Hit Fan Upper-Launch Combo



Tap ↓ (→ SP) Tap SK for two hits Tap (→ LP) Tap LP Tap (CR SK) Tap SK Tap (→ LP SP)

Ten-Hit High Kick-Fan Smash Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap LK Tap SP Tap (→ SK) Tap (→ LP) Tap LP Tap LP Tap (CR SK) Tap SK Tap SP Tap SP

Lei Gong



More Combos

Eight-Hit Knee-Hit Rising-Kick Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.

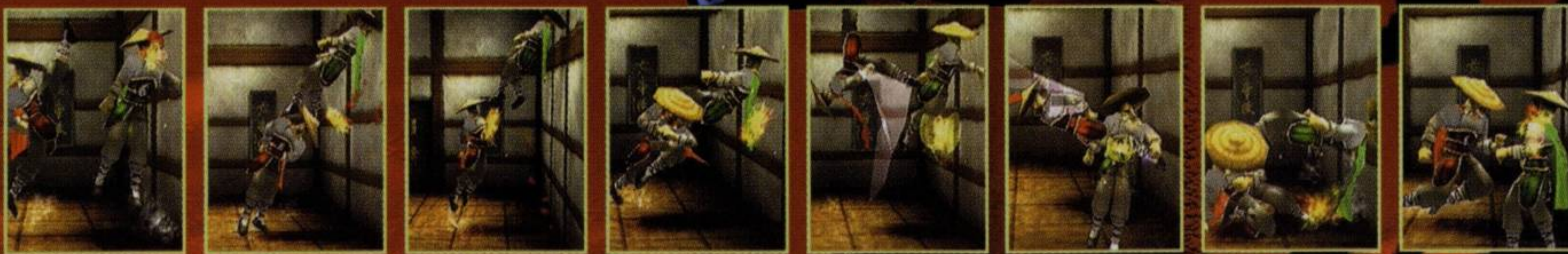
Tap (→ LK), LK, (CR LK), tap SP for five hits

Twelve-Hit Rushing Elbow-Flip-Dive Combo

Tap (→ LP), SK, SK, LP, LP, SP, (CR LK), tap SP for five hits

Twelve-Hit Launch Front Kick Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap (→ SK)

Tap LP

Tap LP

Tap (→ LP)

Tap SK

Tap SK

Tap (CR LK)

Tap SP for five hits

Thirteen-Hit Knee-Hit Multi-Kick Combo



Tap (→ LK)

Tap SK

Tap SK

Tap LP

Tap LP

Tap LK

Tap SP

Tap (CR LK)

Tap SP for five hits

Wuji

Five-Hit Uppercut Backhand Combo



Tap ←, (→ SP)

Tap LP

Tap LP

Tap →, (→ LK) for two hits

Six-Hit Forward Roll Combo



Tap ←, ←, (→ LK)

Tap SP

Tap LP

Tap LP

Tap SK

Tap SK

More Combos

Seven-Hit Power Gut Punches Combo

Tap ↓, (→ SP) for three hits, tap (→ SK), LP, LP, SP

Eight-Hit Kick Juggle Combo

Tap ↓, (→ SK), (→ LP), SK, SP, SK, SK, (CR SK), (CR SP)

Nine-Hit Elbow-Knee Corner Combo

Note: Your opponent must be in the corner for you to perform this combo.



Tap (→ LP)

Tap SK

Tap LP

Tap LP

Tap SP

Tap SK

Tap SK

Tap (CR SK)

Tap (CR SK)

Win an exclusive GamePro T-shirt!

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by March 31, 2000. Or go to www.GameProWorld.com/readersurvey and enter online! You'll be entered in a contest to win the prizes listed.



50 WINNERS!

Name _____ Age _____
 Address _____
 City _____ State _____
 Zip _____ Phone () _____
 E-mail _____

HOW TO ENTER

To be eligible to win, please mail your completed survey (or a copy) to:

March GamePro Survey
 P.O. Box 193712
 San Francisco, CA 94119-3712

Or fax it to:
415/975-2609

Or e-mail your survey to:
letters@gamepro.com

(Please enter "March GamePro Survey" in the subject line.)

Or enter online at:
www.GameProWorld.com/readersurvey

1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful."

- | | | |
|--------------------------------------|-------------------|-----------|
| The Cover | All / Some / None | A B C D F |
| The Table of Contents | All / Some / None | A B C D F |
| Editor's Letter | All / Some / None | A B C D F |
| Head2Head | All / Some / None | A B C D F |
| Art Attack | All / Some / None | A B C D F |
| Buyers Beware | All / Some / None | A B C D F |
| ProNews | All / Some / None | A B C D F |
| The Cutting Edge | All / Some / None | A B C D F |
| NetPro: Spellbinder | All / Some / None | A B C D F |
| Cover Feature: WWF Smackdown ... | All / Some / None | A B C D F |
| Feature: Readers' Choice Awards ... | All / Some / None | A B C D F |
| PC GamePro | All / Some / None | A B C D F |
| Hot at the Arcades | All / Some / None | A B C D F |
| Sneak Previews | All / Some / None | A B C D F |
| PlayStation ProReviews | All / Some / None | A B C D F |
| Nintendo 64 ProReviews | All / Some / None | A B C D F |
| Dreamcast ProReviews | All / Some / None | A B C D F |
| Sports Pages | All / Some / None | A B C D F |
| Role-Player's Realm | All / Some / None | A B C D F |
| ProStrategy Guide: Donkey Kong 64 .. | All / Some / None | A B C D F |
| The Fighter's Edge: Wu-Tang Clan ... | All / Some / None | A B C D F |
| SWATPro | All / Some / None | A B C D F |
| ESRB Ratings' Page | All / Some / None | A B C D F |

2. What game systems do you currently own?

- | | | |
|--|--------------------------------------|---|
| <input type="checkbox"/> Dreamcast | <input type="checkbox"/> Nintendo 64 | <input type="checkbox"/> PlayStation |
| <input type="checkbox"/> Game Boy/GB Color | <input type="checkbox"/> PC | <input type="checkbox"/> Super NES |
| <input type="checkbox"/> Macintosh G3/Imac | <input type="checkbox"/> Windows 98 | <input type="checkbox"/> Tiger game.com |
| <input type="checkbox"/> NeoGeo Pocket | <input type="checkbox"/> Windows 95 | |
| | <input type="checkbox"/> Windows 3.1 | |

3. What game systems do you plan to buy in the next 12 months?

- | | | |
|--|---|---|
| <input type="checkbox"/> Dreamcast | <input type="checkbox"/> NeoGeo Pocket | <input type="checkbox"/> PC/Windows 98 |
| <input type="checkbox"/> Game Boy/GB Color | <input type="checkbox"/> Nintendo 64 | <input type="checkbox"/> PlayStation |
| <input type="checkbox"/> Macintosh G3/Imac | <input type="checkbox"/> Nintendo Dolphin | <input type="checkbox"/> PlayStation 2 |
| | | <input type="checkbox"/> Tiger game.com |

4. Please indicate which of the following publications you purchase or read at least six times per year:

- | | | |
|--|--|--|
| <input type="checkbox"/> Electronic Gaming Monthly | <input type="checkbox"/> incite Video Gaming | <input type="checkbox"/> Official PlayStation Magazine (OPM) |
| <input type="checkbox"/> Expert Gamer | <input type="checkbox"/> incite PC Gaming | <input type="checkbox"/> PSExtreme |
| <input type="checkbox"/> Game Fan | <input type="checkbox"/> Next Generation | <input type="checkbox"/> PSM |
| <input type="checkbox"/> GamePro | <input type="checkbox"/> Nintendo Power | <input type="checkbox"/> Tips & Tricks |
| <input type="checkbox"/> Gamers Republic | | |

5. Have you ever visited the GameProWorld Online Web site (www.GameProWorld.com)?

- Yes No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful." A B C D F

6. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

	Console Games	PC Games	Online Games	Arcade Games
Less than 1 hr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1-5 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6-10 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11-15 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16-20 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
21 hrs or more	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

7. You would like to see more editorial on:

- | | | |
|---------------------|------------------------------|-----------------------------|
| Console games | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| PC games | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| Online games | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| Arcade games | <input type="checkbox"/> Yes | <input type="checkbox"/> No |

8. How did you get this copy of *GamePro*?

- Subscribed
 Purchased at the newsstand
 Other _____

Tell us what you THINK!

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 **Street Fighter Alpha 3** for the PlayStation!

Runners-up receive a **GamePro T-shirt**.

Win!



Send tips to:

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

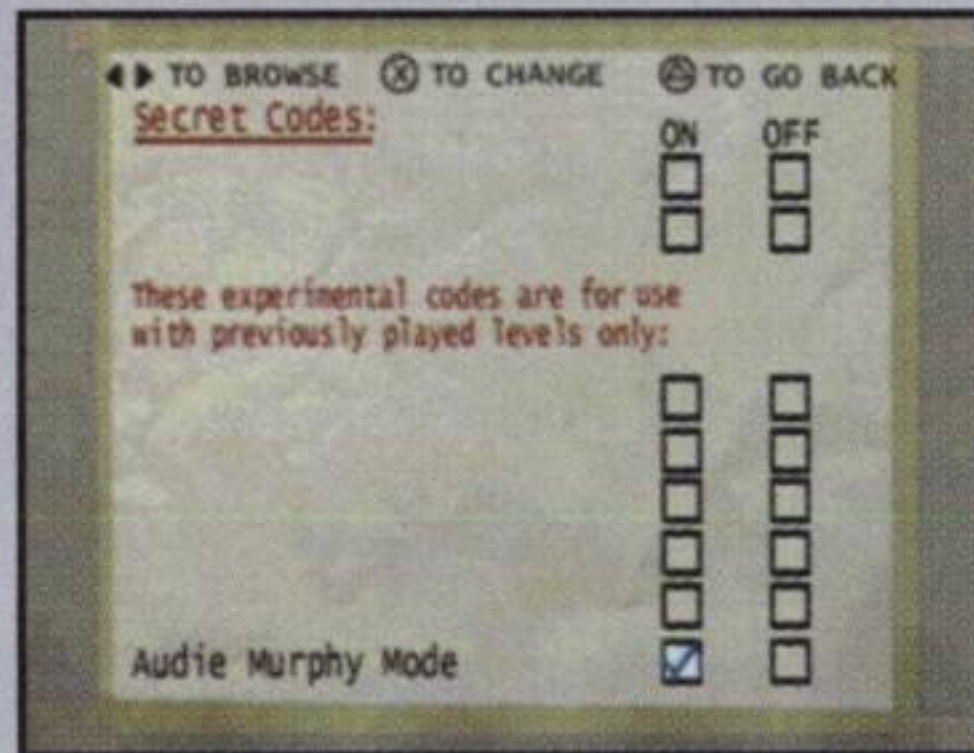
or e-mail to: swat.gamepro@gamepro.com

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

PlayStation

Medal of Honor

Invincibility, Reflecting Shots, and More



At the main menu, enter the Options, then go into Password. Input any of the following passwords to activate these cheats:

One-Player Cheats

American Movie Mode:	SPRECHEN
Gallery of Pictures:	DWIGALLERY
History of Victory Day:	VICTORYDAY
Invincibility:	MOSTMEDALS
Infinite Ammunition:	BADCOPSHOW
Making of Level 1:	INVASION
Making of Level 2:	BIGGRETA
Making of Level 3:	DASBOOT
Making of Level 4:	STUKA
Making of Level 5:	KOMET
Making of Level 6 and Level 7:	TWOSIXTWO
Mission 1 Completed:	RETTUNG
Mission 2 Completed:	ZERSTOREN
Mission 3 Completed:	BOOTSINKT
Mission 4 Completed:	SENFEGAS
Mission 5 Completed:	SCHWERES
Mission 6 Completed:	SICHERUNG
Mission 7 Completed:	EINSICKERN
Mission 8 Completed:	GESAMTHEIT

One-Player Cheats

Picture of Adrian Jones:	AJRULES
Picture of Lynn Henson:	COOLCHICK
Pictures of Development Team:	DWIMOHTEAM
Rapid Fire:	ICOSIDODEC
Reflecting Shots:	GOBLUE
Wire Frame Mode:	TRACERON

Multiplayer Cheats

Bismarck the Dog in Multiplayer Mode:	WOOFWOOF
Colonel Muller in Multiplayer Mode:	BIGFATMAN
Gunther in Multiplayer Mode:	GUNTHER
Kurt and Rosi in Multiplayer Mode:	SMPSMDMILK
Noah in Multiplayer Mode:	BEACHBALL
Otto in Multiplayer Mode:	HERRZOMBIE
Special Power-Ups in Multiplayer Mode:	DENNISMODE
Werner Von Braun in Multiplayer Mode:	ROCKETMAN
William Shakespeare in Multiplayer Mode:	PAYBACK
Winston Churchill in Multiplayer Mode:	FINESTHOUR
Wolfgang in Multiplayer Mode:	HOODUP
Velociraptor Dinosaur in Multiplayer Mode:	SSPIELBERG

Jean Tumbaga
 Chicago, IL

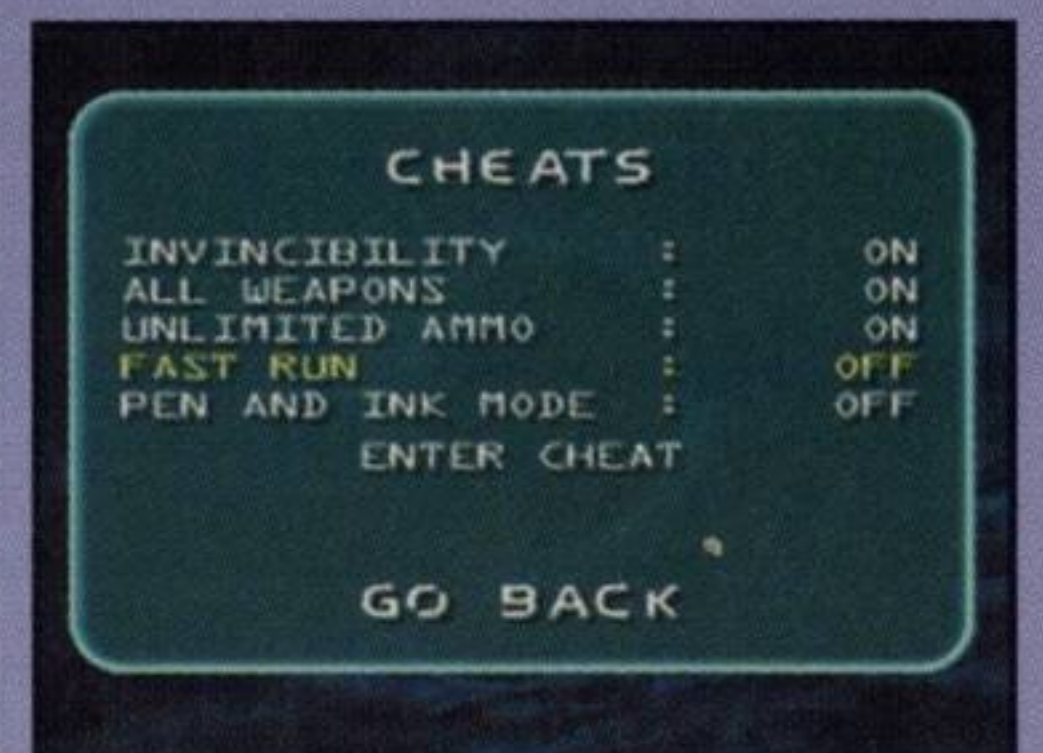
READER TIP OF THE MONTH



Nintendo 64

Armorines: Project S.W.A.R.M.

Unlock Cheats and Skip Levels



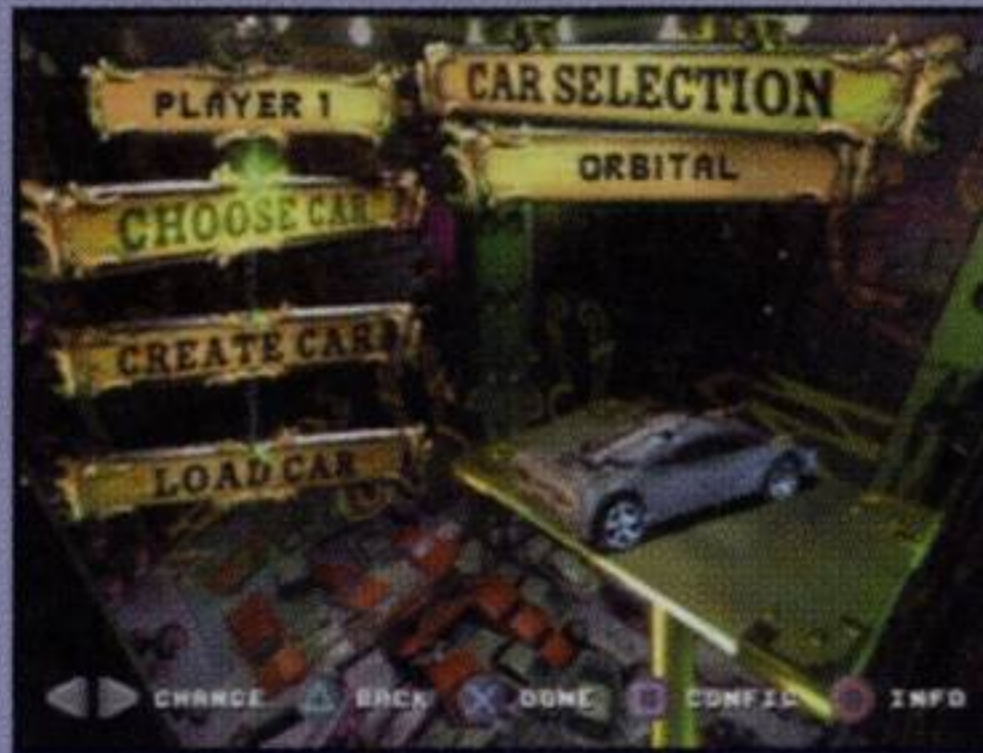
At the main menu, enter the Options, go into Cheats, then into Enter Cheats. Input GOLDENPIE to unlock all cheats on the Cheats menu. Go back to the Cheats screen and click on the cheats you want. To unlock all missions, enter SKIPPY in the Enter Cheats screen.

PlayStation



Twisted Metal 4

Infinite Specials and More



At the main menu, enter the Options, then go into Password. Input any of the following codes to activate these cheats:

All Weapon Pick-Ups Are Napalms: Right, Left, R1, Right, O

CPU Shoots Only at Player-One: Right, Δ, Right, Δ, L1

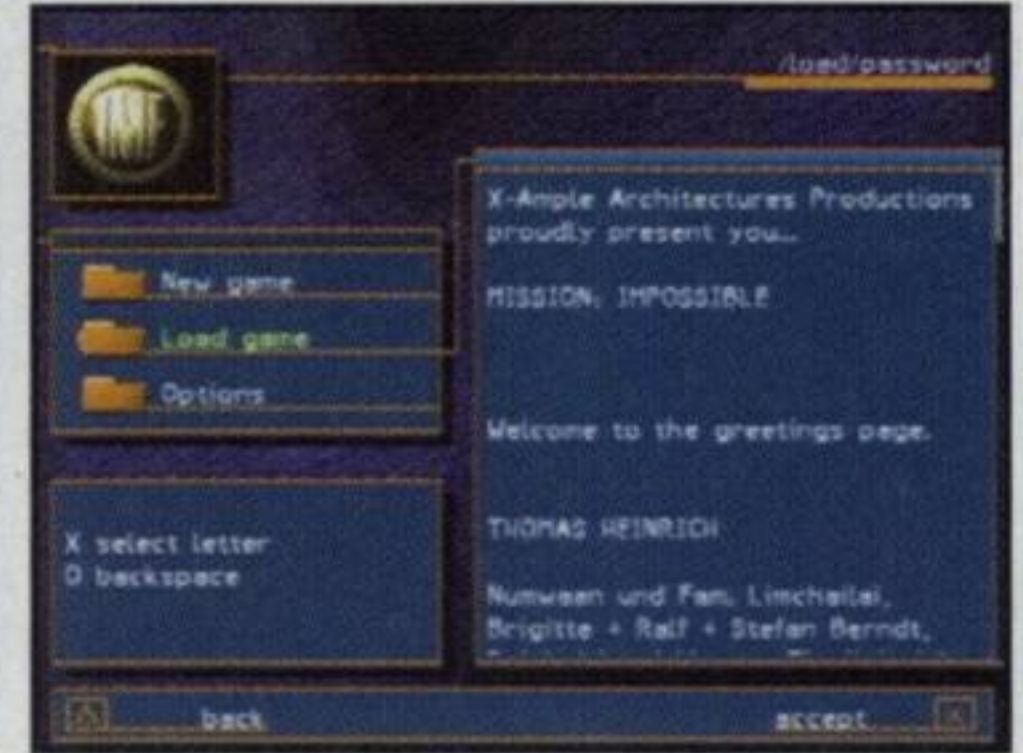
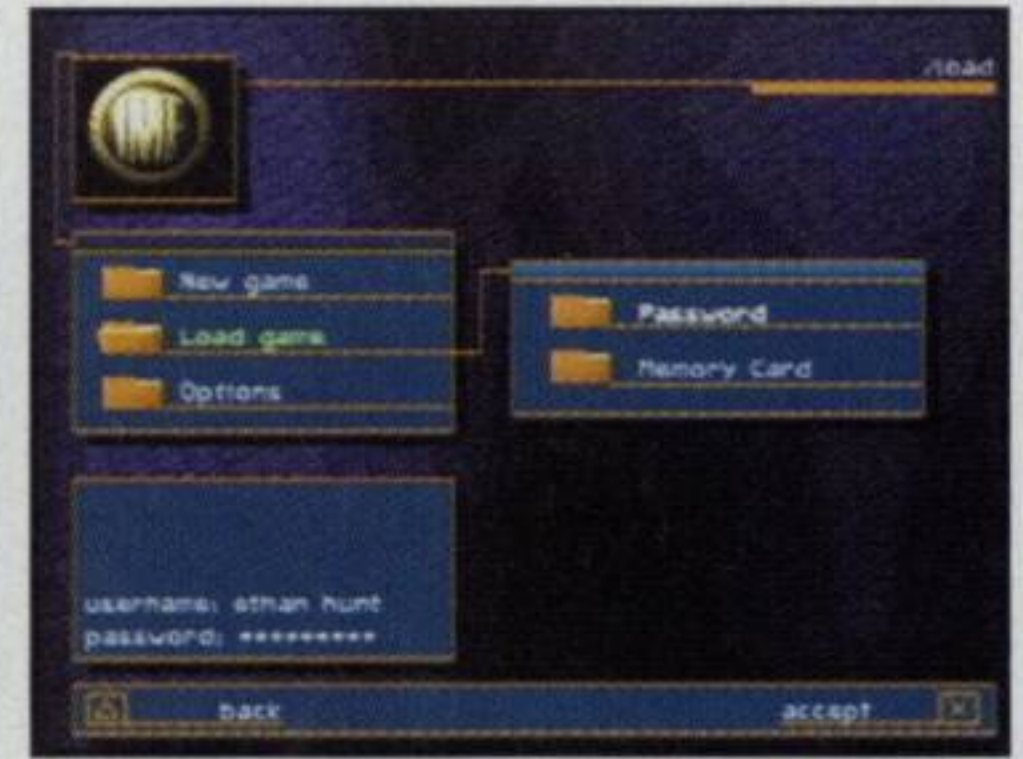
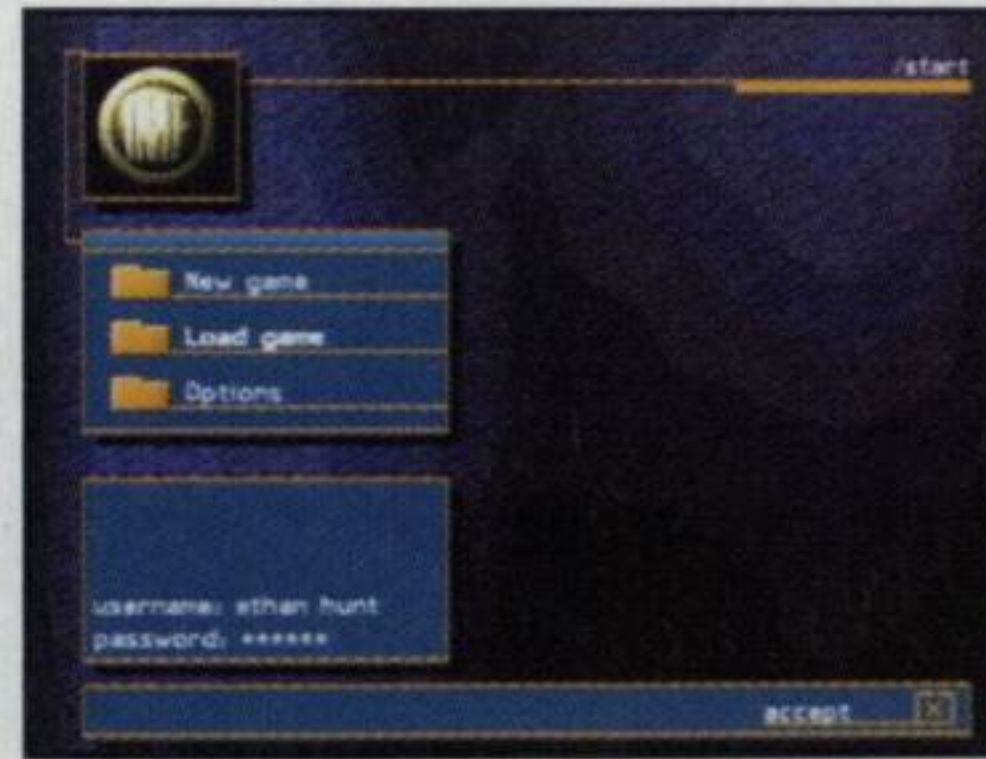
Infinite Specials: Δ, L1, Down, Δ, Up

PlayStation



Mission: Impossible

Secret Message, FMV Sequences, and More



At the main menu, select Load Game, and then go into Password. Input any of the following passwords to activate these cheats:

Secret Message from Programmers: TTOPFSECRET

Slow-Motion Mode: IMTIREDTODAY

Turbo Mode: GOUTTAMYWAY

View All FMV Sequences: SEECOOLMOVIE

PlayStation



Star Wars Episode I: The Phantom Menace

Unlock All Levels, Hear Sound Bits, and More



At the main menu, highlight Options, then press Δ, O, Left, L1, R2, □, O, Left. After you hear a beep, simultaneously press and hold L1, Select, and Δ. If you entered the code correctly, you'll see a menu that will allow you to choose any level, hear sound bits, play any movie sequence, and turn on invincibility.

PlayStation

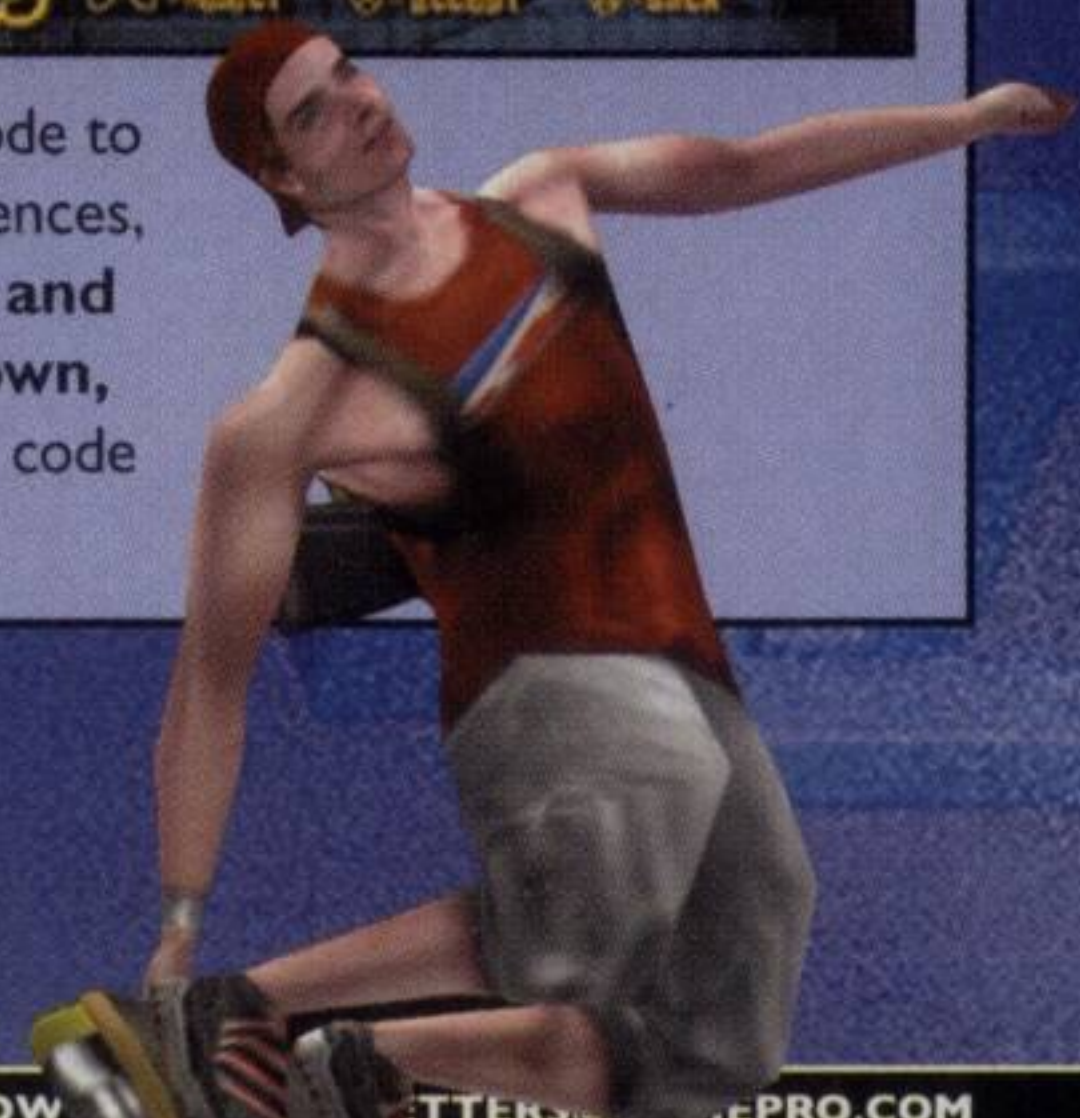


Tony Hawk's Pro Skater

Big Cheat



Pause the game and enter the following code to unlock all levels, full-motion video sequences, tapes, full stats, and Officer Dick. Press and hold L1, then press O, Right, Up, Down, O, Right, Up, □, Δ. If you've entered the code correctly, the screen will shake.



Nintendo 64

Tom Clancy's Rainbow Six



Unlock All Levels



At the main menu, enter Quick Start, and then input VZRFTMQ2G8SQ as the campaign password. If you entered the code correctly, you'll unlock all 12 missions.

PlayStation

RC Stunt Copter



All Gold Medals and Level Select



All Gold Medals: At the main menu, press Down, Up, Left, Right, Δ , X, \square , O. If you entered the code correctly, you'll hear "Cheaters Never Prosper" and see the words, "All Gold." All levels will now have been completed with a gold medal.

Level Select: At the main menu, press Down, Up, Right, Left, Δ , X, \square , O. If you entered the code correctly, you'll hear "Cheaters Never Prosper" and see the words, "Unlock All Levels." All levels will now be unlocked.

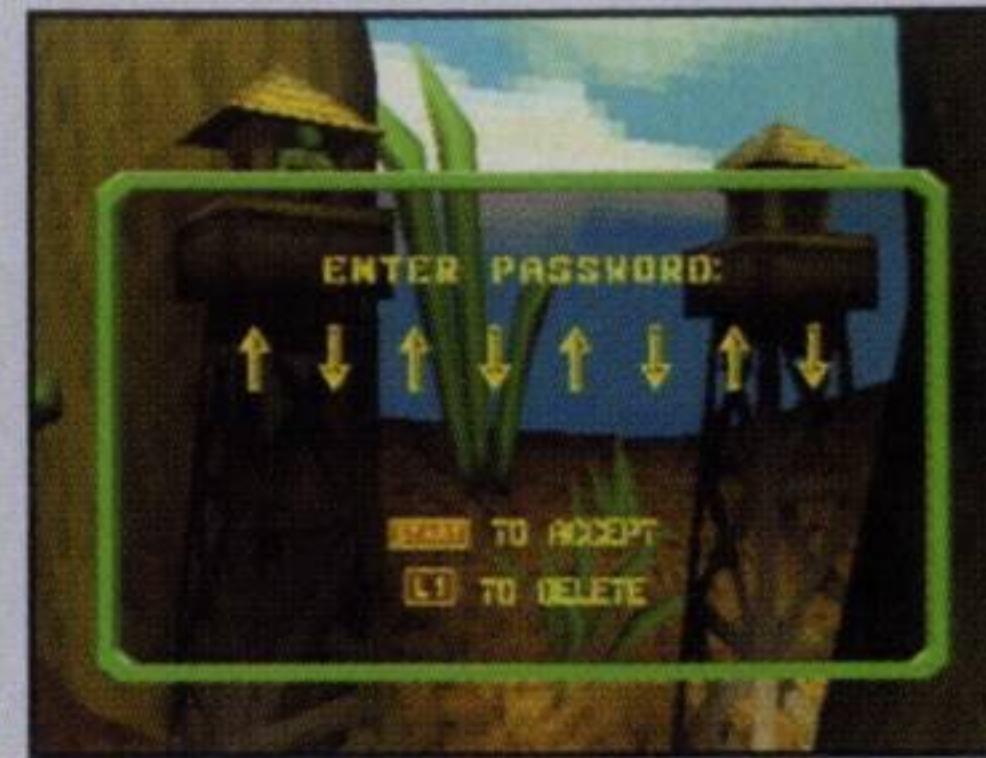


PlayStation

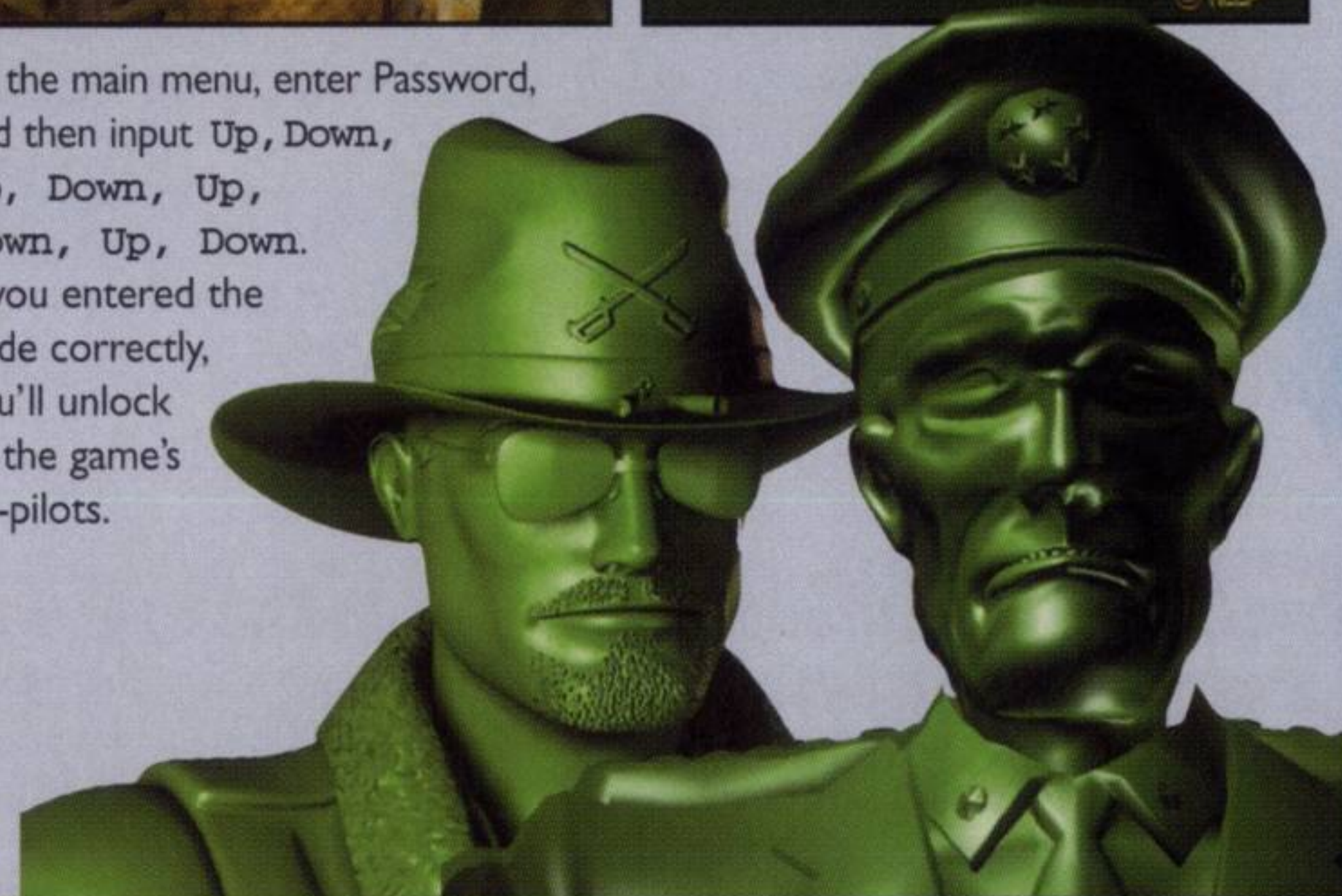
Army Men: Air Attack



All Co-Pilots



At the main menu, enter Password, and then input Up, Down, Up, Down, Up, Down. If you entered the code correctly, you'll unlock all the game's co-pilots.

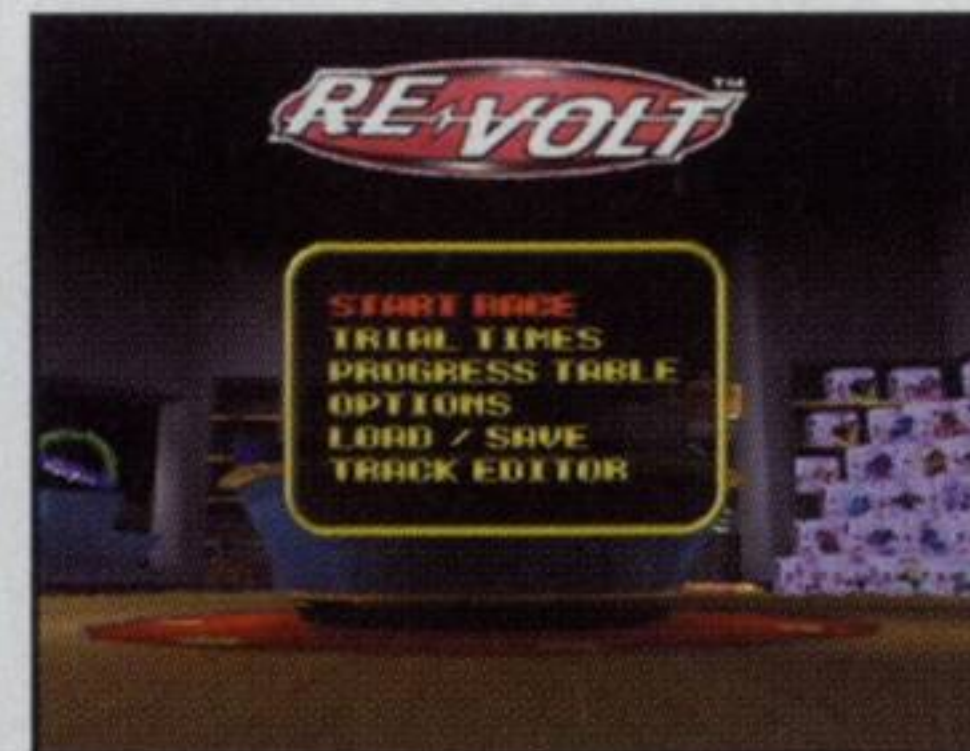


Nintendo 64

Re-Volt



All Cars and Tracks



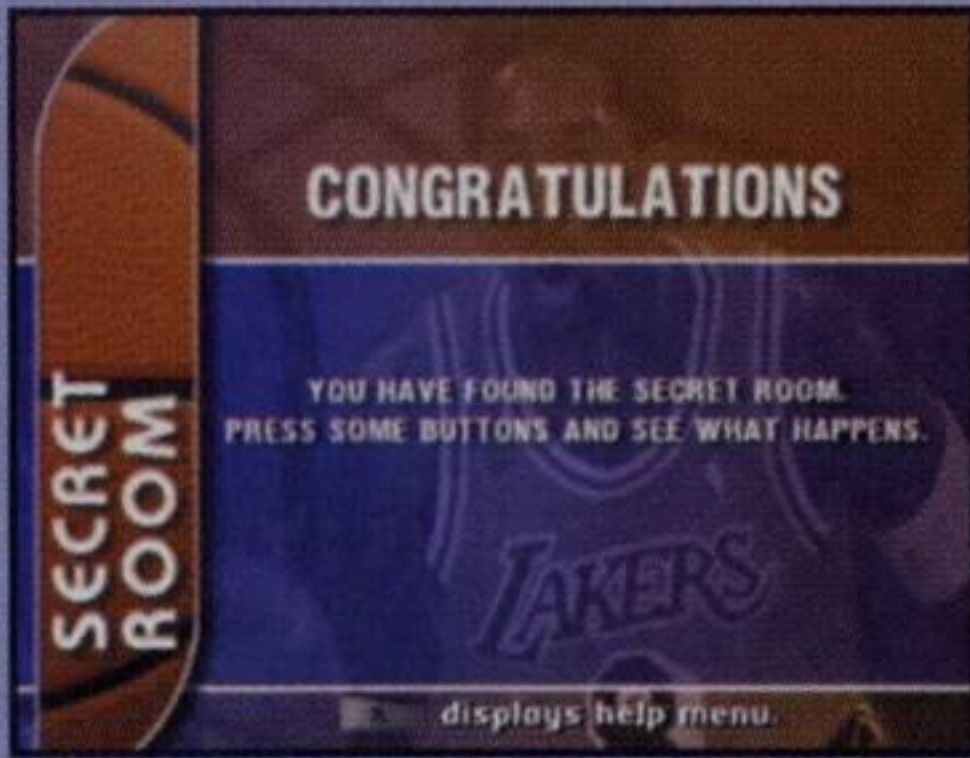
At the main menu, press B, A, Z, Z, L, A, top-C. If you entered the code correctly, you'll hear a car horn and all the cars and tracks will be available.

Nintendo 64



NBA Courtside 2: Featuring Kobe Bryant

Bonus Teams, Small Players, and More



Bonus Teams: At the main menu, highlight Quick Play or Arcade Play, then simultaneously press right-C and A. If you entered the code correctly, you'll hear the sound of a basket. At the Team Select screen, the Nintendo Gamers, Left-Field Lefties, and Nintendo Plumbers will have opened up.

Small Players, Big Heads, and Long Necks: At the main menu, simultaneously press top-C and bottom-C to display the Secret Room screen. Enter the following button presses to activate the cheats:

Away Team Has Big Heads: Press top-C, top-C, bottom-C, left-C, right-C, A.

Away Team Has Small Players: Press top-C, right-C, A.

Both Teams Have Big Heads: Press top-C, top-C, bottom-C, right-C, bottom-C, A.

Both Teams Have Long Necks: Press top-C, top-C, bottom-C, top-C, bottom-C, A.

Both Teams Have Small Players: Press top-C, right-C, bottom-C, A.

Home Team Has Big Heads: Press top-C, top-C, bottom-C, A.

Home Team Has Small Players: Press top-C, bottom-C, A.

PlayStation



Tomb Raider: The Last Revelation

Skip Levels, Unlimited Items, and More



Face exactly north, then go to the inventory screen. At the inventory screen, the red compass needle should be slightly transparent if you're facing exactly north. When this condition is met, enter the following codes to activate these cheats:

All Weapons: Highlight the Small Medipack, then simultaneously press R1, R2, L1, L2, Up, and Δ.

Note: Not all of the weapons are available in the earlier levels.

Skip Levels: Highlight Load, then simultaneously press R1, R2, L1, L2, Up, and Δ.

Unlimited Items: Highlight the Small Medipack, then simultaneously press R1, R2, L1, L2, Down, and Δ.

FuncoLand[®]

SuperStore

WWW.FUNCOLAND.COM

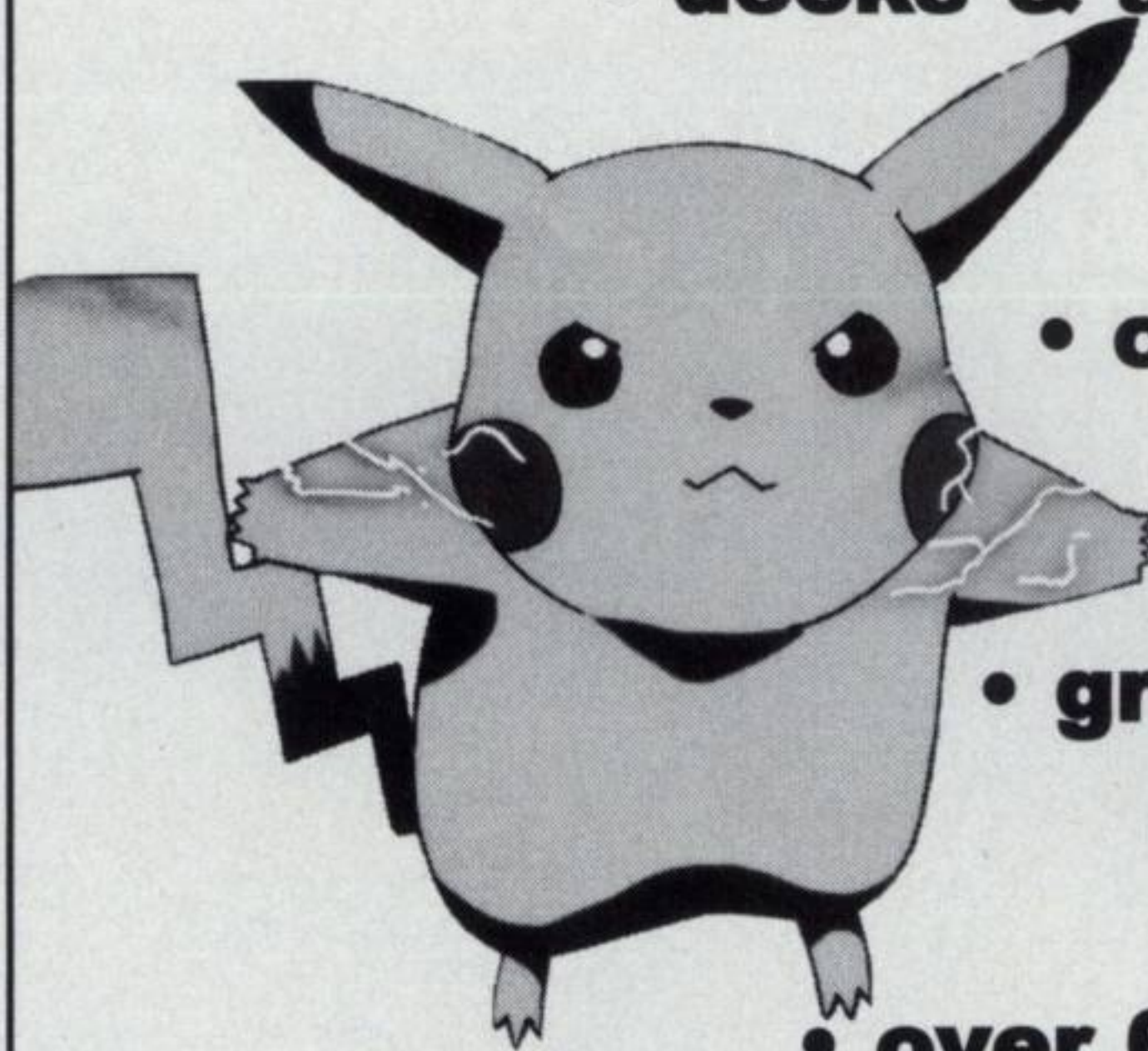
1-888-684-8969

YOUR SOURCE FOR NEW & RETRO
VIDEOGAMES.... PCGAMES.... MOVIES & MORE

• new & pre-played videogames

• order online

• decks & accessories



• call toll free

• great prices!!

• over 6,000 titles!

• get top \$ online for games!



Funco Inc. • 10120 W. 76th St • Mpls, MN 55344

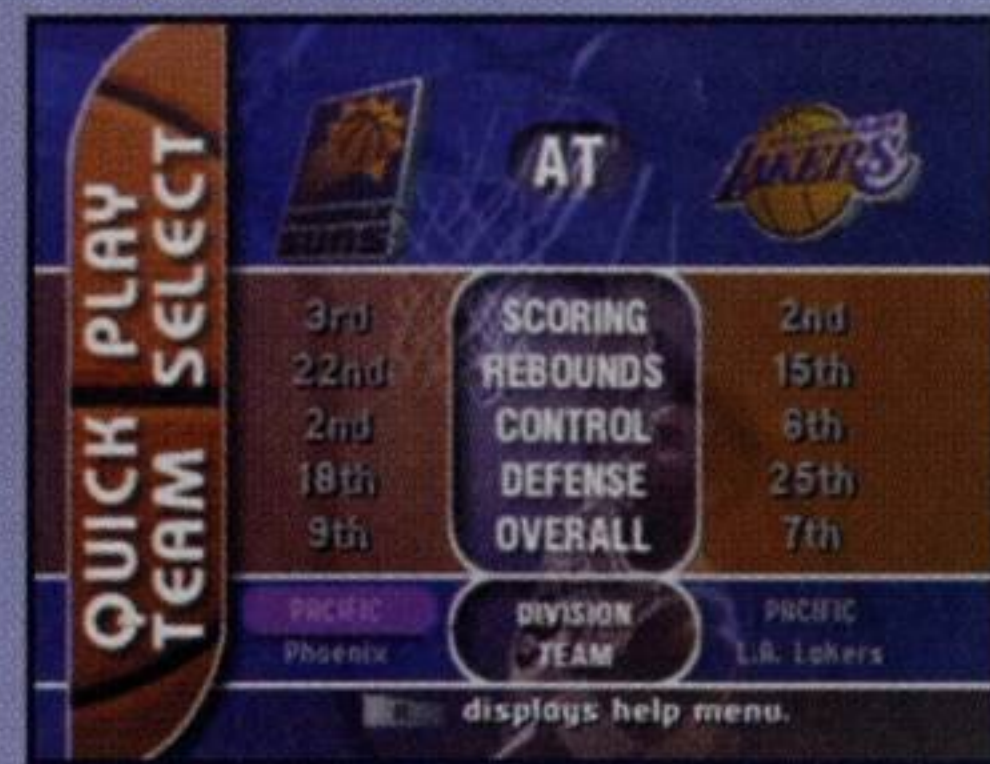
© FuncoLand is a registered trademark of Funco Inc. All rights reserved. © Pokémon are registered trademarks of Nintendo. All rights reserved.

Nintendo 64



NBA Courtside 2: Featuring Kobe Bryant

Clone Players



At any team select screen, **press top-C seven times, and then press bottom-C** the following number of times to clone the following players. If the code is entered correctly, the home team will have all of the same players. To clone players for the away team, **press Z** at any team select screen, then **press top-C seven times, and then press bottom-C** the number of times indicated to clone the following players:

PLAYER	PRESS BOTTOM-C	PLAYER	PRESS BOTTOM-C
Kobe Bryant	3	Ken Griffey Jr.	4
Random NBA Player	5	Minoru Arakawa	10
Tim Bechtel	11	Steve Bolender	12
John Brandwood	13	David Bridgham	14
Scott Bush	15	Marc Doyal	16
Mike Fukuda	17	Jeff Godfrey	18
Ken Griffey Jr.	19	Roger Harrison	20
Chick Hearn	21	Robert Hemphill	22
Jim Holdeman	23	Mike Knauer	24
Kevin Kraus	25	Chris Lamb	26
Michael Lamp	27	Stu Lantz	28
Howard Lincoln	29	Ken Lobb	30
James Maxwell	31	Umrao Mayer	32
Arnie Myers	33	Dan Owsen	34
Colin Plamer	35	Tom Prata	36
Ed Ridgeway	37	Henry Sterchi	38
Noah Stein	39	Faran Thomason	40
Gail Tilden	41	Russell Truelove	43
Erich Waas	43	Phil Watts	44
Armond Williams	45		

Nintendo 64



NBA Showtime: NBA on NBC

Play as a Mascot



At the main menu, start a game, enter Enter Initials, select Yes for record keeping, select corresponding team, and then enter these names and pin numbers to play as the following mascots:

Team	Name	Pin
Raptors:	RAPTOR	1020
Sonics:	SASQUA	7785
Nuggets:	ROCKY	0201
Hornets:	HORNET	1105

Dreamcast



Slave Zero

Invincibility, Turn Off Enemy Firing, and More



Simultaneously press L, R, and the following buttons on the controller that's plugged into Port B to activate these cheats:

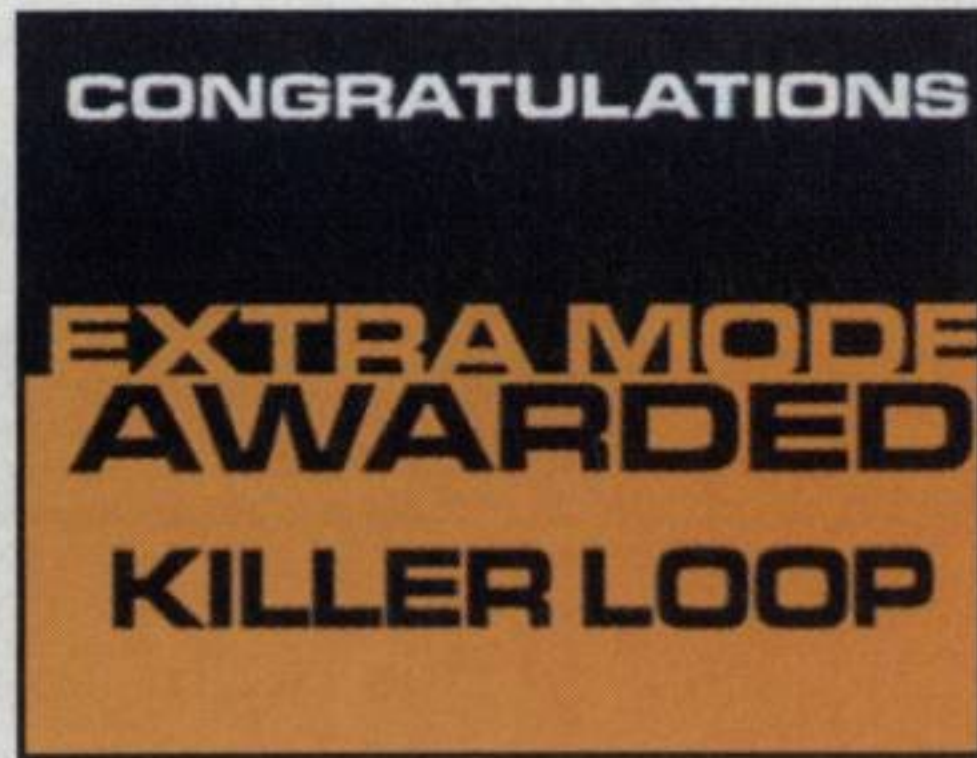
Enemy Firing On/Off:	A
Health and Ammo Power-Ups:	X
Invincibility/Unlimited Ammo:	B

PlayStation



Killer Loop

Unlock Vehicles, All Tracks, and More



At the main menu, **press and hold Start**, then enter these button presses to activate the following cheats:

H&K Class 2: Press Down, Left, Up, Left, Down, Right, Up, Left.

H&K Class 4: Press Down, Right, Up, Left, Down, Left, Up, Right.

Pulse Class 2: Press Up, Left, Up, Left, Down, Left, Up, Left.

Pulse Class 3: Press Down, Left, Up, Left, Down, Right, Up, Right.

Pulse Class 4: Press Down, Left, Up, Right, Down, Right, Up, Left.

Reac Class 1: Press Down, Left, Up, Right, Down, Left, Up Right.

Reac Class 3: Press Down, Right, Up, Left, Down, Left, Up, Left.

Reac Class 4 and 25 Percent Faster Mode: Press Down, Right, Up, Left, Down, Right, Up, Right.

Sinus Class 2: Press Down, Left, Up, Left, Down, Left, Up, Right.

Sinus Class 3 and Killer Loop Mode: Press Down, Left, Up, Right, Down, Left, Up, Left.

Sinus Class 4: Press Down, Left, Up Right, Down, Right, Up, Right.

Unlock All Tracks: Press Up, Left, Down, Left, Up, Left, Down, Right.

PlayStation



Vigilante 8: 2nd Offense

Big Wheels, High Suspensions, and More



At the main menu, enter the Options. Highlight Game Status, **simultaneously press and hold R1 and L1**, and **tap X twice**. Input any of the following passwords to activate these cheats:

Note: A _ designates a blank space.

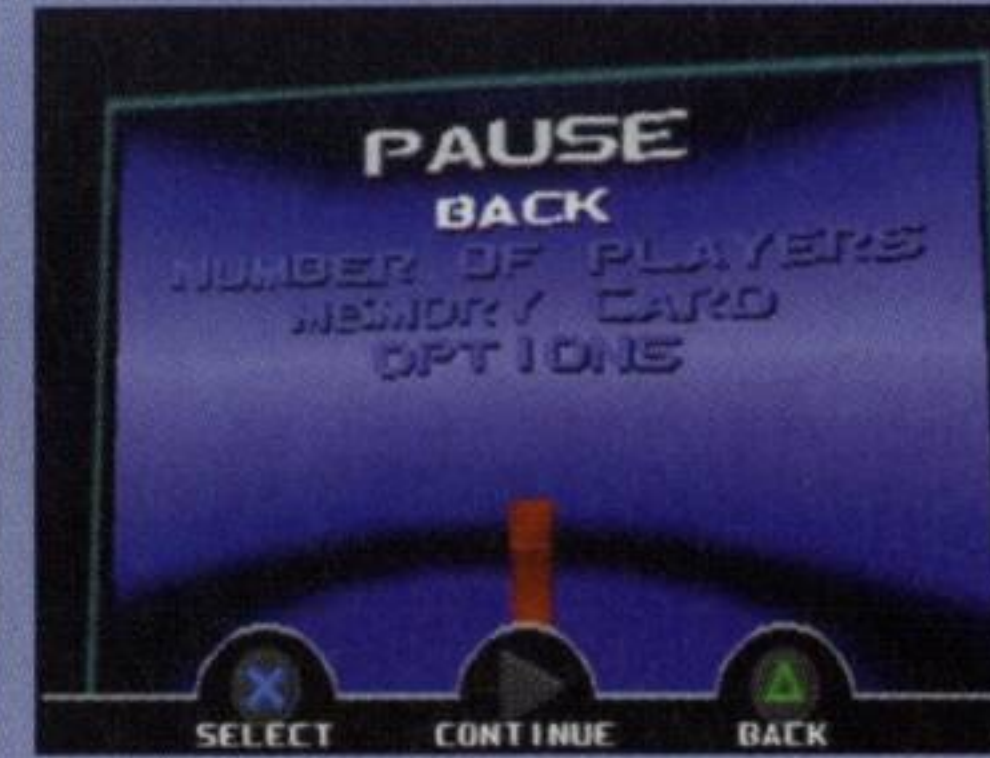
Big Wheels:	GO_MONSTER
High Suspensions:	JACK_IT_UP
Increased Missile Power:	BLAST_FIRE
Increased Ramming Power:	GO_RAMMING
Random Quick Starts:	QUICK_PLAY
Rapid Fire:	RAPID_FIRE
Reduced Gravity:	NO_GRAVITY
Slow Motion:	GO_SLOW_MO

PlayStation



Pong

Unlock All Zones



At the zone selection screen, **press start** to pause the game, then press **L2, R2, L2, R2**. If you entered the code correctly, you'll unlock all zones.

PONG

BECAUSE IT'S YOUR SPACE

Never be asked to give up the TV Again



The V-BOX let the N64, PlayStation or Dreamcast work on your computer Monitor. Also connect with your VCR, DVD player or Camcorder

- 24 bit true color video
- No need to adjust brightness, contrast, hue, or saturation
- Switch from NTSC/PAL automatically
- Change modes with one simple switch

Please visit our web site: www.z64.com

or call us toll free at: 888-666-8370

Email address: sales@z64.com

©Harrison Electronics Corp. All other trademarked names are property of their respective owners

GAMEPRO[®]

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

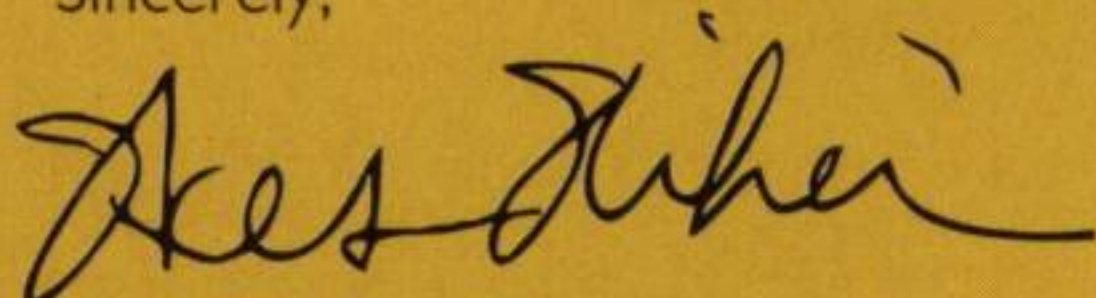
Dear GamePros,

The wild world of wrestling on television is also a wild world of controversy. Its inherent violence, sexual references, and crude language are among the behaviors transferred from the TV screen to the video game.

This is why video and computer games feature ratings by the ESRB (Entertainment Software Rating Board): to help consumers judge the content of the software they're about to purchase. At press time, THQ's WWF Smackdown (featured on the cover of this issue) had not yet been rated; it's likely to earn a Teen rating, however, similar to the ratings of all wrestling games to date. Whether or not wrestling is your thing, the ESRB rating is there for you to use to enjoy your video game purchases.

GamePro remains your magazine.

Sincerely,



Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software 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 or call 800/771-3772 for more information.



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



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



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



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

WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. 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 2000

Below is a list of games reviewed in the March issue of GamePro along with each game's ESRB rating:

Elemental Gimmick Gear	E
Gran Turismo 2	E
Jackie Chan Stuntmaster	T
Jojo's Bizarre Adventure	T
Mario Party 2	E
Marvel vs. Capcom	T
The Misadventures of Tron Bonne	E
NBA ShootOut 2000	E
Planescape: Torment	M
Plasma Sword	T
Re-Volt	E
Ridge Racer 64	E
Road Rash Jailbreak	T
Romance of the Three Kingdoms VI	E

E=Everyone, T=Teen, M=Mature, RP=Rating Pending

Note: Ratings on reviewed games are subject to change without notice.



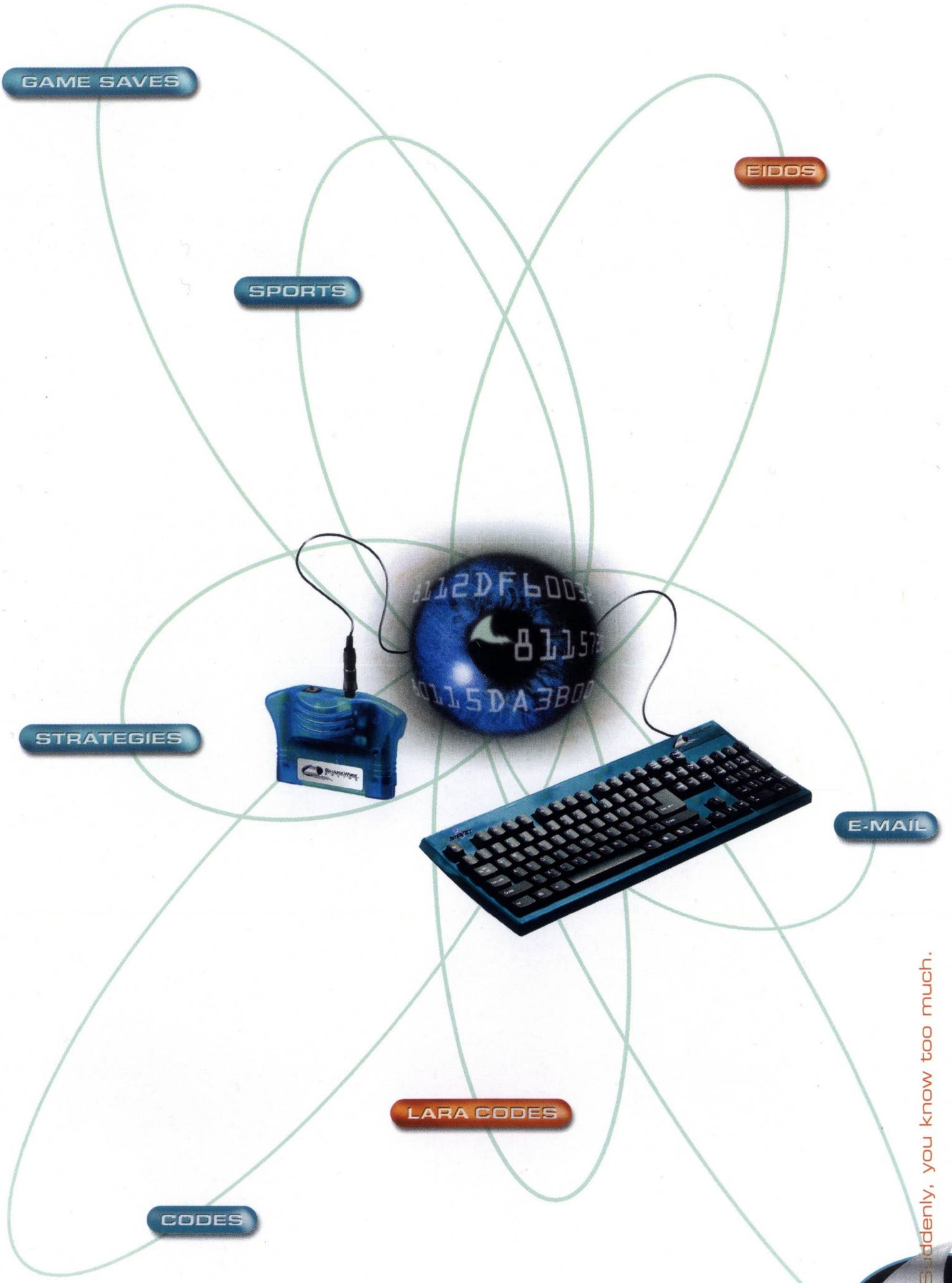


Get Grenade Gun
300ac41800ff

Get Uzi
300ac41500ff

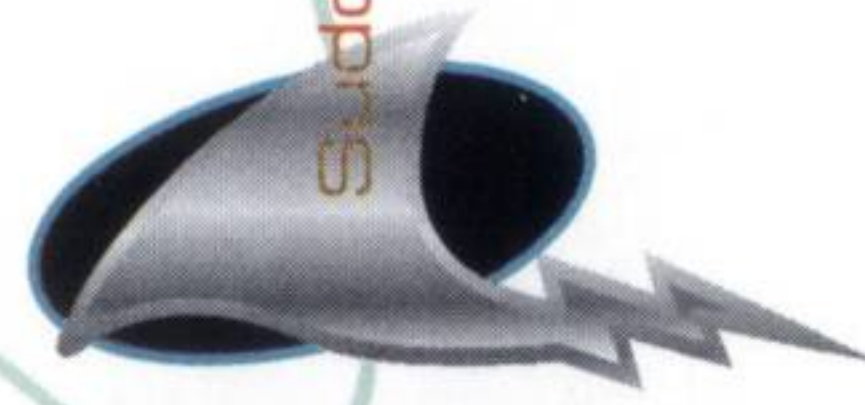
Get LaserSight
300ac41a0001

Get Lara
4getITbuddy



Suddenly, you know too much.

An adventurer as determined as Lara Croft cannot ignore the prospect of exploring a virgin tomb deep in the belly of the desert. But unless you have all the codes and strategies to help her through, the world is going down. Of course you have Sharkwire Online. You plug the modem into your Nintendo® 64 game system and you're dialed into a private gaming universe that unlocks some of the key secrets of Lara Croft. And you can even use Sharkwire Online to E-MAIL your buddies and let them know the world and especially Lara is still in one piece.



SHARKWIRE™ ONLINE

THE ADVERTISEMENT SCHEDULED TO APPEAR IN THIS PUBLICATION HAS BEEN WITHHELD DUE TO EXTREME SUBJECT MATTER AND MATURE CONTENT. IF YOU ARE OVER 17 AND WOULD LIKE TO VIEW THIS AD, GO TO:
WWW.HARDCOREREVOLUTION.COM

HARDCORE ECW REVOLUTION™

**BEG FOR IT
2:17:00**

No Gamers Under 17. No Exceptions.

WATCH ECW FRIDAYS AT 8PM ON TNN®

