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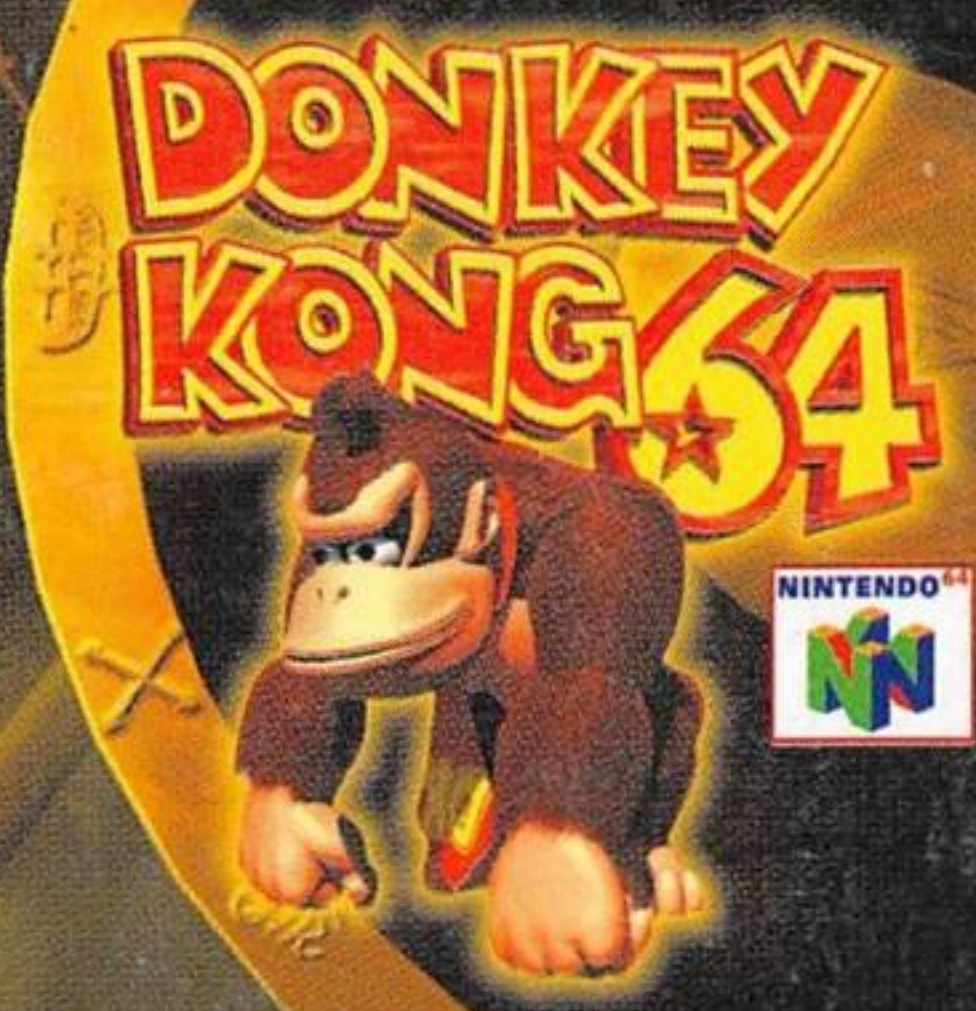
- Resident Evil: Code Veronica
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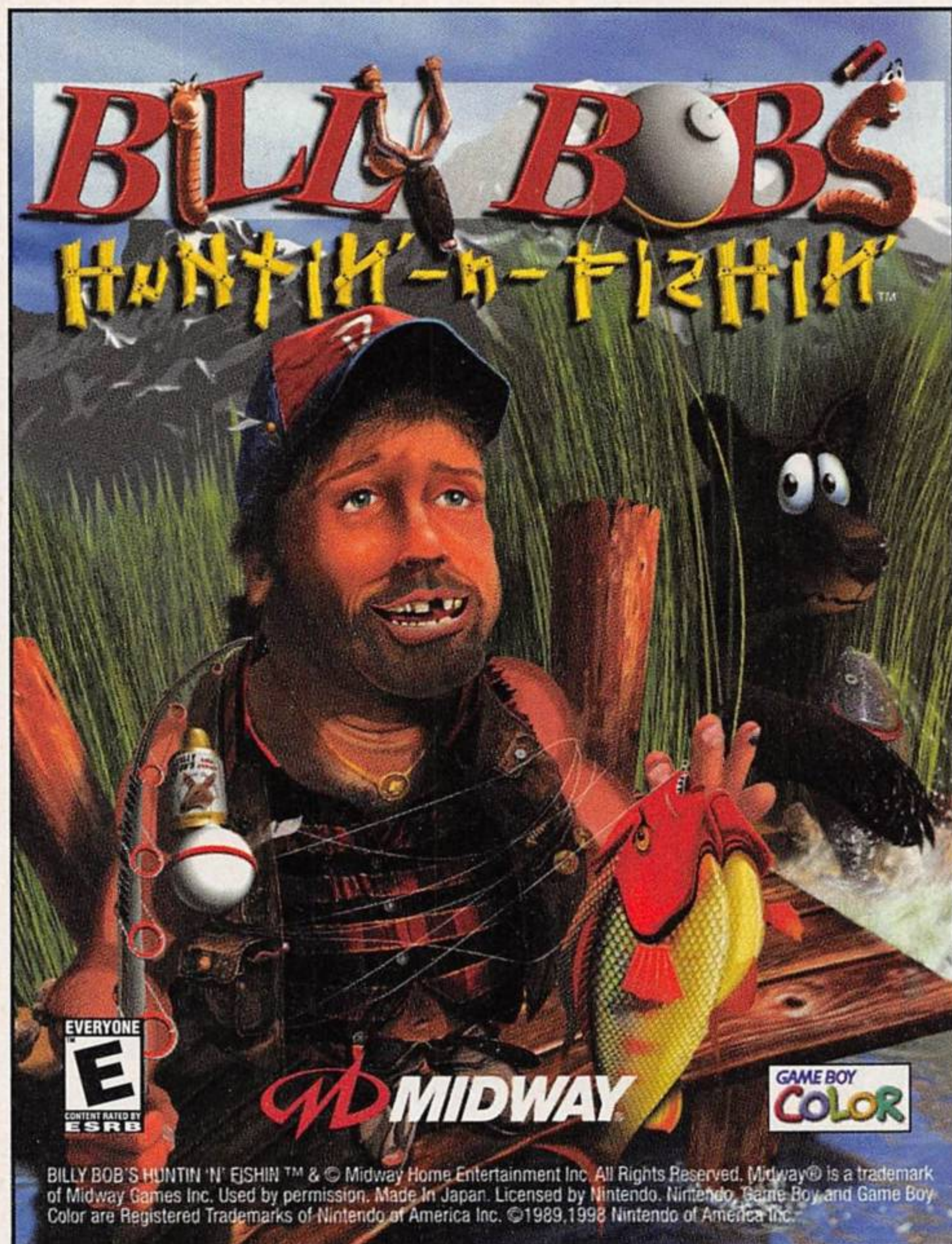
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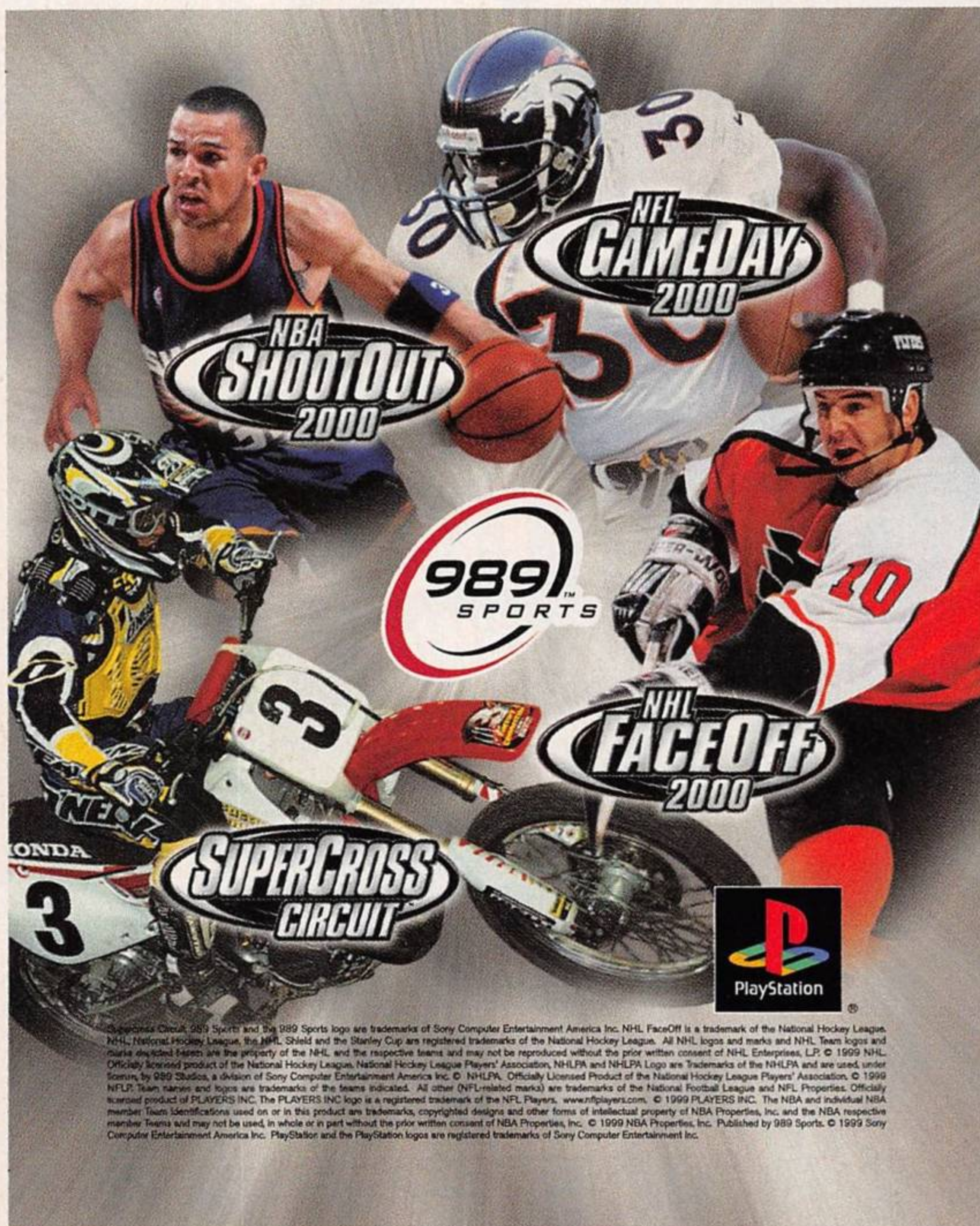
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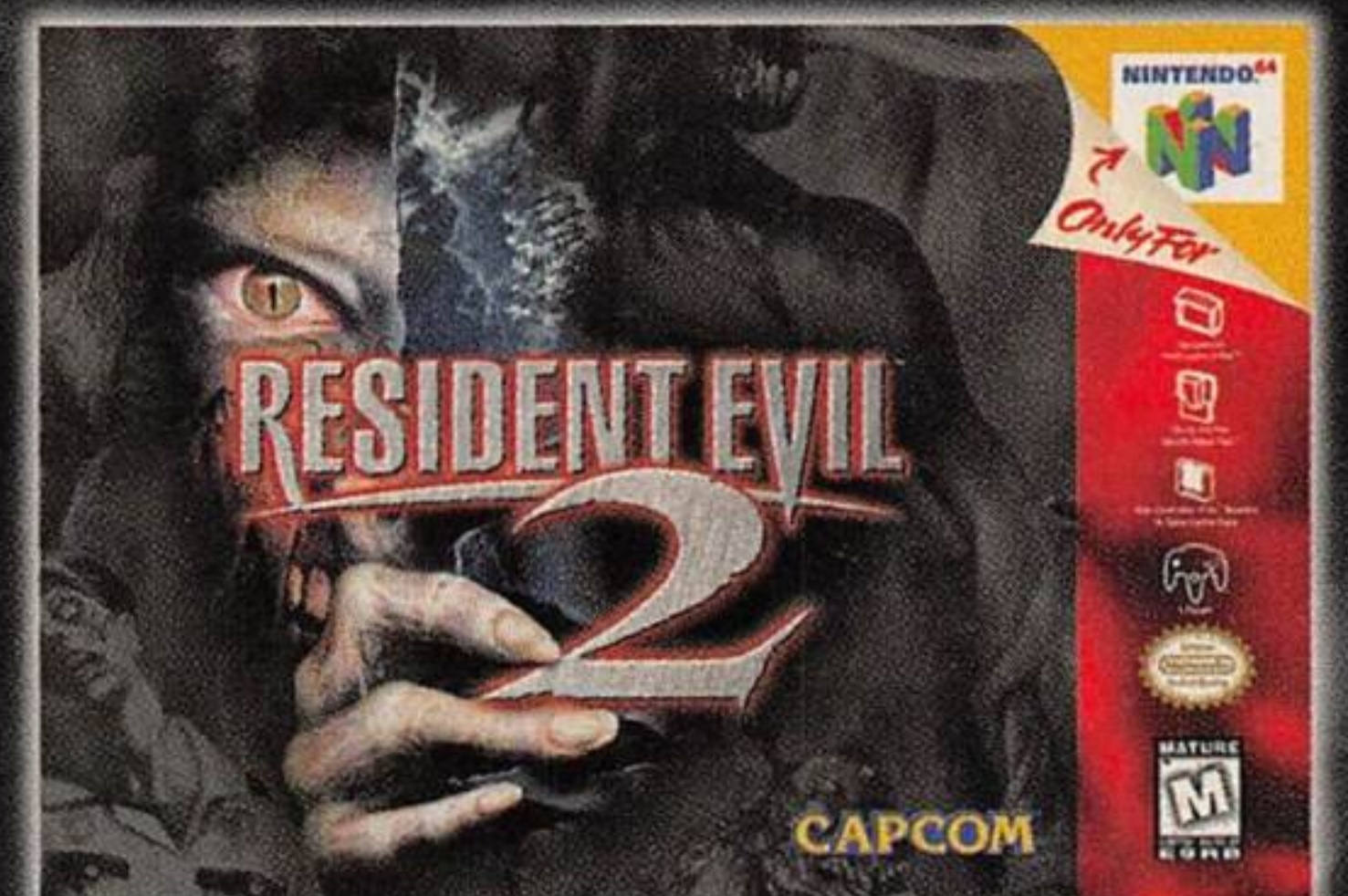
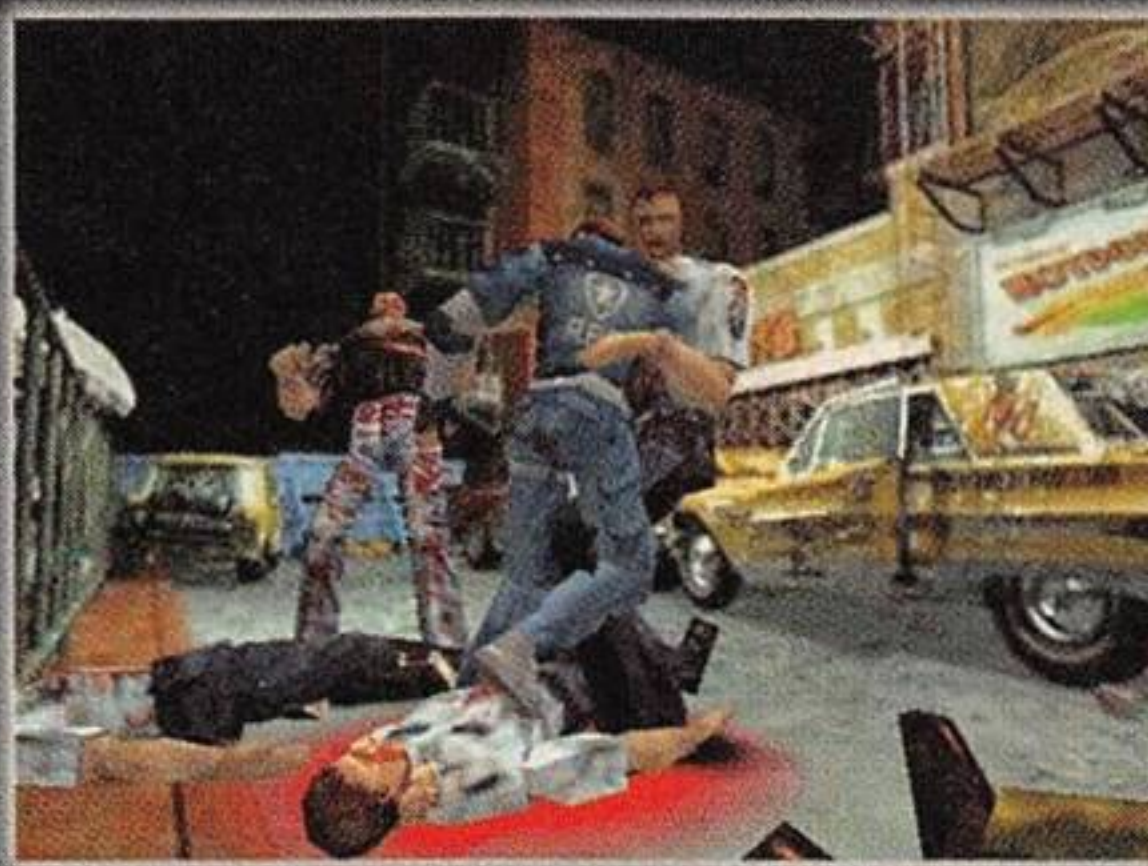
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If the suspense doesn't kill you, something else will.



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Gabe Logan is returning for more special forces action. Here's a First-Look at the sequel to one of the best shooters of '99.

syphon filter
SYPHON FILTER 2

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TOMB RAIDER THE LAST REVELATION

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Everyone knows the outcome of this World War II espionage shooter, but getting there is still a major (colonel?) challenge.

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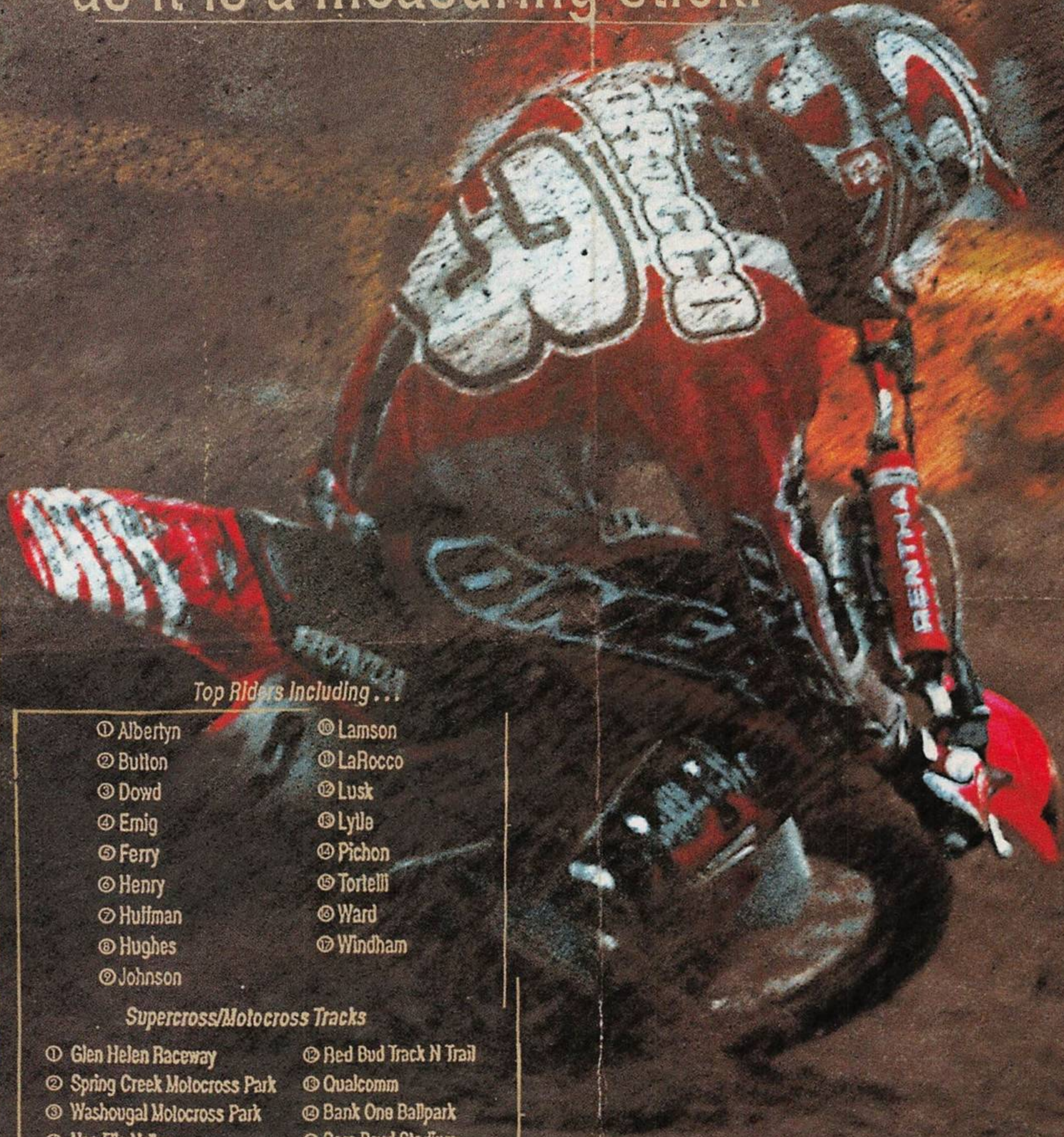
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Supercross/Motocross Tracks

- | | |
|-------------------------------|-------------------------|
| ① Glen Helen Raceway | ⑫ Red Bud Track N Trail |
| ② Spring Creek Motocross Park | ⑬ Qualcomm |
| ③ Washougal Motocross Park | ⑭ Bank One Ballpark |
| ④ Unadilla Valley | ⑮ Sam Boyd Stadium |
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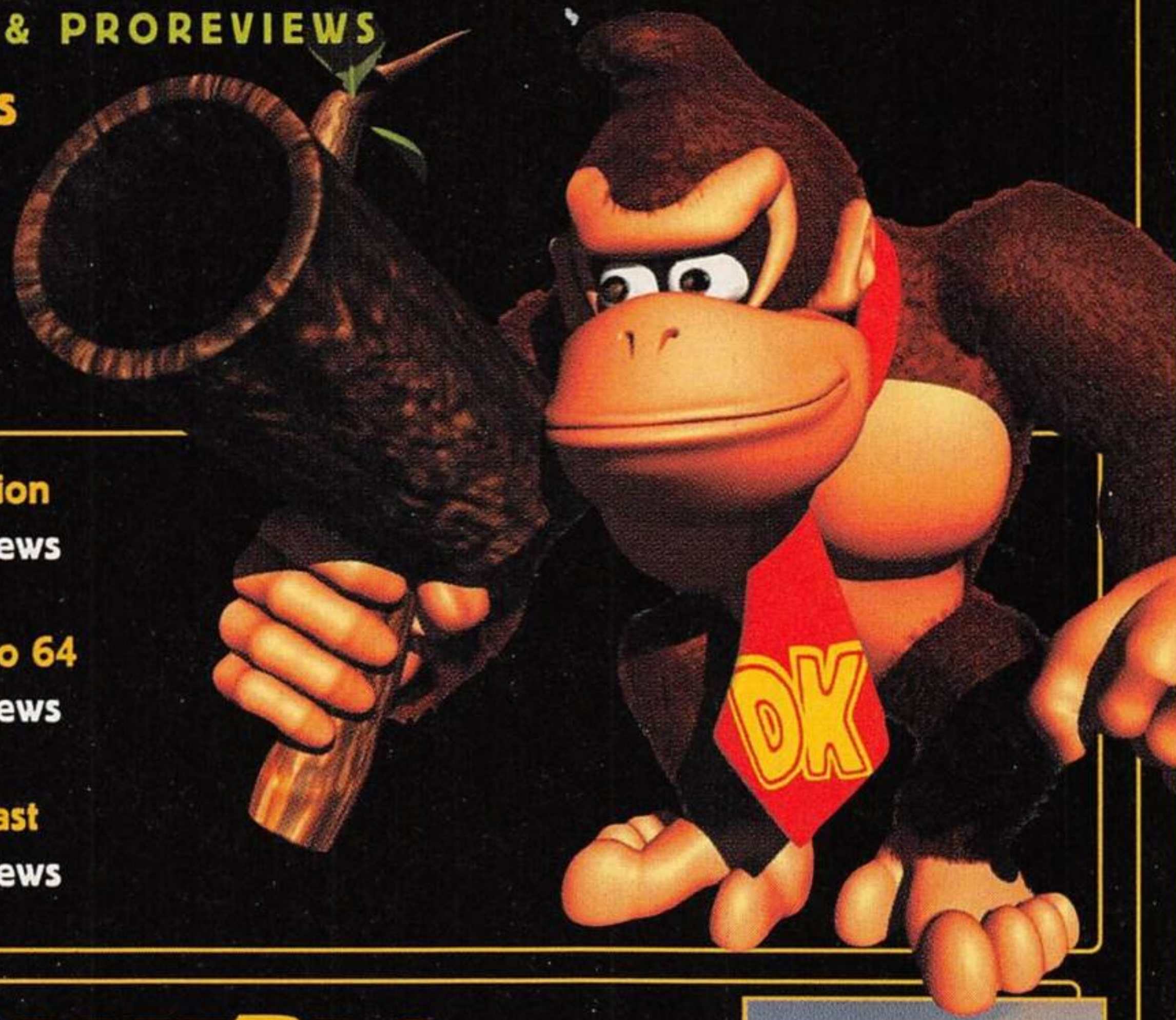
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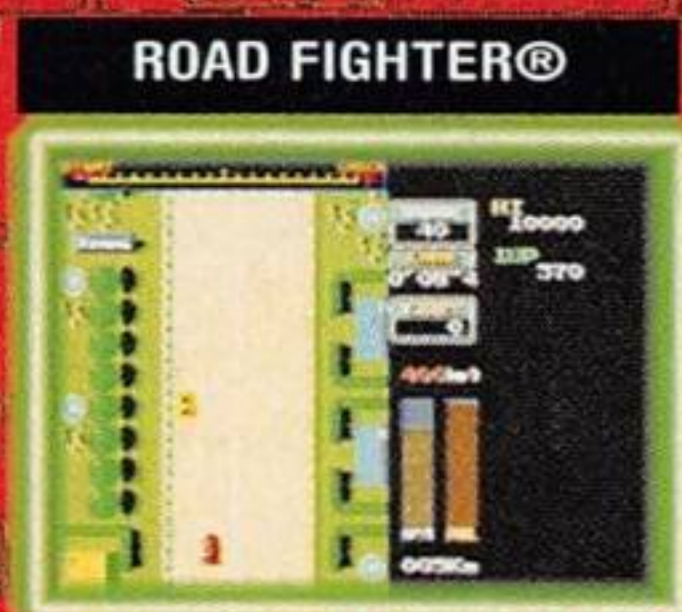


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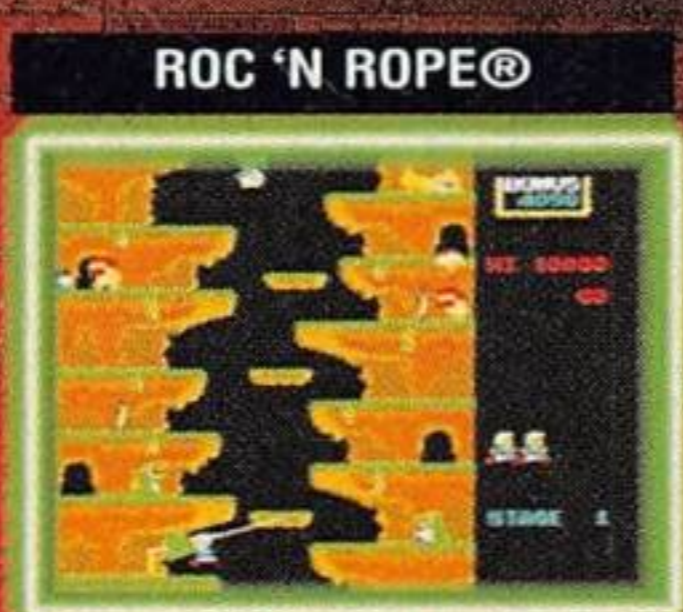
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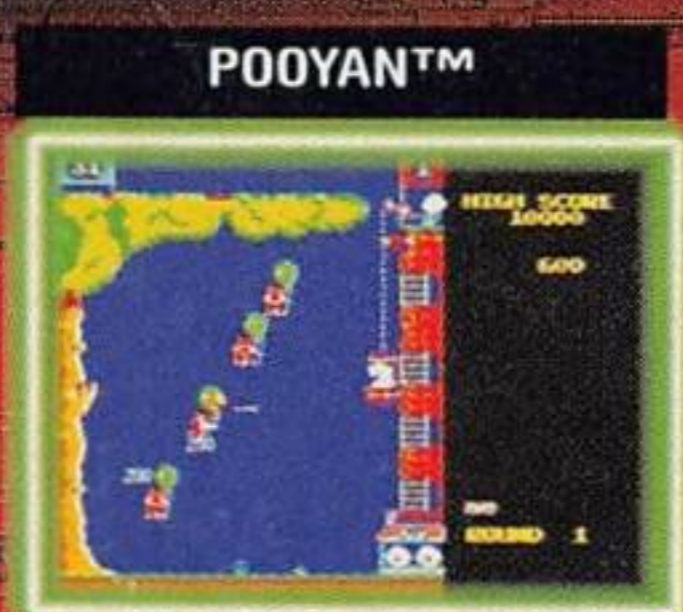
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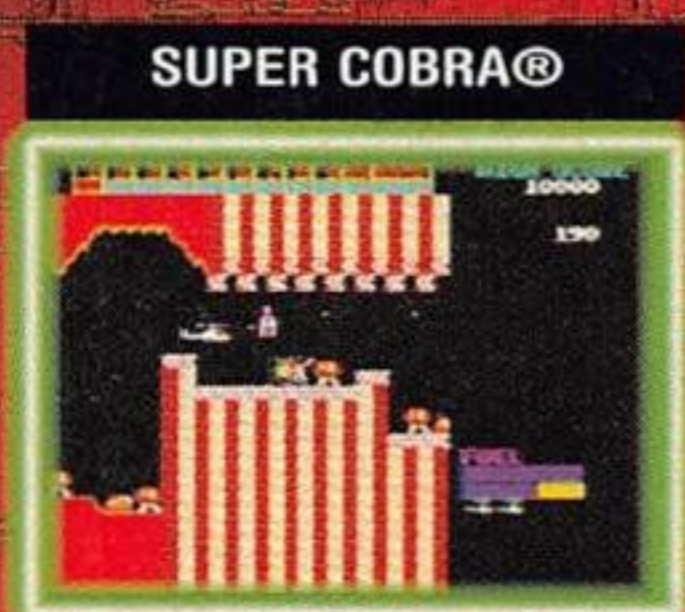
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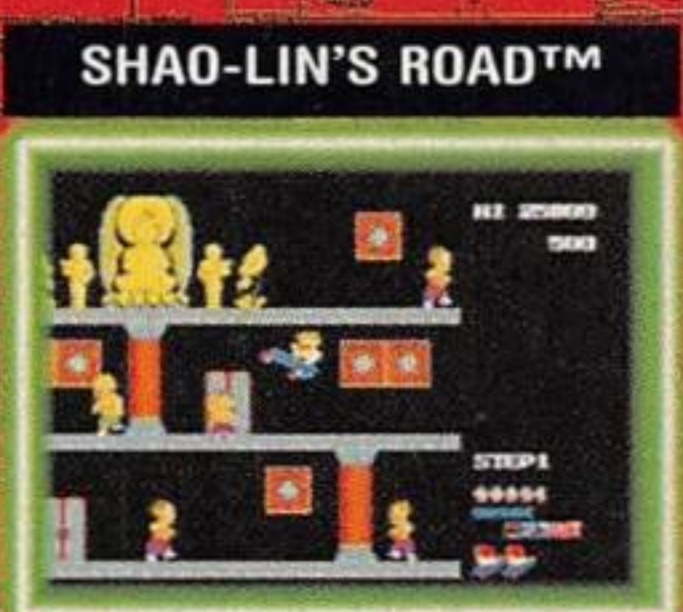
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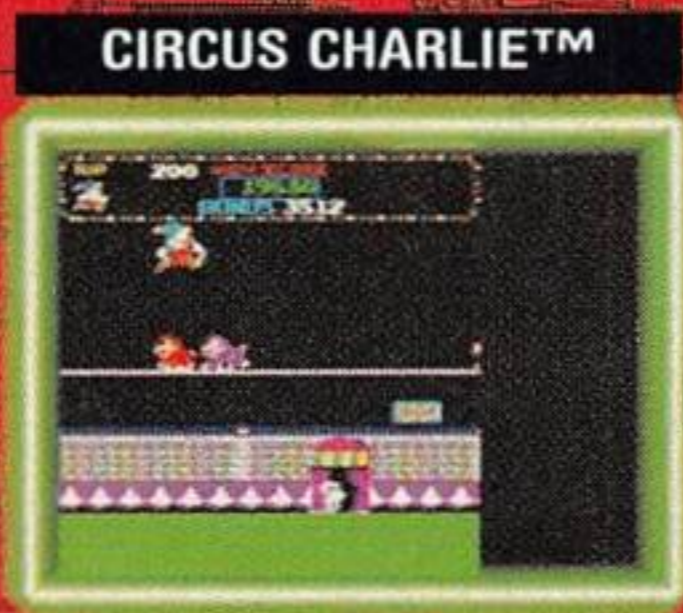
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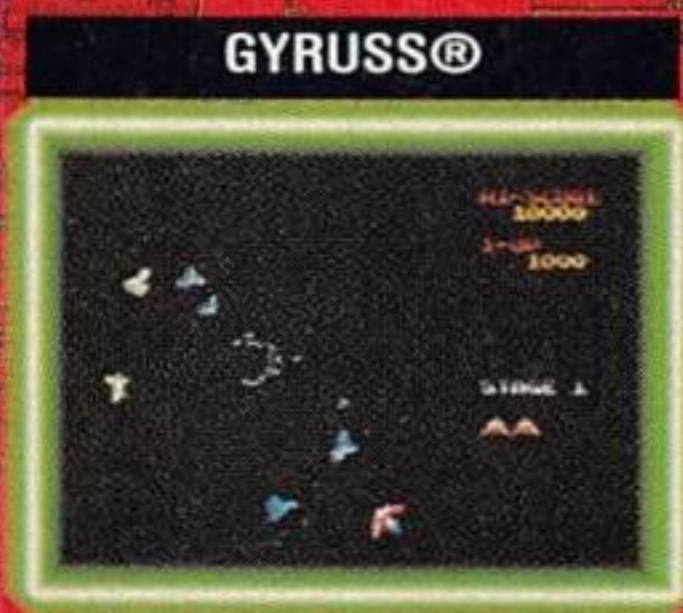
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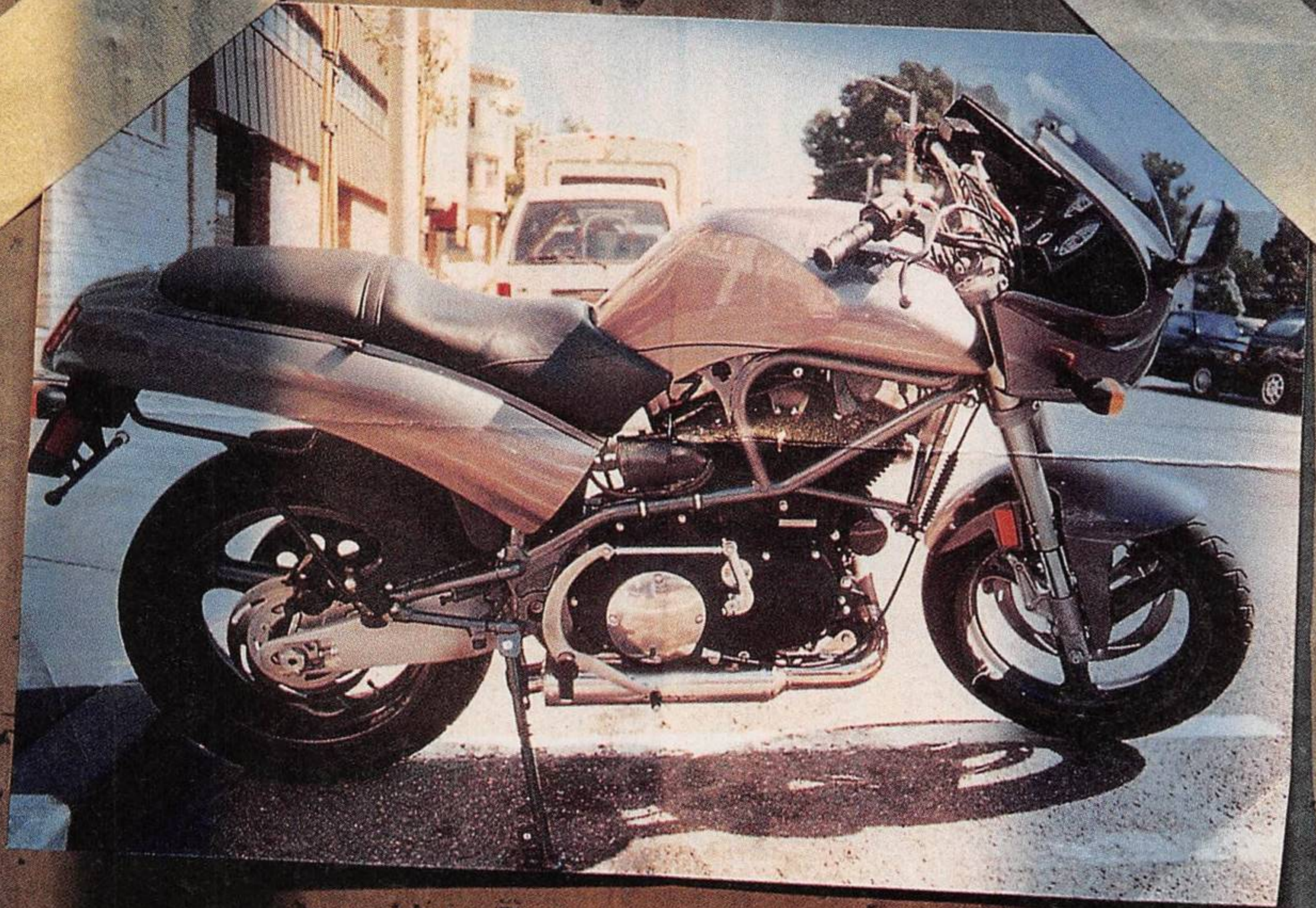
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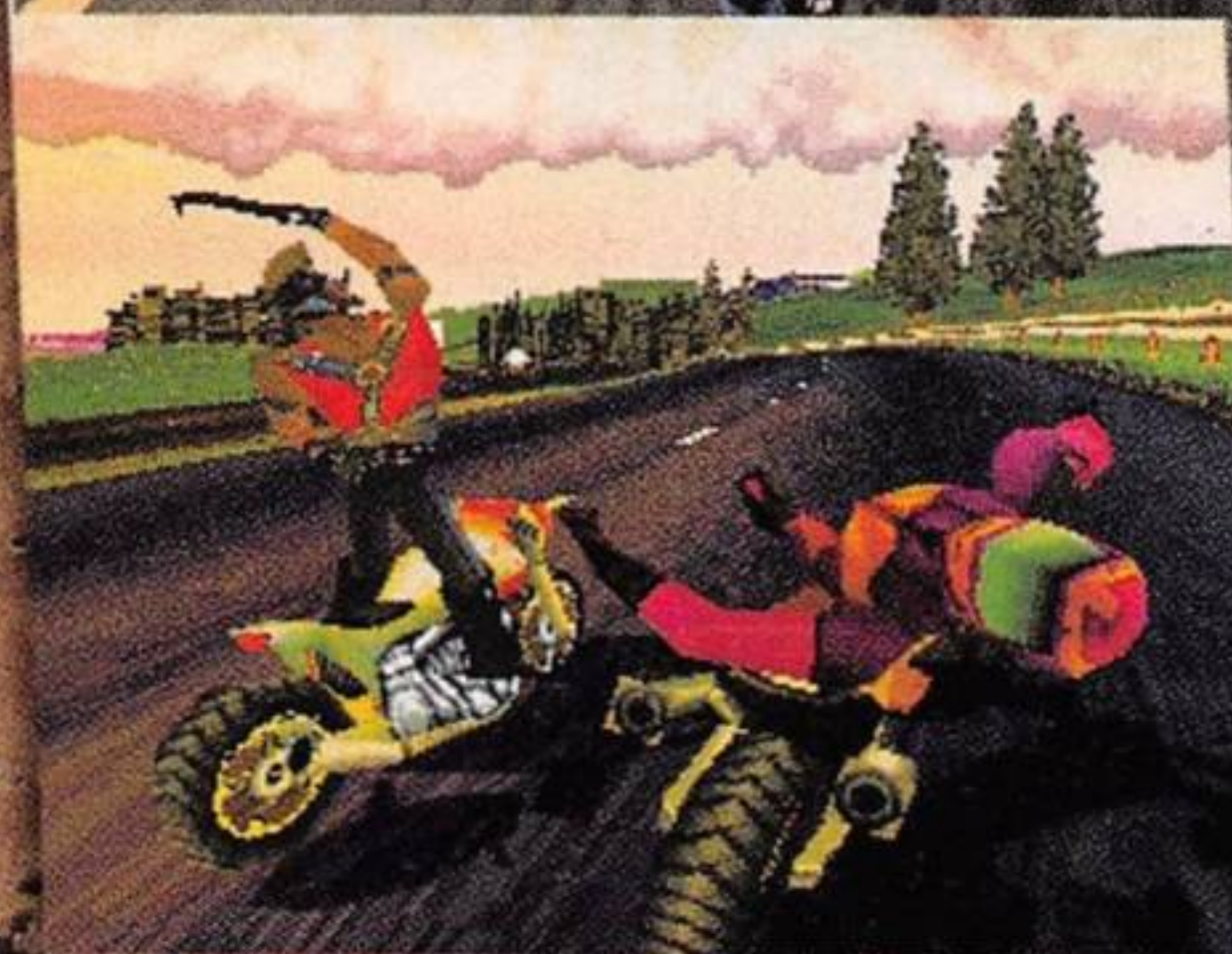
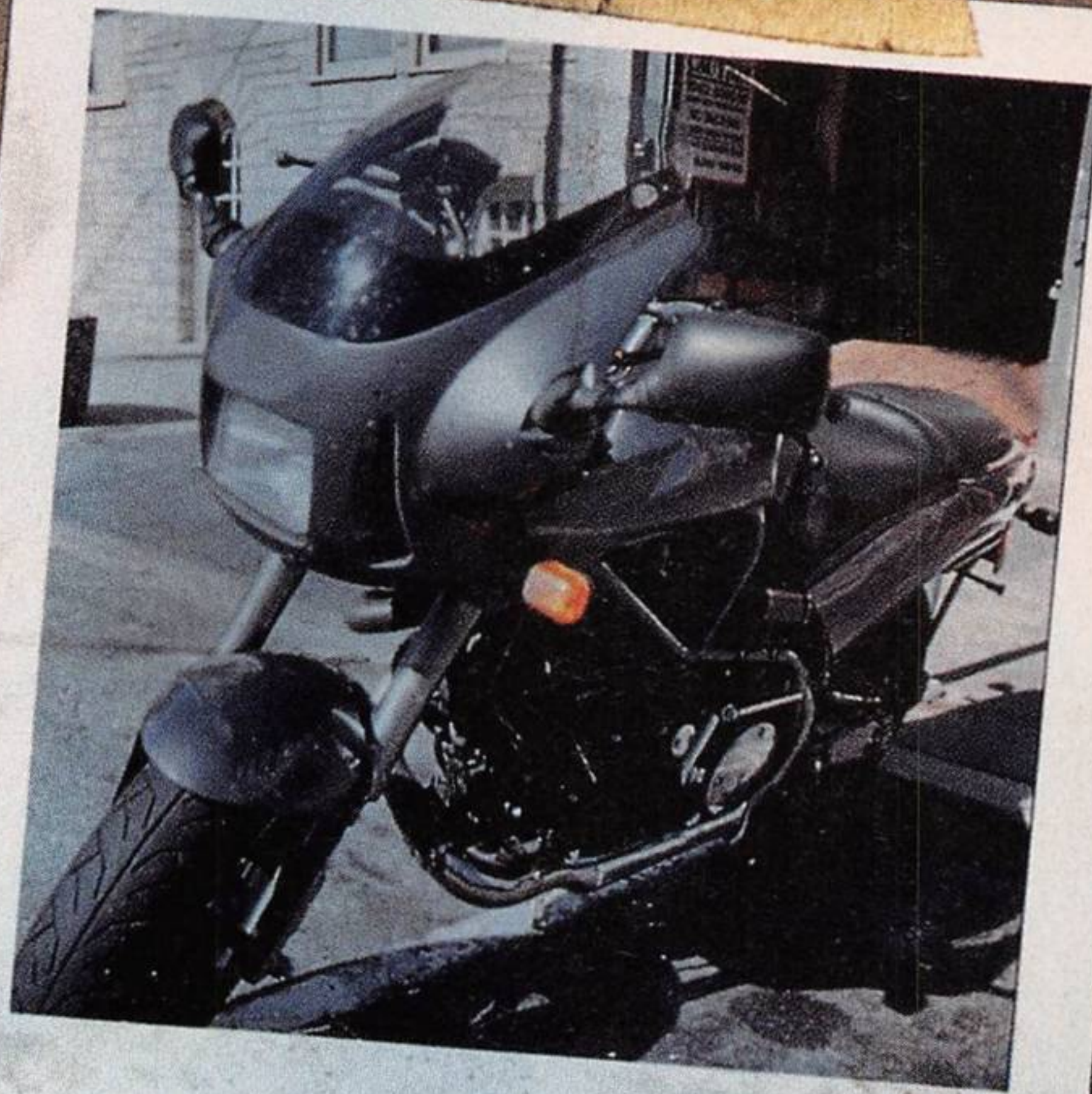
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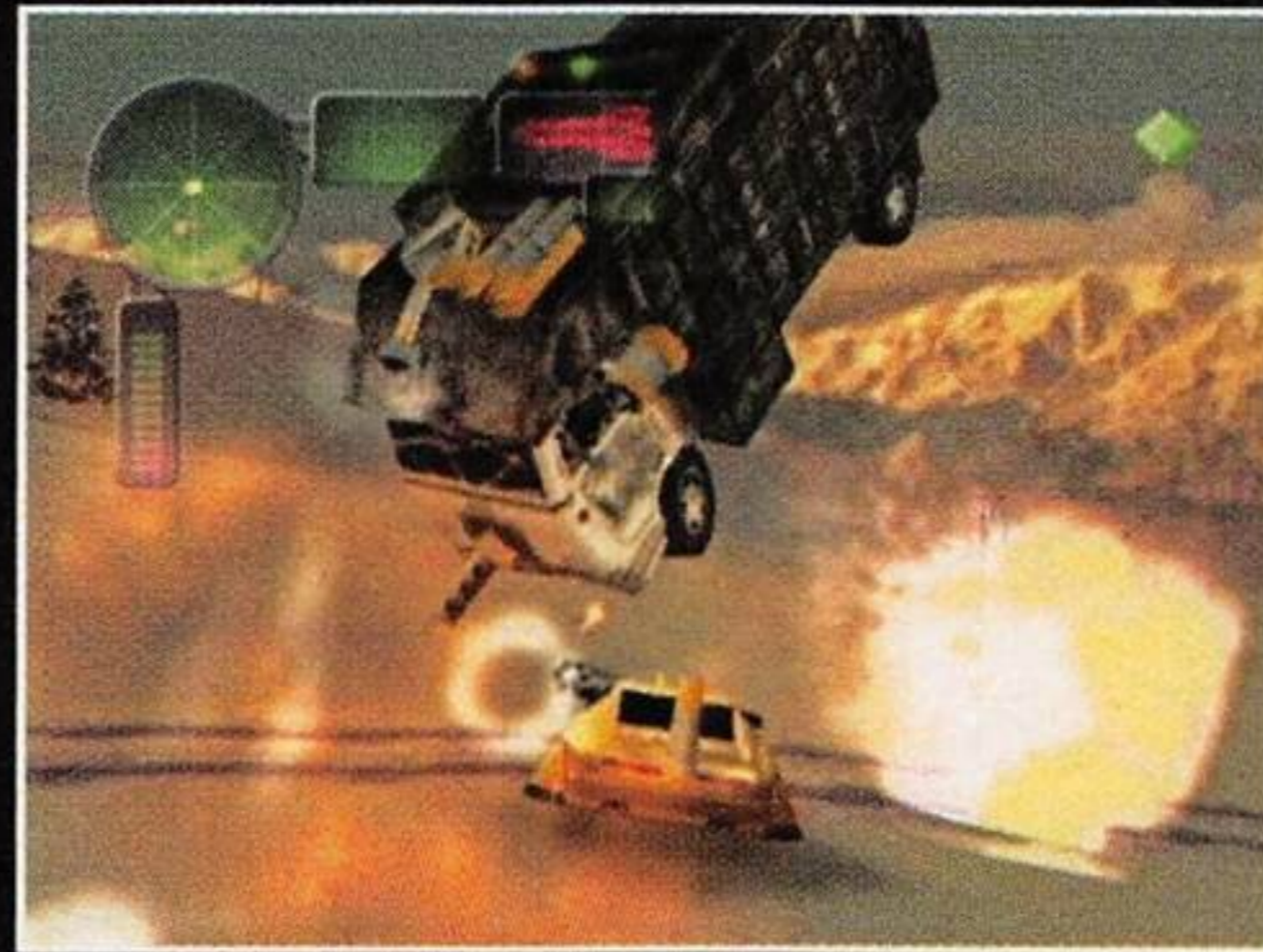


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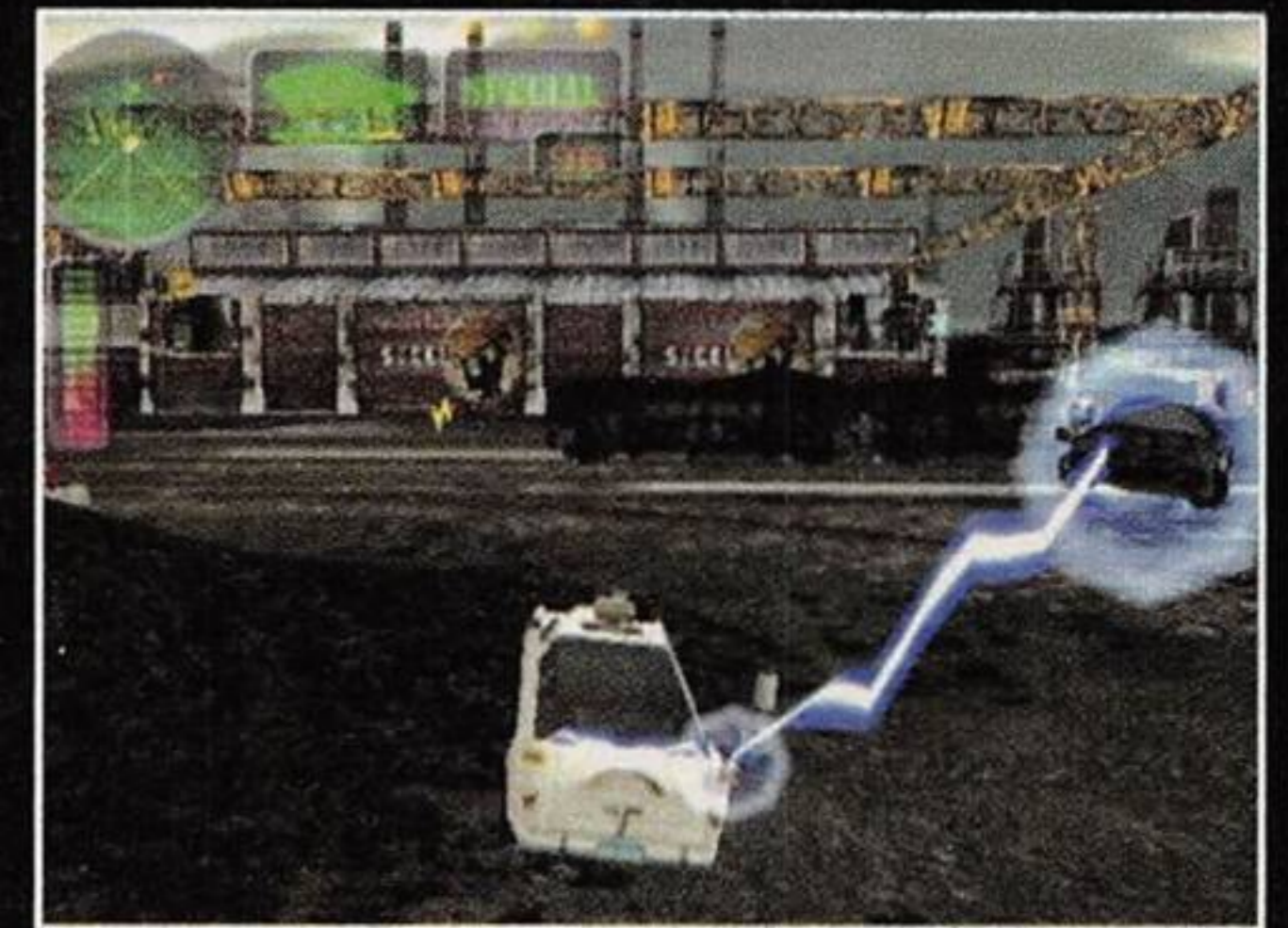


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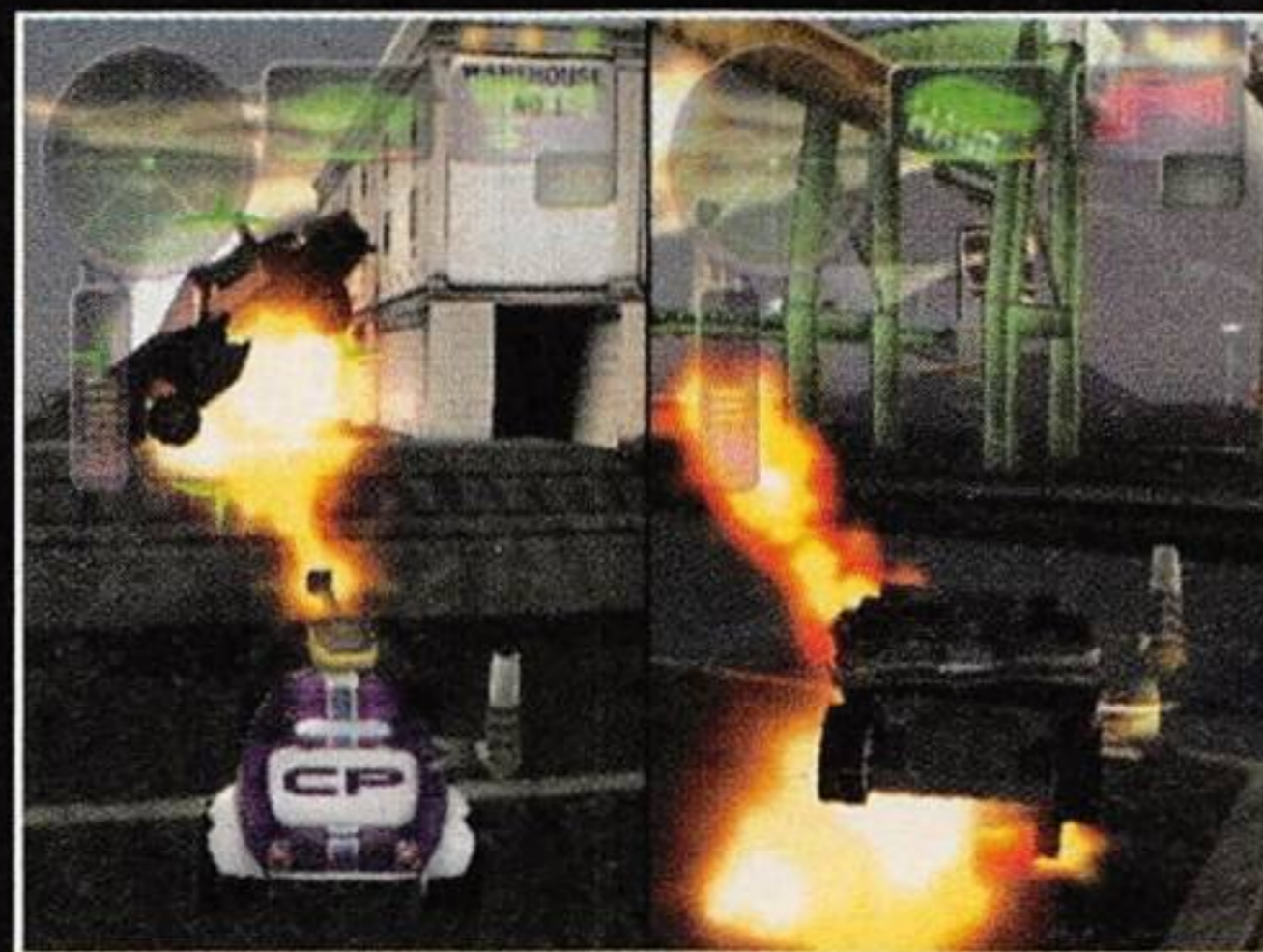
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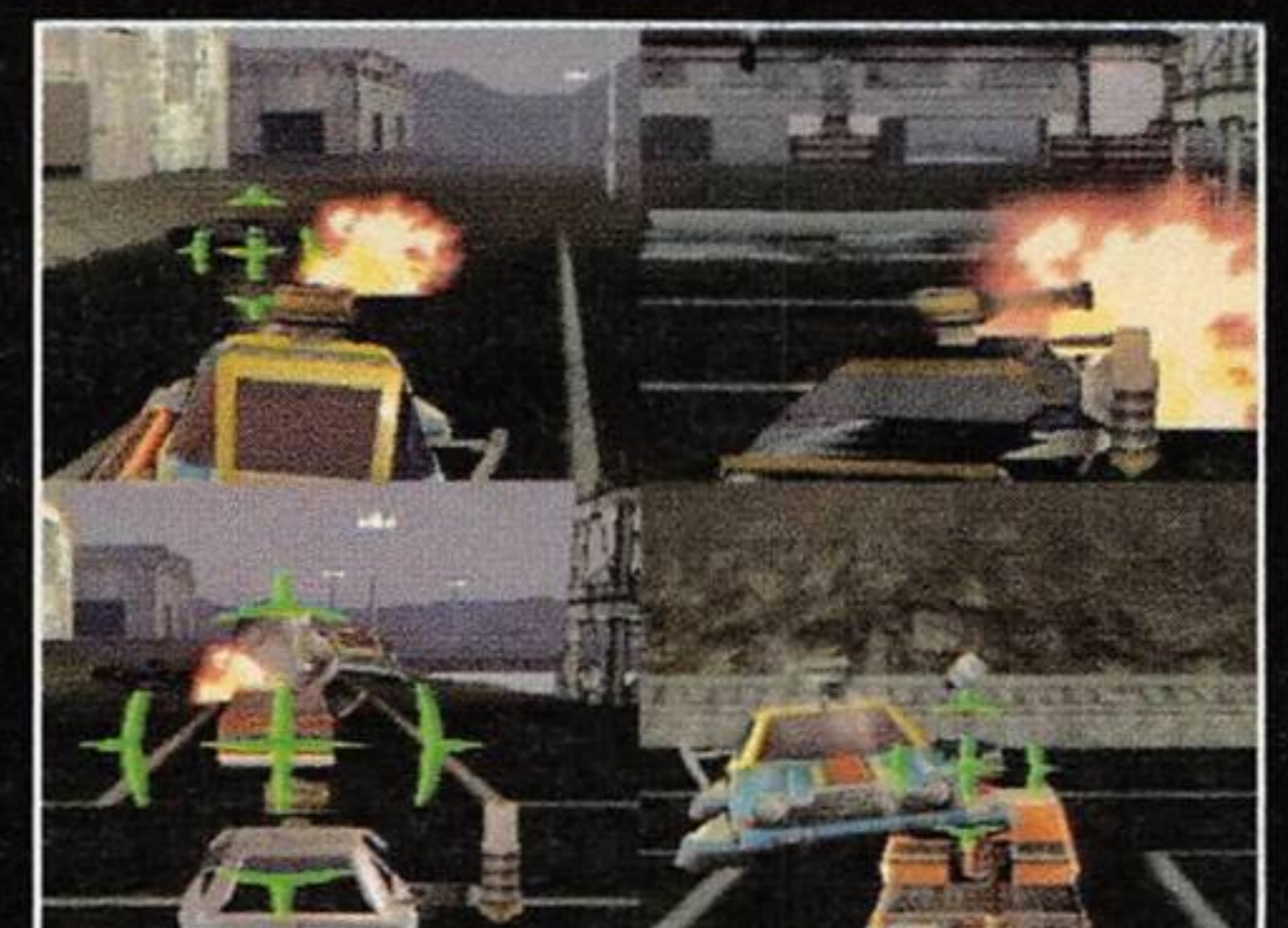
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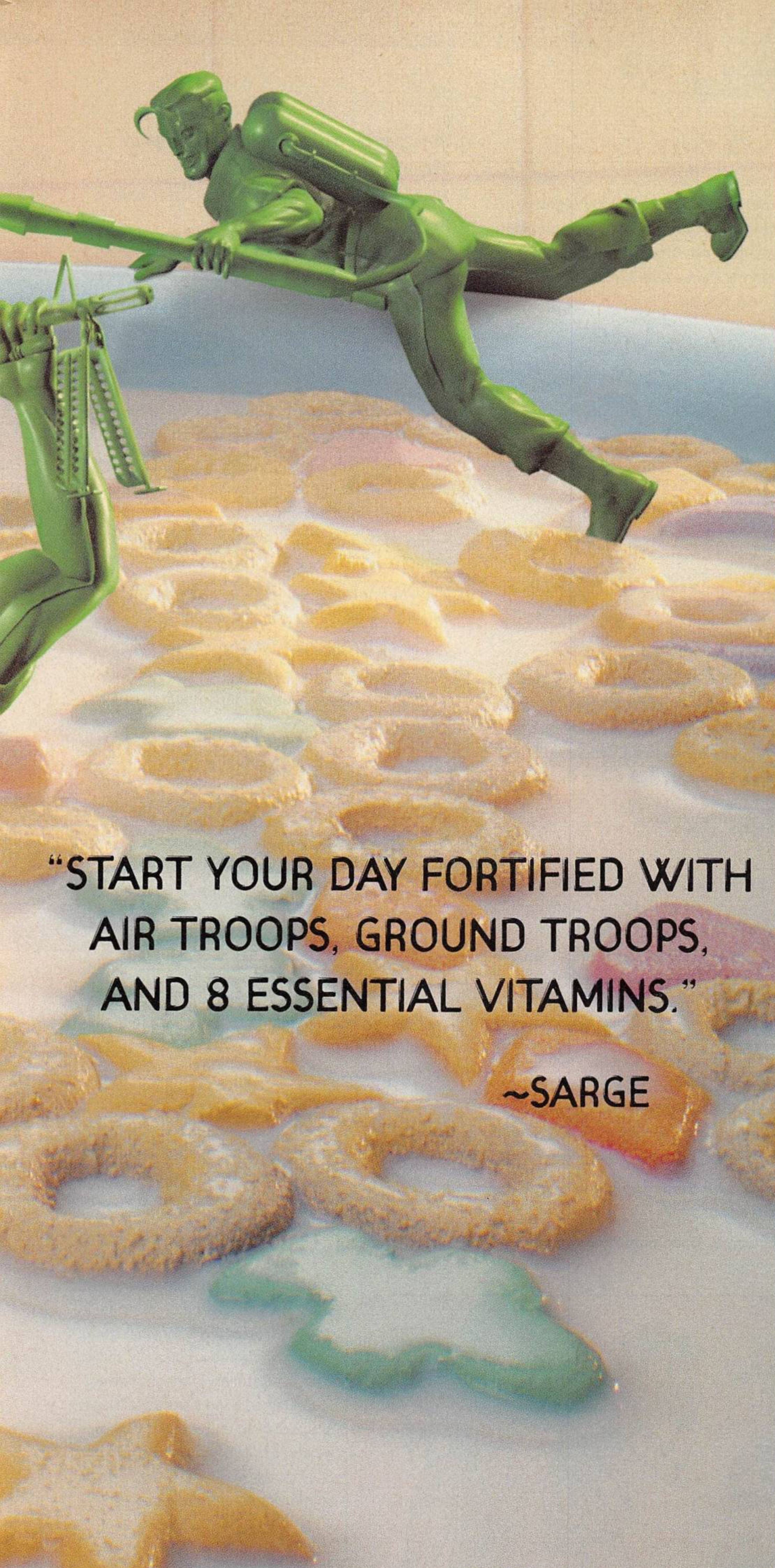
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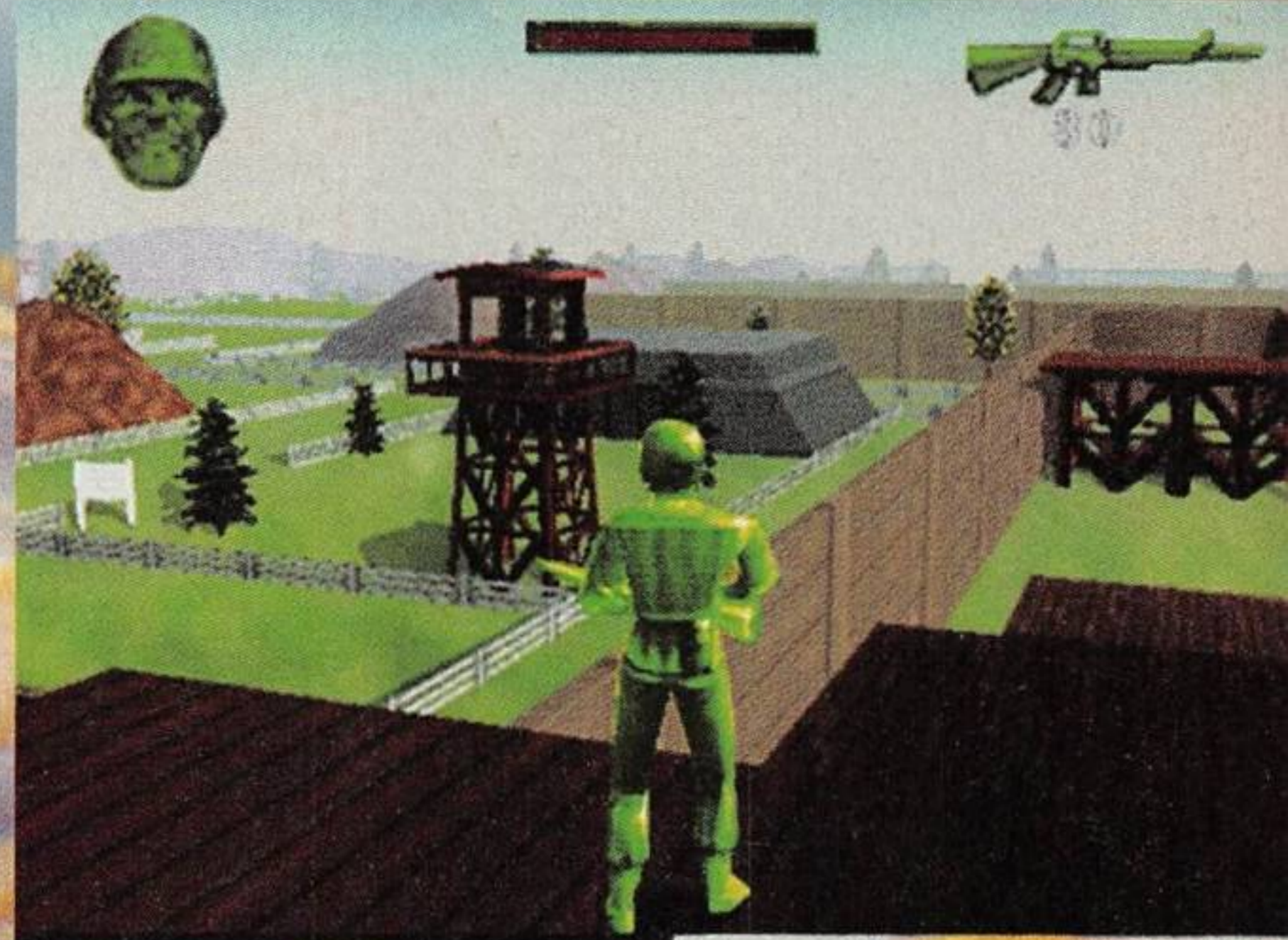


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EDITOR'S LETTER

From Womb to Tomb

If you're reading this, it probably means we've all survived Y2K! As befits the time, there have been plenty of revelations this past year. In fact, we've documented some of them this issue in the *GamePro* Editors' Choice Awards.

One nagging end-of-the-century problem is that it appears that *Tomb Raider: The Last Revelation* may indeed be the last we see of Lara!

Eidos denies all, yet we have to acknowledge the signals. Remember Indiana Jones' swan-song film, *Indiana Jones and the Last Crusade*? Now Eidos presents us with *Tomb Raider: The Last Revelation*? Plus, Core Design, the masterminds behind Lara and *Tomb Raider*, was obliged to complete this game by the end of '99. And, even though Core has added impressive improvements, they didn't actually build a new game engine with future potential. Instead, they focused—very successfully—on returning to the original puzzle-style gameplay that made the franchise...almost like they wanted to take one last shot at perfection.

Let's toss in the fact that Lara is...er, overexposed. She's in TV commercials, stars in her own comic book, has an action figure toy franchise, and appears in cheesecake spreads in brand-x game mags. She even went on a date with a lucky *GamePro* reader as part of a sweepstakes prize package!

Lara, we love her, but write it down: 1999 will be remembered as the last year of Lara. Oh yeah, one parting reference to Indiana Jones: Remember the ending of the *Last Crusade* with the Jones and allies riding off into the sunset? Check out the ending of *Last Revelation*.

Happy New Year and Happy Millennium from the GamePros!

The GamePros
San Francisco, CA
letters@gamepro.com



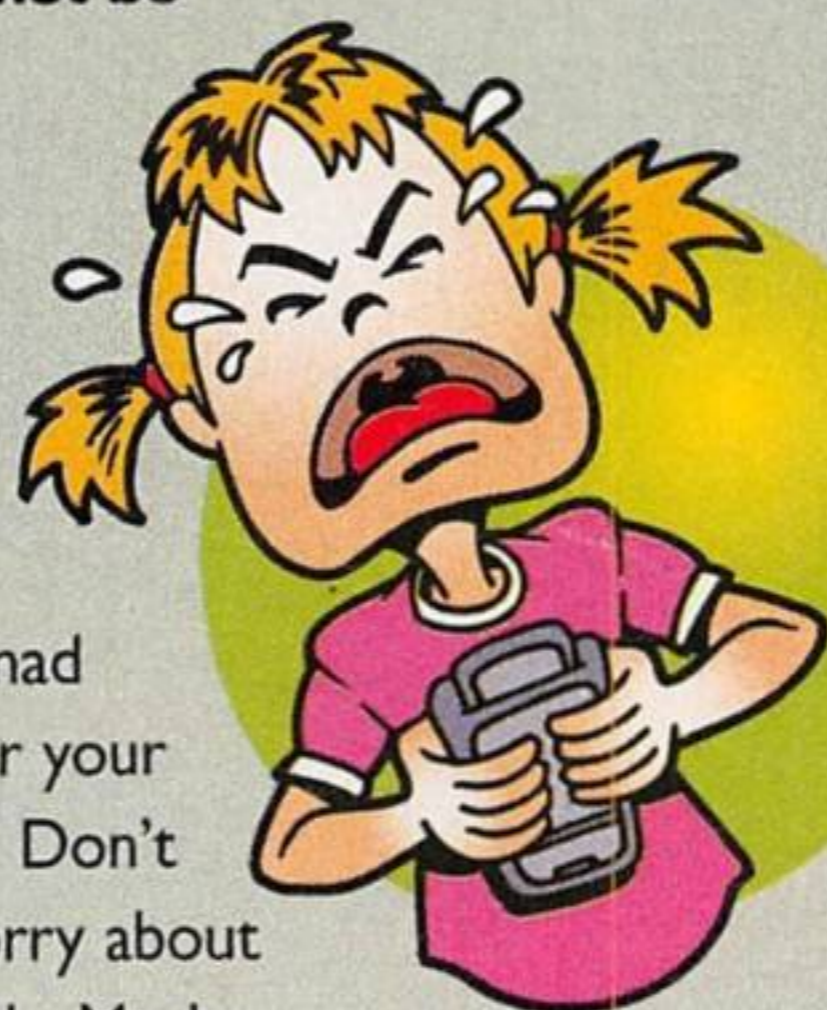
POKIN' ON POKÉMON PINBALL

What's up with *Pokémon Pinball*? It's way too hard for a game geared toward little kids. My eight-year-old sister is constantly crying over it. When I play the game it frustrates me, too. I'm personally annoyed at Nintendo for doing this. I hope that future *Pokémon* games will not be like *Pokémon Pinball*.

► Kurt Zisa
Medford, NY

This certainly confirms Major Mike's mantra, "Pokémon is evil!"

C'mon, are you really mad at the pinball game—or your temporary lack of skill? Don't give up, dude. We're sorry about your little sister, though. Maybe you shouldn't read Rizo's letter below.



NINTENDO IS NO GOOD

I've noticed that the N64 is doing pitifully. It's being outsold, outgamed—and outeverythinged—by the 32-bit, four-year-old PlayStation. I'm really disappointed. Personally, I see it sharing the same fate as the Sega Saturn. I thought that twice the bits would be better.

► Newton Nicholson
Los Angeles, CA

Comparing the N64 to the Saturn is nasty. Perhaps you haven't noticed *Donkey Kong 64*, *Jet Force Gemini*, *Turok: Rage Wars*, *WWF WrestleMania 2000*, *Mario Golf*, or *WinBack: Covert Operations*? The PlayStation and the Nintendo 64 are both great game machines.

GIRLS JUST WANT TO HAVE FUN

Girls will never be good at video games. They should stick to watching the *Pokémon* TV show or playing with dolls. We need to stop talking about girls versus guys because the truth is that girls will never be truly excellent at video games. Here's why:

1. Girls will stop halfway through a game to put on lipstick or something.
2. Female characters in video games are never interesting.



3. Girls play for fun, so they'll never be good gamers.

4. There must be a reason why you don't have a woman on your review crew.

5. I think girls that play video games are tomboys, don't have boyfriends, and have pathetic lives.

6. Girls might break a nail while playing a fighting game and start whining.

► Jonathan Rizo
Los Angeles, CA

Somebody's date to the local arcade didn't go over so good, eh? Here's a point-by-point response to explain why your politically incorrect takes are wrong-headed.

1. Maybe it wouldn't hurt for you to take a look in a mirror once in a while, too.
2. Samus Aran, Lara Croft, Aya Brea, Claire Redfield, Chun Li. We rest our case.
3. If you're not having fun while you play video games, why play at all?
4. We have Miss Spell; now you have major trouble.
5. At least they aren't venting their frustrations in a video game magazine letters department.
6. Okay, you get one out of six.

PROTIP: Next time, bring more quarters.

DVD IS COMING

Will the PlayStation 2 play DVD videos? I've been planning to purchase a DVD player for a while, but am wondering if the PS2 would be a better buy. Will it play both DVD movies and video games?

► Robert Preziose
Baldwin, NY

According to Sony, the PlayStation 2 will play DVD movies and games. Yep, thanks to Sony, we can look forward to our eyeballs being glued to a TV set for countless hours...and be glad about it!

ANIMÉ ANGST

Why don't animé movies get converted into video games more often? Animé is becoming very popular, and I think companies who port animé to video games would make a hefty profit.

► Jacks Ng via Internet

Everyone knows there's a curse on any game that's based on a movie. It doesn't matter if the movie is good or bad, the game is generally stinko. *Batman Returns*, *Hudson Hawke*, *Fifth Element*, and *Cutthroat Island* are part of an endless list that won't be missed. Why would *Ghost in the Shell* or any other game based on an animé film escape the curse?

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if you look under
the rock you can totally
bypass the dragon.



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MAD ABOUT MARIO

There have been a lot of games with Mario, but ever since *Super Mario 64*, there hasn't been a Mario adventure game. Instead, all the games have been multi-player: *Mario Kart 64*, *Super Smash Bros.*, *Mario Party*, and *Mario Golf*. So when will there be a new Mario adventure game? Also, is Mario ever going to marry Peach? Is Baby Mario actually Mario's own son or Mario as a baby? And if he's Mario as a baby, how can they coexist?

► **Josh Olguin**
Portales, NM

Unfortunately, there will be no new Mario adventure games for the N64...hey! What the...? This is a freakin' list! You fooled us, but here are your answers anyway.

1. When Dolphin rises.
2. Dunno, but it happens to the best of us.
3. Mario as a baby
4. Einstein's Theory of Relativity

BAD GUYS FINISH LAST

Why do video games always show a happy ending? They could easily run a cinema sequence showing the bad guy winning when you lose a game, but they never do.

► **Chris Terry**
Brush Prairie, WA

In *Legacy of Kain* and *Legacy of Kain: Soul Reaver* for the PlayStation, you can choose between two evil endings if you beat the game. Is that bad enough for yah?

TOO LITTLE 2D

Every N64 gamer is suffering from what I call the N.C.F.G. (No Capcom Fighting Game) syndrome. In your June issue, you said that it may be a while before a 2D fighter from Capcom is available because all N64 fighting games are 3D [see "Head2Head"]. What about *Rival Schools* and *Street Fighter EX2*? These titles are 2D and would



totally rock the N64 fighting universe. *Tekken 3* would be nice, too! So what's the hang up?

► **Ahmad Walker**
Freeport, Bahamas

Capcom and Namco are just being stubborn. They tossed their hats into the PlayStation ring early on, and, consequently, could never convince themselves that there would be enough N64 gamers to make it worth their while to publish games for that system. Now, they've missed the boat.

2D OR NOT 2D

I've had my PlayStation since it came out, and there is one game genre that's been really under-represented: 2D shoot-em-ups. It makes me want to wail, because it's also one of the best genres. I'm talking about classics like *Gunstar Heroes*, *Metal Slug*, and *Contra* from the original NES. I wish game companies would please stop thinking that 3D graphics are all it takes to make a good game.

► **DsLaPmAsTa** via Internet

We join you in your lament (and Ahmad Walker up above probably does, too!). We equally mourn the loss of great side-scrolling ninja games such as *Ninja Gaiden* and *Shinobi*, which are basically shoot-em-ups. Let's start a campaign to revive two-dimensional thinking!

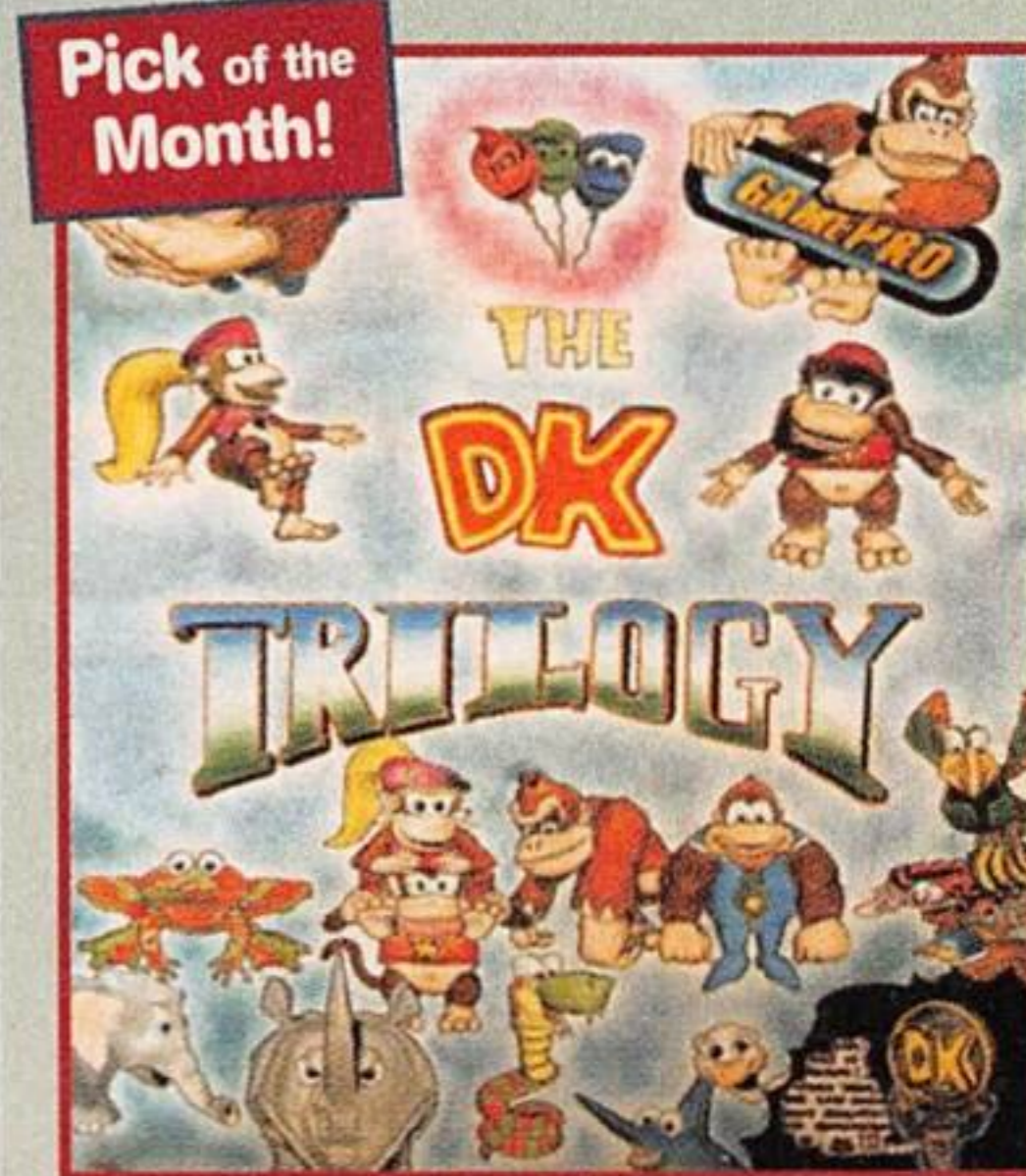
WAR IS HECK

Am I the only one who isn't taking sides in the next-generation video system war? At my school, a kid asked me which new system I would buy. I said that the PlayStation 2 may be good, but I'd prefer Nintendo's Dolphin because it sounds like it'll be a little better. He suddenly started yelling at me. Those kind of people just annoy me so darn much. Do you take sides?

► **Chris Kieta**
Elizabethtown, KY

Why can't we all just get along? This is what gives video gamers a bad rep. Watch out for that kid and ask your school counselor to watch out for him, too. Yes, a

ART ATTACK



Eddie Serrano, Brownsville, TX



Dominic Meily, Philippines



Abiel Irizarry, Puerto Rico

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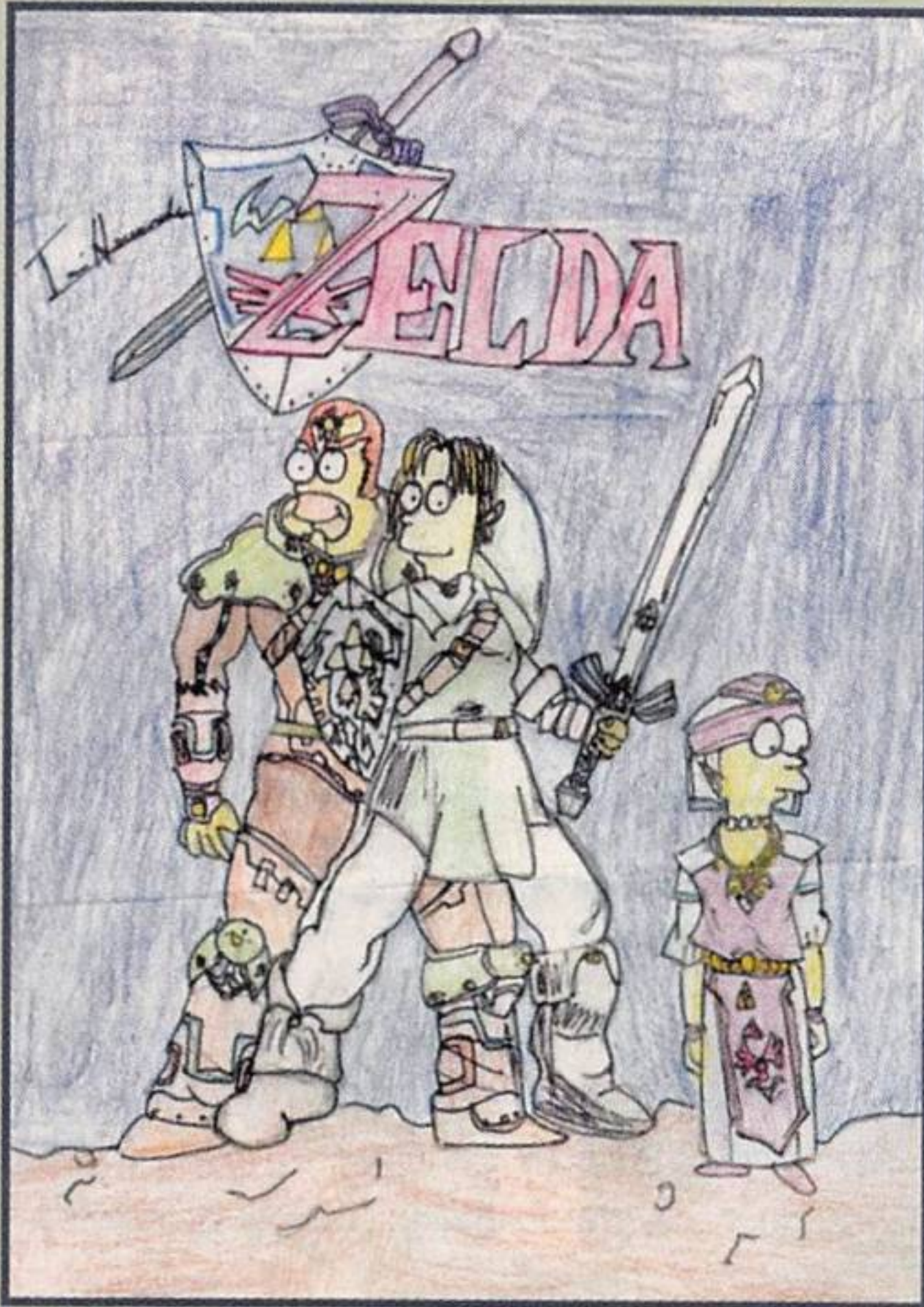
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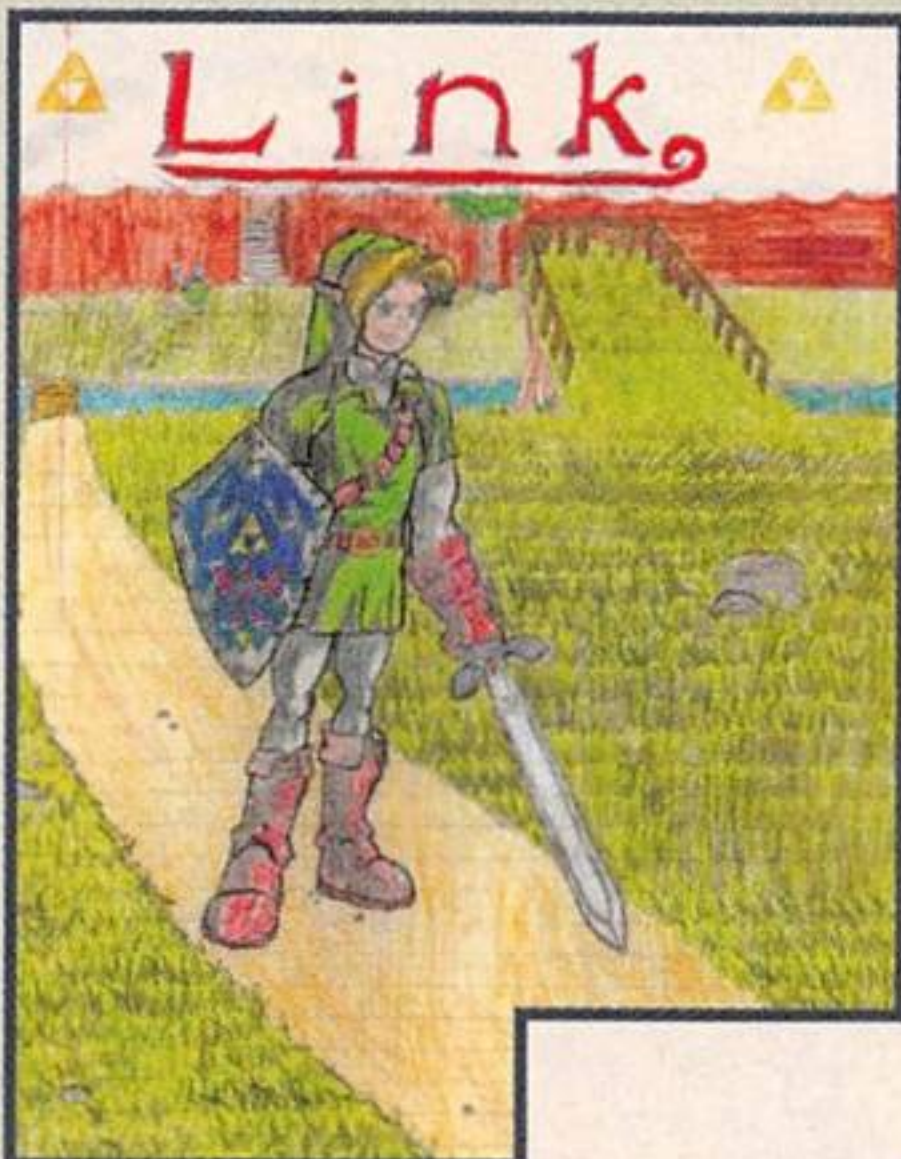
Tai Hernandez, San Jose, CA



Kelly Brooks, Edison, NJ



Nate Bullingsley, Rushville, IL



Ian Wallace, Lansing, MI



Chris Sloan, Charlottesville, VA



Jamie Lowe, San Juan Capistrano, CA



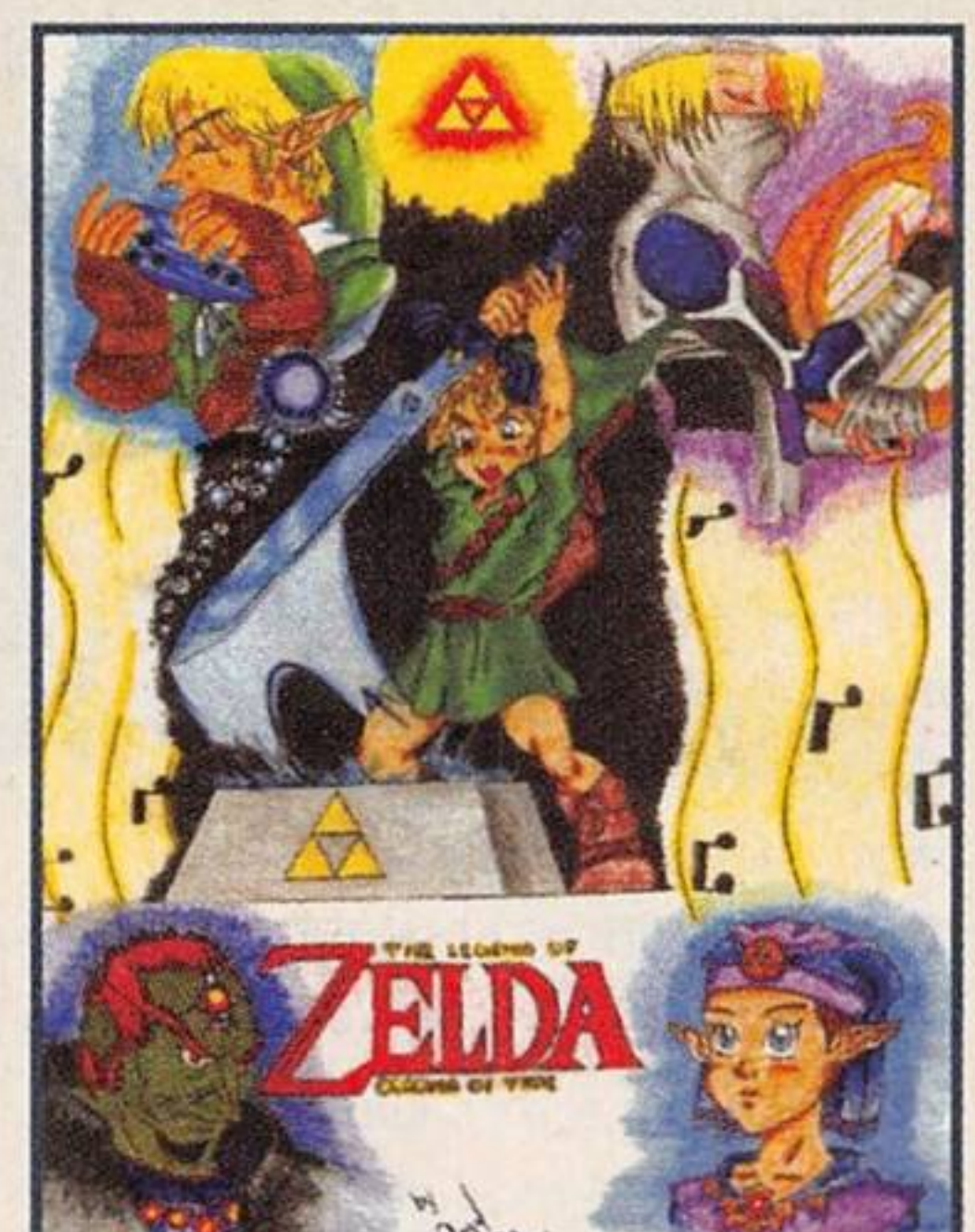
Davon McGriff, Delran, NJ



A.J. Buencamino, Kuwait



Anthony Castañeda, Escondido, CA



Angel Concepción, Puerto Rico

BY THE WATCH DOG

It's the beginning of a new millennium, and so the Watch Dog's dream is a problem-free gamers' world—in which players don't have to worry about bugs in their games or software piracy. Hopefully, the following solutions are at least a beginning to the Dog's utopia.



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

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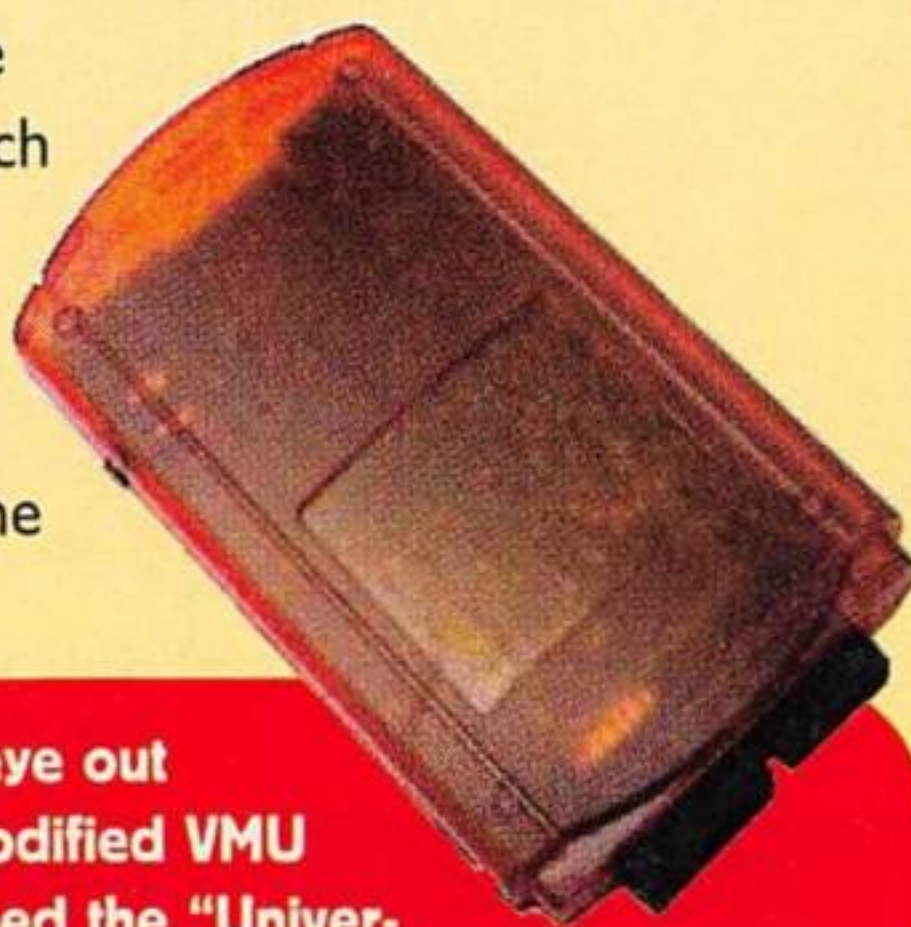
Q Is there a mod chip available for the Dreamcast? If there is, for how much and where? To play import games, is it better to buy the chip or do the swap trick that I found on the Internet? I would love to play import games like I can with the PlayStation.

CHRISTY MIYAMOTO
SAN MATEO, CA

A The Watch Dog answers: You're not alone, Christy. The demand for a Dreamcast mod chip has been high ever since Sega's console hit store shelves. Unfortunately, the rumor of such a chip has been just that: a rumor. To date, there is no modified chip that enables American Dreamcasts to play import games. There is, however, a VMU unit that is currently being tested by a known party that will let you play import games. A price has not been determined yet, but the unit should be available soon. You'll be able to just plug it into the controller like a normal VMU unit and play import games.

As for the "swap trick" you found on the Internet, it does work, but it's messy—and risky. This method involves replacing a disk running on the console with another disk at just the right moment. However, because the swap happens when the disk is spinning at full speed, the system and game can be easily damaged. Also, the "swap trick" can be accomplished only while the Dreamcast's casing is off, which means the console's inner workings are exposed—not to mention the fact that taking apart your console voids the Dreamcast warranty.

Keep an eye out for this modified VMU unit, dubbed the "Universal VMU," that will enable you to play import games on the Dreamcast.



are to look online for answers or to remove the mod chip from your system. Currently, there is no explanation as to why the warning screen is in Japanese."

The Watch Dog adds: It's a bummer that you can't play Capcom's top hit on your "chipped" PlayStation. There is, however, a better resolution to this dilemma than removing the mod chip from your system—but you must own InterAct's GameShark. If you do, enter the following code to bypass the anti-mod chip program:

D014957E1040
 8014957E1000

Q Not having the Sony PocketStation is really annoying! How can I get the full experience of *Final Fantasy VIII* when I don't own a PocketStation? I'd love to play *Chocobo World* as stated in the *FFVIII* manual, but it seems impossible without Sony's miniature device. Is Sony ever going to release the PocketStation in the U.S.?

NAOMI OIWA
LOS ANGELES, CA

A A Sony customer service rep replies: "Unfortunately, the Japanese PocketStation will not work on the U.S. version of *Final Fantasy VIII*. As of today, the PocketStation won't be available in the States, and we apologize for any frustration gamers are experiencing in regards to *Final Fantasy VIII* and the reference to the PocketStation in its manual. The reason why the *Final Fantasy VIII* manual contains a section about the PocketStation is that at the time of its printing, the decision not to bring the device to the U.S. had not yet been made."

The Watch Dog retorts: Actually, the PocketStation *does* work with the American version of *Final Fantasy VIII*. Why Sony would say the contrary is an enigma.

In any case, if you're lucky enough to own a PocketStation, there are some cool features that can be found only on the small device. First, as stated in the *FFVIII* manual, you can play *Chocobo World*. This mini-game enables you to train your Chocobo to unleash serious damage against opponents. Also, you can find the Friendship item that lets you use Moomba during a battle. Finally, you can acquire Mini-Mog, a Mog Amulet. Oddly, this last item doesn't work in the game, which means SquareEA took the program out of the American version.

If you're determined to find a PocketStation, you can purchase one at most stores that sell import games. The cost, though, is pretty hefty: about \$60. We also recommend playing *FFVIII* on the PC. It has all of the PocketStation elements.



Q I have a chipped PlayStation, but can't play *Dino Crisis*. How do I bypass the anti-mod chip program in the game so I can play it? I thought only Japanese games have that code (see "Buyers Beware," August). Why did Capcom opt to put that annoying program into *Dino Crisis*, and why is the warning screen in Japanese and not in English?

CRONO055
VIA INTERNET

A A Capcom customer service rep explains: "The program was put into *Dino Crisis* to prevent people from playing an illegal copy of the game. Unfortunately, a mod chip will enable a PlayStation owner to play pirated games—which we are firmly against—so you can count on future Capcom games having the anti-mod chip program, too. The only solutions to this problem



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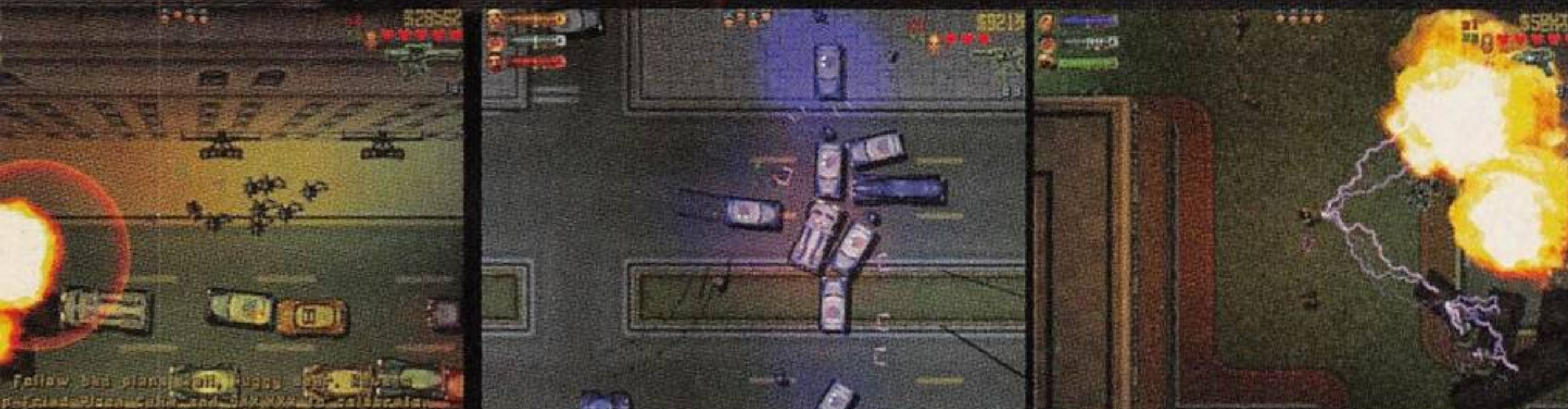
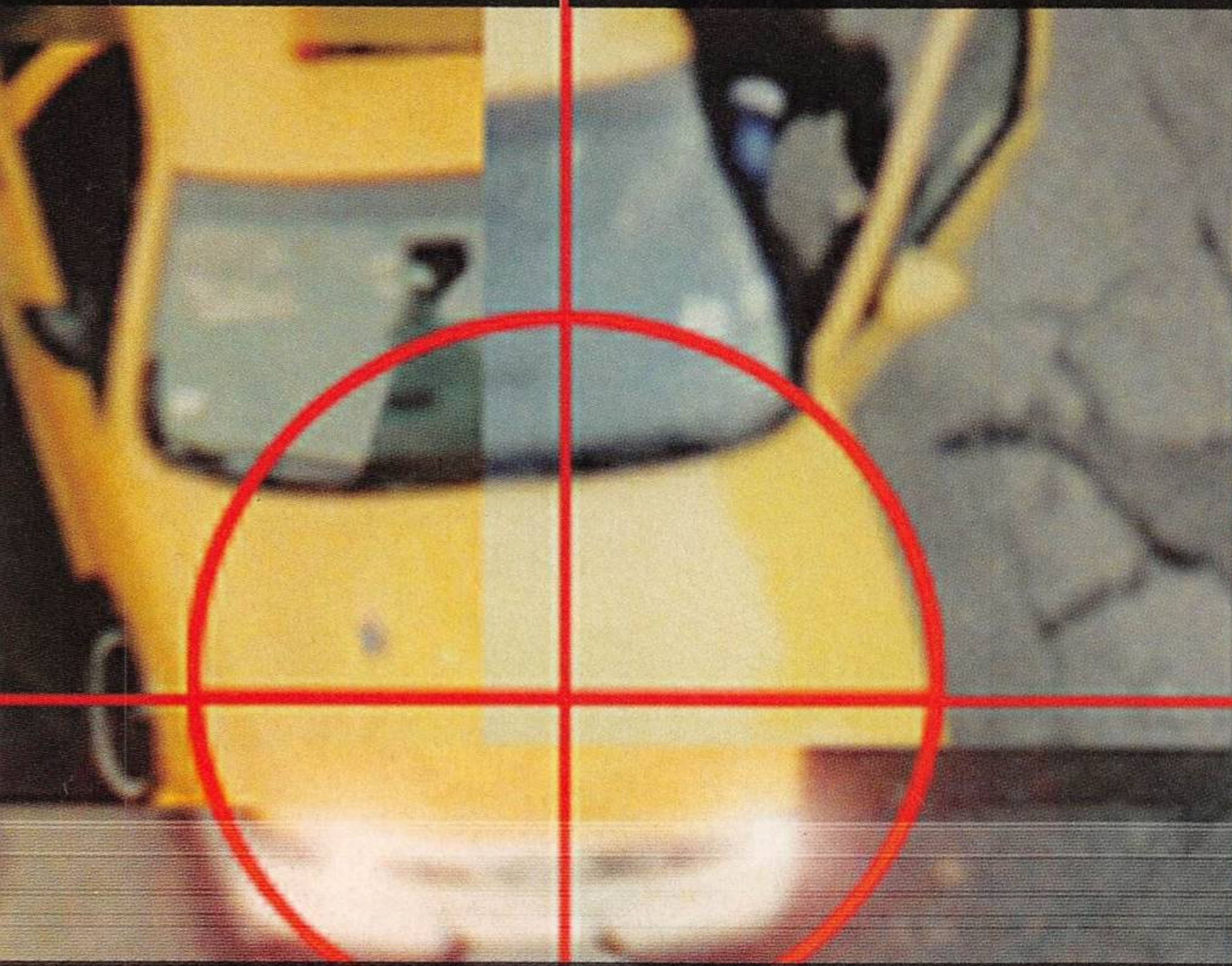
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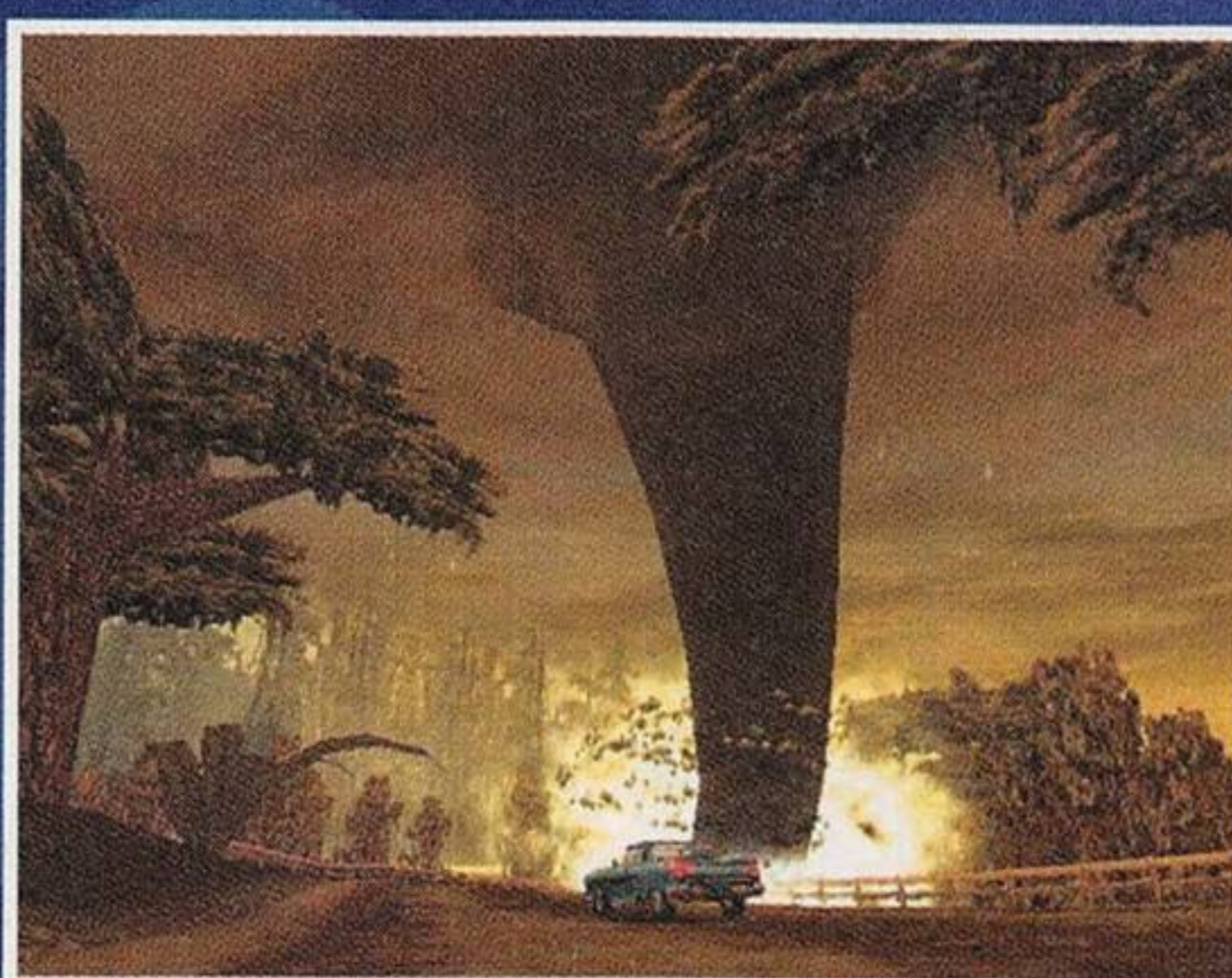
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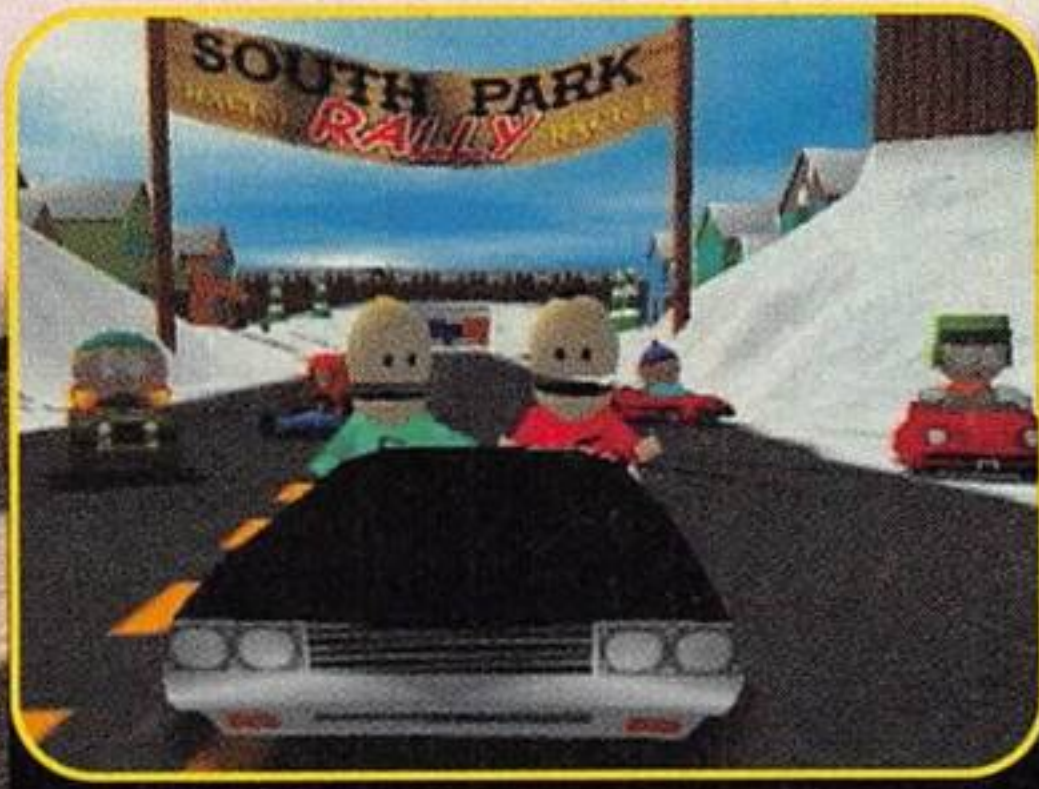
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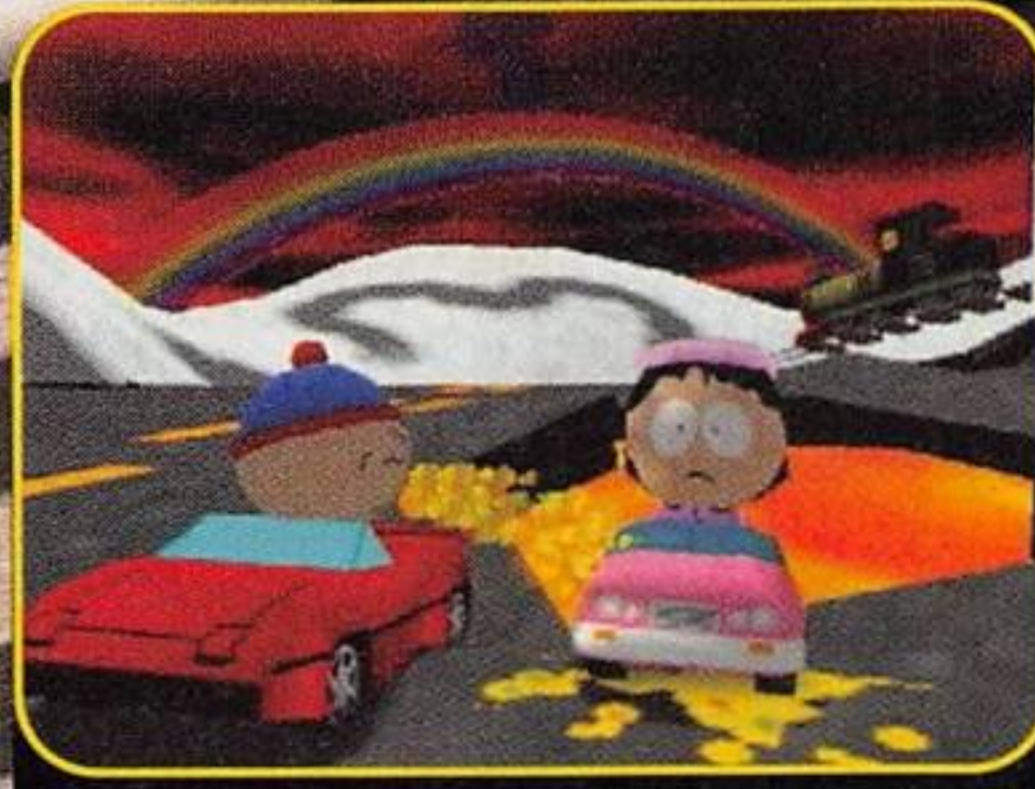
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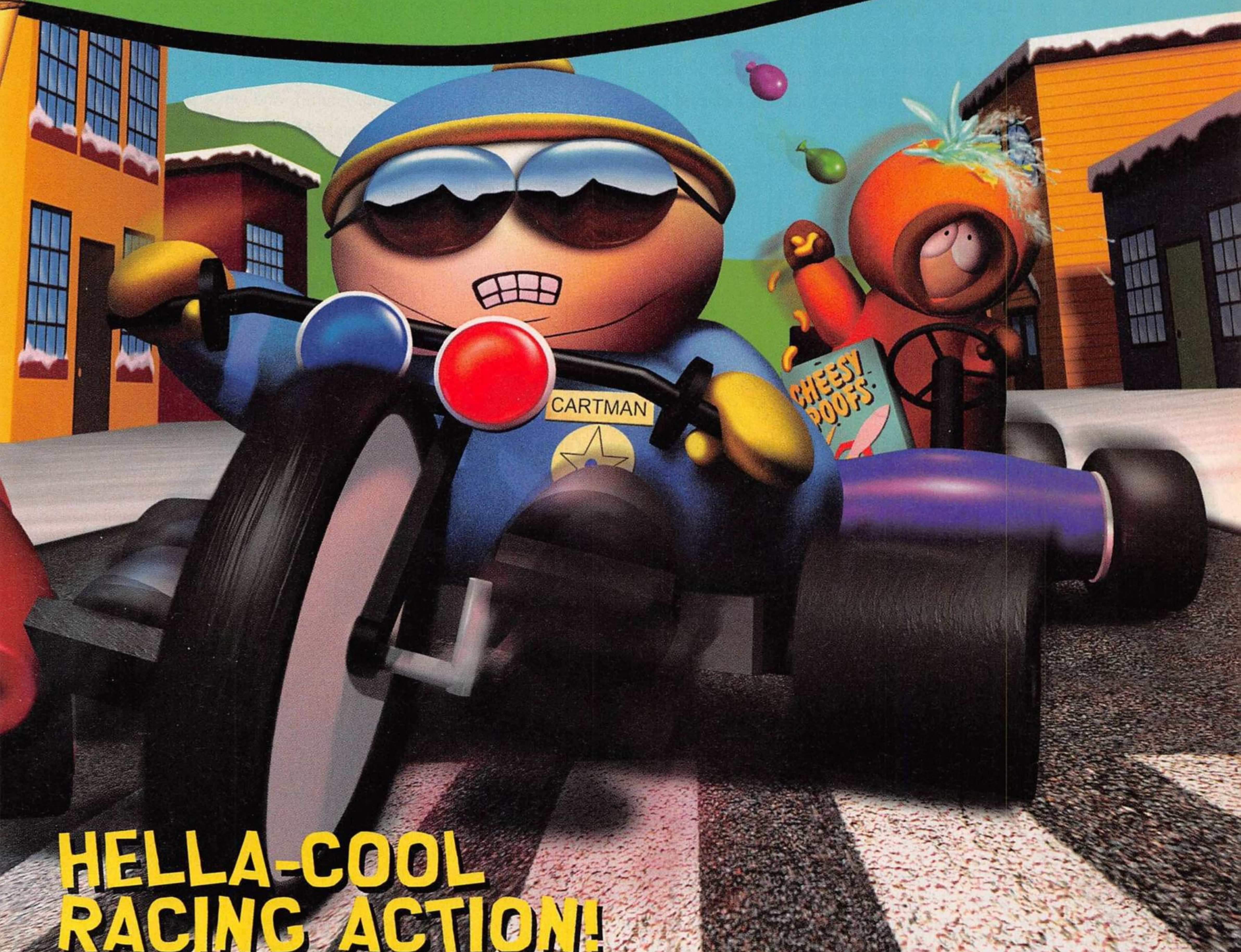


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X-Box: To Be or Not To Be?

Microsoft console mystery deepens as more details emerge

When is a game console not a game console? When it doesn't exist. Such is the plight of the X-Box, Microsoft's all-but-official entry into the console wars. While Microsoft still dismisses the rumor, declining to comment, recent details indicate that the project is well under development.

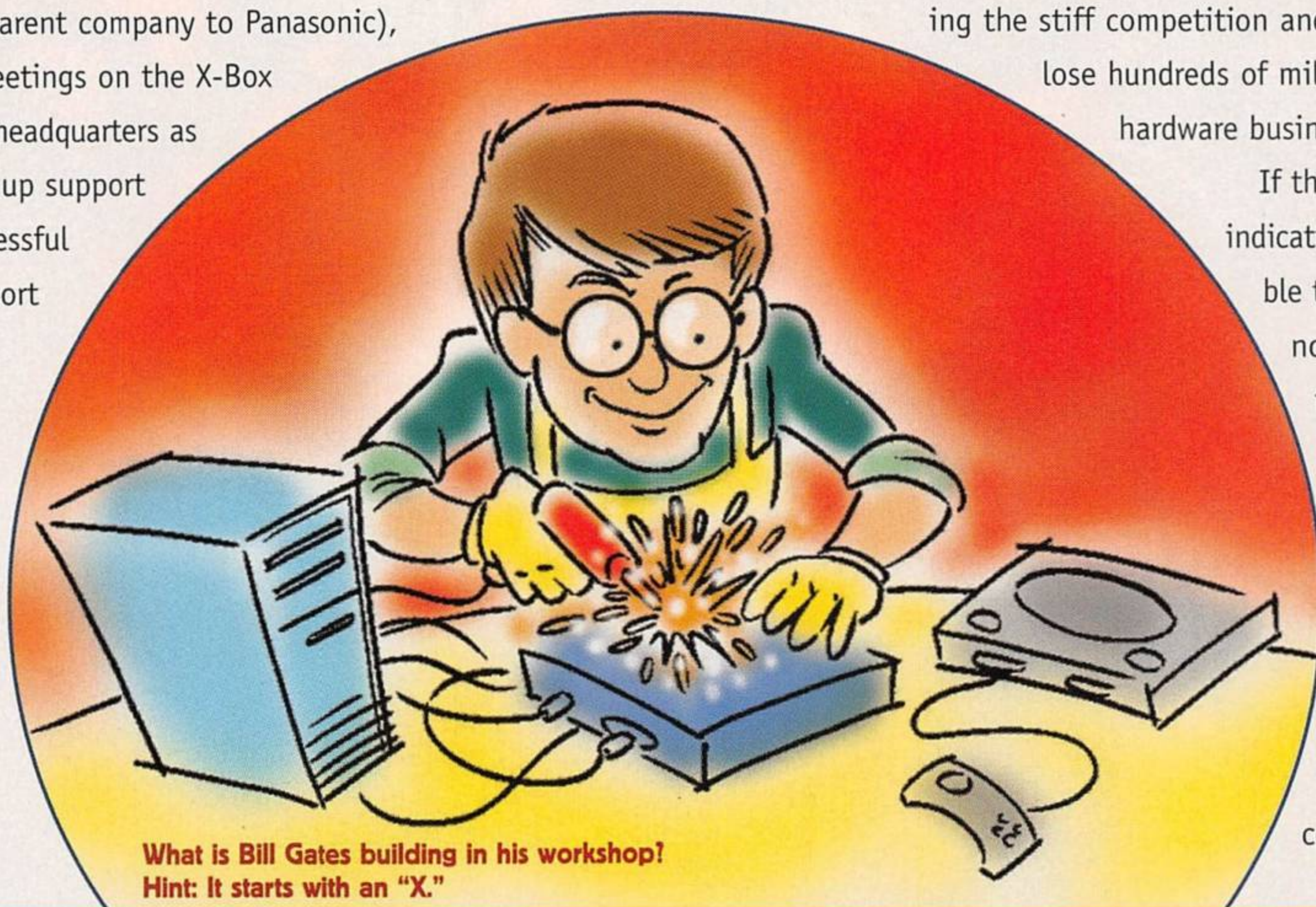
In late October, *The Wall Street Journal* reported on the proposed machine as a hybrid—a PC/TV-based console unit. The article noted the possibility that the X-Box wouldn't contain chips by Microsoft's long-time ally Intel, that it may not run Windows CE (which powers the Dreamcast) as its operating system, and that it is expected to run standard PC game software.

Furthermore, CNET reports that both hardware and software developers, including heavyweights like Toshiba and Thomson Consumer Electronics (parent company to Panasonic), have been attending meetings on the X-Box at Microsoft's Redmond headquarters as the latter tries to drum up support and hammer out a successful strategy. Developers report that the project is well under way—it's even garnered its own Web site within Microsoft's private company network.

But dozens of details remain unresolved, including hardware manufacturers, Internet

connectivity, and price point. One of the most pertinent questions has to be whether or not the market can support four different consoles. Traditionally, no matter how many companies have released systems, game console wars have whittled down to two main competitors: Atari and Intellivision during the industry's infancy, Nintendo and Sega for the 8- and 16-bit days, and, most recently, Sony and Nintendo during the 32- and 64-bit era. If Microsoft is indeed planning the X-Box, it would be the fourth company to make a bid for console supremacy during the next phase of home gaming—fighting the Dreamcast, PlayStation 2, and Dolphin. And while Sony's revenues from the PlayStation surely look appetizing to the software giant, one Microsoft executive—quoted anonymously in *The Wall Street Journal*—suggested that Microsoft may not bring the X-Box out after all, fearing the stiff competition and the “opportunity to lose hundreds of millions of dollars in the hardware business.”

If the X-Box is real, as many indications suggest, it's possible that Microsoft could announce its existence at the Consumer Electronics Show in January. A Microsoft spokesperson maintains that “the stories circulating about X-Box are based on rumor, and Microsoft has a policy of not commenting on rumors.”



What is Bill Gates building in his workshop?
Hint: It starts with an “X.”

NEWS BITS

Game Boy Enjoys Record-Breaking Year

Maybe it's the color screen. Maybe it's the aggressive marketing. Or maybe—just maybe—it's all those pesky, perky Pokémon. Whatever you give credit to, the Game Boy is selling like mad this year, with no signs of slowing down.

In fact, according to a report by PC Data, Nintendo sold 2.68 million Game Boy units between January and August '99—a number that, four months before this year's lucrative holiday shopping season, already tops the total number of last year's GB sales: 2.43 million. Industry experts cite both the low cost of Game Boy software development (generally \$50,000 to \$200,000 compared to \$1 million to \$3 million for a console title) and the immense popularity of Pokémon for the resurgence in the 10-year-old system. Roughly 100 Game Boy titles are expected to be released by the end of 1999.



Williams Ceases Pinball Production

In a sad but not surprising move, WMS Industries—parent company of the Midway, Williams, and Bally coin-op brands—quietly announced that the company will no longer manufacture pinball machines or arcade cabinets. According to the company's annual financial report, the decision was made “as a result of a prolonged period of weak demand and ongoing losses.” Sadly, the company was still producing quality products; for information on Williams' Pinball 2000 technology, see this month's “The Cutting Edge.”



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Smell the Future of Gaming

Can you imagine whiffing Lara Croft's perfume in the next Tomb Raider adventure? Or how about stopping with Link to smell the flowers along the pathway to Hyrule? Believe it or not, scent-enabled games are just around the corner thanks to an interactive media company named DigiScents. The company reports that it has produced hardware and software that will enable people to smell the roses in Web sites, e-mails, movies, music, and video games.



Reportedly, the hardware that will emit the odors will be the size of a computer speaker, and it will contain over 100 oils, each possessing a different scent.

DigiScents is still in its infancy and is currently looking for corporate partners to back its scented technology. Look for more news in the coming months about this innovative venture—DigiScents may revolutionize how people play games. Visit DigiScents at www.digiscents.com for more information.

The Blair Witch Video Game Project

Gathering of Developers has secured the exclusive rights to the surprise smash hit flick, *The Blair Witch Project*, and will develop Blair Witch games for the PC and "at least one console." The programmers plan to use the Nocturne game engine, but further details on the games won't be announced until early 2000. The first titles are planned for a summer release.

The film's rich, detailed mythology should afford the developers plenty of spooky source material. As *The Blair Witch Project* producer Rob Cowie enthused, "Prepare for an amazing combination of spectacular gaming and original storytelling."



As promised, here are some of the submitted answers to "How many gamers does it take to change a light bulb?" Kyle Daily said, "One—our hand-eye coordination is impeccable." EdgeCrusher1999 offered a variation on an old one: "About 400—one to put it in, and 399 to stand around and brag about how they could have done it better." Trevor Shade asked, "What's the cheat code for changing a light bulb?" SteveP26 put it on the line: "Who gives a damn if the light bulb is blown—it doesn't affect gameplay." NoLIMITDDT seconded it with: "The light of our TV while we play is good enough." But BurnsLove got all philosophical: "It's not a question of 'how,' but a matter of 'if.' Hence, the question should've really been phrased, 'If you were to get a gamer to change a light bulb...'" There's one in every crowd, folks. • Halloween hijinks in the *GamePro* offices: Miss Spell, Air Hendrix, and The Last Don came as the long-lost film crew from *The Blair Witch Project* and even made disturbing little stickmen; The Diva showed up as Lara Croft in all her, um, ample glory; Yo Mama kept the staff in line as the ruler-wielding disciplinarian, Sister Anita Doily; and Dan Elektro sported a homemade *Ghostbusters* outfit, complete with backpack and gun. Guess who has way too much time on his hands? • The remote control car destruction derbies are becoming alarmingly frequent in the office. • *Oddworld: Munch's Oddysee...Oddworld: Munch's Oddysee...Oddworld: Munch's Oddysee...Oddworld: Munc*

Top 10 Best-Selling Video Game Titles: September 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Final Fantasy VIII	PlayStation	Square EA
2	Madden NFL 2000	PlayStation	Electronic Arts
3	NFL 2K	Dreamcast	Sega
4	Sonic Adventure	Dreamcast	Sega
5	Gran Turismo	PlayStation	Sony
6	Soul Calibur	Dreamcast	Namco
7	Pokémon Snap	Nintendo 64	Nintendo
8	Driver	PlayStation	GT Interactive
9	WWF Attitude	Nintendo 64	Acclaim
10	Ready 2 Rumble Boxing	Dreamcast	Midway Home Entertainment

Source: NPD TRSTS Video Games Tracking Service

Blaze Home Arcade System

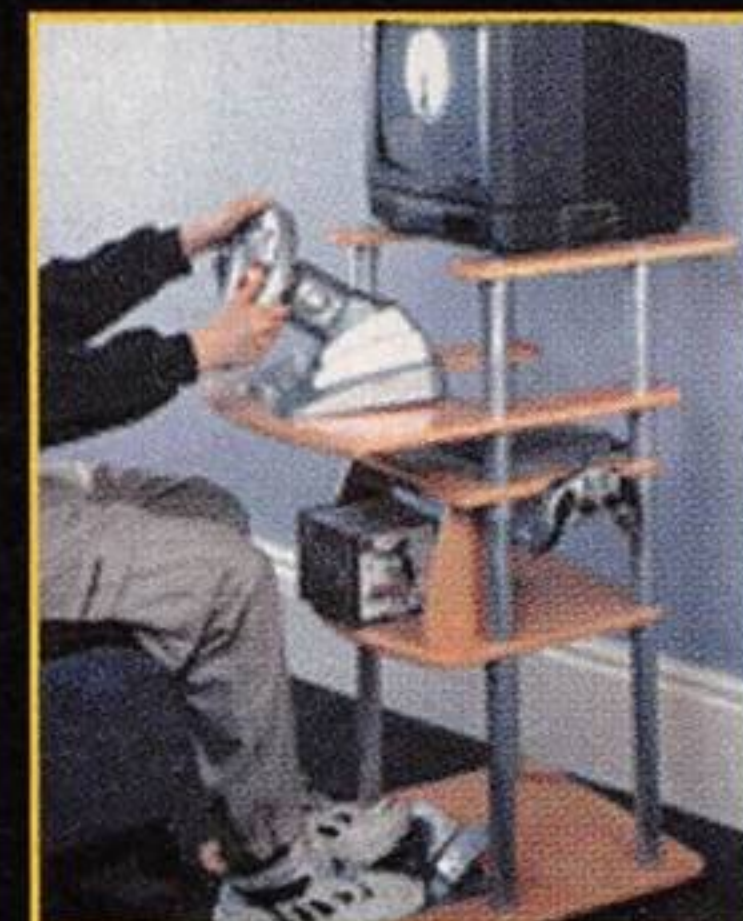
RATING: 4.5

It's about three feet tall, two feet wide, and one of the more unique storage ideas seen yet. This five-tier rack holds your PlayStation or N64 and up to a 17" TV. It also has side holsters for your gamepads and an area for CDs. You can even set up a wheel/pedal combo for driving games, and the top section comes off as a "game tidy" for when you want to hook up the big screen. If you're looking for an innovative space saver for your games, this is it. —Lamchop

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Pinball 2000!

As the world turns the corner on the millennium, what's going to happen to pinball?

By The Whizz

WILLIAMS, ONE OF the largest pinball manufacturers, has decided to say, "Sayonara." Though the venerable company has closed, it's left behind a fresh take on pinball! Pinball 2000 machines are a load of classic fun, while their innovative technology ensures that silver shooters will never again look the same: For example, the two games already housed in P2000 machines—Star Wars Episode I and Revenge from Mars—feature unique story-driven attributes that depend on pinball play.



With Pinball 2000, you can help Queen Amidala save Naboo.



Qui-Gon uses a lightsaber; Darth Maul uses a double-lightsaber; you use a flipper.

Pinball 2000

Pinball 2000 transforms traditional pinball into story line-based action. You use the flippers to bat steelies at traditionally designed targets set on the pinball playfield—or at targets projected onto a video screen on the back end of the playfield. If you hit a target, you advance the onscreen story line. In the Star Wars Episode I machine currently in arcades, for instance, you can fight in a lightsaber duel or drive a Podracer according to your mastery of the silver ball.

With Pinball 2000's technology, designers have created a mix of virtual gameplay elements—from ramps and bumpers to huge bosses. Consequently, players are able to aim at 3D animated video targets as well as those plastic "toys" usually featured in traditional tables.

Silicon Meets Steel

The P2000 works the games by combining a mini-video game system with standard pinball mechanics. It houses a Cyrix MediaGX-based computer processor and a standard 19-inch, 640 x 240 pixel resolution video monitor. The 32-bit MediaGX silicon is designed to deliver workmanlike computing power at fast processing speeds for a reasonable cost—two factors that are usually primary concerns for bottom line-savvy arcade operators. Basically, the chip architecture integrates graphics, audio, and memory management control right on the central processor rather than using separate cards.

Pins on Tour

As stated above, there are currently two Pinball 2000 machines making the rounds. Revenge from Mars is a wacky sequel to the Attack from Mars pinball machine in which you slam pinballs in 12 missions against Martian attacks, some of which involve battling motherships, saving Paris, and even busting a Martian bar.

In Star Wars Episode I, you revisit scenes from the movie that lead up to a match against the revengeful Darth Maul. Plus, you have to hit skill shots and master multiball challenges in order to build C3-PO, find the Gungans, escape Sith Probe Droids, etc.

Pinball Forever!

Don't worry—Williams may have abandoned the pins, but P2000 machines remain in operation at arcades around the country. When pinball makes its comeback, it just may be because of Pinball 2000. **G**

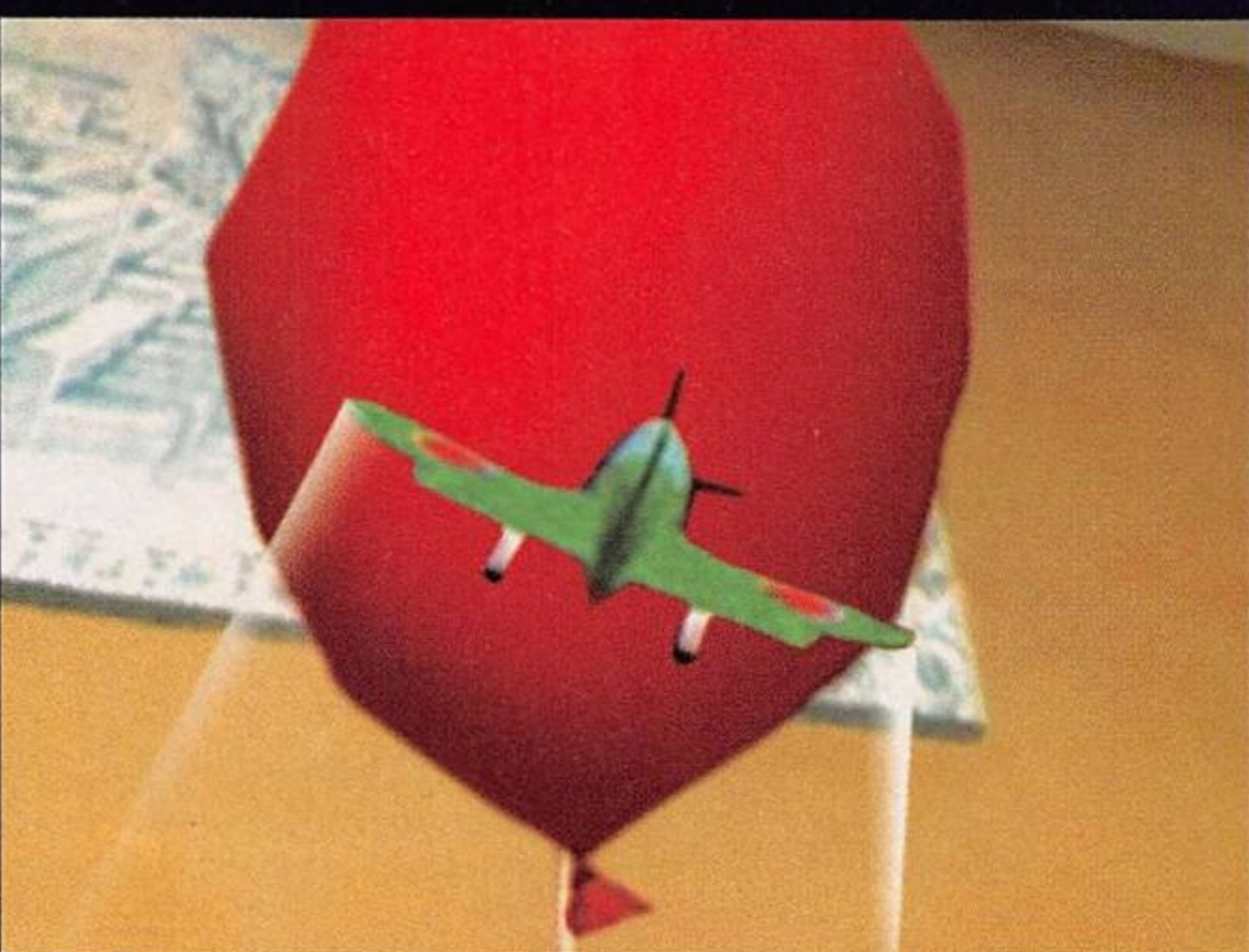
◀ In Revenge from Mars, you can save Paris if you hit your skill shots.

▶ Pinball 2000 houses a Cyrix MediaGX inside a traditional pinball machine.



With Pinball 2000, you can aim your shots at onscreen targets.





YOU CAN ATTACK, BUT YOU CAN'T ESCAPE

WHEN GOOD TOYS GO BAD.

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MAN K I N D

The latest persistent online universe really is a universe—with a whopping 900 million places you can call home. By Ash

SPACE, AS DOUGLAS ADAMS once said, is big. Really, really big. And yet, few games, if any, ever really convey just how mind-bogglingly huge it is. Mankind, a new persistent online real-time strategy (RTS) game from Vibes and Cryo, gives some scope of the enormity. If you can't find a nice place to settle down on one of the game's 900 million planets, then you'd better stay in your parents' basement.




Don't look directly into the sun!



PROTIP: Set up your first base near ample resource stockpiles.

Mankind's sounds and graphics are well done; they are reminiscent of Homeworld's cold, beautiful outer space with a smidgen of on-the-planet-surface, Starcraft-battle action tossed in. A 3D space interface is used for combat and short trips, while the 2D tactical maps provide a larger view for long journeys and a bit of perspective.

Free or Fee

The financial side of Mankind is as alluring as the game setup. You can play for free, 24 hours a day, 7 days a week—but the vessels and stations that you will have access to will be limited. For \$49 a year, on the other hand, you can have all 170 constructs available. Either way, with almost a billion planetary bodies to explore and colonize, you'll have plenty of room to grow. 

A Real Real-Time Strategy Game

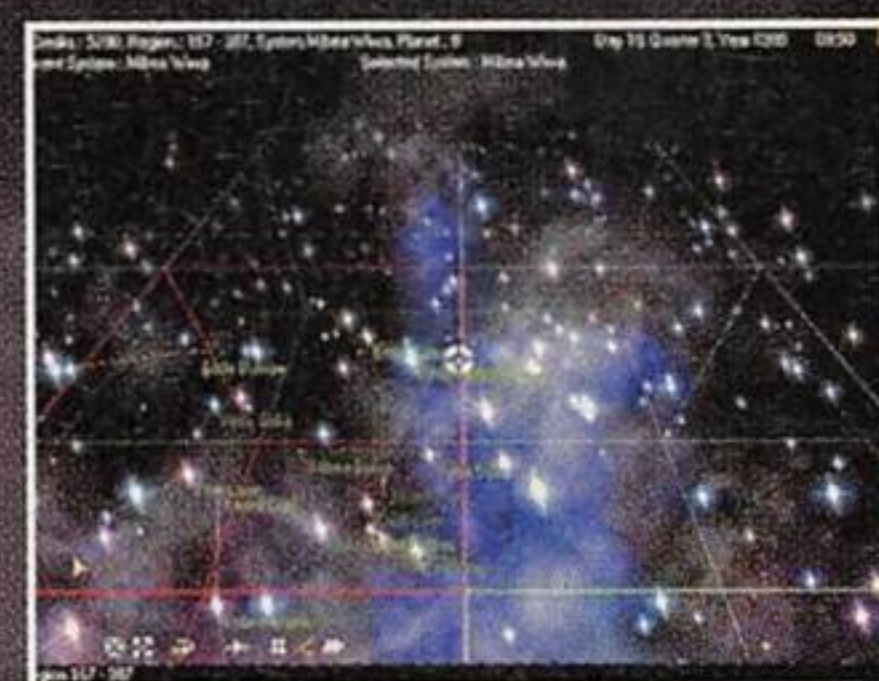
Mankind is an RTS, but the game doesn't stop just because you're not there. Even when you're not online, your ships and stations continue to follow orders, your mines continue to generate resources, your factories continue to be built, and your trade ships continue to follow their routes.

In addition, you can be attacked at any time; your ships will counterattack according to the orders you've left them and, hopefully, your allies will step in. Depending on how involved you become, Mankind will even send a message to your cell phone if you want an assault warning.

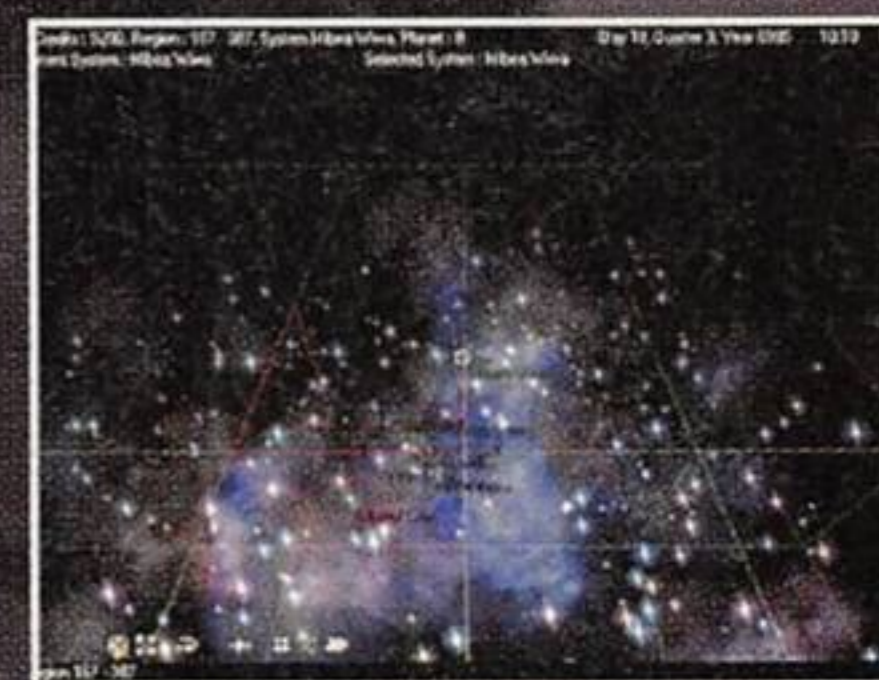
Size Matters

The vastness of Mankind doesn't really settle in until you hit the Zoom Out icon once or twice to check the planetary system you're in, then three times to see the galaxy, and another time to get a God's-eye view of the universe. Each of the game's 900 million unique planets features its own resources, solar cycle, and weather system. Now that's big.

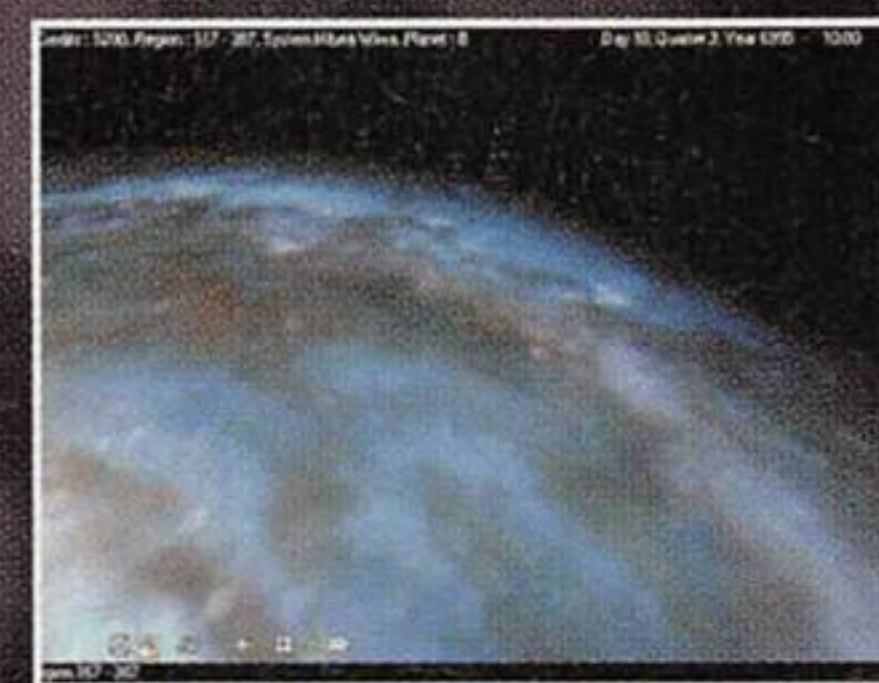
The tutorial doesn't always jive with the world outside, though, making the learning curve a little rocky. Once you have a base of operations set up, however, the galaxy is your oyster. You can interact with both friends and enemies, sharing resources and vehicles, setting up cargo trade lines, and forming and breaking alliances. You can forge an empire bent on conquest or a quiet civilization with economic aspirations.



Zoom out...



...and zoom out...



...and zoom out. Kinda reminds you of the beginning of *Contact*, doesn't it?



PROTIP: You can use bases on both a planet's surface or in space.



◀ The 2D tactical maps make it easier to maneuver.

Mankind: One Giant Step

URL: www.mankind.net

System Requirements:

Windows 95, Pentium 166, 32 MB RAM, DirectX 6, 28.8 Kbps or faster modem

Price: Free (for limited resources) or \$49/year (for unlimited resources)

Available: Now

IMPORT
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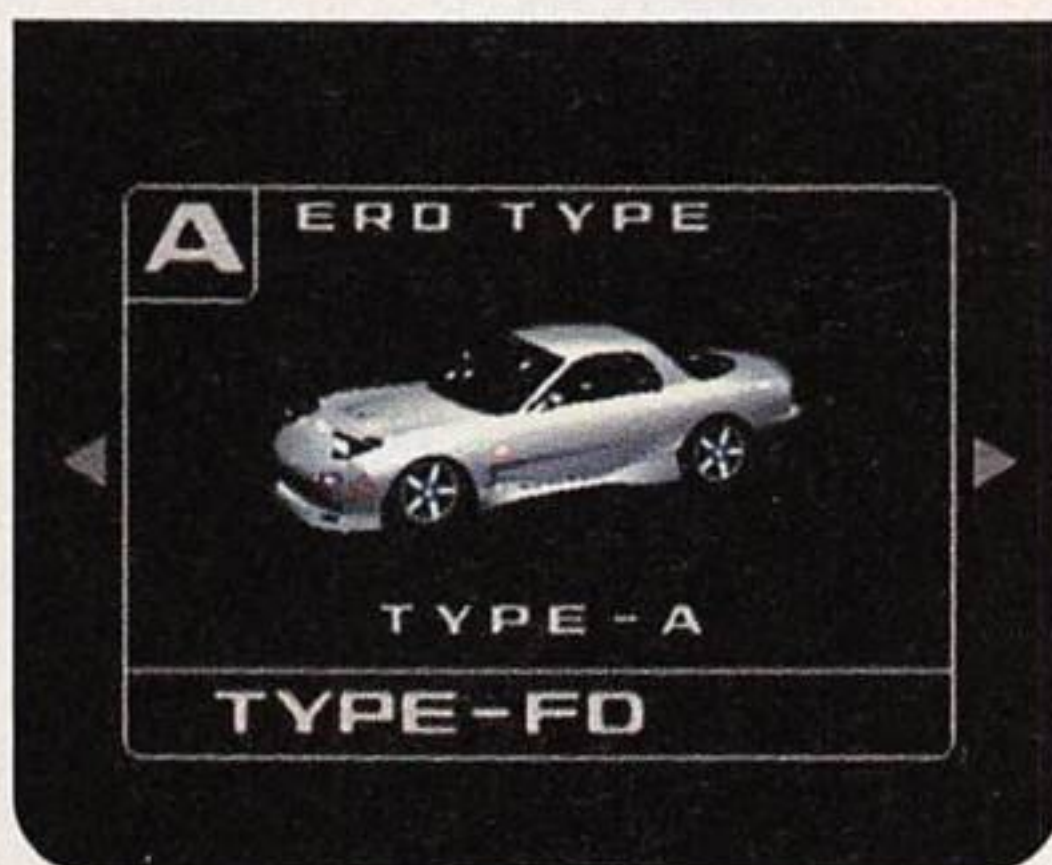
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"One of the Hottest Racers of the Year"
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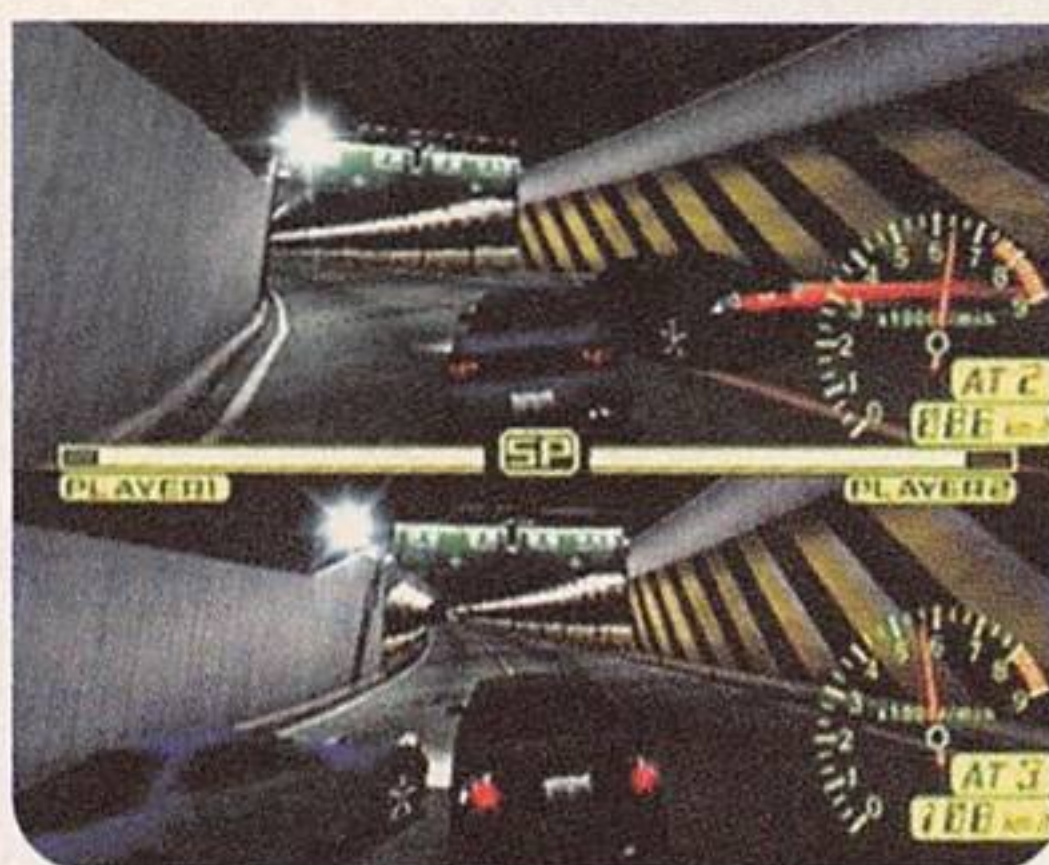
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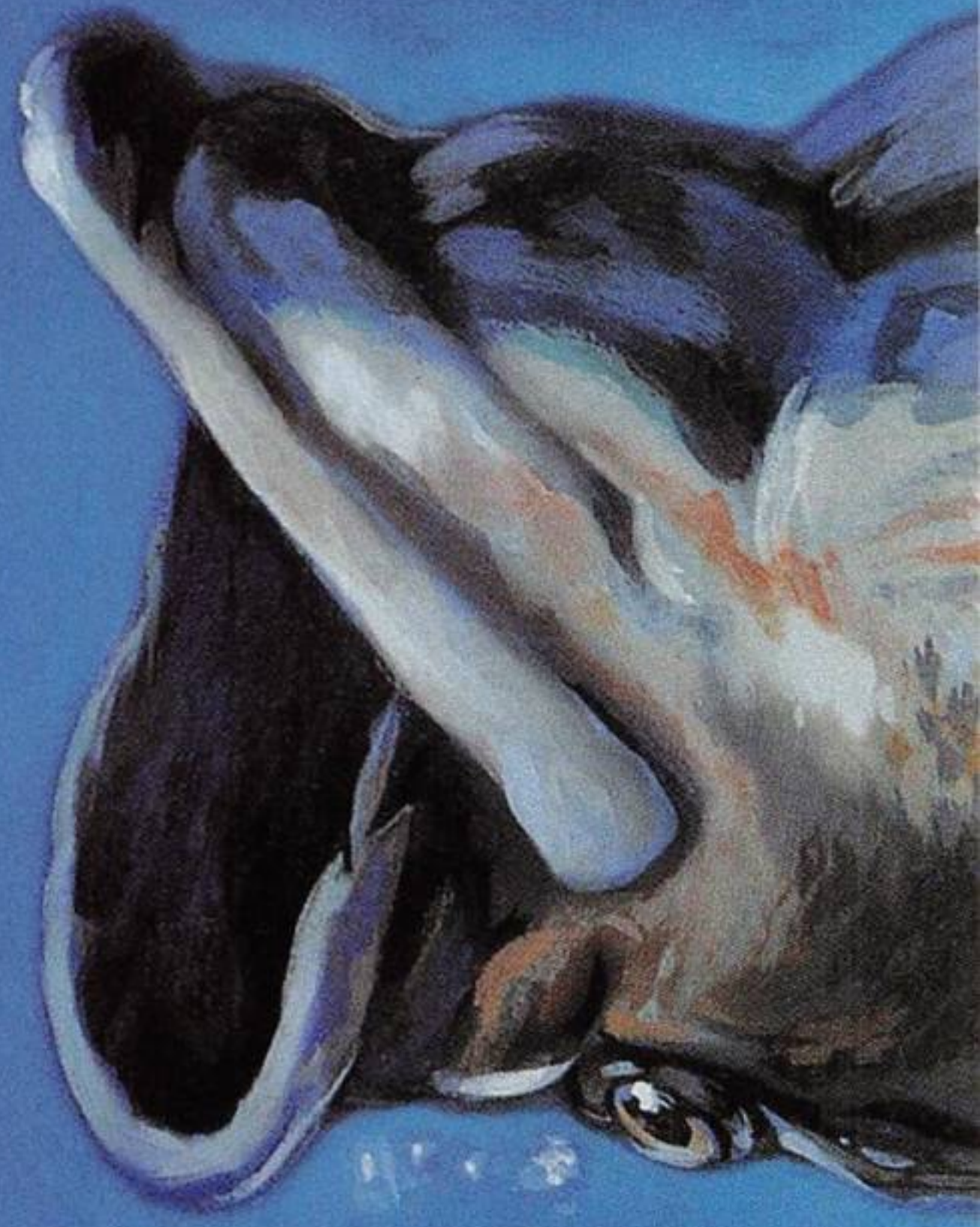
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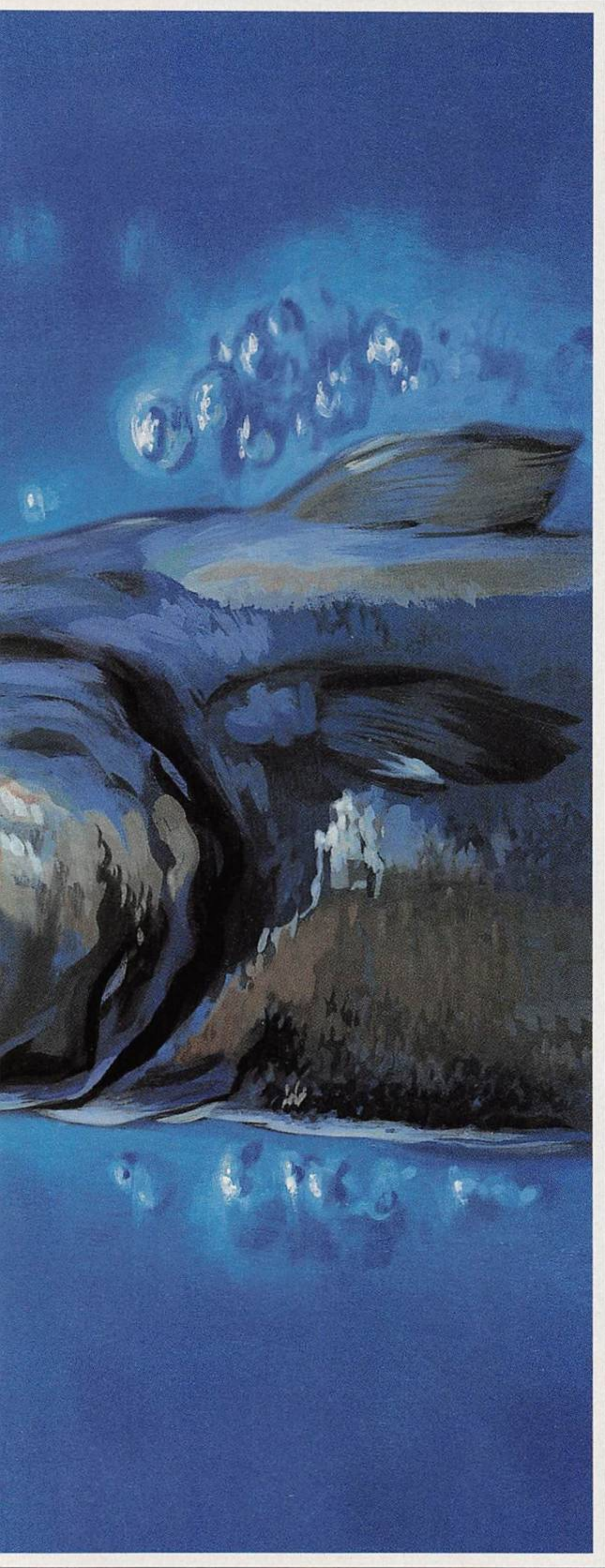


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"A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%"
– IGN.com

"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

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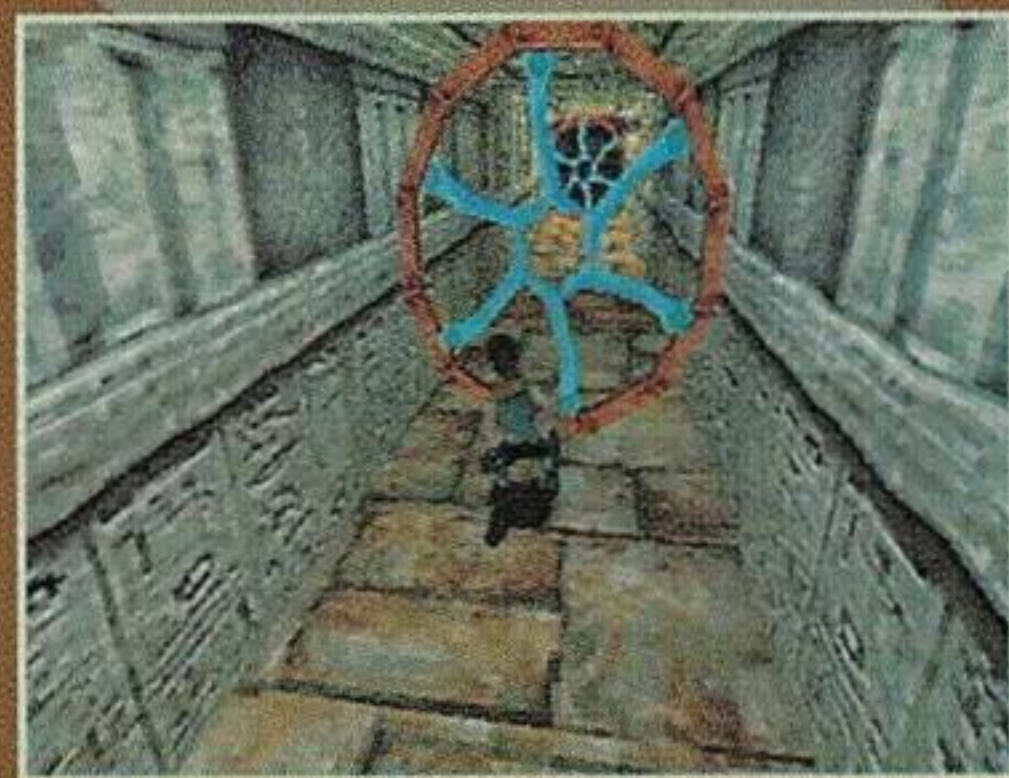


TOMB RAIDER THE LAST REVELATION

LARA CROFT MAKES A RUN
FOR FORTUNE AND GLORY AGAIN!

By *The Man in Black*

Being entombed for all eternity can be a major pain—especially when you're an Egyptian deity. And so the evil god Set, once known as "he who walked with the Jackals," has been plotting for two thousand years a terrible revenge against his brother Horus and the human world he protects. Little does Set realize that soon freedom and opportunity will be upon him (and you) thanks to the unwitting help of Lara Croft.



Lara's bag of tricks will remain intact.



Lara will have to enlist the aid of the god, Horus, to fight the evil Set.

Core has also attempted to streamline the flow of the story by making it more linear. This time the adventure will be set entirely in Egypt and, unlike Tomb Raider III, gamers will not be able to choose what location they want to play in. Hot on the trail of a magic amulet, Lara will follow a set path (literally)—if she can—through about 40 areas that include locales such as Alexandria, Cairo, the Sphinx, and the Great Pyramids.

WALK LIKE AN EGYPTIAN

In order to bust puzzles and traps, Lara will have some slick, new moves, like climbing ropes or poles, and using ropes to swing across open spaces. She'll also retain her ability to hang from ledges and shimmy along them, but now she'll be able to shimmy around corners (like Snake in Metal Gear Solid), rather than stopping and dropping like before. For tough obstacles, Lara will now use a crowbar; plus, Ms. Croft will utilize her push-pull move on diverse objects, not just blocks

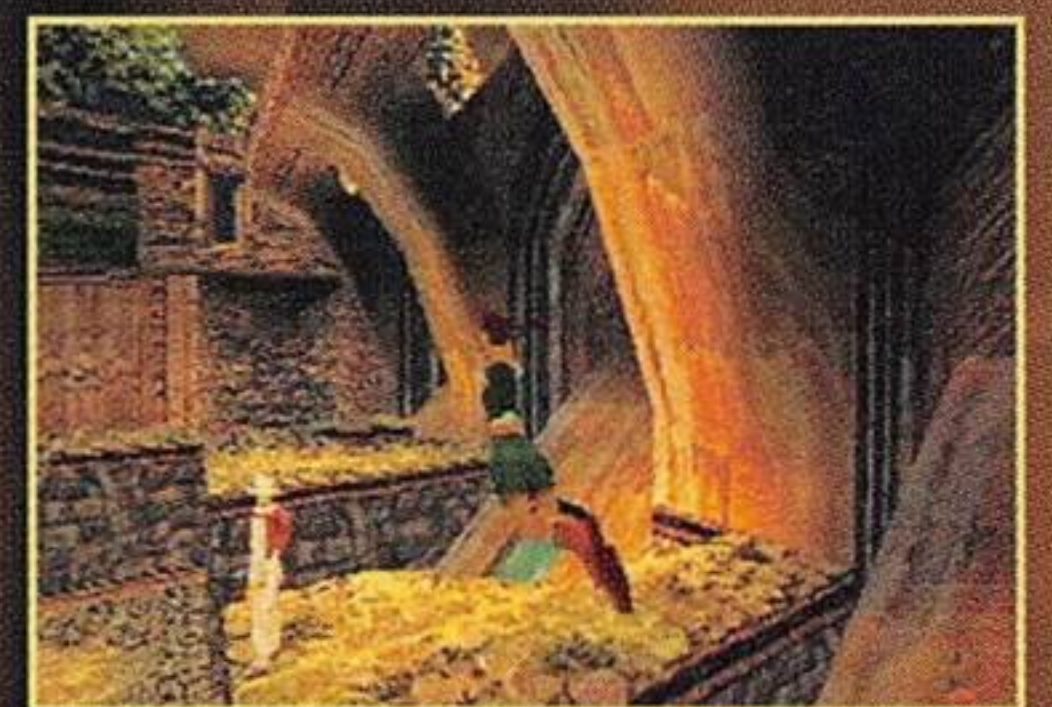
Tomb Raider: The Last Revelation will continue the adventures of Lara in her now-classic 3D action/adventure gameplay for the PlayStation. Even preview versions of the game have revealed the kind of rip-roaring action and brain-spraining puzzles that are sure to please Lara fans.

PYRAMID POWER

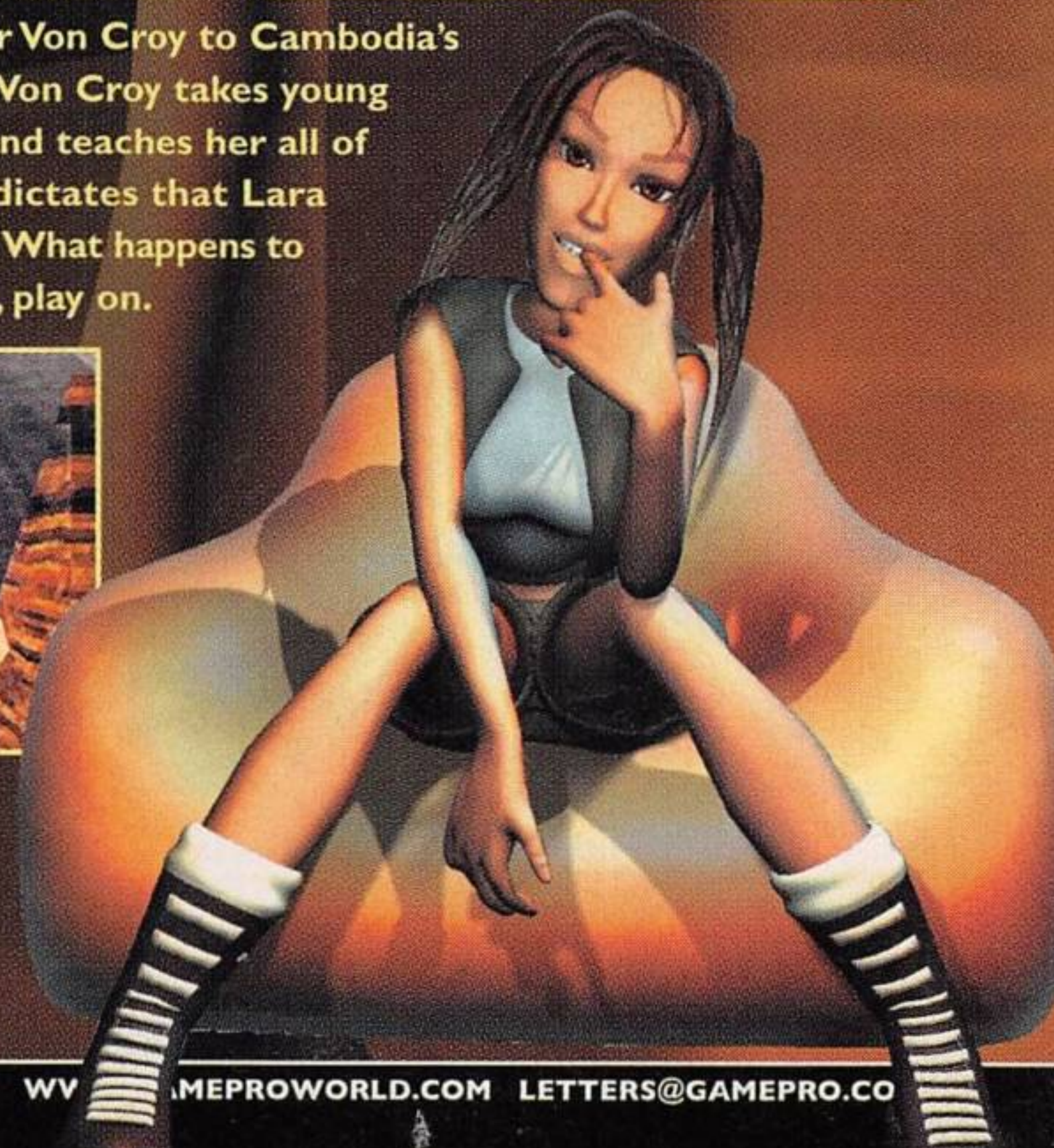
The developers at Core Design say they've given Tomb Raider a major upgrade by stripping down and overhauling the game engine to produce better graphics and by beefing up the puzzle-based gameplay so it's more like that of the first Tomb Raider game.

TEEN LARA

The training mode in Last Revelation is neatly woven into the story line. You'll meet 16-year-old Lara in high school in 1984; she's just decided to join an archaeological expedition led by Professor Werner Von Croy to Cambodia's Angkor Wat temples. Von Croy takes young Lara under his wing and teaches her all of her moves—but fate dictates that Lara must abandon Von Croy. What happens to him? Play on, Raider fan, play on.



Even teen Croft isn't immune to mystery.



and boxes. The controls in the preview version handled Lara's athletics with ease. As with earlier versions, however, Tomb Raider vets may find that moving Lara around with the analog pad is still whiggy, so experienced players may opt instead for the more dependable—but less fluid—directional pad.

MUMMY DEAREST

Lara will face her fair share of beasts and bad guys. Set plans to bring to life a pantheon of monsters: canine monstrosities, animated statues, skeletal warriors, and, yes, mummies. The revamped game engine has boosted the I.Q. of the enemy A.I., so Lara's adversaries should be more than just moving targets.

In light of that, her arsenal will showcase a few new twists. Lara will be able to combine certain weapons with other types of gear: For example, a .357 magnum pistol and a crossbow can be mounted

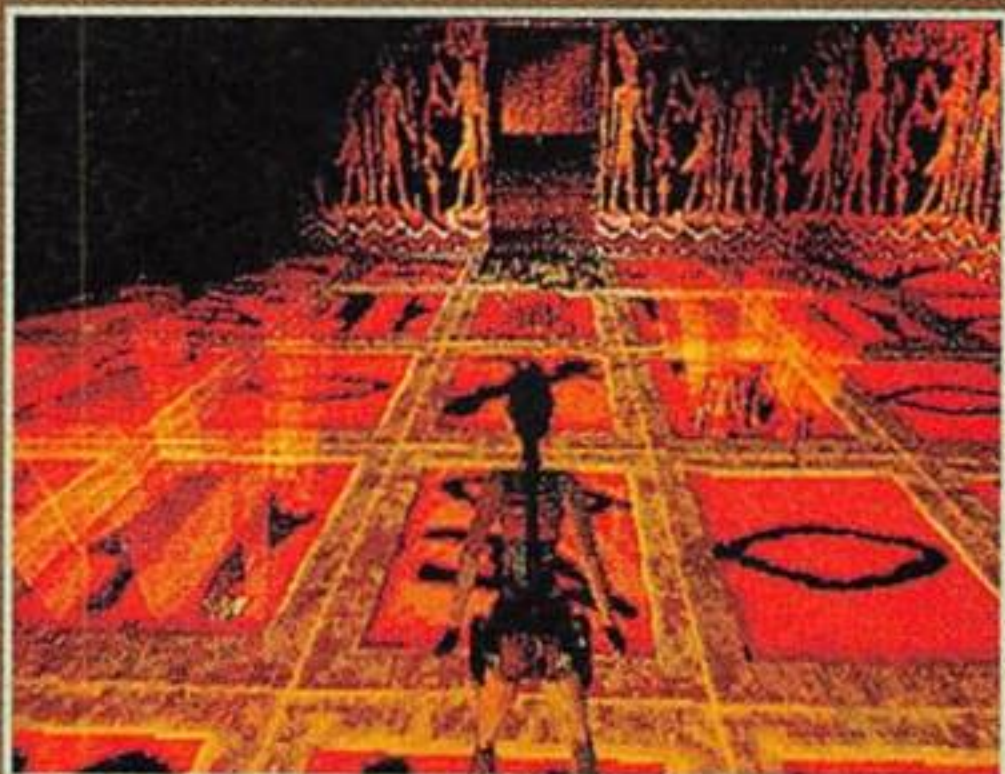


Bizarre creatures will stalk Lara throughout the game.

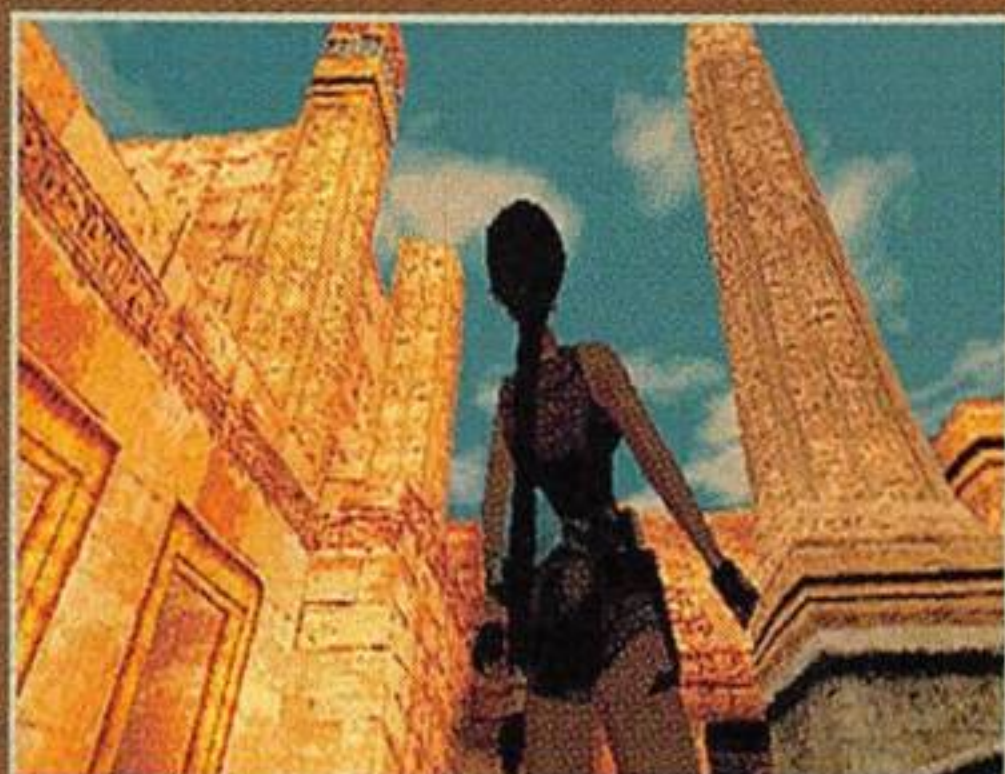
with laser scopes to acquire long-range, sniper view marksmanship, and the traditional shotgun will have the capacity to use two types of shells, including wideshot ammo. Other new combat skills will include the ability to toggle between targets and to aim some weapons, like the shotgun, by using Lara's familiar look-around view (press and hold L2).

VISUAL IMPACT

Tomb Raider has made its reputation with gorgeous 3D graphics—and that doesn't just refer to the buxom Ms. Croft's famous...er, proportions. Given, the franchise's now-classic computer-generated cinemas and nicely crafted 3D polygon cut-scenes, it's fair to say that—even in preview form—Last Revelation put on an eye-catching show.



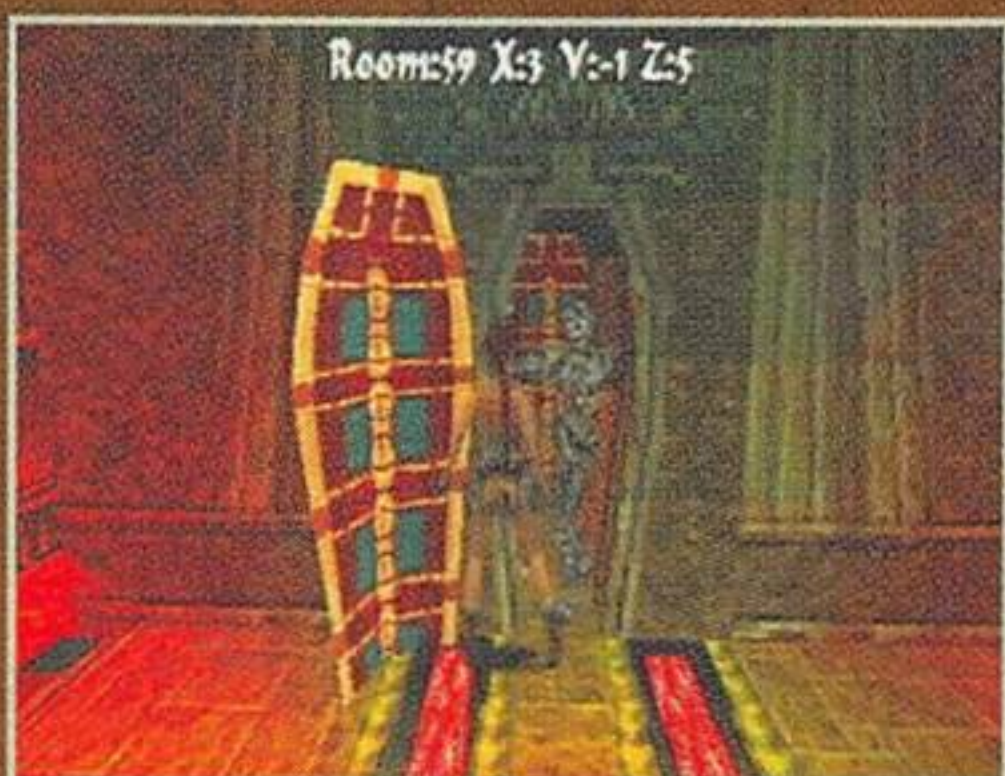
You'll have to figure out mind-melting puzzles. Note the lighted squares here.



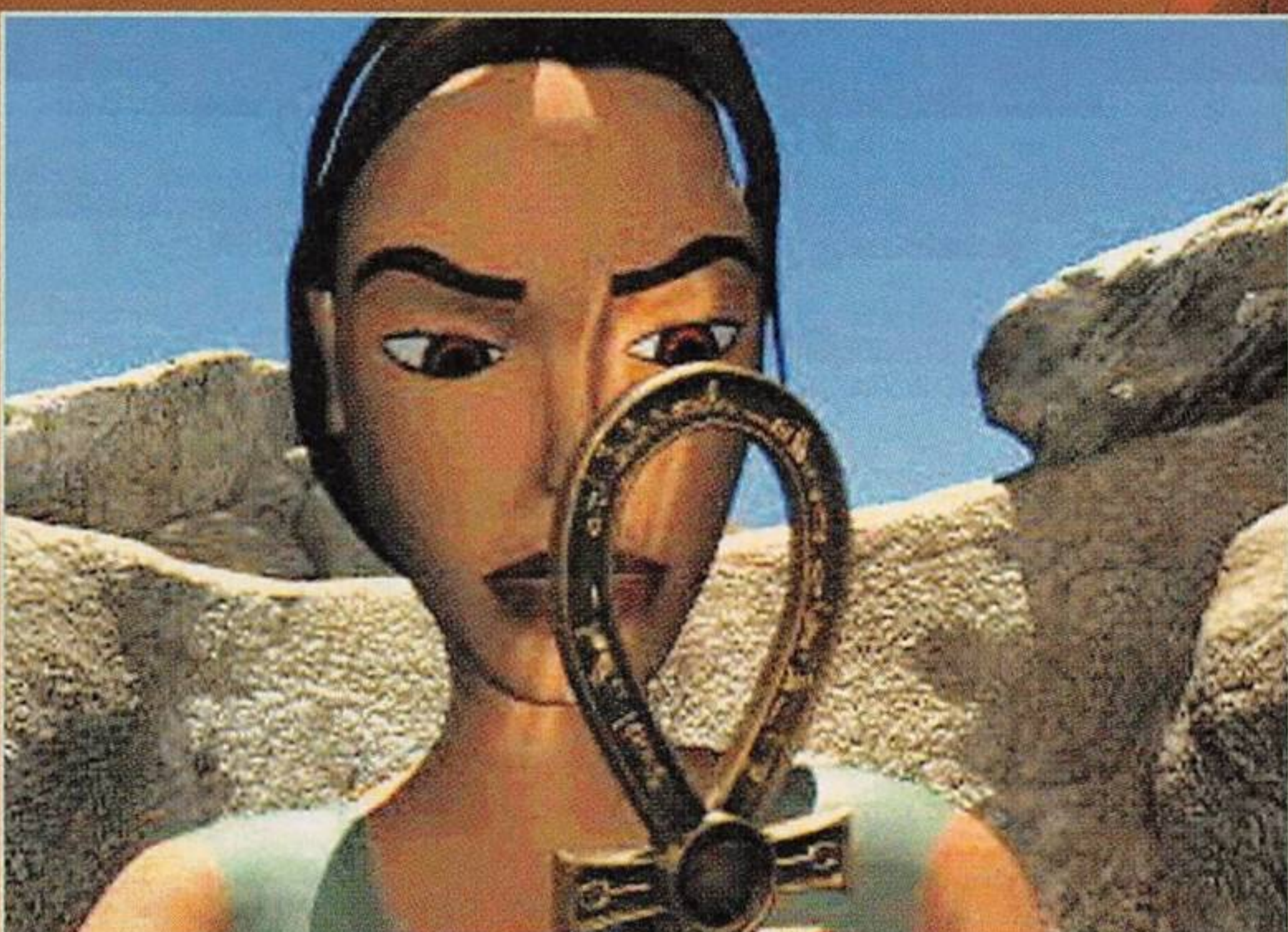
The lighting effects put on a spectacular show.



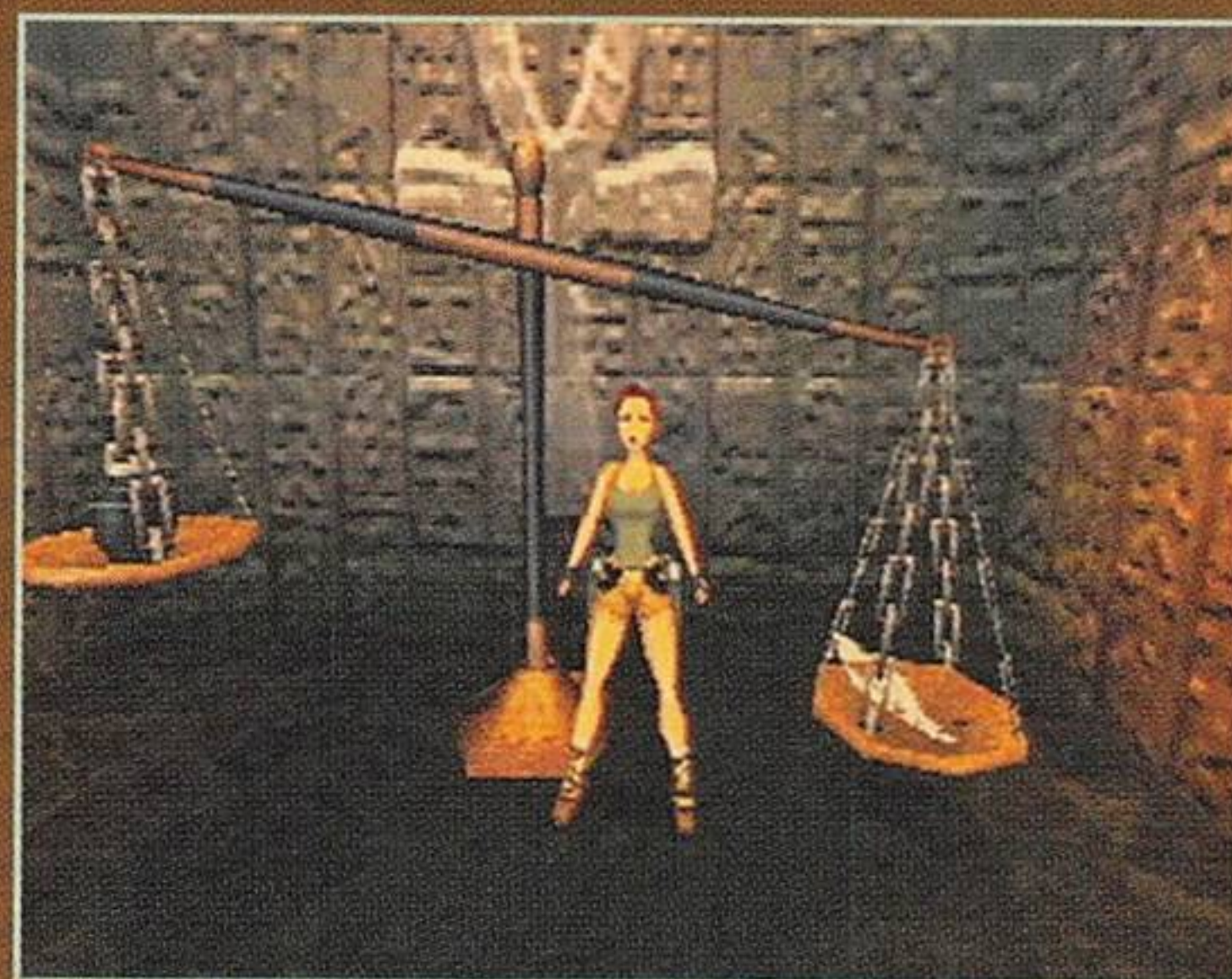
Infrared sniper view



Mummies want Lara under wraps.



Lara will be hot on the trail of an ancient Egyptian amulet, unaware that her success could have apocalyptic repercussions.



The Last Revelation will take place entirely in Egypt.

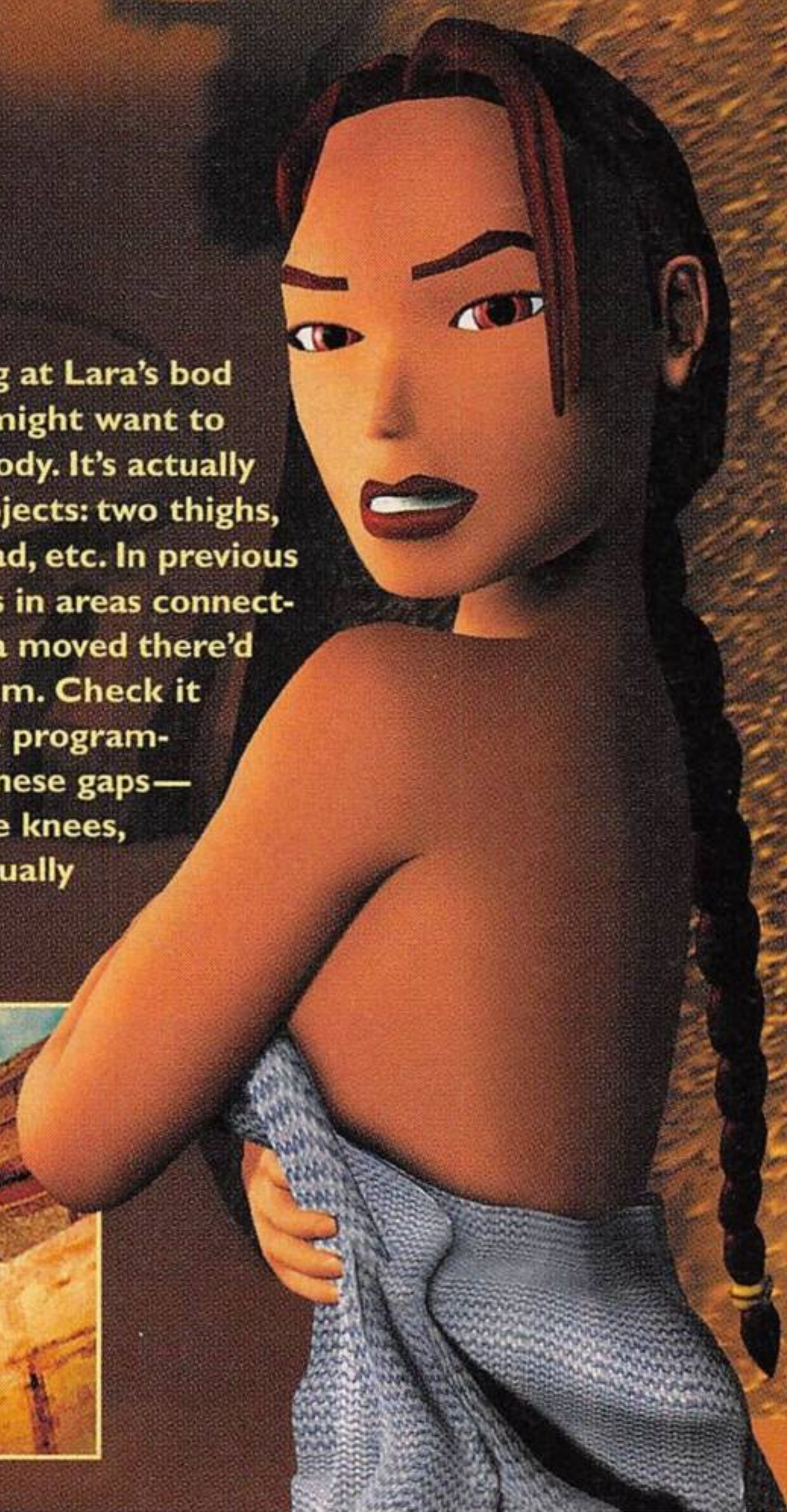
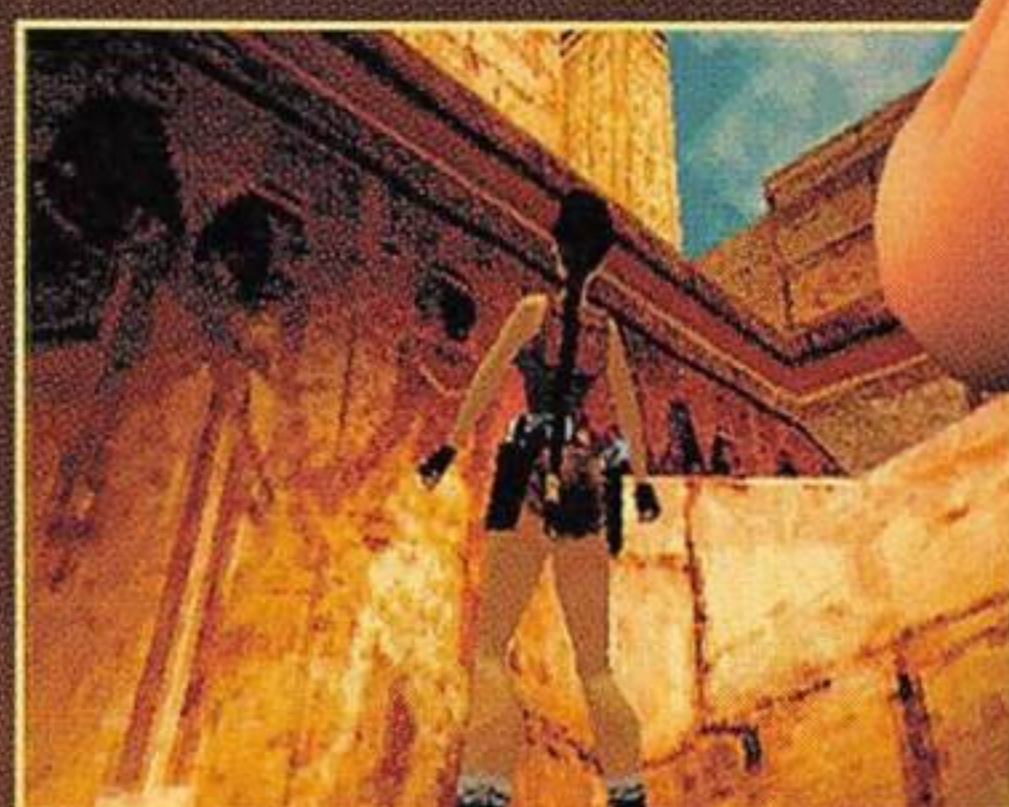
Of course, Lara has received a makeover, too, through use of a technique called "Skinning" (see sidebar, "Lara Shows Some (More) Skin"). The joints on her body have been animated in a way that makes her appear much more life-like when she twists and turns.

TOMB RAIDER FOREVER

Can Lara Croft work her magic once more? So far, she looks awfully good. But will this fourth installment of the Tomb Raider saga be the last revelation or just another incarnation (for more, see this issue's "Editor's Letter")? **G**

LARA SHOWS SOME (MORE) SKIN

Raider fans have been staring at Lara's bod forever, but this time they might want to try scrutinizing her entire body. It's actually composed of 15 separate objects: two thighs, two calves, two feet, one head, etc. In previous games, the graphics had gaps in areas connecting these parts, so when Lara moved there'd be tiny spaces between them. Check it out. "Skinning" is a complex programming technique that fills in these gaps—now Lara will have moveable knees, elbows, and so on, that'll actually appear more lifelike.



1999 GAMEPRO EDITORS' CHOICE AWARDS ★



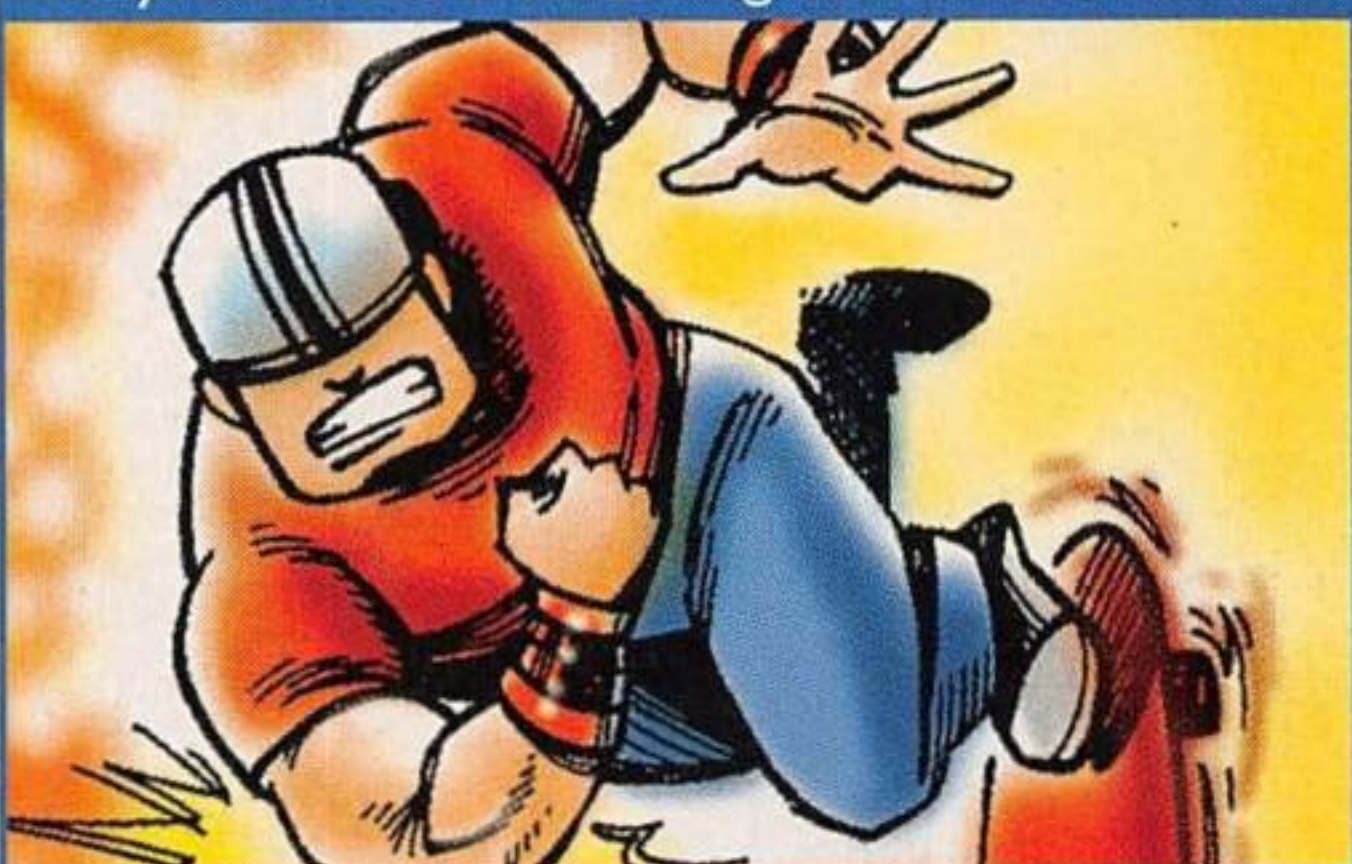
GAMEPRO EDITORS ARE GOING TO PARTY LIKE IT'S 1999— AND WHEN WE DO, WE'LL BE PLAYING THESE GAMES, OUR PERSONAL FAVORITES OF THE YEAR.

THE ENFORCER ★



1. **TONY HAWK'S PRO SKATER** (PlayStation)
2. NHL 2000 (PlayStation)
3. Wipeout 3 (PlayStation)
4. WWF WrestleMania 2000 (N64)
5. Madden NFL 2000 (PlayStation)
6. Ready 2 Rumble Boxing (Dreamcast)
7. Star Wars Episode I: Racer (N64)
8. NBA 2K (Dreamcast)
9. Star Wars Episode I: The Phantom Menace (PlayStation)
10. NFL Blitz 2000 (Dreamcast)

THE FUTURE: The right strings will be pulled and the ultimate video game will be created: Tony Hawk's Pro Wrestling. It'll make a mint.



FOUR-EYED DRAGON ★



1. **SOUL CALIBUR** (Dreamcast)
2. Sega Bass Fishing (Dreamcast)
3. Tony Hawk's Pro Skater (PlayStation)
4. Medal of Honor (PlayStation)
5. Wipeout 3 (PlayStation)
6. Ready 2 Rumble Boxing (Dreamcast)
7. The New Tetris (N64)
8. Driver (PlayStation)
9. Mario Golf (N64)
10. Bust-A-Move '99 (N64)

THE FUTURE: Odors will be implemented into video games. You'll be able to smell the roses growing along a path or squirm to the scent of the pungent perfume worn by one of the characters. GamePro will have an extra rating box labeled "Smell"—or "Olfactory Factor."



E. COLI ★



1. **LEGEND OF LEGAIA** (PlayStation)
2. Final Fantasy VIII (PlayStation)
3. The Legend of Zelda: Ocarina of Time (N64)
4. Hydro Thunder (Arcade)
5. Jade Cocoon: Story of the Tamamayu (PlayStation)
6. Grandia (PlayStation)
7. Pokémon Snap (N64)
8. Echo Night (PlayStation)
9. Thousand Arms (PlayStation)
10. BattleTanx: Global Assault (N64)

THE FUTURE: In the future, games will play all by themselves, rendering gamers obsolete.



AIR HENDRIX ★



1. **SYPHON FILTER** (PlayStation)
2. Medal of Honor (PlayStation)
3. NHL 2000 (PlayStation)
4. The Legend of Zelda: Ocarina of Time (N64)
5. Freespace 2 (PC)
6. Knockout Kings 2000 (PlayStation)
7. Driver (PlayStation)
8. Need for Speed: High Stakes (PlayStation)
9. NBA Showtime: NBA on NBC (Arcade)
10. Beetle Adventure Racing (N64)

THE FUTURE: Sony and Nintendo will continue to dominate console gaming, while Sega will survive the system wars—but as a PlayStation 2 and PC publisher. Set-top box convergence and broadband net access will take gaming to places we're not even thinking about right now.



DAN ELEKTRO ★



1. **HALF-LIFE** (PC)
2. NBA Showtime: NBA on NBC (Arcade)
3. Driver (PlayStation)
4. Hydro Thunder (Arcade)
5. EverQuest (PC)
6. Ready 2 Rumble (Dreamcast)
7. Kingpin: Life of Crime (PC)
8. RollerCoaster Tycoon (PC)
9. Star Wars Episode I: Racer (PC)
10. Tony Hawk's Pro Skater (PlayStation)

THE FUTURE: Within three years of its release, the PlayStation 2 will shed its console image to become the mythical "set-top box" the computer industry has been talking about for years—a true home entertainment system for entire families that encompasses games, videos, and the Internet.

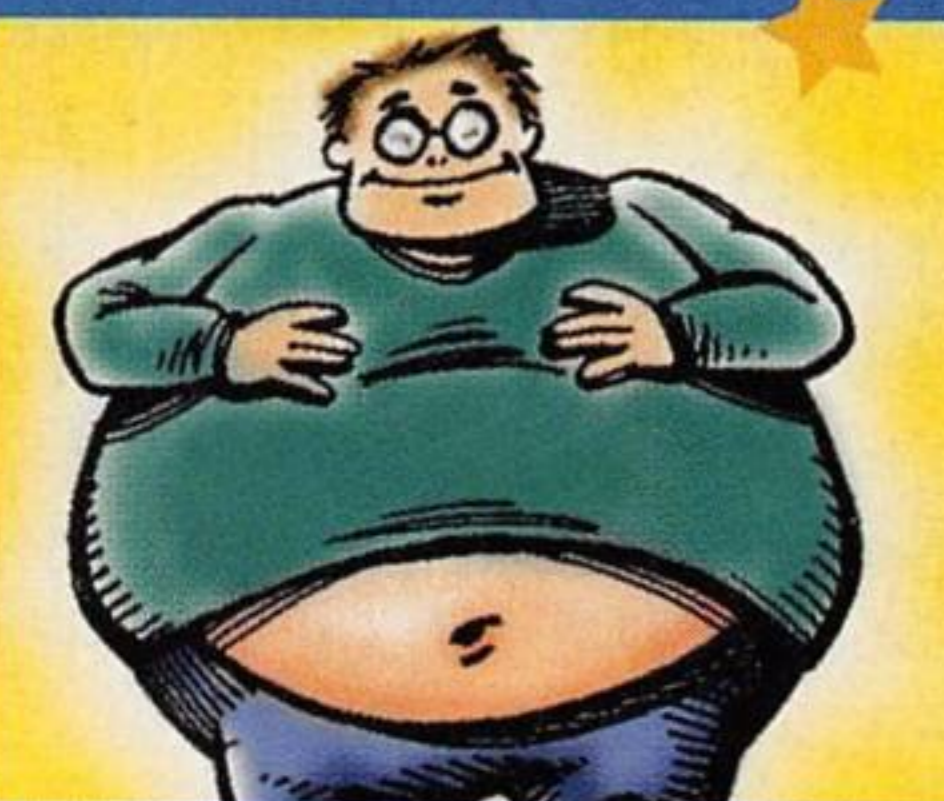


BOBA FATT



1. **SOUL CALIBUR** (Dreamcast)
2. X-Wing Alliance (PC)
3. Pokémon Yellow Version: Special Pikachu Edition (Game Boy Color)
4. Age of Empires II: The Age of Kings (PC)
5. Legacy of Kain: Soul Reaver (PlayStation)
6. Rayman 2: The Great Escape (N64)
7. Ready 2 Rumble Boxing (Dreamcast)
8. NFL Blitz 2000 (Dreamcast, PlayStation)
9. Star Wars Episode I: Racer (PC)
10. Tiny Tank: Up Your Arsenal (PlayStation)

THE FUTURE: Girth will replace health as the most important commodity in most video games—and there'll be a triumphant return to epic, gorgeous, sprawling, side-scrolling action titles.



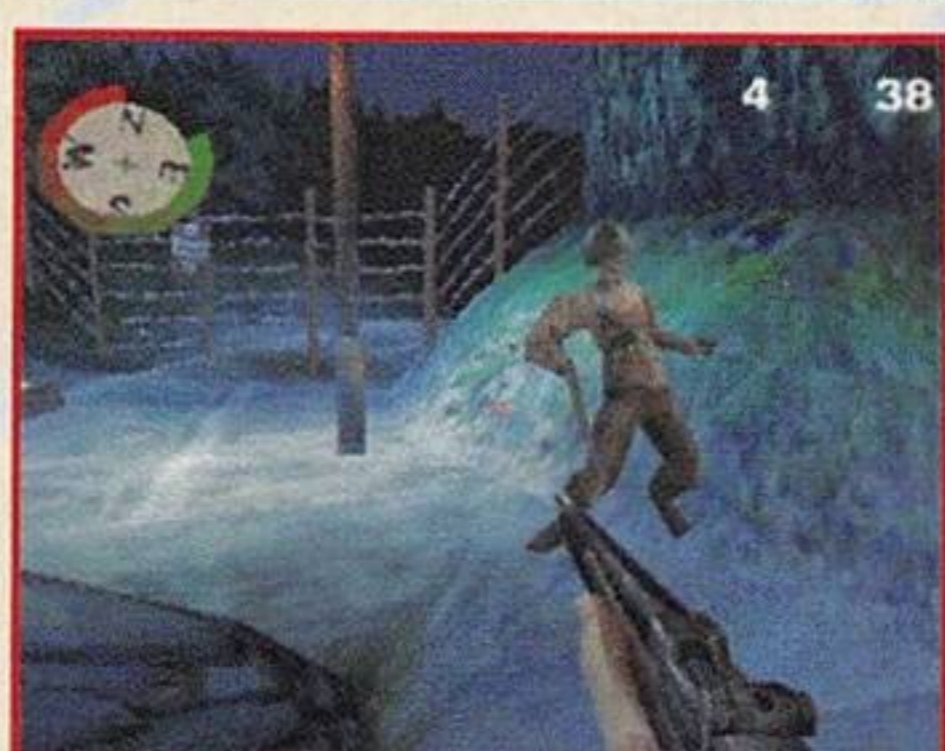
EXTREME AHAB



1. **STAR WARS EPISODE I: THE PHANTOM MENACE** (PlayStation)

THE FUTURE: Video game companies will realize that, like films, games need professional writers. Also, technology is bound to improve so that in the near future, game characters will move as smoothly as those in animated films. Finally, a game will come out that will capture the attention of the baby-boomer generation—it'll probably feature The Beatles in a hostile takeover of Marlon Brando.

BROTHER BUZZ



1. **MEDAL OF HONOR** (PlayStation)
2. Final Fantasy VIII (PlayStation)
3. Resident Evil 3: Nemesis (PlayStation)
4. Pokémon Yellow Version: Special Pikachu Edition (Game Boy Color)
5. Donkey Kong 64 (N64)
6. Hydro Thunder (Arcade)
7. Sega Bass Fishing (Dreamcast)
8. Jet Force Gemini (N64)
9. NFL 2K (Dreamcast)
10. Ready 2 Rumble Boxing (Dreamcast)

THE FUTURE: The first console-to-PC gaming will finally arrive in 2000. Plus, there will be a bass fishing game to coincide with the U.S. launch of the PlayStation 2.



MISS SPELL



1. **HYDRO THUNDER** (Arcade)
2. Soul Calibur (Dreamcast)
3. Xena: Warrior Princess (PlayStation)
4. Guitar Freaks (Arcade)
5. Pokémon Snap (N64)
6. The New Tetris (N64)
7. Ready 2 Rumble Boxing (Dreamcast)
8. MTV Music Generator (PlayStation)
9. Super Smash Bros. (N64)
10. Legacy of Kain: Soul Reaver (PlayStation)

THE FUTURE: We're going to see a lot more games break out of existing genres to create new ones. Innovative, unusual games like Guitar Freaks and The Sims are already leading the way. Also, girl gamers are gonna be heard!



DR. ZOMBIE



1. **NFL BLITZ 2000** (N64)

THE FUTURE: Multiplayer gaming will meet Hollywood when game companies create real-time, interactive, multiplayer games that play like movies. You'll be assigned a character who interacts with other characters/players as the story line follows a set script—but deviates based upon the interactions of all the players. You'll purchase a 'ticket' to participate, and gameplay will be based on each individual.



MAJOR MIKE



1. **FINAL FANTASY VIII** (Dreamcast)
2. Resident Evil 3: Nemesis (PlayStation)
3. Soul Calibur (Dreamcast)
4. Um Jammer Lammy (PlayStation)
5. Dino Crisis (PlayStation)
6. Silent Scope (Arcade)
7. CTR: Crash Team Racing (PlayStation)
8. R-Type Delta (PlayStation)
9. Final Fantasy Anthology (PlayStation)
10. The New Tetris (N64)

THE FUTURE: Sega won't drop off the face of the earth. The company will stick around, but as a third-party software developer for Nintendo's Dolphin and Sony's PlayStation 2. The Pokémon craze will go the way of the Tamagotchi, but the Game Boy Color will continue to be the handheld gaming system of choice. Fighting games will go into hibernation, but will eventually make a comeback.





SYPHON FILTER'S SECOND SHOT

**GamePro
Exclusive!**

Last winter Gabe Logan broke into the special-forces ranks with a captivating debut. Now he's back with Syphon Filter 2—which *GamePro* unveils in this exclusive first look at one of the hottest prospects of the new year.

By Air Hendrix



Scapagoated for the Pharcorn incident and on the run from the Agency, Gabe Logan parachutes into the Colorado Rockies as his struggle continues.

MANY MAY HAVE SNORTED in amusement when they first heard the not-so-sexy "Syphon Filter" name, but after it remained for a year on the bestseller list, many more were impressed by the game's well-polished, thrilling action. Now 989 Studios is back with a promising sequel that aims to deliver even more espionage excitement when Syphon Filter 2 locks and loads this March.

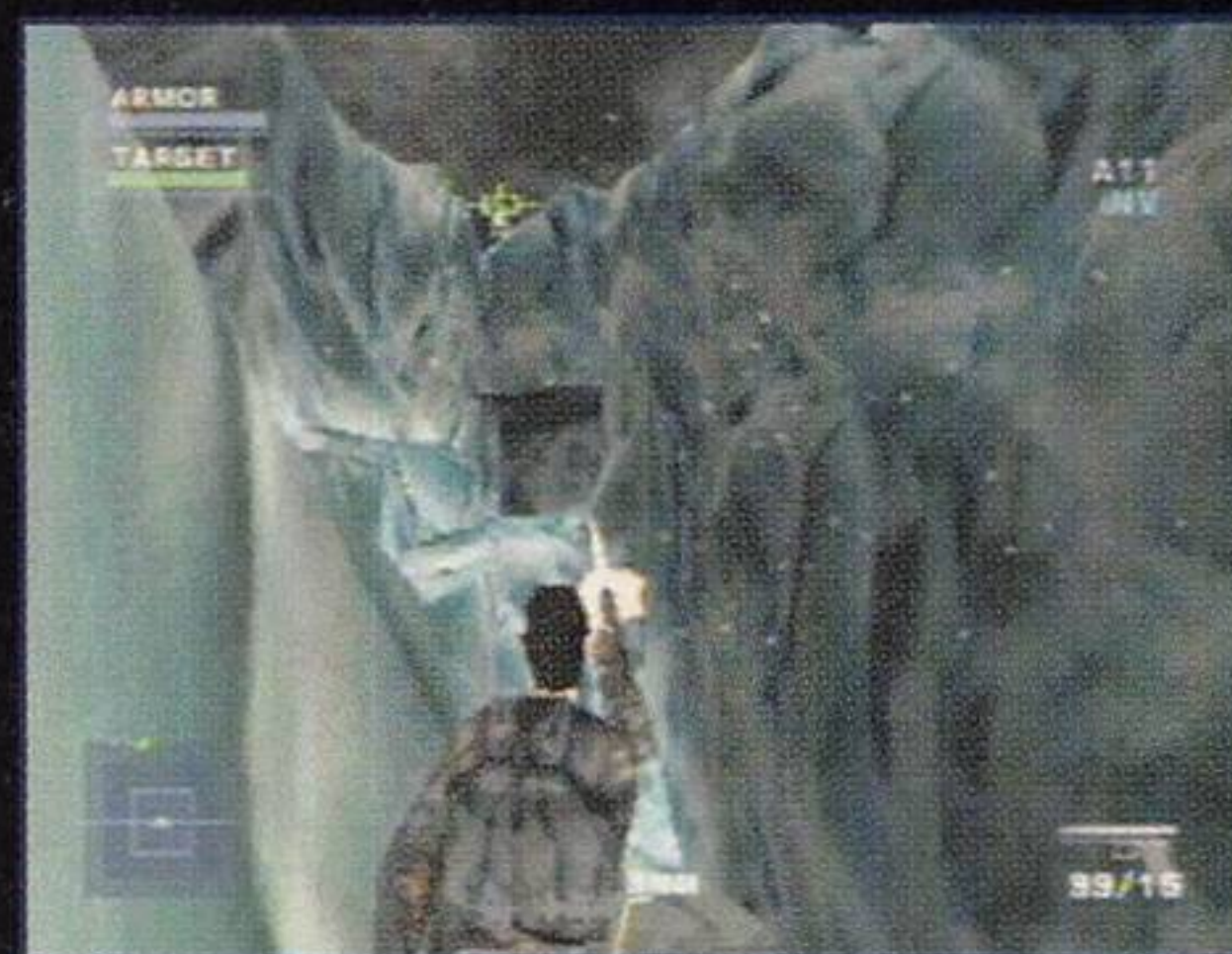
GABE'S ODDYSEE

In the first Syphon, covert operative Gabe Logan chased down outbreaks of the deadly Syphon Filter virus only to learn that his own employer, the mysterious Agency, was behind the trouble all along. As Syphon 2 opens, the Agency has turned the tables on Gabe, blaming the viral outbreaks on him. Now he's on the run from the Agency in a desperate attempt to clear his name—but, naturally, plenty of twists and surprises will pop up along the way.



"Syphon 2 will have more than 20 new levels, new gameplay dynamics, tons more toys for Gabe, and a few story line surprises to keep gamers on their toes," reports Mike Lustenberger, director of entertainment marketing at 989 Studios. More levels will take place outdoors and will be "physically dynamic," Lustenberger adds, such as the two levels shown here where Gabe battles through the Colorado Rockies and along the top of a moving train.

Of course, those "stealth" levels—in which sneaking around without uttering the slightest sound is the only way to stay alive—will return, but Gabe will now also don enemy uniforms and try to bluff his way through the mission. Fortunately, he'll still have plenty of help: "Lian Xing will return to assist Gabe as his second-in-command, and you can look for her to take on an expanded role that will be unveiled along the way. Could a love affair be in the mix?" teases Lustenberger. Only if Gabe can tear his eyes off Lara...



◀ Syphon's in-depth, intuitive targeting system will return to duty in this sequel.



◀ Syphon 2's scripting system will increase Gabe's interaction with in-game characters, triggering cut-scenes and other events based on his actions.



Syphon 2's new sniping system will deliver more info about your target, including whether you're aiming at your enemy's body, head, and so on.



TRAINING FOR ACTION

SUPERIOR FIREPOWER

Naturally, Syphon 2 will equip Gabe with plenty of new weapons and gadgets. Along with a dart-firing crossbow and a flamethrower, he'll also pack a knife—and if he sneaks up behind someone, he can slit their throat in order to take them out silently. Binoculars, night-vision goggles, and a spiffy new hand taser will keep him stealthy but deadly.

989 is also working on the targeting system. In the first game, getting a target lock while moving could sometimes cause Gabe to tangle his limbs, and he'd end up shooting back over his shoulder. This time when he gets a lock, he'll turn to face enemies with his whole body instead of swiveling at the waist. Other promising touches include more info in the sniper scope, as well as a targeting cursor and a throwing arc for grenades that should make them more effective.



As Gabe sprints on the top of a moving train, a chopper buzzes overhead.

TOP SECRET

One of the more intriguing additions will be Syphon 2's scripting system, which will trigger new events and in-game cinematics depending on what actions Gabe takes. While the specifics were still under wraps at this early stage, this feature should help Gabe interact more frequently and naturally with other characters, adding a touch of spontaneity to the game's events.

But the feature that Syphon pros will welcome most is the ability to save to the memory card at any checkpoint, not just at the end of a level—a huge help. Other nice touches will include full-screen maps with more detail, the ability to walk or run depending on how hard you push the analog stick, and possibly—but only possibly—multiplayer action. Finally, the graphics are also getting a polish. Gabe's model and animations are being completely redone, and the explosions and weapons effects will be more colorful and vivid.

MOVING UP THROUGH THE RANKS

989 has high hopes for Syphon 2, and with all these exciting new features in the works, it's easy to see why. Assuming development proceeds as smoothly as it did with the first game, Syphon 2 seems destined to capture the hearts and trigger fingers of PlayStation action gamers all over again. **G**



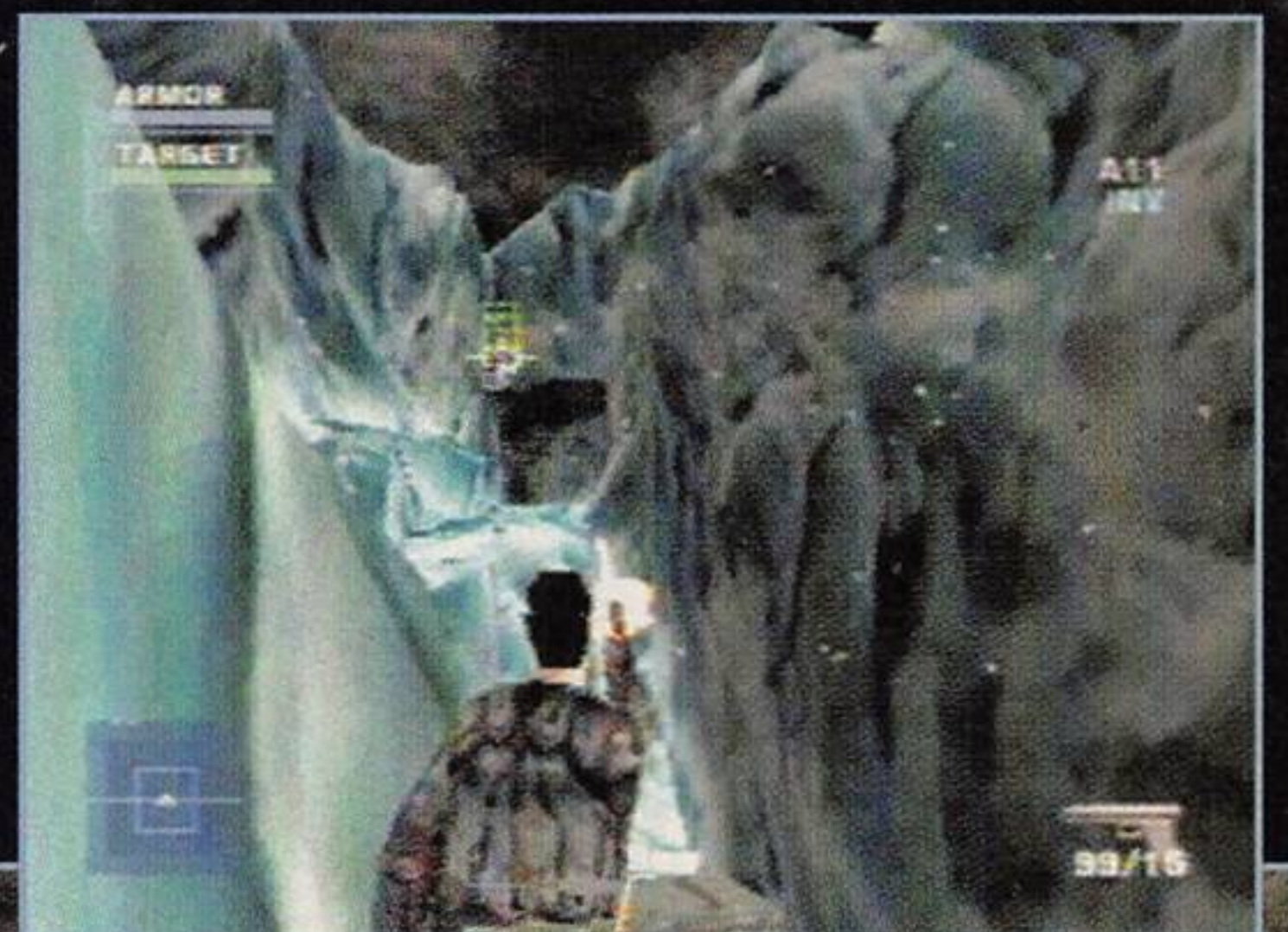
ROCKY MOUNTAIN COMBAT



In this level, Gabe must clamber along the top of a moving train while battling enemies, reenacting a classic action-flick moment.



Gabe takes down a terrorist hidden in a flatbed car on the train.



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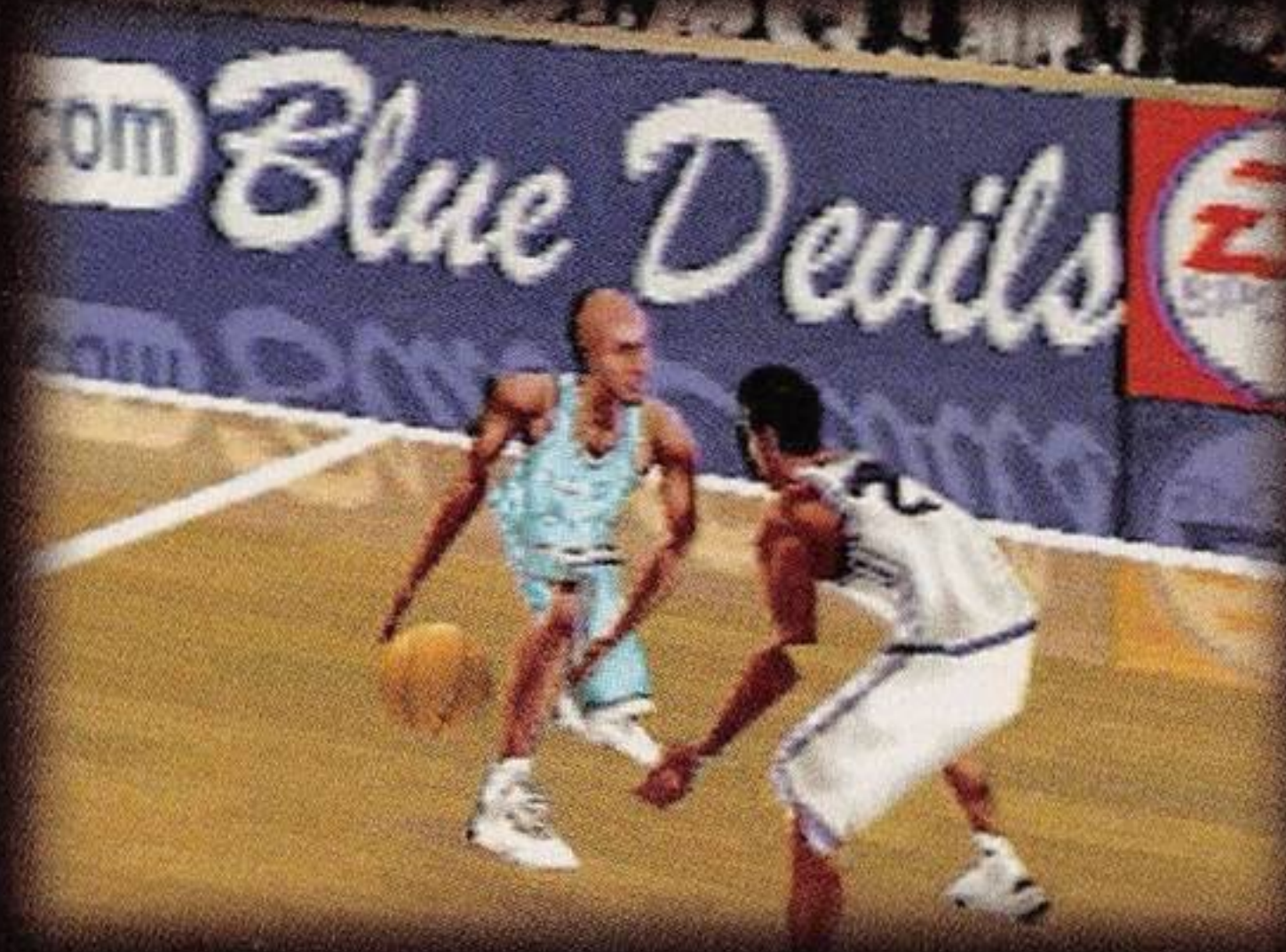
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BY BRUBOID

- Developed by Rainbow Studios
- Published by Microsoft
- Target release date: March 2000



WINDOWS 95/98

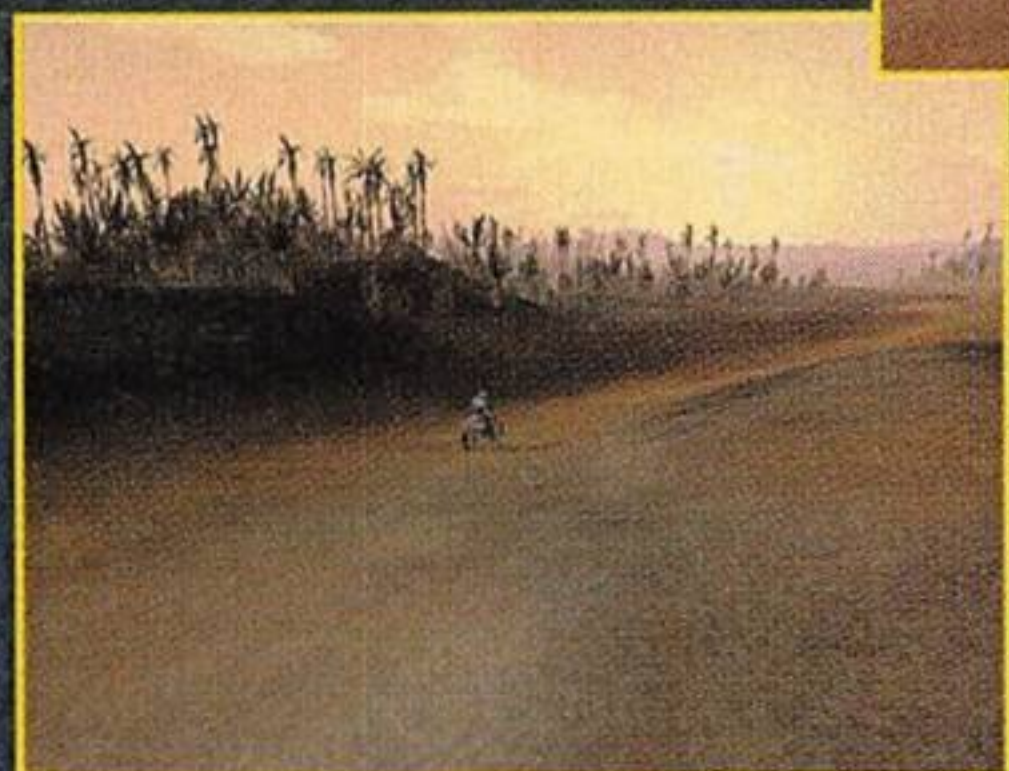
FIRST LOOK

Motocross Madness 2

RIDE HARD, FLY HIGH

Microsoft's Motocross Madness returns with its white-knuckle blend of gutsy action and bike-control finesse. In Motocross Madness 2, you'll light up your bike in the open Baja areas, blast big air in the Supercross level, defy death as you hand out the tricks in the Stunt Quarry, and dominate with your technical skills on the National tracks.

Added to these great events is the Enduro where you and your outlaw A.I. biker buddies will set up waypoints throughout rural areas and proceed to terrorize everyone at high speed. Enduro races will take place in a variety of environments, ranging from cactus-filled deserts to snowy mountains and green forests.



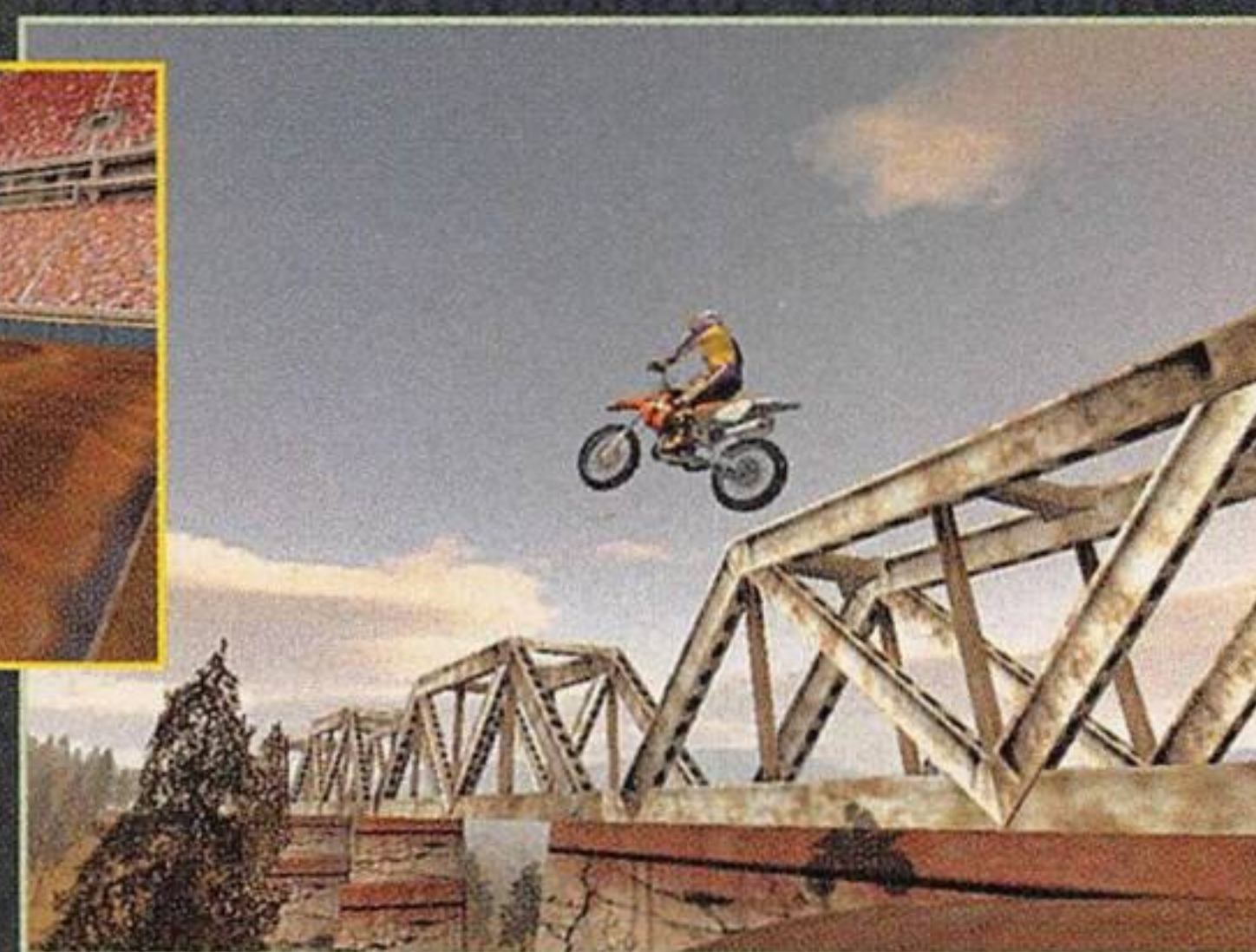
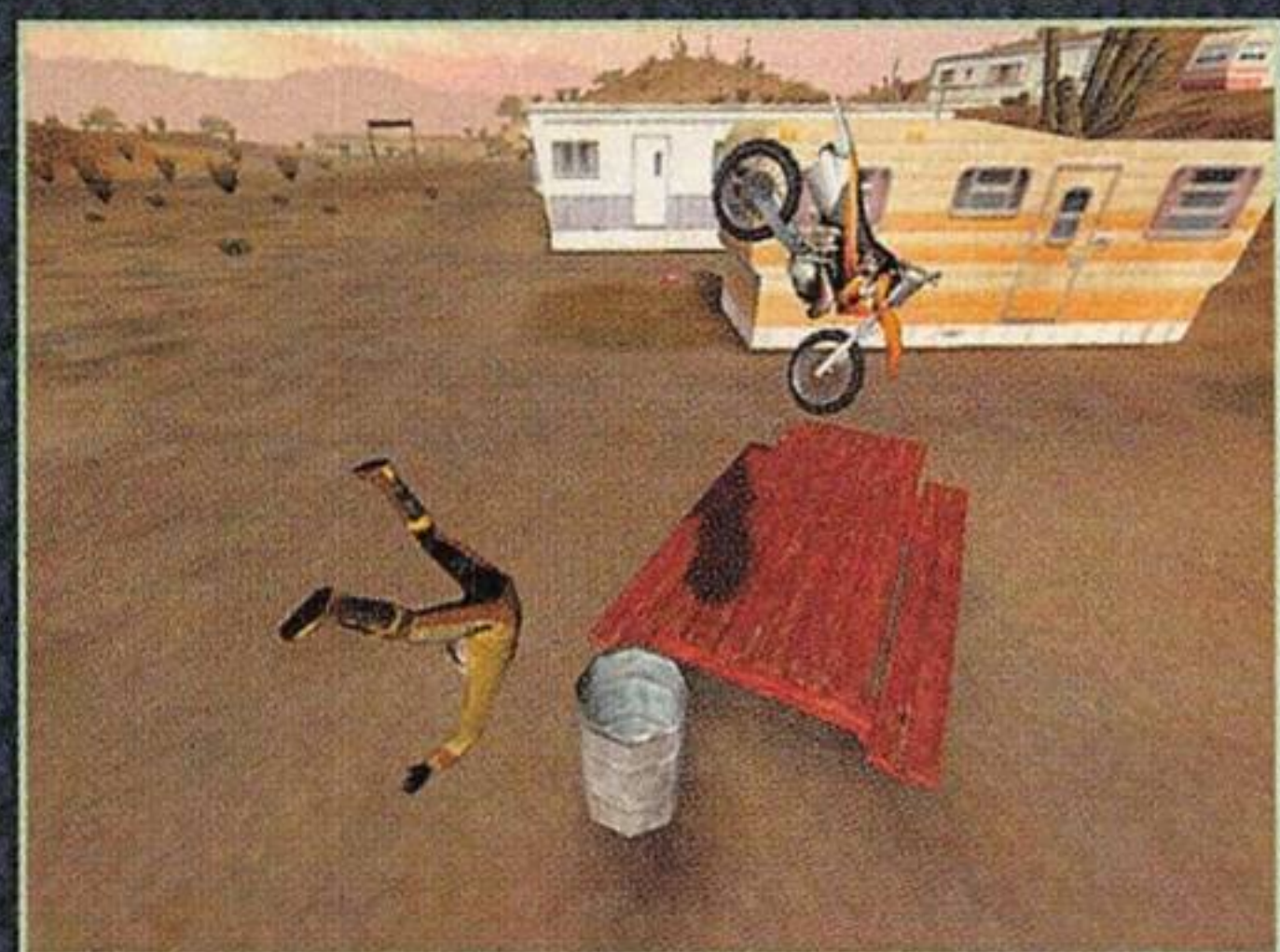
DELIVERING THE GOODS

Single-player shredding might be what first draws you to MM2, but Rainbow Studios is planning on providing plenty more to keep you glued to your PC. The game will supply an entire suite of tools, including a new track editor that will leave the original tile-based design tool in the dust. If the thousands of user-made tracks for the first game are any indication, you will always have plenty of new terrain to lay to waste.

Plus, it wouldn't be Motocross Madness without a multiplayer option. MM2 will support LAN play and dedicated servers, but Microsoft's Internet Gaming Zone (www.zone.com) will be the ideal place to compete with

the hardest of the hardcore.

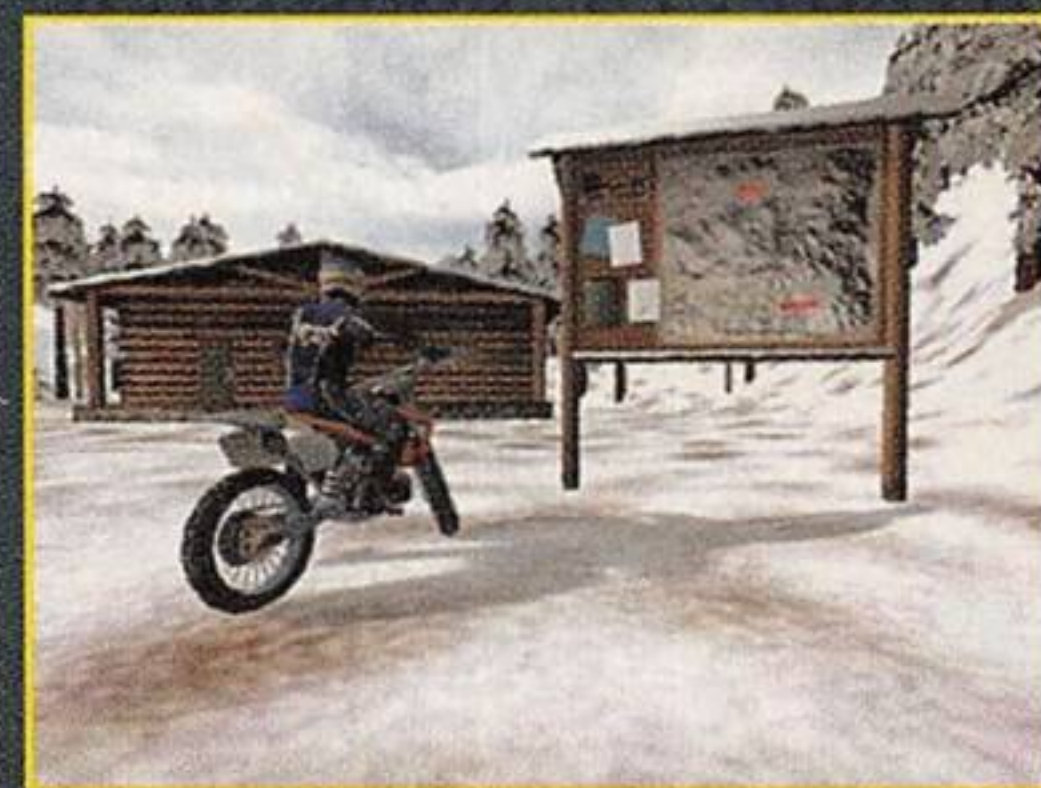
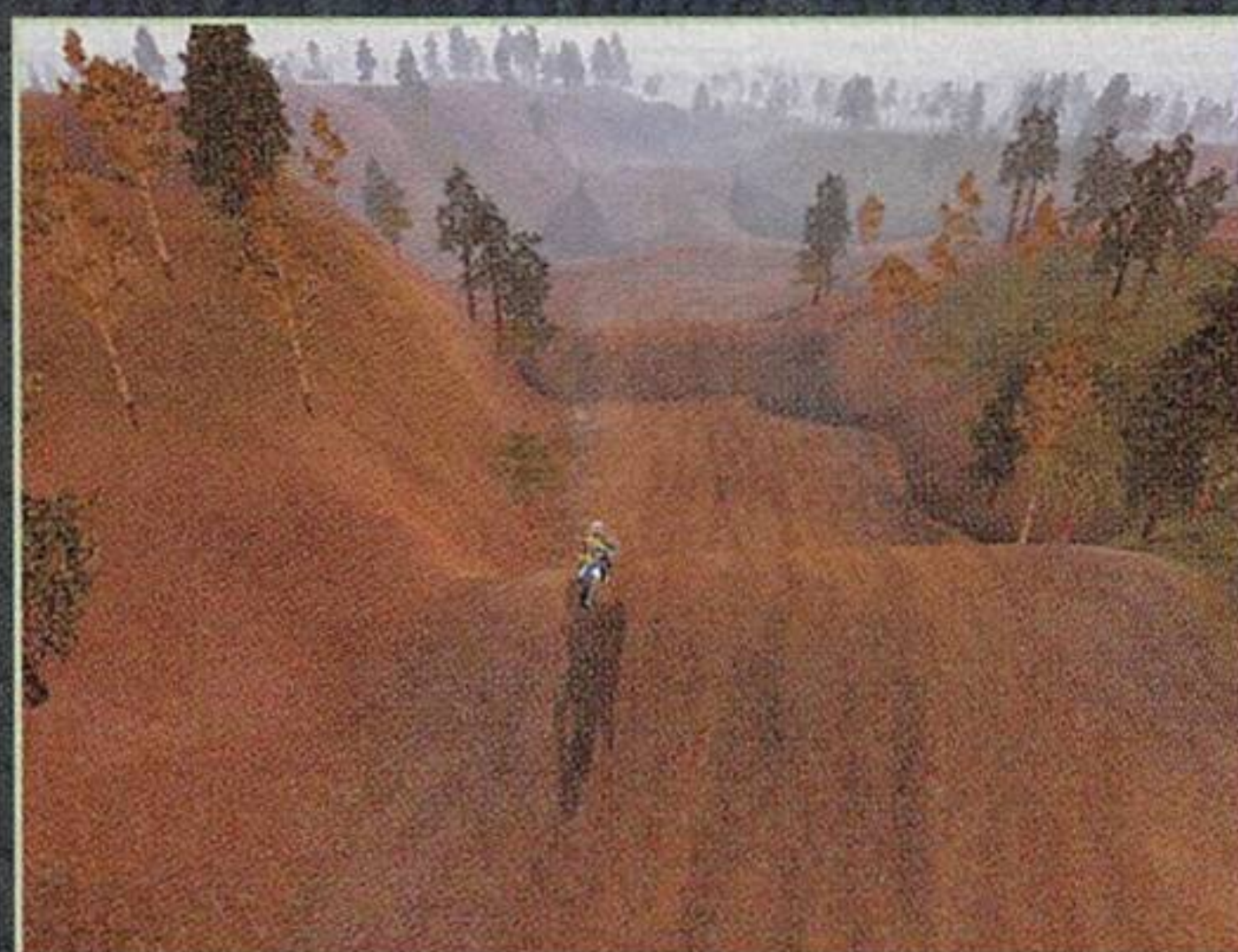
Because the first game was a surprise hit, Motocross Madness 2 has a lot to live up to—but the early vibe is good for fans of high-flying, death-defying motocross stunt racing. Check out future issues of *GamePro* for more updates.

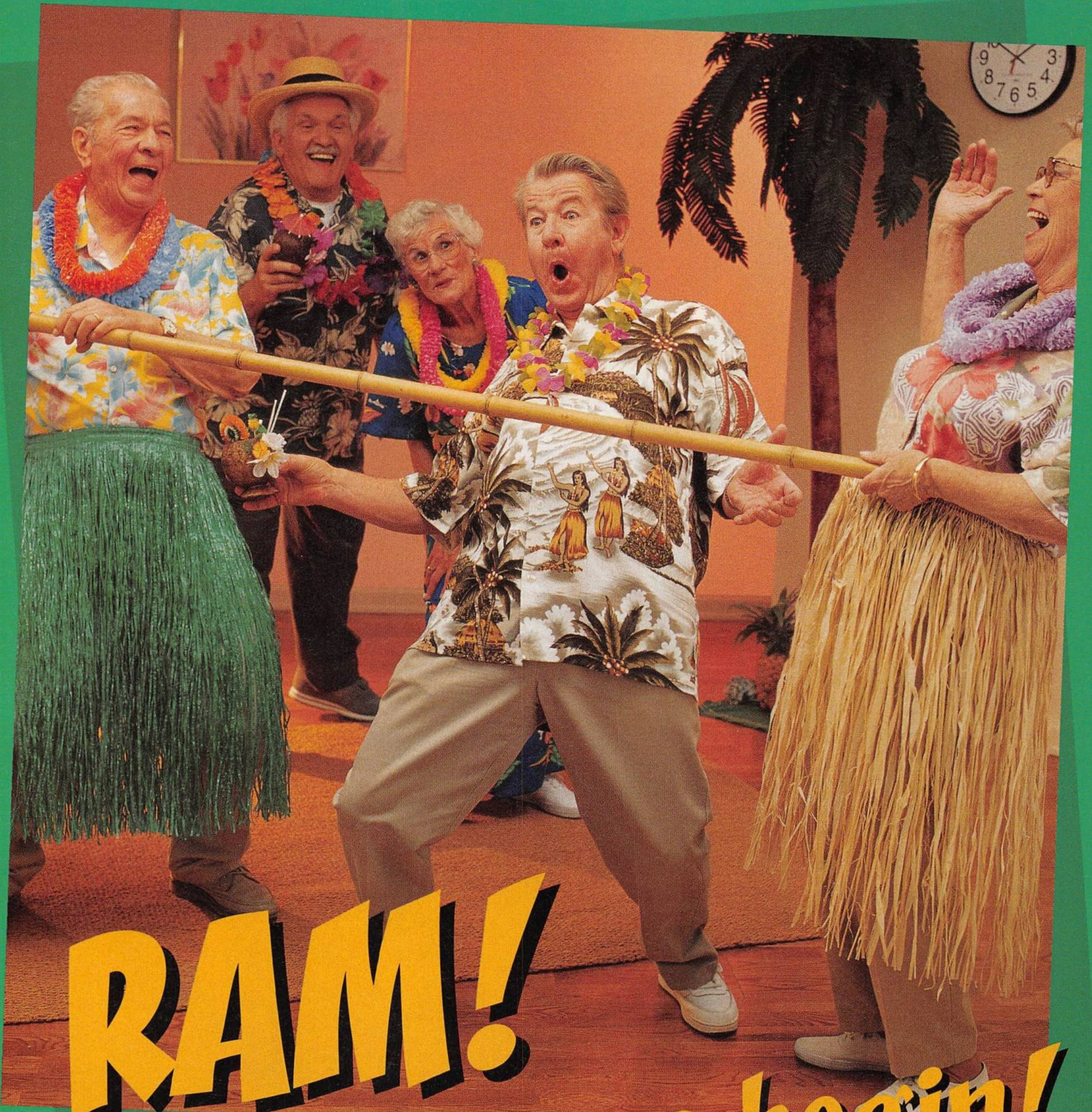


Hold on to your helmets—Motocross Madness is coming back for a second lap of arcade-style cycle stunts.

SHOPTALK

Players of the original game won't recognize the engine that brought them so much blood and sweat. While the tracks and stunt quarries were pretty barren the first time around, the sequel will reportedly deliver incredibly realistic locations filled with real-world objects. MM2 will rely on the same dynamic terrain technology as the original, but this will be enhanced to provide significantly larger environments (up to nine times bigger) with much greater detail on the ground. With ecosystems of trees and other flora, buildings, and diverse vehicles (cars and even airplanes), Microsoft may end up with areas more lifelike than fans of the series had probably hoped for.





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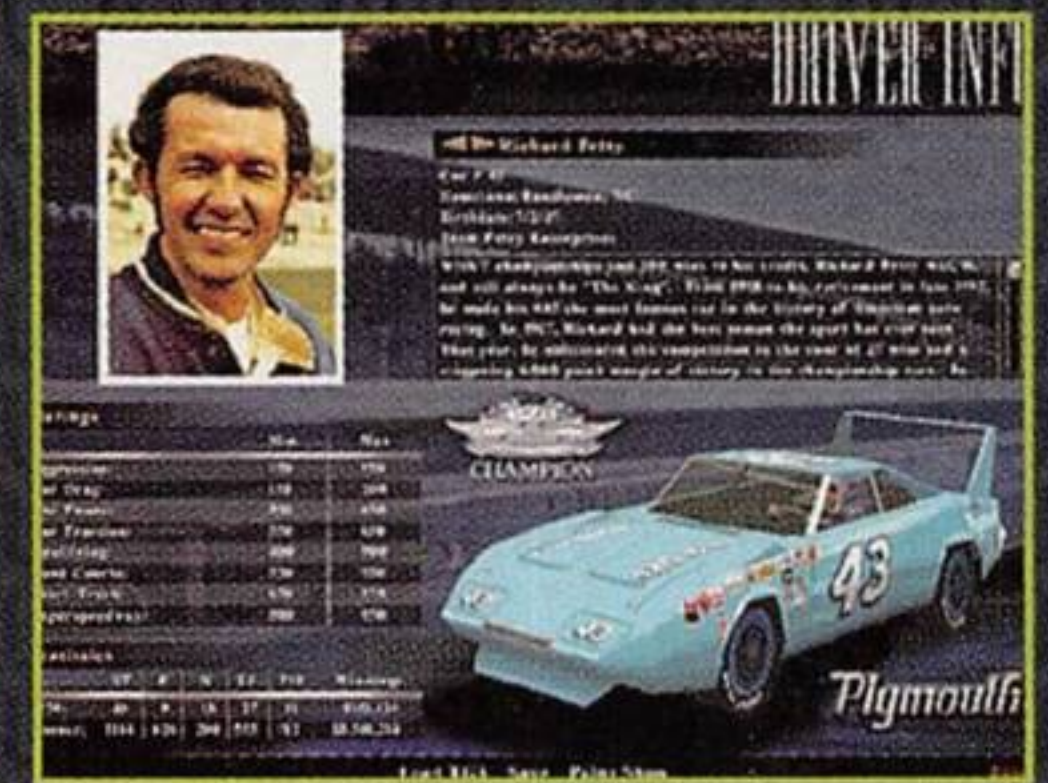
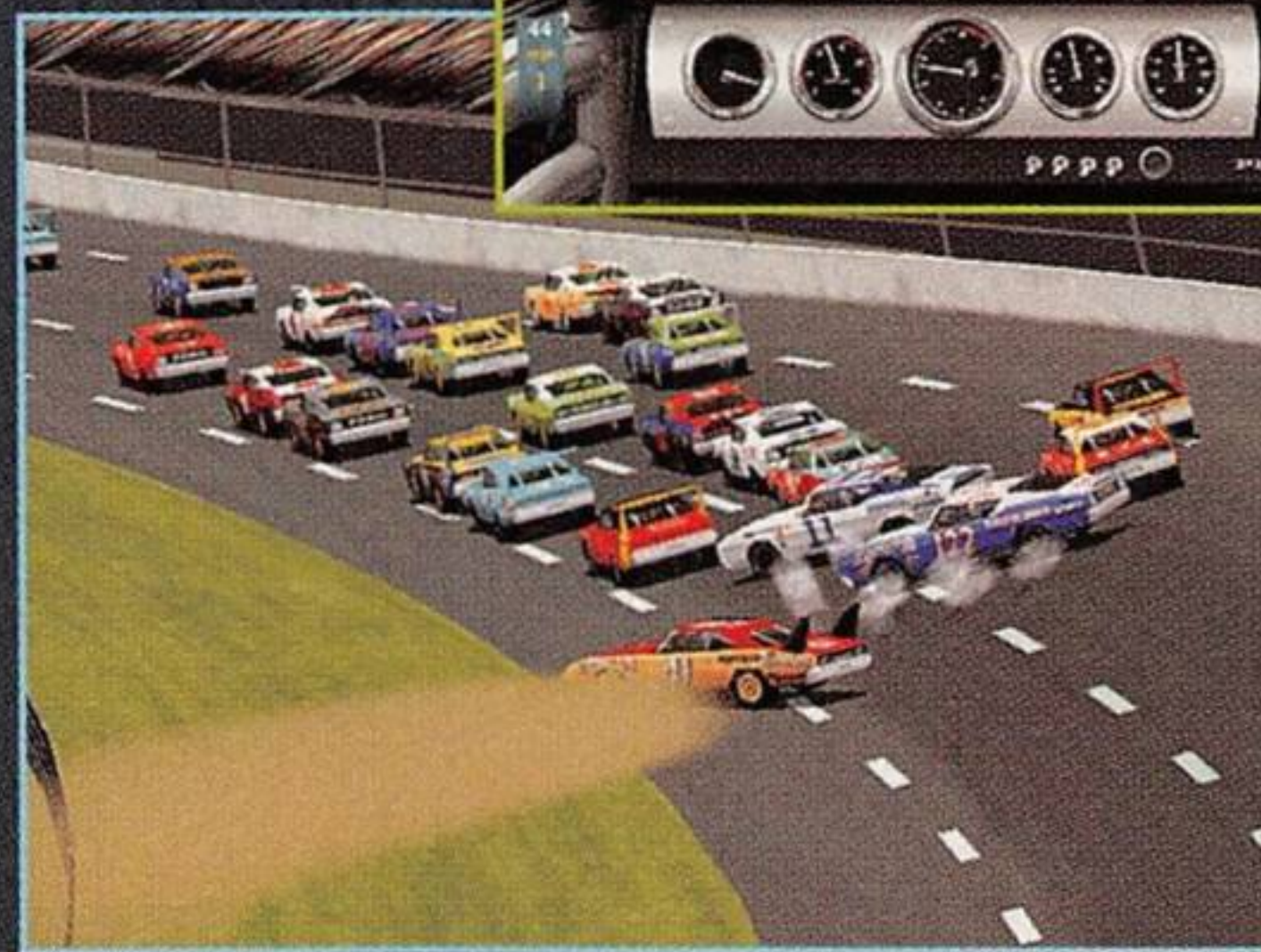
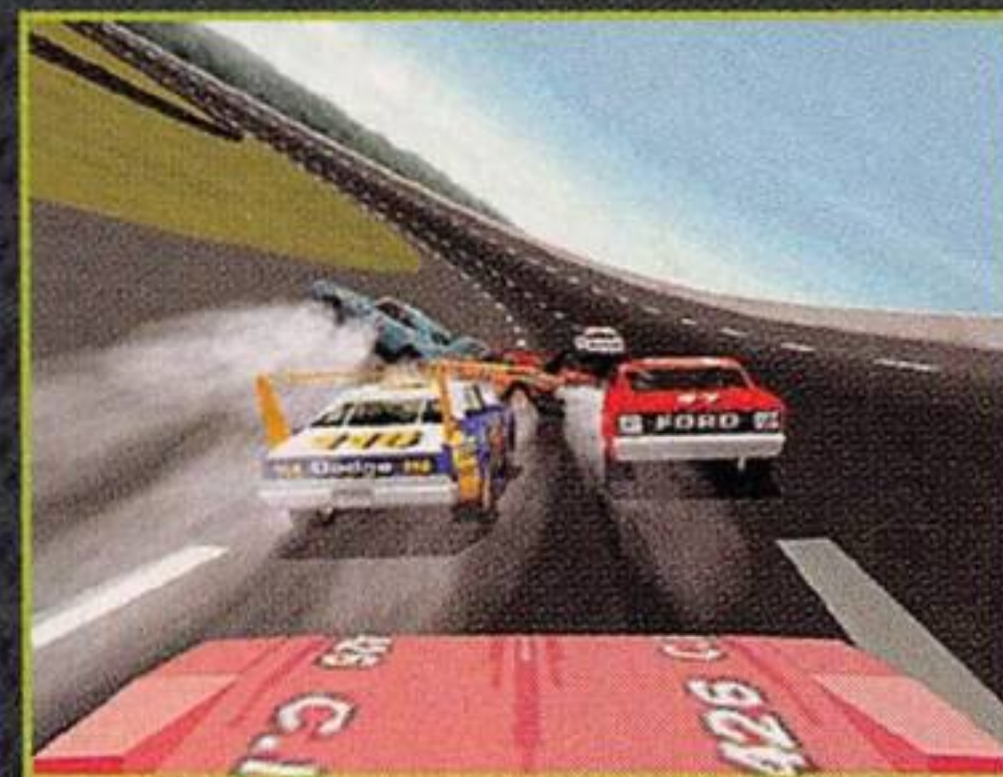
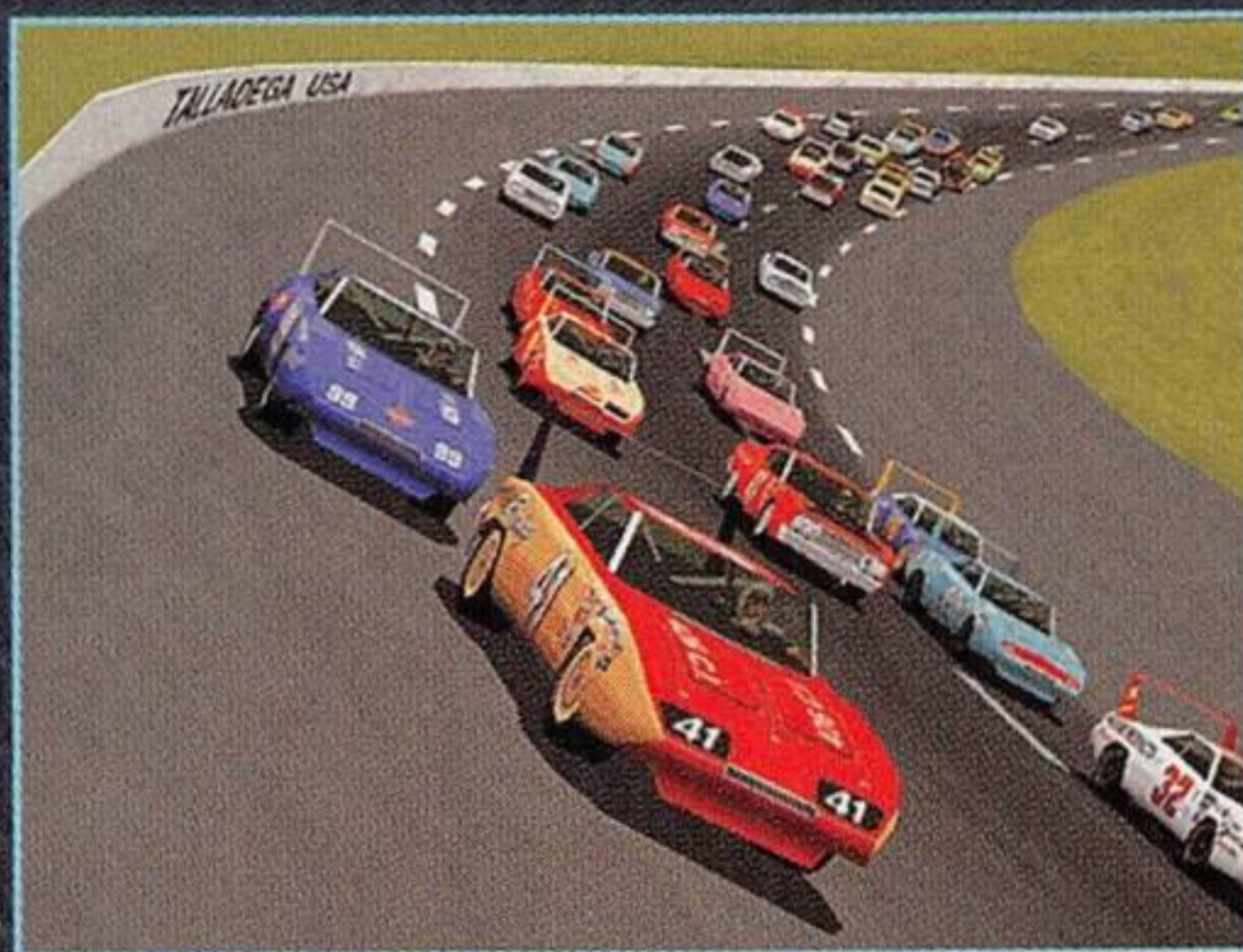
"If you're into white-knuckle duels with scary aliens, rig your PC with at least 128 MB of RAM. Remember, the more RAM you have, the longer you'll live."

Computer Shopper

NASCAR Legends

SOME WOULD SAY that modern NASCAR racing isn't racing at all—too much science, not enough sweat. For those who long for stock-car racing's glory days, there's Papyrus's latest sim, NASCAR Legends. True to its title, Legends delivers classic cars and drivers from 1970—a time when Jeff Gordon was still poopin' his Pampers. Twenty classic drivers—including Richard Petty, A.J. Foyt, Bobby and Donnie Allison, and Buddy Baker—are here to re-create one of NASCAR's most influential eras, complete with 16 authentic tracks such as Talladega, Richmond, Bowman-Gray, and Riverside.

The game is full of horsepower-heavy machines from Ford, Plymouth, Mercury, and Dodge—ornery vehicles that put the muscle in muscle car. Of course, the game's features are as modern as they come: full car setup, driving assistance, a paint kit for customizing cars, force feedback, online play, and more. The beta felt solid, but NASCAR Legends is definitely a niche product; it's doubtful the game's retro re-creation spirit will have much appeal for modern race fans. **G**



BY DAN ELEKTRO

- Developed by Papyrus
- Published by Sierra Sports
- Target release date: November

HANDS-ON



WINDOWS 95/98

Pharaoh



HAIL TO THE Pharaoh, baby! While other games offer medieval kings and their ilk running rampant in real-time strategy (RTS) contests, Impressions provides some ancient history with this single-player RTS. Pharaoh delves into Egypt's empire-building heyday with micromanagement taking a back seat to building placement, road development, and overall strategy.

Throughout the game, you build your civilization—from lowly huts to pyramids and the Sphinx—while farming the fertile Nile delta, paying close attention to the annual floods that keep the desert people fed. You can appease the gods or risk their wrath, and engage in naval combat to protect the all-important waterways. You'll also be able to train jugglers, chariot warriors, and embalmers, as Egyptian life is portrayed—well, if not realistically, then at least in a most entertaining manner. If the full version of Pharaoh features the same balanced and highly addictive gameplay as the demo, fans will run like an



BY ASH

- Developed by Impressions Games
- Published by Sierra Studios
- Target release date: November

HANDS-ON



WINDOWS 95/98



Egyptian to get a copy when it lands on bazaar shelves. **G**

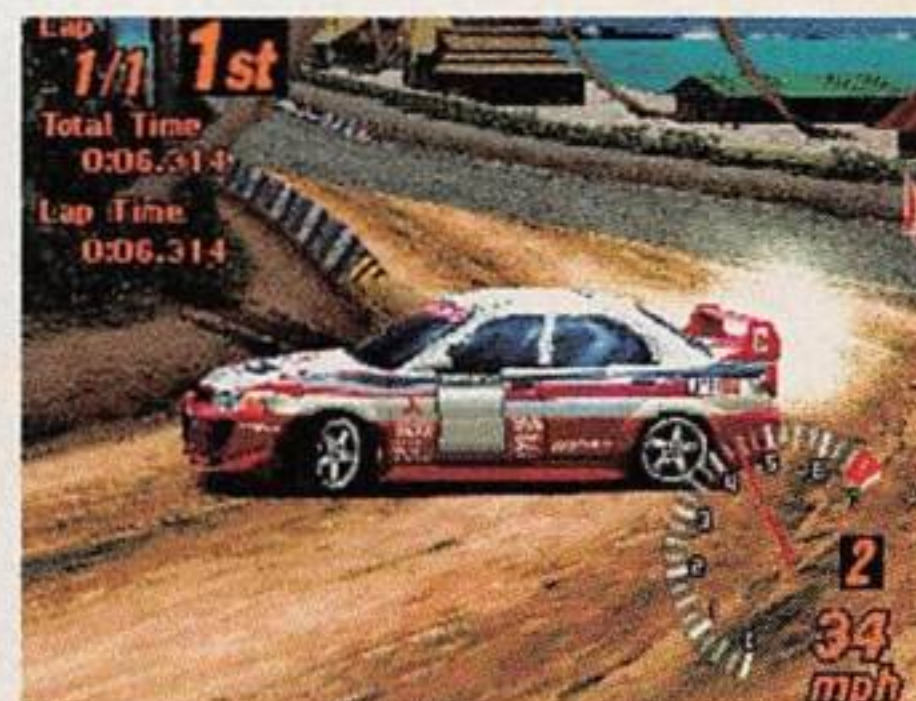
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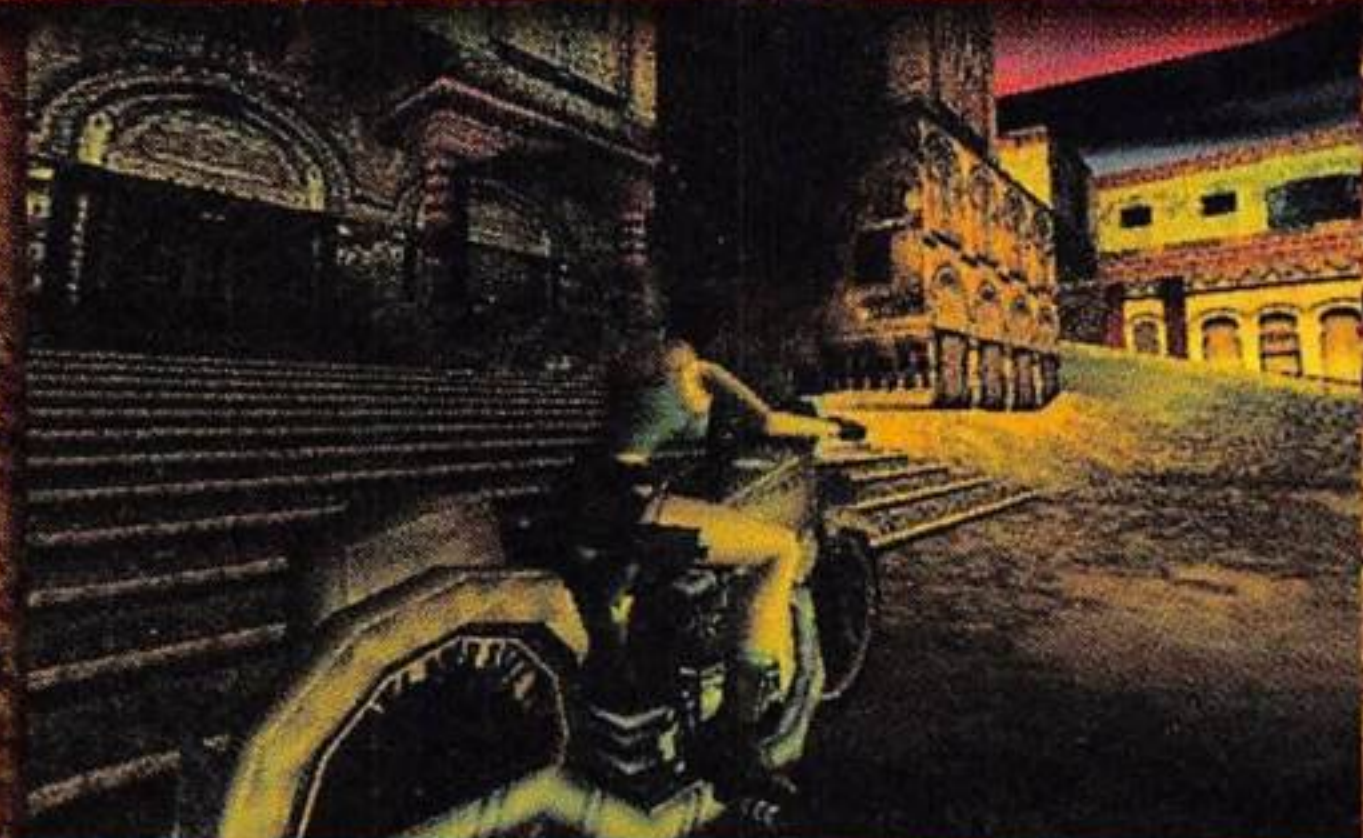




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In ancient Egypt, it was common practice to have your internal organs removed and your brain pulled out through your nose.

Of course ancient Egyptians were lucky enough to be dead first.





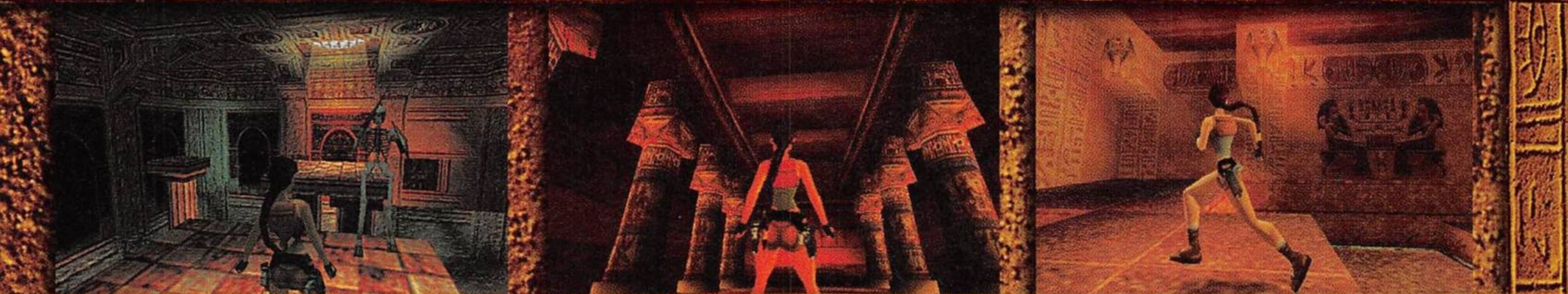
EIDOS
INTERACTIVE



Could the next tomb Lara Croft enters be her own? Find out in *Tomb Raider: The Last Revelation*, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

TOMB RAIDER THE LAST REVELATION

tombraider.com





BY AIR HENDRIX
 ■ Developed by Polyphony Digital
 ■ Published by Sony Computer Entertainment America
 ■ Target release date: December

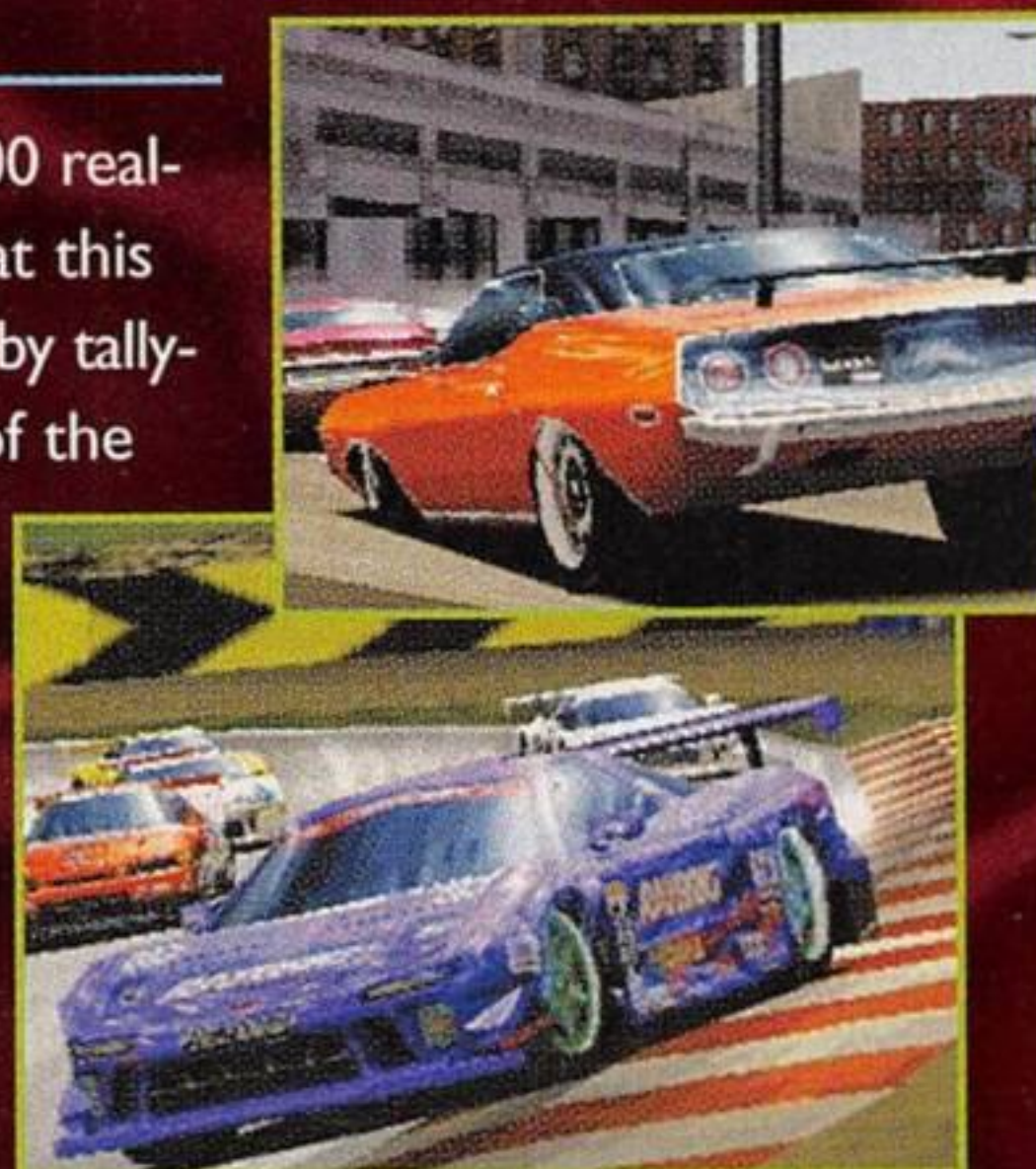


HANDS-ON

Gran Turismo 2

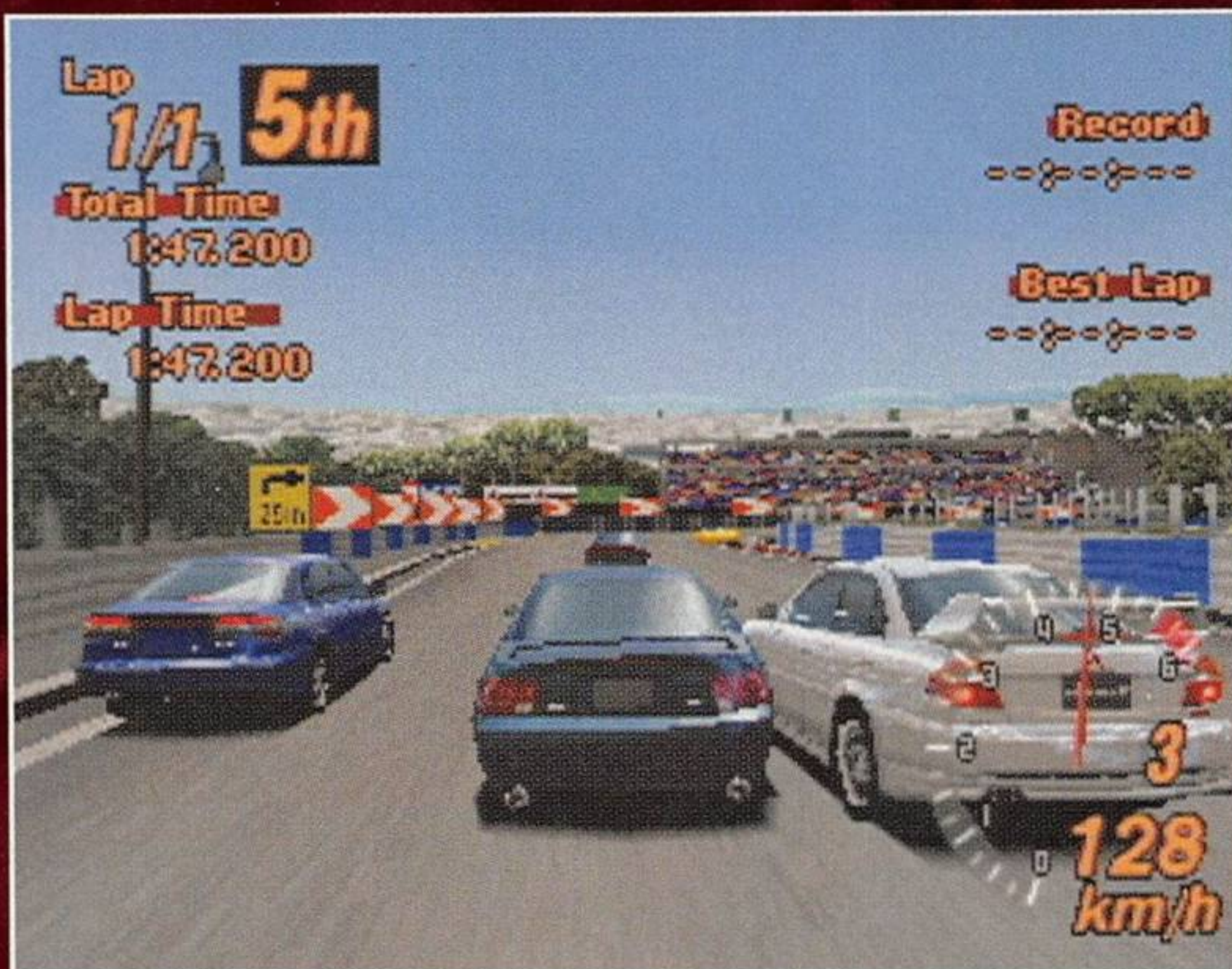
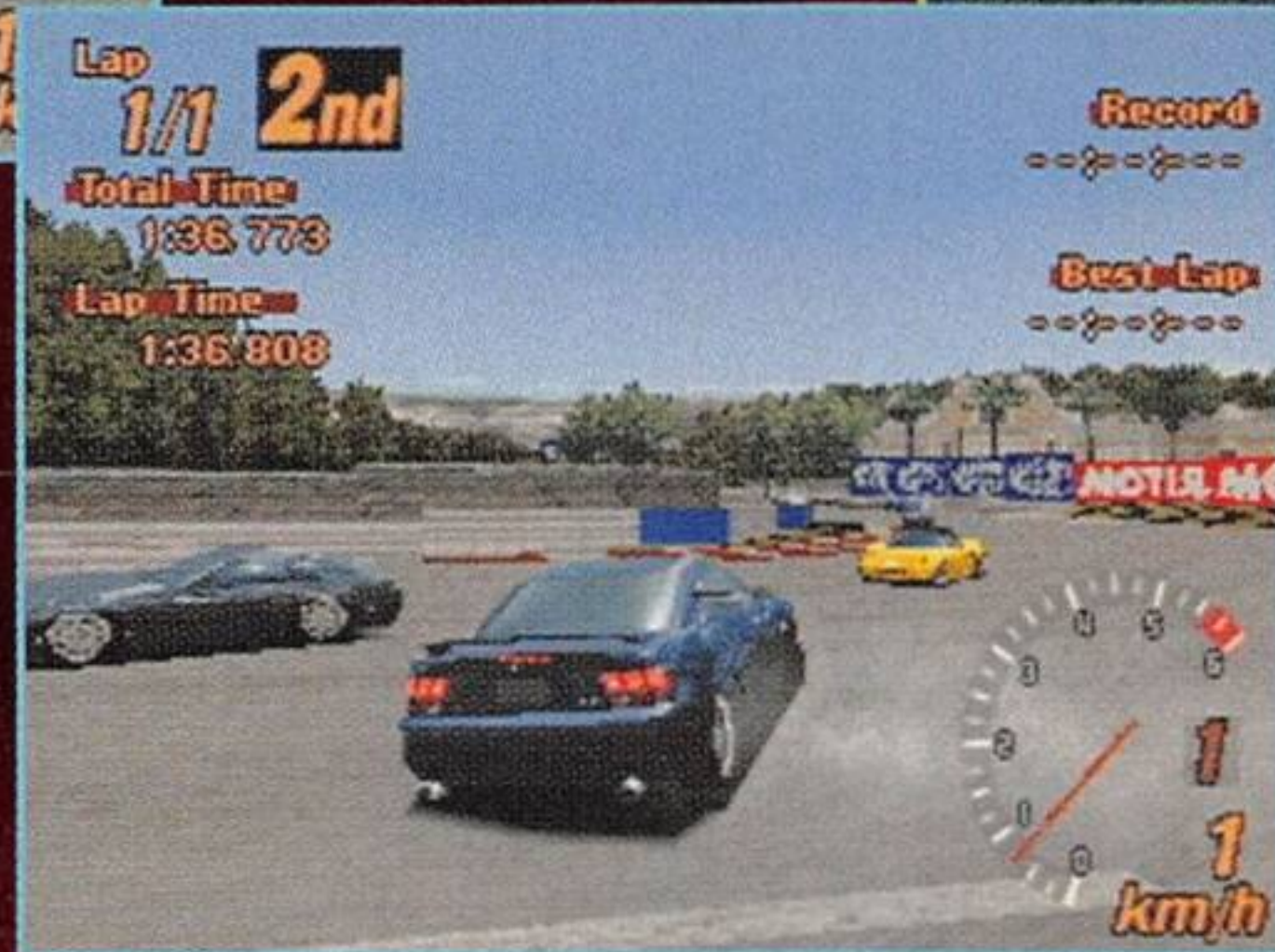
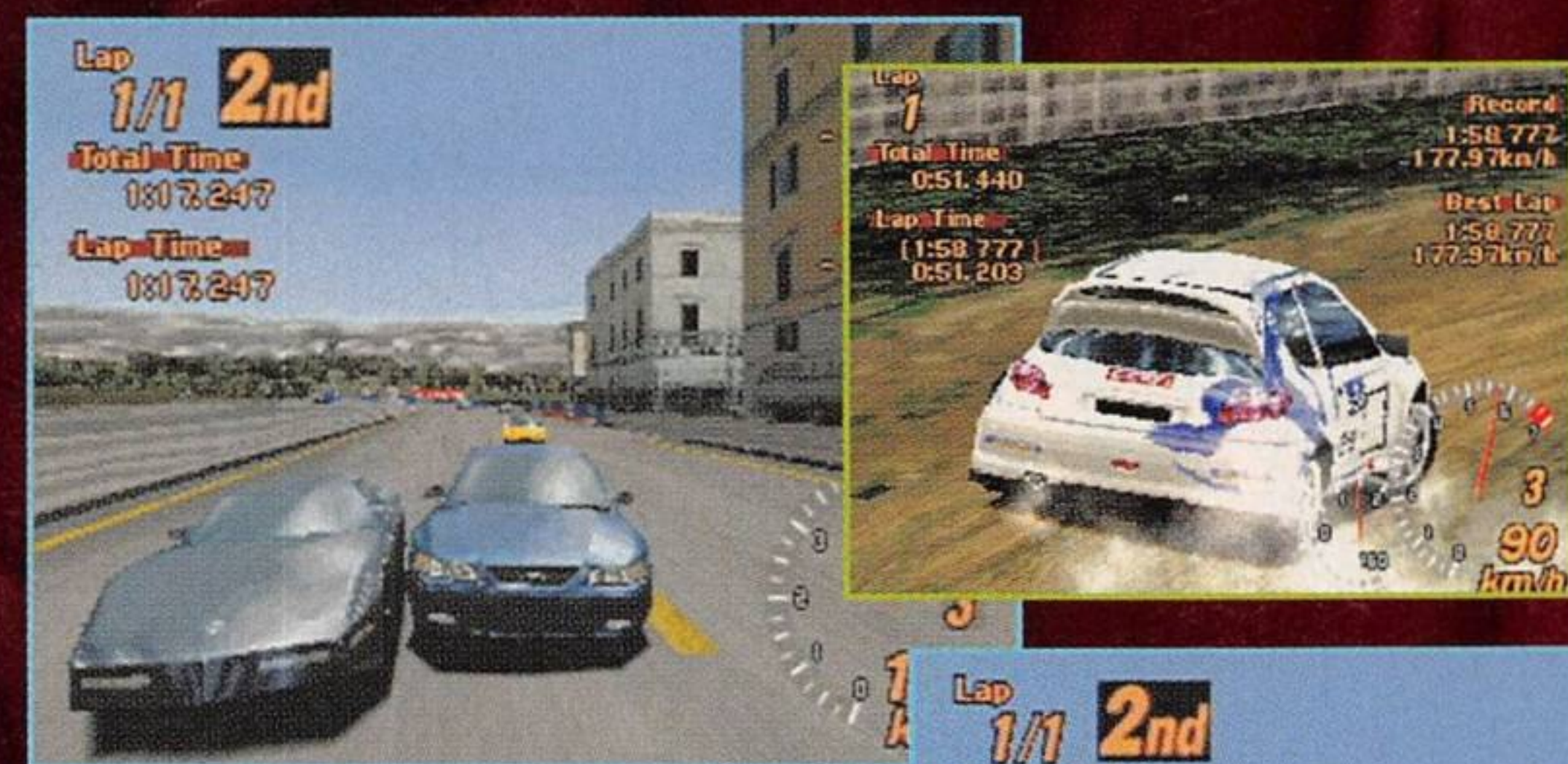
Crowded Garage

Gran Turismo 2 is rolling out over 500 real-life cars, though it's worth noting that this astronomical number is being reached by tallying, for example, several variations of the Mazda RX-7, several types of Chevy Camaros, and so on. Still, GT2's whopping lineup of rides—which includes more than 30 top manufacturers like BMW, Ford, Jaguar, Toyota, Volkswagen, and many more—will impress any race fan.



The flag will drop on 20 tracks for both street and off-road rally action. While a couple of courses return from the first game, new circuits like Laguna Seca and Pike's Peak should get race fans salivating. Also due back is the licensing system, which will sport 60 driving tests and, more importantly, a detailed help system with an option to skip them by winning races. Whew...

The game's extensive upgrading system has been expanded even further to include brand-name parts like Dunlop tires and high-end modifications such as limited slip differentials. If you don't even know how to change oil by yourself, though, you can skip all that and just enjoy the in-game tunes by hot bands like Stone Temple Pilots, Beck, Filter, Crystal Method, and others. Finally, the game will ship on two CDs: one for arcade action and one for the sim races in Gran Turismo mode.



The uncontested ruler of the PlayStation roads is revving its engines for a second spin around the track—as with many sequels, “bigger and better” is what gamers can expect.

Behind the Wheel



At press time in late October, the only playable version of GT2 that Sony had released had a mere one track and three cars available—so don't be too surprised if the game misses its scheduled December ship date. Nevertheless, that brief glimpse provided a lot to get stoked about. The car models were amazing, and the track was much more detailed and colorful than the original game's—though it didn't yet match the beauty of those in Need for Speed: High Stakes.

Moreover, the taut, challenging handling and realistic physics made for white-knuckle thrills. The first-person view was wicked fast, but let's hope that Polyphony speeds up the behind-the-car racing—in this version, it chugged. All told, GT2 still looks like it's shaping up into the race fan's dream-come-true that everyone hopes it'll be.



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Resident Evil: Code Veronica



BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: March 2000

FIRST LOOK



DREAMCAST

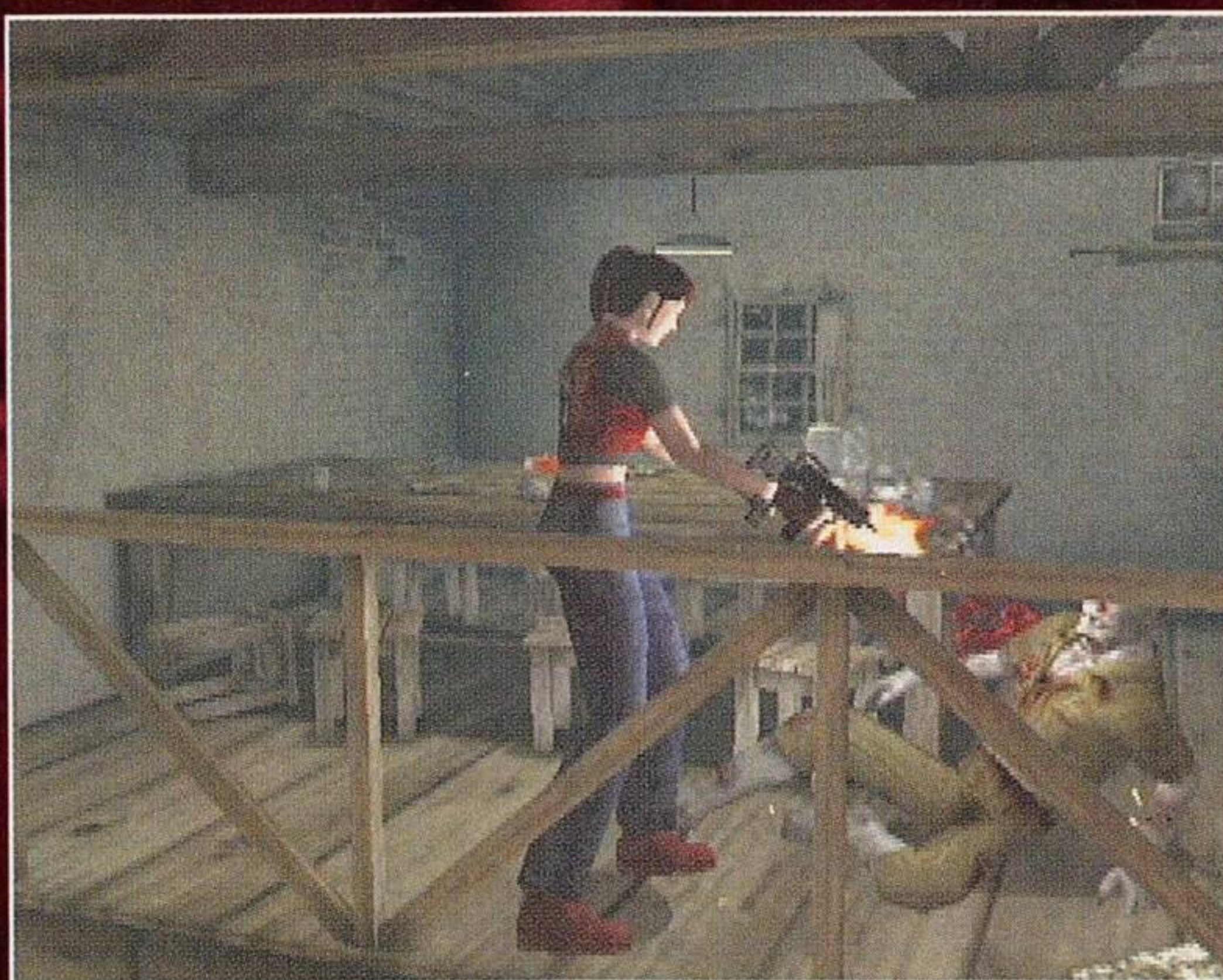
The Dead on Dreamcast



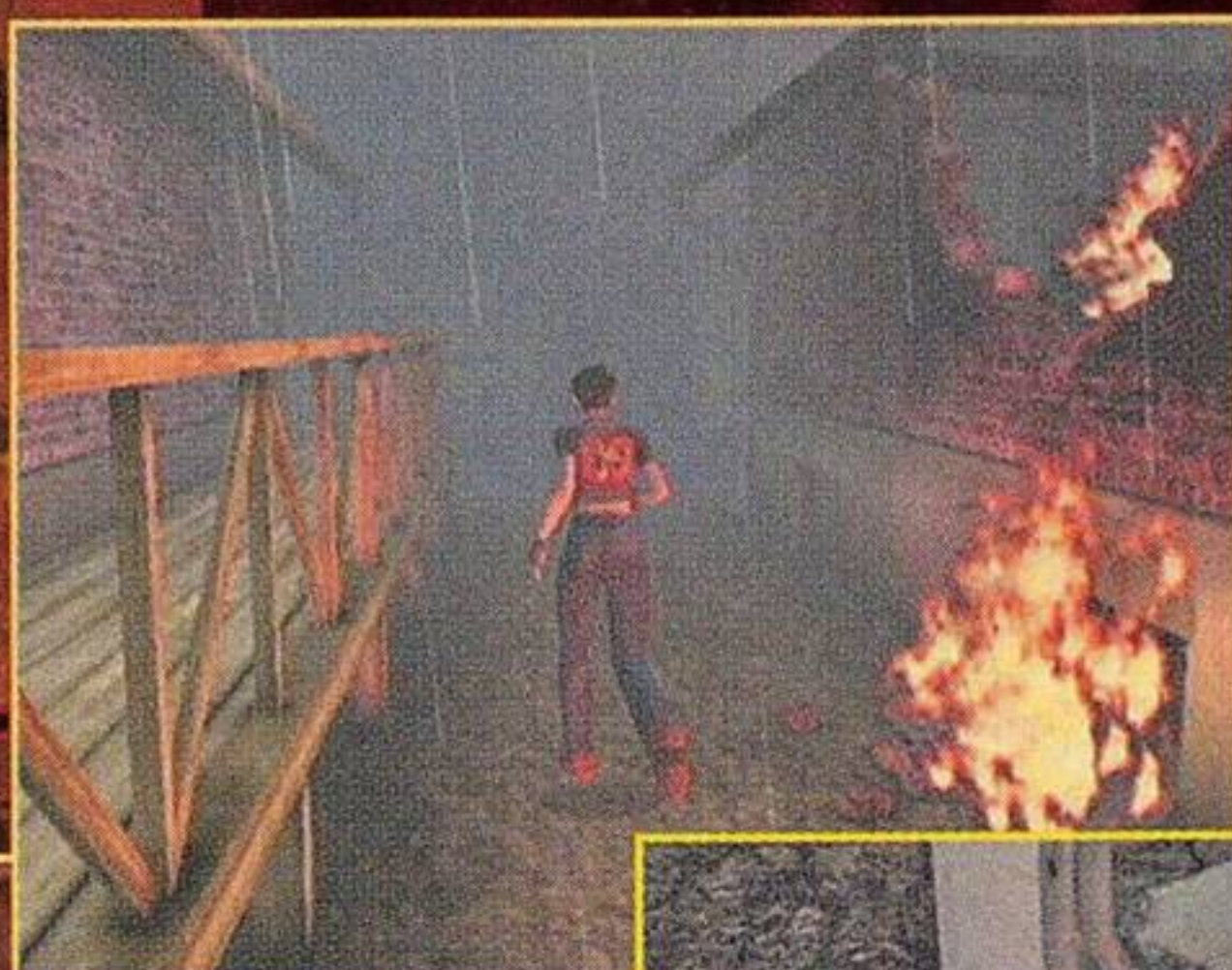
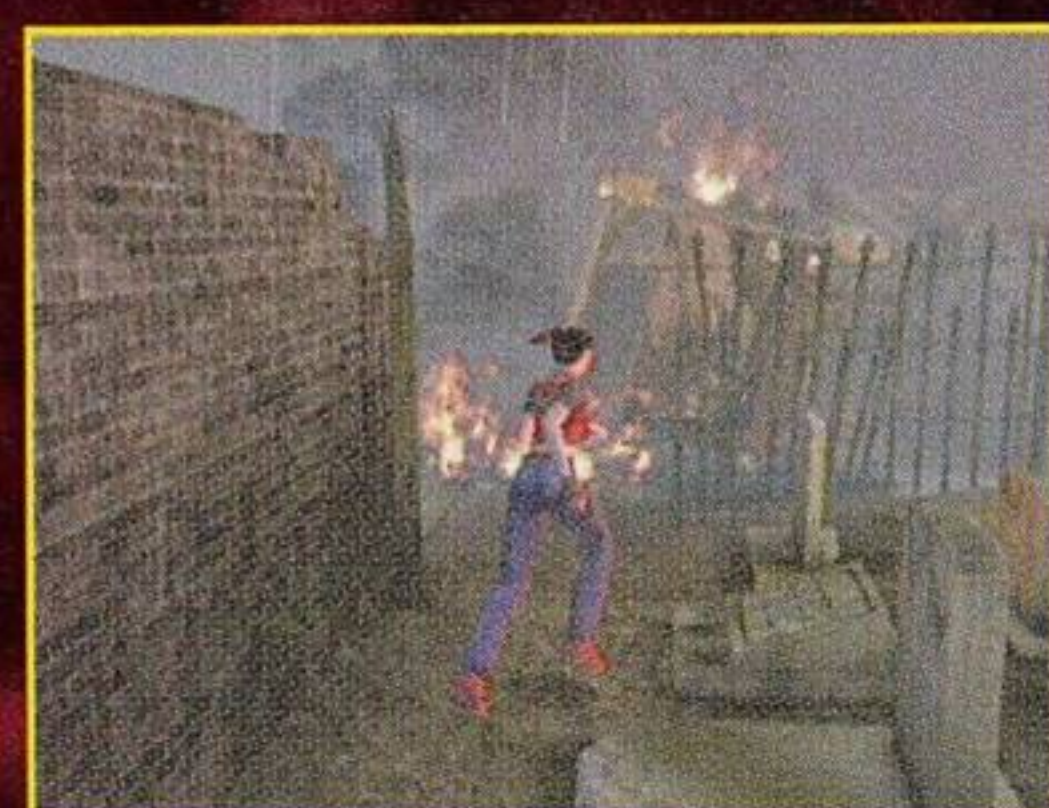
Resident Evil: Code Veronica will be more of a sequel to Resident Evil 2 than Resident Evil 3: Nemesis. The game will pick up right after RE2, with Claire Redfield taking a trip to Umbrella's headquarters in Europe. Of course, the place will be swarming with monsters, and Claire, together with her brother Chris (who will also be a playable character), will have to fight for their lives. Zombies, mutated dogs, bats, and hunchbacklike creatures with limbs that can stretch long distances are just a few of the many monsters that you'll face during this time of terror.

Fright Club

Fans of the Resident Evil series will feel right at home with Veronica. As either Claire or Jill, you will be able to walk, run, aim, and turn 180 degrees in the opposite direction. Some character abilities from Resident Evil 3: Nemesis, however, will not be featured: You won't be able to dodge or shove attacking monsters away from you, and a button press will be required to climb staircases. Familiar firearms, like the cross-bow and pistol, will be combined with some new weapons—including a pair of Uzis that you will be able to hold in each hand to do some serious target drilling. In addition to blasting monsters, you will have to solve puzzles, collect keys to open locked doors, and push objects to make bridges over impassable or dangerous areas—in short all the activities of a Resident Evil game. We'll have more on this eagerly anticipated Dreamcast title in upcoming issues of *GamePro*.

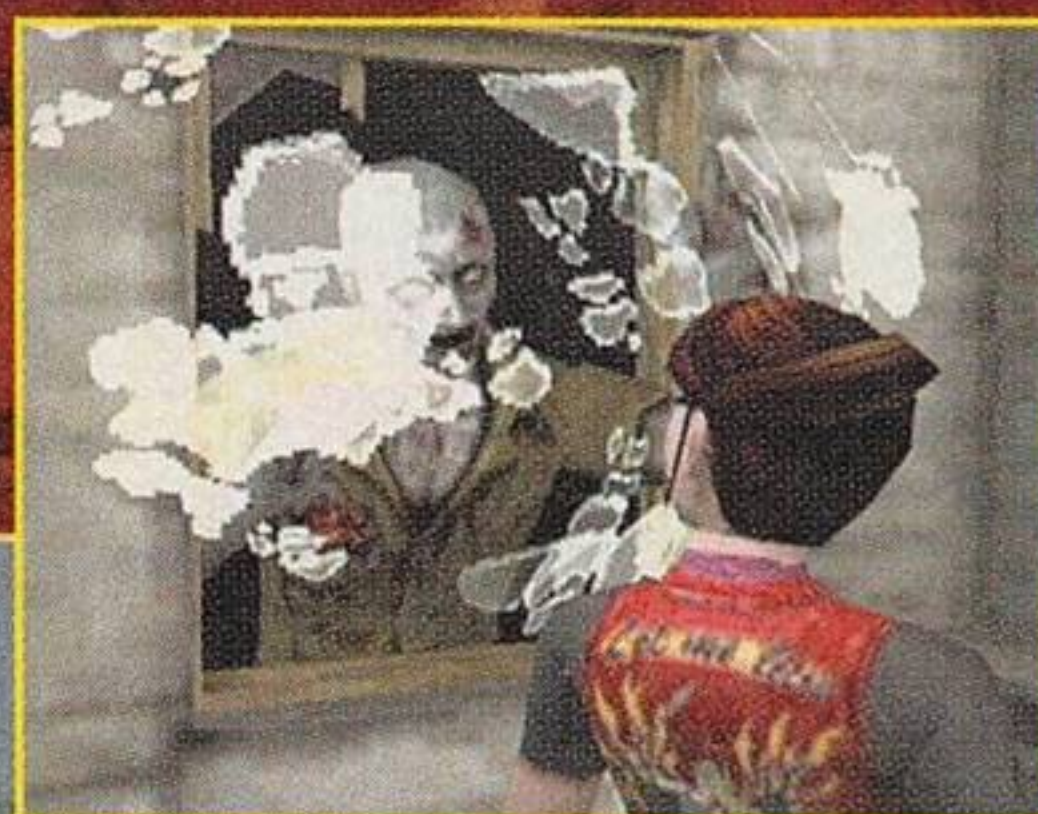
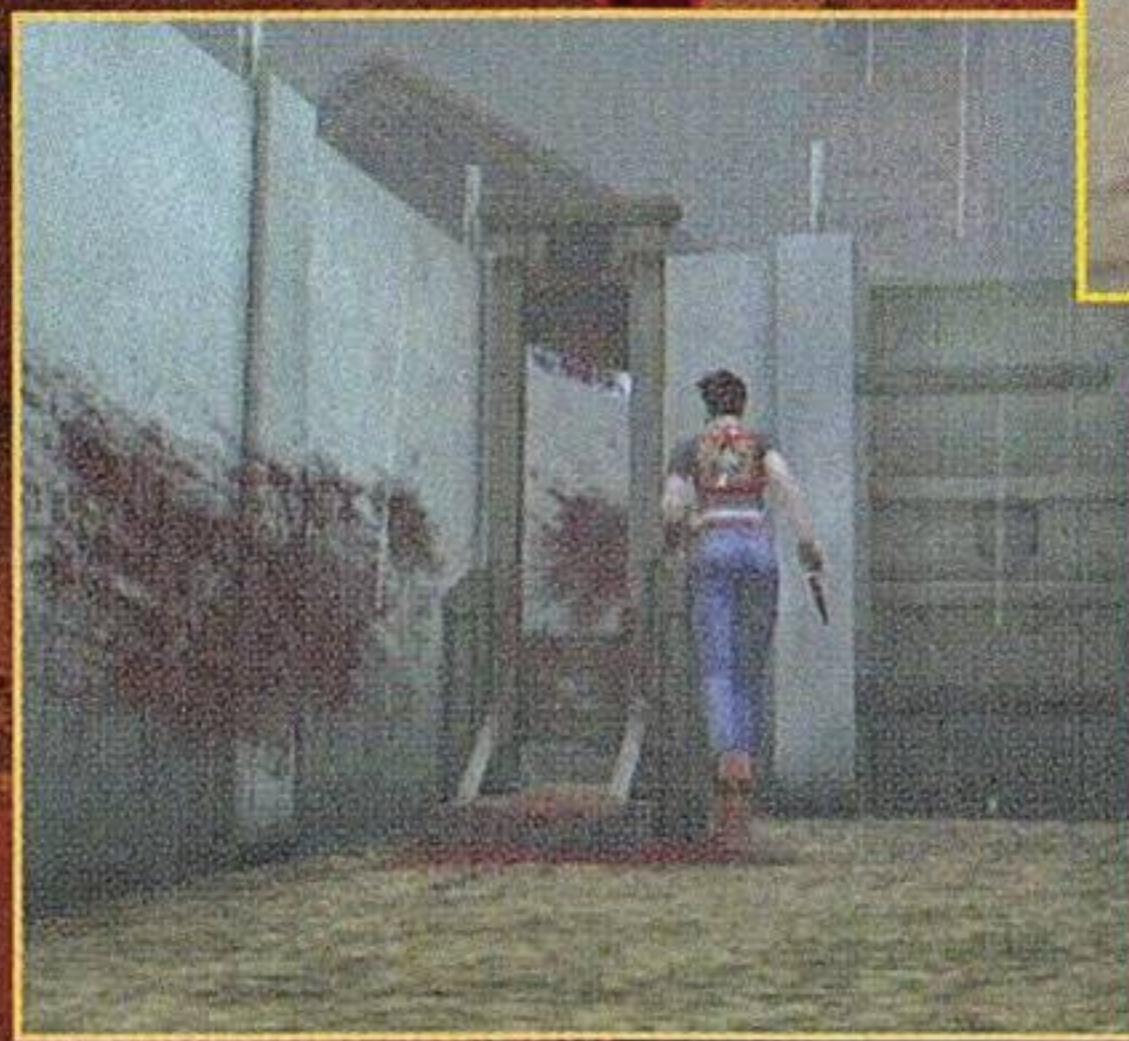


Claire Redfield will take on Umbrella's latest lineup of monsters in Resident Evil: Code Veronica, the first Resident Evil game for the Dreamcast.



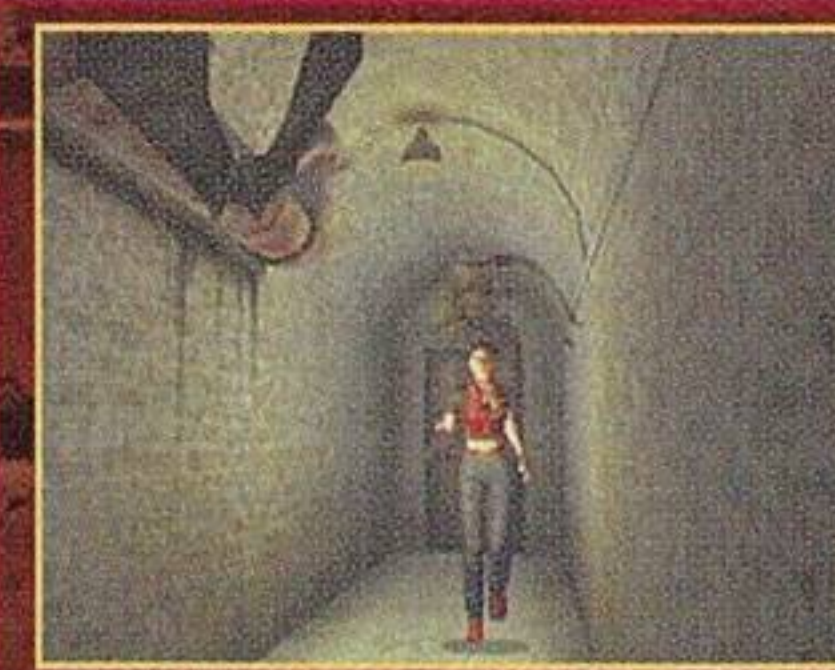
Drop-dead Graphics

The 10 percent version for this preview featured superb graphics that blew away those in previous Evil games. Ultrasoft visuals helped bring the characters to life; whereas the dead were loaded with disgusting details, including ripped bodies and exposed brains. The lighting effects also added to the horrific atmosphere (see sidebar, "Use of Lighting"), including swinging lamps and dimly lit corridors.



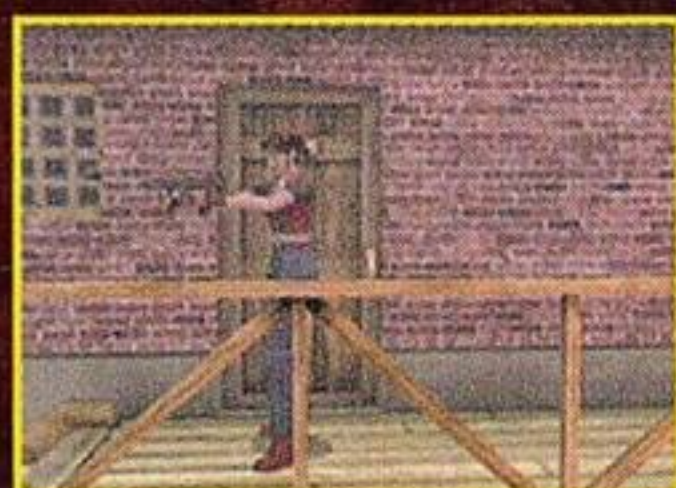
While Veronica featured the same "fixed" camera views as used in previous RE titles, there was some on-the-fly camera movement, just like in *Dino Crisis*. Also,

the game used the Dreamcast VMU to display the health status so we didn't have to constantly access the item menu to check it.



Use of Lighting

One of Veronica's intriguing aspects is its use of lighting. For example, when Claire has her lighter out, bats won't attack her. However, if she puts the lighter away, the bats immediately attack.



WILDCAT AVE

KENTUCKY

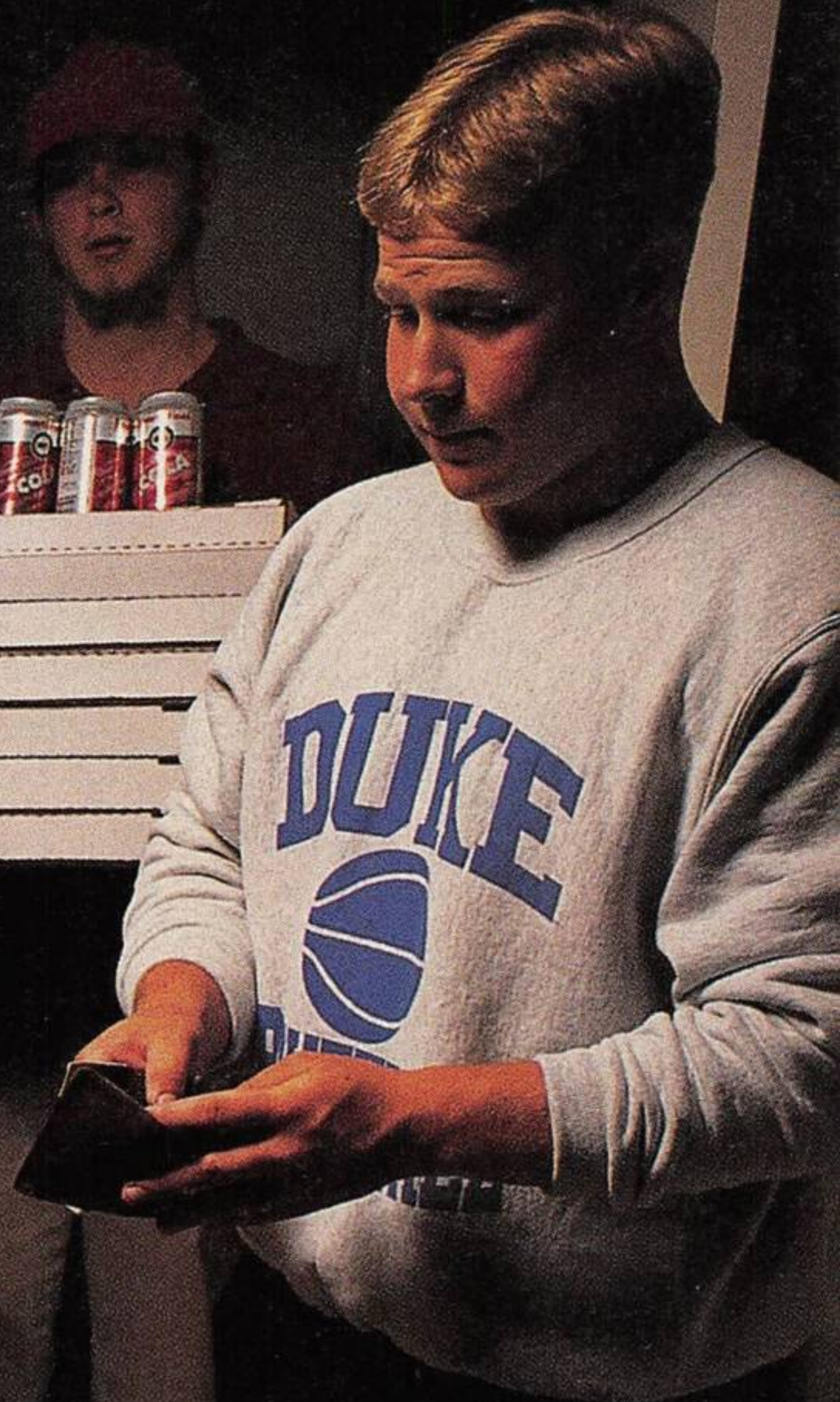
VACANCY

FALLOUT SHELTER

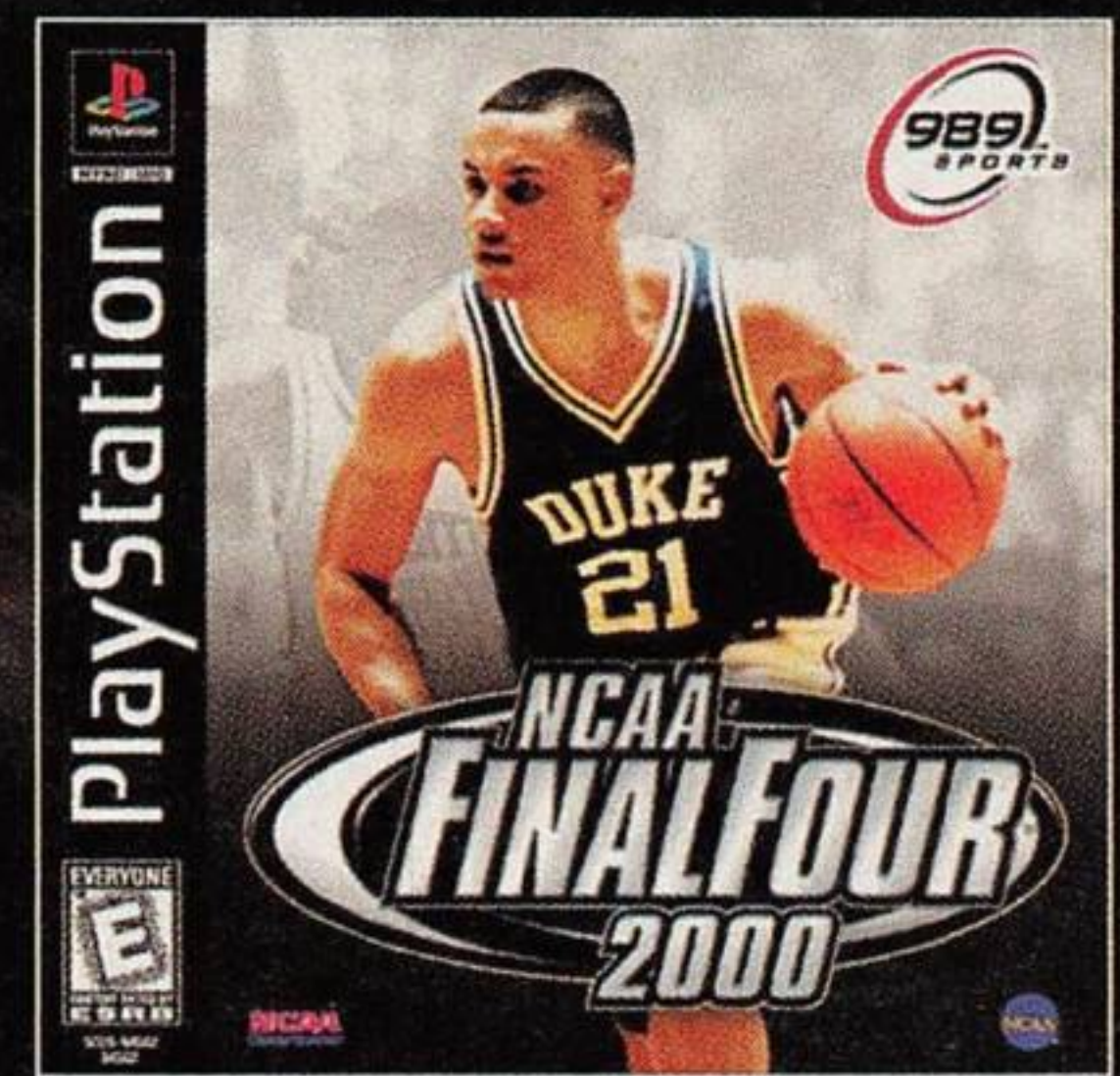
21 ALLOWED



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Armorines: Project S.W.A.R.M.



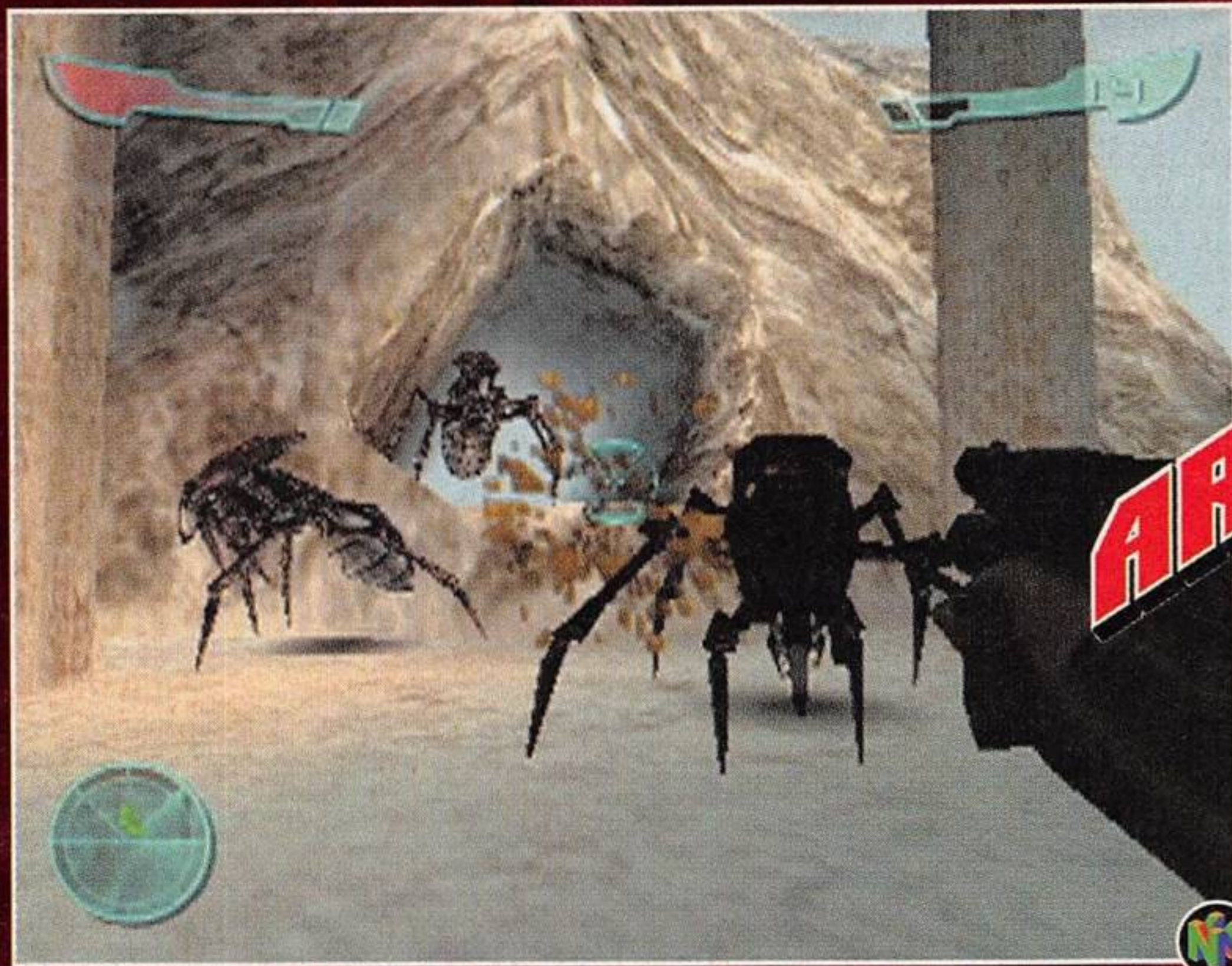
BY THE ENFORCER

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



PLAYSTATION NINTENDO 64

HANDS-ON



Armorines: Project S.W.A.R.M. is skittering onto the Nintendo 64 and PlayStation to provide gamers with lots of bug-blasting action.

Not Just Another Bug Hunt

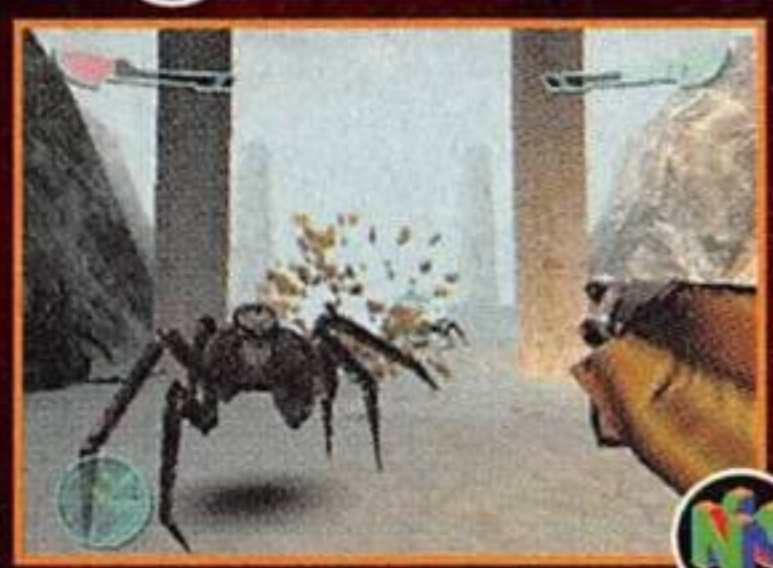
Acclaim's been making a killing with its highly touted Turok franchise, and now it's looking to delve into new territory this holiday season with *Armorines: Project S.W.A.R.M.* for the Nintendo 64 and PlayStation. Featuring classic-style, first-person shooting with a sci-fi flavor, *Armorines* thrusts you into the most advanced battle suit known to man to fight off hordes of bad-ass alien bugs and save the earth from certain doom.

As in *Turok*, you're required to complete level objectives—such as saving hostages, activating switches, blowing away hideous creatures, and so on—to make our planet safe again. You visit four exotic locales across the globe, including the winter wasteland of Siberia and the temperate jungles of South America, to confront this marauding terror and send 'em packing. You even have to venture into space to fight the alien invaders on their own turf.

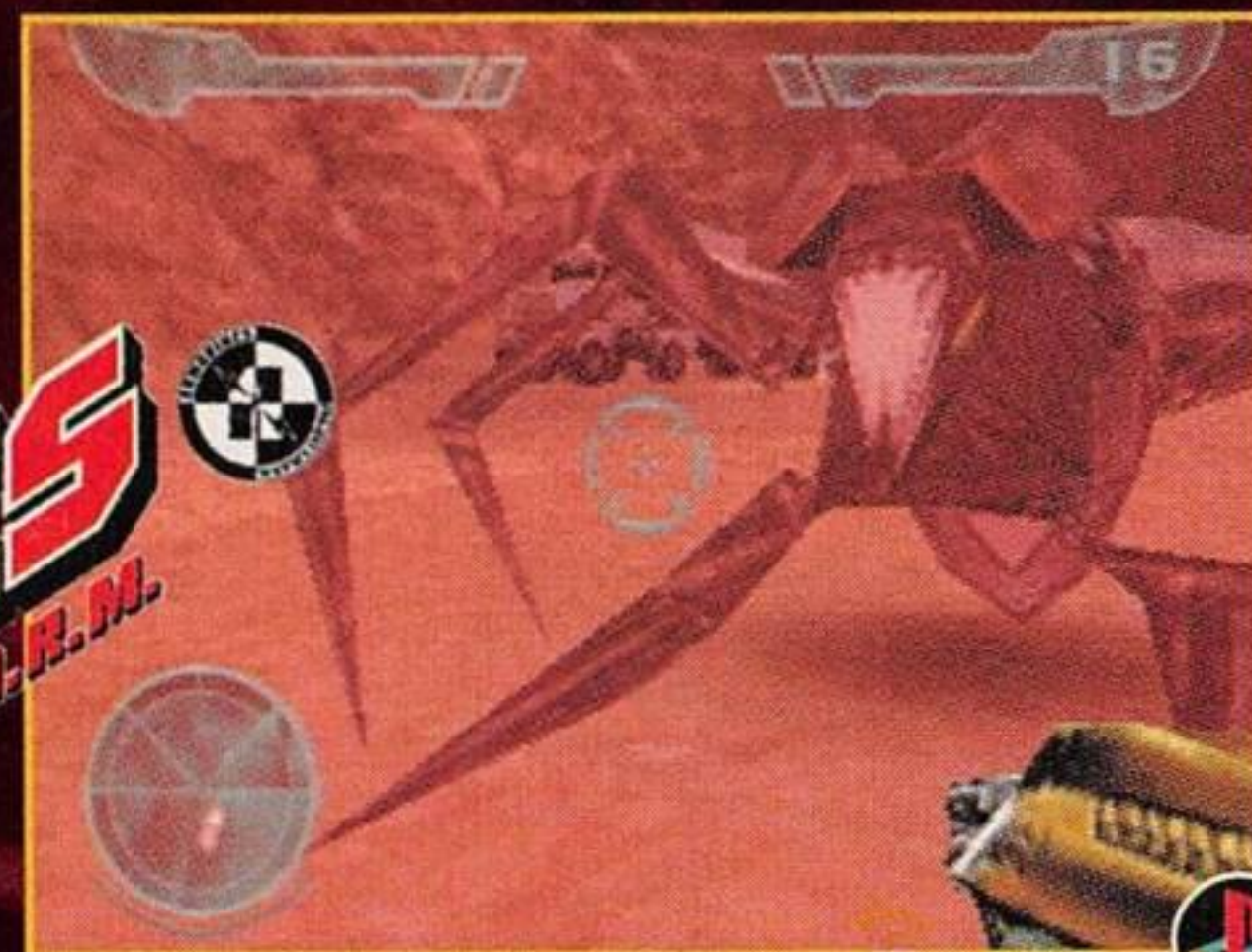
While it's true the suit you wear is the most advanced known to man, you'll still need some hefty firepower to destroy your enemy—and *Armorines* has plenty of it. Instead of carrying normal weapons like those in *Turok*, you're equipped with powerful gauntlets that fire lasers, missiles, and more. There are also a number of vehicles you commandeer throughout your adventure in which you assume the gunner position. Because all the vehicles are on rails (think *StarFox 64*), you won't have to worry about driving—just blast anything that moves.



Because all the vehicles are on rails (think *StarFox 64*), you won't have to worry about driving—just blast anything that moves.



ARMORINES
PROJECT S.W.A.R.M.



Lots of Guts, Lots of Glory

The preview versions we put through basic training for both the N64 and PlayStation showed lots of promise. Graphically, *Armorines* featured very atmospheric locales, including dark military compounds and creepy underground facilities, as well as lots of nasty bugs. Both versions suffered a bit from overused fog effects, but the fog did create a degree of tension and suspense—there's nothing more startling than a screeching arachnid erupting from out of nowhere to spray you with toxic venom.

Armorines' graphics were matched by tight sound effects that included thundering blasts from your weapons, the horrific squealing of the alien predators, and terrified cries for help. The Nintendo 64 version's controls were very responsive, not to mention

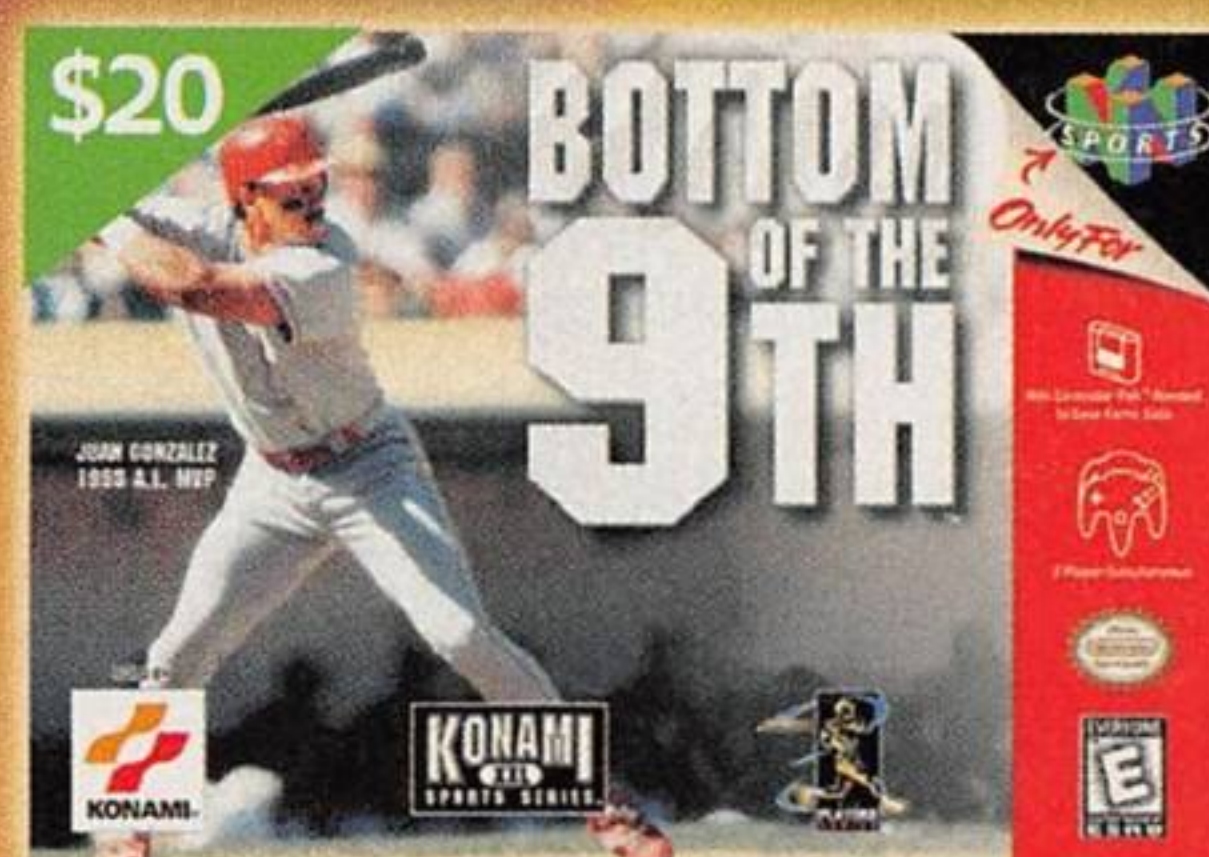
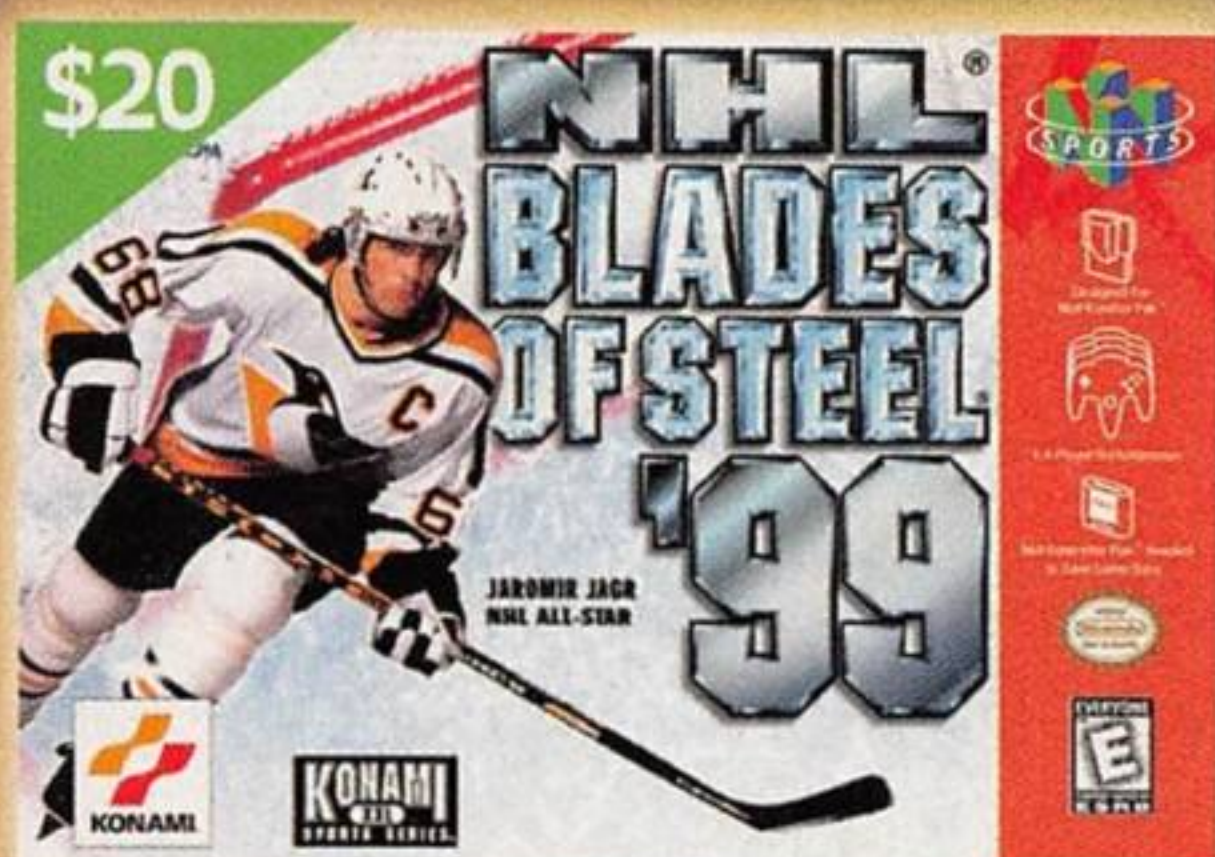
almost identical to *Turok's*: The analog stick is used to look up, down, and around, and the yellow C buttons to move through the environments. The PlayStation version, however, needs a good amount of tweaking before it'll be ready for a tour of duty.

If Acclaim finishes up strong with the game's development for both systems, *Armorines* should be one of the more solid shooters of the year.



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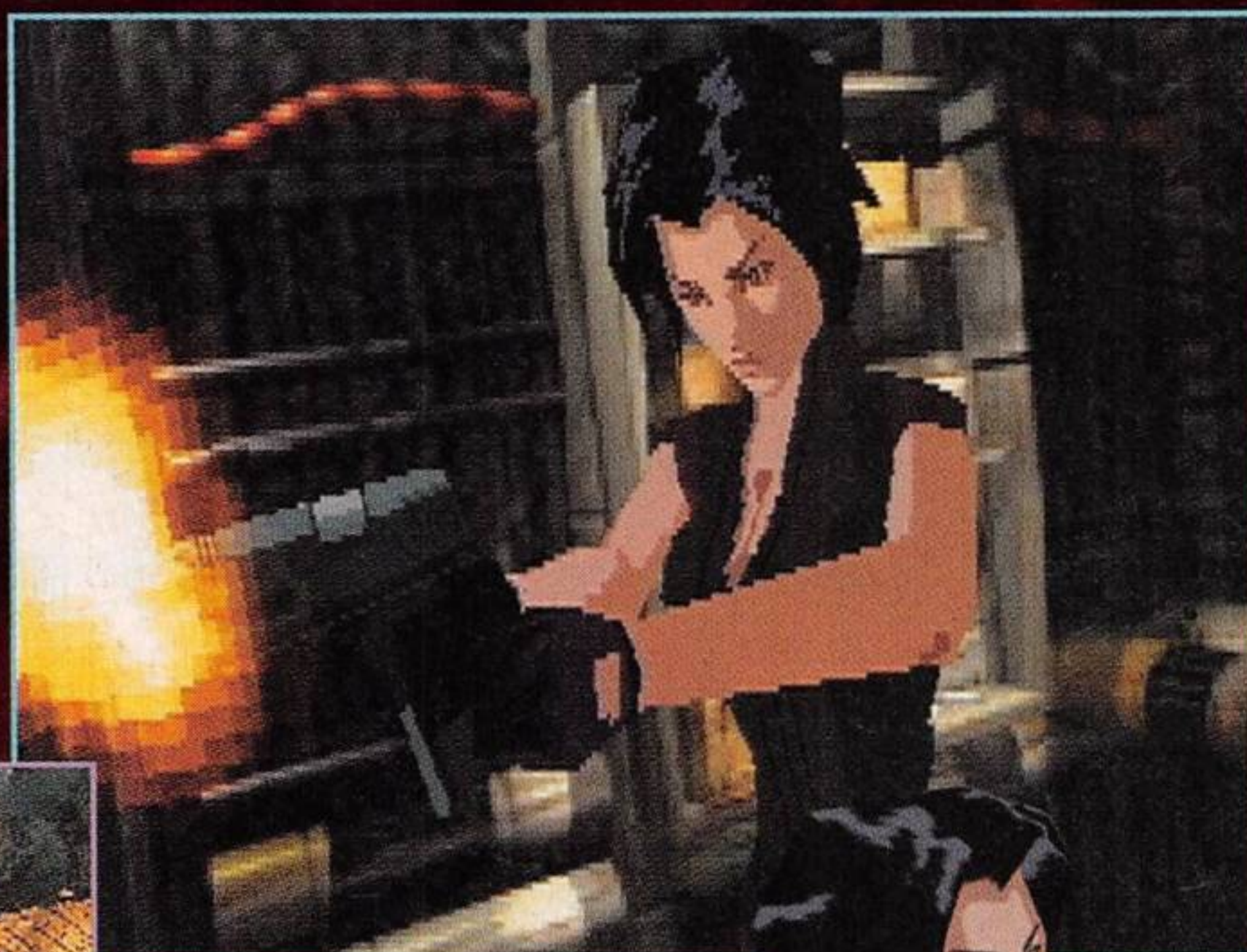
KONAMI OF AMERICA, INC. 1400 BRIDGE PARKWAY, REDWOOD CITY, CA 94065

Fear Effect

FEAR EFFECT, EIDOS'S forthcoming anime-style, 3D adventure (previously named Fear Factor) promises to mix a rich story line with intense action. The game will put you in control of three mercenaries hired to find the daughter of a powerful Chinese businessman. As the story progresses, you'll be launched into something more sinister and evil—something involving the fate of the world. Fear Effect is definitely targeting anime enthusiasts who want to play in a futuristic setting with hot action ruling every turn.

Of course, Fear Effect will come complete with high-powered weaponry: an assortment of knives, handguns, rifles, and heavy artillery. The game will also have auto aiming. You won't have a health bar, however; instead, you'll have a confidence meter and a toughness display. You'll gain confidence by solving puzzles and using strategy. If your confidence meter hits 100 percent, you'll be rewarded with extra toughness. Toughness, in turn, will determine how many hits you can take (if your toughness drops to zero, you'll die).

Fear Effect will ship on four discs, jam-packed with puzzles; intertwining story lines of the three mercenaries; detailed, pre-rendered settings in Asia and the afterworld; and a "Mature" rating due to the game's violence and adult situations. Eidos has all the elements for a great action game, so keep your eyes peeled for this intriguing title. 



BY FOUR-EYED DRAGON


- Developed by Kronos
- Published by Eidos
- Target release date: February 2000



PLAYSTATION

UPDATE

Galerians

DESIGNED AS A psychological thrill ride, Galerians plans to give players chills at every step. In this 3D action/adventure game (which is reminiscent of Resident Evil), you'll awake in an unknown institution—and discover that you've acquired psychic powers. You'll have to use your mental prowess to think fast, solve puzzles—and stay alive. Fortunately, your psychic abilities will enable you to set enemies on fire or hit them with a bolt of mental energy; plus, you can use your telekinesis on objects to get hints about your mysterious life. Spread over three CDs with 50 hours of gameplay, Galerians could prove to be a surreal shocker. 

BY FOUR-EYED DRAGON

- Developed by Polygon Magic
- Published by Crave Entertainment
- Target release date: First Quarter 2000



PLAYSTATION

FIRST LOOK





BY AIR HENDRIX

- Developed and published by Psygnosis
- Target release date: March 2000



PLAYSTATION

FIRST LOOK



Colony Wars: Red Sun

COLONY WARS RED SUN

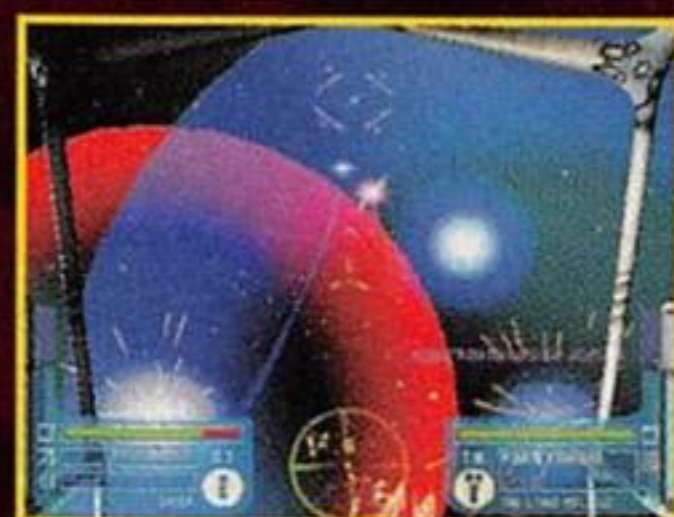
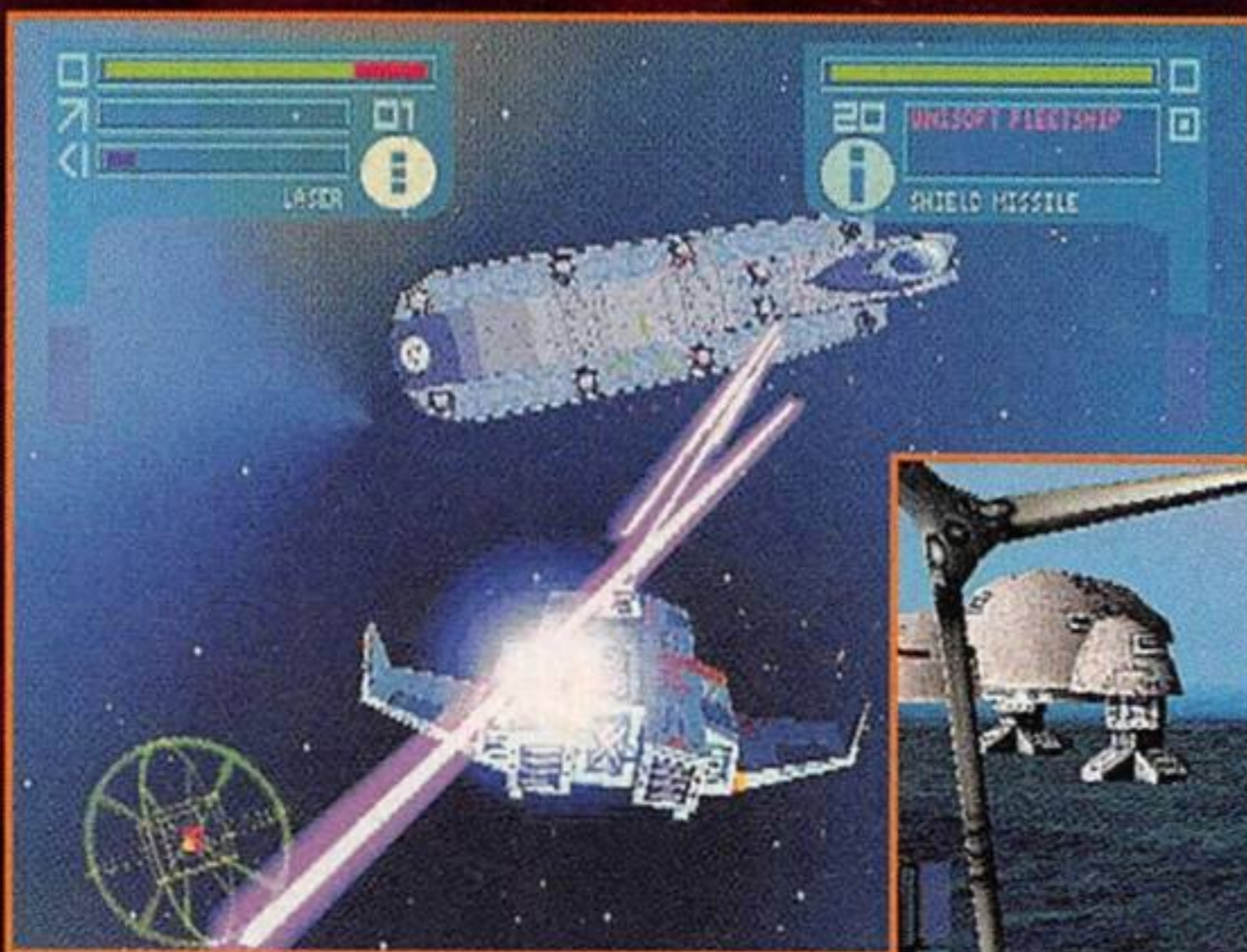


PC HITS LIKE *Freespace 2* may be the ultimate in space combat, but for uncomplicated, thrilling dogfights, *Colony Wars* has always owned the PlayStation galaxy. The storied franchise is finally returning to a solar system near you with *Colony Wars: Red Sun*, the third and hopefully best game in the series.

As the battle between the Navy and the League rages on unabated, *Red Sun* will switch tracks and put you in the cockpit as Valdemar, a roguish mercenary who fights for whichever side offers him work. In terms of gameplay, that means *Red Sun* will depart from the series' customary branching mission structure, instead allowing gamers to choose which missions they'll fly—and which side they'll fight for.

Red Sun's 50 missions will span five solar systems as players put the game's 30 new weapons to work in eight craft. These early screens already showcase

some fine-looking space scenery with detailed ships and environments, so hopefully the horrible draw-in that plagued the planetside missions in *Vengeance* will be corrected. Psygnosis is also promising to smooth out the difficulty level so there won't be anymore of those incredibly tough missions that gave *Vengeance* players fits. All told, *Red Sun* sounds like another potential hit—stay tuned for more details once we get our hands on a playable version.



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Die Hard Trilogy 2: Viva Las Vegas

THE BADASS COP John McClane is back, bringing with him the same popular triple-feature gameplay found in the first Die Hard Trilogy. The sequel is promising to deliver the original's blend of shooting, third-person action/adventure, and driving, but with sharper visuals and a continuous story line.

This time, you'll control McClane in Las Vegas where you must stop terrorists from overtaking the Strip. You'll fight your way through diverse areas, such as a maximum-security prison and the streets of Sin City. Enemies will now have multiple damage areas, so if you blast them in the leg they'll fall—but they won't necessarily stop shooting.

Also, there is a Practice mode where you'll be able to hone your skills and an Arcade mode where you'll be able to choose to play each of the game's styles separately. In addition, the game is compatible with a variety of steering wheels and light-guns to meet your control needs.

So far, the game looks like a smokin' gun of wild explosions and fierce action. The preview version exhibited plenty of weapons that could be picked up and used, as well as heated chase scenes that kept the action at an intense level. However, constant breakup and some slowdown in the 3/4-overhead view game plagued this early version. If the visual problems are fixed, Die Hard Trilogy 2 could rank as a top action title when released this February. **G**

DIE HARD

TRILOGY 2



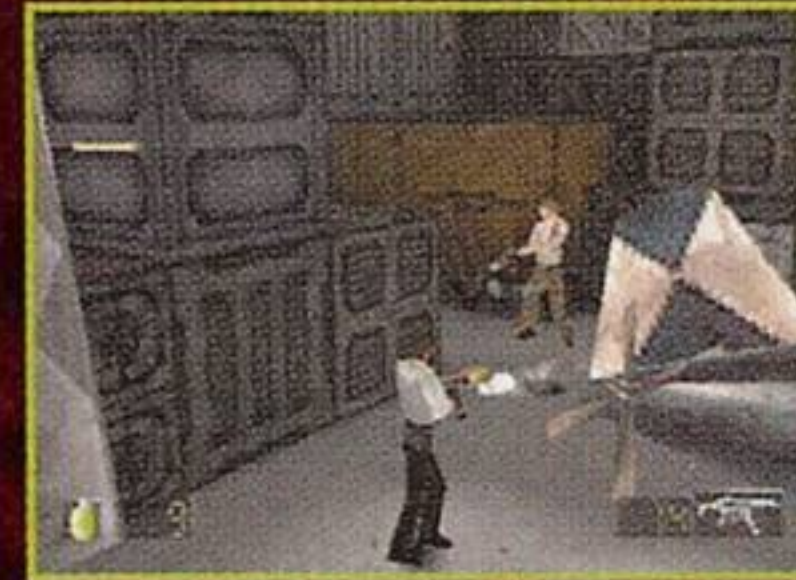
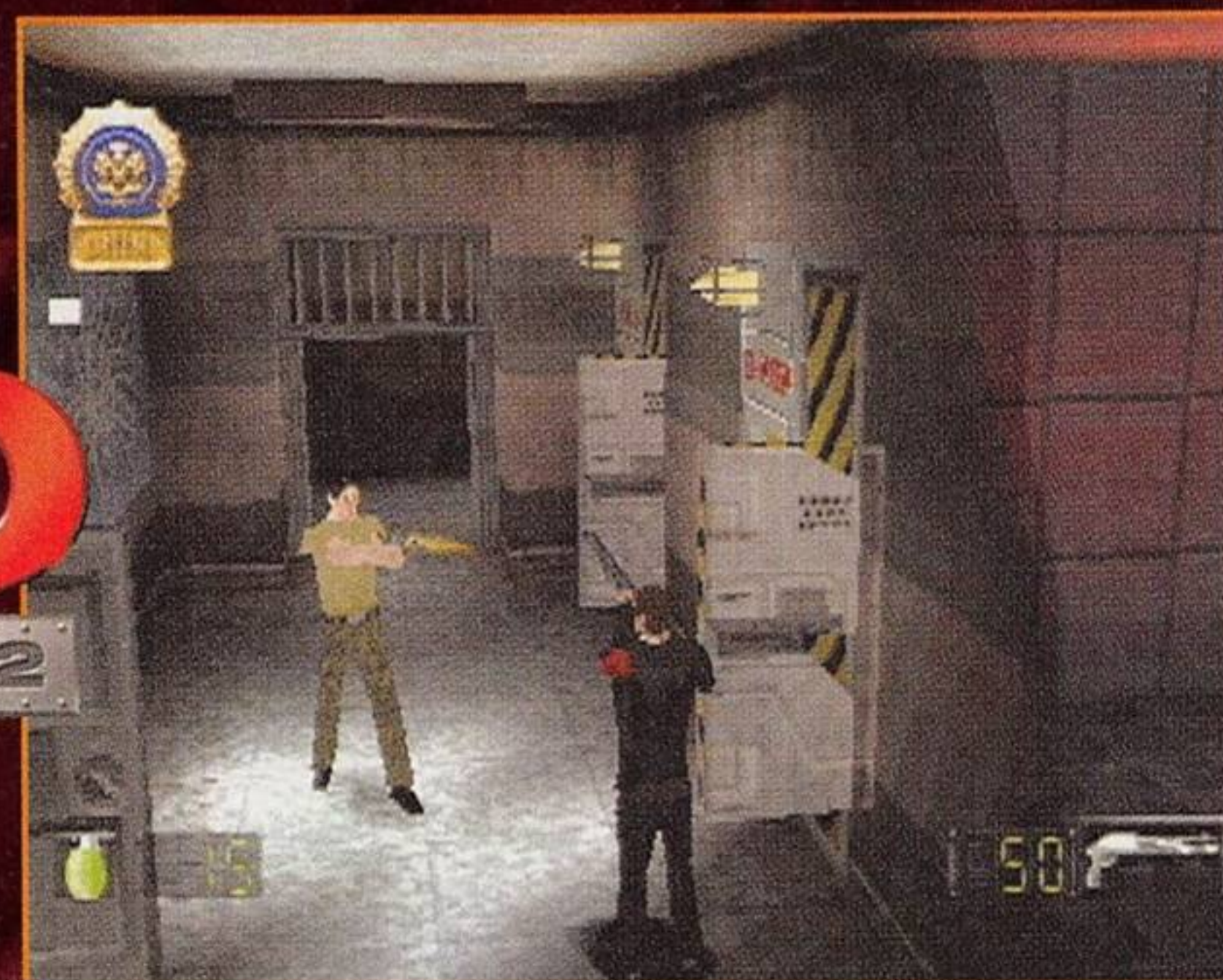
BY FOUR-EYED DRAGON

- Developed by n-Space
- Published by Fox Interactive
- Target release date: February 2000



PLAYSTATION

HANDS-ON



Shadow Man



WANNA SEE SOMETHING really scary? The 128-bit version of Acclaim's Nintendo 64 adventure follows Mike LeRoi as he explores both the seedy real world and the Deadside, where he becomes the immortal voodoo warrior known as Shadow Man. In the preview version, the dank, high-res graphics were already in place, as was the spine-tingling soundtrack, while the controls were virtually identical to those of the Nintendo version. Even Acclaim calls

the content of Shadow Man "extremely mature," so expect some foul language—and a few nightmares—along the way. **G**



BY DAN ELEKTRO

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



DREAMCAST

HANDS-ON



BY MAJOR MIKE

- Developed by Pitbull Syndicate
- Published by Infogrames
- Target release date: November



DREAMCAST

HANDS-ON

Test Drive 6

DREAMCAST RACING FANS who aren't up to the arcade feel of Speed Devils may want to sit behind the wheel of Test Drive 6. TD6 features over 30 licensed cars, including everything from sleek rubber-burners like the '99 Aston Martin Vantage to muscle cars like the '69 Ford GT-40. Plus, seven tracks are available for your driving pleasure in locales from Ireland to Egypt. The game not only lets you compete against other drivers, but also provides police cars that give chase during the races.

TD6 was a blast to play even in preview form. The competitions were fast and exciting, while the visuals almost never stalled—it was nice to play a console racing game without pop-up or frame rate problems for a change. The sound, however, needed some tuning: The rev of high-powered engines was muted and too subtle to be effective. Minor hitches aside, TD6 should be a top-of-the-line game when it rolls off the assembly line. **G**



TEST DRIVE 6



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Daikatana 64

BASED ON THE long-delayed PC game of the same name, Daikatana will be a first-person shooter involving time travel and the search for a mysterious sword that harnesses divine power. Daikatana will take you to four different worlds, each divided into multiple missions, sub-missions, and quests. Each world will also contain a total of 25 unique weapons for your battles against the 60 diverse enemies found in every area. Up to four players will be able to nuke it out in a Deathmatch mode, too. Hopefully, Daikatana will live up to its hype. **G**

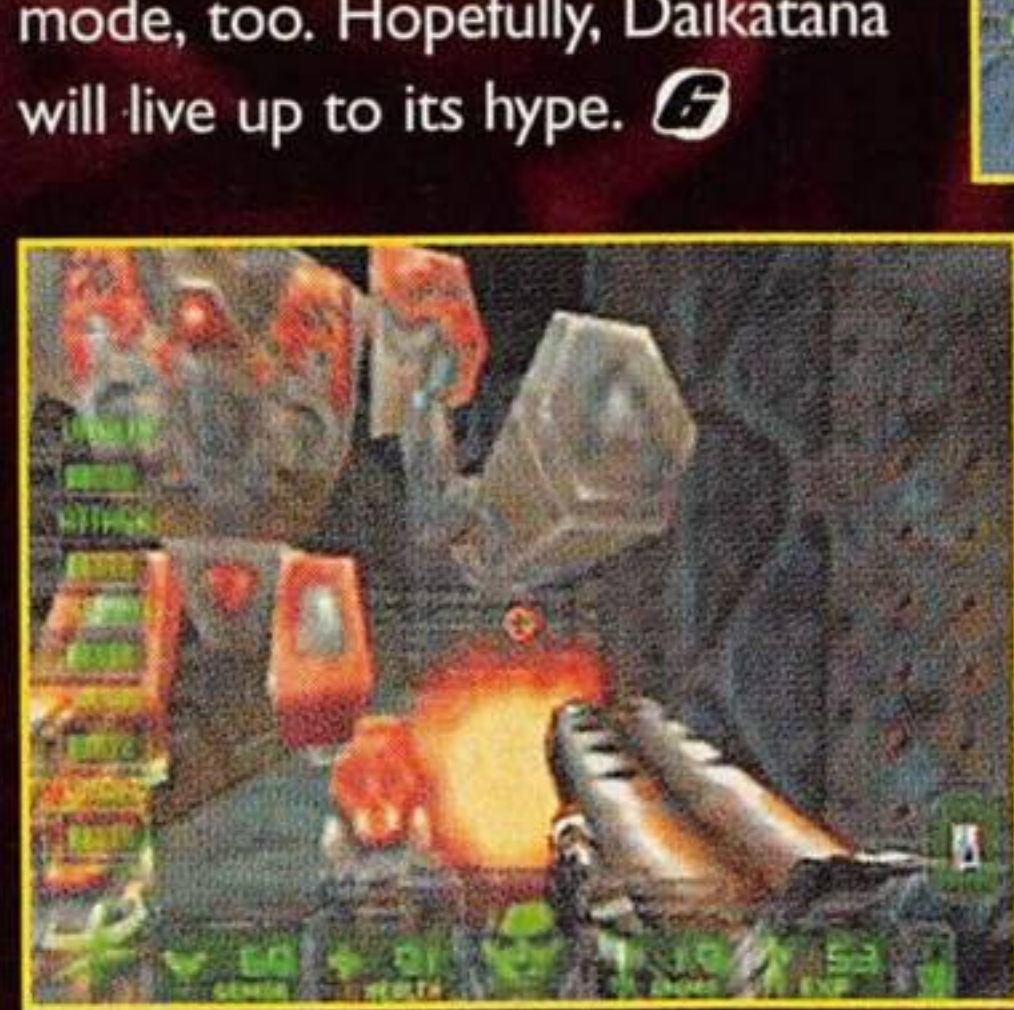
BY FOUR-EYED DRAGON

- Developed by Ion Storm
- Published by Kemco
- Target release date: March 2000

FIRST LOOK



NINTENDO 64



South Park: Chef's Luv Shack

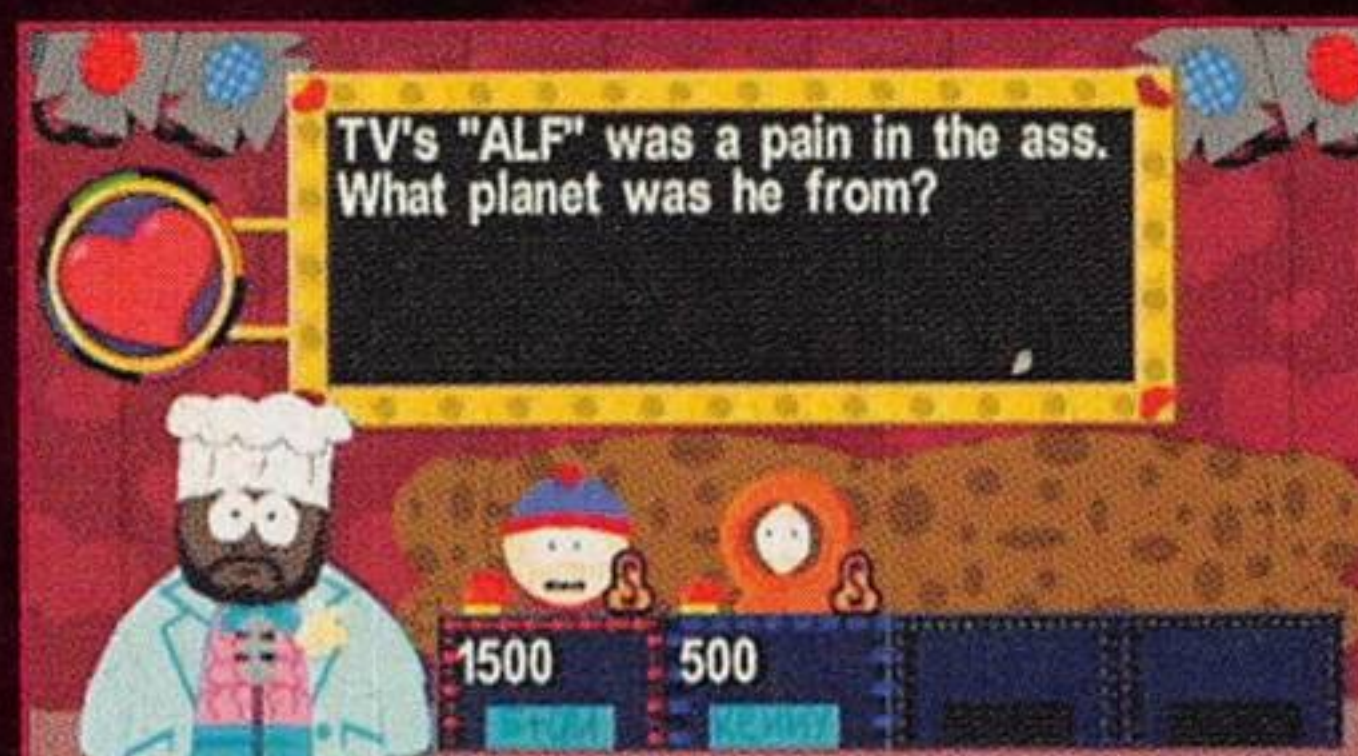
BY FOUR-EYED DRAGON

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

HANDS-ON



DREAMCAST



THE NEXT EPISODE of the hilarious South Park franchise will come as a multiplayer trivia game hosted by the ultimate lover, Chef. To win, you'll have to answer correctly as many outrageous trivia questions as possible. Crazy South Park themed mini-games between rounds will also test your coordination and button-mashing skills. In the preview version, four-player competition, the fun lovin' Chef, and South Park humor made for a great time in this promising party game. **G**



Crusaders of Might & Magic

BY FOUR-EYED DRAGON

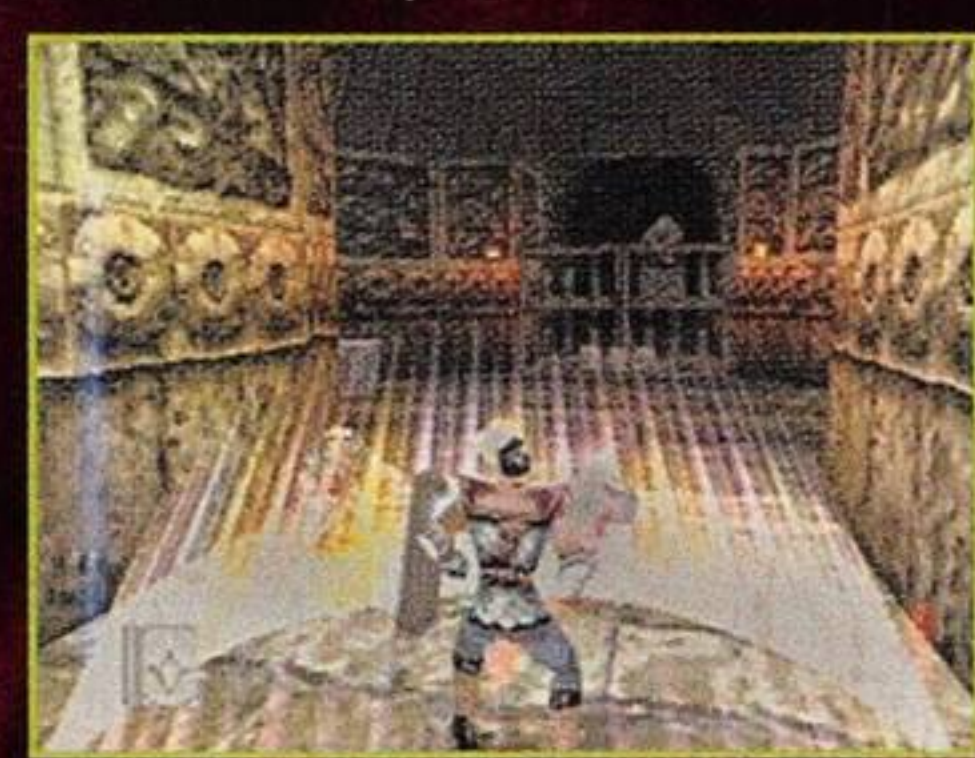
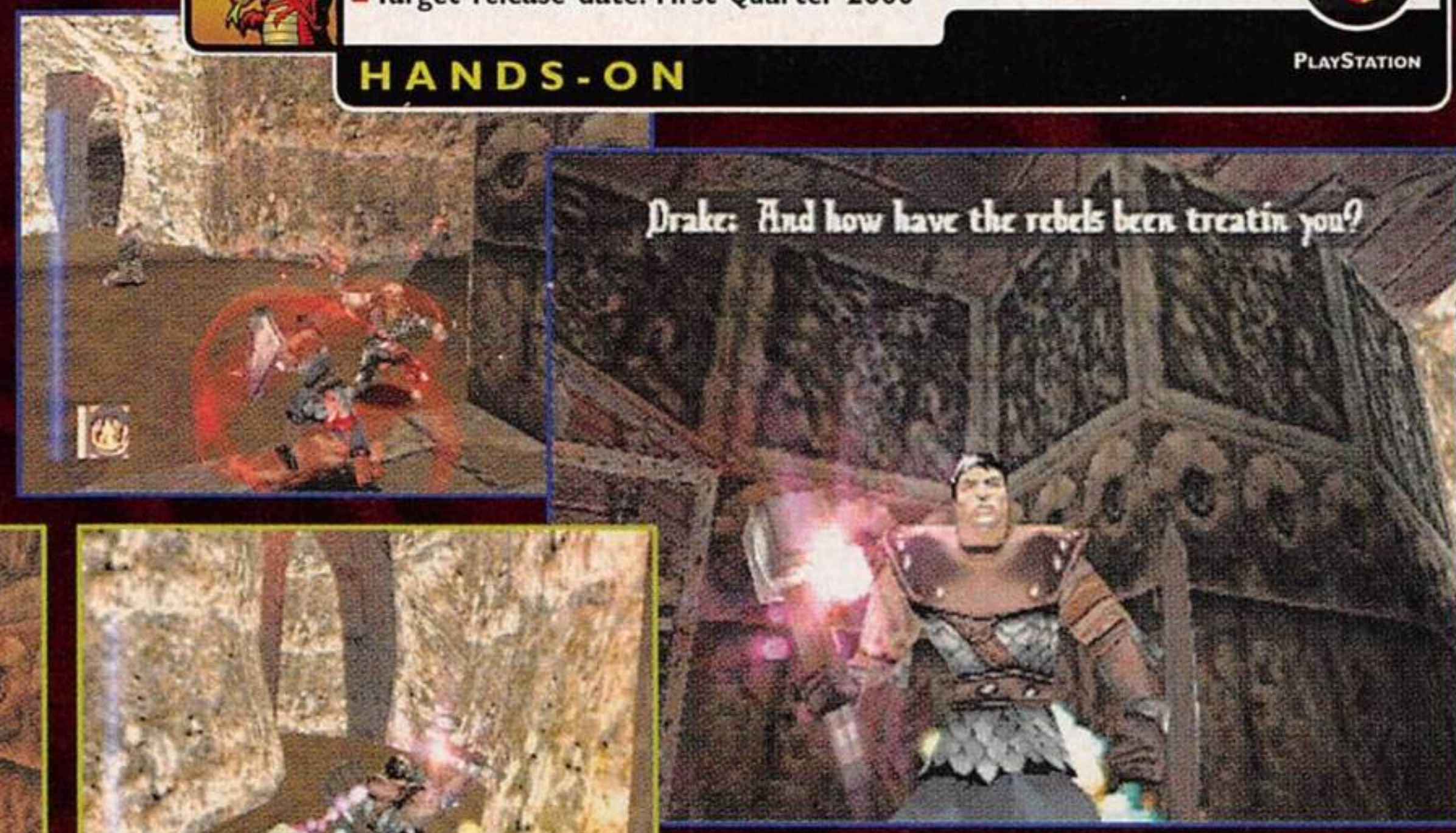
- Developed by New World Computing
- Published by 3DO
- Target release date: First Quarter 2000

HANDS-ON



PLAYSTATION

BUILT ON THE tradition of the popular, strategy-based Might & Magic PC series, this 3D action/adventure spinoff will put you in the role of Drake, a young boy trying to rid the land of the Legion of the Damned. You'll have an armory of medieval weapons and magical spells, while battles will go down through five worlds broken up into multiple levels and quests. During your journey, you'll grow by gaining strength, learning new magic, and acquiring extra abilities. If the preview version's sluggish controls and poor visuals are fixed, Crusaders may win the hearts of action cavaliers. **G**



Tomba! 2 The Evil Swine Return



BY MAJOR MIKE

- Developed by Whoopee Camp
- Published by Sony Computer Entertainment America
- Target release date: January 2000

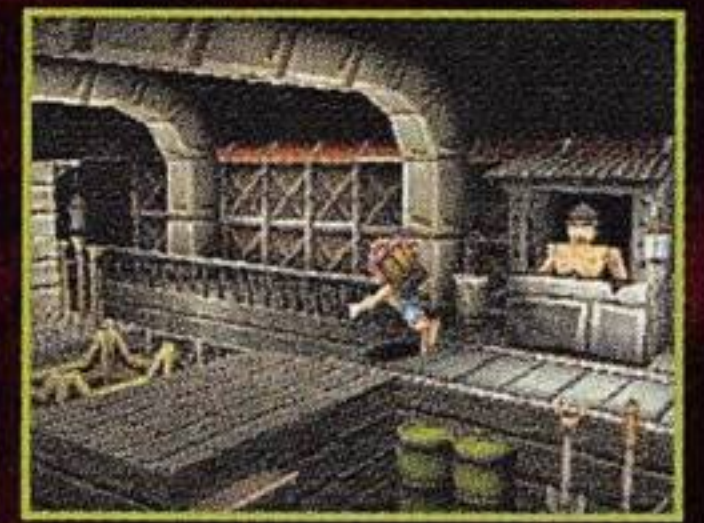


HANDS-ON



THE PINK-HAIRED caveman Tomba is back—and this time he's hot on the trail of the dirty pigs who kidnapped his girlfriend, Tabby, in Tomba! 2 The Evil Swine Return. Unlike the original, T2 is in 3D, which means bigger environments to explore and more secrets to uncover. Tomba himself has several new moves, including a glide and a dash. He can also find several new weapons, including an ice boomerang and a fire hammer.

For fans of the original Tomba!, T2 should seamlessly carry on the fun hop-and-bop platform action of the first game. In the preview version, the gigantic levels and tough enemies kept the action fresh throughout, and the puzzles added variety. Responsive controls kept you in firm command, and the 3D graphics were filled with plush, colorful details along with some dynamite visuals. The only snare was the cutesy yelps and other sound effects; hopefully they can be modified before the game's release. **G**



Items	Event	Status	Help
Ice Boomerang	Fast Pants	Boomerang	Green Pants
Bird Clothes	Boomerang	Green Pants	Mudball Surprise
Blackjack	Green Pants	Red Key	Bucket
Magic Wings	Mudball Surprise	Red Key	Crab
Banana	Red Key	Bucket	Crab
Blue Chick	Bucket	Crab	
Small Fish x2	Crab		

Pink items are used automatically.
 Blue items are used on command.
 Green items are equipable items.



Dead or Alive 2



BY MAJOR MIKE

- Developed and published by Tecmo
- Target release date: March 2000



FIRST LOOK



PORTED FROM THE arcades, Dead or Alive hit the PlayStation over a year ago and wowed fighting-game fans with a cool combo of excellent graphics and easy-to-learn fighting mechanics. For the sequel, Dead or Alive 2 (which is also an arcade port), Tecmo has upped the ante in both departments by taking full advantage of the Dreamcast graphics processor and by adding more fighters and techniques to the mix.

Visually, DOA2 will be leaps and bounds ahead of its PlayStation predecessor. Judging from these screens, each character will be imbued with beautiful details almost on a par with Soul Calibur's. The fighting arenas and a variety of locales, including a tranquil snowfield and a high-rise building, have also been revamped. And, yes, it's true, the female fighters will still bounce.

Taking a nod from Capcom's Marvel-Street Fighter crossover titles and Namco's Tekken Tag Tournament, DOA2 will also allow you to choose two fighters before each match and to switch between them at will. All told, DOA2 looks like another promising prospect for Dreamcast brawlers. **G**

DEAD OR ALIVE 2



INTERPLANETARY DEBT COLLECTION

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State-of-the-art physics engine provides dynamic vehicle handling & incredible weapon trajectory control.



High explosive, heavy artillery arcade action!



Stunning lighting and atmospherics with hyper-realistic pyrotechnic effects.

Sega  Dreamcast™

WILD METAL



Enemy tanks and airborne sentinels stalk and hunt like animals.

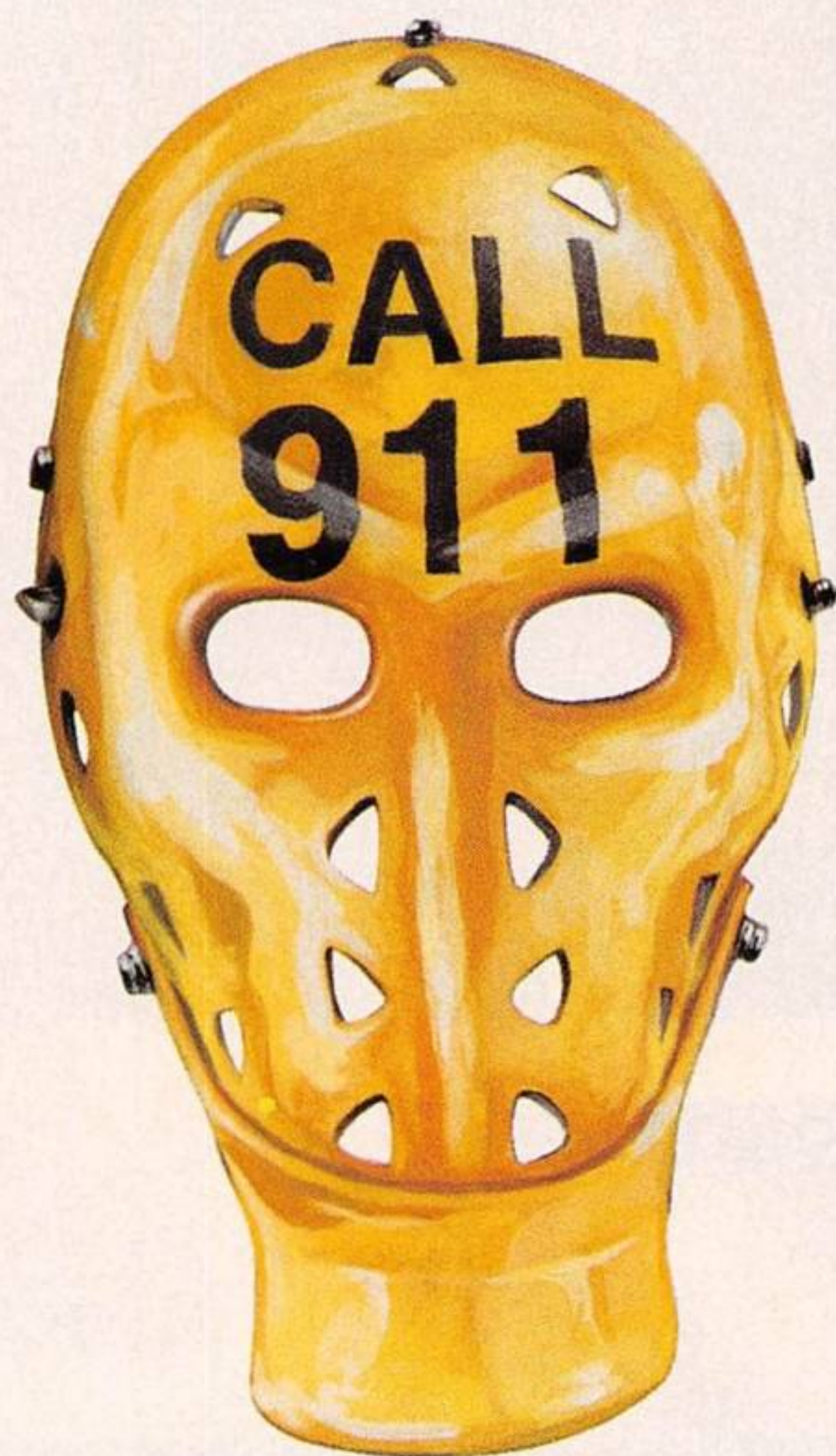


Over 20 levels take place across 3 worlds in day and night during various weather conditions.



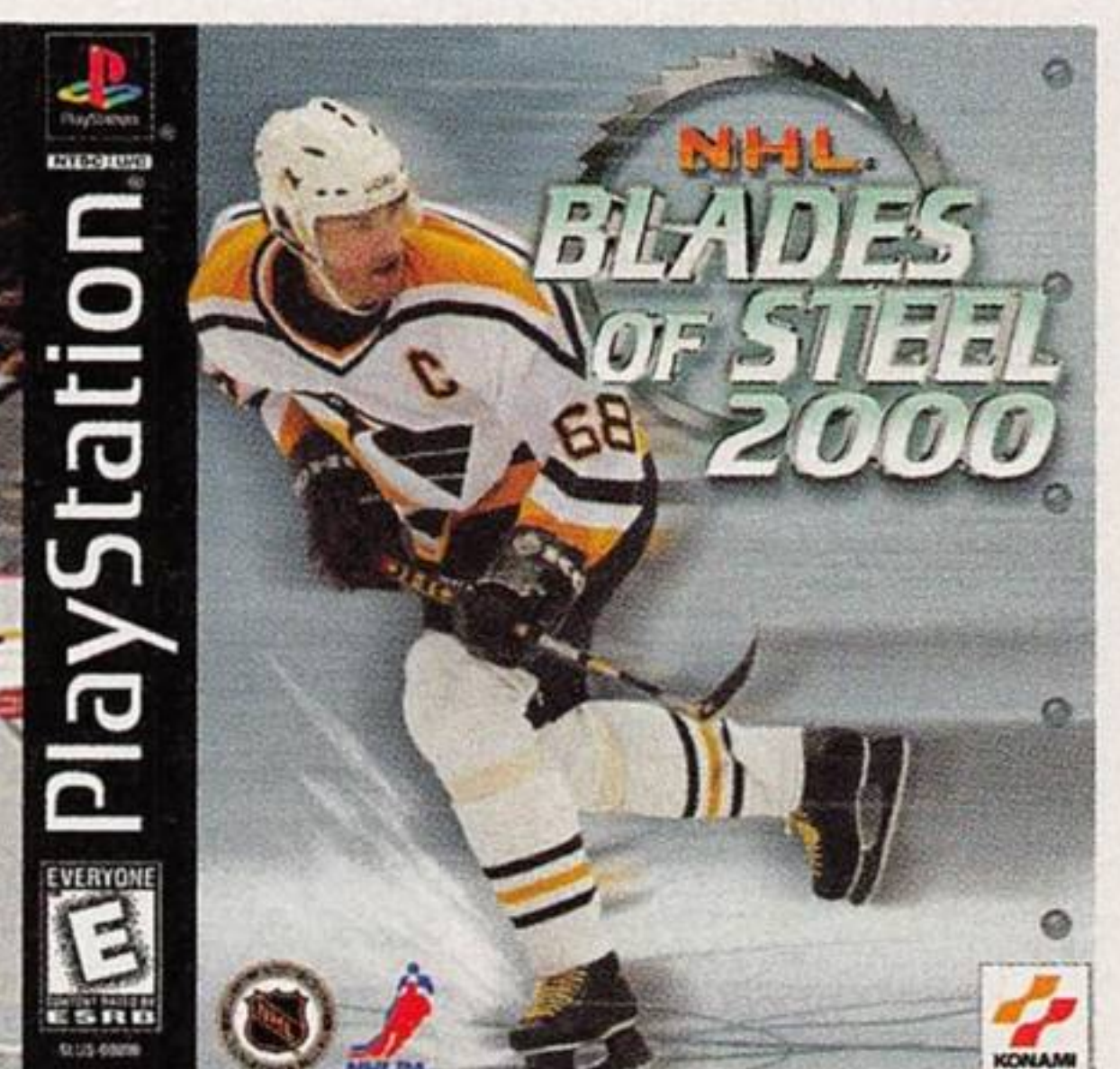
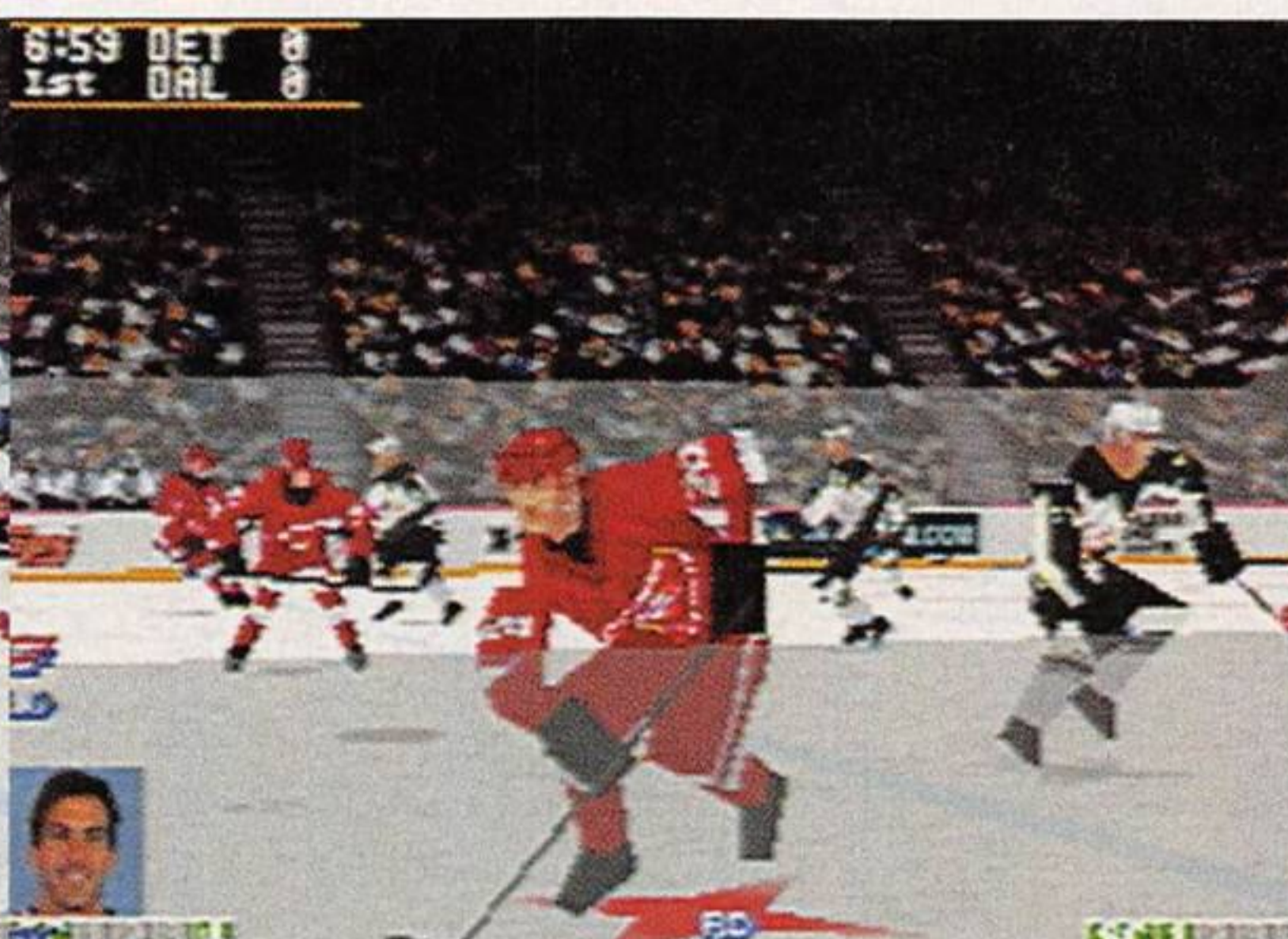
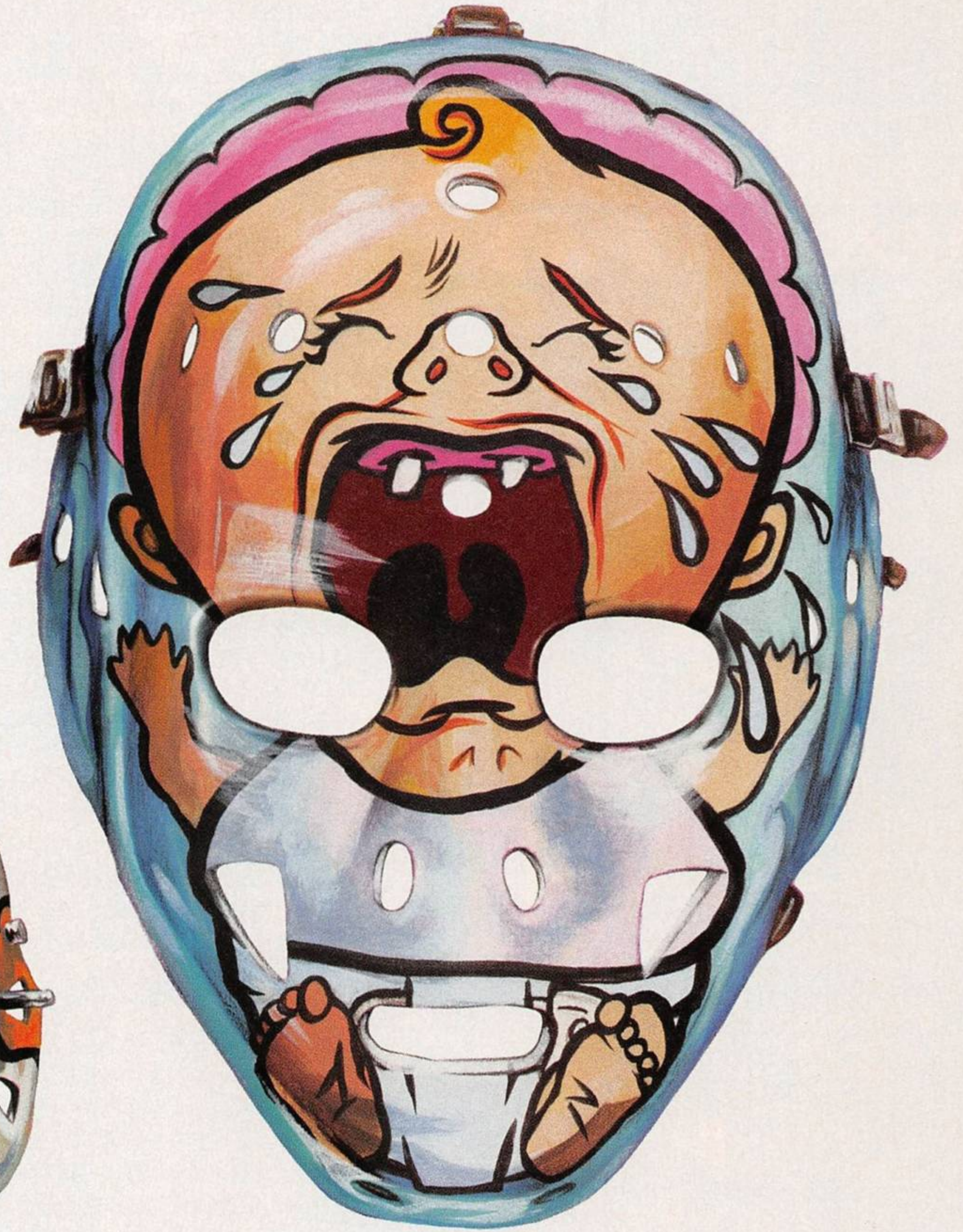
Employ stealth or charge head-on into armored confrontation.





Jaromir Jagr. Humbling goalies since 1990.

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Textbook Hockey AI

NEW Player Graphics



PLAYSTATION PROREVIEWS



BY DAN ELEKTRO

- Published by Activision
- \$49.99
- Available now
- Fighting
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.0



WHETHER YOU'RE DOWN with the Killer Bees or can't tell who's Wu, Activision's new four-player brawler Wu-Tang: Shaolin Style offers a fresh change of pace for fighting fans. But the single-player mode comes with extra cheese, and that's not cool.

ENTER THE WU-TANG

For the uninformed, the rap family known as the Wu-Tang Clan blends East Coast rhymes with Asian influences and kung fu movies—hip-hop with a karate chop. It's as good a basis as any for a combination street brawl and martial arts showdown. All nine rappers have rivals, plus there are three big bosses who can be unlocked over the course of Story mode, which makes for a total of 21 fighters.

Acquiring the 36 Chambers—secret rewards for accomplishments like four-hit combos or tech rolls that you stumble upon during the course of the game—unlocks new characters, outfits, fatalities, and other cool secrets. Most of the fatalities are violent and gory, but some are comical and corny.



Wu-Tang's 36 Chambers have been co-opted for use as a bonus system.



PROTIP: To unlock an alternate outfit for your character (Rza's is Fearmentor), you'll need to acquire Chambers 18, 19, and 20.

► **PROTIP:** Use your rage meter as soon as it's full. It empties if you die!



BRING DA RUCKUS

Unlike pretty much every other fighting game on the market, Wu-Tang: Shaolin Style offers two-on-one, two-on-two, and even three-on-one brawls. Sometimes those numbers are in your favor, sometimes not. For instance, one of the fights challenges you to do battle against two enemies while you're trying to protect your injured friend—a computer drone who's too hurt to fight back. Such novel difficulties give Wu-Tang a welcome dose of originality.

The flip side of these unfair matchups is some equally unfair A.I. When three guys gang up on you, trap you in a corner, trade air juggles, and then start harassing you while you're on the ground, you'll want to snap your controller in two out of sheer frustration.

WU WORLD ORDER

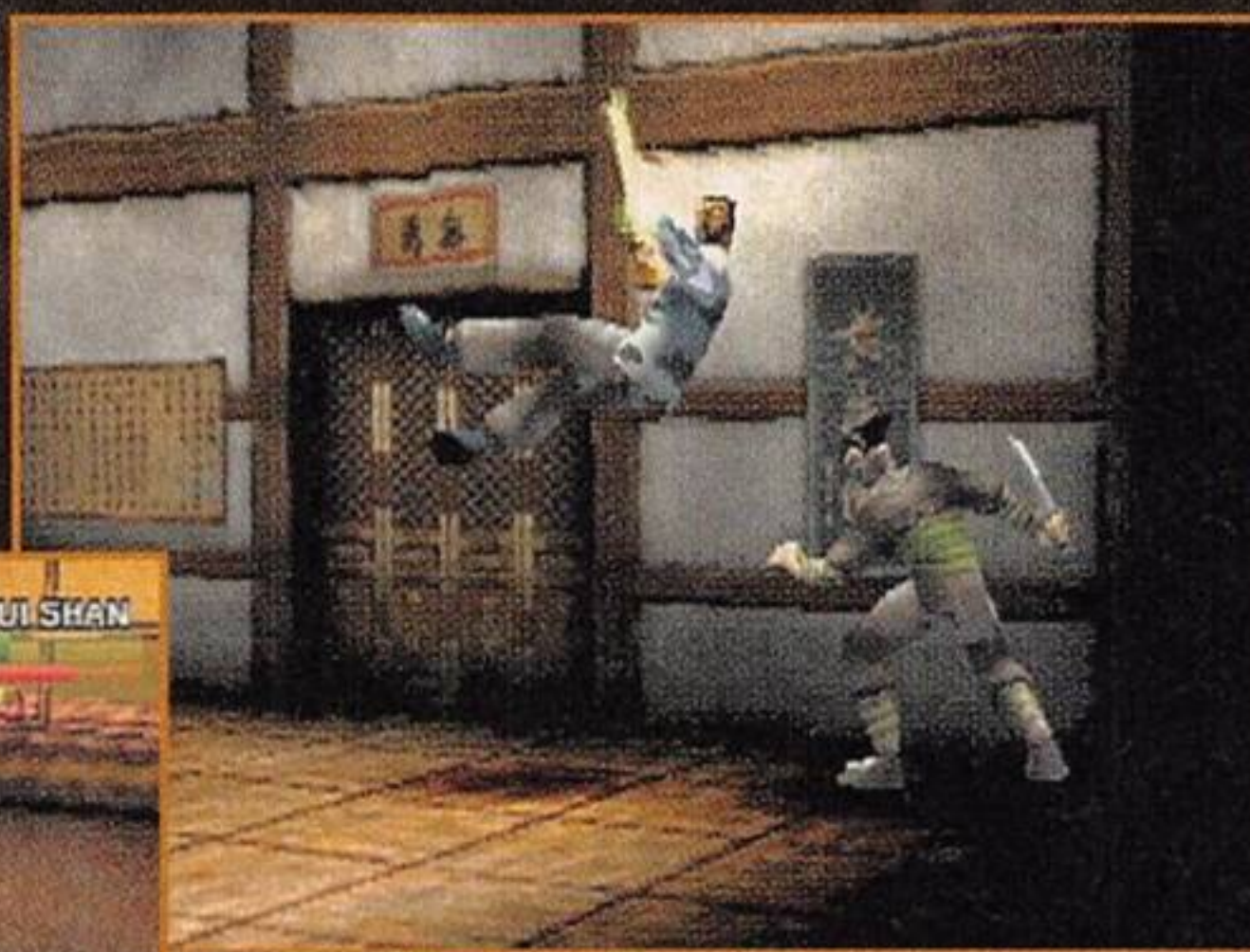
Many fighting fans mourned the non-release of Thrill Kill (upon whose engine Wu-Tang is built), but, to be honest, Thrill Kill never looked this sharp—Wu-Tang looks better and proves more engaging. Plus, three all-new Wu tracks make it well worth the price for fans of the Clan. If you can get your skillz up to avoid the severe punishment of the A.I., Wu-Tang: Shaolin Style packs plenty of punch.



PROTIP: Simultaneously tap and hold X, O, and □, then tap O to perform Masta Killa's Rising Sun attack.



PROTIP: Defense is a huge part of this game. Success comes by blocking, then immediately counterattacking.



PROTIP: To perform Ol' Dirty Bastard's Drunk Drop, motion full circle counterclockwise and press △.

◀ **PROTIP:** Once you've accessed Chinatown, warp back to Staten Island and play the unlocked Barge bonus area.

GRAPHICS 4.5

Wu-Tang's got sweet visionz: smooth textures, fluid animations, and interesting locales. This looks really good for a PlayStation game.

SOUND 4.0

Three new and exclusive Wu-Tang Clan songs highlight the soundtrack, and Wu loops play throughout the action. Plus, there are plenty of chop-socky-style martial arts smacks and attacks for sound effects.

CONTROL 4.0

Wu-Tang features Dual Shock support, remappable buttons, and fairly responsive controls that enable you to protect your neck. Still, it might seem a bit sluggish to fighting vets, and there's no jump button.

FUN FACTOR 4.0

Whether or not you like the Wu-Tang Clan doesn't matter—this is the Thrill Kill that never was, and the four-player beatdown rocks. Pity the Story mode's harassing A.I. will have you throwing your controller against the wall.

WARNING!

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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 GeX 3 is fun to play. Even on the platform hero will enjoy it. But the focus in this innovation - which is

MLB 2000 Review

MLB 2000 is an excellent emphasis on sim play arcade-style blowout looking for realistic a slick overall appeal to get.

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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

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BY THE ENFORCER

- Published by 989 Studios
- \$39.99
- Available now
- Snowboarding
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	3.5	3.5	4.0

Cool Boarders 4

COOl BOARDERS 4 is plowing full steam ahead with more boarders, more boards, and more events. With the advent of the excellent Tony Hawk's Pro Skater, however, CB4 seems just a tad clunky.

Avalanche

Gamers can start the day with a brisk ride through five events on two mountains in four game modes—but that's just the beginning. Once you become a prolific boarder, you'll open up three other runs and one special event per mountain. There's also a multiplayer mode that supports up to four people—but only two can compete at a time via a split screen.

CB4 has a massive lineup: 26 boarders, including 16 of today's top pros, plus up-and-coming phenoms such as 12-year-old Shaun White. You can also create your own rider by choosing your body size, the color of your attire, and more. As for your ride, CB4 sports an amazing 32 boards from manufacturers such as Burton, K2, and Santa Cruz to carve the powder; you can even design your own snowboard.

Once you're ready to jam, CB4 offers some fine snowboarding action. Yet, while each boarder is able to bust authentic tricks like Indys and Backsides, the gameplay is a little sluggish—especially compared to that of Tony Hawk's Pro Skater. Yeah, the games represent different sports, but the attitude and style are very similar. Where Hawk soars to new heights, CB4 lies a little stagnant—it's basically the same game as Cool Boarders 3.

Snowed In

Graphically, CB4 runs at a fast clip, featuring smooth, appropriately attired boarders. The environments are also top-notch with insane jumps, railsides galore, and more. Plus, the pop-up and draw-in have been kept to a bare minimum.

As for control, maneuvering your boarder is no problem; both the analog stick and directional pad work well. Unfortunately, busting off a string of moves—aside from simply spinning and flipping yourself until you're sick—is a bit taxing; and it'll take a while to get used to charging up your jump meter to get off the ground.

CB4's sound is workmanlike, featuring the usual generic cutting-edge rock—sorry, no real bands. The swooshing of the wind as you blaze down the hill is very atmospheric, adding the right touch to make the experience authentic.

Furious Flurries

Cool Boarders 4 is the best snowboarding game to hit the PlayStation so far. If you were simply blown away by Hawk or are in heaven with MTV Snowboarding, however, you'll be satisfied with a rental.



PROTIP: Charge your jump meter a few feet before liftoff. Otherwise, you'll soar about as high as an ostrich.



PROTIP: Take a practice run through each course to become familiar with the layout. You'll score more if you know where the hot spots are.



PROTIP: When competing in the Down Hill event, concentrate on getting to the bottom of the mountain fast. You get no kudos for trick points here.



Cool Boarders 4 busts out 16 pro riders this year, including Brian Savard.

PROTIP: If you're having trouble comboing moves off a jump, press the analog stick or directional pad up or down to flip forward or backward (or press L2 or R2 to spin yourself silly).



PROTIP: While plowing through deep powder, press and hold the X button to charge up your jump meter and simply leap out of the mess.

GRAPHICS 4.0

Cool Boarders 4 offers slick boarders, well-designed courses, and pop-up free backgrounds. Plus, the frame rate's smokin'. While the tricks are authentic, they don't have the visual pop of those in Hawk; however, they do outshine those in MTV Snowboarding.

SOUND 3.5

Nothing too spectacular here. All the right atmospheric effects are in place, as well as some mood-inducing tunes, but don't expect any authentic rock bands—the house mix will have to do.

CONTROL 3.5

Maneuvering your boarder is a breeze as both the analog stick and directional pad work great. Unfortunately, aside from spinning and flipping yourself into oblivion, busting off a killer combo just isn't as easy as it is in Hawk. Plus, 989 Studios needs to get rid of the jump meter—it detracts from the fun.

FUN FACTOR 4.0

Cool Boarders 4 is a solid effort from 989 Studios, offering the best snowboarding action on the PlayStation. If you're looking for the ultimate X Game, however, point yourself toward Tony Hawk's Pro Skater. It has no equal.

GAME BOY COLOR

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8s



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ACTIVISION

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VATICAL ENTERTAINMENT



BY DAN ELEKTRO

- Published by 989 Studios
- \$39.99
- Available now
- Car combat
- 8 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR

4.5	3.5	3.5	4.0

EVEN THOUGH MANY fans were ultimately disappointed by Twisted Metal 3, the series' fourth installment should satisfy with cranked speed, more weapons, and wild arenas.

The Clown Prince

The back-story of Twisted Metal has gotten a bit twisted itself. Sweet Tooth, whose winning wish was to be the greatest Twisted Metal competitor ever, has overthrown Calypso as the leader of the show. Now that Calypso has entered as a contestant, it's payback time—or the beginning of a new era of white-faced automotive evil.

Calypso is joined by vets Grimm and Warthog plus newbies like a maladjusted meter maid, the hoverbike bounty hunter Quatro, and soundtrack superstar Rob Zombie, driving his Dragula. There's a total of 13 characters plus some surprise bosses for your tournament or deathmatch delight.

Evil-lution

More than just a reread, Twisted Metal 4 adds new elements to the party. Not only are there more weapons, including the devastating Auto Lob, but also they're more plentiful than before; you won't have to scour a level to find some heat. Explosions are more potent and colorful than in TM3, too. Best of all is the car creation option, which lets you choose your color, size, weapons, and even a battle cry, as well as enabling you to save up to 30 custom vehicles. It's sweet, but because you're just mixing and matching from stock parts, it ultimately leaves you wanting even more control over things like steering sensitivity and gun placement.

Believe it or not, TM4's main problem is speed—there's too much of it! The frame rate is so high and the cars turn so quickly that it's sometimes hard to get a bead on your enemies. Also, the physics model is caught somewhere between realistic and arcade—turning and sliding is accurate, but you can drive up walls, and your car is automatically righted after flips. It works for the game, mind you—it's simply unusual.

Metal Health

While it faces increasingly tough competition from the Vigilante 8 series, Twisted Metal still rocks. Thanks to improved options, visuals, and gameplay, series stalwarts will want to buy TM4, while casual fans should at least rent it to try the new features.

TWISTED METAL 4



PROTIP: In the Bedroom, shoot the gas cans to reveal a hidden area full of weapons and—in the very back crawlspace—a full health power-up.

◀ **PROTIP:** Power missiles and Detnoballs launch opponents in the air. Hit the poor slobs in the air with homing missiles.



PROTIP: You can't use the crane in your battle with Crusher in the Construction Yard. Use mortars and napalm to blast his slow metal shell.



PROTIP: Often, it's easier to ram a weak enemy than to hit them with a missile.



PROTIP: Stay clear of proximity mines, remote bombs, or other wide-area weapons—it's easy to get hurt if you're too close.



PROTIP: Isolated structures like buildings and ticket booths often blow up real good to reveal power-ups, secret areas, or both.



PROTIP: Destroy the lamp in the bedroom to reveal a lightning power-up. When you set it off, everybody on the carpet gets fried!



GRAPHICS 4.5

TM4 looks mighty pretty—bright colors, cool car models, shiny reflections, and better explosions than ever. Still, you'll occasionally endure slowdown and spy some see-through walls.

SOUND 3.5

Many of the effects sound familiar—unfortunately, they have been recycled from the earlier games. The hip-hop metal soundtrack, however, featuring Rob Zombie and Cypress Hill, matches the atmosphere pound for pound.

CONTROL 3.5

Big rigs are fine, but small to midsize cars seem hyperactively squirrely. Plus, with so many weapons to choose from, it's hard to call up the right one at the right time. At least everything's configurable.

FUN FACTOR 4.0

Faster, harder, and just a little bit scarier, Twisted Metal 4 still puts the "car" in "carnage." Clever levels, multiplayer madness, and custom car creation make TM4 a game of high caliber. Ha!

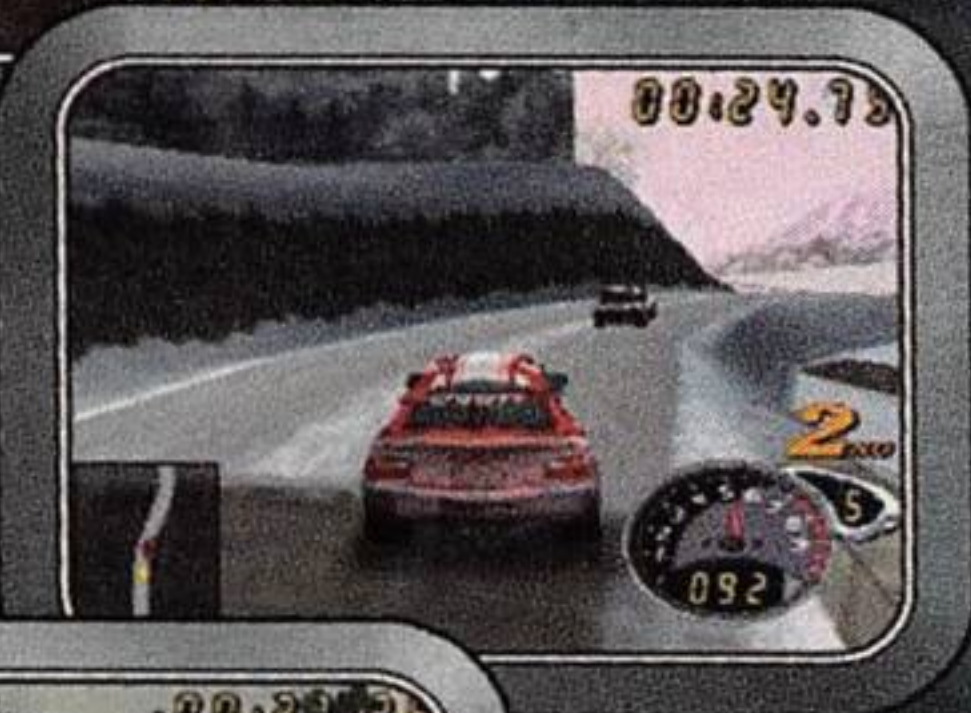
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- Every Bump, Knock And Crunch Does Real Damage To Your Car And Could Send You Scurrying Back To Your Support Van For Repairs
- Customize Your Paint Job And Decals For The Coolest Looking Car





THRASHER

SKATE AND DESTROY



BY THE ENFORCER

- Published by Rockstar Games
- \$39.99
- Available now
- Skateboarding
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	3.5	4.5

TONY HAWK'S PRO SKATER has simply ruled the PlayStation's skatepark, but a new contender has rolled up to cut in on a piece of the Birdman's action. Thrasher: Skate and Destroy puts a different spin on the skating scene, offering a game that strives for realism rather than frenetic, arcade action.

Meat for the Asphalt Beast

Thrasher hits the streets with six fictitious skaters and 12 realistic urban skatepark settings, including San Francisco, New York, and Der Kolosseum in Germany. For your wicked enjoyment, Thrasher offers the traditional one-player mode, which challenges you to beat preset scores to unlock the game's additional skateparks, and a multiplayer mode that offers seven events, including Horse and the extremely insane Sick Fix: He who wrecks the best wins.

But first things first—Thrasher is *not* Tony Hawk. Z-Axis (the developer) set out to create a realistic skating sim that, for the most part, abides by the laws of physics. Unlike Tony Hawk's wicked, arcade-crazed gameplay, Thrasher is more subdued in its approach to skating, but it still generates blood-pumping intensity. If you have the patience to stick with Thrasher, you'll actually uncover a fun game.

Breakin' Dem Bones

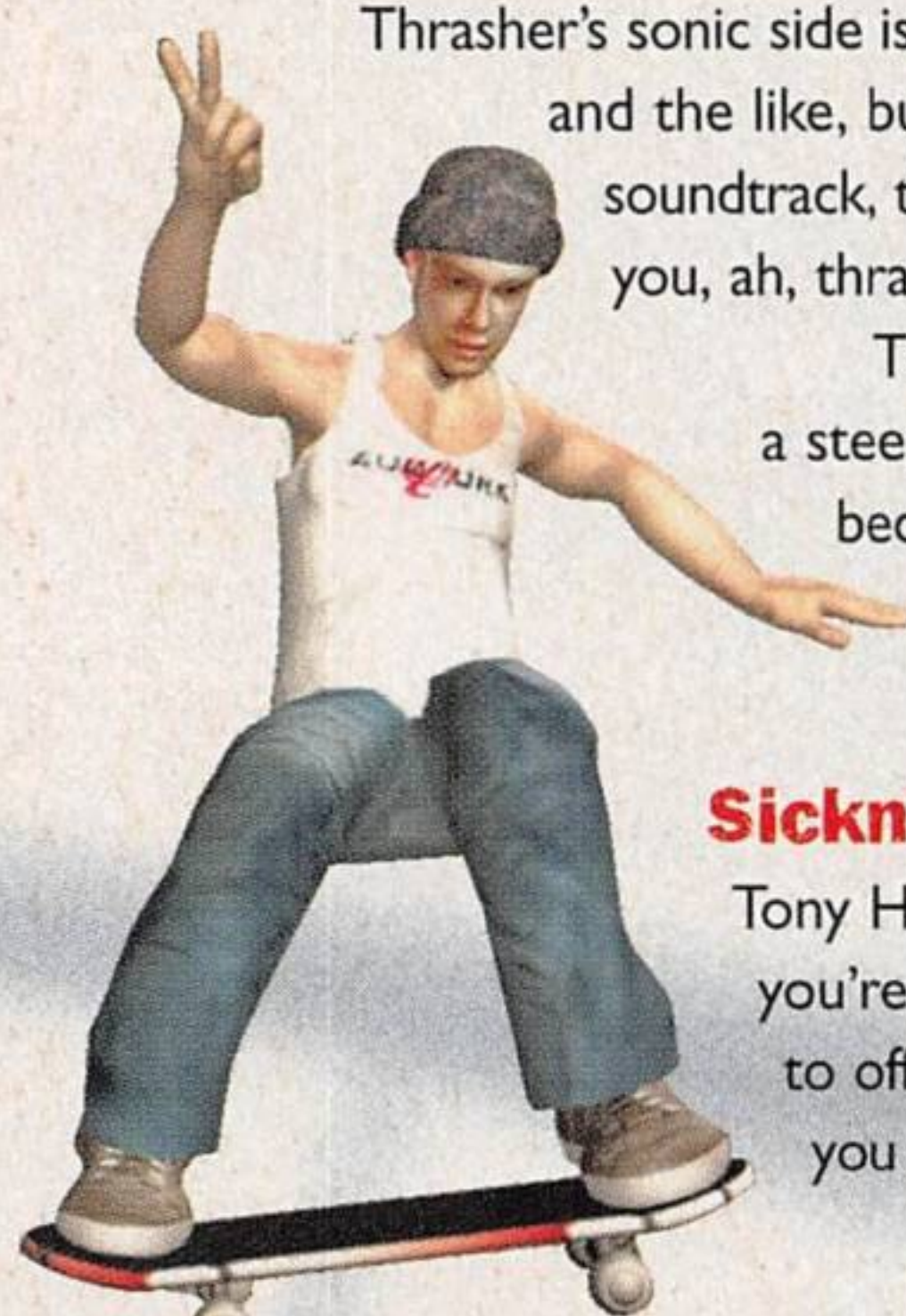
Graphically, Thrasher is a mixed bag. The skateparks sport nice designs and are full of killer spots to grind on and soar over, while the skaters' attire is right on. The skaters definitely shred the part, too, busting off any trick you can think of, including ollies and grinds. However, the player models look weak in comparison to those in Tony Hawk, and the frame rate lags a little at times.

Thrasher's sonic side is straight dope—all the right nuances are in place, such as cool grinding effects and the like, but the grunts of pain could've been more inspired. It's the old-school hip-hop soundtrack, though, that features such pioneers as Run DMC and Public Enemy that will keep you, ah, thrashing 'til the break of dawn.

The controls are the most problematic part of Thrasher. You'll have to overcome a steep learning curve to master them—even more so in the Expert difficulty level because you actually have to press a button to land correctly. Again, don't expect to bust off arcade-style combos like those in Tony Hawk—you have to skate smartly and stay within the boundaries of your skater's limitations.

Sickness

Tony Hawk's Pro Skater still reigns as the X Games king of the PlayStation. Yet, if you're a true die-hard skater, you'll appreciate what Thrasher: Skate and Destroy has to offer. Its realistic skating action and technically advanced control scheme will keep you grinding for months to come.



Thrasher: Skate and Destroy takes a more sim-style approach to skateboarding.



PROTIP: You get even more points for tricks when the cops are chasing you, so keep bustin' 'em as you make your way to the exit.

► PROTIP: Score Big Link combos off grinds to rack up the most points.



GRAPHICS 3.0

The skateparks sport nice designs and are full of great spots to grind on and soar over, while the skaters' attire is well done. Skaters definitely shred the part, too, busting off any trick you come up with. The player models, however, look weak in comparison to those in Tony Hawk, and the frame rate lags at times.

SOUND 4.0

Old-school hip-hop is what's on Thrasher's turntable—and it rocks! The in-game effects also hit the spot, but the player grunts could have been a little more inspired.

CONTROL 3.5

The controls are problematic simply because you have to overcome a steep learning curve before mastering them. With enough time and effort, you'll be skating like a virtual pro.

FUN FACTOR 4.5

While not as fun as Tony Hawk's Pro Skater, Thrasher deserves a look from skating die-hards. If you spend enough time with it, you'll uncover an enjoyable game that's rich in style and undeniable flava.



PROTIP: Keep an eye on your damage meter during your run. Once it goes all white, your board breaks.




PROTIP: Before trying 180s and 360s, make sure you have enough air under your board. Otherwise, you're meat.



PROTIP: Unlike Tony Hawk, you can't skate through water hazards without bailing—so avoid 'em at all costs.

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PLAYSTATION PROREVIEWS

THE LONG-AWAITED PLAYSTATION debut of Bond, James Bond, should be an exciting moment. Unfortunately, lousy controls riddle 007's latest game with bullet holes.

Leadfinger

After lengthy delays, *Tomorrow Never Dies* will leave gamers feeling like they deserve better. Sure, the premise is sound: Following the plot of the movie, Bond takes on media mogul Eliot Carver in a third-person action game that travels from icy Russian mountains to downtown Saigon. Periodically, Bond dons skis, gets behind the wheel of his BMW for some Road Blasters-style combat, and even turns things over to Chinese agent Wei Lin for one level.

But, sadly, the controls are pretty flawed, particularly the targeting. Even with the auto-targeting feature, enemies can shoot you before you can target them, so you end up running toward them desperately trying to return fire while they shoot your ass off. The sniper view helps a little, but its cursor moves with agonizing sluggishness—and, worst of all, there's no way to manually reload your weapons, which can be a serious disadvantage in a firefight.



PROTIP: After you use the cuff links to crack open the mirrored wall in the Carver Media Party level, run forward and grab the pistol from the table so you can return fire.



PROTIP: When you're driving the BMW, don't tailgate or the enemy cars will thrash you with mines.

Dr. Not

Visually, TND sports cool full-motion videos straight from the flick and some nicely detailed scenery. But slowdown, pop-up, and camera problems interfere with the action regularly, and Bond himself looks a little funny—he's almost too skinny. The sounds, though, are topnotch, featuring excellent voice-acting, thunderous weapon effects, and that trademark music.

You can't beat the marquee value of 007, so TND is worth renting to check its license to kill—even if there is no multiplayer action. Still, *Tomorrow Never Dies* is no *GoldenEye*, and gamers have come to expect much more from Bond. **G**



BY AIR HENDRIX

- Published by Electronic Arts
- \$33.99
- Available now
- Action
- 1 player
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR

3.5	4.5	2.5	3.5

007 Tomorrow Never Dies



PROTIP: If you're stuck reloading during a firefight, start strafing (press and hold L2 or R2) to minimize the damage you take.



PROTIP: When playing as Wei Lin, don't take on the machine-gun barricades until you get the rocket launcher.

TEST DRIVE RETURNS for its sixth installment with slick cars and new features, but it needs more time in the garage before it's ready to rival games like *Need for Speed: High Stakes*.

Get In, Sit Down, and Shut Up

As with *Test Drives 4* and *5*, street racing is the order of the day in *Test Drive 6*. You can cruise in a classic Shelby Cobra, a Nissan Skyline, or even a concept Dodge Copperhead—36 cars in all. To earn cash for upgrades and new cars, try modes like Single Race, Challenges (timed race), or Cop Chase.

Realistic peel-outs and driving physics give the cars a great feel—coming out of a jump with your wheels turned will have you swerving to regain control. Unfortunately, that doesn't counter the cheesy bumping-makes-opponents-flip syndrome. The new multiple-cop A.I. isn't too smart, either—you'll usually go whizzing right by them. In fact, the pedestrian vehicles will slow you down more than the cops. Other racers, however, are relentless—one mistake and they'll whiz by you.

The graphics should've received more attention—the scenery is a bit blocky, and the Ford F150 Lightning truck looks more like a convertible. However, the cars have distinctive exhaust growls, and a driving soundtrack—with songs like "Cars" by Fear Factory—will get your lead foot tapping.

Getting Testy

Test Drive 6 offers a sweet sampling of exotic cars that you'll probably never own, but it has some stiff competition. Unless you're a hardcore driving nut, this game will eventually take a back seat to *Gran Turismo* and *Need for Speed: High Stakes*. **G**



BY LAMCHOP

- Published by Infogrames
- \$44.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

3.0	4.0	4.0	3.5

TEST DRIVE 6



PROTIP: To powerslide through a sharp turn, accelerate into the turn and gently tap the hand brake button while turning.



PROTIP: It's really easy to knock someone out in *Test Drive 6*—just bump them from the back and they'll go flying or crashing.

PROTIP: As the cop, go after the leader first. The rest of the pack is usually slower and easier to tackle.



PROTIP: Build up enough speed to jump over cars at unpredictable intersections.

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PLAYSTATION PROREVIEWS

TOY STORY 2

ACTIVISION'S PROJECTING THE action and adventure of the movie *Toy Story 2* onto the PlayStation. In this platform adventure, you play as Buzz Lightyear and take on a huge quest spanning over 15 levels to rescue Woody, who's been stolen by an evil toy collector. Sharp graphics and gameplay create a solid simulation of the movie's characters and environments, and there are enough interesting challenges and features in this game to elevate it above "kiddie game" status.

Where's Woody?

As a toy, you run, jump, and explore your way through expansive 3D environments that seem huge given your size. Armed with a laser, spin attack, and super foot stomp, you must find coins and hidden objects, solve puzzles, and race other characters to get Pizza Planet Tokens to help Buzz advance. Plus, your favorite characters from the film—including Rex, RC, Mr. Potatohead, and Slinky Dog—pop up with clues and challenges.



PROTIP: Get an easy Pizza Planet Token by racing RC. You can cut corners while he can't.

▶ **PROTIP:** Clue cubes offer instructions to conquer each level.



BY DR. ZOMBIE

- Published by Activision
- \$49.95
- Available now
- Platform
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



◀ **PROTIP:** Look for logical elements like the floatable, which can be inflated and used to reach the coins in the pool.

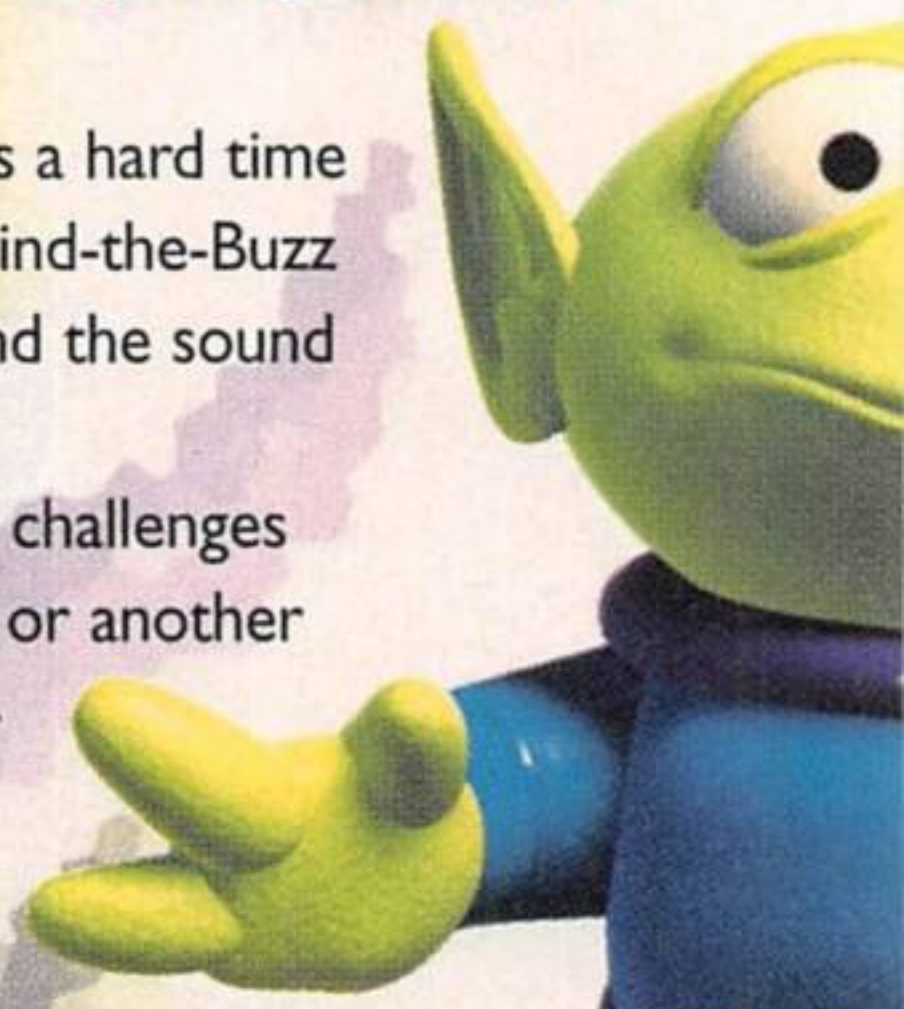


PROTIP: Buzz's laser view keeps tougher villains at a distance.

Plastic Fantastic

The game's animation and 3D environments are sharp; however, there is a slight problem with the camera, which has a hard time catching up as it continually zips around to provide a behind-the-Buzz perspective. The controls are simple and fluid, though, and the sound effects succeed in recreating the tone of the movie.

Ultimately, the depth of each level and the variety of challenges and puzzles keep this game from becoming monotonous or another pedestrian movie tie-in. *Toy Story 2* benefits from its high-profile license, but stands on its own merits as an entertaining platform game.



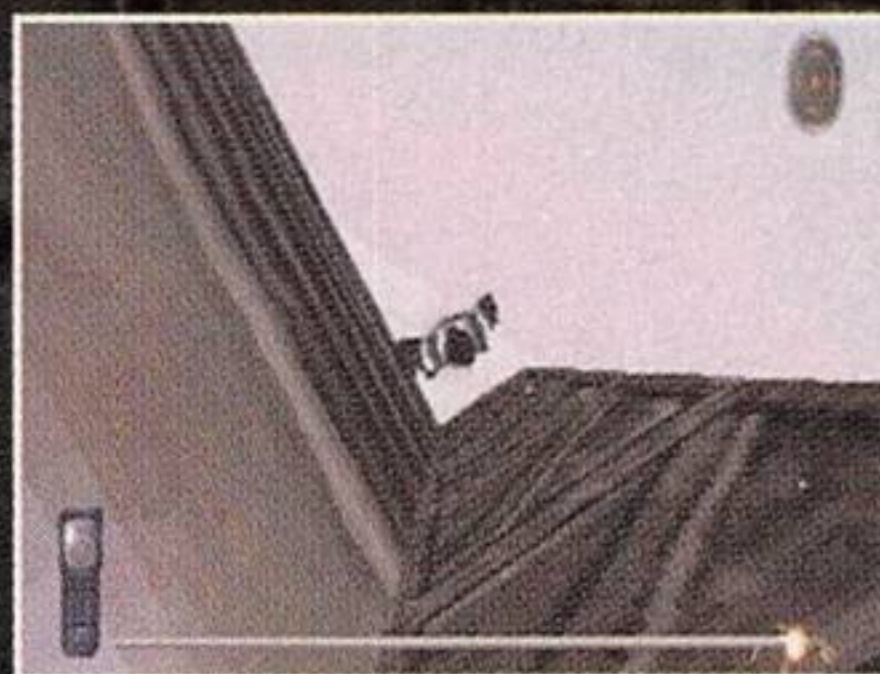
JUST WHEN MOVIE-TO-GAME adaptations were getting a foothold in the quality department, along comes *Mission: Impossible*, a shoddy action/adventure title that looks like it was rushed past the testing stage and onto store shelves. Riddled with visual deficiencies, laughable sound effects, and barely responsive controls, you have one course of action to take when faced with this game in the store: Avoid it.

GAME: UNLIKABLE

To its credit, *Mission: Impossible* isn't a blow-by-blow retread of the movie. You must complete several multiobjective missions using a variety of techniques, including using special weapons, changing character identities, and working with teammates. Some excursions are intriguing and challenging, but, overall, they share the same frustrating trait: If you mess up one objective, the whole mission is scrubbed and you start over.

CONTROLS: UNPLAYABLE

Any good points the game has are demolished with triple-layered deficiencies. The where-am-I camera makes spotting enemies almost impossible, and the



◀ Awkward camera angles like this one make most missions almost impossible to complete successfully.

graphics add little visual flair—instead offering drab environments, bulky polygons, a flagging frame rate, and big-time breakup.

▶ One of *Mission: Impossible's* many cinematic cut-scenes.



BY MAJOR MIKE

- Published by Infogrames
- \$39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	2.5	1.5	2.0

MISSION: IMPOSSIBLE

▶ **PROTIP:** Unless you have a death wish, don't try to gun down all your enemies. If you do, you'll quickly be encircled and shot to pieces.



◀ **PROTIP:** In Mission 3, your first objective is to place smoke bombs in the ventilation ducts.



Confusing controls don't help either; the multiple functions are confusing and unintuitive, and, because most of the action relies on stealth and disguise, it's easy to hit the wrong button and unintentionally blow your cover. Rounding out the sub-par features are laughable character voice-overs and monotonous music that quickly tests your annoyance threshold.

Mission: Impossible had the potential to be a strong title, but the poor technical aspects sink its noble mission—which was to be entertaining. Your PlayStation will destruct in five seconds.



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WE'RE INSIDE YOUR WORLD.



THE NINTENDO 64's graphical domination over the PlayStation has traditionally been exemplified in the 3D platformer: 64-bit worlds are just plain smoother. GT Interactive's *40 Winks*, however, closes the technical gap with its stunningly fluid environments and characters—it just might be the most impressive-looking PlayStation platformer yet.

40 WINKS

Dreamy Decor

In *40 Winks*, you control preteens Ruff or Tumble as they explore dreamlike realms to save little creatures called Winks—who have been trapped by the evil Nitekap and his diabolical henchman Threadbear. Six cleverly designed hub worlds that have standard platforming themes like horror, underwater, pirate, or space, contain several expansive areas and an imposing boss. The atmosphere is definitely kiddie, but the palpable challenge is perfectly balanced for gamers who prefer to keep away from strategy guides.

Sleep Tight

40 Winks' stunning lighting effects, smooth textures, and phenomenally fluid polygonal environments push the PlayStation's envelope further than any previous platformer. Characters look and move realistically, while the camera swerves and floats with no clipping or texture seams. Impressive environmental effects, from rain to gas to underwater foginess, are perfectly matched with striking sound design that includes stereophonic enemy placement, pounding bass slams, and, when you dive, realistic distortion of the ominous score.

Slip 'n Slide

And the bad news: *40 Winks'* loose interface falls short—you often feel like you're ice-skating on solid ground. As a result, you may attack in the wrong direction and underwater combat becomes especially futile. The Dual Shock support is split between tight stick response and muted force feedback. Fortunately, the interface's minor problems are soothed by a small learning curve and an unusually intuitive camera that is easily manipulated with the right analog stick.

40 Winks is one of the better PlayStation platformers to date. If you don't mind a kiddie-oriented story and characters, this game's phenomenal technical achievement and compelling design will keep you awake long into the night.



BY BOBA FATT

- Published by GT Interactive
- \$39.99
- Available now
- 3D platformer
- 1 player
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



5.0

4.5

3.5

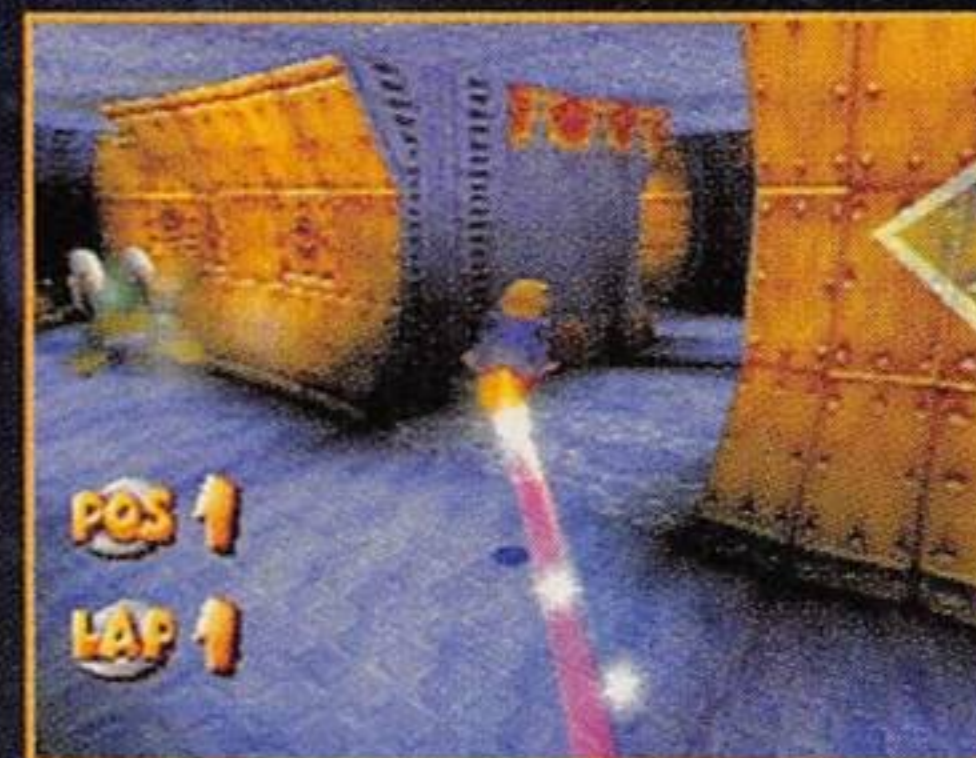
4.0



PROTIP: Use the Neanderthal power-up to increase strength, and stomp on any ground that seems weak, like in this field in the Witch Way Woods.



PROTIP: To whip Threadbear's monkey spider, lure him into his own gooey webs, then attack from behind.



PROTIP: The key to beating Threadbear's underwater champion is taking the two shortcuts—cut right early and avoid the loop.



PROTIP: In Crazy Crab Caverns, find this hidden room in the pool where you first surface.

THE X-FILES

THE PLAYSTATION VERSION of *The X-Files* game is out there. As in its PC counterpart, you play as Craig Willmore, a junior FBI field agent whose 15 minutes of fame consists of tracking down the legendary Mulder and Scully, who have disappeared (again). In a story penned by the series' creator Chris Carter (it occurs between seasons five and six), you interact with the show's stars and regulars and even battle the good ol' alien black oil.

To reproduce the atmosphere of the show, gameplay consists of suitably eerie full-motion videos that alternate with point-and-click puzzle solving. There are

bits of action, but most of the game is static—something that may alienate some gamers (pun intended). The game's music seems right out of the show, while the controls, though basic, are easier to use than the PC version's and never slow down your sleuthing.

If you're an X-Phile and are presently watching the series' seventh season with bated breath, this game should be a delight worth pondering.



BY EXTREME AHAB

- Published by Fox Interactive
- \$39.99
- Available now
- Adventure
- 1 player
- ESRB: Teen

GRAPHICS

SOUND

CONTROL

FUN FACTOR



4.5

5.0

4.0

4.0



PROTIP: In the railroad yard, climb this pole, look right, and use your binoculars to discover an important clue.

PROTIP: When you finally meet Scully, use the stiletto on her if you don't want to turn in your FBI badge.

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SNOWBOARDING ETIQUETTE

with Steve

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**YOUR GUESTS SHOULD STAY IN COMFORT.
NO MORE THAN 8 TO A ROOM.**

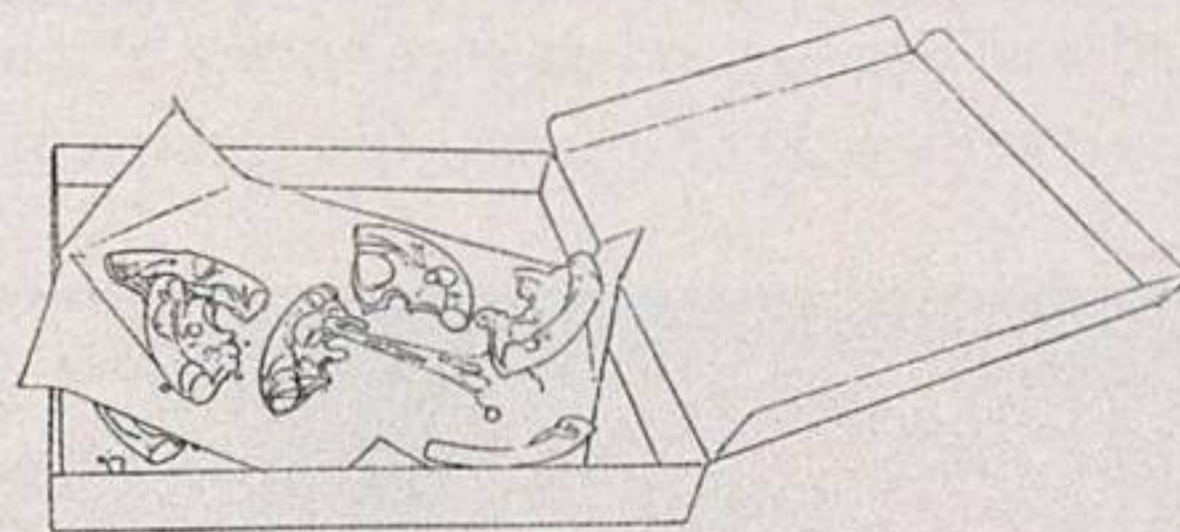


Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



**DON'T LITTER
THE MOUNTAIN
WITH UNNECESSARY
TISSUES.**

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are great for
EARLY MORNING CARBS.



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a boxcar, don't stare at the hobos. They're people too.



When crossing a road, share a good moon with a family. Preferably one in a mini-van.



In the heat of competition, show no etiquette. Losers never get the honeys.



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EXPLORE THE FREAK WITHIN



AFTER MANY DELAYS, Activision has finally released *Quake II*, a top-notch blastfest that should be a part of any corridor-shooter collection.

The story is the same: You're a space marine who's crash-landed on a hostile alien world with the task of completing mission objectives to survive. Throughout, you're armed to the teeth with super shot-guns, rocket launchers, and more to battle tough militant mutants through 19 intense single-player levels. You can even engage friends in a four-player deathmatch mode through 12 multiplayer levels.

Quake II fires on all cylinders with solid—but pixelated—graphics, excellent sound effects, kick-ass metal tunes, and un-



paralleled control—if you have a Dual Shock controller. If you own just a regular controller with only the directional pad, now's the time to go analog: It's extremely frustrating to use the left and right triggers for looking up and down.

PROTIP: Watch out for reflex fire after shooting an enemy—they fight to the bitter end.

If you're a fan of *Quake* or just want an excellent shooter, get your hands on *Quake II*. It's a war worth enlisting in.



◀ *Quake II* is a solid PlayStation corridor shooter that any fan of the genre will enjoy.



PROTIP: At the start of the Detention Center level, chuck grenades at this missile-firing monstrosity.

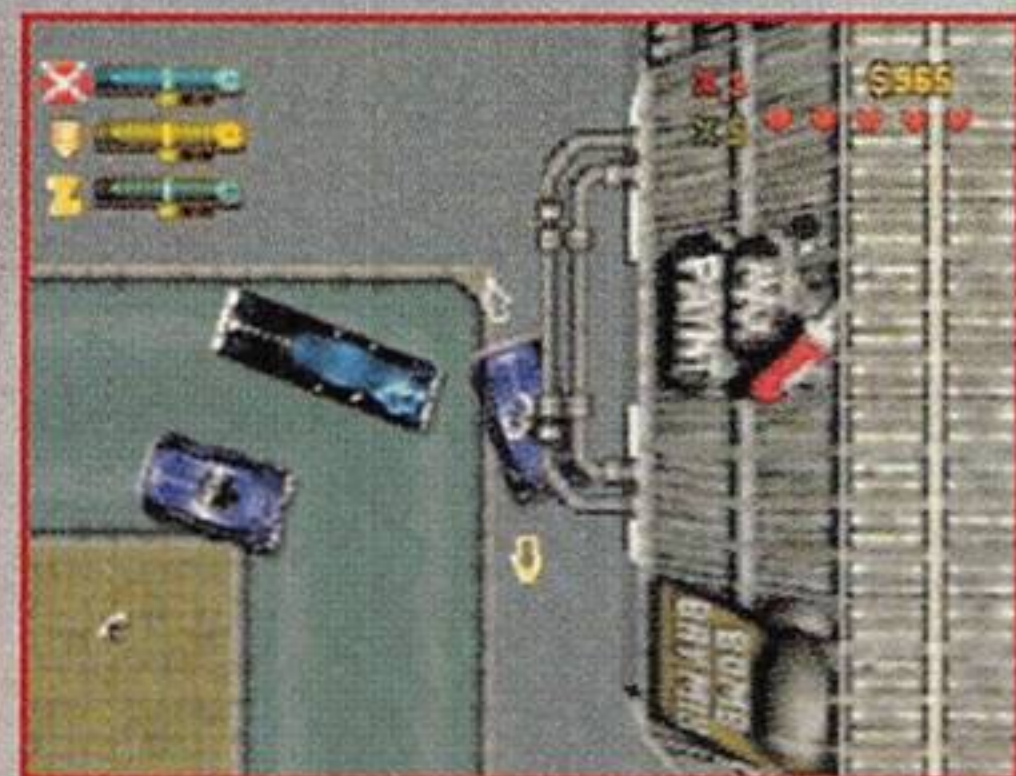
BY THE ENFORCER

- Published by Activision
- \$39.99
- Available now
- Corridor shooter
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	3.5	4.5

GRAND THEFT AUTO 2 strives to be the most violent, morally reprehensible video game ever made—

and succeeds. As opposed to the cartoonish bruising in the much-ballyhooed, probably never-to-be-released *Thrill Kill*, *Grand Theft Auto 2* offers lifelike situations in which you shoot, drive over, torch, and bomb everybody in sight. Amazingly, despite all that, the game's most offensive quality is its repetitive, frustrating gameplay.



PROTIP: When trying to gain respect, mow down members of opposition gangs. Vehicles equipped with weapons get the job done quick and dirty.

Similar to the original in every way, *GTA2* features an overhead view of a mazelike city with little landmark recognition and a crudely detailed main character (you can't even tell which way he's facing). The dubious controls won't let you push Up to go forward, while a few of the rocketlike cars rev up to uncontrollable speeds. *GTA2*'s only high point is its funky soundtrack, which pounds forth unique urban music in each car you steal.

GTA2's second-rate gameplay, lousy graphics, and questionable controls result in a SNES-worthy knockoff that attempts to make noise with foul language and violence instead of substance. The only real felony here would be wasting your cash on this one.

BY BOBA FATT

- Published by Rockstar Games
- \$34.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	4.0	3.0	2.0



PROTIP: It's a good idea to minimize pedestrian casualties to avoid police interest. If the cops get hot on you, though, head to the paint shop and disguise your car.

WARPATH: JURASSIC PARK takes the fighting genre back to the Stone Age with masher-heavy controls and limited game-play techniques. Dino fighting was done better years ago with *Primal Rage*.

You can choose from 14 dinosaurs, including a T-rex and a raptor, pitting them against each other in one of several arenas—everything from a jungle to a gas station. Some of the environments have interactive elements, too, like exploding oil drums.

Smooth graphics bring the towering beasts to life, and excellent sound effects—such as the shrieking T-rex and hissing raptor—add flavor. The real problem with *Warpath*, however, is its fighters—these dinos don't cut it. They're clumsy; the special moves are difficult to execute; and the combos are limited. Stiff controls don't help either: You'll win more fights with random button mashing than skill.

For the very curious, this Jurassic Park fighting game is worth a rental. Purchasers will go on the *Warpath* for a refund.



BY MAJOR MIKE

- Published by Electronic Arts
- \$39.99
- Available now
- Fighting
- 2 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	2.0

▶ **PROTIP:** Grab small creatures that run across the screen and eat them to boost your health; if you don't swallow fast enough, your opponent may steal them.



◀ **PROTIP:** Simultaneously tap and to drag your opponent to the ground. Tap and to pounce on 'em.

Hey Gamers.

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Do you know when the game ends?

Be in control. Call the Boys Town National Hotline.
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Symptoms of Fear:

Perspiration

Dilation of Pupils

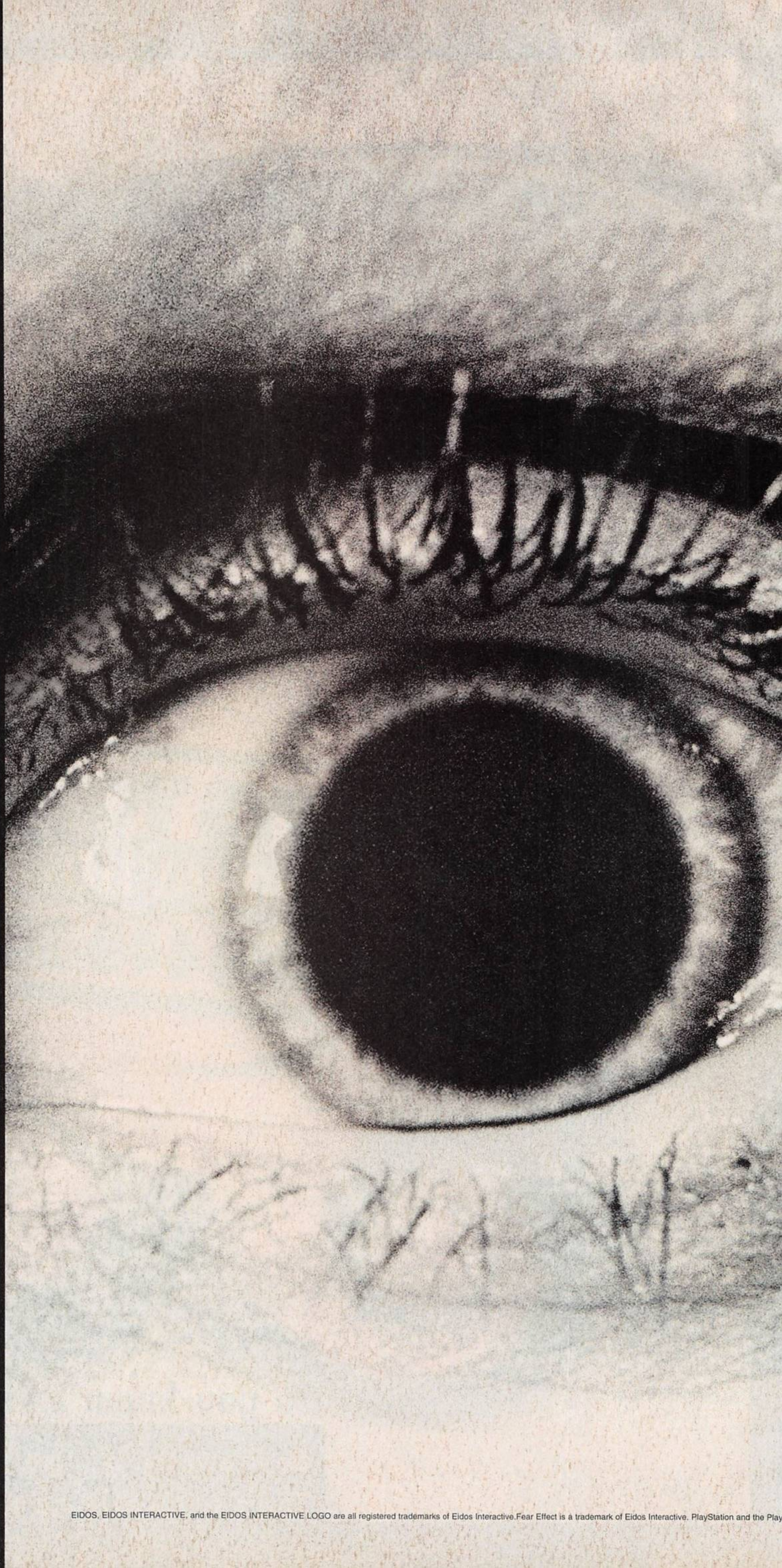
Trembling

Nausea

Loss of Appetite

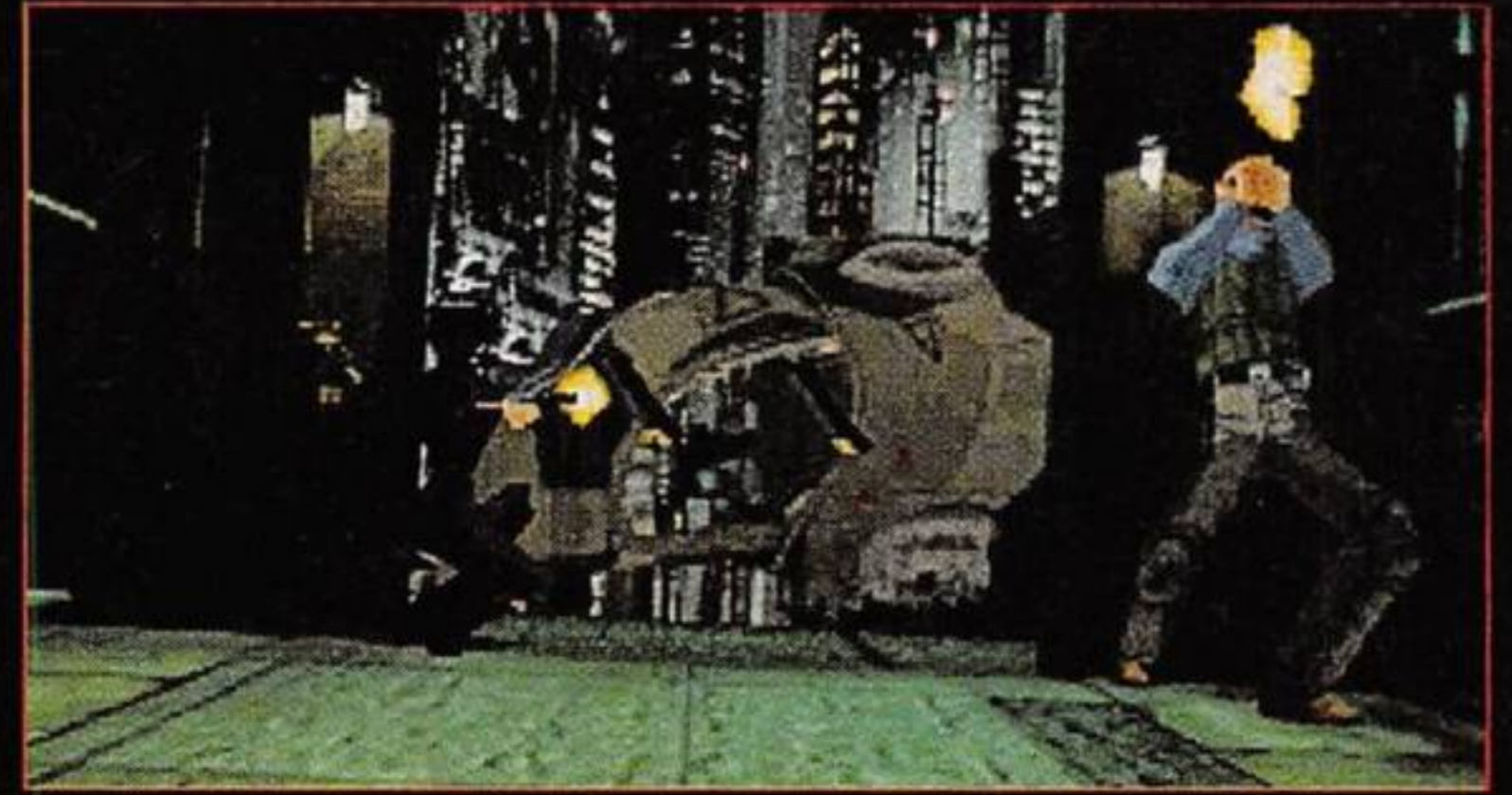
Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

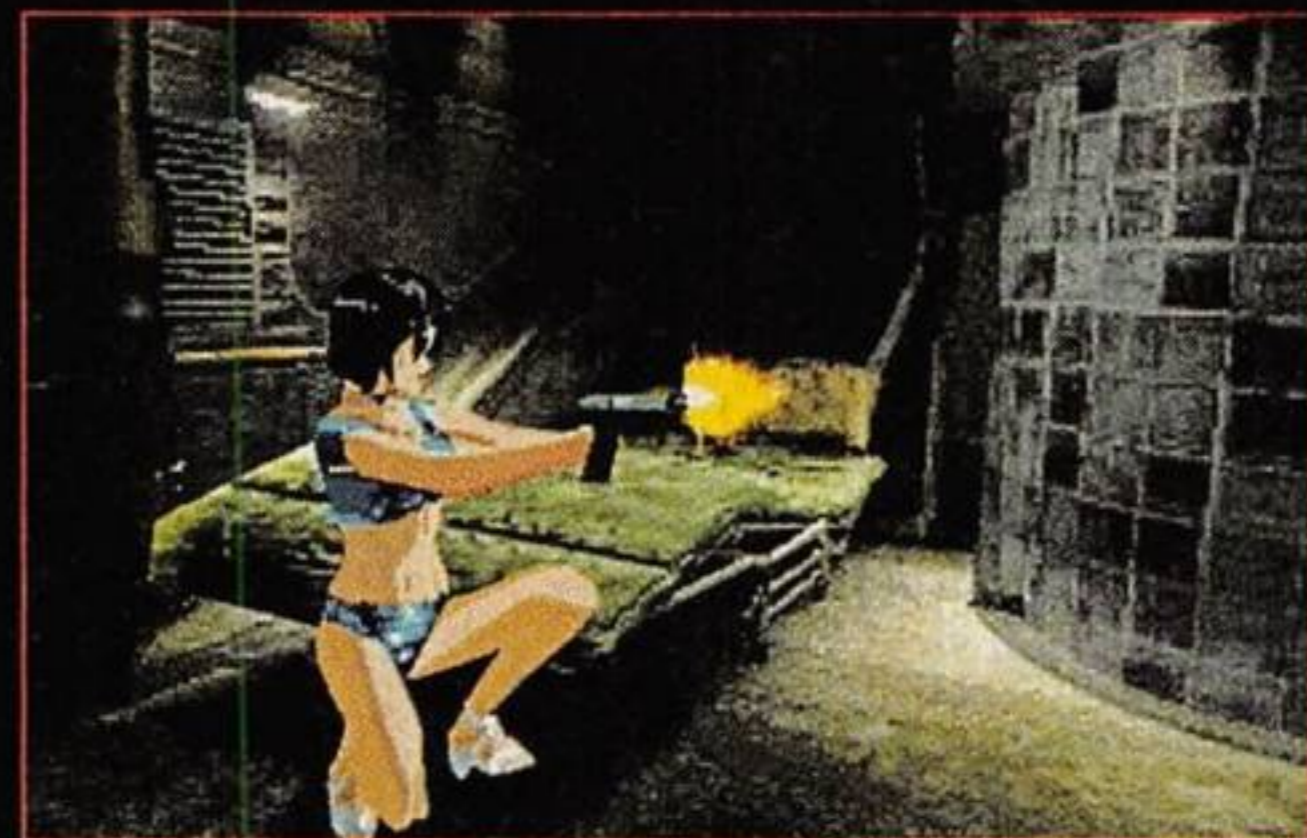




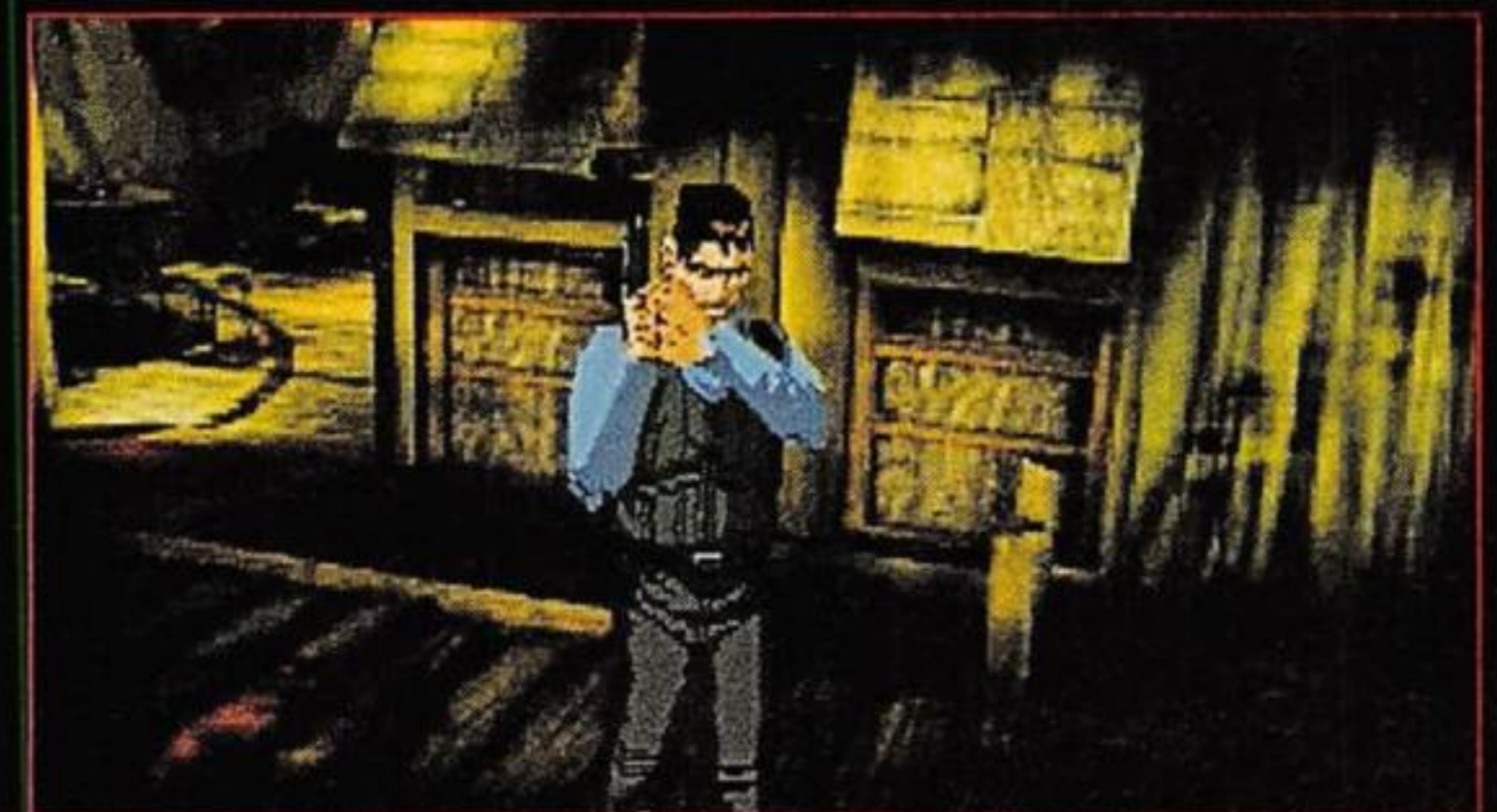
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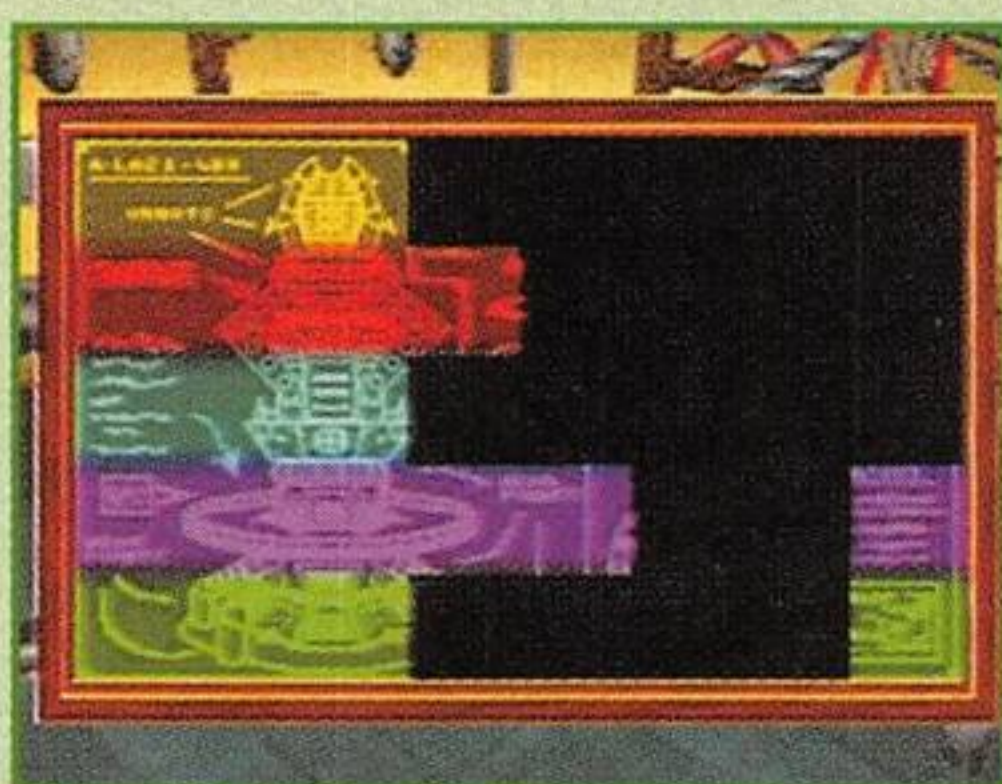
DONKEY KONG KONG 64

DONKEY KONG IS crashing onto the video game holiday scene! And Nintendo 64 gamers are fast discovering that this humongous, 256-meg action/adventure cart is definitely worth Kong's weight—and yours—in Golden Bananas.

THE RETURN OF KONG

Donkey Kong's been a gorilla in the mist for the past few years, but the time he spent incubating at Rare has paid off. Donkey Kong 64 is a complex-but-fun 3D platform-style adventure that drops you into the biggest N64 in-game environment ever. Nintendo claims the eight massive worlds that compose Donkey Kong Island and its neighboring isles are even larger than the terrain of *The Legend of Zelda: Ocarina of Time*. Nintendo is consequently bundling a free Expansion Pak with DK64 to help generate these massive landscapes.

Frankly, the environments are so large you may get lost at first (you may be lost already!), but you're going to trek across every inch of them to beat the vile King K. Rool and his Kremling crooks. This time, they're building infernal machines designed to totally trash D.K. Island. They capture D.K.'s four friends—Diddy, Tiny, Lanky, and Chunky—then they steal Kong's precious stash of bananas.



PROTIP: Snide gives you Golden Bananas in exchange for pieces of his blueprint.



PROTIP: Chunky can lift rocks to open certain switches.



PROTIP: The Great Banana Fairy gives you a camera and asks you to take pictures of fairies with it.

TROPICAL FEELING

From the start, the sights and sounds stage an impressive show. An outrageous rap video starring all the Kongs leads into a gorgeous opening cinema—comprised of smooth, textured polygon graphics—that reveals K. Rool's plans.

Overall, you'll go ape over the visuals. The character pix are the sharpest yet for an N64 game, while dynamic lighting creates rich, lush effects—and they both really bring it on during the titanic boss battles. Sometimes, however, the graphics do slip during gameplay as the camera becomes stuck in awkward angles.

DK 64's music and audio effects are solid, blending nicely into the tropical landscapes. They'll even juice your adrenaline glands occasionally, like when the Kongs play their unique musical instruments/sonic weapons or when they encounter the bosses.



PROTIP: To zap the Factory boss, stay one platform ahead: It's easier to reach the target platform.



PPROTIP: Lanky learns to handstand, enabling him to walk up steep slopes.



DOIN' THE MONKEY

Fortunately, the controls do a good job of corralling the sometimes bothersome cam. You'll need the help, too, because DK's 3D action/platform format deals out a mess of gameplay challenges, and each character features unique moves and abilities. Not only will you climb trees, swing across vines, bust long jumps, and pull quick moves to escape Kremling traps, but you'll also perform major 360-degree gymnastics, dodge fire bolts and electric blasts—and more—during boss battles.

You start out, however, as Donkey with a workman's set of basic moves. Donkey Kong can run, jump, climb trees, and swing on vines; he packs a knockout punch and a mean kick. Kong goes amphibious, too, swimming underwater for an unlimited amount of time. Plus, as he makes his way across the terrain, he finds coins and bananas he to buy more advanced moves.

GORILLA GUESSAS

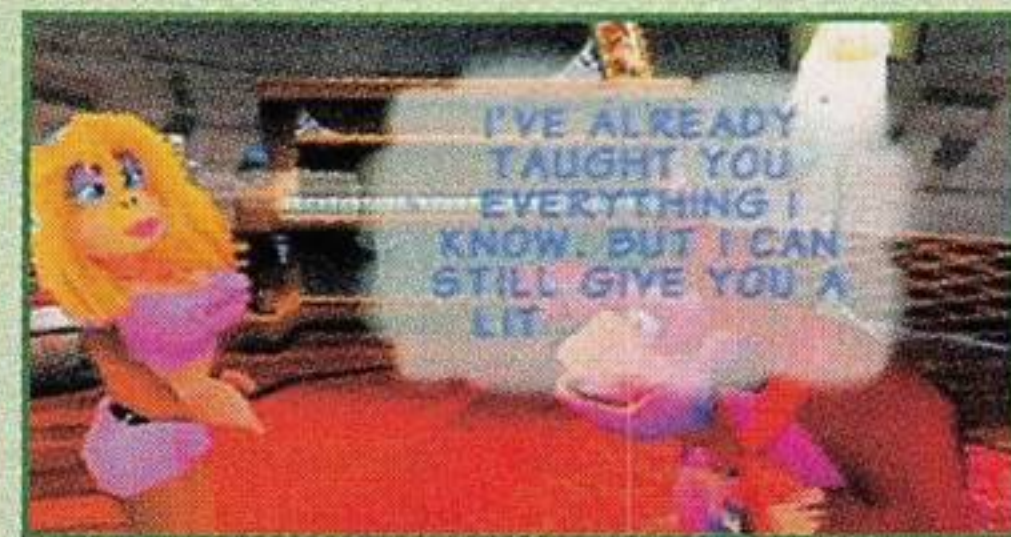
If you make headway as Donkey, you fire up the cart's nicely conceived team scheme. As each Kong joins the troop, they bring specialized skills to the party; consequently, they must complete individualized tasks in every level.



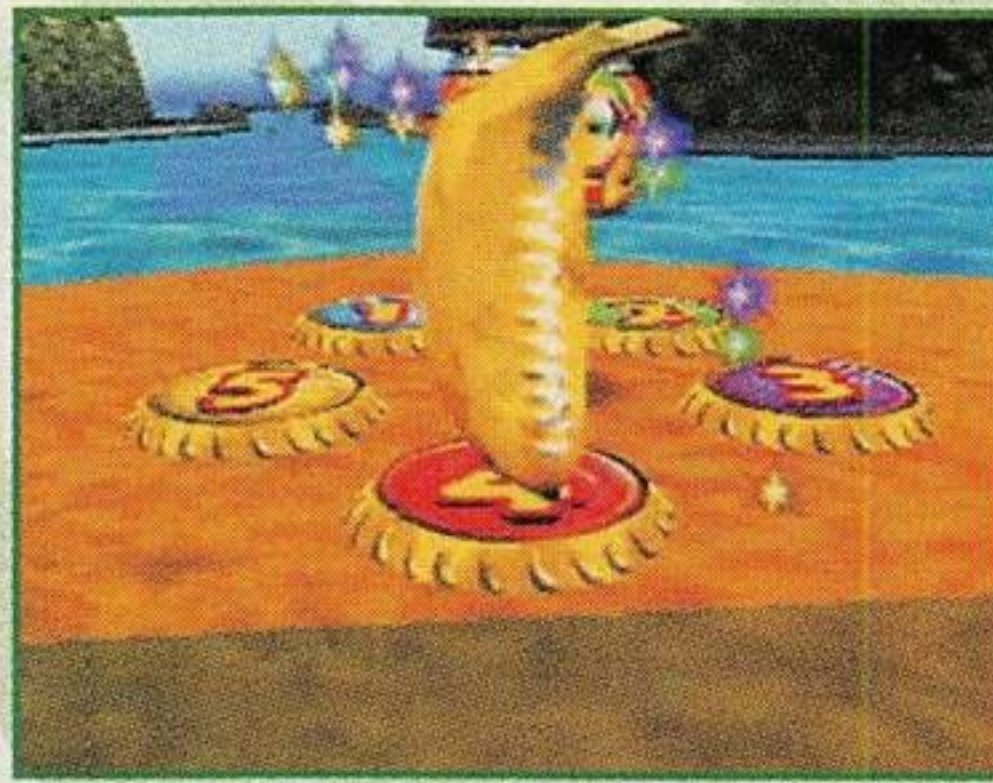
PROTIP: Musical instruments like Donkey Kong's bongos bomb all enemies within earshot.

You purchase most of these skills—and many more—at Cranky Kong's lab. Every Kong can also buy a fruit-firing weapon and a musical instrument. Both of these items give the Kongs major Kremling-crushing firepower, and they also open up special switches and unlock doorways.

Not all the action takes place on foot, either; DK64 drums up an impressive variety of gameplay. You maneuver runaway mine carts, drive go-carts, fly through barrels, and tackle a ton of mini-games, including the classic Donkey Kong Arcade (see sidebar below).



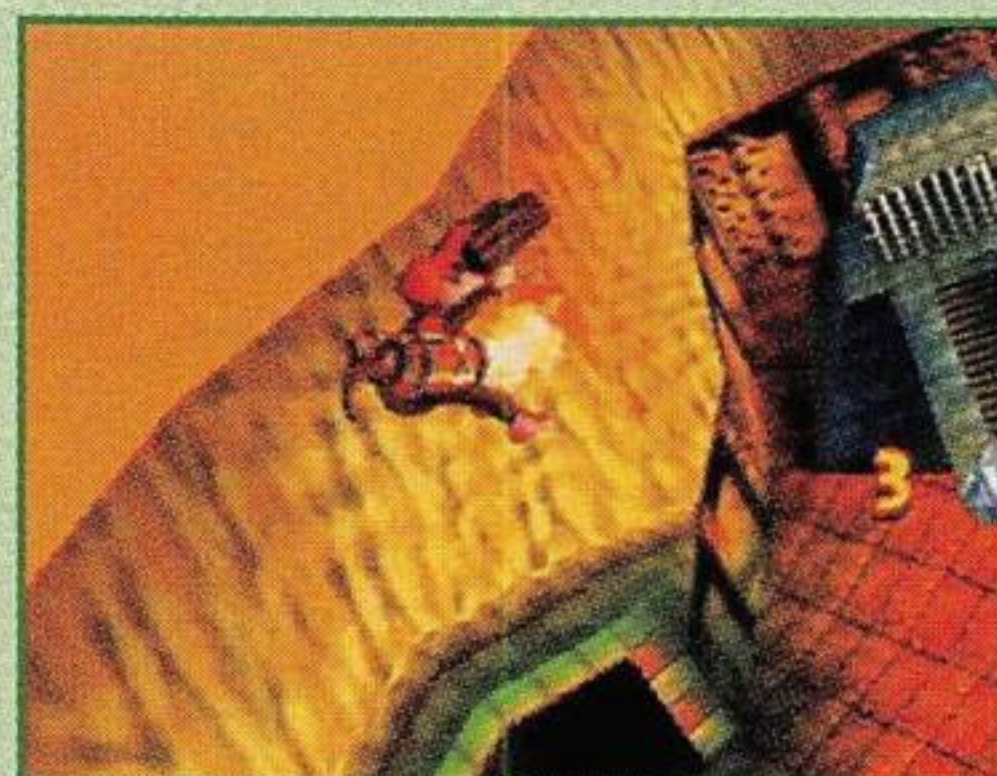
PROTIP: In the Creepy Castle level, Kandy can increase your life meter to three Melons.



PROTIP: Remember the locations of the Bananaport pads. They enable you to teleport between locations.



PROTIP: To fry the Jungle boss, position yourself to dodge his fire bolts; then grab the barrel and toss it.



PROTIP: Use Diddy's jetpack to find hidden, elevated peanut gun switches.



PROTIP: Chunky learns a move that makes him large enough to squish the killer tomatoes.



PROTIP: Zap the Galleon boss before he builds up his electric charge.

GRAPHICS 4.5

Donkey Kong Island never looked so good! DK64 shows off wondrous vistas, awesome boss battles, sharp character graphics, and dramatic cinematics. The only hitch is a flighty game cam that sometimes displays odd angles.

SOUND 4.0

There is fine variety in the audio fare: slick effects, energetic music, and even some clear voices that actually speak words. All four Kongs play musical instruments on command, each with unique sounds and stylings. It's all kinda cute...but cool.

CONTROL 4.0

The controls do a solid job of carrying a load, given that all the Kongs possess unique moves geared to individual physiques (like Chunky's rock-lifting) and unusual gear (like Diddy's rocket pack). The control also does well adjusting to the auto cam's sometimes-awkward gameplay angles.

FUN FACTOR 5.0

DK is livin' large. The hefty 256-megabit cart, boosted by the bundled 4-meg Expansion Pak, is packed with engaging platform/action gameplay, hidden bonus stages, frenetic mini-games, and furious fruit fighting. Plus, you play through all eight worlds with each Kong.



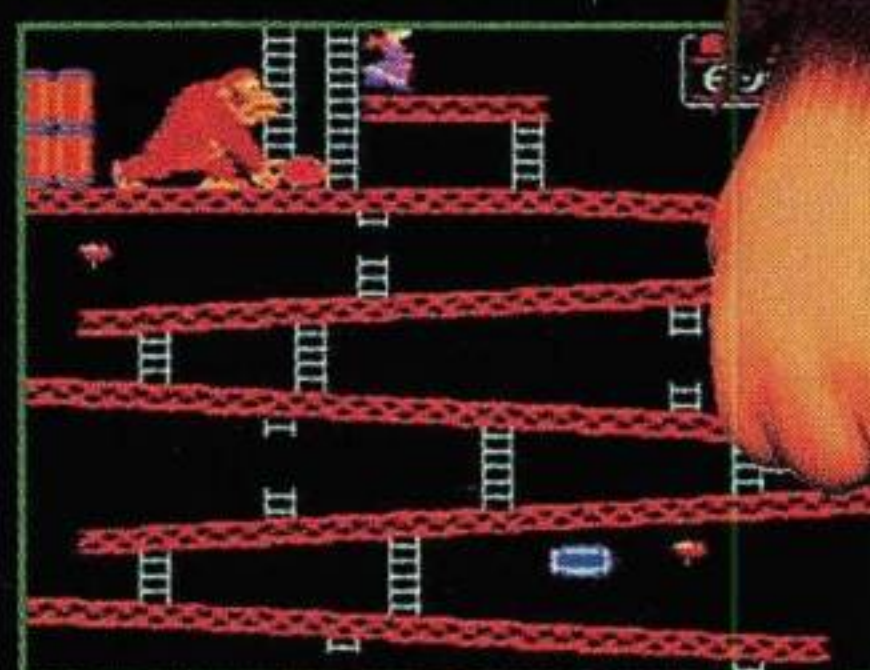
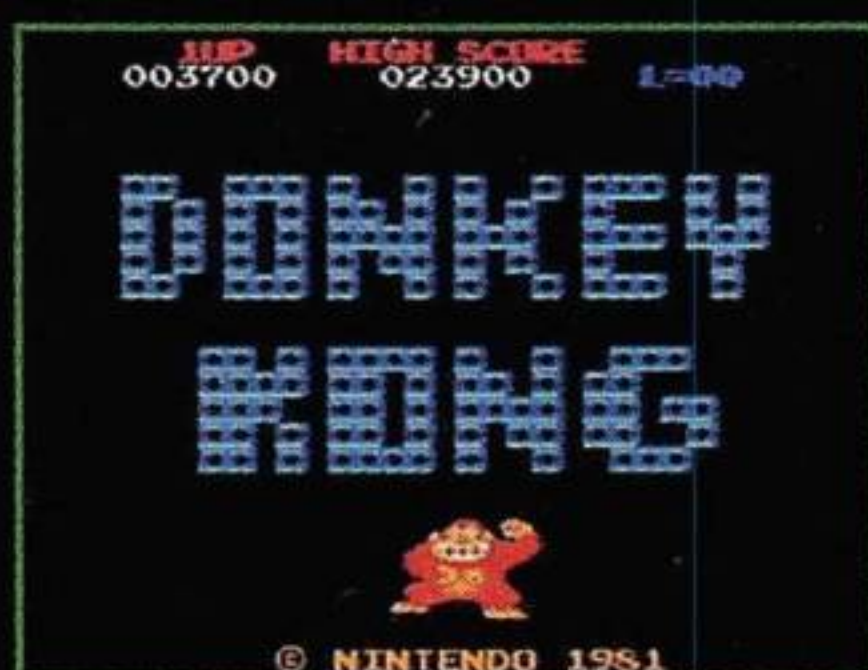
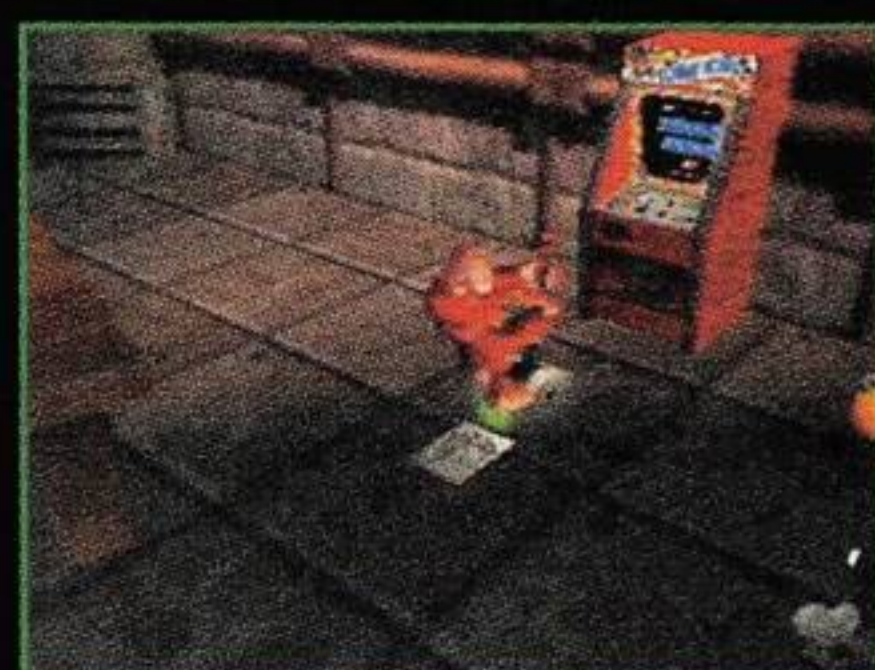
BY BROTHER BUZZ

- Published by Nintendo
- \$69.95 (Expansion Pak included)
- Available now
- Action/adventure
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0

DONKEY KONG ARCADE

Arcade fans and video game historians will go bananas over the Donkey Kong Arcade mini-game. Rare has packaged the original code into DK64.



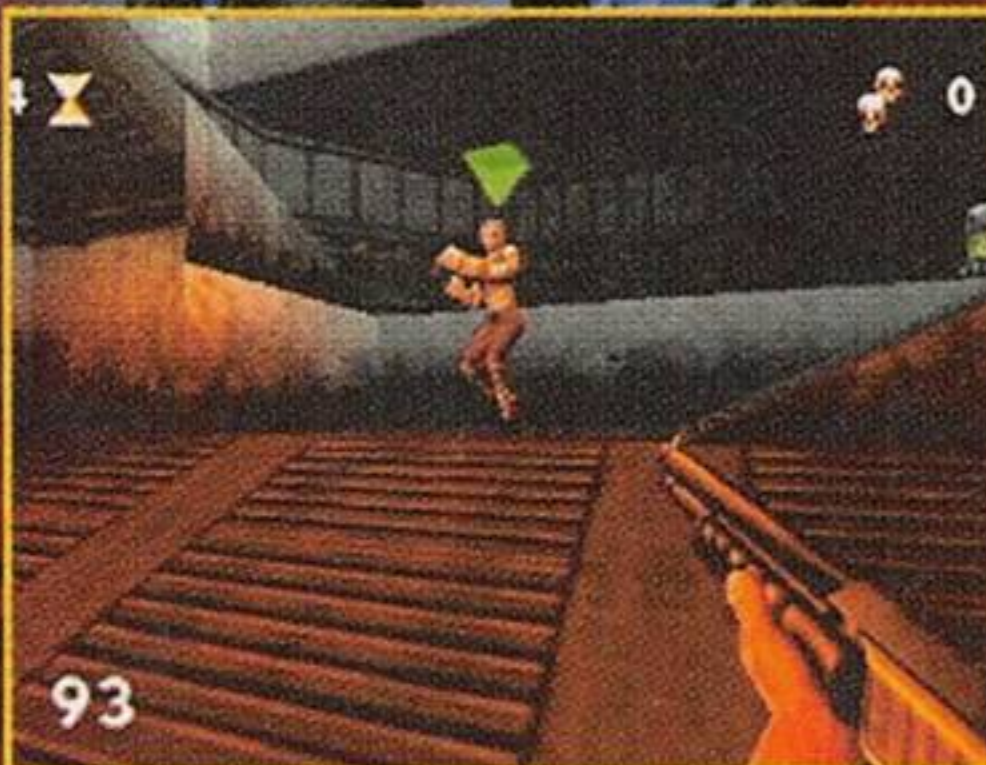
PROTIP: It's all about climbing the ladders to dodge the barrels; when you get that mallet, move, baby!



BY THE ENFORCER

- Published by Acclaim
- \$59.99
- Available now
- First-person shooter
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	5.0



PROTIP: In one-player mission mode, avoid shooting characters with a green triangle over their heads: If you destroy them, you'll lose a frag point.



PROTIP: When playing Monkey Tag, stand next to the converter and wait for the little chimp to scamper by.



PROTIP: If your opponent is right behind you, do a 180 and shoot them while retreating.



PROTIP: Don't get caught like a deer in the headlights when toe-to-toe with your opponent. Learning to move and shoot with accuracy is the key to deathmatch domination.

THE TUROK FRANCHISE has ruled the Nintendo 64 with its excellent over-the-top first-person, action/adventure shooting. Now Acclaim is taking its popular hero to new extremes with *Turok: Rage Wars*—a straight-up deathmatch game that lives up to the series' reputation.

RAGE IN THE CAGE

Simply put, *Rage Wars* is a pure, blasting adrenaline rush. Up to four trigger-happy gamers can engage in awesome skirmishes—such as Capture the Flag, Frag Fest, and cooperative modes—in 36 well-designed environments.

Rage Wars offers a mind-boggling selection of 17 playable characters (most of which have to be unlocked)—including Turok, Adon, and even a raptor—and 16 of the most kick-ass weapons ever seen: shotguns, grenade launchers, plasma rifles, and more. Each weapon features a secondary firing function to help you further annihilate your opponent: a five-shot shotgun blast, a temporary shield, and a chest-bursting embryo, among others.

In addition to its excellent multiplayer capacity, *Rage Wars* contains a superb one-player trial mode to assist you in honing your skillz. You'll be challenged to complete level objectives like achieving five frags with one life, capturing four flags, and so on. After accomplishing each task, you'll receive prizes such as icons to play mini games, alternate player skins, and, most importantly, the ability to unlock the rest of the game's playable characters.

HE'S ALREADY DEAD!

Graphically, *Rage Wars* delivers the goods with highly detailed environments, plenty of gore (parents, beware), and raucous weapon effects. Even with four players in split-screen action, you'll hardly notice a difference in the game's quality, visual or otherwise.

As for control, *Rage Wars* is right on the money. *Turok* vets will quickly become accustomed to the control scheme, and newbies will plunge right in with a few practice rounds. Switching between weapons is a little problematic at first, but becomes easier the more you play.

Rage Wars' sound effects are simply rockin'. The weapons boom with crystal clarity through your speakers, while the tribal-inspired theme music will work you into a frag frenzy.

SEEING RED

If you're a fan of chaotic blasting mayhem or multiplayer action, you're going to have a lot of fun with *Turok: Rage Wars*. It offers a more frenetic deathmatch experience than *GoldenEye 007*'s while delivering more graphical polish than *Quake II*. Set aside some cash this holiday season, *Rage Wars* is a must-have title. **G**



TUROK

RAGE WARS



Turok is back in the deathmatch extravaganza, *Turok: Rage Wars*



PROTIP: When selecting your arsenal in multiplayer mode, unless you're incredibly accurate, avoid weapons like the plasma rifle and stick with the mini-gun, shotgun, and scorpion launcher.

GRAPHICS 5.0

Rage Wars delivers graphical greatness with excellently designed battlegrounds and superb weapon effects. Even four-player spilt-screen action runs smoothly.

SOUND 5.0

The sound effects will rock your speakers, while the agonizing screams of your opponents may make your hair bristle. The tribal soundtrack fits the game perfectly.

CONTROL 4.0

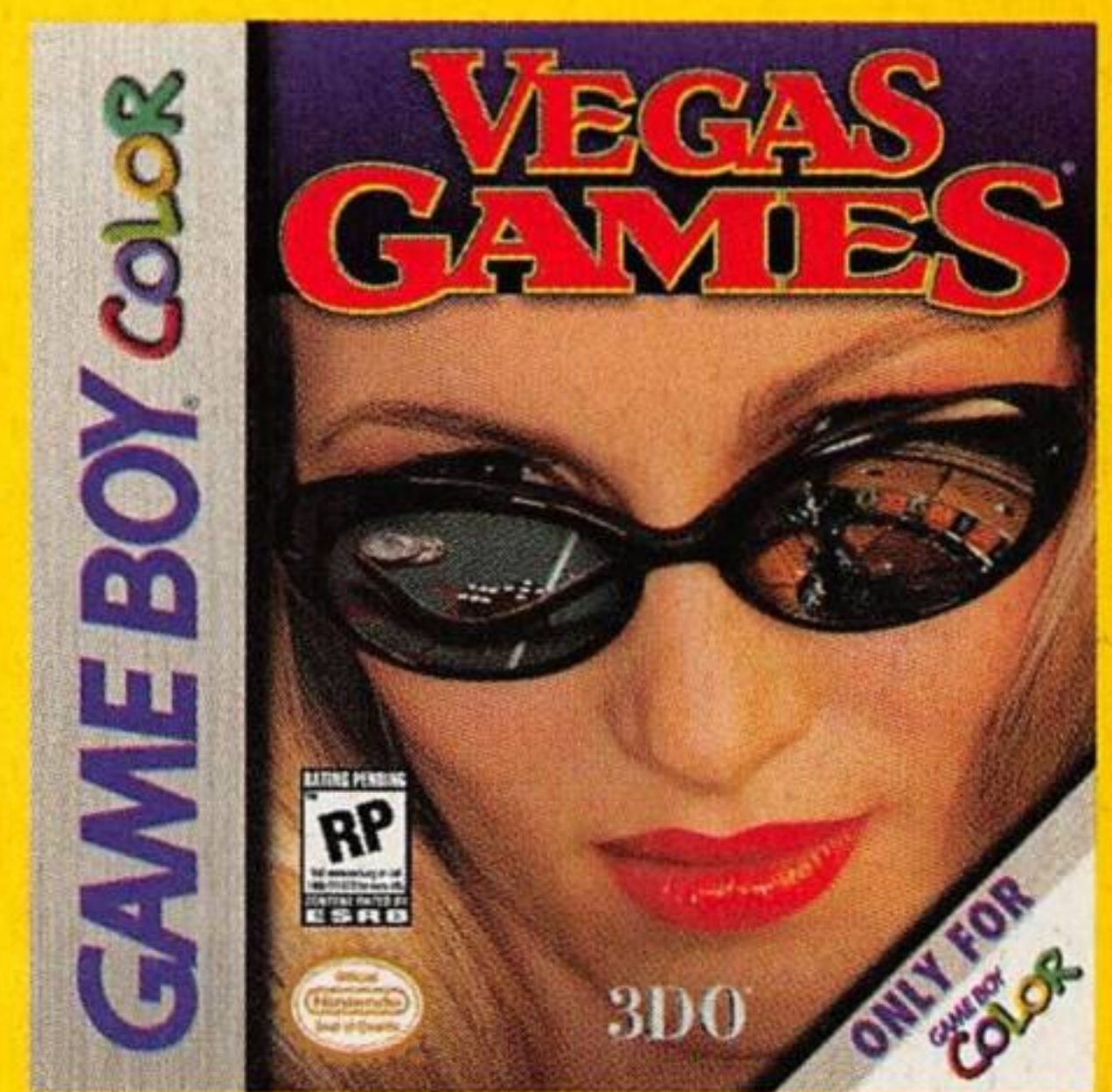
Rage Wars has the same control scheme as previous *Turoks*, so vets won't have a problem. Even for newbies, the learning curve is small. One hitch: Changing weapons quickly takes practice.

FUN FACTOR 5.0

Turok: Rage Wars offers the best multiplayer action on the N64, and the single-player trials are intense. If you want a great no-holds-barred blasting experience, *Rage Wars* is your game.

NOT AS SEEN ON TV

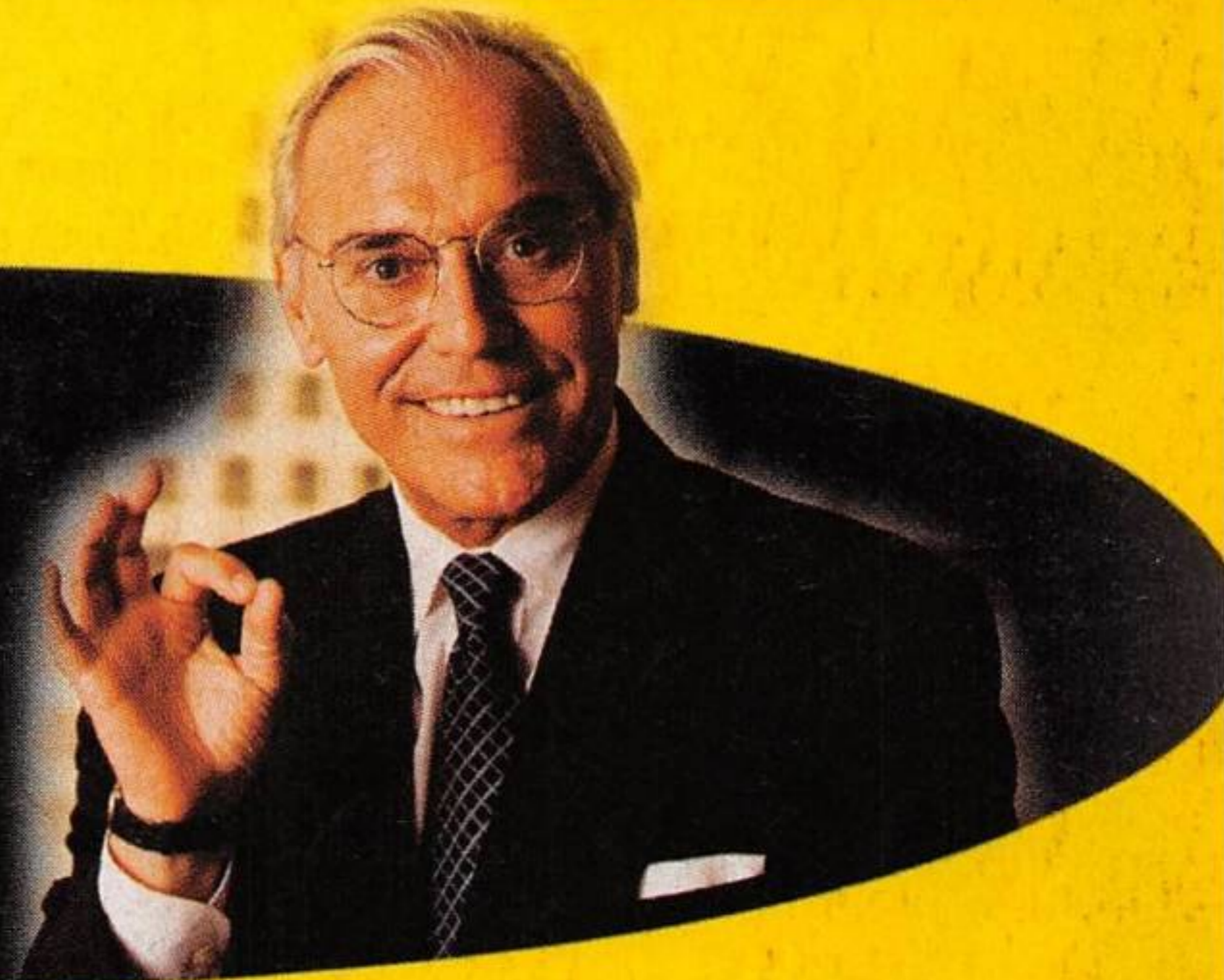
HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!



GOOF-OFF ANYTIME, ANYWHERE!

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Clifton Beaumont III
ATLANTA, GA



RATING PENDING RP

ONLY FOR



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NUCLEAR STRIKE 64

THE N64 IS a superb system with some state-of-the-art games: Blitz 2000, GoldenEye 007, and so on. So here we are, plunging into the new millennium and we get... Nuclear Strike 64? This game feels dated in every way. It's like getting a Sega Genesis for a present.

Striiiiike One

In NS64, you're part of a Strike Team that must neutralize one Colonel LeMonde. He's stolen a nuclear device, and, being the madman that he is, he's just itchin' to use it. In your effort to shut him down, you'll command an arsenal of 12 helicopters, plus several jets, tanks, and hovercrafts.

A third-person perspective and an auto-targeting reticle give you a good look at what you're blasting, be it a tank, barracks, chopper, or whatever. The gameplay throughout the 15 missions, however, is repetitive. Plus, the controls are a little confusing—especially in the heat of battle—because you have several weapons to contend with and it's hard to remember which button fires what. Unloading a limited-supply Wingtip missile when you want to shoot a rocket will have you yelling, "Doh!"



PROTIP: Take out radar structures when you have the chance. The enemy won't be able to detect you as quickly.

Graphically, though the explosions are bigger and better than in the PlayStation version, they're not knock-your-socks-off quality. The sound effects are decent: When flying through an area encrusted with enemies, you can differentiate between the rat-tat-tat machine gun and the awful tink-tink-tink of bullets hitting your chopper.

Nuclear Swing and a Miss

With no multiplayer option or remake enhancements, NS64 is a no-brainer shooter. It becomes tedious after a while and has little replay value. Look for it in the bargain bin very shortly at your local software store.



BY LAMCHOP

- Published by THQ
- \$49.99
- Available now
- Helicopter combat
- 1 player
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

3.0	3.5	3.0	3.0



PROTIP: It's fun to ram into buildings with the hovercraft—but don't! Your armor will be depleted faster than you can squeeze the trigger.



PROTIP: In Level 2, Island Scenario 2, blow up the bunkers to reveal mines. Place one on the right side—the first ship to leave always takes that path...



PROTIP: ... then place the remaining mine on the left. The second ship will come very close. Shoot it with your machine guns.

TOY STORY 2

THE CINEMATIC ADVENTURES of Toy Story 2 have been faithfully translated to the N64 by Activision, re-creating the settings, sounds, look, and tone of the movie—but this single-player game also stands on its own as an enjoyable platformer with enough challenges and features for players of all calibers.

Toys Are Us

TS2 puts you in the shoes of Buzz Lightyear as you take on a massive quest to rescue your stolen toyfriend, Woody, from an evil toy collector. Buzz's journey stretches across 15 3D environments of gigantic proportions that range from Andy's suburban home to dark, dingy alleyways to a busy airport tarmac. Every level is full of nasty villains out to get Buzz, has plenty of puzzles and challenges to tax your deductive muscles, and features fellow Toy Story stars such as Rex the Dinosaur and Mr. PotatoHead (who provide clues and directions to help you advance).

Play Time

Visually, the sharp graphics create a realistic 3D world with weight and depth; however, the confusing camera mode takes getting used to. Fluid controls enable quick mastery of Buzz's various moves and weaponry, including his laser blasts and grappling hooks. Authentic sound effects, music, and voice talent from the movie complete the cinematic experience. Although TS2 is not complex, it delivers enough gameplay, challenges, and puzzles to entertain even skilled gamers. Kids may be attracted to the commercial tie-in, but gamers will be attracted to the fun.



BY DR. ZOMBIE

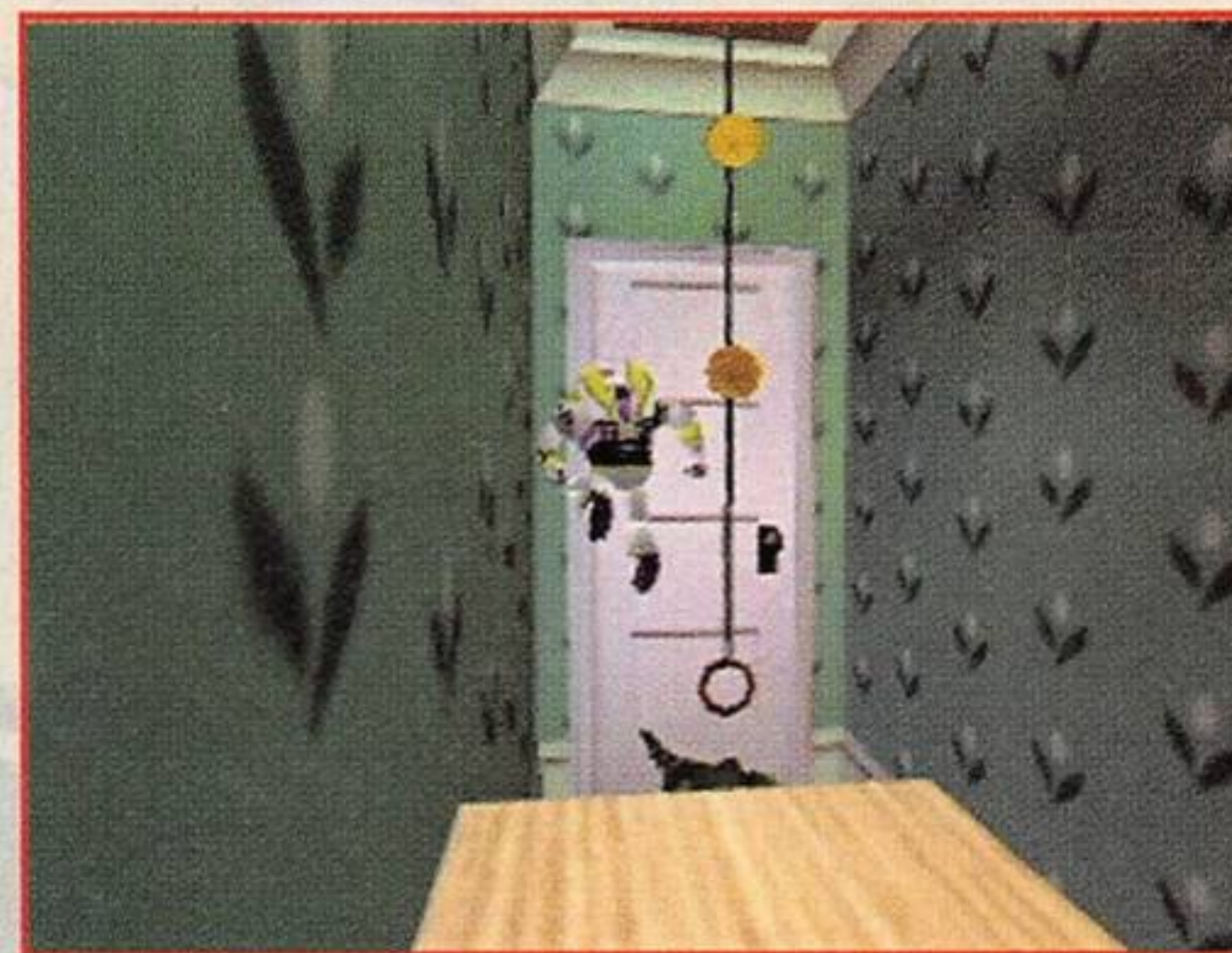
- Published by Activision
- \$49.95
- Available now
- Platform
- 1 player
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

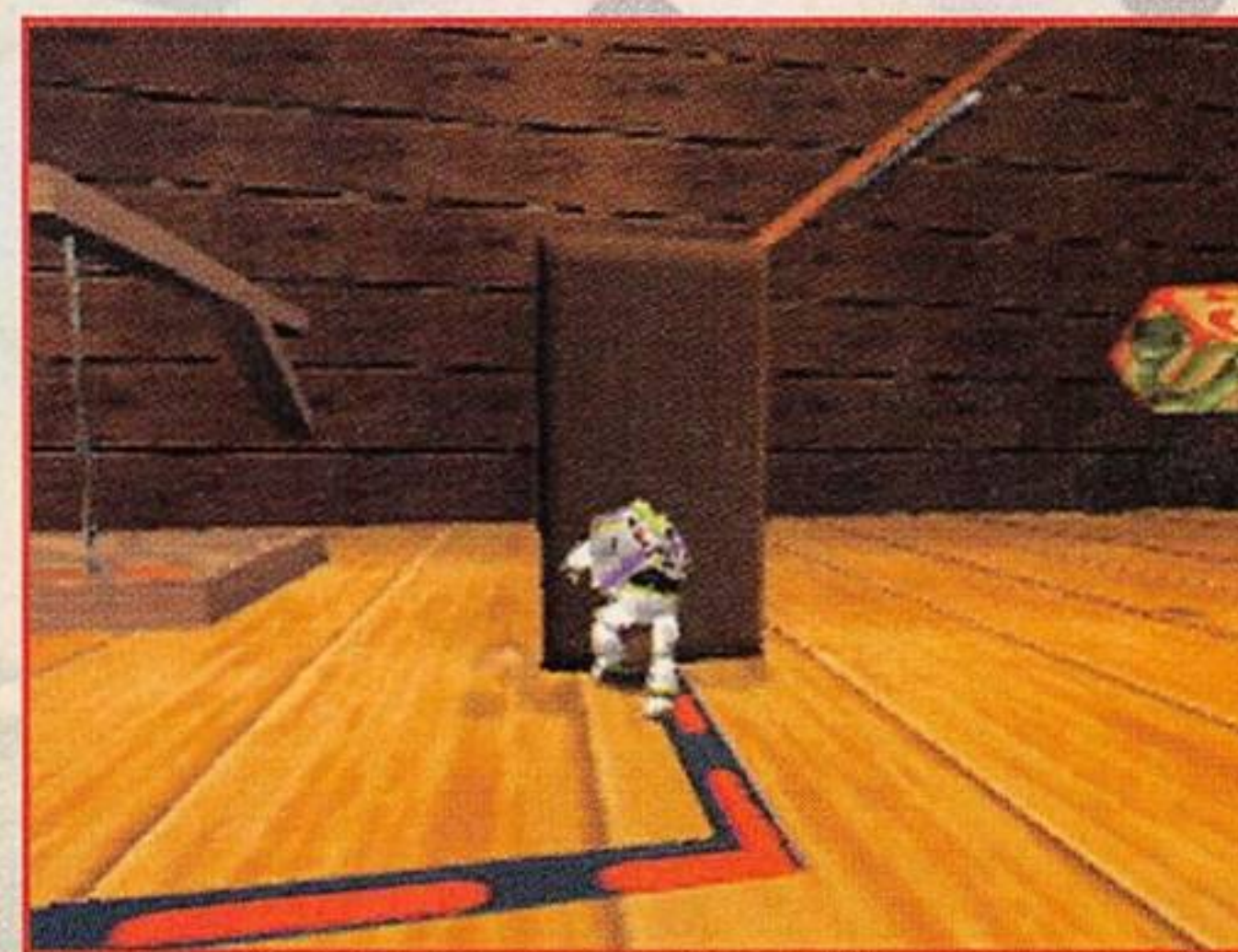
4.0	4.0	4.0	4.0



PROTIP: Charge up your blaster for tougher villains. Use the laser view to examine your surroundings.



PROTIP: Many levels require leaps of faith.



PROTIP: Tracklines give clues on where to place and how to use moveable items.



XENIA WARRIOR PRINCESS

THE TALISMAN OF FATE



PACKED FULL OF feuding mortals and gods, Xena: Warrior

Princess is perfect fodder for a fighting game—so it's too bad Talisman falls short of expectations.

Xena does start out with the right stuff: Up to four players can manipulate 11 of the TV series' regulars in ladder tournament mode or a battle royale. Plus, the game's devotion to the continuity of the show is commendable: For example, Xena will not fight Gabrielle—her closest friend—but she will do battle with Hope, Gabrielle's evil daughter and look-alike.

Talisman is geared toward button mashers, providing easy-to-access special attacks and short combo strings. On the flip side, Talisman will leave hardcore fighting fans cold with its lack of depth. The adaptive A.I. learns your fighting style, but piles on cheap attacks. As for the audio, the entertaining music doesn't make up for the bad voice acting. Visually, the detailed graphics of the game are hampered by missing animation frames.

◀ **PROTIP:** In multiplayer games, avoid special moves that involve motions. Button combos are best.



BY MISS SPELL

- Published by Titus
- \$59.99
- Available now
- Fighting
- 4 players
- ESRB: Teen

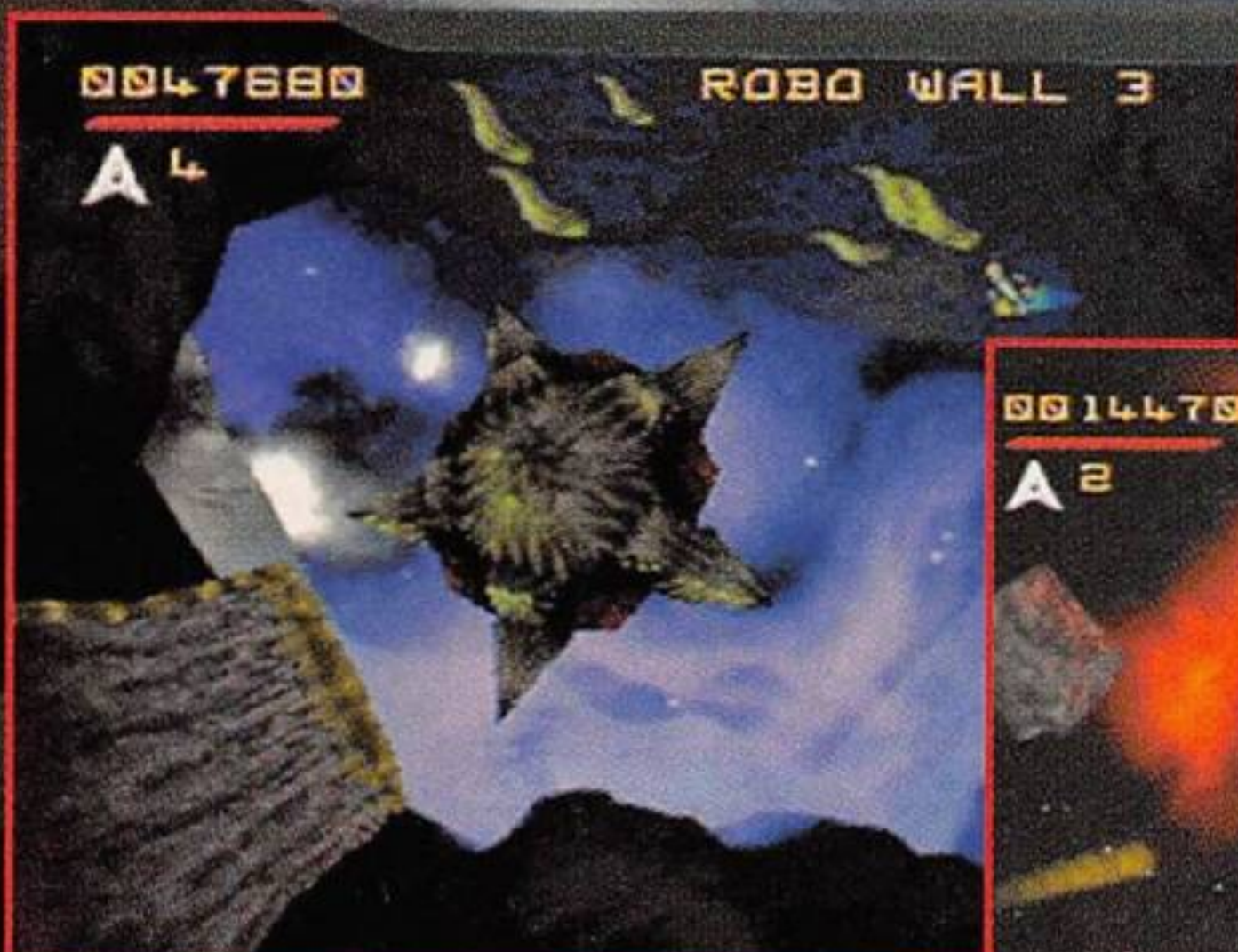
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	2.5	3.0



◀ **PROTIP:** For Xena's awesome Fire Blow, tap back, forward, Right Punch.

Overall, the experience is frustrating. Even given the slim lineup of N64 fighting games, Talisman isn't your best fate. **F**

ASTEROIDS HYPER



◀ **PROTIP:** Use hyperspace to put distance between you and the boss worm's homing missiles.



BY BOBA FATT

- Published by Crave Entertainment
- \$44.95
- Available now
- Arcade-style shooter
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

RATHER THAN DEVELOP an all-new game as it did with Sinistar Unleashed, Crave has chosen to preserve Asteroids' 20-year-old, basic gameplay, cleaning it up with cool, semi-interactive backgrounds and more complex enemies. Asteroids 64 also provides two simultaneous multiplayer games—and the original vector-graphics Asteroids (hidden within the game).

From a roaming space worm to a black hole, each level has its own theme—one even has you defending Earth from 'roids. With dark, muddied and largely static playing fields, however, Asteroids' gameplay is crippled by rocks that are often difficult to locate. Otherwise, retro gamers will be in heaven with the smooth, responsive controls and the bass-heavy sound design that harkens back to the classic's high-pitched laser fire.

In fact, this is simply a spiffy version of the original—despite unimaginative, repetitive bosses—and it will appeal to retro gamers only. If you're under 23, Asteroids Hyper 64 will probably be as exciting as hemorrhoids. **F**

◀ **PROTIP:** Pursue power-ups at the end of levels when there are few 'roids.



LONG A TOY classic, the Legoland universe drives into the racing genre with a sadly out-of-tune performance.

On the downside, Lego Racers stalls with average visuals and a meager soundtrack. The badly designed tracks consist of low-quality backgrounds; the poorly lit pathways often make maneuvering unbearable; and the awful music, which blasts annoyingly at every turn, sounds like it



came from a three-ring circus. On the upside, the detail on cars and drivers is fun to look at; you select from a variety of driver types and uniforms; and you can build your own car from scratch using Lego pieces. Moreover, the controls keep this racer on the track and not in the garage; they're easy to learn and provide a different feel for each vehicle.

All in all, Lego Racers is a dragster that fails to achieve victory, earning instead a wave of the caution flag. **F**



BY FOUR-EYED DRAGON

- Published by Lego Media
- \$59.95
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.0	4.0	2.5



◀ **PROTIP:** In Rocket Racer Run, gather only the green Lego pieces and turbo to the finish.

◀ **PROTIP:** When building your car, balance your speedster with Lego pieces. Otherwise, your vehicle will be lopsided, and you'll lose control often.

AMERICA'S MOST WANTED

WANTED



TONIC TROUBLE™

- Troublemaker (alias: Super Ed)
- Last seen saving world with his bow tie and a stick
- Bumbles, fumbles, makes a mess of everything
- Outsmarts tomatoes, toasters, carrots, the Evil Grögh
- Can solve loads of mind-bending puzzles and traps

"It's a mess of fun"
- Nintendo Power



NINTENDO 64



WANTED

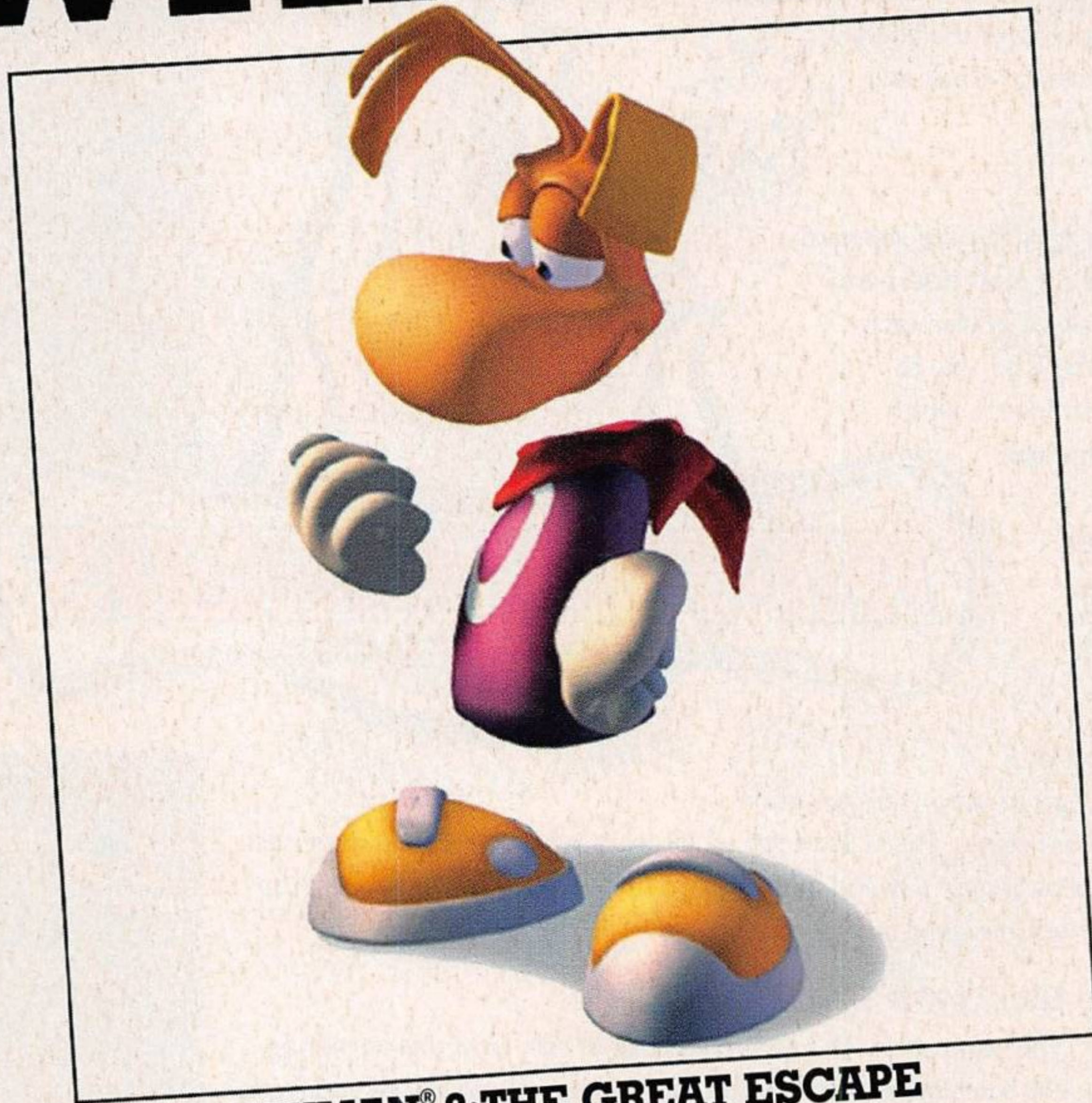


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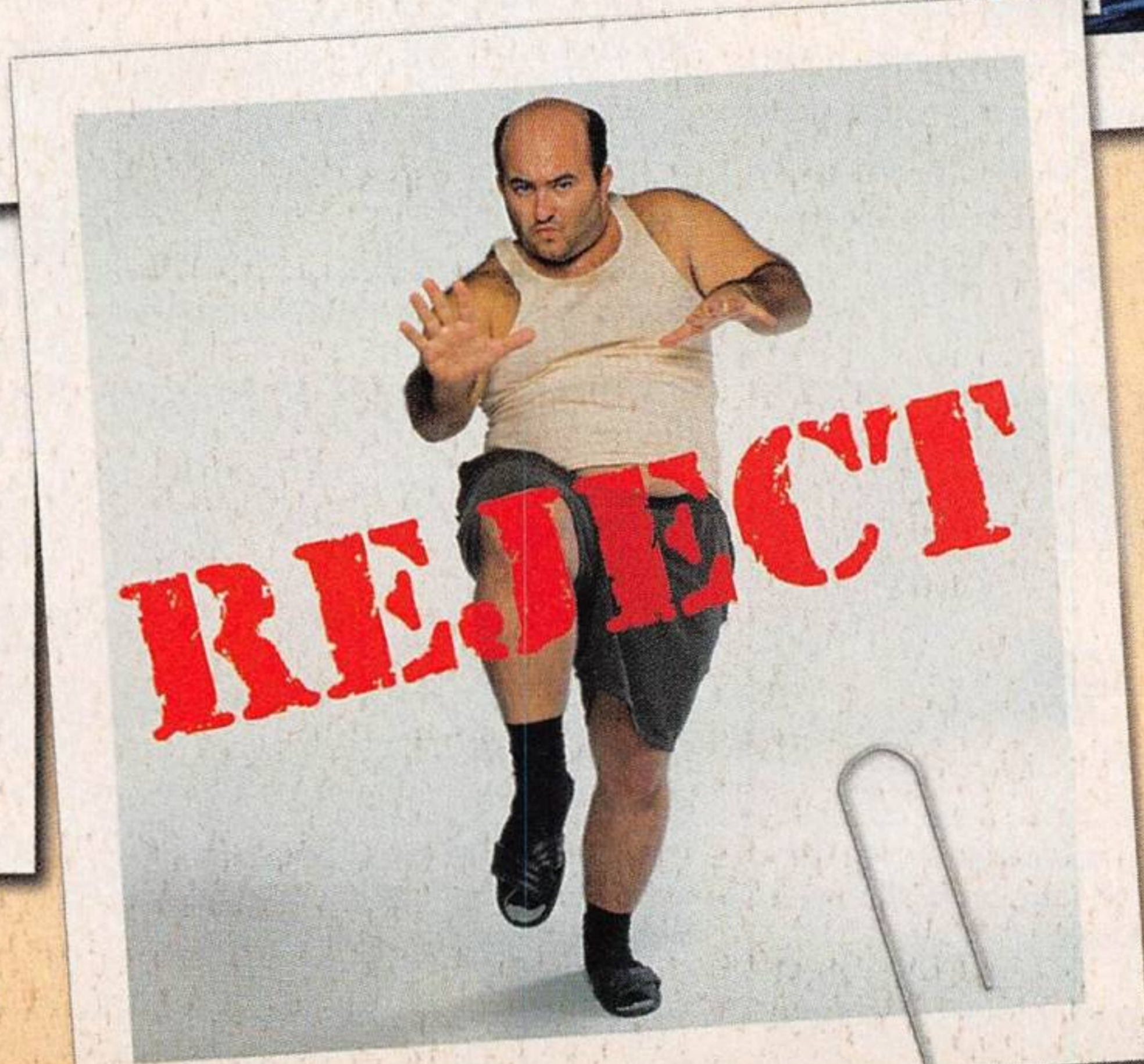
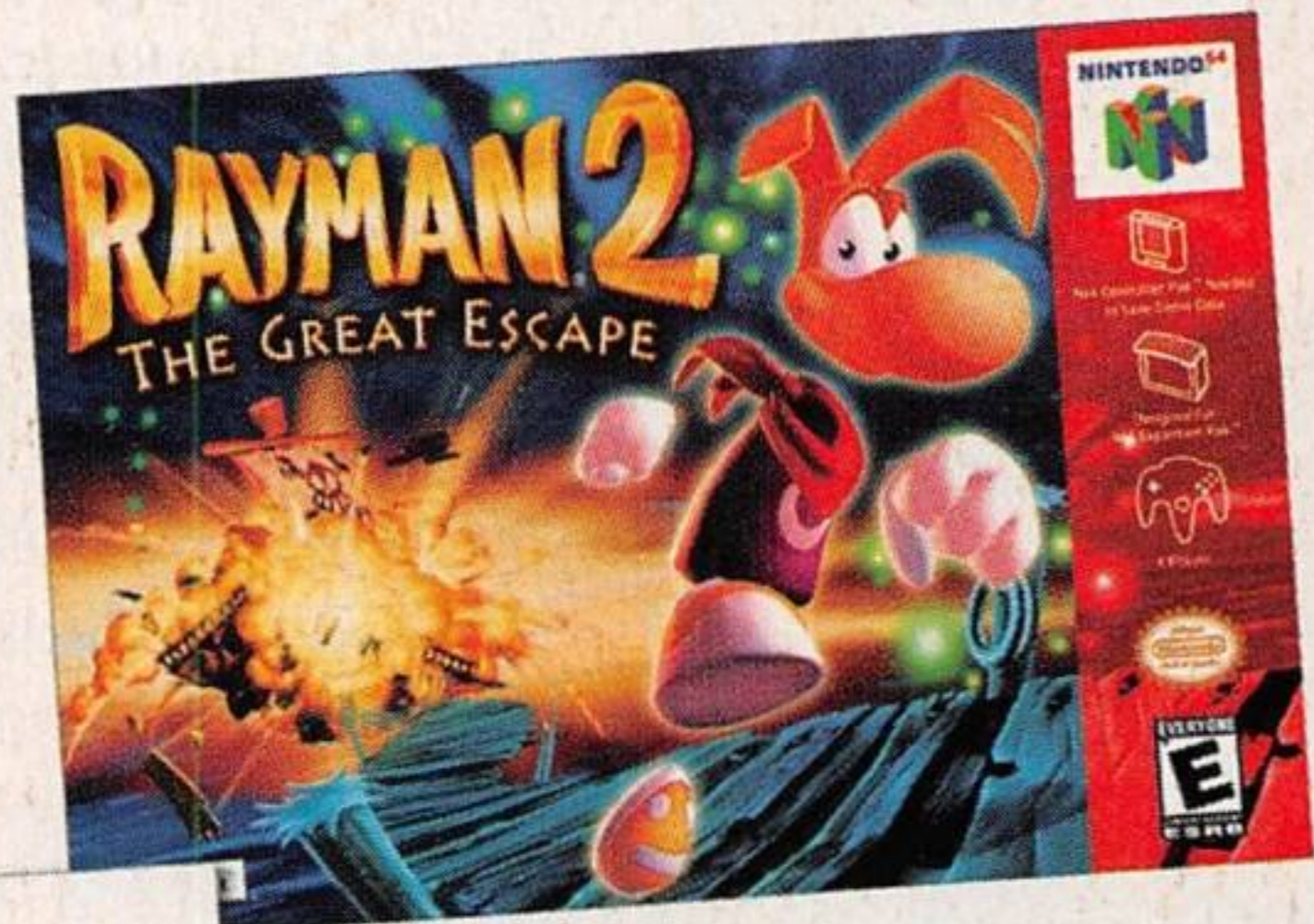
"...one of the most innovative platform games to come out in a long, long time..." - Nintendo Power

WANTED



RAYMAN® 2: THE GREAT ESCAPE

- Last seen saving an amazing 3D world
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- Swims, skis, swings, rides rockets, throws fireballs, flies with hair, frees friends
- Seeking 1001 lums and the four faces of Polochus
- Fast, magical, strong dislike of pirates



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NINTENDO® 64



DREAMCAST PROREVIEWS



BY FOUR-EYED DRAGON

- Published by Sega
- \$49.99
- Available now
- Snowboarding
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	3.5	4.0

THE LATEST FROM the creators of Cool Boarders 1 and 2 hits the Dreamcast slopes with a near epic ride. Despite its flawed controls, Rippin' Riders Snowboarding crosses the finishing line with high honors thanks to unparalleled visuals and lots of characters, boards, and tracks.

The Cool Factor

UEP Systems, the developer, has once again set the standard for snowboarding gameplay. There are six main riders and three hidden ones, each with individualized power, technique, speed, and balance attributes. You'll be able to choose their alternate outfits and their boards, which vary from slick alpine speedsters to freestyle tools for carving up the half-pipes.

The highlight of Rippin' Riders is the eye-popping scenery found throughout the game's diverse courses. All of the paths contain beautifully drawn backgrounds and environmental variety, such

as forests, underground struc-

tures, and caves—enough to keep your attention

from avalanching into boredom. There is a total of six trails where you can either race for a ranking or compete against a friend in two-player mode. There are also two "super" half-pipes that are well designed for your sick tricks.

RIPPIN' RIDERS

SNOWBOARDING



What's your "method" for having fun?



PROTIP: In the beginning of Urban Striker, stay on the roofs to arrive at the Check Point faster.



PROTIP: Crash into lots of obstacles to unlock new boards and characters.

Biting the Snow

The controls in RR are a mixed bag of easy downhill cornering and fumbling trickstyle feats. Riders respond sharply as you guide them through icy passages or powdery alleyways toward the finish line, but you'll notice your fingers going numb as you try to make them perform aerial maneuvers and multiple tricks: Combining grabs and flips requires too many button combinations, and button response is horribly slow.

The game's soundtrack, meanwhile, alternates between a wide selection of tunes and annoying voices. Each character races to their own music, making for a soothing ride down the mountain—but the voices range from a very irritating guide, who makes critical comments on your performance, to the stereotypical dialogue of overly repetitive snowboarders.



PROTIP: In Dancing Devils, successfully jumping across the three gaps while avoiding the falling boulders will result in an extra Trick Area.

A Well-Groomed Slope

Despite the glitches, Rippin' Riders is a game fans of the sport can enjoy. The great selection of boarders, boards, and courses, makes it worth a trip to the slopes whether you're new to the bunny hill or a black diamond pro.



Even a snowman gets into the groove!



PROTIP: Performing stunts outside the Stunt Areas will only slow you down—plus you won't get any points.



PROTIP: Don't edge your board for long periods of time, or you'll slow down substantially.



PROTIP: For half-pipes, pick a boarder with strong jump ability and a board with good response and stability.

GRAPHICS 5.0

The well-designed trails shimmer with colorful backgrounds and detailed pathways. Characters and boards stand out from each other thanks to individualized styles, colors, and shapes.

SOUND 4.0

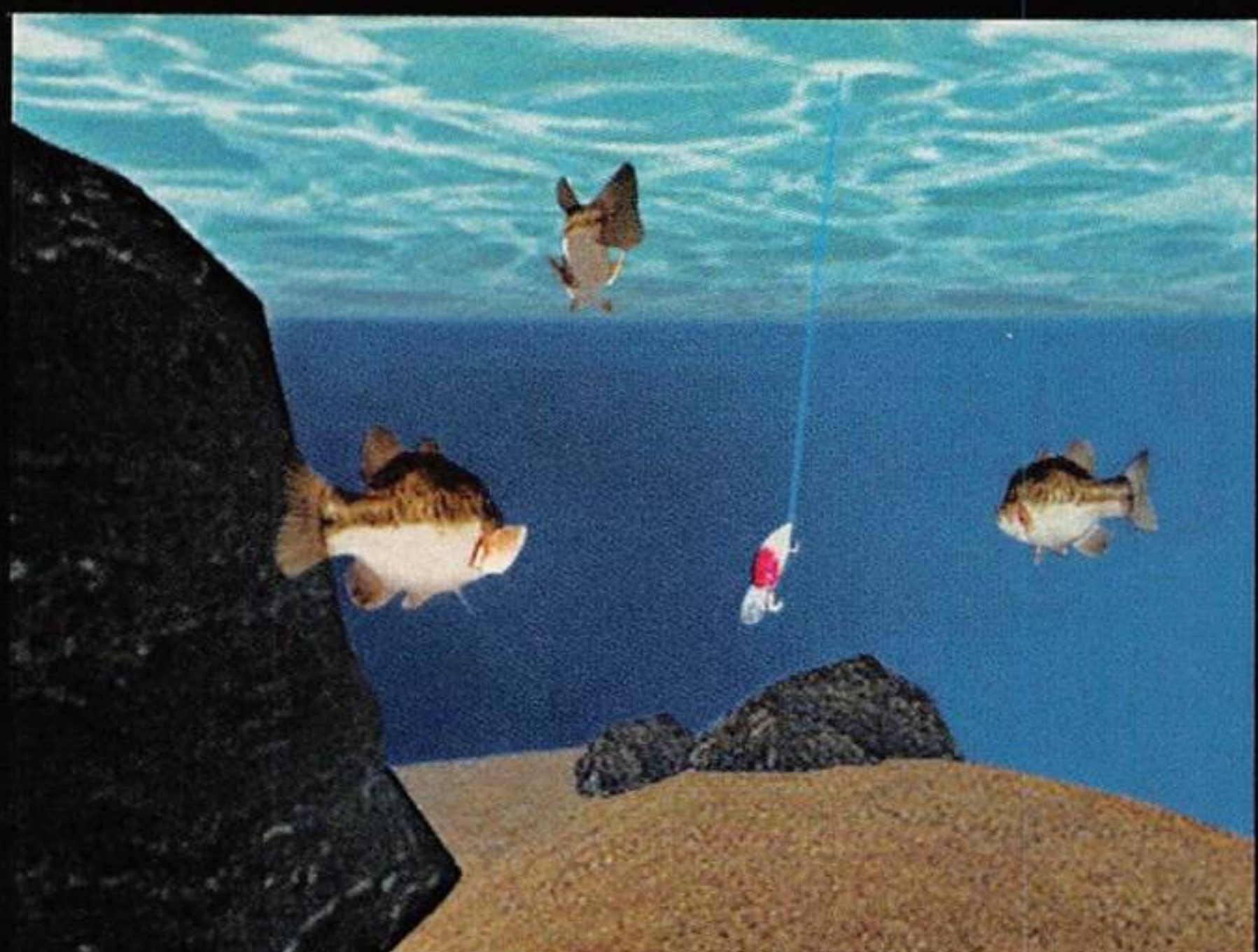
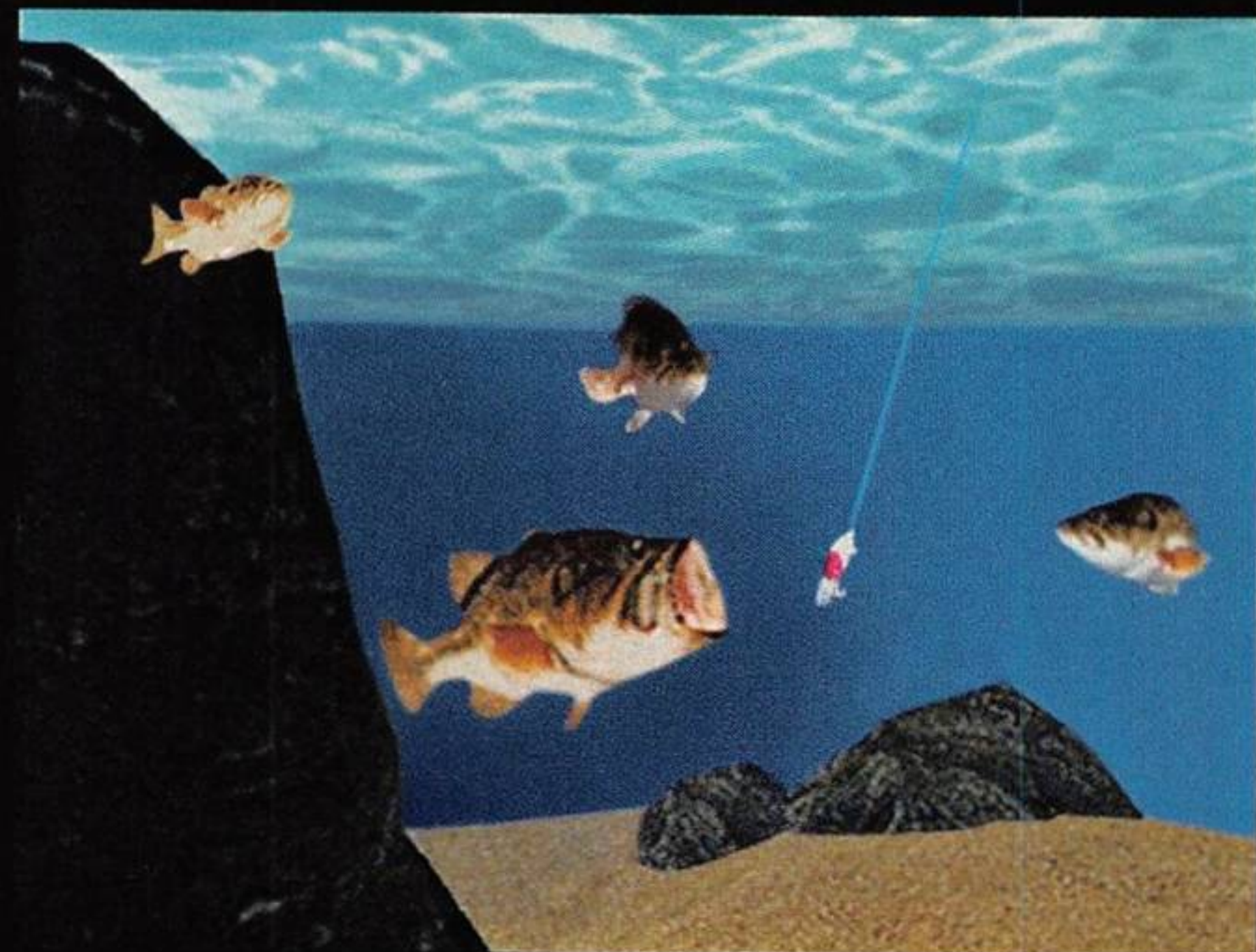
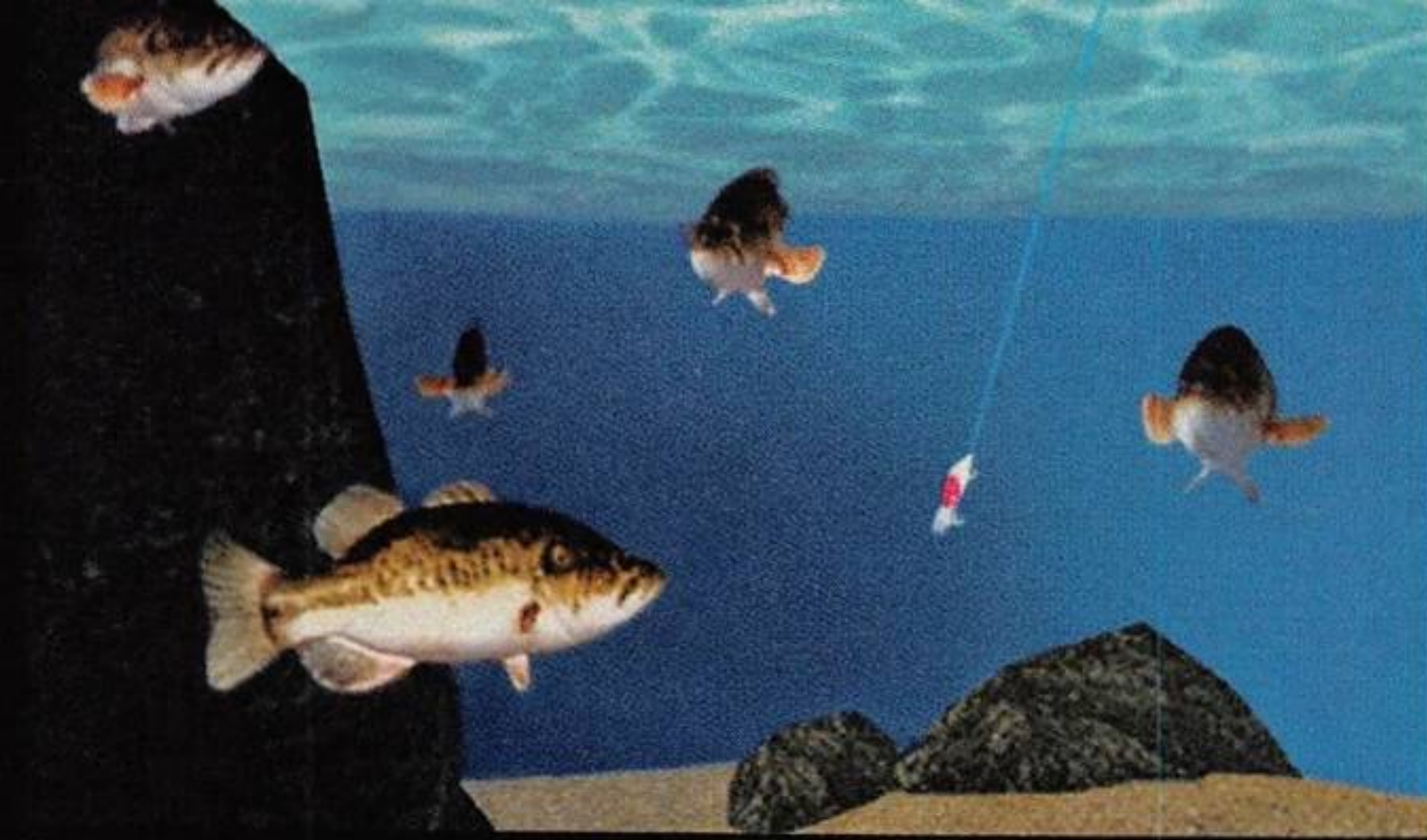
Jamming down the slopes to your boarder's theme music is a definite plus, but the game's guiding voice is an annoying backseat driver who makes sarcastic and repetitive comments throughout.

CONTROL 3.5

Big trick points require a fingerful of button combinations—but the slow button response results in frustration and not enough acrobatics at one time. Luckily, staying on the path and avoiding obstacles is a cinch.

FUN FACTOR 4.0

While the controls aren't exactly user-friendly, Rippin' Riders still has a lot to offer. Great visuals and a flurry of tracks, boards, and characters will keep the snow packed with hours of fun gameplay.



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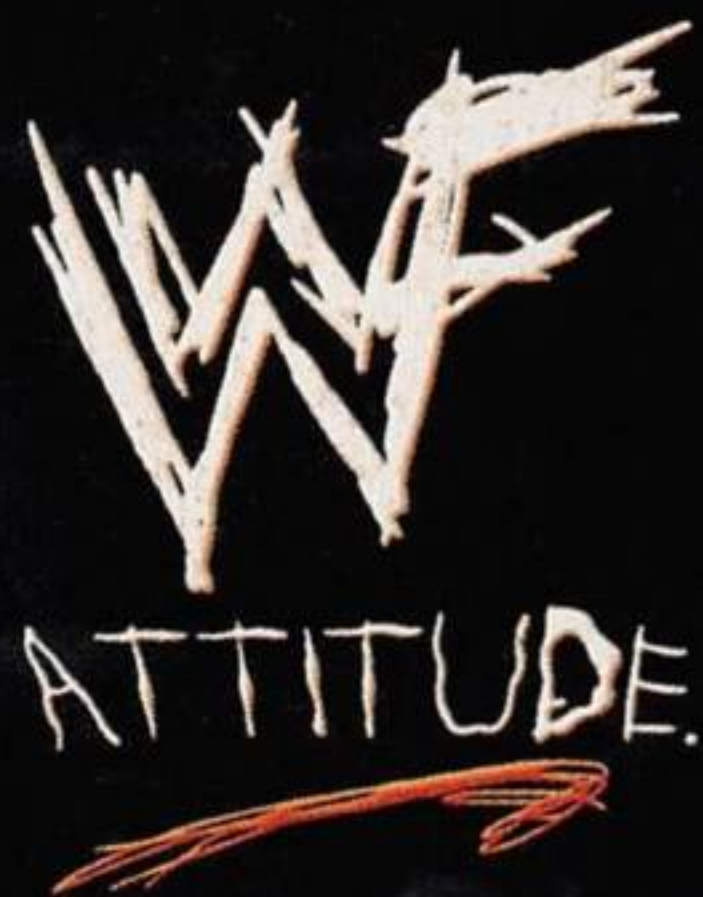
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DREAMCAST PROREVIEWS



THE DREAMCAST IS about to get a reservation at the Smack Down Hotel as WWF Attitude slams its way into that system. If you've already sold your Soul or you're just feeling a little Mortal, get in the ring for some prime-time wrestling action.

The New Brood

Attitude drops the powerbomb with an arena full of today's hottest wrestling superstars—including The Rock and Stone Cold Steve Austin—who do battle in 20-plus matches, including Tag Team, Royal Rumble, and King of the Ring. You can even create your own Pay-Per-View events.

Once you're ready to crack some skulls, you'll find that Attitude delivers staunch wrestling action. The superstars strut to the ring accompanied by accurate theme music and adorned in their personal wrestling attires. Furthermore, each stud is ready to bring the pain by way of some fierce moves and can polish off their opponents in style using wrestler-specific finishers and trademarks.

Big Red Machine

Thanks to the Dreamcast's high-powered processors, WWF Attitude looks more refined here than on the PlayStation or the N64. In fact, the only noticeable differences between the three versions are purely cosmetic: The gameplay, frame rate, and intros are all the same—which is a shame because gamers expect a little more for their 128 bits.

As for controls and sound, the Dreamcast version's also mimic the PlayStation's and N64's. The same fighting-game button tap interface is in place (and, yes, it's still hard to switch focus between brawlers during a tag-team match), while familiar sounds feature appropriate ringside effects, taunts, and a two-man commentary from Jerry Lawler and Shane McMahon.

Jabroni and the Champ

If you own only a Dreamcast and are a diehard wrestling fan, you're gonna want WWF Attitude. If you have either the PlayStation or N64 version, however, you'll be satisfied with a rental.



BY THE ENFORCER

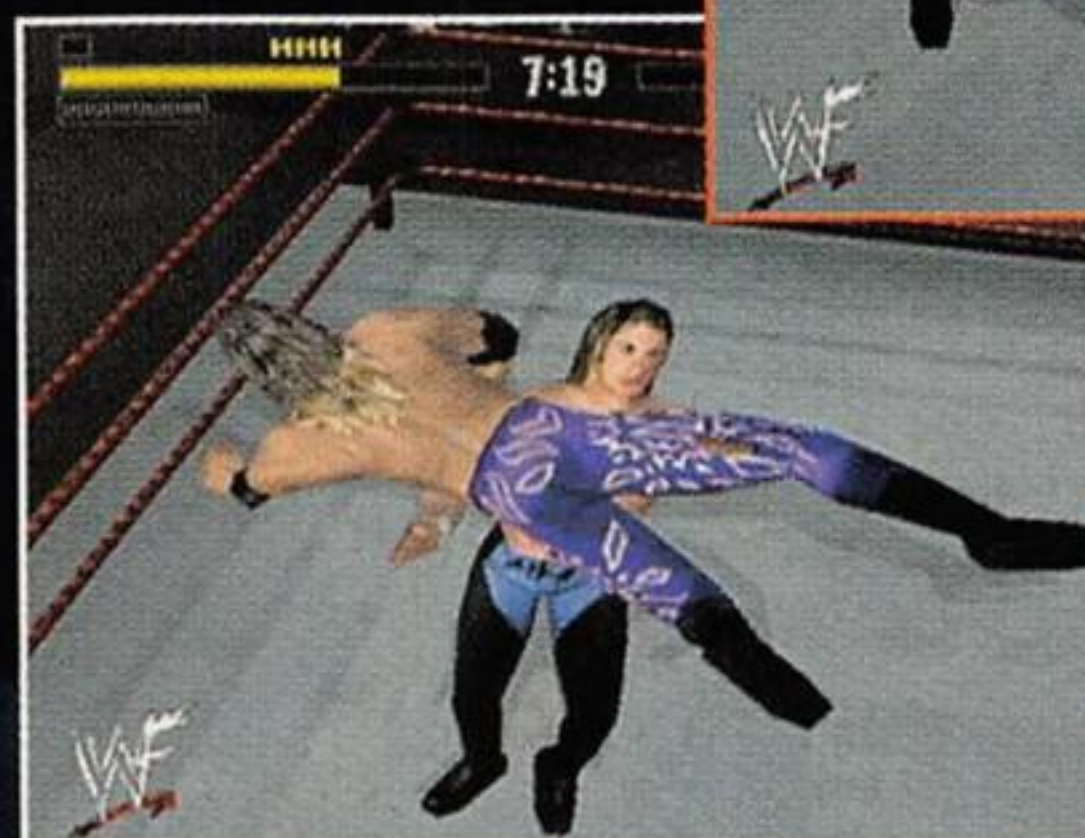
- Published by Acclaim Sports
- \$49.99
- Available now
- Wrestling
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0



Check out Edge as he leaps off the top rope onto Triple H. Ouch!

PROTIP: Send your opponent on a one-way trip to the mat with Steve Austin's Stone Cold Stunner. When your opponent's health meter is in the red, tap ↓, ↑, ↓, B or tap ↑, ↓, ↑, B.



PROTIP: Put the hurt on your opponent with The Rock's Layin' the Smack Down move. When your opponent's health meter is in the red, tap →, ←, ↓, Y, or tap ←, →, ↓, Y.

SEGA'S NEW 3D brainless brawler, *Zombie Revenge*, numbs the mind with repetitive, unchallenging gameplay. In short, it's *Dynamite Cop* with the walking dead as enemies.

I'd Be Grateful If They Stayed Dead

A side story to the hit shooter *House of the Dead* and a port of the arcade original, *Zombie Revenge* puts you in control of three agents out to save humanity from murderous deadheads. Each character has their own moves and can use a variety of



weapons found throughout the seven levels. Plus, ZR is packed with modes, including a weaponless play mode, a one-on-one fighting game, and a Versus Boss mode where battlers can go head-to-head against the big baddies.

Right from the start, however, ZR is bruised by its mundane controls. Using only one button for punch and kick combos, and another button to fire weapons is easy—but with a short list of moves, your pugilistic outbursts immediately become déjà vu. Plus, button response is sometimes slow, making it difficult to go up against multiple foes.

The Very Rocky and Horrific Picture Show

Zombie Revenge does manage to be visually sharp with lots of detail: Colorful levels and a multitude of environments highlight the game—but there's slowdown when gangs of zombies start fighting back. Moreover, the sterile soundtrack quickly fizzles the action; indeed, the game's music sounds like it came from a cheap horror flick, and the voice-overs are lifeless.

For those who didn't get enough beat-em-up action from *Dynamite Cop*, *Zombie Revenge* is worth renting. Otherwise, the boredom of the lobotomized hit-and-kick action will wear down any brawler.



BY FOUR-EYED DRAGON

- Published by Sega
- \$49.99
- Available December
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	3.0	2.5



PROTIP: The best combo on the walking dead is: a few shots, then a flurry of knuckles and flying feet.



PROTIP: With the last guy, fire until his shield raises, then hit him with all you have, using fists and feet.



PROTIP: Don't hesitate to go through doors on the side of pathways. They'll usually lead to power-ups and heavy weaponry.

GUT CHECK



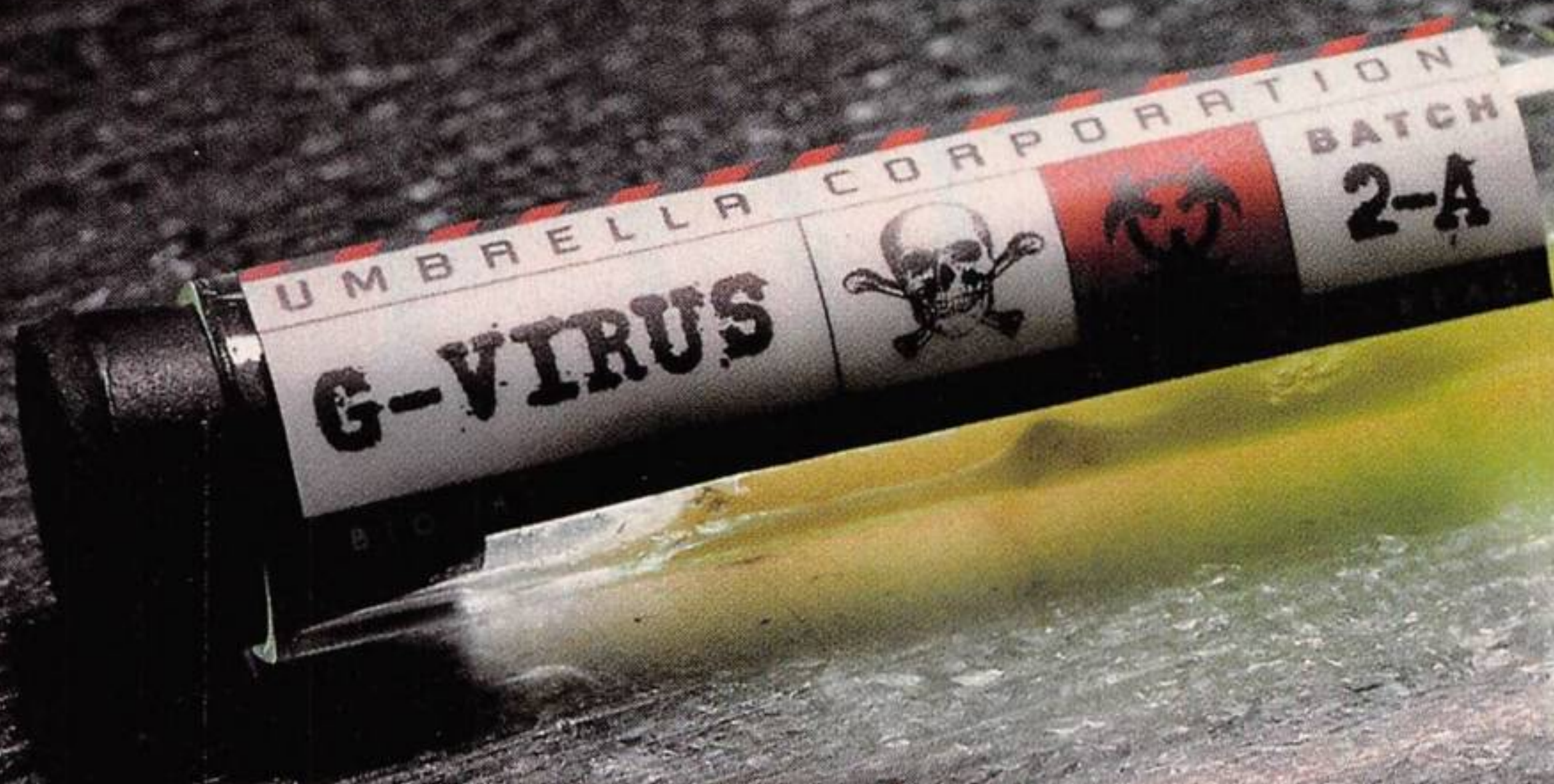
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Some secrets come back to haunt you.

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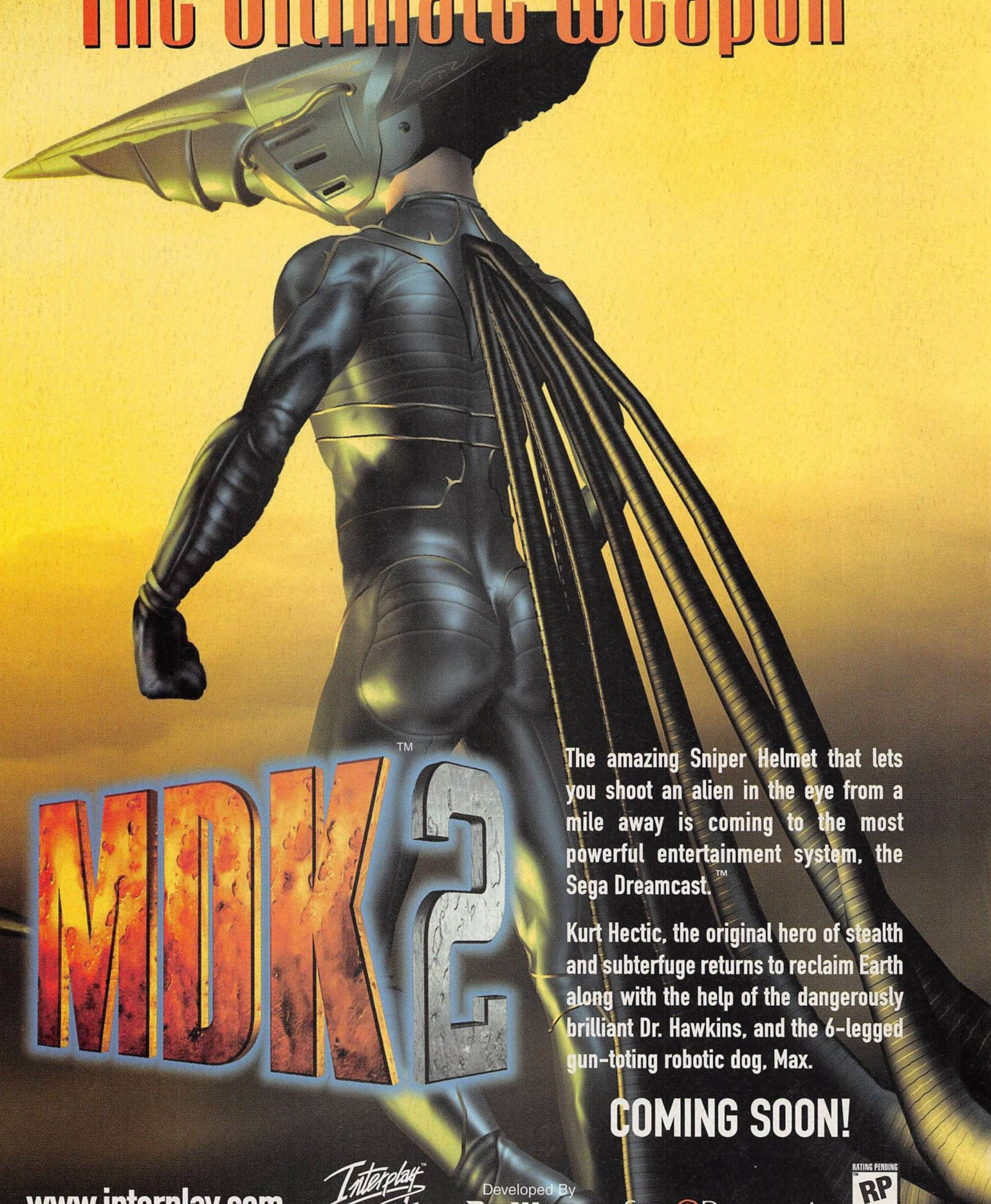




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On the Sega Dreamcast™

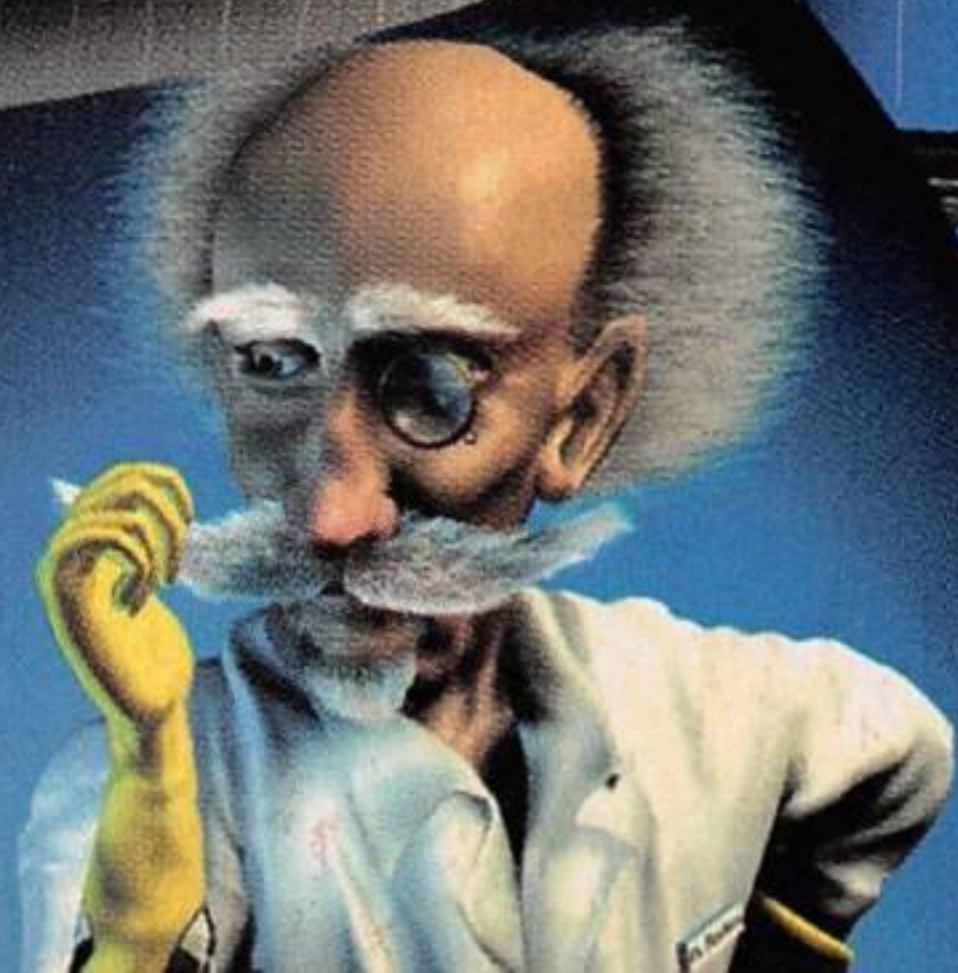
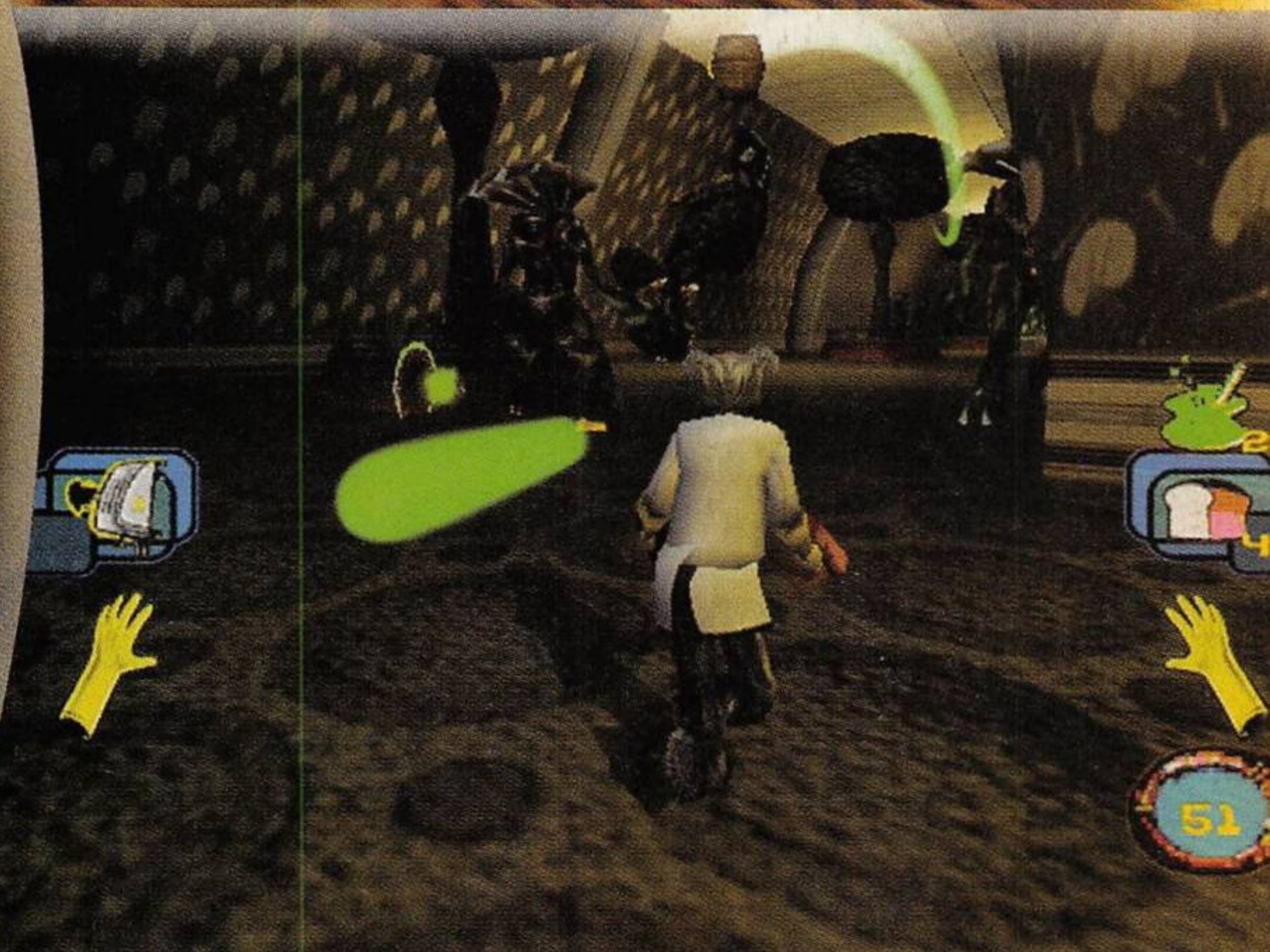
- Play as 3 heroes, each offering a different gameplay experience:

Max - Blast aliens with 4 different weapons simultaneously.

Dr. Hawkins - Solve puzzles to create deadly weaponry.

Kurt - Sneak, snipe and shoot in a new suit equipped with a cloaking device.

- Unique weapons like the Black Hole Bomb, the Atomic Toaster, and Bouncing Sniper Shots that hit enemies around corners.
- MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.





BY THE ENFORCER

- Published by Sega
- \$49.99
- Available now
- Basketball
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	5.0

There's No Stopping NBA 2K!

PLATFORM
Dreamcast



SPORT
Basketball



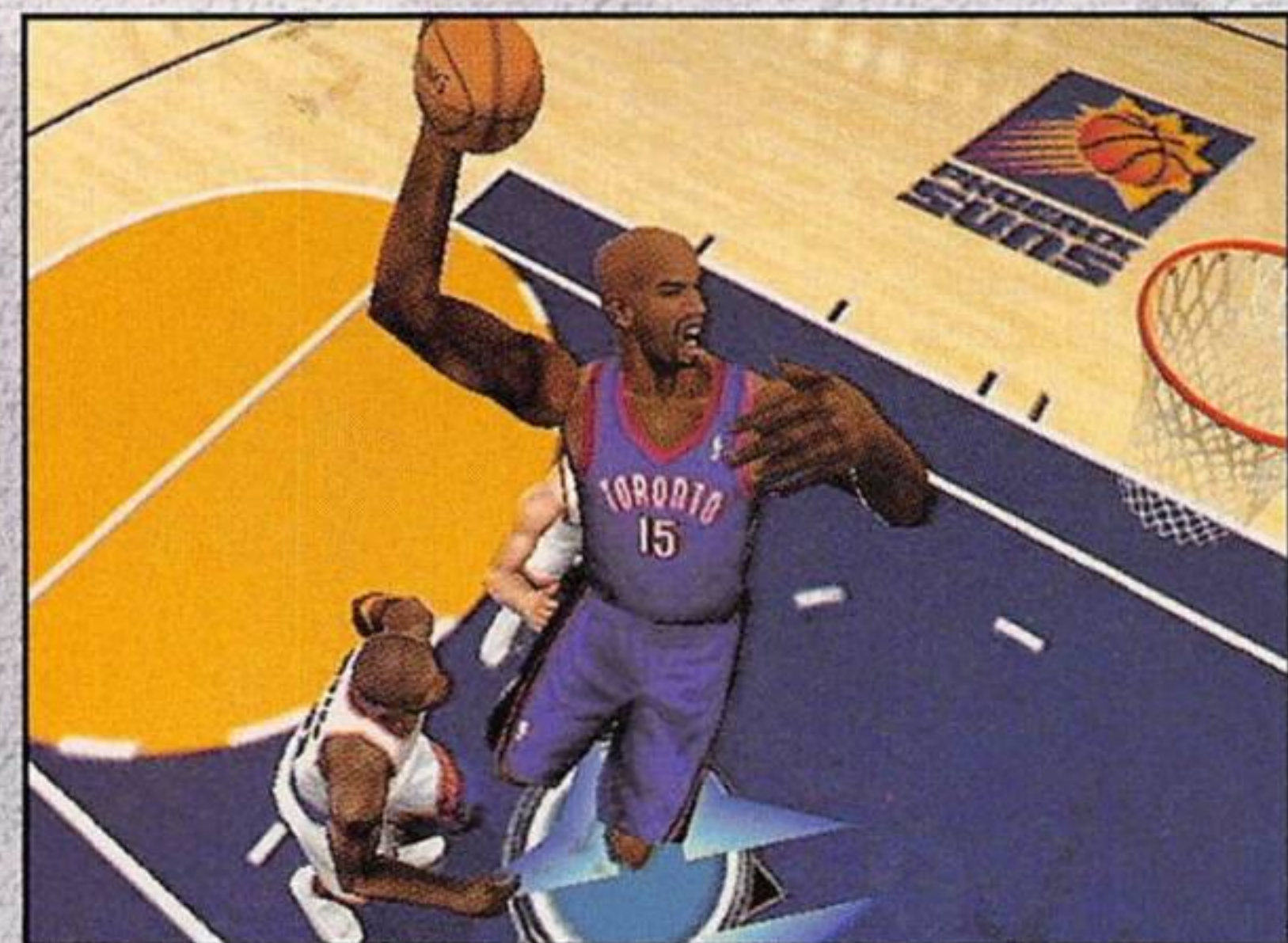
THE DREAMCAST'S POWERS are in full effect as NBA 2K runs and guns its way down the court. Just as NFL 2K changed the face of football, NBA 2K goes to the rack hard with the most beautiful and fun hoops game of the century.

No Glove, No Love

From the opening tip-off, you'll notice the fantastic graphics—never before has a basketball game looked this real. All the virtual athletes' faces, bodies, and game-time attire have been faithfully reproduced, and each player busts the most incredible moves ever captured—there are a whopping 1300 mo-cap animations in NBA 2K. Furthermore, each athlete's face is amazingly articulate, exhibiting a stunning range of emotions: disgust, joy, elation—you'll see it all.

NBA 2K's sound brings the noise just as hard as its graphics bring the funk, featuring smooth two-man commentary, a PA announcer, and the best in-game effects ever. You'll hear the players talking smack after thundering slams and monster blocks, and even while running up court.

Controlling each virtual athlete is a breeze thanks to NBA 2K's tight control. All the standards are at your fingertips: icon passing, turbo, on-the-fly play calling, a deke button, and more. As in NFL 2K, though, control is still an area that could be improved for next time: The next-generation control sets are still running behind those of current PlayStation titles like NBA Live 2000 because they lack advanced schemes, such as head fakes and fake first steps.



NBA 2K sports the most lifelike graphics of any hoops game ever.

NBA 2K

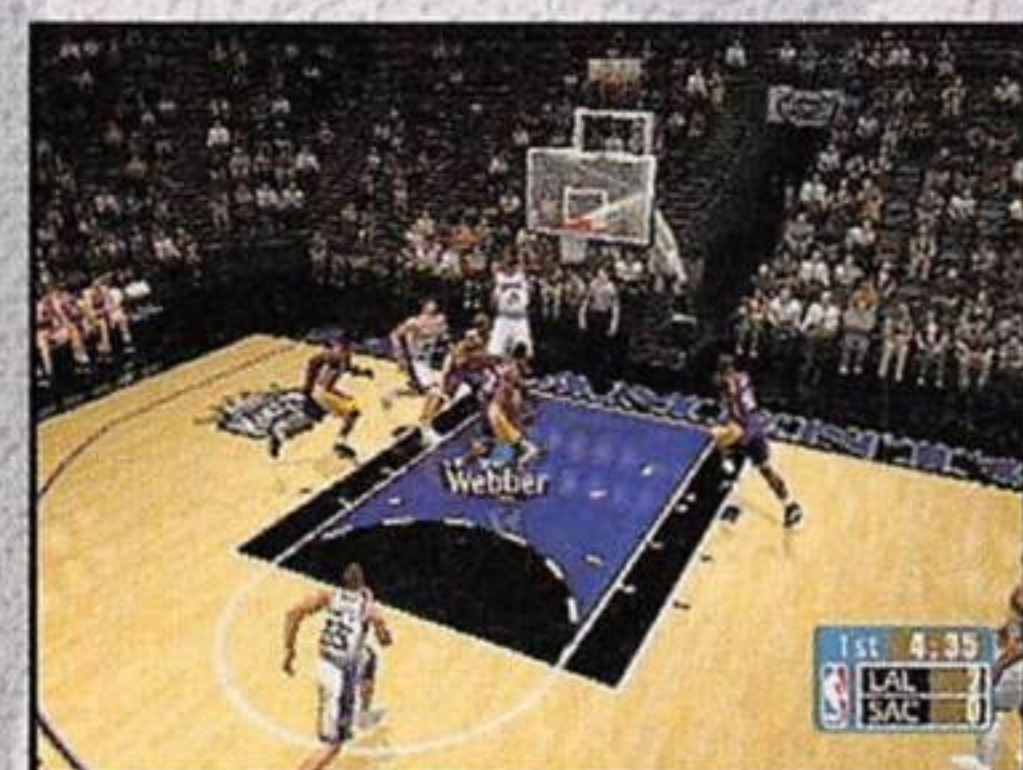
Air Mail Express

In the locker room, NBA 2K features all 29 franchises, stacked with all the current veterans and this year's crop of rookie sensations—you can also create your own baller and put yourself in the game. After selecting your squad, you'll be able to hoop it up in four excellent play modes.

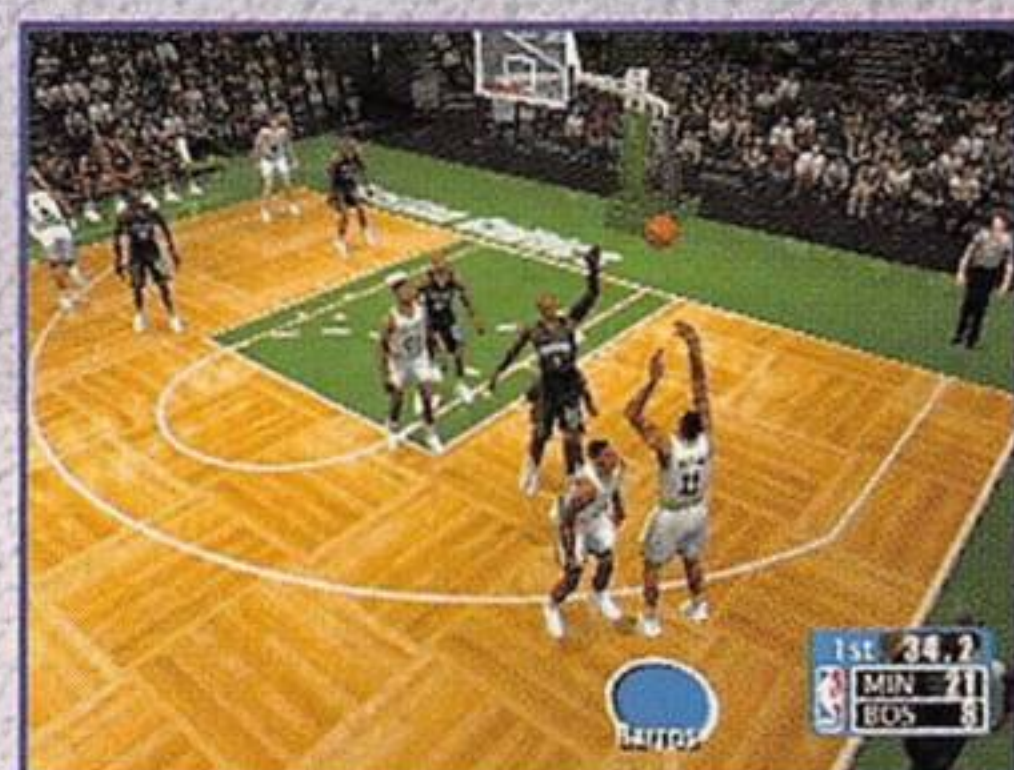
Fortunately, NBA 2K's action doesn't suffer from rookie-itis. While there are some definite quirks during each contest—like questionable charging calls and players standing out of bounds when receiving passes—the gameplay is pretty tight and will almost certainly pose a challenge at the highest play setting to even the most seasoned vets.

Duncan on Your Head

If you're crazy into sports, you gotta have NBA 2K. Not only is it the most outstanding-looking sports game of all time, it also plays like a champ. This is where the real show-time is.



Chris Webber slams home a Jason Williams feed with authority.



PROTIP: Use screens effectively to set up your three-point threat.



PROTIP: As soon as an opponent fires an outside jumper, take control of a player near the rim for the rebound.



PROTIP: Once you grab a rebound or steal a pass, use icon passing to push the ball up-court to your guard or forward for some fast-break points.



PROTIP: Never give up on defense. If you time your jump right, you can swat shots from behind.



Jamal Mashburn takes it hard to the rack for two.

GRAPHICS 5.0

Visual Concepts (the developer) set out to blitz your visual senses with the most spectacular sports graphics ever—and it's succeeded. All the virtual athletes' faces, bodies, and game-time attire have been faithfully reproduced, and each busts the most incredible moves ever captured.

SOUND 4.5

It's not all perfect: There are times when the announcers are way off or when players are interrupted in mid sentence. The overall flow, though, is excellent.

CONTROL 4.0

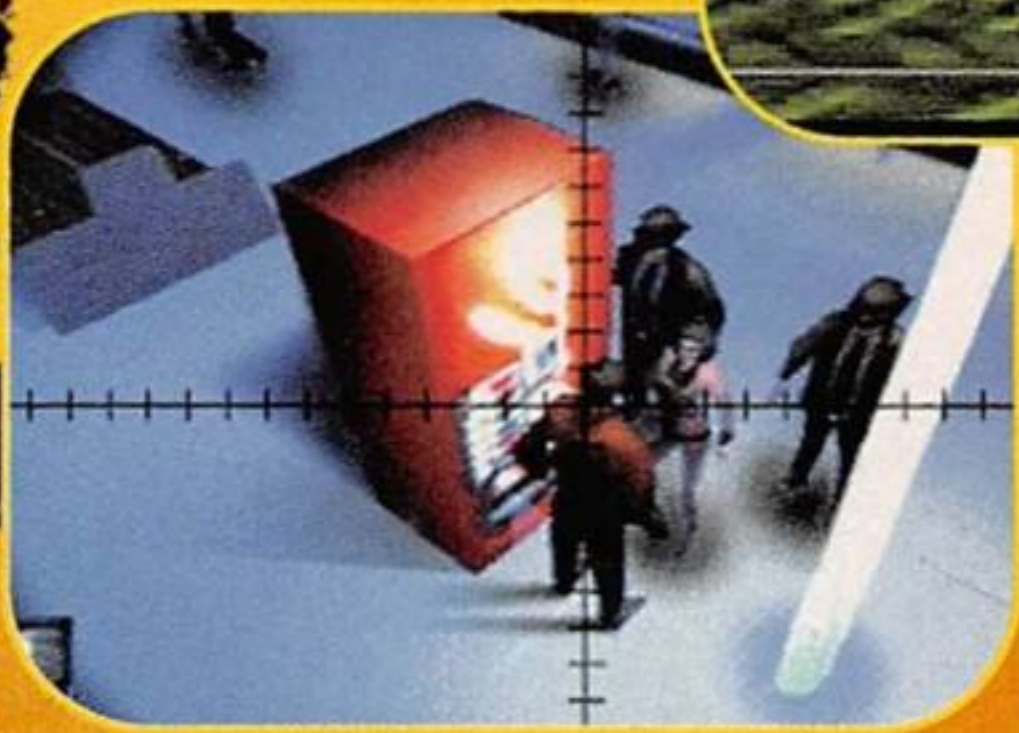
Controlling each athlete is a breeze thanks to NBA 2K's tight control. Visual Concepts needs to up the ante, however, with head fakes, fake first steps, and the like, for next year's game.

FUN FACTOR 5.0

As with NFL 2K, if you own a Dreamcast, you have to buy NBA 2K. Its awesome graphics and superb gameplay set it heads and shoulders above any basketball game ever made.

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NCAA March Madness 2000 Reigns as King of the Court

PLATFORM
PlayStation



SPORT
College basketball



BY THE ENFORCER

- Published by EA Sports
- \$39.99
- Available December
- College basketball
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



NCAA MARCH MADNESS 2000 applies a full-court press to totally stymie NCAA Final Four 2000 and take home the national championship. In fact, with its excellent hoops action and kick-ass features, March Madness is so good, it even challenges NBA Live 2000 as the best basketball game of the year.

A Definite PTP'er

Forget what you think you know about the March Madness franchise—this year, EA Sports has turned it upside down. For starters, Black Ops (the developer) has revamped the graphics to produce not only better looking virtual athletes, but also a faster, smoother frame rate. Furthermore, you can adjust the speed of the game to your liking.

Another area that has received a massive upgrade is MM2000's control. Unlike last year's game in which the deke moves were useless and the player control was significantly less than tight, MM2000 rules the court. EA Sports has implemented what it calls "dynamic dribbling," inspired by Houston Rockets rookie Steve Francis. Now you can break down your opponent with head fakes, fake first steps, and some of the most wicked ankle-breakers ever seen. There's even a dive button that enables you to leap for loose balls.

In addition to its overhauled graphics and control, MM2000 contains superb sound. It has all the right on-court bells and whistles, as well as over 80 crowd chants and 60 fight songs. There's also a two-man commentary booth featuring Ron Franklin and the voice of college basketball, Dick Vitale.

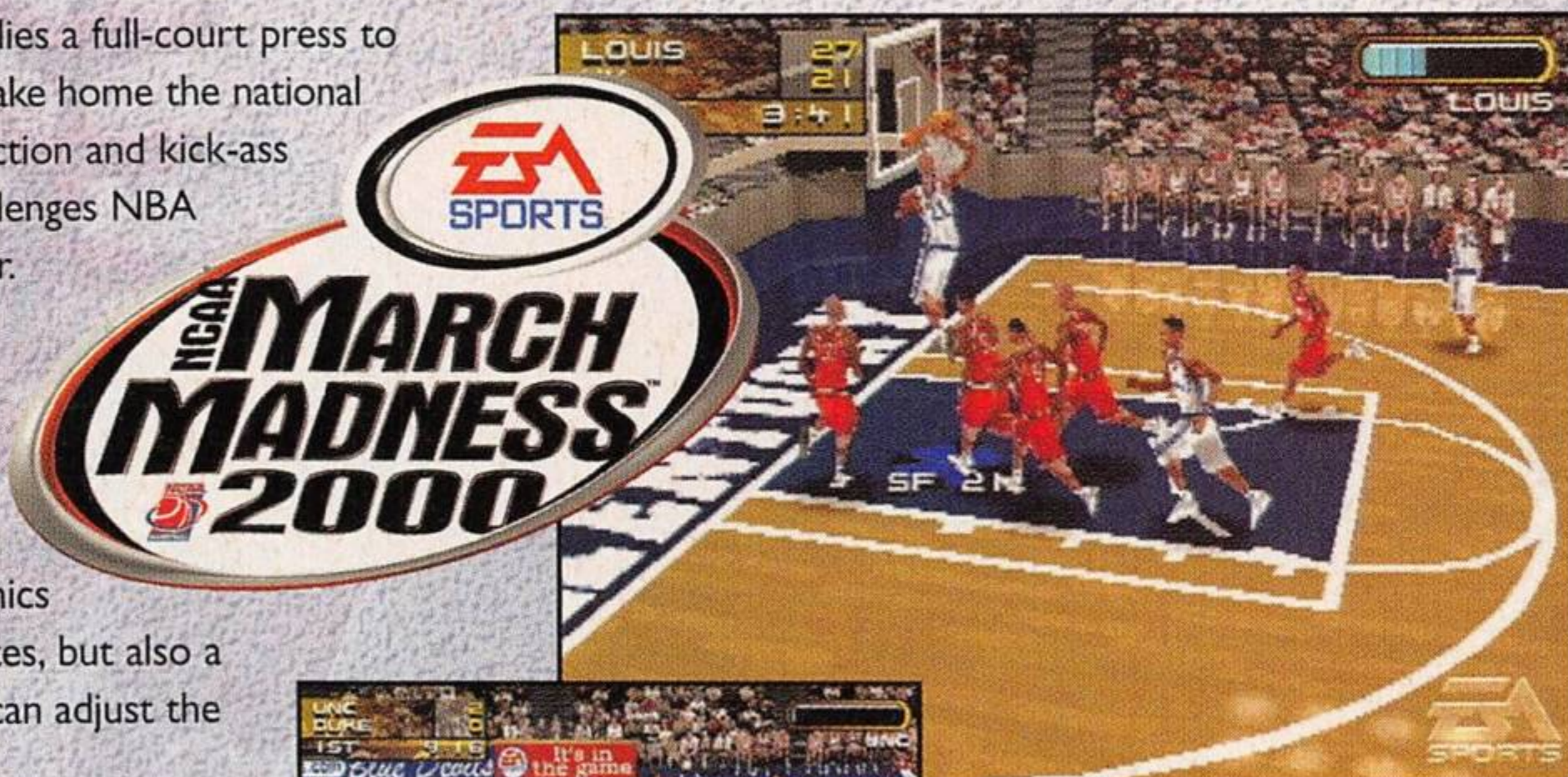
Shootin' Lights Out

As you'd expect, March Madness 2000 is stacked with a host of schools—150 to be exact—representing a multitude of conferences such as the SEC, ACC, and Pac-10, as well as the SWAC, MEAC, and Ivy League. After selecting a squad, you can engage in four play modes, including the excellent Dynasty mode, with its expanded recruiting process, and a women's team tournament mode.

When you hit the court, you'll be in for some serious competition as EA Sports has tightened up the overall gameplay by implementing an adjustable A.I. Aside from the normal experience levels, MM2000 has made it possible for you to tweak gameplay attributes such as the frequency the computer will shoot, steal, foul, and so on. The end result is a superb playing hoops game.

All-American

Even though it lacks the immense lineup of teams that NCAA Final Four 2000 sports, NCAA March Madness 2000 is without a doubt the best hoops game for the PlayStation, pro or otherwise. Its polished player models, smooth gameplay, and wealth of features make it the must-have basketball game of the season. **G**



Once you master MM2000's "dynamic dribbling" techniques, you'll dominate the competition.

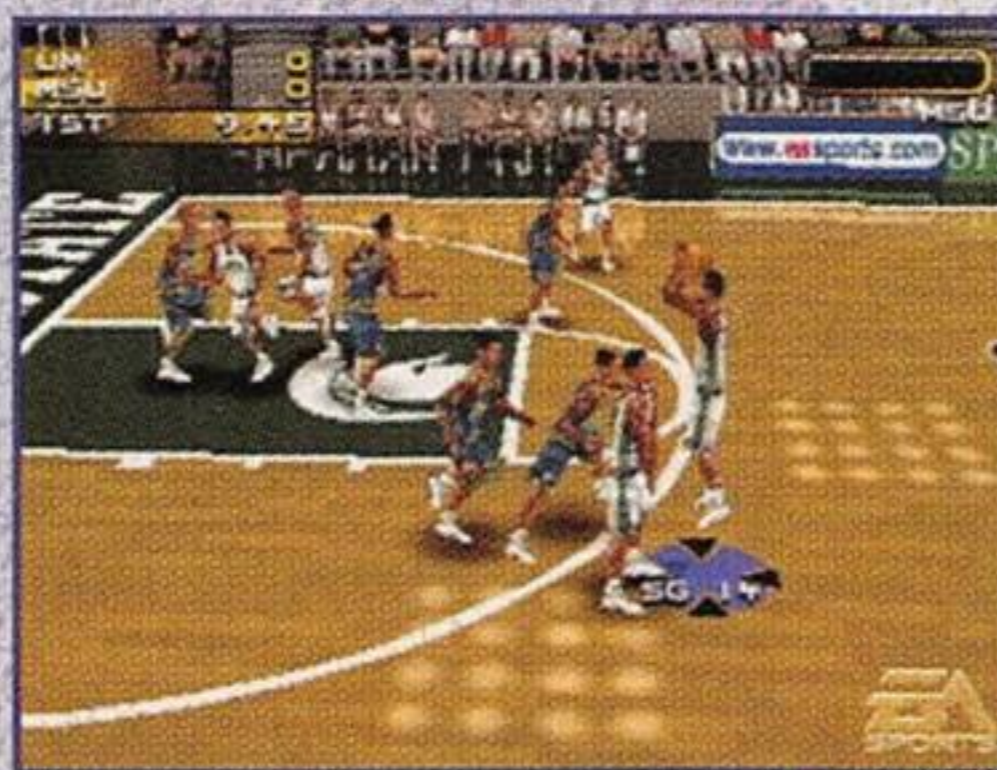
The UK Wildcats are on the prowl for another national championship.



PROTIP: When on defense, press and hold R2 to front your opponent and keep them from driving around you.



PROTIP: If you have a big, bruising center like number 34 for Auburn, work the ball around the perimeter until he's open underneath. Jam city, baby!



PROTIP: Use screens to get your three-point threat looks at the rim.

PROTIP: After a defensive rebound, wait for the pack to clear out before passing the ball. Otherwise, you risk a turnover underneath the basket.



GRAPHICS 4.5

These are some of the best hoop graphics on the PlayStation. Each virtual athlete looks the part, and the frame rate has been bumped up to run smoother and faster than ever.

SOUND 4.5

You won't find better atmospheric college hoops effects anywhere. Enthusiastic crowd chants, energetic school fight songs, and two-man commentary featuring Dick Vitale—what more could you want?

CONTROL 4.5

Like the graphics, this year's control rocks! With the advent of "dynamic dribbling," you'll be runnin' the floor and dishin' the pill like the PTP'er you always knew you were.

FUN FACTOR 5.0

By combining awesome graphics, tight control, and total college attitude, NCAA March Madness 2000 delivers the hoops goods in championship fashion. If you love basketball, you'll love this game.

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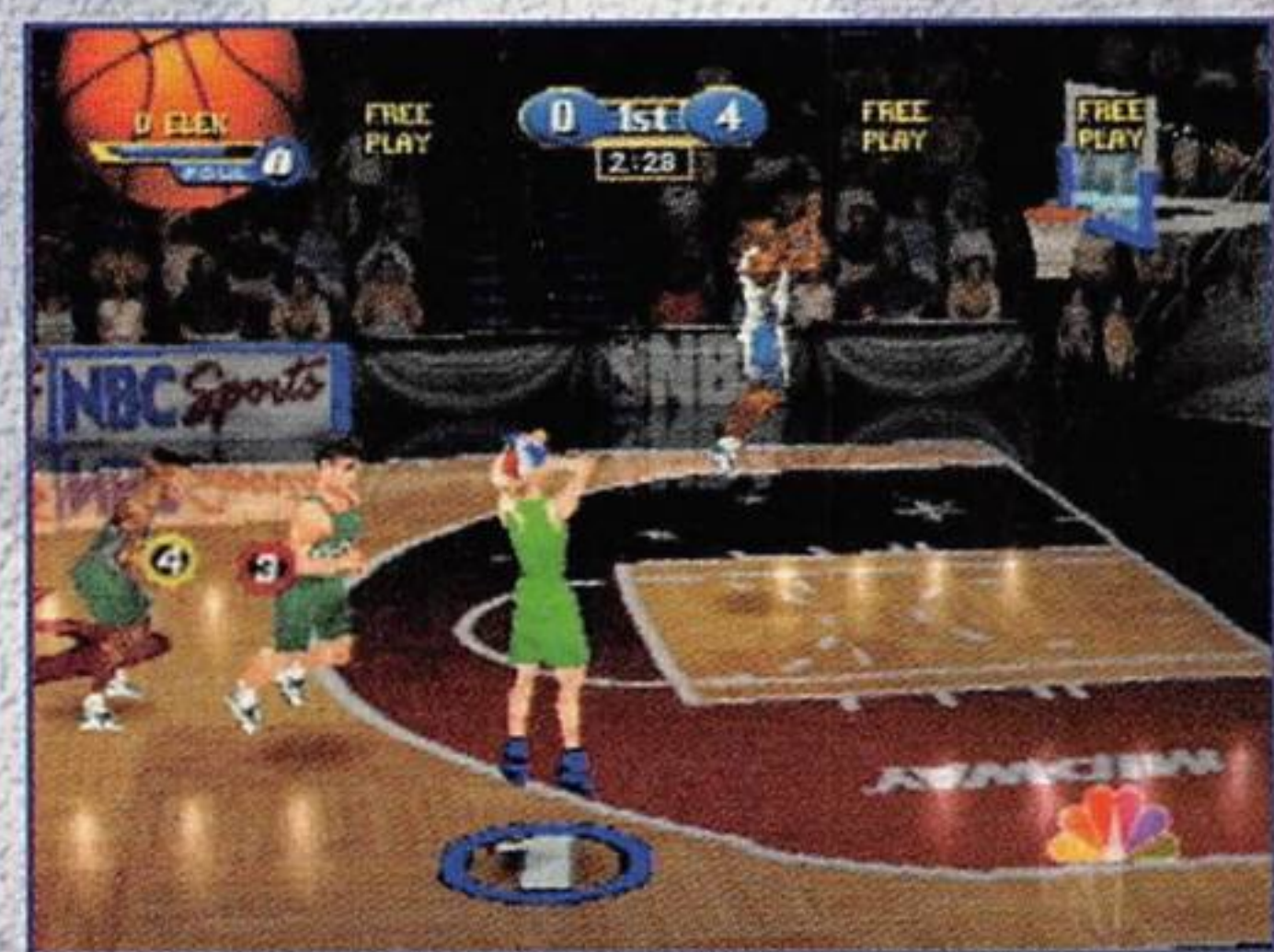


NBA Showtime: NBA on NBC

PLATFORM
PlayStation



SPORT
Fantasy basketball



THERE WAS A time when the PlayStation could deliver arcade-perfect game experiences. But NBA Showtime is a new breed of coin-op, and while you'll still find all the gameplay in the PlayStation version, you'll definitely miss the arcade version's killer graphics.

Veteran Gameplay, Rookie Looks

Part of the appeal of the arcade 2-on-2 dunk contest was the high-resolution facial textures—it looked like you could lean over and kiss Charles Barkley (if you were so inclined). That's not the case here; the PlayStation simply can't copy this puppy pixel for pixel, which results in smallish, polygonal players without many details.

The gameplay, however, is just as fast as it was in the arcade, and, ultimately, speed is

more important than looks in a game that consists of nothing but fast breaks. Responsive (and totally configurable) controls make the slammin' and jammin' easy, especially for sports gamers already accustomed to Midway's standard three-button layout.

Plus, the PlayStation's generous CD space allotment means it's ready, willing, and able to accommodate all the audio elements of the coin-op, from the shoe squeaks and fire-shot whooshes to the play-by-play that mentions each player by name. Full four-player games and a create-a-player option keep your interest for a long time, but it's a shame the instant replays had to go.

◀ **PROTIP:** For the hidden Midway black-and-red court, select your team's second player, then hold Shoot and Pass while pushing Up on the directional pad.



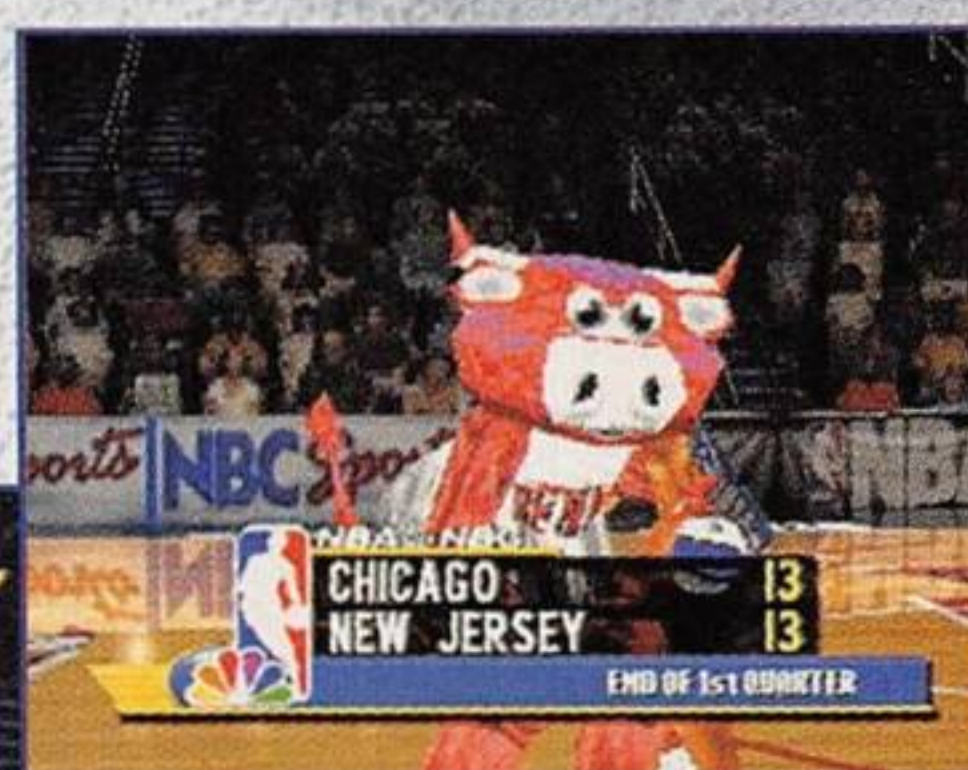
BY DAN ELEKTRO

- Published by Midway Home Entertainment
- \$39.99
- Available now
- Fantasy basketball
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



▶ **PROTIP:** To play as Benny, the Chicago Bulls mascot, enter the name "BENNY" and the number "0503."



◀ **PROTIP:** If you can snag your own rebound or blocked shot, tap the Shoot button for a second-chance shot before your feet hit the floor.

Sweet Shot

You might miss the arcade sparkle and a few frames of animation, but the PlayStation version of NBA Showtime still delivers at the line. With fast gameplay and tons of its trademark secret codes and characters, Showtime's got the important stuff that gamers crave. **G**

NBA Showtime: NBA on NBC

PLATFORM
Nintendo 64



SPORT
Fantasy basketball



TRUE TO ITS arcade origins, NBA Showtime delivers a heaping dose of basketball action with no learning curve. It's lost a little luster in the home translation, but the rapid-fire gameplay is still firmly intact on the N64.

Up & Odom

All 30 NBA teams are here, packed with stars like Karl Malone, Paul Pierce, Larry Johnson—and even this season's hot Clippers rookie, Lamar Odom. Once the game begins, it's high-flying slams versus hail-mary threes: all action, no simulation. If you like your basketball as a dunk contest with a scoreboard, Showtime's your game.

Graphically, the N64 looks understandably weak compared to the 3dfx-powered arcade original. Details are a little lacking, and there are some jagged edges, but the frame rate's still impressively high and the action is speedy. Unfortunately, a few concessions have been made for Nintendo's cartridge format: Instant replays are gone as is the announcing of names during the play-by-play.

Thankfully, controls are tight in response, and you can easily reconfigure them to your liking—a small detail that carries a lot of weight.

The Need for Speed

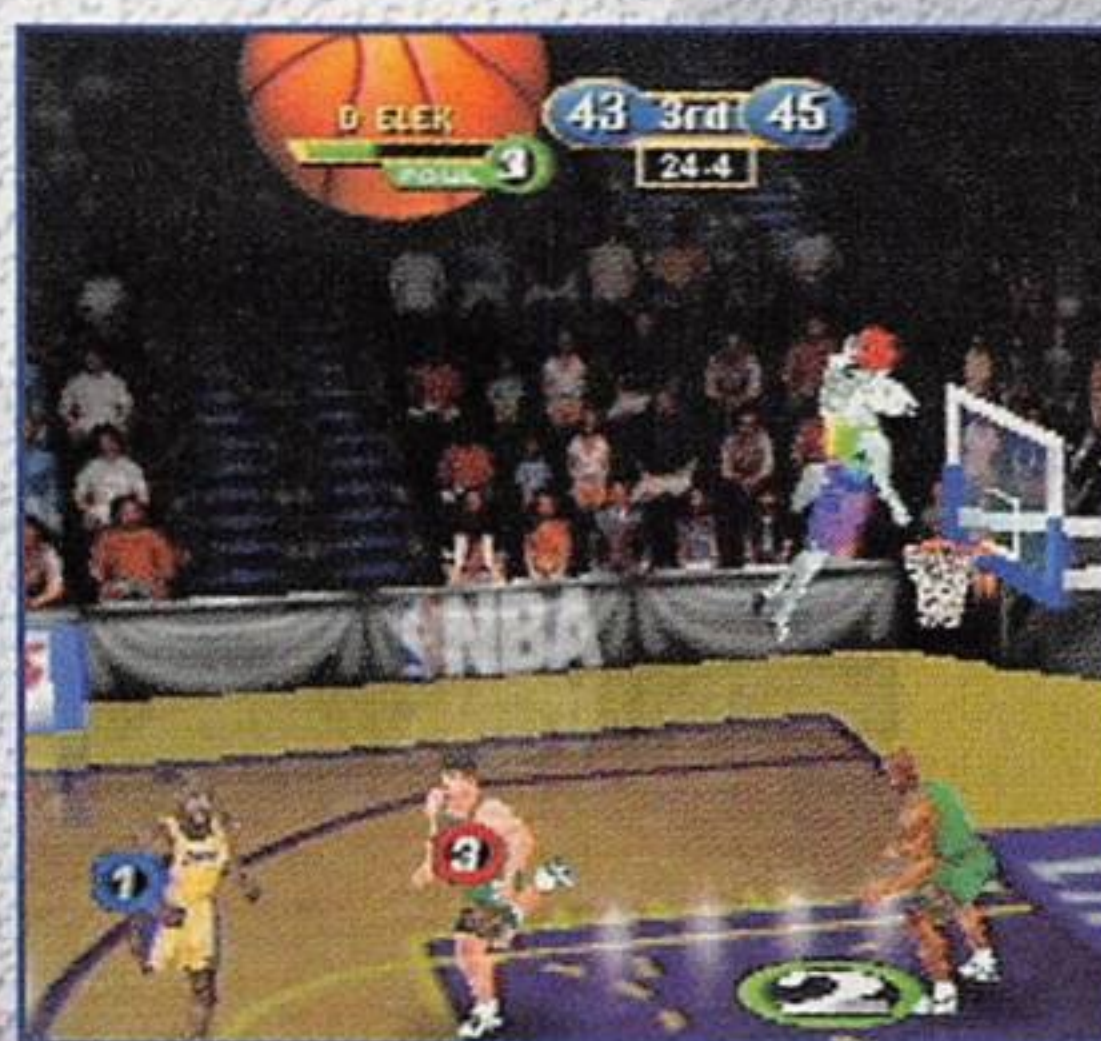
NBA Courtside might be prettier and NBA Live 2000 might be more realistic, but no other basketball game can deliver the high-octane antics of Showtime. Recognizing both the N64's capabilities and shortcomings, Midway was wise to favor the gameplay elements over a quest for graphical flash. From character creation and secret codes to brisk gameplay and four-player action, all the stuff that matters to a serious NBA Showtime fan is here. **G**



BY DAN ELEKTRO

- Published by Midway Home Entertainment
- \$49.99
- Available now
- Fantasy basketball
- 4 players
- ESRB: Everyone

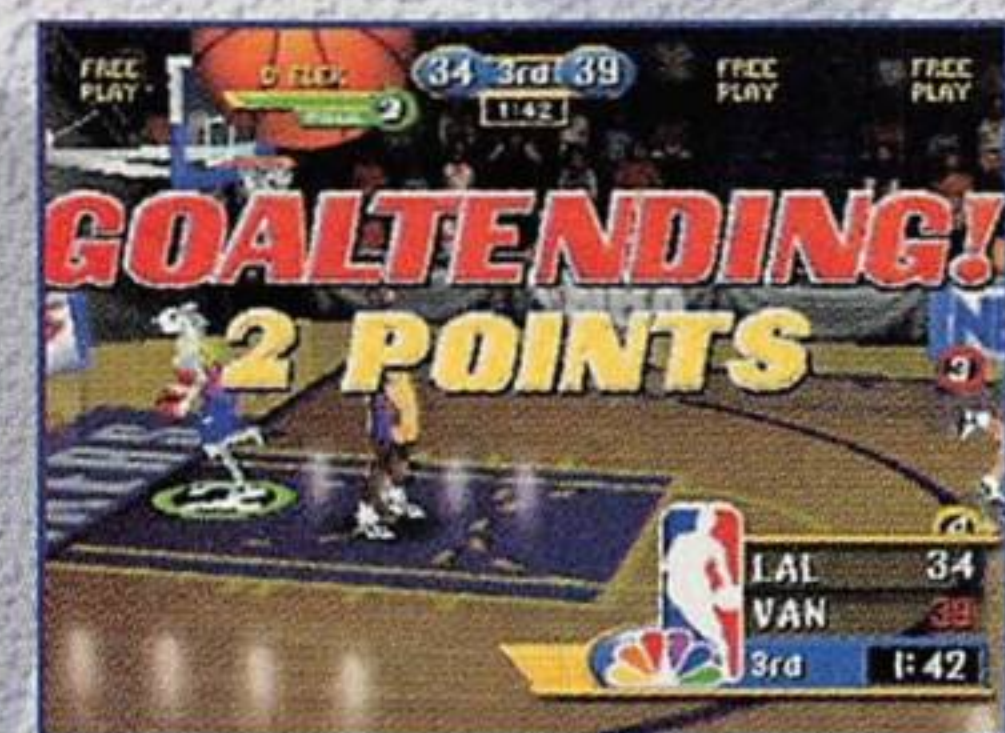
GRAPHICS SOUND CONTROL FUN FACTOR



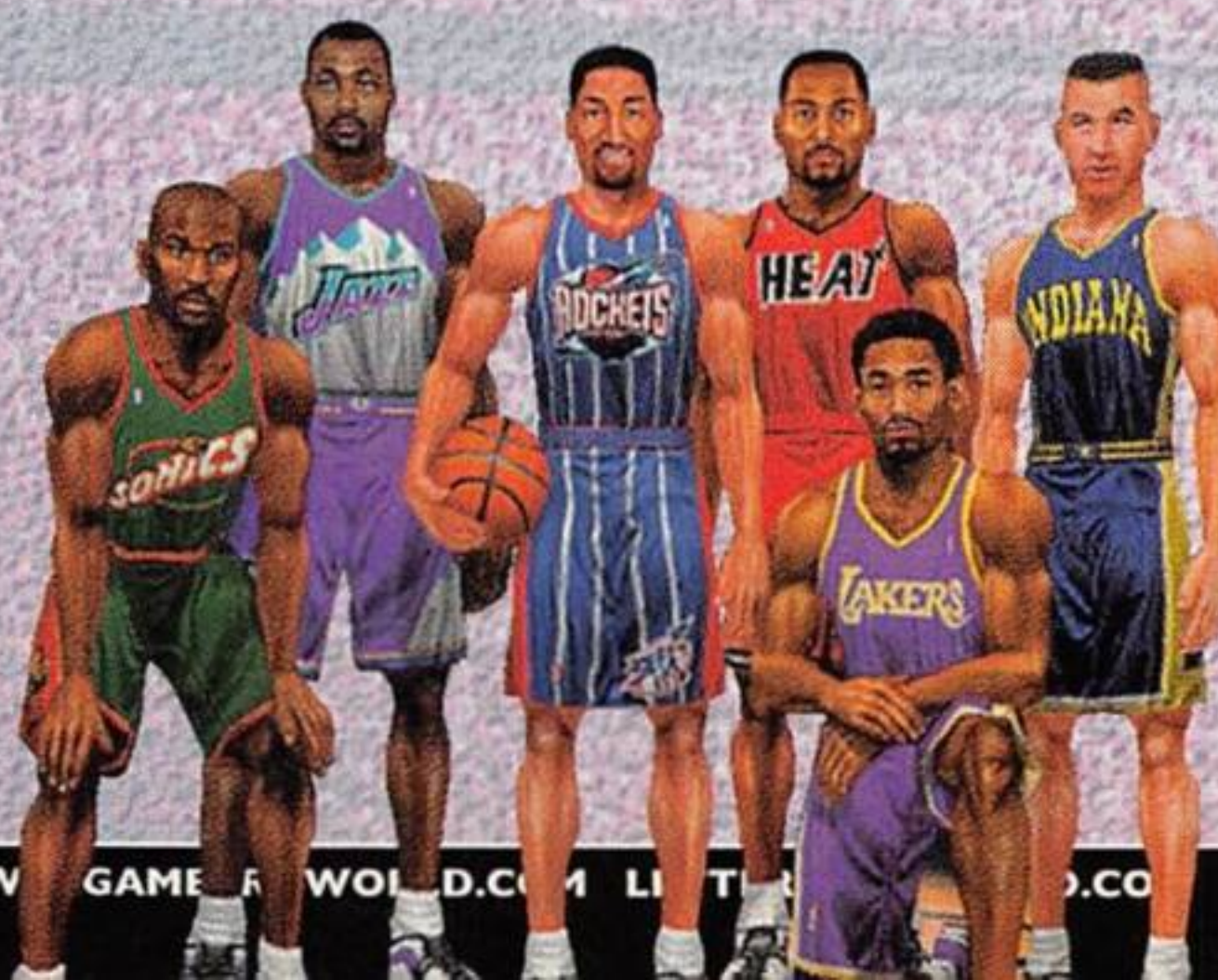
◀ **PROTIP:** To play as the secret stallion characters, enter "HORSE 1966" for the white horse or "PINTO 1966" for the brown one.



▶ **PROTIP:** Get clear before you shoot. Even from your hotspot, a hand in the face reduces your chances.



◀ **PROTIP:** When your player is one basket from catching fire, it's worth goaltending to keep the streak alive.



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NCAA Final Four 2000

PLATFORM
PlayStation



SPORT
College basketball



NCAA FINAL FOUR 2000 is taking the court this year ready to defend its national championship with an unparalleled number of teams and silky-smooth gameplay. Unfortunately, March Madness 2000's wealth of features and out-of-this-world hoops action will crush Final Four 2000 in this year's tournament.

Throwin' Up Bricks

Final Four 2000 is a definite upgrade from last year's game, sporting over 300 Division I-A schools from 31 conferences like the SEC, ACC, and OVC; four play modes; and a create-a-player feature. Once you're ready to go, you'll find Final Four 2000 is a solid, well-playing game. The computer plays tough defense and really works the ball around until it has an open shot.

Unfortunately, instead of truly taking an awesome franchise to the next level, 989 has rested on its laurels. FF2000 is almost in every way the same game as FF99. Graphically, it's hardly changed. Sure, there are some new mo-capped moves and player animations, but nothing revolutionary. Soundwise, the appropriate on-court effects are present, but 989 has once again insisted on using Quinn Buckner for the one-man commentary. Not only is he boring, but a lot of his dialogue has been recycled from the previous game.



PROTIP: If a defender gets in your face while taking a shot, hit the **O** button to pass off to an open teammate.

The game's control is just a step above last year's, now featuring the ability to pass off during a shot. The control is nowhere near as dynamic, however, as March Madness's, which contains fake first steps and head fakes. Even an effective crossover is sorely missing.

Unless you're looking for a quick-hit hoops experience, or your favorite team is Murray St. University, you're going to want to stick with March Madness 2000. While 989 did tweak a few general areas to improve the gameplay, NCAA Final Four 2000 just isn't in the same league. **S**

NIT Bound

Unless you're looking for a quick-hit hoops experience, or your favorite team is Murray St. University, you're going to want to stick with March Madness 2000. While 989 did tweak a few general areas to improve the gameplay, NCAA Final Four 2000 just isn't in the same league. **S**



BY THE ENFORCER

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	3.0	3.0



PROTIP: When in-bounding the ball from near center court, look for your point guard to break toward the paint, then use icon passing to dish him the rock.



PROTIP: If you have trouble on defense, play off your opponent a little and press and hold the **Δ** button to keep them in front of you.

International Track & Field 2000

PLATFORM
PlayStation



SPORT
Track & Field



THE CLASSIC FRANCHISE where rapid-fire button-mashing wins the gold is returning to the field. This time, ITF2000 offers new events and sharper graphics. The game's nostalgic gameplay, however, may bore some sports fans, making them feel like amused spectators.

A Blistering Pace

ITF2000 enables you and up to three friends to compete in today's track and field competitions. You choose from 12 athletes from diverse countries who participate in 12 events, including new grueling activities such as weightlifting, diving, and cycling.

True to form, ITF retains the simple controls of the original: two buttons for running, and one button for jumping. They're easy to master, but, because power is determined by how quickly the Run buttons are pressed, you can count on your fingers becoming blistered and your arms getting sore after just a few events.

Speeding to Victory

Even though its visuals aren't spectacular, the game shows off great detail. Characters are clearly distinguishable by their outfits, and they exhibit the agony of defeat and the joy of victory through their facial expressions and body movements. As for the audio, the announcer makes up the meat of the soundtrack, which isn't anything new to Track & Field, but it keeps the tone realistic.

Undoubtedly, International Track & Field 2000 sprints in four-player competition, keeping alive the spirit of the classic arcade Track & Field series. Playing alone, however, can be challenging—or even boring. If you're not familiar with the franchise, you'd do well to rent before buying. **S**



BY FOUR-EYED DRAGON

- Published by Konami
- \$39.99
- Available December
- Track and field
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	5.0	4.0



PROTIP: On the Long Jump, tap the Jump button before landing—you'll lean and land forward instead of backward.

▶ **PROTIP:** Throw the javelin between a 45 and 50 degree angle.



PROTIP: In qualifying for the Women's Vault, concentrate on the button sequence for Technique. You'll qualify without having to worry about timing your jump or putting your hands on the vault.



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SuperCross Circuit

PLATFORM
PlayStation



SPORT
Racing



FINALLY, AN OFF-ROAD motorbike game worth playing. With a speedy frame rate and sharp controls, SuperCross Circuit is by far the best PlayStation supercross game.

Training Wheels Not Included

SCC sports a wide selection of bikes, racers, and tracks. Each of the 11 bikes can be adjusted and customized with diverse tires, suspension settings, and gear settings. You can also choose from 17 professional motocross and supercross racers—including Mike LaRocco, John Dowd, and Sebastien Tortelli—and race on 20 tracks that vary from indoor stadiums to outdoor raceways. You can even create your own course with the track editor.

The highlight of SCC, however, is its fine controls. Maneuvering your two-wheeled demon is simple and works best with the analog stick. Unlike EA Sports' Supercross 2000 (see ProReview, below), braking through turns actually helps your race—and once you find the best moments to “goose” (throttle burst) your bike, you'll be on your way to victory. Plus, performing aerial stunts takes no effort.



PROTIP: Always take the inside corner when turning.

A Fast Pace

Visually, the graphics aren't stellar, but are satisfying. The diversity of authentic courses injects variety into the races, while the fast frame rate keeps things moving smoothly. The backgrounds are boring to look at, however, and tracks are occasionally hard to follow due to their lack of detail.

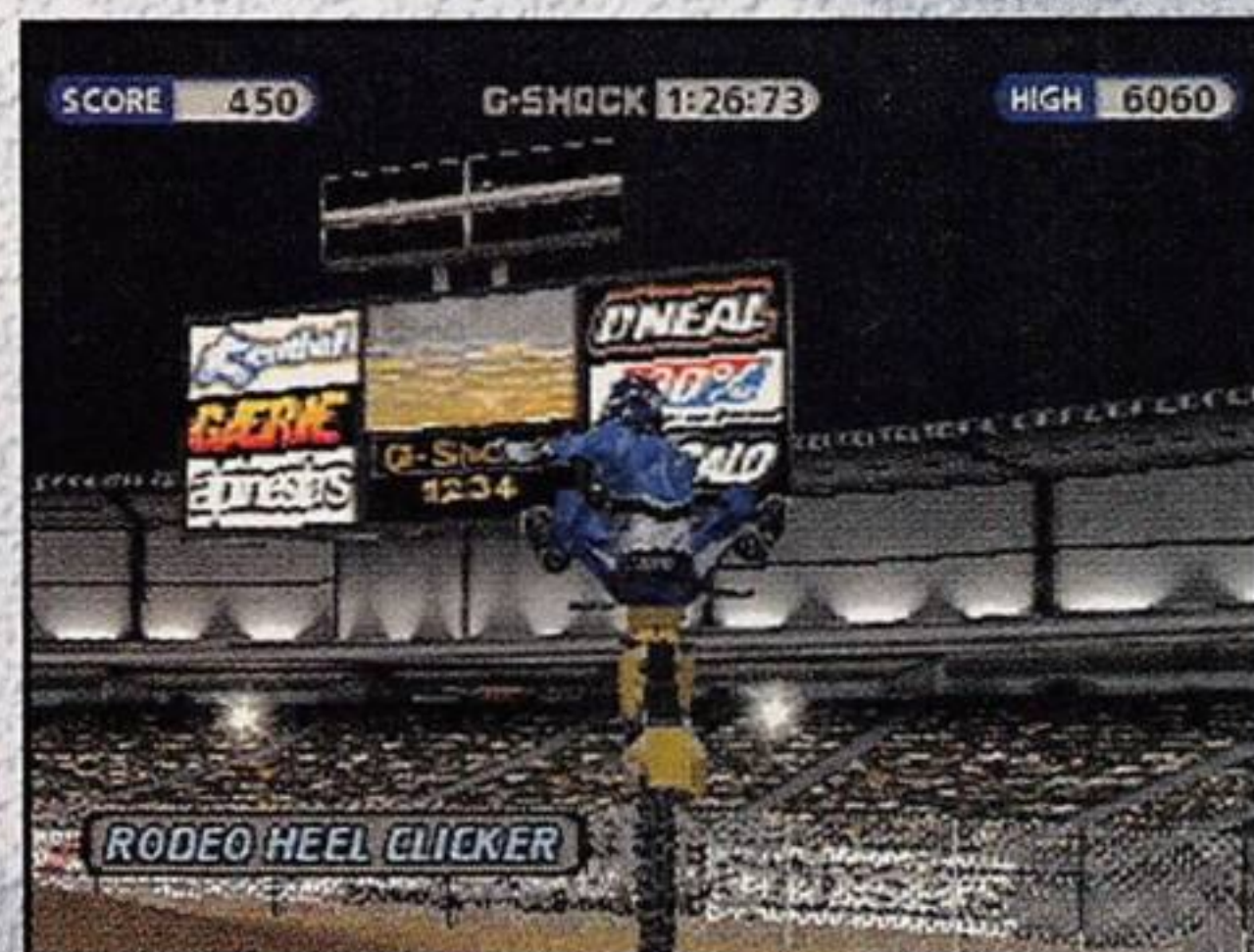
The worst part of SuperCross is its audio. The sound of a swarm of bees best describes the annoying humming of your bike, while the flat beats will drive you to play your own tunes instead. Nevertheless, with its strong frame rate and solid controls, SuperCross Circuit is well worth a ride for motorbike fans.



BY FOUR-EYED DRAGON

- Published by 989 Sports
- \$39.99
- Available now
- Supercross
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



989 Sports rides high with its lofty interpretation of motorbike fun.



PROTIP: Careful not to “goose” (throttle burst) on hills that are close to turns—you'll overjump right into the fence.

Supercross 2000

PLATFORM
PlayStation



SPORT
Racing



EA SPORTS, THE undisputed king of sports games, has a surprising disappointment in store for supercross fans. While a strong soundtrack spices up this ride, inadequate controls turn the game into an unsatisfying ride.

Rev Up the Beats

At the heart of Supercross 2000 is a mob of pro speedsters: 24 supercross and freestyle riders are available, plus you can create your own racer. You can also customize your bike with diverse types of engines, traction, gearing, and shocks. Additionally, there are 16 real stadium tracks that you can tool around in or perform crazy stunts on.

Graphically, these bikes perform fairly well. But there isn't much variety in the courses; unlike SuperCross Circuit, all the tracks are indoors and are pretty much designed similarly. Tight audio kicks the race into high gear, though, with headbangin' music that grinds wonderfully; ESPN commentators Art Eckman and David Bailey call the action with pizzazz.

Out of Control

The most heinous part of Supercross is its frustrating controls. Whether you use the analog stick or digital pad, maneuvering your bike is a nuisance. Even if, as EA Sports claims, the game's controls authentically duplicate motorbike driving, it's nevertheless too hard to achieve a smooth turn, and the slow button response results in imperfect air tricks.

At the finish line, Supercross 2000 loses top position. The unfriendly controls and limited track designs steer the game into the rental bin. For hot two-wheel racing, bike fans are better off with 989's SuperCross Circuit.



BY FOUR-EYED DRAGON

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

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: For a fast start, hold the clutch and throttle buttons during countdown. When the gate opens, let out the clutch.



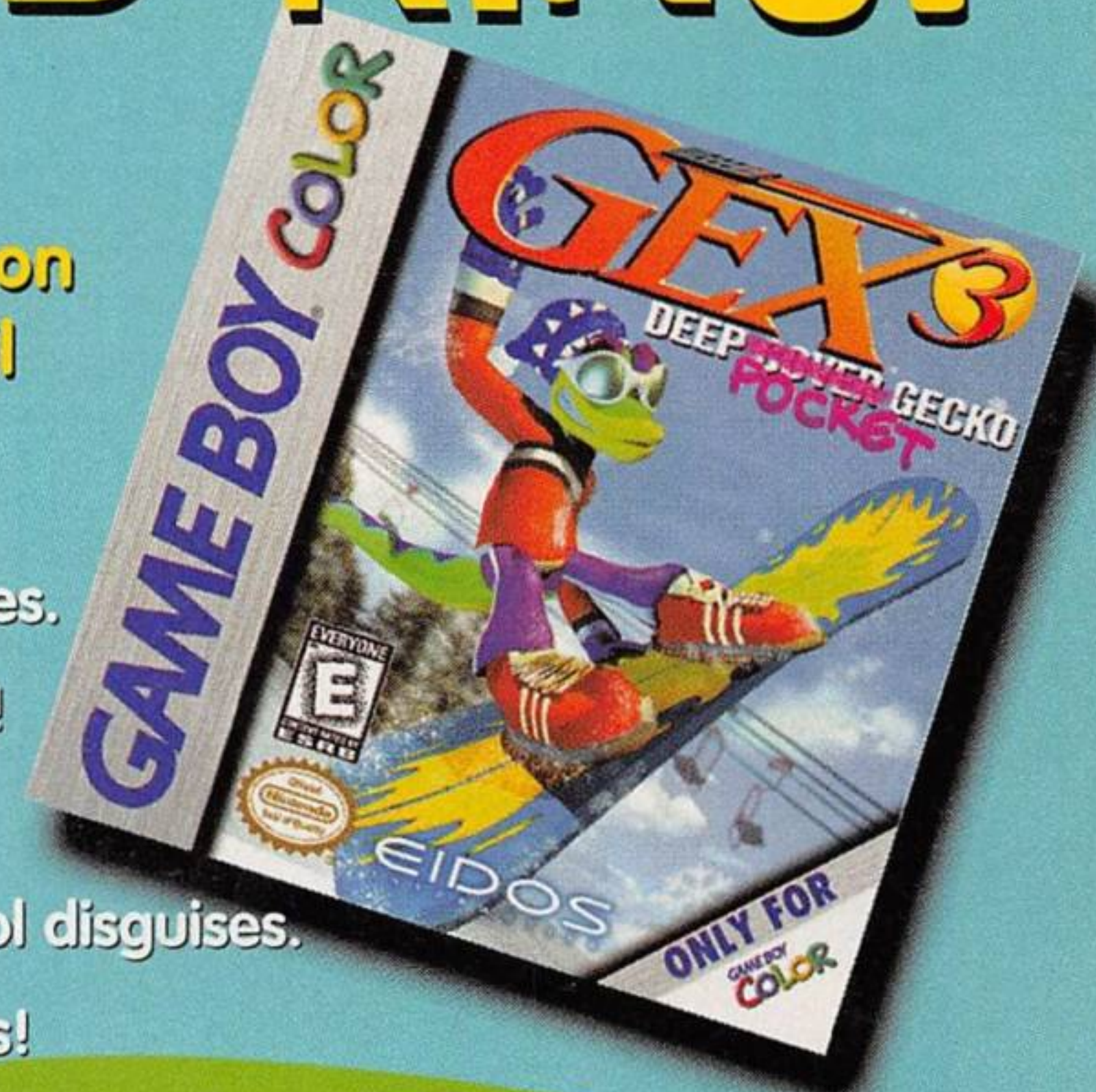
Supercross 2000 falls to second place behind SuperCross Circuit.



PROTIP: Forget the brakes. Instead, use the clutch to turn with ease.

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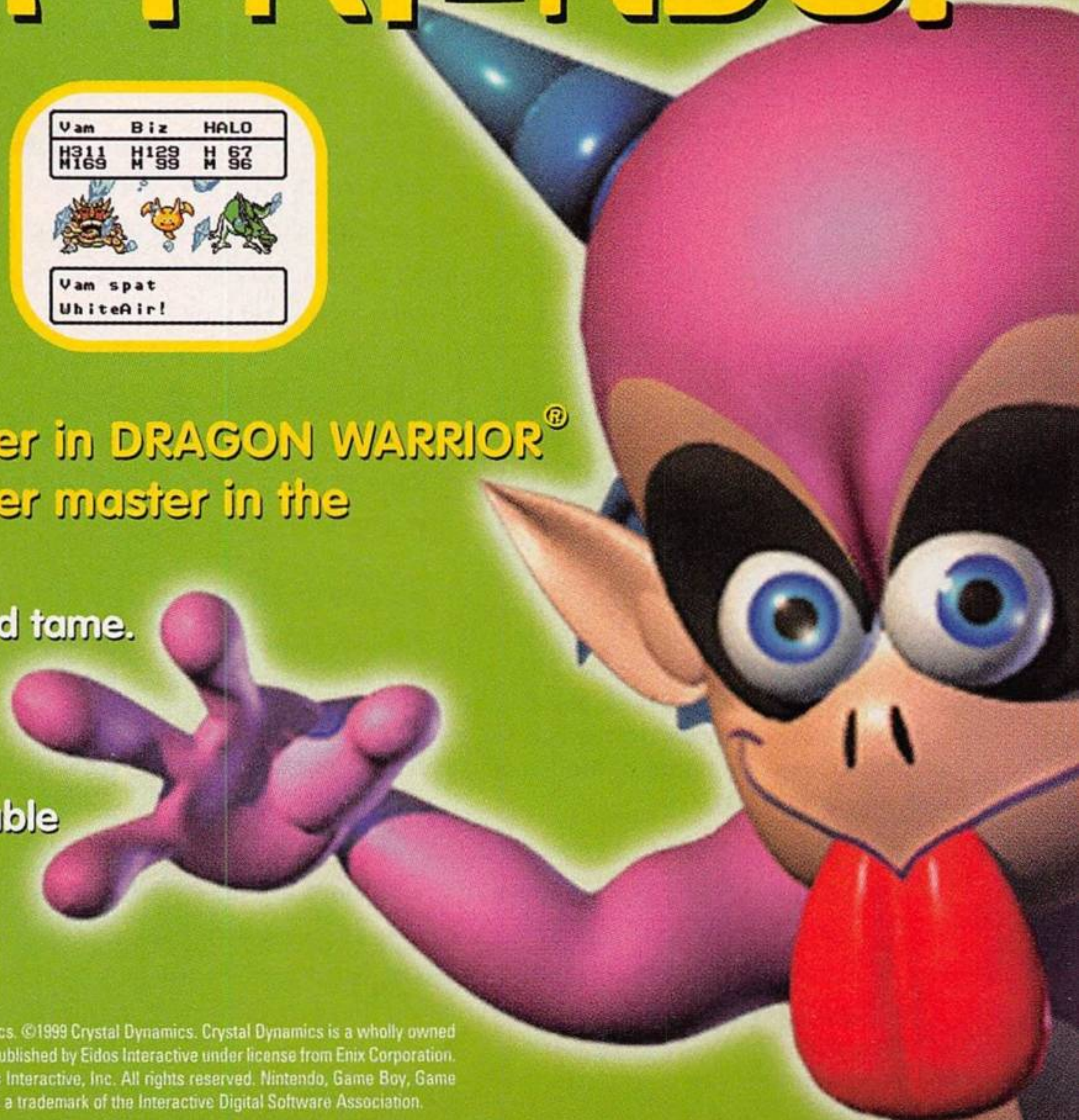


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Supercross 2000

PLATFORM
Nintendo 64



SPORT
Racing



YOU'LL PROBABLY NEVER get to hop on a dirt bike and go flying through the air, bustin' crazy stunts. That's why we have games! EA Sports debuts its first N64 supercross game for a little dirt fun in your living room. The game is solid, but awkward controls are the loose lug nut in the machine.

Supercrossing Ahead

Supercross 2000 delivers 24 riders in single player or two-player split-screen mode with stars such as Mike Metzger, Greg Albertyn, etc., and 16 real-world stadium tracks. The challenge in the race modes (Quick, Single, or Season) is in the controls. This is not

a speed-up and turn no-brainer, particularly heading into the curves. Supercross 2000 will take practice—and some gamers will appreciate the realism—but others may find maneuvering to be difficult, and there are no settings to alleviate this.

Daredevils will want to check out either Freestyle or Quick Freestyle modes, which are definitely the icing on the cake. There, stunt maniacs will be able to strut their stuff, pulling Nac-nacs or No Footers, and then watch them on the cool Stunt Cam window that pops up. And, because there are no sharp curves to deal with in these two modes, the controls will pose fewer problems.



PROTIP: For "Big Air," if you get enough speed when hitting the bumps, you'll break out moves like this "Superman." Plus, you'll receive bonus points!



PROTIP: Speed into sharp turns, then hold down the clutch to swing the rear wheel back—release the clutch to get a boost in the new direction.



BY LAMCHOP

- Published by EA Sports
- \$49.99
- Available now
- Supercross
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	4.0



PROTIP: At the lines, rev to the max while holding the clutch. When the race starts, release the clutch for a boost.

PROTIP: Ram your opponent's rear wheel to make him flip—there's one less to worry about.

Formula One '99

PLATFORM
PlayStation



SPORT
Racing



KNOWN FOR A time as the PlayStation champ, Psygnosis's F1 series has shown signs of old age in the past few years. But this year, it's back in the winner's circle with the completely overhauled Formula One '99. A word of warning, though: This is still one seriously hardcore sim.

Gear Ratios Galore

For F199, Psygnosis scrapped everything and went with a new developer... and it really paid off. While it's important to remember that Formula 1 '99 is a very demanding sim that will appeal to few U.S. gamers, racing nuts will appreciate the tight physics and handling of this well-polished ride—but, to Need for Speed drivers, they'll feel way too twitchy.

When it comes to features, F199 is bursting at the seams. Along with selecting from all the pro drivers, teams, and tracks from the '99 season, gamers can choose from the more accessible Quick Race mode or the exhaustive Grand Prix mode, which offers unending options for car set-up, driver assists, practice times, and more.

Smooth Horizons

Visually, F199 pulls off an amazing feat in PlayStation racing: no pop-up, no draw-in, and a fluid frame rate! The solid car models and well-detailed tracks perform admirably



Michael Schumacher points his Ferrari down the opening stretch of the famous Monaco Grand Prix.

as well, but they could use more pizzazz. As for sounds, F199's chirpy British announcer gets grating in a hurry, and there are no tunes for relief.

As the white flag drops, F199 is looking strong with a refined, challenging performance. But because of its sim bent, most gamers will be satisfied with a weekend rental.



BY AIR HENDRIX

- Published by Psygnosis
- \$39.99
- Available now
- Racing sim
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

FORMULA ONE '99



PROTIP: In Grand Prix mode, finish braking before you begin to turn, or you'll spin out in a flash.



PROTIP: The British track is a good place to get acquainted with the intricacies of F1 racing.



PROTIP: In Quick Race mode, there are no consequences for cutting corners or trading paint, so have at it.



BY THE ENFORCER

- Developed and published by 989 Sports
- Target release date: First Quarter 2000



PLAYSTATION

HANDS-ON



NBA ShootOut 2000



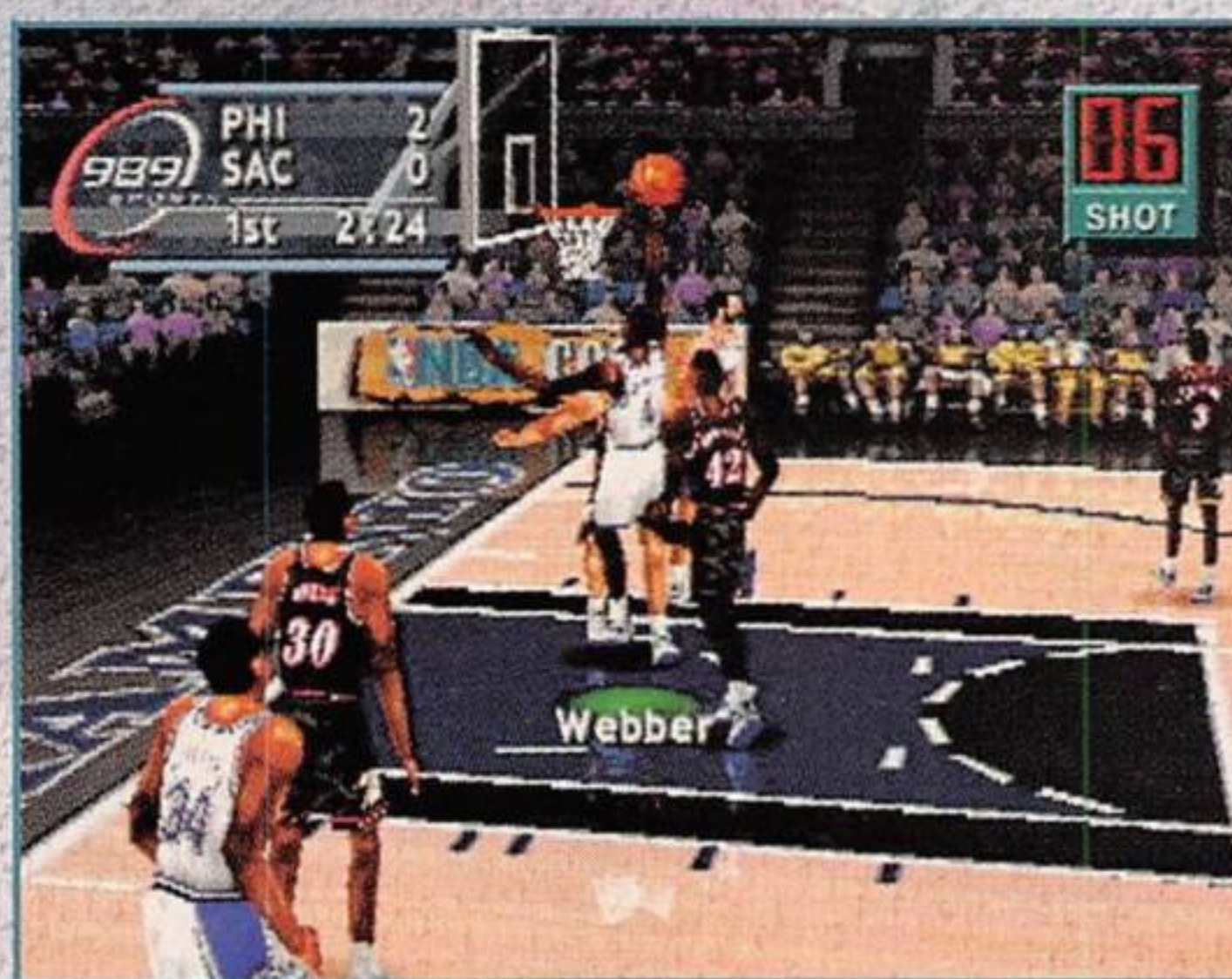
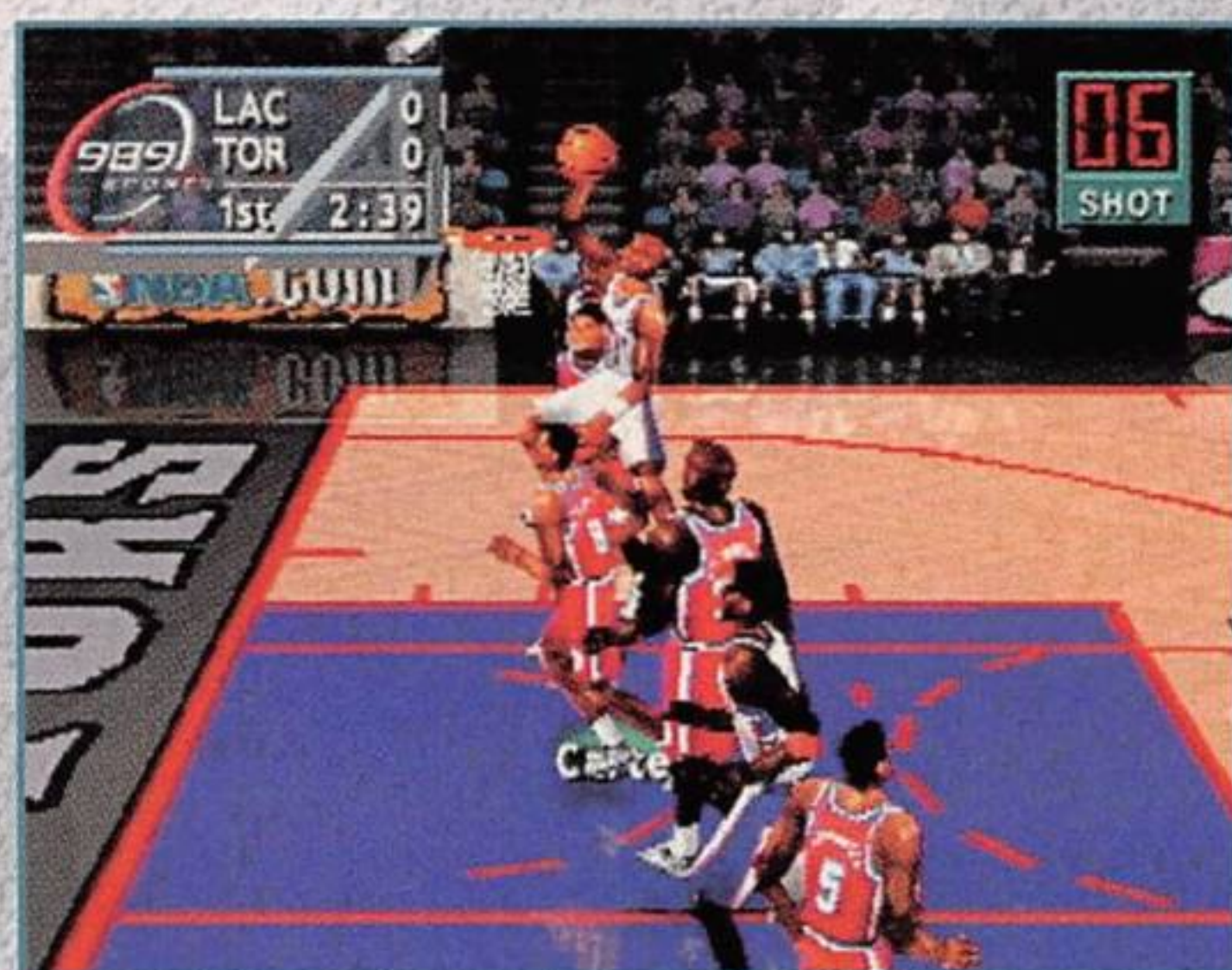
AFTER MISSING THE boat on the strike-shortened season last year, 989 Sports is returning to the gym for some rim-rockin' action with NBA ShootOut 2000. The starting lineup will include hoops standards such as drafts, trades, the ability to sign free agents, and the most in-depth create-a-player feature on the PlayStation. You'll be able to select not only the physical attributes of your player, but also their looks, wristband size, etc.—right down to the color of their socks.

It's the new create-a-dunk feature, however, that'll really set NBA ShootOut 2000's net on fire. For the first time, you'll be able to create and save custom-made slams to your memory cards. You'll decide whether you throw 'em down with one or two hands, the degree to which your player contorts while dunking, the style of the dunk—360°, Tomahawk, Windmill—and more.

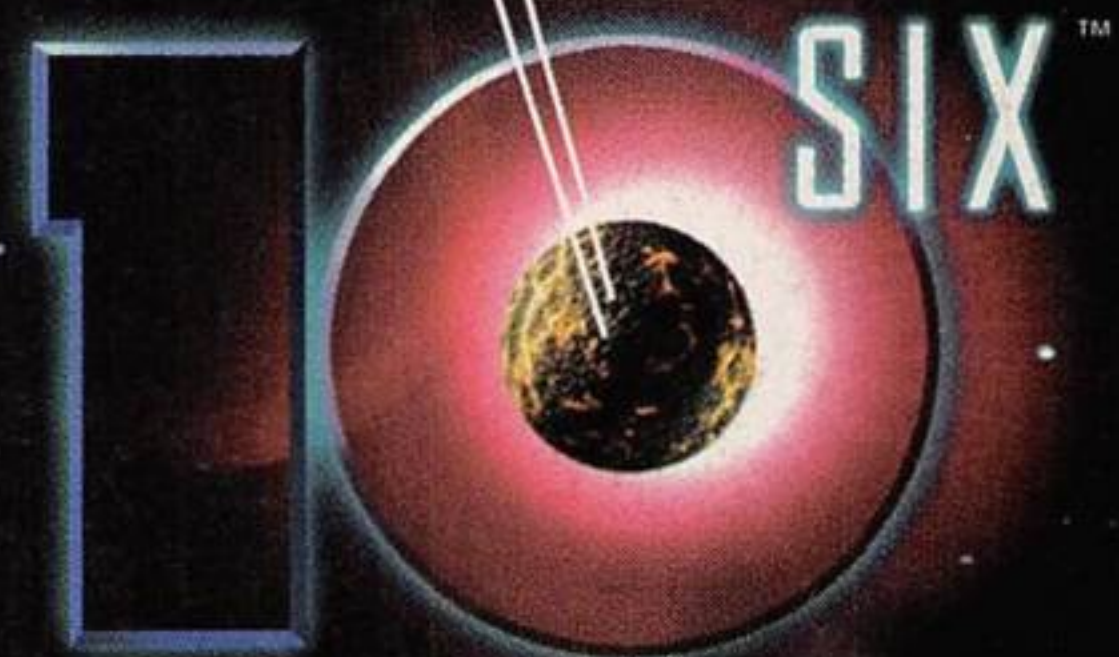


989 Sports is also bumping up the graphics with over 300 new motion-captured moves, such as drop-steps, fadeaway jumpers, and around-the-back passes. Furthermore, there will be at least 42 signature dunks, including Kobe's between-the-legs jam and Vince's 360° slam. The sound will also be improved with color commentary by New Jersey Nets' broadcaster Ian Eagle, while the control will be juiced to authenticate the game-play experience. Ankle-breaking juke moves, along with icon passing, screening, and cutting are all back.

The preview version we fired up exhibited a game ripe with promise, but one definitely still in need of tweaking. The player models and mo-capped moves looked great, while the frame rate and game speed were a little slow. Fortunately, the A.I. seemed to be heading in the right direction, judging from its smartness displayed during gameplay. If 989 Sports tightens up the game, NBA ShootOut 2000 could challenge NBA Live 2000 for the top pro spot on the PlayStation.



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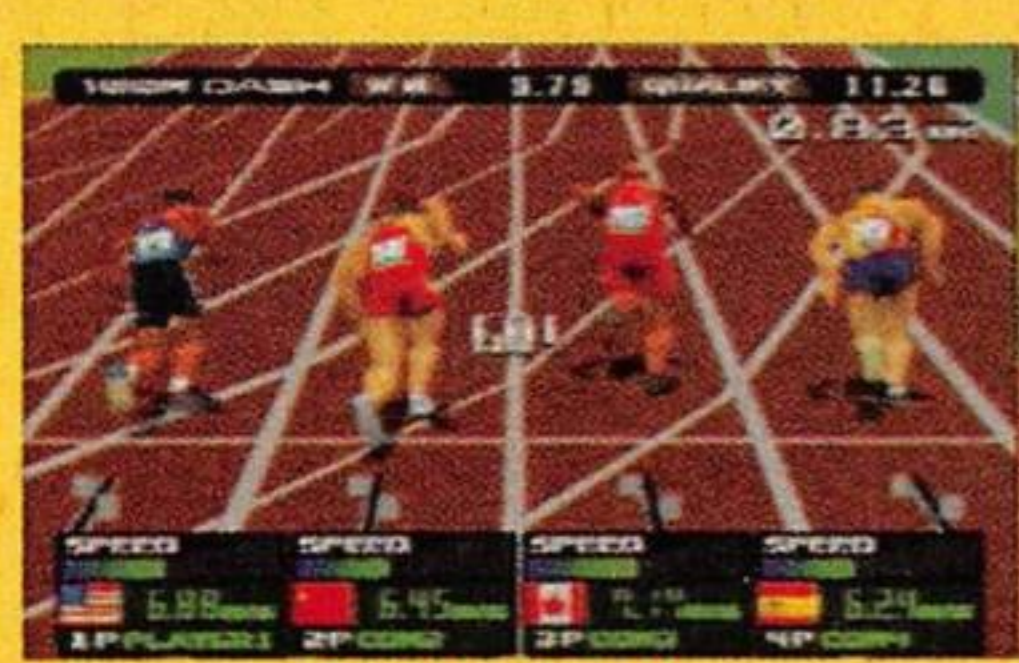


Eventually the Greene family





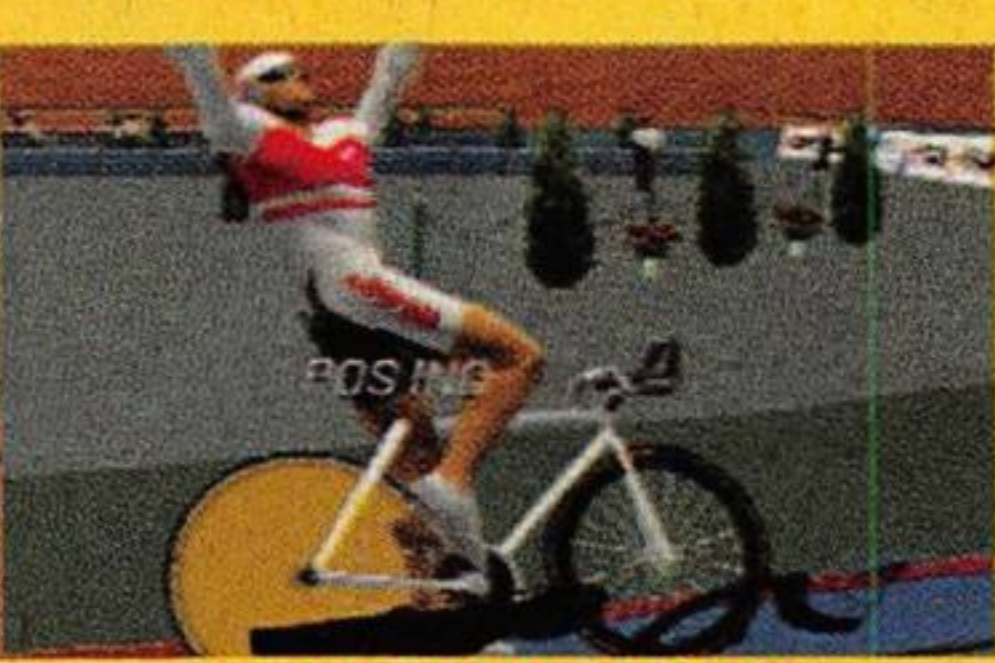
turned to high-speed film.



12 Intense Events



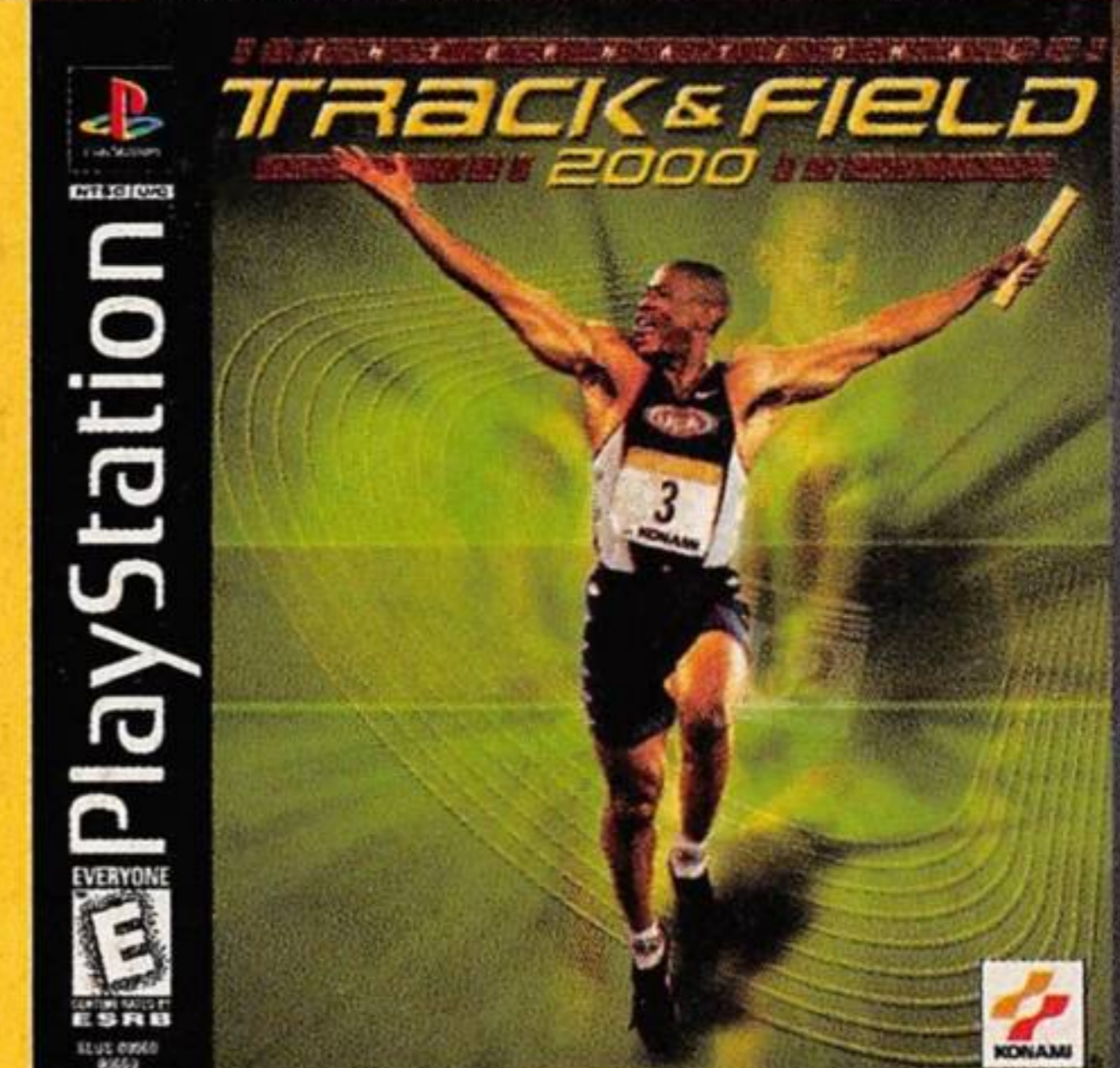
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BY E. COLI

- Published by Konami
- \$39.99
- Available now
- Role-playing
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.0	5.0	4.5

PLATFORM
PlayStation



VANDAL-HEARTS II



JUST WHEN YOU thought it was safe to pick up an RPG, Vandal-Hearts II makes you stop...and think. Following in the footsteps of its predecessor and such strategy-heavy games as Ogre Battle and Final Fantasy Tactics, Vandal-Hearts II delivers hours—and we really mean hours—of calculating fun.



PROTIP: Visiting churches, taverns, and other places in town is key to opening up new battle areas. Take the time to do a little mingling and much reading.

One Step Closer to You

The world's most powerful political figures are at war, and guess who's getting the short end of the stick? That's right—once again, it's time for the peasants to rise up against the nobles before the poor are drained of everything they own to feed the armies. Heading a band of courageous and fed up villagers, you must take the battlefield to right wrongs, rescue friends, and return peace to the valley.

Unlike your usual RPG in which you walk around and randomly encounter foes, Vandal-Hearts II offers you a set stage with enemies already in place waiting for you. During each confrontation, both you and the CPU take turns moving strategically across the terrain; victory is achieved when either all the enemies or the main character is eliminated. Because you can't predict your opponent's move, there's a whole lotta luck and guesswork involved—ultimately, your greatest ally is patience.

Now Loading...!

Graphically, VHII is workmanlike. Each area is presented in a 3/4 grid, exhibiting only the battlefield you're fighting on. Fortunately, VHII features a 360-degree camera, so nothing escapes your eyes. The game's characters are classically rendered—which means they're short and squat—while the towns you stop in are little more than places to access item menus.

Sonically, VHII is very bland. You won't find any voice-overs because all conversations are strictly text-based, while the background music is uninspiring. Finally, learning to control your characters will take time to master,

especially when you're trying to figure out how to position your party for battle. Eventually, though, the controls prove perfect for VHII's tactical-based combat scheme.

It's Your Move, Buddy!

Vandal-Hearts II won't draw you in with its average story, nor will it dazzle you with its average graphics—but it may amaze you with its totally addicting strategy-based battles. If you have lots of free time, or you're hunkering for brain-teasing combat, your next move should be to buy Vandal-Hearts II. **G**



PROTIP: Before moving, tour the battle area with your cursor to find out how many foes you have. Some are hidden and won't come out until you move.



PROTIP: In early stages, keep Rosaly safe. Her mighty bow has the widest range and can down an approaching enemy before it gets too close.



PROTIP: Ignore the treasure chests: You'll receive the item you're looking for by winning the battle.



PROTIP: After each battle, visit the shop to upgrade your weapons. With each new battle comes a different set of foes—so you may require special weapons to defeat them.



The story progresses as text, so you must do a whole lot of reading before returning to the action.

GRAPHICS 3.0

The characters look cartoony, and the towns are just a bunch of menus giving you choices of where to go next. The battle areas are well designed, challenging, and kind of pretty.

SOUND 2.0

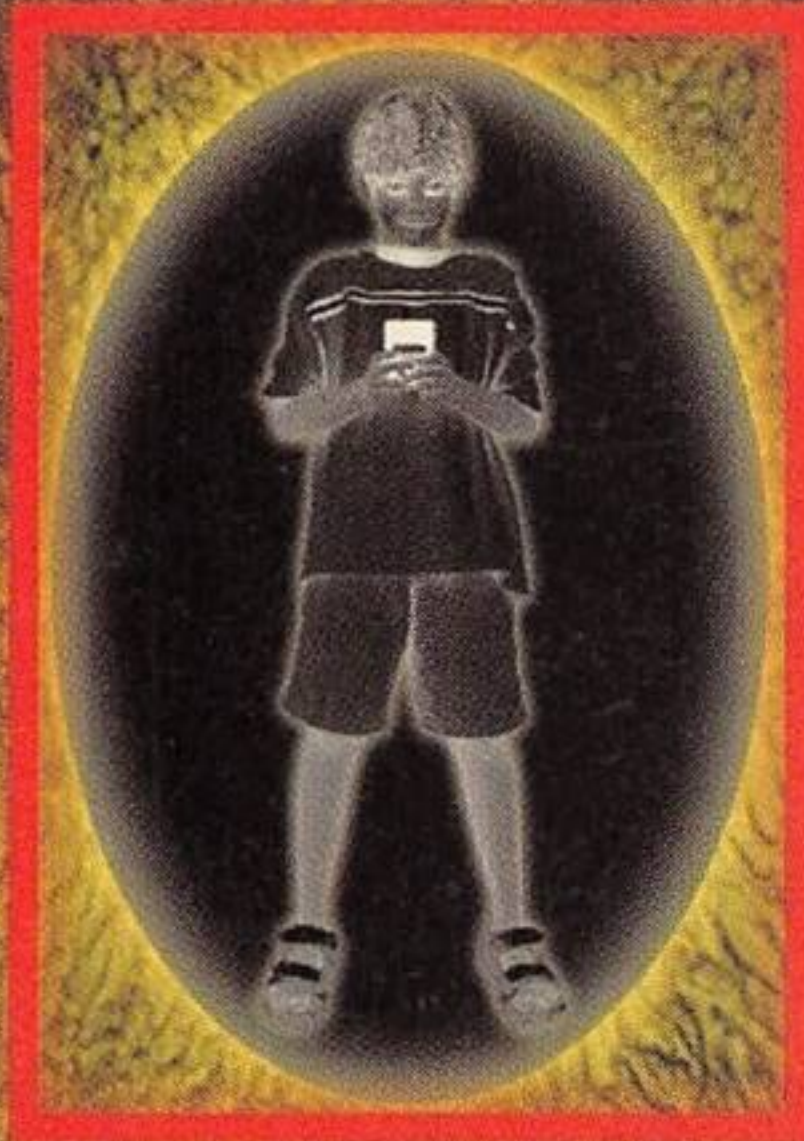
The background music is bland in times of peace, but picks up when there's blood to be shed. It's rather ho-hum, but does nothing to detract from the total gaming experience.

CONTROL 5.0

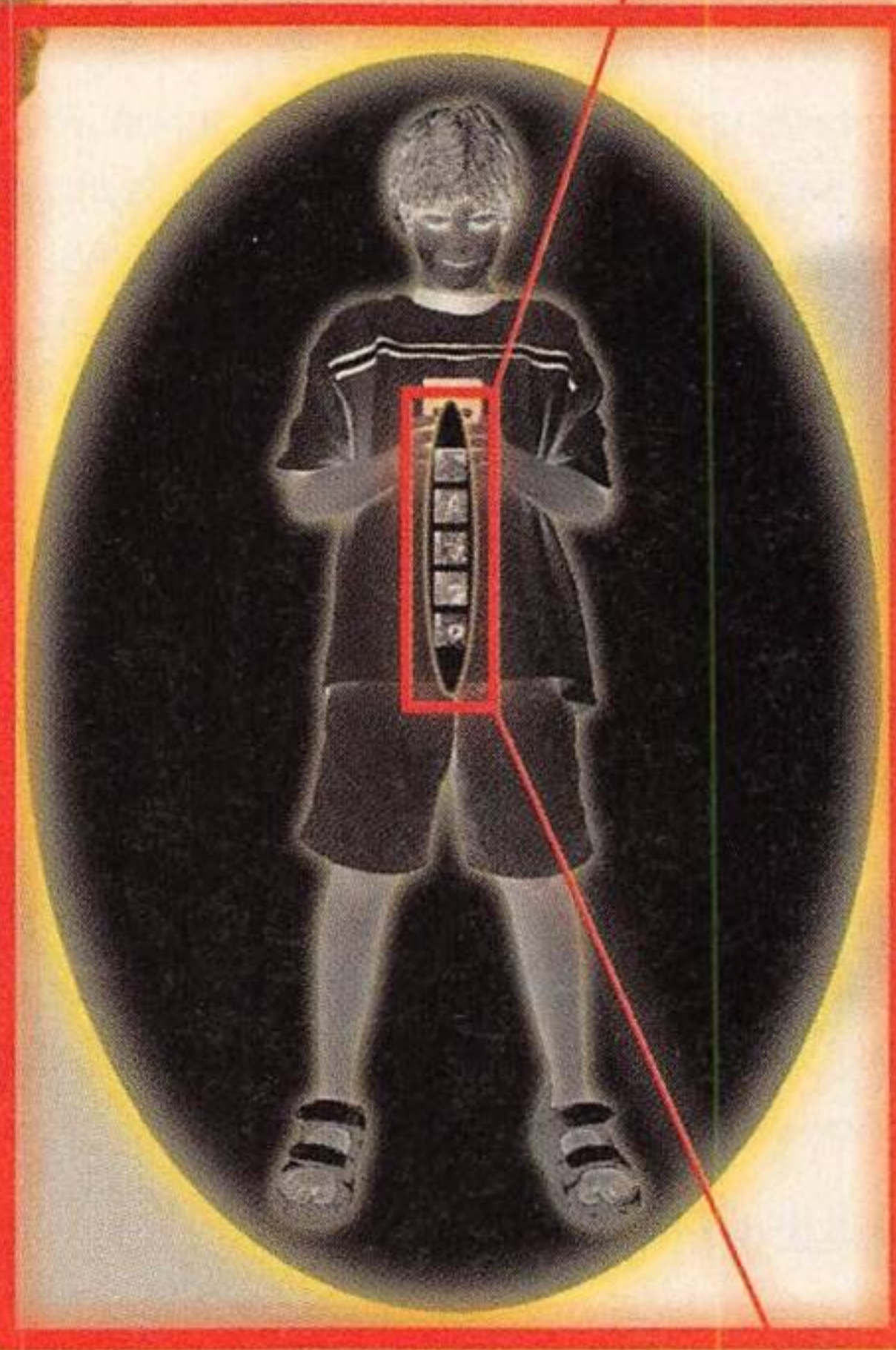
There is a steep learning curve here, but once you master the controls, they prove completely perfect.

FUN FACTOR 4.5

With VHII's weak story line and not-so-great graphics, you might think fun would be absent. Not true—Vandal-Hearts II's extremely addictive battles will have you coming back for more.



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PLATFORM
Dreamcast



THERE'S SOME MAGIC happening in the Dreamcast realm as Ubi Soft releases the first RPG for that system, *Evolution: The World of Sacred Device*. Like many of the Dreamcast's first-generation titles, *Evolution* features extremely polished graphics—but, with its formulaic approach to the RPG genre, it's somewhat lacking in the freshness department.

Mag-num Force

In *Evolution*, you're thrust into the role of Mag Launcher, a precocious little adventurer who's trying to find Evolutia—the all-powerful Cyframe suit that can change the balance of power. Of course, you must obtain it before the evil 8th Empire and its cunning general/crown prince Eugen Luitpold. During your quest, you team up with the quiet Linear Cannon, your faithful butler Gre Nade, longtime rival Chain Gun, and the sultry Pepper Box.

Evolution offers gamers standard RPG fare, mixing a little mech action with a little Indiana Jones-style adventuring as you explore dungeons, interact with a host of characters, and battle monsters. To down the baddies, Mag is equipped with his own Cyframe, an upgradeable cybernetic magic hand that helps him cast spells, perform punch combos, grapple items, and more.



PROTIP: Watch for discoloration on dungeon floors. Stepping on it may boost your health—or take it away.



Evolution: The World of Sacred Device is the first of hopefully many RPGs to weave its spell on the Dreamcast.



PROTIP: Save your characters' powerful FP attacks for strong opponents. Wasting 'em on lesser adversaries will leave you in a bind later.



BY THE ENFORCER

- Published by Ubi Soft
- \$49.99
- Available December
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: After listen...er reading Gre's lecture, go up to Mag's room and rummage through the briefcase near the dresser to obtain a Fire Ball attack.

Linear Equation

Evolution features polished-looking characters, but the spell effects and dungeon interiors could be more spectacular. *Evolution's* enemies could also use a touchup—they're just not menacing enough. As for sound, you'll find a soothing leitmotif playing throughout, which works into a mild frenzy during battles. There are no voice-overs, however, which is a disgrace given the Dreamcast's power and storage space—be prepared for a lot of reading.

Fortunately, *Evolution's* controls are easy to get used to. Your players' menus are easy to read and navigate. Plus, the game sports a 360-degree camera that can be rotated at will, enabling you to see around blind corners.

The Evolution Process

While ESP/Sting (the developer) has done a nice job on its first Dreamcast RPG, *Evolution* is really geared toward younger gamers and won't satisfy the hardcore gamer who's used to epic adventures of *Final Fantasy VIII* proportions.

If you're a fan of the genre, you'll want to check it out—if for no other reason than to salivate over the possibilities of what a kick-ass RPG could be like on the Dreamcast. **G**



Evolution is one of the most polished-looking RPGs thanks to the Dreamcast's powerful processors.



PROTIP: Always carry at least two Red Viper revive potions. If your characters expire during a battle, they won't be able to help you in future combat unless properly resuscitated.



GRAPHICS 4.0

Evolution features well-polished, but formulaic graphics complete with all the right RPG trimmings. While the spell effects look cool, they could've been more spectacular.

SOUND 2.5

You'll find a very soothing soundtrack playing in the background and solid RPG effects. Unfortunately, *Evolution* contains no voice-overs, an unforgivable omission for a Dreamcast RPG.

CONTROL 4.5

Evolution sports solid controls, which is key for RPGs. Navigating your inventory is a snap, controlling your characters is a breeze, and the 360-degree on-the-fly rotating camera is a godsend.

FUN FACTOR 3.5

While it's far from a perfect RPG, *Evolution* is worth checking out. It won't impress die-hard adventurers, but younger gamers and those new to the genre will find much to like.

MONKEY MAGIC™

Based on the wildly popular animated series, Monkey Magic for PlayStation® takes its storyline from an ancient Asian folk tale. Kongo, the magical monkey, travels through 30 levels of mind-warping puzzles and traps in his attempt to save the universe.

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BY FOUR-EYED DRAGON

- Developed by Climax Entertainment
- Published by Sega
- Target release date: February 2000



DREAMCAST

FIRST LOOK

Time Stalkers

The Meaning of Sword's Life



Anticipated as the next classic RPG from Sega, Time Stalkers (known as Climax Landers in Japan) should combine an intricate story line with top quality visuals. The cast of Time Stalkers will feature six characters who possess individualized abilities and personalities. The leader will be Sword, a young, free-spirited traveler out to discover the world. During his adventures, Sword will meet up with the other personages, including an elf, a solitary warrior, a sorceress, a female fighter—and a mysterious doll.



As Sword, you'll journey the world to solve the riddles of your existence and to gain an understanding of how the globe and its citizens live and interact. Your travels will also lead you back in time—for example, to medieval Europe and Japan in the '80s.



Time Stalkers is Sega's next foray into the RPG genre.

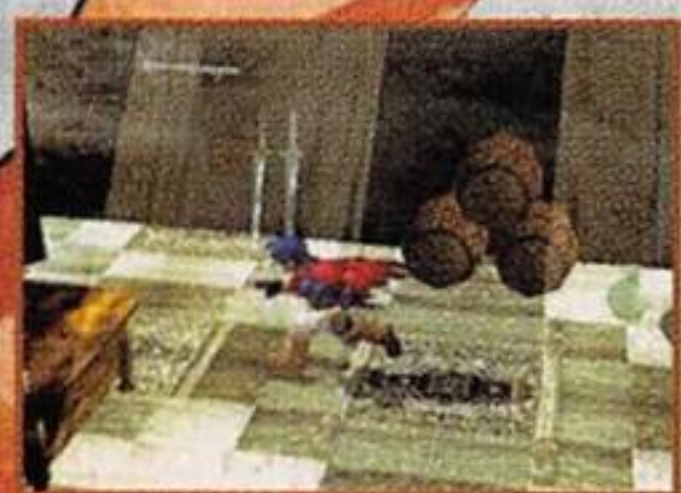
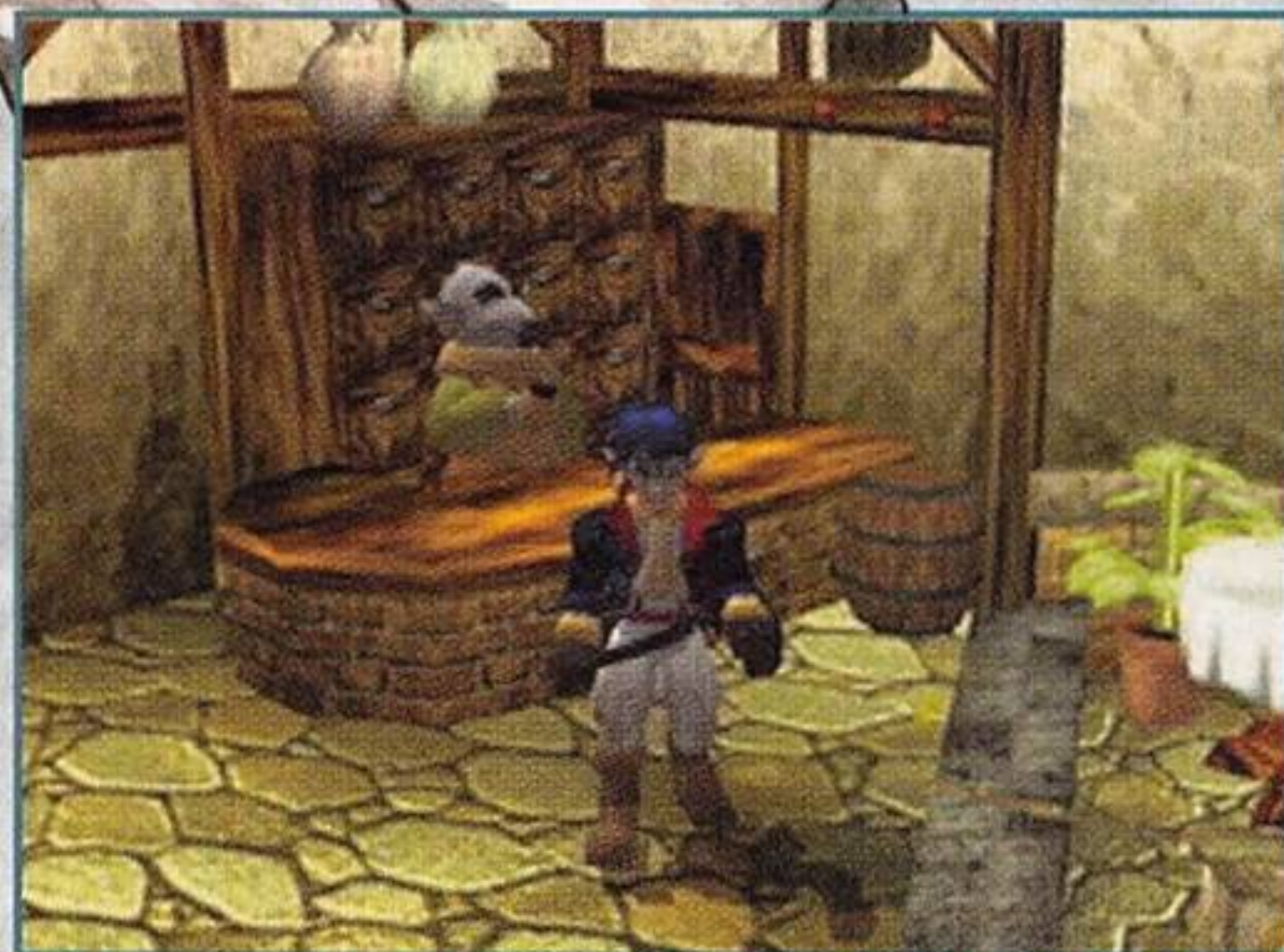


Time for a Change



Highlighting Time Stalkers will be its "automatic random generation" feature that essentially changes the layouts of the game each time you play. In turn, you must develop strategies to deal with the puzzling situations that are brought to life by the new layouts. While you reflect, you'll be able to move about freely to explore all areas of the 3D world, and you'll engage in turn-based battles with real-time fighting sequences.

As an extra challenge, Time Stalkers will take advantage of the Dreamcast's VMU. An array of sub-games and missions that coincide with actual gameplay are being designed specifically for the small unit. With its deep story line and sharp graphics, Time Stalkers seems to be headed toward the creation of an epic tale on the Dreamcast.



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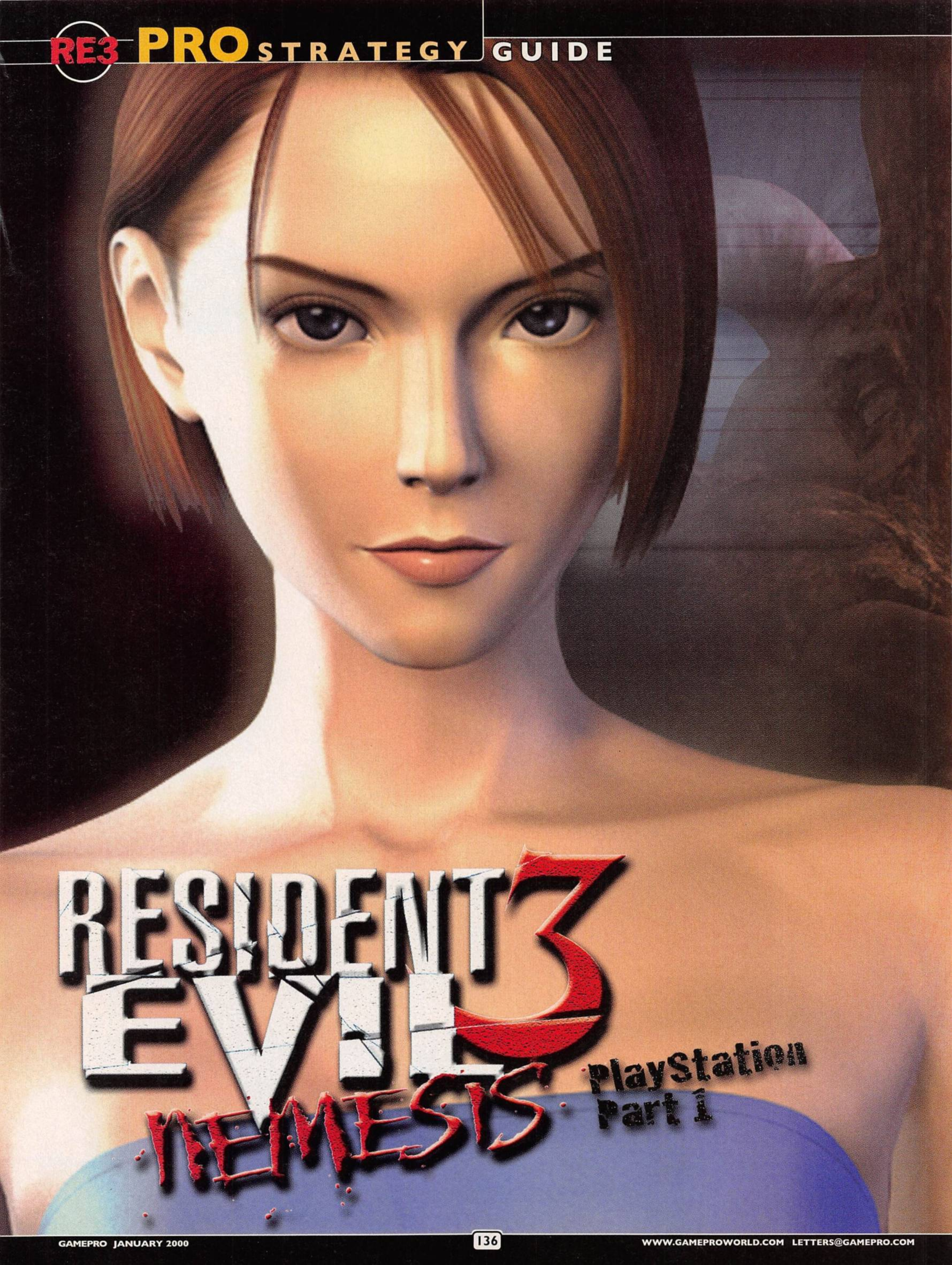
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RESIDENT EVIL 3 MEMESIS

PlayStation
Part 1



They're Back!

Resident Evil haunts the PlayStation with new monsters, new character techniques, and nonlinear gameplay! In this first installment, we take you more than halfway through the game.

By Major Mike
(Special thanks to Prince Paul)

About This Guide

Random Objects

Unlike Resident Evil and Resident Evil 2 for the PlayStation, Resident Evil 3: Nemesis has some items that are programmed to appear randomly. For example, if we found Gun Powder A in a locker during our walk-through, you may find Gun Powder B in the same locker during yours—or you may even find nothing at all in the locker. To avoid confusion, we refer to any random objects you find as “items.”

More Than One Way

Also unlike previous Resident Evil games for the PlayStation, RE3 is nonlinear, which means it's impossible to encounter everything during a single play-through. This ProStrategy Guide doesn't encompass every single event in the game, but it provides one way to reach the ending.

Hard Mode

We played RE3's Hard mode for this ProStrategy Guide. Events in the Easy mode may be different than those outlined here.

Directions

For directions, this Guide uses east, west, north, and south instead of right, left, up, and down. A compass can be found on each map. To access the map of your current location during the game, press L2.

Room Coding

Throughout this ProStrategy Guide and on the maps, you'll see alphanumeric abbreviations that represent different locations in the game and specific rooms and areas within each location. Use the following legend to decipher each location's abbreviation. A specific room number or area is added to the end of each abbreviation. For example, PS1F-3 means Police Station, First Floor, Room 3.

U = UPTOWN

PS = POLICE STATION

PS1F = POLICE STATION,
FIRST FLOOR

PS2F = POLICE STATION,
SECOND FLOOR

D = DOWNTOWN

S = SAVE ROOM

Controller Legend



Upper Attack: Simultaneously press and hold ↑ and R1
Lower Attack: Simultaneously press and hold ↓ and R1
Quick Turn: Press and hold ↓, tap □

Jill Valentine: "I Want to Live!"

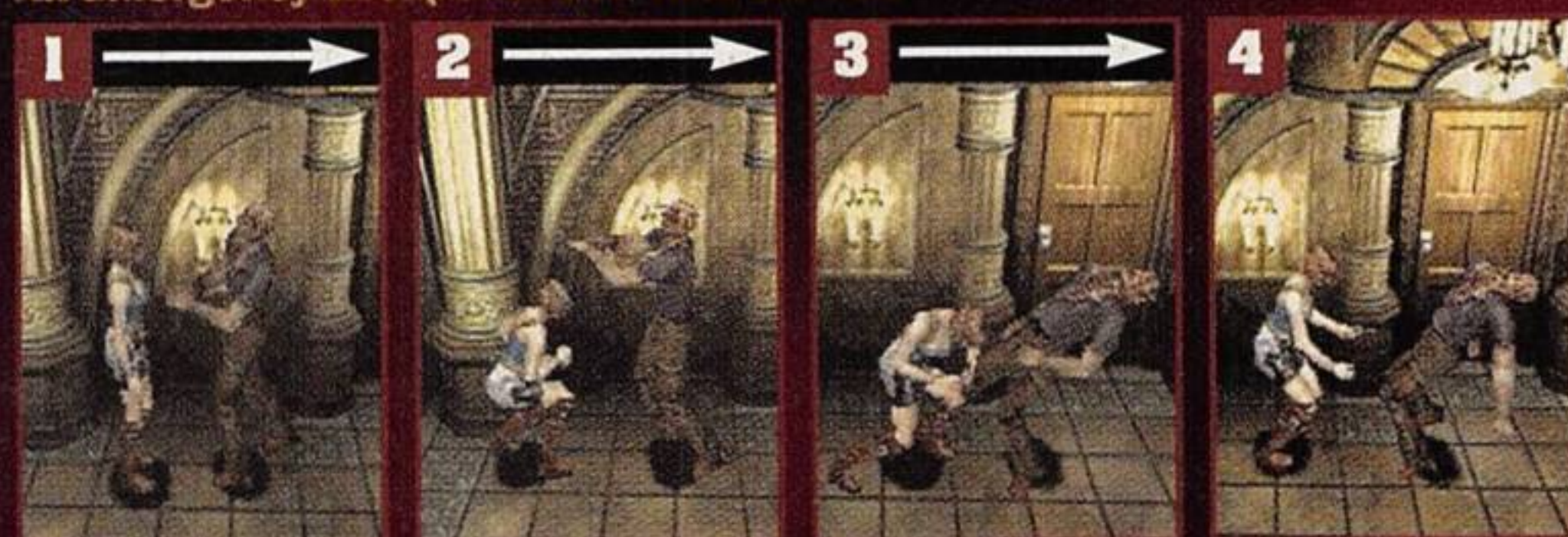


Unlike the characters in Resident Evil and Resident Evil 2, the ones in Resident Evil 3 have more abilities—in fact, they have the most of any of the characters in a Resident Evil game yet. Here are some key techniques you should be aware of.

Emergency Escape

Shoving an attacking zombie away from you is a very helpful technique; however, it's very difficult to master, and your timing must be dead-on. To push a zombie away from you, you must be holding a weapon—even if the weapon isn't loaded.

An Emergency Escape: Shove That Zombie



Let the zombie get about an arm's length away from you (1). As soon as the zombie's fingertips touch your shoulder (2), rapidly tap the R1 or R2 button. Then back up and shove the zombie away (3). The zombie will either fall down or stagger backwards (4). You can also shove a zombie by pressing other buttons, but R1 and R2 work the best.

Turn Around

No more slowly backing up or running in awkward arcs to turn 180 degrees just so you can move in the opposite direction. In Resident Evil 3, you can spin 180 degrees instantly. Press and hold ↓, then tap □ to perform this new technique.



Climb Stairways

In Resident Evil 3, you don't need to press a button in order to climb a staircase—and zombies and other monsters can follow you. Be careful when dealing with zombies that are standing on staircases. If a zombie is standing above you on a staircase, nine times out of ten it'll puke on you.

Shooting on the Staircase



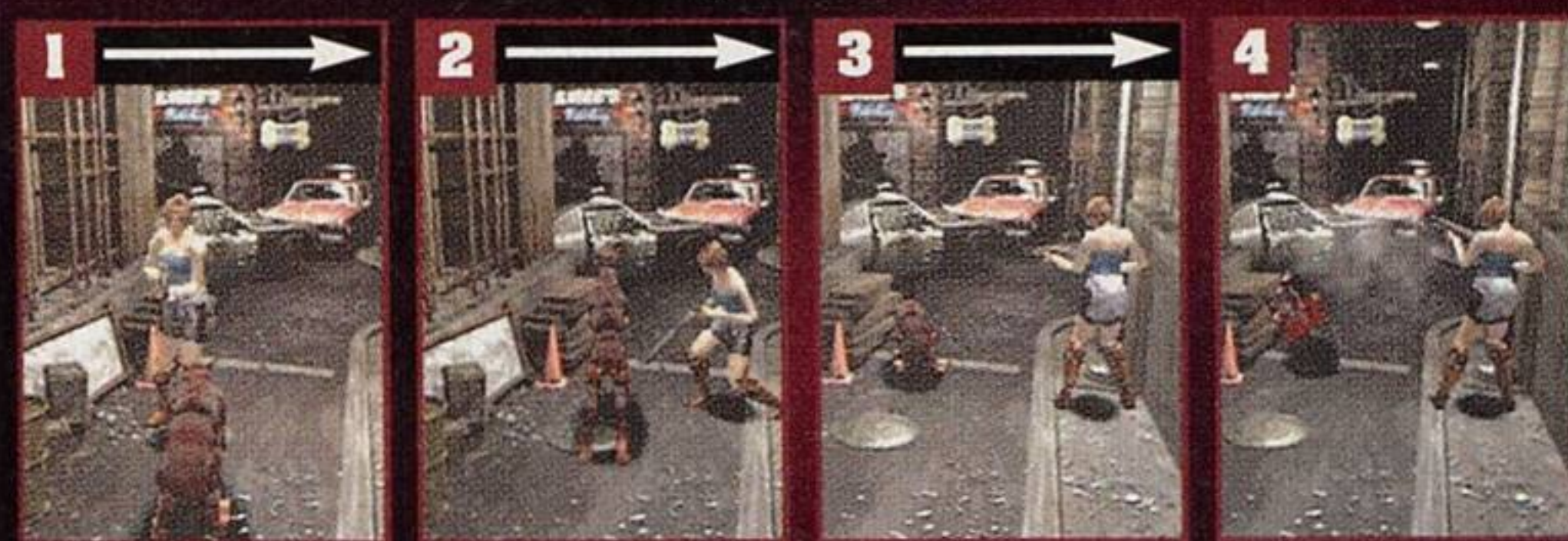
Another new skill you have in Resident Evil 3: The ability to fire weapons while standing on a staircase.

Dodge

The dodge is another maneuver you can use to avoid attacking monsters. It can be performed two ways.

Example #1: Dodge That Dog

The first way is to press and hold R1 to aim your weapon. When a monster is about to hit you, tap X to dodge to its side.



With your weapon ready, wait for a monster like this mutated dog to lunge at you with an attack (1). When the dog is airborne, tap X, and instead of shooting the monster, dodge to its side (2). Then, with your weapon still ready (3), you can blow away the monster (4) or run from it.

Example #2: Dodge That Grab

You can also dodge monsters by using the R1 button, and, depending on the monster you're facing, you may perform a different dodge. For example, if you decide to fight the Nemesis hand-to-hand with the knife, here's how to dodge its attacks.



The Nemesis winds up with its left arm to perform its infamous choke hold on you (1). As the Nemesis's arm is moving through the air toward you, press and hold R2 to avoid the grab (2). Then, because you are holding R1 and are ready to attack, tap X to use your weapon (3)—in this case, the knife.

Jill's Health: Reading the Warning Signs

Your health is indicated by your physical state rather than an onscreen life bar. For example, if you've been mildly wounded, you'll limp a little ("Caution" status), and if you've taken several hits, your limp will be more pronounced ("Danger" status). One other status to be aware of is "Poison" status. This status is similar to "Caution" status, but it means you'll steadily lose your health, and, if the status goes untreated, you'll lapse into "Danger" status—and eventually drop dead. You can also check your health on the menu screen on the EKG next to Jill's profile picture.



The Nemesis: He's After You



The Nemesis, who is also referred to as the "Chaser," is the toughest monster and your worst nightmare in Resident Evil 3. It's big, strong, pissed, (at times) armed with a rocket launcher, and bent on removing you from the population of planet Earth. It also has no regard for its fellow monsters and smashes zombies (or anything else in its way) to a bloody pulp in order to get to you. The Nemesis has several attack patterns you need to recognize if you want to survive.

Lemme Go: Choke and Throw



The Nemesis grabs you with its left arm, holds you up in the air, chokes you (1), and then chucks you to the ground (2). While you're laid out, rapidly tap X or □ to get back on your feet. If you're slow to rise, however, the Nemesis will scoop you off the ground (3) and choke you again (4). When it drops you the second time, you land on your feet.

Ouch: The Punch



No Fair: Rocket Launcher



The Nemesis throws punches with its left arm. When you're standing still, you can just dodge the punch. This is its favored attack when it's chasing you, however, and, because it can outrun you, it almost always lands its punch during pursuit. To dodge its punches during a chase, run in a zigzag pattern. Not much you can do about the rocket launcher, except try to avoid it. If you've mastered the dodge maneuver, you can sidestep rockets launched your way—but that's very risky, and getting hit with a rocket can seriously mess up your health status. The best tactics are to either run away or use hit-and-run attacks to disarm the Nemesis. Fortunately, when the Nemesis has its rocket launcher, it can't perform the choke and throw—but it can still throw punches.

How to Defeat the Nemesis

Sure, the Nemesis is tough, but it can be toppled—which is easier than you think. The key is to read its movements and keep cool when it's after you. One rule of thumb: If you're in close and you need to run past it, always run close to it and past its right side (the side where its shoulder is exposed); the Nemesis is a lefty and always punches and grabs with its left arm.

If you manage to shoot down the Nemesis, don't think that you've won the fight. Unless a pool of purple "blood" forms under the Nemesis's body, it will get up in a few moments and resume fighting. Take advantage of this intermission and shoot it with some heavy artillery until it returns to its feet and continues to attack.

Shoot-n-Scoot in Action

Here's a simple pattern you can use to defeat the Nemesis—but it works only if you have enough rounds of ammo, a fairly open area to run around in, and some patience. For the record, it takes approximately 54 rounds of 9mm ammo to drop the Nemesis...



When the Nemesis is about five paces away, hit it with two rounds from your pistol (1). Now run toward it and then past it. Be sure to run past its right side, and not to put too much distance between you and it (2). As the Nemesis turns toward you, aim and hit it with two more rounds (3). Repeat the pattern (4).

Keep Your Cool



It's easy to lose your cool, start blasting away, and engage in a war of attrition with the Nemesis, but don't—you may win, but you'll chew up valuable ammunition and health items in the process. Also, if you're battling the Nemesis with heavy weapons like the grenade launcher, the mine thrower, or any projectile that's onscreen, hit the Nemesis at point-blank range. If you try to hit it at a distance, it will easily sidestep any rounds that you fire its way.

Why Defeat the Nemesis? It Carries "Cool Stuff"!



Other than for bragging rights, why should you take the time to defeat the Nemesis? Simple: The Nemesis drops valuable items that you can't find anywhere else in the game. Here's what you can collect from this titanic terror if you defeat it the required times during one game:

- DEFEAT THE NEMESIS ONE TIME = EAGLE PARTS A
- DEFEAT THE NEMESIS TWO TIMES = EAGLE PARTS B
- DEFEAT THE NEMESIS THREE TIMES = FIRST-AID BOX
- DEFEAT THE NEMESIS FOUR TIMES = M37 PARTS A
- DEFEAT THE NEMESIS FIVE TIMES = M37 PARTS B
- DEFEAT THE NEMESIS SIX TIMES = FIRST-AID BOX
- DEFEAT THE NEMESIS SEVEN TIMES = INFINITE BULLETS

Notes About These Items:

- Combine the Eagle Parts A and Eagle Parts B in your item inventory to create the STI Eagle 6.0 pistol.
- The First-Aid Box allows you to carry three First-Aid Sprays in one inventory slot.
- Combine the M37 Parts A and M37 Parts B in your item inventory to create the Western Custom M37 shotgun.
- Combine the Infinite Bullets with any single weapon in your inventory, and that weapon won't run out of ammunition for the rest of the game.

Zombies: They're Hungry

Zombie Behavior

Zombies are mindless and driven by a single motivation—food. Alone in open spaces, they aren't much of a threat: You can easily run around them, and, if they get too close, push them away. In packs and closed spaces, however, they can inflict damage, and some zombies are fast—very fast.

One more thing: If you're standing on a ledge below a zombie, don't think you're safe—zombies can puke a nasty acidic substance that inflicts damage. They also like to puke on you while they're descending staircases.

Examples of Bad Behavior



Zombies have two attacks: Bites...

...and acid vomit. Both attacks inflict some damage.

"Is It Dead...?"

Okay, so you shot a zombie five times and it fell to the ground—you're okay, right? Not so fast, Rambo. That zombie you dropped may be playing possum or it may get up in a few seconds. To tell which zombies are really dead and which are pretending, turn your back to a felled ghoul, then press and hold R1 to aim your weapon. If you set your controller configuration to Auto-Aim (Key Config Type A) and the zombie's still breathing, you'll automatically turn around and aim in its direction.

"Who You Foolin'?"



Maybe it's dead, but you're not sure: Simply turn away from the fallen zombie (1), then press and hold R1 to aim your weapon. If you automatically aim in its direction (2), it isn't down for the count. Time to change that situation (3).

Live Selection: Make a Decision!

At certain points during the game, you're given a Live Selection—two courses of action that you can take. If you don't choose one of the two options fairly quickly, the decision is eventually taken away from you. As you're deciding what course of action to take, the cursor is changing from blue to yellow to red. If you haven't made a decision by the time the cursor is red, a new scenario begins—usually one that puts you at a disadvantage or inflicts damage.

An Example of Delayed Decision-Making



In the Clock Tower, the Nemesis confronts you, and you're given two courses of action to choose from. Failing to select either choice puts you in a fight with the Nemesis on the narrow balcony of the Clock Tower.



Using Weapons and Explosives

The Knife

Contrary to popular belief, the knife is an effective weapon—well, in Resident Evil 3, anyway—and it doesn't require reloading. This weapon is particularly effective against baby spiders, crows, and dogs.

Effective Use of the Knife

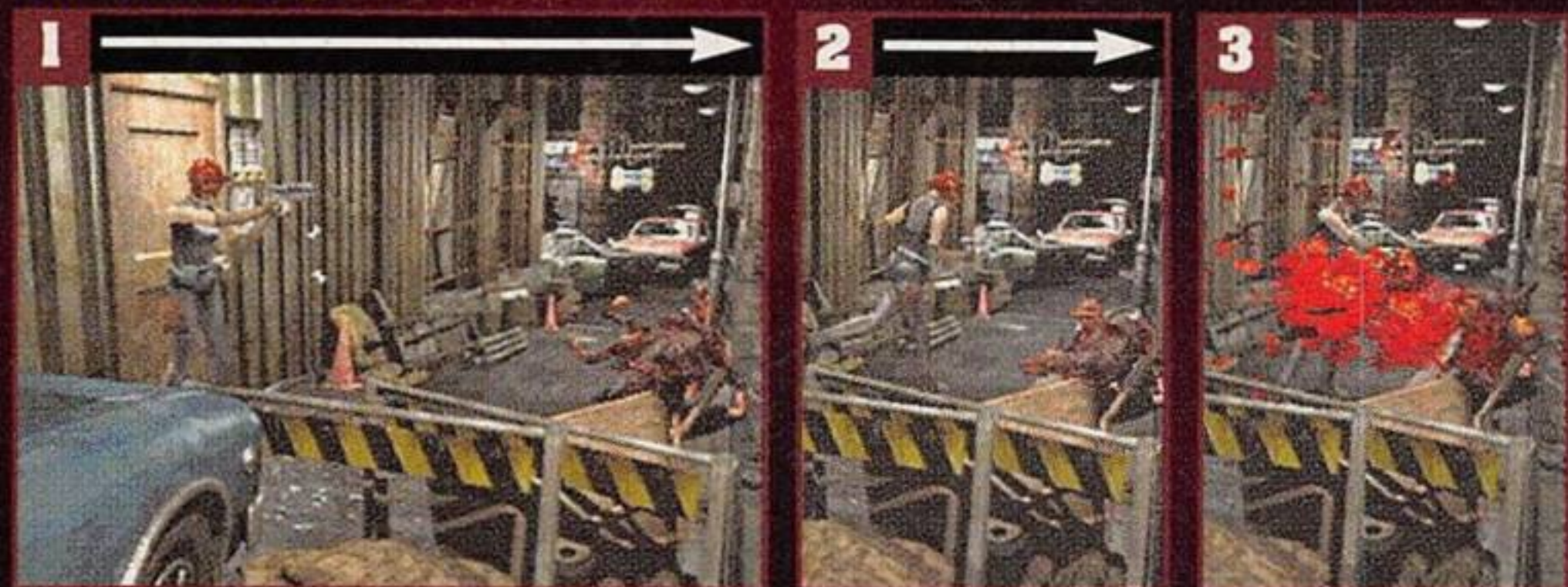


When you use the knife to kill a mutated dog, simultaneously press and hold \downarrow and R1 (1). When the beast is an arm's length away, press the \times button (2) to slash the mutated pup off its feet. Immediately run over to the freaky Fido and—as it starts to get up—slash it again (3). Continue slashing until the dog plays dead...permanently.

The Range Game

The closer you are to your target, the more damage your weapons can inflict. This gives you more bang for your buck and helps conserve ammo. One important rule of thumb: Be aggressive. If you knock a monster off its feet, stay close to it and don't let it get up.

Effective Range: Fetch the Bullet



Shoot a monster at mid to long range to knock it off its feet (1), then run over and stand directly above it (2). Keep firing away to keep it from attacking and to maximize damage (3).

Explosives

You can create an explosion by shooting oil drums or sticks of dynamite. Be sure you're far away from these items when you shoot, however; if you're too close, you could take damage or die. Press and hold R2 to aim your weapon directly at these items.

Things That Go Boom in the Night



Red oil drums

Dynamite attached to the wall

Listen!

Audio cues are essential—especially when you enter a room and can't see what's in there. Listen for these key sounds and know what they signal:

SOUND	IS
TAPPING AND PANTING	= MUTATED DOGS, BRAIN SUCKERS, OR DRAIN DEIMOS
DRAGGING OR MOANING	= ZOMBIES
SNAPPING FINGERS	= HUNTERS
HEAVY FOOTSTEPS	= THE NEMESIS

Gun Powder Combinations

You can combine the following types of gun powder with the reloading tool to create the following types of ammunition:

COMBINE	MAKES	AMMO
A	= A	= 15 OR 17 HANDGUN BULLETS
A + A	= AA	= 35 HANDGUN BULLETS
A + A + A	= AAA	= 55 HANDGUN BULLETS
AA + B	= AAB	= 20 SHOTGUN SHELLS
A + B	= C	= 10 GRENADE ROUNDS
B + B	= BB	= 18 SHOTGUN SHELLS
B + B + B	= BBB	= 30 SHOTGUN SHELLS
BB + A	= BBA	= 60 HANDGUN BULLETS
A + C	= AC	= 10 FLAME ROUNDS
B + C	= BC	= 10 ACID ROUNDS
C + C	= CC	= 10 FREEZE ROUNDS
C + C + C	= CCC	= 24 MAGNUM BULLETS

Gun Powder and Grenade Round Combinations

You can also create various types of ammunition for the bazooka by combining certain types of gun powder with grenade rounds:

COMBINE	AMMO
A + GRENADE ROUNDS	= FLAME ROUNDS
AA + GRENADE ROUNDS	= FLAME ROUNDS
AAA + GRENADE ROUNDS	= FLAME ROUNDS
B + GRENADE ROUNDS	= ACID ROUNDS
BB + GRENADE ROUNDS	= ACID ROUNDS
BBB + GRENADE ROUNDS	= ACID ROUNDS
C + GRENADE ROUNDS	= FREEZE ROUNDS
CC + GRENADE ROUNDS	= FREEZE ROUNDS
CCC + GRENADE ROUNDS	= FREEZE ROUNDS

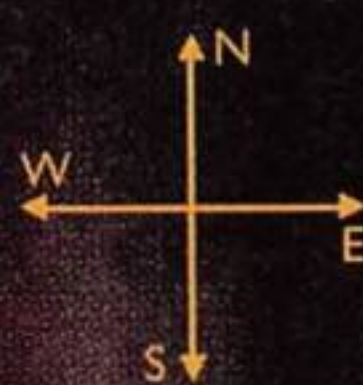
Herb Combinations

Various herbs can also be combined to restore health, cure ailments, or do both. Here are some combinations:

HERB	ABILITY
BLUE	= CURES "POISON" STATUS
GREEN	= RESTORES SOME LOST HEALTH
RED	= DOES NOTHING BY ITSELF; MUST BE MIXED WITH GREEN HERB
GREEN + GREEN	= RESTORES MORE HEALTH THAN A SINGLE GREEN HERB
GREEN + BLUE	= CURES "POISON" STATUS AND RESTORES SOME HEALTH
GREEN + GREEN + GREEN	= BRINGS YOU TO FULL HEALTH
GREEN + GREEN + BLUE	= CURES "POISON" STATUS AND BRINGS YOU TO FULL HEALTH
RED + GREEN + BLUE	= CURES "POISON" STATUS AND RESTORES SOME HEALTH

Part 1: Uptown

Uptown Map



Key Items in Uptown Area

- CRANK
- FIRE HOSE
- LIGHTER
- LIGHTER OIL
- OIL ADDITIVE
- UPTOWN MAP
- WAREHOUSE KEY

“It Begins...”



After the explosion, go to the end of the alley (U-1), shoot the zombie, and climb over the dumpster.



After Dario locks himself in the parked truck (U-2) located inside

the warehouse, get the item out of the cabinet in the northwest corner of the warehouse and find the First-Aid Spray in the southwest corner.

The Warehouse Key



You can find a Save Room (U-3) located atop the stairs against the west wall. Inside the Save Room are an Ink Ribbon, the Warehouse Key, and other items. Make sure you grab the Warehouse Key, then leave the warehouse. Your first objective is to find fellow S.T.A.R.S. member Brad

Vickers, who's hiding out somewhere in the Uptown area of Raccoon City.



Once outside (U-4), go west down the steps and through the door.





Next, head south and through the door along the west wall (U-5).



Go west and up the steps (U-6), and stop when you reach the closed door on the northeast wall. One of two things can happen here: The door bursts open and Brad runs from the pursuing zombies, or the door remains closed. In the case of the latter scenario, examine the door to make it open.

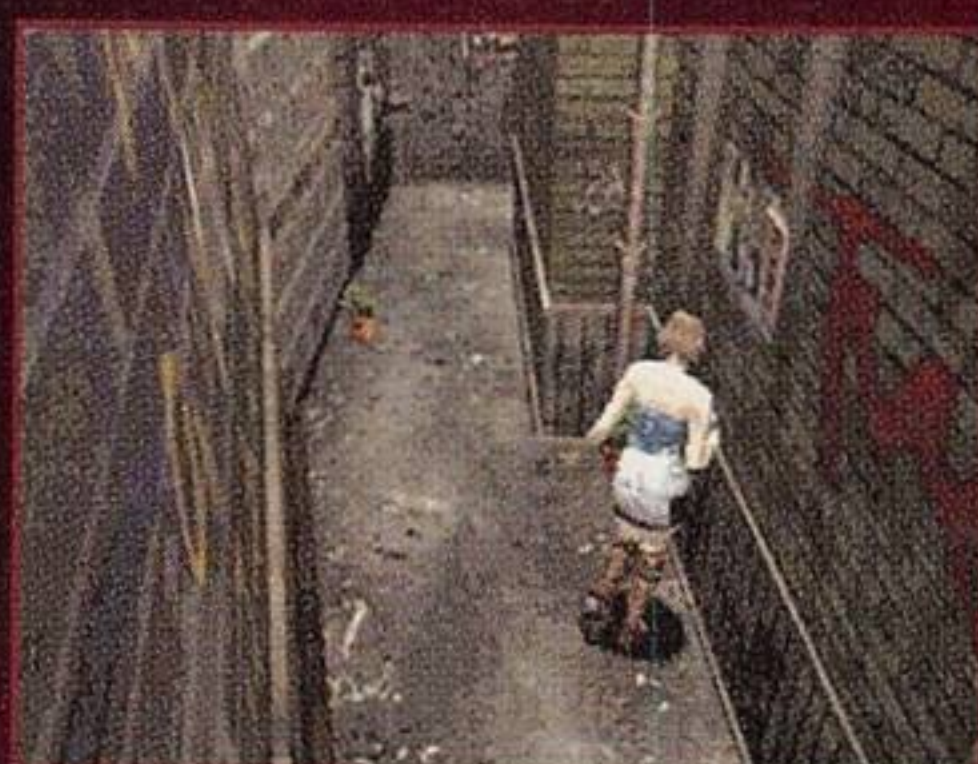
Lighter Oil



Blast the zombies and go down the stairs in the room that Brad just ran from (U-7). Have a weapon ready when you reach the bottom—a zombie is waiting. Collect the lighter oil and the shotgun, then climb the stairs that lead out of the room.



Once you're at the top of the stairs, go down the passage almost directly across from you (U-8) and get the two Green Herbs along the way.



Proceed down the passage and go through the door.

Uptown Map



Don't try to enter the bar (U-12)—the door is locked. Instead, go to the end of the street (U-9) past the Boutique (U-10) and climb on top of the pallets that are in front of the fire escape ladder. Get the Uptown Map off the north wall.



Climb the fire escape ladder to obtain the two Green Herbs at the top. Go back down to the street. Once you're on the pavement, go north, then turn east and move through the door.

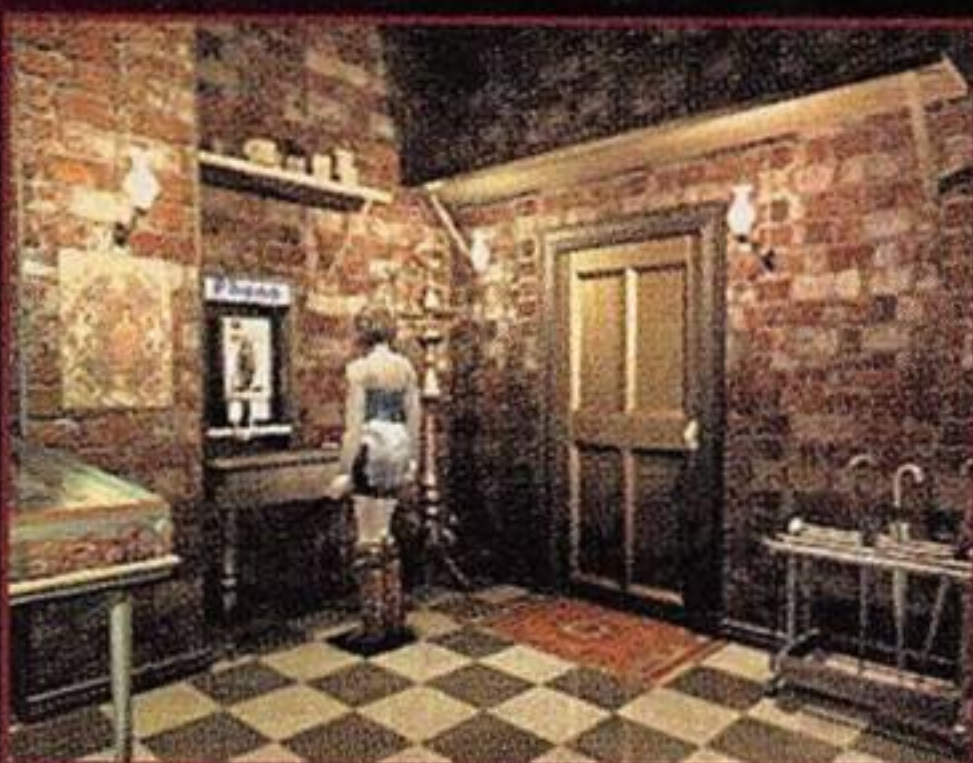


Head east, then turn south and proceed down the stairs (U-11). You should see Brad shoot some zombies and then run away. Follow him down the passage and go through the door at the end.

The Lighter



Don't waste any ammo on the zombie that attacks Brad in the bar (U-12); instead, get the item from the cash register. After Brad leaves the bar, get the lighter off the table that's next to the door Brad went through. You can also find the Clock Tower postcard on the bar. Exit the bar through the door you entered.



Combine the lighter and the lighter oil in your item inventory.

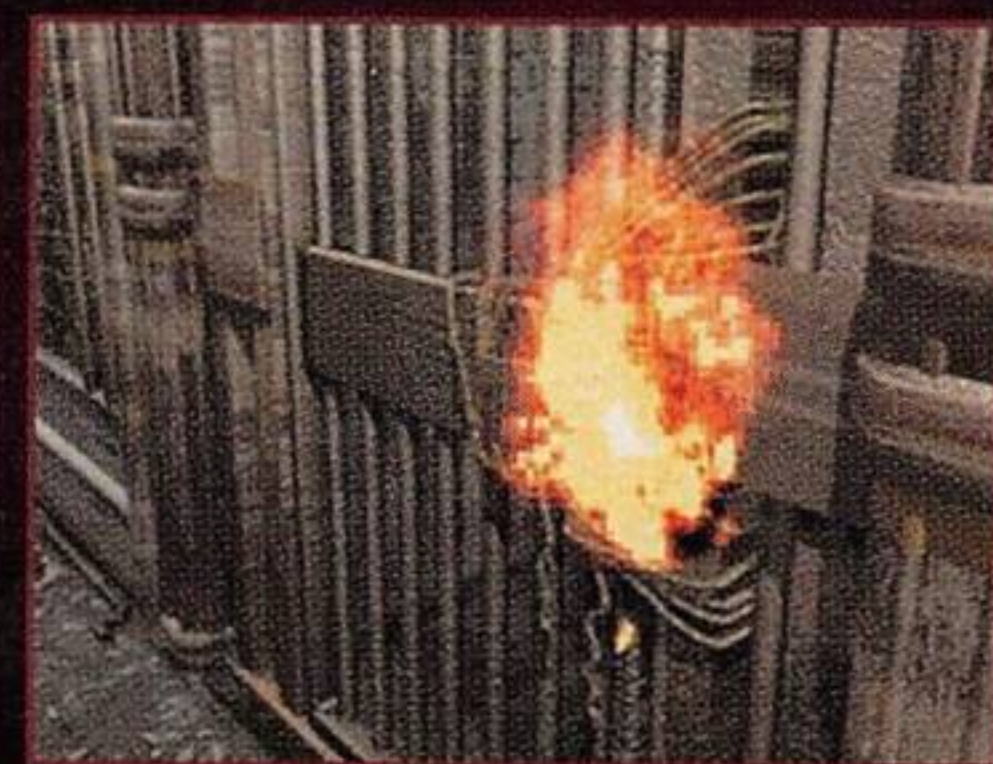


Backtrack to the area where Brad shot the zombies (U-11). Go up the steps, turn east, then go north and to the end of the long alley. Go through the door.



You're now in a long passage (U-13) with zombies pounding at a barricade. Unfortunately, the barricade isn't going to hold. When the zombies crash through, stand at the extreme edge of the same screen with the oil barrel. Press and hold R2, then wait for the advancing zombies to gather around the barrel

and fire. Two zombies are unharmed by the blast and remain at the west end of the passage. Shoot them, then search the two dead cops—you should find Photo A on one of them. You can also find two Red Herbs near the corpses.



Use the lighter on the rope that's keeping shut the gate along the north wall. Go through the gate.



Two dogs are waiting in this alley (U-14); one jumps from the fire at the west end, the other is sitting on the ground to the east. Unless you have a surplus of ammo, run around the pyro pups and into the Save Room along the north wall.



In the Save Room (U-15), stock up on ammo and health supplies. When you exit the room, go east and through the gate at the end of the passage.



Go east (U-16), then turn north and proceed to the Police Station.

Part 2: The Police Station

Police Station 1F Map



Key Items in the Police Station

BLUE GEM

CARD CASE

EMBLEM KEY

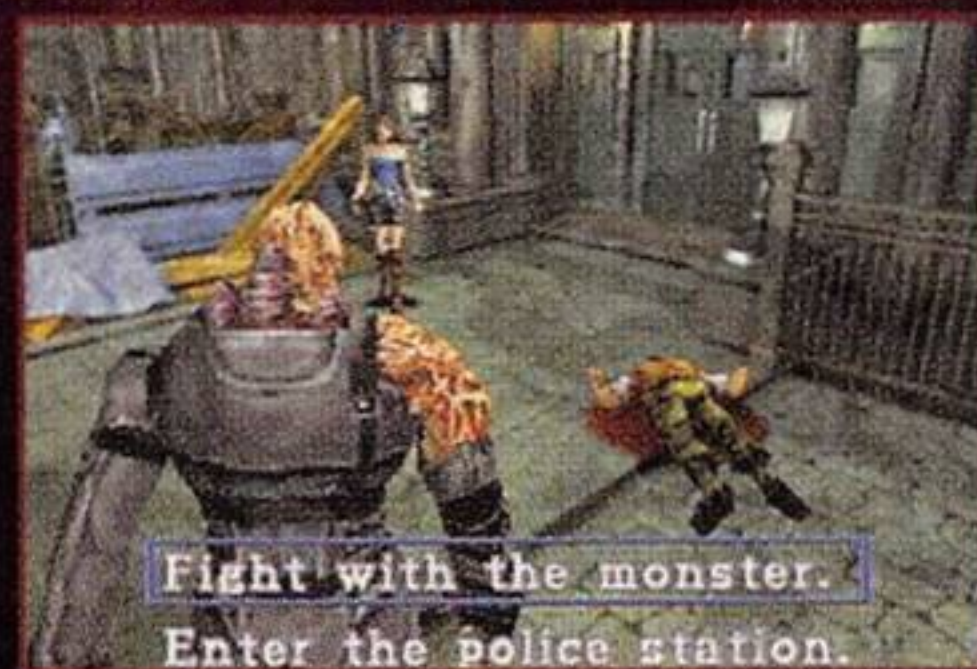
GRENADE LAUNCHER
OR MAGNUM PISTOL

LOCKPICK

POLICE STATION MAP

Live Selection No. 1:

Fight with the Monster or
Enter the Police Station



Option 1A:

Fight with the Monster



Unless you have enough ammo, you probably don't want to take on the Nemesis (if you do take on the Nemesis, see "Shoot-n-Scout in Action" in the "Basics" section of this ProStrategy Guide). However, you may want to fight with the monster even if you don't have the means to defeat it in order to obtain a valuable item from Brad's corpse in the process.



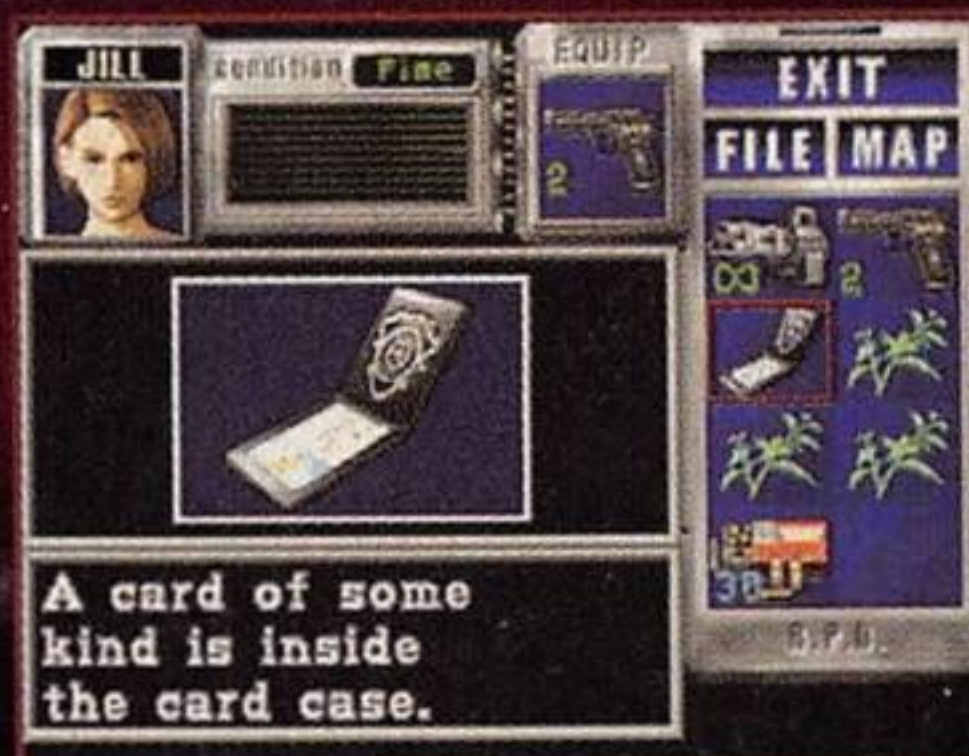
Run over to Brad and search his corpse; you should find a card case. Once you've obtained the case, you can remain outside (PSIF-1) and fight the Nemesis or run inside the Police Station.

Option 1B:

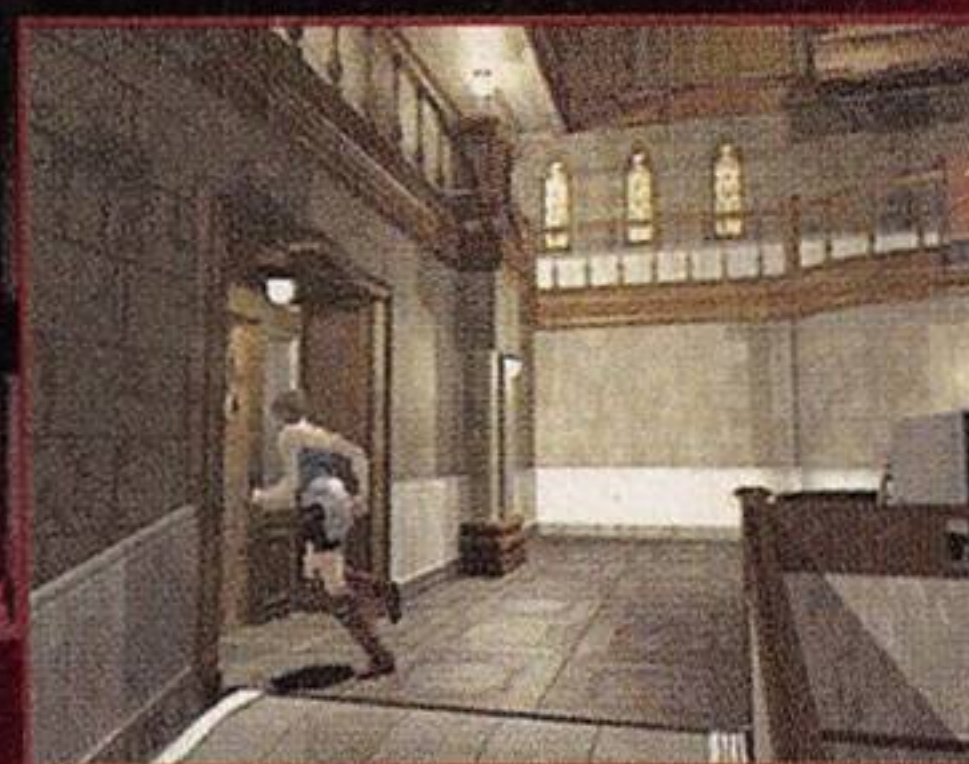
Enter the Police Station



You can find three Green Herbs in the southeast corner of the Hall (PSIF-2). You can also find a box of bullets, the Police Station Map, and a typewriter at the north end of the Hall. If you took the card case off Brad, check the item in your item inventory and get Brad's S.T.A.R.S. ID card.



Use the ID card on the computer and make a note of the number that appears onscreen.



Take the door along the west wall.



Be prepared to deal with some cops-gone-zombie patrolling this room (PSIF-3). Enter the office in the southwest corner and get Marvin's Report. You may also find a box of shotgun shells on the desk; if you don't find them here, they will be above the fireplace in the back of the Briefing Room on the first floor (PSIF-8). Go through the door along the north wall.

Emblem Key

and the Blue Gem



Once you're inside the Evidence Room (PSIF-4), use the code that you got off the computer in the Hall to open the storage locker and grab the Emblem Key. You can also find the Blue Gem in an unlocked locker in this same room. Exit the Evidence Room through the door along the east wall.



More zombies are waiting in the hallway (PSIF-5). Gun them down, then go to the Dark Room beneath the stairs at the end of the hallway.



You can find David's Memo, an item in the locker, and an Ink Ribbon in the Dark Room (PSIF-6).

Jill's S.T.A.R.S. ID Card



If you didn't get Brad's ID card (see "Live Selection No. 1" above), you can find Jill's card in the Briefing Room (PSIF-8). Be careful in the hallway outside the Briefing Room (PSIF-7)—you may encounter zombies or mutated dogs. You can also find two Red Herbs at the end of this hallway; if not, you can find them at the end of the hallway outside the S.T.A.R.S. Office, which is upstairs (PS2F-10). Get Jill's S.T.A.R.S. ID card, backtrack to the Hall of the Police Station (PSIF-2), and use the card on the computer to obtain the combination for the locker in the Evidence Room that holds the Emblem Key.



Go up the stairs outside the Dark Room (PSIF-5).



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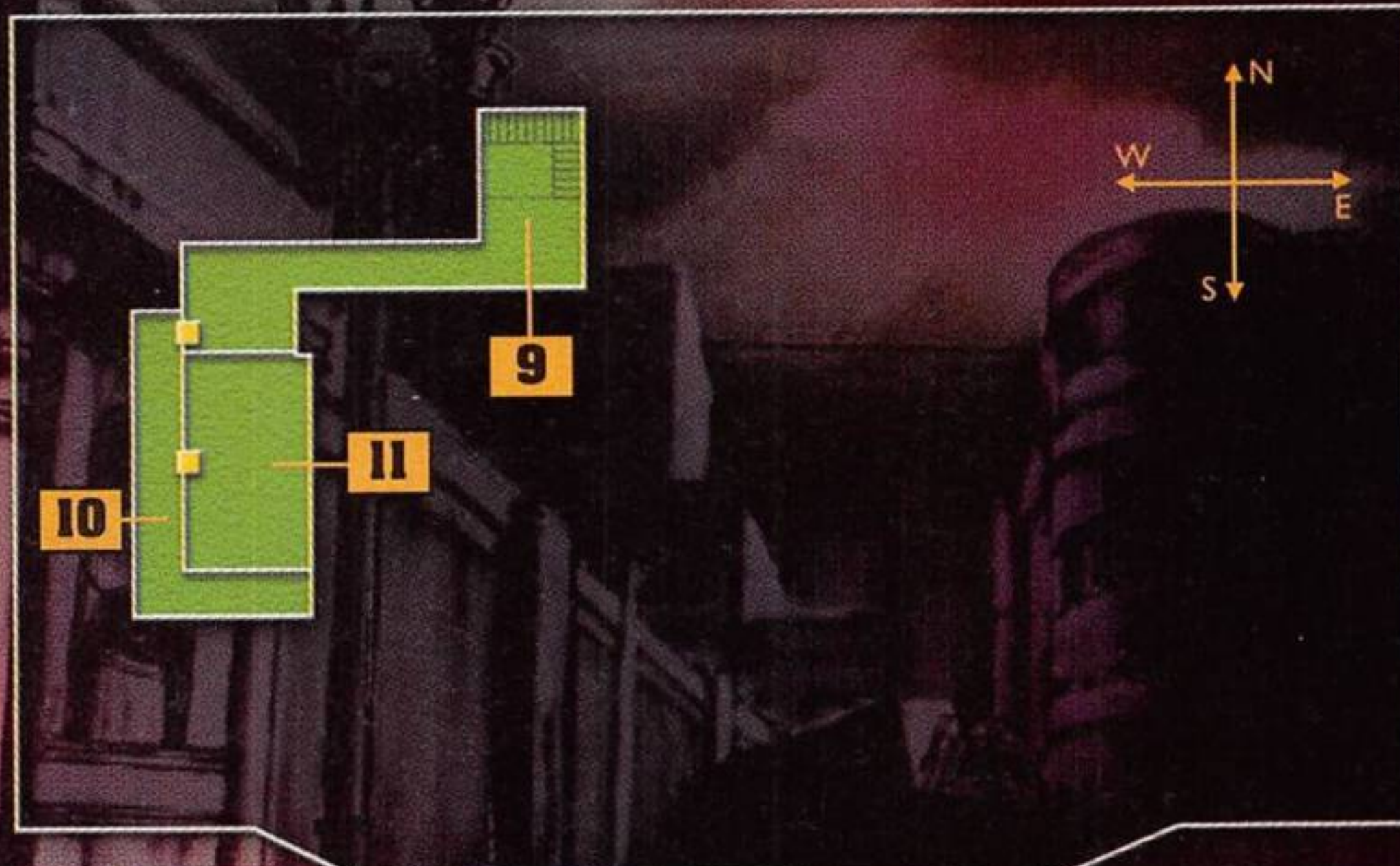


ROADSTERS™

blowing road racing wide open

Part 2: The Police Station

Police Station 2F Map

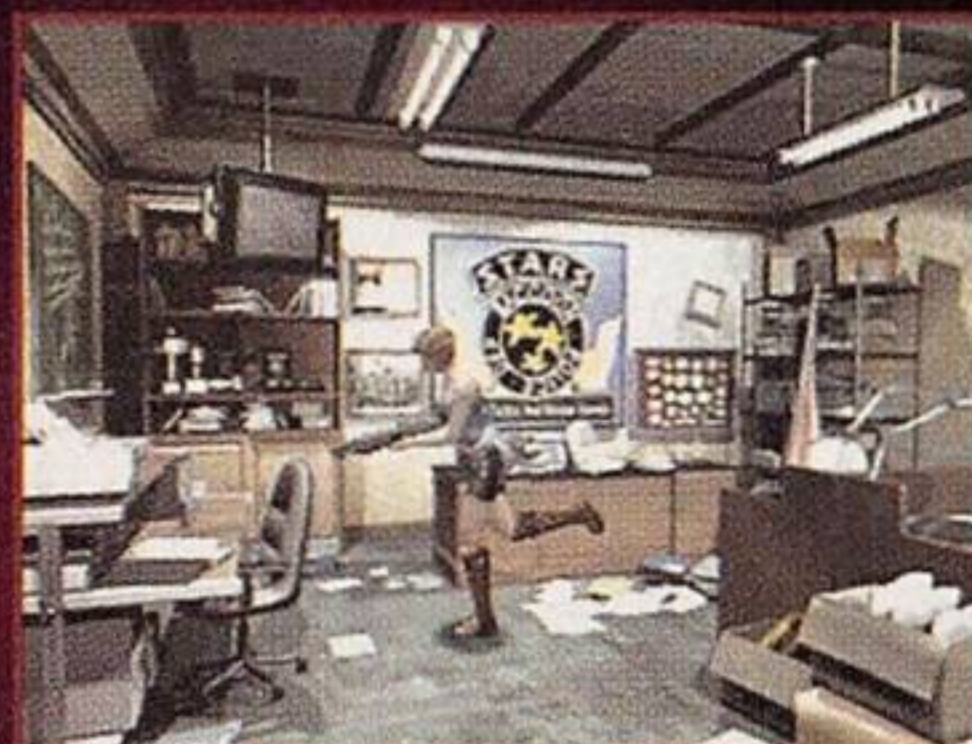


When you reach the top of the stairs (PS2F-9), shoot the zombies and then go through the door at the west end of the hallway.



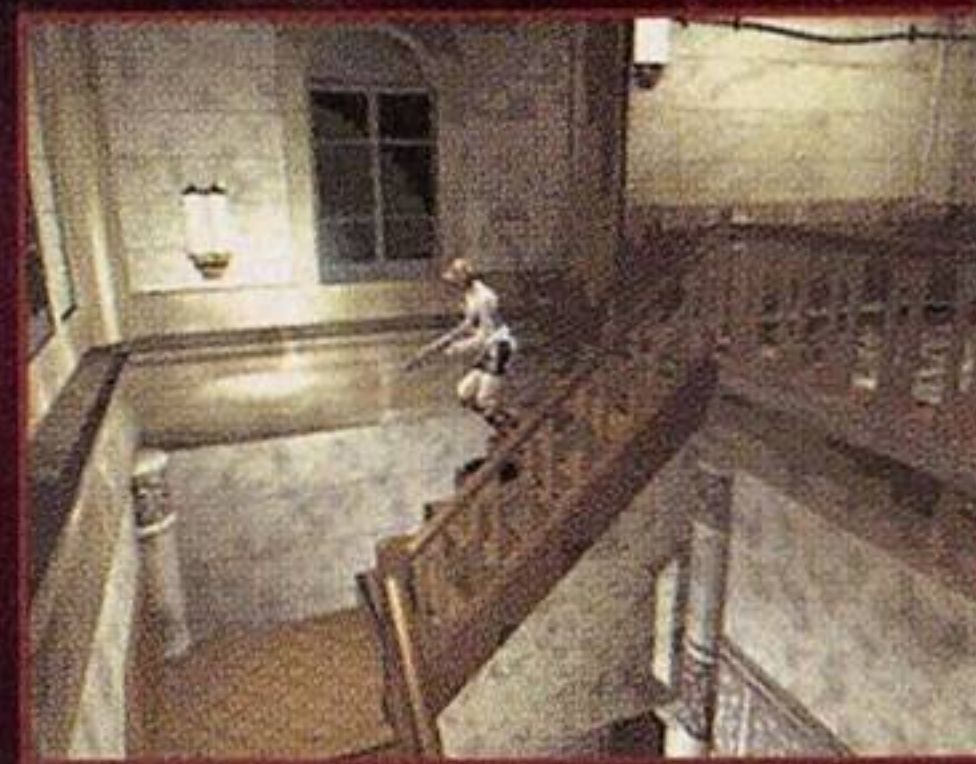
In the next hallway (PS2F-10), go through the door along the east wall, which leads to the S.T.A.R.S. Office. If you didn't find two Red Herbs in the hallway outside the Briefing Room on the first floor (PS1F-7), you can find them in the southeast corner of this hallway.

The Lockpick



There are several valuable items in the S.T.A.R.S. Office (PS2F-11)—the most important: the lockpick. You can also find a can of First-Aid Spray,

a fax from the Kendo Gun Shop, an item, and a weapon—the grenade launcher or the magnum pistol.



Leave the S.T.A.R.S. Office and head back downstairs. Just before you reach the staircase (PS2F-9), you hear a crash.

Jill vs. The Nemesis: The Rematch



When you reach the bottom of the stairs, stop (PS1F-5). Now turn 45 degrees so you're facing south and run to the door at the end of the hall. Why? Because the Nemesis crashes through the window. It wants a rematch—and it's armed with a rocket launcher! Run into the Evidence Room (PS1F-4).



Run through (PS1F-4) and (PS1F-3)—you're safe from the Nemesis in the Hall (PS1F-2). Leave the Police Station.

Uptown Girl



Use the lockpick on the door along the east wall in the area outside the Police Station (U-16).



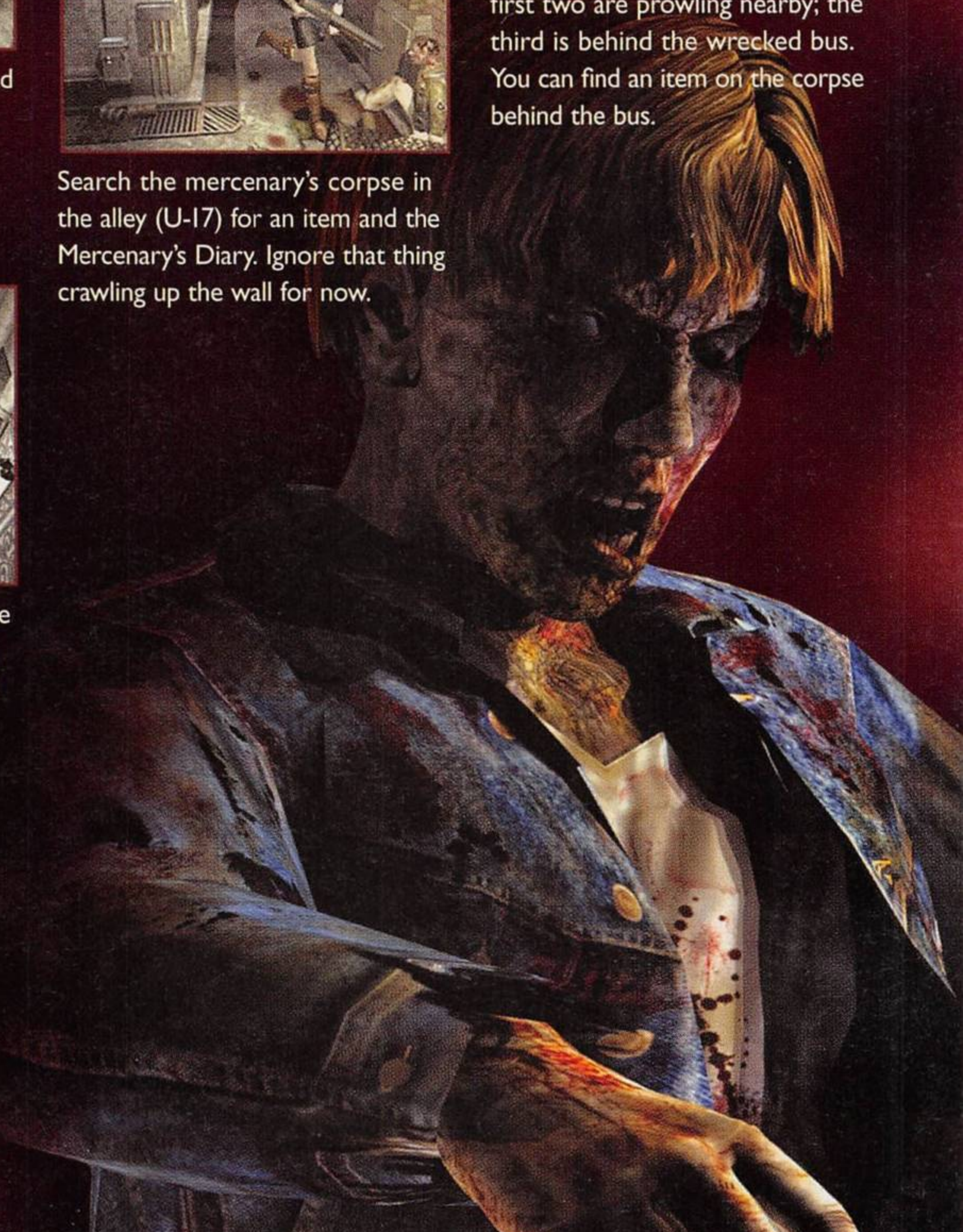
Search the mercenary's corpse in the alley (U-17) for an item and the Mercenary's Diary. Ignore that thing crawling up the wall for now.



You see a fire hose at the south end of the next alley (U-18), but don't bother with it just yet. You can find two Blue Herbs, and you may find three Green Herbs at the north end of this alley. If you don't get the Green Herbs here, you'll find them in the Downtown area (D-18). Exit the alley through the north gate.



Three dogs are waiting in the next area (U-19), so ready a weapon. The first two are prowling nearby; the third is behind the wrecked bus. You can find an item on the corpse behind the bus.



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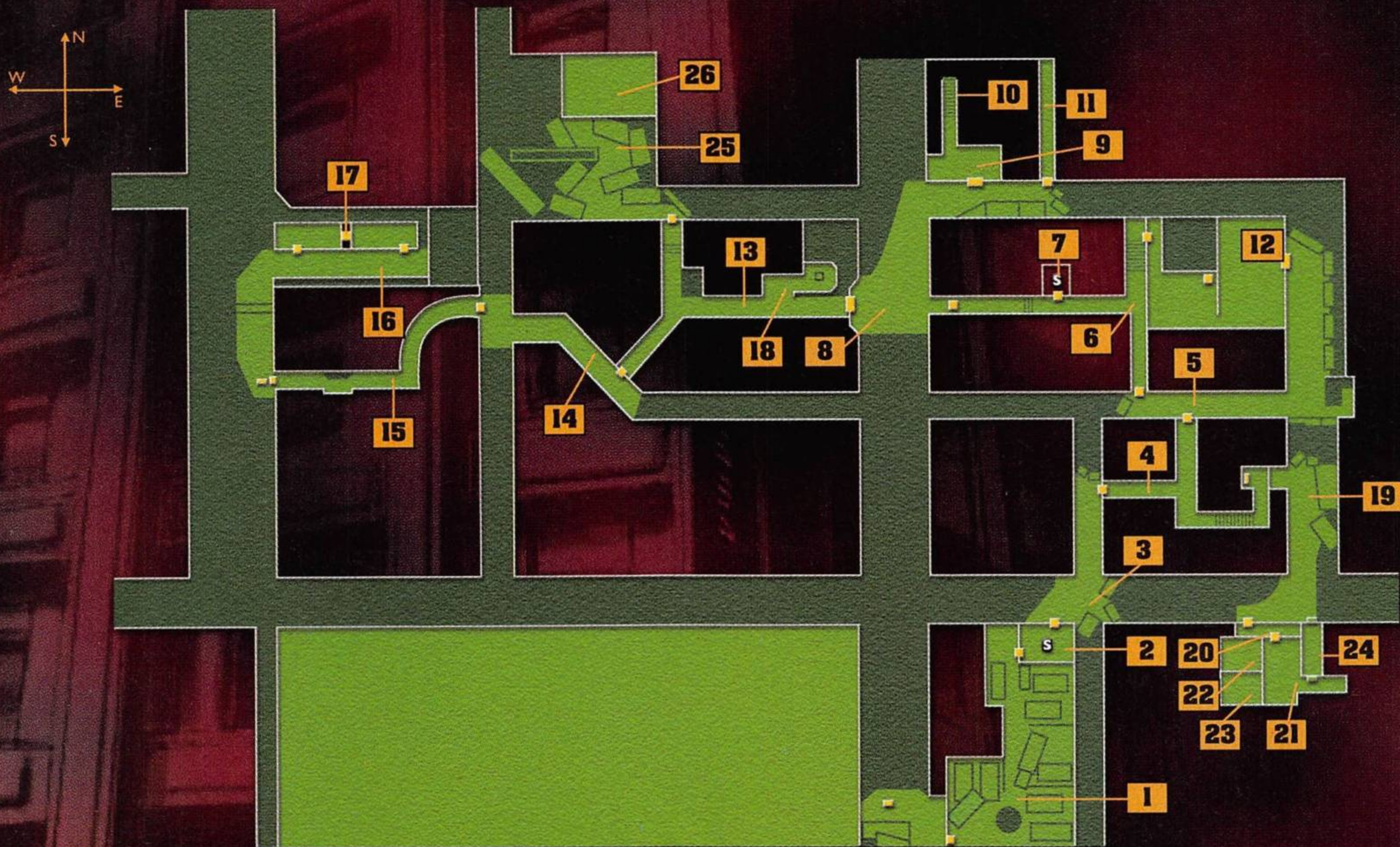


360 DEGREES OF MIND-BLOWING FURY



Part 3: Downtown

Downtown Map



Key Items in Downtown Area

- BATTERY
- BRONZE BOOK
- BRONZE COMPASS
- DOWNTOWN MAP
- FIRE HOOK
- FUSE
- GREEN GEM
- GRENADE LAUNCHER OR MAGNUM PISTOL
- MACHINE OIL
- POWER CABLE
- RUSTED CRANK
- WRENCH

Power Cable



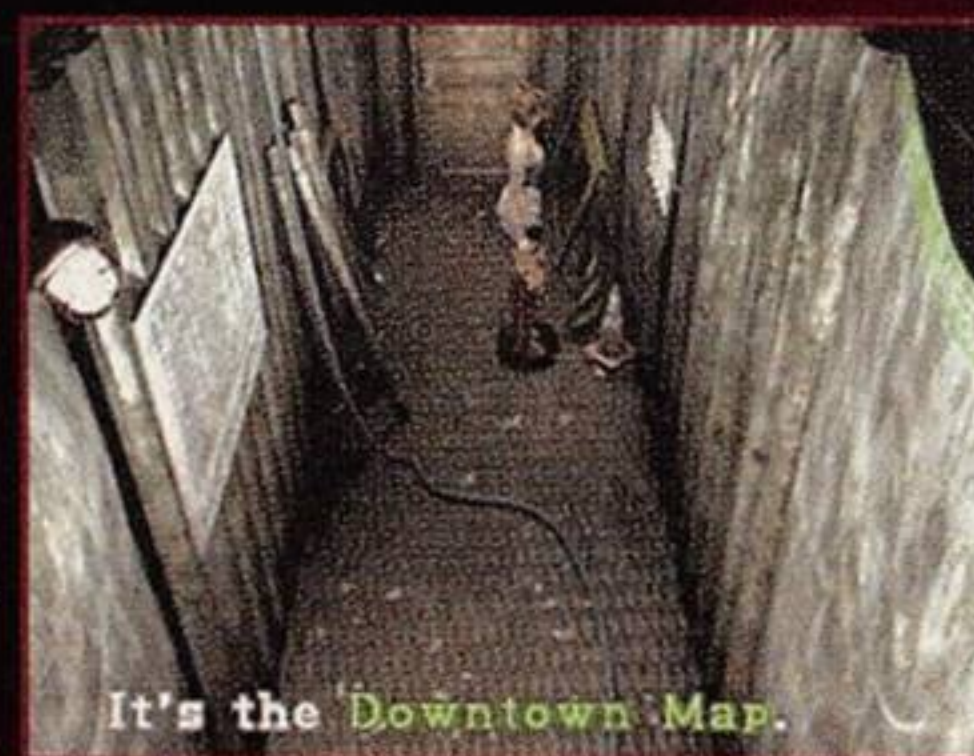
Congratulations—you made it to the Downtown area! In the parking lot (D-1), there are two dogs and a power cable. Blow away the two pups, then get the cable that's charging a car battery. Go through the door along the east wall at the north end of the parking lot.



You can find an item and an Ink Ribbon inside this Save Room (D-2).



In the next area (D-3), you encounter either three dogs that approach from different directions or zombies. If you encounter dogs, don't try to gun them down—you'll get mauled. Run around them, then head north and through the door against the east wall at the end of the street.



When you enter the construction area (D-4), take the Downtown Map off the north wall and look for a crate

suspended by a rope overhead. Remember that thing that crawled up the wall by the dead mercenary (U-17)? It is now time for a "formal" introduction!



That thing is called a Drain Deimos, and it can be taken down with a couple of shotgun blasts or a magnum round. However, you can also lure Deimos under the dangling crate, then shoot the rope so the crate falls on it. Be careful, though—Deimos has a buddy who's crawling up the side of the staircase around the corner. You can find an item on the corpse in this area.



In the next area (D-5), go through the door along the north wall at the west end of the area. Don't worry about the gunshots that you hear—we'll get to that in a moment.



Several zombies are waiting in the next area (D-6). Let your pistol do the talking.

The Rusted Crank



Go to the Save Room in the shopping district (D-7), where you can find an item and the rusted crank.

Meeting Carlos



You now have to choose whether to meet Carlos, an essential character in the game, at the Raccoon Press Building (D-9) or the Restaurant (D-12). Each location results in a different set of events. See "Meeting Place #1: Raccoon Press Building" (which leads to Live Selection No. 2) or "Meeting Place #2: The Restaurant" (which leads to Live Selection No. 3) for each scenario's events. No matter where you meet Carlos, you'll ultimately end up at City Hall.

Meeting Place #1: Raccoon Press Building



A sapphire shining in blue.

Take the Blue Gem and leave the Save Room (D-7). Use the door at the west end of the passage (D-6).



Put the Blue Gem in the clock by the City Hall gates (D-8), then search the nearby corpse. Go north up the street and enter the Raccoon Press Building.



You can find an item, an Ink Ribbon, and Photo B inside the lobby of the Raccoon Press Building (D-9). Push the stepladder over to the switch on the west side of the room, then climb it and press the switch on the north wall to activate the fire door. Climb down and press the switch next to the fireproof shutter to open it.



Go upstairs (D-10) to meet Carlos.

Live Selection No. 2:

Jump Out of the Window or Hide in the Back



Jump out of the window. Hide in the back.

Option 2A: Jump Out of the Window



If you choose "Jump Out of the Window," you can collect two Red Herbs in the alley where you land (D-11).

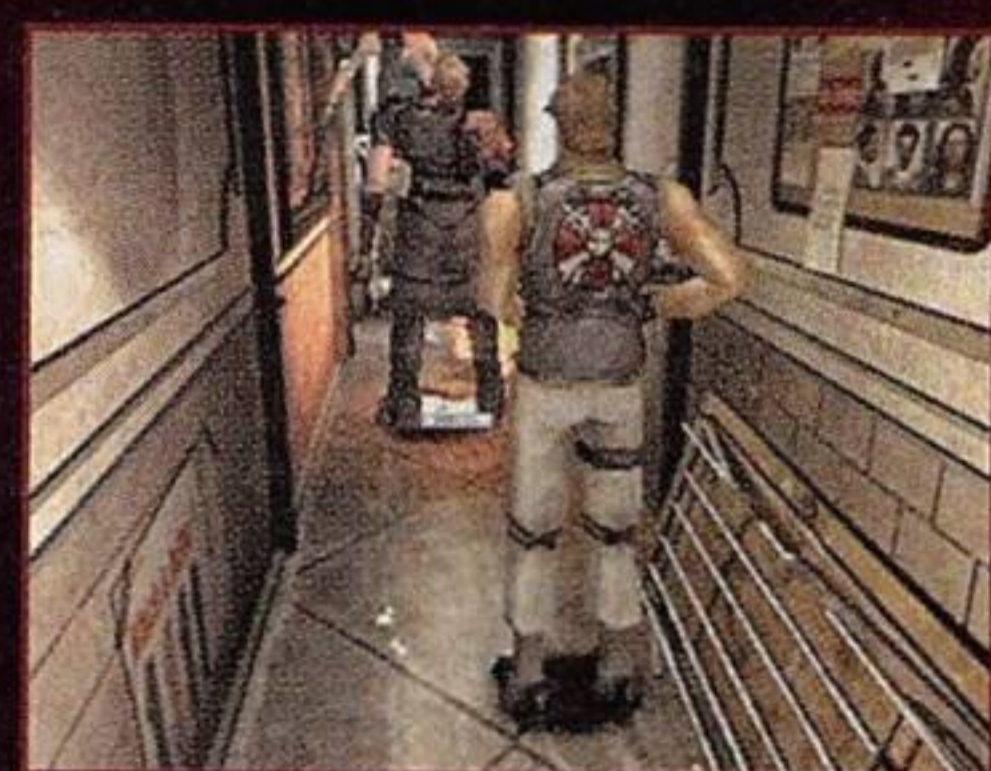


You can then reenter the Raccoon Press Building and collect the items upstairs (D-10)—but be careful; the Nemesis may be waiting for you.

Option 2B: Hide in the Back



If you choose "Hide in the Back," a blast knocks the Nemesis out cold for a few minutes and dislodges an item it has. You can also find the Reporter's Memo and Photo C here. However, don't dawdle—the Nemesis comes to and attacks.



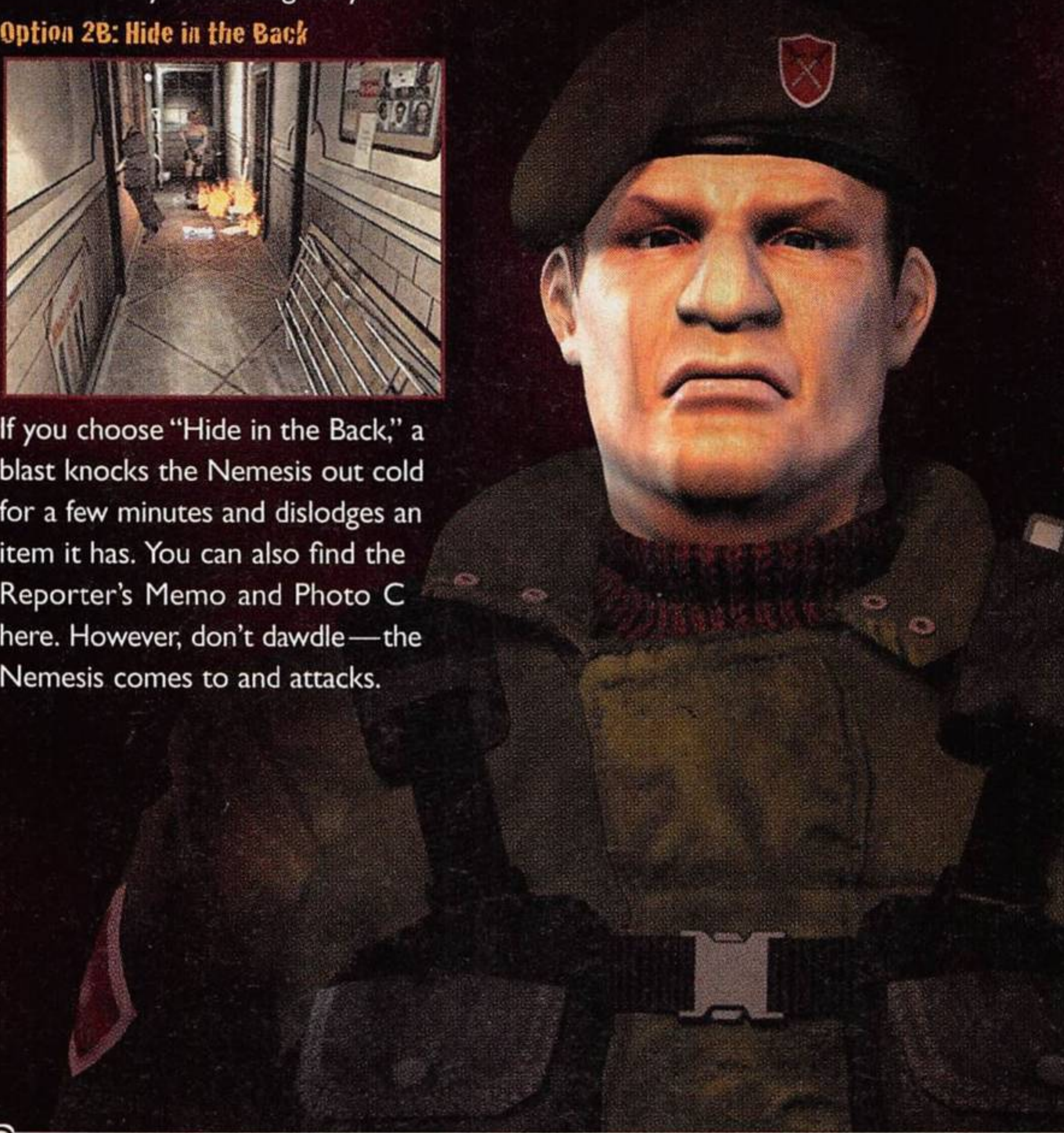
If the Nemesis traps you, it's easy to shoot it down—especially with Jill and Carlos's combined firepower. Don't let Carlos take too much damage, though—if he dies, it's game over. Now leave the Raccoon Press Building.

The Green Gem



Will you use the Lockpick? Yes No

Regardless of your decision for Live Selection No. 2, your next destination should be the Restaurant (D-12). Return to the alley in the shopping district (D-6) and enter the Restaurant through the back door against the east wall at the north end of the alley. Once you're inside (D-12), use the lockpick on the cabinet against the north wall and get the fire hook.





Use the fire hook to open the manhole cover, then descend the ladder.



After you descend, shoot the zombies and get the Green Gem off the corpse against the west wall.



Climb the ladder, then get the City Guide off the table and collect any items that you find in the dining room. Now leave the Restaurant. For the rest of this scenario, see the section entitled "City Hall."

Meeting Place #2: The Restaurant



The following events occur if you meet Carlos in the Restaurant rather than in the Raccoon Press Building. Take the Blue Gem and enter the Restaurant through the back door (D-12).

The Fire Hook



Use the lockpick on the cabinet along the north wall and take the fire hook. Search the front of the Restaurant and collect any items, then use the fire hook to open the manhole cover. When you open the manhole, Carlos appears.

Live Selection No. 3

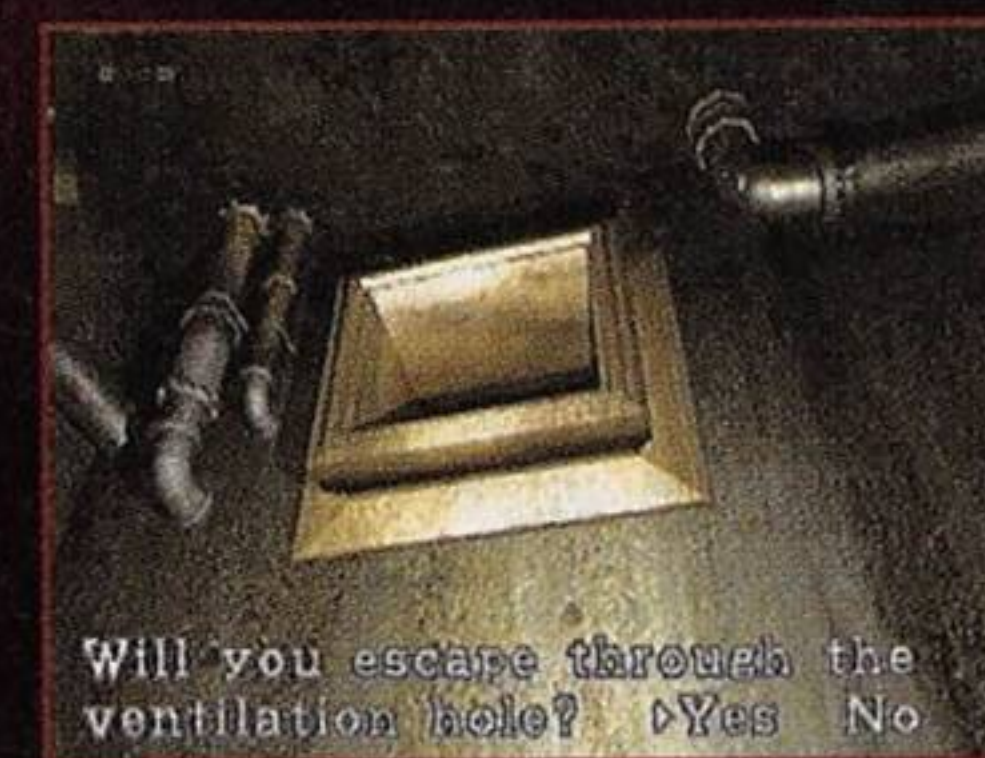
Run Into the Basement or Hide Inside the Kitchen



Option 3A: Run Into the Basement



If you choose "Run Into the Basement," the Nemesis breaks a water pipe and the place floods with water. Now you can either go back upstairs to fight the Nemesis, or you can escape through a ventilation hole along the west wall.



If you take the latter choice, you end up in the shopping district alley (D-6).

Option 3B: Hide Inside the Kitchen



If you choose the second alternative, "Hide Inside the Kitchen," you create an explosion that knocks the Nemesis out cold and also jolts an item from its possession. Don't stick around too long, though; the Nemesis eventually awakens and attacks again.

The Green Gem



Regardless of your choice in Live Selection No. 3, the Raccoon Press Building (D-9) is your next destination. On the way, put the Blue Gem in the clock by the City Hall gates (D-8), then search the corpse across from the clock to collect an item. Go north up the street and enter the Raccoon Press Building.



You can find an item, an Ink Ribbon, and Photo B inside the lobby (D-9). Push the stepladder over to the switch on the west side of the room, then climb it and press the switch to activate the fire door. Now get off the stepladder and press the switch next to the fireproof shutter to open it.



Go upstairs (D-10) and get the Green Gem off the desk.

City Hall



Now that you have the Green Gem, you can open the gates to City Hall. Go to the clock outside the gates (D-8) and insert the Green Gem.



Walk down the long corridor (D-13) and take the southwest branch.

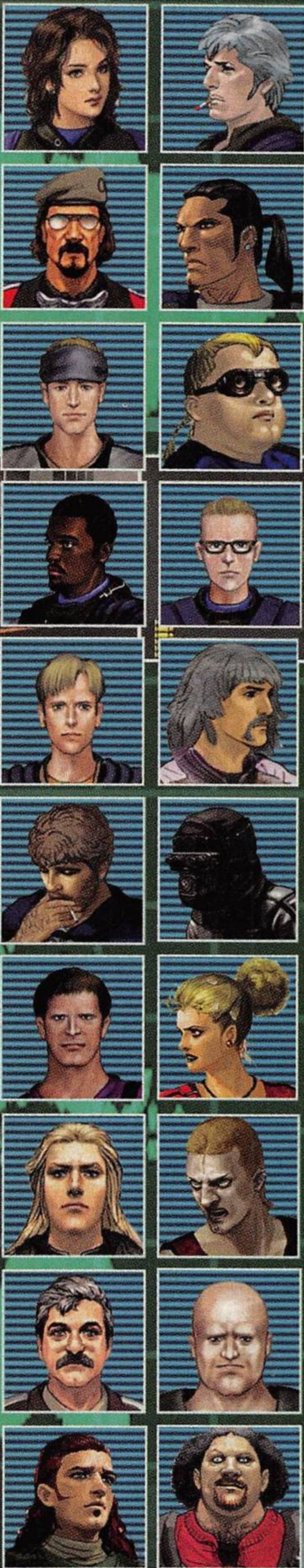


Be careful in this next area (D-14) because some zombies may be playing possum.



Head west down the winding corridor (D-15) and collect the two Green Herbs along the way.

The first blast wiped out your Space Center.
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 satellite will strike again...It's your job to
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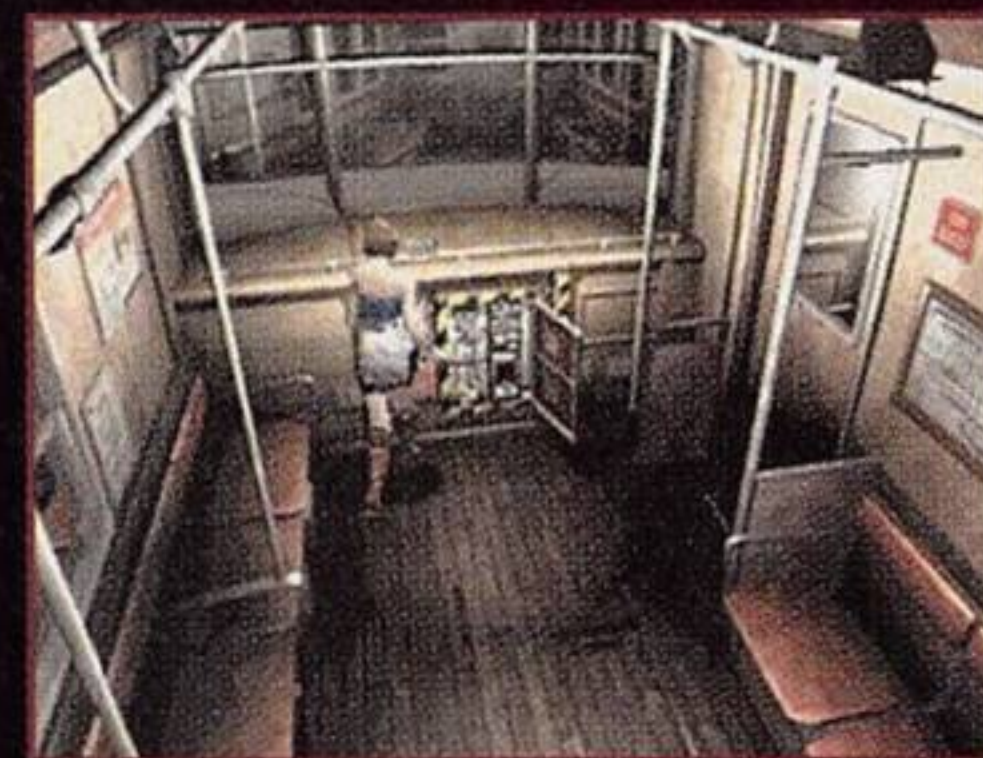
In the next area is an oil drum (D-16). When several monsters gather around it, shoot it. You can also collect an item off the corpse against the south wall of this walkway.



Climb over the barrier to the north, then go to the trolley located around the corner to the east.



In front of the trolley is an oil drum. If monsters are nearby, shoot it.



When you enter the trolley (D-17), get the Mechanic's Memo. Carlos gives you a side pack that enables you to carry 10 items.

The Wrench



You can also find a wrench on one of the seats in the trolley.



Your goal is to return to the City Hall gates. However, be wary in (D-14)—a zombie jumps out of the parked car. Blast the zombie and collect the item inside the car.



Exercise caution in the long corridor that's the final stretch to the City Hall gates (D-13); the door along the north wall bursts open when you get close, and zombies will enter the passageway.

The Bronze Book



Blow away the zombies and enter the now open room (D-18). If you didn't find three Green Herbs in the alley with the fire hose (U-18), you can find them against the west wall of this area. Examine the statue and take the Bronze Book off of it.

The Bronze Compass



Go to the pool of water (D-5) south-east of the Restaurant. Put the Bronze Book in the slot on the east wall, then remove the Bronze Compass

that's mounted on the wall next to the slot where you put the Bronze Book.



Return to the statue where you found the Bronze Book (D-18). Be careful in the area outside the City Hall gates (D-8)—either dogs or crows jump through the windows.

The Battery



Put the Bronze Compass in the statue's hand (D-18). Examine the back of the statue to find the battery.



Take the battery to the construction zone area (D-4). Climb the stairs and put it in the slot by the elevator. Take the elevator down.



When the lift stops (D-19), exit and locate the item on the corpse against the north wall. Several zombies advance from the south, so be prepared to mow 'em down—or shoot the dynamite on the southwest wall to help destroy them.

The Substation



You may find two Red Herbs inside the gated area outside the Substation (D-20); if you don't find them here, you can find them at the Gas Station (D-26). Enter the Substation (D-21) and set the power transmitter to manual mode, then press the switch on the adjacent transformer.

A New Weapon and the Fuse



Read the notes on the two doors along the west wall and make a note of the number written on each one. The object here is to manipulate the voltage numbers on the transformer so the total matches the number posted on each door. You manipulate the transformer's total twice. Figure out the voltage sequence so the total matches the first door's number, and the northwest door (D-22) opens. Next, work out the second door's number, and the southwest door (D-23) opens.



Enter either room and grab the item inside; the fuse is in the southwest room (D-23), and a weapon is in the northwest room (D-22). If you found the grenade launcher in the Police Station, you get the magnum here; if you found the magnum in the Police Station, then you find the grenade launcher. However, you can only grab the fuse or the weapon—when you add either item to your

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inventory, zombies attack the Substation and you're presented with Live Selection No. 4.

Live Selection No. 4 Head to the Emergency Exit or Increase the Electricity Output



Option 4A: Head to the Emergency Exit



If you choose "Head to the Emergency Exit," take a shortcut (D-24) to the street in front of the building (D-19).



Once outside the Substation, however, one of two things may happen: The street may be empty, or the Nemesis may be perched atop a building across the way with its rocket launcher. If the latter event occurs, you can either take the Nemesis head-on (if you have the health and firepower), or you can retreat inside the Substation and get the item that you left behind.

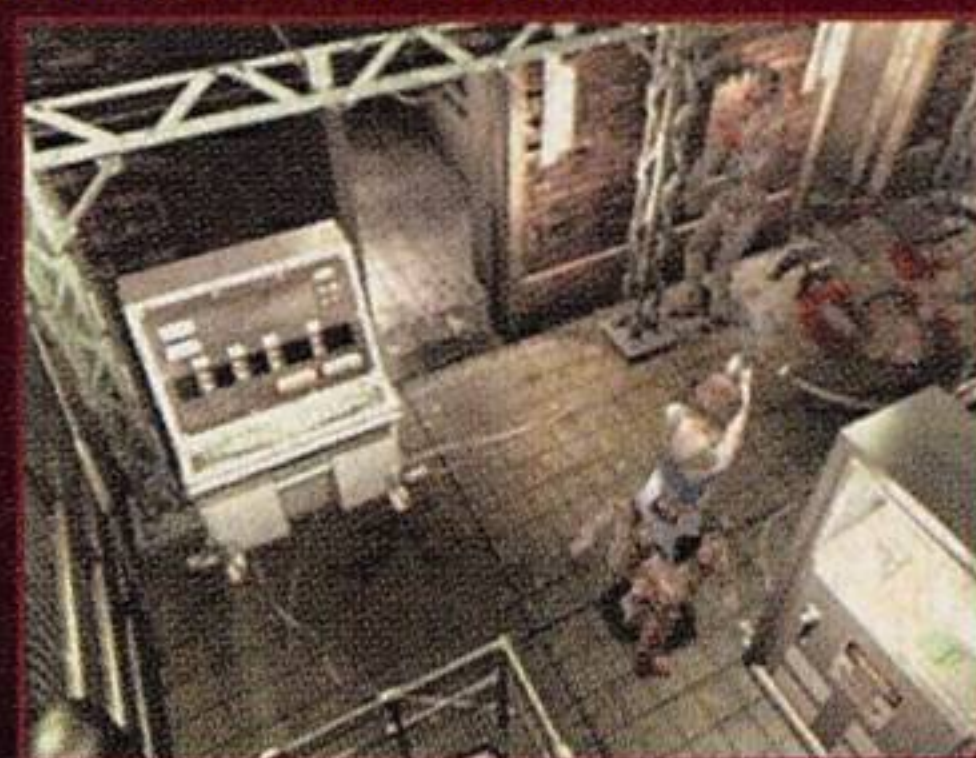
Option 4B: Increase the Electricity Output



If you choose "Increase the Electricity Output," the place surges with electricity, thus solving the zombie problem. After the sparks fly, go to the room along the west wall to find

the other item that you didn't get before the Live Selection phase began.

Outside the Substation



Regardless of the outcome from Live Selection No. 4, the next item you need to add to your inventory is the fire hose.



Remember where you saw the fire hose? It's located in the Uptown area (U-18). During the trip, be careful in (D-3)—a zombie jumps out of the parked car at the south end of the street. You can also find an item in this car.

Back Uptown



Another surprise awaits you at the wrecked bus (U-19). Crows burst through the bus windows when you pass alongside it.

The Fire Hose



Return to (U-18) and use the wrench to free the fire hose at the south end of the alley.



Now you have to backtrack to the alley (U-14) where the flaming dogs attacked. When you get there, connect the fire hose to the hydrant on the south wall across from the Save Room (U-15) and put out the fire.

The Sales Office



You have access to the Sales Office (U-22). Collect the two Blue Herbs in the alley to the west (U-20).



When you reach the area outside the Sales Office (U-21), have a weapon ready. Get the crank off the ground in front of you, then shoot the Brain Sucker to the south (lurking just offscreen). Be prepared to fight another Brain Sucker that's hanging around in front of the Sales Office entrance.



Once you're inside the Sales Office (U-22), collect the Business Fax and

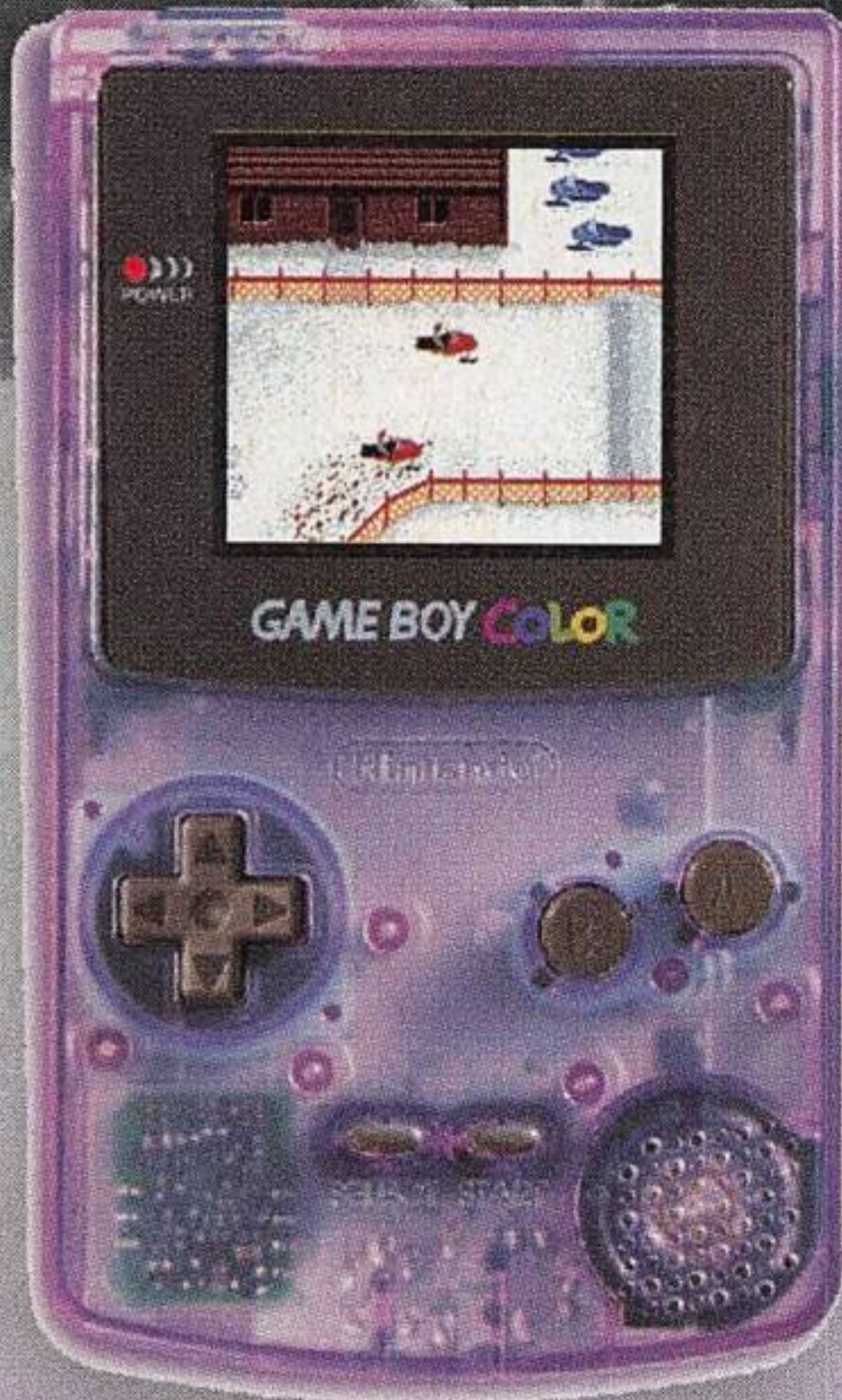


GAME BOY COLOR

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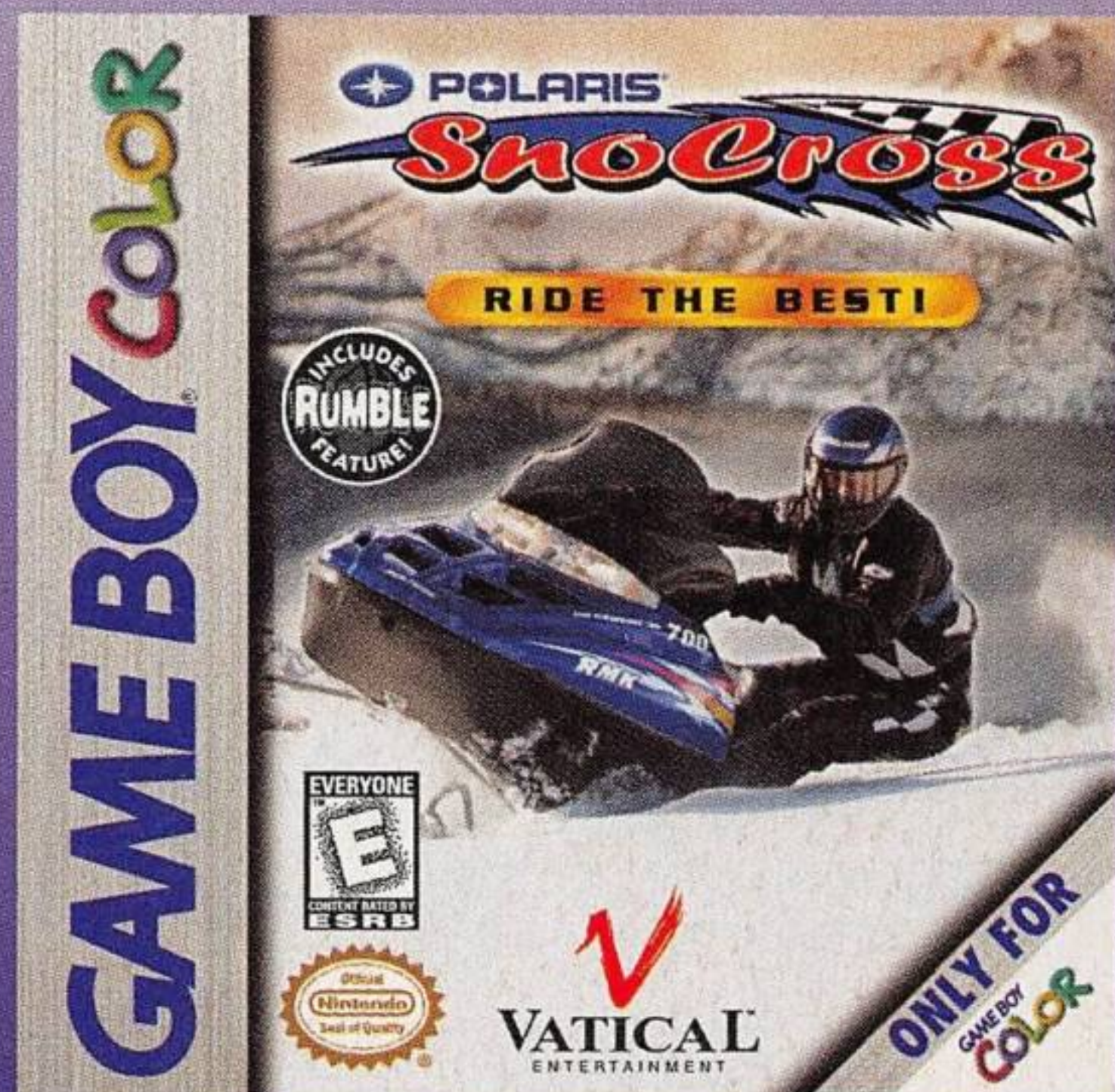
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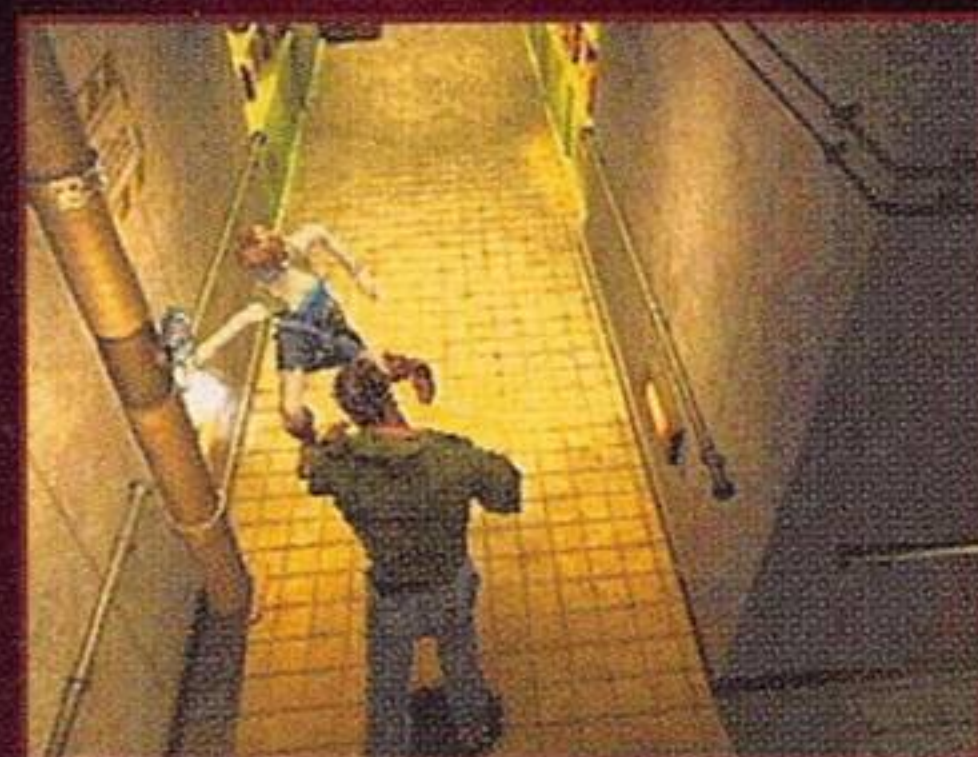
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the Manager's Report, then use the remote control to turn on the television. Make a note of the product that's being advertised, then turn on the nearby computer. Input the name of the product that you just saw, and the door against the southwest wall will open.

The Oil Additive

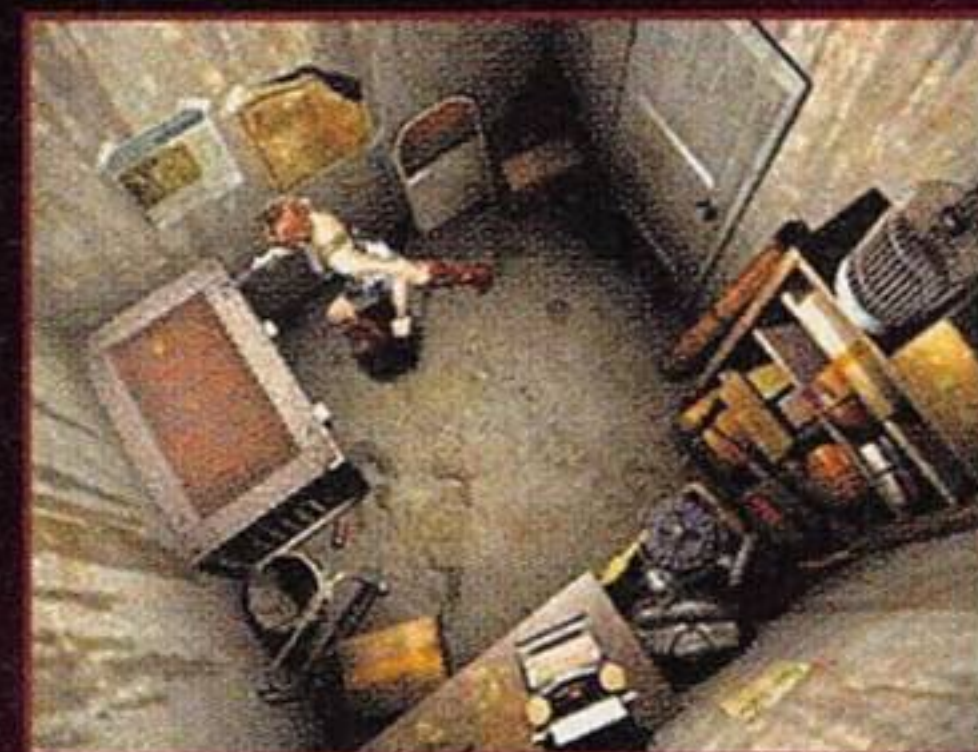


Open the door and go to the end of the hallway (U-23). Get the oil additive and other items off the shelves along the north and south walls.



As you're leaving, zombies attack. Instead of wasting precious ammo, use the knife to loosen the two steam valves along the north and west walls, respectively (fire the pistol if you don't have the knife). This should take out most of the zombies. Be careful as you leave the Sales Office (U-22) because zombies have made their way inside.

Backtrack



Time to backtrack to the warehouse (U-2) and see if Dario has decided to come out of his room. Go to the Save Room (U-15) and try to leave as many open slots as possible in your inventory. Make sure to take the crank you found outside the Sales Office.



Return to the area with the locked shed (U-11) and use the crank to raise the door. Collect the items inside, then head back to the warehouse (U-2).



Inside the warehouse, collect the items from Dario's hiding place.



If you visit the Save Room in the warehouse (U-3), be careful of the zombie in front of the Save Room door; he's playing possum.



Your destination is now the Gas Station (D-26) located in the Downtown area to the northeast of the trolley. When you reach the parking lot (D-1), it's decision time.

Live Selection No. 5 Climb Up or Jump Off



Option 5A: Climb Up

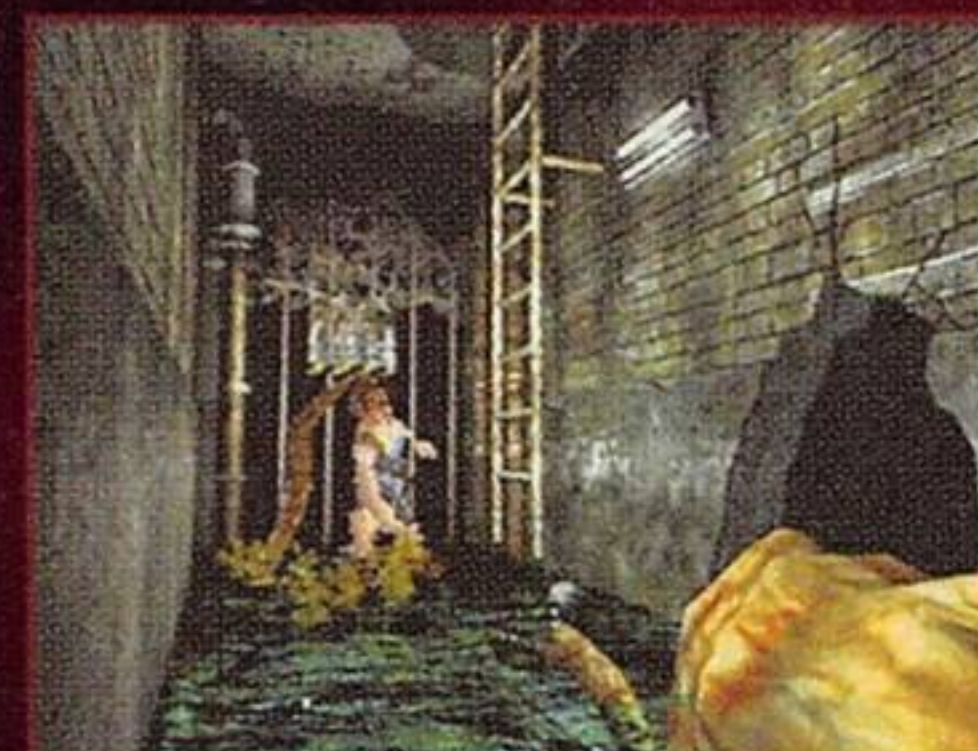


If you choose "Climb Up," you dodge the crates headed your way and remain in the parking lot.

Option 5B: Jump Off



If you select "Jump Off," you land in the sewer below with a new monster, the sliding worms.



Your knife or the pistol should do the trick with these little guys.



Climb the ladder and you're back at the wrecked bus (U-19).

Time to Leave



After Live Selection No. 5, go to the Save Room in the shopping district (D-7) and get the wrench, the rusted crank, and the oil additive.



Be prepared for a little surprise zombie attack in the branching corridor near the trolley (D-13).

Machine Oil



Go to the street outside the Gas Station (D-25) and use the rusted crank to open the shutter. When the crank breaks, finish the job with the wrench. You can also find two Red Herbs across from the door that you just revealed; however, if you found two Red Herbs in the gated area in front of the Substation (D-20), you won't find any Red Herbs here.



Once inside the Gas Station (D-26), examine the storage cabinet that maintains the temperature level of the oil. You must solve the puzzle to open the electronic lock and get the machine oil. To solve it, you need to isolate the button with the bold letter so it is the only one that has the red light illuminated above it. Unlike other puzzles in this game, random button pressing solves the puzzle.

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Sega Dreamcast





After you open the lock, combine the machine oil and the oil additive in your item inventory to get the mixed oil. Leave the Gas Station and head back to the Save Room in the shopping district (D-7).



When you return to the corridor (D-13), however, the Nemesis attacks. Avoid it and return to the Save Room (D-7). Stock up on heavy ammo (shotgun and grenade rounds) and health items. Also take the fuse, the mixed oil, and the power cable.

Grave Digger



When you reach the passage near the trolley (D-15), you fall underground. In order to return to the surface, you must press three switches in this cavern.



However, whenever you try to press any of the switches, you're attacked by a giant worm called a Grave Digger. You can either try to sneak around it and press the switches, or fight the monster and drive it away.

If you fight it, you'll have an easier time defeating it when you meet later in the game.



The easiest way to drive the worm away is to go to the recess at the southeast corner of the cavern, face south, and run toward the crack in the wall.

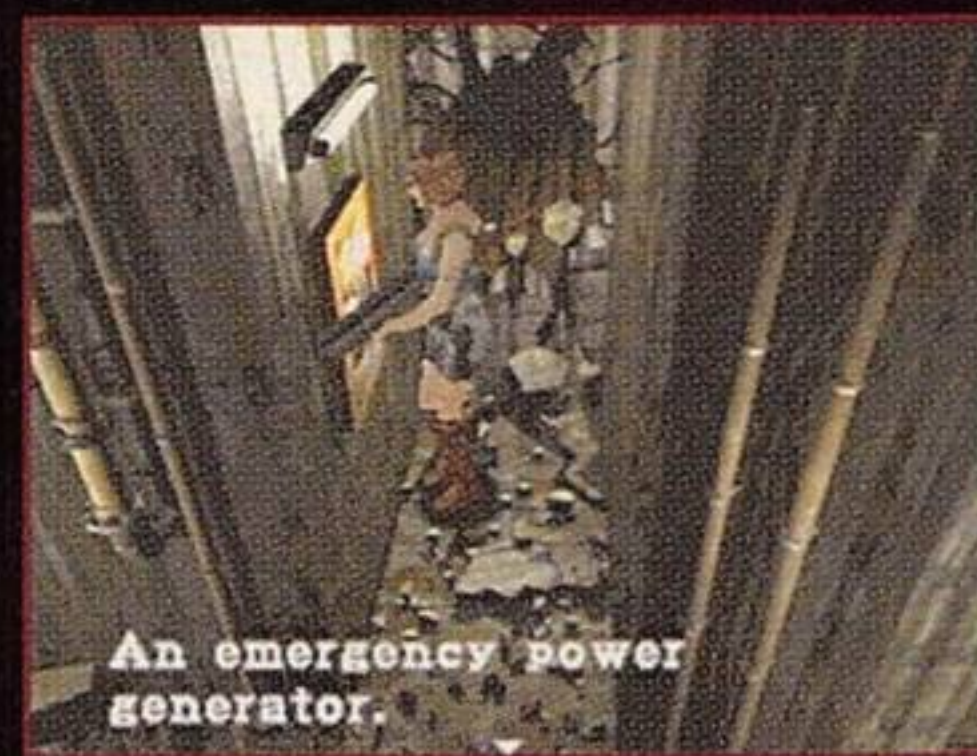


When the worm appears, immediately spin 180 degrees and run in the opposite direction, then turn 180 degrees again and quickly fire three shotgun or grenade rounds. Repeat this pattern until the worm screams and burrows away.



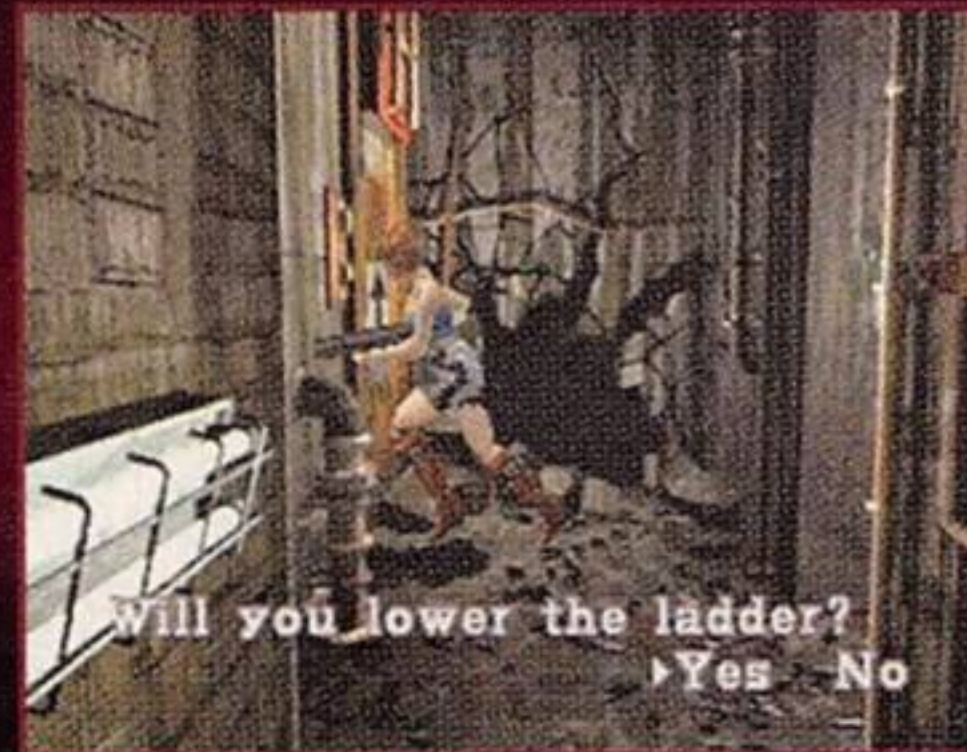
An emergency power supply.

When the worm is gone, activate the emergency power supply on the panel in the recess at the southeast corner of the cavern.



An emergency power generator.

Then activate the emergency power generator located in the recess at the northwest corner of the cavern.



Once that's done, turn around and press the button on the southwest wall to drop the ladder.



You're now in the area outside the trolley (D-16). If you took some damage from the Grave Digger, return to the Save Room in the shopping district (D-7) and patch yourself up.



Once aboard the trolley, put the fuse, mixed oil, and power cable into the generator to start the trolley.

Consequences



If you chose "Run Into the Basement" in Live Selection No. 3 and escaped from the Restaurant through the ventilation hole, or if you chose "Jump Out of the Window" in Live Selection No. 2, Carlos does not give you an item when you meet in the trolley. If you chose "Run Into the Basement" in Live Selection No. 3 and didn't escape the Restaurant through the ventilation hole, or if you chose "Hide in the Back" in Live Selection

No. 2, Carlos gives you an item when you meet in the trolley.

The Trolley and the Battle with the Nemesis



Now you must battle with the Nemesis in a small area. Equip a heavy weapon for a short fight.



When the Nemesis tries to grab you, press and hold R1 to dodge its attack. While holding R1, fire off a shot and run around the Nemesis to the other end of the trolley.



Repeat the pattern.

Next Month



Our Resident Evil 3 strategy guide continues! Will Jill survive? Can she stop Umbrella? Can the Nemesis be stopped? We'll also show you how to get both endings for the game.

EAGLE ONE

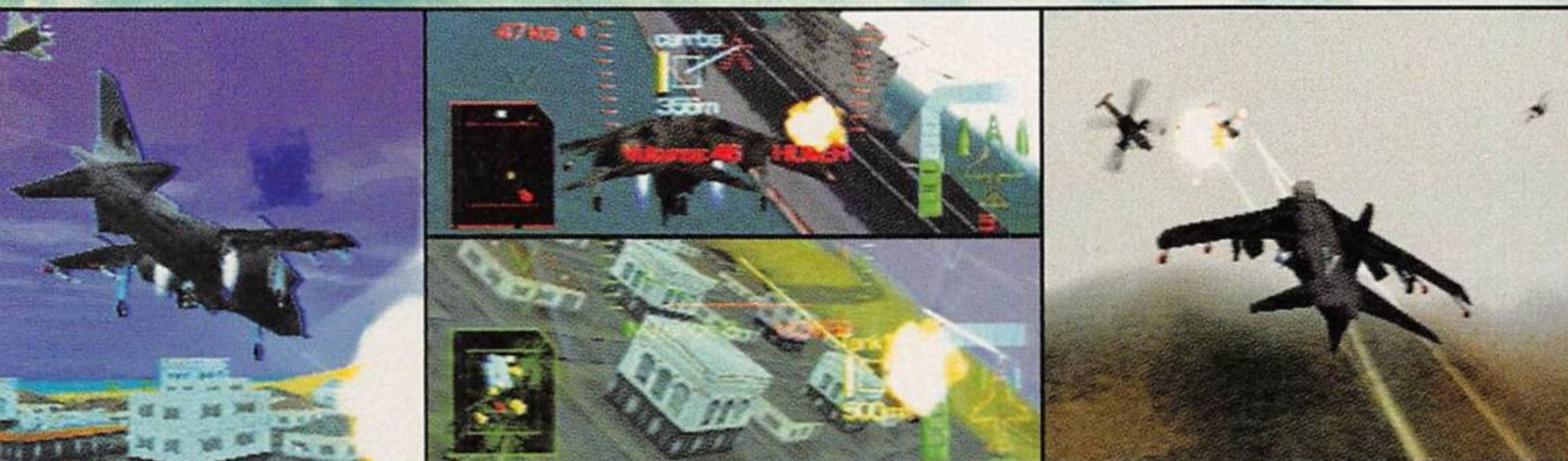
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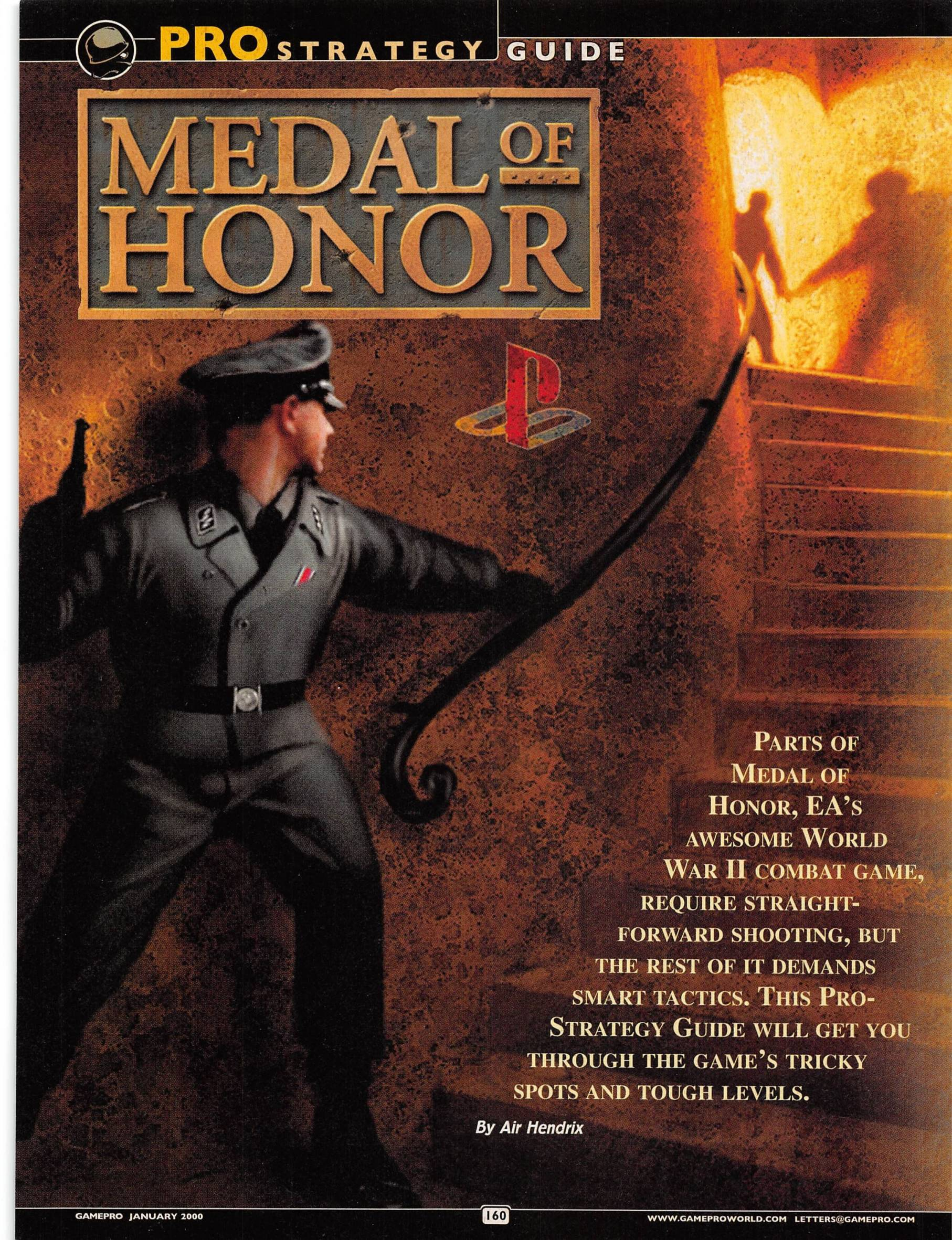


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MEDAL OF HONOR



PARTS OF MEDAL OF HONOR, EA'S AWESOME WORLD WAR II COMBAT GAME, REQUIRE STRAIGHT-FORWARD SHOOTING, BUT THE REST OF IT DEMANDS SMART TACTICS. THIS PRO-STRATEGY GUIDE WILL GET YOU THROUGH THE GAME'S TRICKY SPOTS AND TOUGH LEVELS.

By Air Hendrix

Basic Training

Head Shots



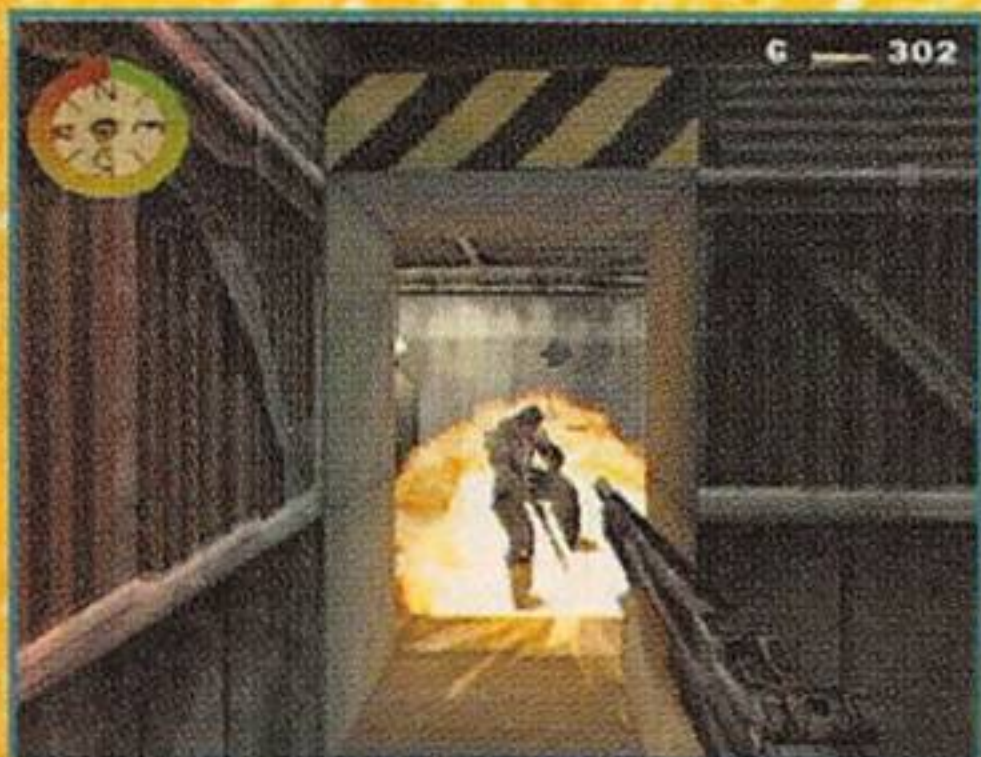
You should become proficient at lining up the targeting cursor for head shots, which are invaluable because they take the enemy down in one shot. If your target is wearing a helmet, however, the first shot will only pop his helmet off; finish him off with a second shot.

Strafing



Use the strafe buttons (L1 and R1) to go around corners with your weapon already lined up on potential targets.

Grenades



Toss a grenade at enemies—when they try to toss it back, shoot them so they drop it. This tactic is good for taking out crowds.

Reload



Whenever there's a break in the action, reload your weapon. If you have to reload during a firefight, take cover or you'll be a sitting duck.

Camping



Nazis have a nasty tendency to stick their gun around a corner and fire blindly at you. Learn to camp with your targeting cursor so you can shoot them in the shoulder as soon as they lean out.

Hidden Items



Extra ammo and first-aid kits are often hidden in crates and behind grates that you can shoot open.

Defense



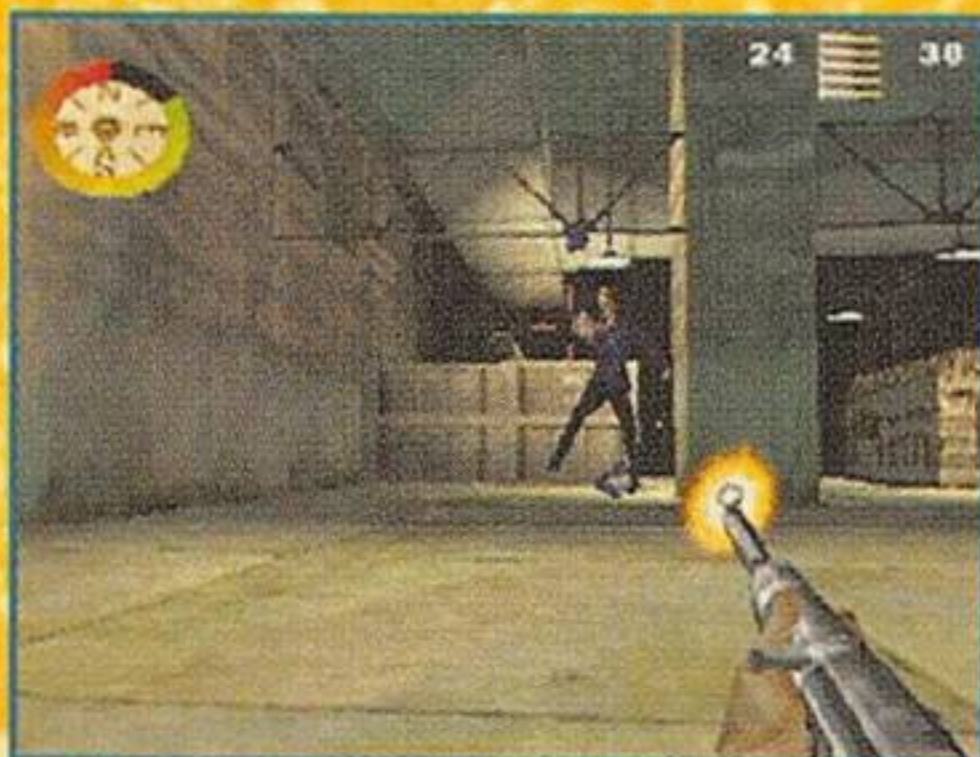
The keys to staying alive are keeping behind cover whenever possible and taking out enemies from a distance—before they notice you—as much as possible.

Retreat



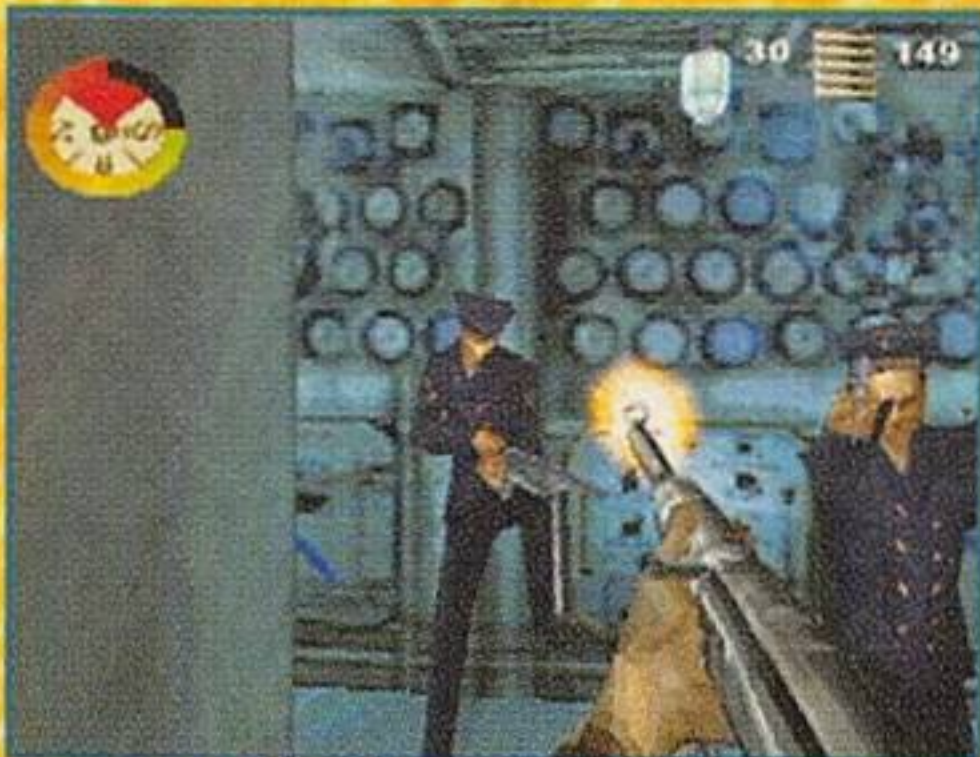
If you're outnumbered, run away, camp with your aiming cursor lined up on a corner, and wait for the enemy to run right into your fire.

Duck



If you're facing incoming fire, duck (tap L2) to reduce your chances of being hit. If you can't figure out where your attacker is, check the compass in the top left corner of the screen—the flashing red mark tells you where the trouble is.

Listen

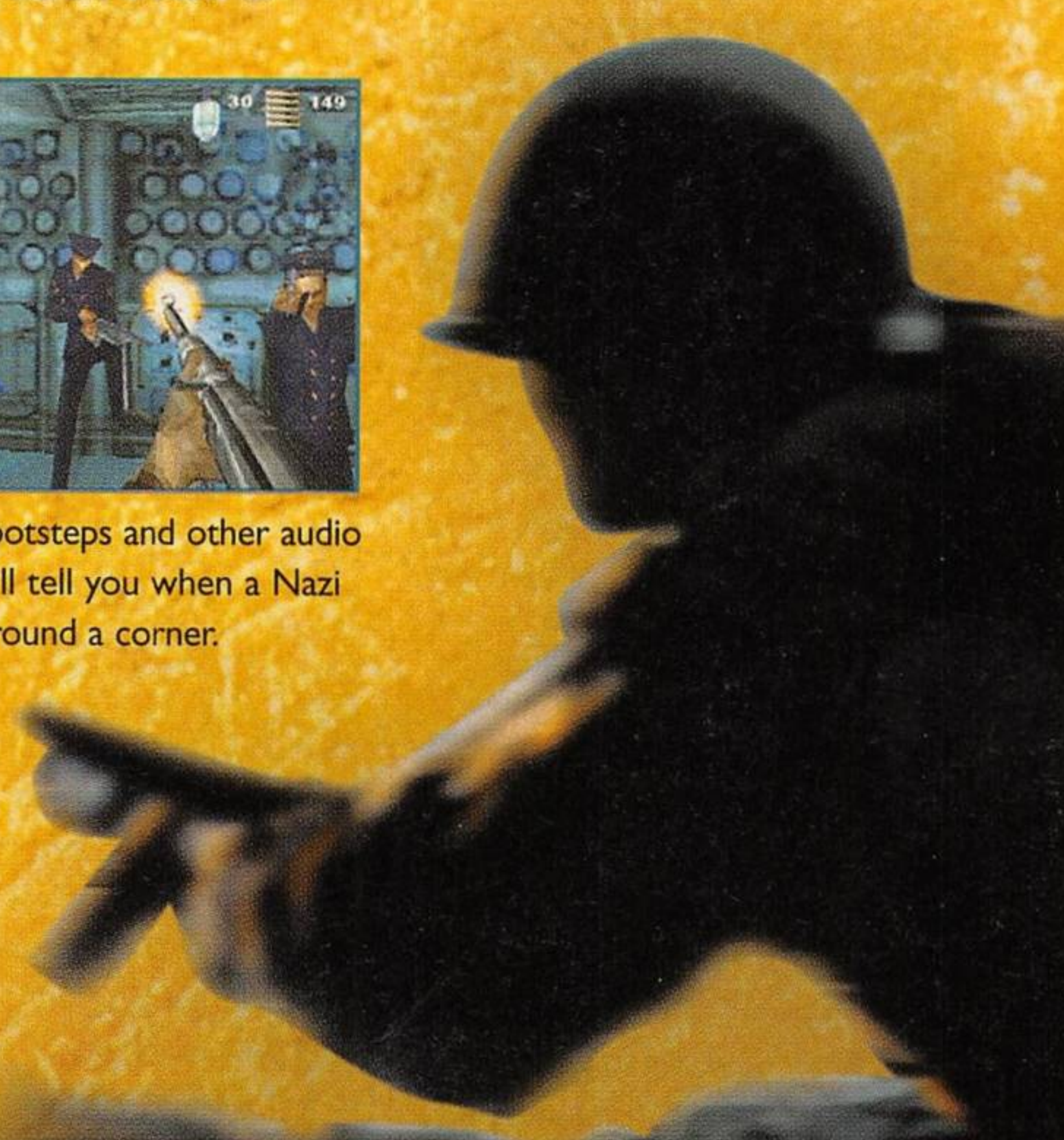


Listen for footsteps and other audio cues—they'll tell you when a Nazi is coming around a corner.

Kill the Alarm



Turn off alarms right away—the longer they ring, the more Nazis you face.



Secret Codes!

For some fun twists, check out these codes. To enter them, go to the Options menu, select Passwords, and type in the text.

Password: SPRECHEN

Unlocks "American Movie" mode—the Germans will speak to you in English with corny German accents, instead of Deutsche. To activate this code, go to the Secret Codes menu inside the Options menu.

Password: DENNISMODE

Unlocks the "Nifty Multiplayer Power-Ups" cheat in the Secret Codes menu. Turn it on for some cool power-ups in multiplayer matches.

Password: CAPTAINDYE

"Captain Dye" mode must be activated before you start a new game. With this mode, the amount of health you have will persist from level to level. That means no free restorations to 100 percent health at the end of every level—so this makes for a real challenge. If you beat the game in this mode, you'll win the game's secret commendation and unlock all the secret multiplayer characters.

Password: BIGFATMAN

Unlocks a hidden multiplayer character—the evil Col. Muller.



Rescue the G-3 Officer Sewer Chase



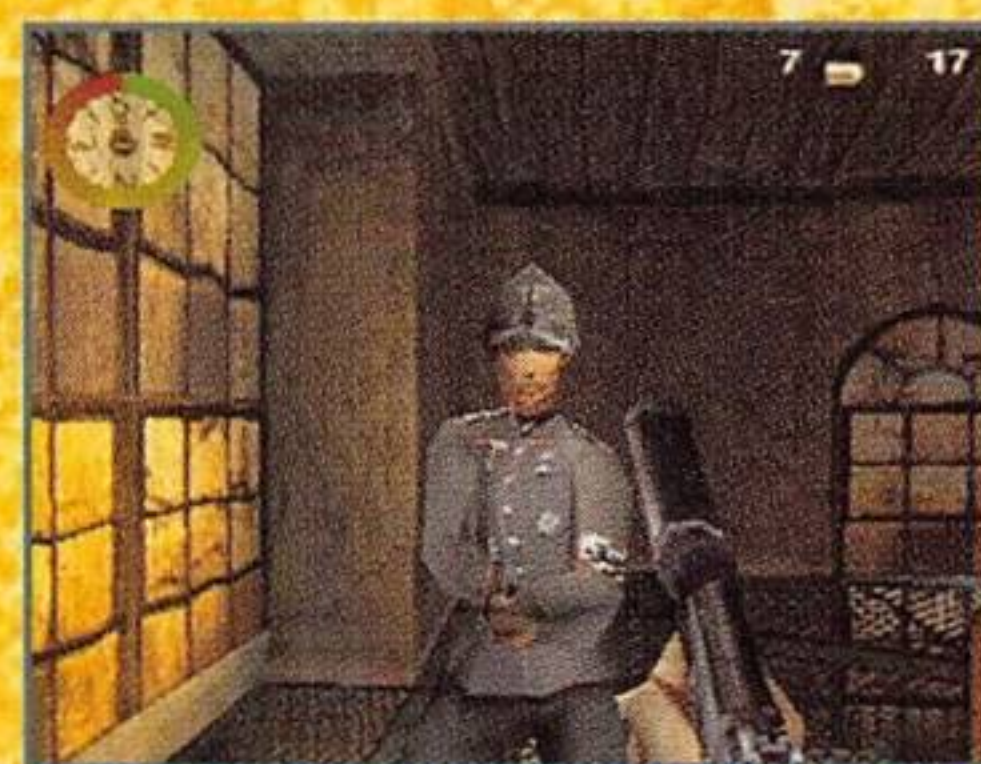
The G-3 officer is in the corner of the first room you enter—he croaked, so just grab his attaché case. As you head down into the sewers, keep your gun aimed low—attack dogs come barreling around corners. They're fast, so be ready.



When you arrive at the ladder descending into a circular room, toss down several grenades to clear out the dogs waiting for you.

Destroy the Mighty Railgun Greta Sneak Into Rail Station

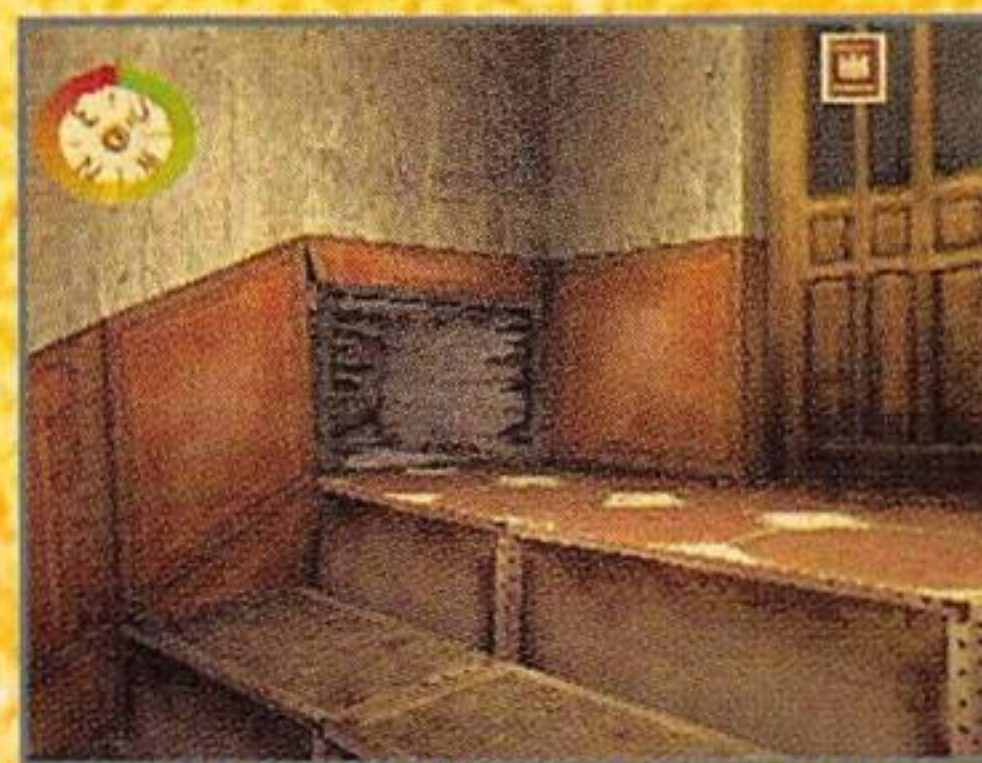
You're now in disguise as a German officer, which means stealth is more effective than violence—take your gun out only when you have to fight. Head down the stairs in front of you, then go left and down the next set of stairs.



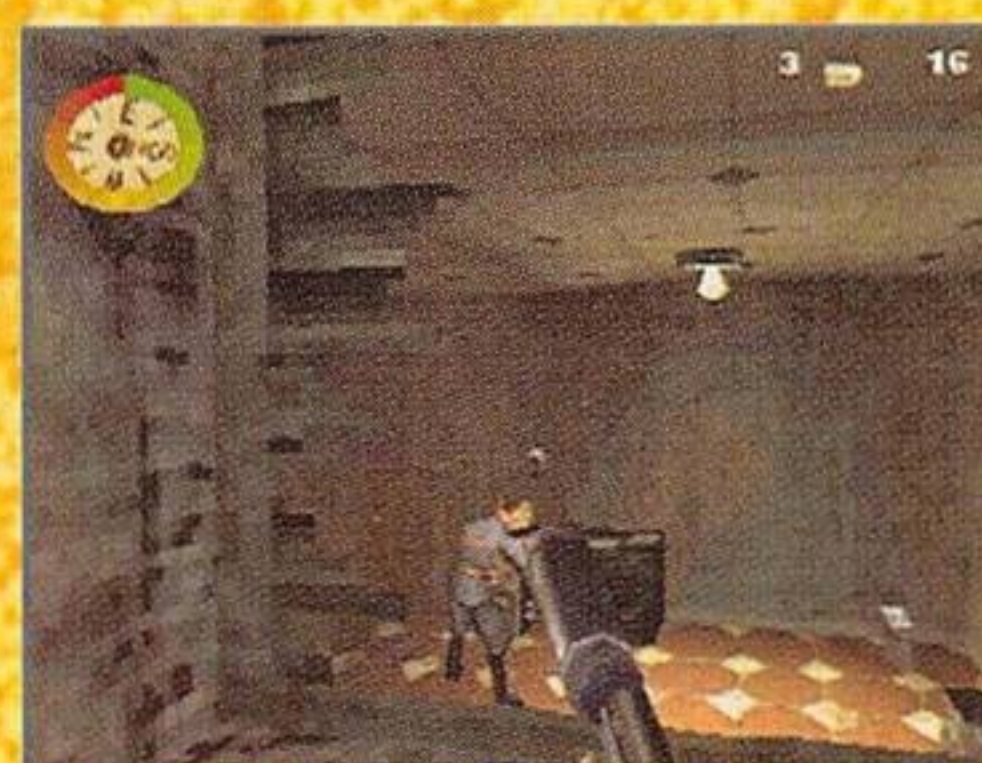
Climb the ladder on your left and proceed along the catwalk. Approach the officer—as soon as he challenges you, pull out your pistol and shoot him in the head. Grab his ID and switch the tracks on the podium he was standing in front of. Return back along the catwalk and down the ladder.



Head back up the stairs and go left at the landing. When the guard challenges you, show him your papers by tapping Shoot. He'll let you pass.



Go straight down the short flight of stairs and up the next one. Crouch and crawl into the ventilation shaft.



Shoot out the grate at the end of the shaft, take out the officer inside, and get his ID. Leave the officer's office through the door and use his papers to get past the guard at the door. Two more guards will demand to see your papers before you reach the end of the level.

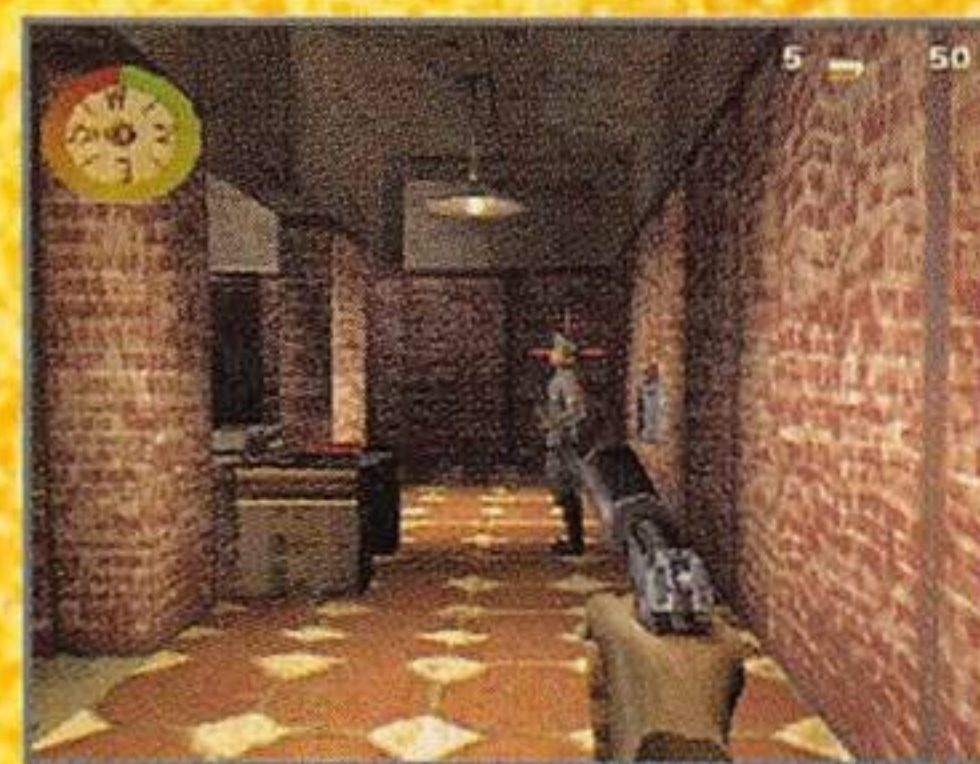
Find the Gift Package



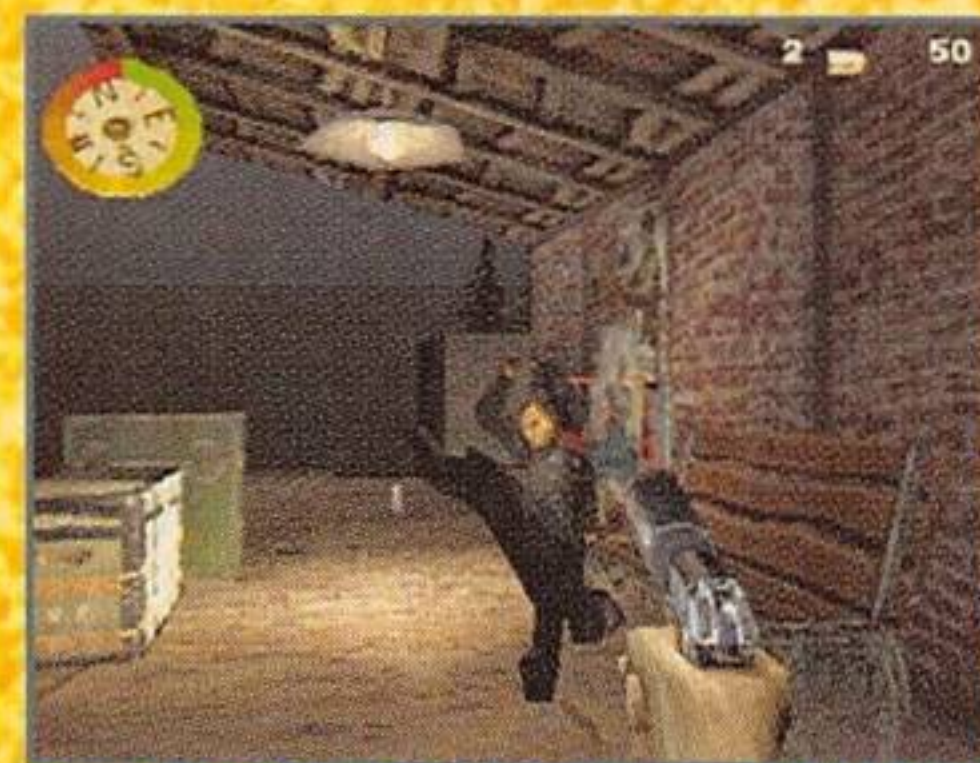
Quickly kill the guard passing by at the bottom of the stairs, then head down and turn left to grab the freight manifest from the wall. Turn around and go straight past the guard on your left in front of the steel door. Remember this door—you'll need to return to it later.



Go through the next steel door ahead. After the guard greets you and passes by, shoot him in the back of the head. Continue forward and turn right after you pass under the hook hanging from the ceiling.



Position yourself in the corner so the officer can't see you, but so you can line up a shot. Waste him, grab his papers, and head outside onto the train platform.



Turn right. After the two guards challenge you, take them out quietly.



The gift package (a cello case) is on the edge of the passenger platform to the right of the second guard. Open it and get the sniper rifle, then return to the guard in front of the steel door that you passed near the beginning of the level.



After he IDs you, kill him. The alarm always goes off, so be prepared for another guard to appear. Turn off the alarm by standing in front of the alarm box and tapping Action.



Go through the steel door and place the demolition charges on the front of the train inside (stand in front of the blinking red box and tap Action). Run away—quickly—and get your gun out as you go. If you're fast, you can take out the guard approaching the alarm box before he sounds the alarm and causes trouble.



Return to the hook hanging from the ceiling and stop. Use your sniper rifle to kill the officer at the door to the platform, then go onto the platform and head left down the tracks.



As you approach the bridge, stop and use the sniper rifle to get rid of the guard posted there. Once you cross the bridge, stop, turn around, and then wait for the guard to approach you from the direction of

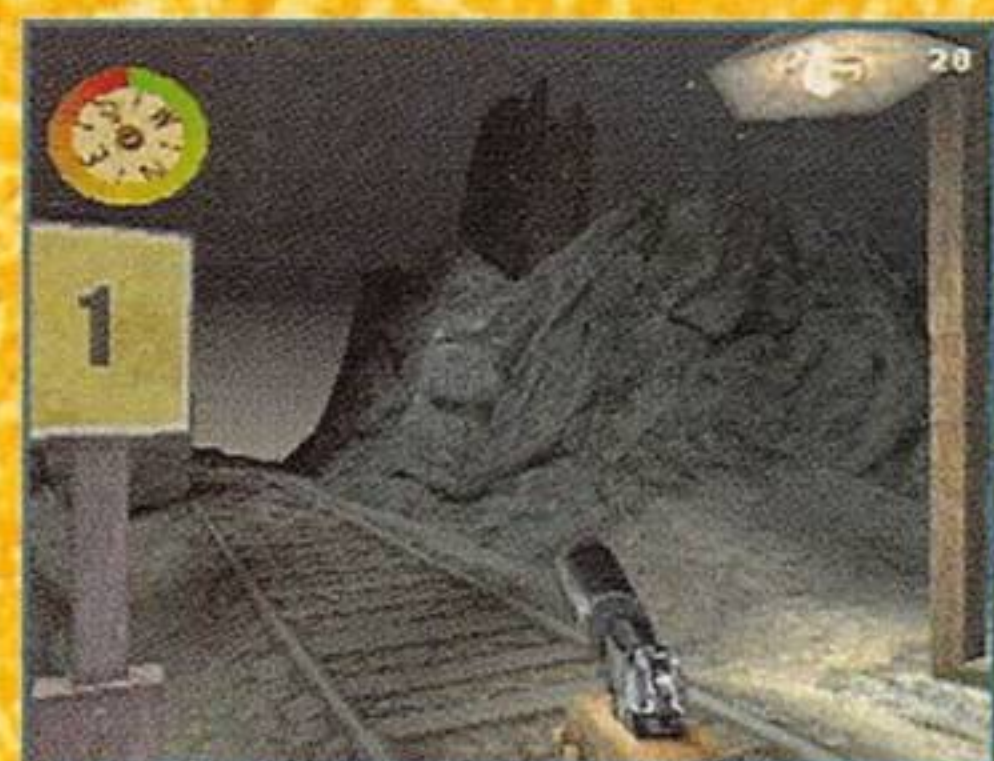


the platform. Kill him and proceed ahead to the end of the level—there are two more guards to snipe along the way.

Rail Canyon



The Nazis are on to you, so you're no longer in disguise. At the start, move forward and take out the grunt on the suspension bridge overhead.



A couple of paces ahead, turn right at the lamppost where the sign on the left reads "1."



Crawl in through the tunnel, which is a back entrance to the machine-gun bunker. Take out the guard there.



Immediately get behind the machine gun and deal with the troopers who try to storm the bunker. Next, grab the grenades and blow open the bunker door. Then proceed down the tracks.



At the "2" sign, turn left and take out the guard sleeping in the fuel depot. Then use a grenade to trash the depot and proceed down the tracks to the red sign with a white "X." Turn right and go past the tunnel on your left, which is a back-door entrance to a bunker.



Up ahead you find a camp with some Nazis chillin' by the fire. Kill them and raid their tent, which has a huge supply of ammo. Finally, return to the bunker entrance you passed, clear it out, and head on down the tracks.



Battle past the Nazis in the trees above near the suspension bridge, then snipe the German behind the sandbags and fight your way across the bridge to the "3" sign.



Just past that bridge is a real challenge—a machine-gun bunker that you have to storm head-on. The best tactic is to stay out of the machine gun's line of fire and to use your sniper rifle to pick off the soldiers in the bunker—whatever you do, though, don't just Rambo in.



Once you've cleared the bunker, fight your way down the tracks and through the short tunnel to the rail car with the ladder on the back. Clear out the area, but don't keep going straight—there's a deadly machine-gun nest ahead.



Instead, turn left, fight past the flat-bed rail cars, and enter the tunnel.



When you reach the ladder going down through a hole in the floor, chuck a couple grenades down the hole—this clears the enemy off the machine gun below.



Drop down the hole, immediately get behind the machine gun, and mow down the crowd. Then turn around and exit the level.

Scuttle Das Boot U-4901

Escape the *Wolfram*

Disguised this time as a Kriegsmarine officer aboard the *Wolfram*, you must sabotage the boat before heading into the submarine yard.

As you emerge from the room you start in, you encounter a sailor.



After the sailor passes you by, follow him into a quiet corner and dispose of him. You can take out a lot of sailors this way in this level, but be careful to do it only in rooms or other quiet places. If you do it out in the open, you'll draw a crowd.



After you emerge from the room you began in, turn left and head past the alarm box. An officer is in a room on the right—kill him as quickly as possible and collect his papers.



Make note of the door marked "Frecht"—it leads to the exit from the level, so you'll need to return here later.



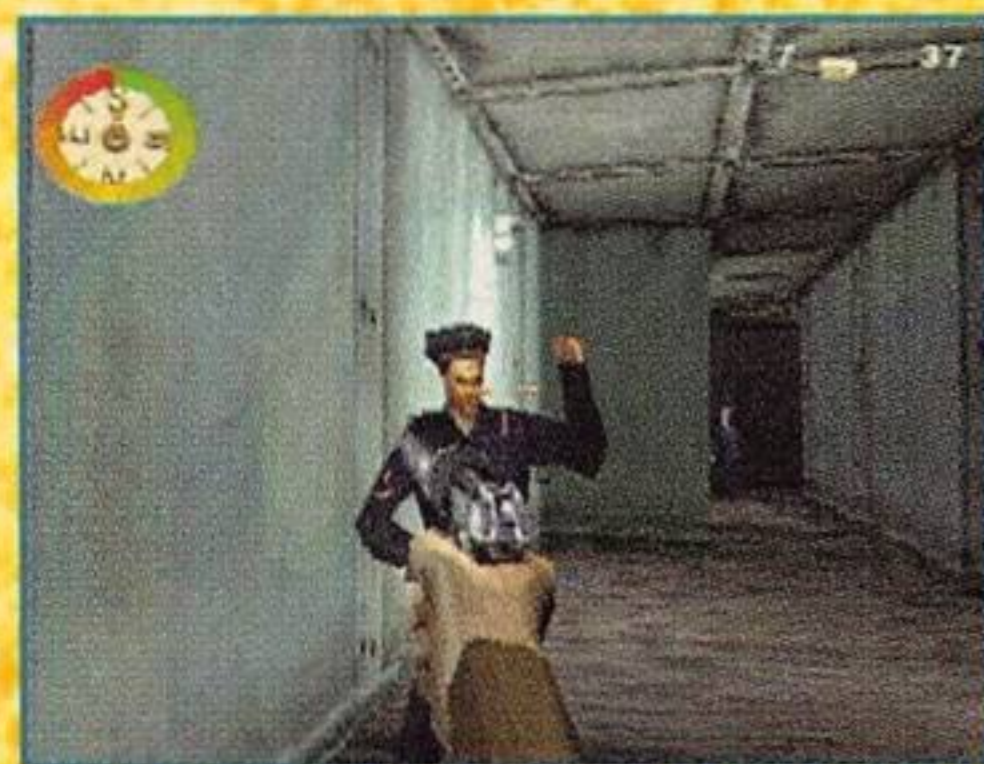
Head for the promenade—it's the corridor running north with the guard at the end. Show your new papers to enter the promenade—the engine room is now to your left; the bridge is to your right. Turn left



and immediately enter the room that's now on your left.



Kill the officer inside and get his bridge pass, then exit the room and head toward the bridge. Along the way, you pass plenty of sailors—kill the ones who aren't in the open.



Getting into the bridge can be tricky. The guard at the door lets you pass, but an officer approaches who quickly recognizes you. The best move is to use your silenced pistol on the guard, the officer, and on the guard down the hall as efficiently as possible—three quick head shots should prevent the sounding of the alarm.



As you enter the bridge, creep forward slowly. Your first move should be to pick off the officer standing in front of the window; then shoot the other officer and take the engineering pass.



As you exit the bridge, turn left and then left again. The wrench is lying on the floor in a cubbyhole behind one of the big guns on the deck.

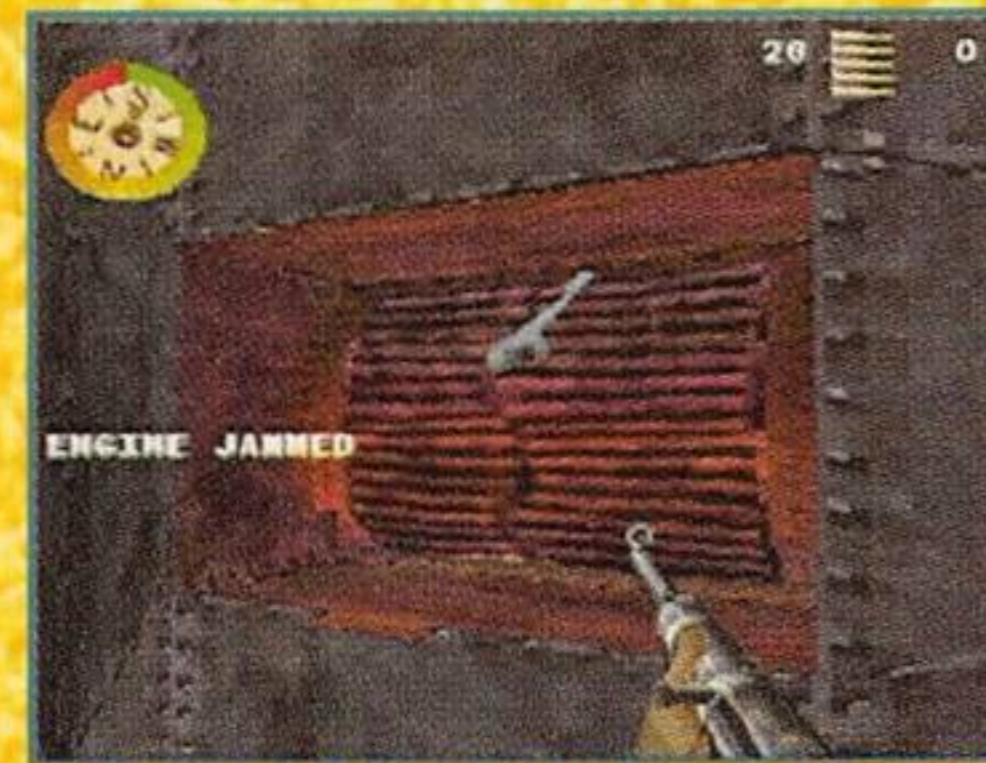
Get the wrench, return to the promenade, and start moving toward the engine room.



Use the papers to get past the guards along the way, but as soon as you descend the ladder and find the door to the engine room, kill the guard posted out front. Before entering the engine room, take out the Nazis in the latrine down the hall.



Inside the engine room, circle around the catwalk and go down the ramp. When you see the drive shaft in front of you (it kinda glows blue), crouch and wait for a guard to stroll by. Kill him, then crawl under the shaft and silence the guard in the room on your left.



Stand in front of the open hatch east of the shaft you crawled under and tap Action to jam the ship's engines with the wrench.



Immediately turn off the alarm, then use your pass to head out to the exit. The guards on the other side of the door start shooting, so abandon

stealth, kill them, and climb the ladder to exit the level.

Rooftops of Dachsmag



The smuggled weapons are in a box right in front of you. Use the sniper rifle in it to take out the German on the roof directly in front of you. Also, make note of that roof—you'll need to return here to jump across to another roof after having cleared some objectives.



Descend to ground level and enter the hut next to the lamppost to get the deployment timetable, which is tacked to the wall.



Then demolish the truck outside and be ready for a fight—Nazis swarm when the truck blows.



Head back up to that rooftop (where you shot the first German) and jump across the gap to the crates on the other side. Climb the ladder and fight your way through to the exit. There are no objectives left to complete, but there are plenty of Nazis left who put up a good fight—so stick to the basic training tips.



At one point, the road ahead will require you to climb a ladder to a roof and cross over to the adjacent roof by tiptoeing along a pipe. You'll also need to leap across the narrow gaps between roofs at two points.

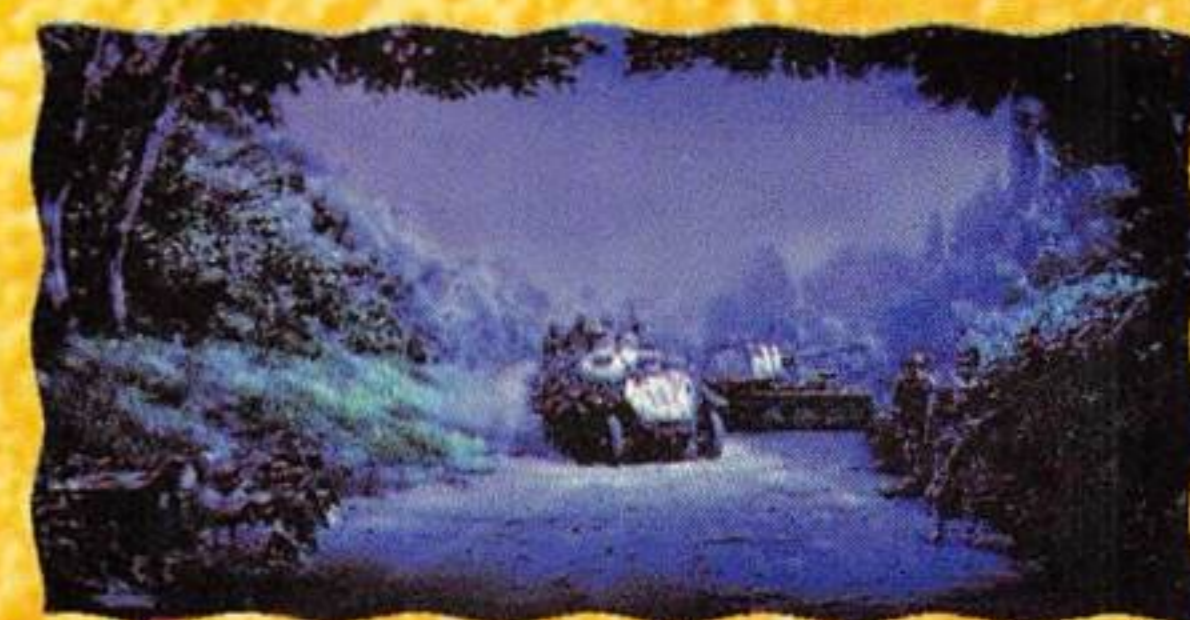
Attack Impenetrable Fort Schmerzen The Siegfried Forest



This level requires some more advanced tactics. Watch for Nazis who attack from behind the cover of some bushes or other foliage—it feels like you're being shot by an invisible enemy. Snipers perched in trees also take potshots at you.



If you reach a tower-mounted machine gun next to a gate that you can't get through, turn around and head left at the sign that says "Umweg!" By the way, you have to storm a couple of machine guns in this level—the best tactic is to stand as far back as you can and pepper each machine gun with a clip or two from your rifle.



THE DUKES OF HAZZARD

RACING FOR HOME™

SOUTHPEAK™
INTERACTIVE



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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The trenches are a key part of the level—they always have a secret tunnel that leads to caches of power-ups and other key spots.



When you locate the Stuka dive-bomber, use the tower-mounted machine gun to trash it.



To get the crowbar, don't go through the gate next to the Stuka's tower-mounted machine gun. Instead, return to the tunnel that brought you out into the Stuka area, turn right, make your way over the crates, through the next tunnel, and out into the shrubs. Turn right as you emerge from the shrubs—this vantage point lets you deal with the two machine guns one at a time. After you take them both out, approach their positions and grab the crowbar. After that, it's a straight shot through to the end of the mission.

Capture the Secret German Treasure

Surviving the Panzershrek Barrage

As you pursue the Nazi treasure, completing your objectives isn't the challenge—surviving the hordes of Panzershrek-toting Nazis is! Panzershreks are the German equivalent of bazookas, and these lethal weapons can kill you with one hit. Here are some general tips for withstanding this level's barrage of Panzershreks.



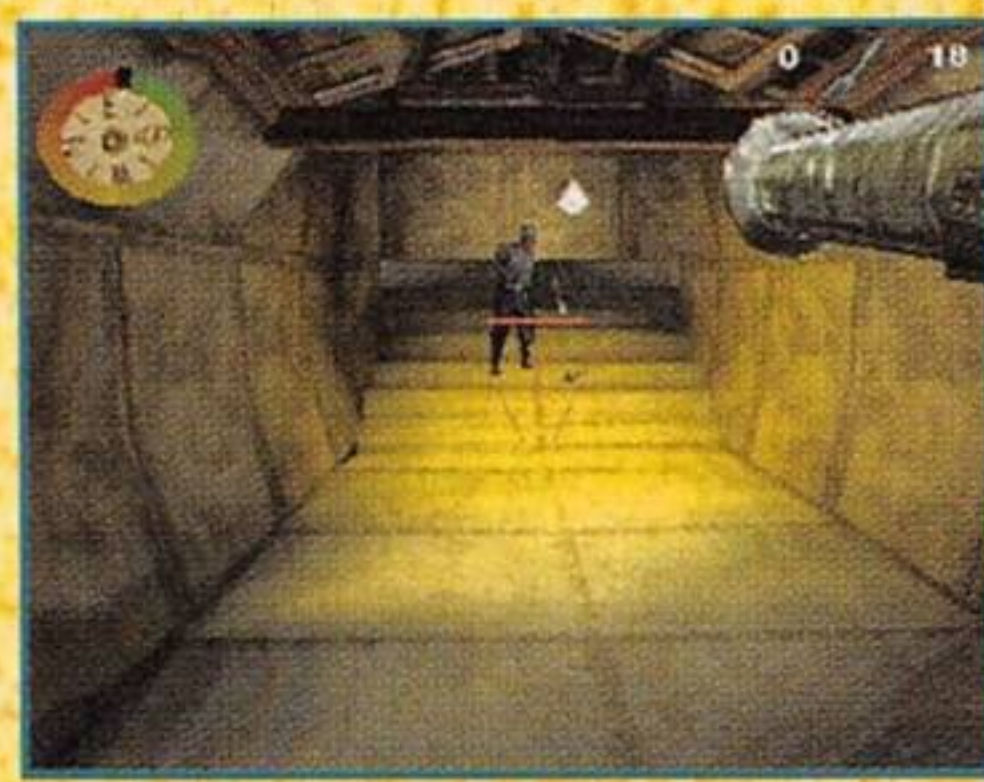
Keeping your distance helps immensely, so creep forward and snipe from afar. The rifle is your best choice.



Learn to recognize which Nazis carry Panzershreks. They're always dressed in brown, and they always crouch and take a moment to load their weapons. Target these Nazis immediately—ignore the guys with less harmful weapons, such as machine guns and rifles, until you're sure you're not about to get creamed by a Panzershrek.



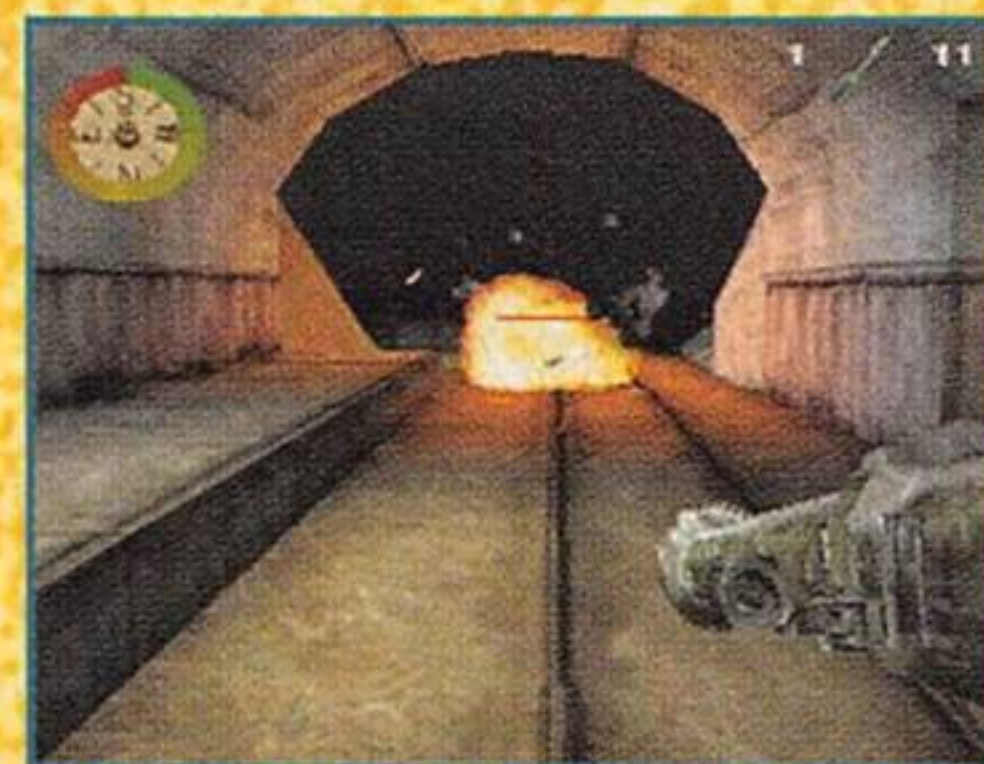
When a Panzershrek is fired, it has a telltale lighting effect—it's kind of a yellow flash that trails behind the incoming round. Learn to recognize it, and, whenever you see a round fired, run like hell. Strafing (hold L1 or R1) is an excellent way to evade.



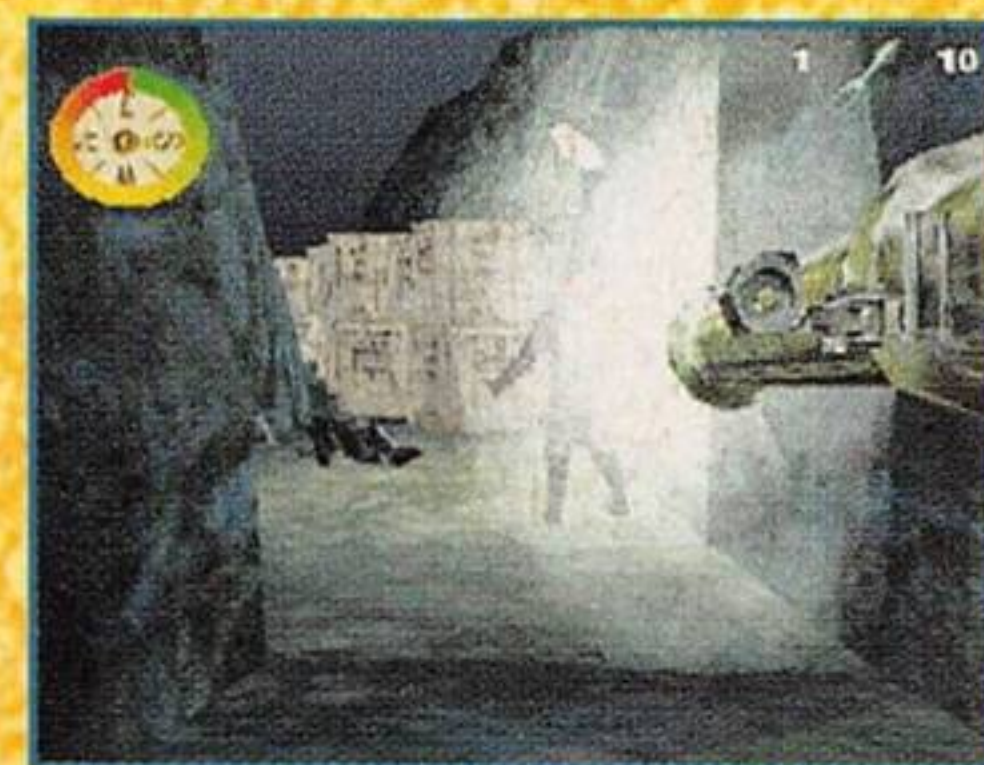
When firing your own bazooka, it's easy to miss. Because the bazooka rounds explode with enough vigor to take out anything in a five-foot radius, it's a good idea to aim for the ground in front of your target—that way, destruction is guaranteed.

Escape the V2 Rocket Plant

Götterdämmerung!



Step out to the left and bazooka the pair of guards in front of you. Ahead of you lies a trap—an area with plenty of attractive-looking power-ups—but the enemy keeps coming out of the woodwork, and it's really hard to stay alive. The solution? Ignore it and run past.



Run forward. As you emerge from the tunnel, veer left and look for a short passage that dead-ends in a stack of crates.



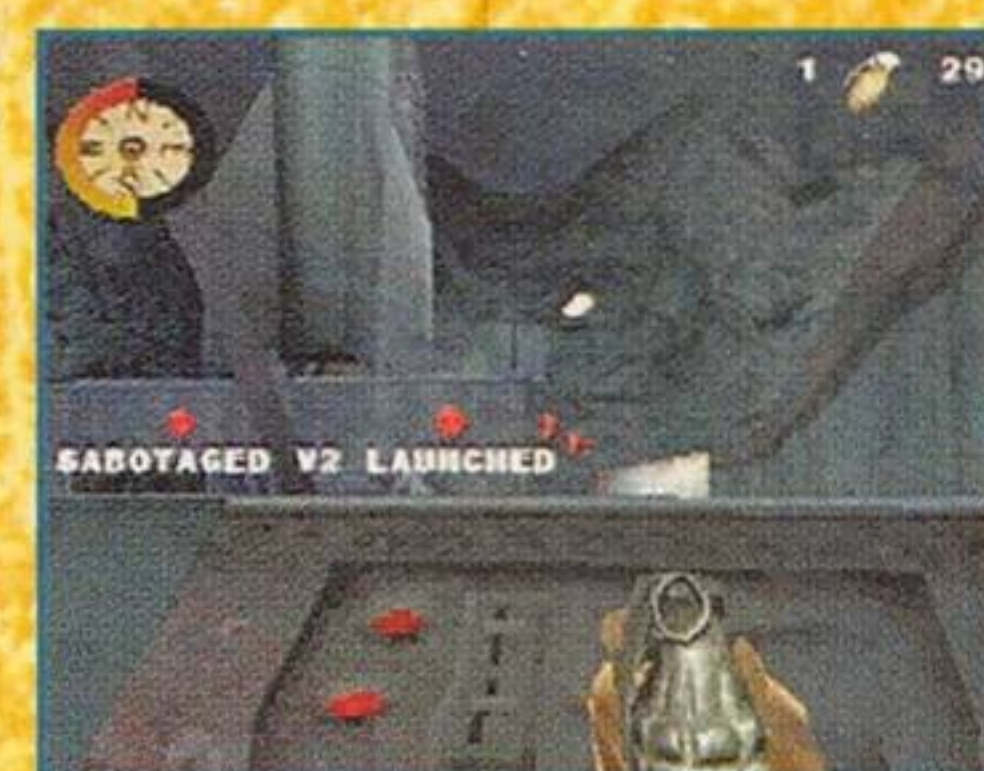
Blast the two Nazis camping there, then blow through the crates. It takes a bit—there are a lot of them.



Descend the rocky ravine toward the rocket launch pad. Don't plunge all the way—two Germans are lurking around the rocket, so pause and snipe.



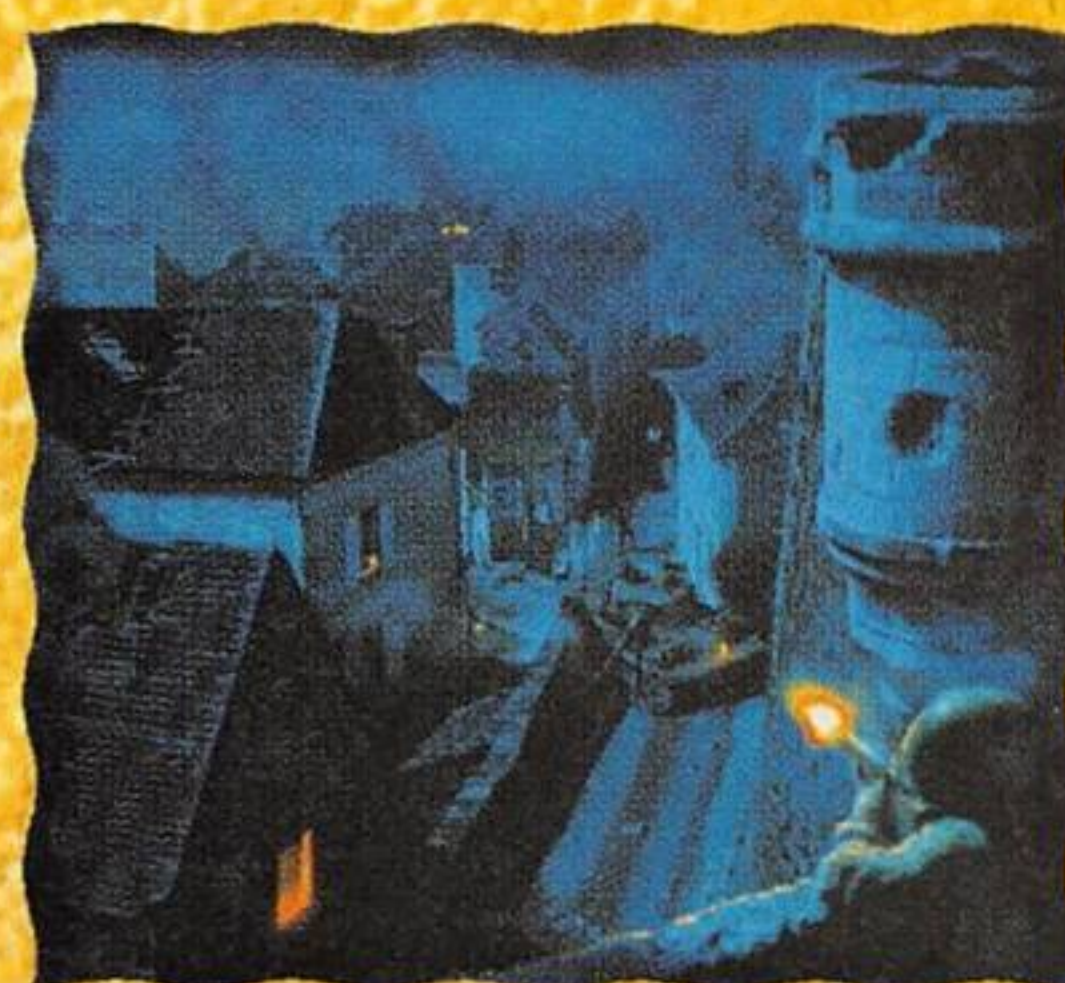
Once all's clear, climb the ramp across from the rocket and toss grenades into the bunker with the glass front until the scientist inside is toast.



Drop in, pull the launch switch...



...and sit back and watch the fun as the V2 rocket launches then returns to annihilate the German rocket facility! That's all she wrote—the war is won!



XENIA

WARRIOR PRINCESS

THE TALISMAN OF FATE

Just like the show, each of Xenia's 10 characters possess their own unique weapons, attitudes and fighting techniques



~ Exclusive multiplayer feature includes a roster mode, plus team and single battles



~ Pit 4 fighters simultaneously in the revolutionary 4-player mode



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 Dreamcast

SOUL CALIBUR

Part 2

By Bruised Lee

In this second and final installment of Soul Calibur, we give you the basic skills and the Calibur combos for the hidden characters in the game. We also list all their unblockable attacks and special throws.

Hidden Characters



This installment of "The Fighter's Edge" covers the seven main hidden characters in Soul Calibur. However, Edge Master and Inferno aren't original characters; they have the same unblockable moves, special throws, and Calibur combos as their opponents.

Basic Skills

Eight-Way Run



An Eight-Way Run enables quick movement within the 3D environment. Quickly press and hold any direction to move in that direction while facing your opponent. You can use this technique to repel your opponent's attack. In addition, each character can perform special moves during an Eight-Way Run.

Guard Cancel



Tap G to cancel any move that you are trying to execute. Guard Cancels are an excellent way to catch your opponent off balance.

Forward Roll



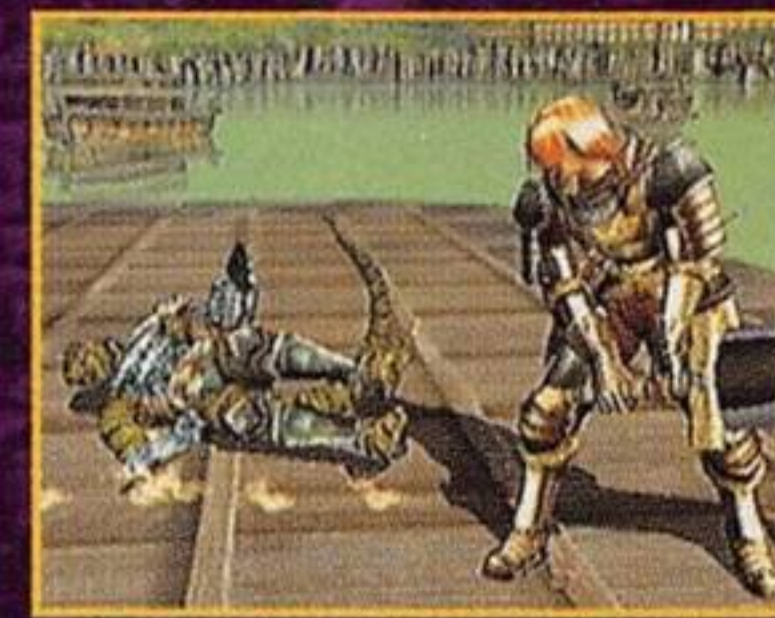
While on the ground, tap →

Backward Roll



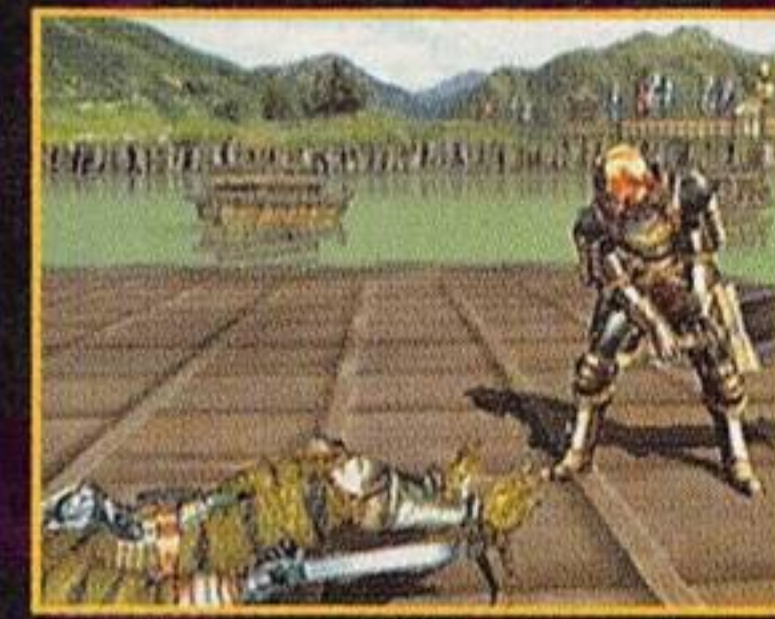
While on the ground, tap ←

Background Roll



While on the ground, tap ↑

Foreground Roll



While on the ground, tap ↓

Knockdown Recovery Moves

Use the directional pad, analog stick, or press any attack button to avoid attacks. Recover the following ways:

Immediate Recovery

Tap G repeatedly

Attack Recovery



While on the ground, tap any attack button

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.

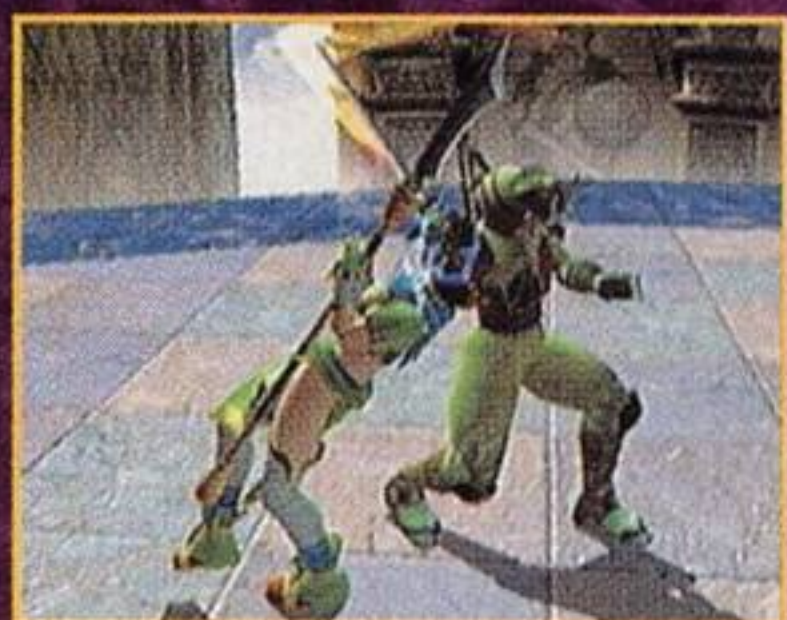
X = Horizontal Attack (HA) A = Guard (G)
Y = Vertical Attack (VA) B = Kick (K)



Throws

Each character can perform five standard throws, while some can perform additional throws. These extra throws are listed on the following character profile pages.

Front Throw #1



When in close to your opponent, tap (G HA)

Front Throw #2



When in close to your opponent, tap (G VA)

Back Throw



When in close to and behind your opponent, tap (G HA)

Left Throw



When in close to your opponent's left side, tap (G HA)

Right Throw



When in close to your opponent's right side, tap (G HA)

Throw Escapes



A throw can be countered by using an escape move. For example, if your opponent is trying to throw you with (G HA), quickly tap HA to escape the throw. If your opponent is trying to throw you with (G VA), quickly tap VA to escape the throw.

Guard Impact

A Guard Impact is a risky but excellent defense technique that lets you repel or parry an opponent's attack by entering a move immediately before the attack hits you. When performed correctly, both players freeze for a moment, but the player who successfully executes the Guard Impact is able to immediately counter-attack. A Guard Impact can be used to repel almost every incoming attack.

Repel

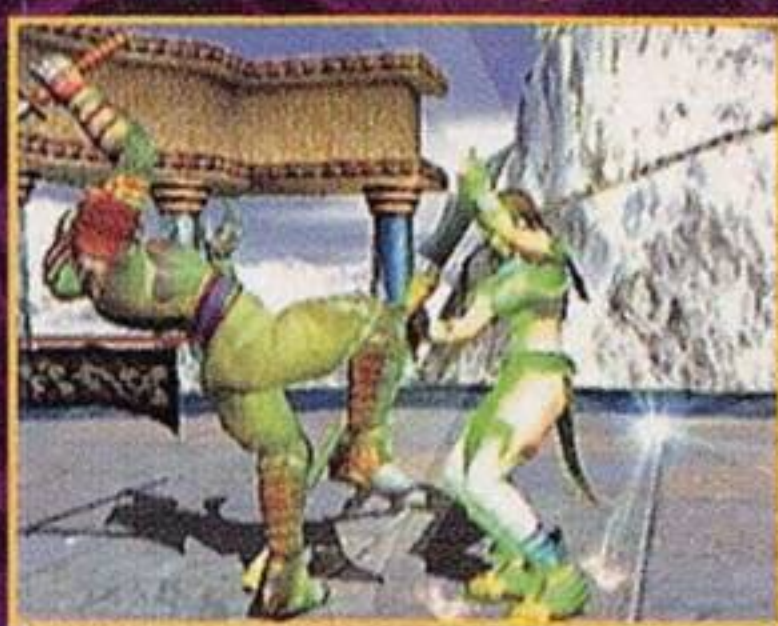
When you repel, you block the incoming move and automatically Counter Hit your opponent.

High and Mid Repel



Tap (→ G) to repel high and mid-level incoming attacks

Mid and Low Repel



Tap (↘ G) to repel mid- and low-level incoming attacks

Parry

When you parry, you grab your opponent's weapon, push them aside, and leave them open for a hit or combo.

High and Mid Parry



Tap (← G) to parry high and mid-level incoming attacks

Mid and Low Parry



Press (↙ G) to parry mid- and low-level incoming attacks

Counter Hits

A Counter Hit causes your opponent to stagger. A Counter Hit can also be used to launch your opponent into the air where you can then execute a high-hitting air juggle combo.

Soul Charge

Each character can charge up his weapon in one of two ways.

Stage One



While performing a Soul Charge, your character glows green for a second. Press and hold (HA VA K) to start the Soul Charge. If you are attacked while charging, you will automatically perform a Counter Hit on your opponent.

Stage Two



Press and hold (HA VA K) to start the Soul Charge, then quickly tap G. If executed correctly, your character will glow gold for a second. During this time, some of your moves are unblockable. If you are attacked with an unblockable Soul Charge move, defend yourself with a Guard Impact move.

Unblockable Moves



Each character has some special moves that cannot be blocked or countered. These moves, as well as special throws and Calibur combos, are listed in the following character profile pages.



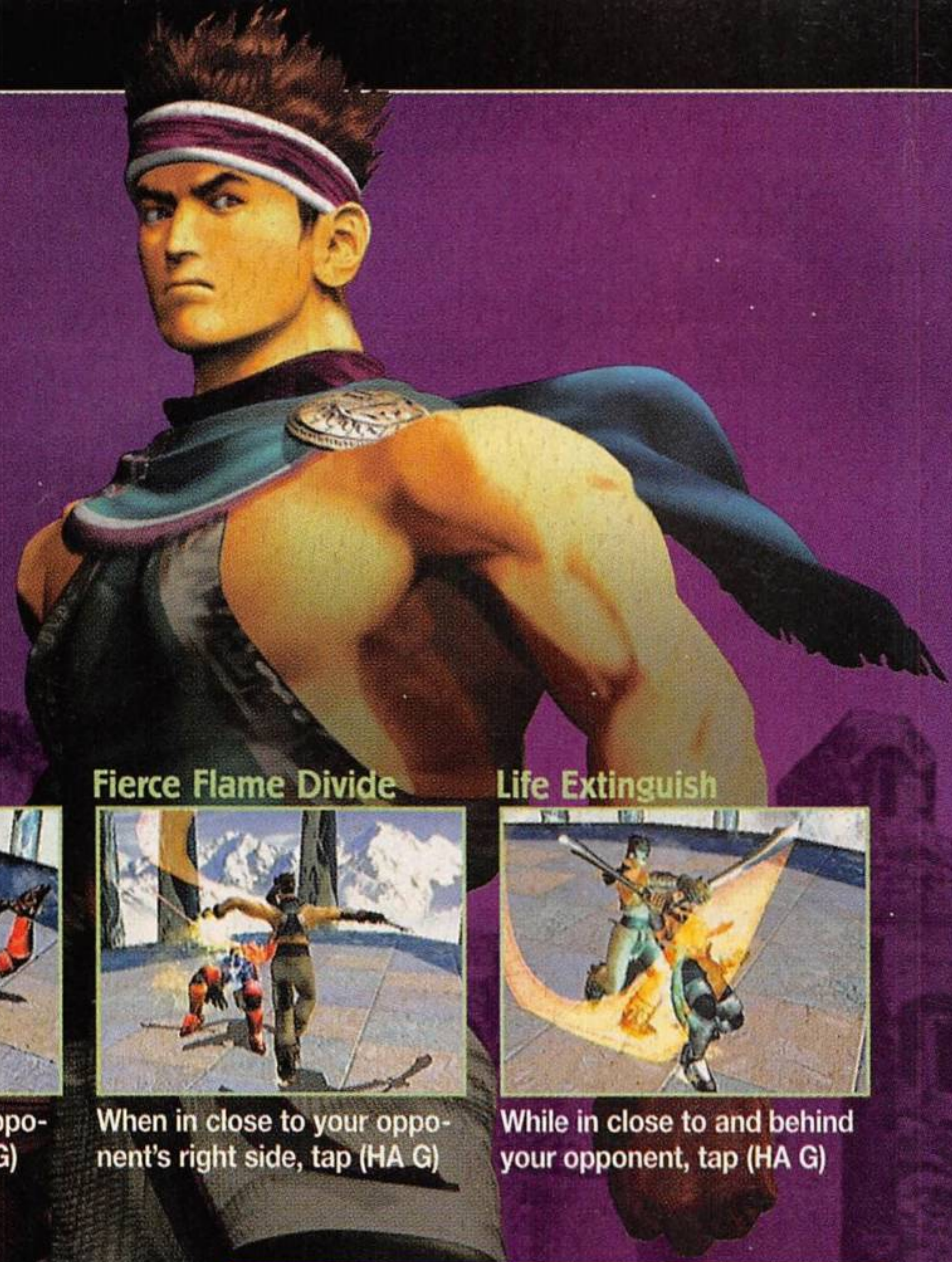
Unblockable Attack

Hwang's Blazing Thrust



Tap (← VA K)

Hwang



Special Throws

Falcon Dive Kick



When in close to your opponent, tap (HA G)

Machine Gun Kick



When in close to your opponent, tap (VA G)

Blue Thunder's Punishment



When in close to your opponent's left side, tap (HA G)

Fierce Flame Divide



When in close to your opponent's right side, tap (HA G)

Life Extinguish



While in close to and behind your opponent, tap (HA G)

Calibur Combos

Six-Hit Parting Strike Combo



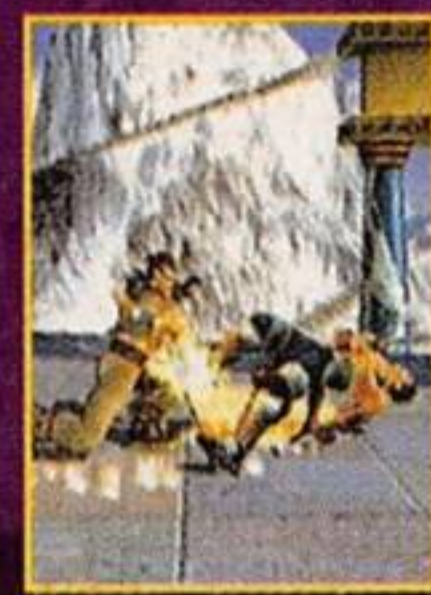
Tap (↘ VA)



Tap VA



Tap VA



Tap (↘ HA)



Tap HA



Tap (↙ K)

More Calibur Combos

Three-Hit Ultimate Void Divide Combo
Tap (↘ HA VA), K, (↙ K)

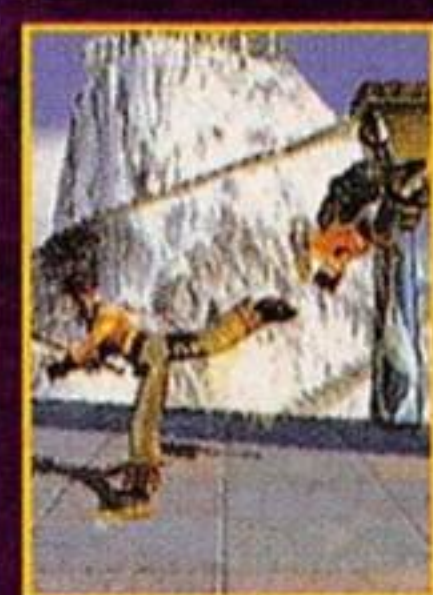
Five-Hit Parting The Wing Combo
Tap (↘ VA), K, (→ VA), (↘ HA), HA

Six-Hit Thrusting Slash Feint Combo
Tap (↘ VA), VA, VA, (→ VA), VA, (↙ VA)

Four-Hit Twin Heavens Combo



Tap (HA VA) for two hits



Tap K

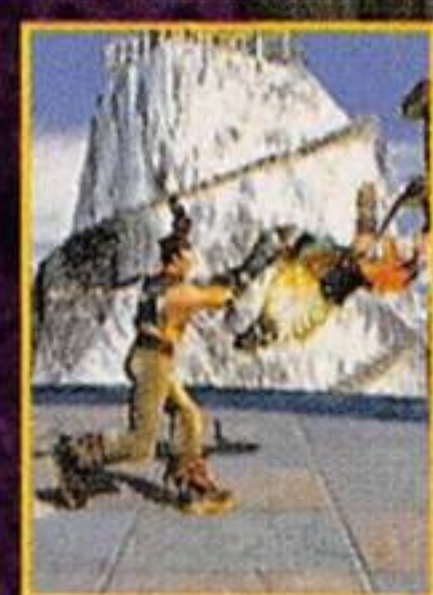


Tap (→ VA)

Five-Hit Triple Circular Heaven Kick Combo



Tap (↘ VA)



Tap HA



Tap →, (→ K)

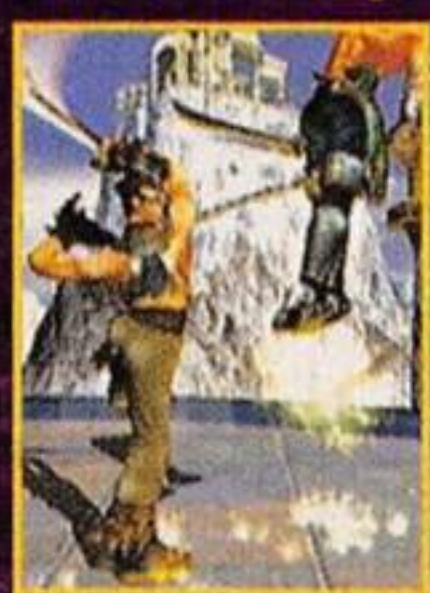


Tap K

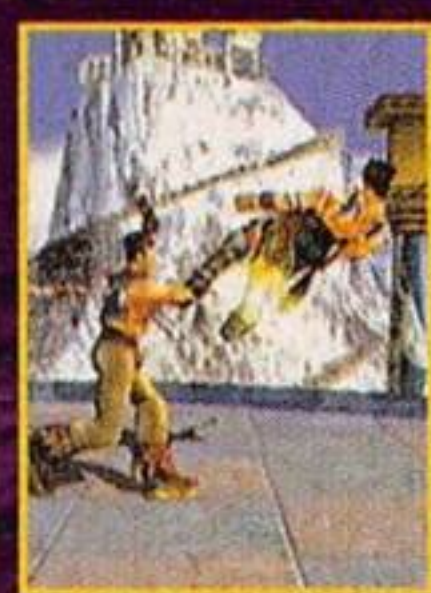


Tap K

Five-Hit Rapid Sunset Dance Combo



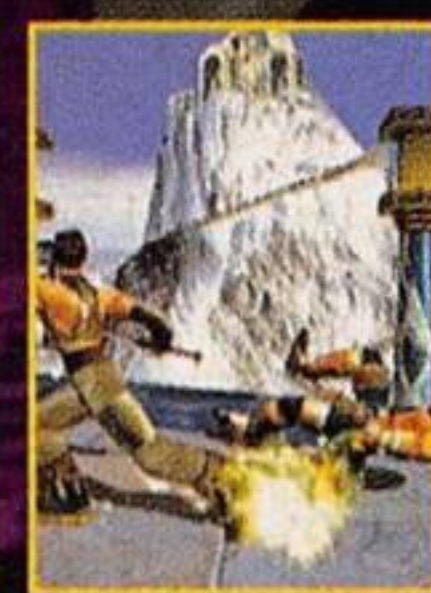
Tap (↘ VA)



Tap HA



Tap HA, K for two hits

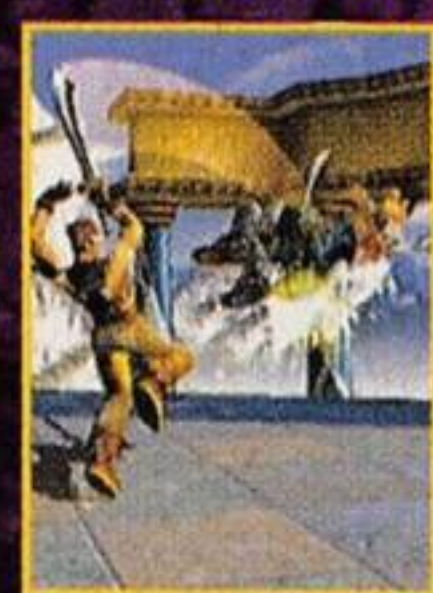


Tap K

Five-Hit Radiant Cross Combo



While crouching, tap (↘ VA)



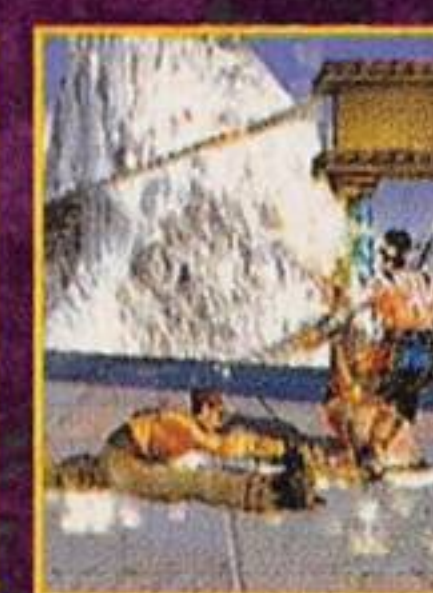
Tap VA



Tap VA



Tap K

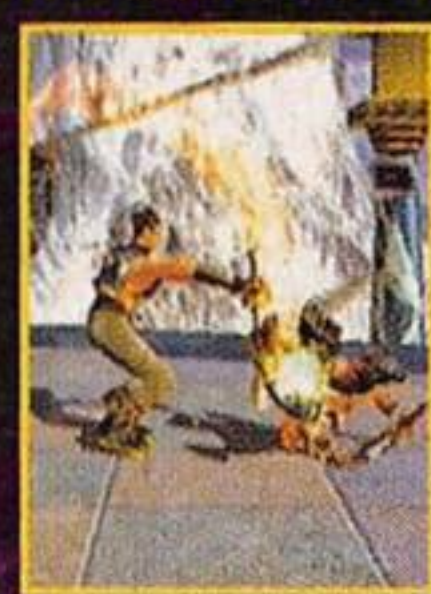


Tap (↙ VA)

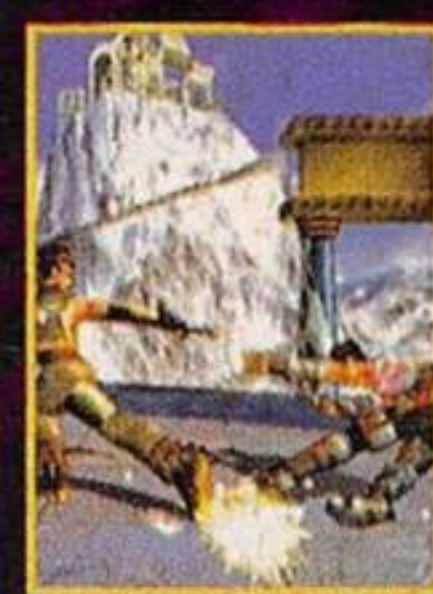
Five-Hit Illusion Strike Combo



Tap (HA VA) for two hits

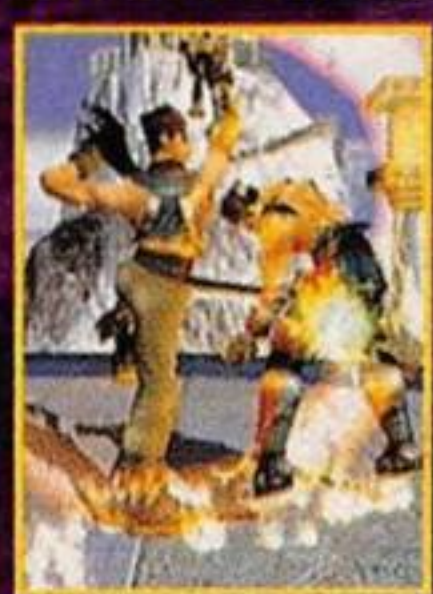


Tap (→ HA VA) for two hits

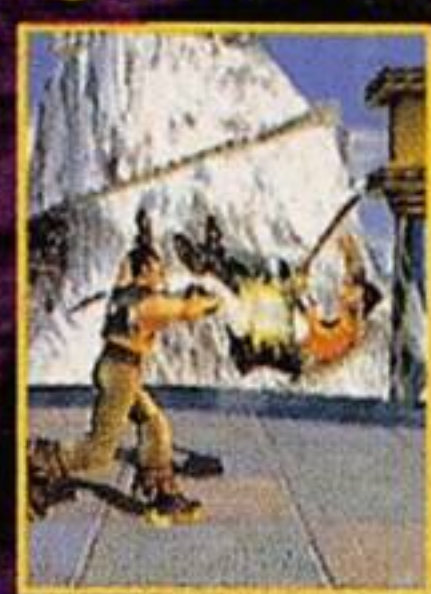


Tap (↙ K)

Six-Hit Thrusting Strike Combo



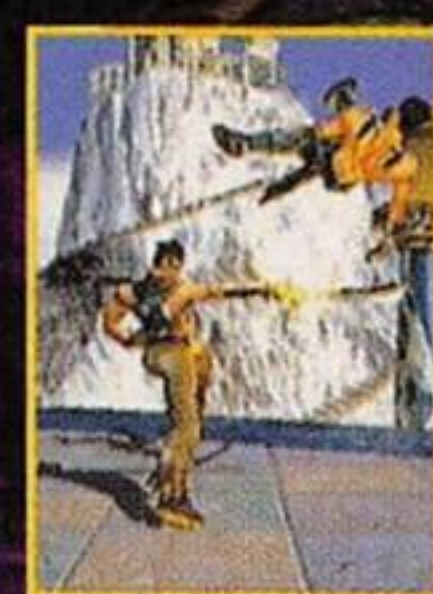
Tap (↘ VA)



Tap HA



Tap (→ VA)



Tap (→ VA)



Tap (→ VA)



Tap (↙ VA)

Unblockable Attacks

Deathcopter Attack



Tap (↗ HA VA), tap ↓

Turning Suicide



Tap →, →, hold (HA K)

Standing Suicide



Tap (↓ HA K)

Manji Blood Petals



Tap (↓ HA K), HA, HA, HA, HA

Death Hell Slash



Tap ↙, hold VA

Special Throw

Rainbow Drop



When in close to your opponent, motion ↓ ↙ ← (HA VA)

More Unblockable Attacks

Sword Impale

Tap ←, ←, VA

Moon Sault Slayer

Motion ↓ ↘ → VA

Bullet Rapid Hell

Tap (← K), hold VA

Pogo Leap

Tap (HA VA), tap VA or hold VA

Yoshimitsu

Calibur Combos

Four-Hit Backhand Combo



Tap (↘ VA)



Tap (→ HA VA)



Tap (→ VA K)



Tap (↙ VA)

Four-Hit Knee Bash Combo



Tap (↘ VA)



Tap HA



Tap →, (→ VA)



Tap (↙ VA)

Four-Hit Gale Combo



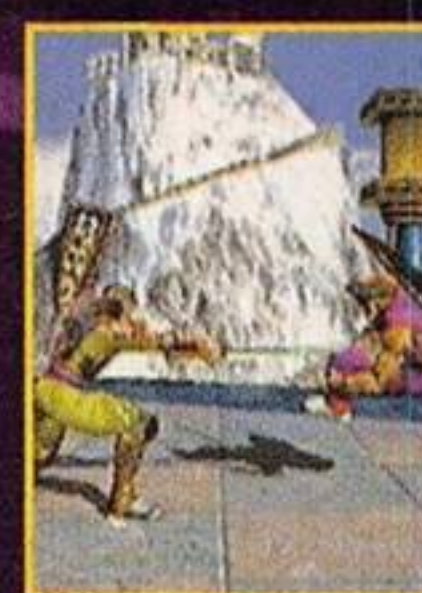
Tap (↘ VA)



Tap HA



Tap K



Tap (→ VA)

Five-Hit Door Knocker Combo



Tap (→ VA K)



Tap VA



Tap VA



Tap VA



Tap →, (→ HA VA)

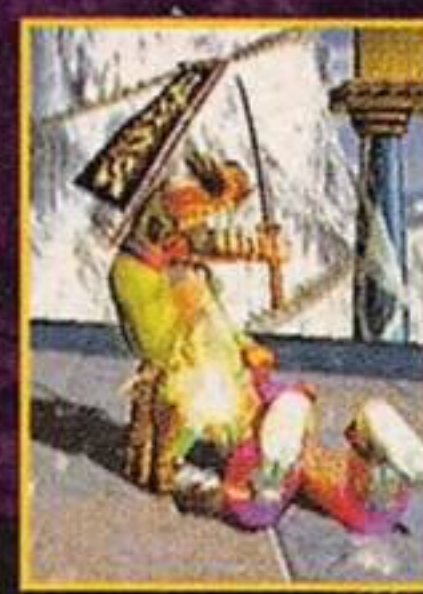
Three-Hit Back Fist Combo



Tap (↘ VA)



Tap (→ HA VA)



Tap (↗ VA K)

Six-Hit Kangaroo Kick Combo



Tap (↙ K)



Tap HA



Tap K



Tap (→ K)



Tap VA



Tap (↘ VA)

Three-Hit Bullet Cutter Combo



Tap (↘ VA)



Tap (← K)

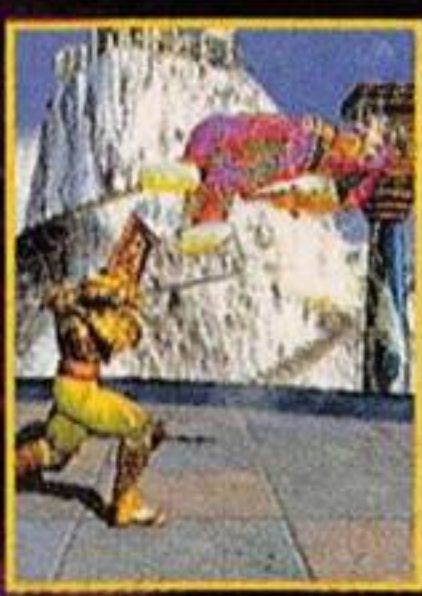


Tap VA

Six-Hit Stone Backhand Combo



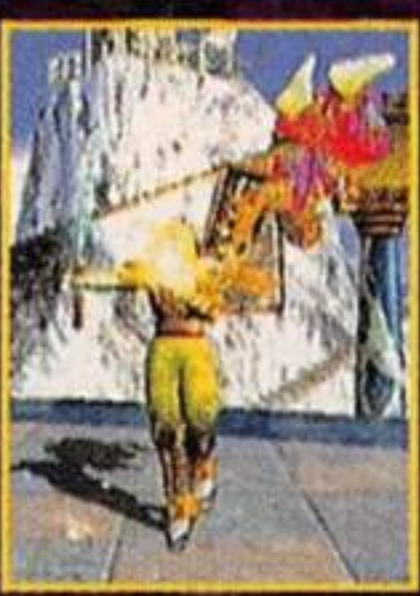
Tap (↘ VA)



Tap HA



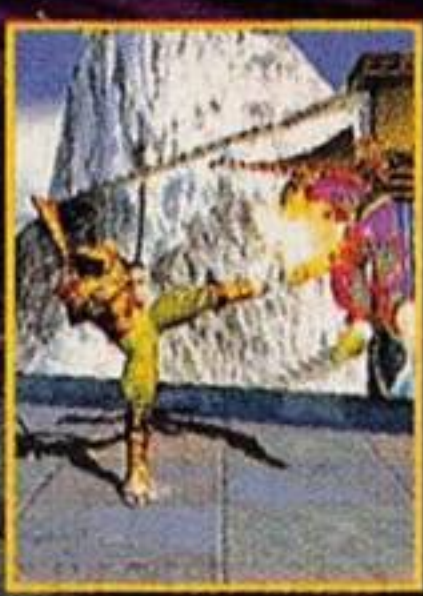
Tap (← HA)



Tap HA



Tap HA



Tap K

Unblockable Attacks

Turnus Style Blade



Tap (← HA), HA, hold VA

Turnus Style Blade Menace



Tap ←, hold HA, tap HA, hold VA

Mezentius Style Desert Menace



Hold (↗ HA VA)

Mezentius Style Sand Revenger



Tap (↙ VA K)

Camilla Style Larva Current



While running, tap ↙, ↖, HA, hold HA

Special Throw

Mezentius Style Reptile Rumble



When in close to your opponent, motion ↓ ↙ (VA K)

Lizard Man



Calibur Combos

Four-Hit Scale Strike Combo



Tap (↘ VA) Tap VA Tap VA Tap (↗ K)

Five-Hit Blade Round Kick Combo



Tap ↘, (↘ K) Tap K Tap VA Tap K Tap (↙ HA)

Four-Hit Edge Low Combo



Tap (↘ VA) Tap HA Tap K Tap (↙ HA)

Five-Hit Mezentius Style Combo



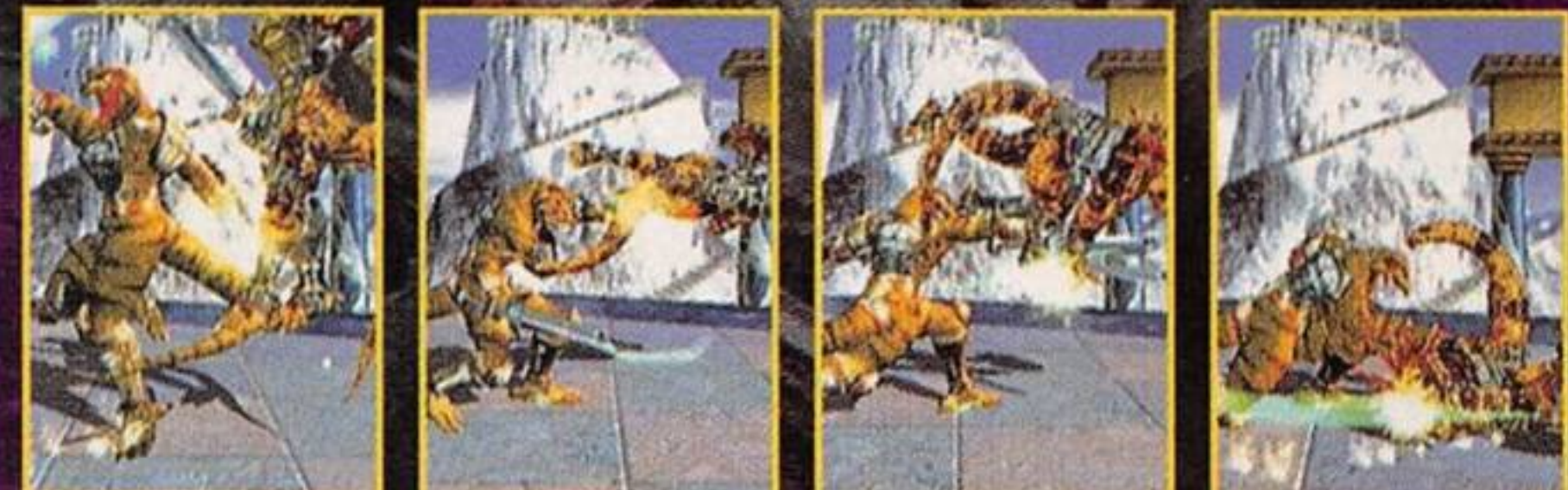
Tap (↘ VA) Tap (→ HA) Tap VA Tap HA Tap (↙ K)

Five-Hit Gloom Kick Combo



Tap ↘, (↘ K) Tap K Tap (→ HA) Tap VA Tap (↙ K)

Four-Hit Weapon Gazer Combo



While rising from a crouch, tap (VA K) Tap VA Tap VA Tap (↙ HA)

Seven-Hit Shield Rush Combo



Tap →, (→ VA K) Tap HA Tap VA Tap K Tap (← HA) Tap VA Tap (↘ K)

Another Calibur Combo

Five-Hit Super Rising Grit Combo

Tap ↘, (↘ VA), K, (← HA), VA, (↘ HA)

Siegfried

Unblockable Attacks

Earth Divide



Motion ↓ ↘ → VA

Earth Trample



Motion ↓ ↘ →, press and hold K

Earth Trample Down



While your opponent is down, tap ↓, press and hold K

Special Throws

Flap Jack



While crouching and in close to your opponent, tap (HA G)

Flap Jack Down



While crouching and in close to a downed opponent, tap (HA G)

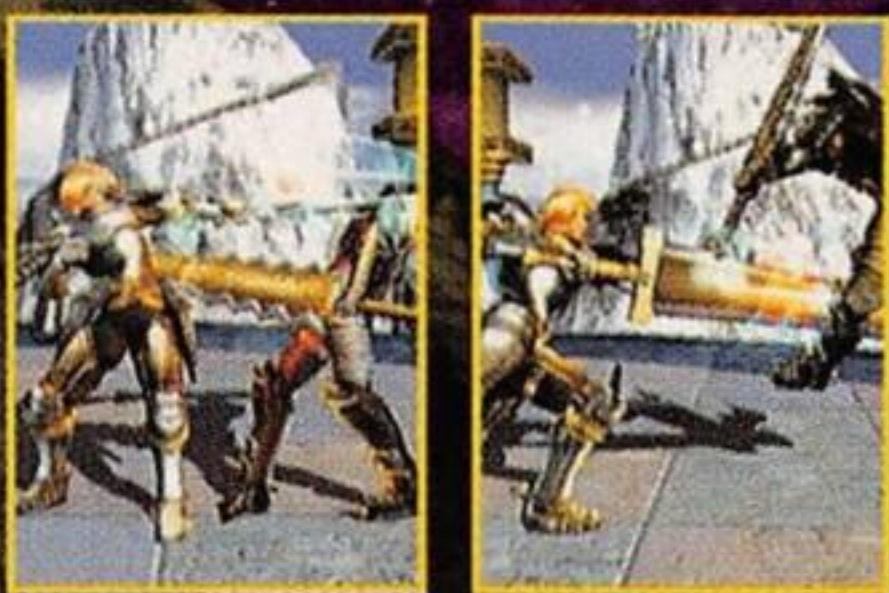
Thrust Throw



Tap (← VA)

Calibur Combos

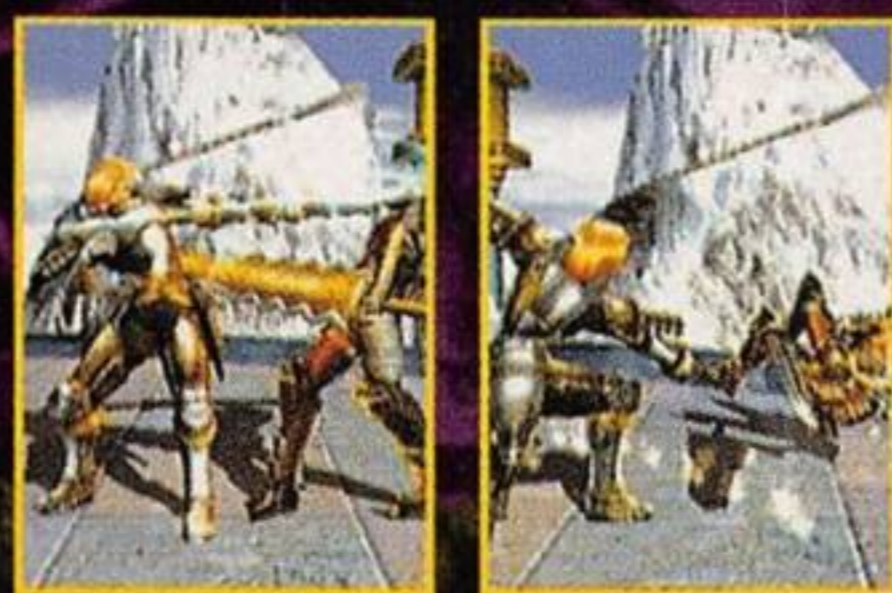
Two-Hit Armet Crusher Combo



Tap (← HA)

Tap (↘ HA)

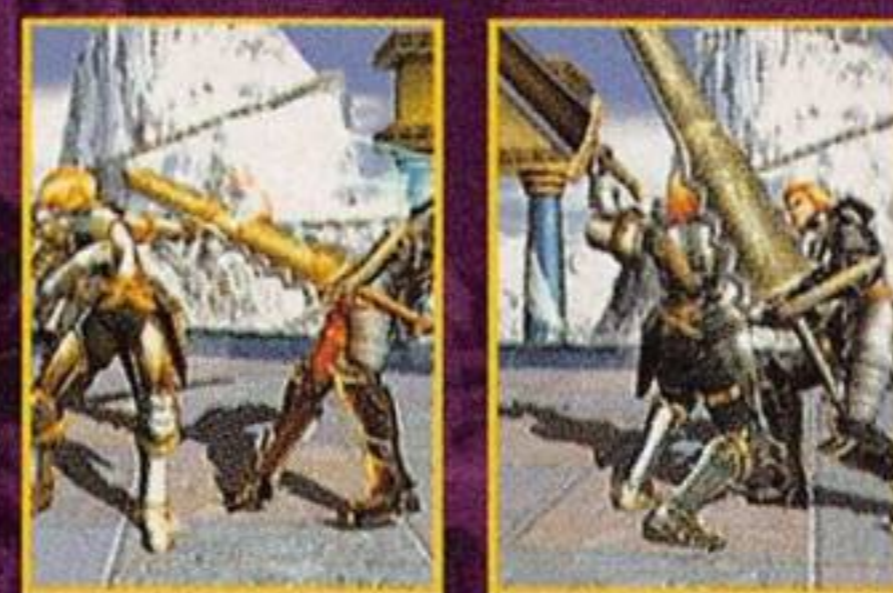
Two-Hit Shadow Slicer Combo



Tap (← HA)

Tap (← HA)

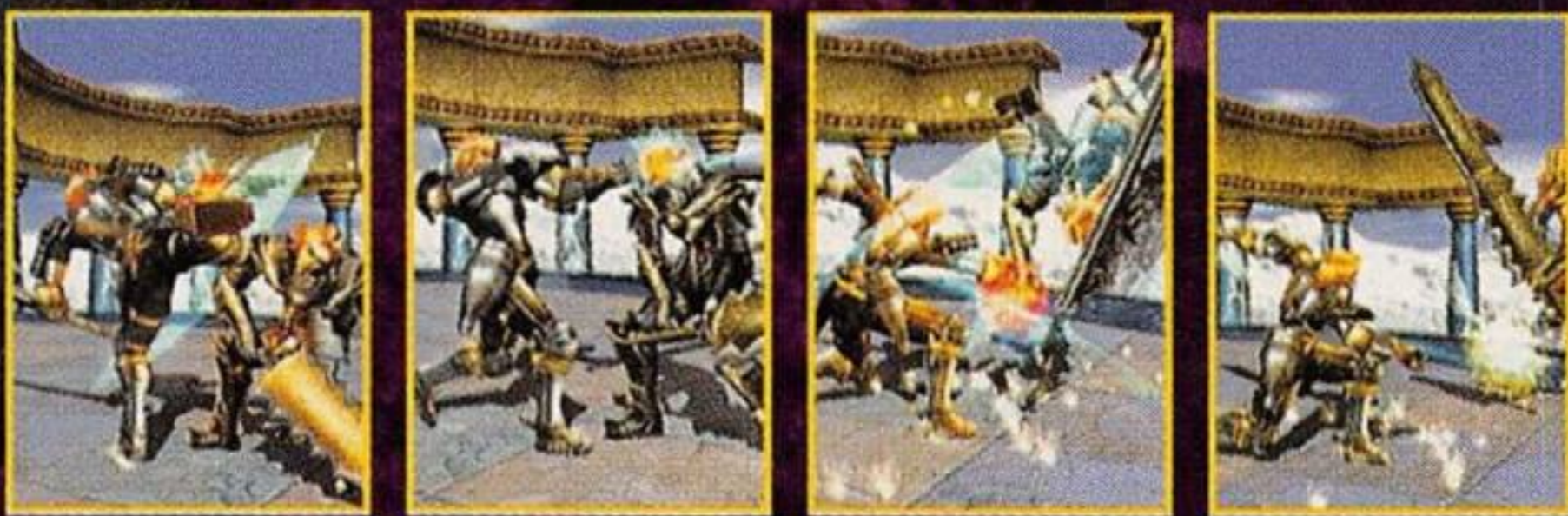
Two-Hit Hilt Impact Throw Combo



Tap (← HA)

Tap (HA G)

Four-Hit Spin Slash Double Grounder Combo



Tap (HA K)

Tap HA

Tap (↓ HA)

Tap HA

Four-Hit Axel Head Upper Combo



Tap (↘ K)

Tap K

Tap VA

Tap →, (→ HA VA)

Four-Hit Spin Kick Slash Cross Combo



Tap (HA K)

Tap HA

Tap HA

Tap VA

Four-Hit Spin Quick Grounder Combo



Tap (HA K)

Tap HA

Tap (↓ HA K)

Tap HA

Three-Hit Double Grounder Combo

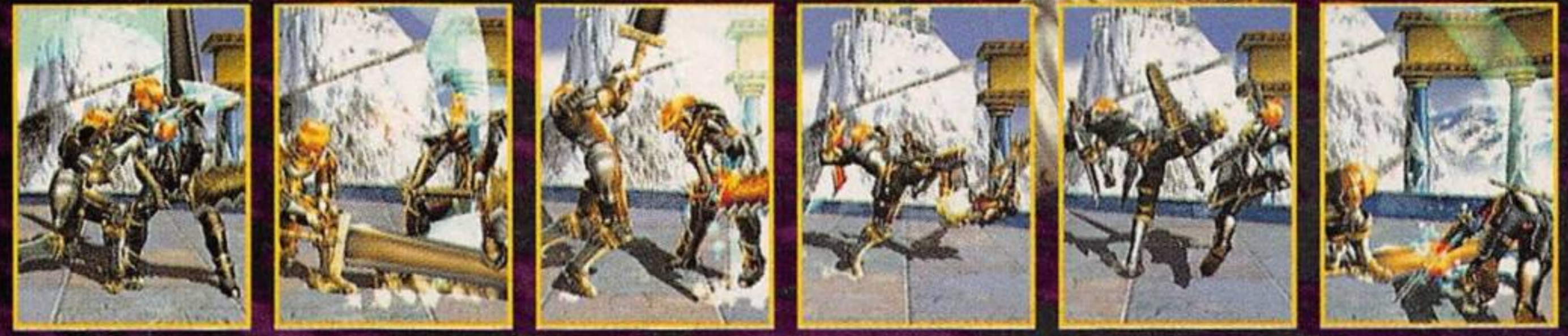


Tap HA

Tap (↓ HA)

Tap HA

Six-Hit Armor Breaker Combo



Tap VA

Tap VA

Hold VA

Tap K

Tap K

Tap →, (→ VA)

Rock

Unblockable Attacks

Gale Ax



Tap HA, hold HA

Grip Crater



Tap (→ HA), hold VA

Typhoon Ax



Tap ↘, hold HA

More Unblockable Attacks

Ax Hurricane
Tap ↘, hold (HA VA)

Ax Volcano
Tap ↘, hold VA

Mountain Crusher
Tap ↓, hold VA

Rock Hammer Ax
Tap ←, ←, hold VA

Ultimate Volcano
Motion ↓ ↘ → (VA K)

Special Throws

Crack Driver



While in close to a crouching opponent, tap (↘ HA G)

Hyper Dynamite Slam



While in close to a downed opponent who's feet are toward you, tap (↓ HA G)

Cannon Clutch



When in close to your opponent, tap (HA G), HA

Slam Vortex



When in close to your opponent, motion ↓ ↙ ← (VA G)

Hyper Slam Vortex



When in close to your opponent, motion ↓ ↙ ← (VA G), tap (↓ HA VA)

Calibur Combos

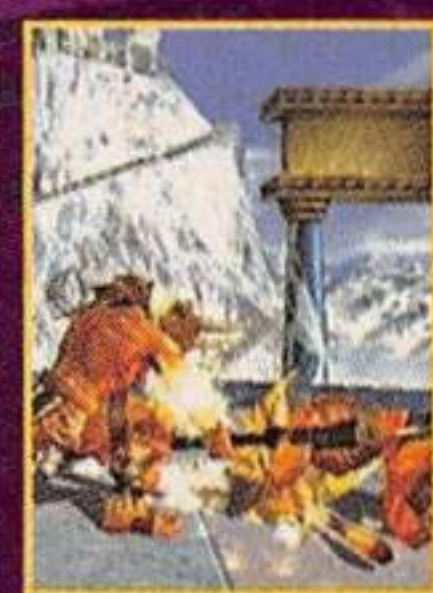
Three-Hit Grip Shot Combo



Motion ↓ ↙ ← (VA G)



Tap (→ HA)



Tap (↙ VA)

Three-Hit Shoulder Tackle Combo



Tap →, hold (→ K)



Tap HA



Tap (↙ VA)

More Calibur Combos

Two-Hit Hyper Dynamite Slam Combo
Tap (↘ VA), (↓ HA G)

Two-Hit Ax Volcano Throw Combo
Tap (← HA VA), (↓ HA G)

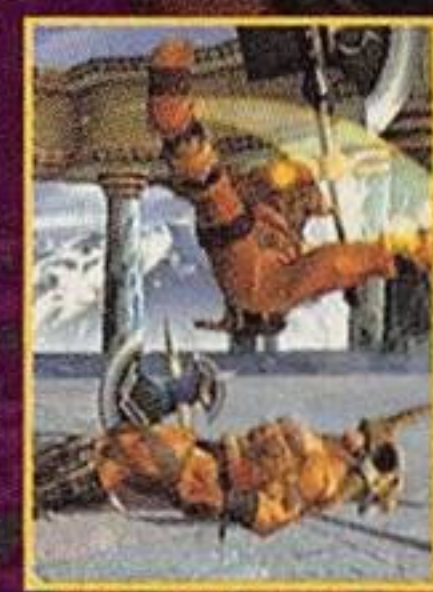
Three-Hit Grip Crater Combo



Tap (→ HA)



Tap VA



Tap K, VA

Three-Hit Rock Crater Combo



Tap VA



Tap VA



Tap (↘ VA)

Three-Hit Ax Volcano Combo



Tap ↘, hold VA



Tap K



Tap (↘ VA)

Two-Hit Rock Press Combo



Hold (→ VA K)

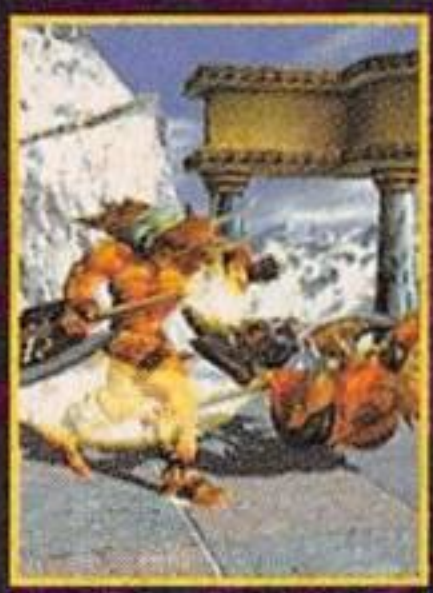


Tap (↓ HA G)

Three-Hit Twin Ax Volcano Combo



Hold (↘ VA)



Tap (→ HA)

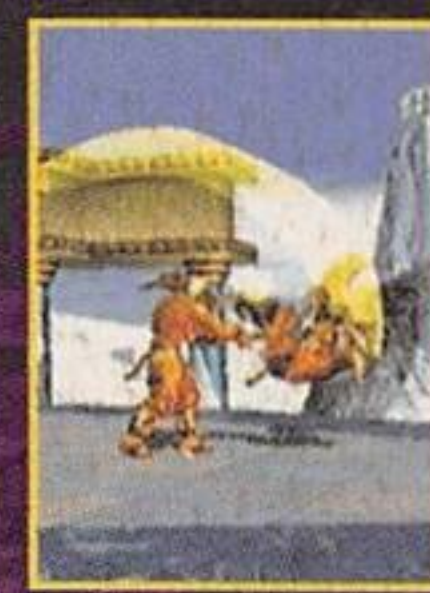


Tap (↘ VA)

Four-Hit Ultimate Volcano Combo



Motion ↓ ↘ → (VA K)



Tap VA



Tap VA



Tap (↙ VA)

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Sweepstakes
P.O. Box 34012
Los Angeles, CA, 90034

or log on to www.gameproworld.com

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PRIZE RESTRICTIONS: Limit one prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within seven days of notification attempt. Failure to return the affidavit in the time noted may result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor its parent, affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes, license, title or registration fees, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants consent to Sponsor's use of their entry, name and/or photograph for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, subsidiary, parent, affiliated companies, and each of their licensees, advertising and promotional agencies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize. Winners acknowledge that Sponsor does not make, nor is in any manner responsible for any warranty, representations, expressed or implied, in fact or law, relative to the quality, conditions, fitness or merchantability in connection with the prize except for manufacturer's standard warranty.

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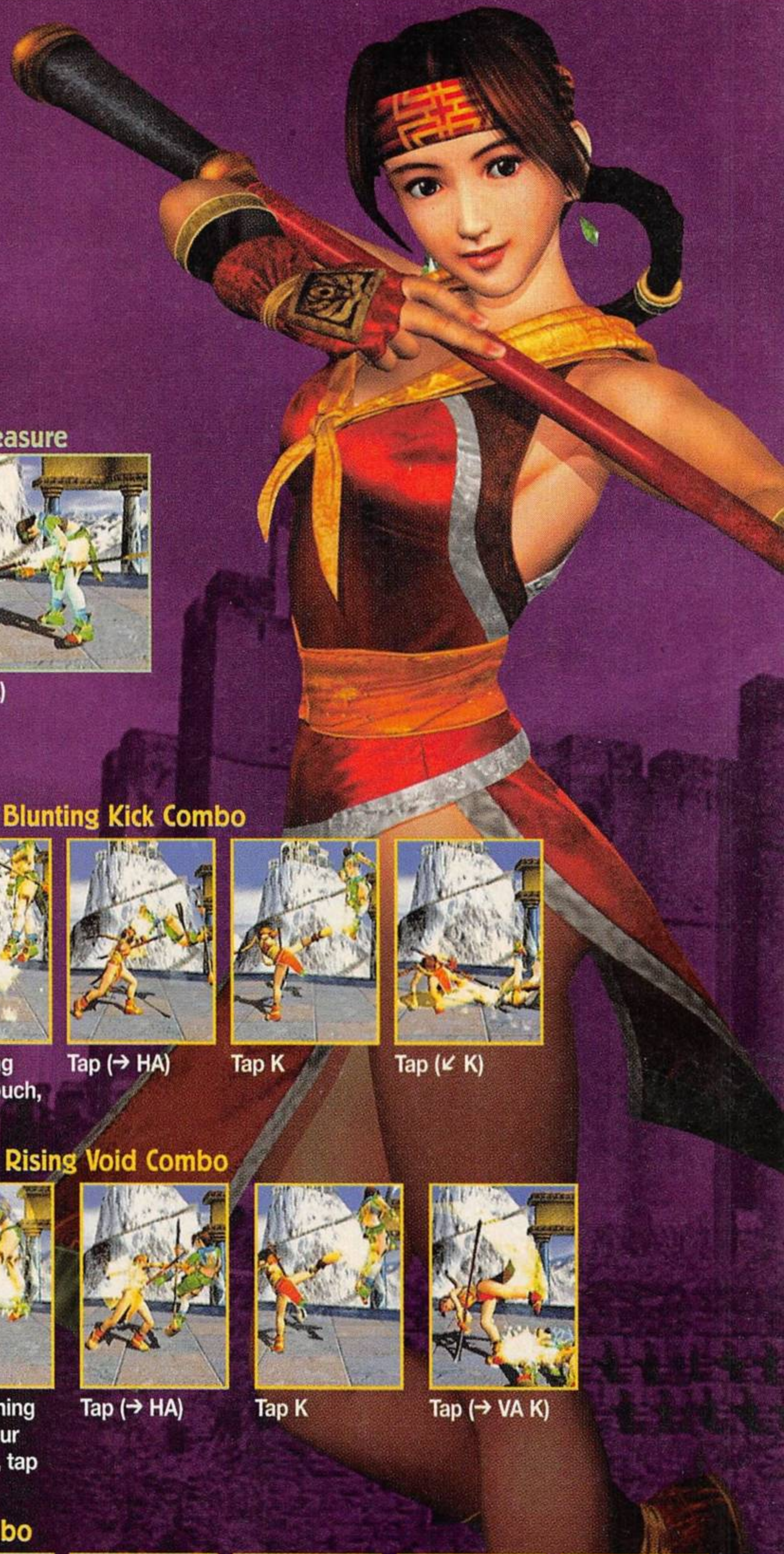
WINNERS' LIST: For the names of the prize winners, send a stamped, self-addressed envelope before 3/31/00 to: "JET MOTO 3 SWEEPSTAKES" WINNERS' LIST, P.O. Box 34012, Los Angeles, CA 90034. Please allow six weeks for delivery of winners list.

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Kawasaki recommends operator of JET SKI watercraft be at least 16 years of age or older.

Seung Mina



Unblockable Attack

Seung's
Crushing Long Blade



Tap (↗ HA VA)

Special Throws

Opening Treasure



Tap (↘ HA VA)

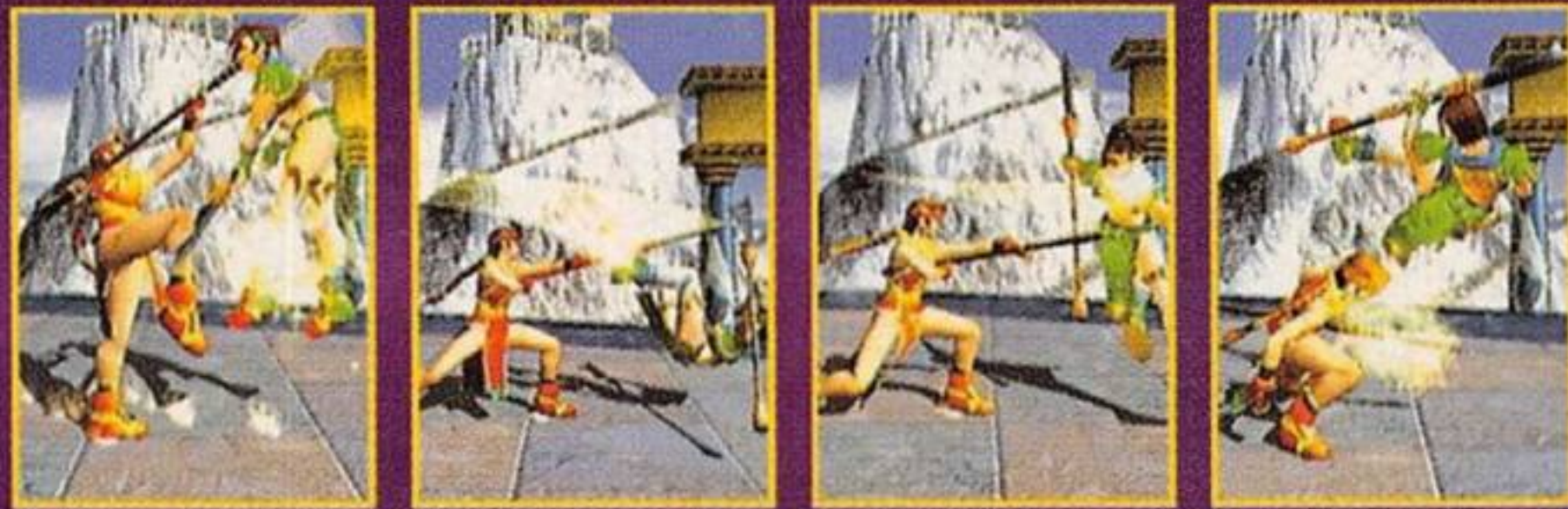
Holding Treasure



Tap (↙ HA VA)

Calibur Combos

Four-Hit Lifting Wing Combo



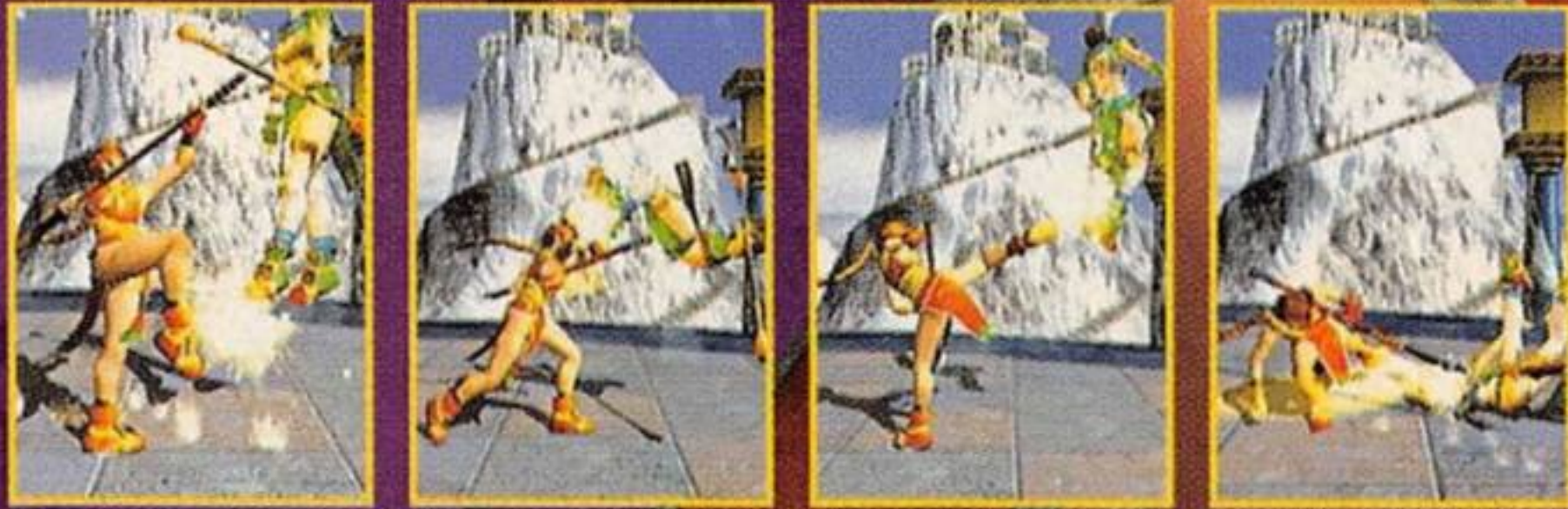
While rising
from a crouch,
tap VA

Tap HA

Tap HA

Tap (↙ K)

Four-Hit Blunting Kick Combo



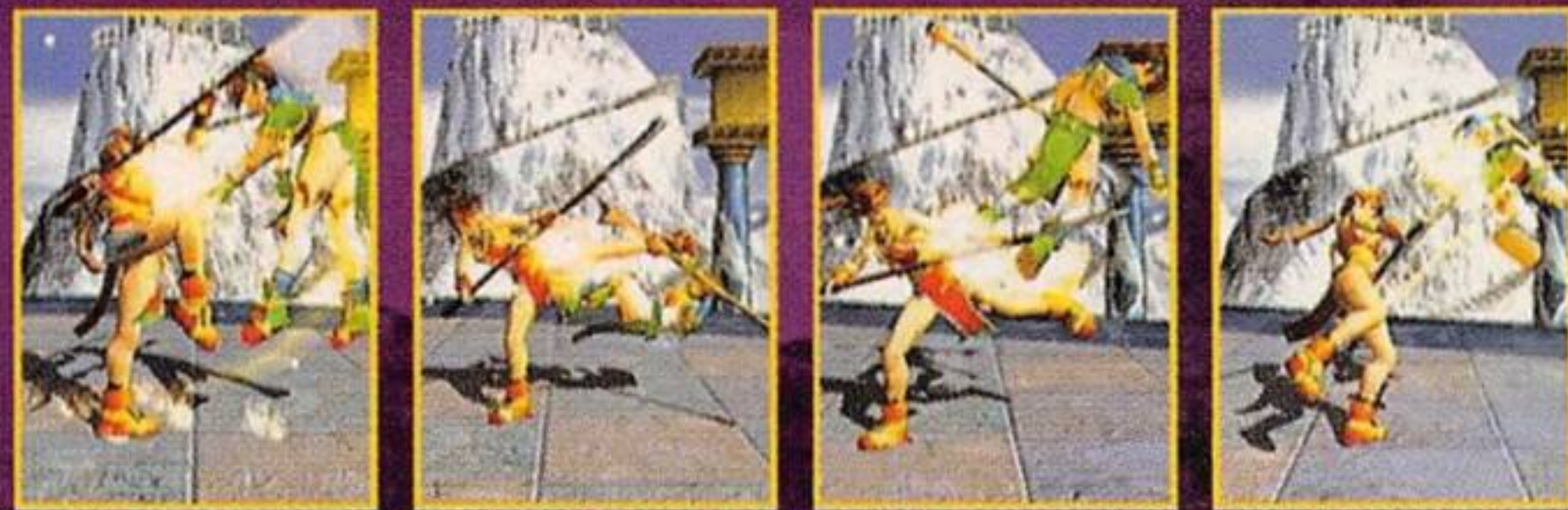
While rising
from a crouch,
tap VA

Tap (→ HA)

Tap K

Tap (↙ K)

Four-Hit Heaven Spin Kick Combo



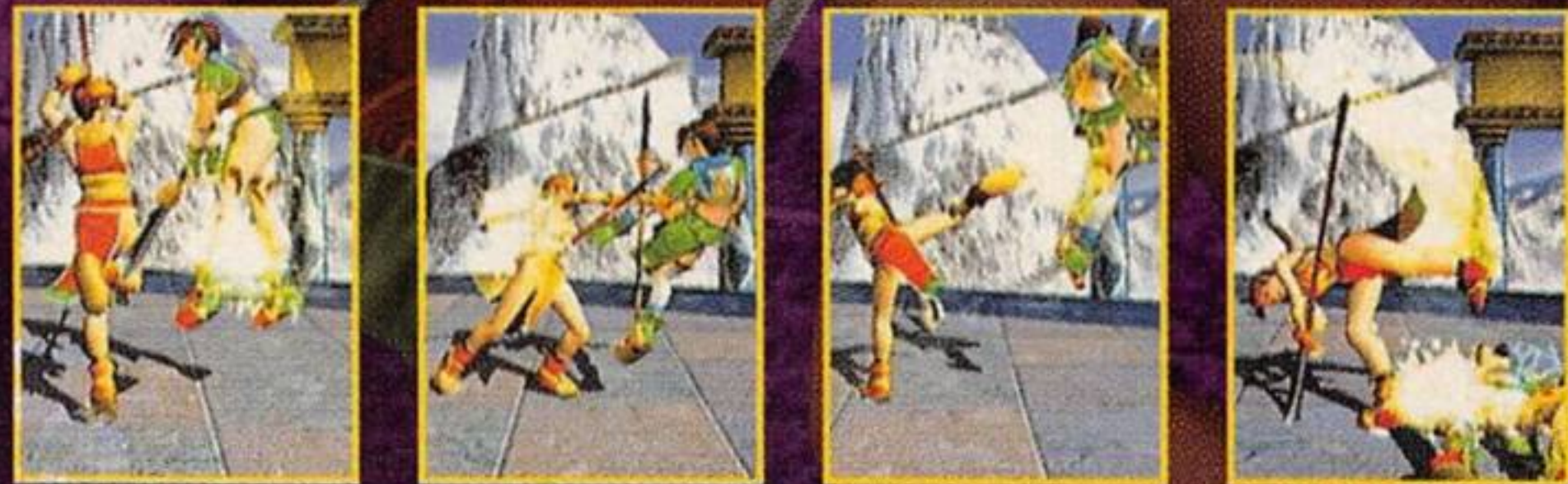
While rising
from a crouch,
tap VA

Tap →, (→ K)

Tap K

Tap K

Four-Hit Rising Void Combo



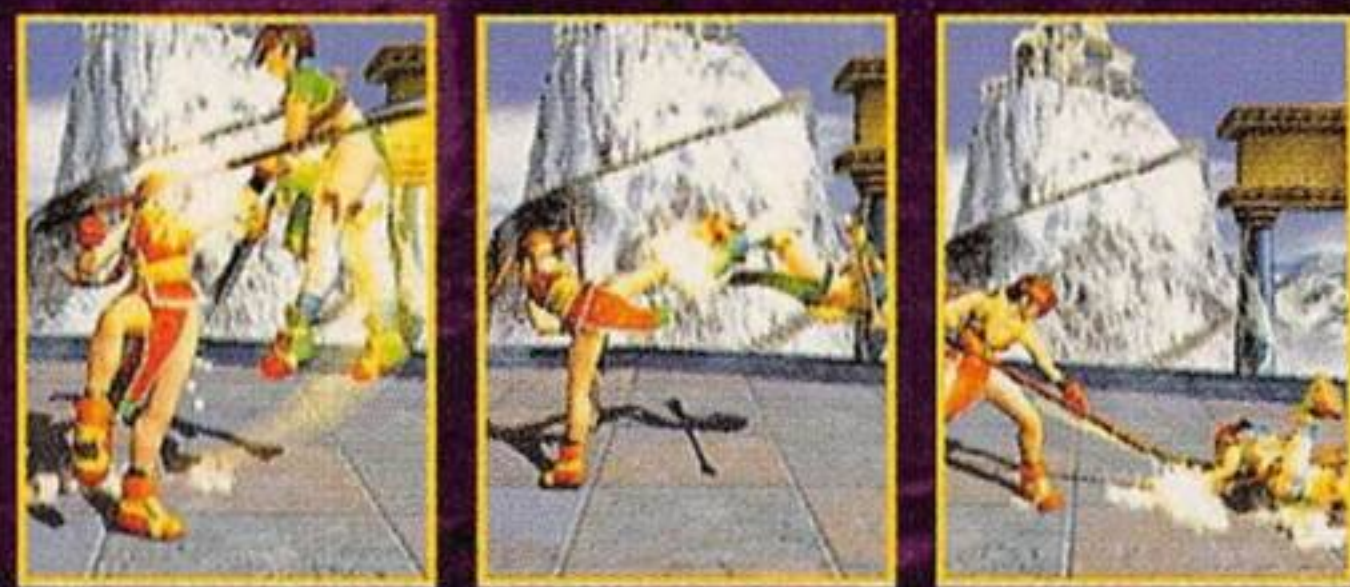
While running
toward your
opponent, tap
(↓ VA)

Tap (→ HA)

Tap K

Tap (→ VA K)

Three-Hit Earth Fang Combo



Tap (↘ VA)

Tap K

Tap (↘ HA K)

Six-Hit Wild Gale Combo



Tap HA

Tap HA

Tap VA

Tap (→ HA)

Tap K

Tap (↙ K)

Four-Hit Wheel Combo



Tap (↘ VA)

Tap K

Tap (→ VA K) for two hits

Five-Hit Air Parting Combo



Tap HA

Tap HA

Tap VA

Tap K

Tap (↓ VA)

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

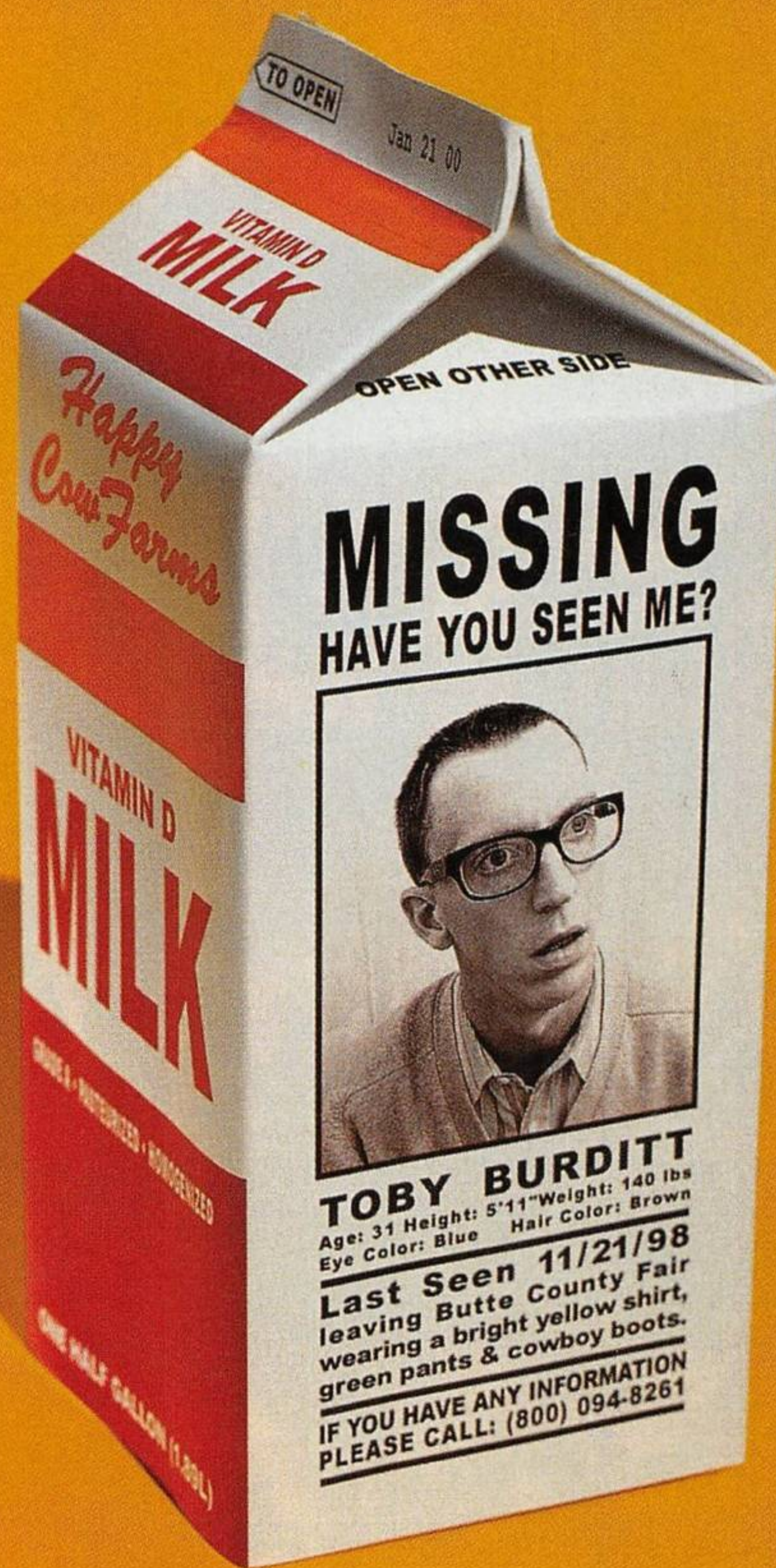
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Cervantes



Unblockable Attacks

Kraken Pressure



Tap (↖ HA), hold VA

Eternal Curse



Tap (↖ HA VA)

Cross Bone Splitter



Tap ←, ←, hold (HA VA)

Calibur Combos

Five-Hit Cross Bone Combo



Tap (↘ VA)



Tap K



Tap (→ HA)



Tap →, (→ HA VA) for two hits



Special Throws

Storm Generate



When in close to your opponent, tap (↘ VA), VA, ↓

Bile Lunges



When in close to your opponent, tap →, (→ VA)

Four-Hit Devastator Combo



While rising from a crouch, tap VA



Tap HA



Tap VA



Tap (↖ K)

Five-Hit Pirate's Cross Combo



Tap (↘ VA)



Tap K



Tap HA



Tap VA



Tap (↖ HA)

Four-Hit Killer X Crawler Combo



Tap (↘ HA)



Tap VA

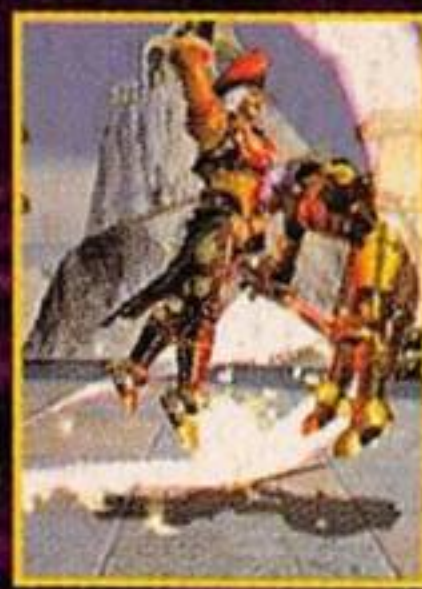


Tap K

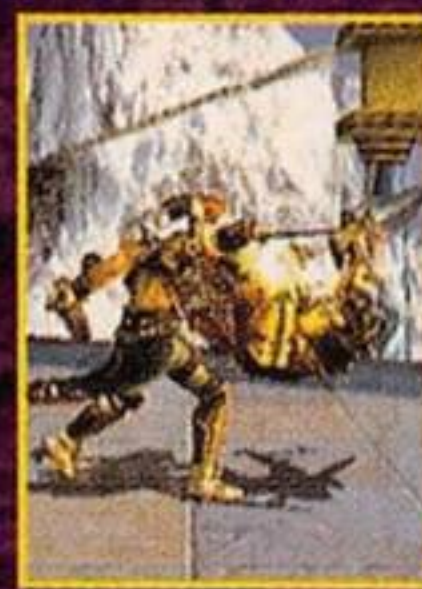


Tap (↖ HA VA)

Five-Hit Iceberg Circular Combo



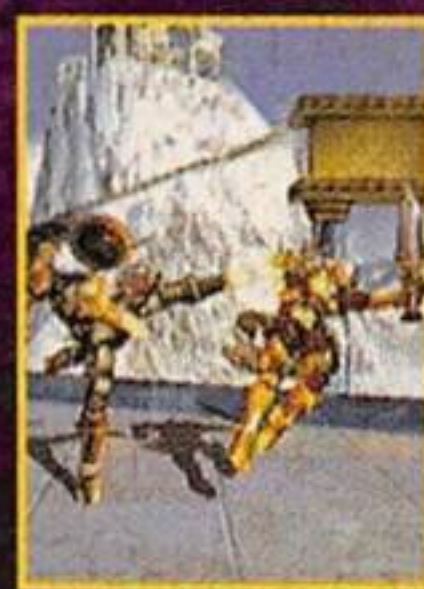
Tap (↑ HA VA)



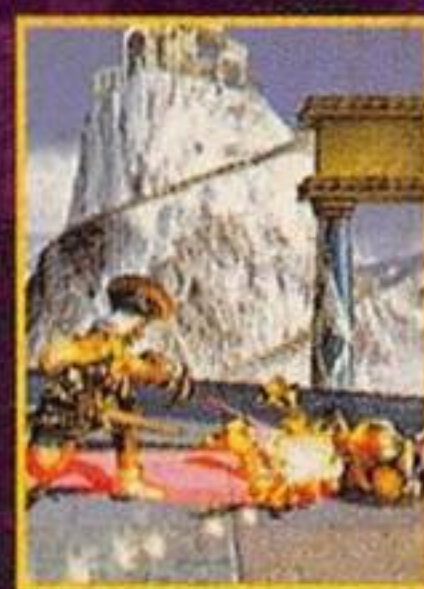
Tap HA



Tap HA



Tap K



Tap (↖ HA)

Four-Hit Scissor Lifter Combo



Tap (↘ HA)



Tap VA



Tap (← HA)



Tap (↘ K)

Five-Hit Galleon Sinker Combo



Tap (↘ VA)



Tap K



Tap K



Tap (→ HA)



Tap ←, (← K)

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

As we head toward the next millennium, the world needs you! During this holiday season, the ESRB (Entertainment Software Rating Board) has been promoting public awareness and use of its computer and video game rating system. The campaign was sparked by research results that said only 45 percent of parents surveyed were aware of the existence of the Board's rating system. When the system was described to parents, however, 80 percent said they found it, "very helpful." Let's help make those who need to know aware of the ESRB's useful system for determining a game's appropriateness (for their favorite gamers—or themselves). Use the ESRB ratings...and read *GamePro*.

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.)

JANUARY 2000

Below is a list of games reviewed in the January issue of *GamePro* along with each game's ESRB rating:

40 Winks.....	E
Asteroids Hyper 64.....	E
Cool Boarders 4.....	E
Donkey Kong 64.....	E
Evolution: The World of Sacred Device.....	E
Formula One '99.....	E
Grand Theft Auto 2.....	M
International Track & Field 2000.....	E
Lego Racers.....	E
Mission: Impossible.....	T
NBA 2K.....	E
NBA Showtime: NBA on NBC.....	E
NCAA Final Four 2000.....	E
NCAA March Madness 2000.....	E
Nuclear Strike 64.....	E
Quake II.....	M
Rippin' Riders Snowboarding.....	E
Supercross 2000.....	E
SuperCross Circuit.....	E
Test Drive 6.....	E
Thrasher: Skate and Destroy.....	T
Tomorrow Never Dies.....	T
Toy Story 2.....	E
Turok: Rage Wars.....	M
Twisted Metal 4.....	T
Vandal-Hearts II.....	M
Warpath: Jurassic Park.....	M
Wu-Tang: Shaolin Style.....	M
WWF Attitude.....	T
Xena Warrior Princess: The Talisman of Fate.....	T
The X-Files.....	T
Zombie Revenge.....	T

E=Everyone, T=Teen, M=Mature, RP=Rating Pending

Note: Reviewed games subject to change without notice.

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**.



Send tips to:

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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.

READER TIP OF THE MONTH

PlayStation

Wipeout 3

All Challenges, Infinite Hyperthrust, and More

At the main menu screen, select Options; at the following screen, select Game Setup; and at the next screen, select Default Names. Now, enter your default name as any of the following to activate these cheats.

Note: A _ denotes a space.

All Challenges:	THEHAIR
All Circuits:	WIZZPIG
All Teams:	AVINIT
Change Blue Turbo Triangles to White:	BEBEDEE
Don't Slow Down When Hitting Side of Track:	NOWHEELS
Four Prototype Tracks:	CANER_W
Infinite Hyperthrust:	MOONFACE
Infinite Random Weapons:	DEPUTY
Infinite Shields and Hyperthrust:	GEORDIE
Phantom Class:	JAZZNAZ
Unlock Tournaments:	BUNTY

PlayStation

Tony Hawk's Pro Skater

Big Head Mode and Special Meter Always Full

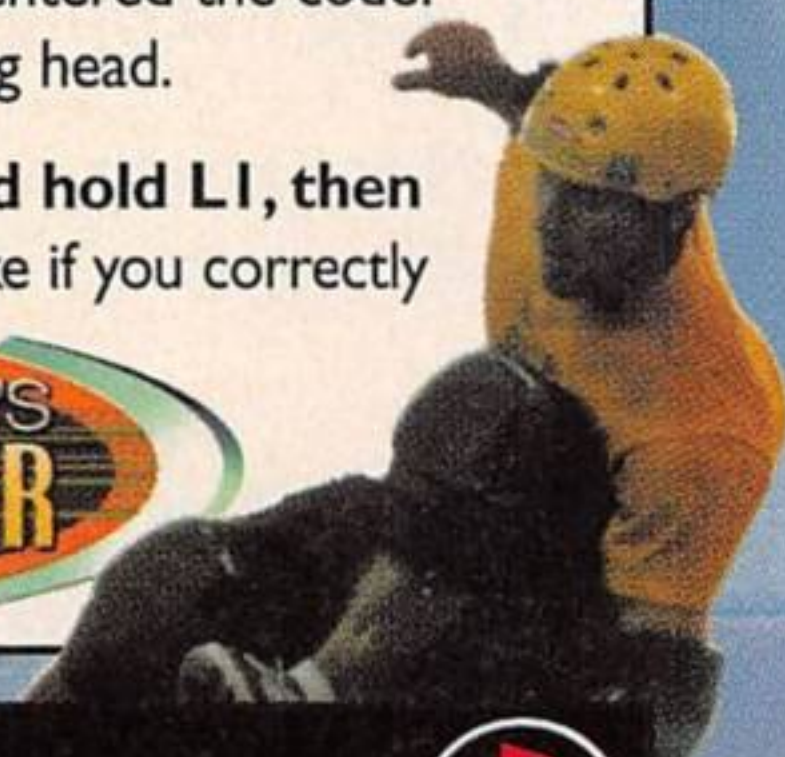


Pause the game and enter the following codes to activate these cheats.

Big Head Mode: Pause your game, press and hold L1, then press □, ○, Up, Left, Left. The screen will shake if you correctly entered the code. Quit your game and restart the level to skate with a big head.

Special Meter Always Full: Pause your game, press and hold L1, then press ×, △, ○, Down, Up, Right. The screen will shake if you correctly entered the code.

Dan Paczkowski
 Downers Grove, IL



PlayStation

Championship Motocross: Featuring Ricky Carmichael

All Classes and Tracks



Enter any of the following cheats at the Name Entry screen in Championship mode, then start a race and quit out of it. Restart the race to access these cheats.

Note: A _ denotes a space.

All Classes:	ALL_EVENTS
All Tracks in Single Race Mode:	DIRT_TRACKS

wipeout 3

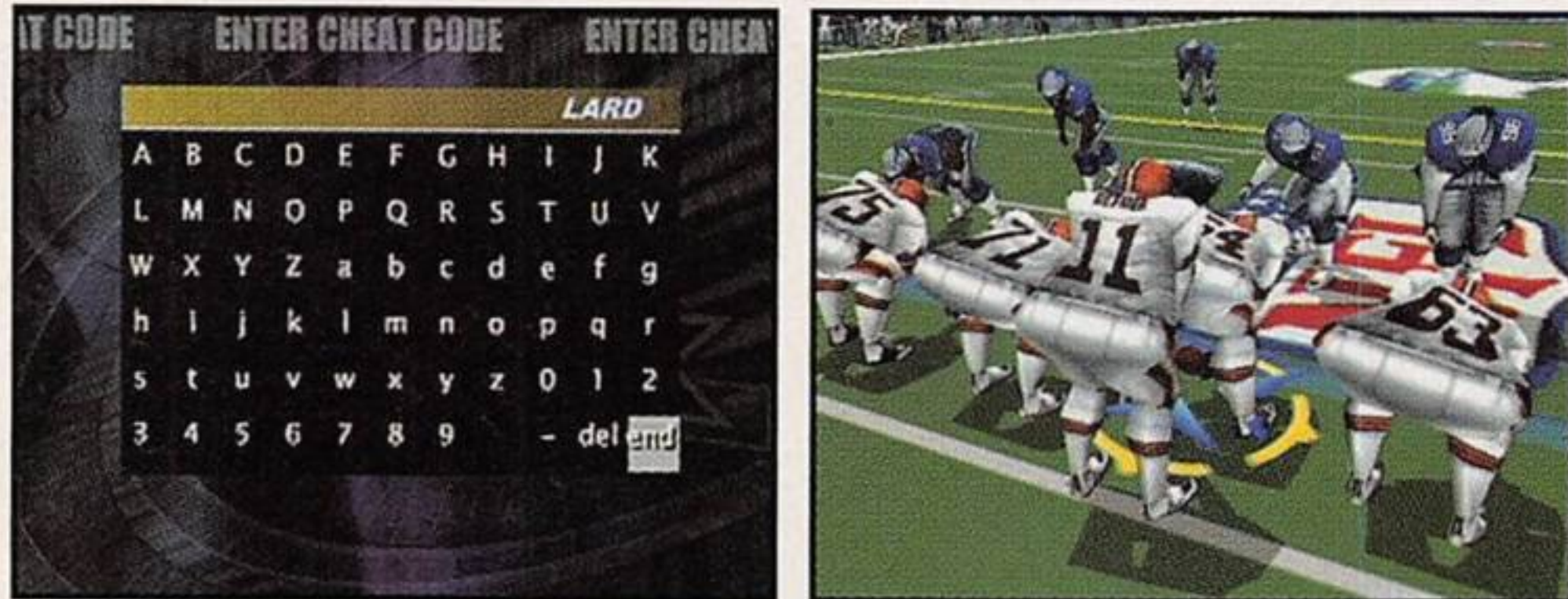
Championship Motocross

featuring **Ricky Carmichael**

Dreamcast

NFL 2K

Password Cheats



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

Alternate Text:	SCRAWL
Fat Players:	LARD
High-Pitched Commentary:	SQUEEKY
Play as the Sega Sports Team:	SUPERSTAR
Slow-Motion Mode:	DEDMAN



PlayStation

Resident Evil 2 Dual Shock Version

Unlimited Ammo



Press **Select** during the game to bring up the Option menu. Highlight Key Config., and press **X**. At the Key Config. menu, press and hold **R1**, then press **□, □, □, □, □, □, □, □, □, □**. If you entered the code correctly, the word "Manual" in the middle of the screen will turn red. Resume gameplay, and you'll have unlimited ammunition for any weapon that you pick up. This code also works for the Hunk and Extreme Battle mini-games.

Anthony Driver, Jr.
Hayward, CA

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PlayStation



Legacy of Kain: Soul Reaver

All Abilities, Maximum Magic, and More



Pause the game, then enter any of the following cheats.

All Abilities: Press and hold L1 or R1, then press Up, Up, Down, Down, Right, Right, Left, O, Right, Left, Down. When you resume playing, you'll be able to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.



Fire Glyph: Press and hold L1 or R1, then press Up, Up, Right, Up, Δ, L2, Right.

Force Glyph: Press and hold L1 or R1, then press Down, Left, Δ, Down, Up.

Maximum Health: Press and hold L1 or R1, then press Right, O, Down, Up, Down, Up.

Maximum Magic: Press and hold L1 or R1, then press Δ, Right, Down, Right, Up, Δ, Left.

Refill Health: Press and hold L1 or R1, then press Right, O, Down, Up, Down, Up.

Refill Magic: Press and hold L1 or R1, then press Right, Right, Left, Δ, Right, Down.

Sound Glyph: Press and hold L1 or R1, then press Right, Right, Down, O, Up, Up, Down.

Stone Glyph: Press and hold L1 or R1, then press Down, O, Up, Left, Down, Right, Right.

Sunlight Glyph: Press and hold L1 or R1, then press Left, O, Left, Right, Right, Up, Up, Left.

Water Glyph: Press and hold L1 or R1, then press Down, O, Up, Down, Right.

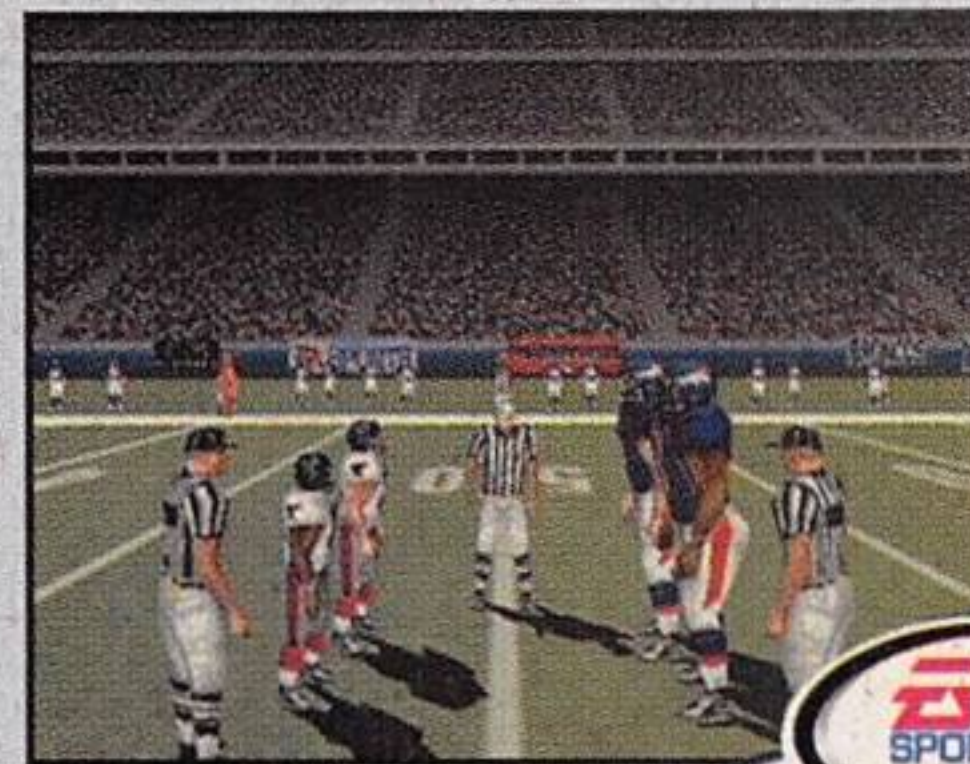
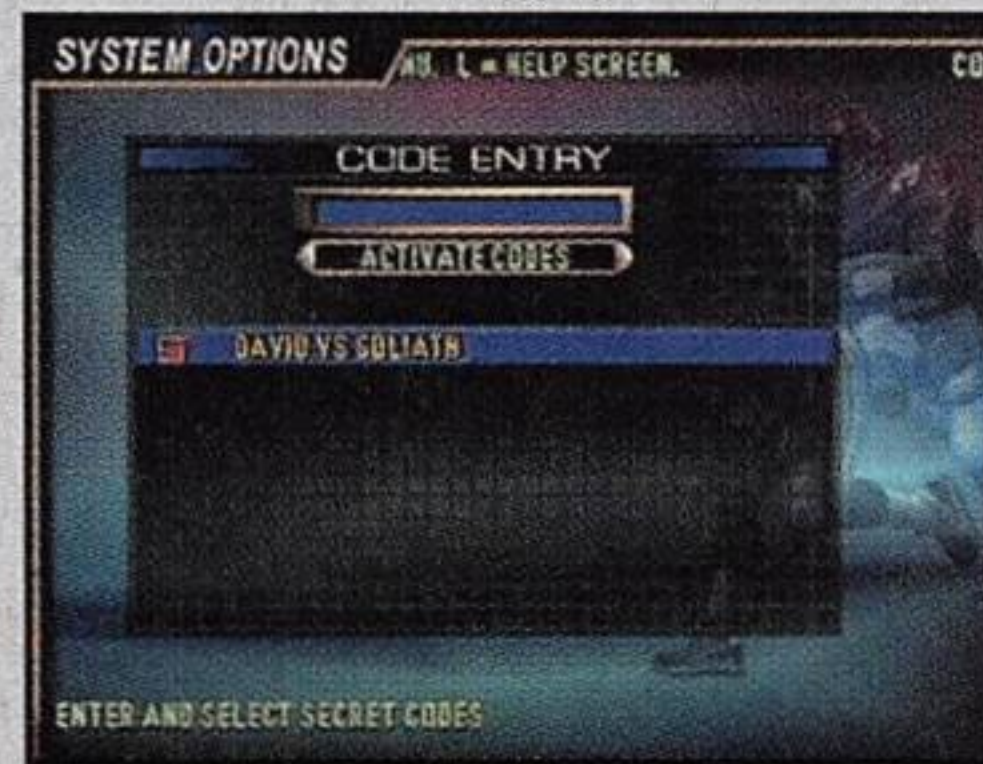
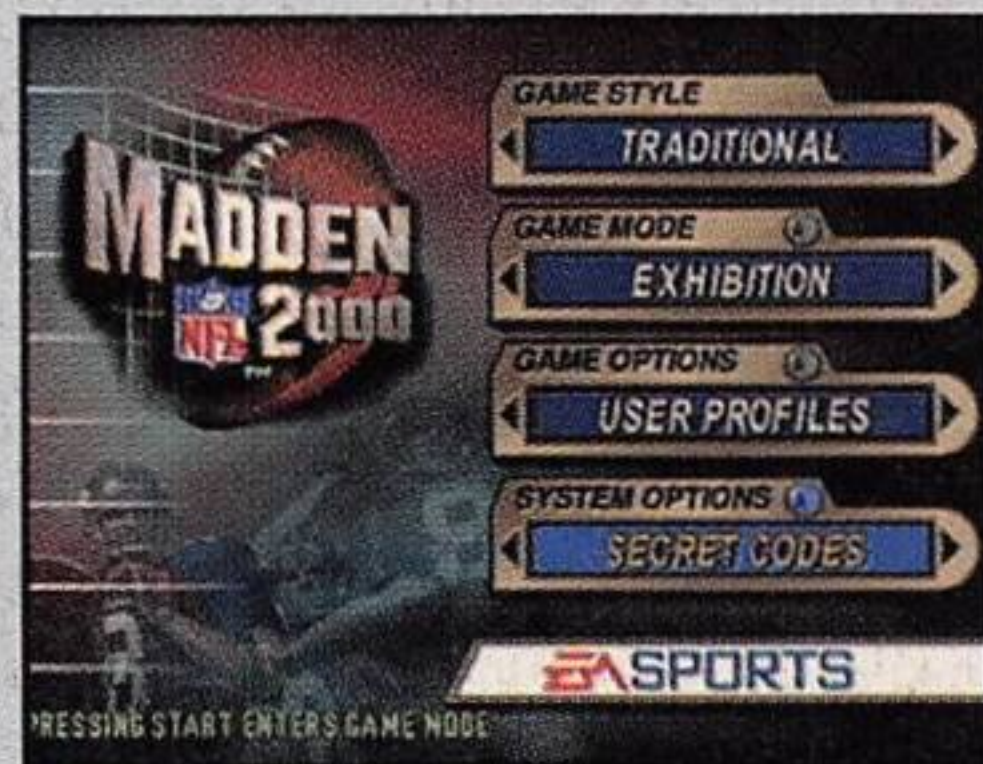


Nintendo 64



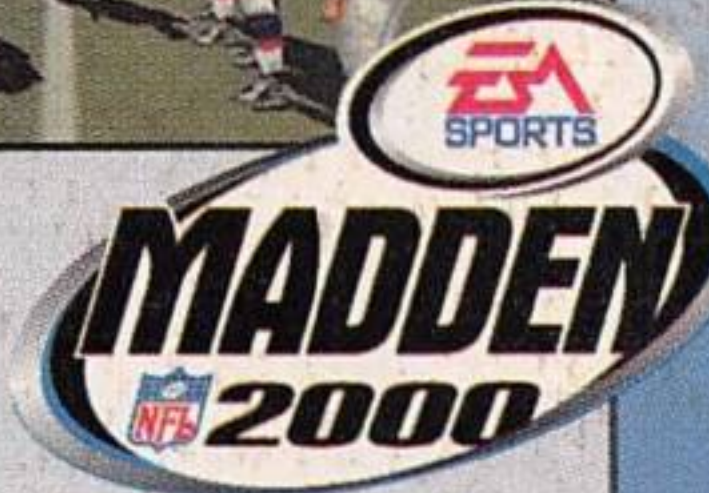
Madden NFL 2000

Always Win Coin Toss and Cheat Codes



Always Win Coin Toss: At the coin toss screen, press Start rapidly.

Cheat Codes: At the main menu, select System Options and press Left or Right until you come to Secret Codes. Enter these codes to activate the following cheats.



5-Yard First Downs:	POPWARNER
20-Yard First Downs:	FIRSTIS20
10-Point Touchdowns and 7-point Field Goals:	DRBENWAY
100-Yard Passes:	PIGSKINFLY
All-Madden Team:	TEAMMADDEN
All '70s Team:	SIDEBURNS
All '80s Team:	REAGANOMICS
Ball Spotted in Different Places:	REFISBLIND
Better Passes:	QBINTHECLUB
Big Versus Small Players:	MICEANDMEN
Camera Follows the Football:	BETHEBALL
Clowns Team:	SCARYCLOWN
Curved Space and Time:	EMC2
Dodge City Stadium:	WILDWEST
EA Sports Stadium:	ITSINTHEGAME
EA Sports Team:	WEARETHEGAME
Floating Heads:	GUILLOTINE
Industrials Team:	INTHEFUTURE
Marshall's Fantasy Team:	COWBOYS
More Injuries:	PAINFUL
More Interceptions:	PICKEDOFF
Quick Fatigue:	CHAINSMOKER
Super Jump:	MOONBALL
Tiburon Stadium:	WEPUTITHERE
Tiburon Team:	SHARKATTACK
X-Mas Rush Stadium:	XMASGIFT

PlayStation

WCW Mayhem



Password Cheats



Select Pay-Per-View Password at the main menu screen, then input these passwords to activate the following cheats.

All Backrooms Open:	CBCKRMS
Better Ranking in Quest for the Best mode:	CHT4DBST
<i>Note: In Quest for the Best mode, press Right to move up in ranking.</i>	
Fight as Goofy-Looking Billy Kidman:	NGGDYNLN
Fight as Masked Ray Mysterio Jr.:	MSKDLTLRY
Fight as Same Wrestler in Vs. Mode:	DPLGNGRS
Super Created Wrestlers:	MKSPRCWS
<i>Note: Now you can create wrestlers with maxed out attributes.</i>	
Unlock Hidden Wrestlers:	PLYHDNGYS

Nintendo 64

WinBack: Covert Operations



Unlock Trial Mode



TRIAL - NORMAL - CONTROL CENTER		
GROUND	STAGE 24	PTS.
OFFICE	STAGE 25	PTS.
FACTORY	STAGE 26	PTS.
CENTER	STAGE 27	PTS.
EXIT	STAGE 28	PTS.
	STAGE 29	PTS.
	STAGE 30	PTS.
	STAGE 31	PTS.



At the main-menu, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then simultaneously press down-C, Start. At the following screen a new option, Trial, will be available. Select it to play any level of the game.



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Nintendo 64



Hot Wheels: Turbo Racing

Infinite Turbos, Race at Night, Stealth Mode, and More



Enter the following codes at the main menu. You'll hear a confirming sound if you entered the code correctly.

Infinite Turbos: Press right-C, Z, top-C, bottom-C, R, left-C, Z, right-C.

Race at Night: Press top-C, top-C, bottom-C, bottom-C, left-C, right-C, left-C, right-C.

Stealth Mode: Press left-C, Z, Z, top-C, left-C, R, bottom-C, top-C.

Tow Jam Car: Press top-C, bottom-C, Z, R, left-C, right-C, top-C, bottom-C.

Wire-Frame Mode: Press top-C, Z, bottom-C, left-C, top-C, Z, bottom-C, left-C.

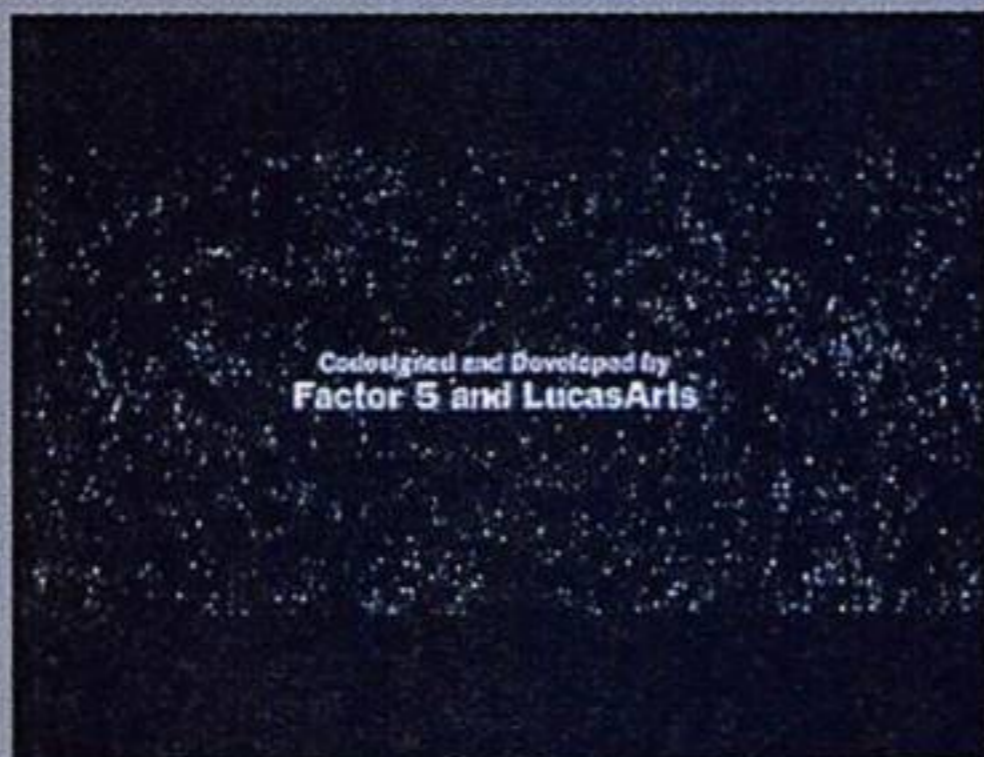
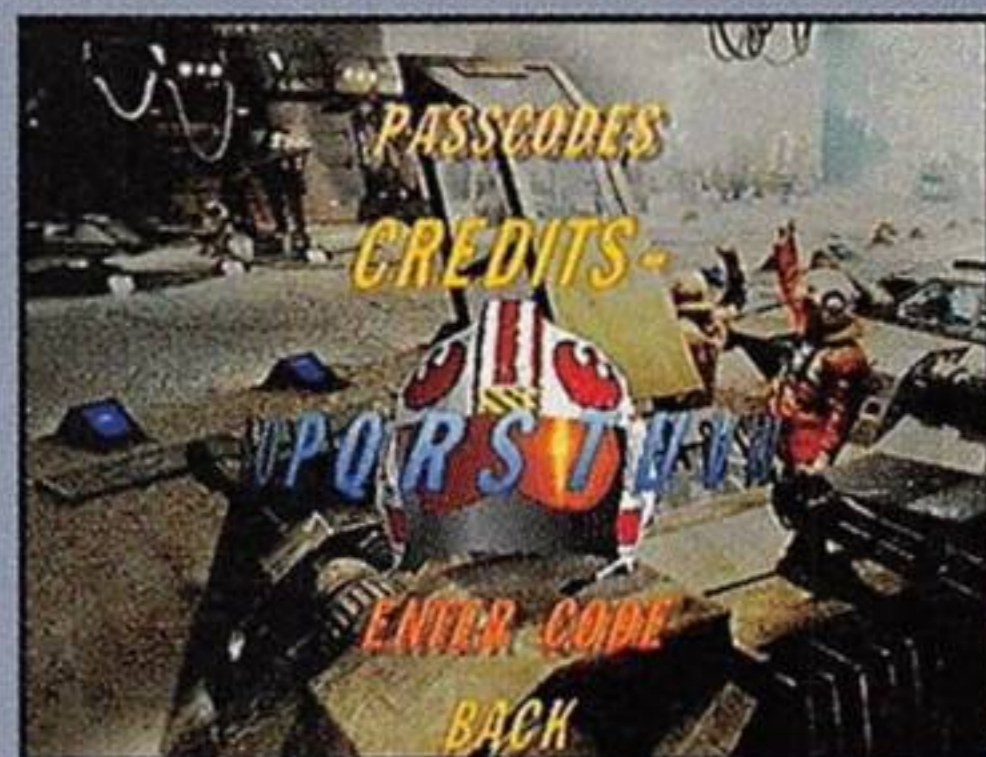


Nintendo 64



Star Wars: Rogue Squadron

See the Credits



From the title screen, enter the Options, then go into Passcodes. Enter the word CREDITS, and you'll see the credits for the game.

Ian Paul
Huntington Valley, PA

Nintendo 64



Army Men: Sarge's Heroes

Cheats and Level Passwords



At the Main Menu screen, select Input Code, then enter these codes to access the following cheats and level passwords.

Cheats

All Weapons:	NSRLS
Maximum Ammunition:	MMLVSRM
Mini Mode:	DRVLLVSM
Play as Plastro:	PLSTRLVSVG
Play as Tin Soldier:	TNSLDRS
Play as Vikki:	GRNGRLRX

Level Passwords

Attack:	LNLGRMM
Spy Blue:	TRGHTR
Bathroom:	TDBWL
Riff Mission:	MSTRMN
Forest:	TLLTRS
Hoover Mission:	SCRDCT
Thick Mission:	STPDMN
Snow Mission:	BLZZRD
Sharp Mission:	SRFPNK
Fort Plastro:	GNRLMN
Scorch Mission:	HTTTRT
Showdown:	ZBTSRL
Sandbox:	HTKTTN
Kitchen:	PTSPNS
Living Room:	HXMSTR
The Way Home:	VRCLN

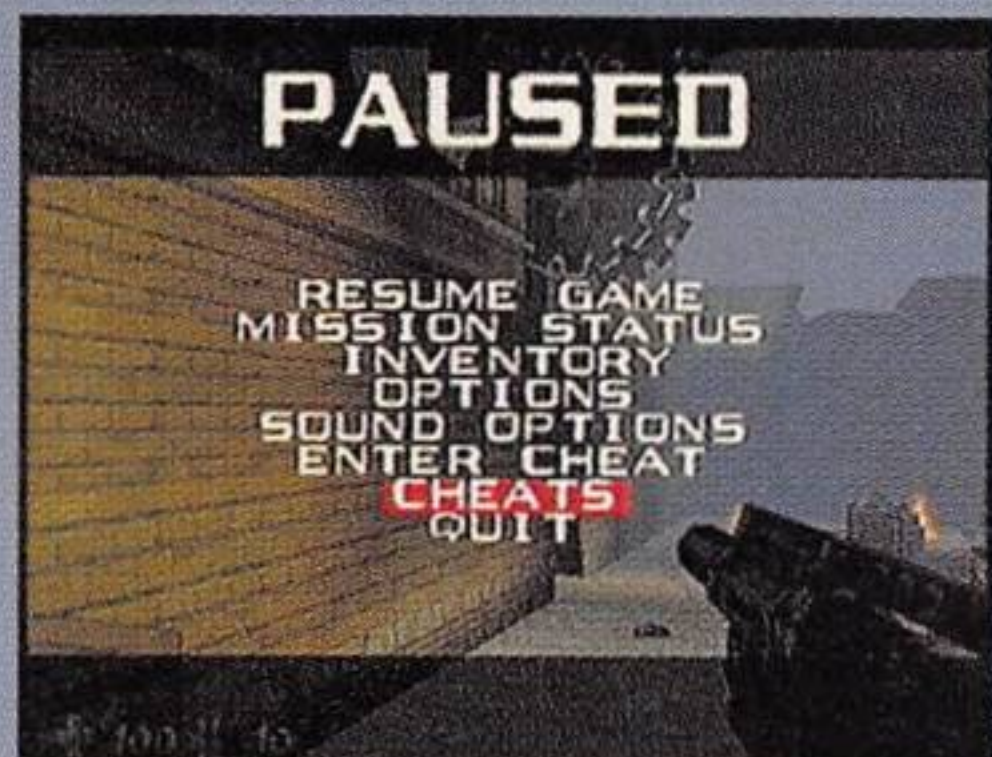
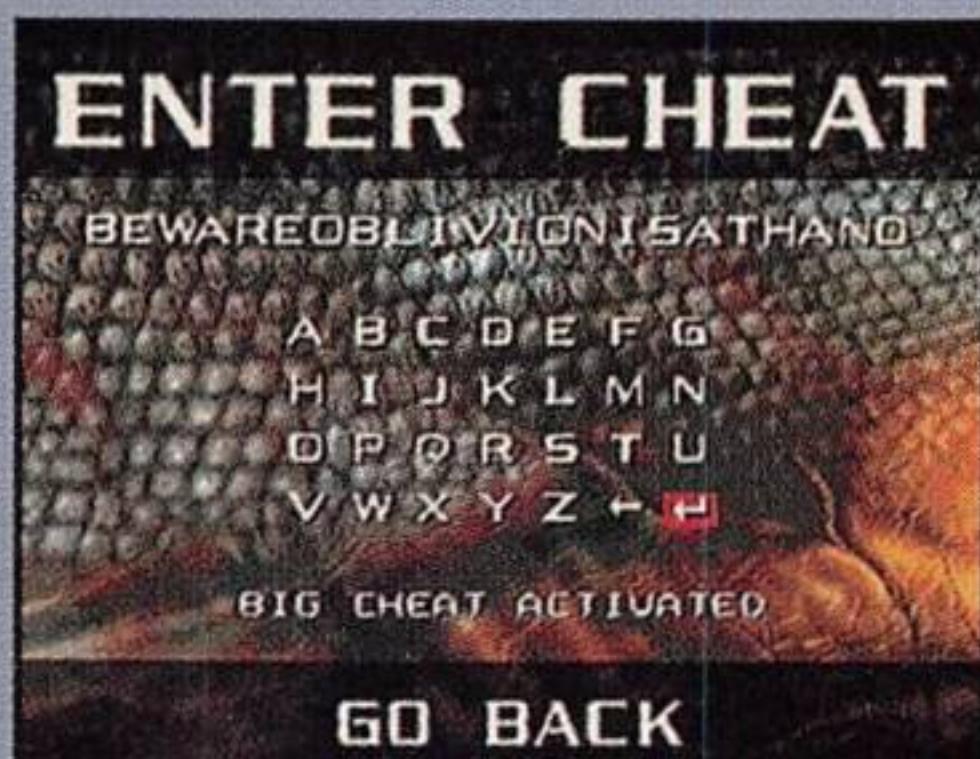


Nintendo 64



Turok 2: Seeds of Evil

Big Cheat (Access to All Cheats)



From the main menu, select the Enter Cheat option and enter the following password: **BEWAREOBLIVIONISATHAND**. To activate this cheat, which opens up all the cheats in the game, select the Cheats option.

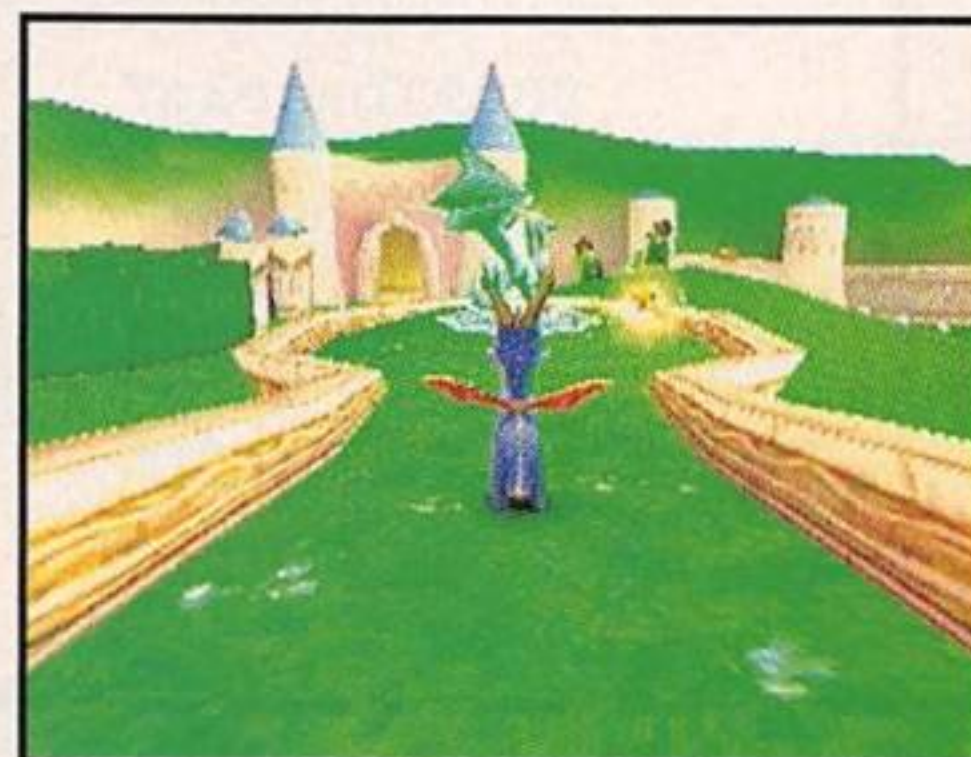
David Dieterich
Maple Heights, OH

PlayStation



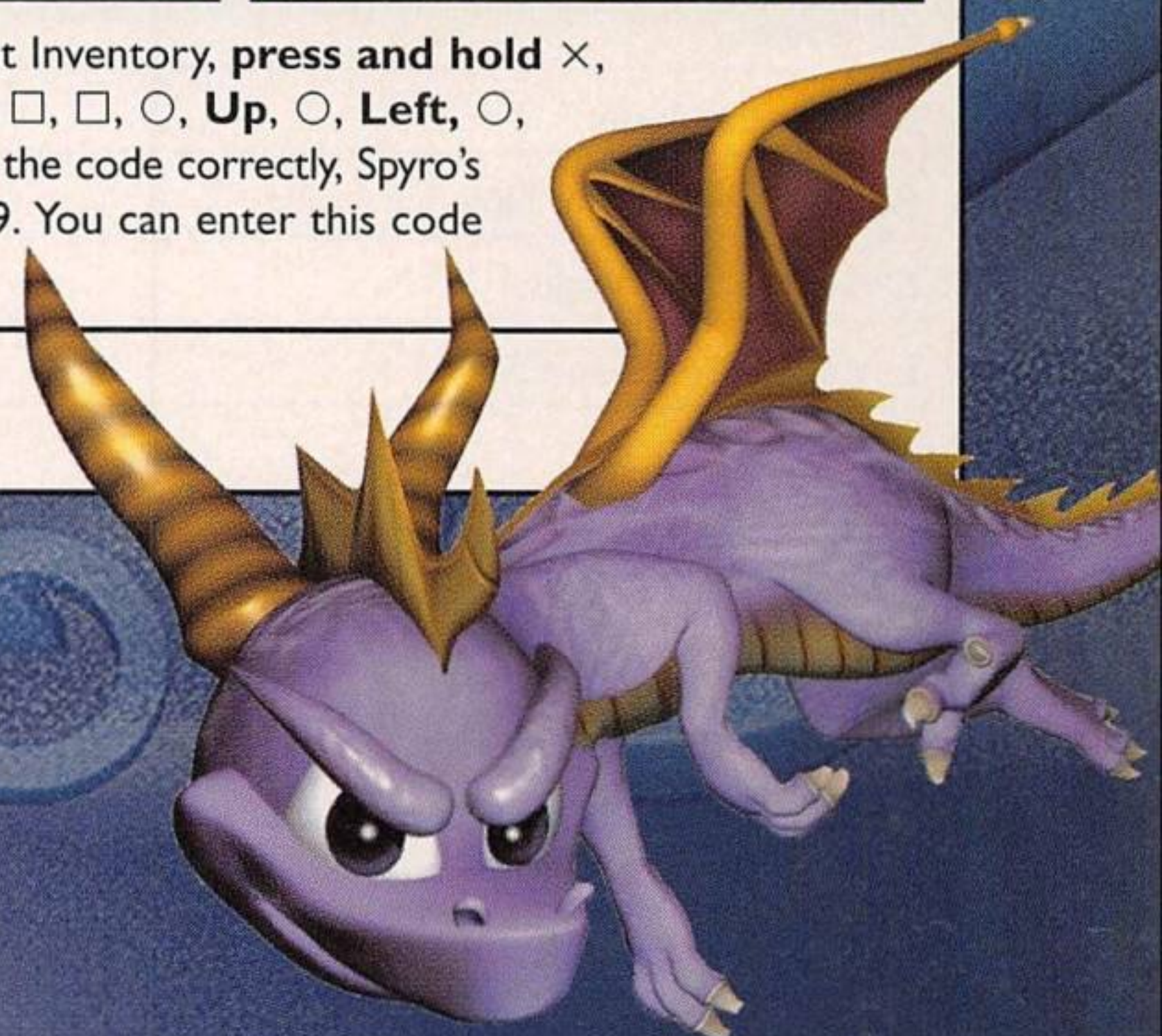
Spyro the Dragon

99 Lives



Pause the game, highlight Inventory, press and hold **X**, and press **□, □, □, □, □, □, ○, Up, ○, Left, ○, Right, ○**. If you entered the code correctly, Spyro's life stock will jump to 99. You can enter this code unlimited times.

Ivan Beard
Los Angeles, CA

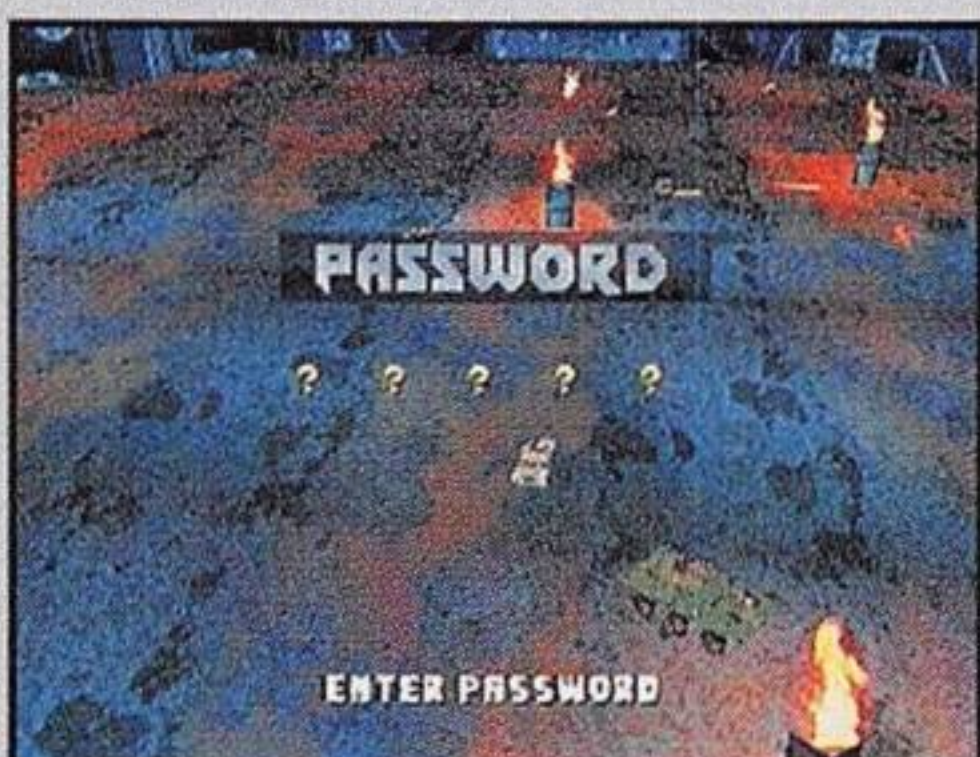


PlayStation



Twisted Metal III

Freeze Missile, Slippery Road, and More



From the main menu, enter the Password option and input any of the following codes:

All Weapon Pick-Ups Are Homing Missiles:	Start R1 L1 Start Start
CPU Cars Ignore Health Pick-Ups:	Down L1 Down Start △
Freeze Missile:	△ Up ○ Right Start
Giant Ricochet Bombs:	Left Right Left Right Up
Massive-Force Mode:	△ ○ Down Left Up
No Health Pick-Ups:	Select L1 Select Start
No Full-Health Restore Pick-Ups:	L1 Start Start Start R1
No Pick-Ups:	Select Select R2 L2 Start
Slippery Road:	Up Up × × Up

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GameShark Codes PlayStation



Castlevania: Symphony of the Night

Infinite Gold:	80097bf0ffff
Infinite HP:	80097ba003e7
	80097bb003e7
Infinite Hearts:	80097ba80063
Quick Level Gain:	80097becffff

Driver

All Flags:	800c6c940064
Backwards Mode:	8009d5b00001
Bomb Never Blows Up:	800974280000
Drive Through Walls:	8004b9de1000
Enable Antipodean Cheat:	80086564ffff
	80086566ffff
Enable Immunity Cheat:	8008644cffff
	8008644effff
Infinite Damage:	8009aee00000
Infinite Time:	800c6e660001
	800c6e640000
Invincibility:	80086414ffff
	80086416ffff
Low Felony Meter:	800973c80000
Low Gravity Mode:	8009d5a80001
Low Rider Mode:	8009adaaffff
Scare Meter Is Maxed:	800c6ea006a4

Einhänder

Infinite Ammo:	800848320063
Infinite Lives:	800813c40003
Super Armor:	800857180001

Future Cop: L.A.P.D.

All Weapons:	8009c0b20004
	8009c0b60004
	8009c0da0004
Infinite Ammo:	8006bc782400

Jet Moto 3

Player One Has Infinite Turbo:	800ccf1a0168
--------------------------------	--------------

Lunar: Silver Star Story Complete

Infinite Magic During Battle for All Characters:	8002e7e62400
Infinite Money:	801dc37c967f
	801dc37e0098

Medal of Honor

Infinite Health in Mission 1, Level 1:	800ee9560080
Infinite Health in Mission 1, Level 2:	800e39360076
Infinite Health in Mission 1, Level 3:	800e30860080
Infinite Health in Mission 2, Level 1:	800f7f760080
Infinite Health in Mission 2, Level 2:	800e07e60080
Infinite Health in Mission 2, Level 3:	800e4b160080
Infinite Health in Mission 2, Level 4:	800ef1160068
Infinite Health in Mission 3, Level 1:	800e63660080
Infinite Health in Mission 3, Level 2:	800e7da6007d

Mortal Kombat 4

Enable All Movies:	800d985c0101
	800d985e0101
	800d98600101
	800d98620101
	800d98640101
	800d98660101
	800d98680101
	800d986a0001
Player One Has Infinite Health:	800aaba8ffff
Player Two Has Infinite Health:	800aabacffff
Player One Can Play as Goro:	800b3cb0000f
Player One Can Play as Noob Saibot:	800b3cb00011

Spyro 2: Ripto's Rage

Infinite Health:	8006a2480003
Infinite Lives:	8006712c0063

You Don't Know Jack

Infinite Time:	d00919f40200
	800919f4023a
Max Score Player One:	800ab4420098
Max Score Player Two:	800ab448967f
	800ab44a0098
Max Score Player Three:	800ab450967f
	800ab4520098
Player One Can Always Screw:	800ab4440001
Player Two Can Always Screw:	800ab44c0001
Player Three Can Always Screw:	800ab4540001

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GameShark Codes Nintendo 64



Beetle Adventure Racing

Access All Cars:	8002cff7000b
All Tracks Are Open:	8002cff30006

California Speed

Always Place First:	80151c010000
Open All Tracks:	81168f8cffff

Hidden Cars

Predator:	800aae670001
Mano Car:	800aae6b0001
Five Oh:	800aae6f0001
Mountain Dew:	800aae730001
Insect:	800aae7f0001
Squirrel:	800aae8b0001
Forklift:	800aae8f0001
Ol' Truck:	800aae9f0001
Camper:	800aaea30001
Semi:	800aaea70001
Dozer:	800aaeab0001

Chameleon Twist 2

All Levels:	80164508003f
Infinite Health:	8018ba7d000f
Six Carrots:	80164519007e

GoldenEye 007

Bond Is Invisible:	8006965a0001
Enable DK Mode:	8006965c0001
Bond Has Infinite Ammo:	8006965b0001
Bond Is Invincible:	800696520001
Enable Paint Ball Mode:	8006965f0001
Bond Is Tiny:	8006965e0001
Enable the Extra Characters:	8002b1970040
Enable All Levels:	80036fb70001
Enable the Agent Levels:	80036fb30001
Gold PP7:	800696650001
Golden Gun:	800696630001
Laser Gun:	800696620001
Magnum:	800696610001
Silver PP7:	800696640001
Play the Egyptian Level in Multiplayer Mode:	8002b537000b
Play the Archives Level in Multiplayer Mode:	8002b5370009
Play the Bunker Level in Multiplayer Mode:	8002b5370008
Play the Caverns Level in Multiplayer Mode:	8002b537000a

The Legend of Zelda: Ocarina of Time

Link Has All Spells:	8011a6490005
	8011a64f000d
	8011a6550013
Link Has the Big Key, Compass, and Map:	8011a6780007
Link Has Infinite Arrows:	8011a6470003
	8011a65f0009
Link Has Infinite Bombs:	8011a6460002
	8011a65e0009
Link Has Infinite Energy:	8111a6000140
Link Has Infinite Magic:	d011a6090008
	8011a60a0001
	8011a60c0001
	8011a6030060
Link Has Infinite Small Keys:	8011a6990009
Link Has the Lens of Truth:	8011a651000f
Link Has the Ocarina of Time:	8011a64b0008

Mario Party

The Lower-Left Character Has 99 Coins:	810f33180063
The Lower-Left Character Has 99 Stars:	810f331c0063
The Lower-Left Character Always Rolls 10:	800d635b000a
The Lower-Right Character Has 99 Coins:	810f33480063
The Lower-Right Character Has 99 Stars:	810f334c0063
The Lower-Right Character Always Rolls a 10:	800d639f000a
The Upper-Left Character Has 99 Coins:	810f32b80063
The Upper-Left Character Has 99 Stars:	810f32bc0063
The Upper-Left Character Always Rolls a 10:	800d62d3000a
The Upper-Right Character Has 99 Coins:	810f32e80063
The Upper-Right Character Has 99 Stars:	810f32ec0063
The Upper-Right Character Always Rolls a 10:	800d6317000a

Wipeout 64

Access the Piranha II:	800933c90001
Access the Super Combo Challenge:	8009351d0000
Access the Velocitar:	800932490001
Infinite Shield:	8109bcee0000
Infinite Time:	810cde920960



WIN A Trip to Sucker Punch & Nintendo of America HQ



We're gonna take one lucky winner and a friend to Redmond, WA to meet the coolest new Nintendo 64 game developer, Sucker Punch, and see the Nintendo Headquarters. All you have to do is name Rocket's wheels shown below, send in the coupon and you could win!

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10 Second Prizes

Winners get a copy of Rocket: Robot on Wheels™ for the N64

10 Third Prizes

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625 Third Street, 3rd Fl. San Francisco, CA 94107
Or go to playrocket.com/contest



HINT: Having trouble with the names? Log on to PLAYROCKET.COM

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Prizes: Winner(s) (if under 18, prize winner's parent or legal guardian) and the friend participating in grand-prize trip must complete to any required Affidavit of Eligibility, Waiver, Release, and Indemnity Agreement, or Parental Authorization/Release Form within 14 days of attempted delivery (of same) to a winner. Noncompliance within this time period may result in disqualification and in the selection of an alternate winner by random drawing. Return of any prize/notice notification as undeliverable will result in disqualification and in selection of an alternate winner by random drawing. Limit one prize per household. No transfer or substitution of a prize permitted, except Sponsors may substitute a prize of equal or greater value if a prize becomes unavailable. All federal, state and local taxes are the sole responsibility of the winner(s). Winners of prizes over \$500.00 will be issued IRS 1099 forms. Acceptance of a prize offered constitutes permission to use winner's name, city, state and/or likeness for purposes of advertising and trade without further compensation unless prohibited by law. 9. On or about April 15, 2000, Ubi Soft Entertainment will hold a random drawing from among all eligible entries received and will select a total of 26 winning entries. a) One grand-prize winner will be awarded a 2-day/1-night trip for the winner and a friend to Redmond, Washington to tour the corporate headquarters of Nintendo of America, Inc. and Sucker Punch Productions. If the grand-prize winner is under 18 years of age at the trip departure time, a qualifying chaperone must accompany winner and the winner's friend on the trip. In order to qualify, the chaperone must be the winner's parent or legal guardian. The grand-prize trip must be taken on or before June 15, 2000 and includes: i) Round-trip airfare (coach) from a major gateway city in the 48 United States to Seattle (participants must fly together); ii) 1-night's lodging (double or triple occupancy), hotel and room to be designated by Sponsors; iii) A two hour tour, including lunch, of the Redmond Headquarters of Nintendo of America, Inc. and Sucker Punch Productions; iv) an assortment of Ubi Soft Entertainment promotional items for the winner and friend; and v) Ground transportation in Seattle for all official prize-related events. Any additional expenses incurred for the trip will be the responsibility of winner/chaperone. The maximum estimated total retail value of the grand prize is \$3,000 (value may vary depending on location of winner, and fares/rates when reserved, and whether winner requires a chaperone); b) 5 (5) First Prize Winners will receive one (1) Rocket Robot on Wheels Unicycle (ERV: \$100.00); c) Ten (10) Second Prize Winners will receive one (1) Rocket Robot on Wheels Nintendo 64 (ERV: \$50.00); Ten (10) Third Prize Winners will receive one (1) one year subscription to GamePro magazine (ERV: \$14.97). Estimated total retail value of all 26 prizes is \$4,149.70; 10. This sweepstakes is open only to legal residents of the 48 United States and the District of Columbia, excluding Rhode Island. Sweepstakes void in US Possessions and Territories, and where prohibited by law. Sweepstakes not open to employees of Sponsors or their subsidiaries, affiliates, advertising and promotion agencies, and family members of these employees and/or those living in the same household. All federal, state and local laws and regulations apply. Sweepstakes is governed by the laws of the State of California. 11. A complete list of prize winners will be available by mail by sending a stamped, self-addressed envelope to: Whoopie World Behind the Scenes Tour Winners Request, c/o Ubi Soft Entertainment, 625 Third Street, Third Floor, San Francisco, CA 94107, before January 31, 2001. This contest is not sponsored by Nintendo of America, Inc.



Contest Ends March 31, 2000. No Purchase Necessary. Void where prohibited. Open to continental US residents only. Please see official rules. For a copy of the official rules go to <http://www.playrocket.com/contest/rules> or send a self-addressed stamped envelope to: Whoopie World Behind the Scenes Official Rules Request, c/o Ubi Soft Entertainment, 625 Third Street, Third Floor, San Francisco, CA 94107.

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Identify each of these Rocket vehicles by name



Entry deadline: **MARCH 31, 2000**
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Name _____

Address _____

Please tell us a few things about yourself:

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What is your age? _____

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Heather Fabela

Account Executive
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Fax: 415.975.2618
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East Coast

David S. Korman

East Coast Sales Manager
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Fax: 508.820.2953
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Director of Marketing Communications

Simon S. Tonner

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Sherry Pedrin

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2. Donkey Kong 64
3. WWF WrestleMania 2000
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5. Ready 2 Rumble Boxing
6. Knockout Kings 2000
7. Jet Force Gemini
8. Rainbow Six
9. Turok: Rage Wars
10. BattleTanx: Global Assault
11. Pokémon Snap
12. WCW Mayhem
13. Rayman 2: The Great Escape
14. Road Rash 64
15. NBA Live 2000
16. NFL Blitz 2000
17. Madden NFL 2000
18. WWF Attitude
19. Resident Evil 2
20. WinBack: Covert Operations

PlayStation

1. Resident Evil 3: Nemesis
2. Vigilante 8: 2nd Offense
3. Toy Story 2
4. Tomorrow Never Dies
5. Grand Theft Auto 2
6. CTR: Crash Team Racing
7. Army Men: Air Attack
8. Tomb Raider: The Last Revelation
9. Medal of Honor
10. Spyro 2: Ripto's Rage
11. Metal Gear Solid: VR Missions
12. Knockout Kings 2000
13. Rugrats Studio Tour
14. NBA Basketball 2000
15. Driver
16. Tony Hawk's Pro Skater
17. Dino Crisis
18. Cool Boarders 4
19. Star Wars Episode I: The Phantom Menace
20. Final Fantasy VIII

Lamchop's Can't Miss List



Lamchop realizes that life isn't all about meditation and focusing on that perfect sidekick—especially when there are baaaadass games like these! Start the year off right with these romp'n' winners. GamePro in the new millennium...

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2. WWF Attitude (PlayStation)
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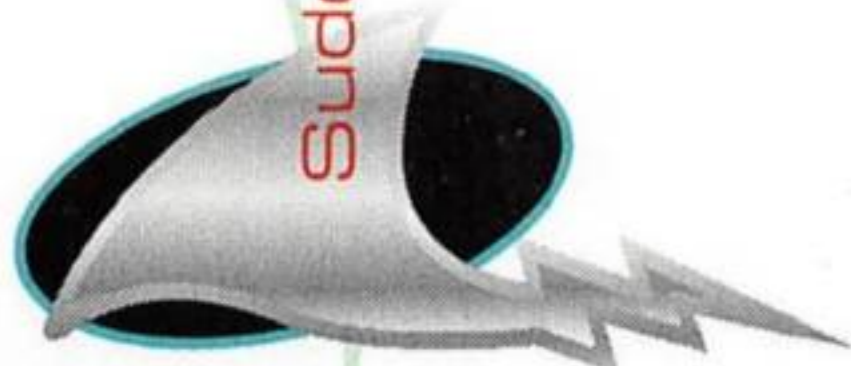
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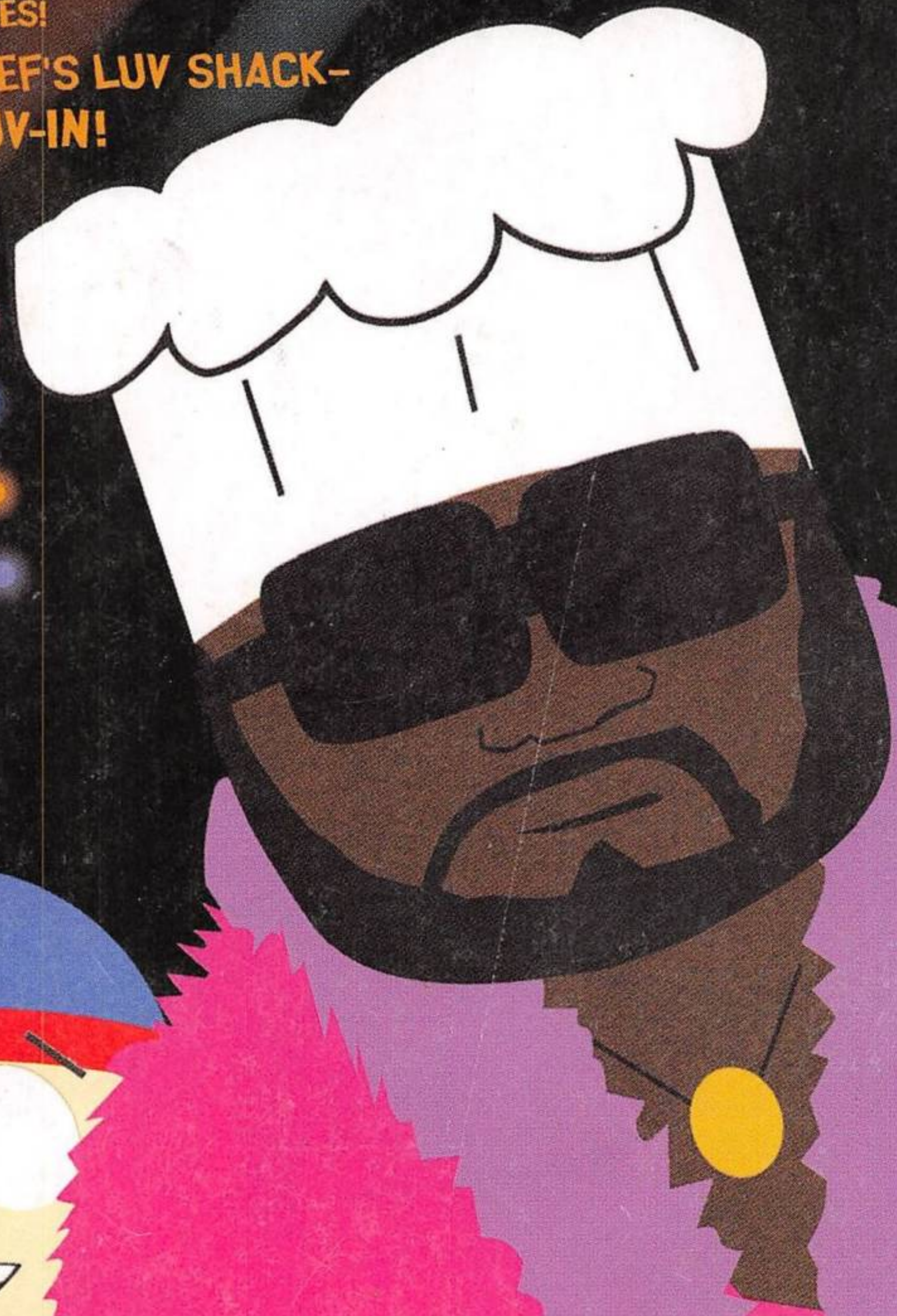
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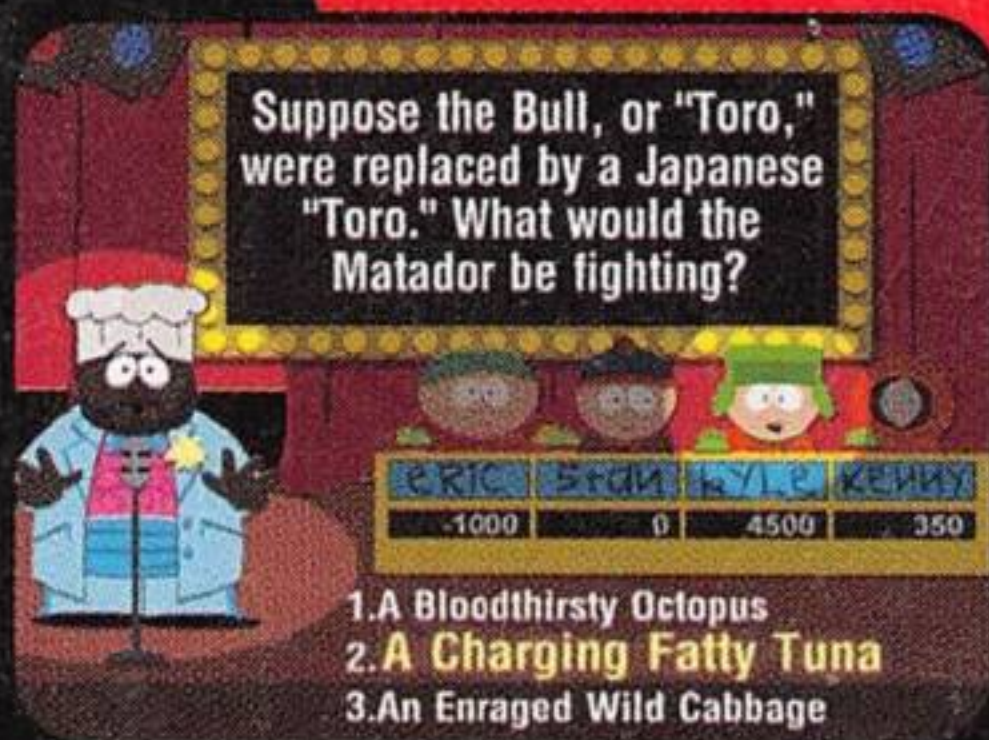
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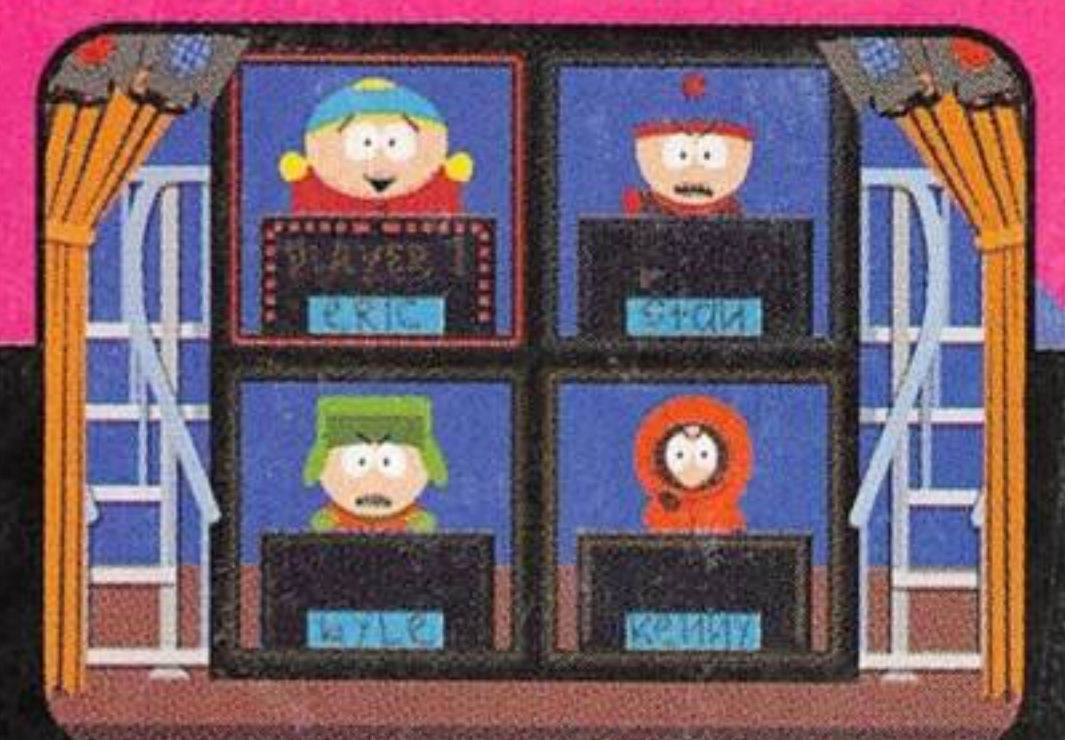
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