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The Review!



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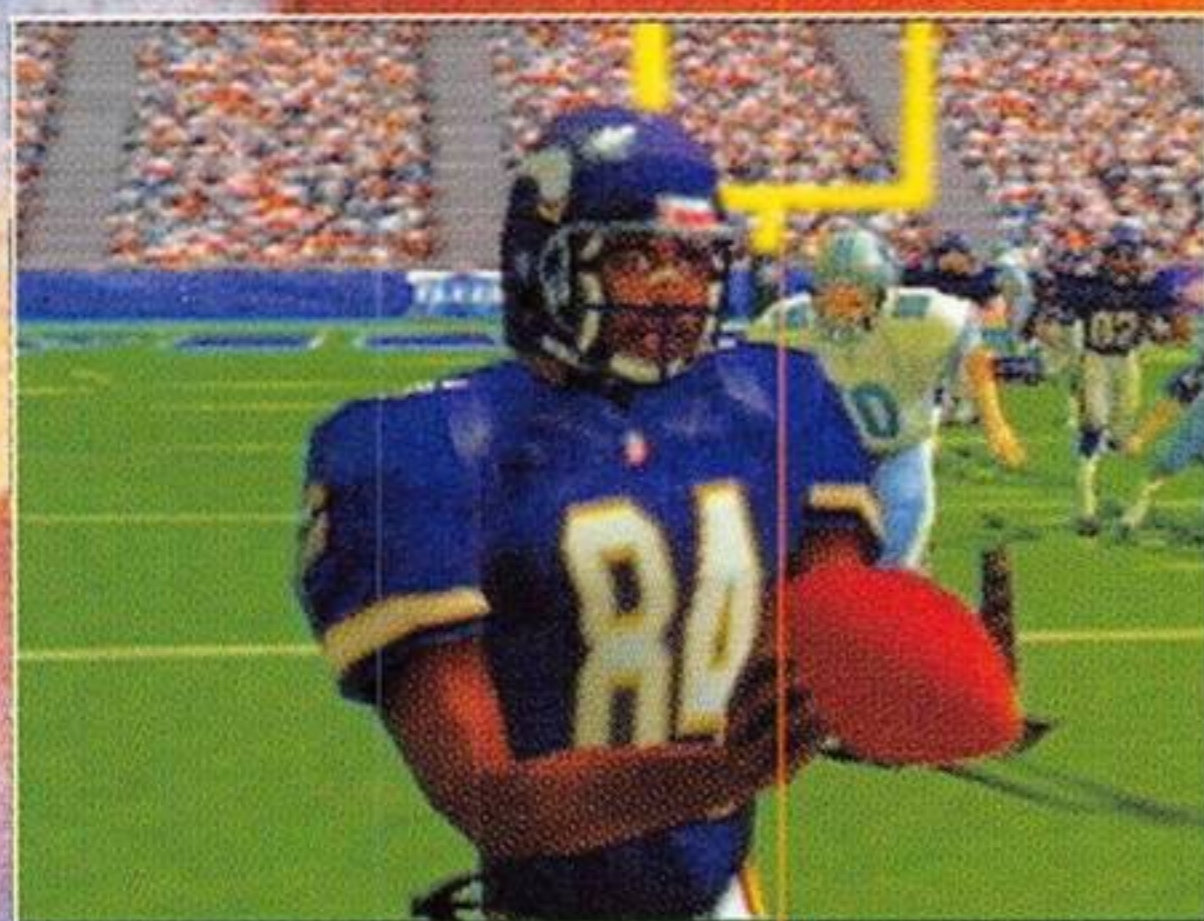
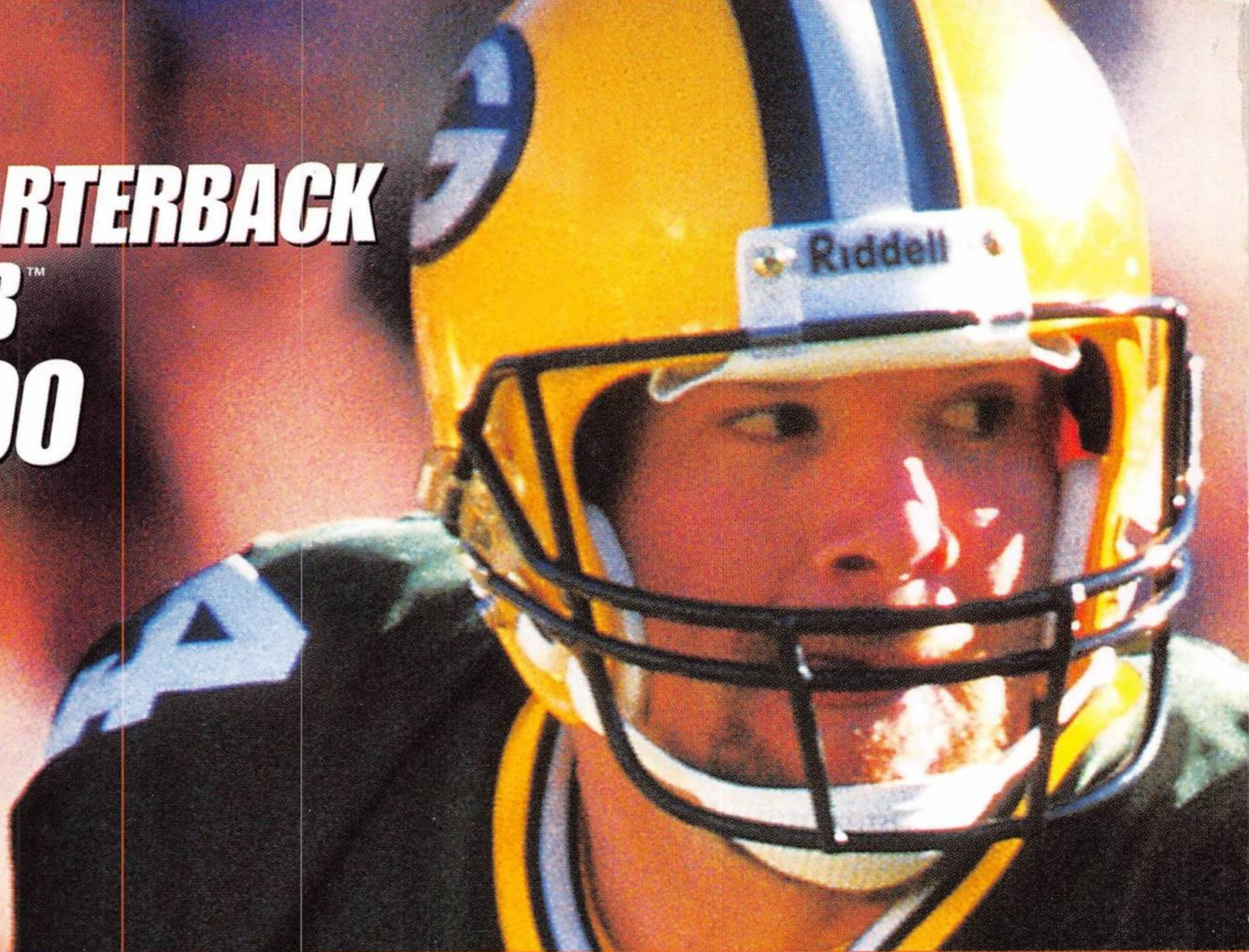
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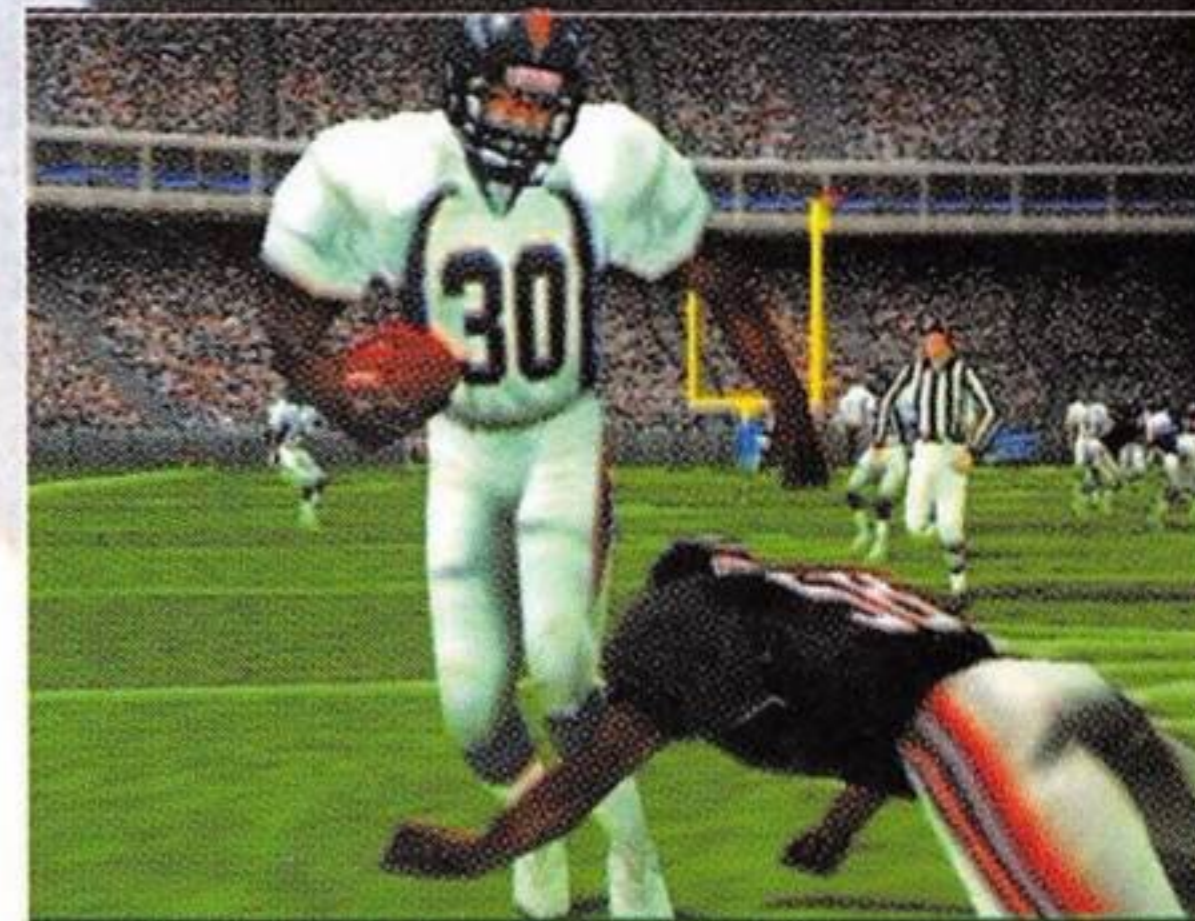
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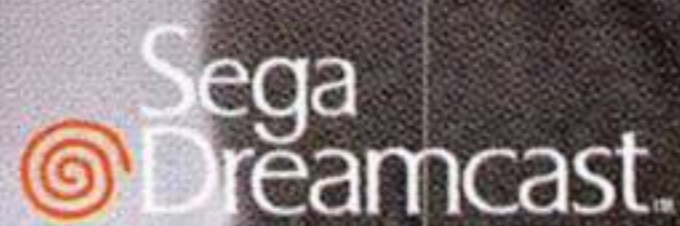
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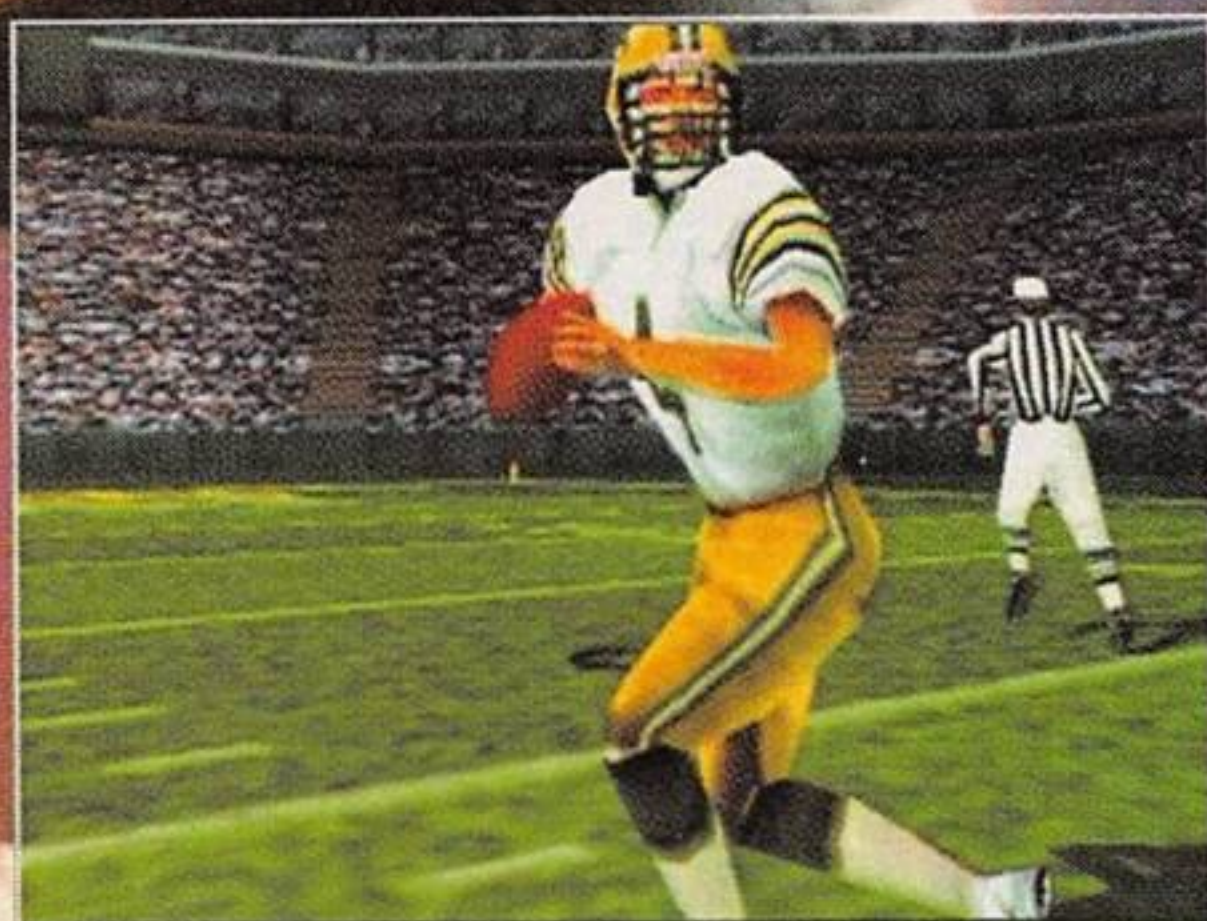


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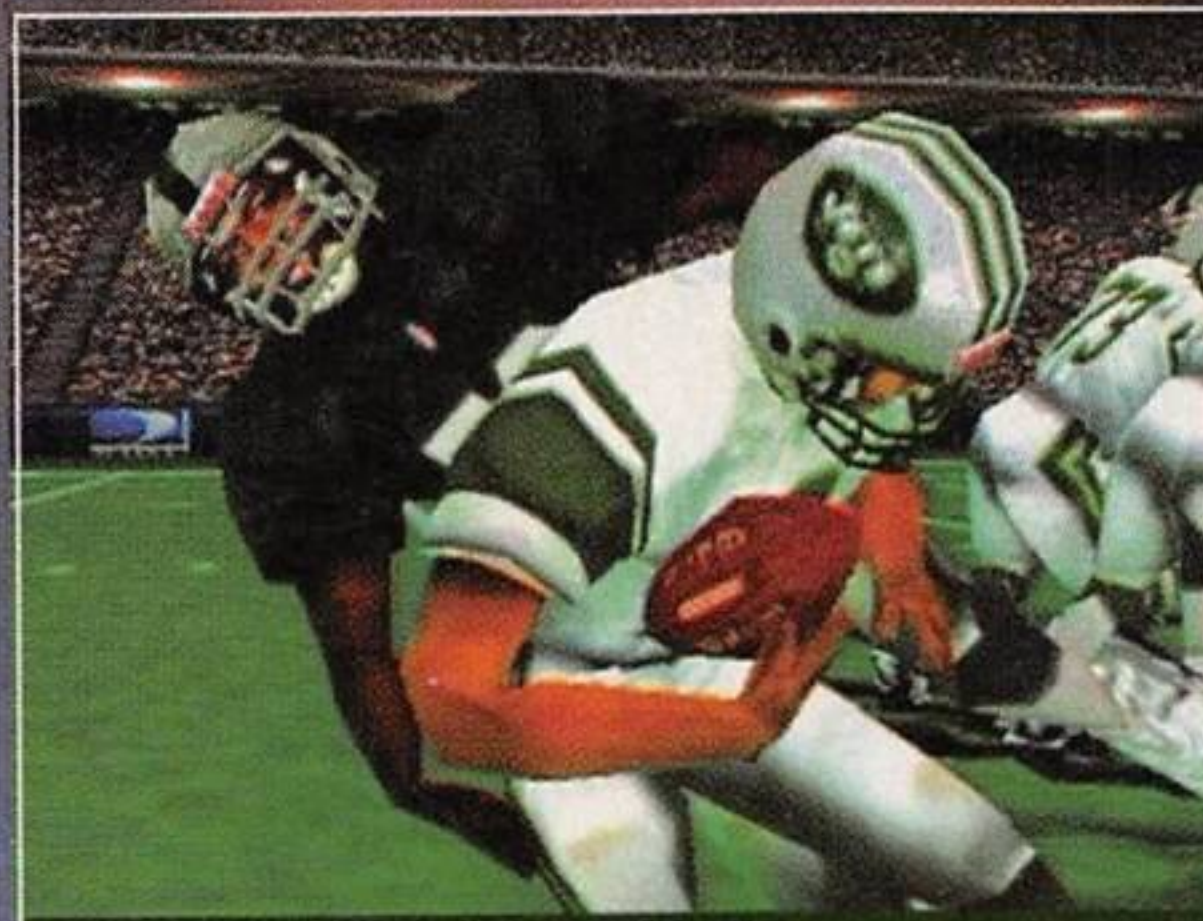


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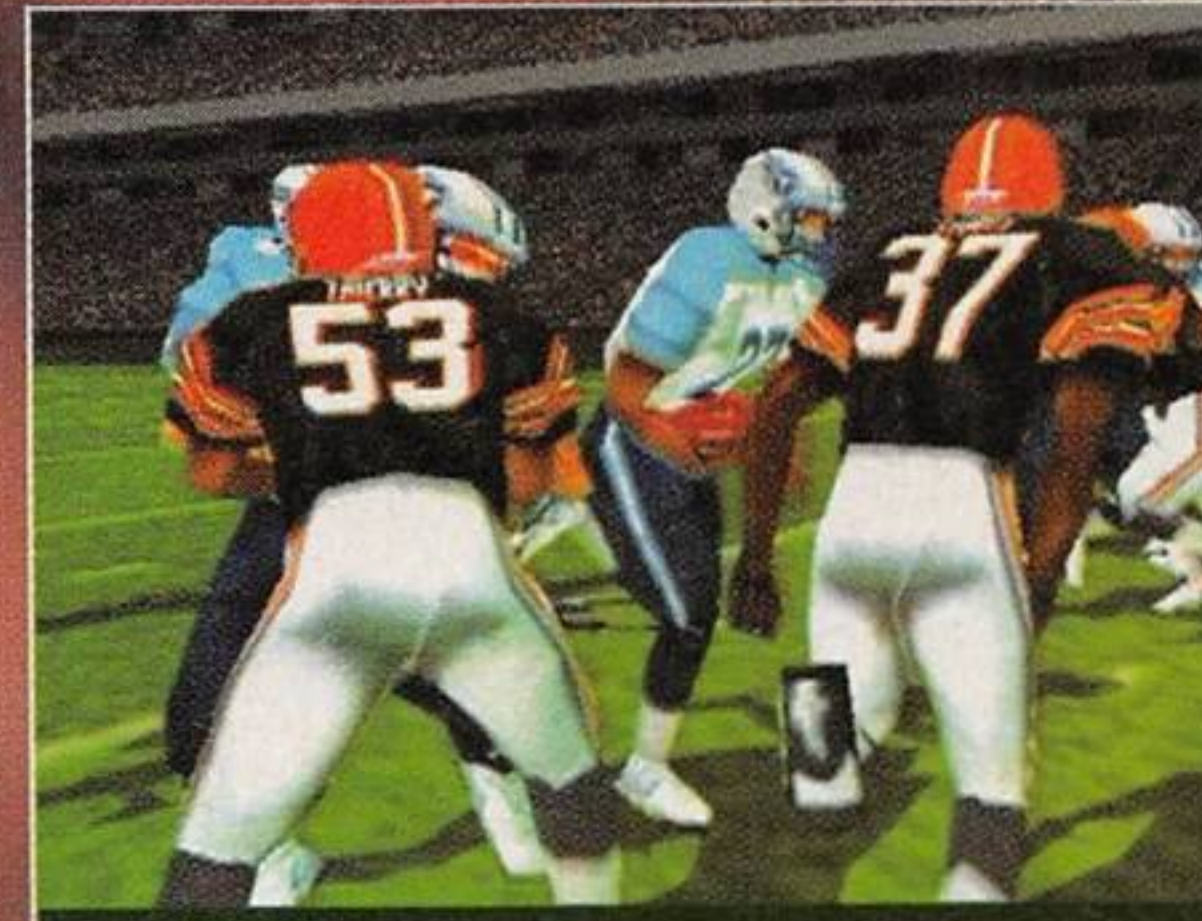
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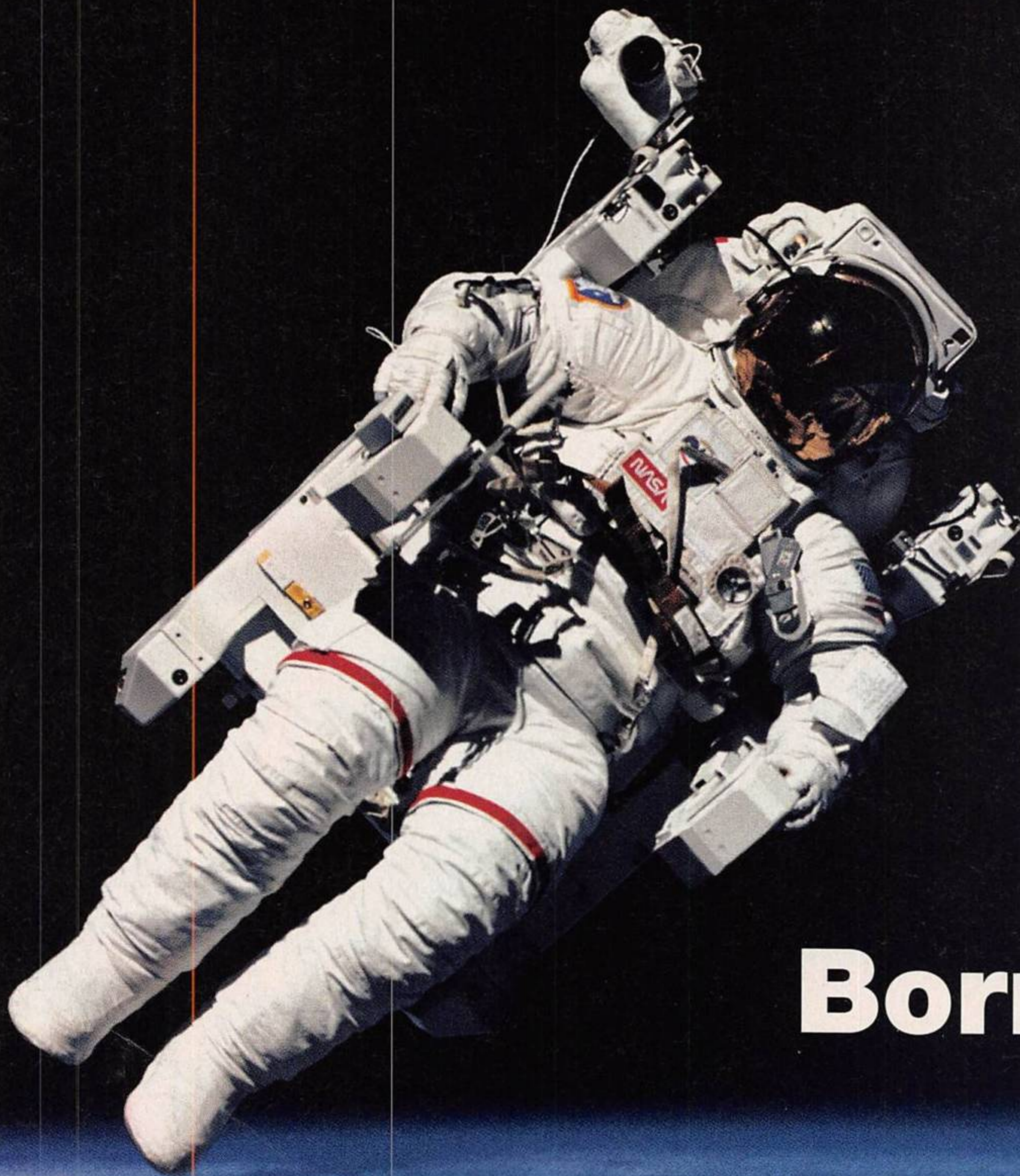
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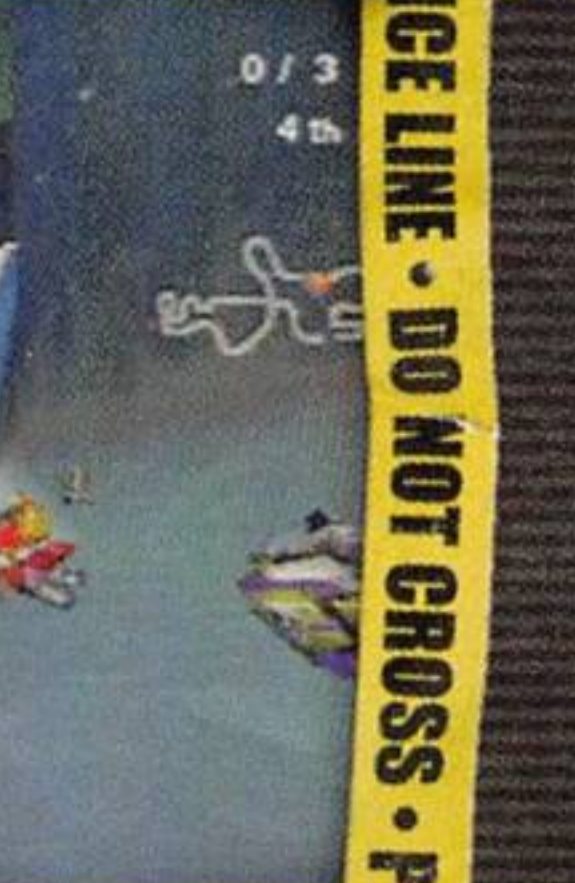
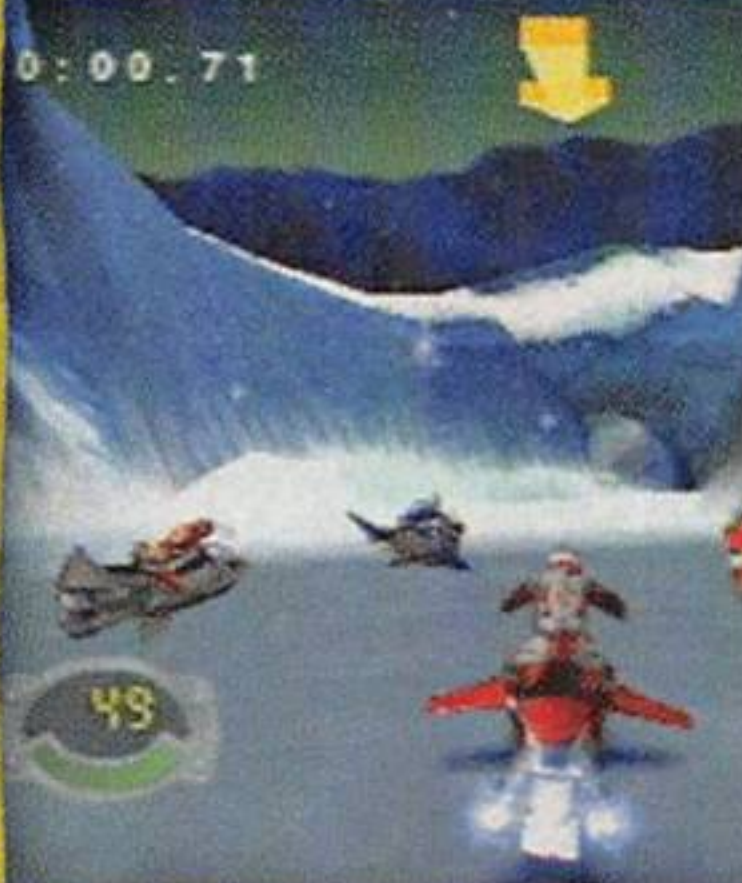
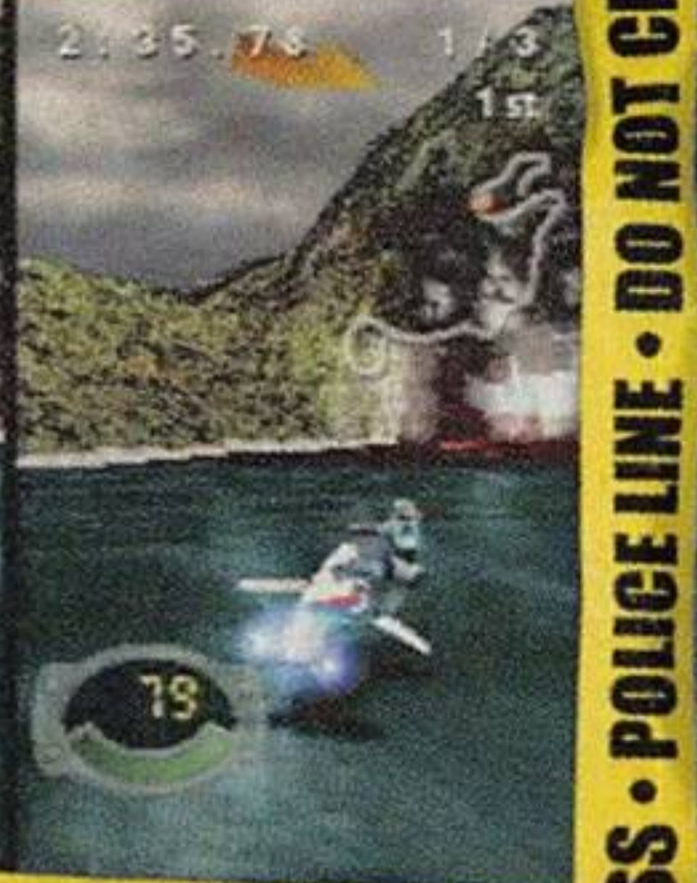




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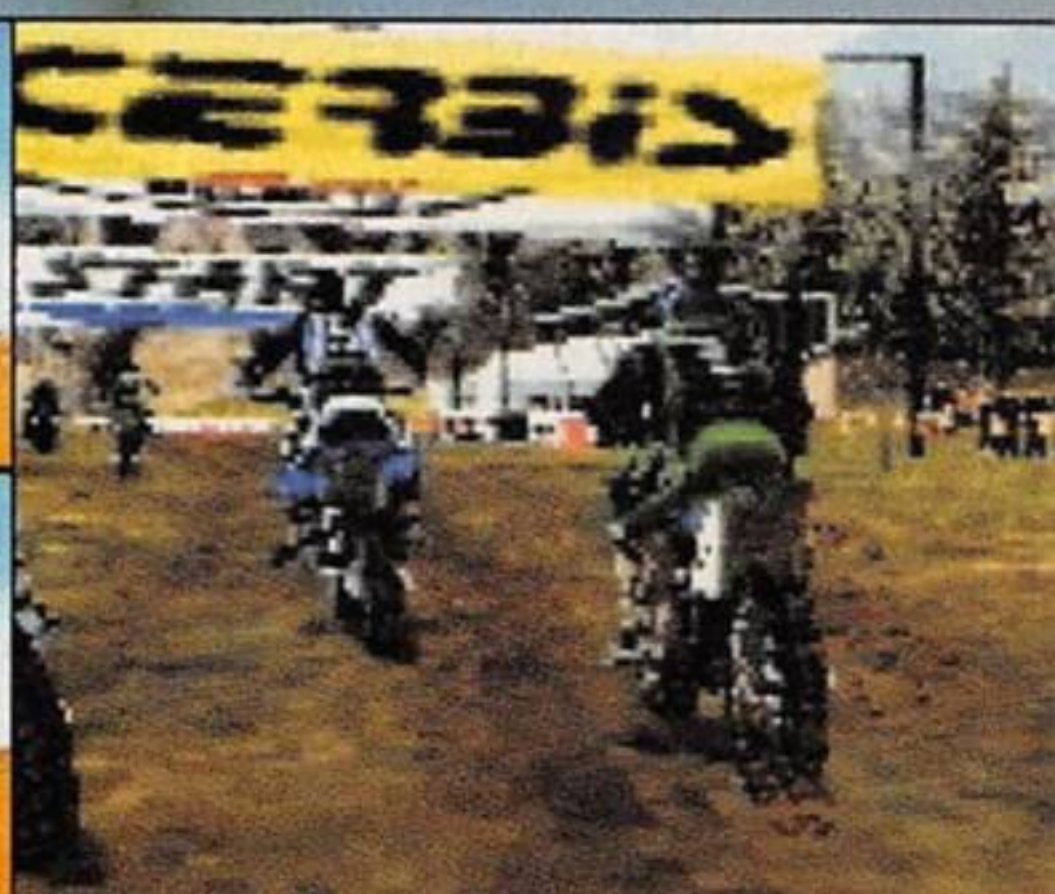
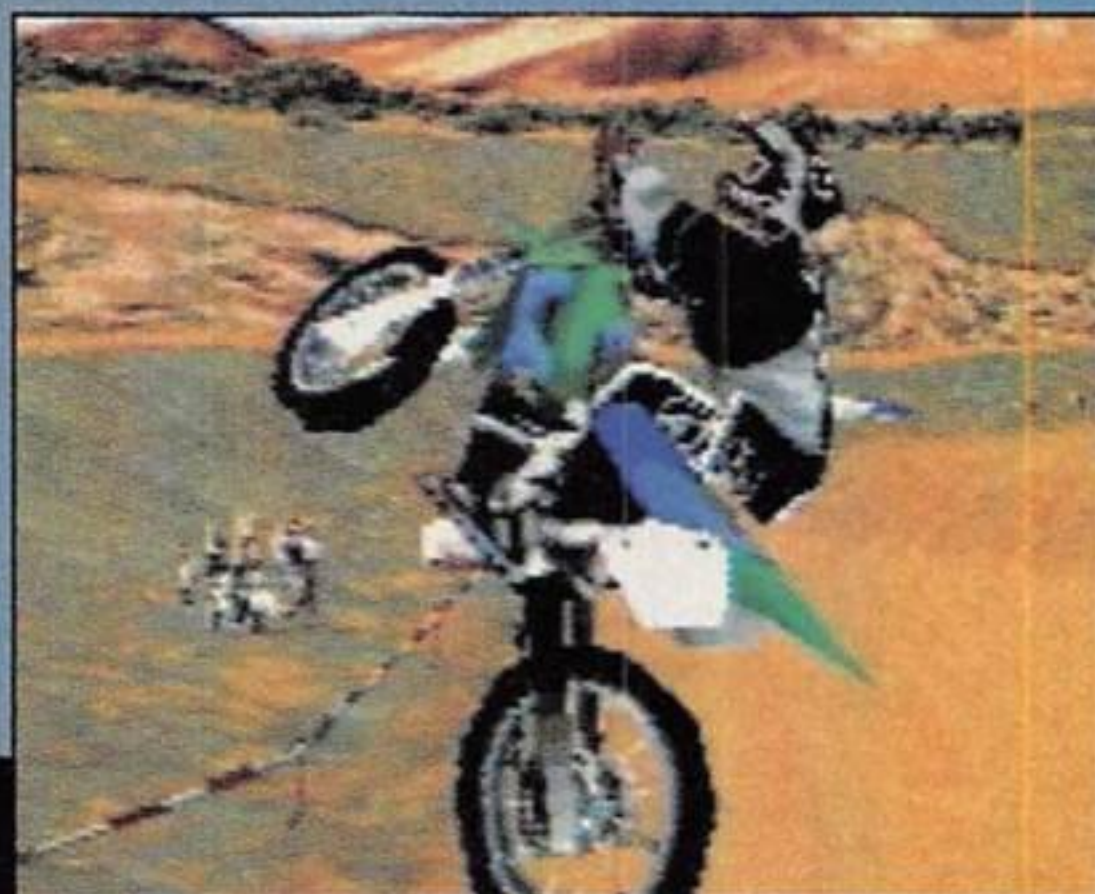


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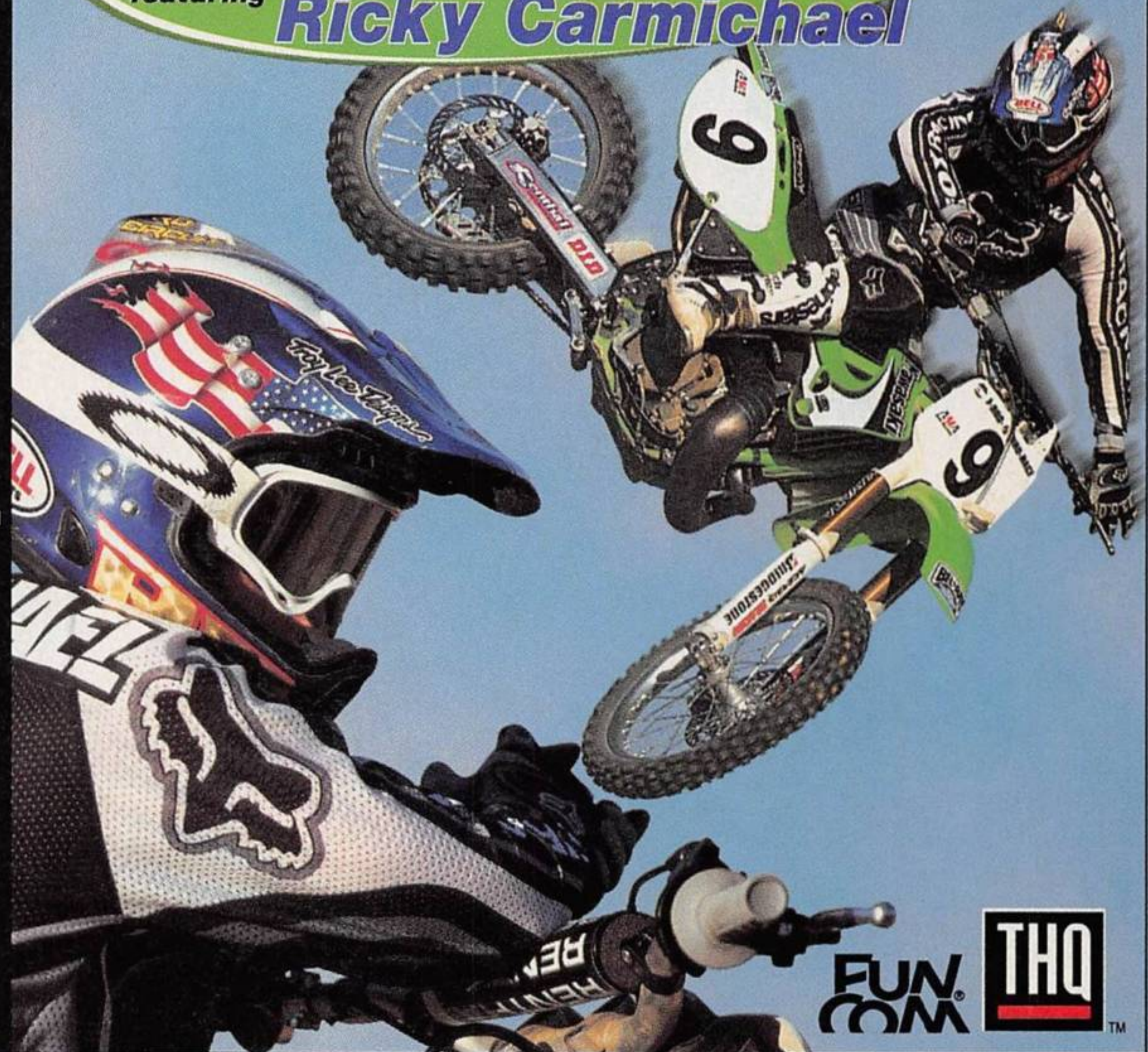
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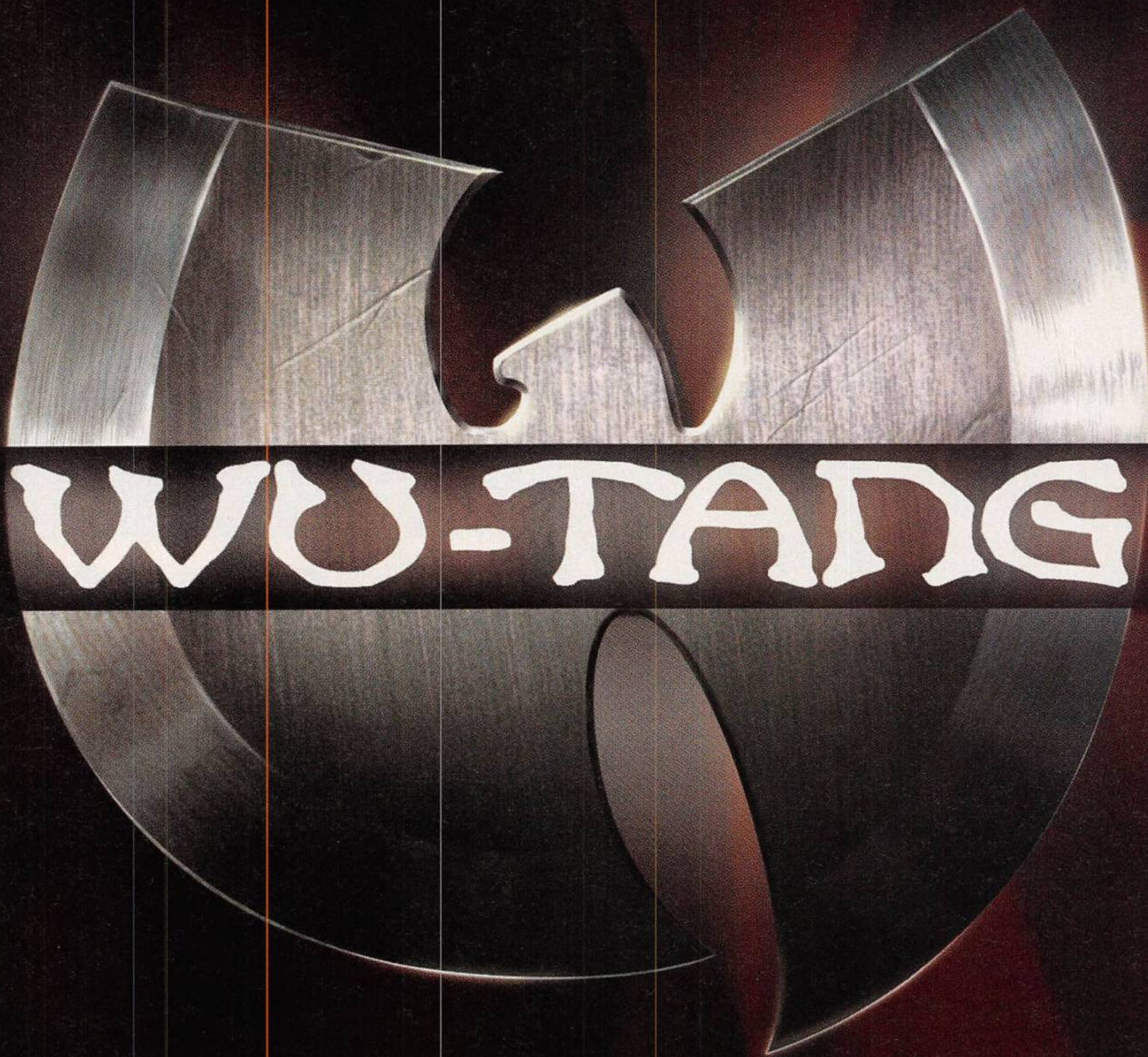


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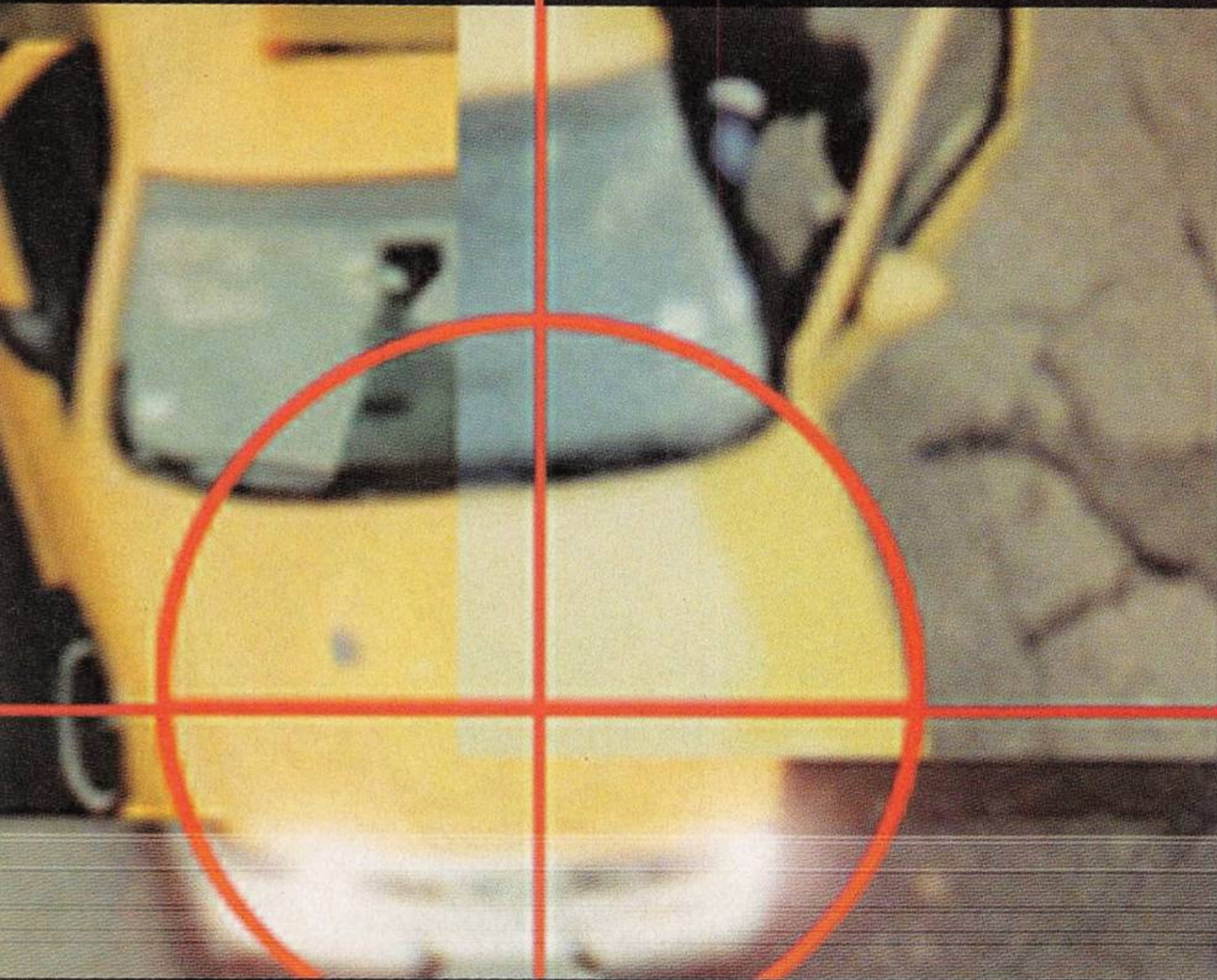
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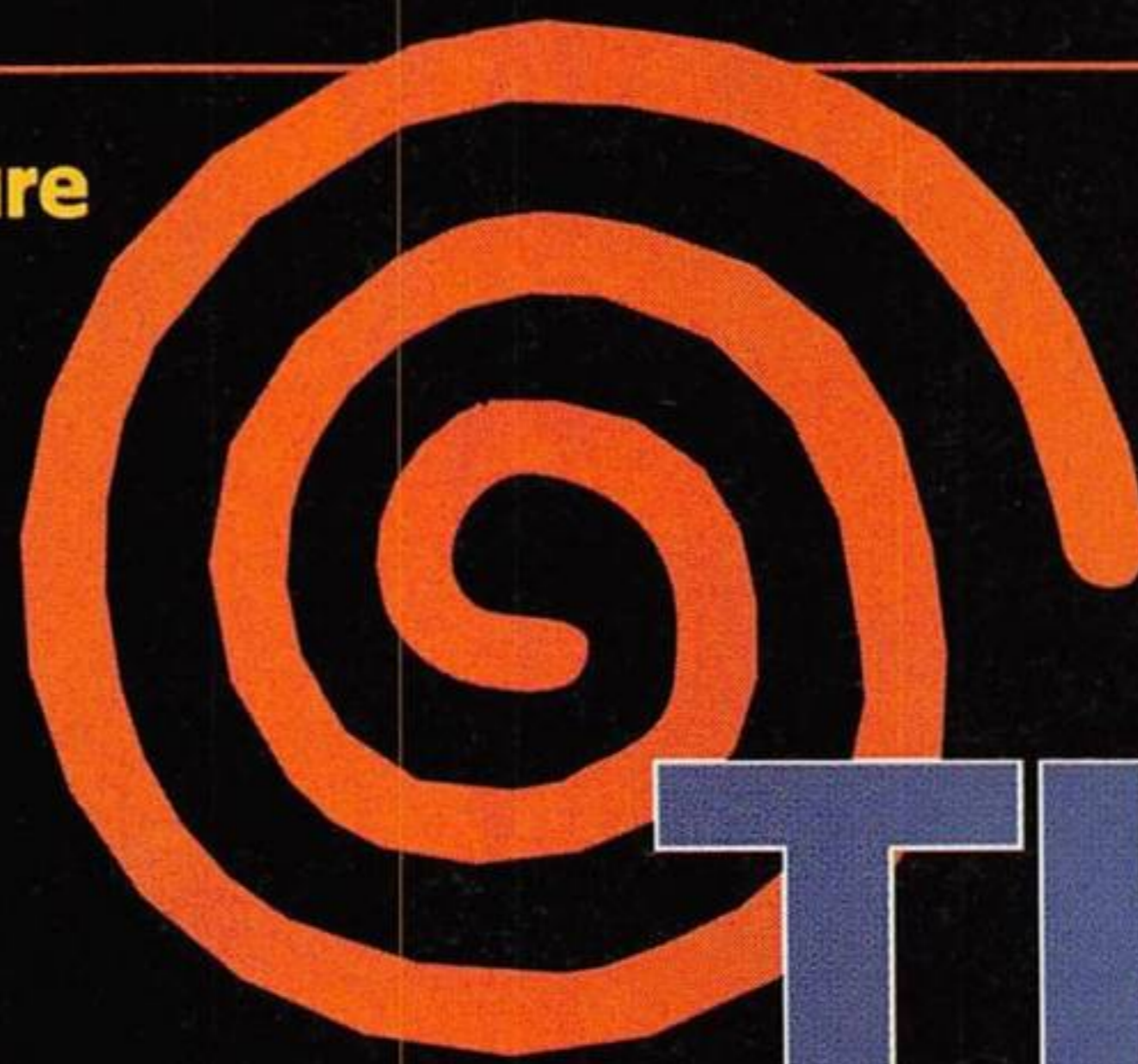
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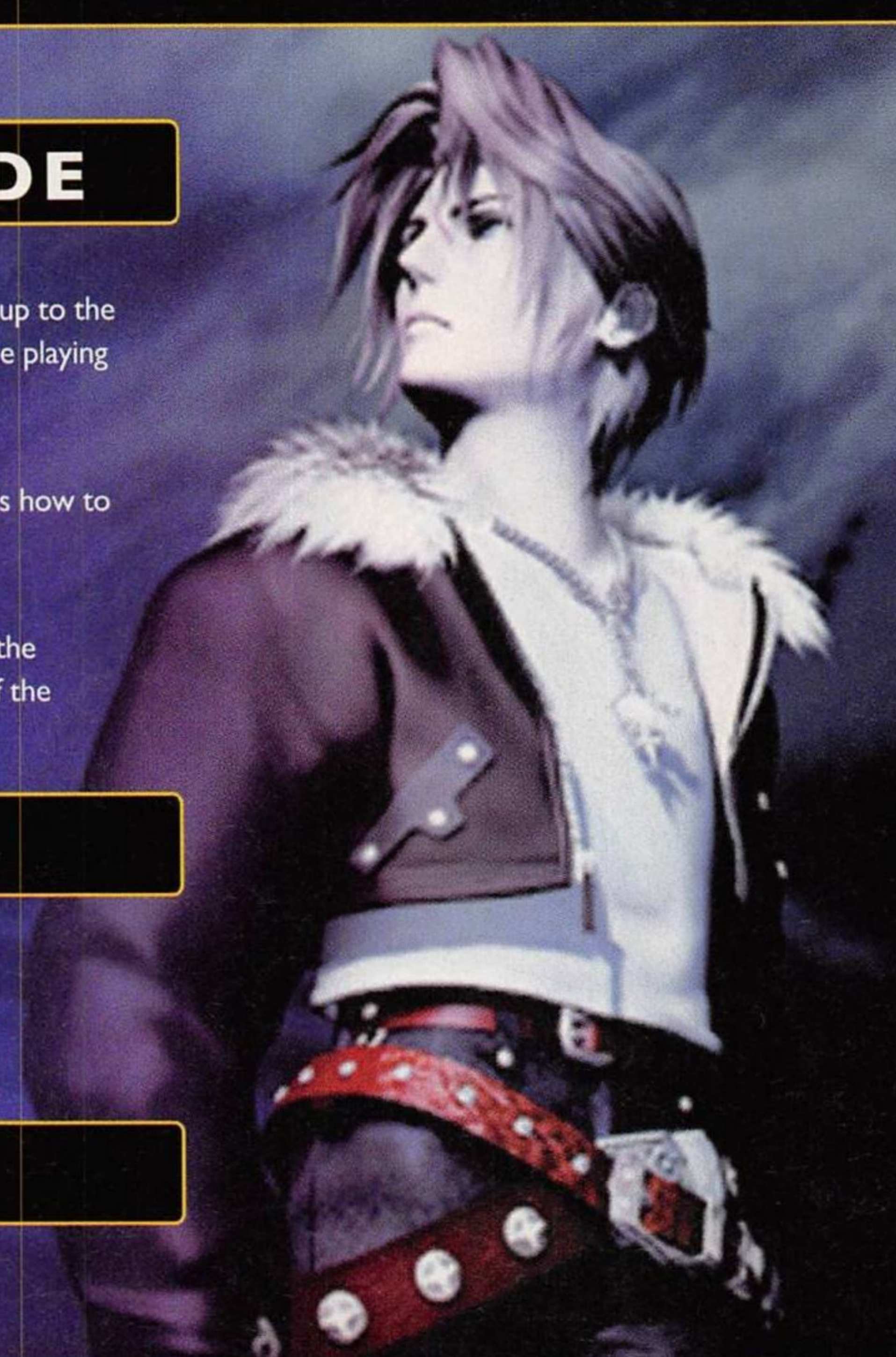
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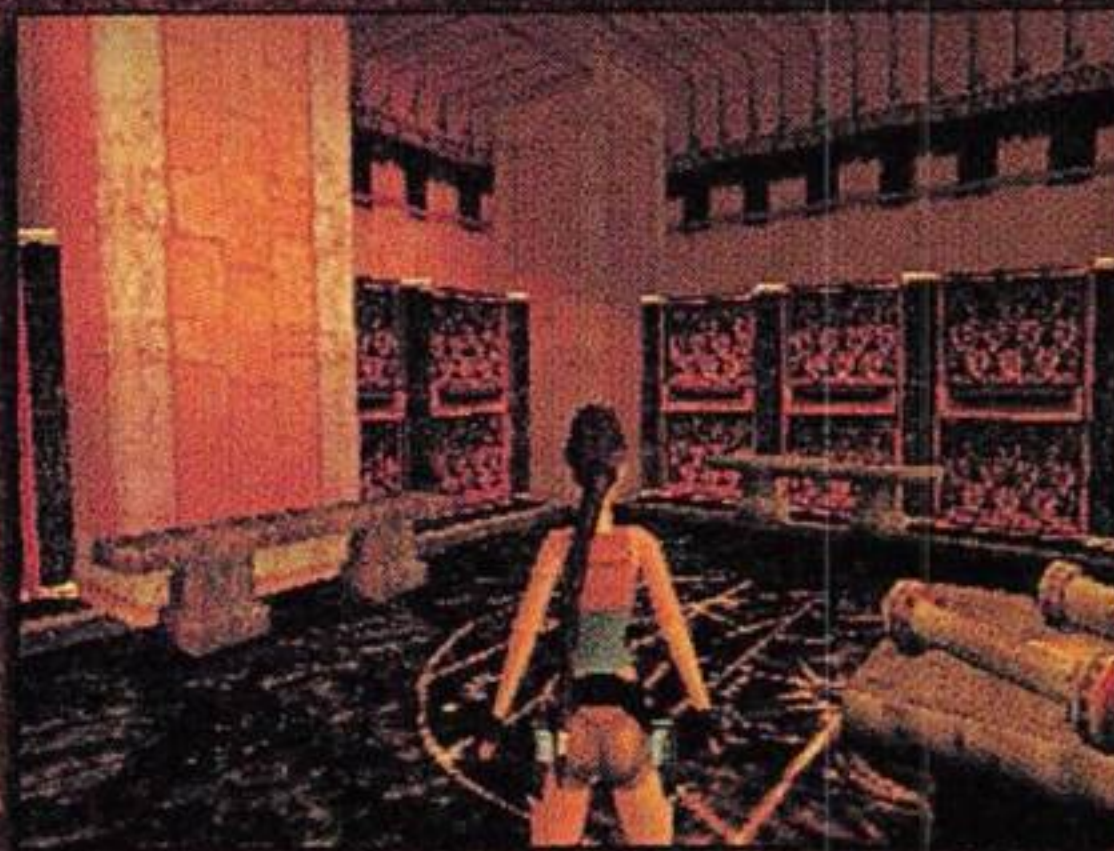
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graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

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PlayStation screen shots shown.



STEAMER

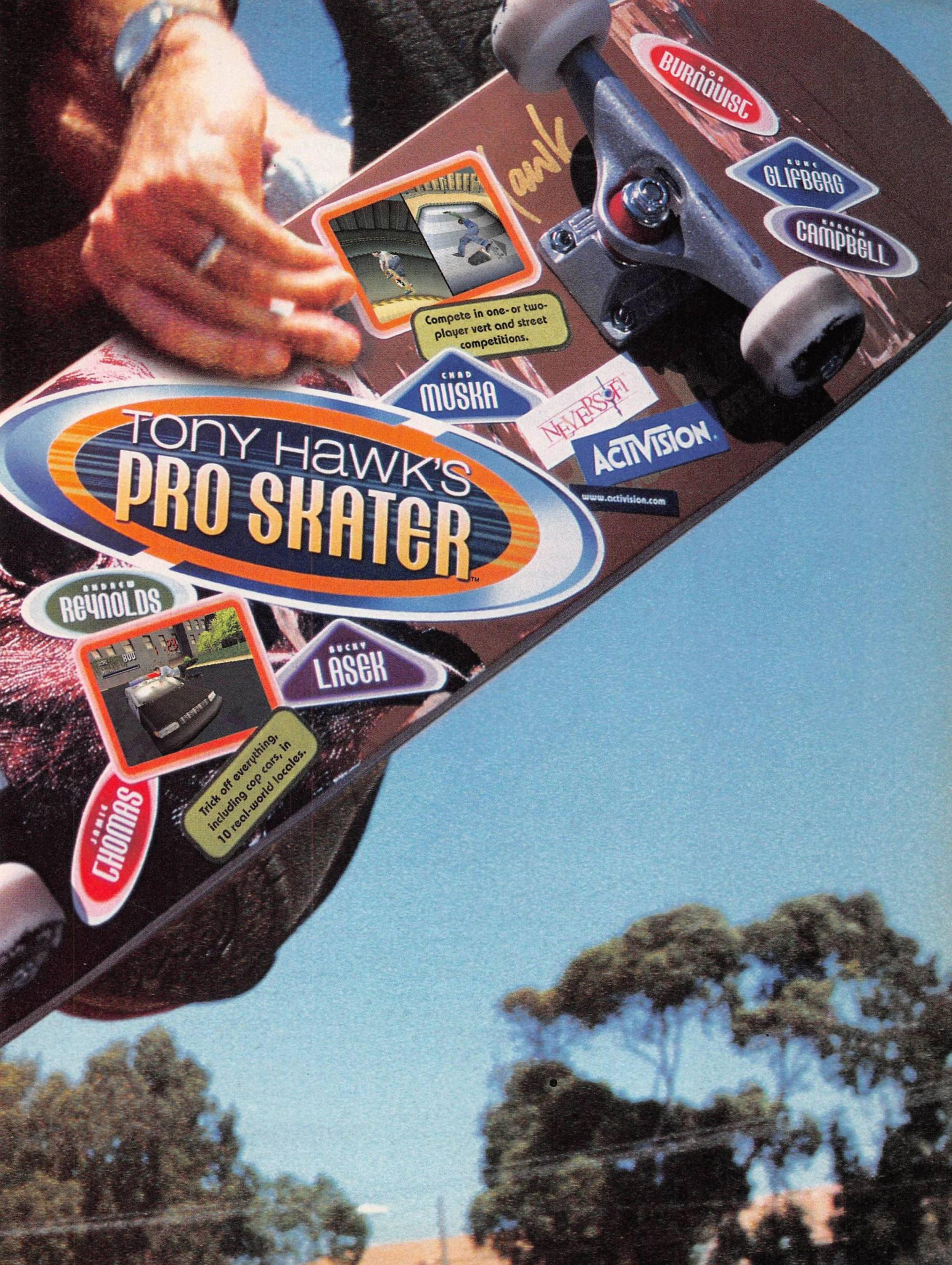
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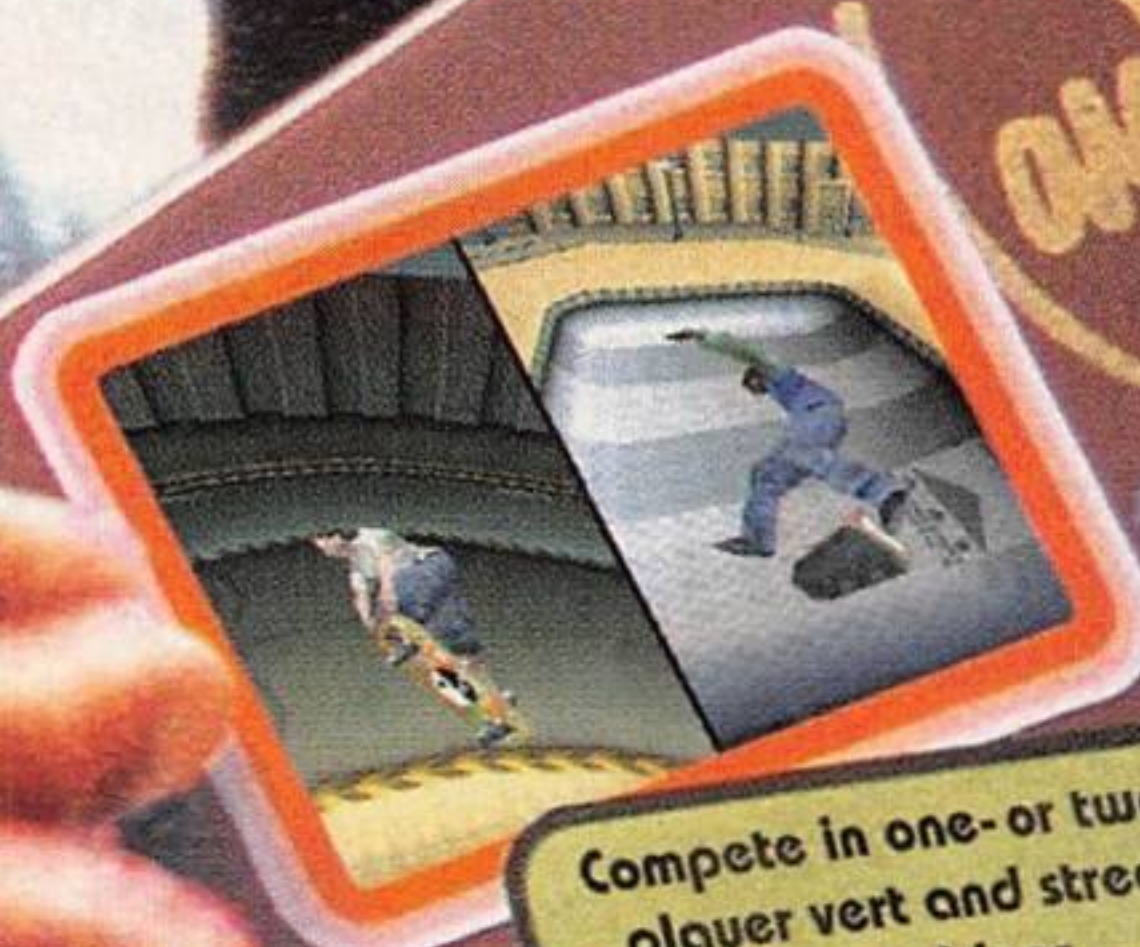
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JAMIE THOMAS

EDITOR'S LETTER

Dreamcast Comes True

It's Sega time!

As you read this, the new generation of video game systems has arrived. The Dreamcast has launched, which means Sega has to show up big before the PlayStation 2 and the new Nintendo system make their debuts in 2000 (for more on Nintendo's new Dolphin system, see "The Cutting Edge," September).

Sega's certainly swinging for the fences, but does it have a hit on its hands? Can it win back all those disenfranchised loyalists like Eric and Quietstorm (next door in "Head2Head")? Unless you're like Martin over there, who's been renting Dreamcasts, or you're a hardcore gamer who's already bought a Japanese Dreamcast, you're only now getting a chance to find out for yourself.

One thing is certain: Video games will never look or play the same again (even though the PlayStation 2 will be backward-compatible). To see why, check out Sonic Adventure in our new Dreamcast ProReview section or Ready 2 Rumble in "Sports Pages." In fact, you can turn to "The Cutting Edge" to see how you can really connect with some Dreamcast buds via the Internet for some cool multiplayer gaming.

However, DreBone's really on target in saying that it's all about support. The Dreamcast must have killer games to get over. This issue, Dan Elektro focuses his Elektro-View Telescope on the Dreamcast games of the immediate future—and beyond. The highly anticipated Resident Evil: Codename Veronica and the mysterious Shenmue are two of the key games that will make or break the Dreamcast.

No matter how you feel about Sega's recent past, there's no denying that this time it's delivered the goods so far. The Dreamcast—and Sega—are here to play.

The GamePros
San Francisco, CA
letters@gamepro.com



A SECOND CHANCE

Like a lot of people, I bought a Saturn only to be left out in the cold as Sega's support for this system eroded. Fast-forward to the present and the Dreamcast. Everyone is allowed to mess up once, so I'm looking forward to Sega's new Dreamcast—provided Sega's learned the following moral: **Support those who support you. Make good games, make your consumers happy, make money (the first two being the most important), and you'll do well.**

► DreBone via Internet

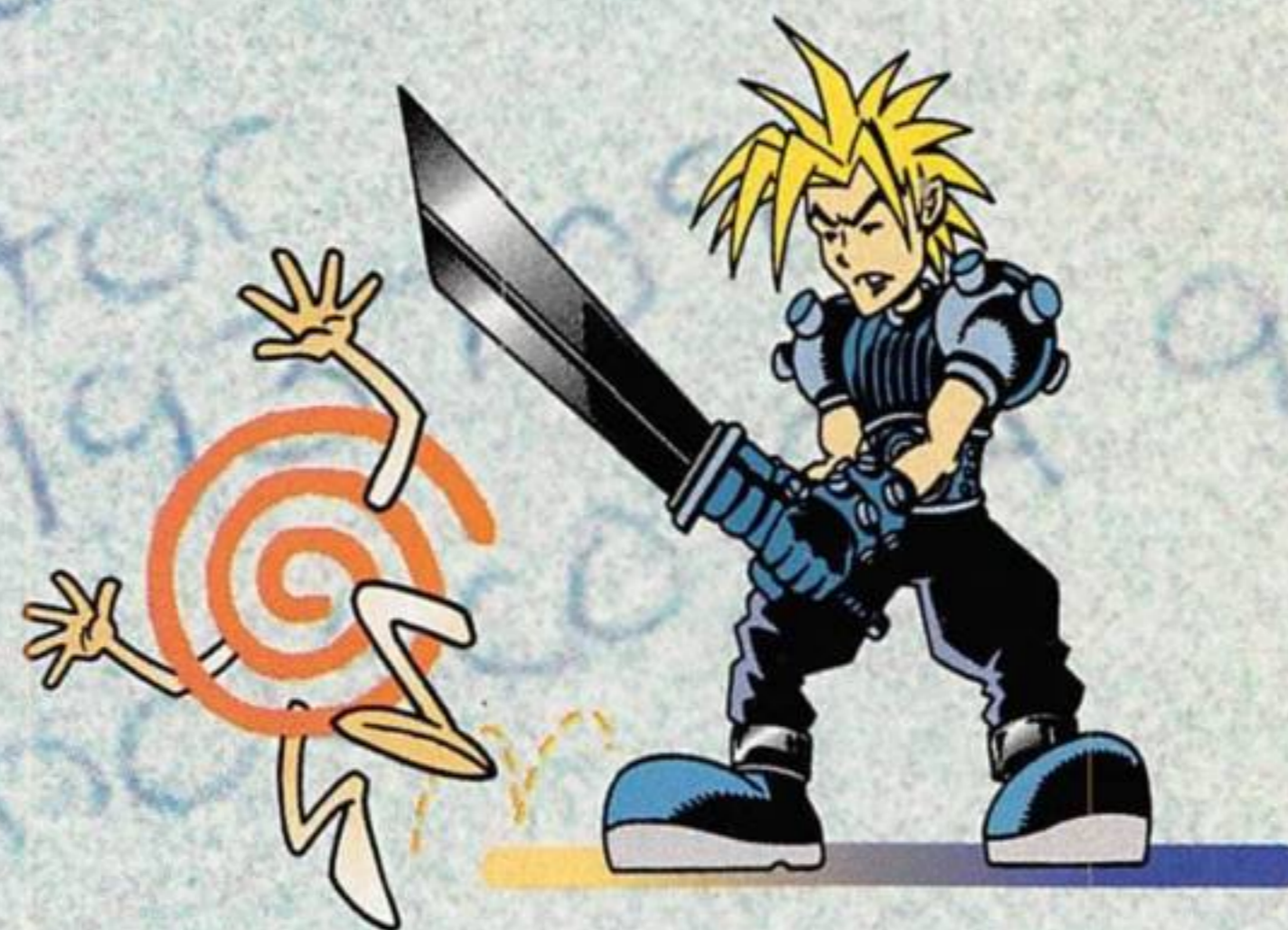
Dre's right about the Sega Saturn: Everyone should be allowed to make one mistake. So nobody mention the Sega 32X or the Sega CD...doh! Yes, it is important to learn from your error(s), and we couldn't agree with you more—support us gamers!

AND YOUR POINT IS?

Isn't it ironic that the Dreamcast's release date is the same day as the much-anticipated release of Square Soft's Final Fantasy VIII for the PlayStation? I do plan to buy a Dreamcast sooner or later, but for now I'd rather have a large game library, a company willing to stand behind its system, and FFVIII.

► Eric J. Hodges via Internet

Okay, so you can have your cake and eat it, too. The point is that you're still planning to buy a Dreamcast. That's the way to go.



SEGA, ED, AND ME

I agree with Edward Espinal [see "Head2Head," July]: Sega sucks! I'm not saying the Dreamcast won't be all that Sega says it'll be, but how long will Sega support it? Just think of all the money we've blown on Sega products! I don't care how great the Dreamcast is, I won't spend my money on it or any other Sega products. By the way, you shouldn't have come down to Ed's level. You guys are supposed to educate us readers.

► Quietstorm via Internet

Educate? We do nothing but that (though we do occasionally lose it). But back to gaming: Did you not enjoy playing those Sega games? Do you not think you can enjoy the even better Dreamcast games? Can you not at least rent a Dreamcast to find out?

DREAM LIST

I wasn't going to buy a Dreamcast until I read about it in "ProNews" [July] and then decided to do some research. Now, the more I learn, the more I like the Dreamcast! This system looks great at \$199, a price that the PlayStation and N64 didn't hit for two years. But I have some questions:

1. Are the first Dreamcast systems going to be poor in quality like the first PlayStations were?
2. Is my Dreamcast going to overheat all the time?
3. How many games will be available?
4. Will Square be a Dreamcast publisher?

► Martin via Internet

The Dreamcast's out for just a few weeks, and already you send a list! You have a lot of nerve, but here you go:

1. They're not.
2. There's a fan, but it's hot.
3. A lot.
4. There's a shot.

MISTAKEN FANTASY

I think you made a mistake in the June issue's "Role-Player's Realm" [found in the special feature, "Electronic Entertainment Expo-sed"]. You stated that there were only four Final Fantasy games re-released in America (excluding the Game Boy games): Final Fantasy, Final Fantasy II, Final Fantasy 3, and Final Fantasy VII. But you forgot Final Fantasy Mystical Quest.

► Mick Rockweit via Internet

Technically, you're right. Final Fantasy Mystical Quest appeared in 1992 for the SNES. However, Major Mike refuses to acknowledge the right of Mystical Quest to exist in the pantheon of FF games because he feels its stated goal to be a "beginner's" game disqualifies it. We are all afraid of the Major. You should be, too.



BOY TROUBLE

Can I use the Game Boy Color to play regular Game Boy games?

► Skittlesman_99 via Internet

Many readers may be wondering about this. The Game Boy Color can play all Game Boy games. The old Game Boy can play some Game Boy Color games—but without the color. There are also some Game Boy Color games that can't be played on the old Game Boy at all.

READER, HEAL THYSELF

You take too much advice from readers. For example, you changed GamePro's entire design because people wanted a more modern look. But some



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things just shouldn't have been changed, like the replay value and difficulty scores. Plus, some things should have been added, like separate scores for digital and analog control. *GamePro* is by far the best gaming mag, but maybe you should make more changes.

► Noah012 via Internet

Noah, we tried to follow your logic, but you scared us. You're right: From now on, no more advice from readers.

Garage-sale Tetris

Recently, while cleaning out my garage, I found a Tetris game for the NES in the original shrink-wrap. How much money can I get for the game in its original package? Who can I sell it to?

► Edwin Garcis via Internet

There are two versions of the legendary NES Tetris. One was made by Tengen and the other by Nintendo; they were released a few months apart in 1989. If yours is the purple-and-gray Nintendo version, it's probably worth about \$10. The gold-and-black Tengen version is far more rare, because it was pulled from shelves after a lawsuit. If it's sealed in the original box, you might get more than \$100 from a serious collector. Local shops that deal in used video games are the best places to sell your game, or you might also try an online auction. Or you could send it to us...for free!

It's the Cheez-its

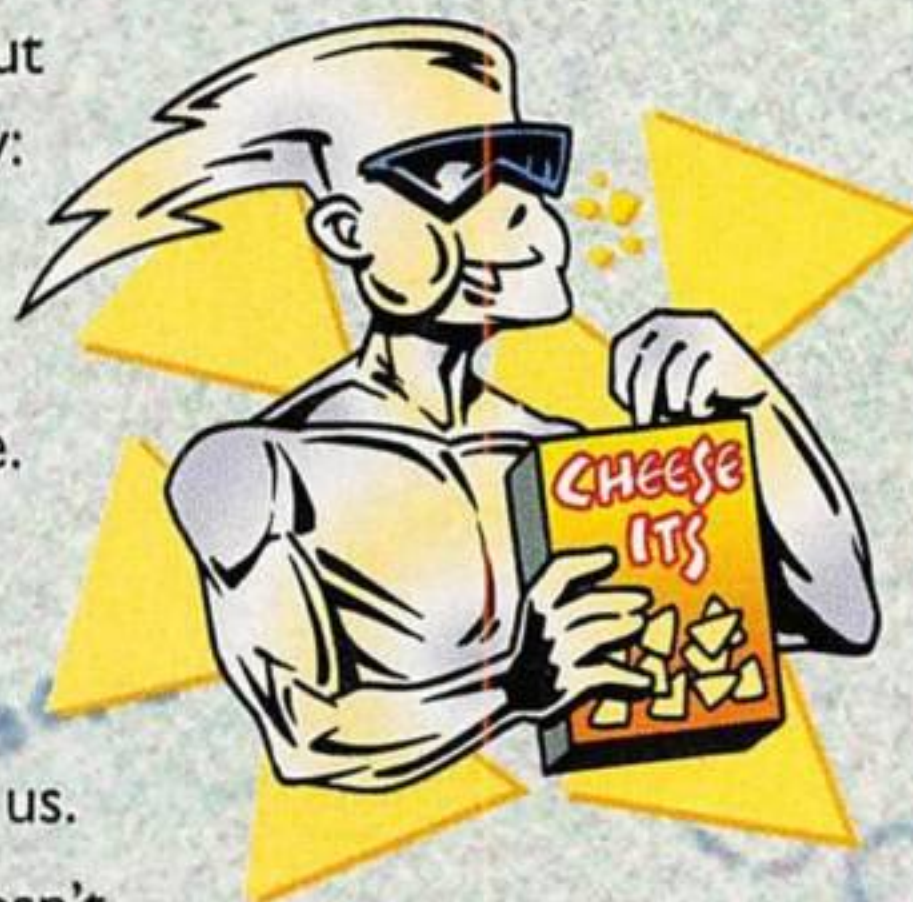
I know how you hate lists...but here's one anyway:

1. Do you like Cheez-its?
2. Why can't I beat *Street Fighter Alpha 3*'s cheap PlayStation AI?
3. How do I become a *GamePro* editor?
4. Why did you give *StarSiege Tribes* a perfect score [see "NetPro," June]?
5. Why doesn't *Dragon Ball Z* come to the U.S.?

► Anonymous via Internet

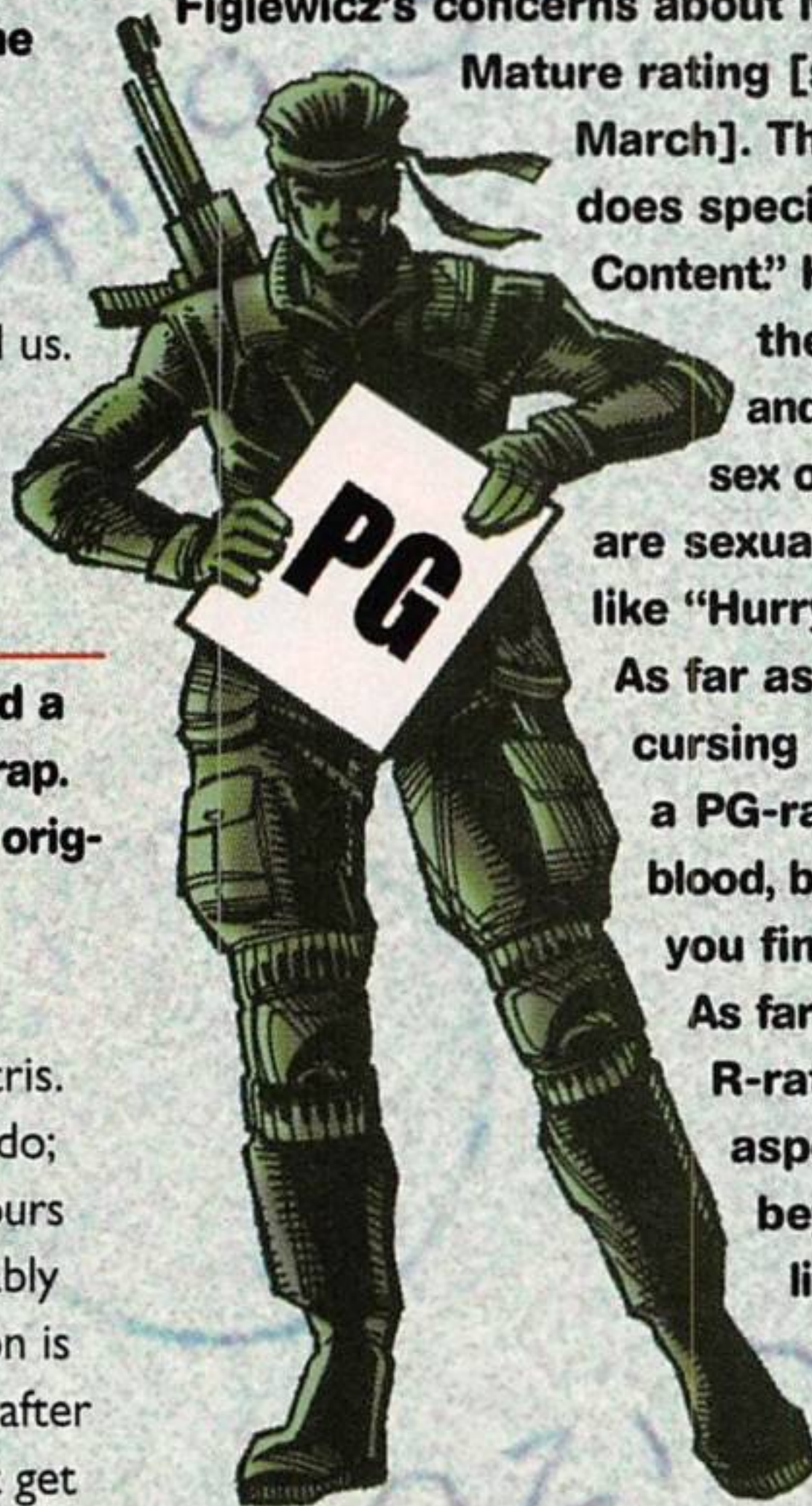
Yes, hate is involved... but here's a response anyway:

1. Cheez-its—we love 'em.
2. Cheesy, your skills are. See "The Fighter's Edge," May and June, for help.
3. Cheez-its—you send us.
4. Sheesh! "NetPro" doesn't give scores.
5. Ball Zs have been here. *Dragon Ball GT Final Bout* for the PlayStation flamed out in '97.



Metal Gear's "M" For "PG"

I don't think you addressed in enough detail Jeremy Figlewicz's concerns about *Metal Gear Solid*'s Mature rating [see "Head2Head," March]. The MGS jewel case does specify "Mature Sexual Content." However, I've beaten the game 1220 times and haven't come across sex or nudity (though there are sexually suggestive lines like "Hurry, make love to me").



As far as language goes, the cursing isn't any worse than a PG-rated movie. MGS has blood, but nowhere near what you find in *Mortal Kombat*. As far as its similarity to an R-rated movie, the only aspect of MGS that goes beyond PG is its story line, which is thoughtful and even has an explanation of the meaning of life.

GamePro rules, so I hope this analysis was useful.

► SouthPork X via Internet

Heh, heh...you said "Figlewicz."

MAD ABOUT MULTIPLATFORM

GamePro is not really multiplatform! You'll probably respond to this letter by insulting me, but I find that most of your ProStrategy Guides and advertisements are for PlayStation games. I also subscribe to *Nintendo Power* magazine, which is a whole lot better than yours. You should include more coverage of other systems. I know you'll respond to this letter idiotically as always.

► Anonymous Tacoma, WA

We see you working, Tacoma. You just want us to insult you so you can be cool with your friends. You're probably a PlayStation gamer in disguise. You're the reason there are more PlayStations out in the world than any other game system. It's because of people like you that we're forced to write so many ProStrategy Guides and to accept so many PlayStation ads. You're also to blame for *GamePro*'s circulation, 510,000, which makes it the world's largest multiplatform game magazine. However, we promise you that when *Nintendo Power* opens up to other systems, we will too.

ART Attack

Pick of the Month!



Benjamin Lavzon, Ontario, Canada



Kathy Hargrove, Phoenix, AZ



Fong Lor, Stevens, PA



Megan O'Donnell, Davis, GA

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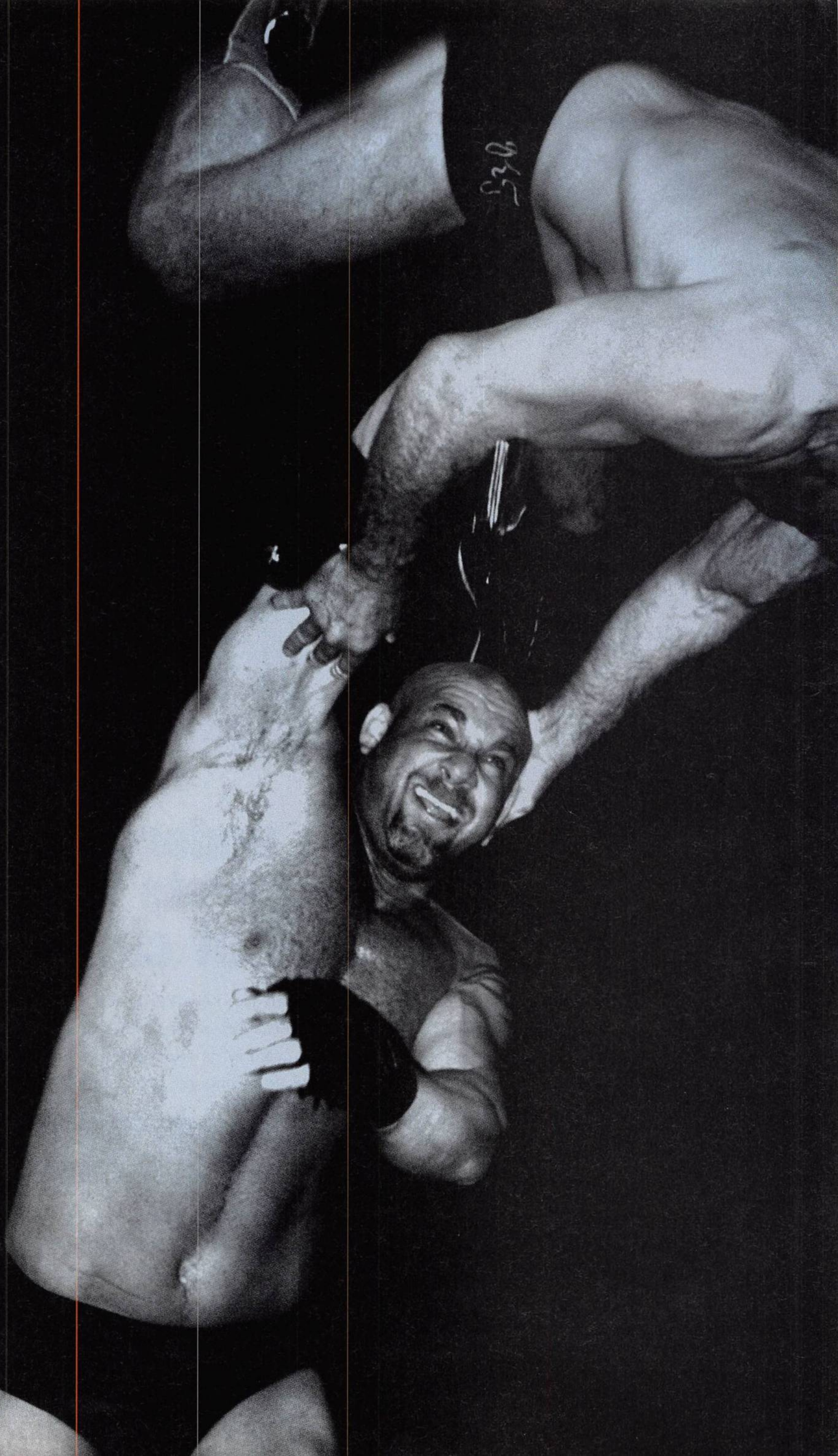
CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get YOU DON'T KNOW JACK and nobody gets hurt.

If only he'd suggested YOU DON'T KNOW JACK.



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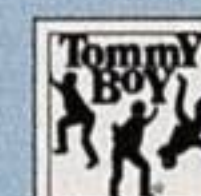
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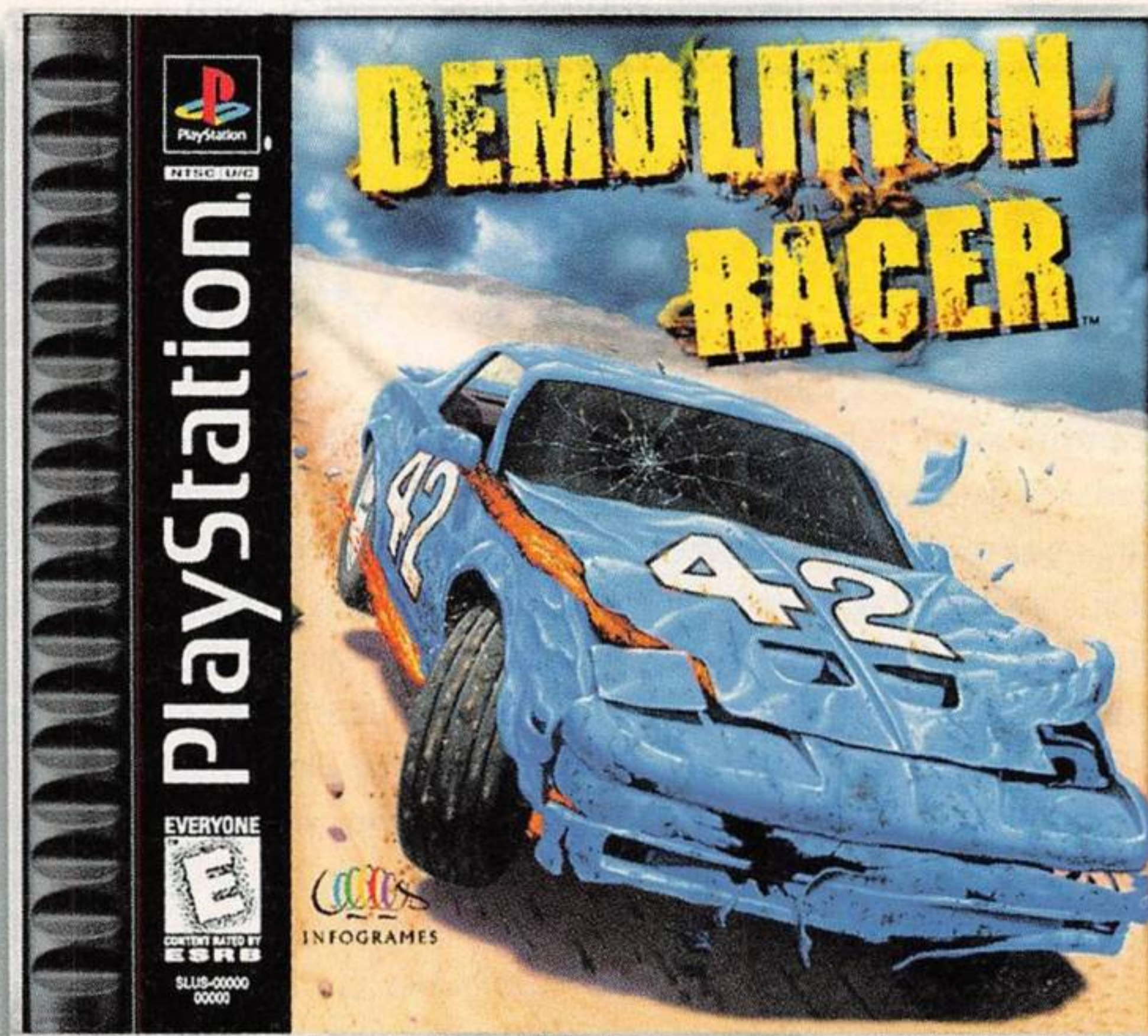
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BY THE WATCH DOG

This month, instead of the usual question-and-answer session, you'll find the low-down on the Z64, a "backup" device that is raising eyebrows in the gaming community.



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Sega: 800/872-7342



Special thanks to Professor Mark Lemley at the University of Texas for helping us with his expertise in Internet copyright laws.

Z64: FRIEND OR FOE?



Does owning a device that's meant to back up games also allow a person to illegally copy games? In May, this tantalizing question was easily answered when we noticed that Bung Enterprises was blatantly promoting its Doctor GB Card as a means to play games off the Internet. Many games can be copied from the Internet and played without owning the actual game. This is illegal. Result: We immediately stopped running Bung's ad in our magazine (see "Buyers Beware," July). The question is more complicated, however, in relation to Harrison Electronics' Z64. We've been doing a little investigating and have come up with the following.

From A to Zip

Harrison Electronics, which has been in business for over 10 years, claims that the Z64 is used primarily as a backup system for N64 games. The device can also play import games and has a built-in cheat-code application which functions much like InterAct's GameShark. According to Felix Galvan, Harrison Electronics' sales manager, the Z64 was developed for two audiences: game developers, who use the Z64 to test their PC code directly on the N64, and everyday gamers, who use the Z64 as an "entertainment accessory"—and more importantly, as a backup system in case their N64 carts are damaged.

Known also as "Mr. Backup," the Z64 is equipped with a Zip drive where games can be saved onto removable disks as ROM (read-only memory) files. Each Zip disk can hold approximately six to ten saved files. Once saved, a game can be played directly from the disk without using the original cart.

Letter of the Law

According to U.S. copyright law, playing a game backup ROM is legal—as long as you own the original game. This law also applies to music CDs, yet it is broken frequently. For example, many people copy their friends' music CDs so they won't have to buy them. The same can be done with the Z64—people can borrow a game from a friend or a rental store and then copy it without ever buying the actual game—which is illegal. Plus, the Z64 can play N64 and Game Boy games off the Internet (like the Doctor GB Card). Using a Zip disk, users can download and save N64 ROM images and Game Boy emulators.

Not surprisingly, Nintendo and Sony have always felt that emulators are illegal and have been in constant dispute with companies that offer this unique software. The two gaming giants feel that an emulator's only purpose is to play illegally copied games from the Internet—which essentially promotes piracy. And most gamers agree: They primarily download emulators with the intent to play games that they don't own.

Galvan, however, disagrees. "Emulators have not been proven to be illegal in the court of law," he says. "Until it has been proven to be illegal, the Z64

will have full support for N64 and Game Boy emulation." And Galvan is correct—emulators aren't illegal. In fact, Harrison's Web site is linked to a company that specializes in emulators.

So what does Nintendo have to say about the Z64? As stated on its Web site, Nintendo alleges that the Z64 and other "backup" devices "enable users to illegally copy video game software...which violates Nintendo's copyrights and trademarks. Based upon the functions of these devices, they are illegal."

Nintendo is half right. Backup devices do enable users to illegally copy video games, but the accessories themselves are not illegal. The only way the Z64 can be labeled as illegal is if a majority of owners use the device to unlawfully copy games. Unfortunately for Nintendo, the Z64's usage has never been tracked. To date, Nintendo has never filed suit against any manufacturer of game backup systems.

Backup to the Future

All told, the Z64 is an impressive piece of technology, but the temptation to use it for illegal purposes seems overwhelming. As advertised, the Z64 works perfectly to back up games, but honestly, how many of us would buy this product solely to protect games we already own?

The ability to play copied games without owning the real game entices even the casual gamer, but there is a cost in the long run to the industry and to the consumer. The Interactive Digital Software Association estimates that pirated software cost the U.S. video and PC game industry \$3.2 billion in 1998. Ultimately, that means higher software prices for gamers. As a consumer who owns or is about to buy a Z64, you should be sensitive to the machine's possibilities, both legal and illegal. The Z64 is a tool that can effectively protect your N64 software, but it can also seriously harm the gaming industry if used inappropriately. ⚡

Gamers' Law 101

Copyright: An exclusive right granted to an author of an artistic work. Gives the author the right to reproduce and distribute that work.

Emulator: An application that allows console-based games to be played on computers.

Piracy: Unauthorized reproduction or use of copyrighted material.

Trademark: A distinctive word or symbol used by a manufacturer to distinguish a product.

Zip Drive: External hardware used with personal computers and capable of holding large amounts of data.

Web Sites with More Info

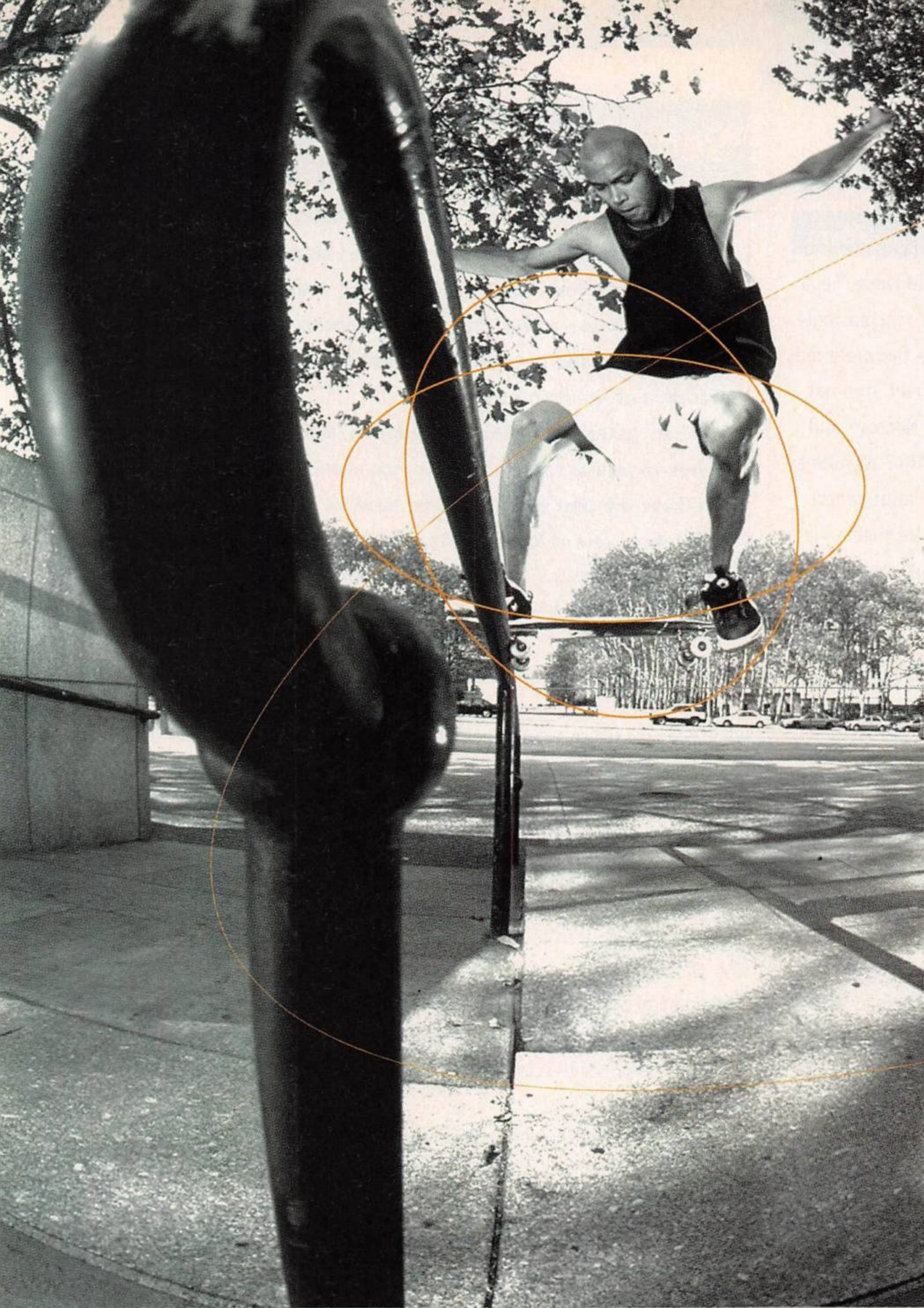
Harrison Electronics and the Z64
<http://www.z64.com>

Nintendo's statement on intellectual property protection
<http://www.nintendo.com/corp/faqs/legal.html>

Anti-piracy information, Software & Information Industry Association
<http://www.siiia.net>

Interactive Digital Software Association
<http://www.idsa.com>

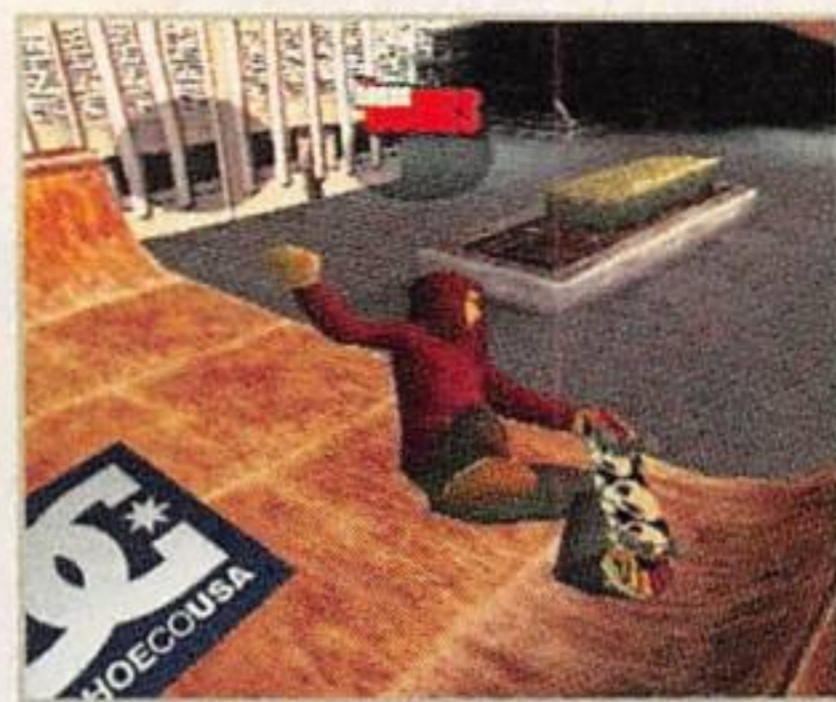
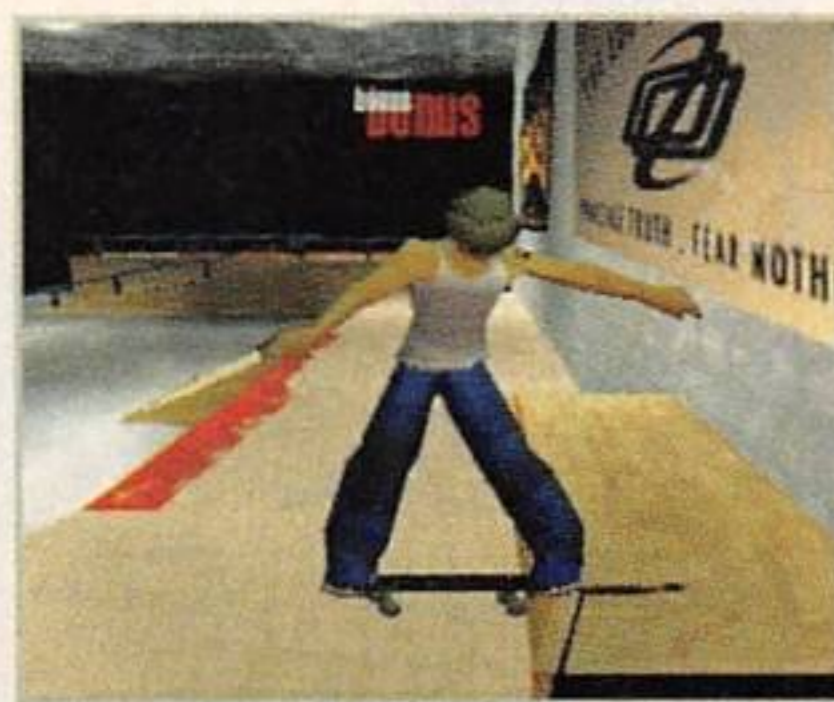
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Sega Unveils Online Details

AT&T WorldNet subscribers to get free Dreamcast keyboard

Just a month before the Dreamcast shipped to stores nationwide, Sega finally revealed its strategy and partners for the console's increasingly crucial Internet connectivity. AT&T's WorldNet service will be the preferred partner for the Sega Dreamcast Network, but any PPP-compliant Internet account can be used (in other words, yes to services like Netcom and Earthlink, but no to AOL). However, gamers who sign up for AT&T WorldNet service (priced from \$19.95-\$21.95 a month, based on time allotments) will receive a free Dreamcast keyboard. The keyboard, which connects via the controller port, will not be available at retail stores, but non-AT&T customers can purchase it separately through Sega's Web site for a price to be determined. No mouse peripheral is planned.

According to Sega of America's then-president and CEO Bernard Stolar, the Sega Dreamcast Network is designed to be "the world's largest dedicated gaming community." The service will offer Dreamcast users access to e-mail, Web-based chat, discussion forums, tech support, e-commerce, downloadable saved game data, playable demos, and more. The Dreamcast's Web browser was built by PlanetWeb, the company that created the surfing software for Sega's Saturn NetLink peripheral. The browser will be updated four times a year with refinements and additions.

The first game with online connectivity options is Sonic Adventure. While Sonic cannot be played online, gamers will be able to upload and download data between their Dreamcast consoles and Sega's Web site. True online gaming won't be available until sometime in 2000, giving developers time to create quality online game experiences. "We will only

accept the best for all our games," said Stolar. Several Sega and third-party online games are expected next year, including a console conversion of the PC RPG hit *Baldur's Gate*.

For more information on the Dreamcast Network, see "The Cutting Edge" in this issue.



Sega's Sudden CEO Switch

Just three short weeks before the largest product launch in Sega's history, CEO and President Bernard Stolar vacated his position and was immediately replaced by Toshiro Kezuka, who joined the company as a deputy chairman earlier this year. Previously, Kezuka was head of domestic sales and distribution for Sega Enterprises in Japan and was president of Honda France.

When asked how Stolar's departure will affect the Dreamcast's launch—as well as consumer confidence—a spokesperson for Sega said, "We have the best team on board to make sure Sega Dreamcast is a complete success at launch and beyond. Mr. Stolar's departure will not affect that."

SNK's Pocket Dreams

What does it take to topple the mighty Game Boy? SNK offers two answers: clever ideas and powerful friends.

SNK's recently released NeoGeo Pocket Color handheld system appeared on store shelves with a surprise: an optional Dreamcast link cable, which enables players to transfer data between the two systems. The *King of Fighters: Dream Match 1999* (Dreamcast) and *The King of Fighters R-2* (Pocket Color) are the first games to utilize the cable; created fighters can be played in either version of the game.

As part of SNK and Sega's new relationship, the Pocket Color will also get a portable version of *Sonic the Hedgehog*. Gameplay is expected to be very similar to Sonic's side-scrolling Genesis adventures. The game should be out in December.

Lastly, SNK is in the very early stages of an e-mail application for the Pocket that will enable you and a friend to write instant messages to each other using only the Pocket. If the e-mail feature is a success (it's being tested now), expect to see it early next year.

Take your favorite *King of Fighters* character from console to portable—and vice versa—thanks to SNK's new link cable.



NEWS BITS

PlayStation, Nintendo 64 Drop to \$99

It was never a question of "if"—it was always a question of "when." With the impending arrival of Sega's Dreamcast, both Sony and Nintendo attempted to gain an edge at retail, dropping the price of their respective consoles to just under \$100 in mid-August. Nintendo decreased the manufacturer's suggested retail price of the Nintendo 64 to \$99.95, while Sony took the PlayStation to \$99 even. Additionally, Nintendo lowered the price of the *Star Wars Episode I: Racer* bundle to \$119.99. Both companies also announced price reductions on popular software, offering PlayStation hits like *Gran Turismo*, *Spyro the Dragon*, and *Twisted Metal III* for \$24.99, and Nintendo smashes like *The Legend of Zelda: Ocarina of Time*, *Banjo-Kazooie*, and *Star Wars: Rogue Squadron* to \$39.95.

Flashbacks from 10 Years of GamePro

Optimum Octobers

- 1990:** *GamePro* introduces its game rating system with categories for graphics, sound, gameplay, fun factor, and challenge.
- 1992:** Midway unveils *Mortal Kombat* at AMOA. Originally, the game was supposed to feature Jean-Claude Van Damme, but instead all the fighters were recruited from a local athletic club.
- 1993:** Panasonic ships the 3DO for \$699.95. It's the first game system to rely solely on CDs for software.
- 1996:** *Super Mario 64* for the Nintendo 64 receives a perfect score from *GamePro*.
- 1997:** *GamePro* reports that Nintendo of Japan President Hiroshi Yamauchi is set to retire in 2000. Yamauchi states that he wants to remain at his post until the 64DD is released.
- 1998:** Sega reveals that the Dreamcast will be launched in Europe and the U.S. in September 1999.

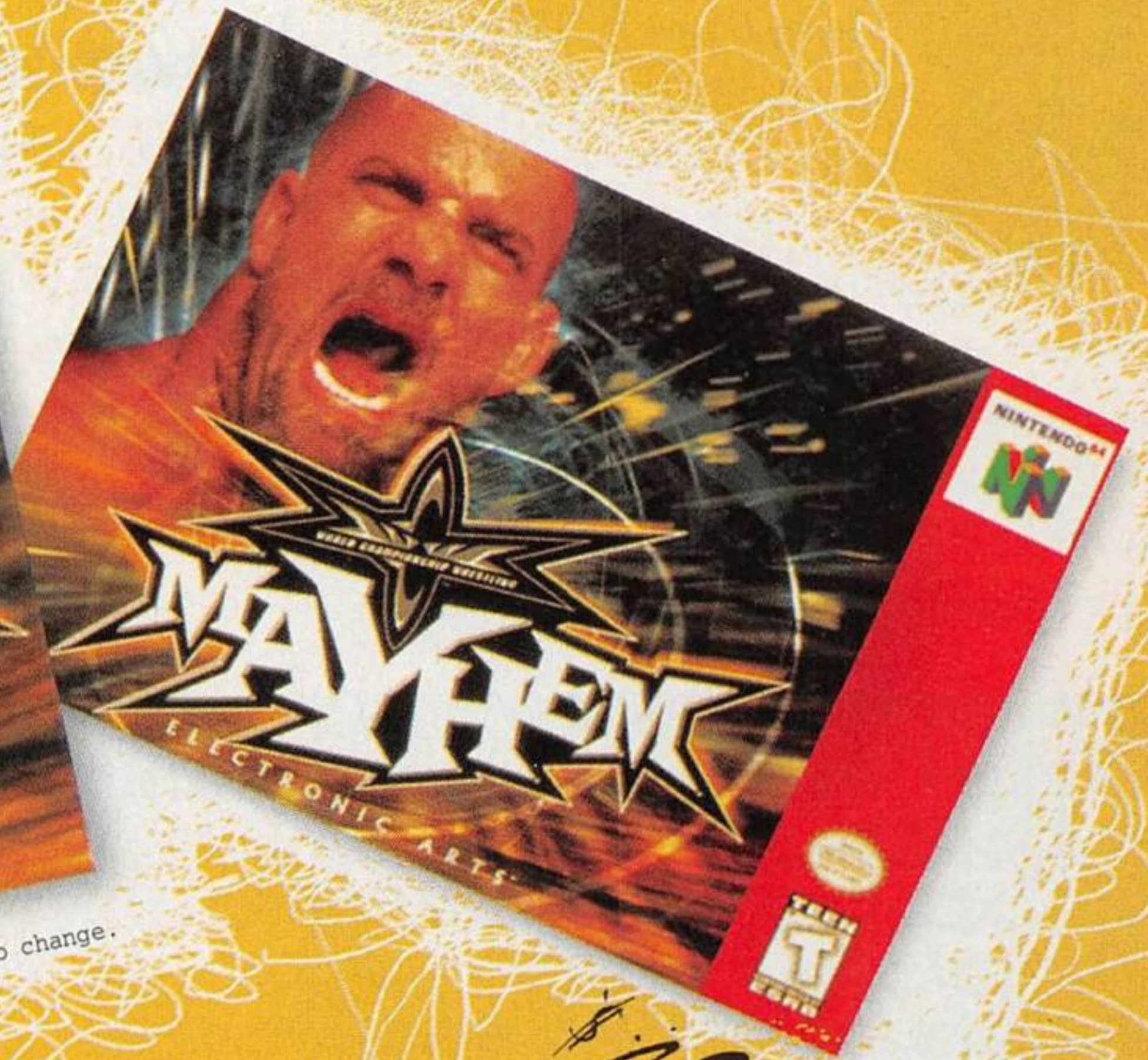
Next issue: *Novembers of Nirvana*

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Available September 23, 1999. Date subject to change.



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Get into the game



Square's Final Fantasy Follow-Up

Square is already preparing for its next massive adventure. Vagrant Story will be a 3D action/adventure game that reportedly blends elements of Parasite Eve, Metal Gear Solid, and Resident Evil in a medieval European setting. Players control Ashley Riot, who operates above the law to bring to justice Sydney Lasstarot, leader of the apocalyptic Müllenkamp religion.

VAGRANT STORY



Vagrant Story's innovative targeting system enables gamers to exploit enemies' weaknesses during combat.

There are no experience points and no leveling-up, but Ashley's skills, weapons, and armor improve as the game progresses. Magic spells will play an important role, and players will be able to mix elements to make custom weapons. The combination real-time/turn-based combat system enables players to target individual body parts and locate weaknesses. Slated for release the first quarter of 2000, Vagrant Story is being created by much of the same team that worked on Final Fantasy Tactics. Watch for a full preview in *GamePro* shortly.

PaRappa & Lammy Toys

Already a hit in Japanese toy stores, PaRappa and his band of musically talented friends will finally be coming to the U.S., courtesy of ReSaurus. This October, look for PaRappa and Sunny Flower Dancing Figures (\$4.99 each); 10-inch PaRappa, Sunny Flower, and Um Jammer Lammy collectible dolls (\$9.99 each); and a big Um Jammer Lammy doll that comes complete with an electric guitar (price not yet available). In addition to these imports, ReSaurus plans to make new PaRappa and Um Jammer Lammy toys in the near future. "You've gotta believe" that these figures and other PaRappa toys will be as hot as the games!



Billy Mitchell (left; shown with scorekeeper Walter Day) went hungry for two days while attempting to set his historic record.

PAC-MAN PERFECTION

How much time do you have on your hands? In July, Billy Mitchell, 33, of Fort Lauderdale, FL, scored 3,333,360 points in Pac-Man—the first-ever "perfect game" of the classic quarter-muncher. Mitchell played for six hours on one quarter, earning the maximum possible score on all 256 of the game's levels. Afterwards, Mitchell said simply, "I never have to play that darn game again. There's nothing more I can accomplish."

Static

While in Las Vegas, six-string samurai Dan Elektro found a new favorite coin-op: Konami's Guitar Freaks. Look for Beatmania's rockin' cousin at GameWorks Las Vegas or in your local PlayStation import shop—complete with a custom guitar-shaped controller. Why Konami refuses to issue the home versions of its music & rhythm games in the U.S.—at least in some limited edition—is beyond us. • After the Saturn died, Sony and Nintendo controlled 96 percent of the American games market. Who had the other 4 percent—and why didn't Crash and Mario beat them up and take their lunch money? • What with so many French companies investing heavily in U.S. game businesses (Accolade and Interplay, among others), we figure we should start preparing in case it happens to us. So, effective immediately, we're changing the name of the magazine to *GamePreaux*. • Remember that whole Project X/Nuon thing? Funny, neither do we. • We would've run a nice preview of Bungie's new PC/Mac stunner Halo in this issue, but we were only given one screenshot. One. Oh well. Um, trust us—it looks really good. • Brother Buzz believes that it's only a matter of time before gamers everywhere start singing the rockin' theme song from Rising Zan. Everybody else thinks he's certifiably insane. • How many gamers does it take to change a light bulb? E-mail your answers to danelektro@gamepro.com. • MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2...MDK2

Top 10 Best-Selling Video Game Titles: June 1999

| RANK | TITLE | PLATFORM | PUBLISHER |
|------|-----------------------------------|-------------|-----------------|
| 1 | Star Wars Episode I: Racer | Nintendo 64 | LucasArts |
| 2 | Super Smash Bros. | Nintendo 64 | Nintendo |
| 3 | Jampack Summer 99 | PlayStation | Sony |
| 4 | Lunar: Silver Star Story Complete | PlayStation | Working Designs |
| 5 | Superman | Nintendo 64 | Titus |
| 6 | Syphon Filter | PlayStation | 989 Studios |
| 7 | WWF War Zone | PlayStation | Acclaim |
| 8 | Mario Party | Nintendo 64 | Nintendo |
| 9 | Triple Play 2000 | PlayStation | Electronic Arts |
| 10 | Ridge Racer Type 4 | PlayStation | Namco |

Source: NPD TRSTS Video Games Tracking Service

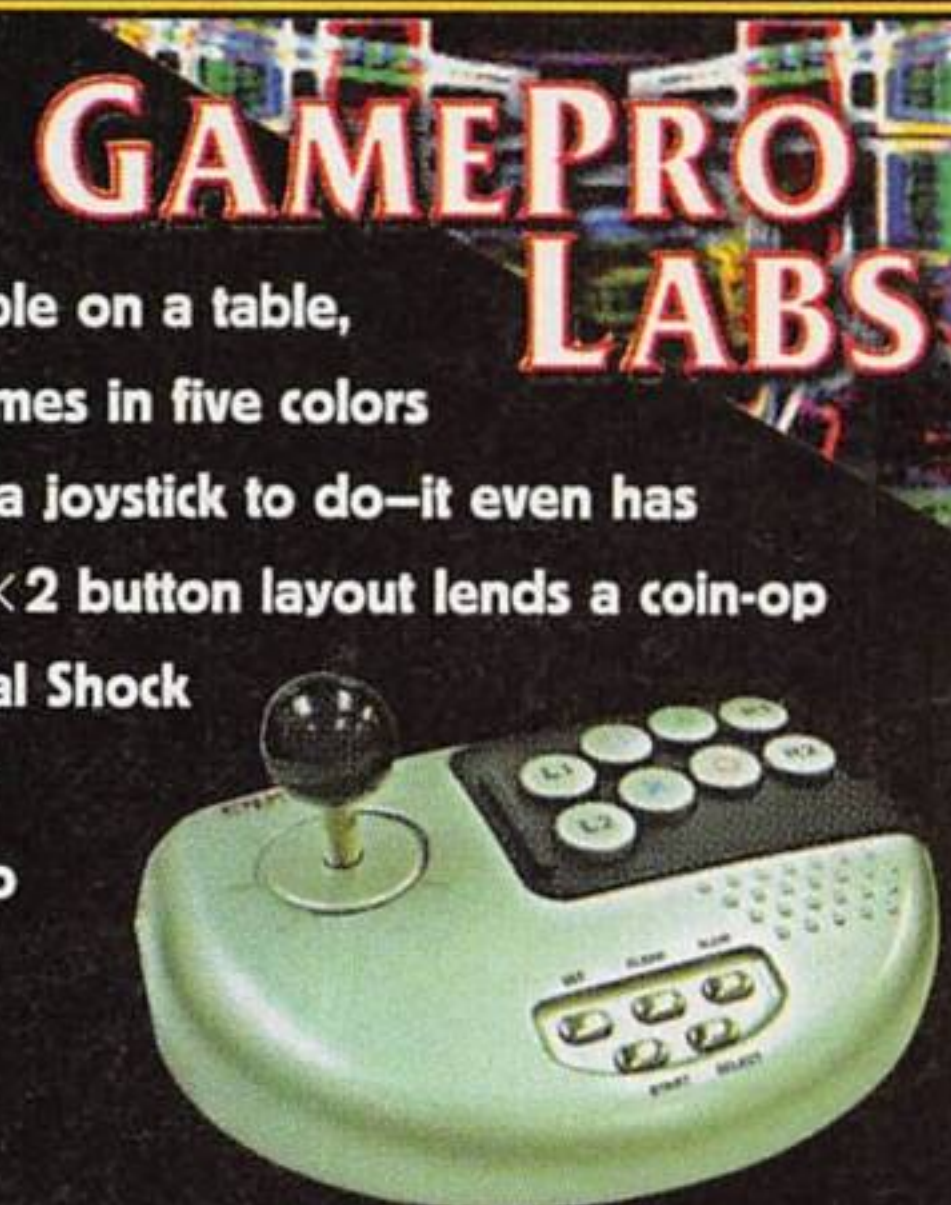
Blaze Pro Shock Arcade

Rating: 5.0

Small enough to fit on your lap and quite stable on a table, the Pro Shock Arcade for the PlayStation comes in five colors and does just about everything you'd want a joystick to do—it even has programmable auto-fire and slo-mo. The 4x2 button layout lends a coin-op feel to Capcom's brawlers (while adding Dual Shock rumbles), and the large knobby stick makes arcade flashbacks from Konami and Namco complete. Unlicensed but excellent, this is a class-A controller all around.—Dan Elektro

Price: \$34.99

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

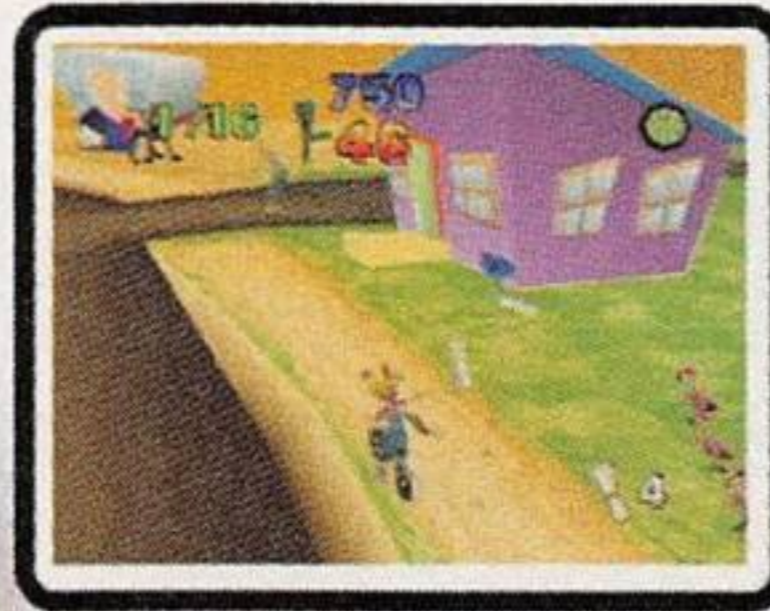


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The Dreamcast Online

Sega is looking to the future—and some say the future is online gaming.

By The Whizz

DREAMCAST'S IN THE midst of a major system launch, but whether you're running to glory with Sonic Adventure or fighting for your life in Soul Calibur, you don't want to overlook the system's impressive online capabilities. The Dreamcast will be the first video game system designed to take a serious stab at full-fledged online gaming and Internet connectivity.

A Modem in Miniature

The Dreamcast is ready to go online right out of the box—the system's \$199 purchase price includes a 56K modem. This slick, compact unit connects almost seamlessly to the extension slot at the rear right corner of the Dreamcast system. At just 4³/₈ x 1¹/₂ x 7⁷/₈ inches, it's about the size of a candy bar, and it houses a single standard-telephone line-out jack.

The modem's modular design will enable you to upgrade it over time to keep pace with future developments in online technology, such as faster modem speeds and new Internet standards. According to Sega, you'll even be able to upgrade to a cable modem, or possibly cellular or satellite connectivity, at some point. In that respect, the Dreamcast takes full advantage of its Hitachi SH7750 central processing unit. The modem and Internet communications protocols are hardwired into the silicon. (Communications protocols are the core computer instructions that enable computers to talk to each other.)

The Dreamcast Network

The first step for Dreamcast online gamers will likely be the Sega Dreamcast Network (at the time we went to press, the URL wasn't determined). This multiplayer home gaming system is designed (not surprisingly) by SegaSoft Networks, the same folks who pioneered the Heat.net (<http://www.heat.net>) Internet Game Network for PC gamers.

Dreamcast Web surfers will be able to access the latest news and information about games on the system.

The Sega Dreamcast Network will enable online gamers to connect to a wide variety of services, including previews of upcoming games and the latest codes.

In addition to playing online games, Network users will be able to take advantage of a wide variety of online services. These will include Internet connectivity, e-mail, chat rooms, and bulletin boards. E-mail plans also call for members to receive regular updates about new online games and Dreamcast games, as well as cheats and strategies.

Network Games

So far, the lineup of online games is lean—but it sounds pretty mean. The Dreamcast Network will initially offer Sega Rally Championship 2 (based on the off-road arcade racer) and Baldur's Gate, Sega's online version of the monster PC action/RPG by Bioware and Interplay. Soon to follow will be Slave Zero, a mech-robot action/adventure game, and Frontier, a massively multiplayer science-fiction game by Turbine Software that will feature a persistent world, enabling several thousand gamers to create avatars and join in the action.

Sega's long-term plans also call for the Network to serve as an information clearing-house for game data. Players will be able to download new levels, new characters, and team rosters, and also trade and transfer files from the Dreamcast's VMU handheld game-saver.

Sega Connects

The Dreamcast appears to be ready for serious online action. Sega's certainly breaking new ground for console systems here, even though it's already plain to see that Sony's PlayStation 2 and Nintendo's next-generation system will also have some sort of online connectivity feature when they appear in 2000 (for more on Nintendo's new system code-named "Dolphin," see "The Cutting Edge," September). So no matter which evolutionary step they take, console gamers are definitely going to be connected.



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Asheron's Call

By CrinR

Microsoft's online RPG squares off against EverQuest and Ultima Online—but will gamers heed the Call?

AFTER THE ROCKY release of Ultima Online and the stop-and-go evolution of EverQuest, many gamers are still waiting for an online RPG that actually draws them in and keeps them there. So it's up to monstrous Microsoft to plant its big foot in this arena with Asheron's Call. The magical world of Dereth is still in beta, but it's shaping up as a true contender to the online RPG throne.

Recipes for Success?

Creating your character is a game in itself as you choose from a huge assortment of facial features, clothes, and skills to form anything from a solemn samurai to a whimsical wizard. Currently there seems to be a lack of non-combat skills, so magic and mayhem are the order of the day—at least until the more mundane aspects of the game are implemented.

In contrast to the spell stores of EverQuest, in Asheron's Call spellcasters work with a complex system of spell "recipes" wherein components are combined in a logical system to make individual spells. Once discovered, these spells are made weaker by each casting, so mages are reluctant to share the ones they have with anyone outside their self-made group. Toss in hundreds of different weapons, armor types, and magic items, and you quickly begin to see that character improvements and modifications constitute a major part of the game's appeal.



Picking which skills pay the bills is half the fun of character creation.

wherein more powerful players called monarchs can offer items and education to newer players who pledge allegiance to them, becoming their vassals. Whenever the vassal gains experience, the monarch also gains a small amount; these vassals can in turn amass other pledges, forming a growing monarchy. If you belong to a powerful monarchy, you may find as you travel about that people show you respect because of who you serve under. In other words, it's good to be the king.

Rocky Mountain Highs

So far, the in-progress graphics are on the pixelated, grainy side, even with 3D acceleration (and a major graphics overhaul was pending at press time), but there are already plenty of sweet details. Birds fly overhead, frogs jump around in swamps, and fields are home to pretty butterflies. The forests are thick with trees, desert winds whistle across barren landscapes, and climbable mountains loom high in the sky. If you climb high enough, you're treated to a delightful vista—which is almost enough to make you ignore the chunky and uninspired monsters that seem to be the only things to have escaped the detail department.

Asheron's Call

URL: <http://www.microsoft.com/games/zone/asheronscall/>

System Requirements:

Windows 95/98, Pentium 166, 32 MB RAM, 150 MB on HD, 4X CD-ROM, SVGA graphics card

Price: \$49.95 (monthly usage fee to be determined)

Available: November



Asheron's Call doesn't look great in the beta's software mode, but it will run on slow Pentiums without 3D cards.



The Armor Self spell is one of the basics—and it's a lifesaver early on.



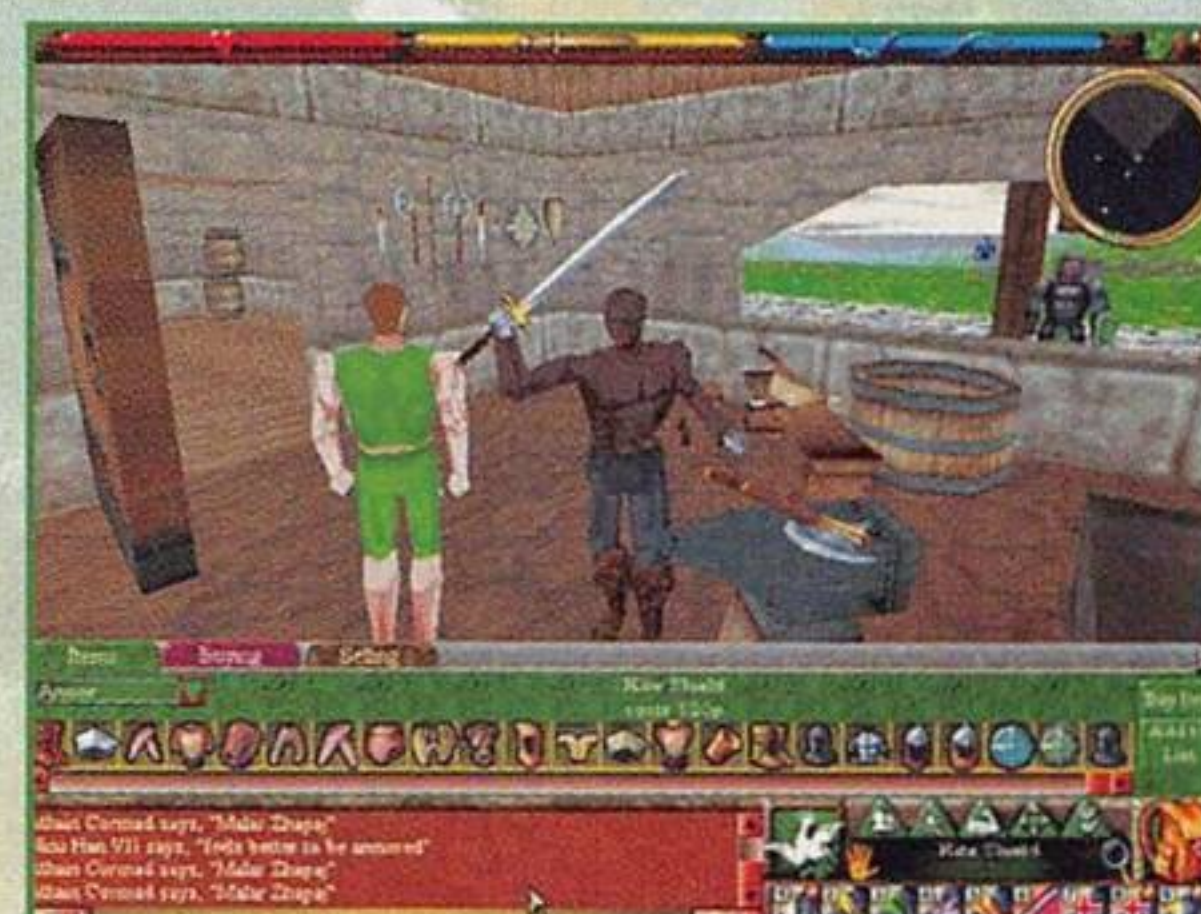
Look (at your character sheet) before you leap (through portals). Base your boldness on the strength of your stats.



No guts, no glory—and, for better or worse, it's not too gory.



Unlike other RPGs, Call almost forces players to interact with each other thanks to its allegiance system.



No surprise here—merchants in Dereth let you buy and sell...stuff.

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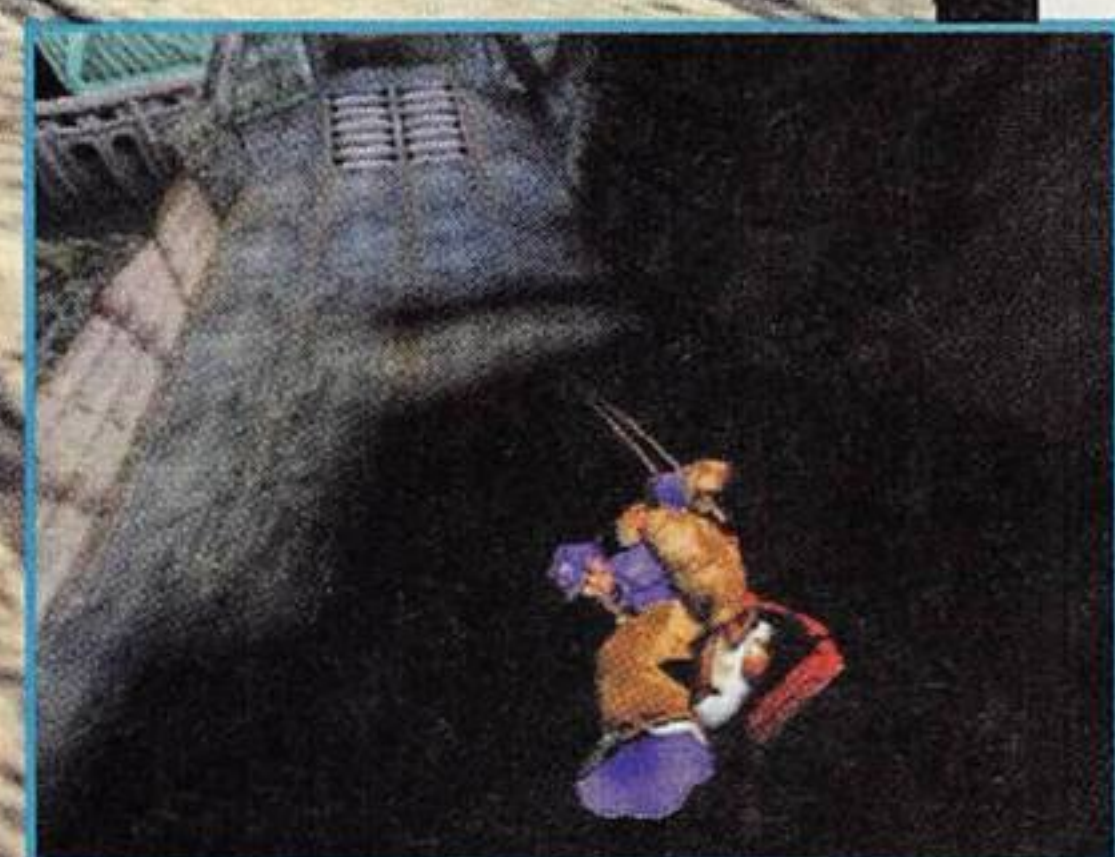
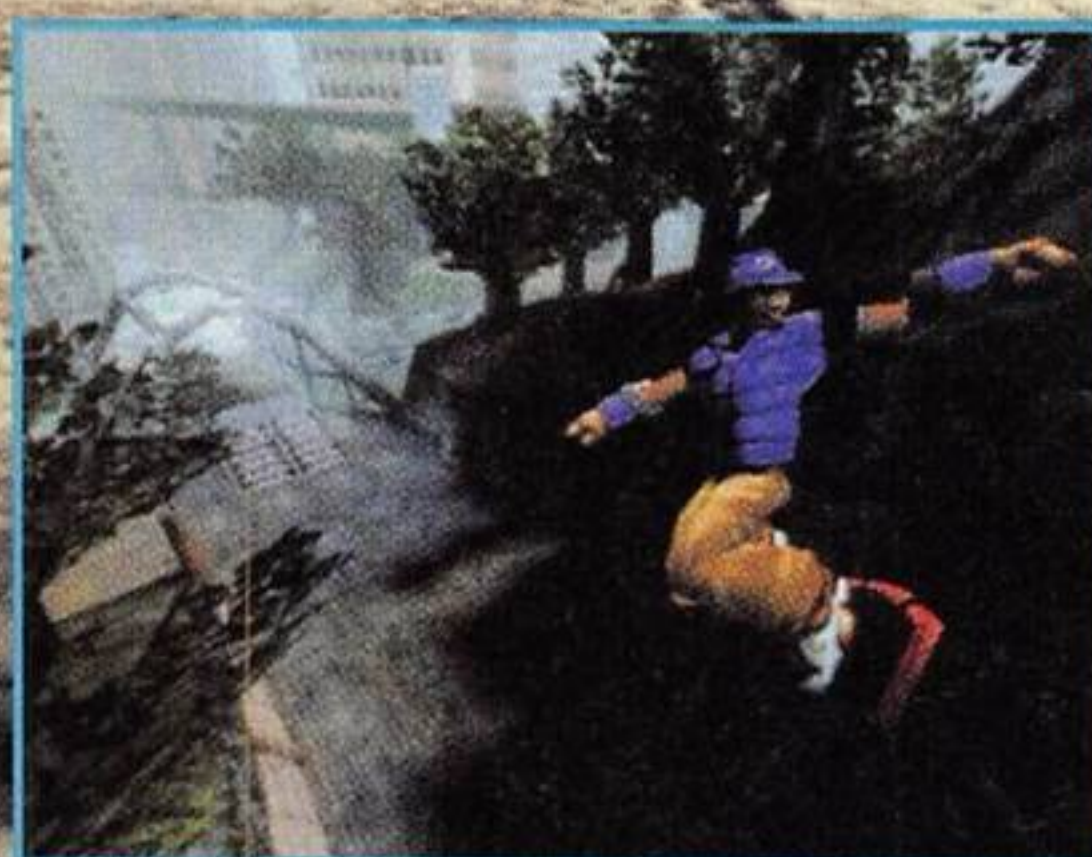
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The Sicker the trick, the sweeter the win.



actual game screens



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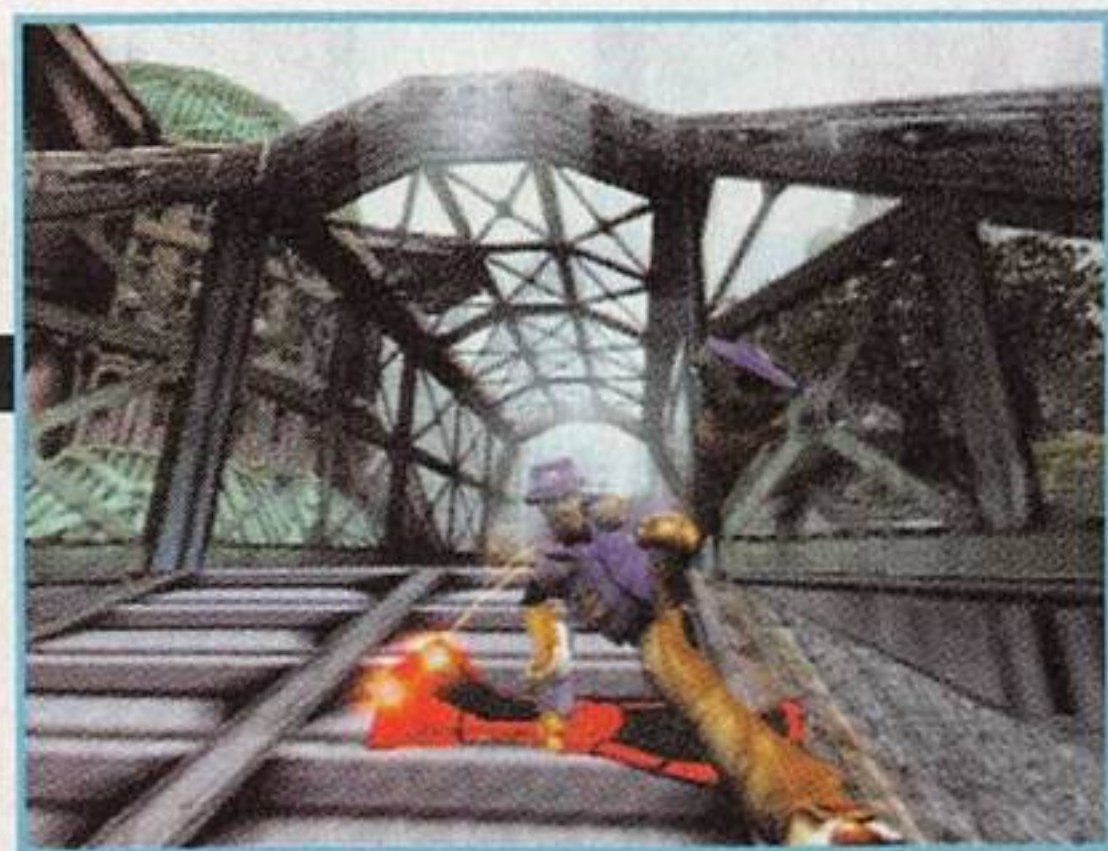
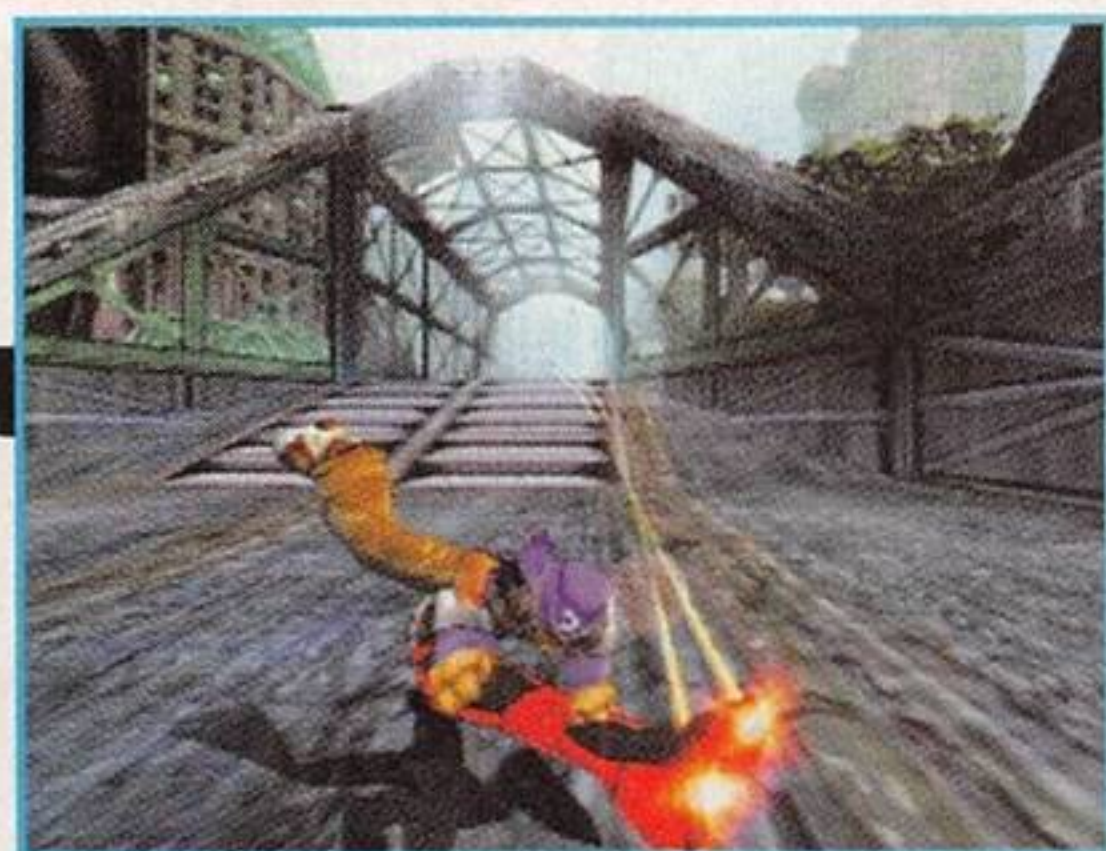
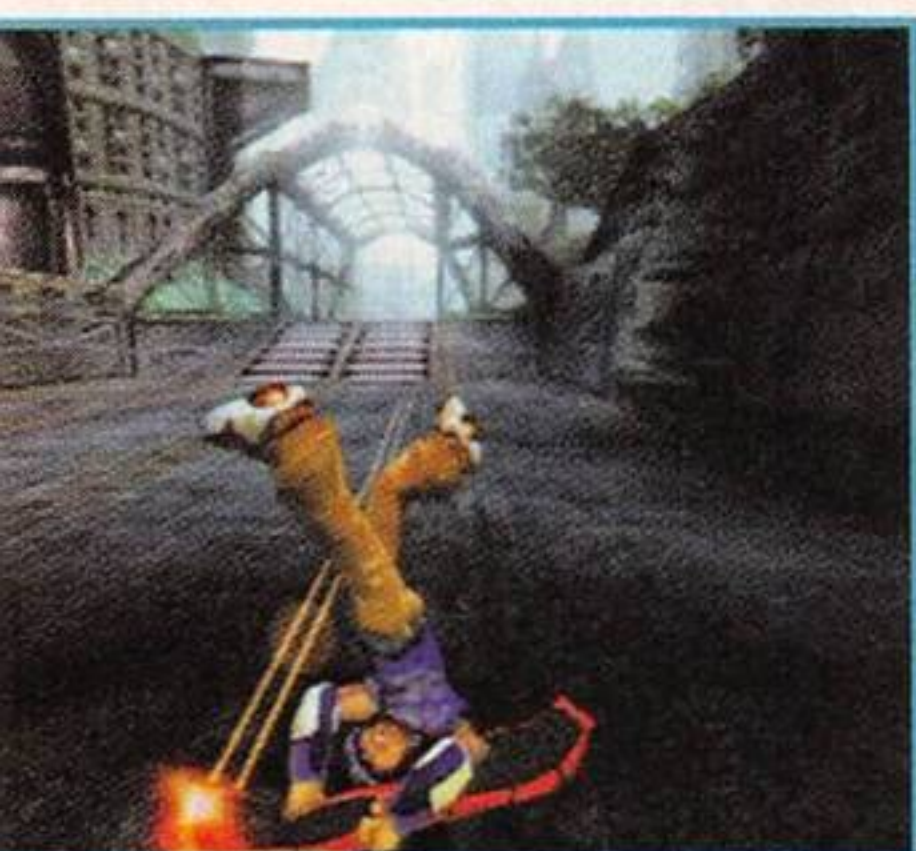
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CLOCKWISE FROM THE TOP RIGHT. BRONX SLAM. ZAK T. LAYS DOWN THE SICK HEELFLIP LUGE INTO A LUGE 360 AND FINISHES WITH A HEADSPIN FLIP.





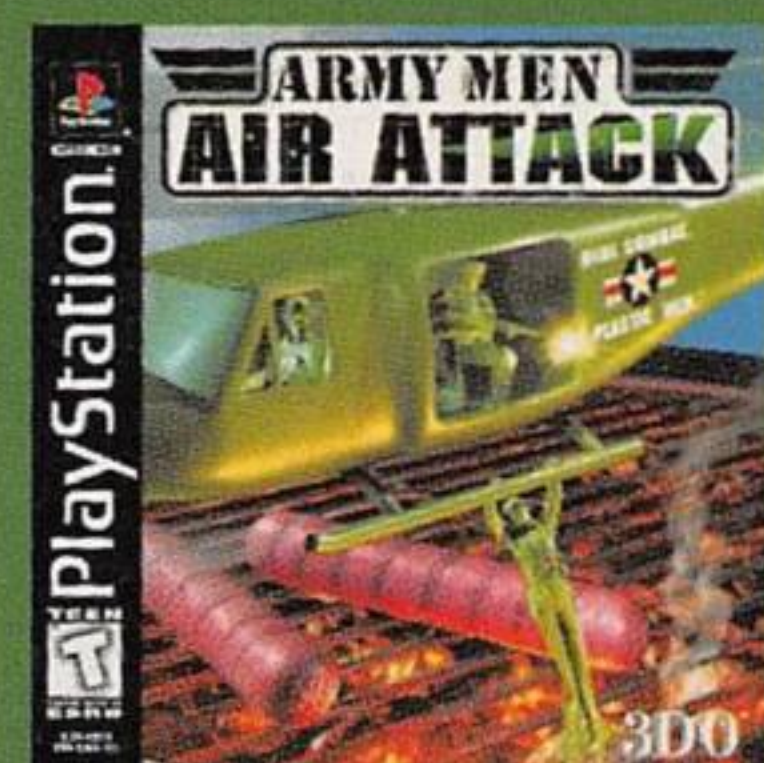
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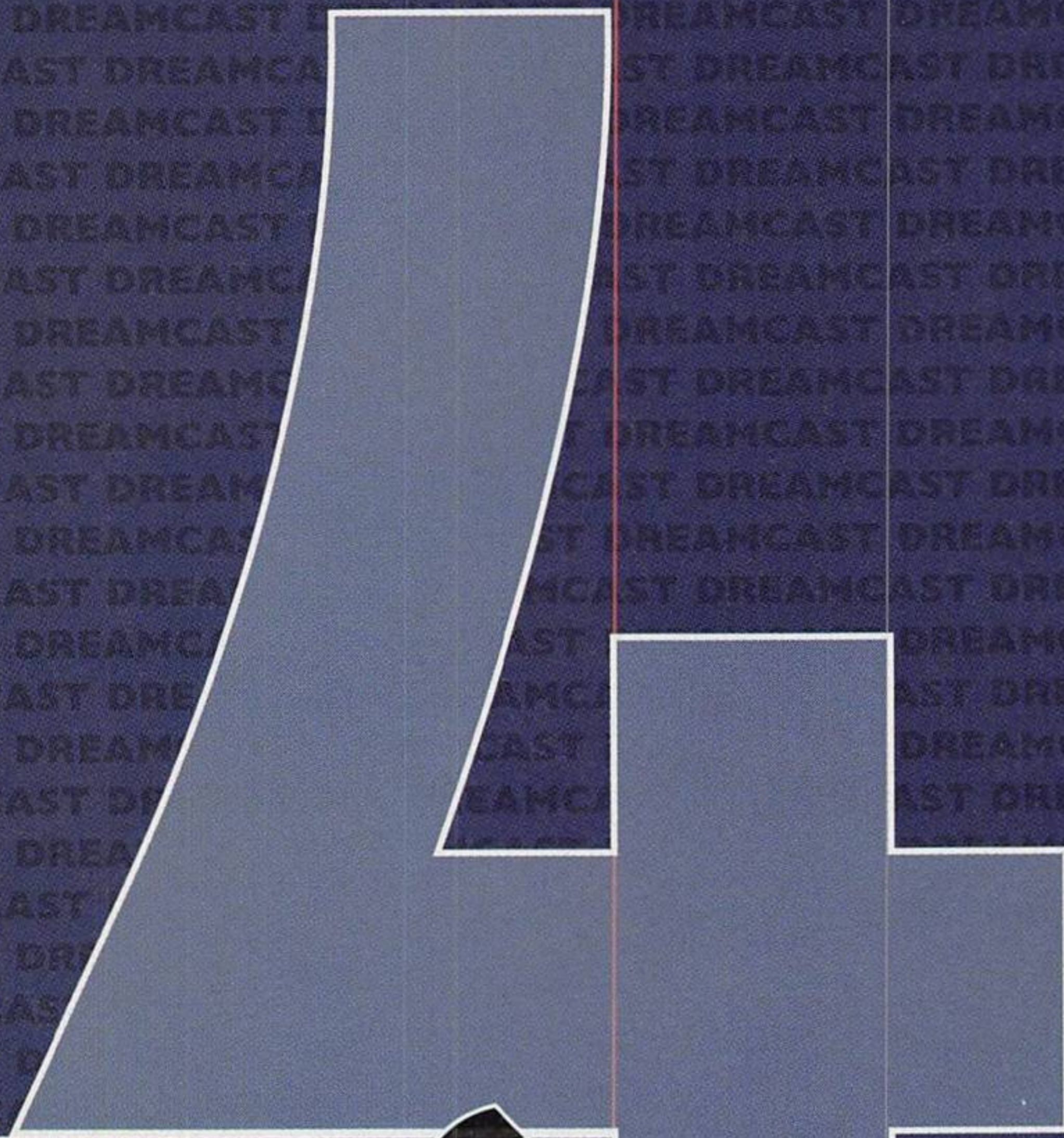
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FUTURE

THE DREAMCAST HAS FINALLY ARRIVED... NOW WHAT? HERE ARE 40 GAMES THAT SEGA AND ITS LICENSEES BELIEVE WILL KEEP THE DREAM ALIVE IN 2000.

BY DAN ELEKTRO

AT LAST, THE HYPE IS REALITY. Sega's Dreamcast, the world's first 128-bit game system, hit store shelves hard in September with a slew of impressive launch titles. But this drama is still unfolding—and it's time to take a look at Act II. If you're still undecided about whether the Dreamcast is worth your hard-earned cash, let *GamePro* give you a peek at the games in the Dreamcast's future.

Looking for creepy thrills? Upcoming Dreamcast titles include a handful of dark action/adventure games. One prominent title is Capcom's *Resident Evil: Codename Veronica*, in which Claire Redfield takes on zombies, mutant creatures, and more as she follows the faint trail of her missing brother, Chris, and winds up taking on Umbrella Corporation itself. Expect *Veronica* to hit before the holidays.

The scares don't end there. *Castlevania* fans are salivating at the thought of a 128-bit vampire adventure, and Konami seeks to quench their bloodlust with *Castlevania: Resurrection*. A hit behind closed doors at the E3 show last May, *Resurrection* stars Sonia Belmont, back from the dead to battle the Countess of *Castlevania*.

With a focus on action over role-playing, *Resurrection* is on track for a late '99 release.

And then there's *D2*. The sequel to *D*, Warp's popular creepfest from the early days of the Saturn and the PlayStation, *D2* brings Laura back to the forefront of scary adventure, this time surviving a plane crash to battle alien/human hybrid monsters from first- and third-person perspectives.

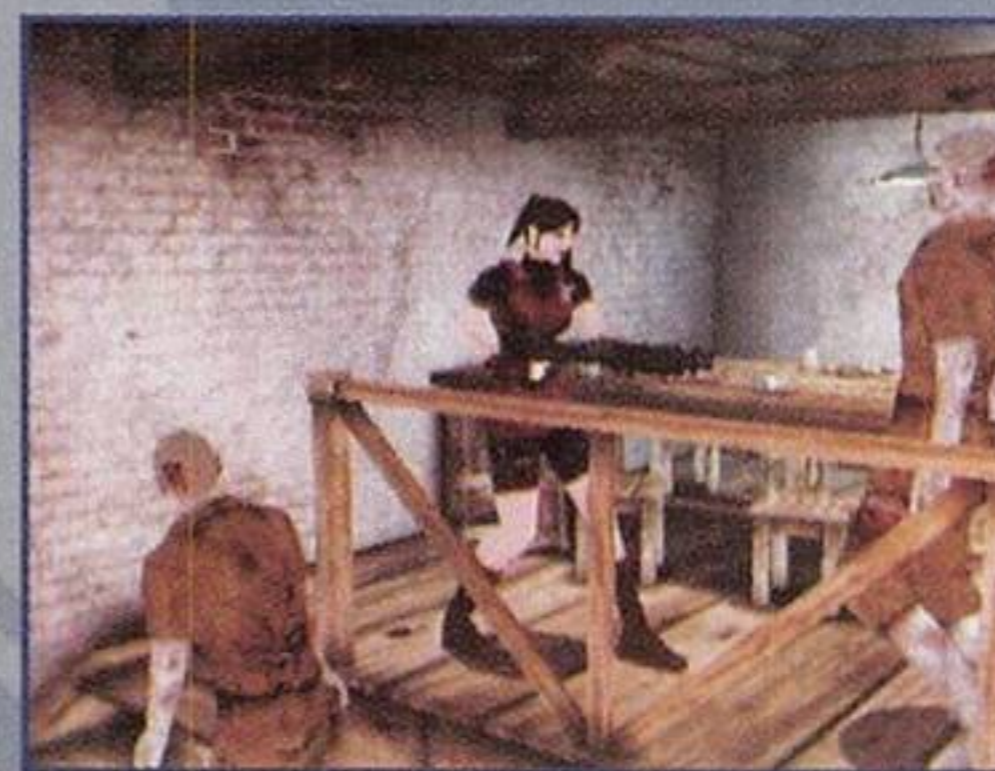
ACTION/ADVENTURE ▶



Draconus: Cult of the Wurm (Crave)



Under Cover (Pulse)



Resident Evil: Codename Veronica (Capcom)

▼ ROLE-PLAYING

Yu Suzuki's *Shenmue* is still being billed as an RPG, but it's shaping up to contain lots of action/adventure sequences as well. Suzuki's goal is to create a complete world, featuring realistic weather events and total interactivity with your surroundings. As a young man named Ryo, you're challenged to solve the mystery of your father's death. The world is reportedly huge—thousands of rooms, hundreds of characters—but the demos at E³ focused on a few of the game's "Quick Time Events"—basic press-the-button-when-cued interaction à la *Dragon's Lair*. Look for everything to come together in the first half of next year.



Shenmue (Sega)

Sega's offering a more traditional RPG for the Dreamcast in *Climax Landers*, a semi-sequel to *Landstalker* that stars an elf named Sword. Plot details are light—it has something to do with time travel and piecing together a mystery that spans the ages—but the game's promise is heavy-duty: a fully explorable 3D world, randomly generated levels, and—in a setup that should sound very familiar—monsters that can be captured, then stored and trained on the Dreamcast's VMU memory card. *Climax Landers* is due by year's end.



Climax Landers (Sega)



Climax Landers (Sega)

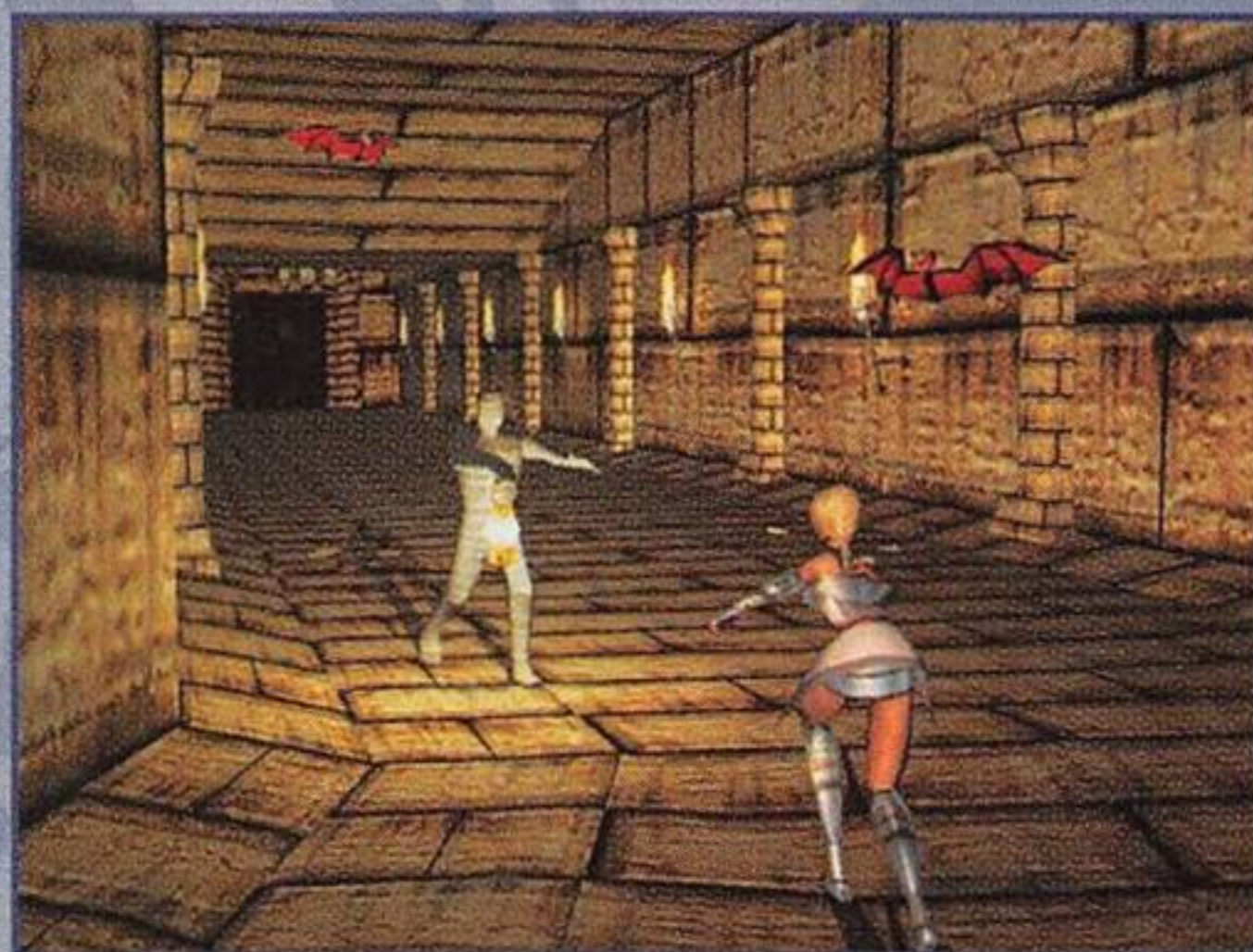
As reported in this issue's "The Cutting Edge," Interplay's hit PC RPG *Baldur's Gate* is slated for release next year with full support for the Dreamcast's modem. Sega's taking care of this conversion itself, but it's too early to get any specifics on it—which means don't look for it until mid- to late 2000.

Meanwhile, Metro3D describes its forebodingly titled *Dark Angel: Vampire Apocalypse* as an "action RPG" in which players search for a cure for a mysterious disease. As you progress, your surroundings change (cities fall under the spell of the plague) and characters remember you when you return to them. Watch for it in December.

Oh, and there's some snowmobiling involved, too. D2 was originally linked to 3DO's ill-fated M2, but will finally find a home on the Dreamcast in 2000.

Under Cover, developed by Pulse Interactive, forgoes the horror story line in favor of a more futuristic urban police setting, but retains a *Resident Evil*-like 3D adventure setup. Pulse is still seeking a U.S. publisher, so don't hold your breath. Even less is known about Atlus's first Dreamcast game, *Maken X*, other than the fact that the game lets you jack into the brains of 10 different characters and lead them through 20 3D levels. It's due out in Japan at the end of the year with a U.S. release during the first quarter of 2000.

For fighting with a more medieval flair, there's *Crave's Draconus: Cult of the Wyrms* (previously *Blades of Vengeance*). Developed by Treyarch (the gang behind *Die by the Sword*), *Draconus* lets you control one of two heroes in a quest to defeat the fire-breathing Dragon Lord as you battle through 15 levels chock full of 30 spells and power-ups. Sounds like it's time to open a can of Ye Ole Whup-Ass. *Draconus* should arrive on store shelves by Christmas.



Castlevania: Resurrection (Konami)



Draconus: Cult of the Wyrms (Crave)



D2 (Warp)



Maken X (Atlus)

FIGHTING ▼

Sega and Capcom's close union in Japan kept great fighting games flowing for the Saturn, and the Dreamcast continues the knockout punches. In addition to the launch titles *Power Stone* and *Marvel vs. Capcom* (see ProReviews in this issue), Capcom is readying *Street Fighter Alpha 3* for release this fall. Packed with 35 characters and tons of gameplay modes, SFA3 looks like the 2D brawl with it all. Watch for a review next issue.

For players who prefer more cooperative carnage, Sega's *Dynamite Cop* (*Dynamite Deka 2* in Japan—the sequel to *Die Hard Arcade*) offers old-school beat-em-up action in the style of *Streets of Rage* and *Double Dragon* in smooth 3D. Two players punch, kick, and shoot through hordes of thugs and flunkies on their way to rescue the president's daughter from kidnappers on a cruise ship. Expect tons of weapons and wild hand-to-hand moves when this brawler hits home this fall.

Soul Fighter, the first Dreamcast game from Mindscape and Piggyback Entertainment, is in a similar side-scrolling vein, but gets medieval instead. A wizard, a warrior, and a spy crash through six worlds filled with more than 40 enemies and huge bosses. Can *Soul Fighter* revive the flagging beat-em-up adventure genre? Find out shortly after launch.

For something completely different, there's Taito's *Psychic Force 2012*, a hand-to-hand showdown between telekinetics who can fly, project energy, and throw objects around with their minds. Naturally, all those things come into play when two floating combatants square off—literally—in a giant cube. The Japanese version has been hammered for its difficult enemy A.I. and steep learning curve; perhaps Taito will bring both down a notch for *Psychic Force*'s U.S. release.

Sega's *Frame Gride* stays in the future with one-on-one mechanized fighting machines. Load up your mech with a full complement of weapons and customizations, and you're on a path to destruction. It's the closest thing to the Saturn's *Virtual On* that gamers will likely get on the Dreamcast for now. *Frame Gride*'s expected out in Japan this year, so an early 2000 release in the U.S. seems like a good bet.



Dynamite Cop (Sega)



Psychic Force 2012 (Taito)

RACING ▶



Street Fighter Alpha 3 (Capcom)



Frame Gride (Sega)

SPORTS ▼

Midway is busy bringing the high-flying, jaw-dropping dunks of its arcade hit *NBA Showtime: NBA on NBC* to the Dreamcast. An early version we played looked pixel-perfect to the arcade version with photo-realistic player faces, insane jams, and four-player action. It's slated to slam home in November.



NBA Showtime: NBA on NBC (Midway)

Also due in November is Acclaim's *NFL Quarterback Club 2000* (see "Sports Pages," August). Developer Iguana will cram 1200 player animations (including wraparound tackles and end-zone dances) and five play modes into the series' rookie Dreamcast season, but it remains to be seen if Acclaim can tackle Sega's own NFL title.

What's a home console without some snowboarding games? Sega's working with UEP Systems, the creators of *Cool Boarders* for the PlayStation, to create an as-yet-unnamed snowboarding contest for the Dreamcast. With a wicked frame rate and varying courses (including popular runs like the half-pipe and the slalom), Sega and UEP could set the new snow standard.

If the off-road and F1-style racing titles available at launch left you yearning for wicked street machines, the next few months will give you plenty to squeal your wheels over. Following the launch title *Flag to Flag* (see "Sports Pages" in this issue), Sega will unleash a city-based racer currently named *Metropolis* (or *M-SR*, depending on who you believe). As the title implies, this one's all about urban settings—you'll try to fly down the authentically modeled streets of Tokyo, San Francisco, and London without getting nailed by the fuzz. In addition to the real locales, you'll get 26 licensed cars to drive, including machines from Toyota, Mazda, and Mitsubishi. *Metropolis* should be ready this fall.



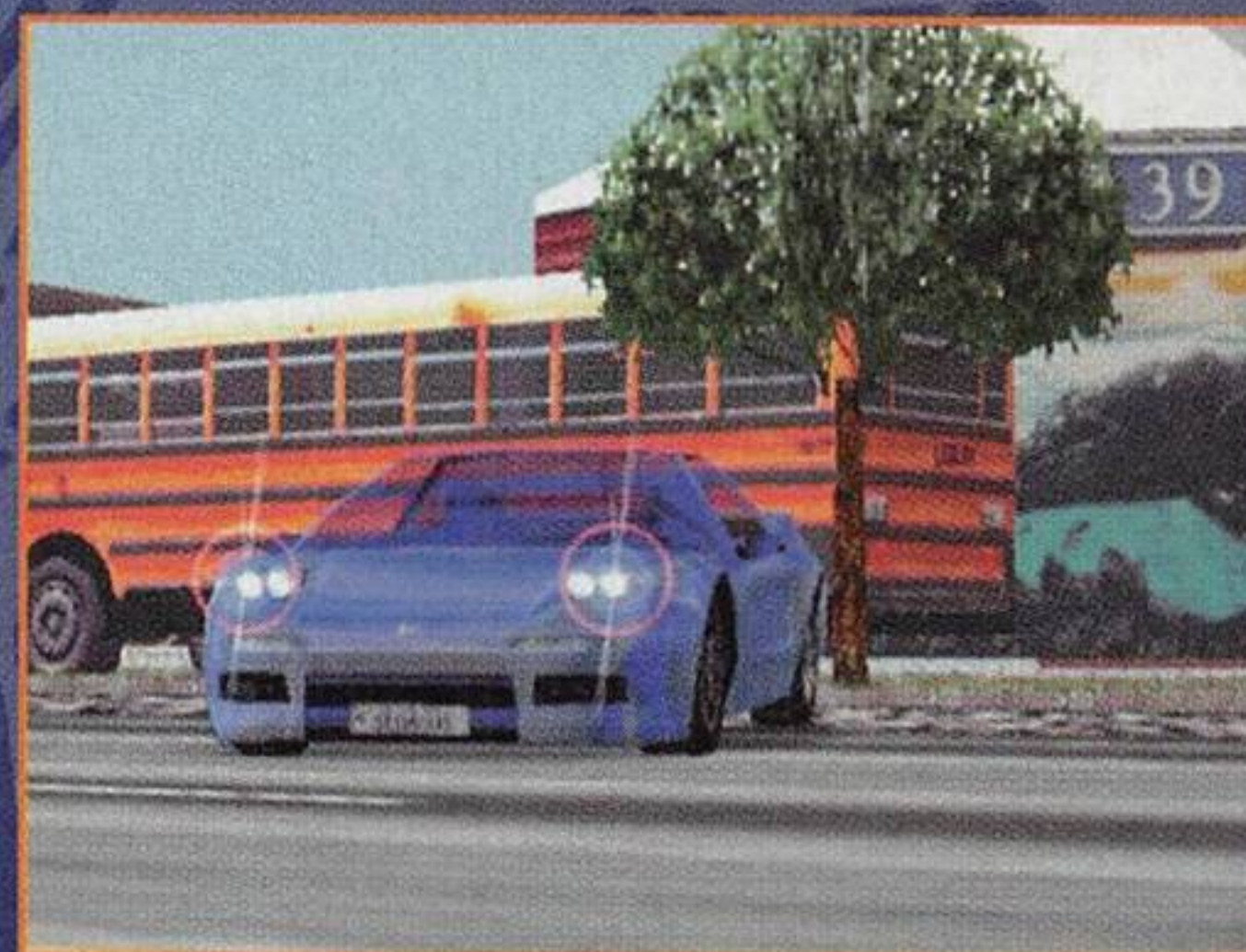
F1 World Championship (Video System)

Infogrames will speed onto the Dreamcast with *Test Drive 6*, the company's latest showcase for luxury cars from TVR, Aston Martin, and Dodge. *TD6* picks up where *Test Drive 5* for the PlayStation left off with revamped A.I. and an enhanced cop-chase mode. It will also borrow a few elements from *Gran Turismo*, *San Francisco Rush*, and *Need for Speed* in an attempt to synthesize the perfect arcade racing game. Expect it to rev up in time for the holidays.

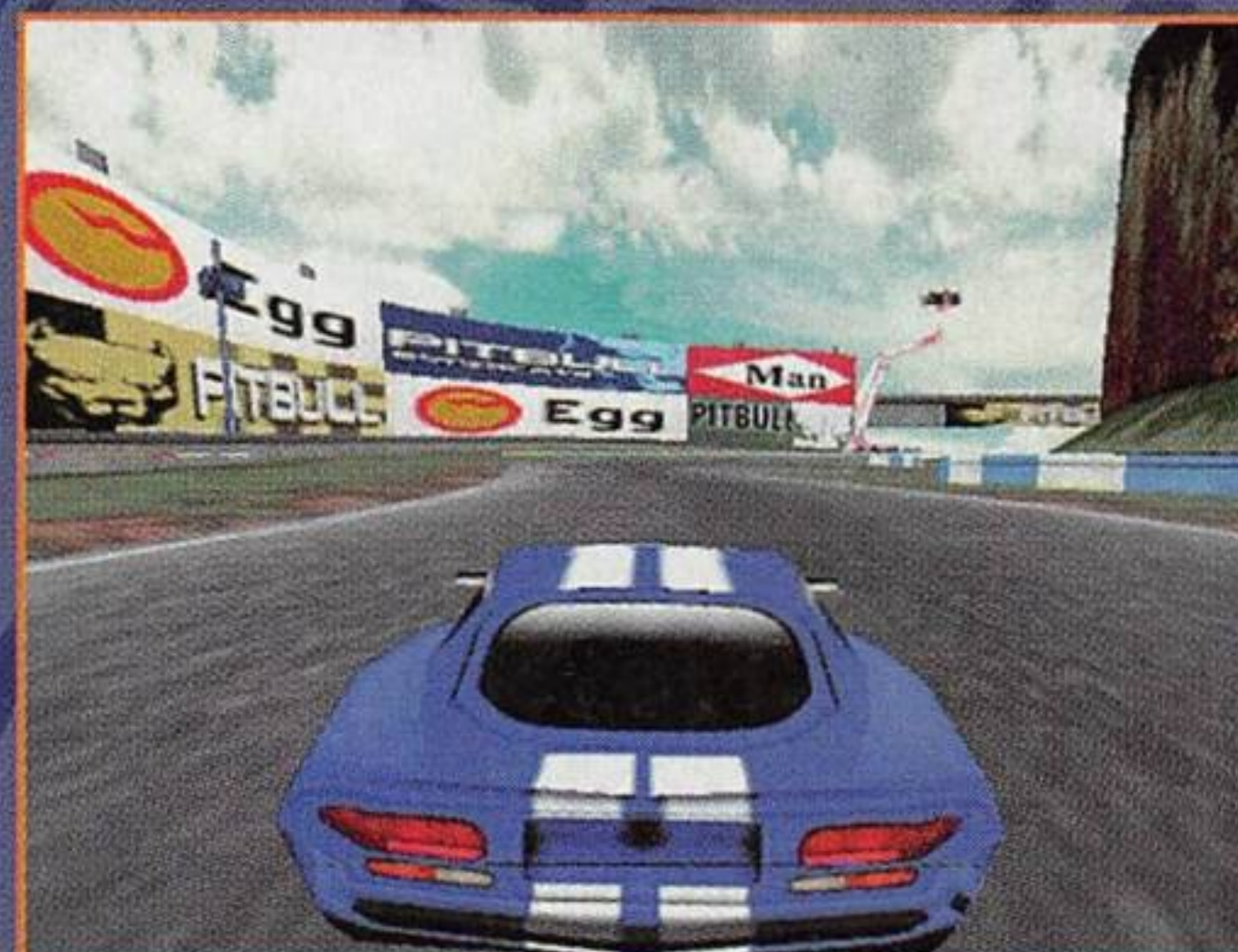
Kalisto is busy developing its own street racer, *XLeration*. With 8 types of cars and 16 indoor and outdoor tracks, *XLeration* promises both insane frame rates (60 frames per second at 640 x 480 resolution) and realistic driving conditions such as fog, mud, and rain. Kalisto will probably have the game completed this year, but is still seeking a publisher.

Also keep a watch out for *Tokyo Xtreme Racer* (previously *Shutoko Battle* in Japan; see *ProReview* in this issue), a high-speed showdown on the Tokyo Expressway. Developer Genki promises lots of customization options—over 100 modifiable car parts for the game's 20 car types. *Tokyo Xtreme Racer* should be out shortly after launch.

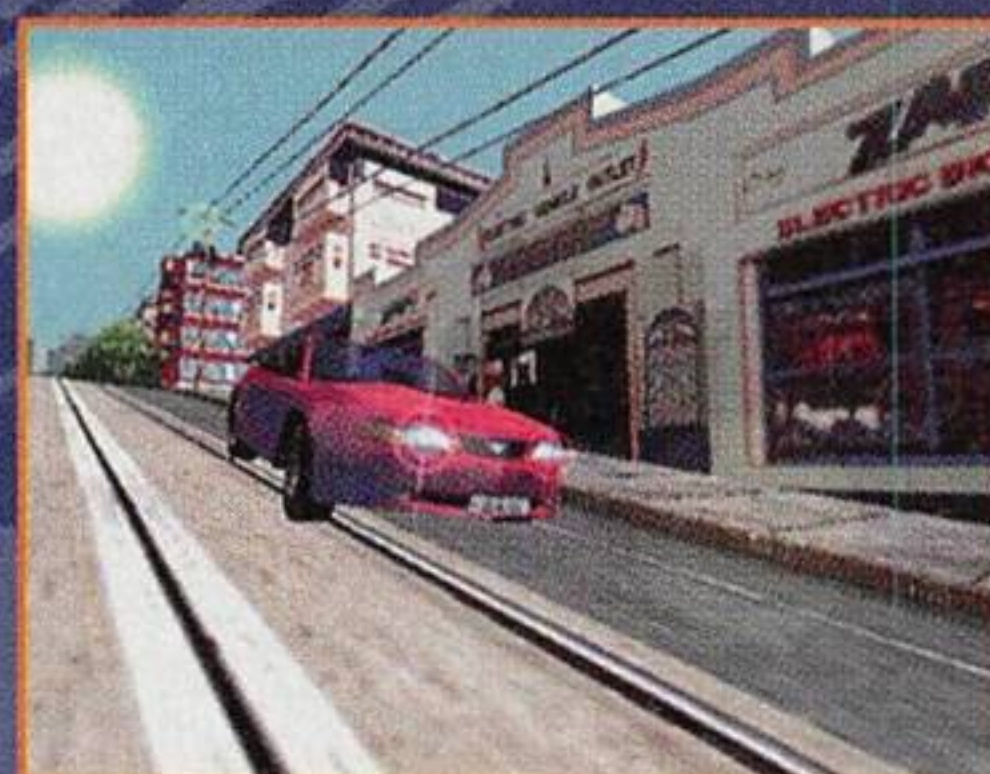
And if you're looking for professional, technically accurate racing, Video System is preparing *F1 World Championship*, which promises to bring 16 real F1 tracks to the Dreamcast. Since it's fully licensed by the Formula One Association, it'll have all the teams and drivers that fans would expect, as well as realistic car performance. Watch for it by the middle of next year.



Metropolis (Sega)



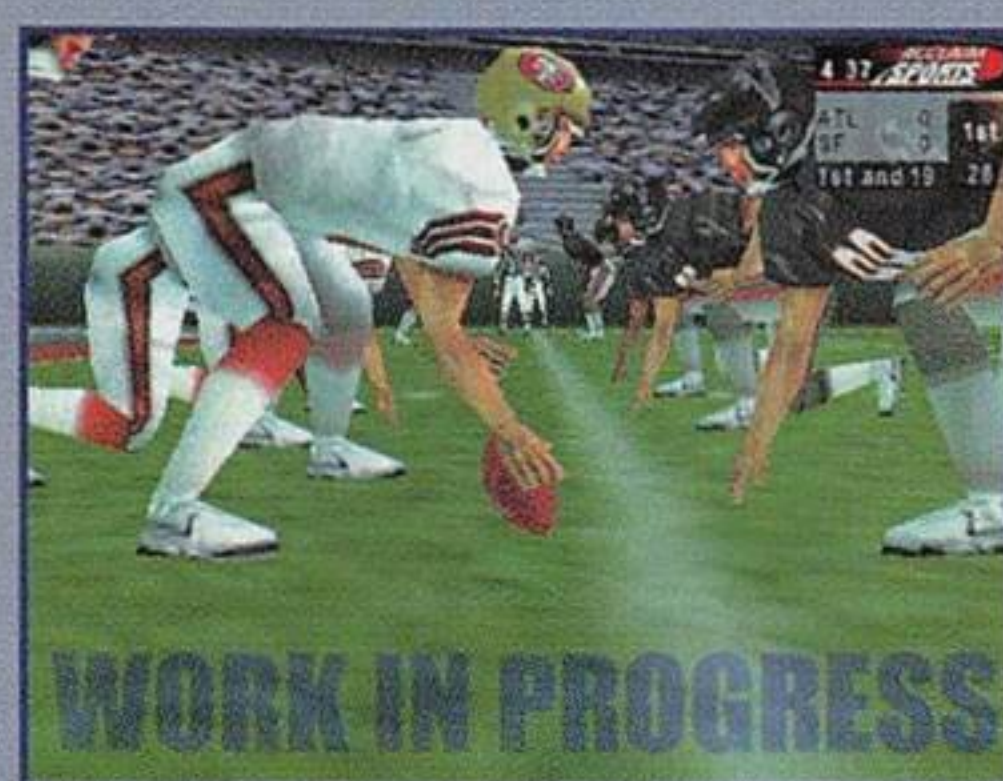
Test Drive 6 (Infogrames)



Metropolis (Sega)



Supreme Snowboarding (Infogrames)



NFL Quarterback Club 2000 (Acclaim)



Supreme Snowboarding (Infogrames)

They'll have to go nose to nose, however, with Infogrames' *Supreme Snowboarding*, which promises multiple downhill environments, numerous trick arenas, and player characters comprised of a whopping 2300 polygons each. *Supreme* is being created by snowboarders for snowboarders, but also being balanced for newbies so the learning curve won't be nearly as steep as the mountain. If snow's not cool enough for you, try the ice-cold action of the NHL. Sega's own *NHL Hockey 2000* will offer such details as reactive 3D crowds, jerseys that ripple as skaters tear around the rink, and referees who can only call a play if it's in their line of vision. Sega promises that everything will move at 60 frames per second when *NHL Hockey 2000* is released early next year.



NBA Showtime: NBA on NBC (Midway)

ACTION/SHOOTER ▶

Polish up the ol' sniper helmet—Kurt Hectic returns to active duty in Interplay's MDK2. BioWare, the developer that brought Baldur's Gate to the PC, has created an all-new engine to continue the story where MDK left off. The Streamriding aliens are ready to invade Earth again, but this time Kurt will get help from Max the dog and Dr. Hawkins. Each character has their own special weapons and powers, such as the doctor's ability to make special items from household objects and Max's six-legged quad-gun assault. The action spans nine levels and is expected to begin this fall.

Rockstar has two games in the pipeline, one of which will appear shortly after the Dreamcast hits shelves. Wild Metal Country makes players intergalactic bounty hunters and gives them a cool war vehicle to tool around in. It's you against the machines of the Tehric System; if you can pack more firepower, you'll win the day. Five vehicles, 3 worlds, and 20 weapons are all on deck, along with split-screen and online battles.

Rockstar has also confirmed that 3D Realms' blaster Max Payne is headed for Dreamcast shortly after its PC debut. The gritty urban shooter follows Max, a cop whose family is murdered in cold blood. In his quest for vengeance, he manages to enrage both the police and the Mafia and becomes the fastest moving target ever. Max Payne probably won't appear on Dreamcast until early 2000.

Eidos won't be bringing Lara Croft to the Dreamcast—not yet, anyway—but it will offer Fighting Force 2 before the holidays. Unlike the street-brawling original, FF2 follows Hawk Manson through a detailed plot involving an undercover mission and human clones. And how do you get rid of human clones? Why, a mix of hand-to-hand combat and lots of explosive weaponry, of course. Oh, and you only get one life, so live it well.

Metro3D's Armada has been built from the ground up as a Dreamcast action game. Up to four players can control their own starships as they battle enormous aliens in the name of—what else?—saving life as we know it. There's a fair amount of RPG-style character development, too; as the game progresses, so do your reputation and experience, and you'll find yourself working your way up the interstellar corporate ladder. What's more, the skills and items you acquire can be saved and traded via VMU. Armada's slated for November but might sneak out a little early.

Bandai's Gundam Side Story 0079 will bring giant mech combat to the Dreamcast. The Side Story series did pretty well on the Saturn in Japan, so a Dreamcast continuation makes sense. If its blend of giant robots, firepower, and mission-based gameplay clicks, it might show up here next year.

Activision roars onto the Dreamcast with Vigilante 8: 2nd Offense, the follow-up to last year's car combat hit. The game will retain its '70s vibe but, thanks to a time-travel plot twist, weave vehicles



Toy Commander (Sega)



Expendable (Infogrames)



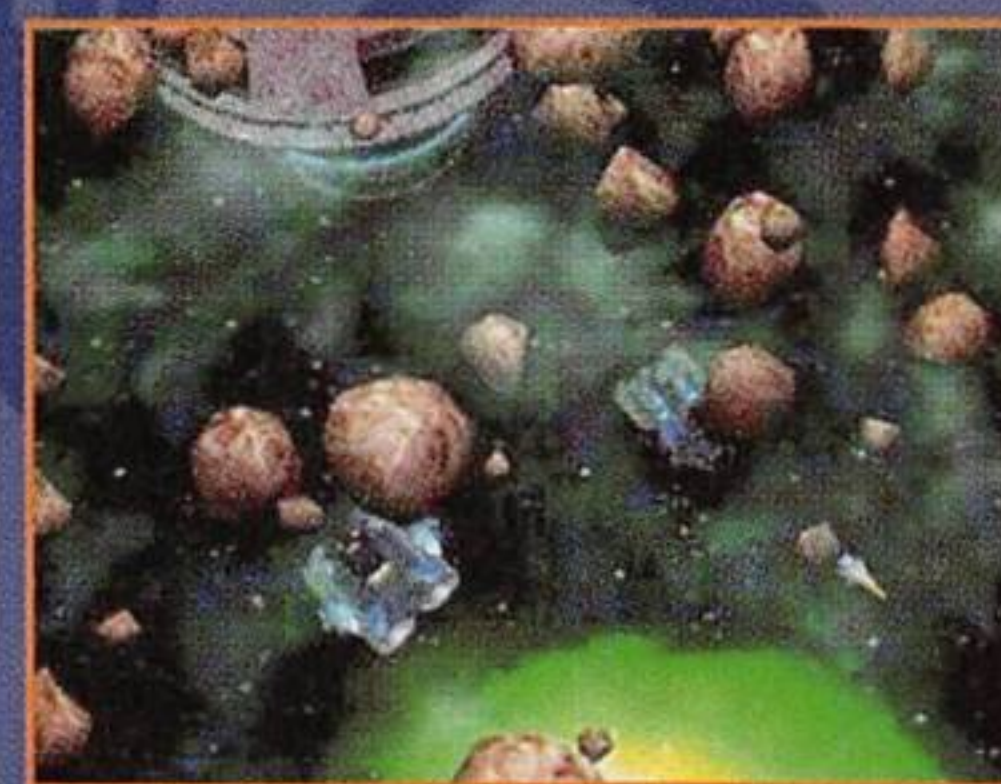
Gundam Side Story 0079 (Bandai)



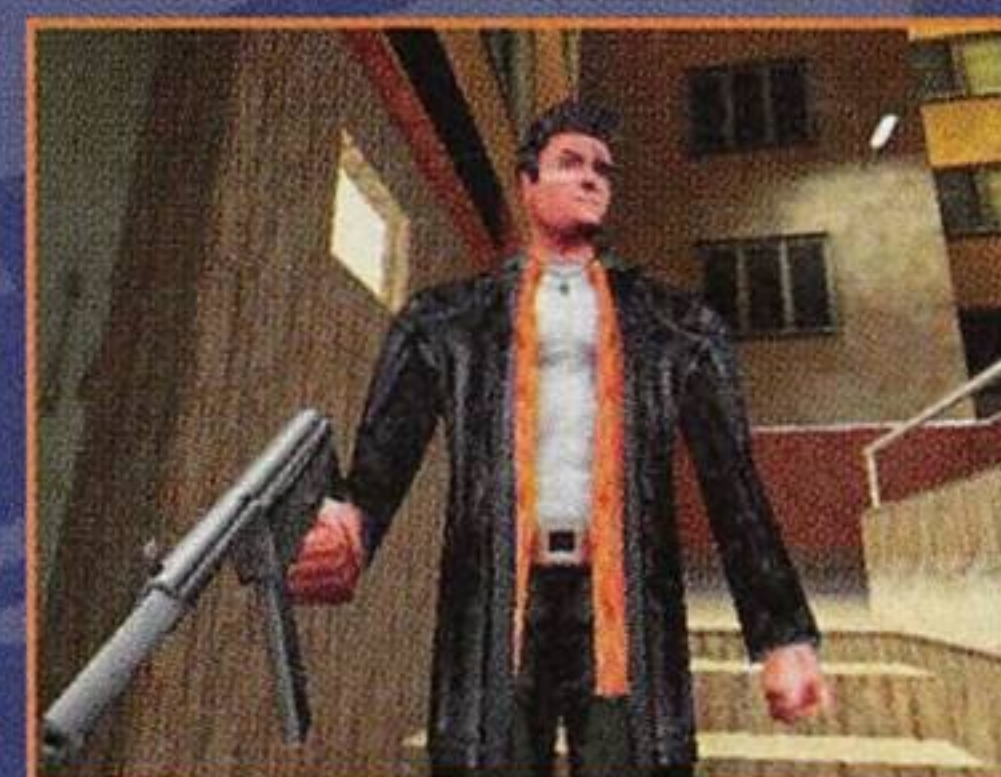
Fighting Force 2 (Eidos)



Wild Metal Country (Rockstar)



Armada (Metro3D)



Max Payne (Rockstar)

and power-ups from the future into the gameplay. The four-player free-for-all is headed for store shelves in October.



Ubi Soft's follow-up to the PlayStation action/adventure game Sub Culture will appear on the Dreamcast under the title **Vigilante 8: 2nd Offense (Activision)**

Deep Fighter: The Tsunami Offensive. Players can look forward to nasty 3D dogfights and lots of exploration underwater. Ubi Soft promises cool explosions, fancy lighting, and that all-important sense of moving around beneath the waves. Look for it during the first quarter of 2000.

One of the more intriguing action games on the slate is Toy Commander, a sort of Toy Story-meets-Army Men vehicle shooter. The setup's a bit odd—a boy must fight the assembled forces of his teddy bear for the title of Toy Commander—but then again, when did a superfast blue hedgehog sound normal? The battles span seven areas of the boy's house, and players get to control trucks, tanks, race cars, helicopters, and little plastic soldiers. Toy Commander should be out almost immediately after the Dreamcast hits the shelves.

Red Dog takes a slightly more serious approach to military action, offering players tanks and plenty of firepower. Sega promises advanced enemy A.I. and a four-player deathmatch mode, as well as real-world physics that will make objects go crunch in just the right way when you run them over. Red Dog treads into stores this fall.



Red Dog (Sega)



Rainbow 6 (Majesco)

Majesco will be bringing Red Storm's Rainbow Six, the somewhat surprising squad-based military hit, to the Dreamcast. Created by Tom Clancy, Rainbow Six challenges players to control an anti-terrorist force in highly realistic settings. Just as in real life, it only takes one bullet to end your game. Rainbow Six should be on store shelves any second now.

And for good old-fashioned blowin' up everything in sight, there's Expendable, developed by Rage and published in the U.S. by Infogrames. The back-story's nothing new—a space marine must blast his way through an alien environment to survive—but the trigger-happy gameplay lasts for a full 20 levels, and the eye-candy looks fantastic. A release date has yet to be set, but the European PC version offers the kind of crazy carnage that shooter fans will adore.

Speaking of PC projects,

PLATFORM & CHARACTER-BASED ▶

No console is complete without a collection of cute characters. Sonic leads the way, but Sega will also offer Floigan Brothers, which puts players in control of two brothers, Moigal and Hoigal, who live in a junkyard sitting atop a wealth of oil. When a greedy developer comes to evict them, the Floigans will have to work together to solve real-time puzzles in order to stay in the 3D filth pit they call home. Watch for it in the fall of 2000.

Ubi Soft's popular hero Rayman will make a sequel appearance on the Dreamcast sometime next year. Rayman 2: The Great Escape promises 13 levels of 3D platform action with jaw-dropping hand-drawn graphics. Rayman will once again run, jump, and use his hair as helicopter blades; however, the game is at a very early stage, and the only release date Ubi Soft has mentioned is the vague "later."

Genesis superstar Ecco the Dolphin will make his 128-bit debut during the first quarter of 2000. The new game, Ecco the Dolphin: Defender of the Future, once again puts players in the flippers of the title character as he explores underwater, battles alien forces (yes, there will be fights and chases), and communicates with other sea creatures. What's been shown so far looks absolutely gorgeous.

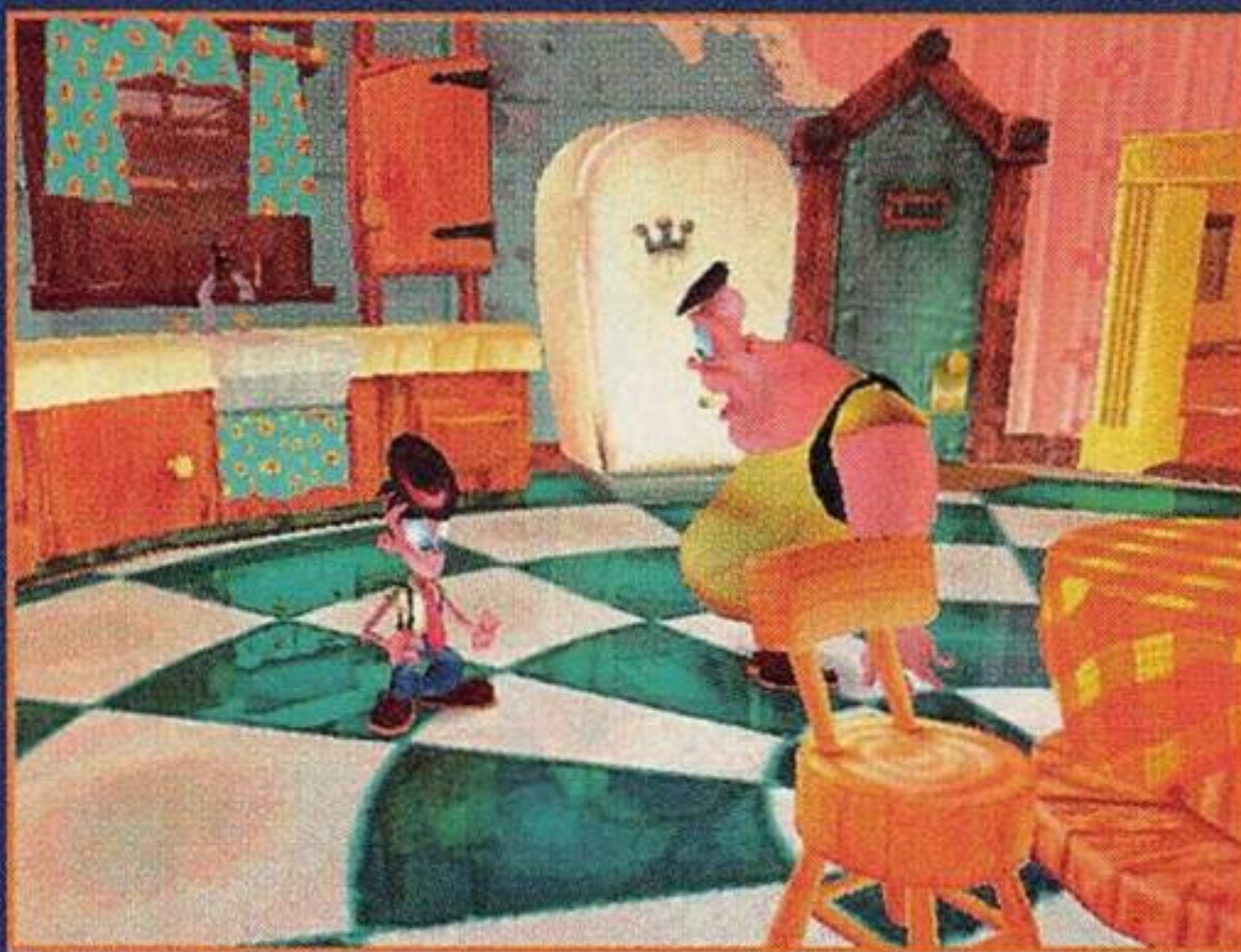
A different kind of aquatic creature—and we mean entirely different—is Seaman. Not a game so much as an interactive



Floigan Brothers (Sega)



Ecco The Dolphin: Defender of the Future (Sega)



Floigan Brothers (Sega)



Seaman (Sega)

virtual-life simulator, Seaman interacts with users via voice recognition technology—you say something into a headset microphone, and the half-fish, half-human creatures respond from inside the virtual aquarium. Players raise and teach multiple fish-things over the course of the game. Think of it as high-tech Sea Monkeys. An interactive Seaman demo wowed the crowds at E³, and the program recently went on sale in Japan, but a U.S. release has yet to be confirmed.

...OR NIGHTMARE?

But there's still one big question that nobody likes to talk about: Will the Dreamcast be trumped by the competition before it really gets to strut its stuff? Sony and Nintendo are building their new hot-rod consoles, which will race for dominance sometime in 2000. That still gives Sega a huge head start, but ultimately, this race is one of distance, not speed. Can the Dreamcast survive? With so many games in the pipeline, it'll certainly be fun finding out.



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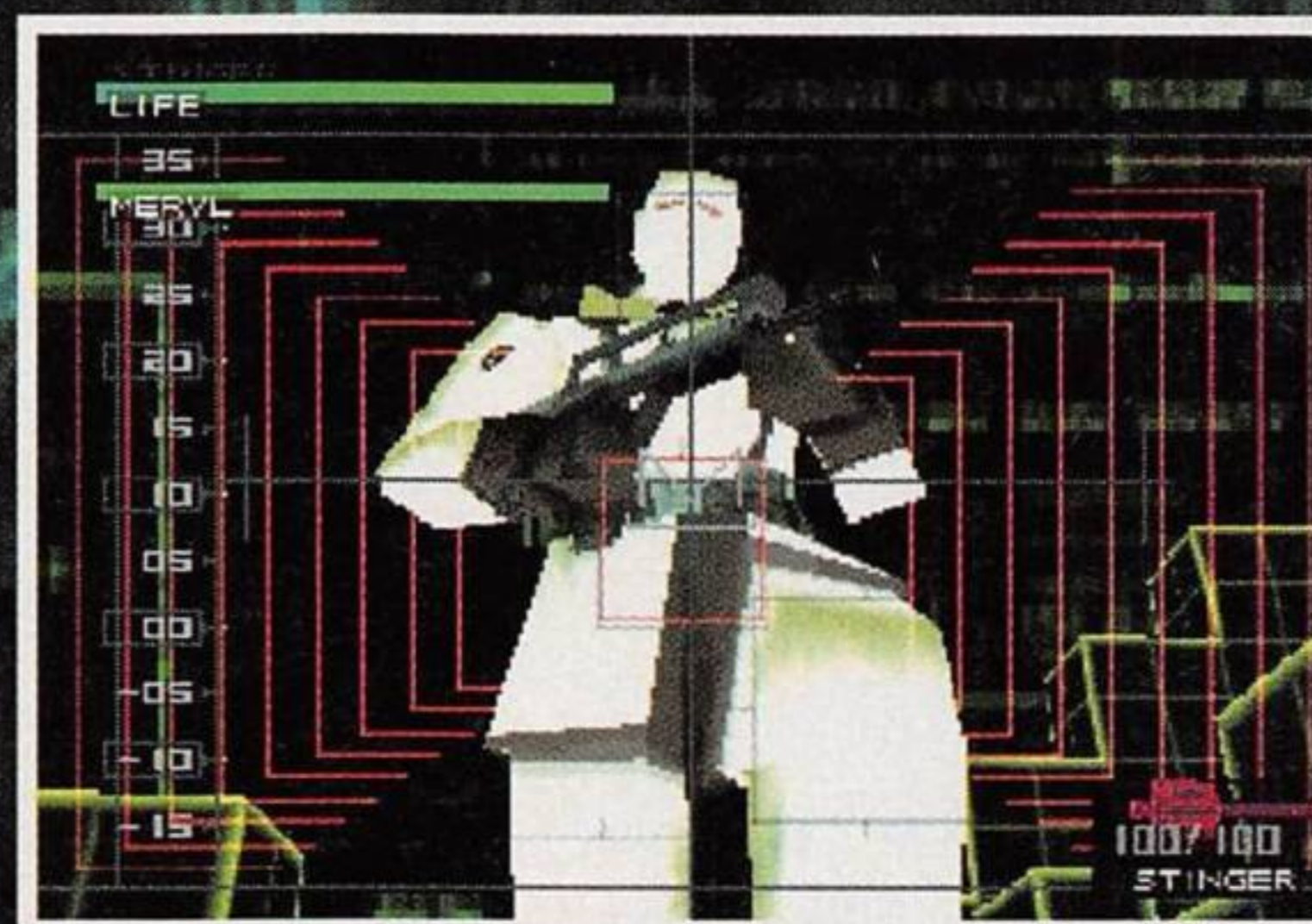
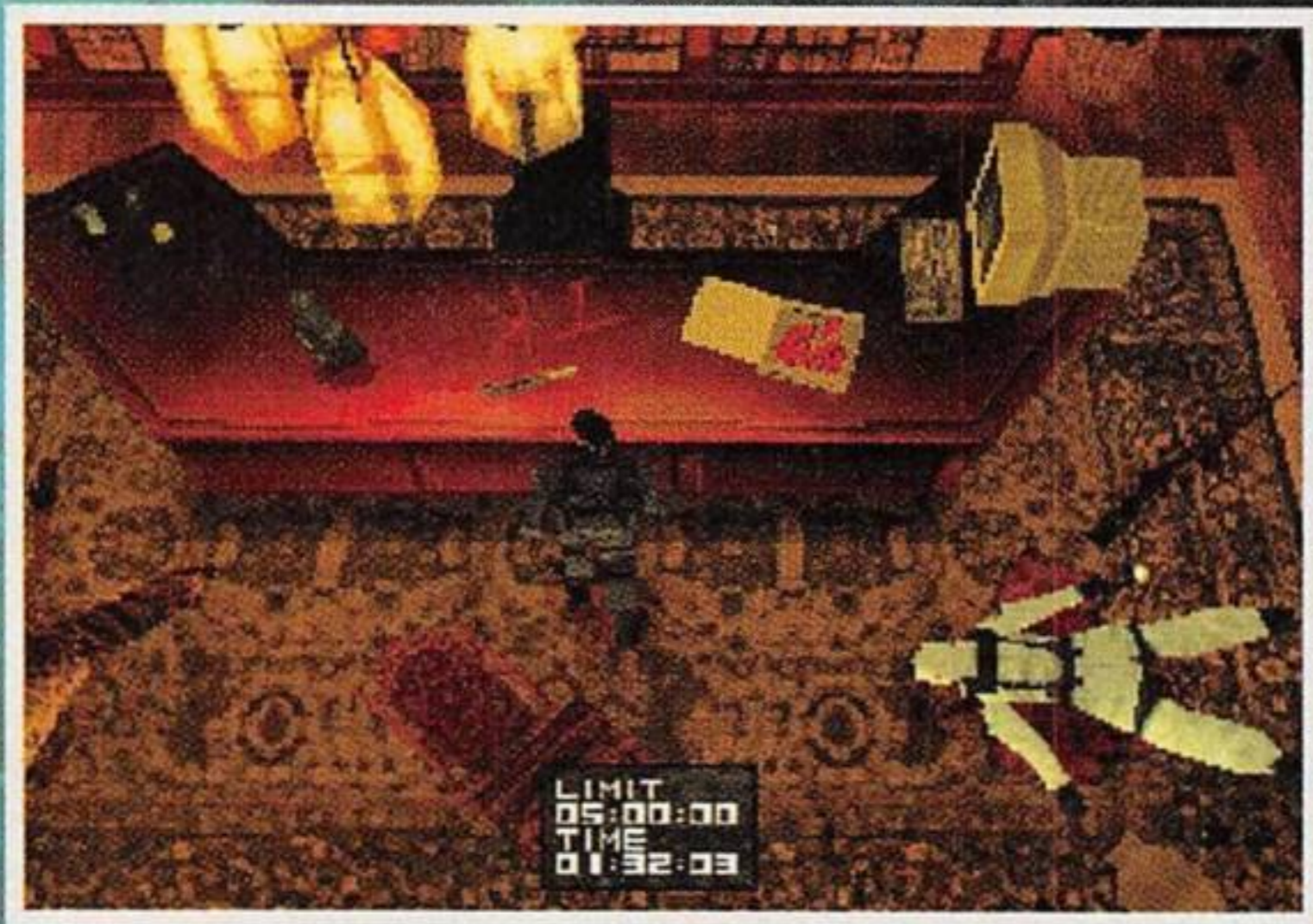
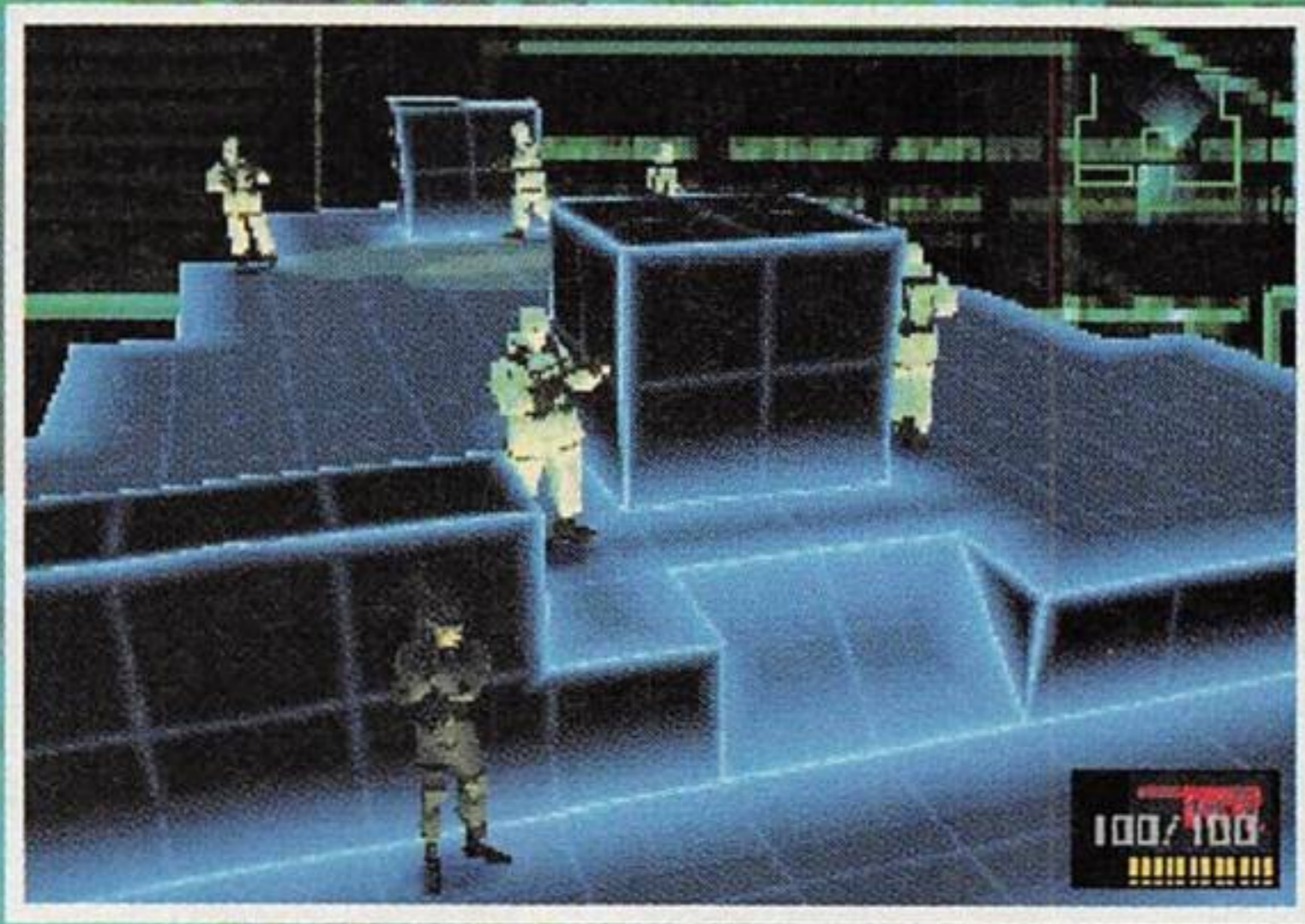
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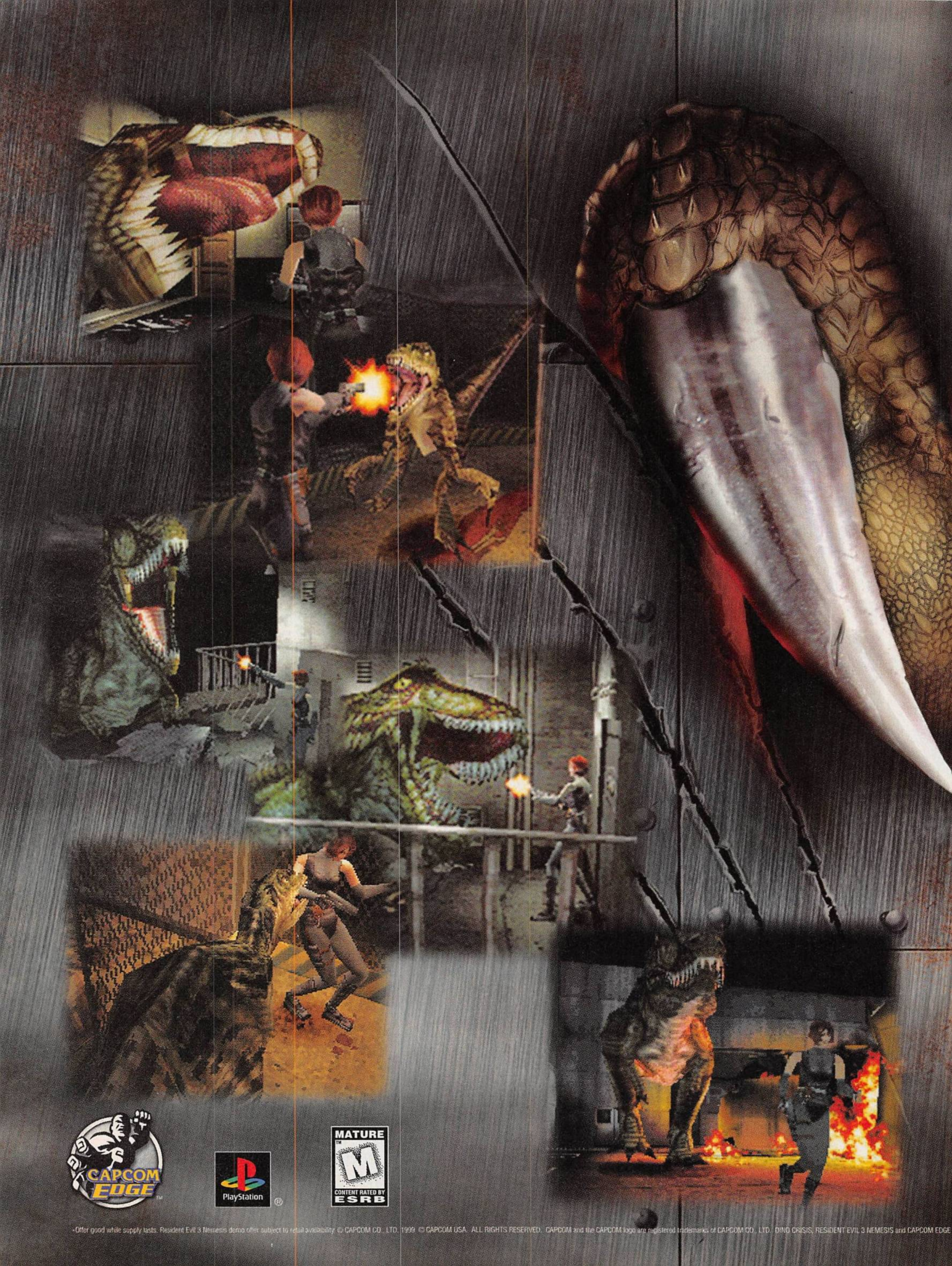
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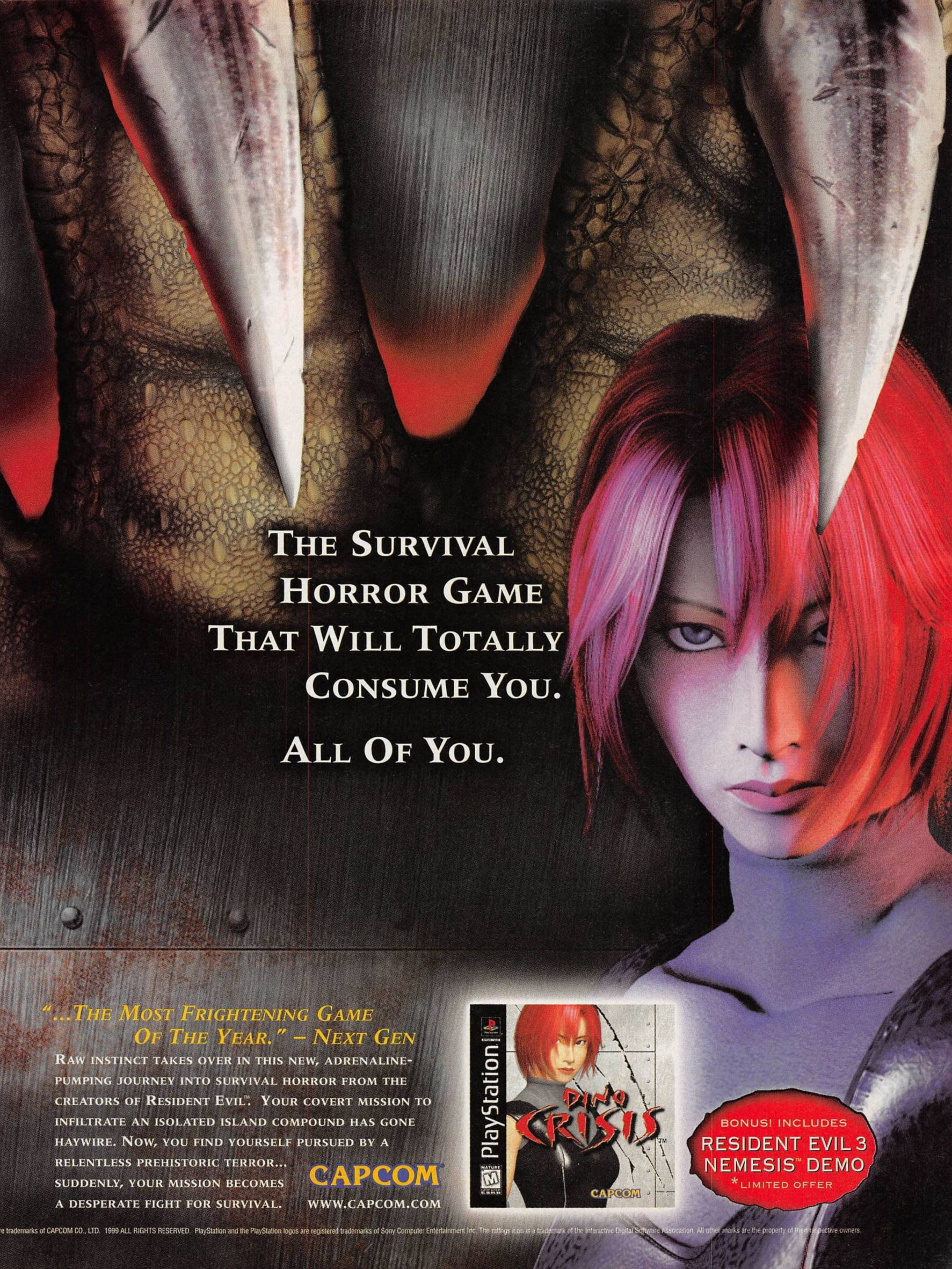
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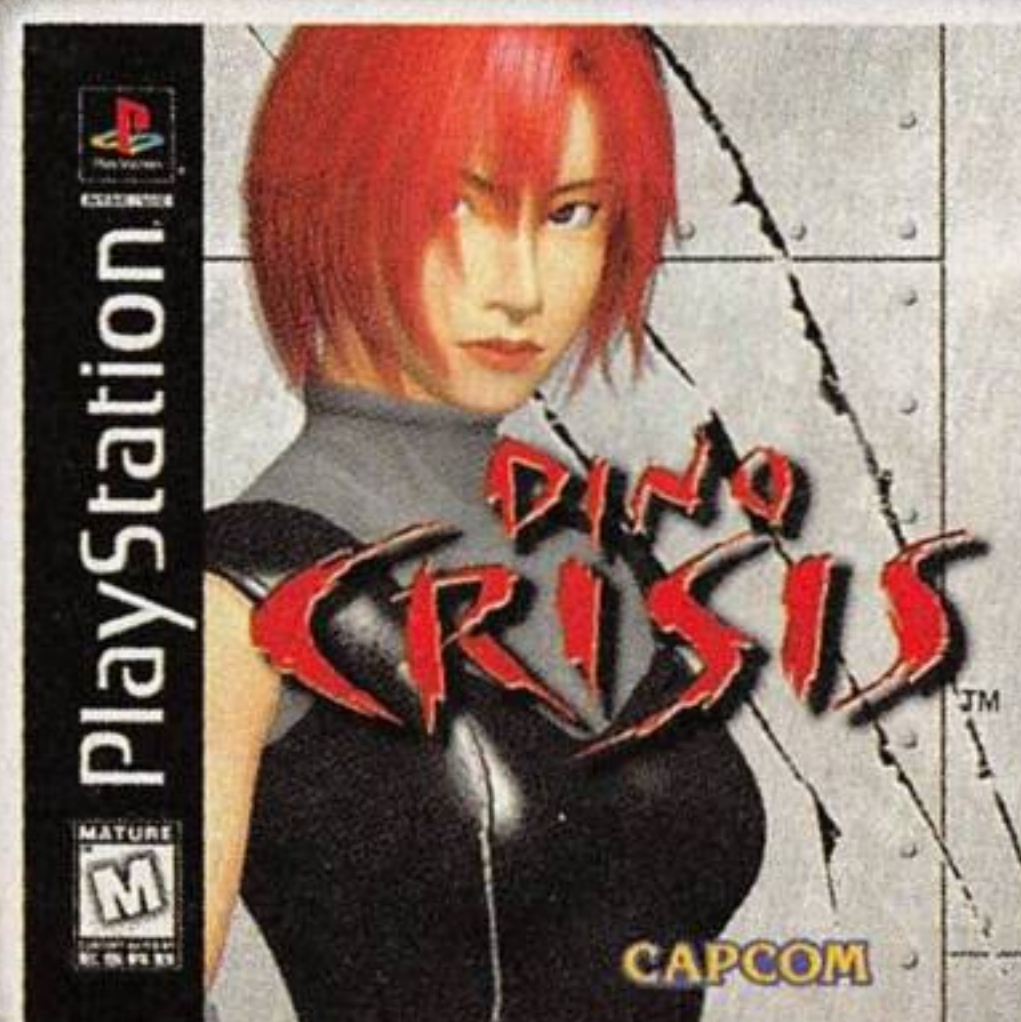


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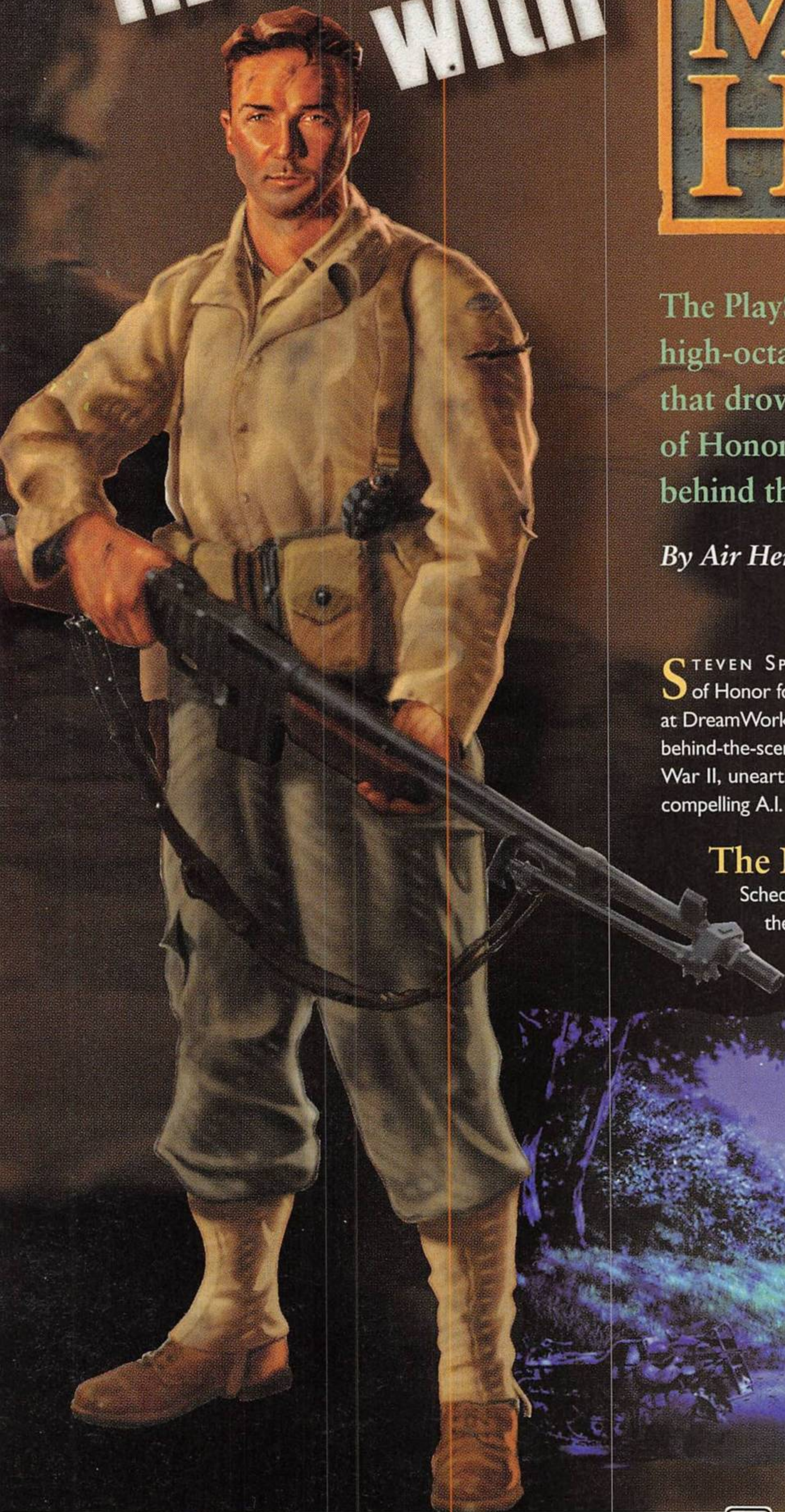
The PlayStation may finally score the kind of high-octane, first-person shoot-em-up thrills that drove GoldenEye to N64 stardom. Medal of Honor by DreamWorks Interactive puts you behind the lines during World War II.

By Air Hendrix

STEVEN SPIELBERG HAS long been known as a master of cinema, but with Medal of Honor for the PlayStation, he may just establish himself and the development team at DreamWorks Interactive as masters of first-person combat. With Spielberg acting as a behind-the-scenes guiding force, Medal of Honor delves into the vast landscape of World War II, unearthing a GoldenEye-style shooter that already sizzles with lush graphics, compelling A.I. and gameplay, and immersive historical detail.

The Night Before Normandy

Scheduled for an October release, Medal promises to drop gamers right into the thick of World War II for thumb-blistering combat. Each of the game's



eight levels, which span three to four missions each, takes place at the scene of an actual WWII event such as the raid on V2 rocket launch pads in France or the sabotage of the German atomic bomb research plant in Norway.

In fact, the action begins in 1941, just before Allied forces hit the beaches of Normandy to begin the invasion of German-occupied Europe on D-Day. Medal of Honor kicks off as Jimmy Patterson, a pilot in the Air Transport Corps, is shot down while flying in troops and cargo during the huge aerial drop that took place the night before American forces began their assault. Heroically, Patterson manages to get his troops to their target, taking out lots of Nazis along the way.

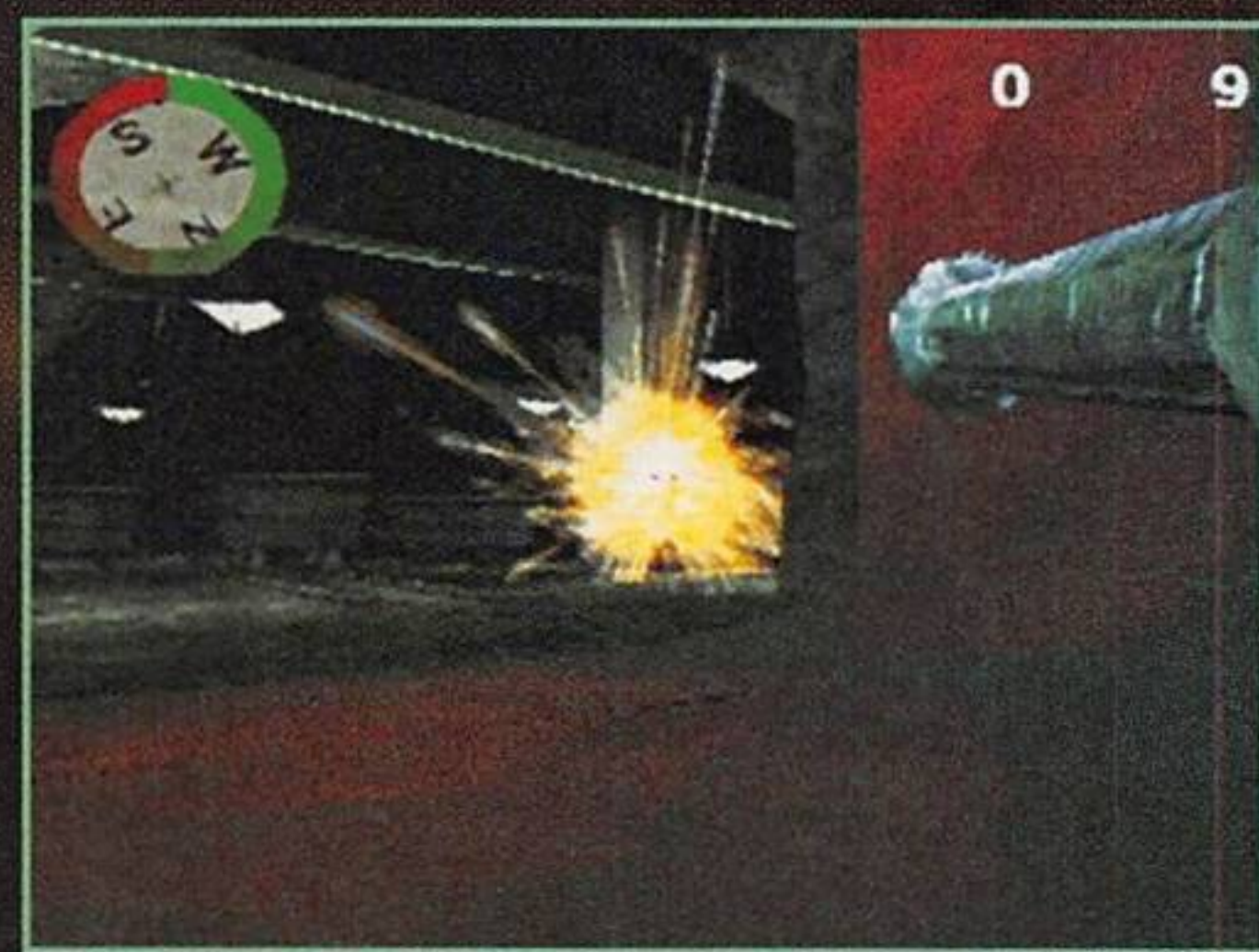
"We wanted someone at the bottom rung of D-Day," explains Peter Hirschmann, Medal's producer. "The game's about rising above the call of duty." In fact, Patterson's nominated for the Medal of Honor for his actions, drawing the attention of the OSS (that era's version of the CIA), which recruits him for covert operations inside Nazi-held territory. And that's where the game begins.

Director's Touch

Work on Medal, however, began in 1997 when Spielberg wrapped principal photography on his other, more famous World War II project, the film *Saving Private Ryan*. "Steven was always interested in doing a World War II game with us," Hirschmann recounts. "He's a gamer, and he knew what he wanted, talking about everything from the mission structure to the medal-ranking system. He wanted the game to be from the viewpoint of an American soldier—not an unreal supersoldier, but the common man's perspective."



A grenade blasts apart a group of Nazis while Patterson crouches behind cover.



Uncorking a bazooka round into a Nazi ends the skirmish pretty quickly....



Lurking in the concealment of the hedgerows, Nazis have the advantage of surprise—and their sudden attacks can leave you disoriented until you locate them.

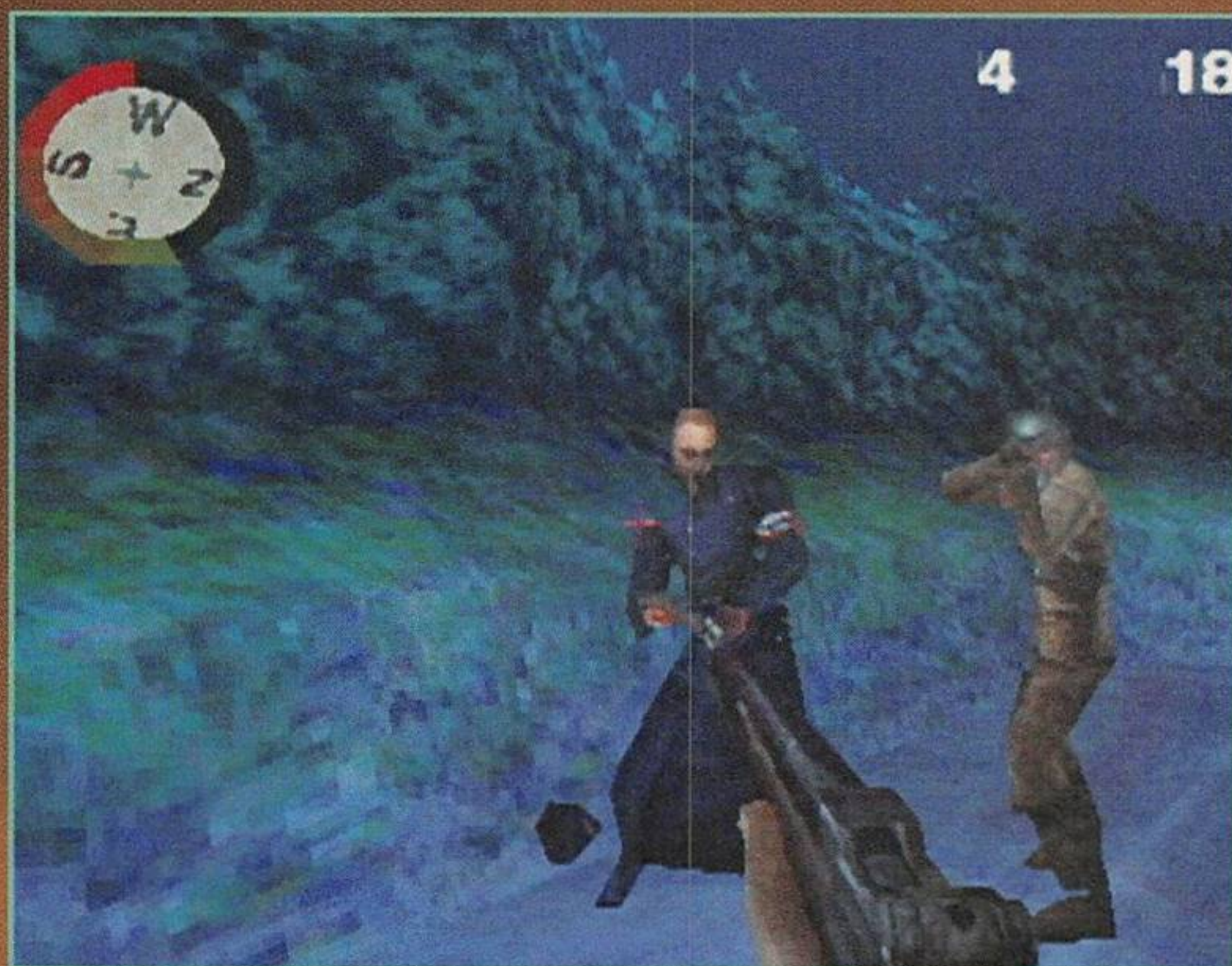
To help pull that off, Spielberg introduced the DreamWorks development team to Captain Dale Dye, USMC (retired), a combat veteran and military historian who served as an advisor on such movies as *Platoon*, *Born on the Fourth of July*, and *Saving Private Ryan*. Dye worked with the developers to shape the framework of the story, plot out realistic missions with practical combat techniques, and otherwise keep the game as historically accurate as possible.

Murder in the Hedgerows

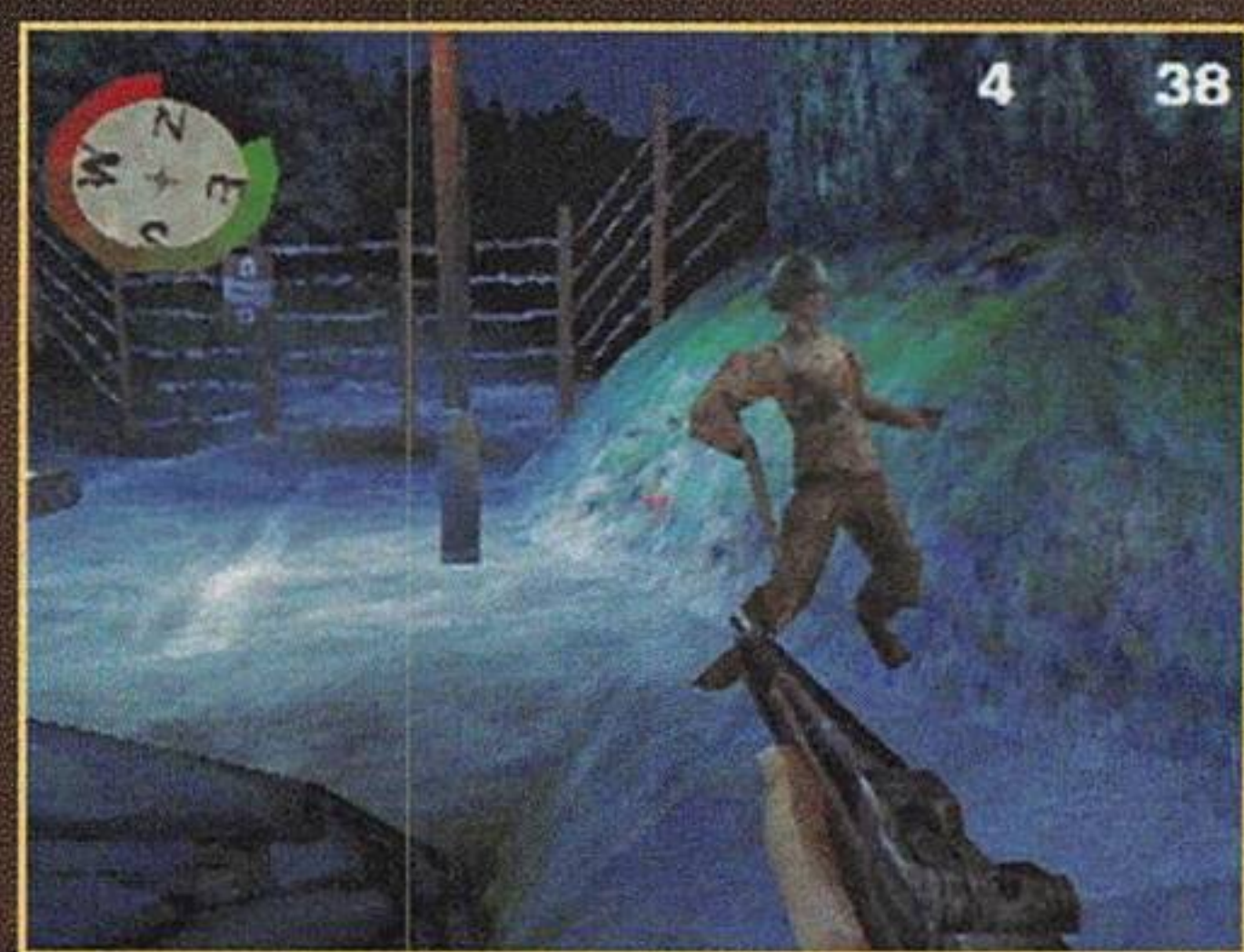
Dye's efforts paid off in spades. In an early preview version, Medal's immersive, realistic settings—beginning with the hedgerows at Normandy—looked to be an awesome gaming environment that should be a refreshing departure from the dungeon-like corridors of other shooters.

One of the great military-intelligence blunders of World War II was that U.S. troops weren't prepared for the hedgerows that awaited them in Normandy

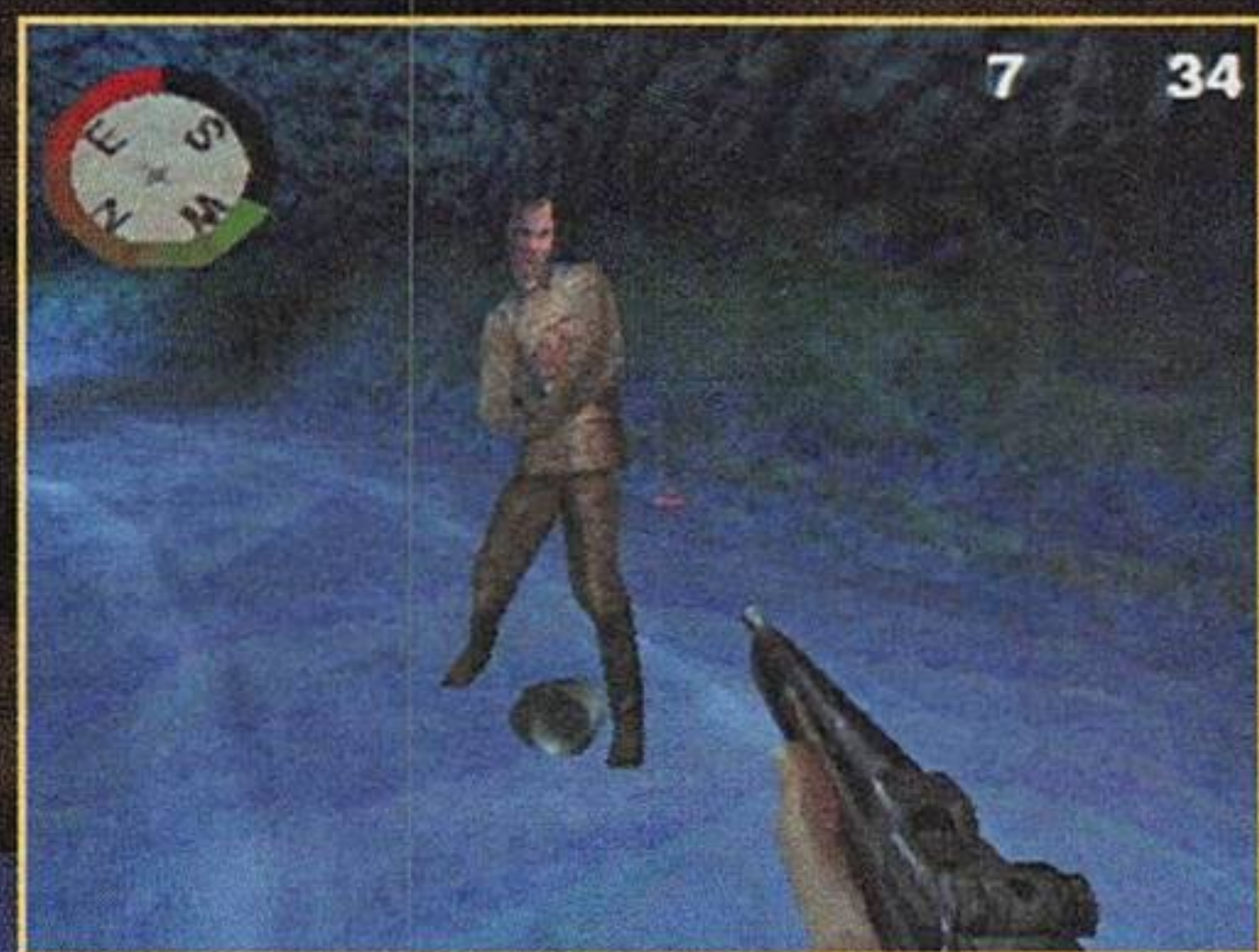
CONTINUED ►



Patterson faces down a Gestapo agent and a Nazi soldier.



Storming a machine-gun nest, Patterson must take down the opposition before they can turn the high-powered weapon against him.



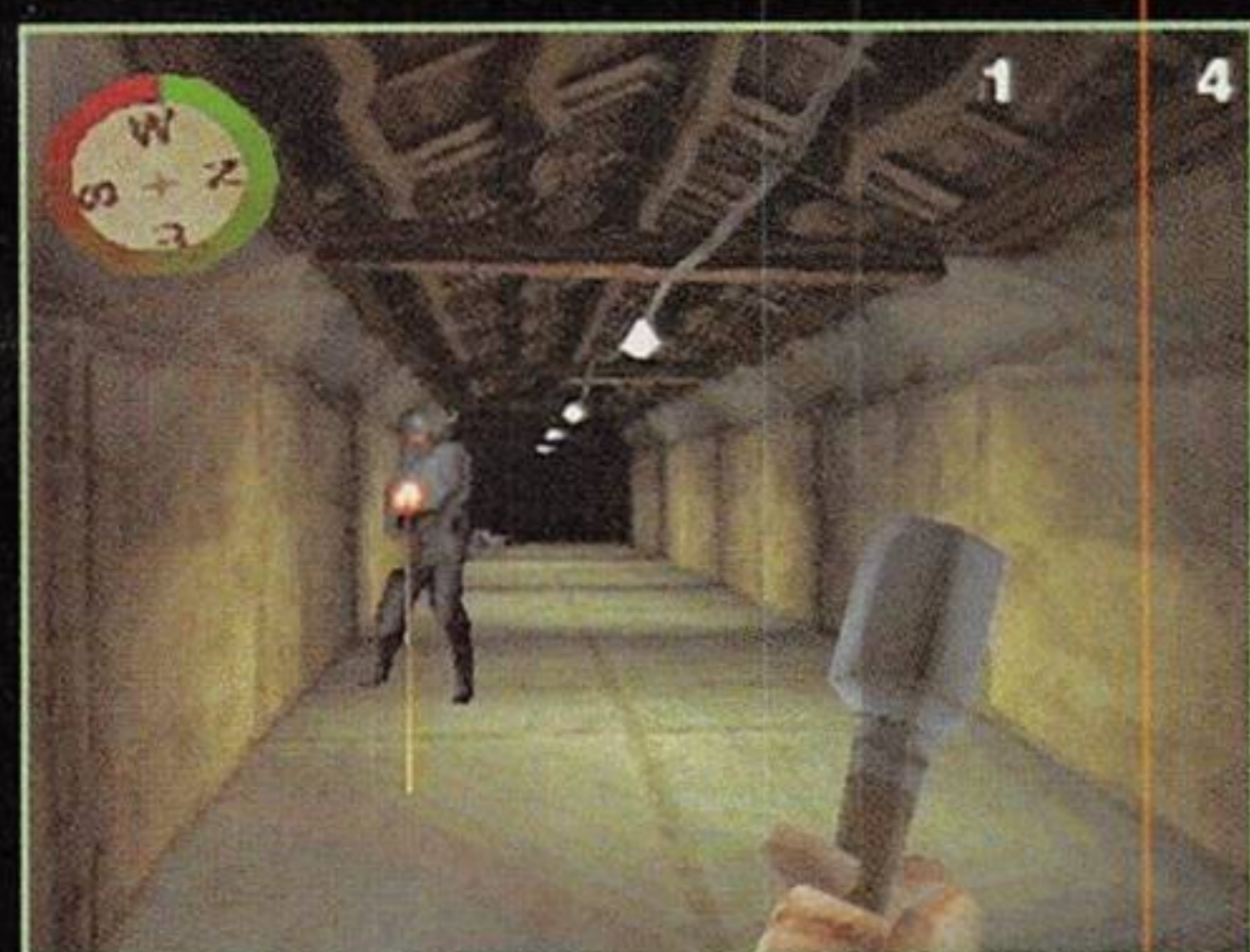
A Nazi soldier attacks Patterson in the hedgerows.

once they survived the D-Day beach landing. Mazelike shrubs about nine feet tall, the hedgerows concealed the entrenched German troops, who definitely had the advantage. "We used this to shape the geometry of the environment in the first level," Hirschmann says. "Enemies were hiding in the foliage; you'd hear them moving around, but couldn't see them. We tried to capture that feeling."

In the preview version, they definitely did. The hedgerows in Medal are a dark but visually impressive maze—the details are so rich, you may mistake it for an N64 game. As you creep through, German-speaking voices, footsteps, and barking dogs echo around you, building tension. Bullets suddenly fly at you from nowhere, and you have to evade them while locating the enemy's hiding place in the hedgerows. If you turn a corner too confidently, you'll probably stumble into a machine-gun nest and get mowed down before you can react. Medal of Honor is shaping up into a compelling gaming experience, mixing exciting combat with the need for stealthy smarts.

In a later mission, you're ordered to sink a new prototype sub that the Nazis are building, one that's twice the size of a regular U-boat. "History shows that the Germans launched such a sub, but it sank under mysterious circumstances," Hirschmann says. "We extrapolate from that to 'explain' the mysterious circumstances behind the sinking in the U-boat level."

Multiplayer action wasn't neglected, either—Medal will offer two-player split-screen deathmatches. Hirschmann puts it well: "Nothing's more satisfying than banking a grenade off a wall and into your buddy. You can't blame it on an A.I. problem—he just should've taken cover!"

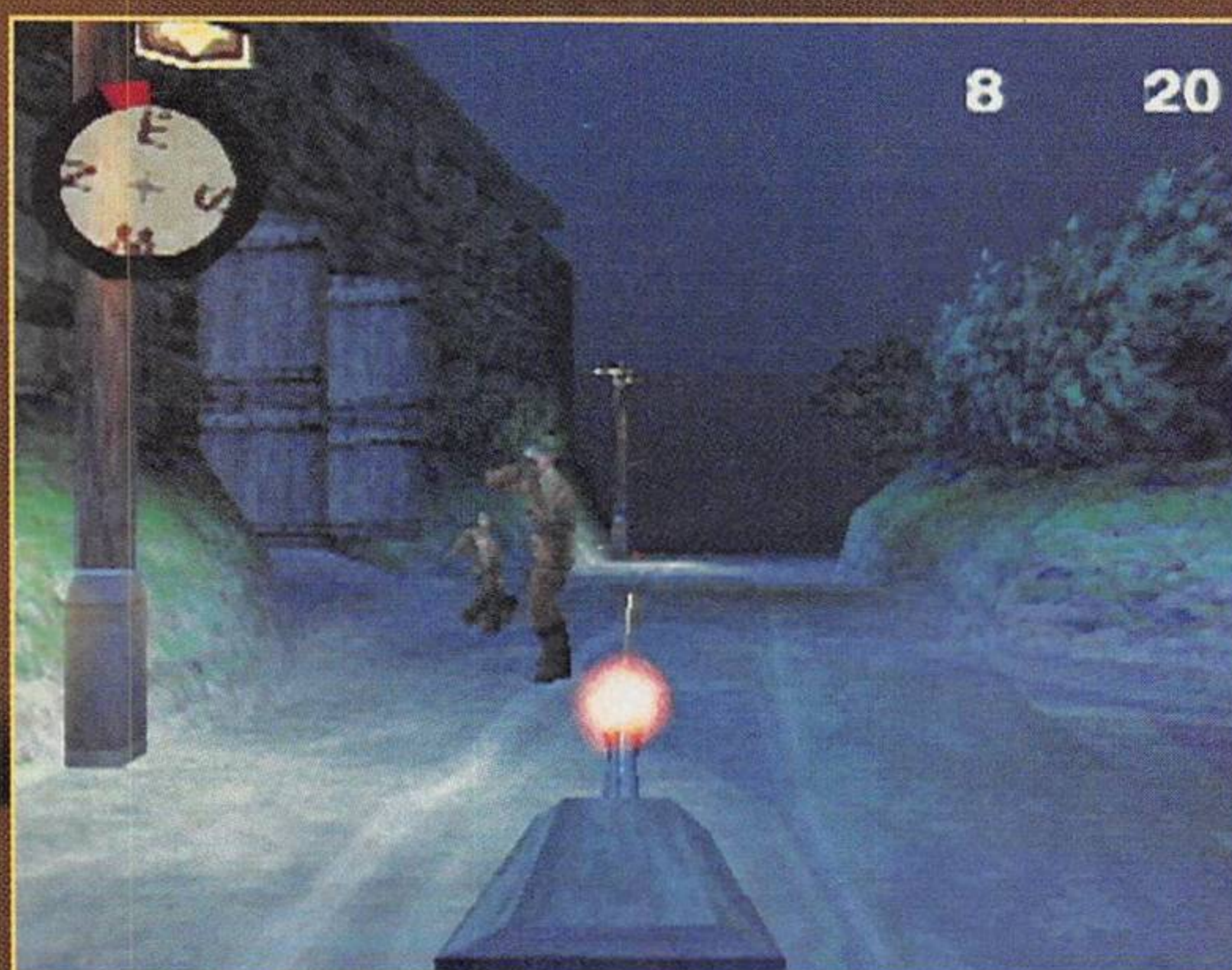


Armed with a German "potato masher" grenade, Patterson faces heavy resistance.

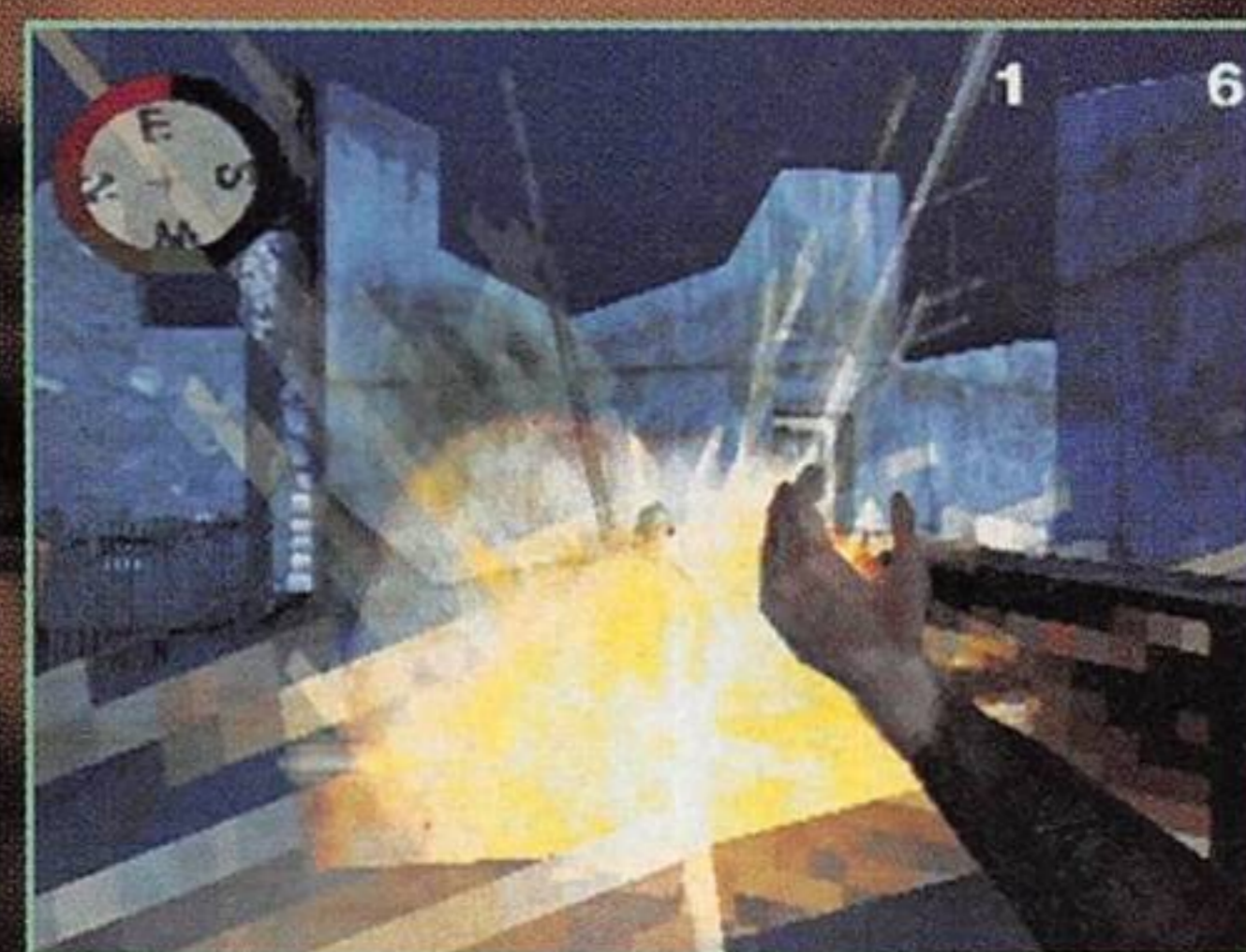
WWII Weaponry

DreamWorks also made sure that the game's 15 weapons stayed true to the World War II setting. You'll begin with standard-issue G.I. armaments: an M-1 Garand rifle and some Mark-2 fragmentation grenades. As the levels progress, you'll score Colt .45 automatic pistols, bazookas, Thompson submachine guns, and German firearms, and even get to blast away from inside a machine-gun nest.

The badass of them all, though, is the Browning Automatic Rifle, or "B.A.R.," a heavy-duty rifle that sprays serious quantities of lead. If you saw *Saving Private Ryan*, you'll probably remember the huge gun carried by a member of Tom Hanks' squad as they searched the French countryside—that was a Browning.



After capturing a German machine-gun nest, Patterson blazes away at the enemy.



If you connect with a grenade toss, the enemy won't have a chance to throw it back at you.

German Engineering

Another area where Medal will likely shine is the enemy A.I. Even in its unfinished state, Medal sports some of the smartest enemies in console gaming. If you lob a grenade at a Nazi, he'll pick it up and toss it back at you, kick it away, or if he's out of time, pounce on top of it to save his fellow soldiers. The Germans also fight fiercely, diving for cover if you take too long to line them up in your sights and pursuing you relentlessly when you flee.

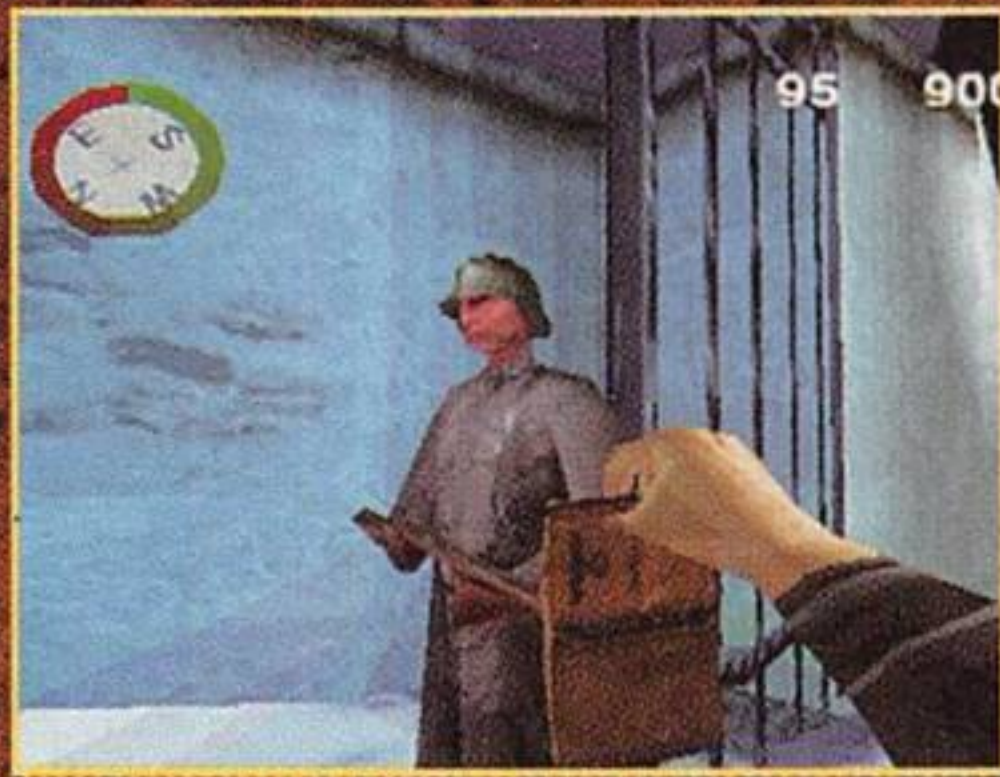
In one level of the game, you're disguised as a Nazi and must show I.D. papers to guards in order to



Stealth and good aim will get you through the hedgerows, even though you're outgunned at every turn.



When disguised as a German officer, Patterson must show his I.D. papers to proceed past checkpoints.



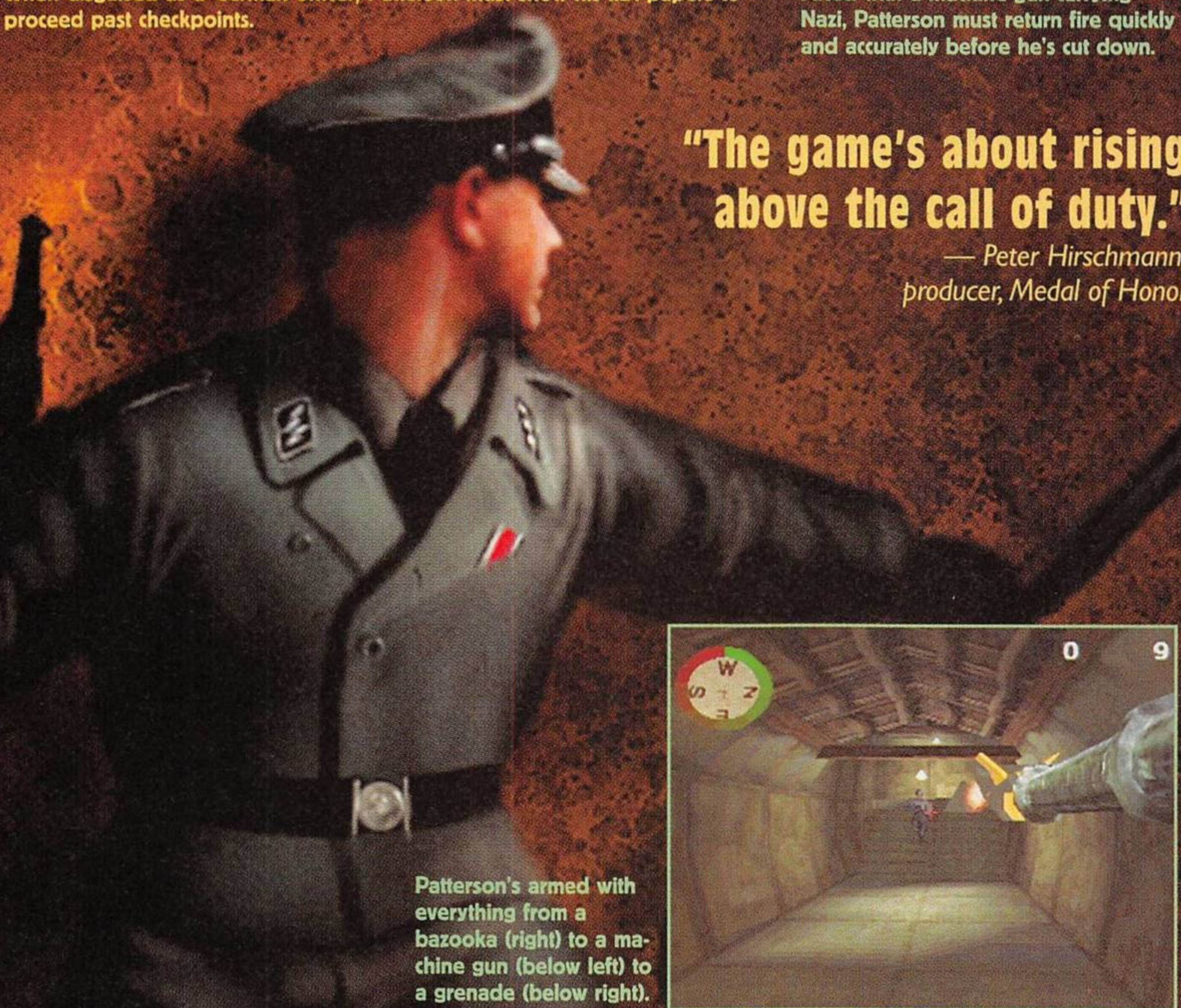
Faced with a machine-gun-carrying Nazi, Patterson must return fire quickly and accurately before he's cut down.

"The game's about rising above the call of duty."

— Peter Hirschmann, producer, Medal of Honor

A.I. Wizardry

Medal of Honor's computer-controlled enemies sport some serious intelligence, pursuing you relentlessly and dodging out of your sights just when you want to shoot. Throwing grenades at them can be just as risky for you as it is for them.



Patterson's armed with everything from a bazooka (right) to a machine gun (below left) to a grenade (below right).



For example, this Nazi just picked up Patterson's grenade and is lobbing it back at him.

proceed through checkpoints. Over time, however, since you never talk (Patterson doesn't speak German), the guards gradually become suspicious and start trailing you, so you have to either find better papers or figure out how to take out the guards silently. "A first-person shooter is about engaging the enemy—we wanted to make sure the player got the most feedback possible from combat," says Hirschmann. That feedback—facing an enemy that isn't brainless cannon fodder—should make Medal a truly enjoyable challenge.

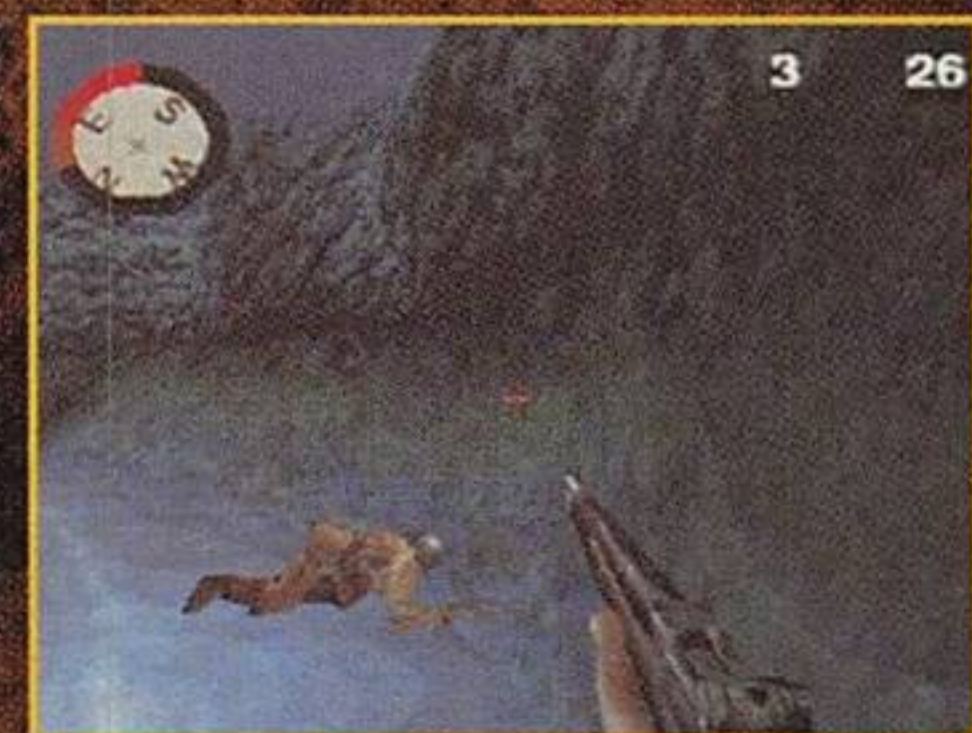


This German kicks the grenade out of harm's way.

Visually, your efforts will be rewarded with topnotch animations. The German soldiers jerk around in surprise when you sneak up on them, clutch at wounds all over their bodies, and struggle to crawl away when they're badly injured. Their fluid, lifelike animations will nicely complement their realistic behavior, helping bring the action to life.

Chest of Medals

Hirschmann puts it best when explaining why Medal and its gameplay are building a buzz in the game industry. "You'll get into a situation where you're fighting a couple of guys, you're low on ammo, and you have to think about what to do," he says. "Sure, you have to have skilled reactions, but you also have to think because the quickest way to die is to stand up and dash in." It's that combination of strategy and twitchy action, along with the game's engaging environments and compelling story, that's positioning Medal as one of the fall's most promising action games.



Knowing he's defeated, this enemy tries to crawl away to safety.



It goes 0-60 almost as fast as it goes 0-360°



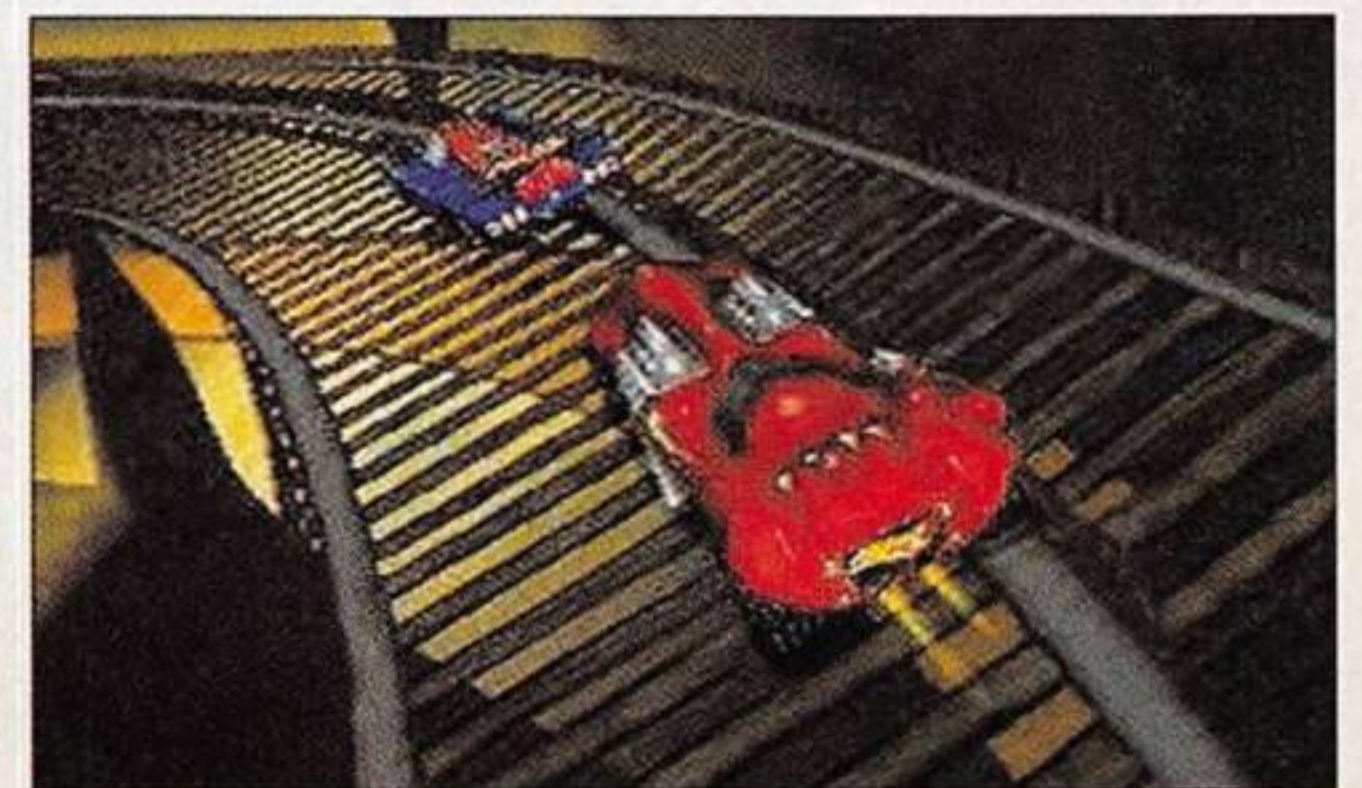
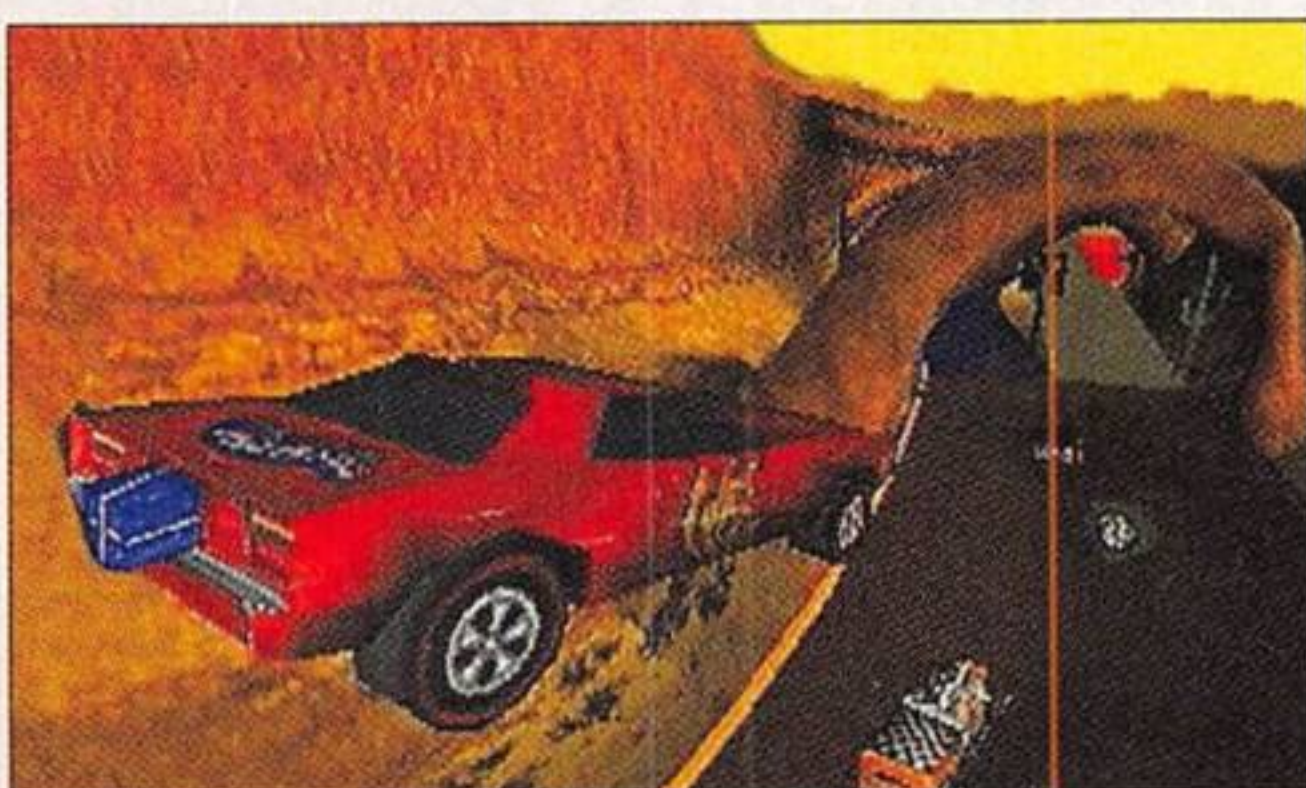
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SKATEBOARDERS ARE TEARING up sidewalks everywhere; soon, they'll even be able to grind on the PlayStation. This October, Activision and developer Neversoft are set to thrust gamers into the ultimate skating game—Tony Hawk's Pro Skater.

Born to Fly

In Pro Skater's virtual parks, gamers will rip it up as some of today's top thrashers, including Bob Burnquist, Bucky Lasek, Chad Muska, and of course Tony himself, through outstanding modes such as the half-pipe challenge, single-player career, two-player split-screen, and more. Your goal is to become the highest-rated skating champ, and it won't be easy. To gain the top rank, you'll have to go out on a limb (without breaking any, that is) in insane competitions by busting the most amazing tricks possible, such as the Madonna and the Impossible Frontside 540. If you really have the skillz, you can even pull off the infamous 900!

Unlike some of the other recent skating and snowboarding titles, Top Skater presents gamers with 10 fully interactive 3D worlds

motion-captured moves courtesy of Mr. Hawk. Not only will you be able to pull off some sick tricks, you may even become sick after you watch your virtual skater contort and bend horribly, planting their face into the side of a pool after a 25-foot fall.

Just as impressive as Pro Skater's visuals are its extremely responsive controls. The skaters share a roster of common tricks and each can bust a few personal dandies. The game's sophisticated trick/combo system enables gamers to pull off literally hundreds of tricks and stunts with



Tony Hawk's Pro Skater

If you're going to make a killer skateboarding game, you'd better be prepared to put it all out there! Here's a look at Pro Skater, featuring skating legend Tony Hawk. By The Rookie

where anything and everything you can imagine doing on a skateboard is possible. Neversoft has deftly created complete, fully skateable virtual parks full of incredible details like ramps, rails, rooftops, pools, park benches, and concave surfaces for your skating enjoyment.


It's a Sick and McTwisted World

Even in an unfinished version, Tony Hawk's Pro Skater already deserves to be called the best skateboarding game ever. In addition to the beautifully designed courses, gamers will be treated to some truly awesome

ease. Plus, Pro Skater sports a relatively easy learning curve that allows players to gradually progress to more difficult moves.

The sound is just as killer as the graphics and control. The skateboarding audio effects are right on, and the music stars hot bands such as Rancid and Primus.

Half-Pipe Dreams

Whether you're a fan of games such as 720°, a seasoned skateboarder, or a newcomer to the sport, stay tuned to the pages of GamePro for the review of Tony Hawk's Pro Skater. It's a wicked ride you won't want to miss! 



Like its namesake, Tony Hawk's Pro Skater soars.

Photo courtesy of Brett Rector

Gettin' Sick with Mr. 9

GamePro recently sat down with Tony Hawk to discuss highlights of his awesome career and to gain a little insight on the game bearing his name, Tony Hawk's Pro Skater. *By The Rookie*

GAMEPRO: *How did you get into skating?*

TONY HAWK: My friends used to skate around our neighborhood, and I picked up an itch to do it. My big brother, Steve, gave me one of his older boards, a Bahne fiberglass model, and taught me how to ride down the street when I was 10.

GP: *When did you turn pro?*

TH: At the ripe old age of 14.

GP: *What have been your greatest contributions to skating?*

TH: Athletically, my contributions have mainly been techniques and maneuvers. But my greatest contribution has been to show people that skating can be a positive influence on their lives.

GP: *What was the first big trick you pulled that impressed your peers?*

TH: Before I was sponsored, I pulled a trick called the Frontside Rock and Roll that really got the crowd going. To do it, you approach the edge of the ramp and let your front wheels go over the top, then rock the bottom of the board on the top. After briefly stalling, you lift your front wheels and pivot 180 degrees on your rear wheels in the direction of your front wheels, then ride away, going forward.

GP: *Which of your tricks are your favorites?*

TH: Some of my favorites are the Heelflip, Varial, Lein Air, Ollie 540, 720, Varial 720, and the 900. There are more, but they're mostly just variations of other tricks.

GP: *What's the sickest trick you've ever pulled off during competition?*

TH: Without a doubt, the 900 at this year's X Games. I'd been working on pulling off the 900 on and off for the past six years. The feeling afterward was just amazing. I still can't believe I actually did it.

GP: *Do you feel the X Games have helped legitimize skating as a sport instead of it just being something that kids do to annoy the local authorities?*

TH: The Games have helped tremendously in legitimizing skating as a true sport. All the public skate parks that are cropping up are proof.

GP: *You've been a mainstay in skating for more than 16 years and a legend for almost that long. How do you feel about being immortalized in your own video game?*

TH: It's unbelievable! Especially with a game this amazing.

GP: *How much are you involved with the making of the game?*

TH: I actually have a lot of input. I advise the programming team on what should be included, such as what kind of tricks. I help with the layouts of the various tracks. I even did the motion-capture for the different tricks. About the only thing I didn't do was write code.

GP: *What was it like doing the motion-capture? Did the suit restrict your movements at all?*

TH: No, my movements weren't so much restricted as much as I just felt very vulnerable. When I fell, especially on my back, it felt like I was landing on a bed of rocks.

GP: *Were you a gamer before you started work on Tony Hawk's Pro Skater?*

TH: Yeah, you could say that.

GP: *What are your favorite games?*

TH: My favorites include Miner 2049er, all of the Mario incarnations, Skate or Die, the arcade version of Yie-ar Kung Fu, Lemmings, Beatmaster, Oddworld: Abe's Exoddus, Star Fox 64, Banjo-Kazooie, and Top Skater. I even bought an Amiga back in the day simply because you could play Marble Madness.

GP: *What's your current favorite?*

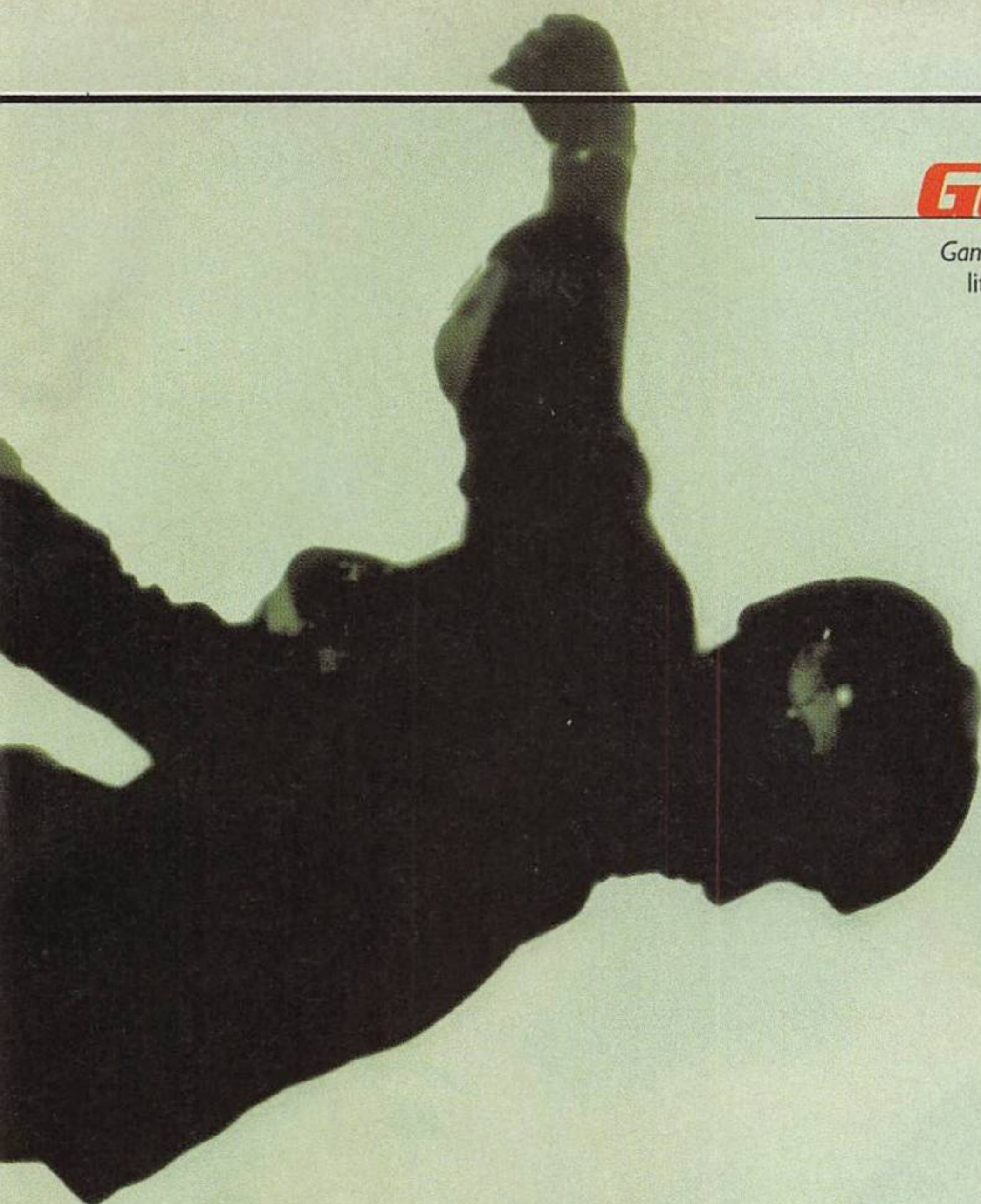
TH: I've been playing a lot of Pro Skater, as you can imagine. It's about all I have time for.

GP: *Do you take any game systems with you on the road?*

TH: I don't take any actual consoles with me, but I do have a PlayStation emulator and a couple of joysticks for my G3 Powerbook. It's a little jittery at times, but it works. My six-year-old son, Riley, has a Game Boy Color that I borrow sometimes if I have a spare moment.

GP: *When you decide to hang up the board, how do you want to be remembered?*

TH: I would like to be remembered as someone who had a positive influence on other people.



Pro Skater thrusts thrashers into kick-ass 3D virtual skate parks.



Tony skates with the alien at the Roswell track in New Mexico.



Pro Skater's incredibly detailed environments feature hazards and hot spots at every turn.



Madonna



Rocket Air



Benihana



Stalefish





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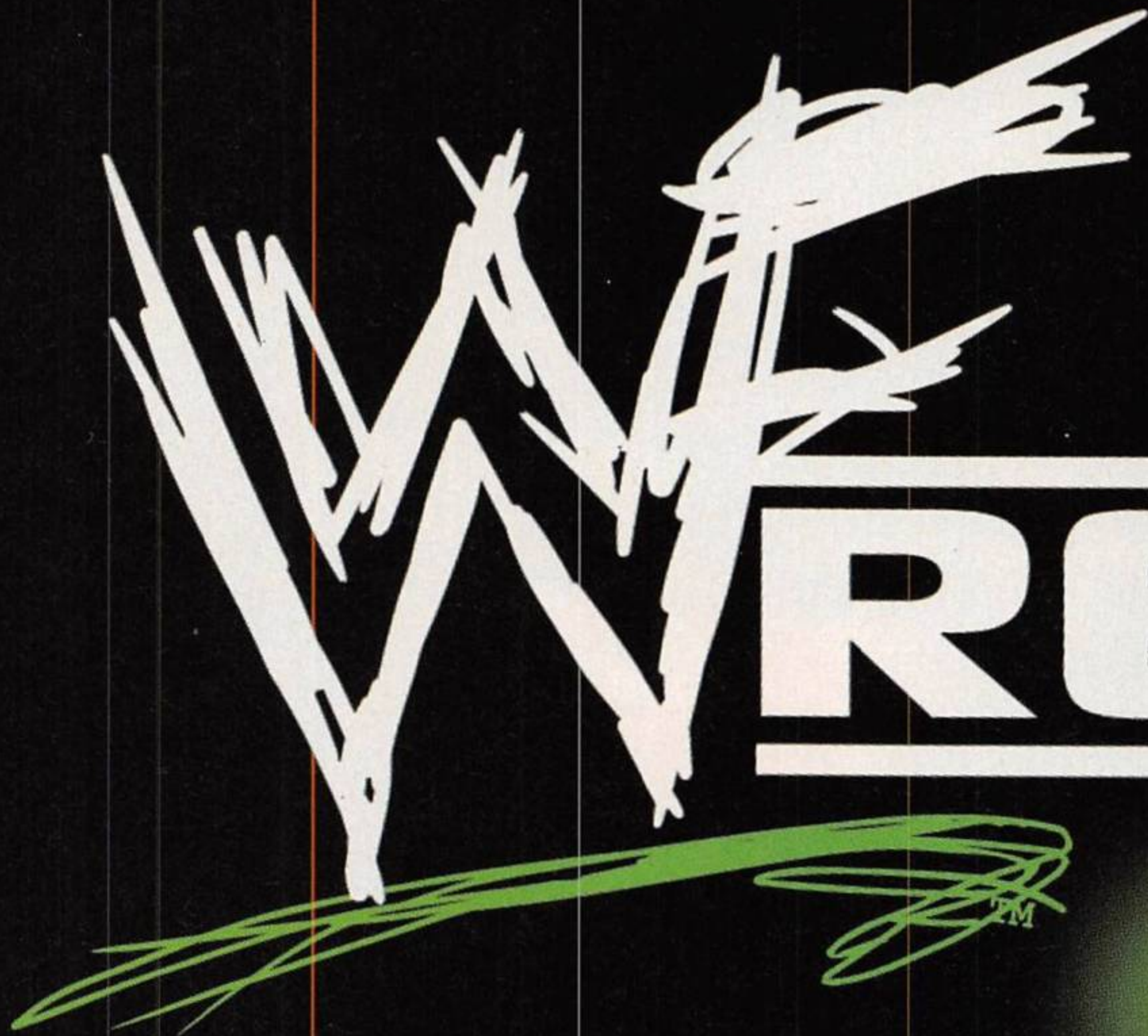


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«The new King



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November 1999

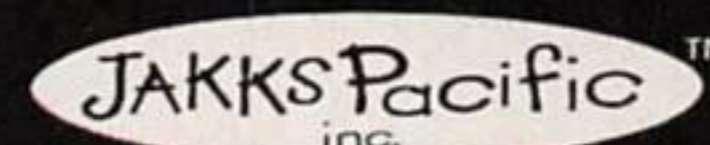
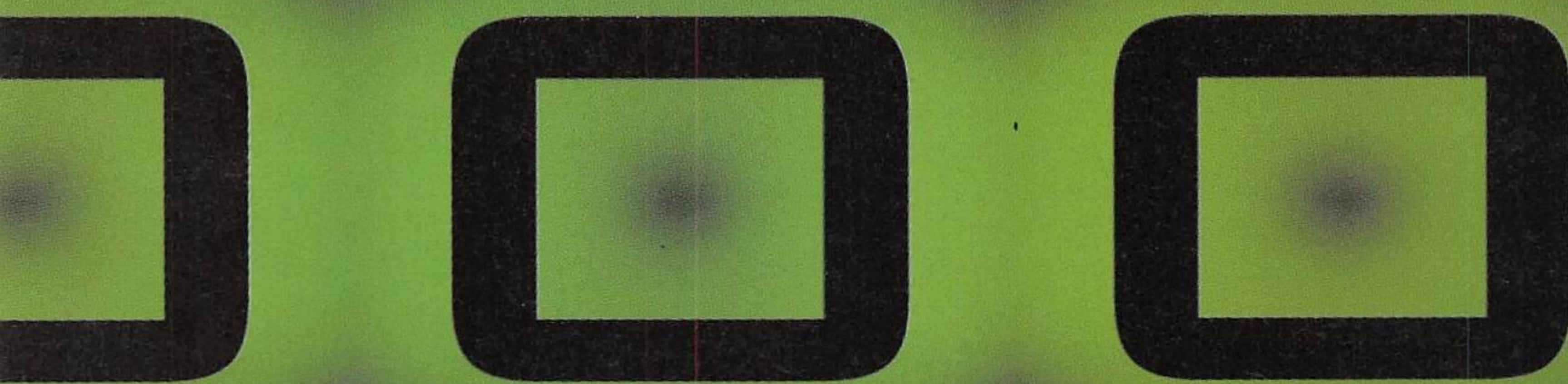


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enters the ring!"

-GamePro

LEMANIA™





BY ASH

- Published by Sierra
- \$49.95
- Available September
- Real-time strategy
- 8 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5 | 5.0 | 3.5 | 4.5 |

HOMHEWORLD

- Recommended System Requirements
- Pentium 266
 - 32 MB RAM
 - 450 MB on HD
 - 4X CD-ROM
 - PCI video card
 - 3D accelerator

REAL-TIME STRATEGY in the cosmos usually winds up being boring—in space, nobody can hear you snore. Not this time. Homeworld's not just a vibrant, serene ride through space, it's a well-balanced RTS mix of research, development, and eye-candy combat.

SPACE TRUCKERS

The discovery of a Guidestone (and its directions to your people's home planet) has set your clan on a *Battlestar Galactica*-esque journey to uncover its origins. You'll have to pilot the mother ship through both hyperspace and normal space, researching technology, harvesting resources, and defeating unknown enemies along the way.

Most RTS games have their exciting aspects and their brain-numbingly boring parts. Home-

world manages to make even the most mundane activities, such as scavenging and scouting, a hoot (and you only have to control these functions as much as you want or need to). But it's the combat that really brings this game home. With the variety of ships and weaponry, not to mention near-limitless tactics, interstellar melee is a blast in both single-player and multiplayer modes.

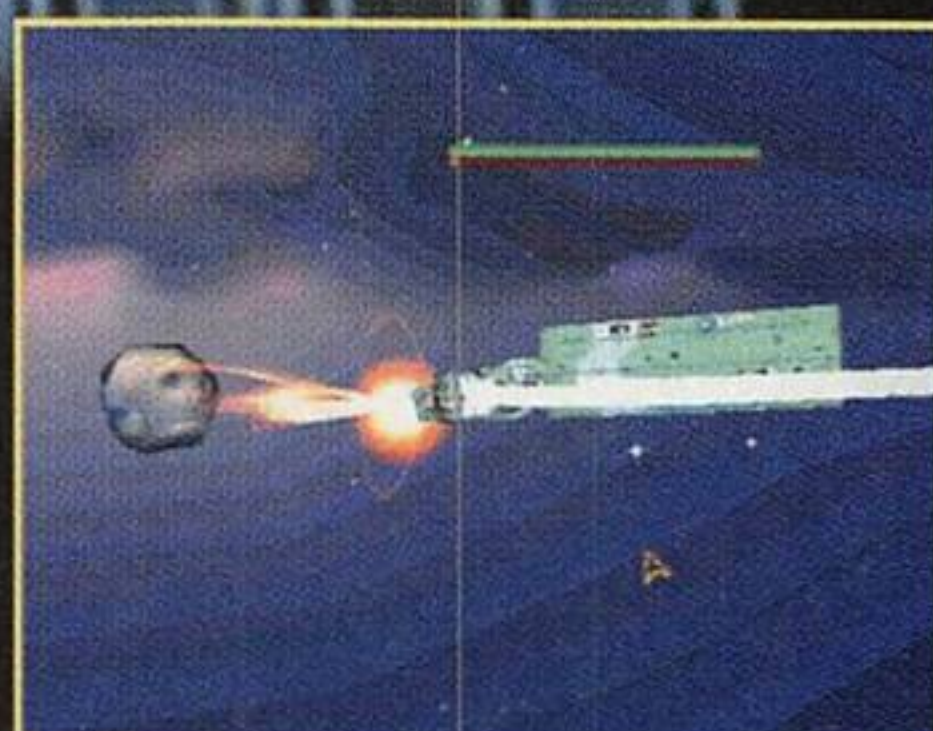
HOMEWORLD, SWEET HOMEWORLD

Homeworld could be a screen saver and gamers would leave it up and running all day long—it's that cool to watch. You can zoom in and see decal details on individual ships or zoom out and almost get lost in the vast expanse of it all. The score provides a hypnotic calming effect, and the sounds match the distance and action well—thrusters blast up close and fade to a distant hum as you pull back your view.

Mastering the controls of the true 3D environment takes some practice. Since ships can move in any direction, it's easy to get confused between multiple destinations. But the excellent training mode gives you a good boost up the learning curve and missions ramp up slowly to give you time to adjust.

HEADING HOME

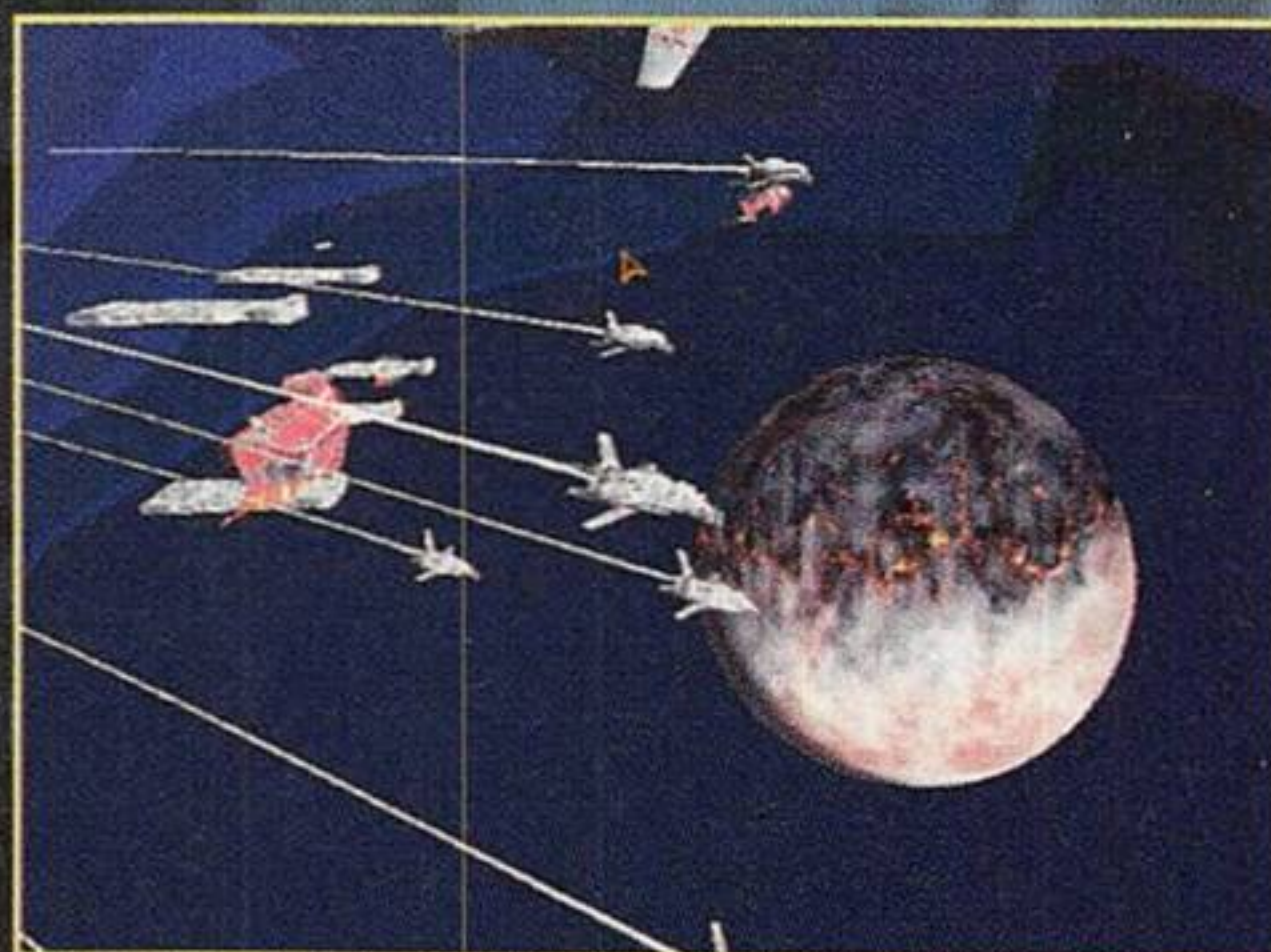
In addition, the A.I. paces itself to your ability and resources. If you head to a new mission with extra ships intact, the enemy will be a bit tougher; if you're shorthanded, the opposition will be lighter. It may have taken a bit longer than we'd hoped to get Homeworld, but now that we've settled in, it's going to be tough to move away. **G**



PROTIP: As with any RTS game, get those resources rolling early to avoid any barrel-bottom scraping while you're building new ships.



PROTIP: Always keep a protective force within easy striking distance of your mother ship. You can't afford to lose her.



PROTIP: Use the Tab key to cycle through the various formations. Don't leave your attack squads in plain ol' broad formation.



PROTIP: Set your fighters' tactics to aggressive to really get them after the enemy ships.



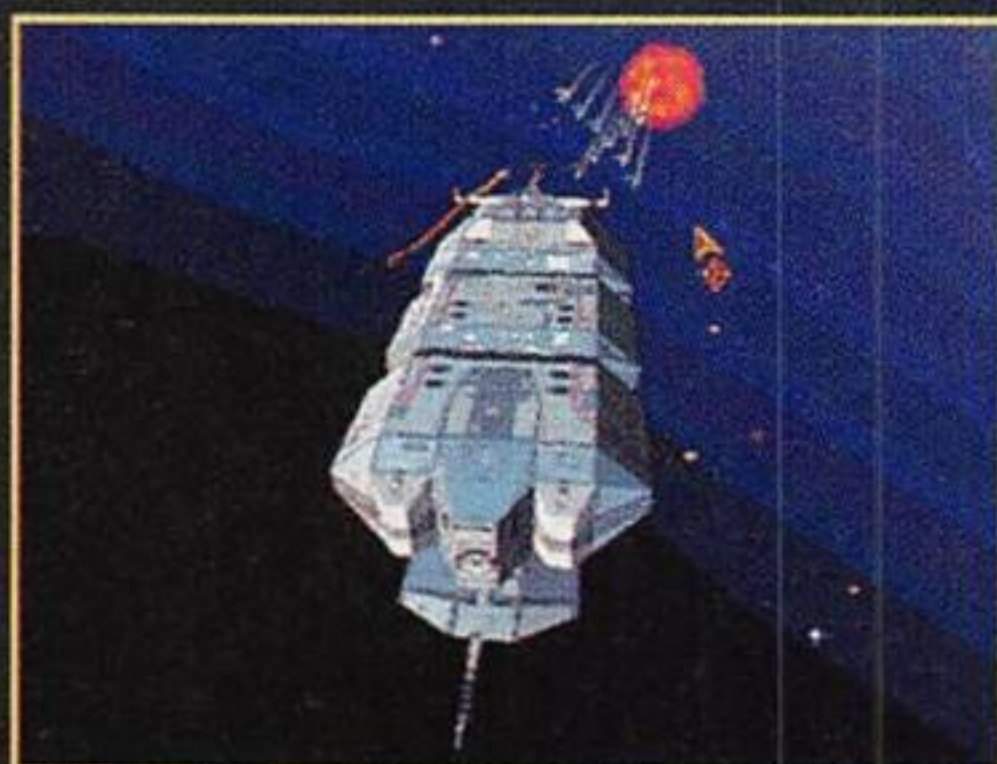
PROTIP: You can skip waiting for all your ships to dock before leaping through hyperspace—but you'll leave them behind.



PROTIP: Don't skip the tutorial. It's quick and easy, and it'll give you a firm grasp on all the basics and not-so-basics.



PROTIP: Just click on a target you want to salvage after you've brought a salvage ship within range. The ship will do the rest.



PROTIP: Pound enemy mother ships for all you're worth. Nothing disheartens the enemy more than watching "mommy" blow up.

GRAPHICS 4.5

Space has never looked better. From the details of individual ships to the gorgeous nebulae that grow as you move closer, Homeworld is almost as fun to watch as it is to play.

SOUND 5.0

A smooth, new-agey soundtrack that works? Who woulda thunk it? The score fits the atmosphere of the gameplay perfectly—just don't get lulled into complacency before the enemy attacks.

CONTROL 3.5

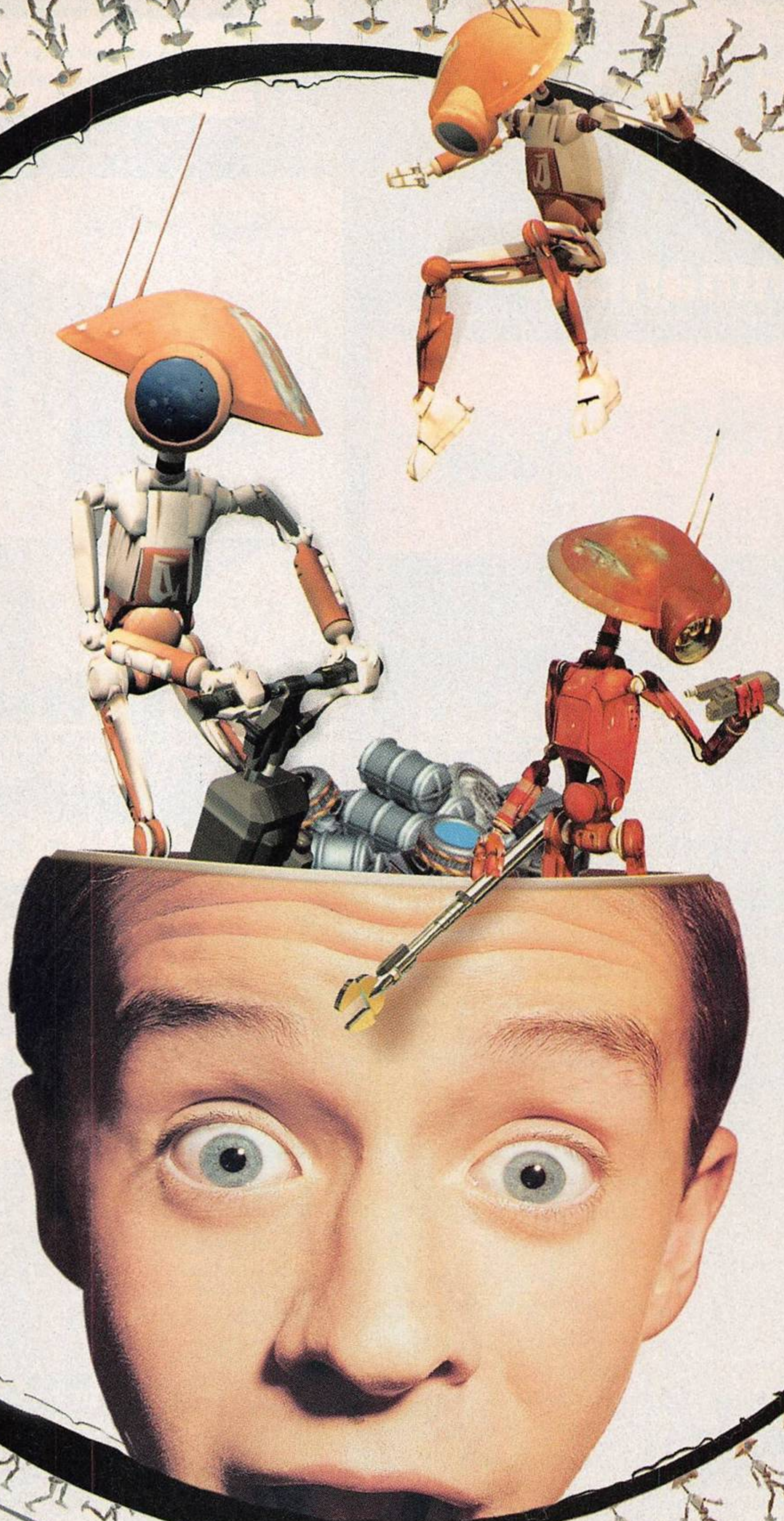
There's a serious learning curve to handling the nuances of a true-3D spatial environment, but the in-depth trainer will help you work out the kinks.

FUN FACTOR 4.5

Homeworld shoots for the stars and hits without bogging players down in mundane tasks—even scavenging is enjoyable. The balanced enemy A.I. always keeps you on your toes and helps vary the difficulty. It's a great change of pace—and place—that RTS fans should check out.

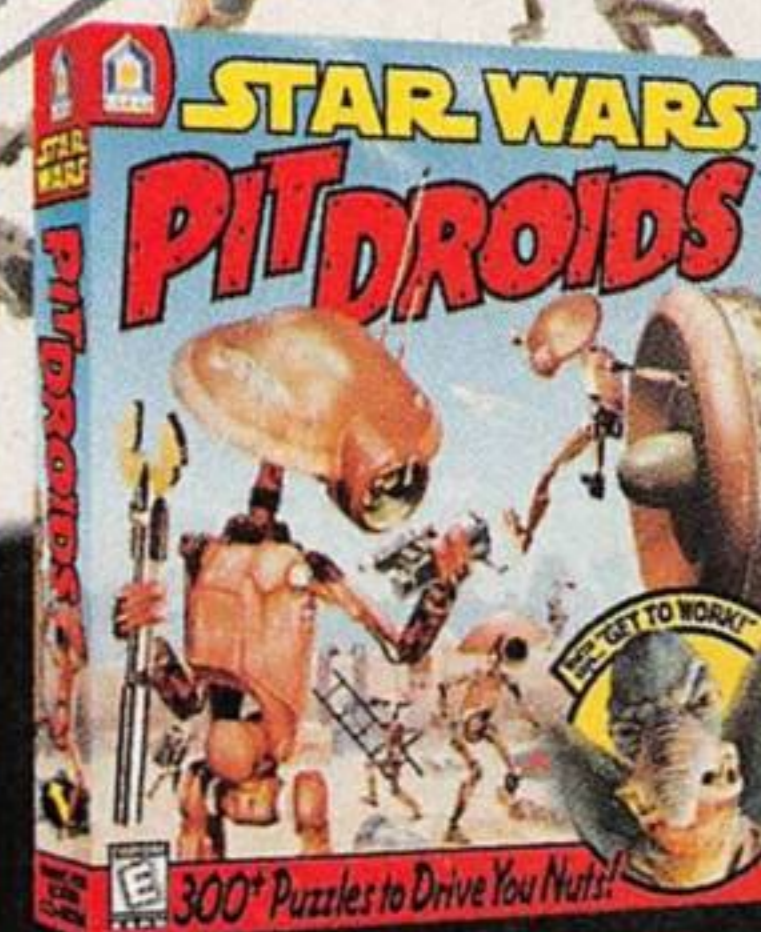


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BY BOBA FATT

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



WINDOWS 95/98

FIRST LOOK

Star Wars: Force Commander

Command, Conquer, and Capture

Real-time strategy gamers have been salivating over the prospect of a *Star Wars* title for years, and LucasArts will finally satisfy them this holiday season with *Force Commander*. This is far from the *Command & Conquer* clone you might expect, however. *FC* is set in a fully 3D environment with an adjustable camera that can take you to ground level—think *StarCraft* meets *Battlezone*.

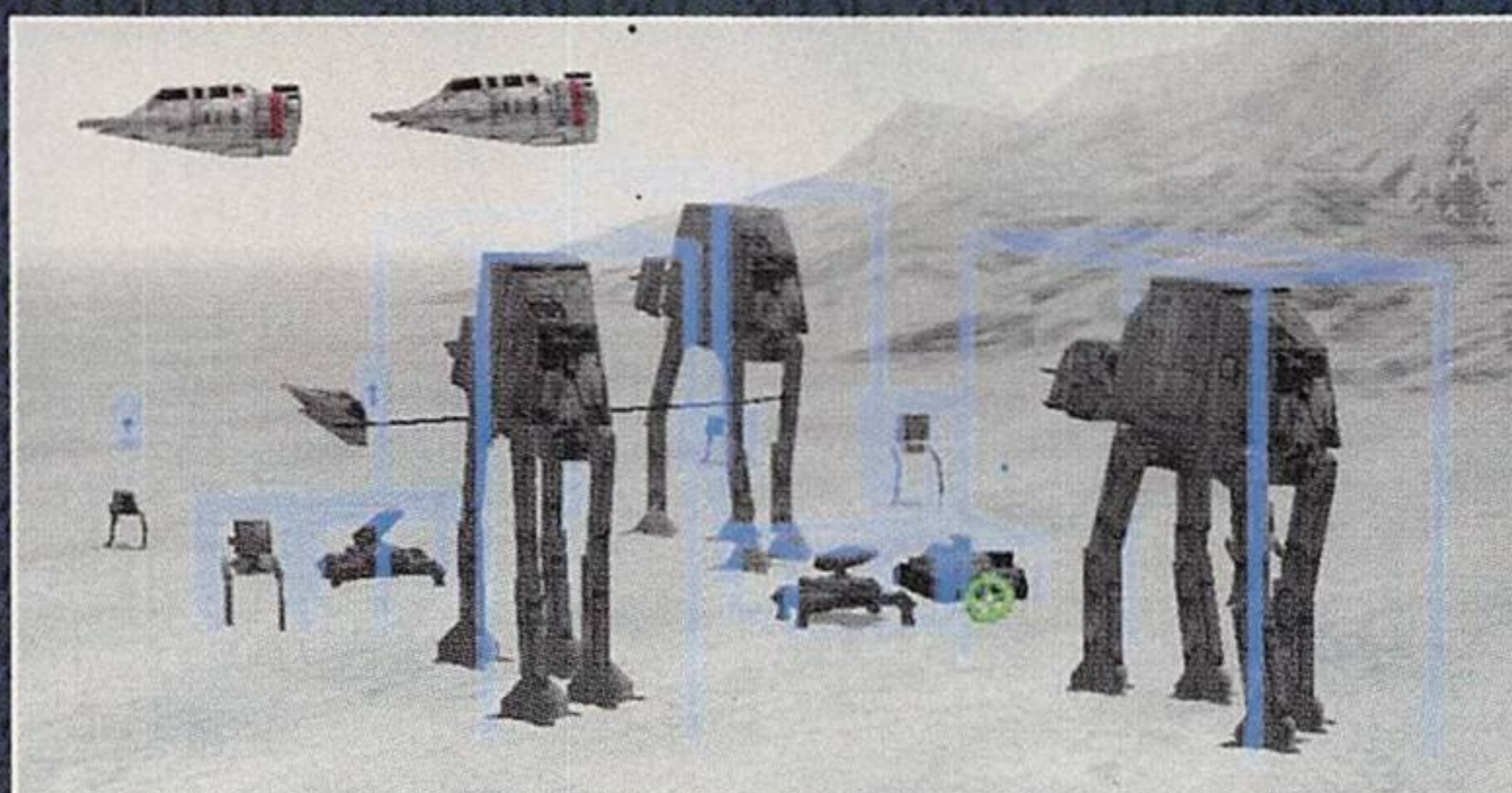
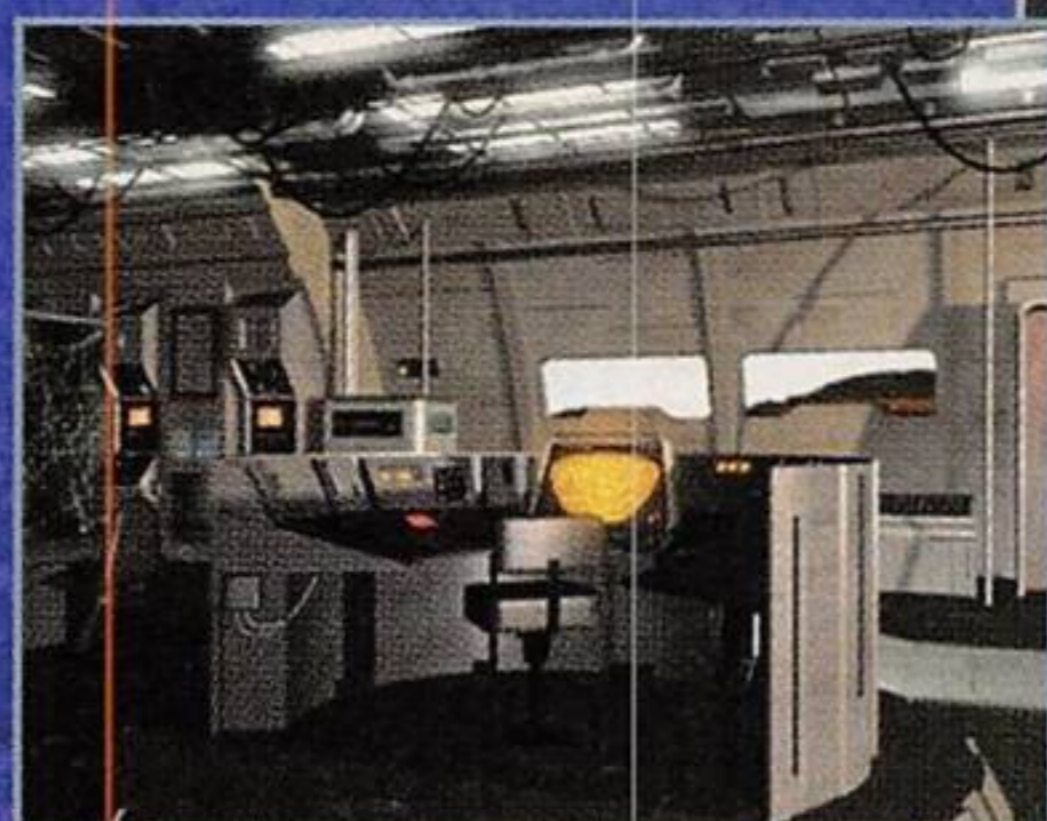
The discrepancies between *FC* and your average RTS don't stop there: *FC* has no on-site building process. Instead, you order your equipment from orbiting command ships through the use of command points, the game's only resource. You acquire command points by meeting various criteria—like finishing a mission, reaching a nav point, or capturing a vehicle—and they persist across missions.



Seize the Giant Lizard!

With up to 300 polygons per unit and extremely detailed landscapes, *Force Commander's* visuals look impressive...most impressive. Its true power, however, may come from small touches in gameplay: You'll need troop units to take control of certain vehicles, like speeder bikes or Dewbacks, which you can even steal from your enemy. Many of the troops are characters from various *Star Wars* literature and they persist from mission to mission...if an AT-ST doesn't step on them. *FC* will make its own contributions to *Star Wars* lore with the addition of practical new vehicles, like an AT-AA Anti-Aircraft weapon that can bull's-eye snowspeeders like womp rats.

Maintaining each side's established battle tactics while perfecting play balance is a top priority for LucasArts, because *FC* will offer multiplayer action for up to four padawans with any combination of Rebel or Imperial forces. Perhaps you are the one who will restore balance to the Force.



LucasArts hyperdrives into the real-time strategy genre with *Force Commander*, an innovative title that ain't no *C&C* clone.

STAR WARS FORCE COMMANDER



Feel the Force

Force Commander's plot spans the entire classic trilogy from the first Rebel victory mentioned in the opening scroll of *A New Hope* to the Ewok-assisted final blow in *Return of the Jedi*. As an Imperial officer turned Rebel soldier, you'll visit familiar worlds like Tatooine and Endor, as well as new ones like Kalaan, and take part in vital behind-the-movies action—you'll even help the Rebels secure their speedy A-Wings. The story line will unfold through in-game action and spectacular cut scenes that integrate new vehicles with existing film footage.





BY GRINR

- Developed by Digital Anvil and Warthog
- Published by Microsoft
- Target release date: Fourth Quarter '99

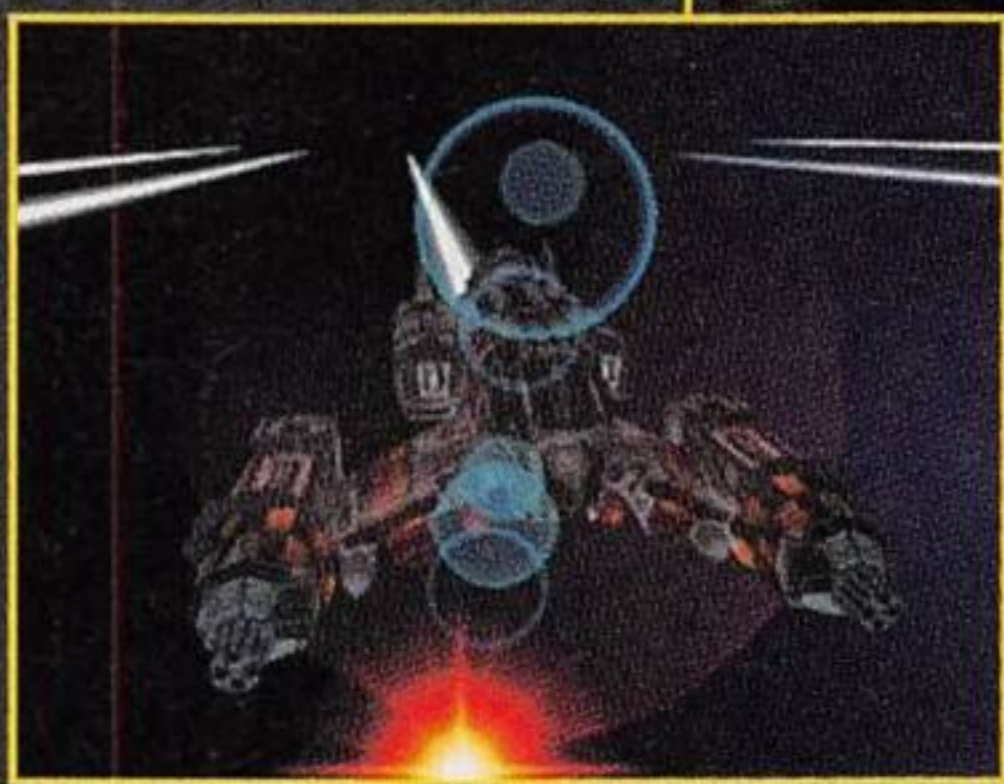
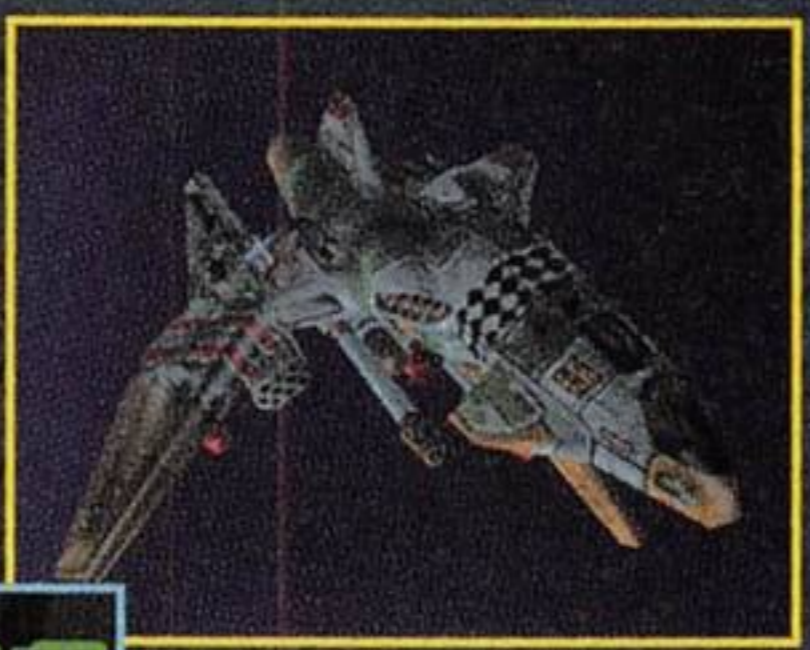
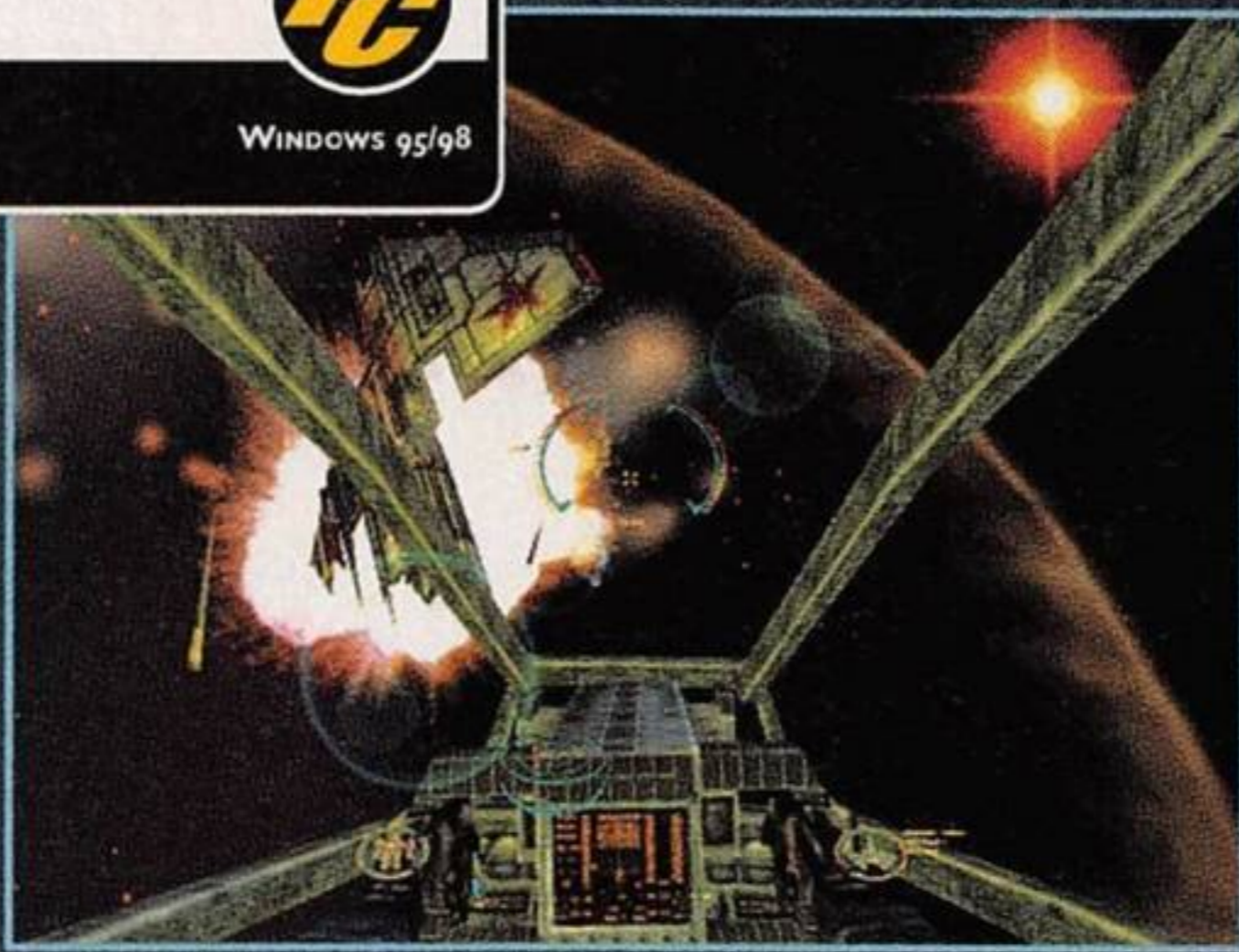


WINDOWS 95/98

FIRST LOOK

Starlancer

ERIN ROBERTS (Wing Commander, Privateer) returns to interstellar combat with Starlancer, Microsoft's upcoming space shooter. Starlancer places you in the heat of space combat as Earth nations unite in an epic conflict for control of the solar system—think WWII in outer space. As a part of the 45th Volunteers Squadron, you'll make decisions in battle that affect the mission structure of the campaign to come. Digital Anvil promises more than a dozen ships, a wide selection of weapons, and a living universe. **G**



BY GRINR

- Developed and published by Ubi Soft
- Target release date: September



WINDOWS 95/98

FIRST LOOK

Hype: The Time Quest

UBI SOFT'S FORTHCOMING Hype: The Time Quest will bring a little slice of Zelda-style action/adventure play to hungry PC gamers. The knightly hero flies a dragon, wanders through underground sewers, and invades a castle as he travels through more than 30 beautifully rendered 3D lands. Thanks to the simple controls, Hype is easy to learn—it's defeating the many enemies and bosses that will prove tricky. Don't be put off by this game's use of the Playmobil license; Hype's stunning graphics and variety of gameplay should appeal to young and old alike. **G**



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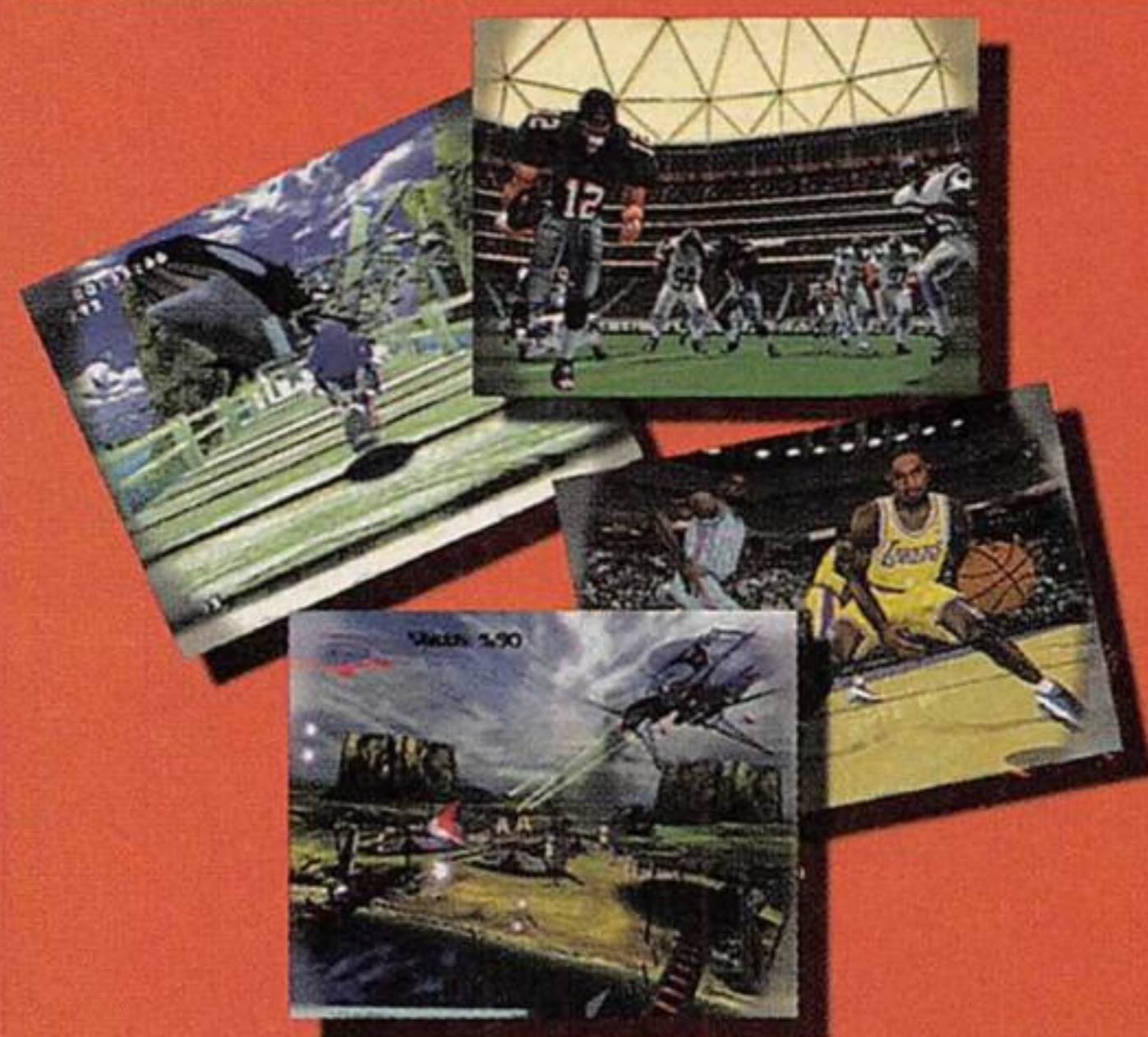
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Age of Empires II: The Age of Kings

BUILDING ON ITS predecessor's solid foundation, Age of Empires II: The Age of Kings aims to tower over the real-time strategy crowd by adding new cultures and technologies, more specific orders and aggression levels for military units, an economic system that enables you to gain financial victory, and larger maps. Plus, these gameplay elements are

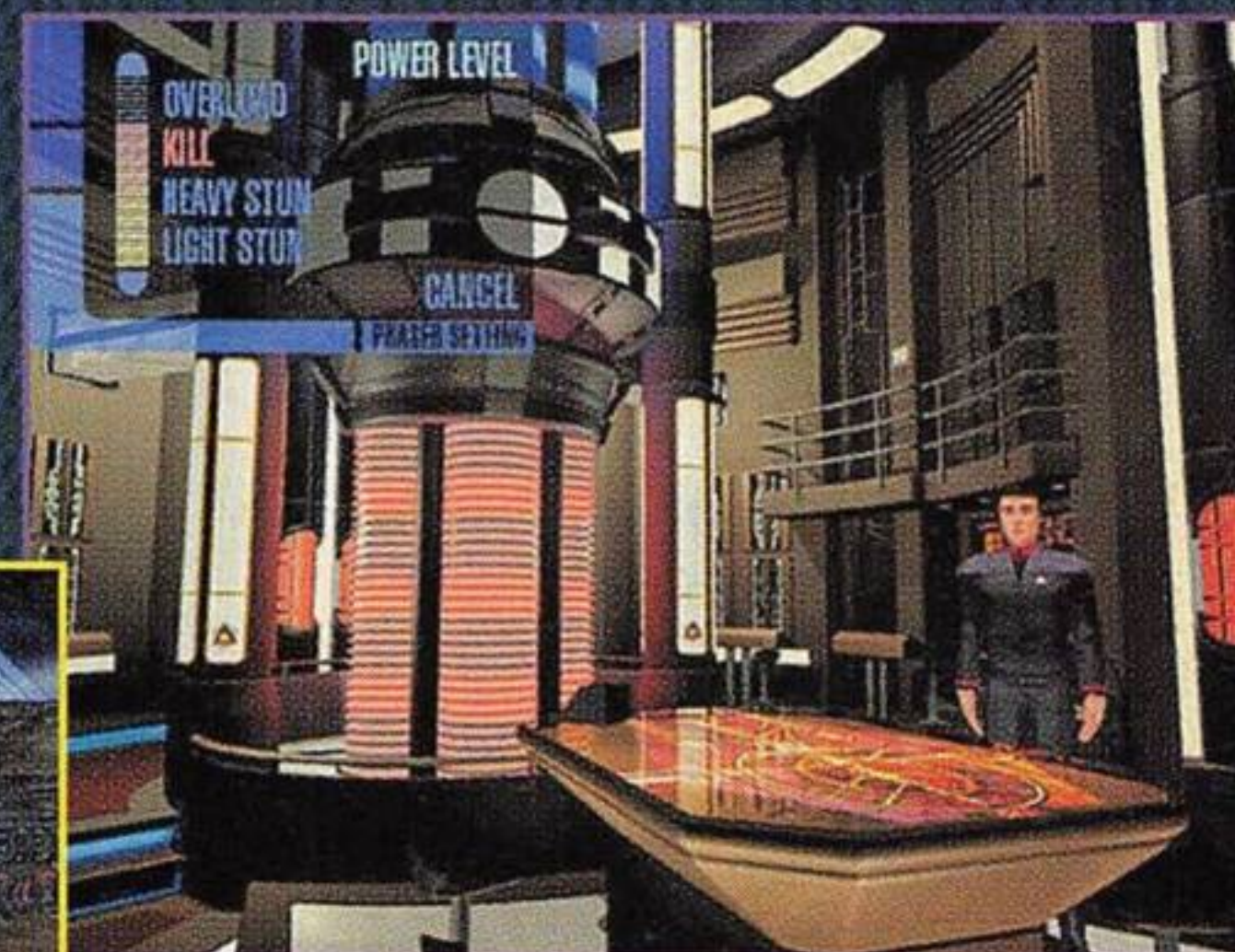
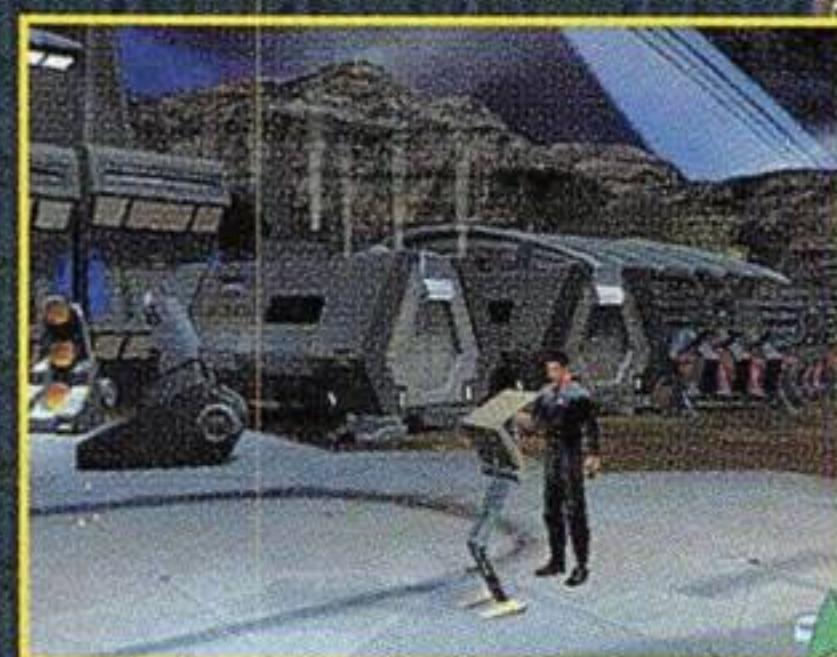
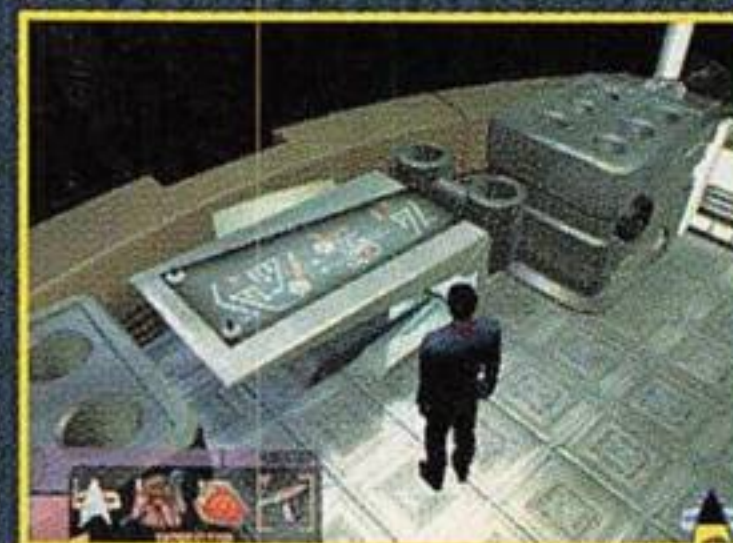


wrapped up in an even more luxuriantly detailed environment. Throw in free eight-player Internet play, a campaign editor, and historic single-player campaigns, and this is sure to be a blast about the past. **G**

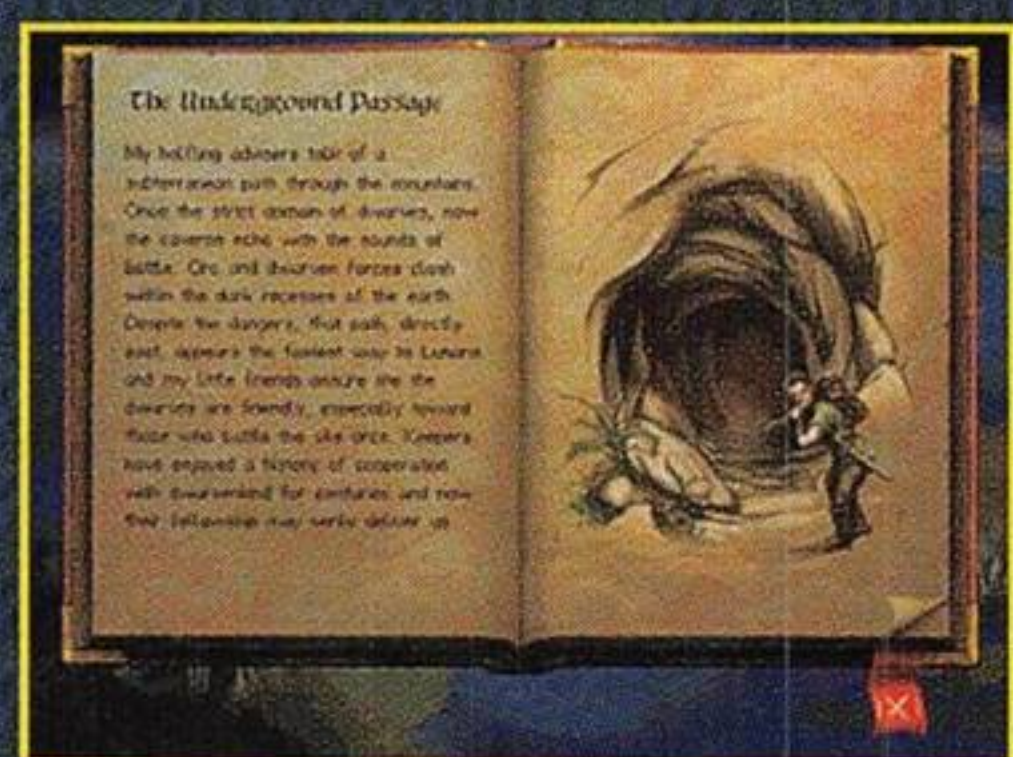


Star Trek: Insurrection

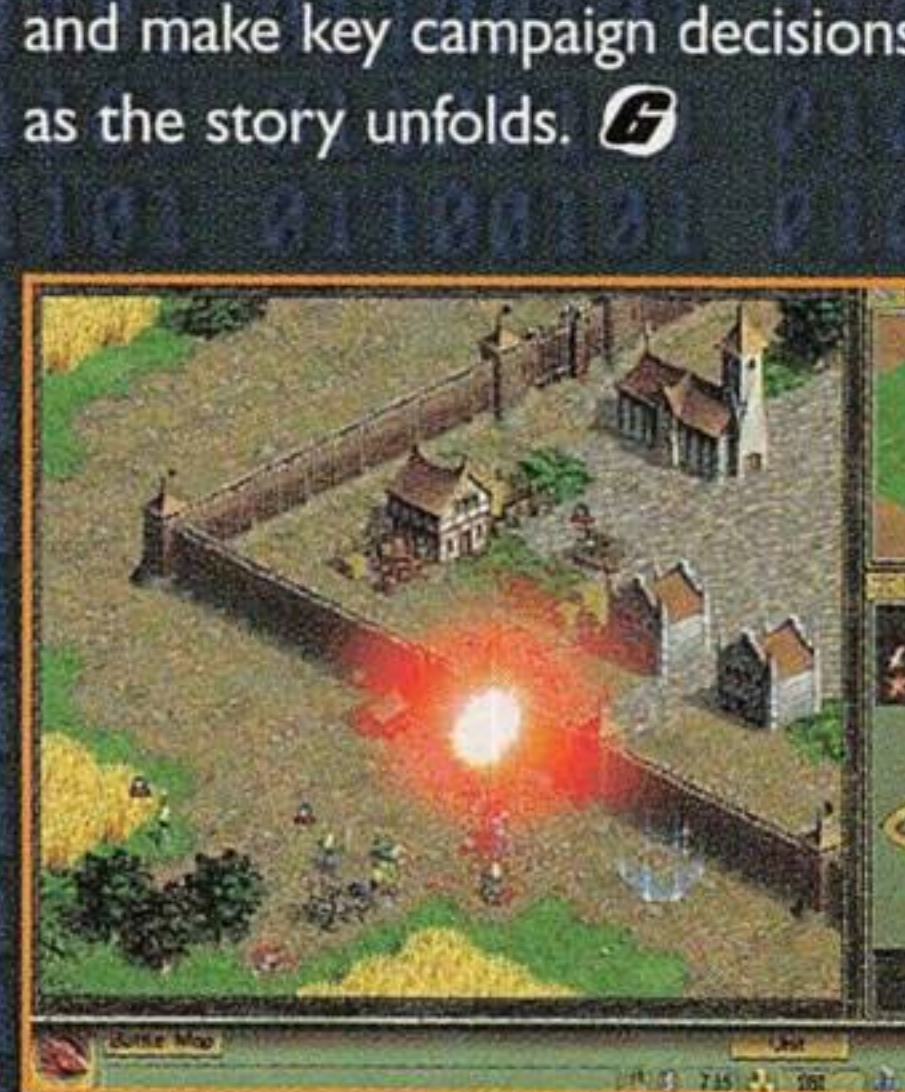
READY TO TRY your hand at following orders from everyone's favorite bald captain? You'll get your chance in Star Trek: Insurrection, which takes place nine months after the movie's ending. With your phaser, tricorder, and communicator at the ready, it's up to you, as Vulcan newbie Ensign Sovok, to thwart the Romulans' plans for control of Ba'Ku, the planet of immortality. You'll shoot, think, and nerve-pinch your way to victory, with Patrick Stewart and Brent Spiner adding their vocal talents. Insurrection has pre-rendered backgrounds and lots of adventure—will it be Resident Evil with red shirts? **G**




Age of Wonders

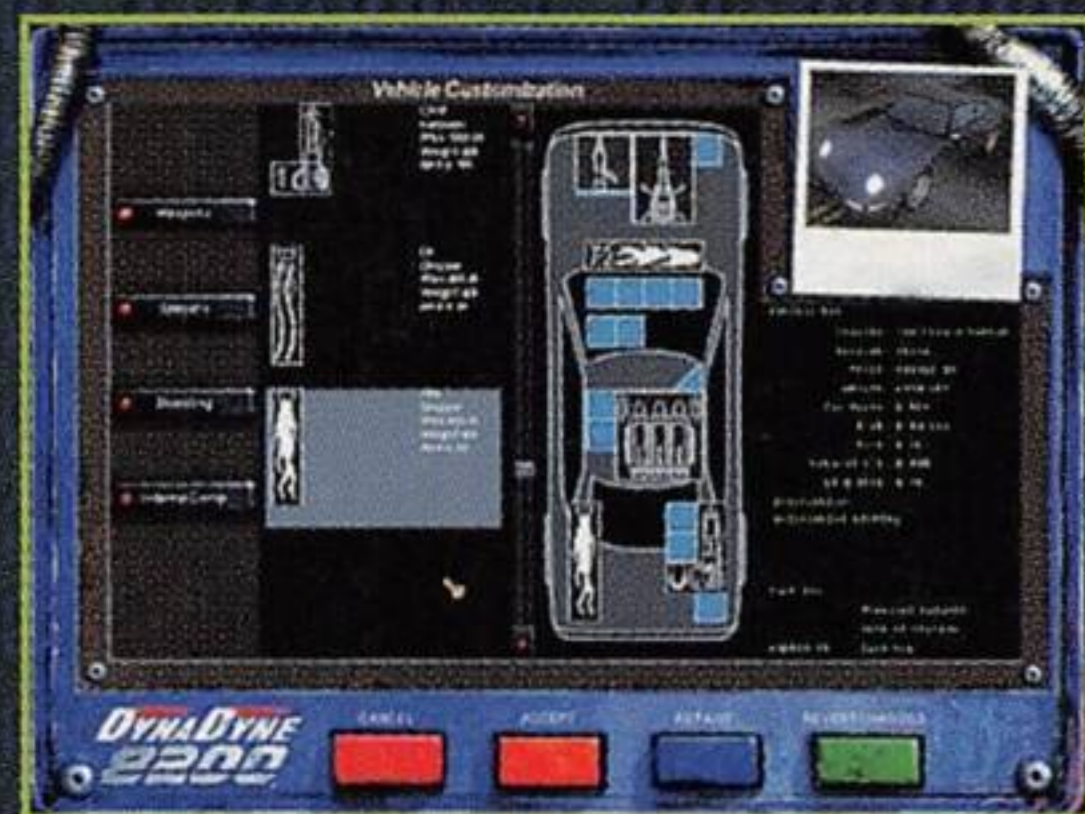
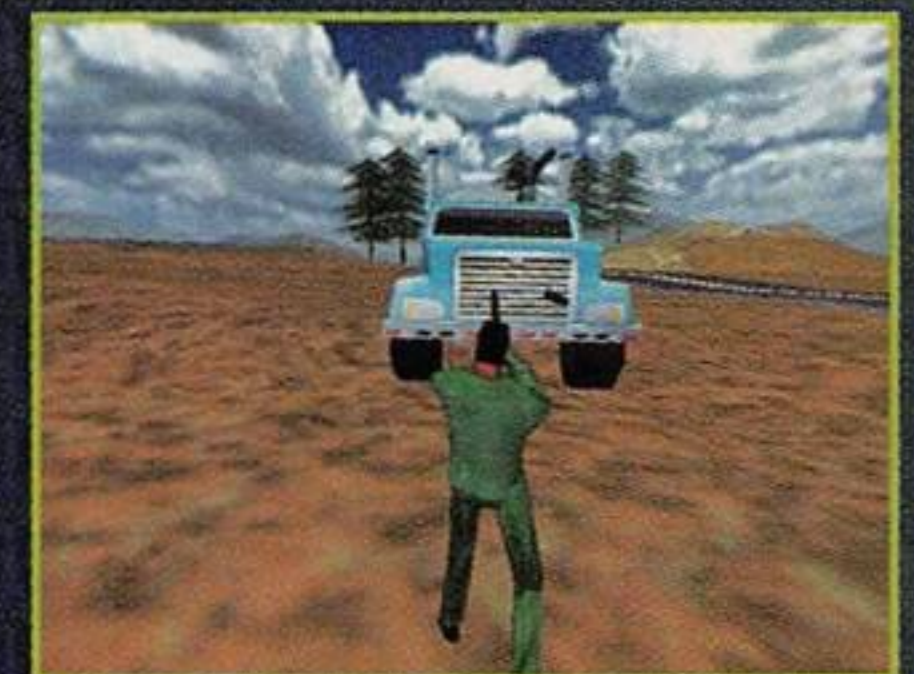
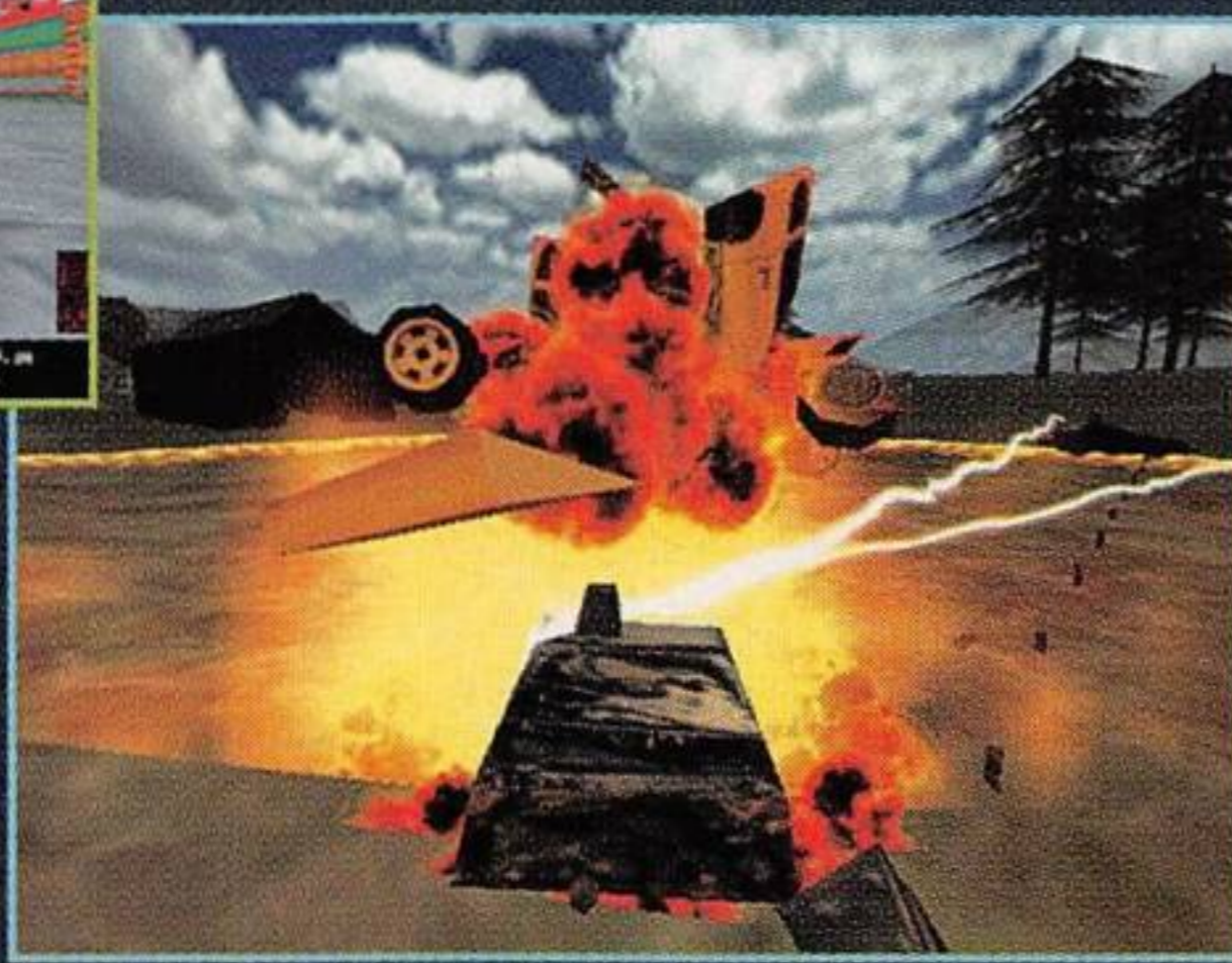


IT'S BEEN A while since we've seen a new turn-based strategy game in a fantasy setting, but Age of Wonders will soon be conjuring up the old magic. As in Heroes of Might and Magic, you're given a wide selection of heroes, fantasy troops, and magical spells. With all these at your disposal, you'd think that crushing your enemies would be your only concern, but you'll also have to practice diplomacy (there are 12 playable races) and make key campaign decisions as the story unfolds. **G**



Interstate '82


IT'S BEEN TOO long since Interstate 76's potent mix of '70s tunes, muscle cars, and armed combat blew the funk up—but Activision is making sure the sequel will be worth the wait. Picking up six years after the events of the original game, Interstate '82 trades bell-bottoms and wide lapels for linen suits, hot Italian sports cars, and a stainless-steel roadster that looks suspiciously like it could travel through time. Players get behind the wheel as Taurus, aided by the punkish female Skye, on a quest to track down her brother Groove. The pre-alpha build was filled with reflective lakes, "carpoons," and (gasp!) profanity—not to mention bugs, slowdown, and crashes. Some crucial elements, like custom paint jobs, an improved weapon loadout menu, and fully rendered cut scenes (with moving mouths this time) were in place, but it's clear that the grease monkeys at Activision still have a lot of tuning up to do before release. When everything's optimized this winter, I82 should deliver one radical car combat experience. 



SWAT 3: Close Quarters Battle

IF YOU THINK Los Angeles is bad now, wait until you see it in 2005, when it's overrun with (even more) criminals and terrorists. At least, that's what SWAT 3 suggests, challenging you to take command of a five-man LAPD SWAT team and clean up the city—slowly. This isn't a Quake-style shooter; as the name implies, it's a methodical mix of real-world strategy, weapons, and tactics.

Sorry, snipers—the latest SWAT chapter is all about getting up-close and personal, exploring danger zones with stealth and taking on terrorists face to face. Load up your team with true-to-life weaponry and gear, then lead them through 18 missions based on actual locations. Commanding your squad via a numerical menu is surprisingly easy, and the

attention to detail is insane: Blood trails can lead you to the bad guys (or them to you!), and some bullets can take out suspects through solid walls. Oh, and forget that "respawn" nonsense—one shot can and will kill you. Think you can handle the pressure? 



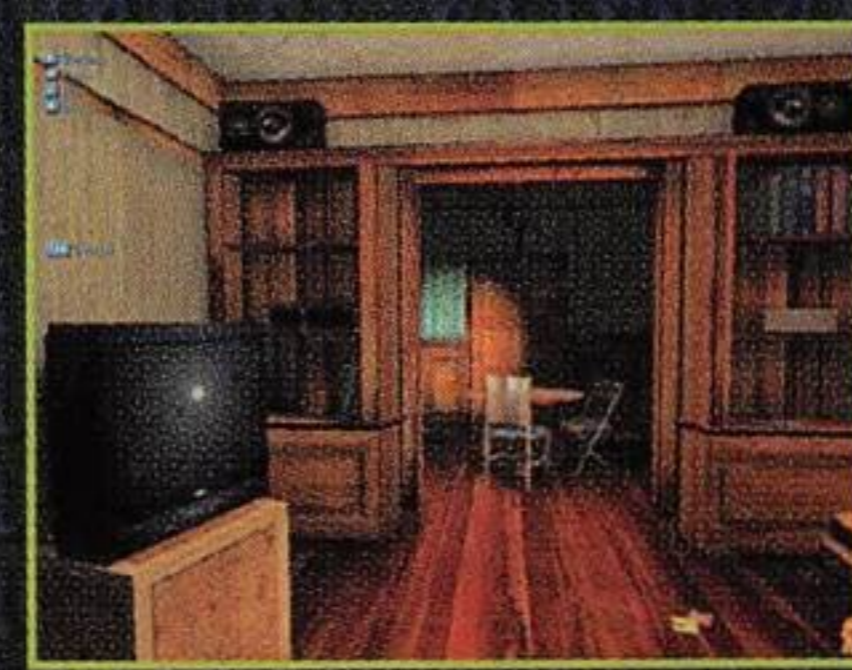
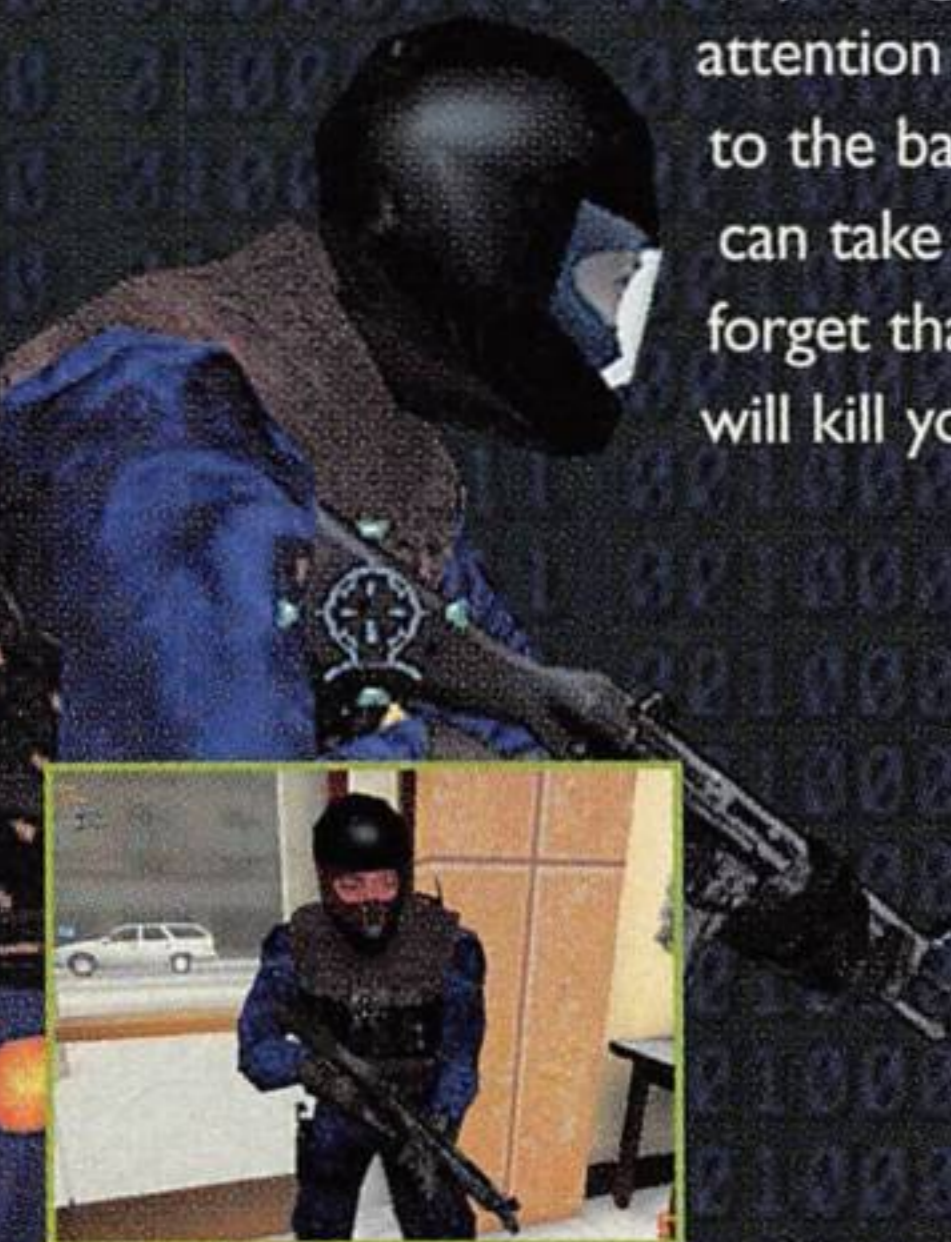
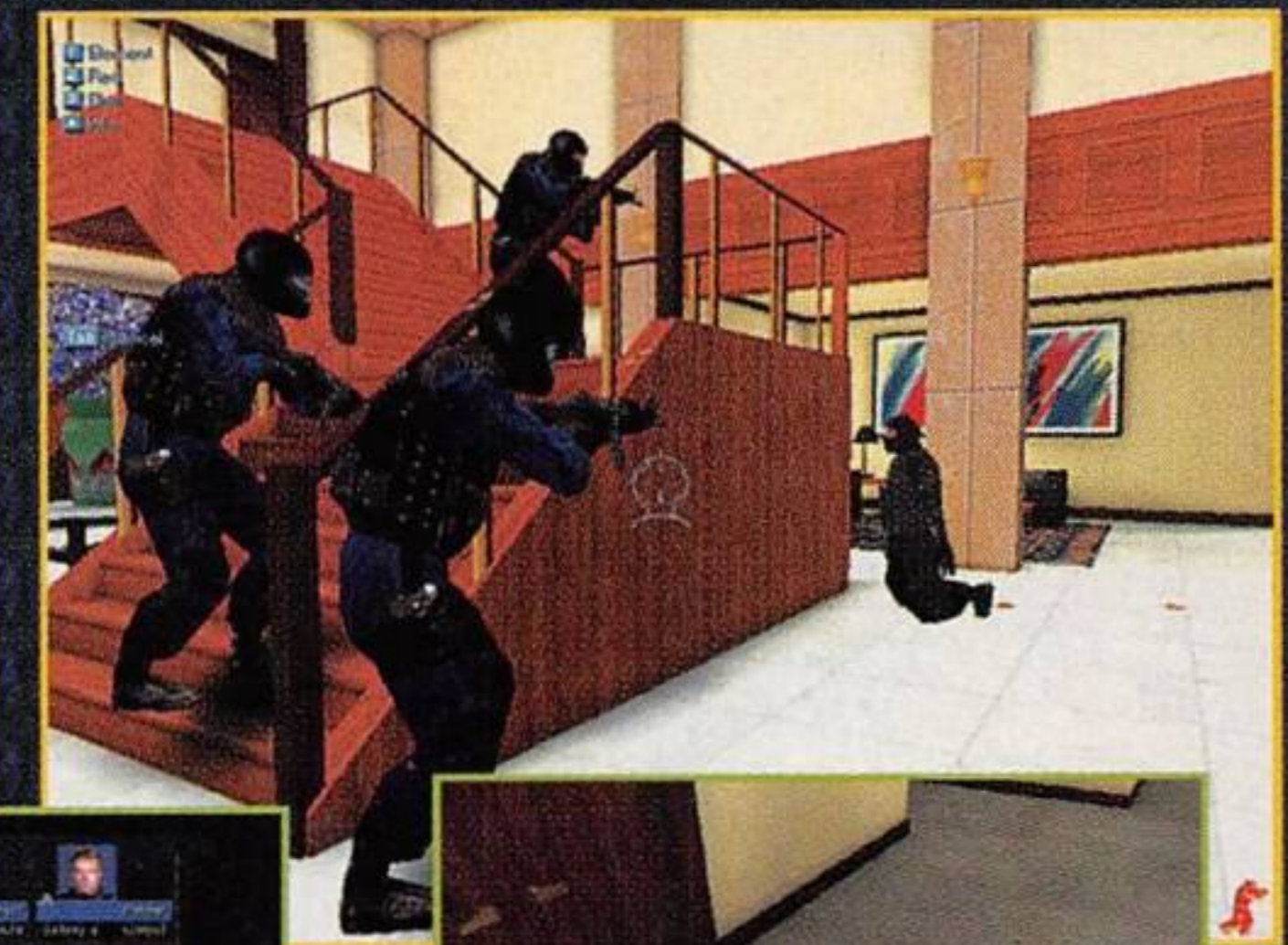
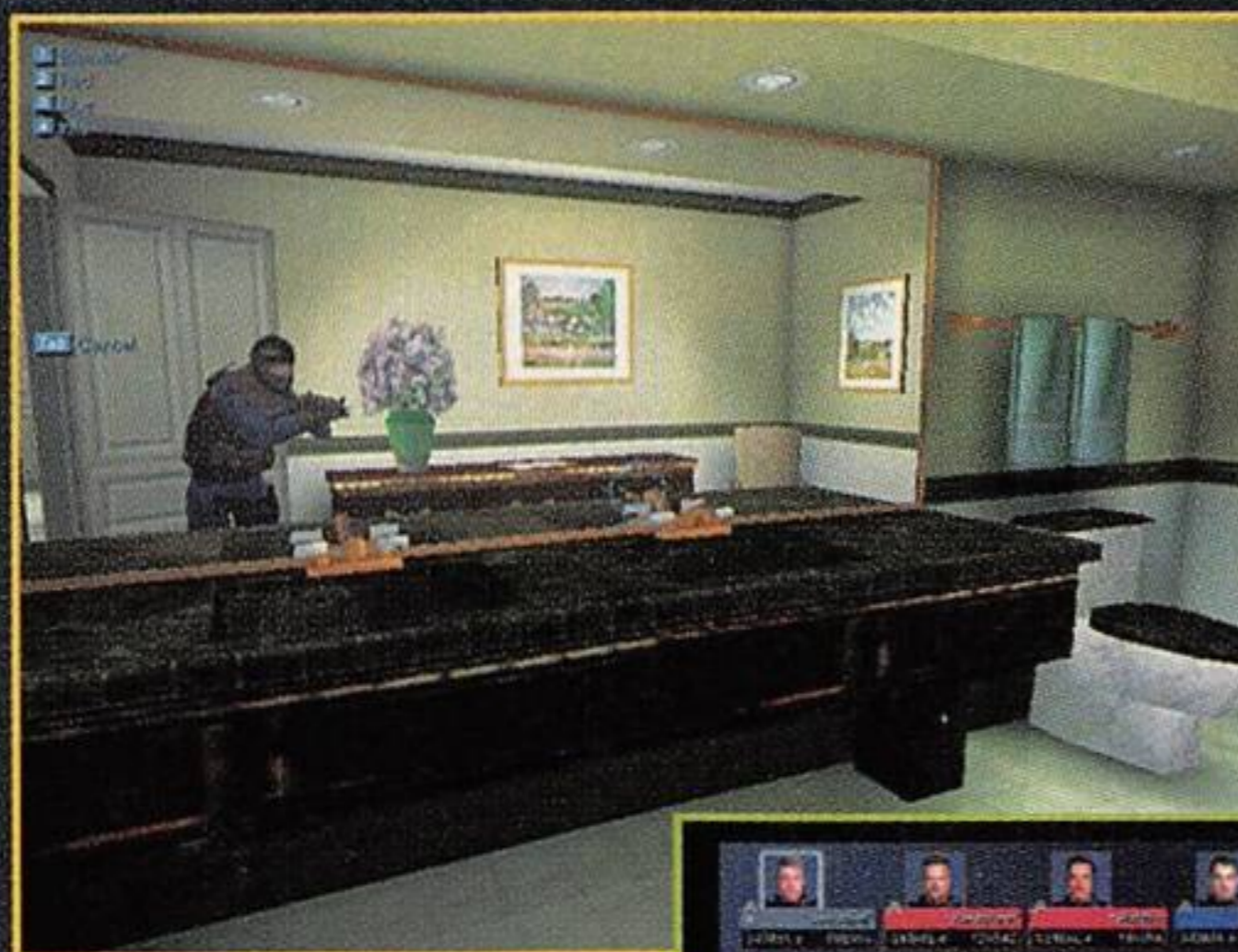
BY DAN ELEKTRO

Published and developed by Sierra Studios
Target release date: November



Windows 95/98

HANDS-ON





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BY MAJOR MIKE

Developed and published by Capcom
Target release date: November



PLAYSTATION

HANDS-ON

Resident Evil 3: Nemesis

Two Characters, One Story

Like Resident Evil 2, Nemesis has two playable characters—former S.T.A.R.S. member Jill Valentine and an Umbrella-employed mercenary named Carlos. You play as Jill for the first half of the game, then as Carlos until the conclusion. The two are pitted against challenging puzzles and a host of new additions to the Resident Evil monster zoo, including faster zombies, six-limbed crawling mutants, and a titanic terror simply known as “the chaser” (see “Sneak Previews,” September).



Resident Evil veteran Jill Valentine is trapped in zombie-infested Raccoon City, one of the many locales in Resident Evil 3: Nemesis.

R Monster Hit?

Nemesis has all the makings of a monster hit—it's easily the best-looking Resident Evil game to date, full of razor-sharp environments, stunning special effects, and grisly carnage. The sounds also shine, including creepy music, slick sound effects, and poignant character voice-overs. Responsive analog controls with cool Dual Shock effects round out the options. If Nemesis doesn't stray from its current development, it could be the must-have title of 1999.



What's Old, What's New

Nemesis contains numerous new weapons, items, and character abilities. In addition to the familiar shotgun and pistol, the available weapons include a machine gun, a Gatling gun, and a rocket launcher that shoots a timed exploding dart. After the dart attaches to the target, you have three seconds before it explodes, so make sure you're at a safe distance. Among the collectable items are gunpowder, healing herbs, electric cables, firehoses, and more. New character abilities include a quick turn that spins you 180 degrees in the opposite direction, the ability to push attacking zombies away before they bite, and a sidestep dodge.

Decisions, Decisions



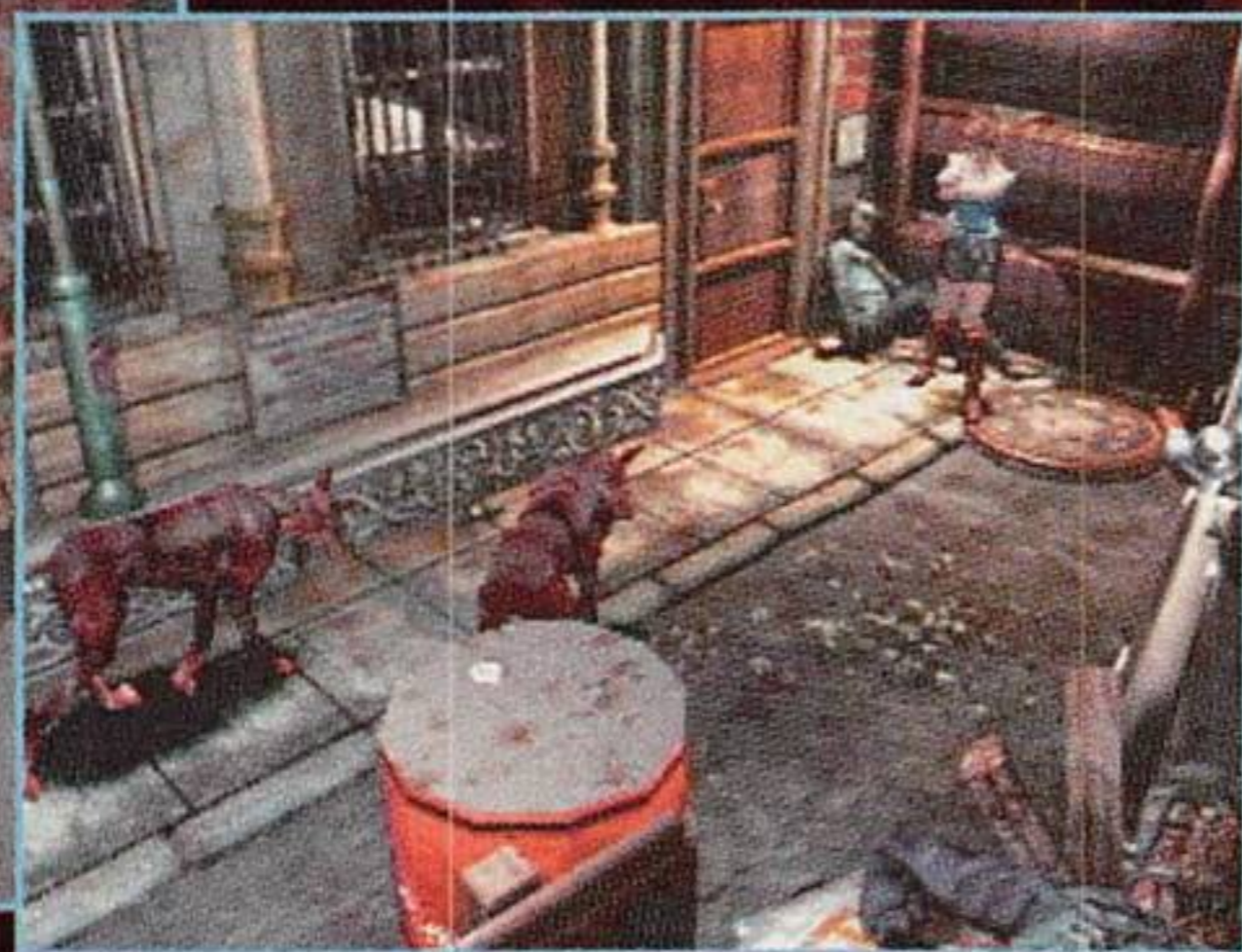
At certain points during the game, you have a choice of two courses of action. For example, after Jill meets Carlos and “the chaser” arrives, you can either:



Try to hide from the pursuing monster...



...or run to the window and jump into the alley below.



Tomb Raider: The Last Revelation



BY BROTHER BUZZ

- Developed by Core Design
- Published by Eidos Interactive
- Target release date: November



PLAYSTATION

FIRST LOOK

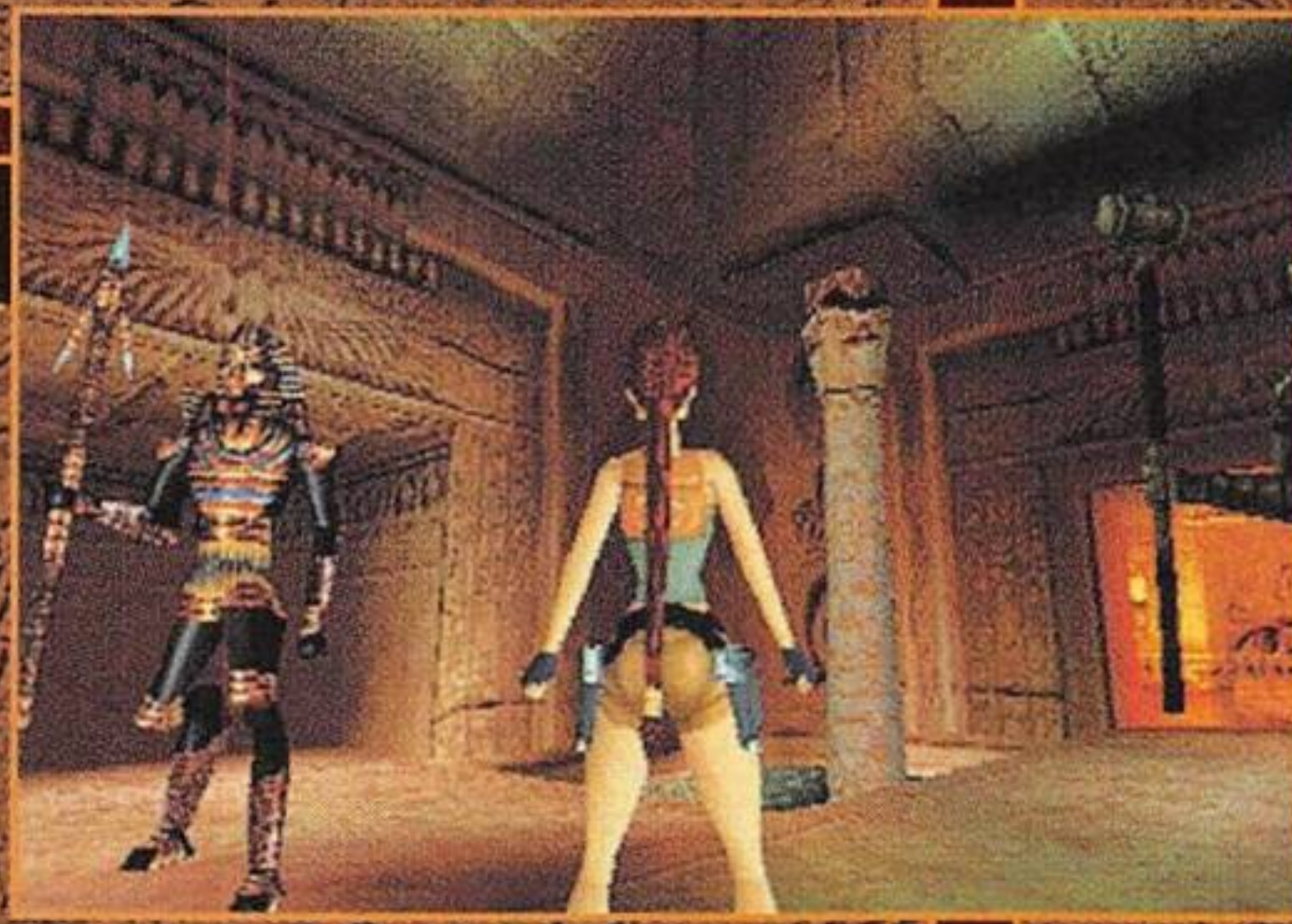


Lara in de Nile

Lara Croft, the world's most famous virtual adventuress, is set to crack open the ole Tomb again for a fourth run-n-gun epic. For some mysterious reason Eidos played it close to the vest this year, choosing not to announce the new game until well after E³. Lara, however, has her own mystery to worry about. This time she spends the entire game in Egypt where she discovers that the alignment of the stars at the millennium will ignite a terrifying curse on mankind. Eidos says that a brand-new game engine will meld story cinematics seamlessly into the gameplay, eliminating those notoriously pokey Tomb Raider full-motion-video loading scenes.

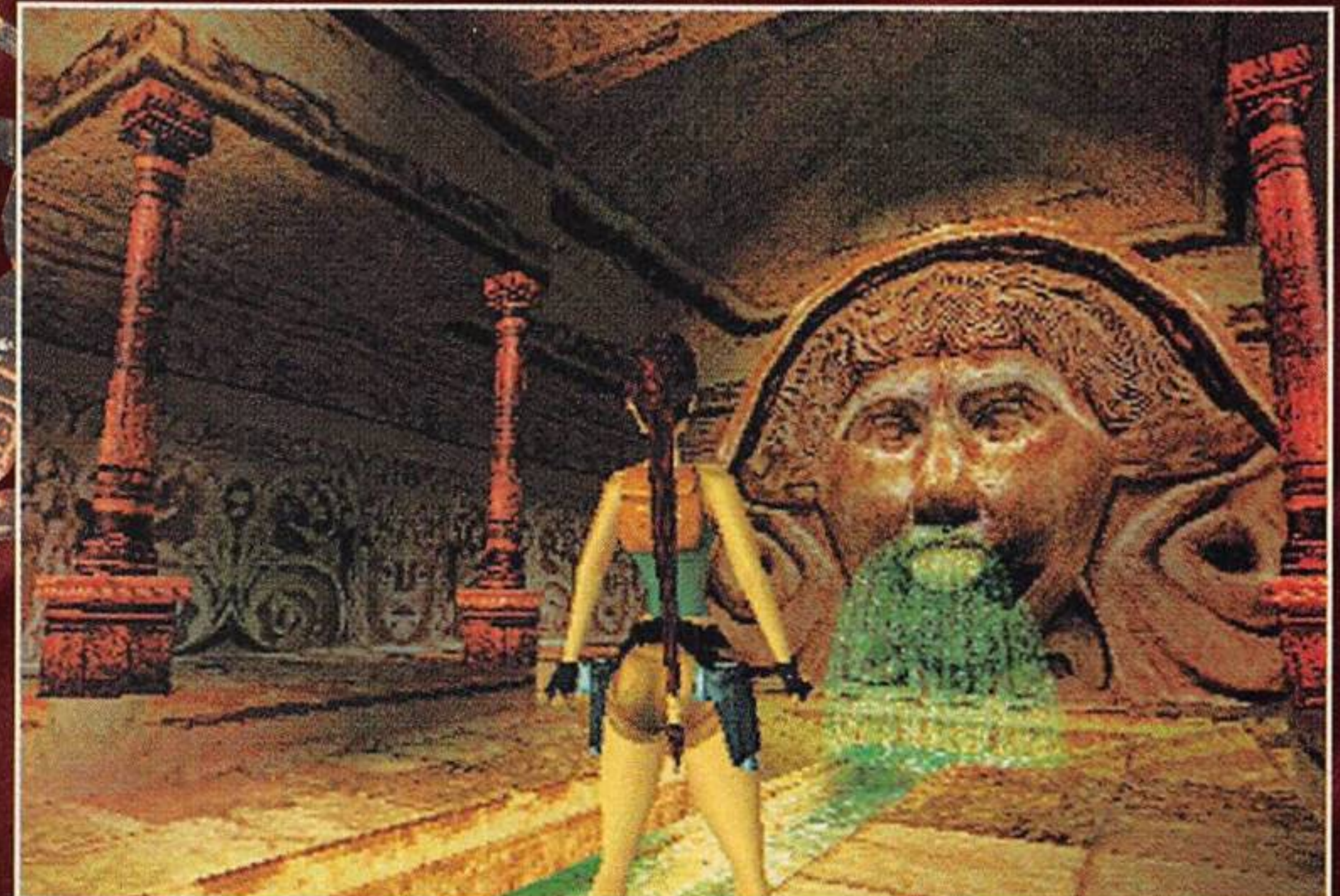
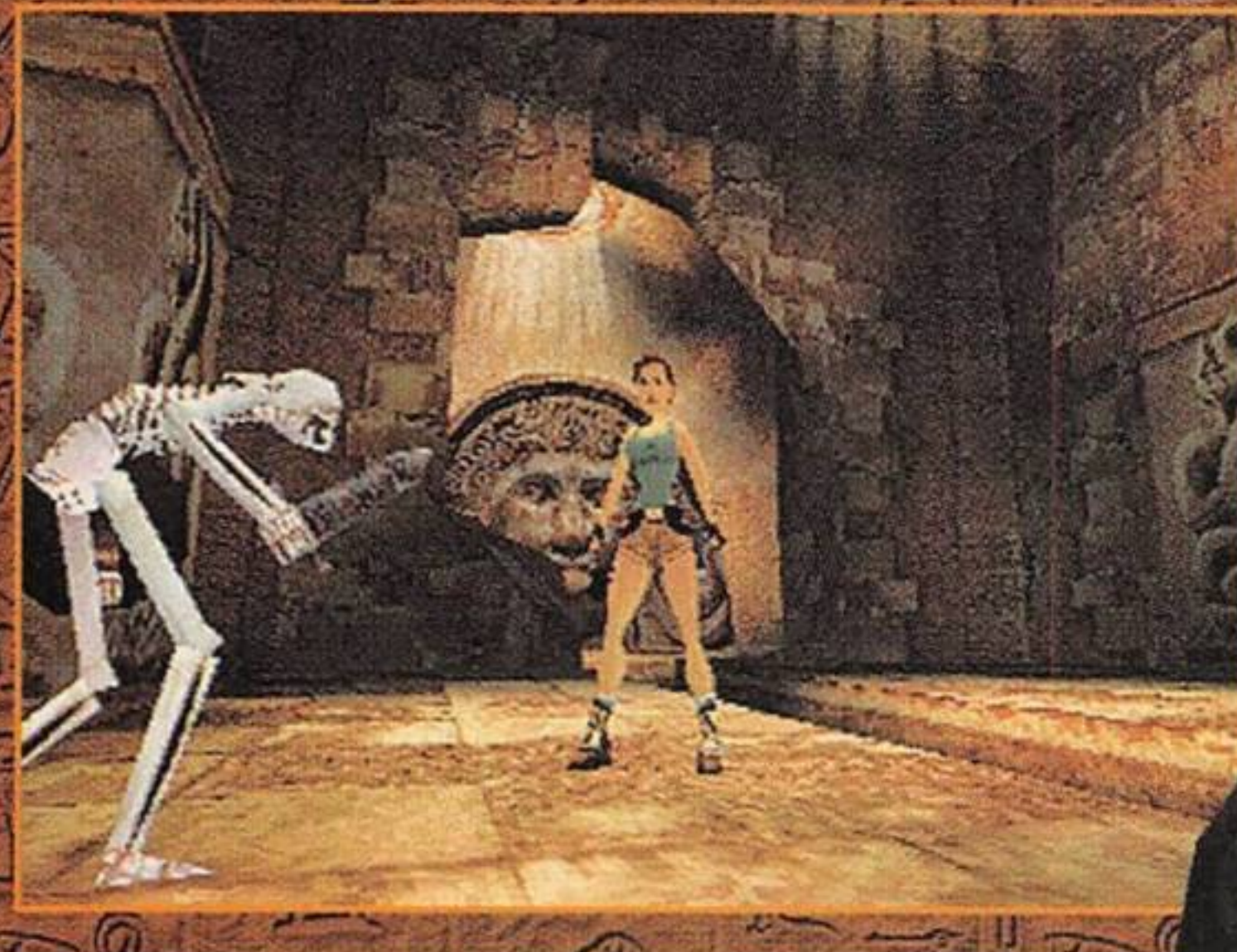
Mummy Dearest

Early looks reveal that Ms. Croft remains in fine form. In fact, she'll be remodeled for this adventure, which should go nicely with the spectacular scenery and lighting effects displayed in early screen shots. Lara will also be animated



with new moves, which she'll use against a horde of foes designed from imagery straight out of ancient Egyptian mythology. Fearsome warriors, falcon-headed demigods, and giant scorpions are among the nightmares

out to send Lara to her doom. So far, Lara appears to be carrying her age well in this Revelation.



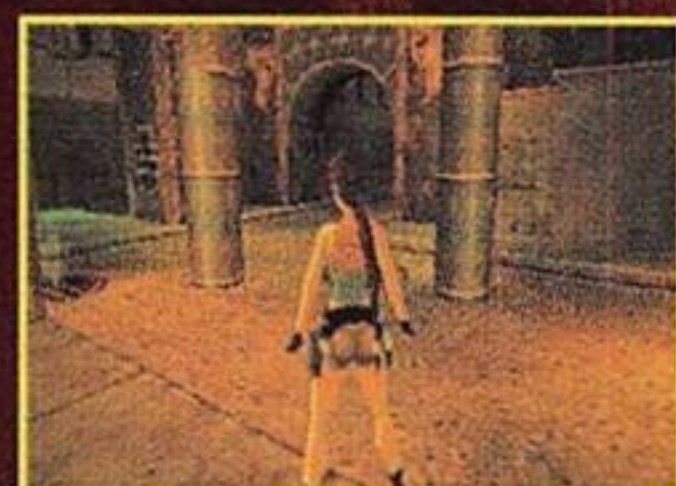
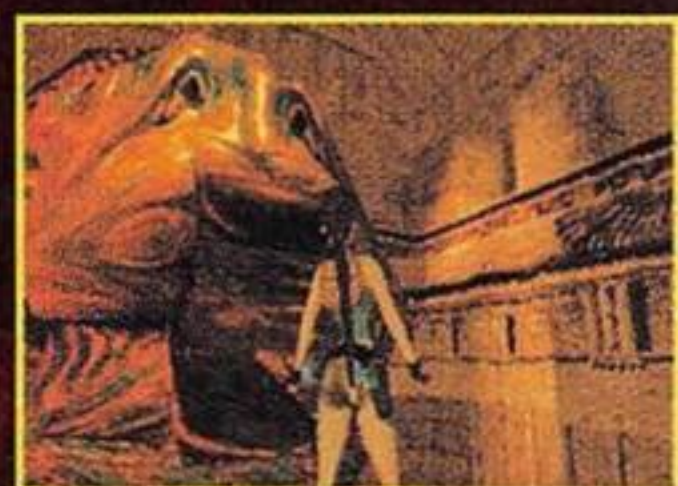
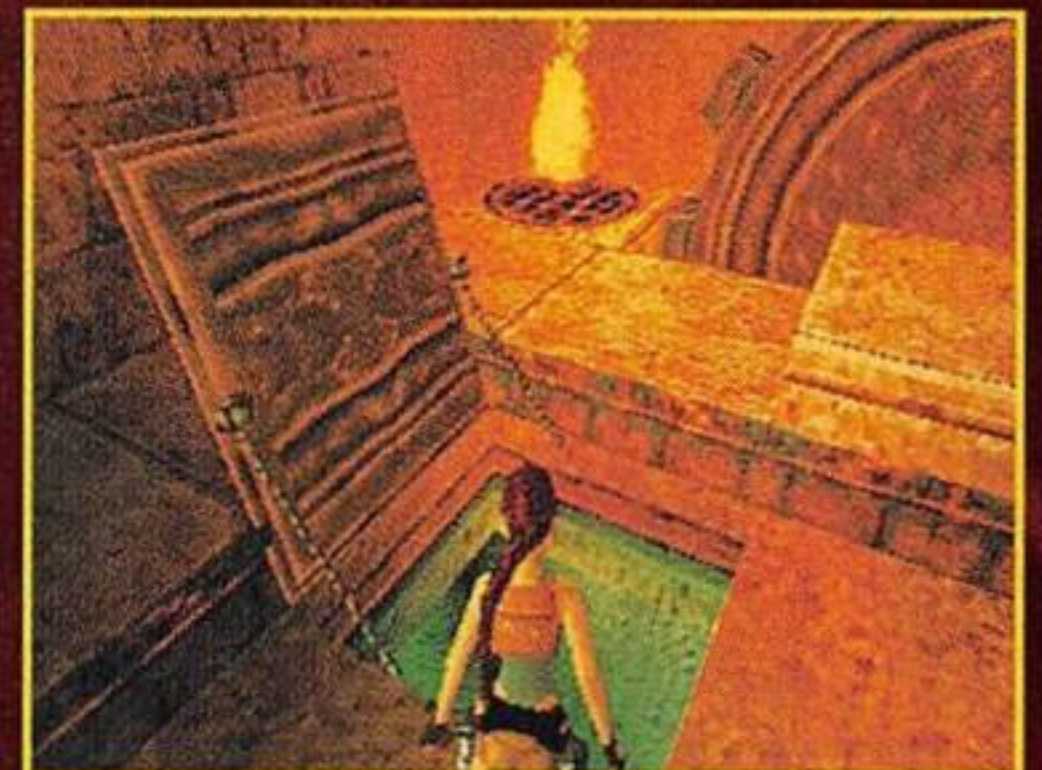
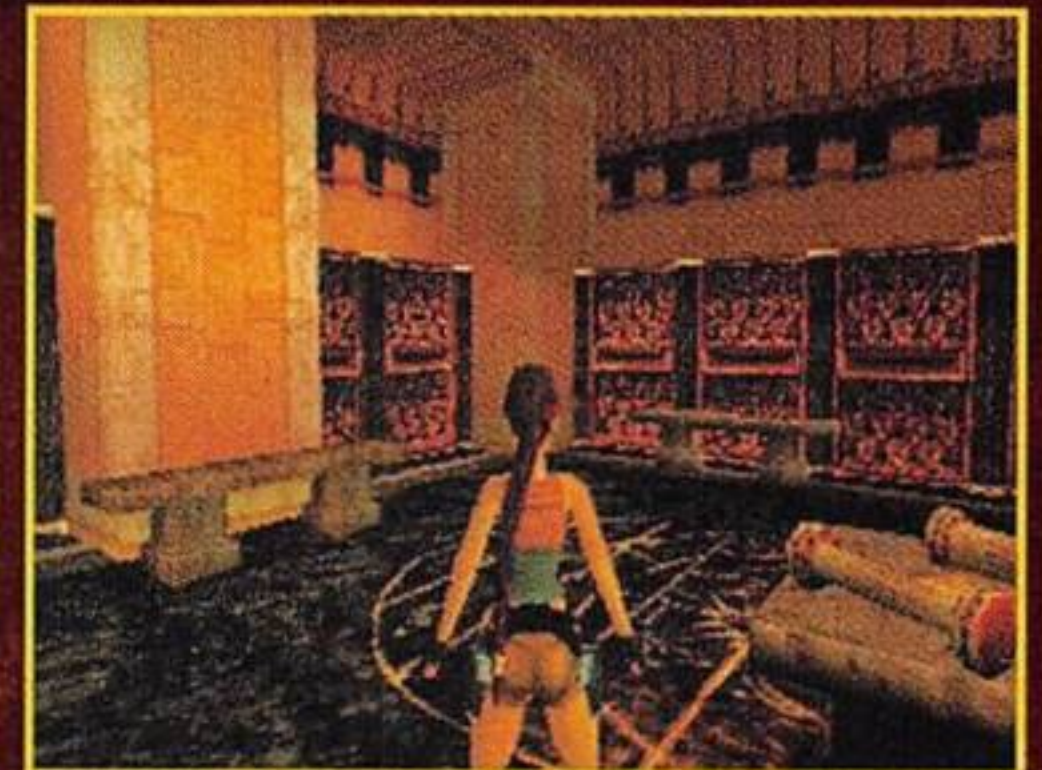
The adventures of Lara Croft will continue! Tomb Raider: The Last Revelation takes place entirely in Egypt, the land of mystery.

From Tomb to Womb

Naturally, plenty of upgrades to the Tomb Raider gameplay are planned for The Last Revelation. The inventory system, for one,

will be streamlined. The circular inventory "ring" will be replaced by a more traditional interface that will enable gamers to store and combine items and quickly switch weapons. It will also hold Lara's diary and an area map to assist

you in your quest. As in last year's Tomb Raider III, Eidos will try to recapture the tightly focused, puzzle-oriented gameplay of the original Tomb Raider game with clear-cut objectives and smaller gameplay environments.



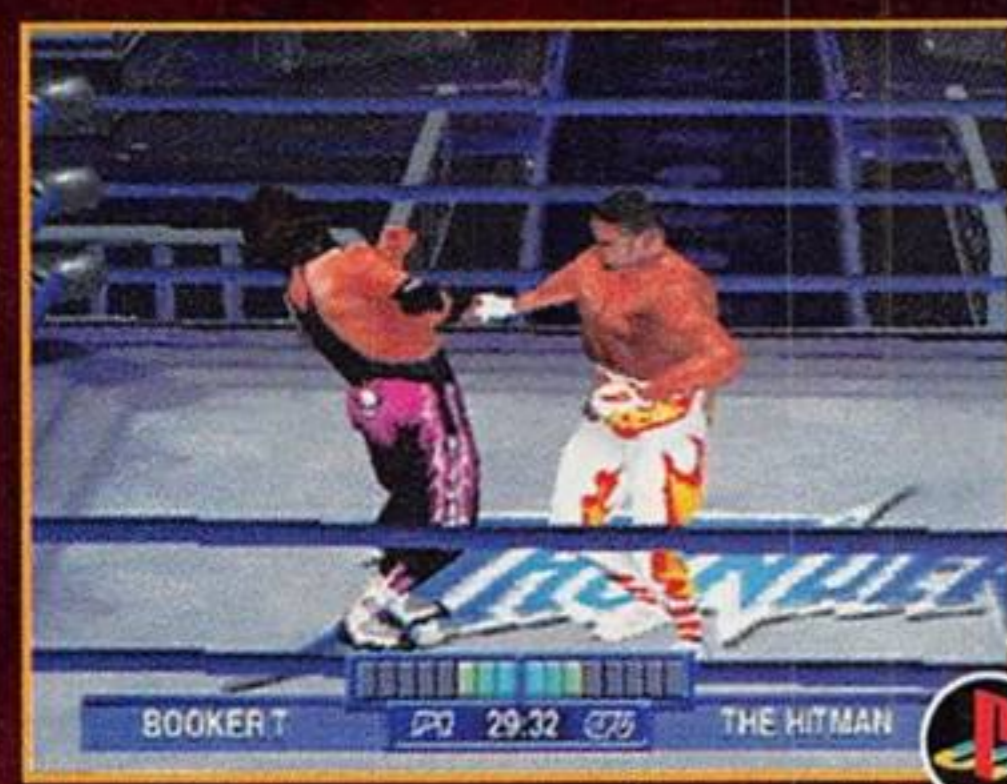
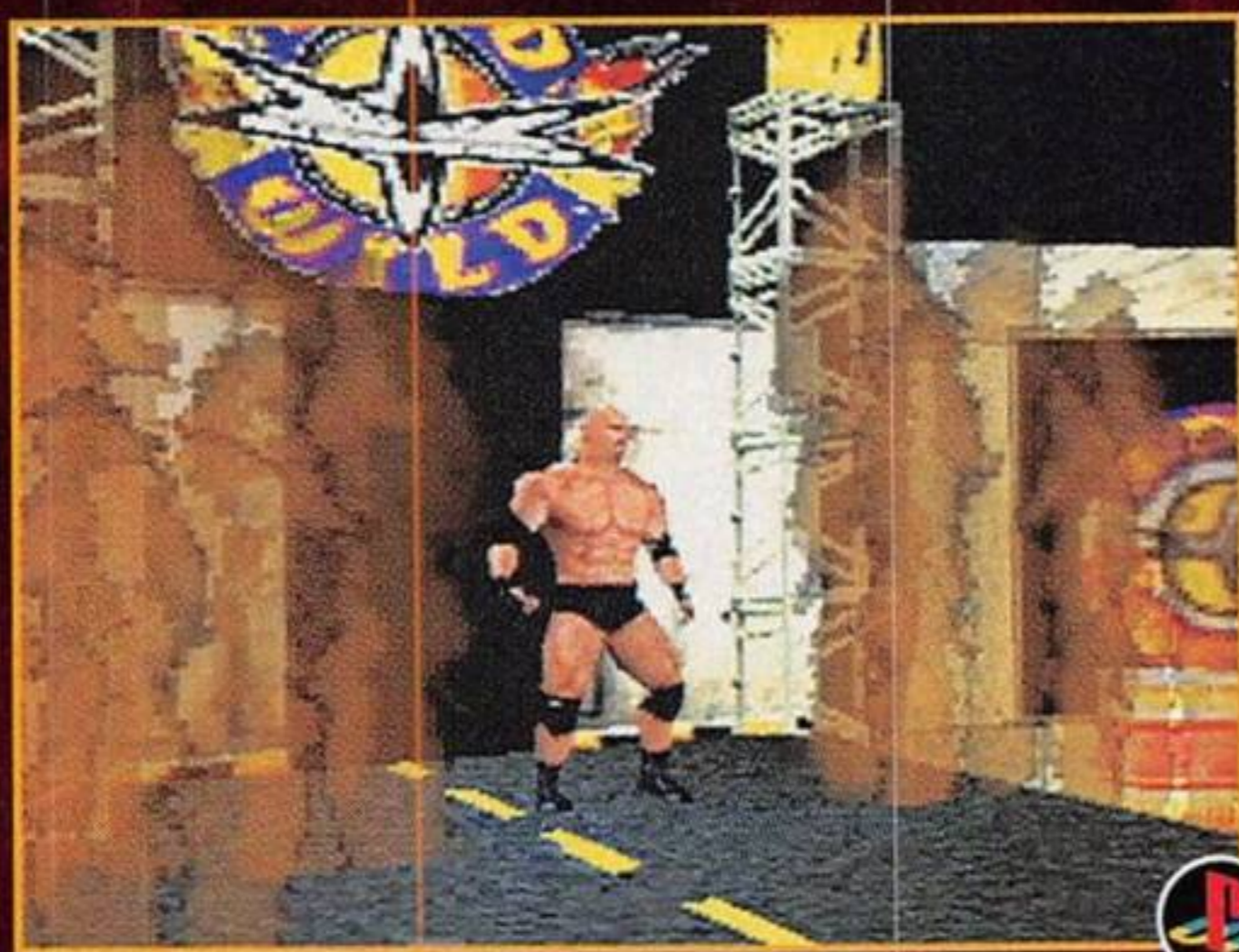
WCW Mayhem

thunder's coming



Electronic Arts is running down the ramp and into the squared circle this fall with WCW Mayhem, a no-holds-barred wrestling game that will give gamers a chance to step into the ring as their favorite WCW stars. Over 50 wrestlers will be featured, including Goldberg, Hollywood Hogan, Bam Bam Bigelow, Diamond Dallas Page, and Sting. All the insane action will erupt in a host of gameplay modes, including standards like Singles, Battle Royal, and Tag Team. You can also compete in the Quest for the Best to become the WCW Television Champion.

For your face-busting enjoyment, Mayhem will contain every major ring in the circuit. You'll have your choice of 15 WCW sets, including Monday Nitro, Thunder, Saturday Night, and all 12 pay-per-view rings. Even better, you'll be able to take the action out of the ring and into other parts of the arena: For the first time ever, players will be able to break through secret ringside entrances and into dressing rooms to continue the match.



Electronic Arts is running down the ramp and into the squared circle this fall with WCW Mayhem, a no-holds-barred wrestling game that will give gamers a chance to step into the ring as their favorite WCW stars. Over 50 wrestlers will be featured, including Goldberg, Hollywood Hogan, Bam Bam Bigelow, Diamond Dallas Page, and Sting. All the insane action will erupt in a host of gameplay modes, including standards like Singles, Battle Royal, and Tag Team. You can also compete in the Quest for the Best to become the WCW Television Champion.



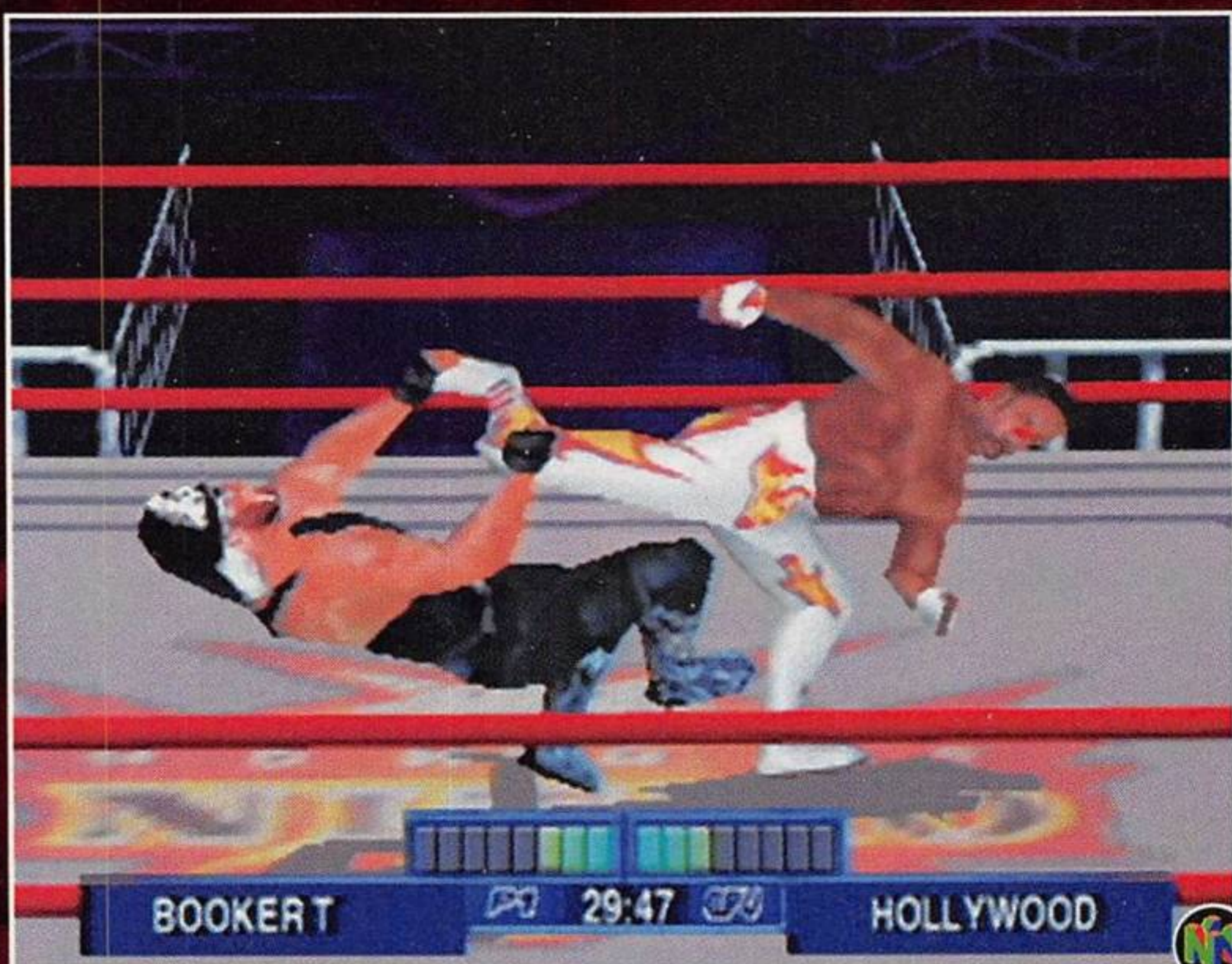
BY THE ROOKIE

- Developed by Kodiak Interactive
- Published by Electronic Arts
- Target release date: October



PLAYSTATION NINTENDO 64

HANDS-ON

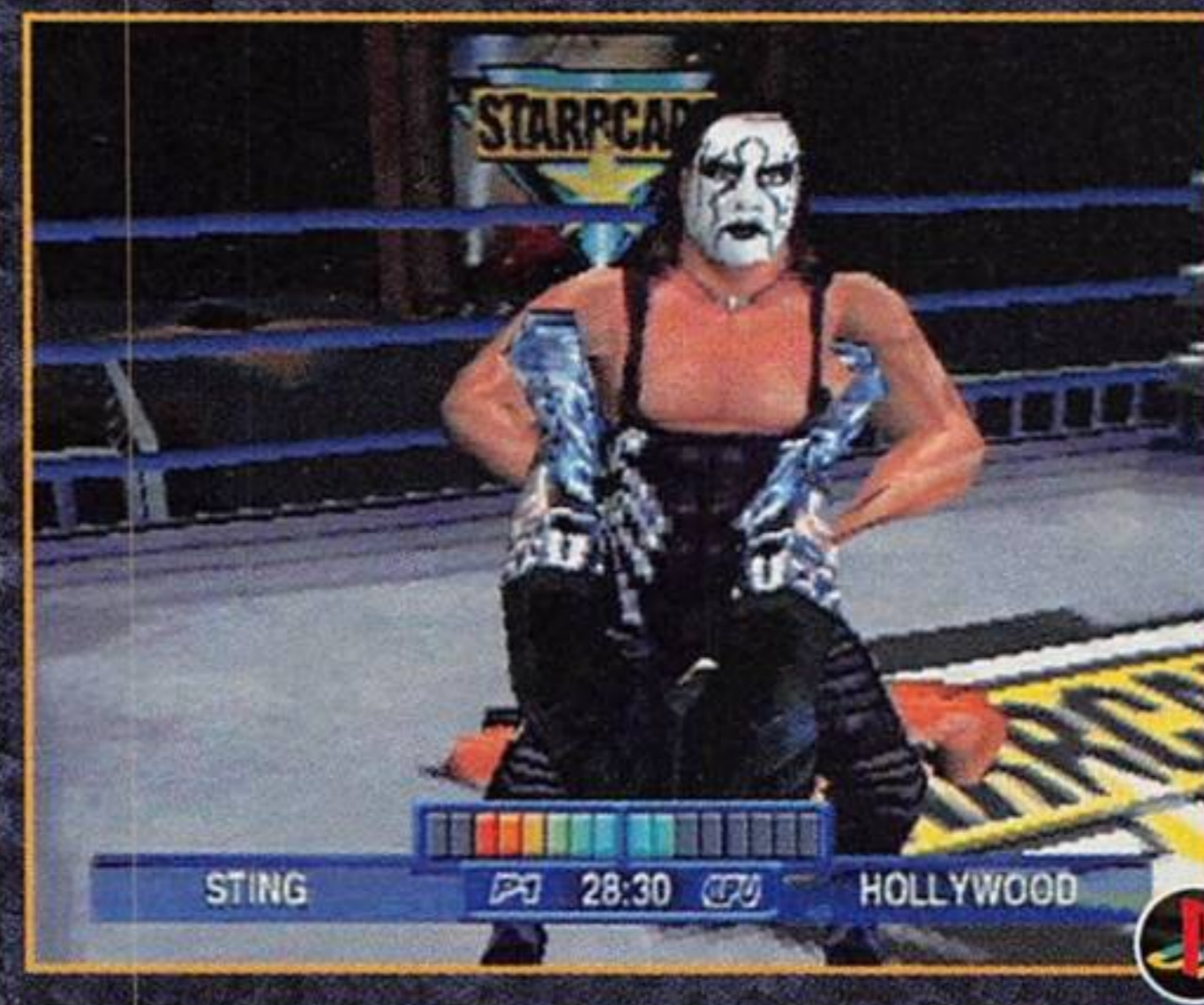


Electronic Arts hopes wrestling fans will "feel the bang" this fall with the release of WCW Mayhem.

hold up, sucka!

EA's looking to stuff Mayhem's graphics with over 600 motion-captured animations, providing each wrestler with their own set of head-splitting smackdowns and finishing moves. Gamers will also be treated to a TV-style ring entrance for each wrestler, complete with music and pyrotechnics. Mayhem will entertain your ears with authentic ringside effects, more than 8000 lines of dialogue, wrestler-specific taunts, and commentary from Tony Schiavone, Bobby Heenan, and Mean Gene Okerlund.

The preview versions we fired up showed a game rife with potential that still needed some hefty tweaking. The player models looked great, the motion-captured moves felt authentic, and the frame rate was smokin', but the wrestlers moved around the ring with robotic stiffness. There were also instances of wacky collision detection that need addressing. The control and sound are coming along nicely, but both could



still benefit from some fine-tuning before the main event. If EA can smooth out WCW Mayhem's overall mechanics, the game could be a wrestling force this coming holiday season.

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The way you buy games online
is about to change forever.

GAMEPRO
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COM

The logo for GamePro SuperStore.com features the words 'GAMEPRO' in a yellow, italicized, sans-serif font with a blue outline. Below it, 'SUPERSTORE' is written in a blue, italicized, sans-serif font with a yellow outline. Underneath 'SUPERSTORE', the word 'COM' is written in a smaller, blue, italicized, sans-serif font with a yellow outline. A blue swoosh with a yellow ball at its end curves under the 'COM'.

Stay tuned for more details.

Jet Force Gemini



BY BOBA FATT

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



NINTENDO 64

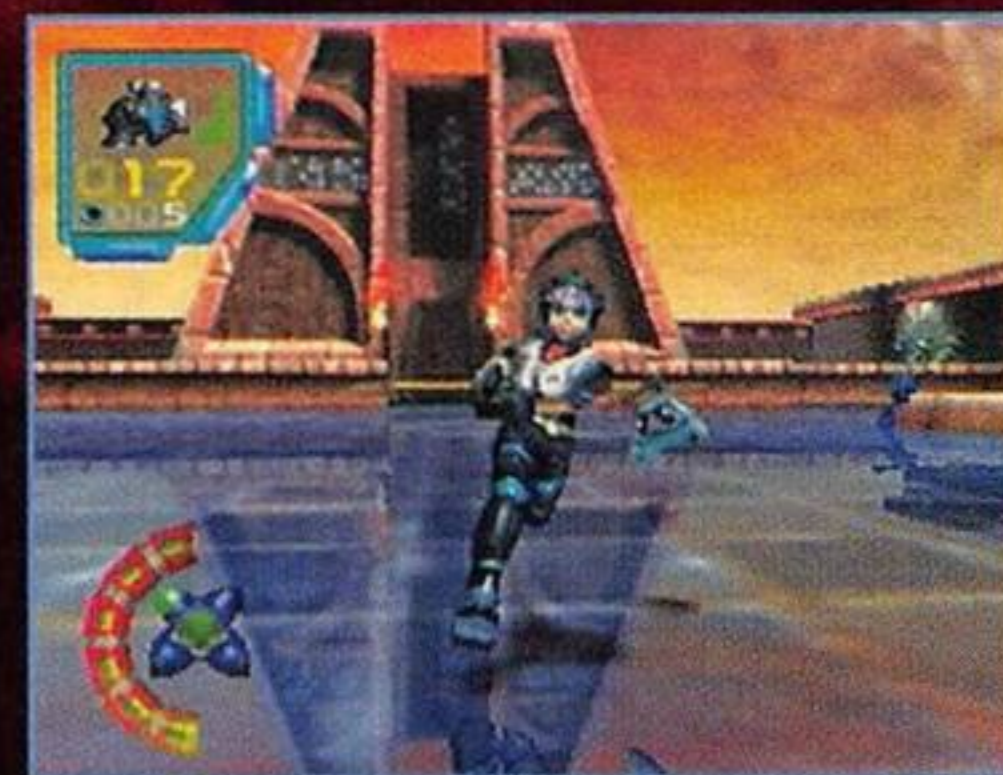
UPDATE

Adventure Has a New Name

The diabolical tyrant Mizar has his sights set on ruling the galaxy, and the Jet Force Gemini team is freedom's only hope! Unfortunately, they're on the outskirts of the galaxy and there's no time for reinforcements—it's up to the flame-resistant Juno and Vela, his aquatically talented sister, to fend off Mizar's squadrons of alien insects. Their only helpers are their dog, Lupus, and Floyd, a trusty flying robot who acts as radar. Each of the characters has unique abilities (and they'll gain new ones during the adventure), and you'll have to switch off between them to find hidden areas en route to the final confrontation.



Rare, the searing-hot developer of GoldenEye, Banjo-Kazooie, and Donkey Kong Country, hopes to stoke its flame yet again with Jet Force Gemini.



Multiplayer Mayhem

Even after two years in release, GoldenEye is still the best multiplayer N64 game, and Rare is rarin' to prove they're the only ones who can top themselves. Jet Force Gemini features a myriad of multiplayer options. In the innovative Cooperative mode, a friend can control Floyd the Robot while you play as Juno, Vela, or Lupus. If you'd rather get medieval (in a futuristic sense) on your buddies, there are a host of competitive games that range from a four-player split-screen deathmatch to target shooting and even a racing game.



Rare Talent

Great care has been taken with Jet Force Gemini. Ever the perfectionists, Rare delayed this title at the last moment to make the characters more mature, thereby refining the tone. As you can see from these screen shots, the environments are meticulously detailed, and the lighting and weaponry effects have the distinctly hyperkinetic feel of animé.

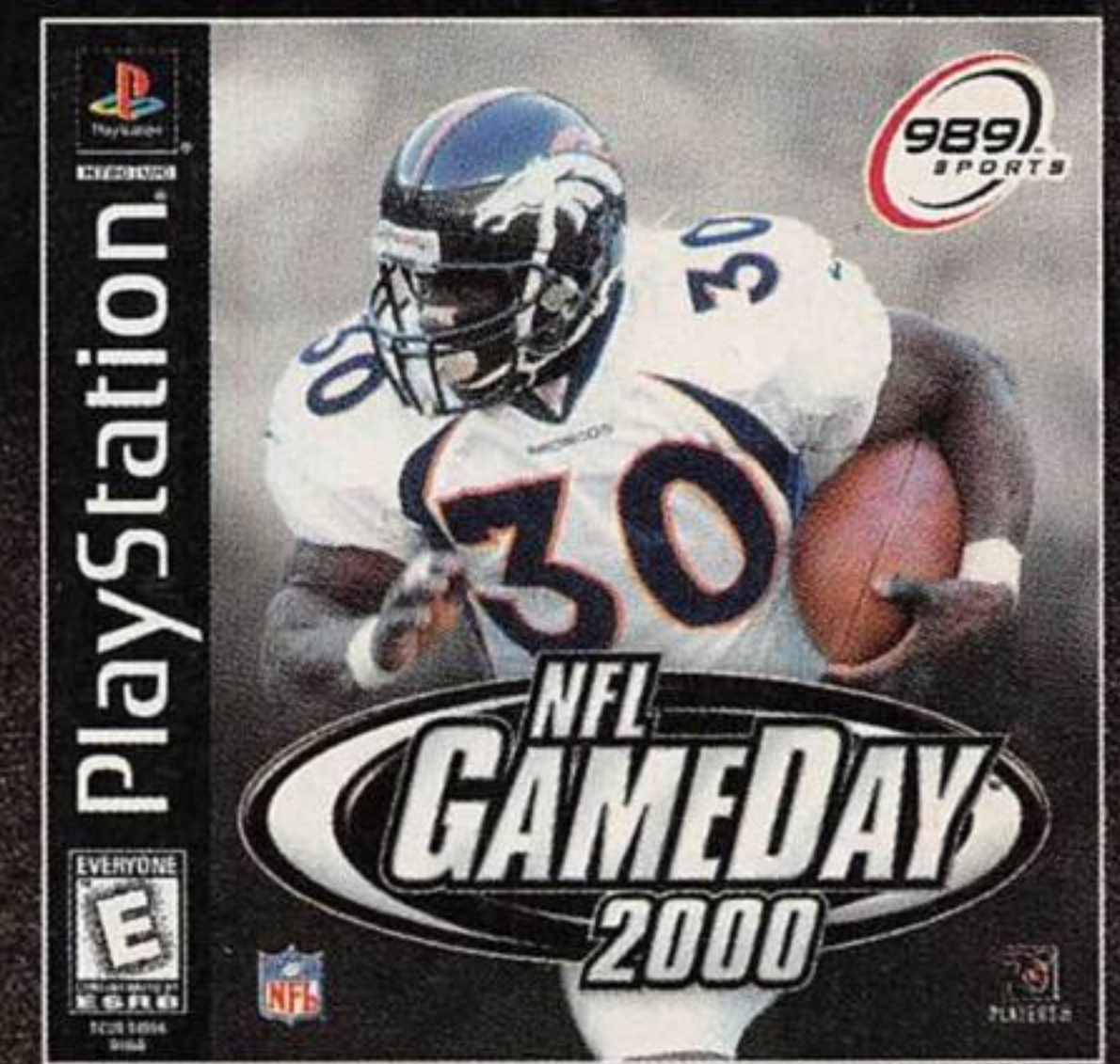
Expect climate changes, fluid character animation, spectacular weaponry effects, and intense cut scenes to give the game a completely cinematic feel. Gemini's not all flash, either: The sharp A.I. will have enemies working together to corner you, and colossal bosses will put a hurt on your space-suited butt.

You'll be able to choose from a host of Gemini's characters and lock and load pistols, rifles, sniper weapons, rocket launchers, grenades, and mines. Both the multiplayer and solo games allow you to shift into a pseudo-first-person perspective for shooting. Get ready for a galactic adventure when Gemini jets into stores this fall.





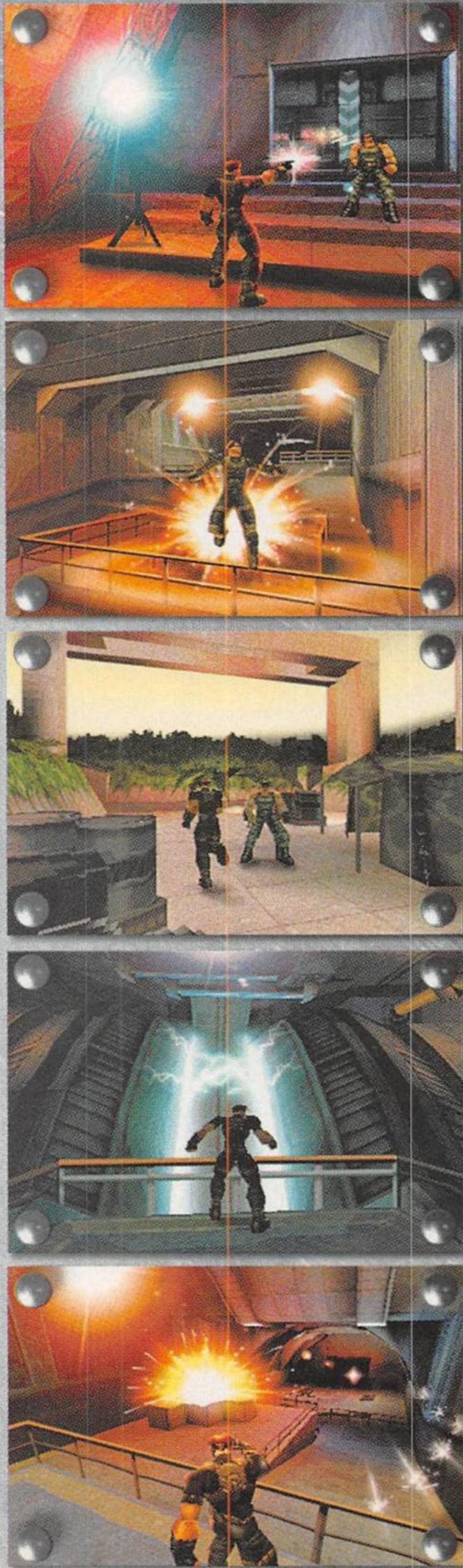
NFL GameDay 2000 gives you 1,200 new plays and 200 new motion captured moves designed and performed by 45 NFL players. There's a Training Camp Mode to practice plays, and a GM Mode to manage your team over multiple seasons. We've even added a revolutionary telestrator along with Dick Enberg and Phil Simms commentary. Now everyday is game day.



www.989sports.com

Your partners didn't make it to this mission. So destroy anything that moves.

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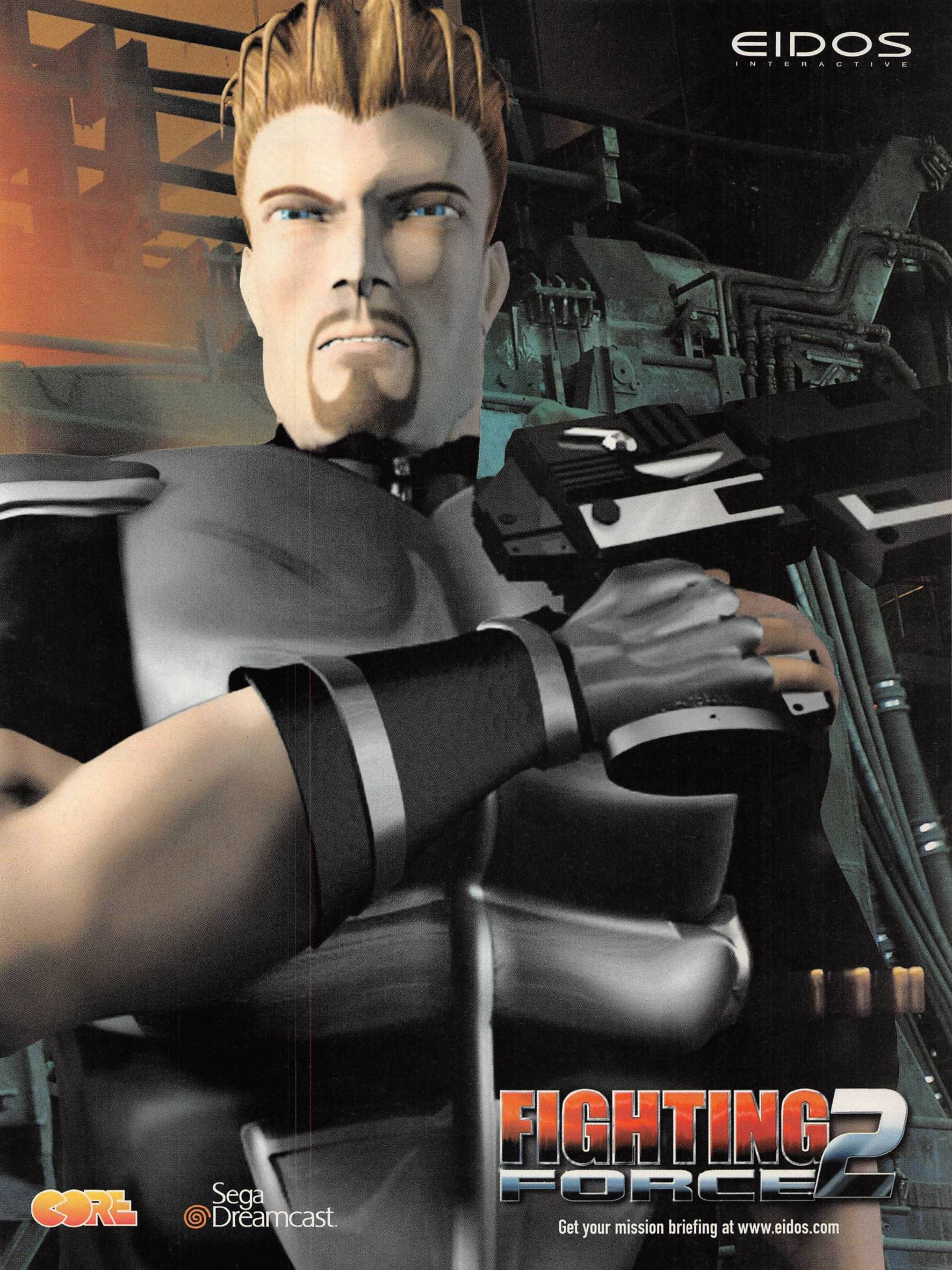
You're **Hawk Manson**, lone survivor of the covert government espionage crew, SI-COPS, trekking through strategic R&D installations on an **all new 3D game engine** in the ultimate mission of extermination. Utilize **an arsenal of hand-to-hand combat moves** and **over 20 new weapons**. And if that's not enough, just pick up random objects and use them to deter enemies from breathing. Your plate's pretty full, but you're all alone. So get it in gear.



BIOHAZARD



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CORE

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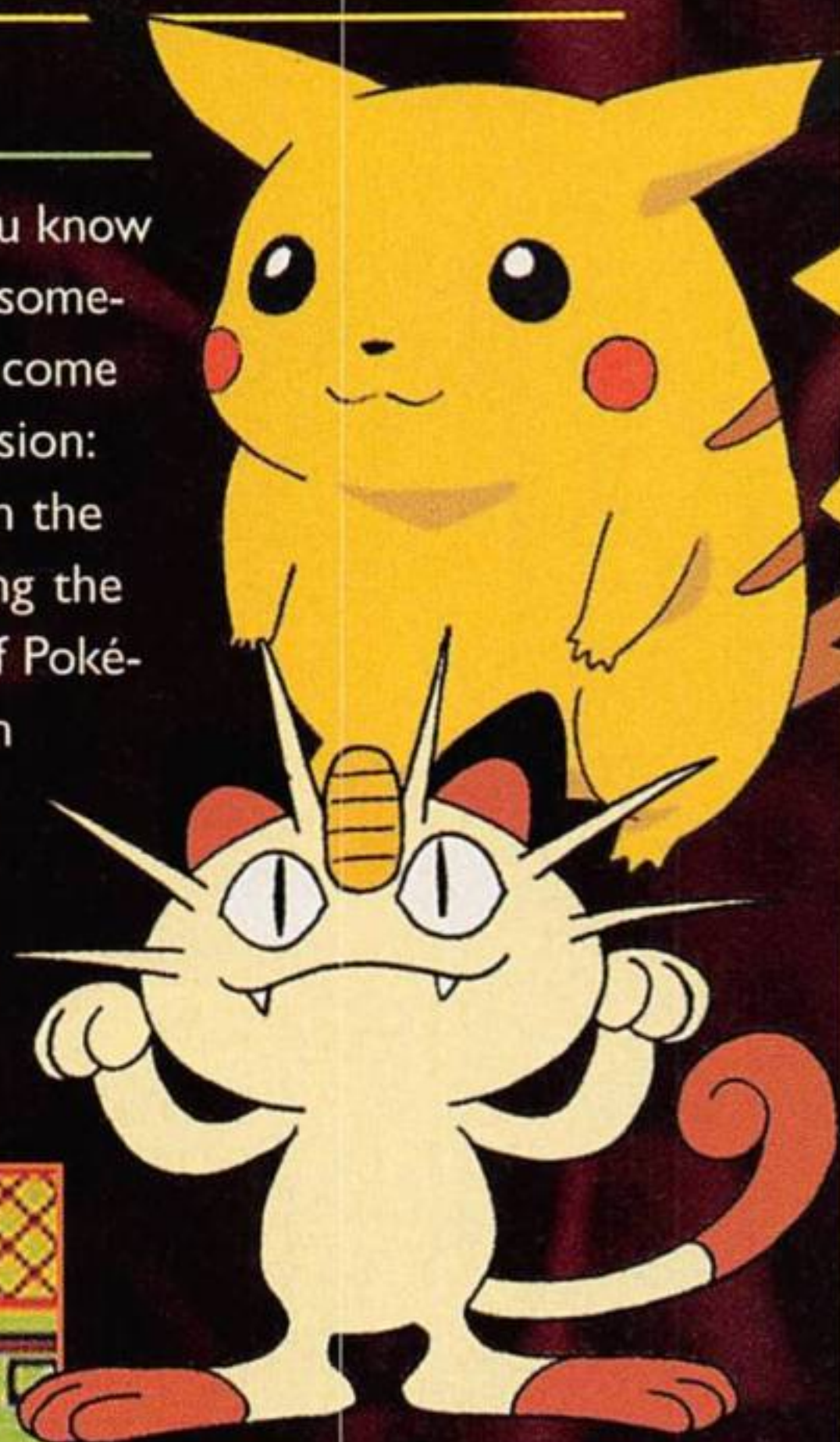
FIGHTING FORCE 2

Get your mission briefing at www.eidos.com

Pokémon Yellow: Special Pikachu Edition

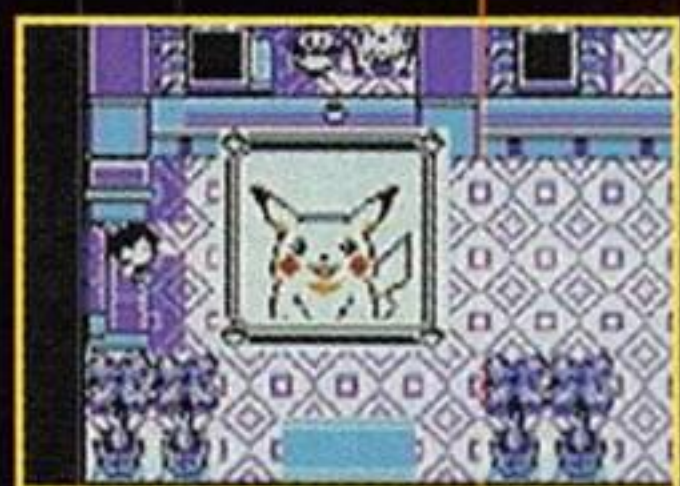
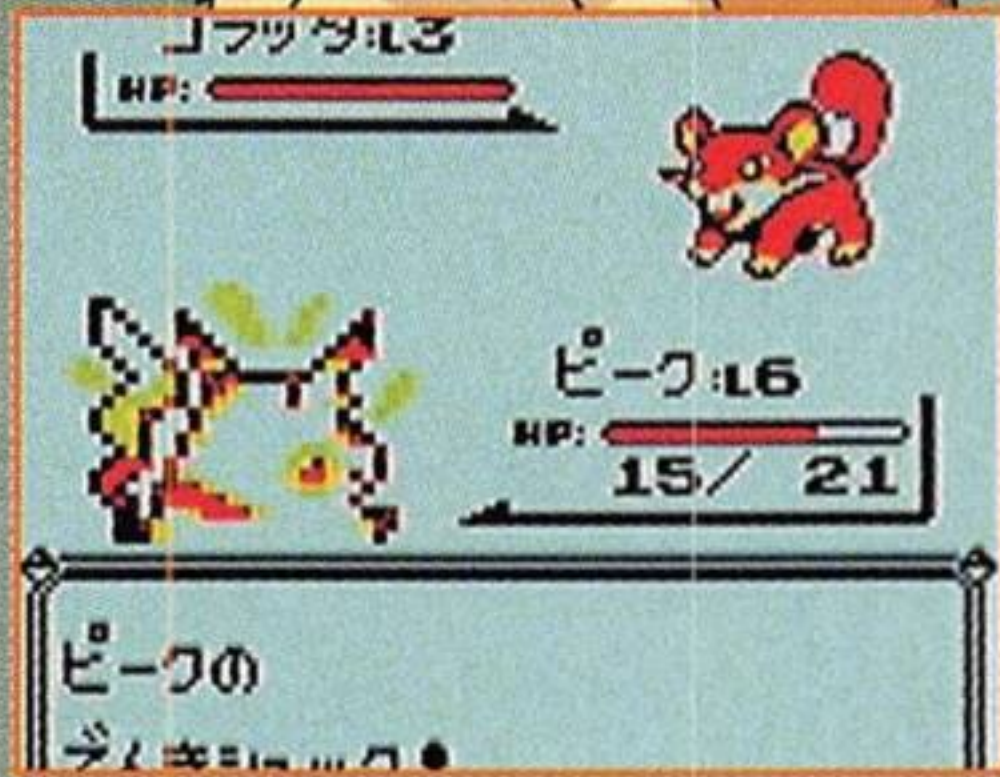
YELLOW POWER

If you've passed through Red and Blue, then you know that Yellow is up next. But if you think this has something to do with the color spectrum...well, welcome back from outer space! Pokémon Yellow Version: Special Pikachu Edition stays right in step with the humongous Pokémon craze, basically continuing the turn-based capture-the-monsters gameplay of Pokémon Red and Blue. This time the story line is in tune with the hit television show, so expect to battle the obnoxious Team Rocket—which includes the whiny cat creature, Meowth, of course—frequently during your quest to capture 152 Pocket Monsters.



POCKET ACTION

Normally, it's best to avoid any game whose name is longer than the cartridge that holds it. However, Pokémon Yellow Version: Special Pikachu Edition is a safe bet given that everything about it is proven Game Boy gold. As in megahits Red and Blue, you'll capture Pocket Monsters and set up a team of your six best that will help you capture even more. You "train" your creatures by pitting them in battles to earn experience and hit points—a sort of mini-RPG—and as they grow, your monsters will learn special skills. You'll travel to most of the same cities you visited in the earlier versions and even meet up with some of the same rival Pokémon trainers. However, you'll find that the Pokémon have moved from their usual Red or Blue habitats and that the trainers now have new creatures in their stables. Pokémon will also learn different abilities at different experience levels than in the other games.



BY POKÉMAXX

- Developed by Game Freak
- Published by Nintendo
- Target release date: October

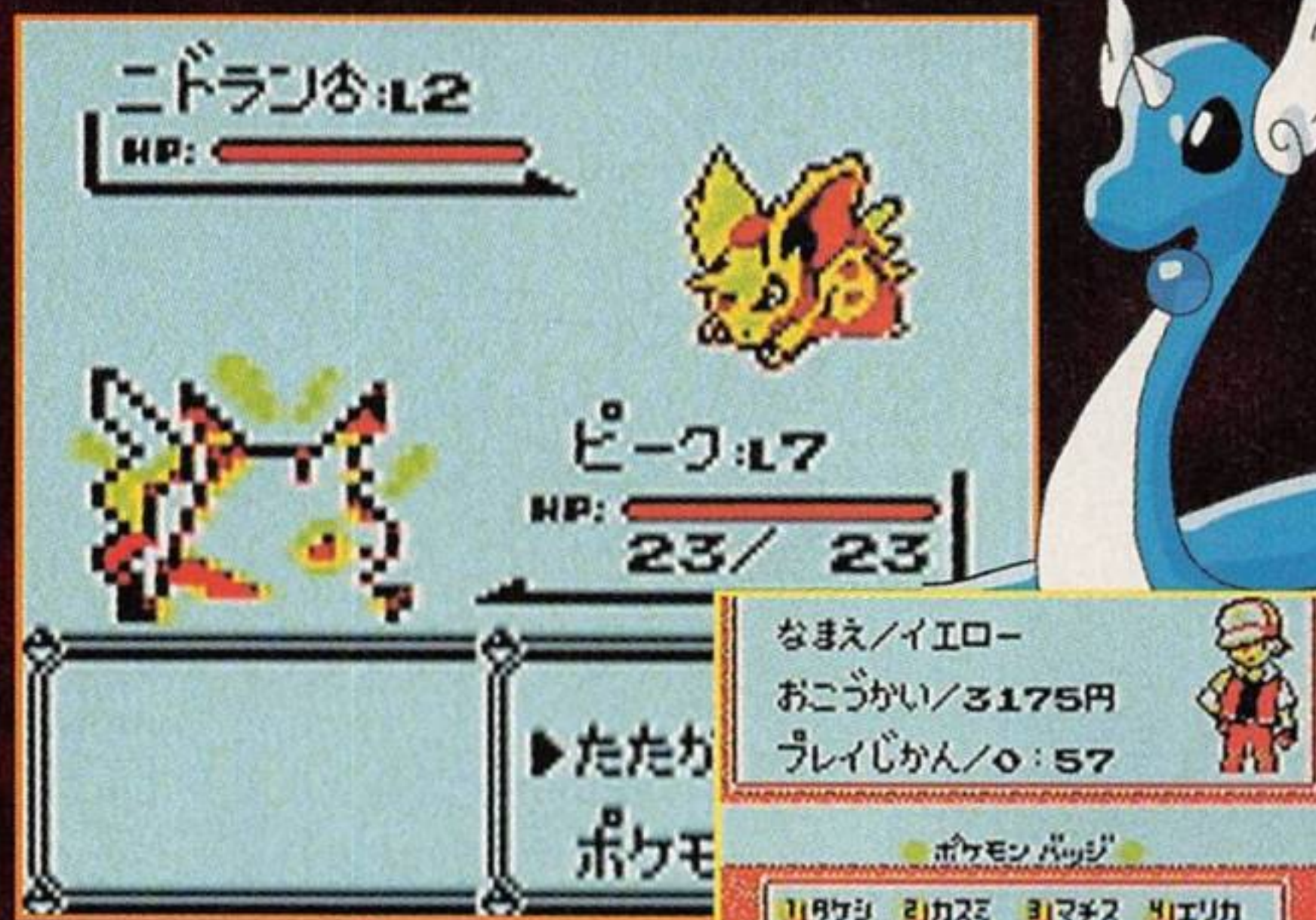
FIRST LOOK



GAME BOY COLOR

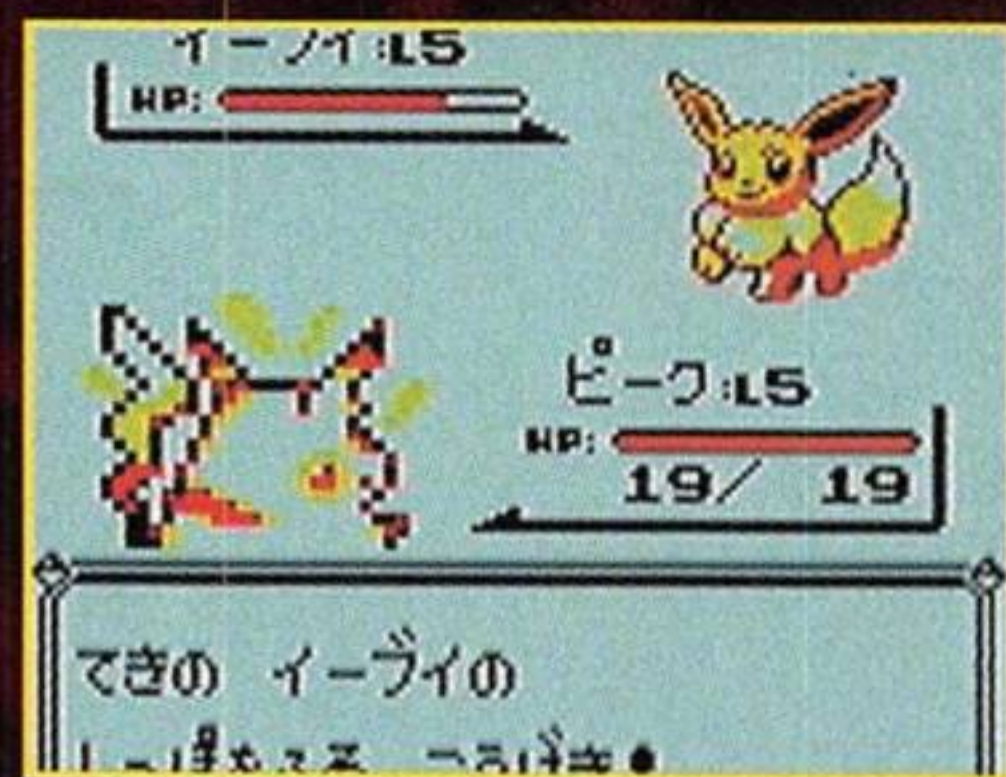


With Yellow, Pokémon gets mellow as Pikachu becomes your ally in a quest to capture 152 weird little Pocket Monsters...again!



MONSTER HITS

With Yellow, you'll hunt down all your favorite Pocket Monsters. You've probably noticed that there are 152 monsters in this version. That's the 150 you know and love plus two new hidden creatures. Of course, you'll begin the game with Pikachu this time instead of Bulbasaur, Squirtle, or Charmander. All the creatures sport updated graphics as a special treat for Pokémon veterans. Pokémon Yellow looks like another Game Boy habit...er, hit waiting to happen.



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IT GIVES YOU A CHANCE TO FIGHT
BRAIN HUNGRY ZOMBIES

THE HOUSE OF THE DEAD 2

Sega Dreamcast

IT'S THINKING

APPARENTLY YOU'D RATHER SUCK HATCHET

new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20 kinds of mutants with hatchets, chainsaws and razor sharp teeth. check your shorts for cake. sega.com

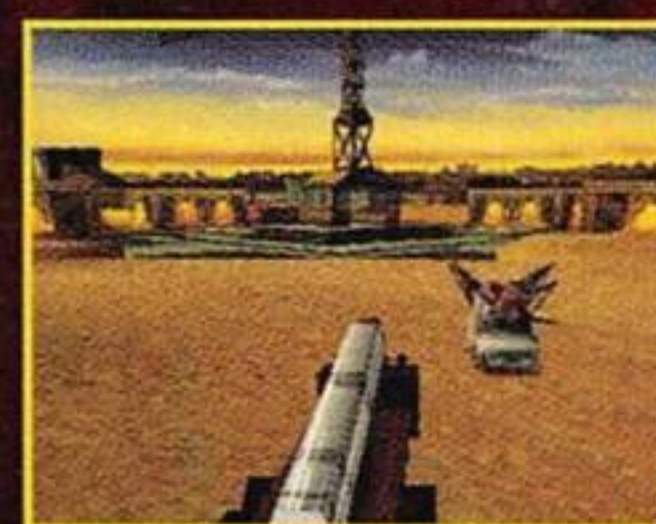
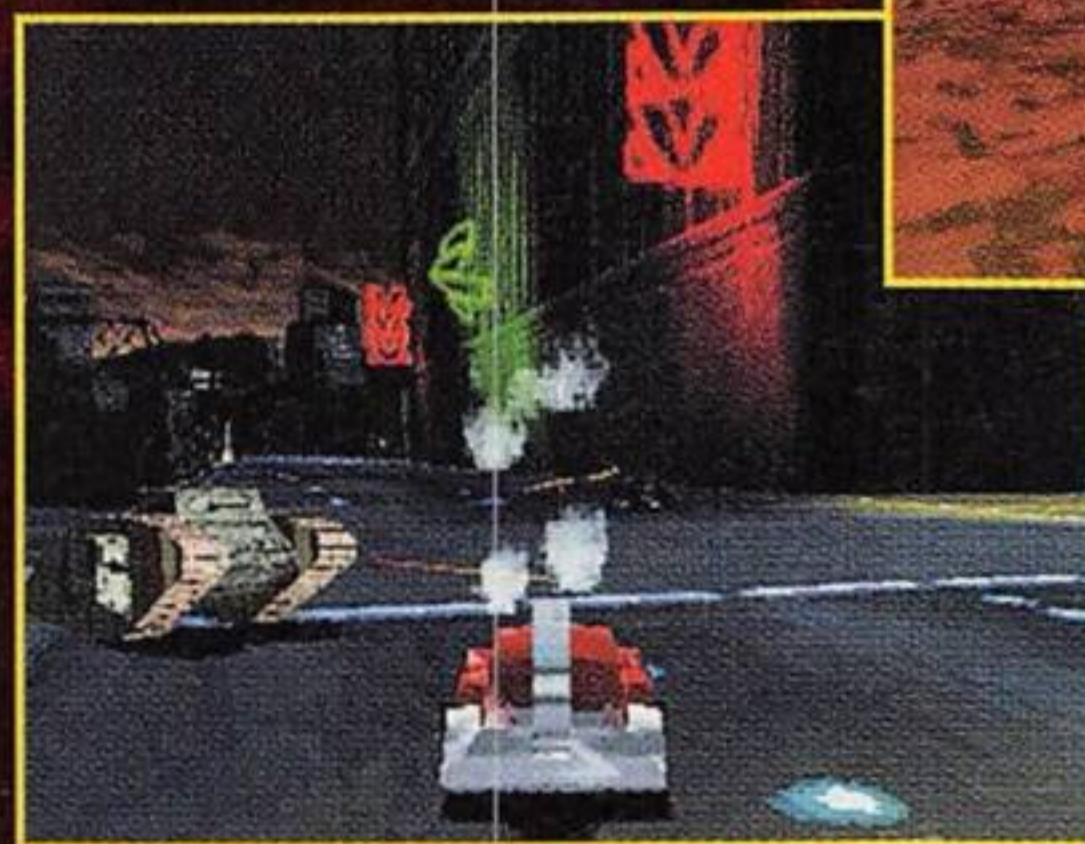
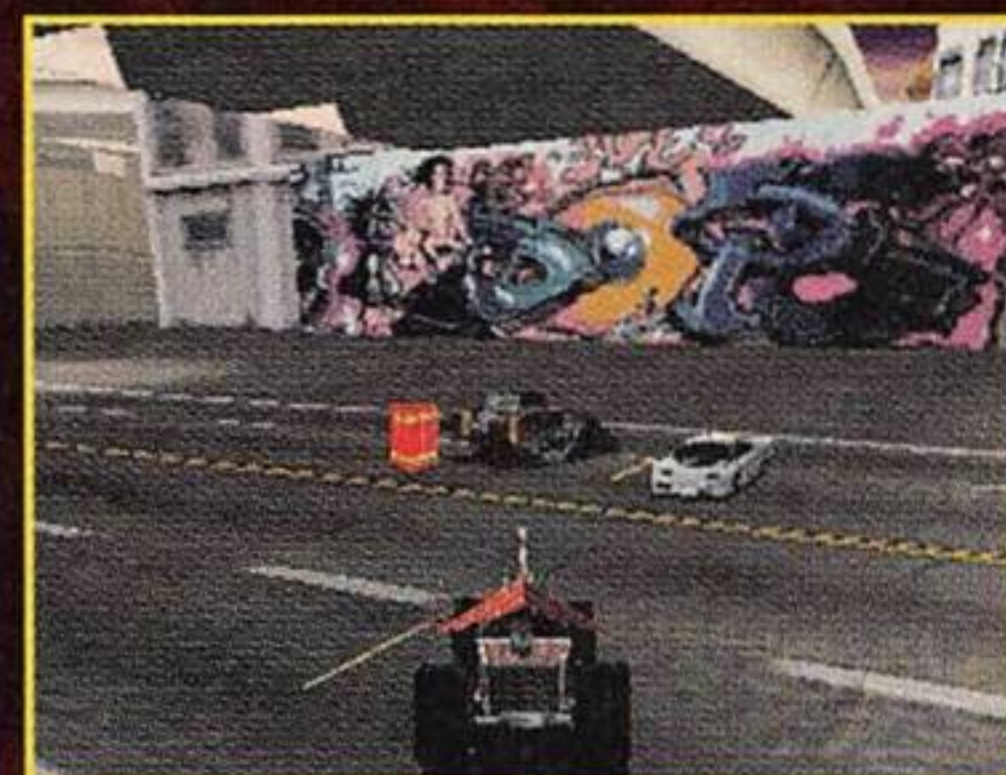
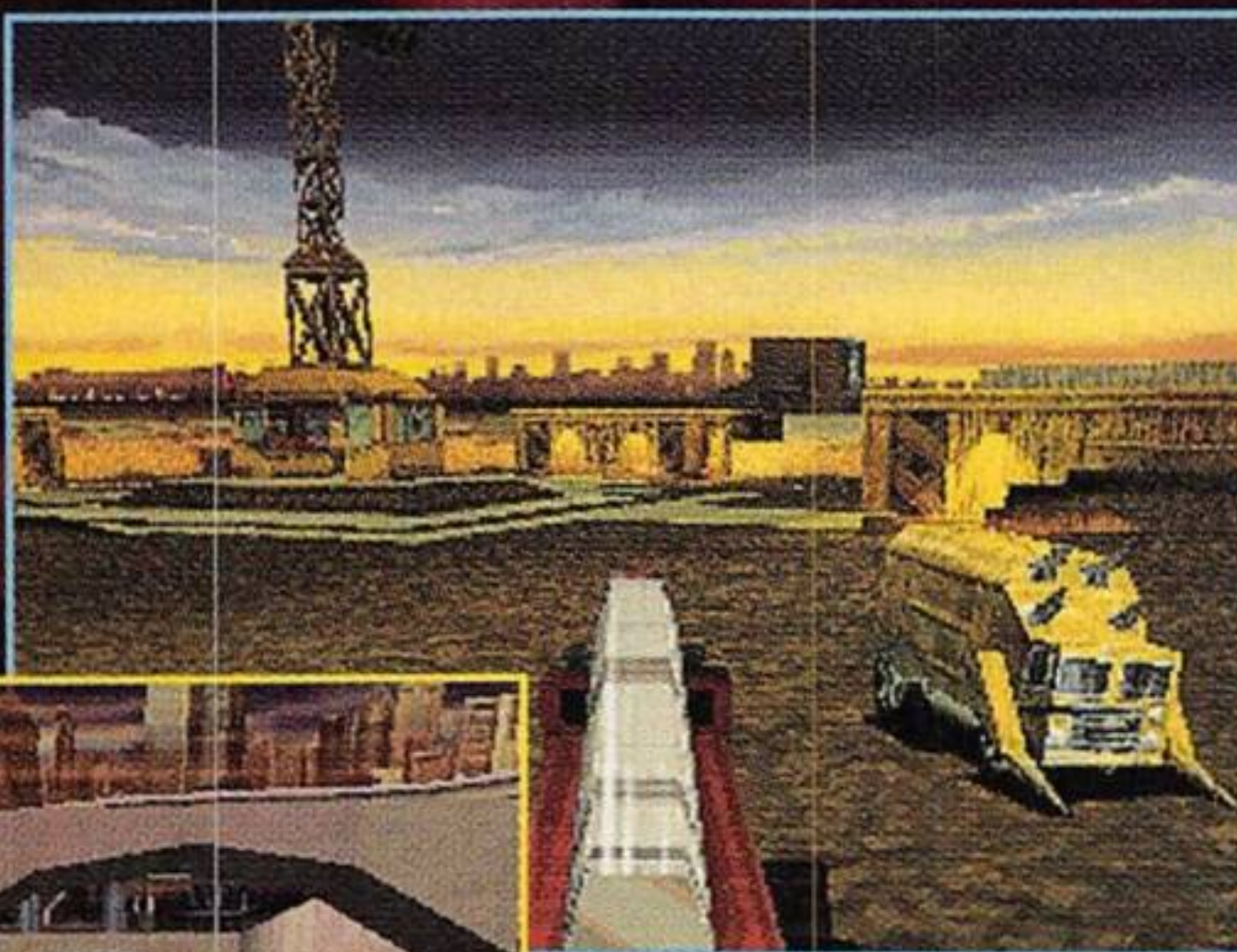
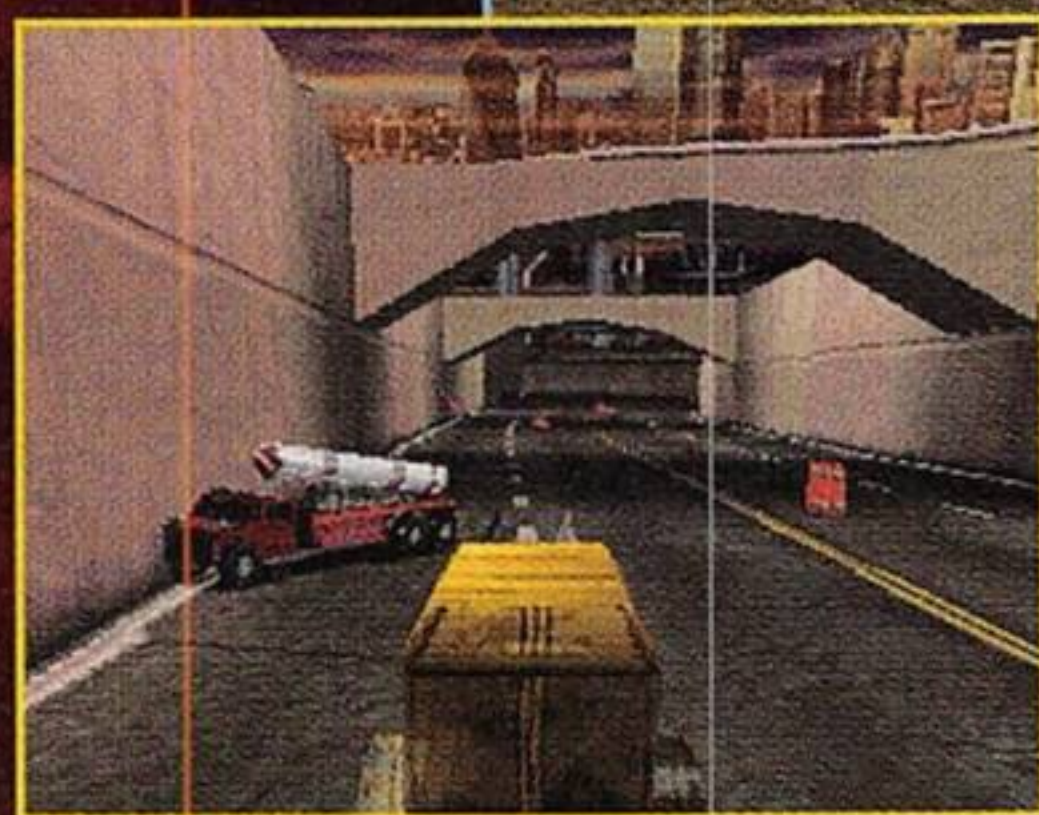
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB



Twisted Metal 4

ROAD RAGE COMBAT returns to the PlayStation with Twisted Metal 4, which will offer a slew of new features, updates, vehicles, and weapons. Fans of Sweet Tooth will be happy to hear that their favorite psychopathic ice cream truck will have an expanded presence this time. Larger and more detailed 3D environments will offer more interactive elements and multiple levels of racing fun, while a showroom full of new, superpowered vehicles of destruction will provide plenty of racing options for single- or multiplayer mayhem. An expanded arsenal of weapons will help you vent your wrath at anyone who aggravates you.

Improved graphics will whiz by at 30 frames per second, and increased vehicle physics should provide tighter control, enabling drivers to sideswipe other cars while racing on only two wheels. Fans of pure automotive anarchy will be satisfied by the Death Match Only levels, which have been programmed exclusively for full-throttle multiplayer mayhem. Drive fast, shoot first, and blow up everything in your path! 



BY DR. ZOMBIE


- Developed and published by 989 Studios
- Target release date: November

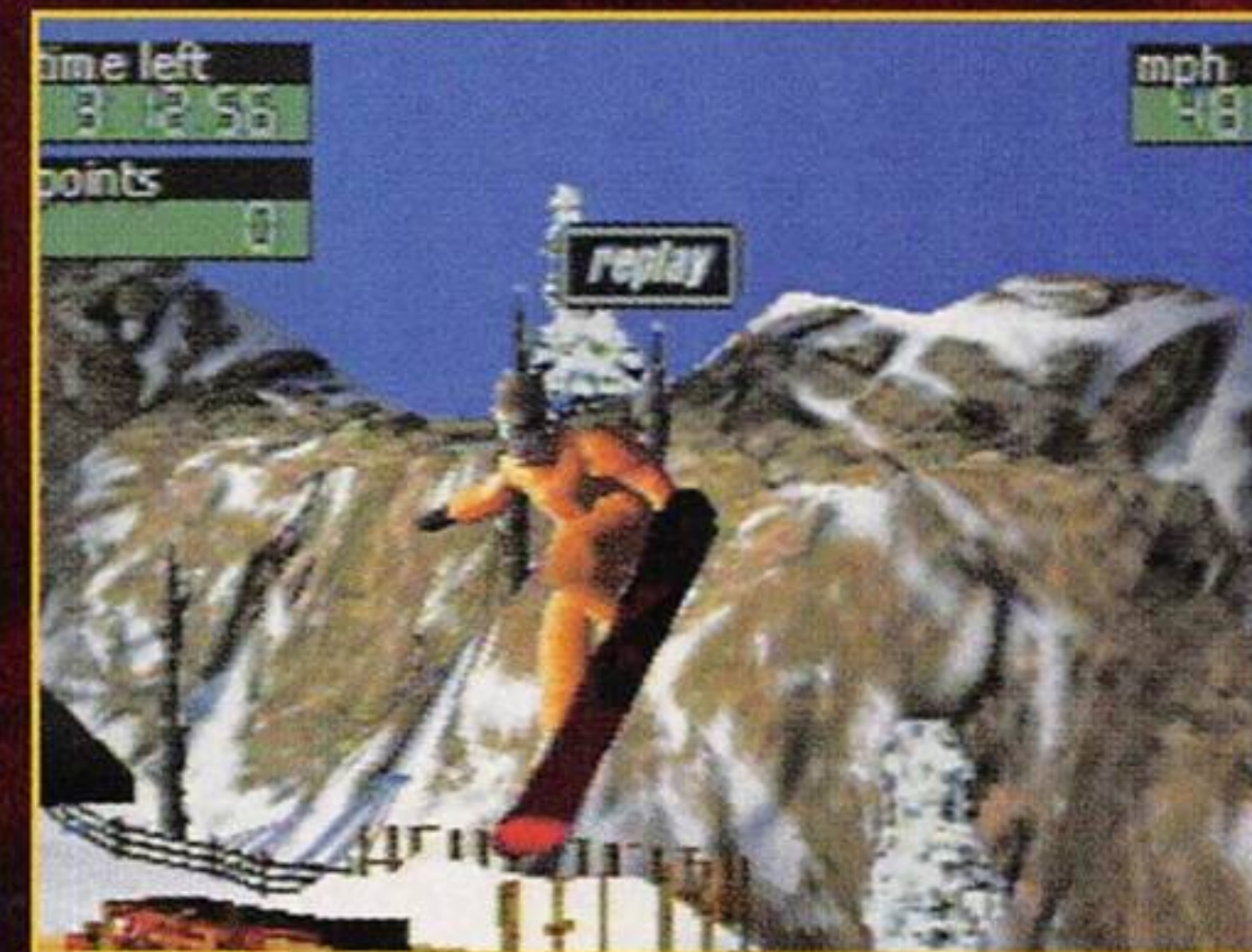


FIRST LOOK

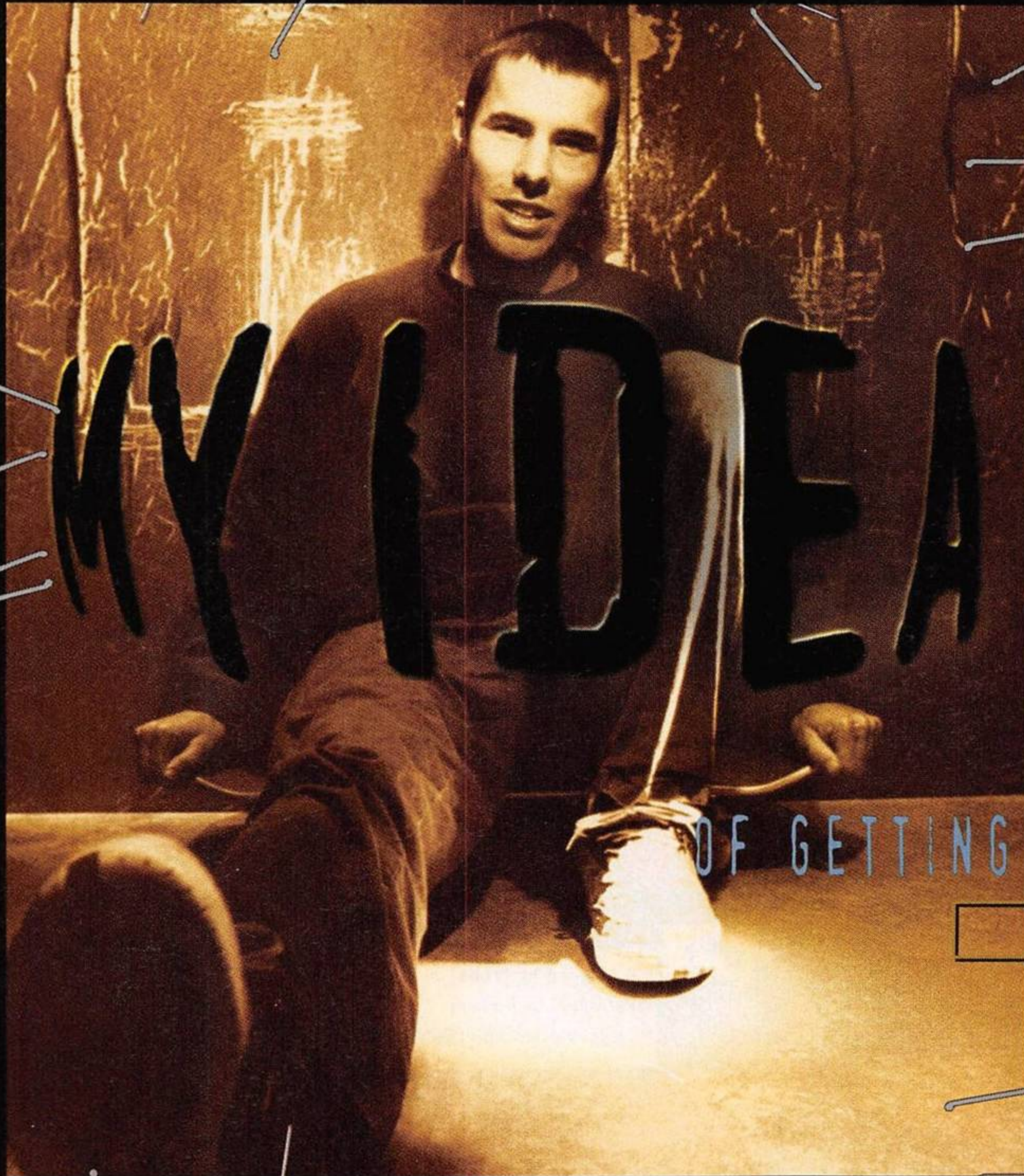
Cool Boarders 4

IT'S TIME TO hit the slopes with the latest entry in the popular Cool Boarders snowboarding series. The graphics look even sharper with five challenging mountains, a slate of actual pro snowboarders, and dozens of authentic snowboards to choose from. Play solo or go head-to-head against a buddy in Downhill, Half Pipe, Slope Style, CBX, and Big Air stadium events. Each mountain also has a unique Special Event you can challenge. You'll have plenty of opportunities to master the huge variety of trick moves in the new Trickmaster and Multiplayer Tournament modes.

Discerning racers can create riders and their boards from the ground up to customize their gaming experience. The popular fighting feature has been intensified to provide fiercer competition in the snow. When you're looking for something different, you can snowboard out of bounds and into the bush, where you'll outrun the Ski Patrol and even dodge an avalanche or two. 



ANDY MACDONALD 1998 X-GAMES CHAMPION



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

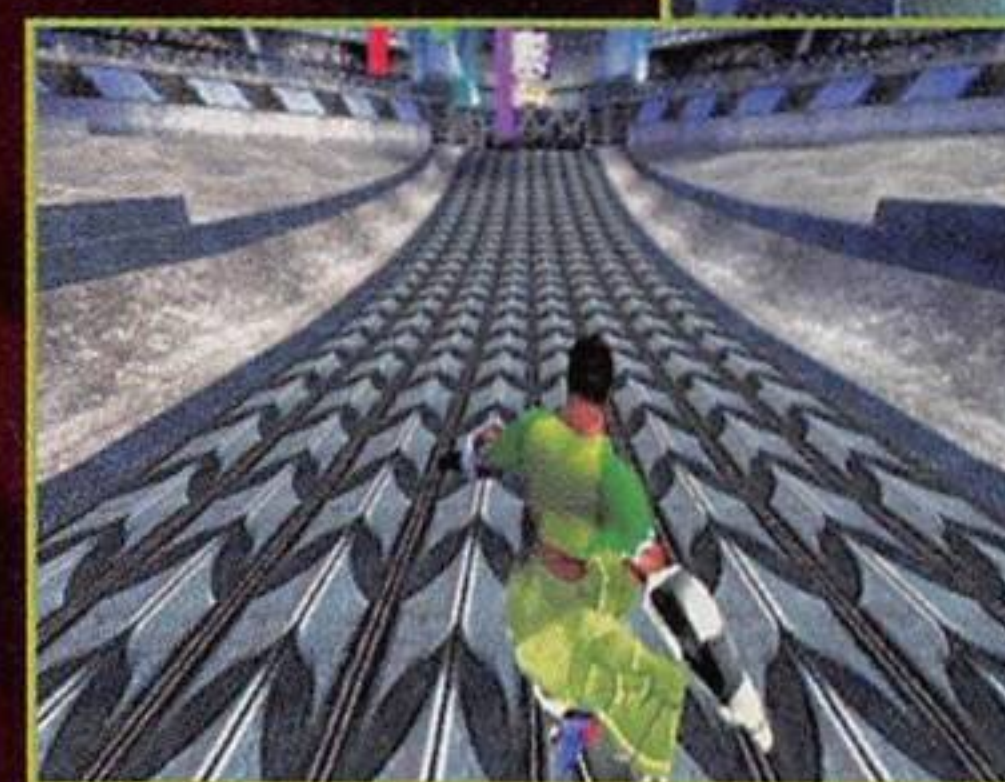
OFFICE OF NATIONAL DRUG CONTROL POLICY
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TrickStyle

THE DREAMCAST GETS its first taste of skateboarding with TrickStyle, but this isn't your standard 'boarding title. TrickStyle takes place after World War III, where "gravity surfing" has become the national pastime (that's a bleak future). TrickStyle features racing on several tracks, but speed and race position aren't everything; during the race you can open up shortcuts by performing certain stunts.



The unfinished preview version featured smooth graphics, but an occasional drop in the frame rate did subtract from the game's visual splendor. The audio track was another sore spot at this stage—it was rife with redundant trash-talk that quickly became grating. The controls, however, were very responsive, which you'll be grateful for as you try to execute the game's more than 40 stunts. If the graphics and sound get the necessary tuning, TrickStyle could set the standard for future Dreamcast skateboarding-style games.



BY MAJOR MIKE

- Developed by Criterion Studios
- Published by Acclaim
- Target release date: September

HANDS-ON



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

JUST WHEN YOU thought Turok 2 was the last word in first-person shooters, here comes Armorines: Project S.W.A.R.M., another comic-book-to-video-game corridor shooter. In Armorines, you and your platoon of high-tech space marines are up against alien insects who are trying to conquer Earth. The battles take place in diverse environments, including a jungle, a volcano, a military base, and more. Your enemies become tougher with each level that you complete, and new levels can be unlocked.

One of the game's most promising features is the A.I.; enemies in Armorines will attack in swarms for a more challenging gameplay experience. In addition to the one-player game, there are two multiplayer modes: Up to four players can blast each other to bits in death-matches, or you can team up with a buddy for cooperative play.

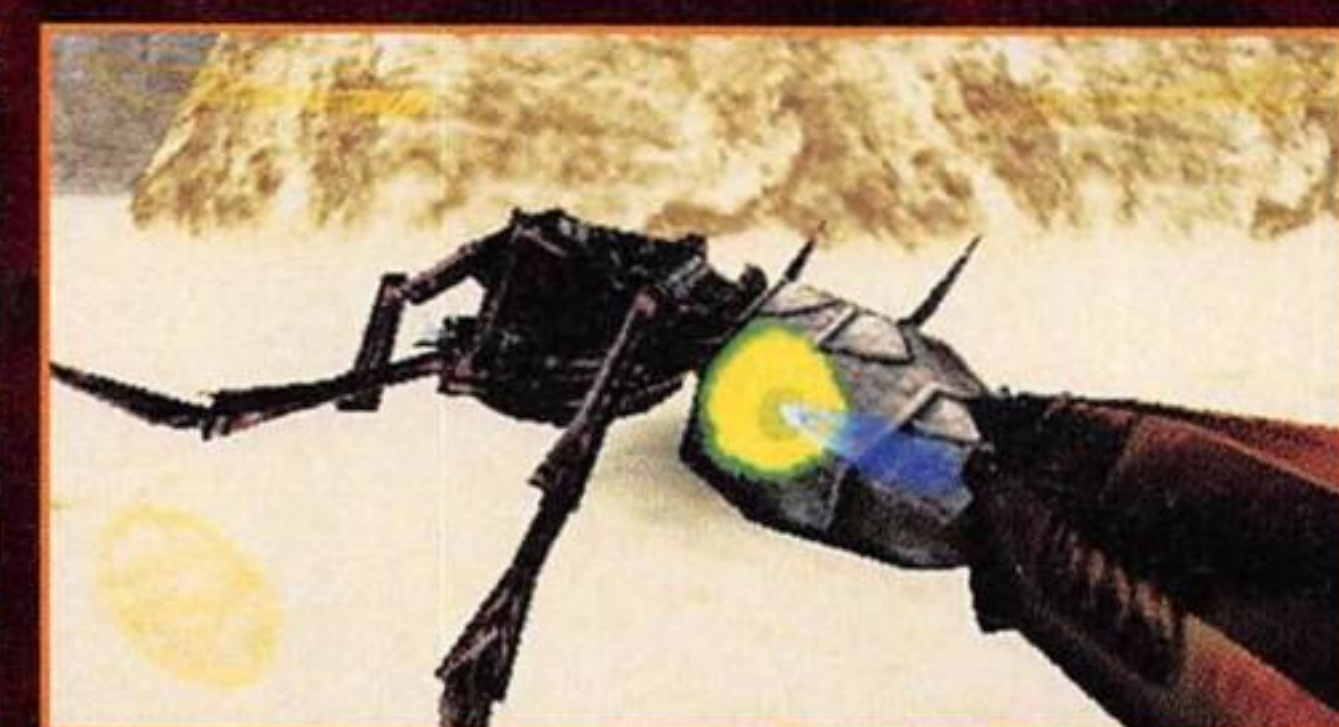
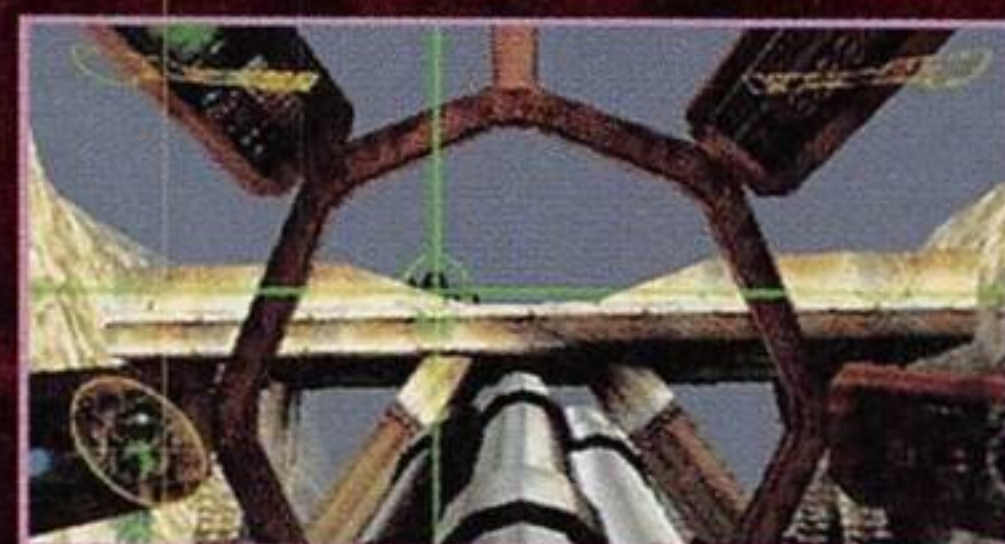
Note: All screens shown are from the Nintendo 64 version.



BY MAJOR MIKE

- Developed by Probe
- Published by Acclaim
- Target release date: Winter '99

UPDATE





THIS IS THE HEART.



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Sega © Dreamcast.

THIS IS THE SOUL.

SOUL CALIBUR



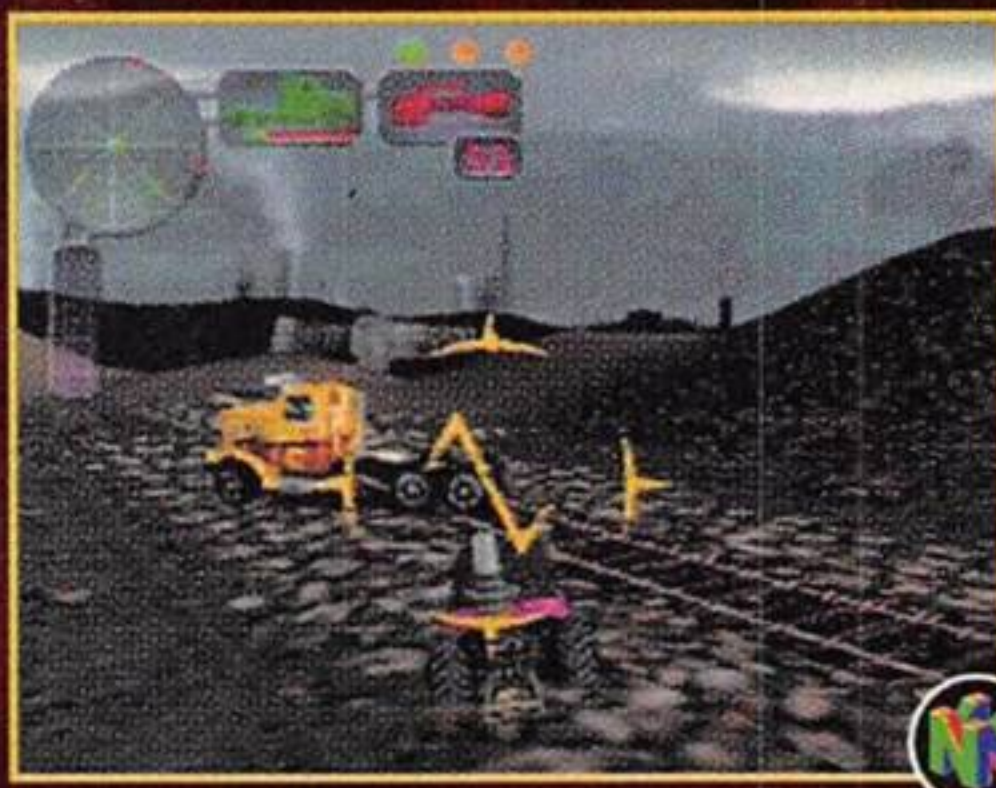
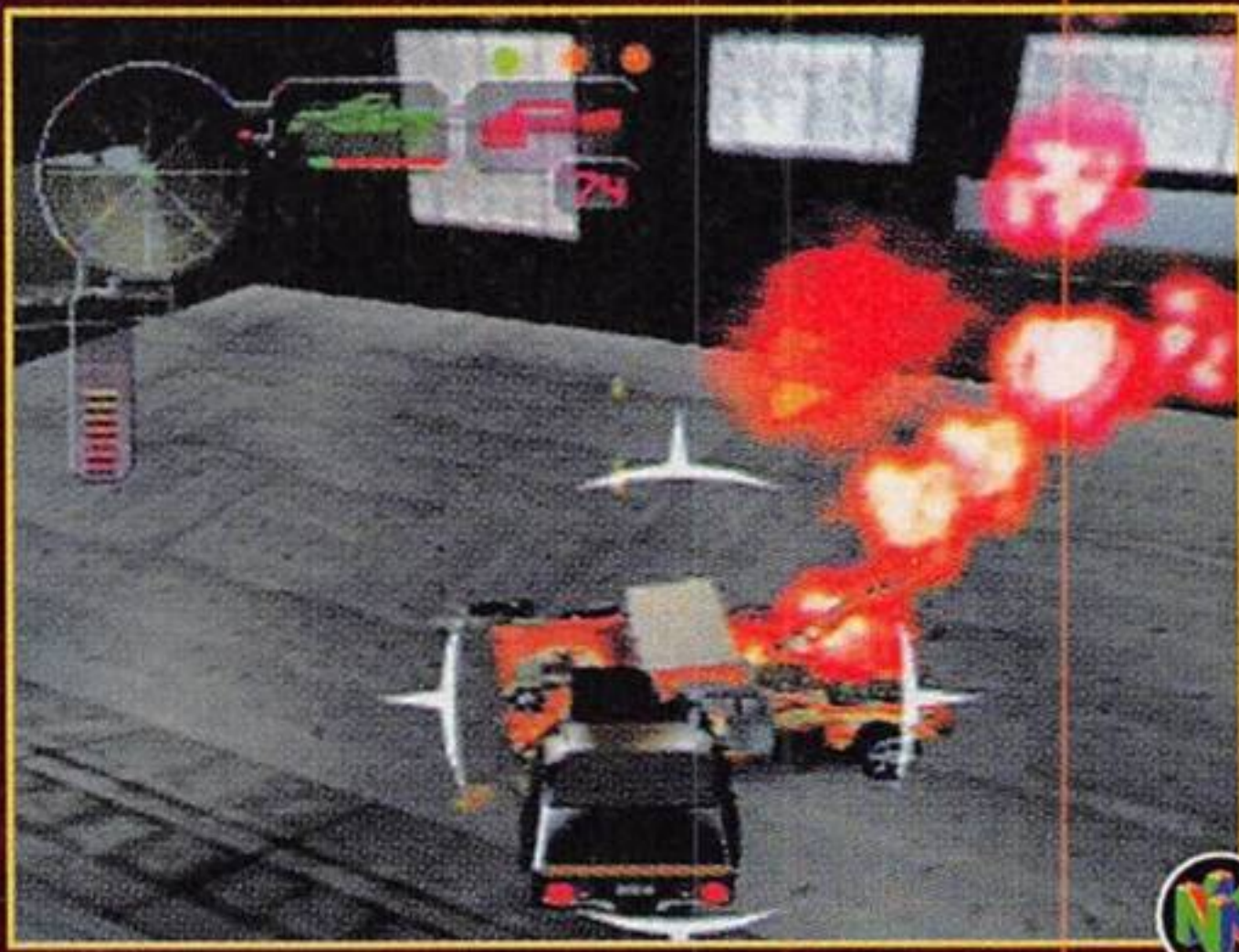
It's the game that will turn you into a proud owner of the Sega Dreamcast.[™] Soul Calibur pits weapon-wielding warriors from around the globe in the definitive fighting game experience. One that *Next Generation* calls "the new benchmark by which all other games will be judged." Soul Calibur from Namco. Sweet Dreamcasts are made of this.

namco[®]

Vigilante 8: 2nd Offense

THE STYLISH GANGSTAS of Vigilante 8 are on parole and ready for a second round of vehicular slaughter in Vigilante 8: 2nd Offense. Luxoflux is looking to raise the stakes with new features while keeping the core of the original's great action, and early builds of the PlayStation and Nintendo 64 versions show that they're locked and loaded.

Both platform perpetrators are in prime position to bust the competition with the franchise's signature retro-chic flair and a bevy of improvements, like combination special attacks and morphing power-ups that turn your truck into a hovercraft. V8 is already drawing high performance from the PlayStation with exquisitely detailed environments and eye-popping weaponry effects. As you might expect, the N64 version is crisper, sleeker, and offers four-player combat with more multiplayer options; the PlayStation edition allows for head-to-head action and on-the-fly camera control via the right analog stick—an especially helpful tool for locating your enemies amidst the chaos. Check out the criminal carnage this fall. **G**

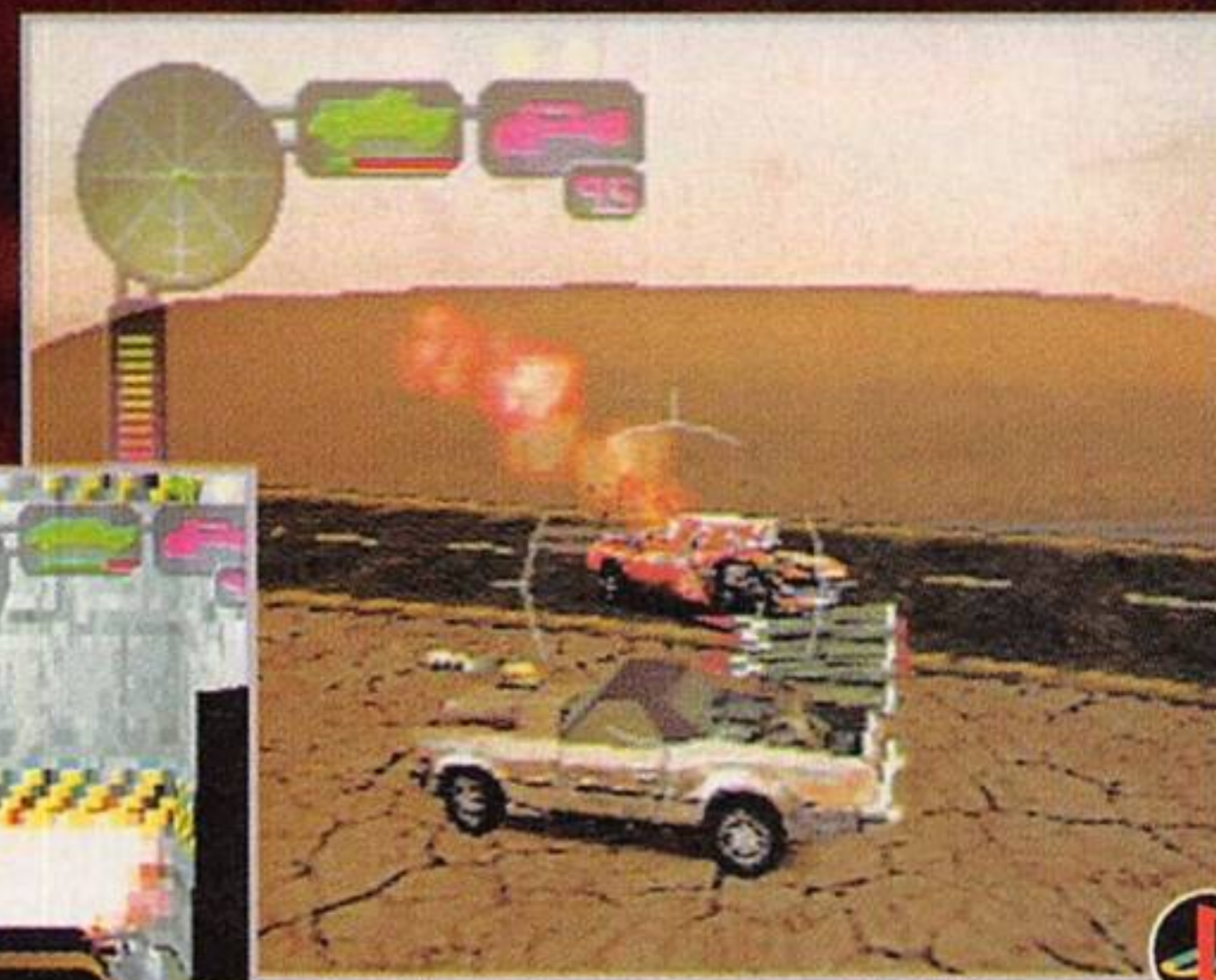
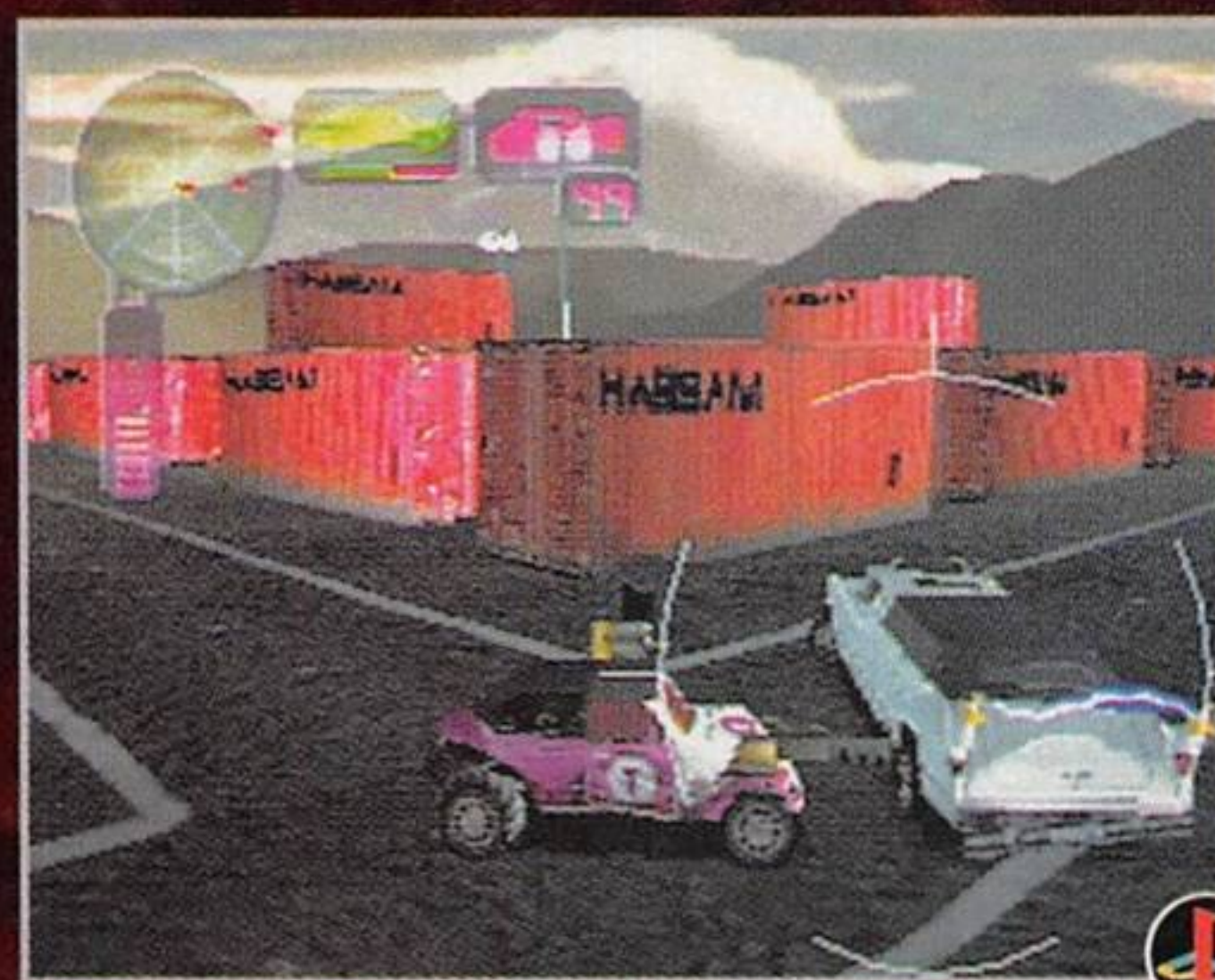


BY BOBA FATT

- Developed by Luxoflux
- Published by Activision
- Target release date: October



HANDS-ON



Destruction Derby 64

THQ IS GETTING behind the wheel of Psygnosis's PlayStation-based fan fave franchise and taking it for one hell of a spin on the Nintendo 64. Destruction Derby 64 is a lean, mean smashing machine with a penchant for crunching metal and the mettle to be a classic.

The action, which focuses on the delicate art of high-speed crashing, careens from winding two-way courses through figure-eights and into confined arenas where the only way out is to destroy everybody. With tightly responsive controls, an adrenaline-pumping soundtrack, and excellent multiplayer performance, DD64 had us salivating even in preview form. Its most impressive element, however, is its highly detailed backgrounds (check out that Luxury Liner parked on the freeway) and firestorm crashes. All in all, it's a whiplashing good time with ample variety and devilish good looks. If spectacular smashups are your favorite part of a racer, Destruction Derby 64 will rock your casbah this holiday season. **G**



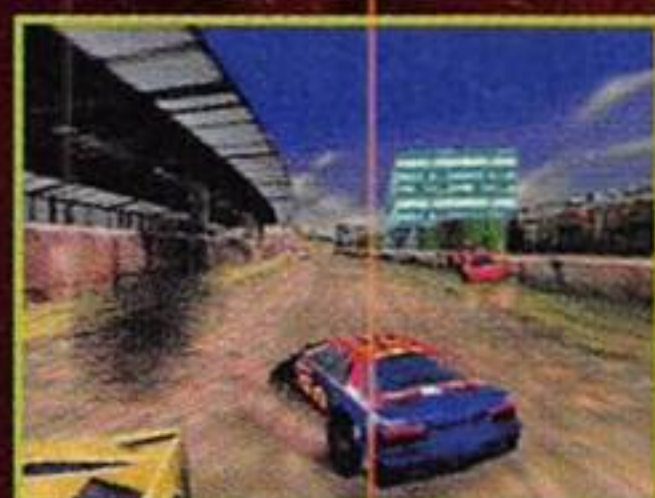
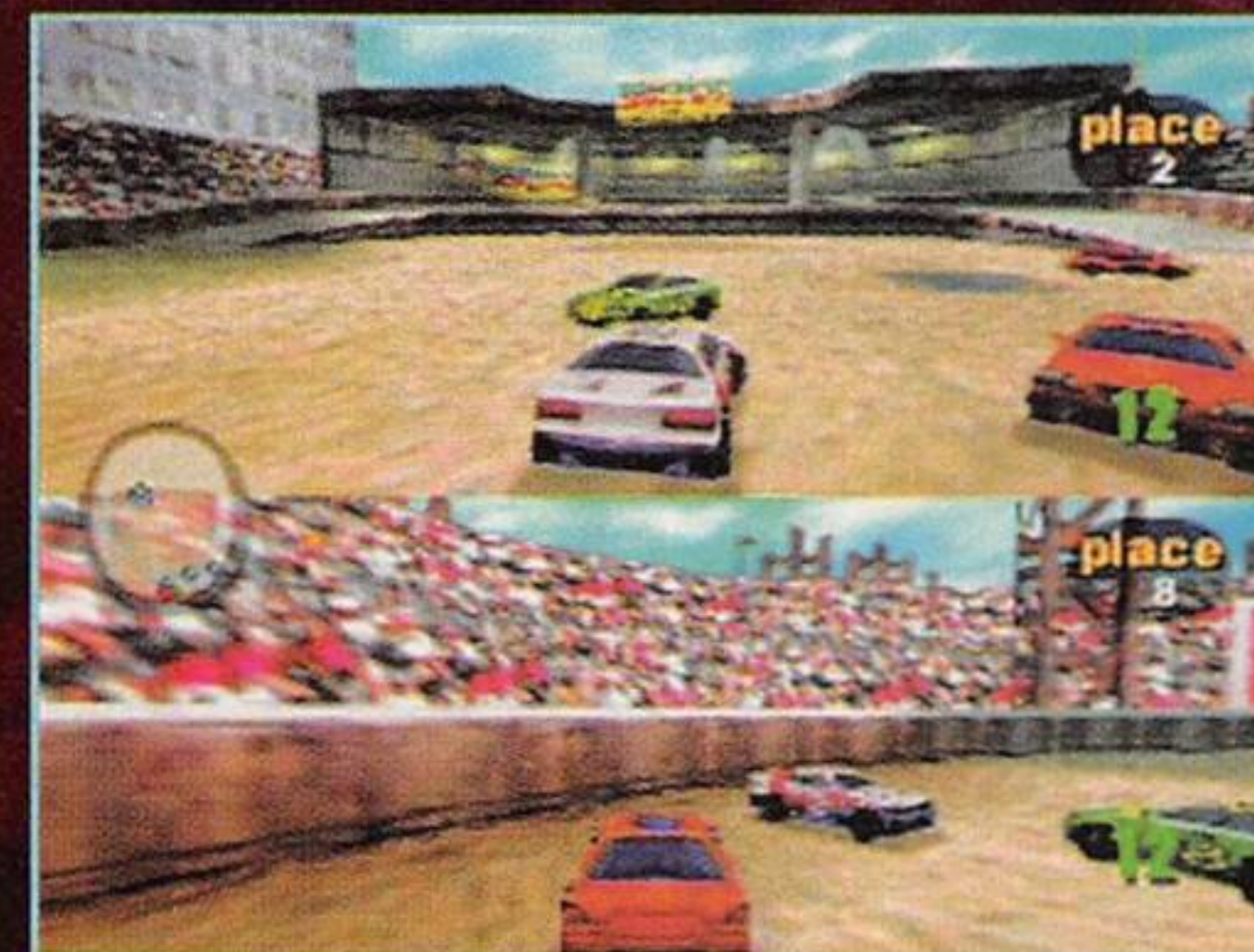
BY BOBA FATT

- Developed by Looking Glass Studios
- Published by THQ
- Target release date: Fourth Quarter 1999



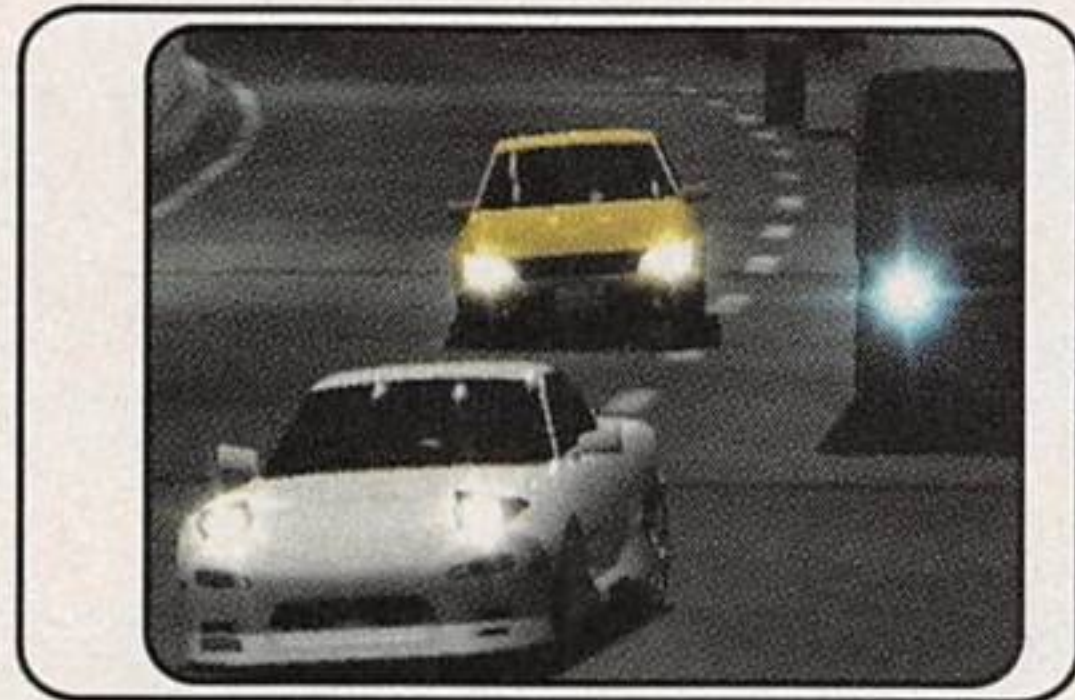
NINTENDO 64

HANDS-ON



0-60 IN 1 SECOND.

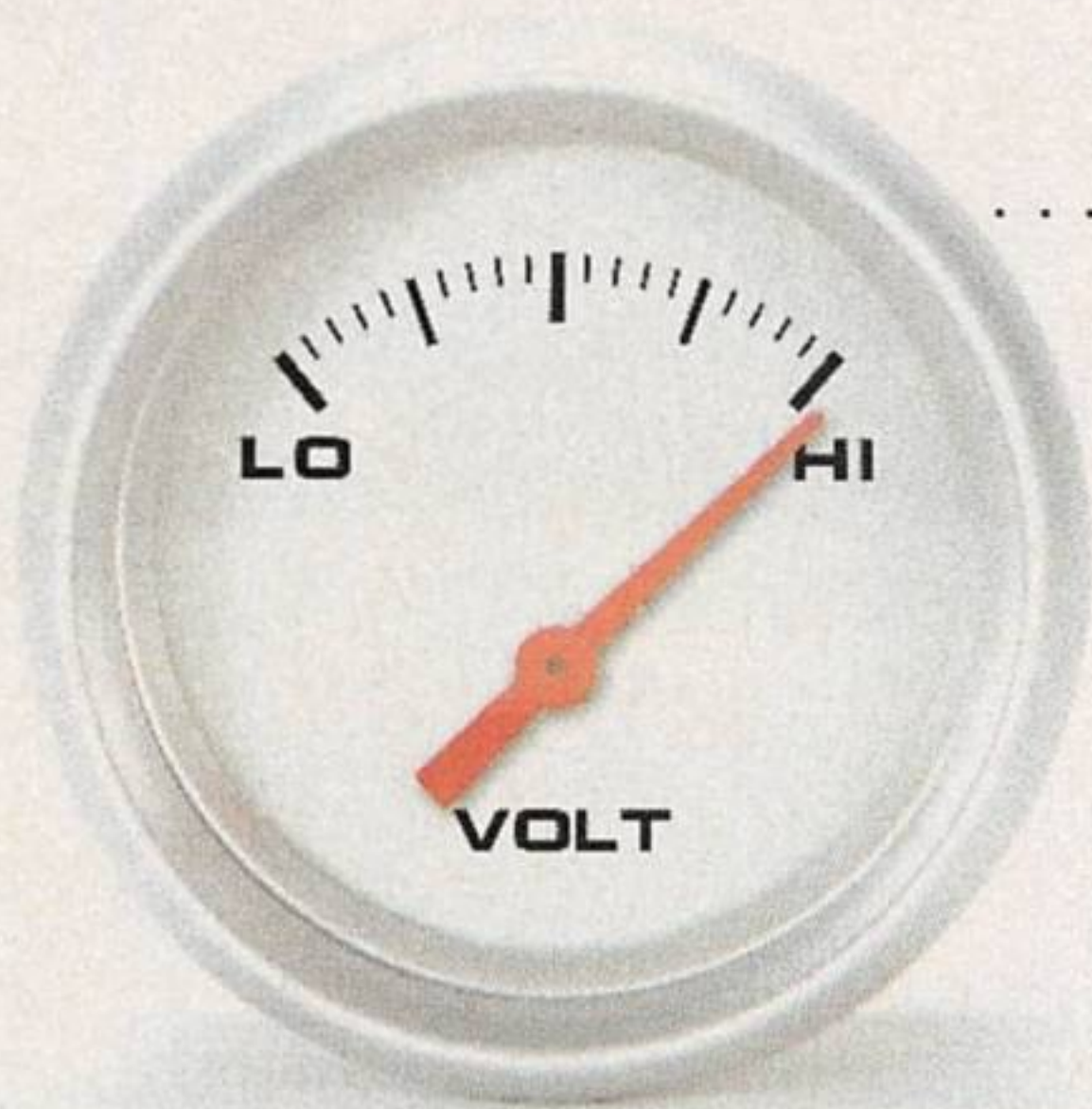
HIGHSPEED



At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.



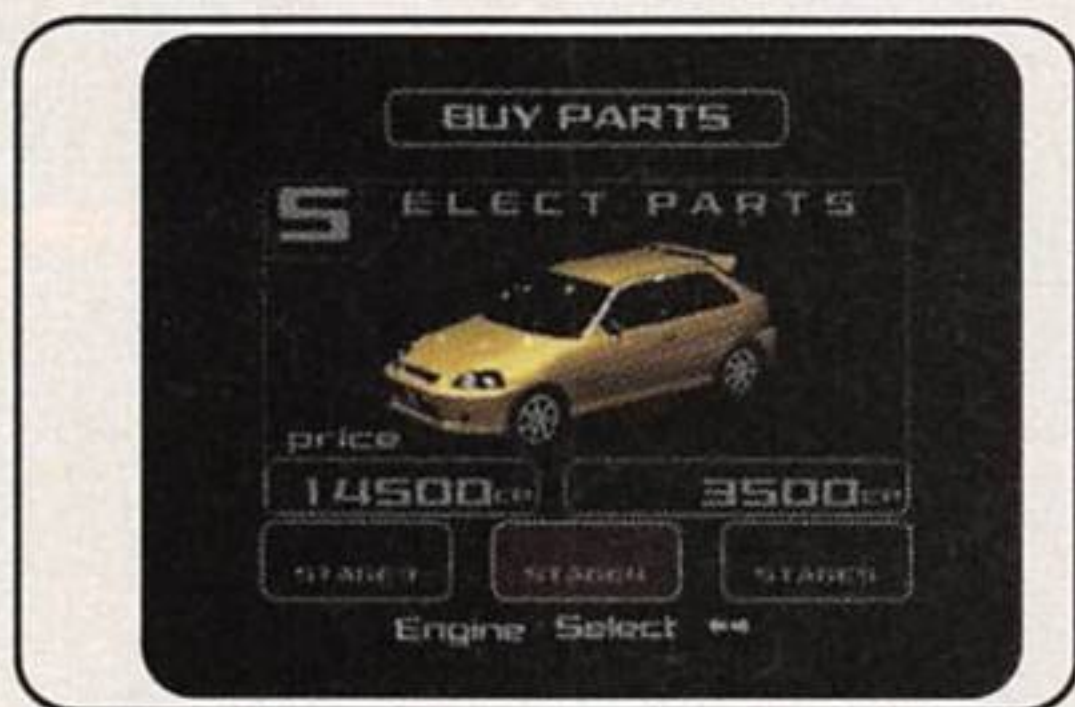
HIGHVOLTAGE



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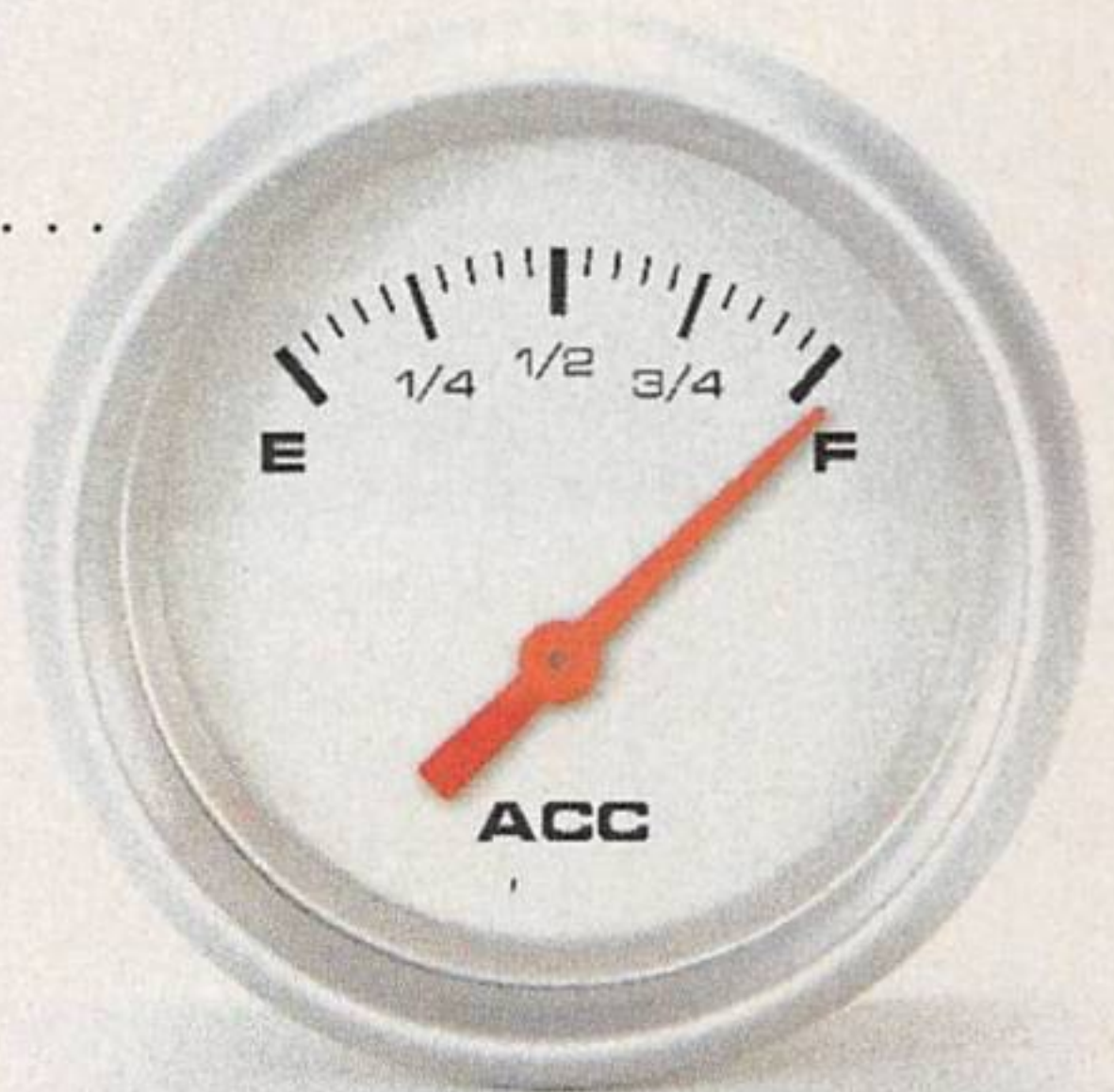


HIGHOCTANE



"This game has unbelievable graphics that, in my opinion, easily rival that of the Gran Turismo 2 demo"
-SEGANET.COM

"Graphically, this game is better than any console racing game to date...period."
-GAMEFAN ONLINE



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Sega Dreamcast™

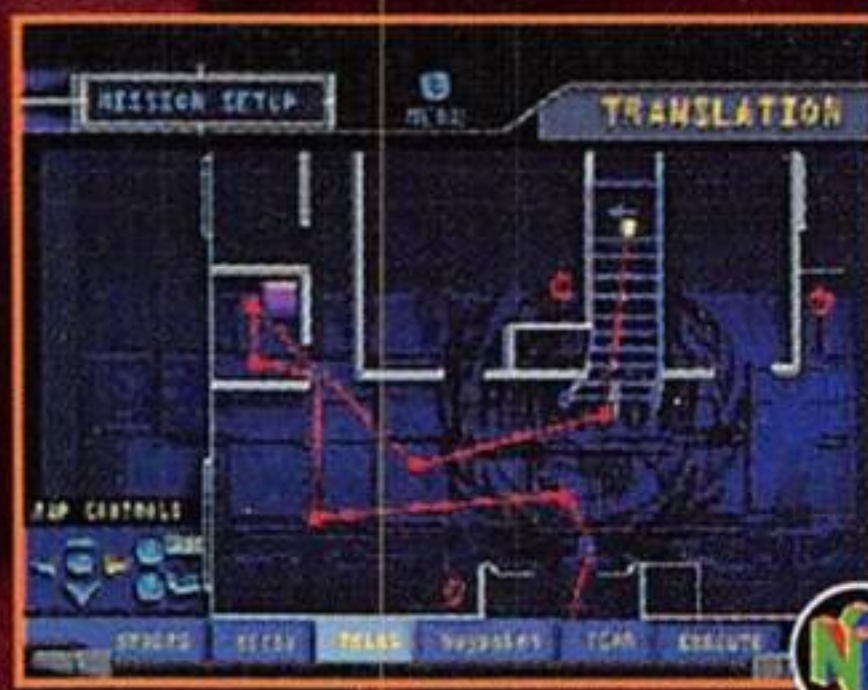
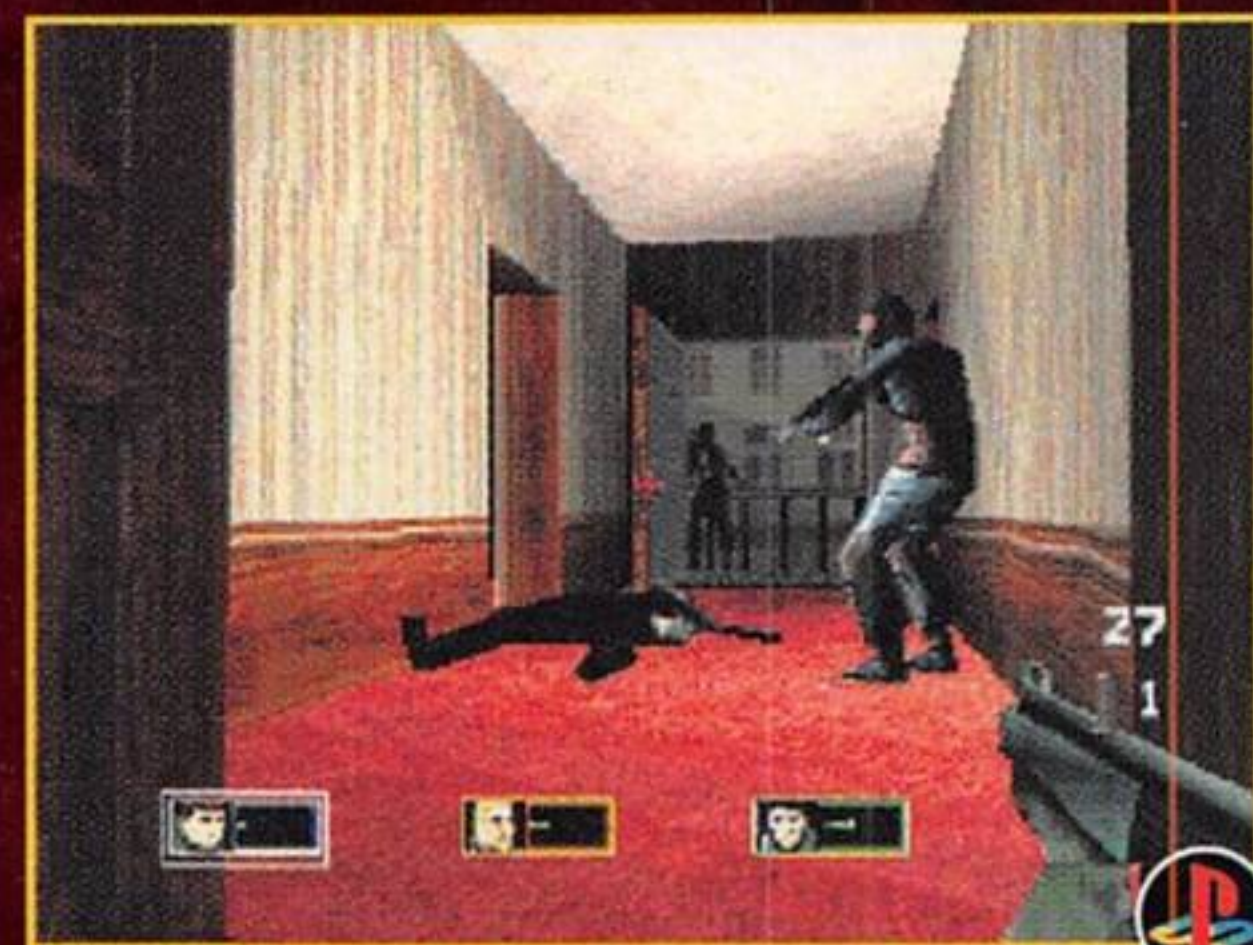
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Rainbow Six

BASED ON TOM CLANCY'S popular book of the same name, Rainbow Six challenges you to guide a team of commandos created to battle international terrorism. Most of RS is strategy: Deciding where to place your team members, what accessories each character will hold, and how to fulfill your mission without dying. After planning your tasks, you'll take control of different team members from a first-person perspective, using stealth, weapons, and timing to complete your objective.


The PlayStation and Game Boy Color versions will each have 14 missions while the Nintendo 64 game will contain an even dozen. The N64 version will also have two-player competitive and deathmatch modes. Will the console and handheld versions achieve the glory of the top-selling PC release or will they fail in their mission? Keep a sniper's eye out for

this much-anticipated title this winter. 



Fighting Force 2

THE ORIGINAL FIGHTING FORCE was known as a short-lived arcade-style basher with flying fists and unlimited weapons. The sequel, however, won't have the same mindless action. Instead, there will be more interaction with the environments, more strategy will be necessary to defeat enemies, and more of an emphasis on puzzle-solving.

FF2's story is also deeper than its predecessor's. Players take on the role of Hawk Manson, who works for a secret agency created specifically to stop international corporate crime. Your objective: Infiltrate a high-tech company and destroy its human/cyborg war machine. There will be 24 stages to explore, but you'll have a full arsenal of weapons at your disposal. This early version of FF2 had sharp graphics with plenty of fighting scenes. Although controlling Hawk was still a bit awkward at this stage, Fighting Force 2 has the potential to shoot straight to the top. 



BY FOUR-EYED DRAGON

- Published by Red Storm
- Developed by Saffire (N64), Rebellion (PSX), and Crawfish Interactive (GBC)
- Target release date: November (PSX & N64), January (GBC)

FIRST LOOK

PLAYSTATION NINTENDO 64 GBC

BY FOUR-EYED DRAGON

- Published by Eidos
- Developed by Core Design
- Target release date: December

HANDS-ON

PLAYSTATION

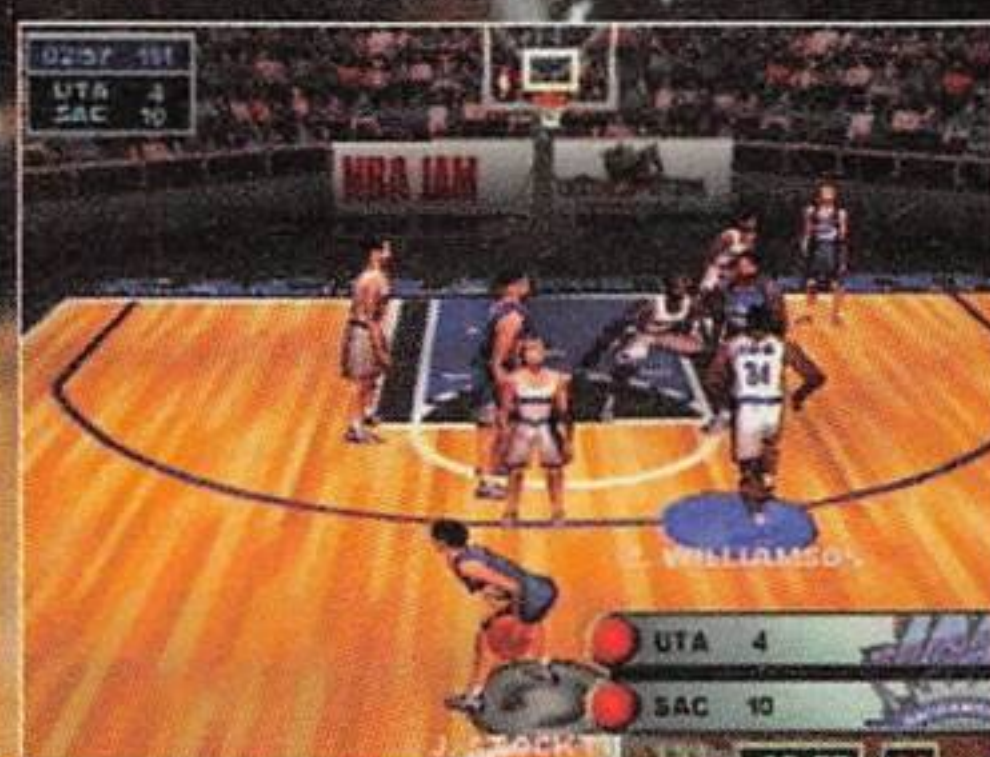
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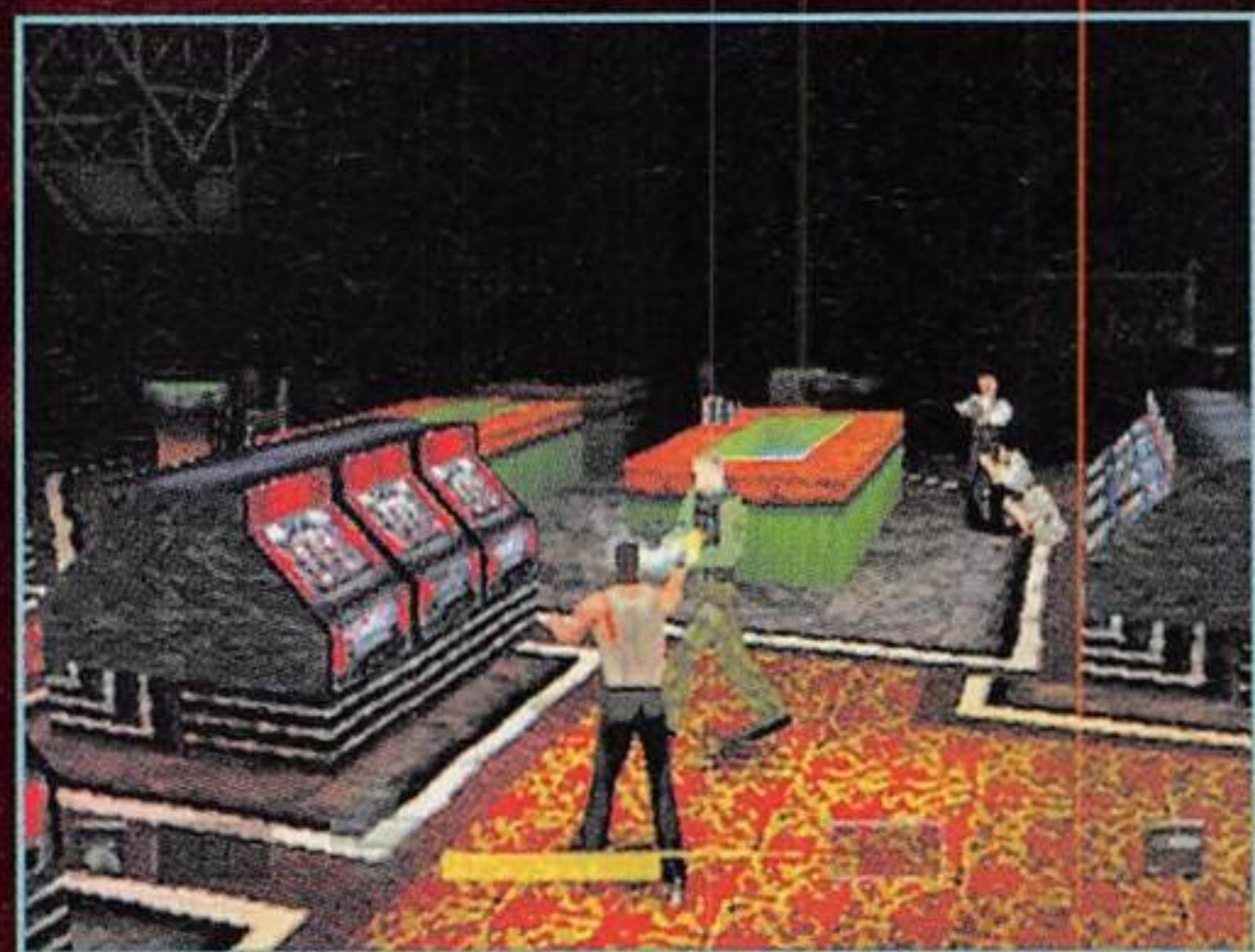
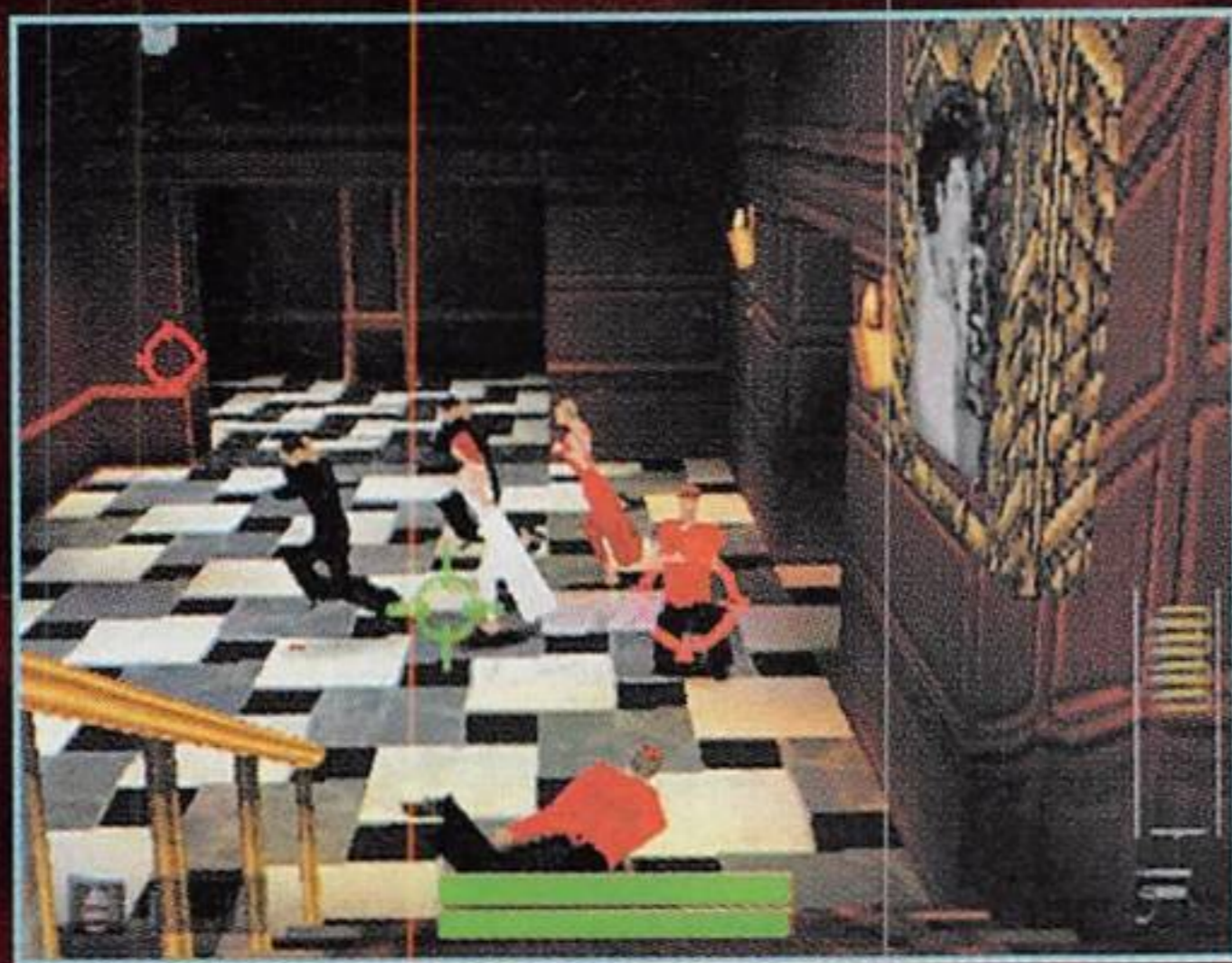


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Die Hard Trilogy 2

JOHN MCCLAIN'S back for more kill-em-and-smile mayhem in Die Hard Trilogy 2. Whereas the first game followed the events of the three Die Hard movies, DHT2 features all-new levels while retaining the original's three-games-in-one structure. DHT2 takes place in Las Vegas, with McClaine squaring off against terrorists who are planning to destroy the city. The game has three modes: third-person action, first-person shooter, and first-person driving (the latter two are compatible with light-gun and steering-wheel peripherals).



Fox reports that the enemy A.I. has been bumped up a notch to make DHT2's gameplay more challenging than the original's. Die Hard's definitely a cool license—hopefully Fox will back it up with some kick-ass action. **G**



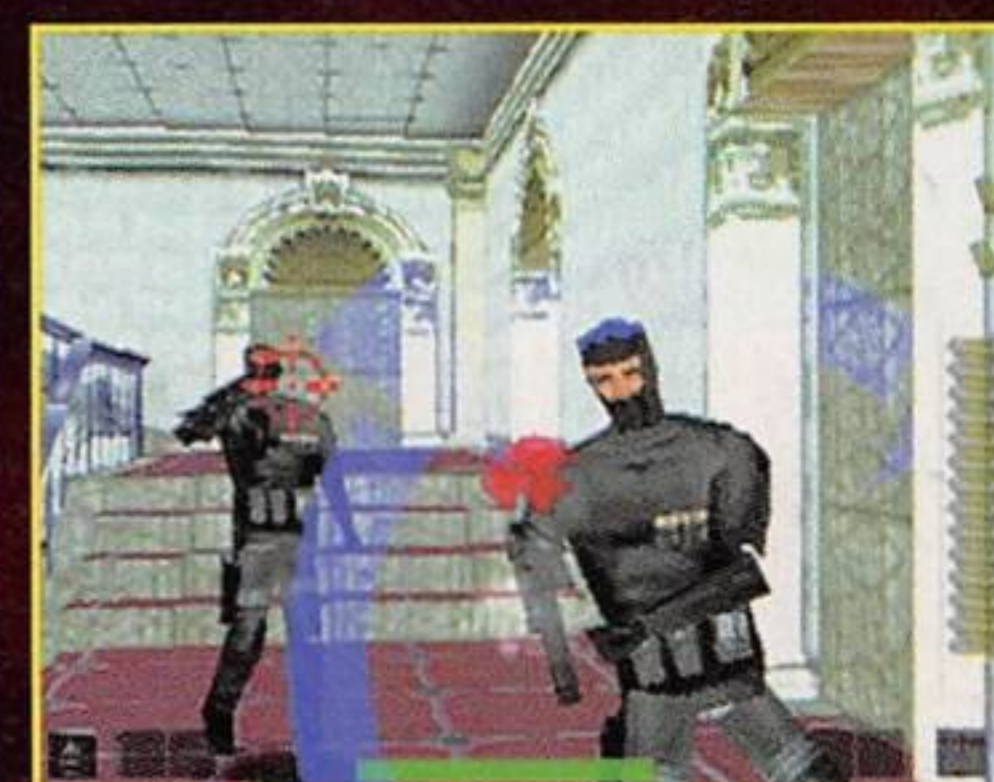
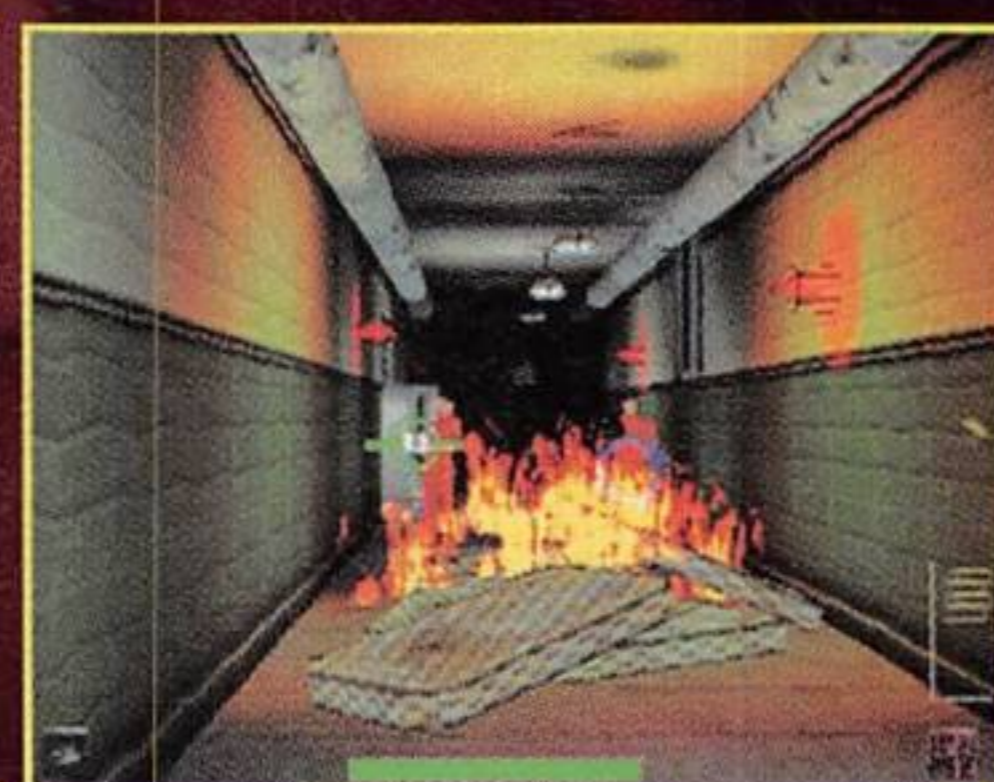
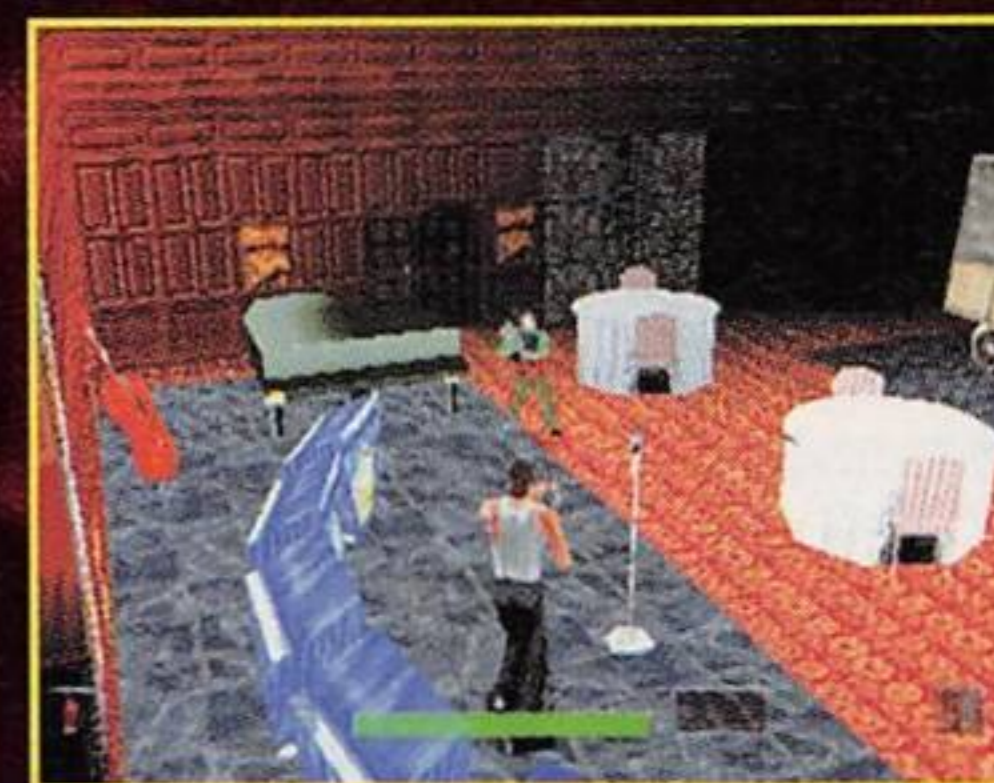
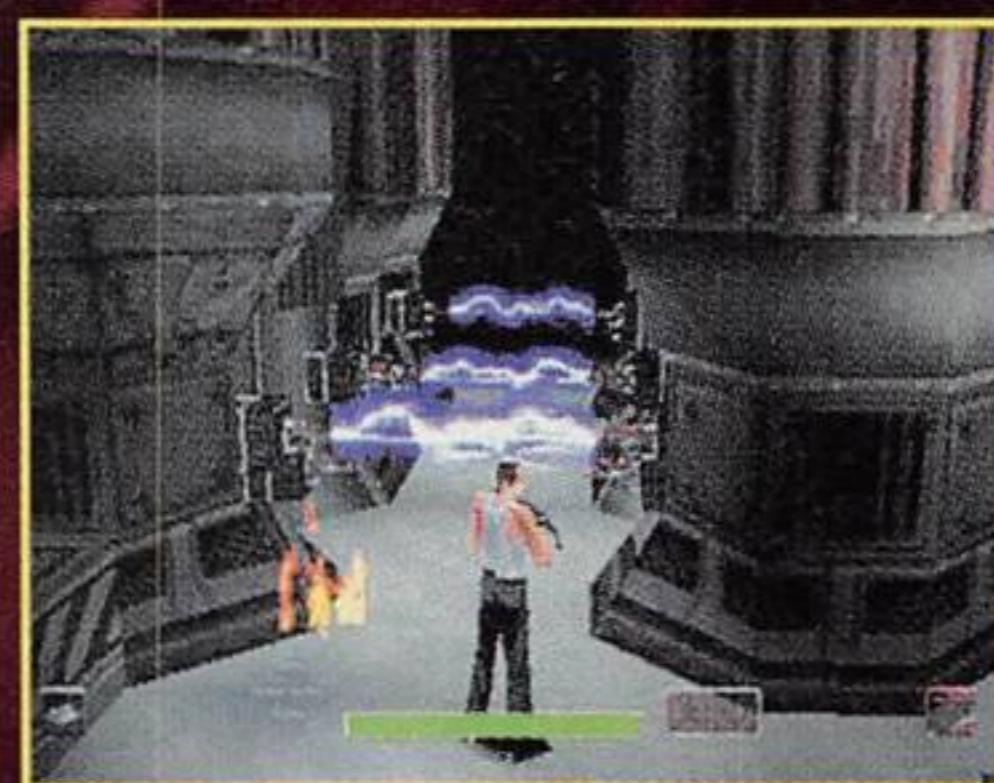
BY MAJOR MIKE

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



PLAYSTATION

FIRST LOOK



Mag 3



SLICK SPEEDSTERS called "tripods" are the vehicles of choice in this futuristic racer. You'll choose from over 12 tripods and fly on 7 "magneto-kinetic" tracks that vary from a Hawaiian landscape to the red mountains of Mars (apparently, the tripods float like pucks do in air hockey). The playable rev was very reminiscent of the popular Wipeout series, with special racing teams, slick graphics, and winding courses. Let's hope Mag 3's promising start isn't overshadowed by the highly anticipated Wipeout 3. **G**



BY FOUR-EYED DRAGON

- Developed by VCC Games
- Published by Crave Entertainment
- Target release date: October



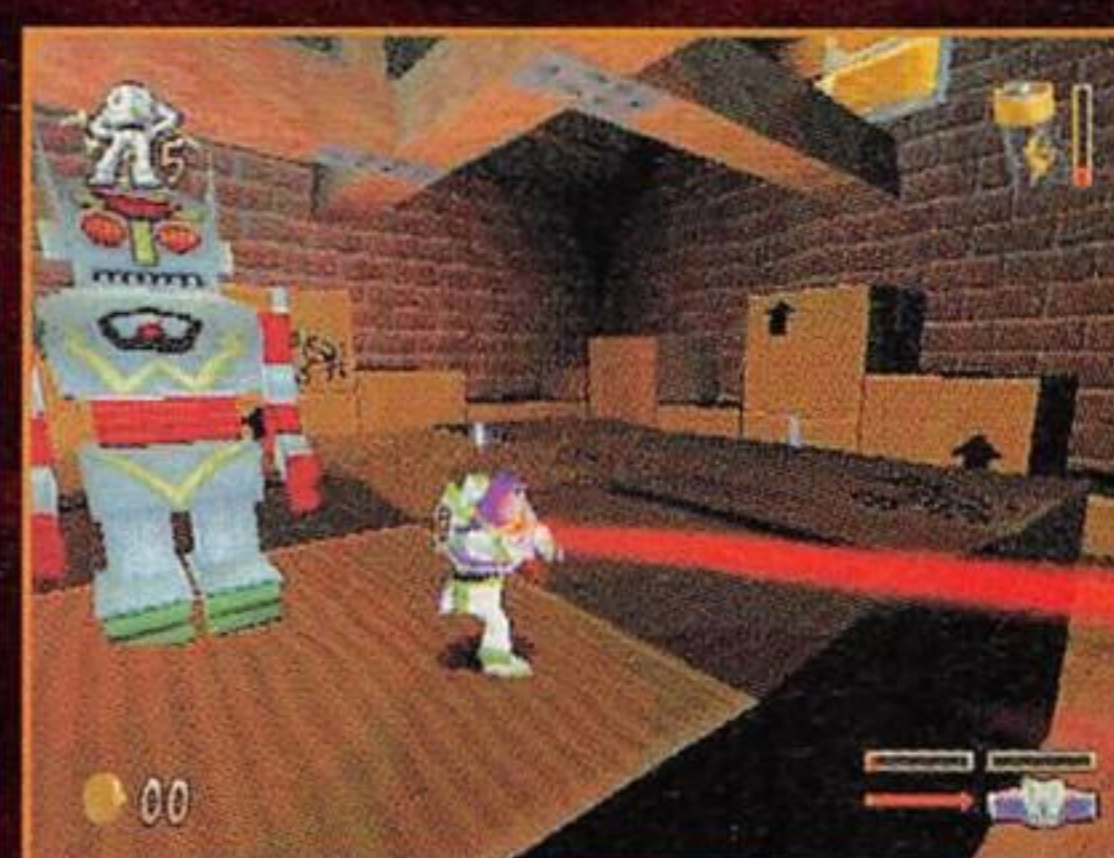
PLAYSTATION

HANDS-ON



Toy Story 2

COINCIDING WITH THE release of the movie of the same name, Toy Story 2 is a 3D adventure where you must take control of Buzz Lightyear and travel through 15 levels to save Woody from an overzealous toy collector. Buzz's arsenal of toy-rific weapons includes rocket-jet boots and an arm laser, and with the assistance of his friends—Hamm, Slinky, and Rex—you'll access long-lasting power-ups. If the game has the same graphical polish and fun story line as the movie, you can expect a lot of Buzz in the toy world this winter. **G**



BY FOUR-EYED DRAGON

- Developed by Disney Interactive
- Published by Activision
- Target release date: Winter '99



PLAYSTATION



NINTENDO 64

FIRST LOOK



BY SCARY LARRY

- Developed by Polyphony Digital
- Published by Sony Computer Entertainment America
- Target release date: September



PLAYSTATION

HANDS-ON

Omega Boost

SONY'S NEW GIANT robot shooter, Omega Boost, seems like fast, furious thumb-numbing fun. You scream through the expanse of space at the speed of light, locking on to targets à la StarFox and taking on huge end-level bosses. The game could be a shooting powerhouse given its colorful lasers and enormous explosions, which are enhanced by a raucous, guitar-heavy soundtrack. Omega Boost might even manage the muscle to move to the top of the class in space-based shooters—maybe Einhänder should check its six. **G**



BY SCARY LARRY

- Developed and published by Infogrames
- Target release date: Fall '99



PLAYSTATION

FIRST LOOK

Test Drive Off-Road 3

INFOGRAMES TAKES THE wheel of the successful Test Drive franchise with Test Drive Off-Road 3, the latest combatant in the monster truck arena. In this new version, players will race on 15 new tracks in locales ranging from New Orleans to Tibet and choose from the usual motorized off-road suspects like the Dodge Ram V12, Ford Explorer, Jeep Grand Cherokee, and AM Hummer. You'll also be able to customize trucks for the individual courses with options for tires, transmission, and suspension (all upgrade-able). Get ready to feel the engine rumble this fall. **G**



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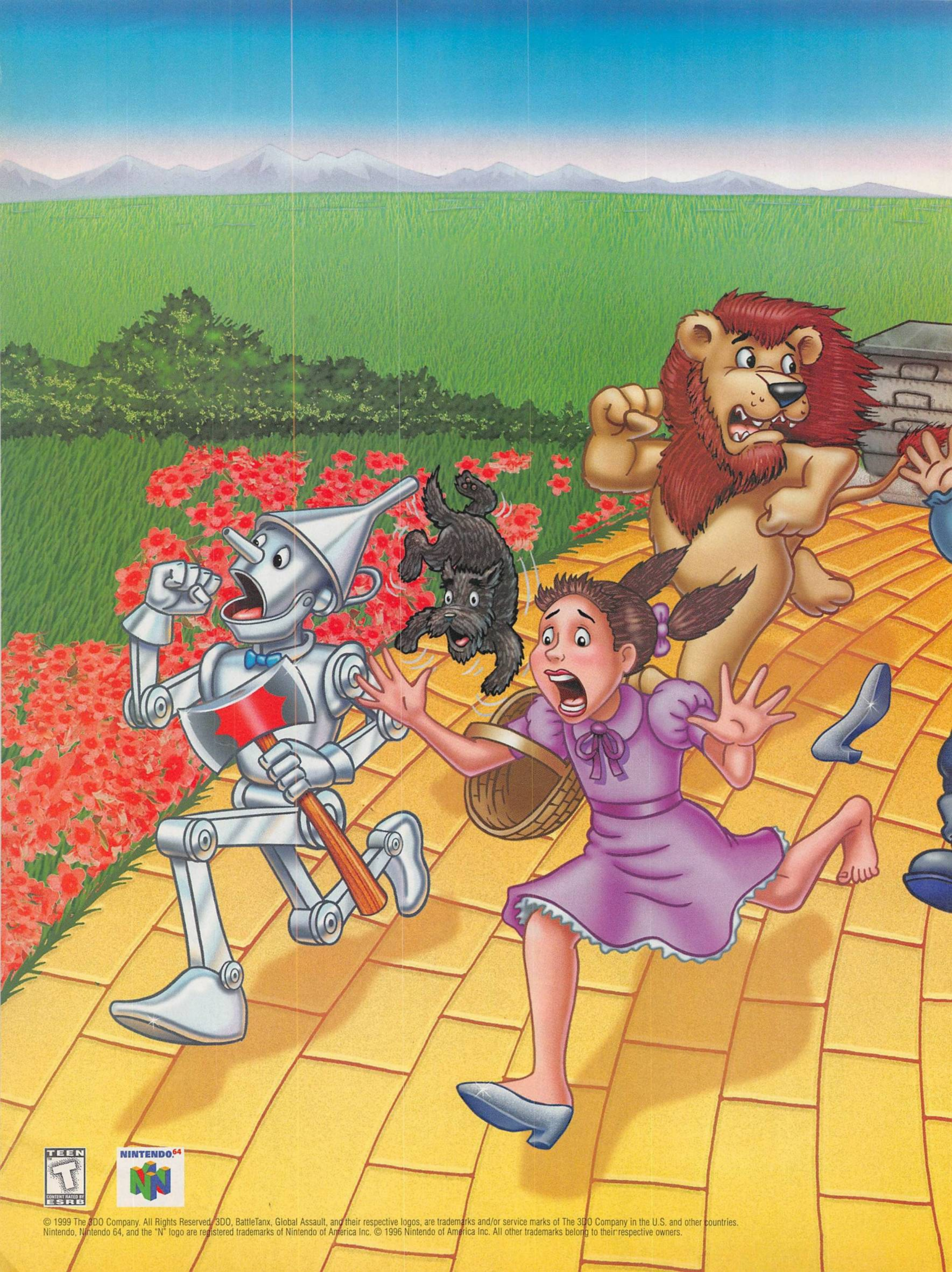


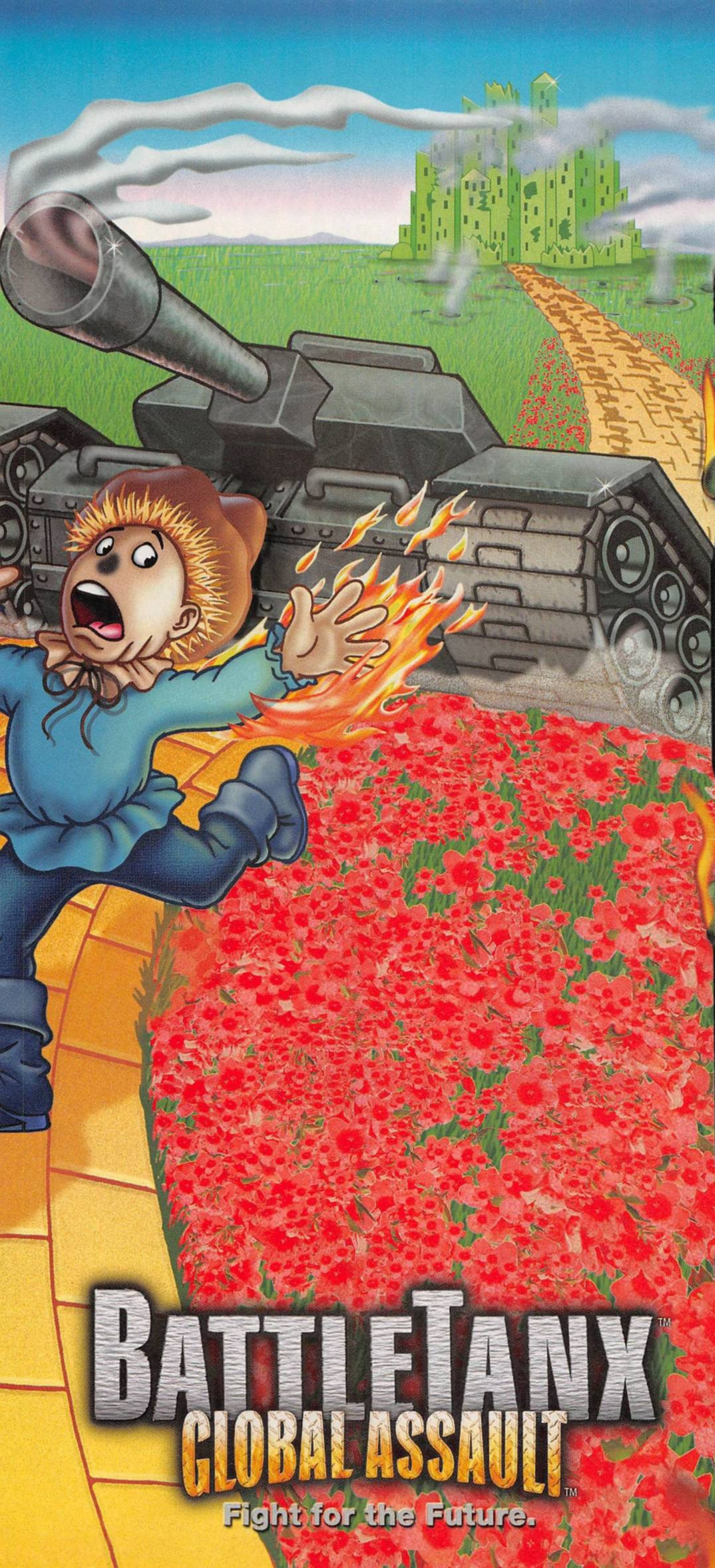
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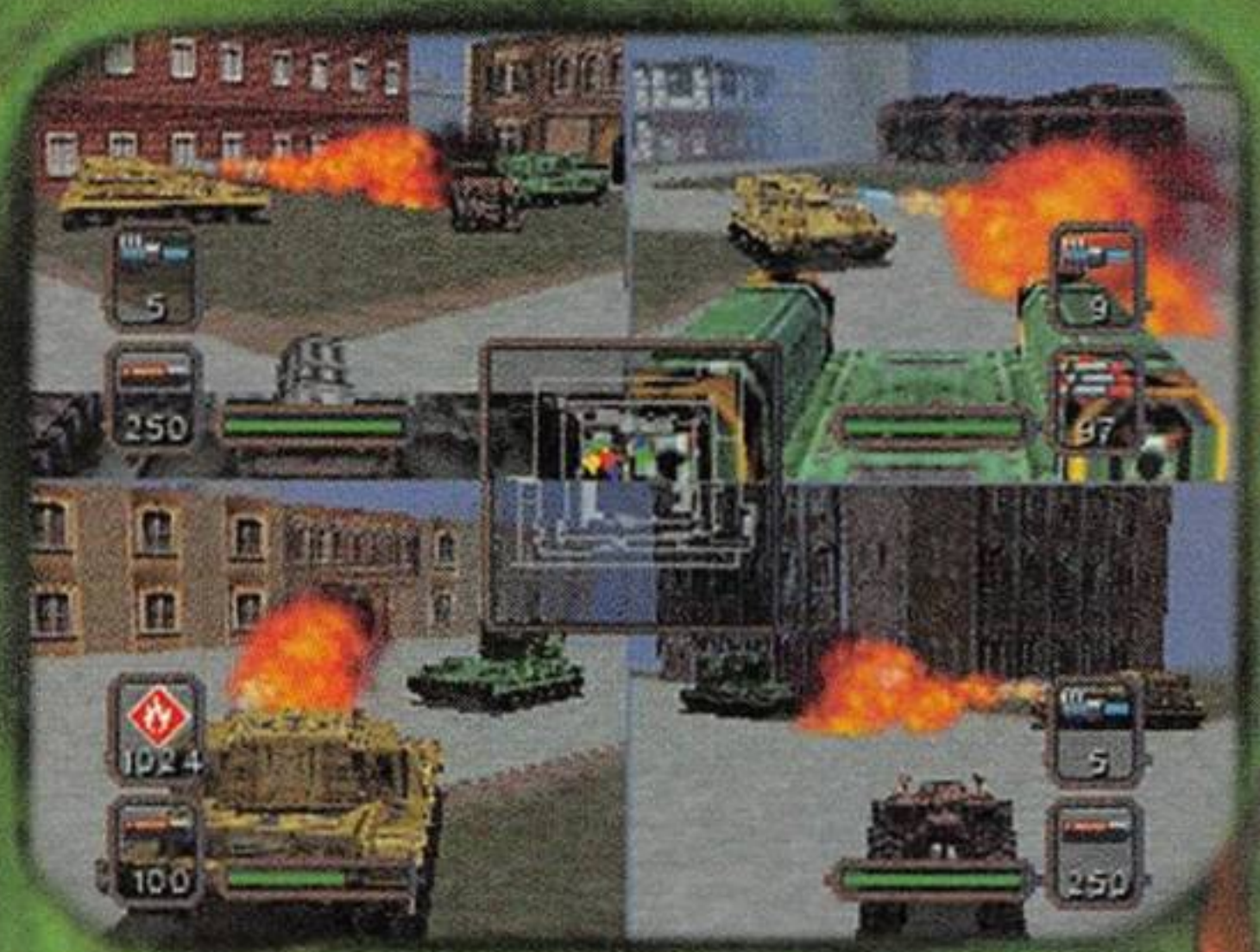
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LEGACY of KAIN SOUL REAVER



ALTHOUGH DELAYS FRUSTRATED many fans who were looking forward to this vampiric follow-up to 1997's *Blood Omen*, *Legacy of Kain: Soul Reaver* was well worth the wait. It heralds a new age of PlayStation graphics, proving that there's plenty of lifeblood left in the old system yet.

Follow the Bleeder

Here's the short version of *Soul Reaver's* very detailed story line. Apparently, Kain now leads a troop of vampires that possess different abilities like wall-crawling, barrier-busting, and so on. As Raziel, one of Kain's up-and-coming teeth-tosterone bad boys, you question his authority, constantly butting heads with management over things like who should be in charge of what part of Kain's underworld kingdom, Nosgoth. Kain decides that you've become too big for your britches, so he throws you into a bottomless pit of water (lethal to most vampires) to shut you up. You're rescued by an elder being who wants to see Kain's kingdom come crashing down, so he brings you back to life to avenge yourself, but now you feed on souls instead of blood...and you look even more grotesque than you did before.

Although *Reaver's* story leans a little heavily on the nobility of vampirism, it's the eerie gameplay that really pushes everything along. When you return to life (or to "undeath," depending on your point of view), centuries have passed in



PROTIP: Boxes and crates should always fit into the holes that have the marking on the outside. Flip the boxes over (hold L1 and tap) to realign the insignias.

Nosgoth and Kain's brethren have evolved into incredibly evil mutations of their former selves. You battle the grotesque-looking remnants of the vampire clans, using your own former weaknesses against them. You can impale, burn, and drown your victims, as well as draw the weaker ones into sunlight to kill them (see the sidebar "Fifty Ways to Leave Your Liver"). Once their souls leave their bodies, you must suck them in to recharge your own life force.

You'll come across plenty of gear to help you do the dirty work, including torches, lances, pipes, and even ornate lampposts;



PROTIP: If you find yourself at a dead end in a room full of boxes, flip one box onto another to reveal hidden areas.

Fifty Ways to Leave Your Liver

Kain does death well. Here's a sampling of the gore you're in store for:

Spear Now, or Forever Hold Your Pieces



If you have a long spear-type weapon, beat up your opponent a little, then skewer 'em!

Torched by an Angel



Find an extra torch along the way? Pick it up, throw a few punches, and then torch your opponent. Torches can be relit at any fire source.

Nothing to Spear but Spear Itself



You can throw any spear-type weapon from a distance. On weaker enemies, death by a spear-like implement is instantaneous. On larger enemies, run up to finish the job.

S'mores the Merrier



After pummeling an enemy, pick it up (press and hold Δ) and carry it to the nearest barbecue. Throw the shrimp on the barbie and collect that soul.

or you can just pummel an enemy, then lift them up and throw them into a fire or a pool of water. There's also a series of stone tablets called Glyphs that enable you to do things like start earthquakes or morph terrain into the Supernatural Realm, which can reveal hidden pathways and clues.

There's a bit of a learning curve to Soul Reaver as it takes full advantage of every single controller button. However, the smooth controls will help you master Raziel's arsenal of moves.

Bloody Good Graphics

The gameplay is juiced by a rich assortment of nicely illustrated graphics, which include the aforementioned grotesque remnants. Some enemies are hunchbacked, meat-ripping, bloodthirsty brutes; others are stealthy, sneaky zombies; and the myriad more that fill out the game defy description. Each type of monster looks gruesomely good, and when you beat them into a pulp before destroying them, they show realistic signs of damage. Depending on how you dispose of them, some are even better in their death throes than they were when alive.

Other visual nuances that help the game shine include excellent lighting effects, spectacular shimmering off reflective surfaces (especially when you're armed with the Soul Reaver, a kind of supernatural sword), and superb character animation that includes a graceful flight animation where Raziel glides on his tattered wings. The superior background detail is only slightly marred by some polygon meshing issues and minor clipping, and although the game exhibits some slowdown, it never happens during crucial moments.



PROTIP: Sometimes you must transform (use the first Glyph) into the Supernatural Realm to reveal hidden paths or move obstacles. Use this power when you're stuck.



PROTIP: If you see an impaled enemy, grab the protruding weapon. This revives the enemy so you can kill it again. If you leave it be and then enter the Supernatural Realm, it becomes a wraith, which is deadly and fast.

Water Torture



With some enemies, you'll throw a few fists, do some grappling, and then dunk them like donuts in the nearest water source. Ouch!

The Coatroom in Hell



Don't have a spear? Try using anything sticking out of the wall, including pointy coats of armor.



BY SCARY LARRY

Published by Eidos Interactive
\$49.95
Available now
Action/adventure

1 player
ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



5.0



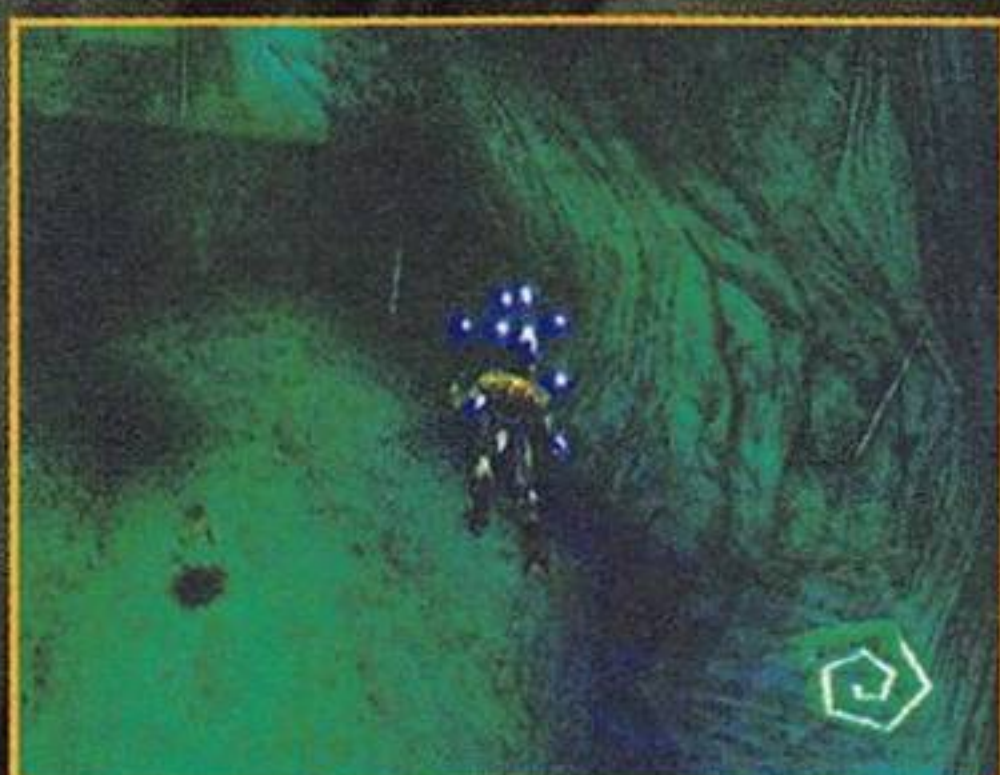
4.5



4.5



5.0



PROTIP: Constantly check underwater for hidden paths and gates. Don't bypass an open area in your rush to finish the level—many lead to new areas.



PROTIP: To kill the first boss, Melchiah, lure him into a gated room (to enter the room, high-jump through the window). Stand by the switch and hold the Action button, then release. The gate should fall on him. Repeat this move at the second gate, then lure him into the middle gated area. Run to the crank and lower the meat grinder. You'll now inherit the ability to pass through gates and barriers.

Reaver Madness

Soul Reaver also treats your ears to some great effects, including ghastly moaning and groaning, as well as a full array of lethal screams and guttural slurping. The entire game is imbued with awesome voice talent, and there's lots of it. The rendered scenes are beautifully narrated by professional and precise voice actors.

Hardcore gamers are probably wondering if Crystal Dynamics (the developer of Soul Reaver) made the fatal mistake of using Gex-style camera angles (which were the worst and most annoying since Tomb Raider). Thankfully, this time the answer is no. The camera angles support Raziel's movements perfectly with only minor flaws showing up in some of the more detailed levels.

Can You Handle the Tooth?

Soul Reaver's a whole crypt full of fun. The game's highlight is finding new and more devious ways to dispose of your enemies, and it works on many levels. This massively lengthy and complex adventure deserves recognition, even if the whole vampire thing does kind of suck. Soul Reaver is just what the PlayStation needs right now—a good-looking game that really focuses on gameplay. That's the tooth, the whole tooth, and nothing but the tooth. **G**



PROTIP: Write down what level markers look like. This will help you find objects during the game.

GRAPHICS 5.0

Minor flaws won't stop your eyes from bugging out over the rich backgrounds and atmospheric level layouts. Handsome and detailed, Soul Reaver is a definite looker.

SOUND 4.5

More moaning and groaning than at the dentist's office, but it's all good. The outstanding narration and vocal talent add a layer of depth. There's not enough music, though.

CONTROL 4.5

There's some minor graphics messiness and a little bit of slowdown, but Reaver still plays better than 90 percent of the games out there. Pay attention to the manual or you'll find yourself constantly gnashing your canines.

FUN FACTOR 5.0

Better belt yourself in tight, because Soul Reaver is one long, bumpy ride. If you don't get too lost in the enormous levels, you'll find yourself pleasantly surprised by this toothy little title.



BY THE ROOKIE

- Published by Acclaim Sports
- \$39.99
- Available now
- Wrestling
- 4 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR

| | | | |
|-----|-----|-----|-----|
| | | | |
| 4.0 | 4.0 | 3.5 | 4.5 |

WRESTLING ATTITUDE

IT'S BEEN A year since War Zone dropped the "People's Elbow" on the competition, and now WWF Attitude struts to the PlayStation's squared circle to lay the smack down on any and all comers. If you're a hardcore wrestling fan who's been craving the ultimate Battle Royal, then get in the ring, jabroni—Attitude's ready to educate your monkey ass.

Hellooo, Laadieeesss

Without a doubt, Attitude's features and wrestler lineup are the most complete of any WWF PlayStation wrestling game yet. You'll find all the top superstars, including The Rock and The Undertaker, as well as lots of hidden wrestlers. Attitude's hard-knock features, however, make it the PlayStation's Royal Rumble champ.

The developer, Iguana, blew the doors down on this game, adding almost every wrestling scenario "Corporate" gamers could imagine, including Tornado, Lumberjack, and Stable Match modes. The best feature, however, is the ability to create your own pay-per-view event. You get to build your own show from the ground up, name it, decide what the stadium will look like (by choosing stage signage, apron colors, and so on), decide which wrestlers will slam it out, and more. What's more, Attitude's new Career mode enables you to play as your favorite wrestler and rise in the ranks from lowly roody-poo to WWF champ through a series of monthly matches.

Oh, You Didn't Know?

Attitude's graphics are more polished than War Zone's, offering more realistic-looking skin textures and facial features. Each wrestler, adorned in his exact wrestling attire, enters the ring with TV-style flair. The biggest downside is the occasionally wacky collision detection where one brawler phases through another while you're in the ring, but it doesn't detract from the fun.

Attitude's controls and sound are solid. Each wrestler sports an arsenal of easy-to-execute moves. The most annoying control flaw is that it's a bit tricky to switch your attack between opponents when there is more than one in the ring. Soundwise, Attitude contains all the appropriate beat-down effects as well as accurate entrance music and a wealth of demoralizing taunts. Jerry Lawler and Shane McMahon provide hilarious commentary, but it does grow repetitive after a while.

What Does Everybody Want?

If you're a WWF fan, you'll want this game. Its expanded roster of features and wealth of kick-ass wrestling superstars will have you slobber-knockin' and trash-talkin' with your buddies all night long. You smell what The Rock is cookin'?



◀ WWF Attitude's ready to thrill wrestling fans with the hottest action this side of Val Venis's dressing room.



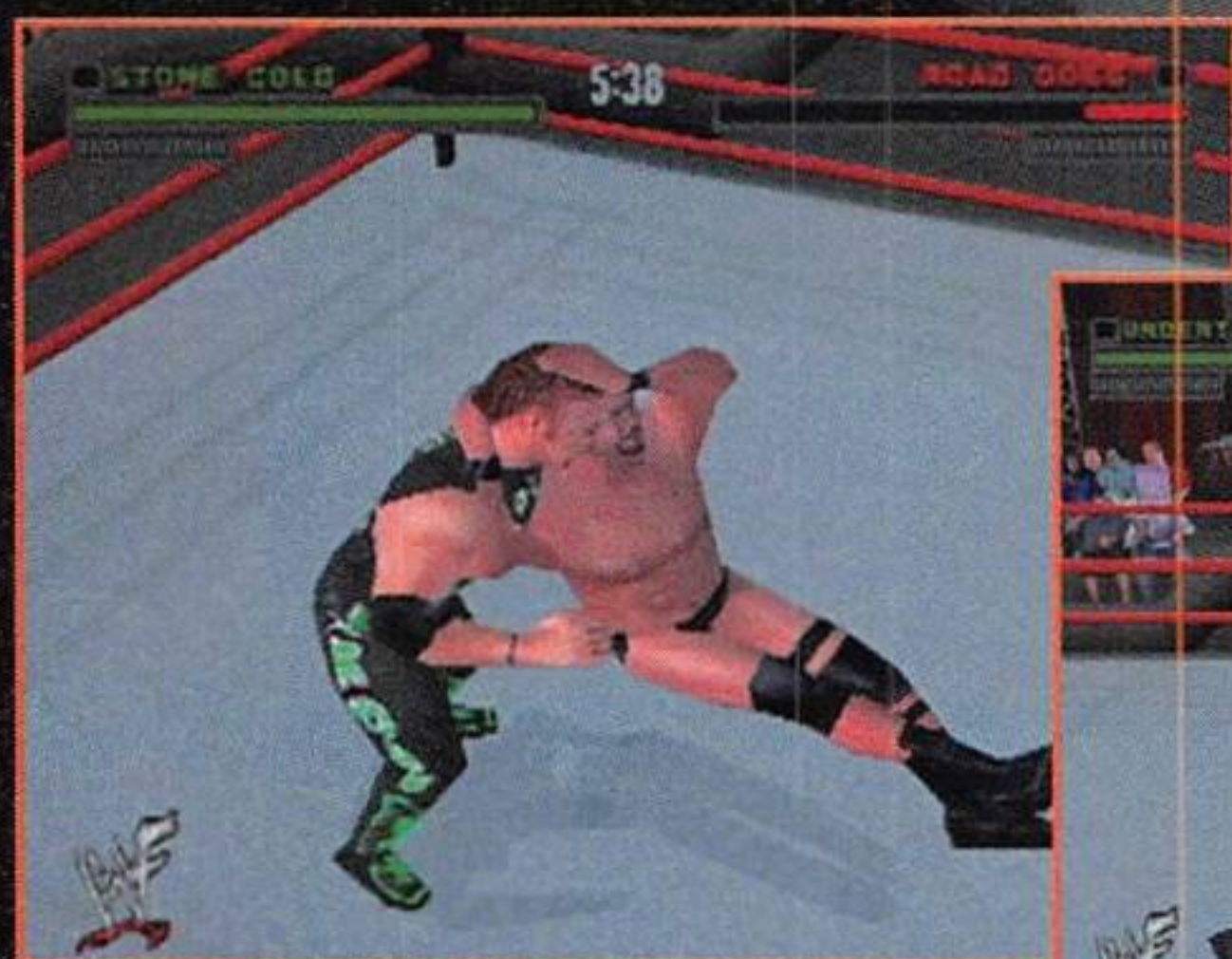
PROTIP: When your opponent's health meter is in the red, bust out Kane's Tomb Stone Piledriver: Tap ↑, ↑, ↓, Tie-up.



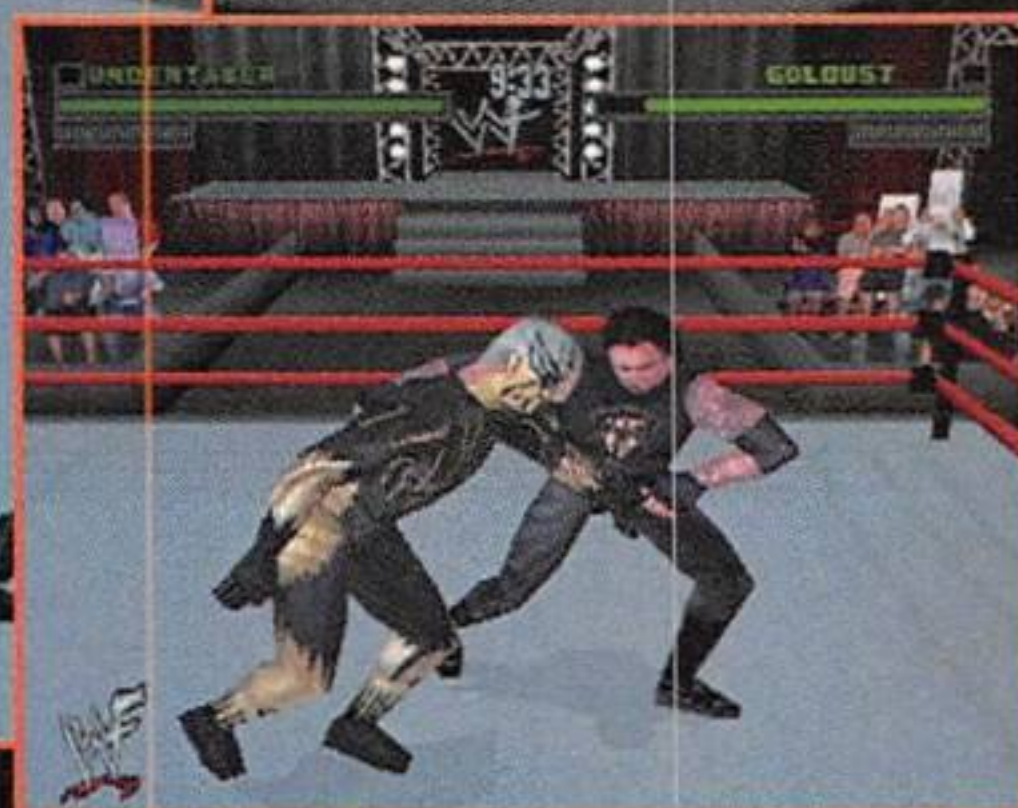
PROTIP: Wear down your opponent with repeated blows to the head, then break 'em in two with a well-timed body-slam.



PROTIP: Crush your opponent with The Rock by Layin' the Smack Down: Tap →, ←, ↓, Punch, or tap ←, →, ↓, Punch.



PROTIP: To perform Steve Austin's Stone Cold Stunner, wait until your opponent's health meter is in the red, then tap ↑, ↓, ↑, Tie-up.



PROTIP: Whip your opponent into the ropes or the turnbuckle by tying him up and tapping ←, ←, Block.

GRAPHICS

4.0

Attitude has the best-looking wrestlers seen to date, complete with accurately designed costumes, tattoos, and attire. Their moves are just as outrageous: Your blood will pump when you see Kane's Choke Slam and The Rock's Rock Bottom. The only downfall is the occasionally wacky collision detection.

SOUND

4.0

Attitude slams the mat with some of the most authentic sounds in the biz: You'll hear crazy taunts, hilarious (albeit repetitive) ringside commentary, and vicious smacking and slamming effects, while the crowd chants and disses wrestlers at the appropriate times.

CONTROL

3.5

The controls are tight for the most part. After a few exhibition matches, you'll be layin' the smack down with Attitude's multitude of moves on any roody-poo who steps into the ring. You may find it tough, however, to switch your focus between opponents when more than one is in the ring.

FUN FACTOR

4.5

WWF Attitude nails down all the flair and style of its televised counterpart while body-slammng gamers with the best wrestling action in town. If you're a diehard fan, you need to run down the ramp and get your copy today.

BEING BETRAYED BY YOUR CREATOR
DOESN'T JUST MAKE FOR BAD BLOOD...

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

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

✦ Dark gothic story

✦ No load times



... IT MAKES FOR
BLOODSHED.

LEGACY OF KAIN™
SOUL REAVER



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JetMoto 3



BY BOBA FATT

Published by 989 Studios

\$39.95

Available
September

Hoverbike racing

2 players

ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



4.0

4.0

4.0

4.5

JET MOTO 3 is the impressive product of a franchise overhaul that included a year in drydock and a new developer. It emerges as a scorching racer with only minor bumps in an otherwise smooth ride.

Ride, Sally, Ride

JM3 expands the series' formula with new stunt courses, which are unlocked by collecting hidden coins on each course and winning the tournaments. Unfortunately, the first two tournaments are quite easy and the last is sadistically difficult, but the coins add new depth and encourage exploration of the 11 remarkable courses, which include an ice world, a volcanic hell, a Roman-style city, and jungles of both the Amazon and urban variety (the latter featuring serpentine subway tunnels).

The Walls Are Moving!

The first two Jet Motos' visuals were characterized by garish 2D sprites in an otherwise serene polygonal environment. JM3 zooms over that

technological hurdle with a fully 3D landscape, but the tracks are marred somewhat by sliding textures (walls look like they're oozing soup) and clipping. Some of the environments, like the city streets, have much more detail than the Endor-style tree level, but the expansive course designs are highly challenging and always exciting.

Meanwhile, JM3's ominous and exhilarating soundtrack complements the action perfectly, but it lacks unique music for each track. And although the crisp sound effects add some punch to your crunch, it'd be cooler if the characters, some of whom we've followed through three games, spoke their minds occasionally.

Jet Set

JM3 takes full advantage of the Dual Shock controller with a bevy of premapped options: You can use both sticks to steer and gear, or adopt the more conventional button-smashing for acceleration. The bikes handle nicely though not perfectly, while JM3's head-to-head match works as smoothly as its solo counterpart. It's a shame, however, that you can't race with A.I. competitors.

Even with more depth and funk than its predecessors, Jet Moto 3 falls short of speederbike nirvana. Luckily, its cool features and devious level design will snap you back like magnetic grapplings. Yeow!



PROTIP: You'll find Sky Park's stunt coin on top of the Body Glove pedestal in the central ramp area.



PROTIP: In the Urban Subway, choose the middle tunnel—it offers the least resistance.



PROTIP: Use your grappling power in short controlled bursts, or it'll suck you right into it for a painful collision.



PROTIP: When racing in the Catacombs, turbo and hop on this bluff to capture the stunt coin dangling over the chasm.



PROTIP: The stunt coin in Sequoia Woods is located on this fallen tree, a bit past the start marker and near the left edge of the island.



PROTIP: Take this turn at the top of the bluff on Shipwreck Cove very carefully—if you fall, you'll have to retrace half the darn track.



Jet Moto 3's head-to-head action is fluid and crisp, but you can't race against A.I. enemies.

GRAPHICS

4.0

SOUND

4.0

CONTROL

4.0

FUN FACTOR

4.5

Jet Moto 3 does away with its predecessors' annoying sprites and turbos you into a gorgeous, fully polygonal world. However, the oddly shifting textures are reminiscent of *The Haunting*, and the frequent clipping sometimes makes for a harsh ride.

Roaring bikes, echoing screams, cool environmental sound effects, and superb scores put Jet Moto 3 in the championship circuit of racing game sound. It's a shame the characters don't quip, though...where's the personality?

You may have to employ some funky fingerplay to pull off a turbo-powered jump with grapple assist, but the gamepad can be remapped and the bikes are highly responsive.

Jet Moto 3 is a huge improvement over its predecessors. This is a superb ride with high production values, a cool head-to-head game, and replay depth thanks to hidden items and modes.

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PLAYSTATION PROREVIEWS

TACTICAL ESPIONAGE ACTION **METAL GEAR** SOLID VR MISSIONS

THIS CHALLENGING GAME delivers 300 training missions similar to those found in Metal Gear Solid. You don't have to be a hardcore Metal Gear commando to play VR Missions, but you might have to be to stick with it.

Virtual Battlefields

Just as in Metal Gear Solid, in VR Missions you play as Solid Snake. Also like its predecessor, the controls here are top-notch, and feature the same button setup, so vets will feel right at home.

The graphics and sounds are also...well, solid. VR Missions looks almost exactly like Metal Gear Solid. The environments have a dark and foreboding atmosphere, and the character graphics and animation are smooth and nicely detailed. The sounds, however, are spartan and workmanlike, and not very exciting.

VR Missions' four gameplay modes package the training exercises in some interesting ways. Sneaking mode lets you practice the basic Metal Gear movements like crawling and flattening against walls. Weapon mode enables you to sharpen your aim with eight favorite Snake armaments, including the guided Nikita rockets and the FA-MAS automatic rifle. Advanced and Special modes juice the game a little—the Special mode offers eight "skill" events such as a one-minute shooting drill and a 12-enemy battle; Advanced sets you up in scenarios against enemy guards in various landscapes.



PROTIP: You can only survive two hits from explosive targets, so stay two squares away.

VR Missions is a finely crafted game, but unfortunately there's no story running through the missions, which ultimately makes them a lot less compelling. Metal Gear fanatics will find the training worth their while, but VR Missions doesn't stand up on its own. **G**



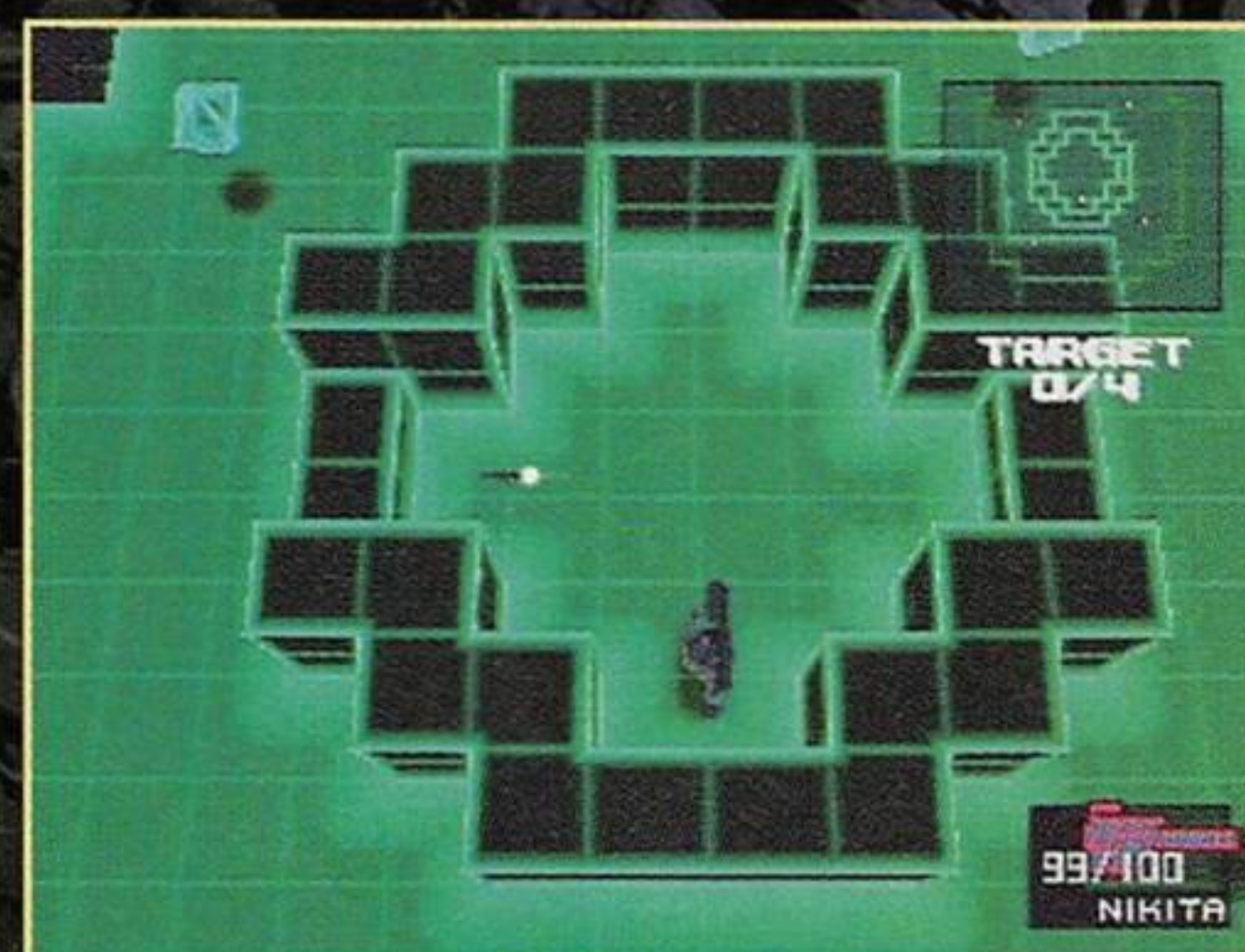
BY ATOMIC DAWG

- Published by Konami
- \$39.99
- Available October
- Action/strategy
- 300 missions
- ESRB: Teen

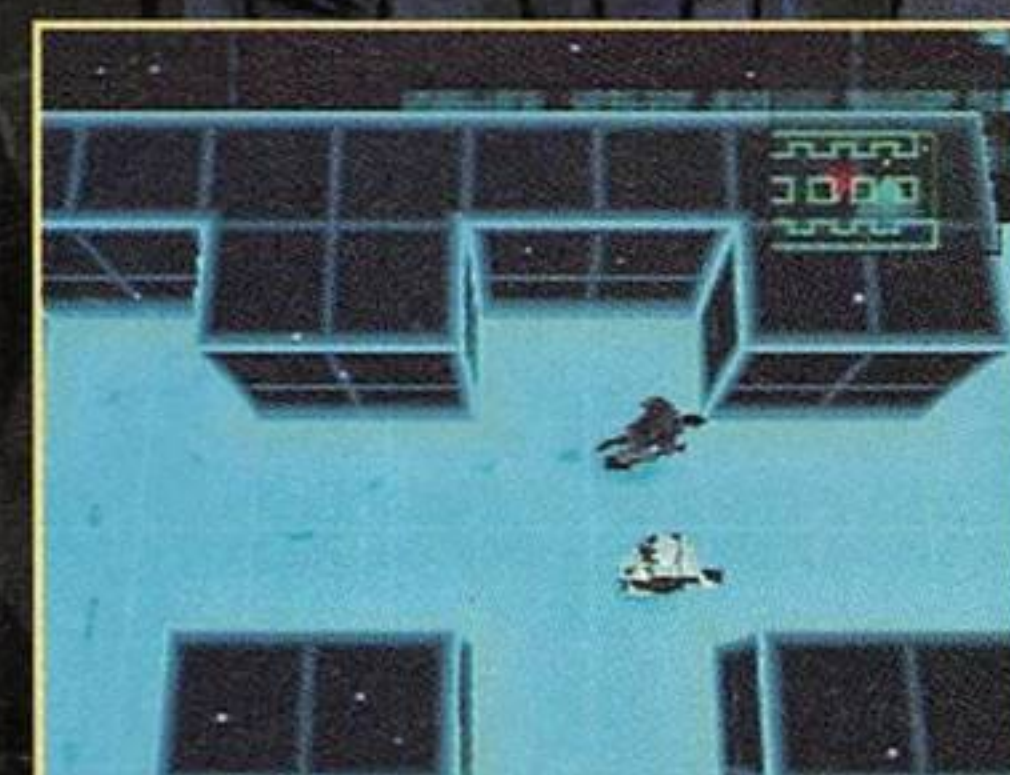
GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: Always use the box when you have to cover open territory.



PROTIP: To successfully guide the Nikita rocket, remember that it speeds up every two seconds.



PROTIP: In Sneaking mode, guards have terrible peripheral vision and can't hear you if you run behind them while they're facing away.

RISEING ZAN: The Samurai Gunman is a weird, wacky 3D action/adventure game that has "guilty pleasure" written all over it. Based on the Japanese manga comic and animated movie of the same name, this Mature-rated game stars Zan, a cowboy in the wild, wild American West who's received ninja training. Now he wields a six-shooter in one hand and a samurai sword in the other to deal with a bizarre gang of Japanese bad guys. Oh yeah, he refers to himself as the "super-ultra-sexy" hero, too.

Full o' Bullet Holes

Well, "super," "ultra," and "sexy" this game is not, but it earns props for trying awfully hard. The graphics put on an entertaining if cheesy show: The visuals are grainy and blocky, but the characters (especially bosses like Mr. Sumo and Mr. Push Push) manage to look both hilarious and ominous at the same time. Be



PROTIP: To beat Mr. Sumo, use L2 and R2 to dodge his fire attack and sumo stomp. Then attack him from the side or from behind. Your sword will put the most hurt on Sumo.

RISEING ZAN THE SAMURAI GUNMAN



BY BROTHER BUZZ

- Published by Agetec
- Price not available
- Available September
- Action/adventure
- 10 levels
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: To defeat Dr. Gizmo's robot at the end of the 4th Impact, you must destroy his two power-up devices.



PROTIP: Defeating this blue ninja in the 5th Impact is tricky. Press L1 to target the bomb and to fire. Then, when the ninja comes out of hiding, press L1, then to fire at him. Repeat until you finish him off. Watch out for his bombs!

aware, however, of the gushers of blood that earn Zan its Mature rating. The sounds are likewise lowbrow, but the pseudo-language that the bosses speak is a crackup, and the corny but rockin' Rising Zan theme actually has vocals.

An analog joystick enables you to bust some very cool special moves, including combos that use both gun and sword. You can also use Zan's blade for a slick helicopter-like long jump. Too bad the controls suffer a near-fatal encounter with a wiggly game-cam that sometimes swings wildly around the scenery in an attempt to stay behind Zan.

Can Zan?

You'll either love Rising Zan or hate it, but you ought to at least rent it. If you're gunning for offbeat action, Zan should rise to the occasion. **G**



PROTIP: It may be cheap, but sometimes it's best to run away from gangs of foes like these Redrums.

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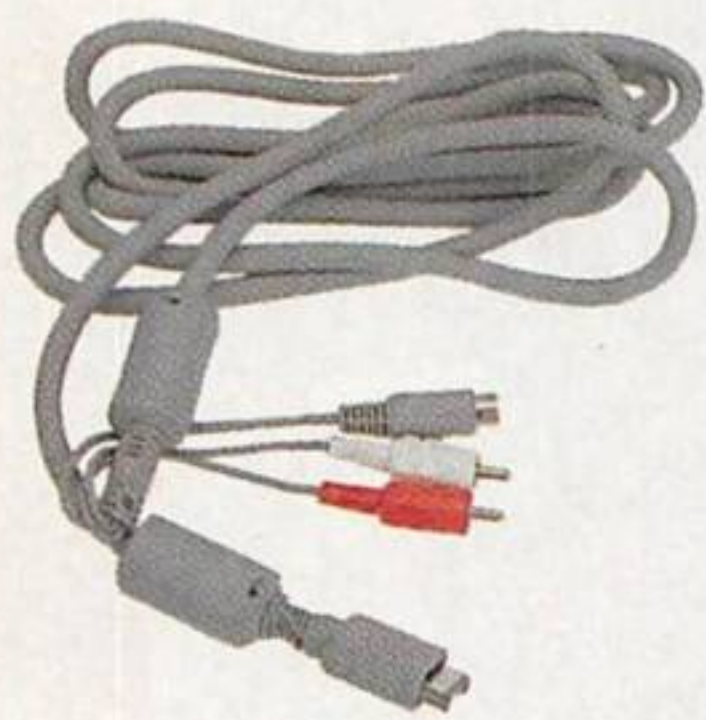
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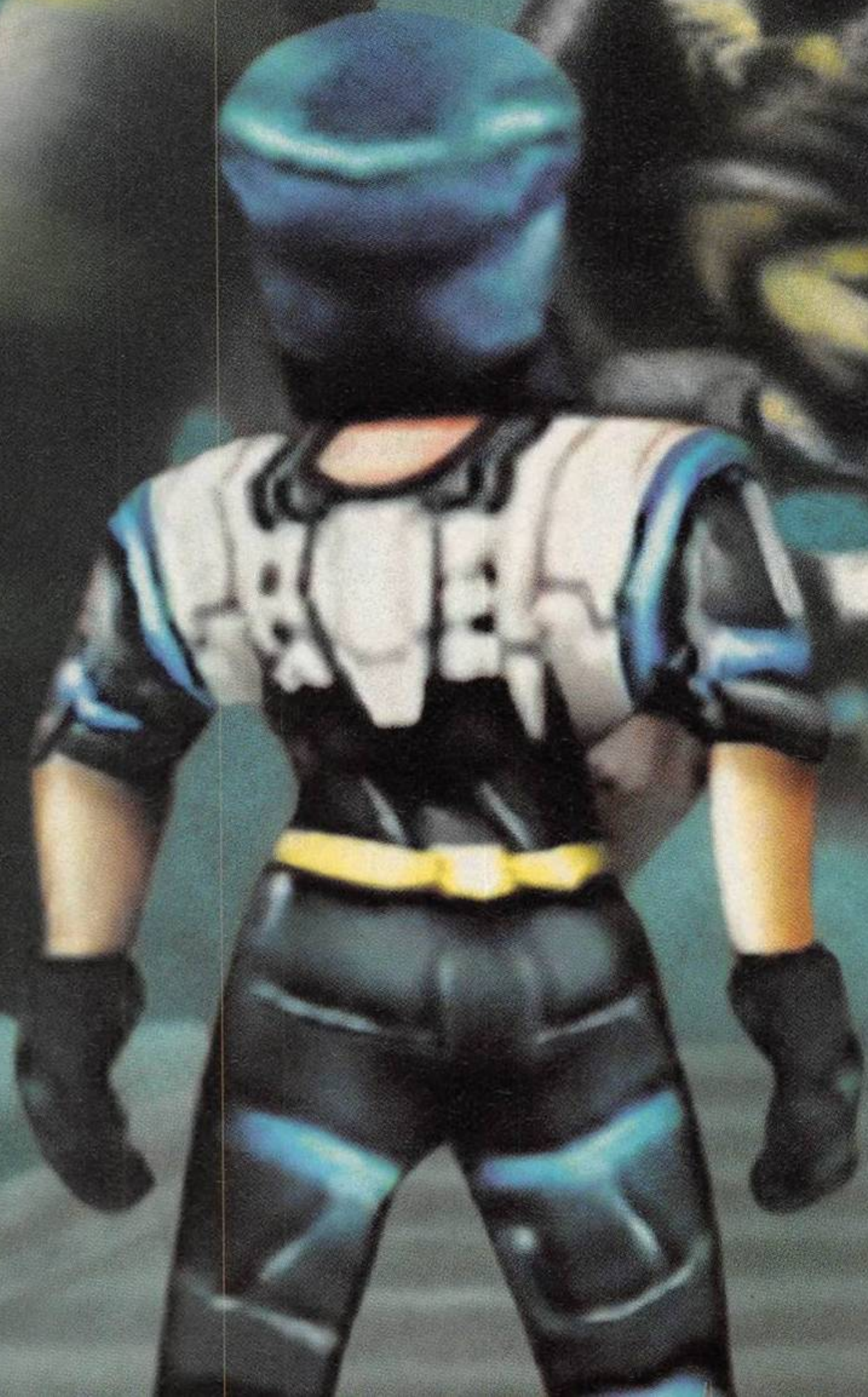


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NINTENDO 64 PRO-Reviews



BY THE ROOKIE

Published by Acclaim Sports
\$59.99
Available now
Wrestling

4 players
ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR

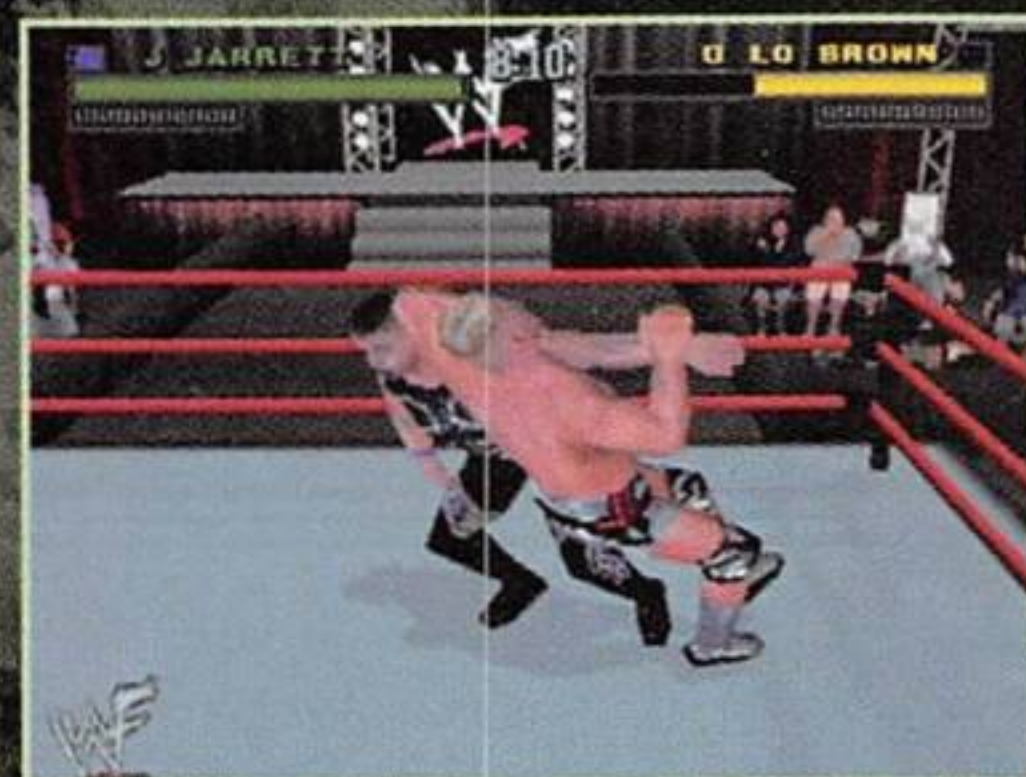


WWF ATTITUDE

THE BIG SHOW is entering the Nintendo 64's squared circle as WWF Attitude looks to lay the smack down on all comers. If you've been looking for the best slobber-knocker this side of the Omni, your search is over.

Suck it!

WWF Attitude runs down the ramp with the most insane lineup of pros and features around. For starters, all your favorites are here, including Stone Cold, The Rock, and The Undertaker. Each brawler has been outfitted in their proper attire and equipped with their signature moves. However, if you ain't down with The Corporation, you can always create your own wrestlers: You decide what they look like, what their special moves are, and more.



PROTIP: Jeff Jarrett's Single-Arm DDT move is deadly: When your opponent's health meter is in the yellow, tap ↑, ↓, P or tap ↓, ↑, P.

Attitude's fightcard of features is just as outrageous, featuring over 20 game modes, such as Tag Team, Royal Rumble, War, Survivor Series, and the awesome new Career mode. Now you can take a wrestler through a whole season's worth of matches to capture the heavyweight belt. You'll also be blown away by the awesome new create-your-own pay-per-view event, where you get to design the arena, choose the brawlers, and decide what belt is on the line.

Your Ass Better Call Somebody!

Attitude body-slams its predecessor with some of the best graphics around. Each wrestler looks and behaves exactly like their real-life counterpart: The Rock sports long sideburns, The Undertaker is emblazoned with tattoos, Edge emerges from the crowd before a match, and so on. You'll freak once you see these bad boys in action: All the moves, from the Stone Cold Stunner to the Tombstone Piledriver, look great.

Attitude also has some of the best sound in the biz. Authentic ringdings can be heard, each wrestler spews forth a variety of hilarious taunts, the crowd cheers and jeers at appropriate moments, and Shane McMahon and Jerry Lawler provide hilarious, albeit repetitive, commentary. Attitude's biggest problem is that the controls could use a little fine-tuning. While it's easy to maneuver your wrestler and pull off devastating moves, it's a pain to switch your wrestler's focus when

you're taking on two other brawlers.



PROTIP: Snap somebody in two with Edge's Elevated Crab: When your opponent's on the ground, stand near their feet and tap →, ←, ↓, K.

GRAPHICS 4.5

Attitude's graphics are slammin'. Each wrestler looks just like their real-life counterpart and the motion-captured moves are great. The only fault is the occasional clipping that occurs when more than two brawlers are in the ring.

SOUND 4.5

Attitude's sound is Raw! All the right effects are in place, as well as excellent taunts and superb crowd interaction. Lawler and McMahon provide hilarious commentary; unfortunately, it's too repetitious.

CONTROL 3.5

For the most part, the controls are solid—it's a snap to bust all the bone-breaking moves. You'll find it immensely frustrating, however, to try to switch your wrestler's focus when you're battling more than one opponent.

FUN FACTOR 4.5

WWF Attitude is an awesome wrestling title that deserves to be called one of the best ever. Its wealth of wrestlers, features, and gameplay modes will have you brawling with your buddies till there's only one man standing.



WWF Attitude slams roody-pooos with some of the best wrestling action ever seen.



PROTIP: Lay the competition to rest with The Undertaker's Tombstone Piledriver: When your opponent's health meter is in the red, tap ↑, ↓, ↑, TU or tap ↓, ↑, ↓, TU.



PROTIP: When your foe's health meter is in the red, smack 'em to the canvas with Triple H's Pedigree finisher: Tap ↑, ↓, ↑, TU, or tap ↓, ↑, ↓, TU.



PROTIP: As Ken Shamrock, bust out the Shamrock Lock when your opponent's on the ground and their health bar is in the red: Stand near their feet and tap →, ↓, ←, K or tap ←, ↓, →, K.



PROTIP: Put a hurtin' on your enemy's melon with Al Snow's Front Face DDT: Tap ↑, ↓, TU or tap ↓, ↑, TU.

Reservation for the Smackdown Hotel

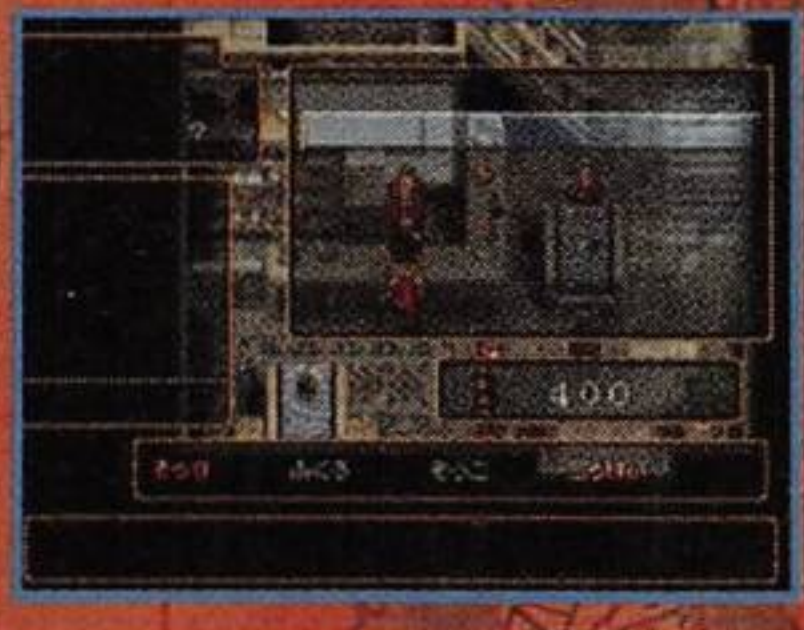
If you loved War Zone, you're going to want to grab WWF Attitude. The combination of the huge lineup of wrestlers and excellent gameplay features like the Career mode and create-your-own pay-per-view event will satisfy any wrestling fan's hunger for topnotch top-rope action. **G**

department x

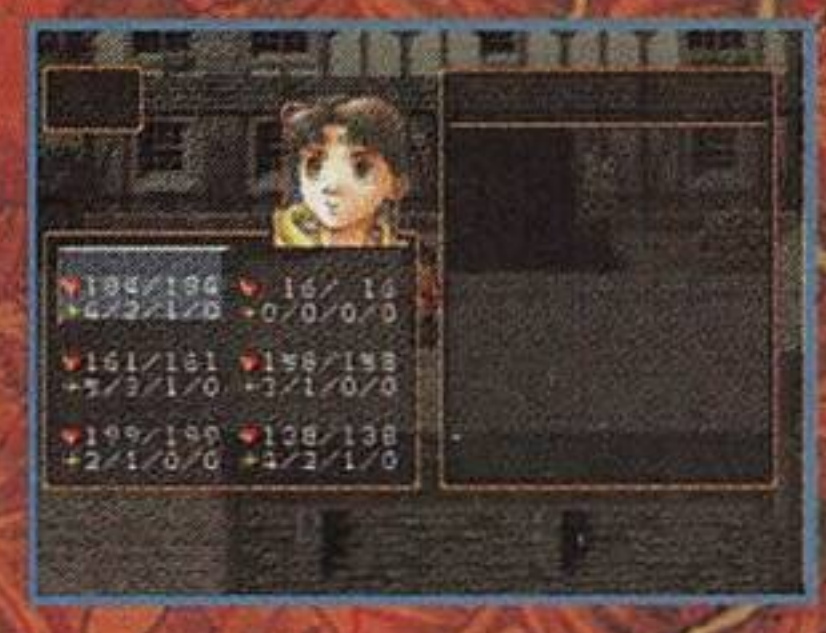
Suikoden



Spells



War



Suikoden II



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BY FOUR-EYED DRAGON

- Published by Acclaim
- \$64.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR

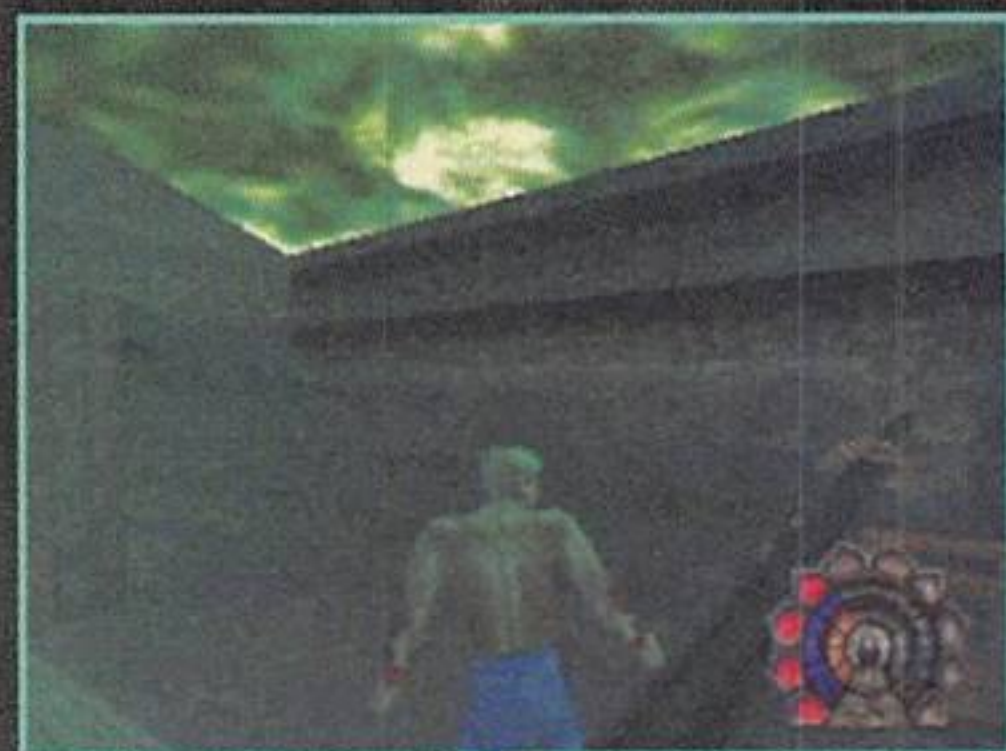
| | | | |
|-----|-----|-----|-----|
| | | | |
| 4.5 | 5.0 | 4.5 | 4.5 |

SHADOW MAN

PLAYING AMONG THE darkness has never been so brilliant. With surreal visuals, haunting sounds, and a deep story line, Shadow Man is an adventure that will make even timid players scream for joy.

Living La Voodoo Loco

An ominous backdrop sets the tone for this Mature-rated game. A voodoo sorceress foretells the emergence of a great Evil that will use dark souls to conquer Earth. To fight this sinister force, the sorceress creates Shadow Man, a powerful voodoo warrior with the ability to travel to the land of the dead. As Shadow Man, you face the spirits of society's worst, such as serial killers. You must grab the dark souls from the Evil and ultimately save the world from Armageddon.



PROTIP: Go beyond this hanging cage in Gateway for valuable Cadeaux.

Illuminating the Darkness Within

You may be playing in the dark, but Shadow Man's quality workmanship is plain to see. From the start, the audio is a chilling success. Foreboding music establishes the atmosphere for this horrific adventure, while the eerie sounds of dying enemies and creatures whispering your name just before they attack is terrifying.



PROTIP: When fighting Marco Roberto Cruz, stay on top of this crate and kneel to avoid his firepower. You won't get hit, and you'll always have a clear shot.

Even more superbly frightening are the visuals in the enigmatic areas that you journey to in the land of the dead. Each location contains striking detail and must be fully explored to reveal hidden paths. Cool weapon effects, murderous-looking creatures, and nice cut scenes round out the almost perfect look of the game. Unfortunately, periodic breakup hinders Shadow Man's movement, and sometimes you'll land on platforms that don't exist or get stuck behind an object that normally would be simple to maneuver around.

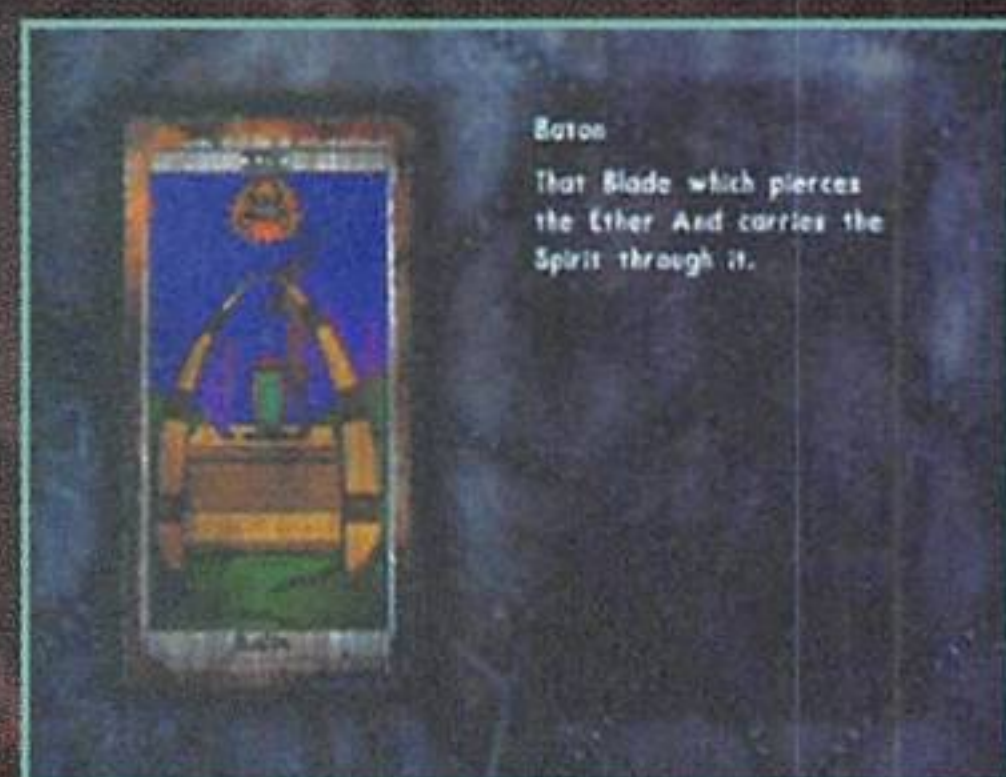
Despite that, the controls are beautifully tuned and easy to use. Grabbing ledges, traversing extended ropes, and strafing to avoid enemies become second nature after a few moments of gameplay. The only downside: Judging how far you should jump at different locations takes a lot of practice and is very frustrating when you encounter distant platforms.



PROTIP: In the Cathedral of Pain, use the Retractor on the hanging corpse that's located beyond the door with Batrachian's symbol on it.



PROTIP: To stop the first piston, use the Engineer's Key in this sequence: middle lock, right lock, left lock.



PROTIP: Don't forget to look at the Les Cartes du Prophetie for some helpful hints.



Gruesome kills like this are accompanied by the heinous sound of the creature's body exploding!

A Shadow of De-Light

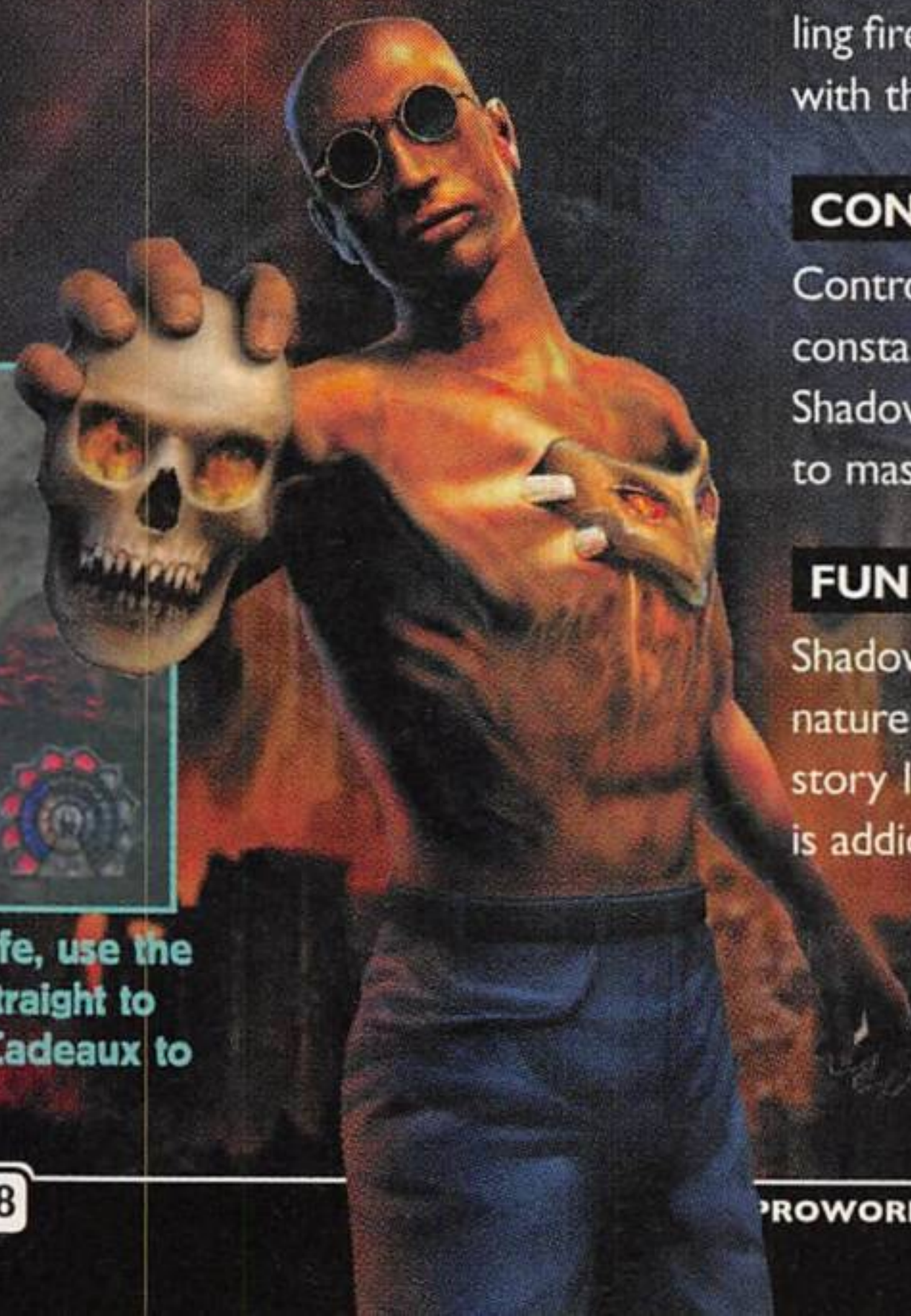
Despite the game's minor flaws, Shadow Man is a thrilling exploration of the dark side of humanity. The story will keep you in suspense and the action will make you break out in a cold sweat late at night. **G**



PROTIP: In Cageways, climb on top of the red transport and jump to the doorway.



PROTIP: In the Temple of Life, use the Baton at the entrance to go straight to where you make offerings of Cadeaux to Loa.



GRAPHICS 4.5

Watching your weapons in action against savage creatures is the best part of the game. Also, there are large areas to explore that have spine-tingling surprises at every turn. Occasional breakup in the graphics limits movement, however, bringing the score down just a bit.

SOUND 5.0

Bloodcurdling moans and startling sound effects keep you on your toes while the music sets the pace of the game nicely. Even the sounds of crackling fire and rustling feet are in harmony with the game's ambiance.

CONTROL 4.5

Controlling your jump is tricky and a constant annoyance in the game. But Shadow Man's overall control is a cinch to master.

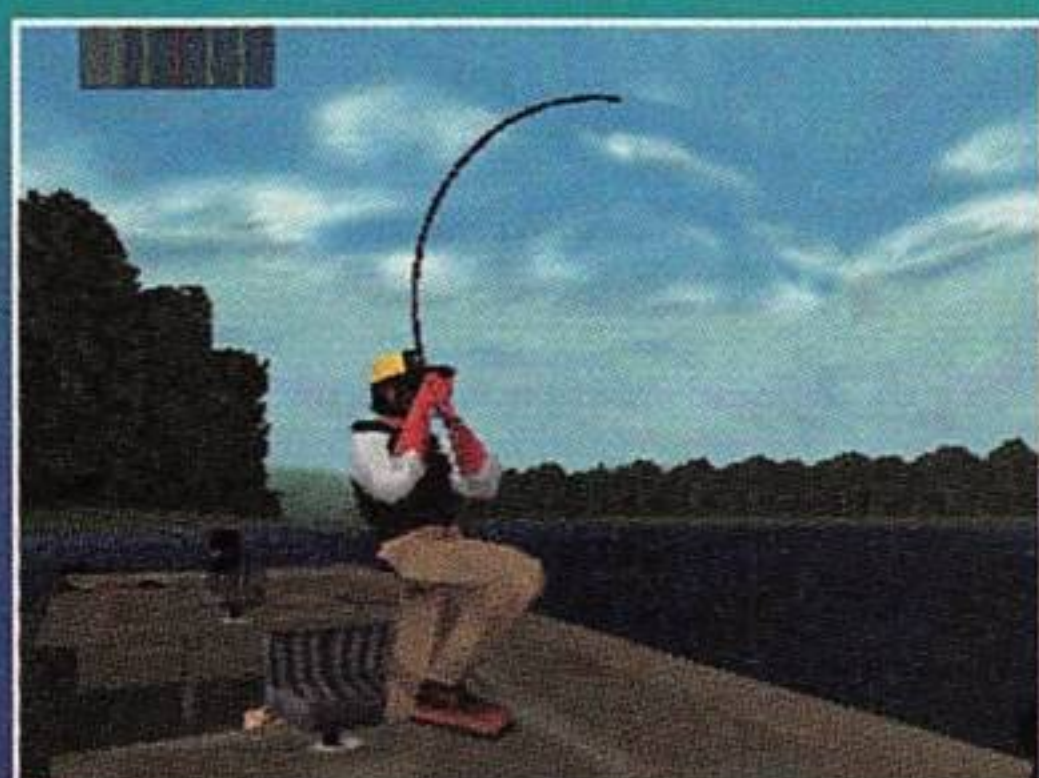
FUN FACTOR 4.5

Shadow Man's dark theme and violent nature may not be for everyone, but its story line is intriguing and its gameplay is addictive.

SIZE MATTERS



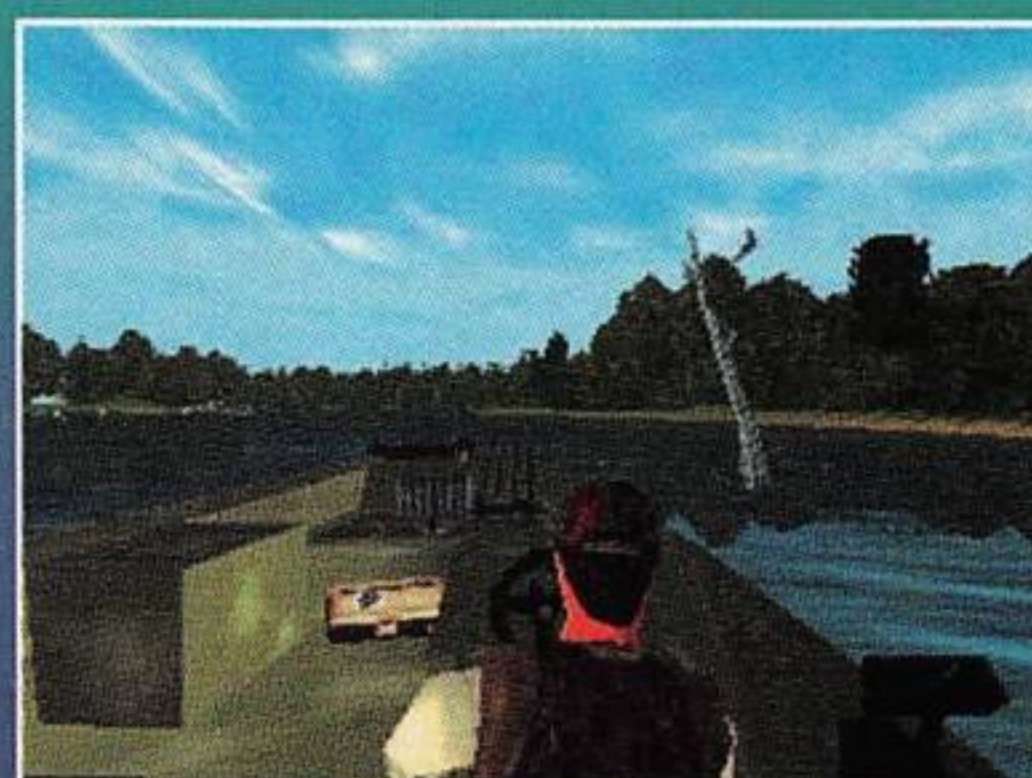
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BY BOBA FATT

Published by THQ

\$59.95

Available
September

Racing/combat

2 players

ESRB: Teen

GRAPHICS

SOUND

CONTROL

FUN
FACTOR



ROAD RASH IS a beloved video game series with a classic formula: Ride like a demon and kick the hell out of anybody who tries to pass you. Road Rash 64 continues the franchise's biker-bully tradition, but lacks the flair or depth of a top-notch game.

The Rash Is Spreading

RR64 puts you on a motorcycle in gang territory as you rage through the streets to take names and claim your fame. In the Big Game mode, you progress through tougher areas, joining gangs and earning money for cooler bikes. You'll also get better weapons, from the dreaded spoke-busting pool cue to the standard-issue police taser gun. There's an excellent balance between racing and rage, but each area brings more tracks that look alike while the boring bikes and standard weapons get old quickly.

RR64's best feature is its split-screen matchups—many types of two-player games are available, though you can only bring in computer-controlled victims in certain situations. You can compete in a variety of categories, from bike battering to pedestrian smashing to good ol' fashioned racing.

Vicious Cycle

RR64's repetitive audio/visual package may remind you of a merry-go-round: You'll keep seeing and hearing the same things over and over again. The same dozen or so bikers covered by the same textures traverse the same environments as cops rattle off the same quips ad nauseum. From the countryside to city streets to abandoned factories, everything is gray and gloomy, even in hi-res mode via the N64 Expansion Pak. Luckily, the crashes and heavy-metal score add some drama to the proceedings.



PROTIP: If you start to skid on a tight turn, let up on the controller and cut the gas. Your tires will grip better with no acceleration.

PROTIP: Take turns as tightly as possible, pop wheelies over vehicles, and let others do the fighting. The best way to win is to avoid conflict.



3.5

SOUND

3.5

CONTROL

4.0

FUN FACTOR

4.0

Road Rash's visuals suffer from a lack of variety—there are only minor differences between bikers and even fewer from track to track. Collisions look and feel realistic, though, thanks to some poetically violent touches.

Repetitive sound bites (like a cop yelling "You have the right to get shot by me!") and bland bike sounds kill the vibe created by otherwise cool effects and a rockin' score.

The responsive movement and realistic bike physics are impressive, but the controller can't be remapped. Because the A.I. automatically chooses which side of the bike you attack from, if you're in a crowd, you're gonna get whacked.

Road Rash 64 rules the head-to-head circuit with a nice variety of two-player games. In single-player mode, however, it's a one-trick pony express that's only worth a rental.

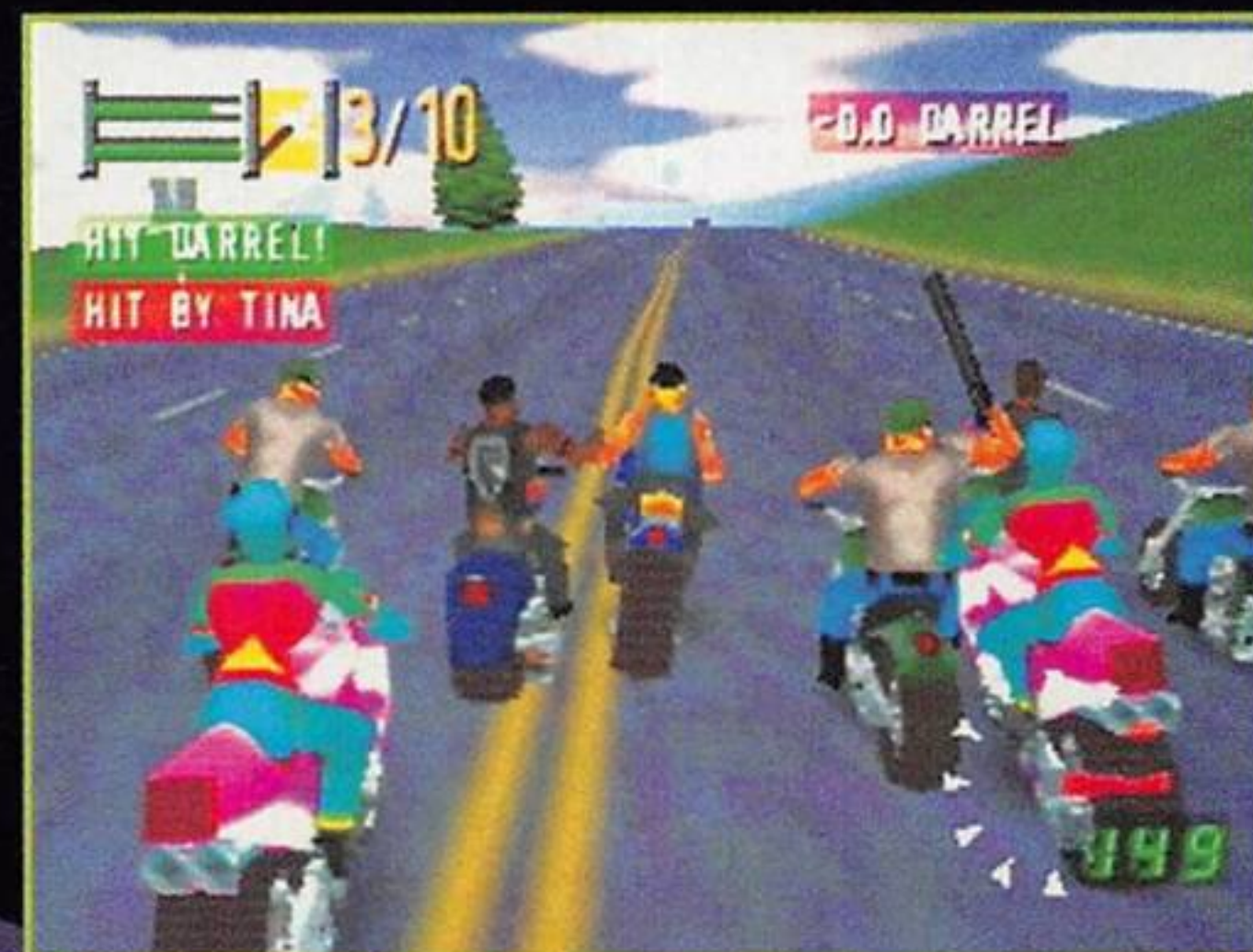
ROAD RASH 64



PROTIP: Catapulting over cars will actually speed you up—just make sure you're on a straightaway or you'll fly off the course.



PROTIP: Hold down the attack button to cock your punch—that way you can unleash it as soon as the enemy is within range.



PROTIP: Use your kick to knock away anyone who moves in too close, then swipe with your weapon.



PROTIP: The taser is an excellent weapon for causing crashes. Zap your foe, then kick them off their bike as they fry.



PROTIP: If you hit a hard track in Big Game mode, go back and replay easier races to earn enough money for a hog upgrade.

Just
don't blink.



\$49.99

Available October 13, 1999.
Date subject to change.

Get into the game





RE-VOLT

AN ADDICTIVE update of the traditional Super

Mario Kart formula, Acclaim's Re-Volt manages to capture all the excitement of the radio-controlled (RC) car racing you remember from your NES-playing past.

Talkin' 'bout a Re-Volt-lution

Ever since game producer Toy-Volt's line of radio-controlled cars came to life, things just haven't been the same. Now 28 of the little electric buggers are at your disposal, zipping convincingly through 13 sprawling locales like suburban streets and slippery supermarket freezers. Re-Volt sports a sophisticated physics engine and authentic controls with a different weight and acceleration for each car.

Re-Volt is no ordinary racer: As most eight-year-olds already know, RC cars are quite adept at off-road maneuvering. Mastering the finicky controls takes practice, but eventually you'll be leaping over skateboard ramps, grocery checkout counters, and full-sized cars. Of course, fancy moves alone don't win races, so you'll need to nail your competitors with some missile-like Roman candles or litter the course with oil spills and bombs to slip up the slower opposition.

Remote Possibilities

Re-Volt features sharp, colorful textures and impressive light-sourcing effects—especially for Expansion Pak owners—though it would be nice if the deviously twisty museum levels were brighter and less disorienting. Nice details, like wobbling car antennae and the sounds of laughing children, enhance the experience. It's not all fun and games, though, when frame rates dip and tempers soar in the alternately taxing and amusing multiplayer modes.

Still, Re-Volt has a plethora of options, modes, and cheats, so expect to be playing feverishly for weeks to come. Despite a few frame-rate issues, Re-Volt is a nearly unbeatable choice for N64 racing fans.



BY VICIOUS SID

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

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| | | | |
| 4.0 | 4.5 | 4.0 | 4.0 |



PROTIP: Drop ball bearings, bombs, and oil slicks behind you whenever you can. Also, blast race leaders with firecrackers every chance you get.



PROTIP: In the Stunt mode, many stars can be acquired by alternate means, especially near the half-pipe.



PROTIP: Since he's heavy and tough to flip over, Phat Slug is an excellent choice for battle-heavy races. Choose RC Bandit or Col. Moss for the speedier races.

GEX 3

DEEP COVER GECKO

GEX, THE REPTILE kingdom's answer to Austin Powers, returns in Gex 3: Deep Cover Gecko, yet another cookie-cutter sequel that lacks innovation but delivers solid gameplay.

Gexy Lady

Armed with his signature quips and lashing tail, Gex sets out to save Agent Xtra (*Baywatch* babe Marlicea Andrada) from the diabolical Rez. You'll guide Gex through various pop culture-themed levels while donning appropriate costumes, from jet-powered animé armor to a Spider-Man suit. Deep Cover Gecko's levels are amusingly designed and intelligently plotted, but it's frustrating to be forced to explore each one repeatedly in search of remote controls.



PROTIP: To break the blood bottles, become a vampire. To do so, look for a switch in the hedge maze that opens a door under the pool table's room.

Gex 3 features vibrant visuals with realistic textures and detailed characters, but the gecko himself is too small to show off his fancy ensembles. Luckily, his witticisms are frequent and varied enough to round out his personality, while the rest of the soundtrack does the same for the environments (such as a sinister version of "Frosty the Snowman" in the Arctic world). The cartoony, energetic sound effects and dialogue all add to the fast-paced fun.

Cold-Blooded Camera

Despite an abundance of familiar 3D-platform-game camera problems, Gex 3's responsive interface performs well whether you're snowboarding, wall-climbing, or driving a tank. Like Mario 64, Gex 3 allows you to find every nook, cranny, and hidden coinily, and superficially explore most of the worlds.

Vets of Gex 2 might've expected more novelty, but Gex 3 is a solid, spunky platformer with hours of challenge and gallons of personality—and it's far better than the likes of Tonic Trouble or Glover.



BY BOBA FATT

- Published by Grave Entertainment
- \$49.99
- Available September
- Action/adventure
- 1 player
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| | | | |
| 4.0 | 4.5 | 4.0 | 4.0 |



PROTIP: Crawl along that skull-and-bone wallpaper to reach the lever for access to the Bonus room.



PROTIP: In the tank, just keep firing to blow down all the walls, even after you've found all five bug crates. There are lots of goodies in this area.

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| | | |
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| The Cover | All / Some / None | A B C D F |
| The Table of Contents | All / Some / None | A B C D F |
| Editor's Letter | All / Some / None | A B C D F |
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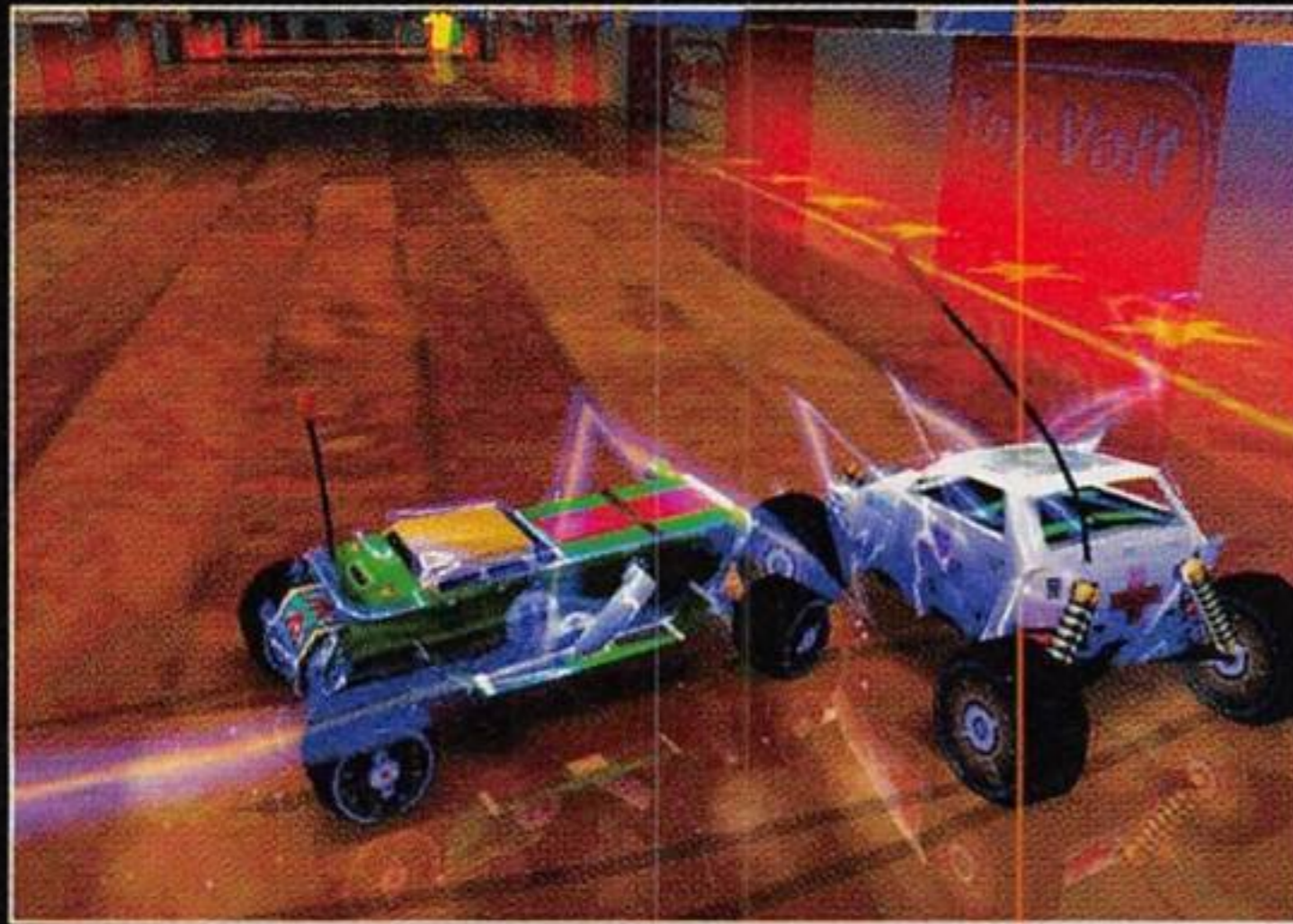
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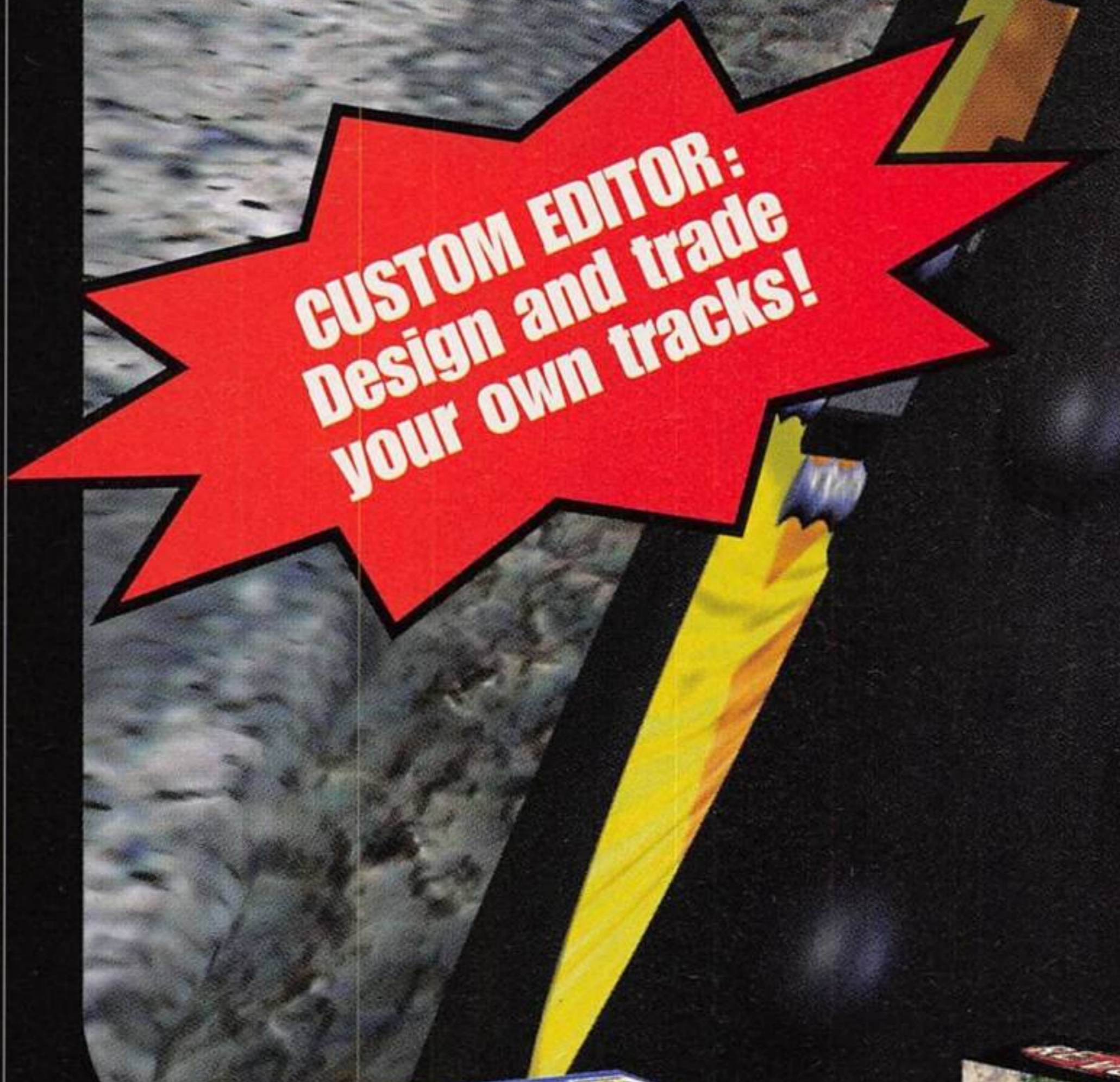
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SOUL CALIBUR

IT'S EASY TO get overly jazzed about the initial software offerings for a new next-gen system, especially considering the "wow" factor of any new technology's powerhouse graphics capabilities (case in point: Battle Arena Toshinden for the PlayStation). Soul Calibur on the Dreamcast, however, is much more than just pretty graphics; its fighters are loaded with techniques, and it is filled with hidden elements. To simply say that Calibur is an arcade-perfect port is an injustice—it surpasses its arcade parent in every way.

The Legend Will Never Die

Soul Calibur is the sequel to Soul Edge (which appeared on the PlayStation as Soul Blade) and features 3D weapons-based fighting. Calibur, however, is much different from Edge—it features a brand-new game engine that makes excellent use of the 3D space. Players have full freedom of movement and aren't limited to a measly sidestep maneuver to avoid an attack (it's a lousy example, but think of Cardinal Syn for the PlayStation). Physics also play a crucial role: Bigger characters pack more of a punch, but move slower than others, and the opposite is true for smaller fighters. Calibur's character lineup is also appealing, featuring a wide variety of fighting styles and techniques. The brawlers include the nimble female ninja Taki, who attacks with speed and a pair of daggers; burly, muscle-bound brawler Astaroth, who swings an axe that's almost bigger than he is; and Ivy, who carries a sword that also turns into a segmented whip with an impressive range.

Fortunately, Calibur avoids the doldrums of limited attack-and-retreat gameplay, boasting an innovative system of multi-tiered blocking and controllable offensive maneuvers where you determine the precise amount of power behind each blow. Add 20-plus moves for each character, and you'll get an idea of Calibur's depth. Fortunately, the play mechanics, though intimidating at first, are easy to learn, and once you've mastered them, you'll start developing your own techniques, including combos and air juggles. Fighting gamers who are used to the cookie-cutter combos of Mortal Kombat and memorization-heavy linking moves and chains of Tekken will definitely find themselves in new territory here.



PROTIP: Beware of Nightmare's multi-hit slashes; even if you block the first hit, the successive hits can still inflict damage.

techniques, including combos and air juggles. Fighting gamers who are used to the cookie-cutter combos of Mortal Kombat and memorization-heavy linking moves and chains of Tekken will definitely find themselves in new territory here.

High-Calibur Visuals

Visually, Calibur on the Dreamcast will make you blink in disbelief—the arcade version pales in comparison. The graphics are ultra-smooth, free of bulky polygons, and polished with fine details that are impossible to catch at a first glance. You'll see the fighters' breath on stages in cold climes, garments flapping in the wind, individual toes on barefoot fighters, and characters moving their lips in perfect sync with their spoken dialogue—just to name a few



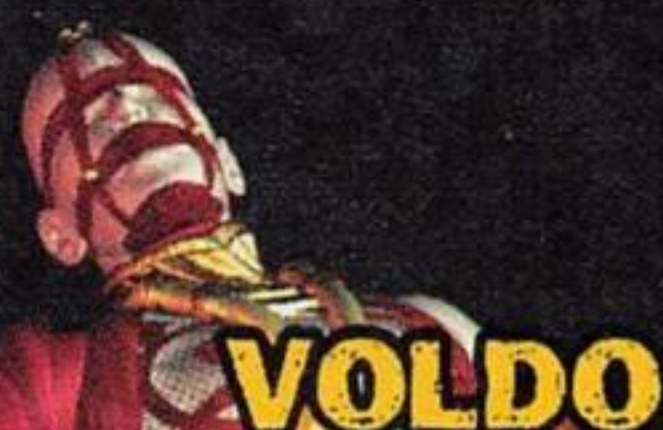
PROTIP: Cheap, but effective: If your opponent is near the edge of the fighting arena, pop them into the air for a ring-out victory.



One of the many pieces of beautiful artwork hidden away in Soul Calibur's Mission Battle mode



Soul Calibur has 10 fighters in the regular lineup, but extra characters can be added to the playable roster.



PROTIP: Simultaneously tap ←, X, and B to do Voldo's unblockable Web Weaver.



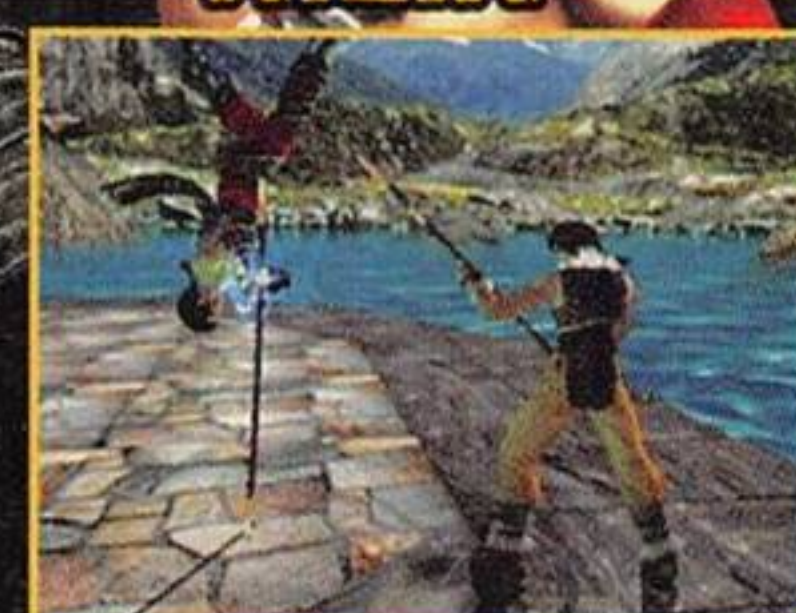
PROTIP: As Ivy, simultaneously tap ↙, X, and Y to temporarily hobble your opponent with the Razor's Bite.



PROTIP: Motion → ↓ ↘ X to launch your opponent into the air, then tap X again before you land for an extra hit.



PROTIP: To execute an easy two-hit air-juggle combo, simultaneously tap X and Y.



PROTIP: Simultaneously tap ↙, Y, and B to lie down on the ground, then simultaneously tap ↑, X, and Y.

examples. The special effects include a variety of eye-filling flashes, light streaks, and sparks that work perfectly to illustrate the various attacks. The fighting stages—which include a moving raft and a platform over a lake of molten lava—are also outstanding.

The audio tracks partner perfectly with the graphics. The various classical combat pieces serve as an ideal backdrop to the mayhem and are well worth listening to on their own. The sound effects are on par with the music; you'll wince during Ivy's back-choker throw and schedule a visit to your chiropractor after Astaroth executes his axe twist on a hapless opponent. Rounding out the excellent sounds are poignant character voices and the resounding clash of metal.

Rock & Soul, Bar None

Okay, so it looks and sounds great, but how does it play? Fortunately, Calibur is as engaging to play as it is to watch. The controls are dead-on, and the analog stick makes moving your character in the 3D environment almost second nature. There's also an excellent option-filled Practice mode to help you polish your sword-swinging skills.



Soul Calibur is filled with hidden characters and secret fighting stages.



PROTIP: Inferno, the last boss, uses the moves of a different fighter for each round.

But Practice mode isn't the only notable extra in Calibur's option menu—several cool modes increase the game's staying power. In addition to Arcade and Vs. Battle, these include Team Attack, where you can choose up to eight players and slug it out in the same number of consecutive battles; Time Attack, where you defeat as many opponents as you can as fast as possible; and Survival, where you see how many opponents you can defeat on a single life bar.

Hearts and Souls

The topper, though, is Mission Battle mode. As in Soul Blade's Edge Master mode, in Mission Battle mode, you battle around the globe, earning points for each win. You can accumulate points and unlock various pieces of Soul Calibur artwork from an extensive archive, which in turn opens up hidden fighters, secret stages, and more play modes. Tougher opponents yield more points, and you'll often battle several consecutive foes in a single match before you can collect your reward.

Of the several good fighting games available at launch for the Dreamcast, Soul Calibur is far and away the best. Here's one fighting game that you'll still be playing long after the hype of the Dreamcast launch titles has passed—and this is a first-generation title.



BY MAJOR MIKE

Published by Namco

\$49.99

Available September

Fighting

2 players

ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



A sample of the character graphics, from left: Taki, Sophitia, Xianghua, and Ivy. Yes, folks, the characters really look this good—even during combat.

GRAPHICS 5.0

Soul Calibur looks beautiful in every respect, from the detailed fighters to the flashy attacks and the eye-filling stages. Home video games aren't supposed to look better than their arcade forefathers, but Soul Calibur does, and the visuals never falter.

SOUND 5.0

The audio is an excellent blend of enchanting music and hard-hitting sound effects. Well-orchestrated music pieces work perfectly with the various fighting stages, and the voices lend strength and personality to the playable characters.

CONTROL 5.0

Analog controls enable you to move your character in the 3D space with ease and precision. Executing the various special attacks and techniques quickly becomes second nature.

FUN FACTOR 5.0

Soul Calibur has all the elements of a topnotch fighting game, including appealing characters, loads of technique, tons of secrets, and a fresh, innovative fighting engine. For fighting-game fans, this is the Dreamcast game to get.

Art of Air Juggles

Soul Calibur is loaded with air juggles (among other combo attacks). For example, as Ivy:



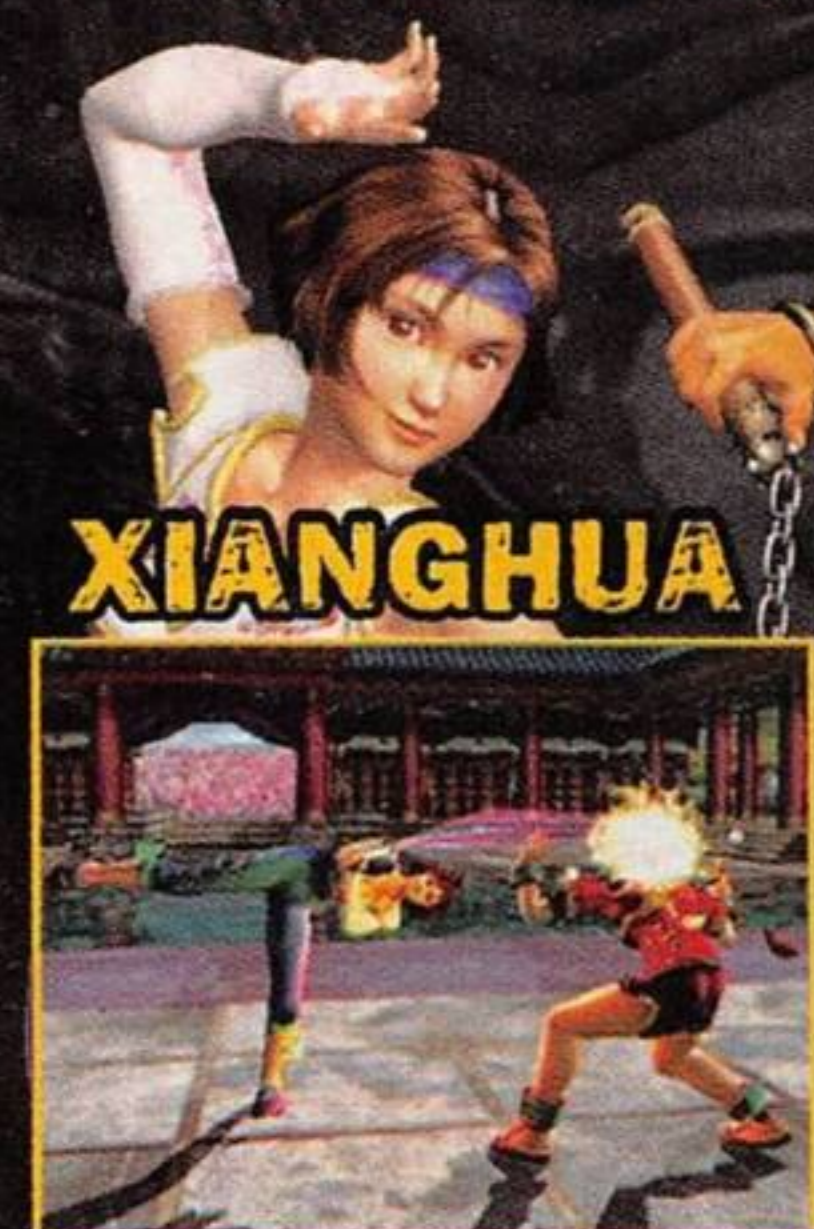
Tap \leftarrow , \leftarrow , then simultaneously press and hold Y and B to extend her sword on the ground.



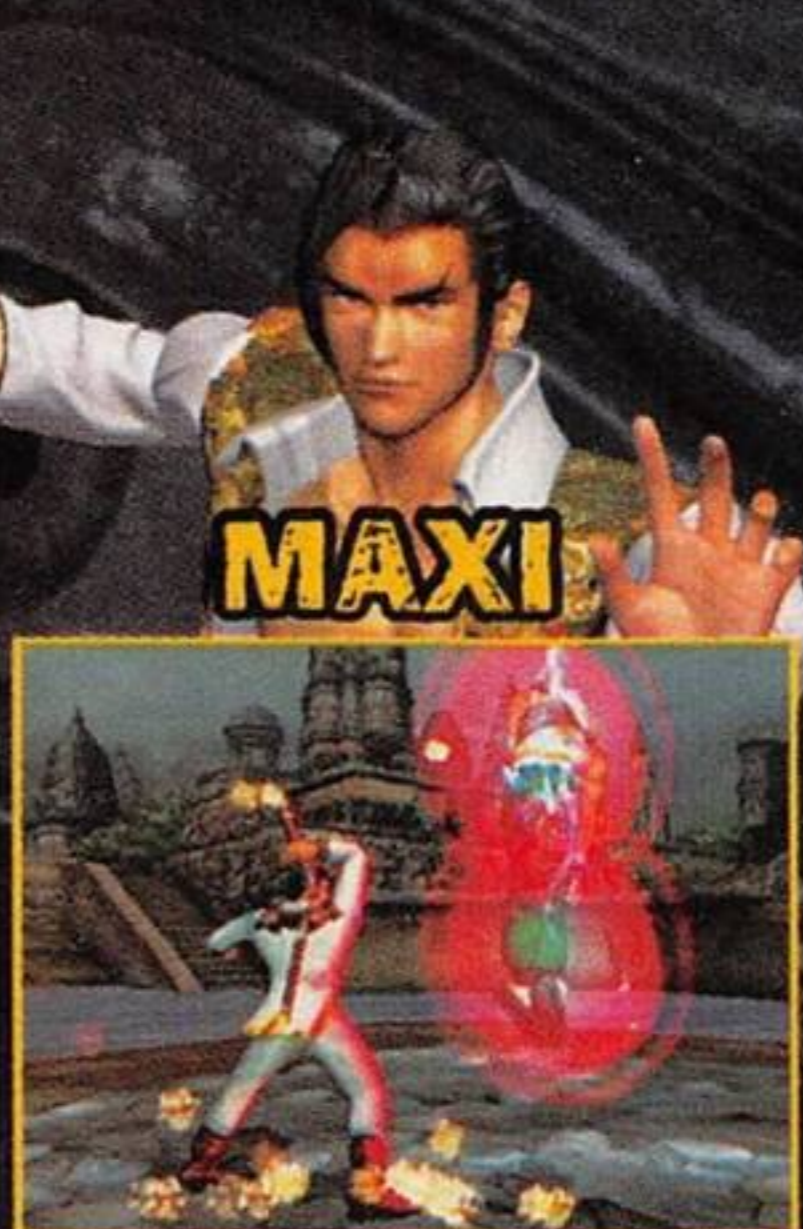
When her opponent steps on her weapon, release Y and B to launch them up in the air...



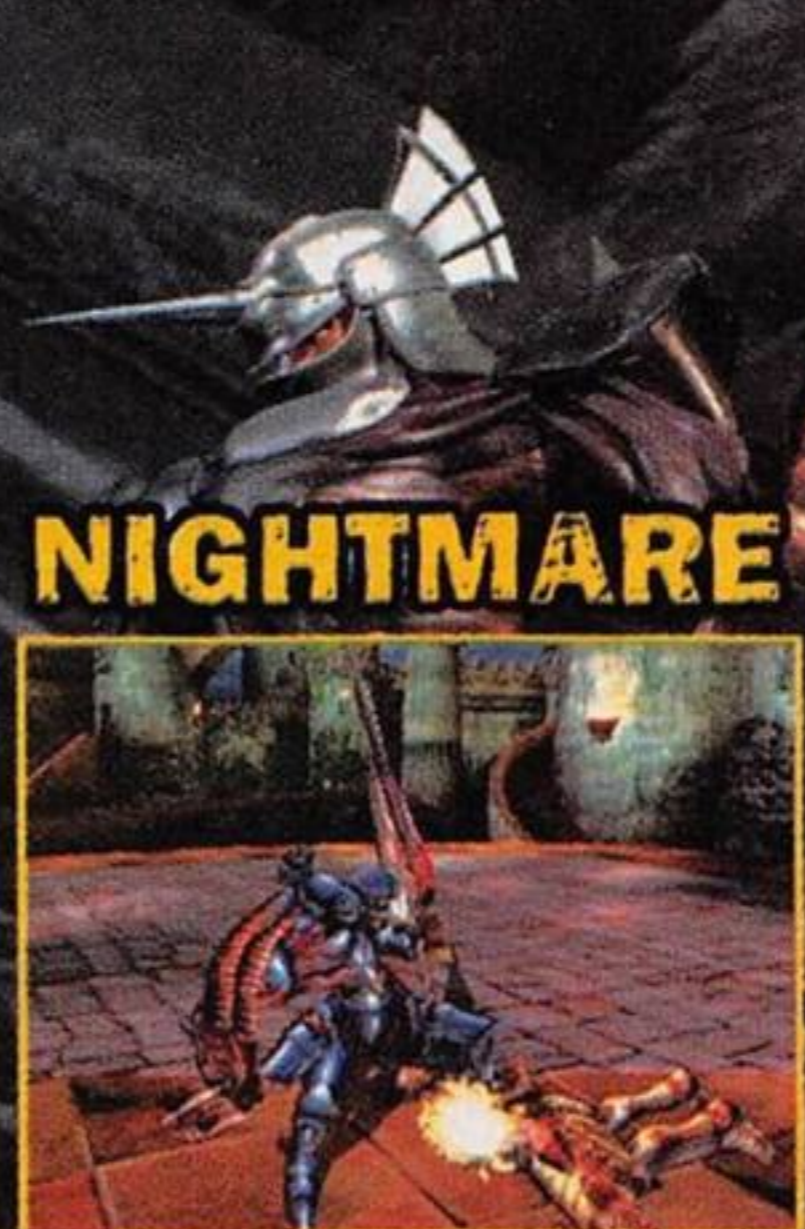
...then hold \uparrow and simultaneously tap Y and B to lasso them out of the air and make them crash to the ground.



PROTIP: Tap \leftarrow , then simultaneously tap X and Y to perform an awkward high slash.



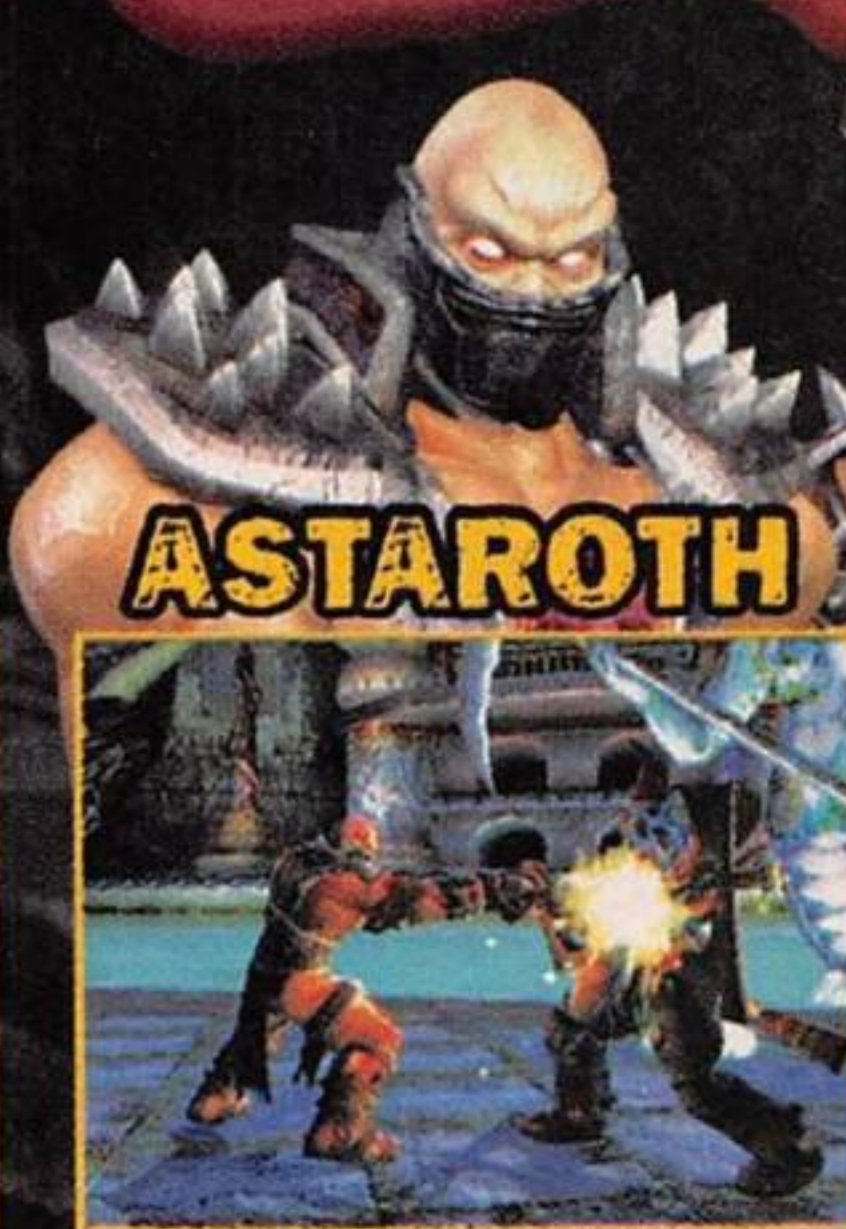
PROTIP: Simultaneously tap \leftarrow , Y, and B to launch your opponent high into the air.



PROTIP: Motion $\downarrow \rightarrow \rightarrow \rightarrow$ K to perform Nightmare's Earth Trample.



PROTIP: Simultaneously tap \leftarrow , Y, and B to catapult your opponent into the air.



PROTIP: As Astaroth, simultaneously tap Y and B to grab your opponent with your axe and swing them around.



Check out the
Sonic Adventure
ProStrategy Guide
in this issue!



SONIC ADVENTURE

GRAPHICS 5.0

You won't see anything cleaner, faster, or more colorful than Sonic Adventure for a while, so bask in the glory of its ultra-slick graphics.

SOUND 4.5

Excellent voice-overs and superb sound effects complement the game, but the overall effect is slightly marred by lame theme music.

CONTROL 5.0

There's no learning curve and no complex interaction—Sonic Adventure is more about getting right into the action and going full throttle.

FUN FACTOR 5.0

Sonic Adventure combines everything that was great about the old Sonic games with 128-bit technology. Richly complex, its replay value is phenomenal. You'll never finish it in one sitting.

SONIC HAS TWO words for those of you who bashed the Dreamcast before it even debuted: Bite me. The blue dude with attitude is back in his best adventure yet, and the Dreamcast provides a formidable home for this hellacious 'hog!

IN HOG WE TRUST

This is the kind of game that should launch a system. Much like Mario 64, Sonic is designed to show off the new technology to its best advantage, placing Sega's famous spokeshog in one of the most gorgeous virtual worlds ever created. From the clean urban scenes to the powdery snowscapes to a swirling tornado, Sonic Adventure assaults you with beauty at every turn.

That chubby old foe, Dr. Robotnik, is back harassing Sonic and his friends throughout the massive levels as he tries to collect Chaos Emeralds to feed his pet, the Chaos God. This watery being gets stronger with each Emerald it eats, so the game becomes a race to the finish to defeat Robotnik. But Sonic Adventure is more than just a platform game—you have to interact with other characters and finish levels a piece at a time while switching between Sonic and others involved in the story, including Tails, Knuckles, Amy, a mysterious cat, and a robot.

HEDGING YOUR BETS

As in past Sonic titles, the game's levels are varied and richly complex. During your escapade, you'll undertake a daring escape from a killer whale, a ride on a tornado, a race against a giant snowball, and more as Sonic races to find Emeralds and uncover the plot lines. Tails also traverses the same levels, but with different objectives (mostly racing against Sonic and the elements in time trials). Knuckles and the other characters have their own unique levels, and there's also a slew of side quests, including mini-games and alternate paths (see sidebar "Mini-Game Madness").

Sonic's Special Moves

Spin Dash



◀ **PROTIP:** Sonic's Spin Dash enables you to break through obstructions and to barrel past enemies. Be careful, though—it wears off after a while, and you could get caught by an enemy in mid-spin.

Jump Dash



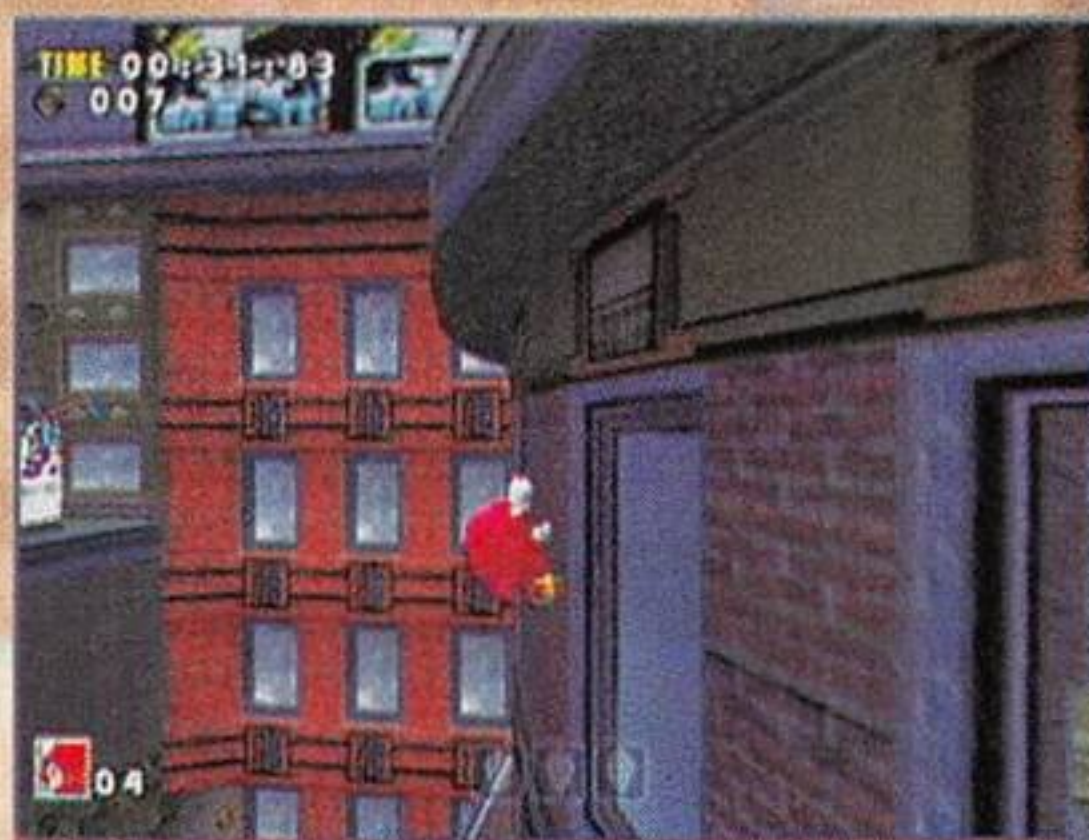
◀ **PROTIP:** Sonic uses the Jump Dash against any airborne enemies, and especially against the Chaos God.





Knuckles' Special Moves

Knuckles Crawl



PROTIP: Knuckles can crawl along almost every surface, so use this ability to explore the stage. You can also go right into his crawl from a glide, making him one of the most advantageous characters in the game.

◀ **PROTIP:** Knuckles has a three-hit punch that takes down any enemy. Use it to break objects and to find Emeralds and Rings.

Knuckles Sammich



beautiful blue

Sonic's visuals brilliantly showcase the graphics muscle of the Dreamcast, from the incredibly detailed levels to subtle nuances like the mist that comes from Sonic's mouth in the snow levels. The speed in some levels is so dizzying that you'll have to play again just to appreciate the scenery. There's no slowdown, no clipping, and no draw-in anywhere in the game.

The audio falls just short of a perfect score. The excellent voice talent and sharp sound effects add an extra layer of depth, but the lame music almost brings the action to a screeching halt. There's also way too much dialogue—you'll find yourself sitting around listening when you'd rather be playing.

The control is a no-brainer, as it was in previous Sonic incarnations. You simply point ol' blue and his friends in the direction you want to go, then spin, fly, dash, and run to your goal. Although all the characters have different control sets, none of them is very hard to master.

A wild blue wonder

Sonic has everything going for it. It's fast, it's fun, and it lasts for a long time. It's the perfect game if you're hungry for a little meat in your launch and thirsting for Dreamcast adventure. **G**

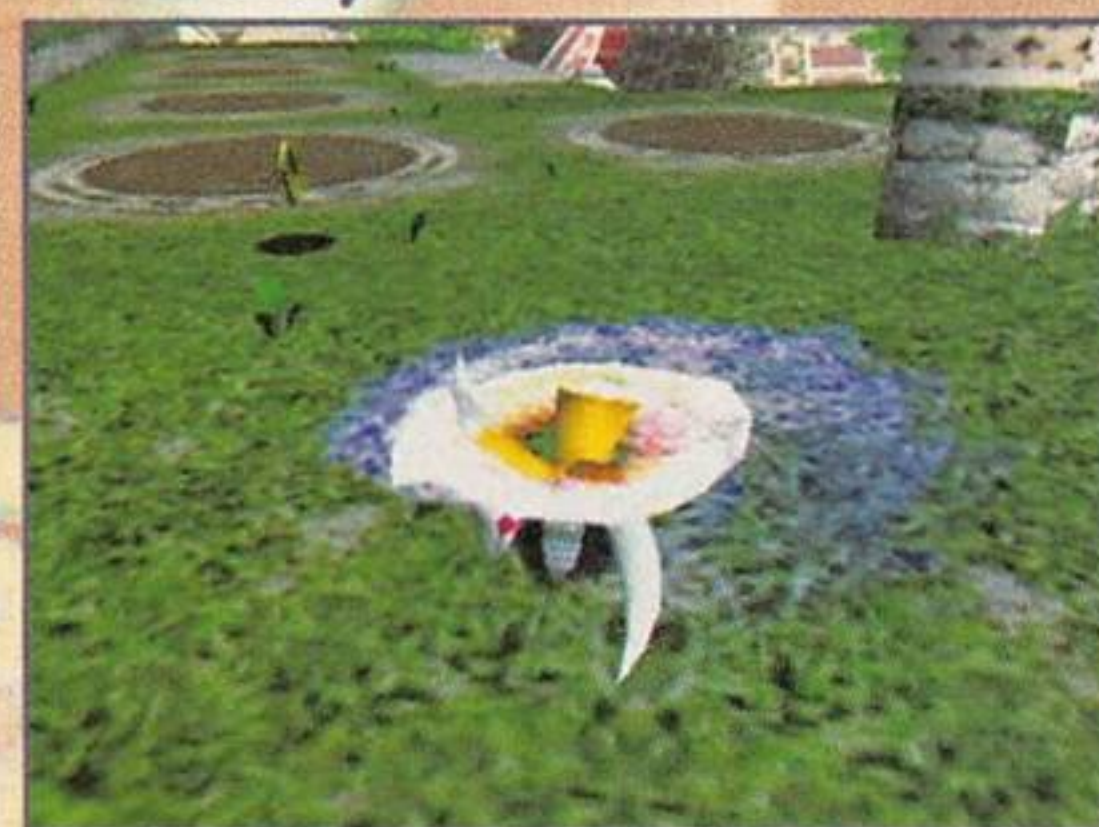
Tails' Special Moves

Tail Spin



◀ **PROTIP:** The Tail Spin is Tails' primary mode of transportation, and in the later missions it will help you fly through speed rings to beat Sonic.

Tail Frenzy



◀ **PROTIP:** After you go to the ancient Echidna city, you'll come across the Rhythm Badge. This enables you to attack for longer periods of time; you won't stop until you release the Action button.

Tail Whip



PROTIP: Use the Tail Whip against enemies on the ground. Its wide range also enables you to hit some small objects on the ground, which may reveal Rings.



BY SCARY LARRY

■ Published by Sega

■ \$49.99

■ Available September

■ Action

■ 1 player

■ ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



Mini-Game Madness

There are lots of mini-games you can play with Sonic and his friends. Here's the low-down on where you can find a few of them.

Snow Business



After beating the Icecap stage with Sonic, you open the first mini-game. Snowboard down the mountain, collecting as many Rings as possible. Whenever you get to an orange ramp, press the Action button and your character will perform some cool tricks.

Tails Gunner

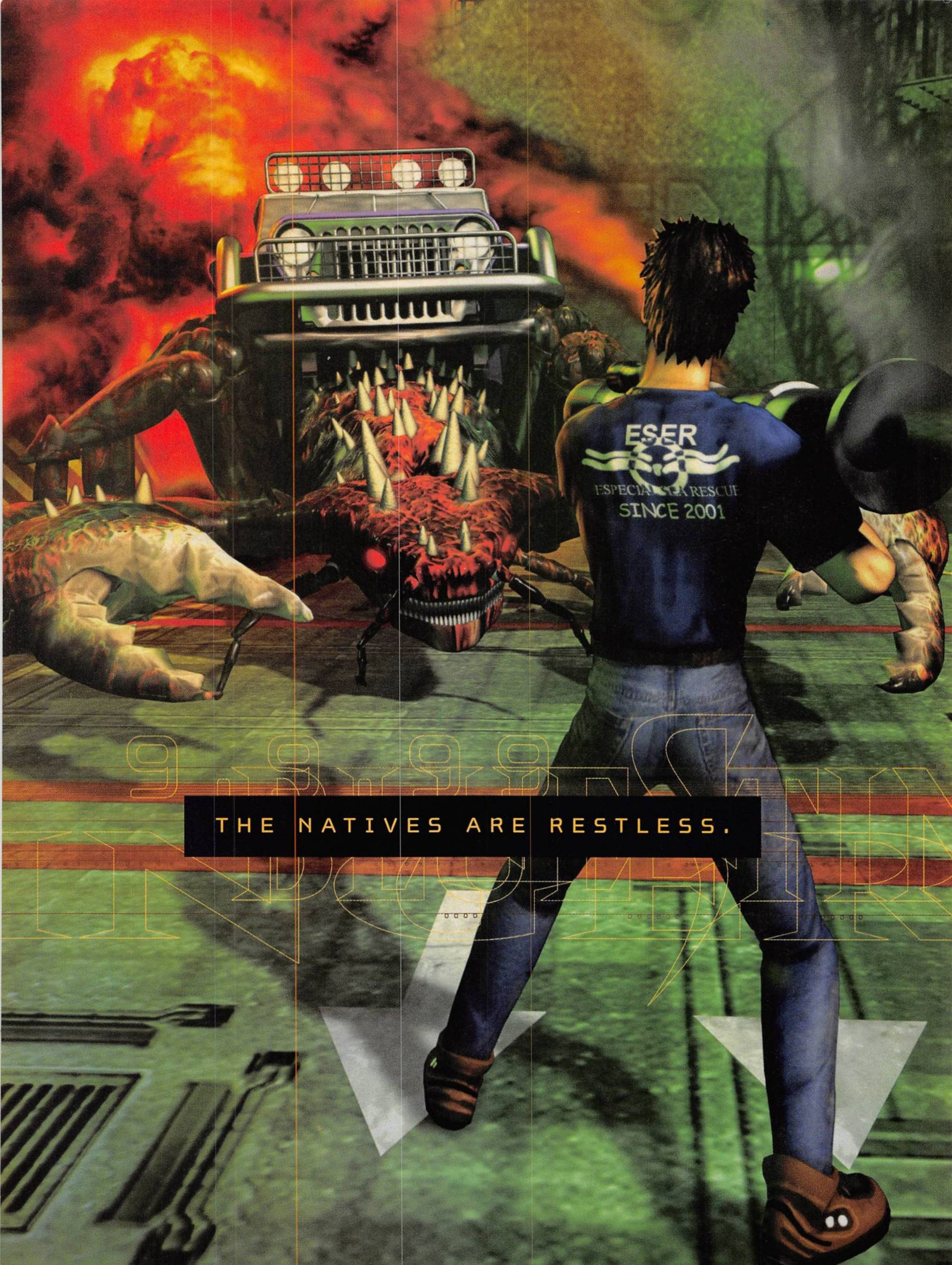


After you've gained access to Tails, beat the Chaos God, then head back up to the lab (close to where you beat Eggman the first time). Enter the lab, and you'll come across the second mini-game. Take out all the enemies, then simply stay alive to beat the stage.

Nitty-Gritty



After taking Tails through the Echidna ruins, you'll come across the Sand Boarding game. Hit the gates for more Rings, and you'll skate through the finish line in no time.



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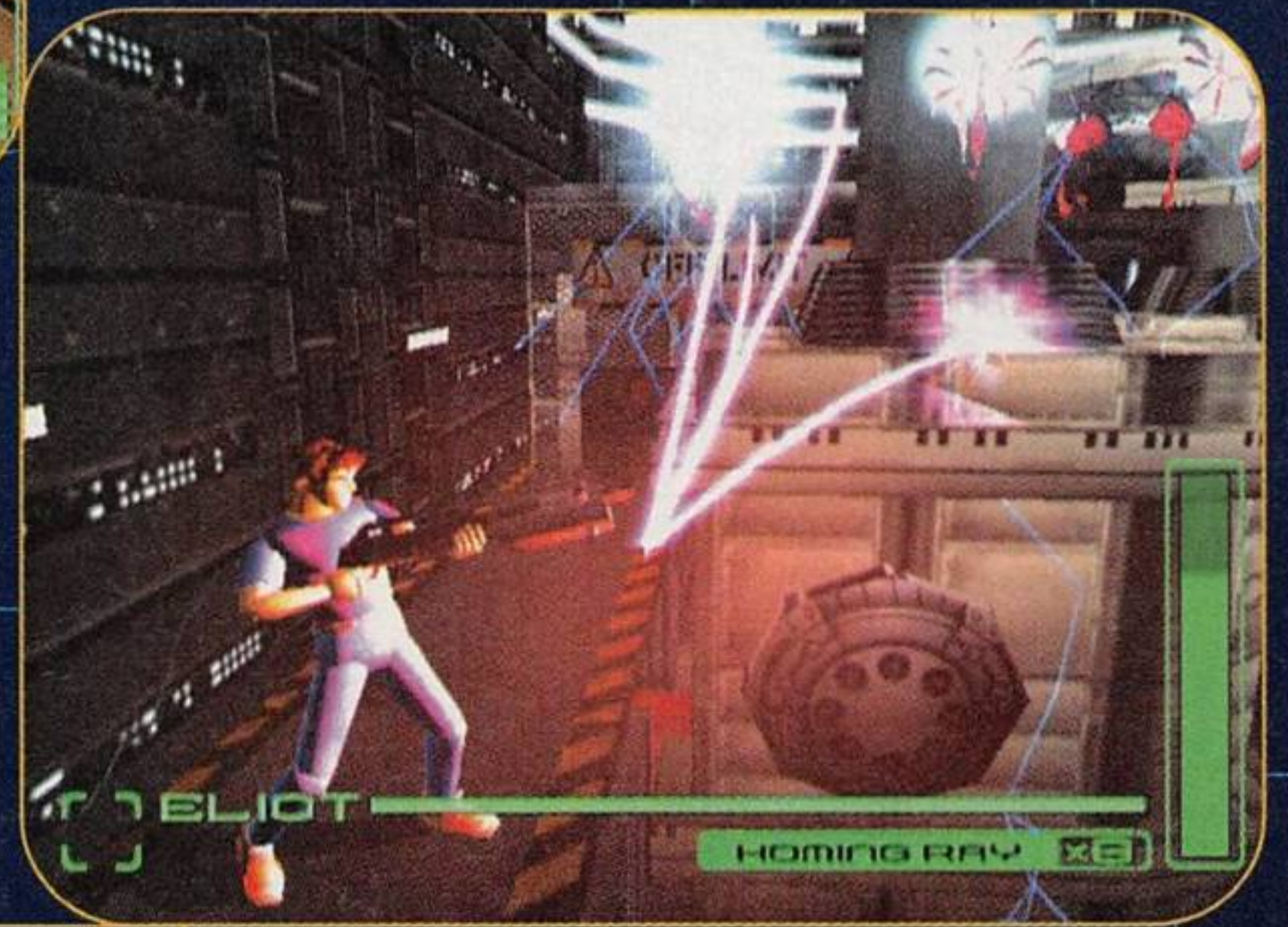
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Sega Dreamcast





BEFORE GROANING "Oh no, not another Capcom fighting game," you may want to take a close look at Power Stone, the company's latest non-Street Fighter brawl-fest. Stone isn't one of the combo-heavy, technique-filled fighting games for which Capcom is famous; instead, it has a simple play engine and easy-to-learn controls that should appeal to both fighting and non-fighting gamers.

Stoned Fighting

Power Stone's simple play scheme is primitive and unimposing. You can punch, kick, jump, and grab—but you can't block. The emphasis here is on hit-and-run tactics, not the precise execution of combos (although there are some combos you can pull off—mostly by tapping the same button several times).



PROTIP: If your opponent has all three stones and is powered up, get in close to them and perform a throw to keep them from pulverizing you.

is the title objects—three to be exact—which are placed in various locations within the stages. Once you collect the three stones, you'll take less damage and be able to execute super attacks. If you're not carrying all three stones, however, any stones you do have can be knocked away by a well-timed hit.

Dreamcast Magic

For a first-generation Dreamcast game, Power Stone has all the right moves. The visuals feature ultra-smooth character polygons and flashy effects. A few problems, such as periodic slowdown and goofy camera angles, do creep in, however. The sound and music are topnotch, but the announcer quickly gets annoying. As for the controls, they're dead-on for the most part. The only exception is the analog pad; it plays fast and loose with your fighter, and the buttons are a little too masher-friendly.

Solid Stone

Power Stone rocks: It's an entertaining spin on fighting games for fans and non-fans alike. It may lack the technique and depth of Soul Calibur and Marvel vs. Capcom, but for fun and exciting gameplay, it'll be hard to beat. **G**

POWER STONE



BY MAJOR MIKE

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

GRAPHICS SOUND CONTROL FUN FACTOR



Power Stone features eight world-traveling fighters. There's also a secret feature that lets you play as the boss characters.

The fighting stages are one of the game's best features. As in Ehrgeiz, Power Stone's battles take place in multi-tiered fighting arenas. The stages themselves are a real treat: Fully interactive, they're filled with objects you can throw and weapons you can use; you can even tear down the rafters and climb across the ceiling. Weapons include bombs, Molotov cocktails, swords, and guns; you can also unlock hidden weapons, like a pool cue, a shield, and a Gatling gun.

The biggest kick in Power Stone



PROTIP: In his first form, Valgas is the cheapest boss in the game. Use air attacks and combos to defeat him.



PROTIP: To defeat Valgas in his second form, find the three stones, then throw objects at him.



PROTIP: After collecting all three stones, you can execute a super attack by simply tapping the L or R trigger.



PROTIP: Some characters can always tear down rafters; others must first collect the three stones.



PROTIP: You can pick up some items, like the big table in the Tong-An stage, only after obtaining the three stones.



You can unlock several hidden weapons, including a Gatling gun.

GRAPHICS 4.5

Power Stone's visuals are smooth and clean, and sport awesome details. There are a few sore spots, however, like funky camera angles and slowdown.

SOUND 4.5

Power Stone serves up the usual grunts, smacks, and yelps, and the musical pieces go perfectly with the various stages. The biggest sour note is the announcer, who repeats the same two phrases throughout the game.

CONTROL 4.5

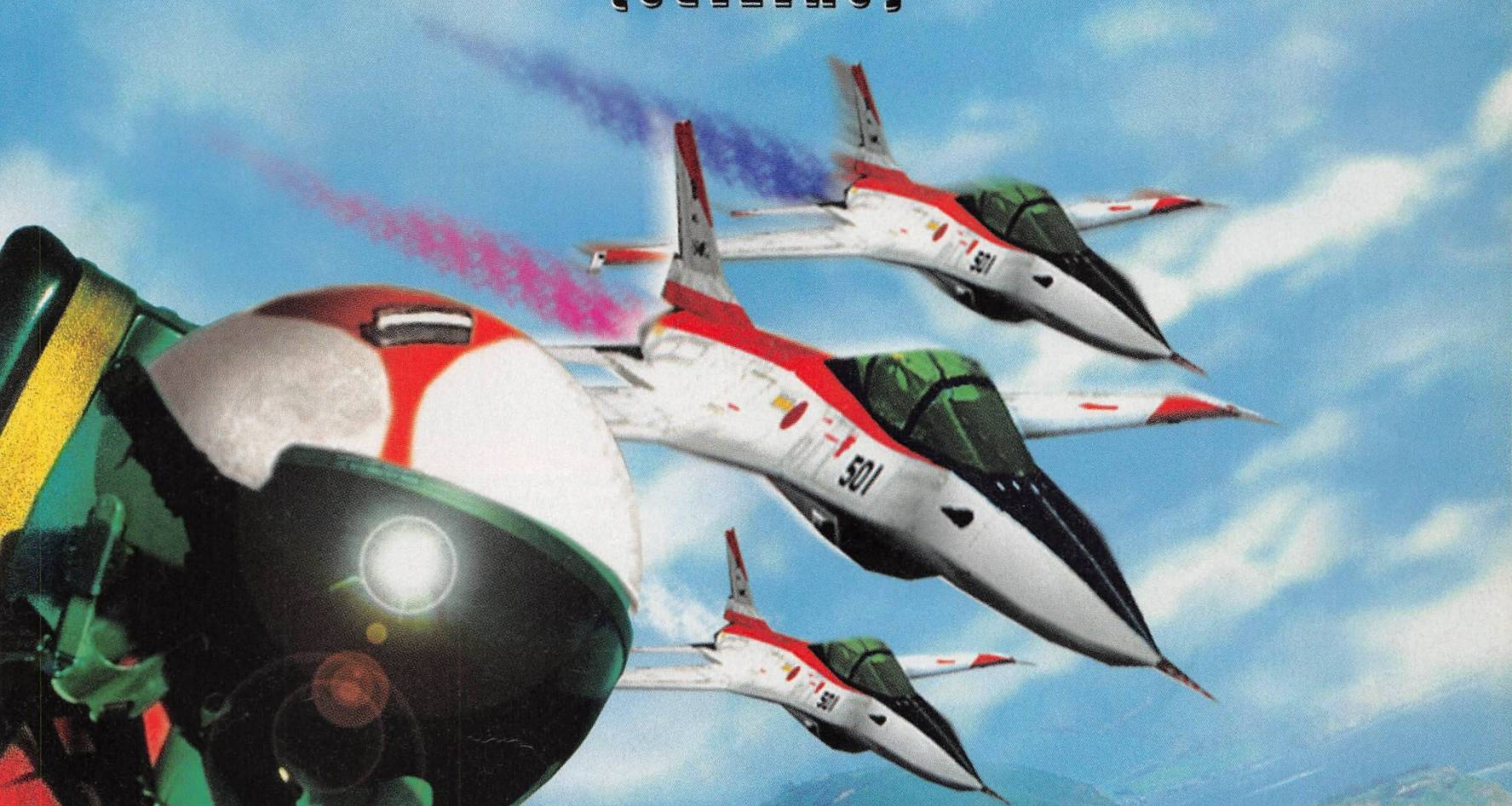
The analog control really shines, making it a snap to move characters around the multi-tiered stages. The controls, however, are a bit loose and lack precision.

FUN FACTOR 5.0

Power Stone may not be the smartest fighting game available for the Dreamcast, but it delivers a good, fun fight. It's a fighting game everyone can pick up and instantly enjoy.

WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOT?

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A HEAPIN' HELPIN' of fangorial fisticuffin' has crept from the Netherworld to the Dreamcast in *Mortal Kombat Gold*. Midway has put together a game that's a perfect port of the arcade version of MK4, yet better than the original in every way. By polishing the graphics and adding some missing faces to the character lineup, Midway has produced one of the best console MK games ever. As good as it is, though, it's still basically a rehash of a two-year-old game.

Your Soul's at Stake

MK Gold invites you once again to journey to the heart of darkness and engage in an all-out war against Shinnok and his soldiers of evil. Concealed within its citadel is an impressive lineup of characters—all 15 MK4 fighters, as well as MK Gold-exclusive brawlers Mileena, Kitana, Baraka, Cyrax, and Kung Lao. You'll also find a wealth of gameplay modes, including Tournament, Team, Endurance, and Practice.

MK Gold retains all the gameplay mechanics of MK4, including the brain-busting weapons. As long as you don't get hit, you are free to whack your opponent at any time, and you can still perform all of your regular special moves while brandishing your piece.

Blood Becomes You

MK Gold's graphics are outstanding compared to the other games in the series, both console and arcade versions. Every character looks smooth, and all are 3D rendered while the stages, which are 2D with a 3D feel, are beautifully designed. The backgrounds include such nuances as spikes, fire, and haunted trees. MK's cartoonish gore is in full effect: You'll see the blood fly after every punch and the fatalities are just as chunky as ever. Furthermore, the frame rate sizzles—no matter what's on the screen, you'll never detect any slowdown.

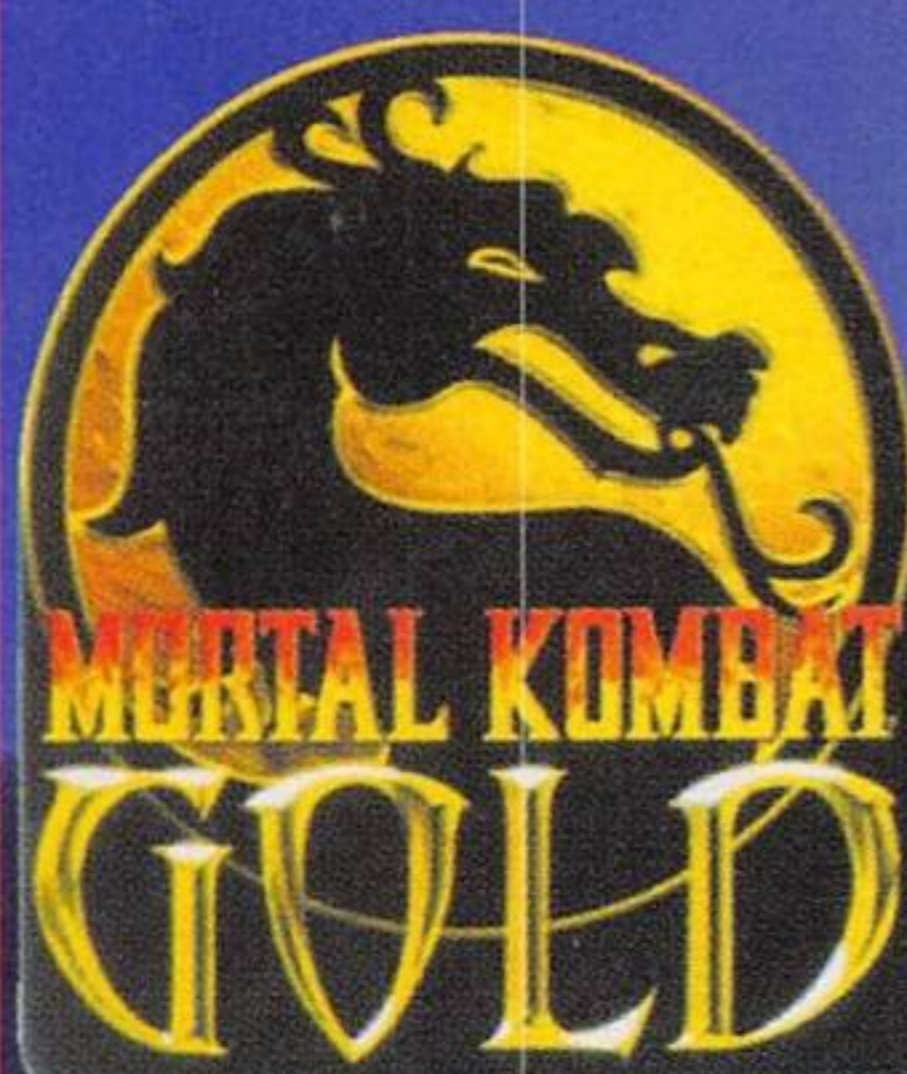
As you would expect, MK Gold is crawling with eerie sound effects. The foreboding announcer is back to begin each match and comment throughout, while your opponent's painful shrieks of agony will make your speakers squeal. The soundtrack is a ghoulish treat, featuring haunting classical overtures as well as kung fu-inspired themes. The controls are very responsive and easy to get used to, but some of the moves involving the trigger buttons can be difficult to pull off.

It's All Gold

If you missed the boat on MK4, or if you simply must have every *Mortal Kombat* game, you'll want *Mortal Kombat Gold* in your Dreamcast collection. The added characters and kick-ass graphics spice up an otherwise outdated product. If you're lukewarm about MK and really want the best brawler for the system, however, stick to *Soul Calibur*—it's a much deeper, more original game that offers more of what fighting gamers want. **G**



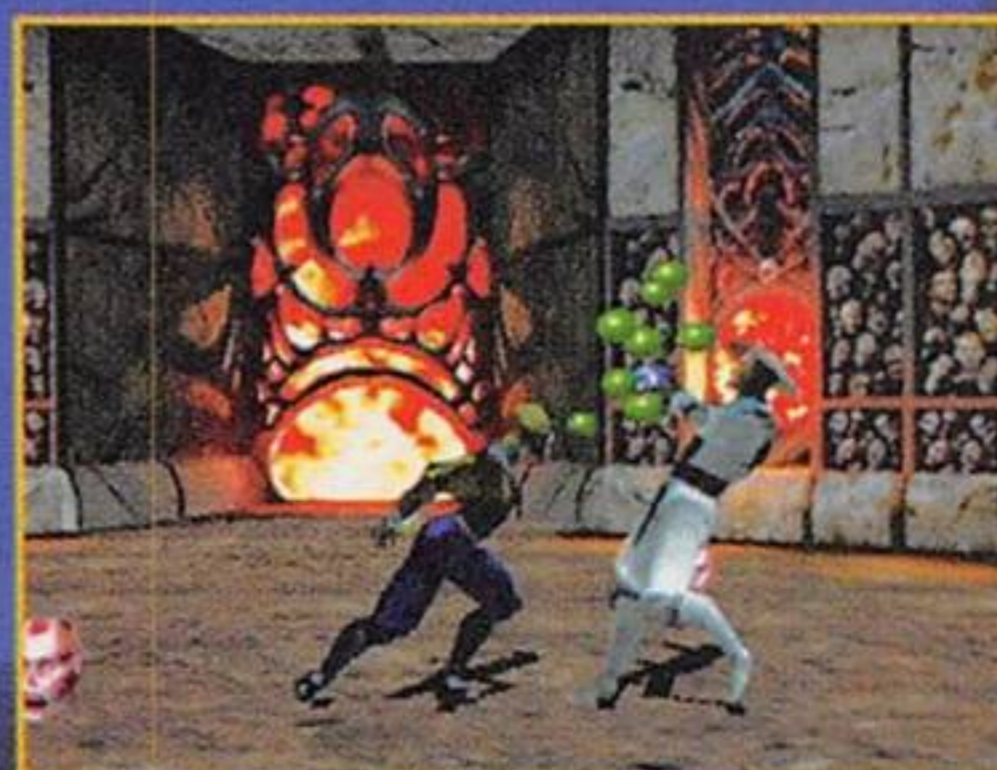
PROTIP: Baraka's back, and he's deadlier than ever. Gut your opponent with his Blade Fury attack: Tap →, →, →, Low Punch.



BY THE ROOKIE

- Published by Midway Home Entertainment
- Price not available
- Available September
- Fighting
- 2 players
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR



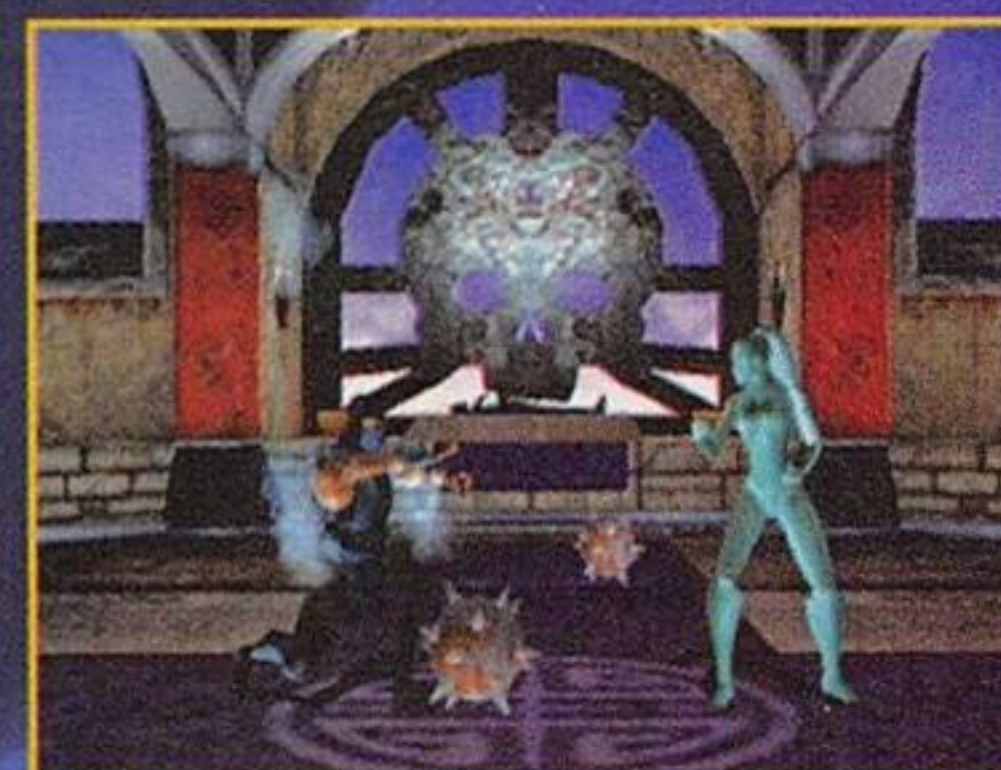
PROTIP: In MK Gold, you can select any weapon for your fighter. Sub-Zero's Ice Scepter gives you the best of both worlds: You can bludgeon your opponent while freezing them in place for a wicked combo.



Dreamcast owners can share in the gory fighting-game wealth with *Mortal Kombat Gold*.



PROTIP: Quan-Chesie, er, Chi, is back with a move that's certain to piss off your friends. To perform his Tele-Stomp attack, tap →, ↓, Low Kick.



PROTIP: Frustrate your opponent with Sub-Zero's Ice Blast Attack: Tap ↓, →, Low Punch.



PROTIP: Reptile's vomitous Acid Bubbles attack will keep your opponent at bay: Tap ↓, →, High Punch.



PROTIP: Burn the competition to a crisp with Scorpion's Flame Breath attack: Tap ↓, ←, Low Punch.

GRAPHICS 5.0

Mortal Kombat Gold features the best graphics of any MK console game (or arcade game, for that matter) to date. All the characters and stages look smooth and detailed, and thanks to the Dreamcast's processors, the frame rate is lightning-fast with no hint of slowdown.

SOUND 5.0

The agonizing shrieks of pain, the sick sound of snapping bones, the tearing of flesh, and the creepy commentary from the announcer are all in place. Plus, the soundtrack provides the right mix of kung fu-inspired themes and haunting overtures.

CONTROL 4.0

MK Gold's control is pretty straightforward—you'll be snapping limbs and eviscerating opponents from the word "Fight!" However, you may become frustrated when performing moves that involve the trigger buttons.

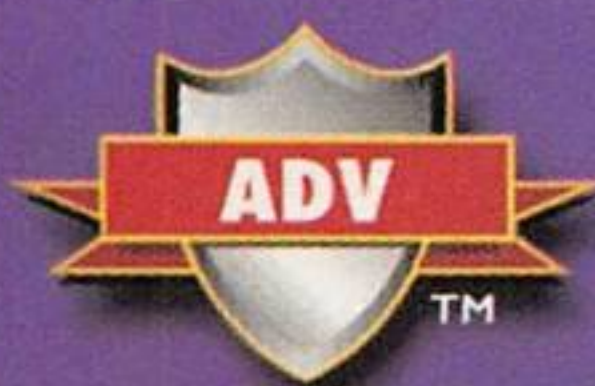
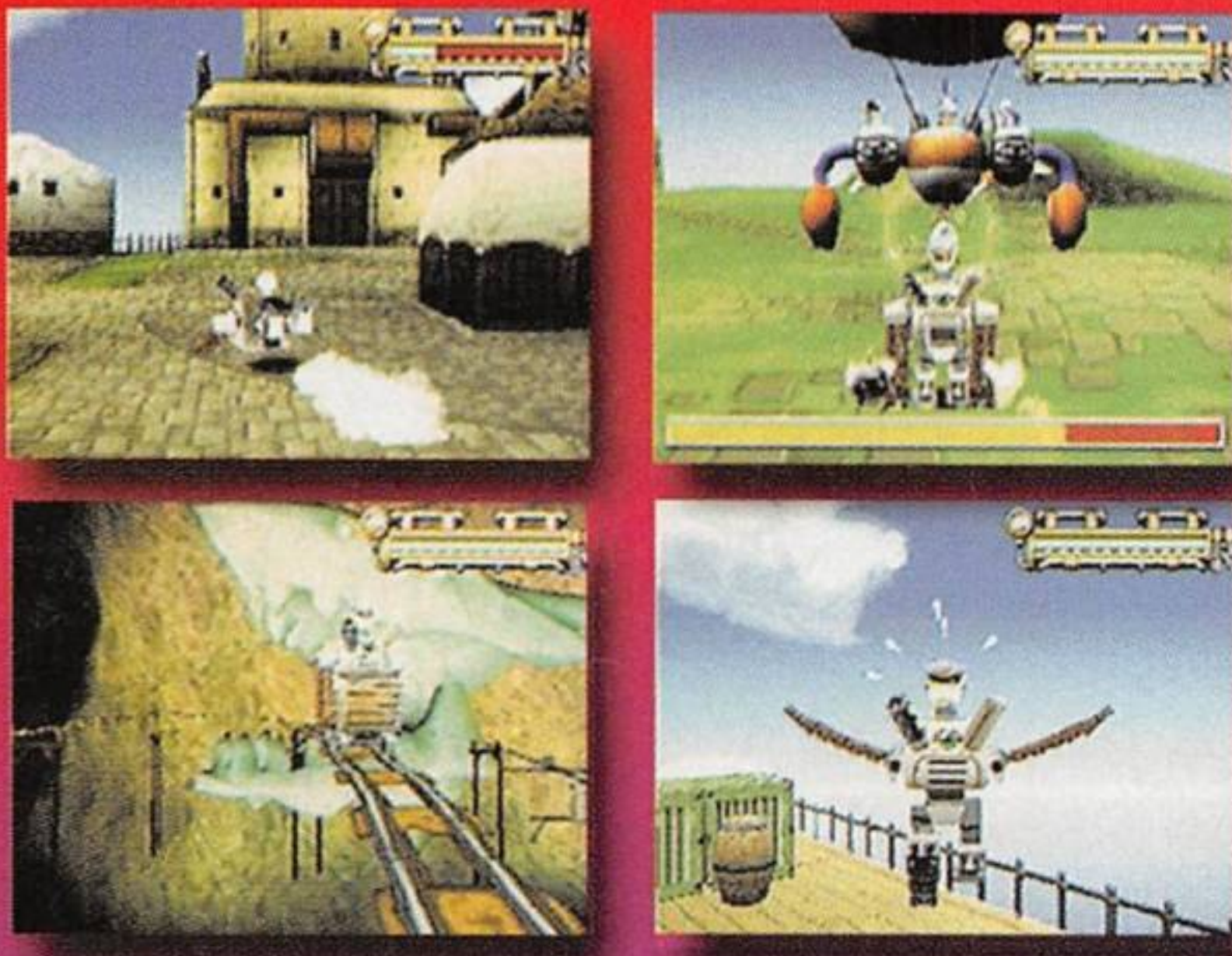
FUN FACTOR 3.5

Even though MK Gold outshines its arcade counterpart, MK4, it's still the same game you played two years ago. Unless you're an MK completist, you'll be satisfied with a rental.

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Assume the role of the heroic policeman Waffle and it's up to you to protect the floating Islands of Prairie. With the aid of your mini police blimp you'll travel through the land in search of the mischievous Black Cats Gang. In order to stop the Black Cats you'll have to jump into your trusty mech-suit to run, fly, shoot, climb and jump your way through 8 exciting lands filled with dangerous obstacles.



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HYDRO THUNDER



BY DAN ELEKTRO

- Published by Midway Home Entertainment
- \$49.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

| | | | |
|-----|-----|-----|-----|
| | | | |
| 4.5 | 4.5 | 4.5 | 4.0 |

MIDWAY'S ARCADE HIT Hydro Thunder surfaces at home for the first time on the Dreamcast—and it's sure to make waves among racing fans. It's a shame, however, that it can't survive a little split-screen competition without going under.

Burn Rudder

Like the coin-op original, Hydro Thunder takes the somewhat staid racing genre and dunks it in the pool. Swapping whitewalls for whitecaps, Hydro lets players choose from 13 high-tech speed machines and tear around 14 tracks (including three Dreamcast-exclusive ones), from training courses and medieval



PROTIP: Without boost, Tidal Blade is the fastest boat. The Hard boats can hit a higher top speed with boost, though.



PROTIP: Cut left between the checkerboard columns in New York Disaster for an impressive shortcut. If you miss it, go through the revolving doors around the next corner instead.



PROTIP: To get those high-over-your-head boosts, do a double jump—after coming off a jump or drop, jump as soon as you hit the water.



PROTIP: Cutthroat can go faster and farther in the air than it can on the water. Use it on tracks with lots of jumps, like The Far East and Lake Powell.

castles to Asian temples and a futuristic, submerged New York City. The key to winning is simple: Be fast. Collectible power-ups fuel your tank with turbo boosts, and combinations of the brake and boost buttons will make your boat airborne—which is handy if you want to explore some of the game's unorthodox hidden shortcuts.

Wet and Wild...for One

Many programmers use water effects to show off new hardware—and Hydro Thunder does that quite well for the Dreamcast. Actually, everything looks sharp and vibrant, from the boats' colorful paint jobs to the detailed environmental textures. Hydro's success in other areas is more mixed. The boat engine sounds aren't as macho as the action-movie music. The steering (via your choice of analog or digital pads) is plenty responsive, but configurable button layouts would have been appreciated. One nice perk: The Jump Pack's intensity levels can be adjusted to be anywhere from subtle to numbing.

Then there's the two-player mode. Split-screen racing, in a word, sucks. The frame rate slows to about half its normal capability, sinking both the sensation of speed and the boats' response time. Worse yet, Hydro Thunder doesn't interface with the Dreamcast's modem, so there's no two-player alternative. Of course, that's not a problem if single-player games float your boat.

Water You Waiting For?

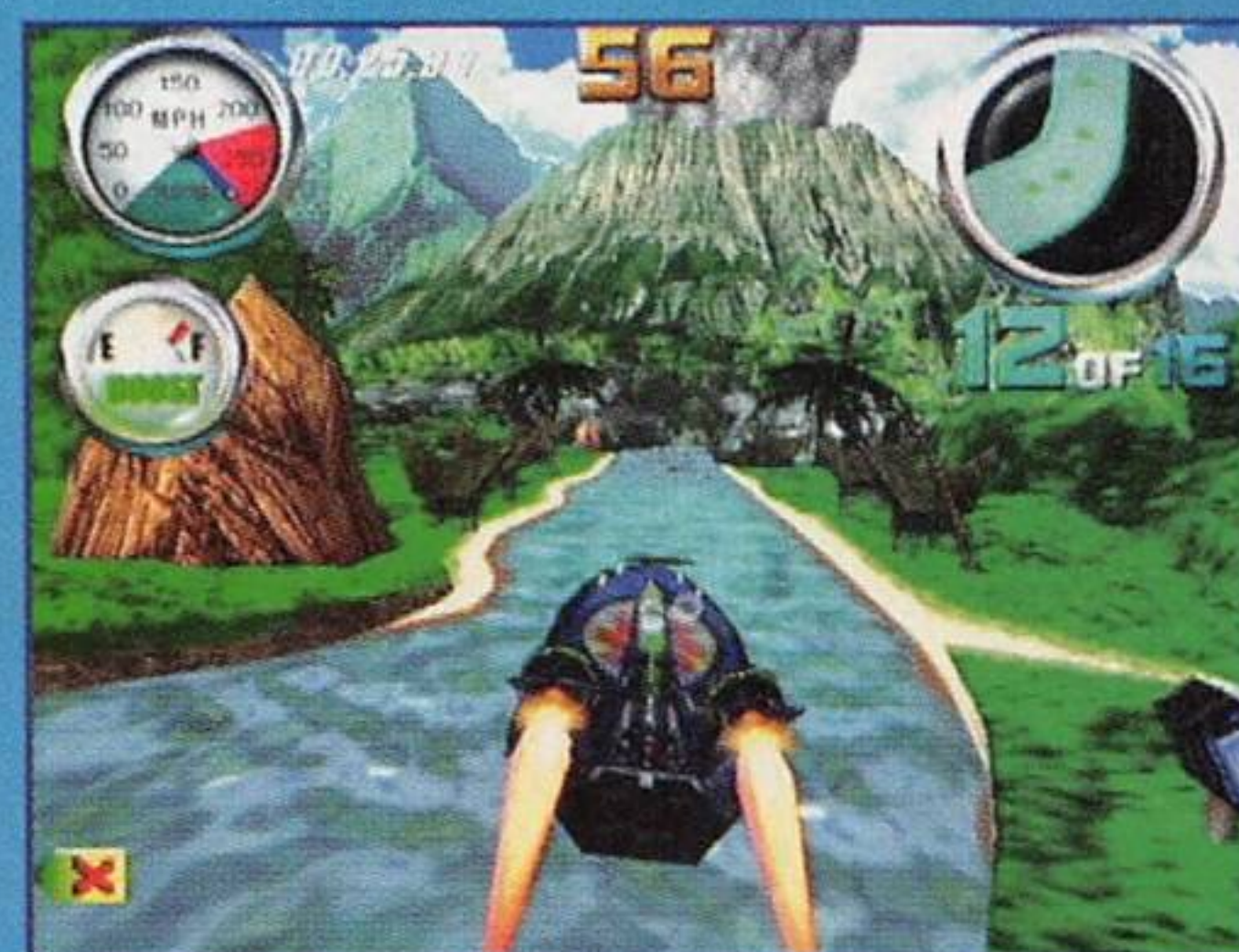
With killer visuals, good physics, and addictive gameplay, Hydro Thunder will help anchor the Dreamcast on its maiden voyage. However, two-player showdowns become two-player slowdowns, and after racing alone for a while, you'll plateau in your quest to beat your best time—and that reduces the replay value. Still, Hydro Thunder swims more than it sinks, and is at least a renter for all race fans. **6**



PROTIP: There's a hidden boost in the middle chandelier of the Venice Canals' cathedral.



PROTIP: In Castle Von Dandy, jump into the bell for a secret nine-second boost.



PROTIP: Never let your boost run all the way out. Loading a boost power-up while completely empty wastes precious time.



PROTIP: After Nile Adventure's second checkpoint, jump up and into the middle slot for a major shortcut—and an invisible nine-second boost.

GRAPHICS 4.5

High-res textures and a wide color palette give Hydro Thunder a vibrant and smooth look. Unfortunately, the usually high frame rate occasionally falters when there are many complex objects on screen. First-generation software snafus, perhaps?

SOUND 4.5

All the arcade music, sounds, and voices—including that crazed announcer—survived the voyage home. The boat sounds are a bit on the wimpy side, though. If the thumping tracks bug you, you can turn 'em down.

CONTROL 4.5

Sorry, no cool arcade throttle controller—but the Dreamcast's analog stick and rumble accessory perform admirably, or you can use Agetec's wheel. It's a shame, however, that the buttons can't be remapped.

FUN FACTOR 4.0

As a single-player racing experience, Hydro Thunder rocks—there are plenty of shortcuts and hidden boosts to discover. If the two-player matches didn't bog down so much, the replay value would have been higher.

Hong Kong

Above the LAM building the rotoship begins its descent as Glas and Hana begin their search for the daughter of the triads's most powerful leader.

The quest is not one of rectitude. It's one of greed. For Glas and Hana are mercenaries who thrive off adrenaline, adventure and large sums of cash.

林氏企業



Hana heads out to find an old associate. The building is abandoned yet Hana senses something isn't right. She moves catlike—swiftly and deadly. Her beating heart controls every move.



UMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP

Will she stay in control?



Or will she give in to her fear?



fear factor

Control your fear. Control your character.

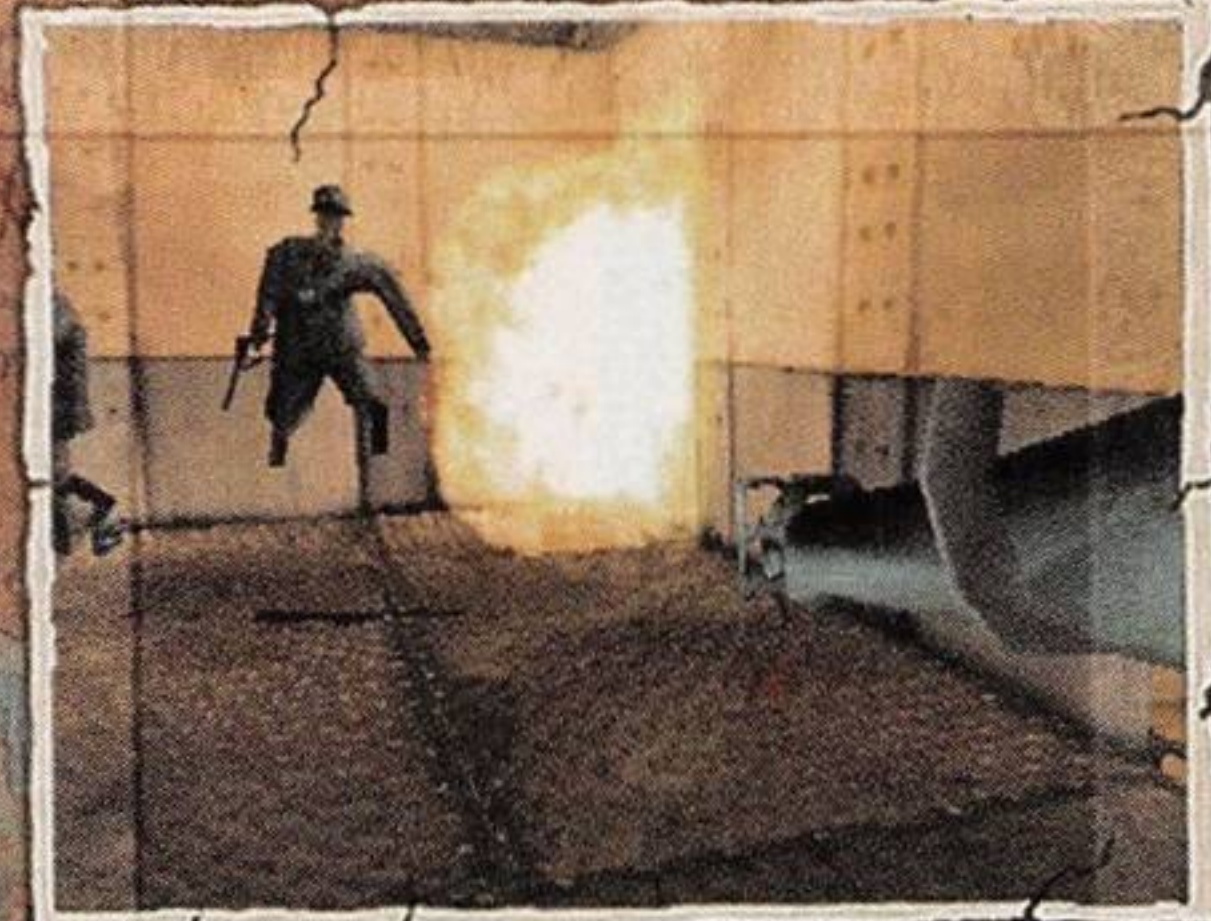
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AND YOU'RE A CASUALTY.**



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MEDAL OF HONOR

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in the balance. So, dig in soldier. You can either shape history, or become it.



MARVEL VS. CAPCOM

CLASH OF SUPER HEROES

MARVEL SUPERHEROES GO toe-to-toe with Capcom's burliest brawlers in the best "cross-over" 2D fighting-game to date, *Marvel vs. Capcom*. Although MVC uses the same tag-team fighting engine introduced with *X-Men vs. Street Fighter*, it implements some cool new features, awesome characters, and nostalgic twists that should keep gamers busting thumbs from the word "Fight!"

MARVEL-OUS COMBINATION!

This game's fighter lineup reads like a who's who of classic Capcom characters (from its action and fighting genres) and Marvel comic-book heroes. Ever wanted to pit Strider against Mega Man or mix it up between War Machine and Venom? Here's your chance. Of course, more familiar fighting faces also grace the screen, including Spider-Man, Chun-Li, and, of course, Ryu.

As in *X-Men vs. SF*, you can choose two characters for each fight and swap them at will during battle. MVC also lets you pick a third "partner," who can enter the fray and execute a single attack a limited number of times. These partners can also be incorporated into some high-hitting combos. Speaking of high-hitters, both fighters from the same team can be summoned into the screen at the same time to gang up on your opponent.

TWO'S A CROWD, THREE'S A BEAT-DOWN!

In every aspect, MVC is identical to its arcade parent—warts and all—but this home version has some notable extras. In addition to Arcade and Versus games are Dreamcast-exclusive Survival, Training, and Cross Fever modes. Notably, Training allows you to practice combos and other skills against a training dummy with an adjustable A.I.



PROTIP: Some super moves can be chained together. For example, as Strider, motion ↓ ↘ → and simultaneously press any two Punch buttons to execute his Ouroboros move. While your opponent is being struck; immediately motion ↓ ↘ → and simultaneously press any two Kick buttons to unleash Strider's Legion.



Eight Capcom characters and seven Marvel Super Heroes battle it out for fighting-game supremacy in *Marvel vs. Capcom*.



BY MAJOR MIKE

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

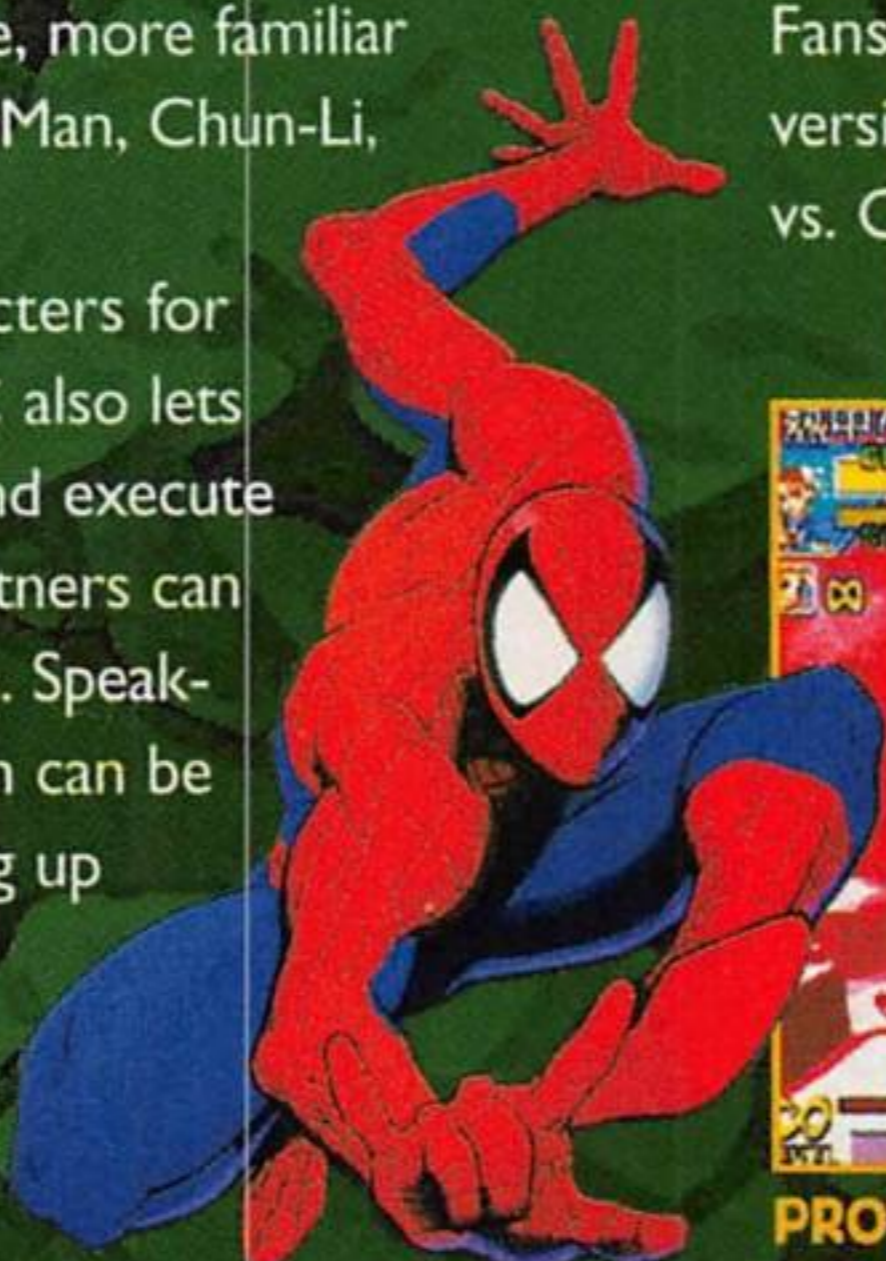
GRAPHICS SOUND CONTROL FUN FACTOR



Nevertheless, *Cross Fever* tops 'em all. Here, four players can join in for true tag-team play (each player controls a character), putting a nice emphasis on teamwork—something most fighting games lack. On the down side, all the weak elements are still present from the arcade version, especially the lame hidden characters and the ultra-cheap final boss, Onslaught.

ARCADE PERFECT AND MORE!

Fans of MVC in the arcades will find a lot to love about the Dreamcast version, especially with its extra features. Along with *Power Stone*, *Marvel vs. Capcom* is another quality title for the Dreamcast lineup. **G**



PROTIP: To perform a Duo Team Attack, wait until your Super Bar is charged to Level Two, then motion ↓ ↘ ← and simultaneously press FP and RK.

BEATING ONSLAUGHT!

Onslaught is one of the cheapest bosses ever put into a Capcom fighting game. However, he can be defeated with the right team, such as Mega Man and War Machine! It takes the cheapest to beat the cheapest!



PROTIP: To easily defeat Onslaught's first form, use Mega Man. Charge up his Super Bar a level, then bust out his drill-car attack (motion ↓ ↘ → and simultaneously press any two Kick buttons)...



... then when Onslaught changes into his second form, call in War Machine. First, power up his Proton Cannon, and then let it rip (motion ↓ ↘ → and simultaneously press any two Punch buttons).

GRAPHICS 5.0

Marvel and SF characters alike have excellent details and fluid 2D sprite animations. The various visual effects also shine: They're free of slowdown, distortion, and other speed bumps that plague other arcade-to-home titles.

SOUND 5.0

The sound effects are clearly audible—from Spider-Man's perfectly intelligible "Web swing" to the multiple shocks inflicted by War Machine's Proton Cannon. And each musical piece works perfectly with the various stages.

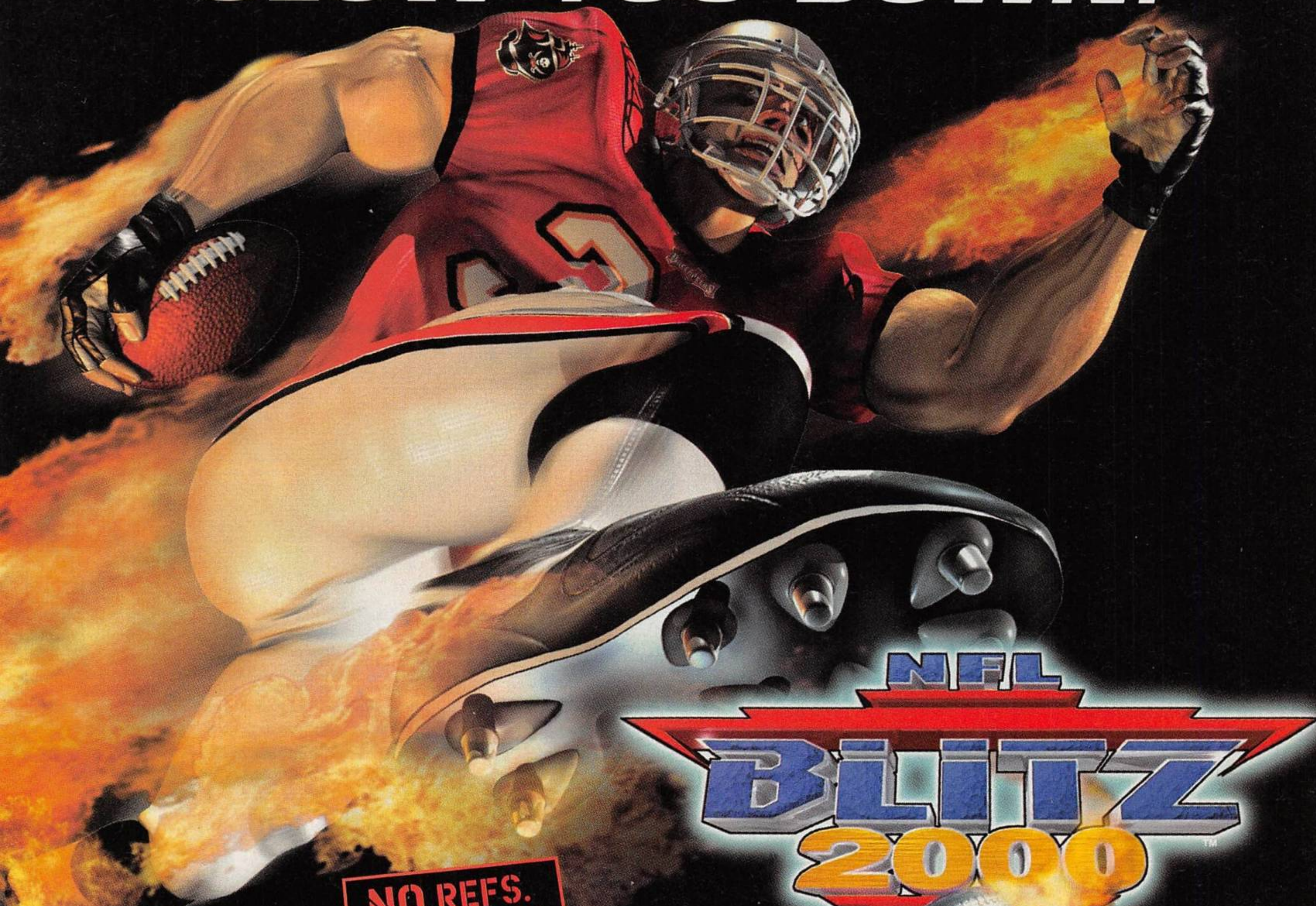
CONTROL 4.5

Do yourself a favor and buy the Dreamcast arcade fighting stick—the regular control pad is merely adequate for this game. Otherwise, the various special moves and combos are easy to execute, though some of the more complex super moves will take practice to master.

FUN FACTOR 5.0

Marvel vs. Capcom is a must-have for every fighting gamer's library. Sure, this is the same *Street Fighter* engine that you've been playing for years, but the action is still fast and fun, while the extra play modes are a big plus.

RULES JUST SLOW YOU DOWN.



**NO REFS.
NO RULES.
NO MERCY.**

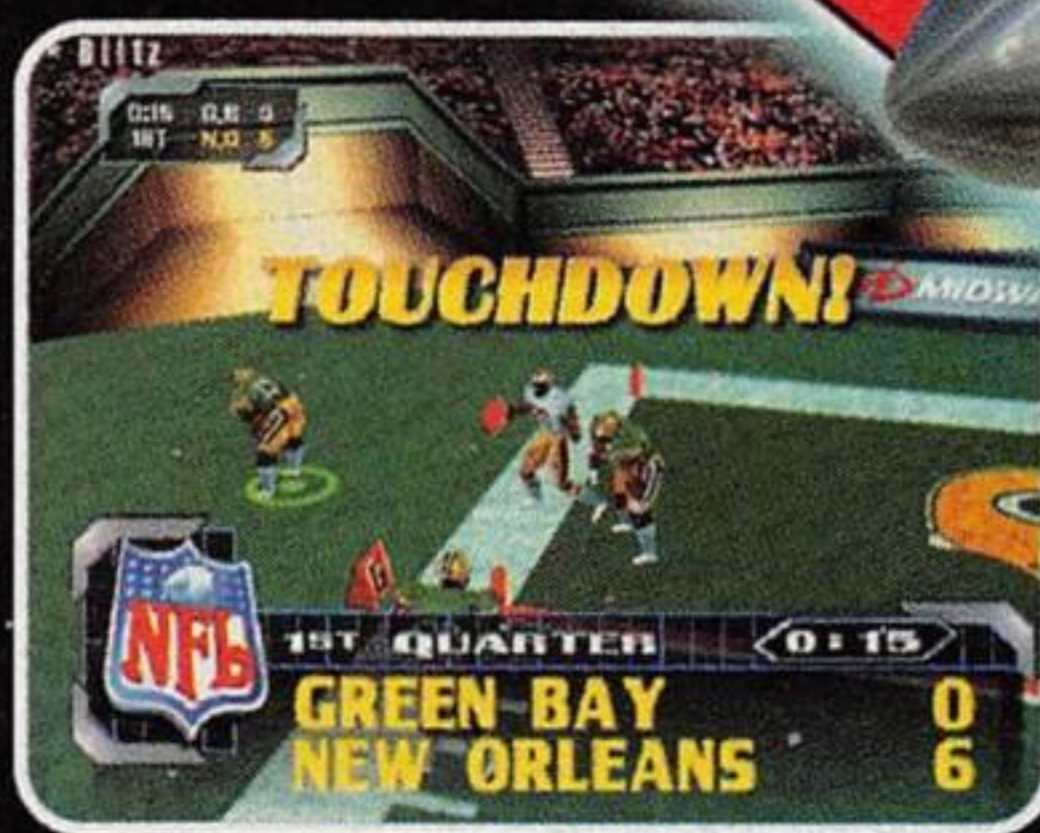
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—Nintendo Power

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—VideoGameSpot



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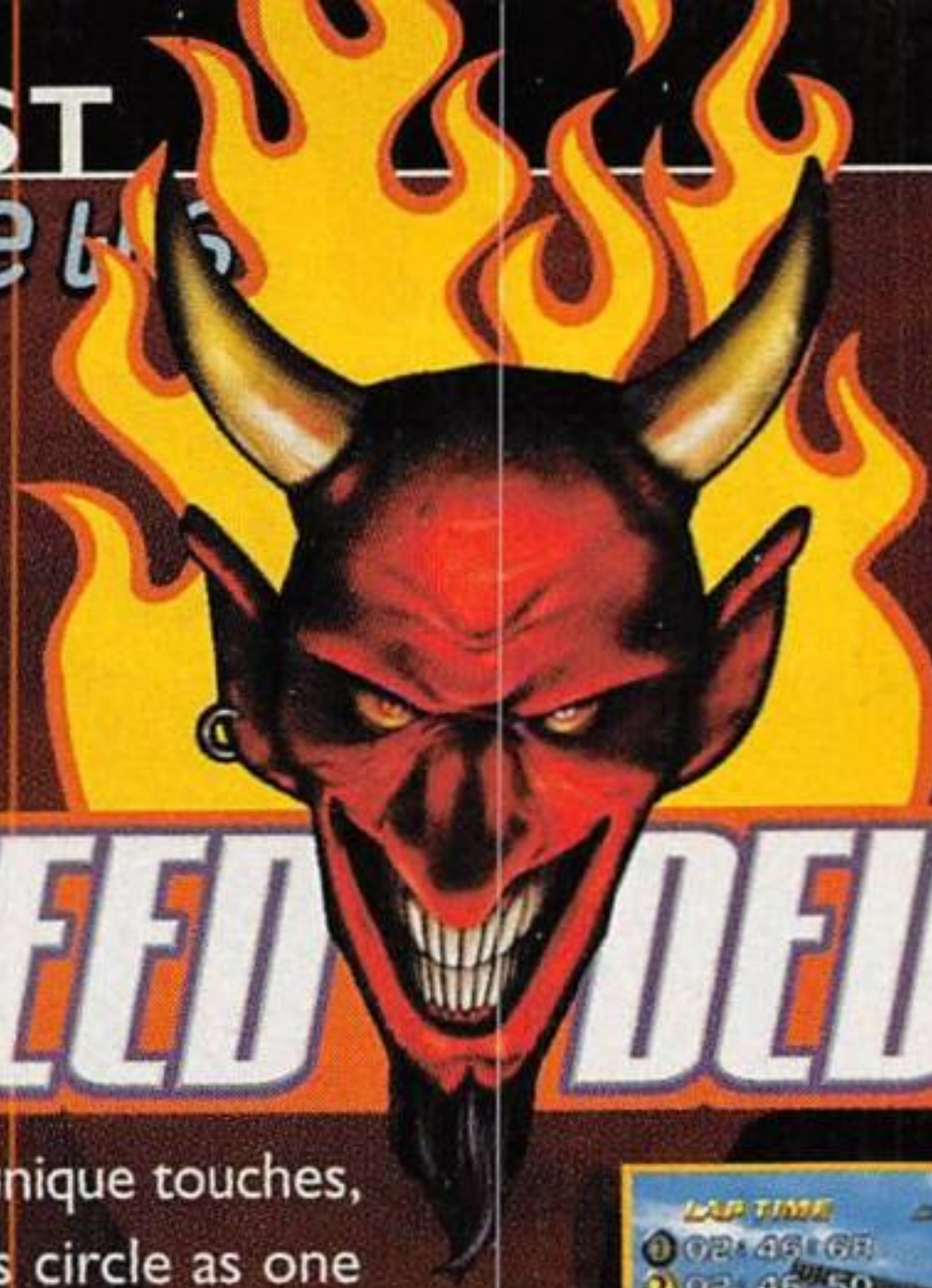
Sega® Dreamcast



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SPEED DEVILS



BY AIR HENDRIX

Published by Ubi Soft
 \$49
 Available September
 Fantasy racing

GRAPHICS SOUND CONTROL FUN FACTOR

2 players
 ESRB: Everyone

| | | | |
|-----|-----|-----|-----|
| 4.5 | 4.0 | 4.0 | 4.5 |
|-----|-----|-----|-----|

SPEED DEVILS GIVES Dreamcast racing fans a reason to get stoked—it took the PlayStation and N64 much longer to land a fantasy arcade racer this awesome. Packed with gorgeous tracks, frantic finishes, and unique touches, Speed Devils screeches into the winner's circle as one of the Dreamcast's first must-have titles.

speed demon

Devils does the Dreamcast proud with pure arcade thrills that are reminiscent of California Speed or Beetle Adventure Racing. Players choose from 10 stylish hot rods that look like they're straight out of a Matchbox collection, and the gameplay's all about fender-smashing, no-braking, nitro-bursting fun.

Along with single races and two-player action, Devils offers a Gran Turismo-like Championship mode where you compete in a series of seasons, earning points to advance and dollars to pay for repairs, upgrades, and new cars.

Throughout it all, basic, easy-to-use controls keep you in the thick of things.

Sounds pretty standard so far, but Speed Devils brings something new—and exciting—to the table. Frequently, the CPU drivers will bet you on such things as whether you can beat them, achieve a certain speed at a certain point, and so on. The extra challenge adds a little more depth and excitement to the races, and if you beat one driver often enough, you'll go solo against them in a vendetta race where the winner takes both cars.

sexy devil

Devils' 12 lush tracks are the highlight of the game, overflowing with spectacular lighting, rich details, nerve-jangling speed, and slick shortcuts. Cool visual effects and surprises burst onto the screen lap after lap, ranging from a UFO that crash-lands in front of you to the colorful smoke of a Blue Angels-esque stunt plane that buzzes you.

Devils is strong in the sound department, too. The compulsively hummable tunes will invade your brain, and the effects are tight. It's too bad, though, that the characters don't talk; some cool voices would've added a lot.

RADAR busted!

Devils' only significant flaw is that the pack tends to get spread out over the course of the race. More often than not, you're racing on your own, whether you're in the lead or chasing the front-runner. A little more company (so you'd have someone to run off the road, of course) would've made things more interesting.

Still, Devils delivers edge-of-the-seat racing thrills that rise above its flaws. This hot rod's worth its sticker price. **G**



PRO TIP: After you pass over the drawbridge in Louisiana, look for a ramp on the right that lets you jump across the harbor on boats.



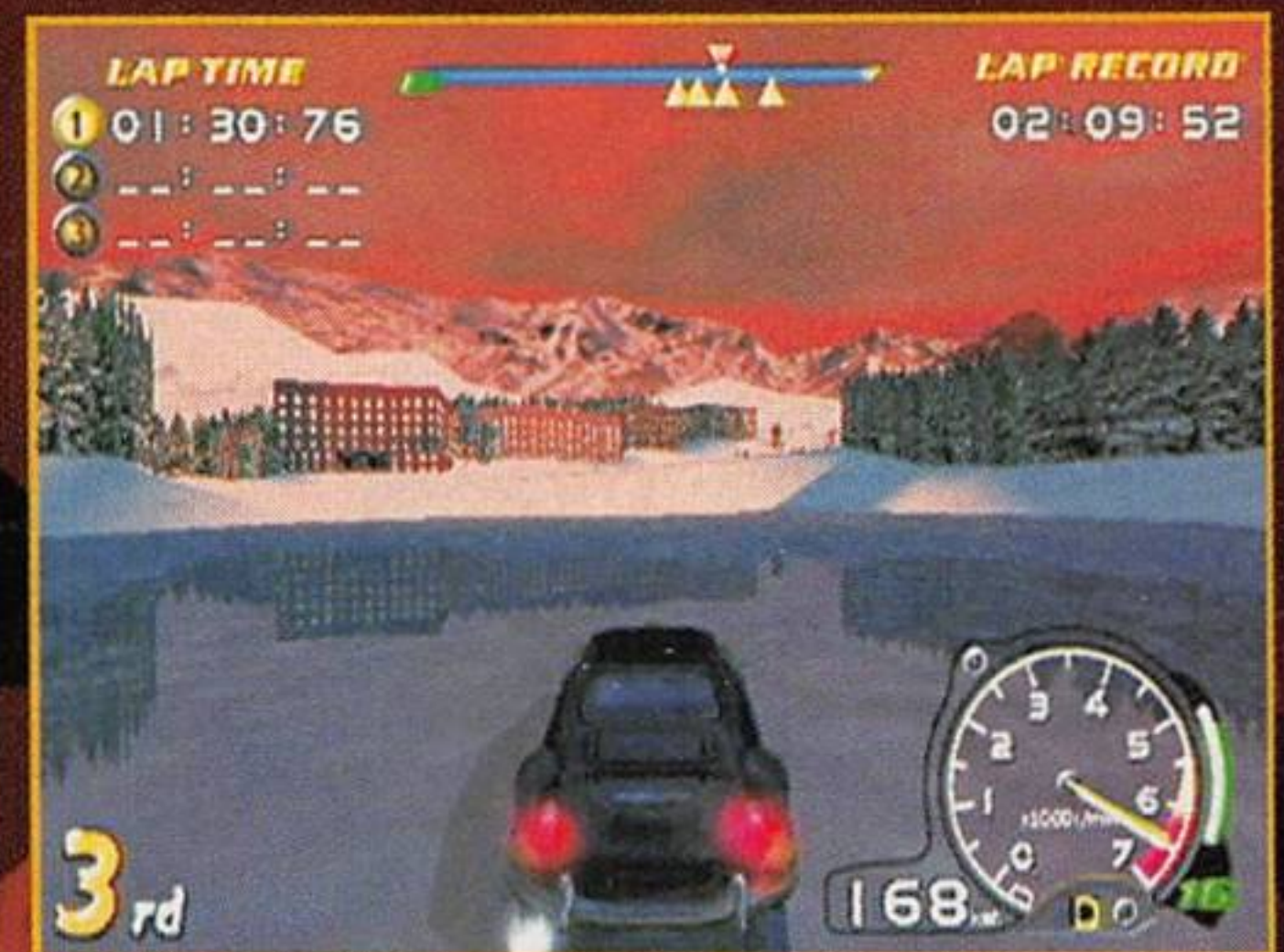
PRO TIP: Wait until the last possible second to tap the brakes at radar checkpoints—you'll usually come in just under the speed limit, preserving maximum velocity while still avoiding the fine.



PRO TIP: At the start of Nevada, swerve onto the dirt path for a time-saving shortcut.



PRO TIP: Near the end of Canada, watch for a ramp that lets you jump through a barn and cut a corner.



PRO TIP: After exiting town in Aspen Winter, skid across the frozen lake and through the ice wall into the secret cave for a huge shortcut.



PRO TIP: When the bet-taker asks you to keep James (the green car) from finishing in the top three, devote yourself to ramming James off the road for the whole race—a lousy finish is a small price to pay for the nitro you'll get.

GRAPHICS 4.5

Devils' beautiful tracks do a fine job of showing what "128-bit" means. T. Rexes stomp across the streets, colorful hues light up the sky...just don't get so distracted that you wreck your car.

SOUND 4.0

If Devils' menagerie of characters could talk (okay, trash-talk), the audio would've ruled. On their own, the enjoyable music and sound effects leave nothing to complain about.

CONTROL 4.0

The controls will feel instantly comfortable to anyone who's played a racing game before. That said, they don't offer a whole lot of depth—you just mash the gas pedal and go.

FUN FACTOR 4.5

Speed Devils is the kind of third-party launch title Sega's been dreaming of. Its captivating blend of sexy graphics, smokin' gameplay, and fresh features should draw a crowd.



PRO TIP: Just before the steep cliff above the river in Mexico, head across the suspension bridge for a speedy shortcut.

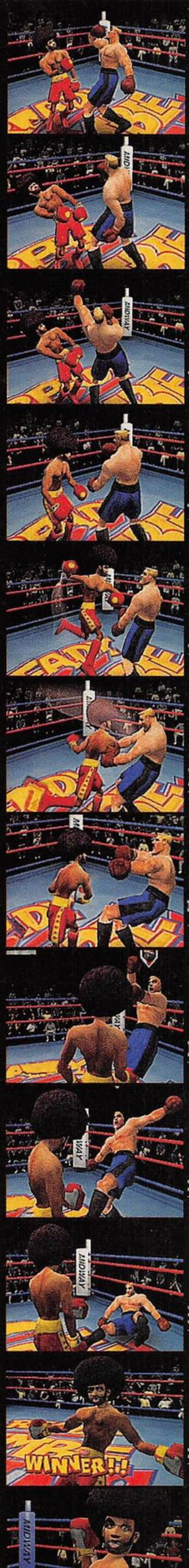
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THE HOUSE OF THE DEAD 2



BY AIR HENDRIX

- Published by Sega
- \$49.99
- Available September
- Shooter
- 2 players
- ESRB: Mature

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0 | 2.0 | 2.0 | 2.5 |

◀ A gory zombie lurches forward in the Dreamcast's first lightgun shooter, House of the Dead 2.

AN IMPRESSIVELY ARCADE-TRUE port, House of the Dead 2 brings home frantic zombie blasting with a fatal flaw: Sega's not releasing its Dreamcast lightgun with the game. And since a lightgun shooter without a lightgun is about as much fun as a swordfight without a sword, all of House's bull's-eyes get flushed.

Shooting Blanks

Fortunately, peripheral companies like InterAct and Mad Catz plan to release lightguns (scheduled for September release) that will work with House. Even so, you'll have to lay out about \$30 extra to play the game as it's meant to be played. And in a surprisingly lame move, Sega actually went to the trouble of disabling its Dreamcast lightgun in the U.S. version of House (the lightgun is available in Japan only)—gives you a warm, fuzzy feeling, doesn't it?

The game itself, however, is a major improvement over its pathetic Saturn ancestor, sporting eye-catching scenery and creepy creatures that look exactly as they did in the arcade version. Along with all the arcade levels, you'll encounter six new Dreamcast-exclusive levels filled with waves of zombies that take several shots to knock down.



PROTIP: The zombies with crossed axes can block shots, so target their torsos and legs, not their heads.

Shack of the Dead

House has major flaws, though, such as nauseatingly campy voices and an obnoxious story line that only interferes with the action; while the gameplay, as in most



◀ **PROTIP:** Most of the different branching pathways depend on the survival or death of innocents.

lightgun shooters, is numbingly repetitive. As you might expect, using the analog stick to swerve a cursor around the screen and blast targets is an enormously frustrating experience that drains the game of fun.

If you score a third-party lightgun, House's Fun Factor rises from its grave (though even then, the game's repetitiveness will be a problem). On its own, House of the Dead 2 is as lifeless as the walking dead. **G**



PROTIP: Take down the first boss by shooting the small flying creature, not the hulk in the armor.



PROTIP: Keep your aim focused at the middle of the screen—enemies tend to appear there most often.

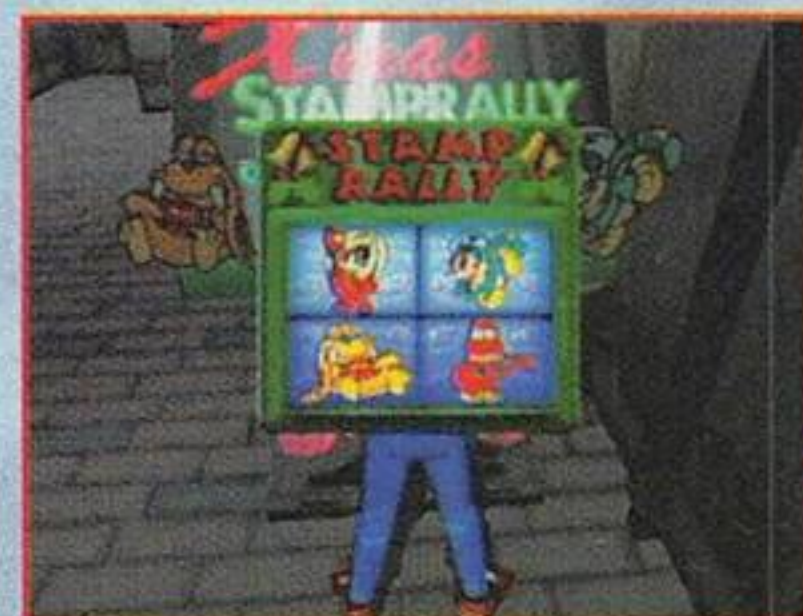
BLUE STINGER



BY MAJOR MIKE

- Published by Activision
- \$49.99
- Available September
- Action/adventure
- 1 player
- ESRB: Mature

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0 | 2.0 | 4.0 | 3.0 |



PROTIP: In the market area, you must find the four Pen-Pen stamps to gain access to the elevator that takes you to the second floor.



PROTIP: Your health slowly drains as you go through the freezer, so stock up on health drinks and sandwiches before entering it.

AS THE FIRST action/adventure title for the Dreamcast launch, Blue Stinger has a lot going for it: huge levels, awesome weapons, and plenty of action. But once you get past the flashy exterior, the game's minuses quickly accumulate, and its lack of variety and mundane play mechanics will leave you blue.

Am I Blue?

Think of Blue Stinger as a cross between Resident Evil and Metal Gear Solid. You play as one of two characters (switching between them at will) who are stranded on an island city filled with mutated monsters and challenging puzzles. But boredom quickly sets in as you repeatedly fight the same enemies and backtrack through familiar areas.

Stinger isn't a total wipeout—it does have its share of decent graphics. The highlights are colorful surroundings loaded with cool details and weapons that discharge some splashy special effects, not to mention potent firepower. Problems such as bulky character polygons and that age-old console-gaming bugaboo, slowdown, interfere with the

pretty pictures, though. Import gamers should note that the troublesome camera angles that plagued the Japanese version have been remedied, so there are no more hidden enemies or accidental deaths.

Audio Miscues

The audio is a stumbling block. Bland tunes accompany your adventures, and the character voices are just plain awful (with lousy lip-synching to boot). The lame dialogue, which is filled with bad jokes and stupid one-liners, will quickly have you grinding your teeth. At least the easy-to-learn controls will guide you through the game.

Blue Stinger isn't a bad game—just a disappointing one, and a less than stellar initial offering in the Dreamcast action genre. Action junkies should be satisfied with a rental. **G**



PROTIP: Save your ammo for bosses and small flying monsters; use the axe on slow-moving walking mutants.



PROTIP: As Dogs, don't bother using weapons; instead, give him the karate or sumo shirt and fight enemies hand-to-hand.



AIRFORCE DELTA



PROTIP: In Mission 9 you must take out several moving trains before they can reach their destinations. Use the Tomcat F-14D—it has the right balance of speed and firepower.

AIRFORCE DELTA MAKES a solid landing on the Dreamcast with arcade-style flying combat that puts you in the cockpit of some awesome real-life aircraft, including an F-117A Nighthawk, an F-16 Fighting Falcon, and more. Your mission objectives range from escorting civilian aircraft to destroying a train carrying nuclear materials.

Delta's graphics are sharp, but there are too many instances of heavy fog, and sometimes it's hard to tell the clouds from the ground. Audio-wise, the sound effects shine, but the music during some missions sounds better suited for the disco floor than for high-flying combat. The straightforward, responsive controls will keep novices and experts alike happily blasting away for hours. All told, Airforce Delta won't go down in history, but it's a great way to shoot down boredom. **G**



BY MAJOR MIKE

- Published by Konami
- \$49.99
- Available September
- Aerial combat
- 1 player
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.5 | 4.0 | 4.0 | 4.0 |



PROTIP: The A-10 Thunderbolt is the best plane for Mission 8, in which you strafe ground targets.

Tokyo Xtreme Racer

TOKYO XTREME RACER is street racing with a twist:



PROTIP: Before each race, check the Rival Profiles option to see who you'll be up against.

You cruise the highway and use your headlights to challenge rivals to a race. If you beat them, you'll be rewarded with money that you can then use for upgrades and new cars. Despite its interesting premise, however, Xtreme finishes dead last behind other Dreamcast racing titles because of its boring races, bland graphics, and unyielding controls.

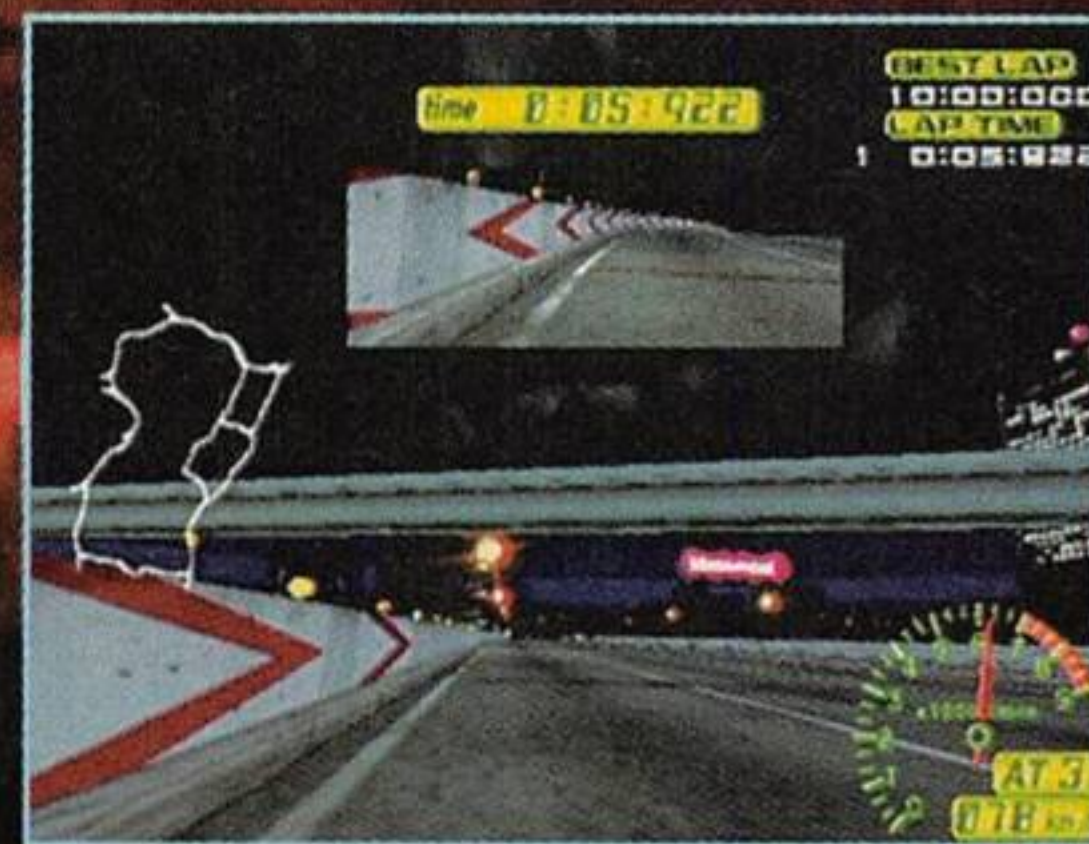
The graphics are dark and oppressive, the sound effects are nonexistent, and the controller setup forces you to use the top trigger buttons to accelerate and brake. Add in a very unfair A.I., and you have a racing game that rolled off the assembly line prematurely. **G**



BY MAJOR MIKE

- Published by Crave Entertainment
- \$49.99
- Available September
- Racing
- 2 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.0 | 2.5 | 3.5 | 2.0 |



PROTIP: Use your rear-view mirror to spot approaching opponents, then swerve to block them.

THE KING OF FIGHTERS DREAM MATCH 1999

FIVE YEARS AGO, the toughest SNK superstars faced off in tag-team action in the excellent arcade game The King of Fighters '94. Now the



BY MAJOR MIKE

- Published by SNK
- \$49.99
- Available September
- Fighting
- 2 players
- ESRB: Teen

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 2.0 | 2.5 | 4.0 | 2.0 |



PROTIP: King's Trap Shot is one of the best attacks in the game. To perform it, motion → ↓ ↘ and then press Kick.

series is back, but it hasn't learned anything new. The King of Fighters Dream Match 1999 (whew!) chugs away with tired fighting mechanics and subpar graphics.

King features 38 fighters, including characters from Fatal Fury and Art of Fighting. The fights are fun, but you still can't change characters during a match. Technically, King's loaded with deficiencies—most notably choppy, slowdown-filled 2D-sprite graphics. For a port of an essentially 16-bit game to a 128-bit system, these flaws are inexcusable and baffling.

It's nice that the Dreamcast isn't limiting itself to polygon-only 3D fighting titles. But compared to Marvel vs. Capcom (see ProReview in this issue), this Dream Match is a nightmare. **G**



PROTIP: To beat the last boss, let him almost drain your life bar. Then trap him in a corner and keep doing your desperation move.

AEROWINGS



PROTIP: Fly through as many white targets as possible. They help to boost your score so you can clear the level.

AEROWINGS IS a realistic flight sim where you must fly in formation and hit checkpoints, sort of like in Pilot Wings. Fair warning to combat gamers: Stay away.

AeroWings puts you at the controls of a number of planes, including an F-15DJ and an RF-4E, for stunt-flying action. Unfortunately, because AW tries to be a flight sim, it will lose a large audience of console gamers. While the graphics are amazing, sporting photo-realistic craft and landscapes, the controls are frustrating—you must have an amazingly gentle touch to fly these planes. As for sound, the plane sound effects are nice, but the helpful in-game voice is too faint and the background music is blah.

If you like realistic flight and mellow action, you'll dig AeroWings. Otherwise, rent it. **G**



BY THE ROOKIE

- Published by Crave Entertainment
- \$49.99
- Available September
- Flight sim
- 4 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5 | 2.5 | 3.0 | 3.5 |

PROTIP: Don't spaz on the analog stick at checkpoints. You must keep a steady hand to complete the mission.







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AND 8 ESSENTIAL VITAMINS.”

~SARGE



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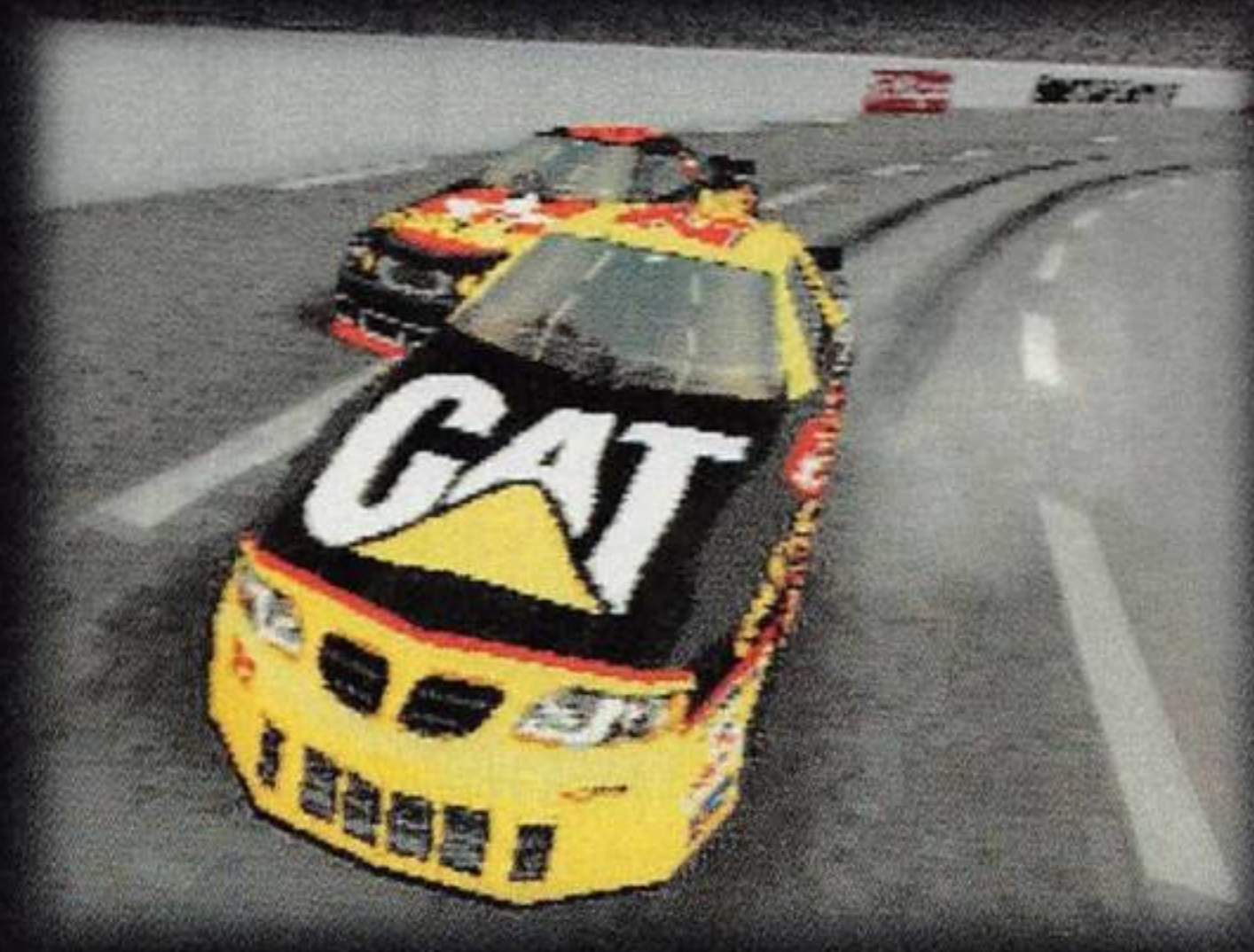
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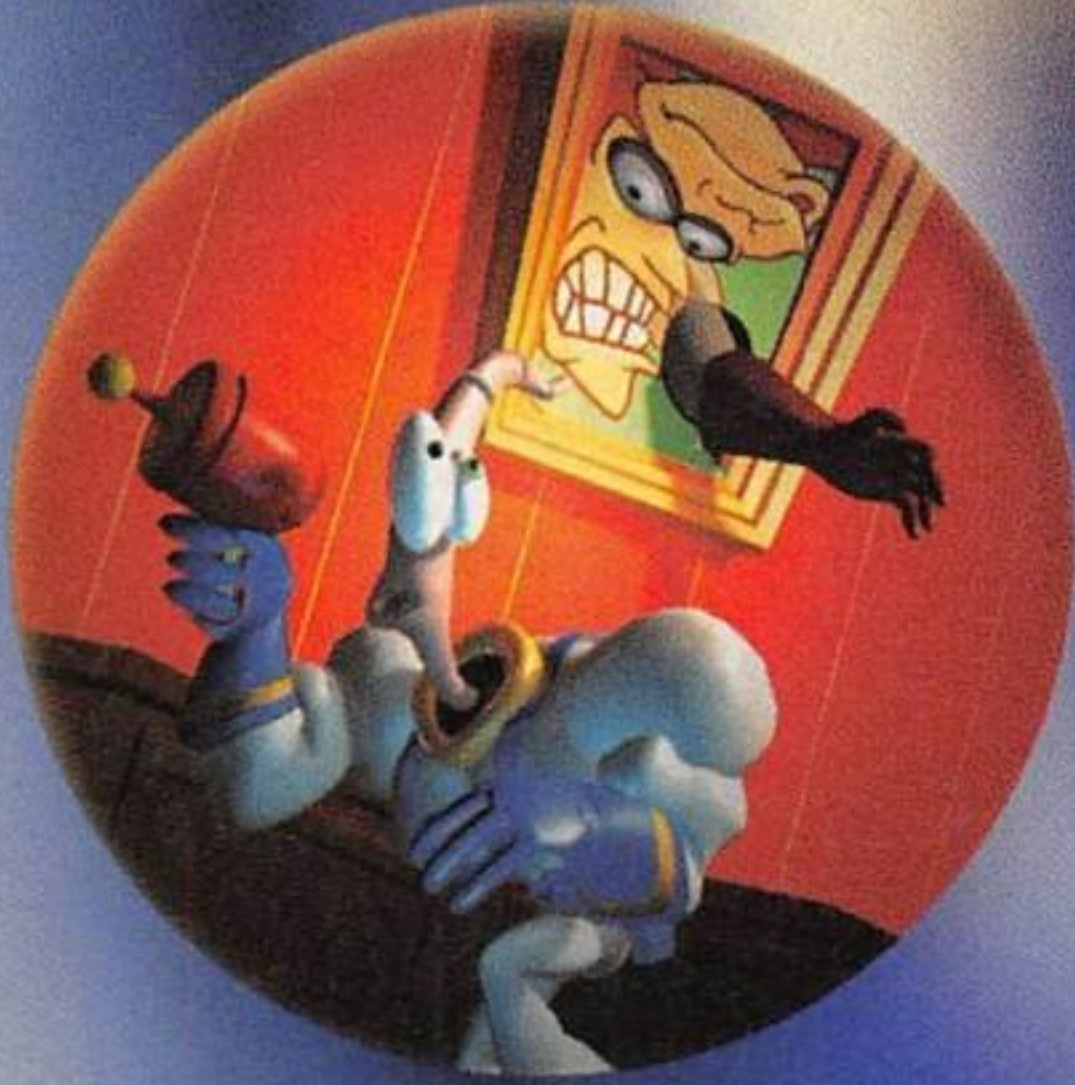


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EARTHWORM JIM 3D



FIGHTING TO SAVE THE WORLD, THE UNIVERSE, HIS OWN MIND!



Madden Reigns Supreme

PLATFORM
PlayStation



SPORT
Football



BY THE ROOKIE

- Published by EA Sports
- \$39.95
- Available September
- Football
- 8 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5 | 4.0 | 5.0 | 5.0 |

GET READY, FOOTBALL fans—Madden NFL 2000 has stepped onto the gridiron to represent as the best pigskin title on the PlayStation. This year, EA Sports has improved the frame rate and added even more gameplay goodies, giving Madden the slight edge over NFL GameDay 2000.

Who's Your Daddy, Punk?

Madden hits the field sporting a slew of standard gameplay modes, all 31 franchises (stacked with current rosters), historical teams, and some kick-ass features. For starters, this year's Franchise mode has been beefed up so you can coach your favorite team for up to 32 seasons. While it doesn't allow you to participate in training camp as GameDay 2000 does, you have control of everything else: You'll have to fill roster spots

created by injuries, replace retired players, negotiate new contracts with players' agents, and so on. There's a lot at stake in managing your resources—you'll have to be a winner if you expect to remain the coach. If you start losing, you could be fired, and then you'll have to look for another job (or wait until the end of the season to see what jobs open up).

The Madden Challenge is another standout addition this year. By meeting certain statistical goals, like rushing for 100 yards, you'll gain points that help you unlock cheats such as hidden teams and stadiums. Other outstanding elements of Madden 2000 include a create-a-player feature, a fantasy draft, and a play editor. You'll also have the ability to play in 10 Great Games situations, or to create your own game situations, such as pulling off a fourth-quarter comeback.

Bring It All or Go Home

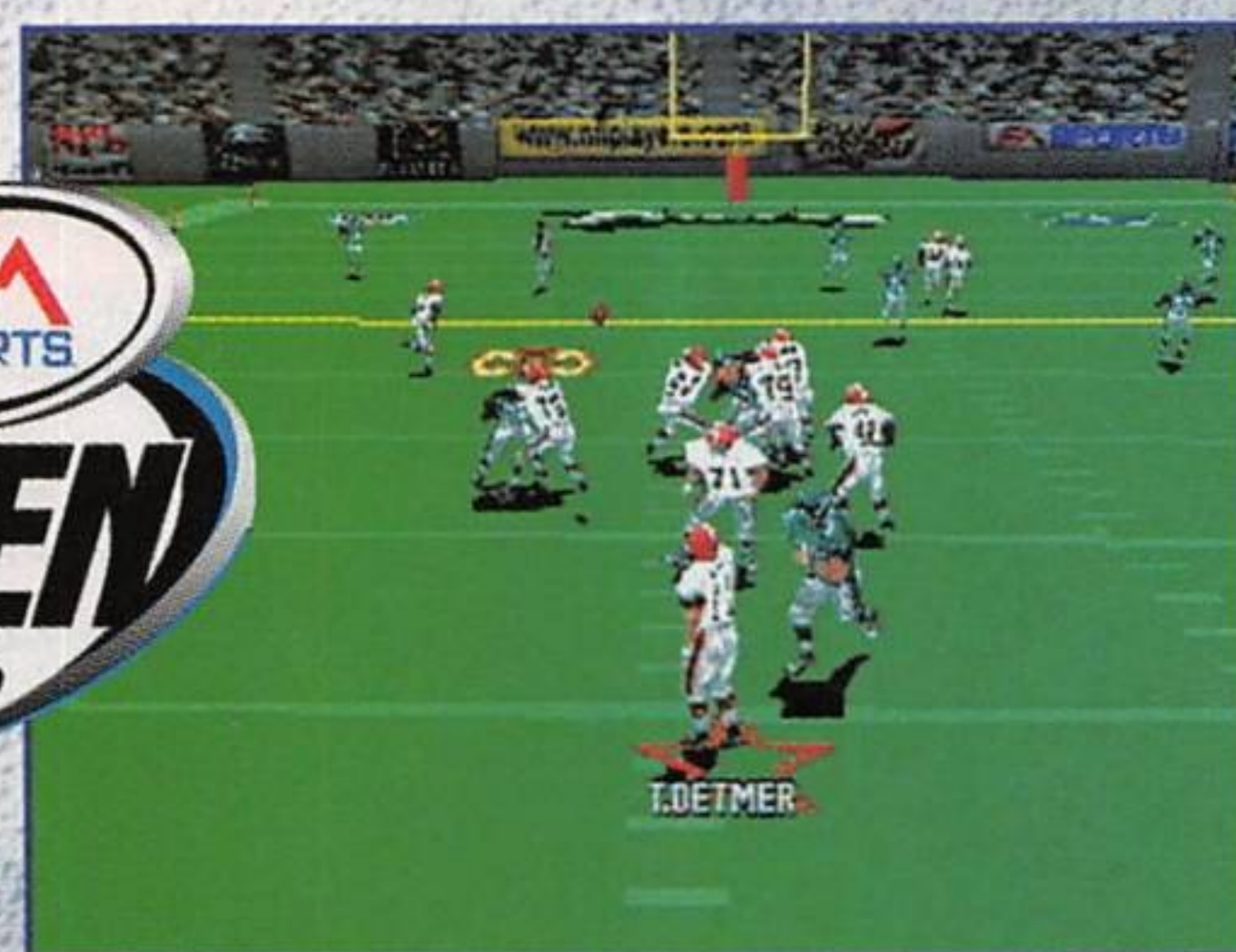
Graphically, Madden is tight. The frame rate is faster and smoother than it was in previous years, and the new motion-captured animations are simply awesome. Plus, the player models have been revamped to be accurately scaled to each position (quarterbacks are smaller than linemen and so on).

Madden's controls are very responsive. EA tweaked the running game this year to make it more effective while adding a route-based passing button that lets you lead your receiver with the throw and a "hot-route" passing button that enables you to alter your receiver's route at the line of scrimmage.

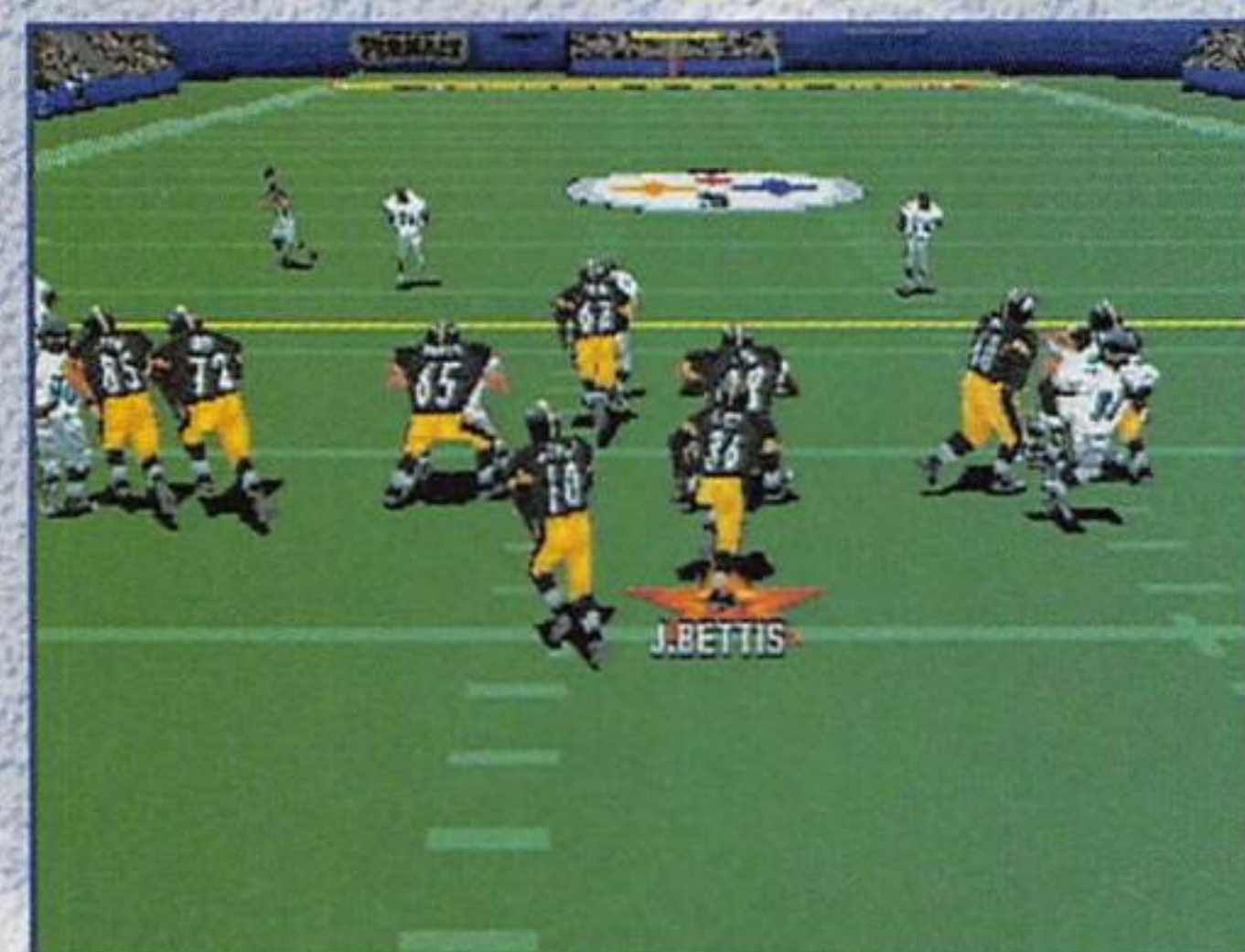
The game's sound effects rock—all the head-splitting cracks and trench-war grunts are there, and you'll even hear the players talk some smack between plays. The commentary, however, isn't as insightful or as informative as GameDay's.

Giving 'Em the Business

Madden NFL 2000 brings its "A" game to the field, giving gamers everything they could desire in a football sim. The new Madden Challenge and the ability to create your own game situations put Madden just a step ahead of NFL GameDay 2000 in the race for the PlayStation title. If you buy only one football game this season, this should be it.



PROTIP: If you're playing as the Browns and you need a go-to play, run Shotgun-Normal/Key Corner. You can gain up to 12 yards almost every time.



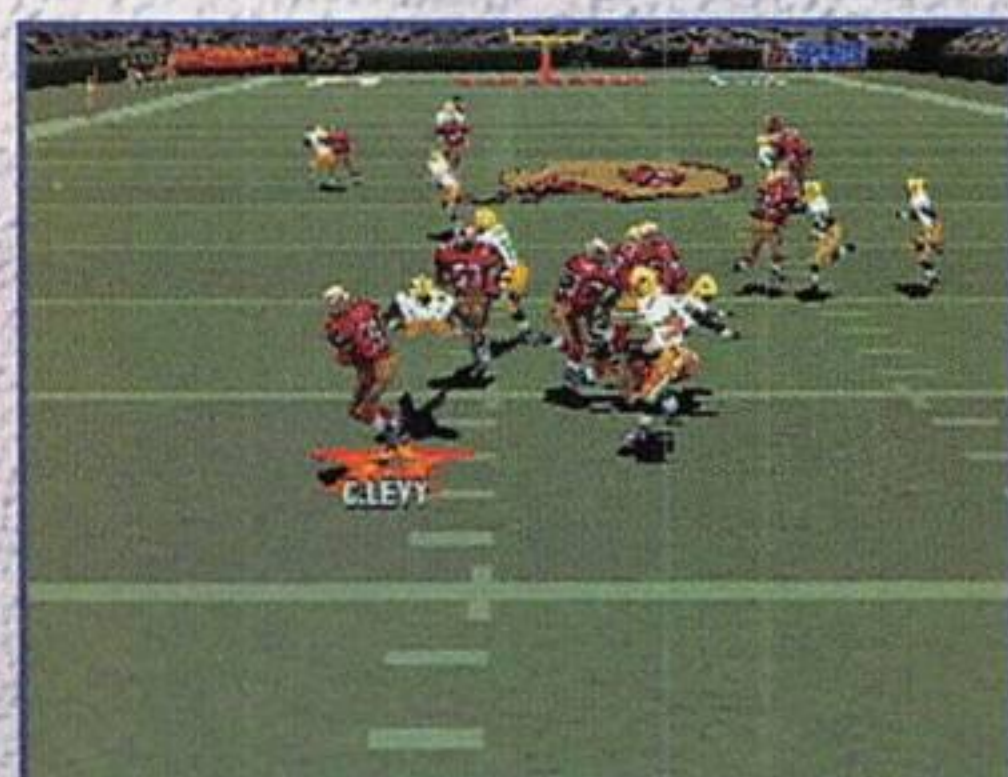
PROTIP: If you have a punishing runner, like the Steelers' Jerome Bettis, pound the ball inside early to wear down the defense.



PROTIP: To use the route-based passing feature, hold down the L2 button and tap your receiver's corresponding icon button to lead him with a pass.



PROTIP: Mix and match your play calling to keep your opponent guessing.



PROTIP: When receiving a kickoff, stay right behind your blockers until they bunch up in the middle, then bounce outside the pack for big yards.



PROTIP: When playing in a 4-3 defense, take control of your middle linebacker to best follow the flow of the play and make the stop.

GRAPHICS 4.5

Madden 2000's improved player models, slick motion-captured animations, and TV-style presentation add the right football atmosphere. The frame rate is much improved over last year's game. While the overall look isn't as smooth as GameDay's, Madden still rocks.

SOUND 4.0

You'll hear primo pigskin effects erupting from your speakers during every play. However, Pat and John's commentary still isn't as tight as Phil and Dick's in GameDay.

CONTROL 5.0

Madden's control is great. EA tweaked the running game so it's more effective this year and added some new features to the passing game to give you even more control over the action.

FUN FACTOR 5.0

You won't find a more complete football game on the market. The Madden Challenge, situation creator, Great Games contest, and beefed-up Franchise mode help Madden 2000 edge out GameDay for this year's championship.

Hey Gamers,

Don't let Fantasy
become your reality



Do you know when the game ends?

**Be in control. Call the Boys Town National Hotline.
There's help at the end of the line, anytime.**

NFL GameDay 2000 Comes Up Just Short

PLATFORM
PlayStation



SPORT
Football



THE RACE TO take the last PlayStation football trophy of the century is on as NFL GameDay 2000 lines up against Madden NFL 2000. In past years, GameDay has excelled in the gameplay and graphics departments, but fallen behind Madden in features. This year, 989 Sports has added more depth to GameDay's roster to give gamers more of what they crave: hardcore sim football.

Just Win

GameDay 2000 charges out of the locker room equipped with lots of gameplay options, all the teams (including the Cleveland Browns), updated rosters, and authentically rendered stadiums. However, it's the new General Manager mode and play editor that help GD2000 really shine.

Much like Madden's Franchise mode, GD2000's GM mode enables you to be a player-coach and control your team's roster by filling the spots of retiring players, signing free agents, drafting rookies, and managing salary caps. You'll also be judged on how well you lead your squad: Start losing, and you'll be demoted to coach a lesser team. Equally impressive is GD2000's play editor, which enables you to design both offensive and defensive plays from any formation. You can then hit the practice field and run your new plays to find out what works and what doesn't.



PROTIP: If it's third down and eight, call 5-Wide/Triangle. You have two options to throw to: One receiver slants across the middle of the field while the other runs a quick route toward the sideline.

GD2000 complements its smooth graphics with excellent controls and sound. Maneuvering your players is a breeze and Total Control Passing is easier to manage: Just press the R2 button before snapping the ball, and you're ready to go. Soundwise, in addition to the standard smacks and crunches, you'll be able to hear players taunt each other. Phil Simms and Dick Enberg's commentary has also been greatly improved.

You Got Nothin'!

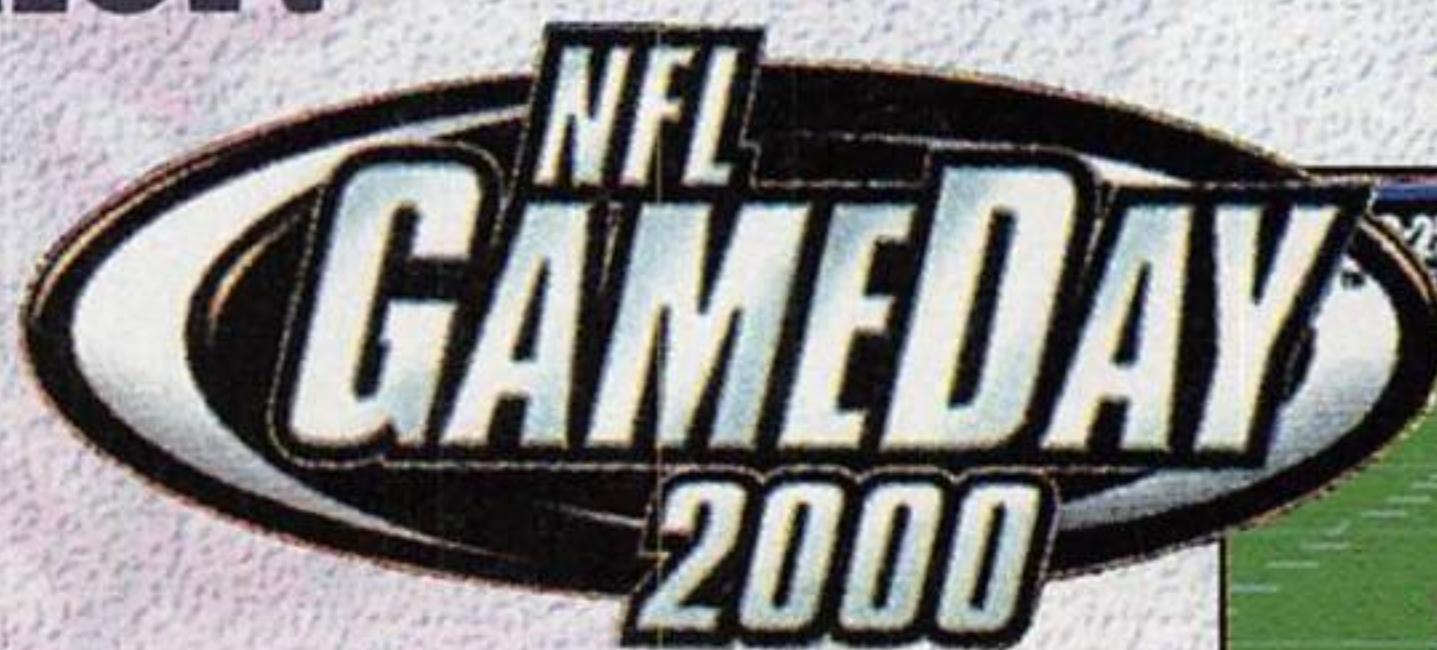
While Madden 2000, with its slightly deeper features set, stands atop the PlayStation pigskin world this season, NFL GameDay 2000 is still an excellent football title. It delivers a wealth of gameplay goods while still retaining the flava that made the previous GameDays big hits. If you're a diehard fan of the franchise, or if you also plan on purchasing NCAA GameBreaker 2000 (see ProReview in this issue), this is the game for you.



BY THE ROOKIE

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

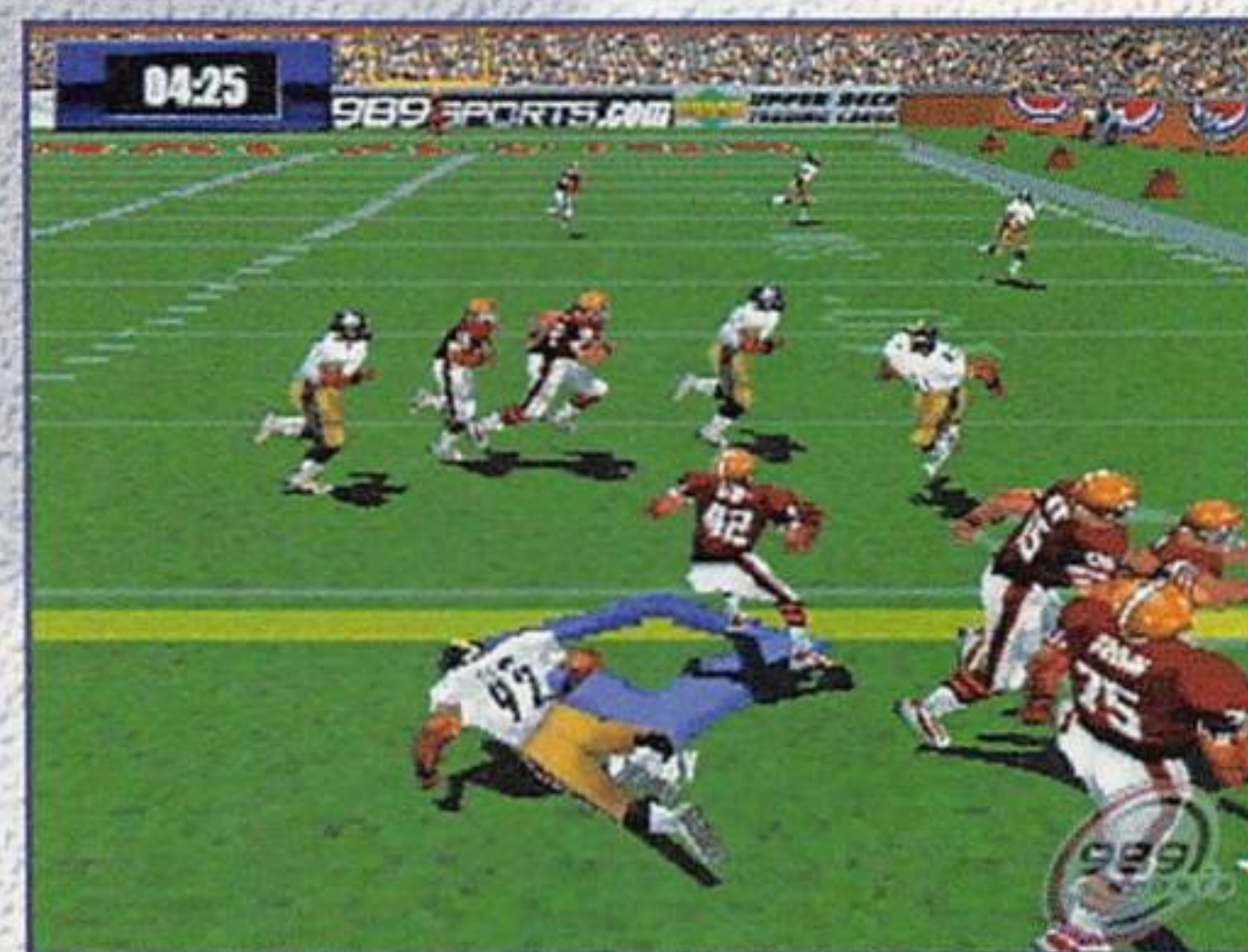
GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: in the GM mode, think twice about re-signing an aging veteran. You can usually find a good prospect in the draft to take his place.



NFL GameDay 2000 blasts its past with awesome new sim features while retaining all the elements that have made it one of the top PlayStation pigskin franchises.



PROTIP: If a defender tries to wrap you up, tap the R2 button to sidestep him and avoid the tackle.



PROTIP: When picking your audibles, select a play with a man slanting across the middle. If you see the defense in a nickel zone, you'll be able to audible to that play and exploit the defense with a quick pass.

PROTIP: Take advantage of the create-a-play feature. You can design just about any play you can imagine.

GRAPHICS 5.0

NFL GameDay 2000 goes deep with its topnotch graphics, which include detailed player models, authentic uniforms, and a kick-ass new telestrator. The motion-captured animation includes new wrap tackles, receivers tip-toeing near the sidelines, and more.

SOUND 4.5

This year's two-man commentary has been greatly improved—Phil and Dick call the action in excellent detail. The atmospheric sounds of the gridiron are also right on.

CONTROL 4.5

GameDay's control is tight once again. You'll be tearing up the turf and shucking off tacklers faster than you can say "Jamal Anderson." Plus, Total Control Passing is now even easier to use.

FUN FACTOR 4.5

NFL GameDay 2000 delivers a solid pigskin experience with fantastic gameplay and graphics. Its new GM mode and play editor help make it a more complete game that will appeal to newbies and sim junkies alike.

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BY DR. ZOMBIE

- Published by EA Sports
- Price not available
- Available September
- Football
- 4 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5 | 4.5 | 4.5 | 5.0 |

Madden 2000 Meets Y2K Expectations on N64

PLATFORM
Nintendo 64



SPORT
Football



IF THE SUPER BOWL champion Denver Broncos think people expect a lot from them this year, they should try being Madden NFL! Expectations for the updates of this longstanding video game franchise usually hit fever pitch about now, but this Y2K edition delivers with enhanced graphics, more player control, and new features that add a few twists to the standard game of football. In a one-on-one showdown against the NFL Quarterback Club series, Madden NFL 2000 is in good shape to lay claim to the N64 championship.

It's in the Game

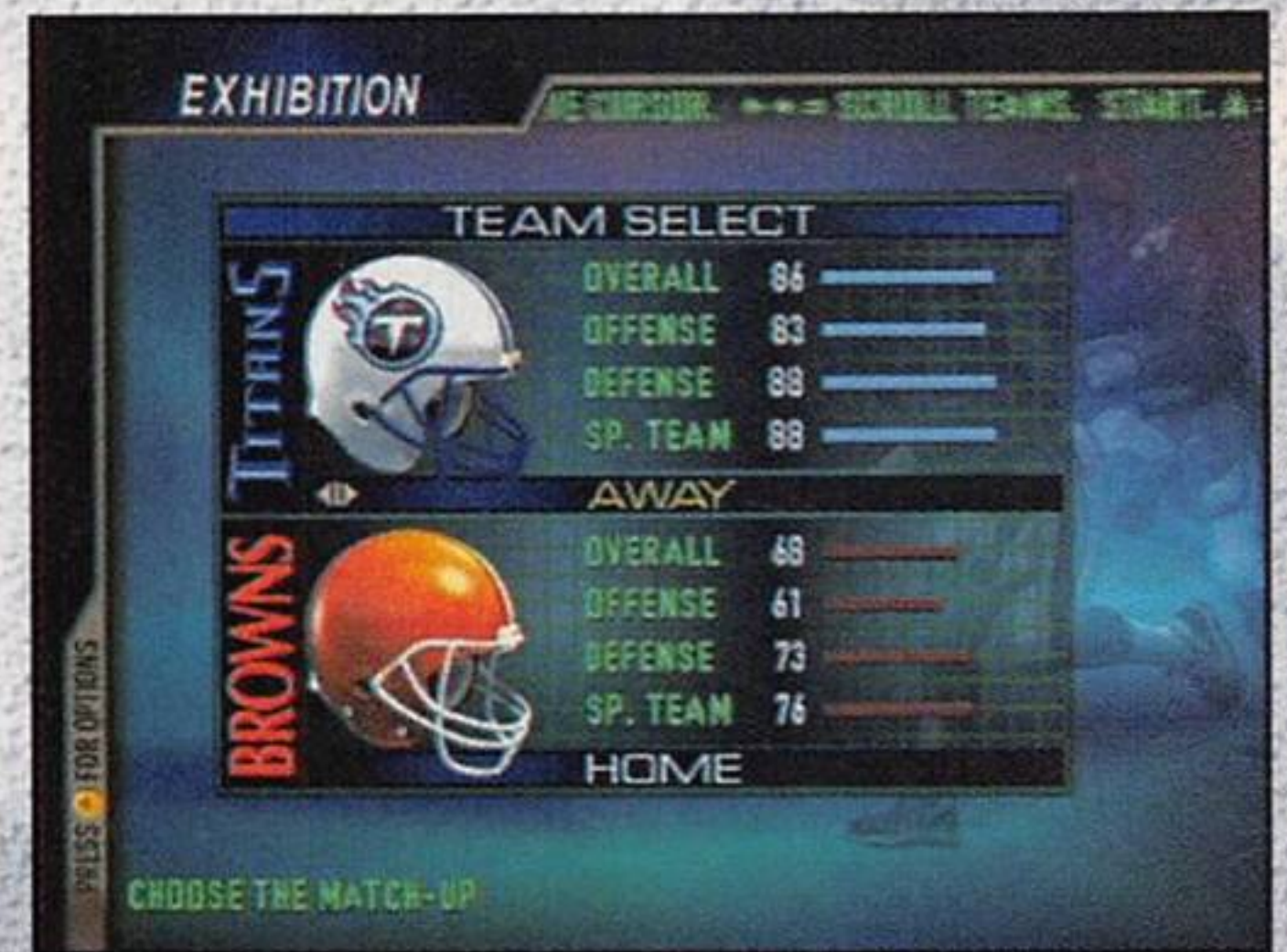
The trademark of any Madden game is its emphasis on creating a realistic football experience, and the measure of success for any sequel is whether or not it improves

upon its predecessor. Madden NFL 2000 succeeds on both fronts in every aspect of the game.

Madden's visuals score big-time. A faster animation frame rate improves the speed, mobility, and onscreen response of players. Enhanced graphics include different body sizes for players (so linemen, for example, are larger than quarterbacks), more motion-captured moves, and very useful TV-style first-down markers.

Improved coaching options include an enhanced Franchise mode with improved record tracking. When it comes time to draw those X's and O's, the play editor provides more control over motion and play-action passes.

Of course, once the ball's snapped you never know exactly what might happen. Madden 2000 juices the excitement of unfolding plays with more realistic player physics and a new route-based passing feature, which enables the QB to lead a receiver and throw to the end of a route before he makes his cuts. The new Hot and Cold Streaks feature lets you play the odds, too.



Madden's ready for the new millennium with updated NFL teams.



PROTIP: If you're faking a field goal, a pass has a better chance of succeeding than a running play.



PROTIP: When you kick off, narrow the return lanes by kicking down the sidelines.



PROTIP: You can beat double coverage by getting the receiver behind the defender and throwing over his head.

A Pigskin Party

Madden NFL 2000 is football fun for gamers of any caliber. Rookies can instantly pick up and play the game in the one-button Arcade mode where there are fewer options, more action, and no refs. Football diehards can team up with up to four friends to take a team all the way to the Super Bowl. Fantasy football nuts will enjoy the massive stat-tracking engine, the player trading, and the ability to build franchises for up to 32 years. And all gamers will appreciate the new Madden Challenge, which gives you specific statistical goals to achieve on the field in order to unlock hidden teams, new stadiums, and other football secrets.

Make Mine Madden

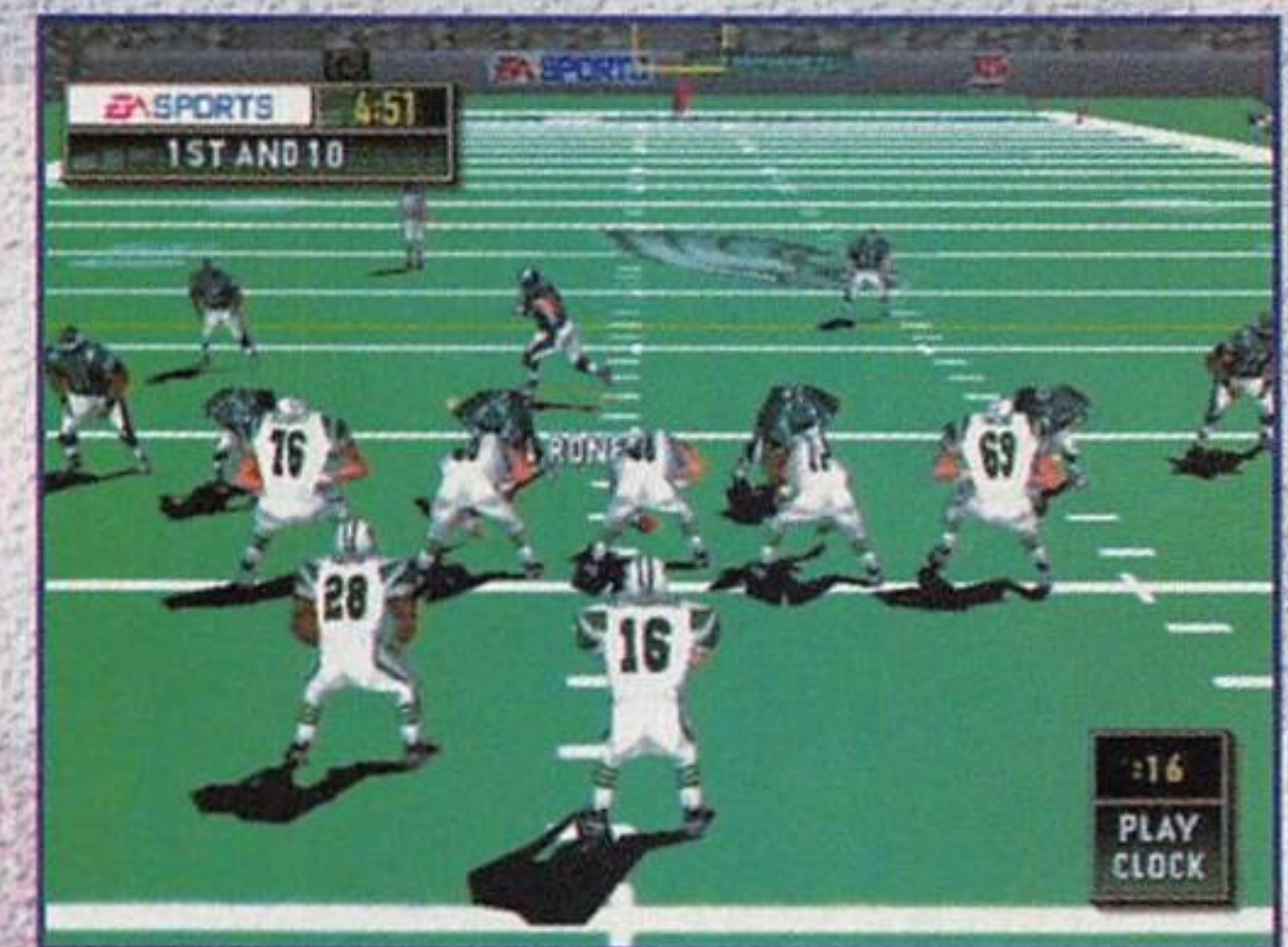
Madden NFL 2000 is definitely going for it this season. It's a no-brainer must-buy if you don't already own a football game for the N64, and hardcore Madden players will go nuts over the excellent enhancements. The Madden magic works again!



PROTIP: If you decide you want to pass in a long-yardage situation, look for single coverage at the line and throw to that receiver.



PROTIP: Juke moves are just as effective against defenders coming from behind you.



PROTIP: On defense, if you see the running back in I-formation, play linebacker and shadow him.

GRAPHICS 4.5

Madden's never looked better on the N64—the Y2K version has faster animation, variable-sized and more detailed players, new motion-captured player animations, and very useful first-down markers on the sidelines.

SOUND 4.5

Madden and Summerall come to life with real-time calls and color commentary. Additional audio touches such as players egging on or calming down the crowds make the game sound like the real thing.

CONTROL 4.5

The increased frame rate heightens onscreen response to the fluid controls. You can control so many variables that it almost becomes confusing in tight situations. Practice makes perfect.

FUN FACTOR 5.0

Football fans of any caliber will be able to thoroughly enjoy this game. New features such as the situation creator and the Madden Challenge, which unlocks secret features, provide unprecedented levels of pigskin entertainment.

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www.acclaimsports.com



Blitz 2000 Wreaks Dreamcast Havoc

PLATFORM
Dreamcast



SPORT
Fantasy
Football



NFL BLITZ 2000 flexes the Dreamcast's 128 bits of muscle to bring you all the razzle-dazzle style and exciting gameplay of its arcade parent, NFL Blitz '99. Instead of just creating an exact translation of the arcade game, however, Midway has expanded upon Blitz's successful formula with a load of new options and features.

No Pain, No Game

For anyone who's been living in a cave for the past few years, NFL Blitz is pure fantasy football fun. You play 7-on-7, get four downs to travel 30 yards, and don't have to worry about refs or nitpicky rules like pass interference or late hits. The appeal of Blitz is its superfast action, opportunities for big plays, and vicious tackles.

Players can choose from all 31 NFL teams and play solo or with up to four others in a single game, tournament, or season. If Blitz's plays aren't over the top enough for you, the play editor enables you to create your own, which you can save along with all seasonal statistics. The fun quotient is boosted by new features such as Madden-style icon passing and audibles.

Enjoy the Show

NFL Blitz 2000 is a joy to behold on the Dreamcast. The crystal-clear graphics are bright, colorful, and highly detailed with super-smooth animation to boot. The audio goodies include a thumping soundtrack, bone-smashing crunches and slams, in-your-face player taunts, and a commentator who calls it like it is.

The gameplay is tight and responsive with immediate on-screen reaction to the controls. Although the Dreamcast control pad is a stretch for those accustomed to Blitz's arcade layout, it's easily customizable and adaptable, and the addition of icon passing is a huge plus for sports pros.

Bring on the Blitz!

NFL Blitz 2000 truly intercepts the arcade action and brings it home. Gamers of every caliber can pick it up and be ringing somebody's bell in no time. This game is a must-have for every budding Dreamcast library. **B**



BY DR. ZOMBIE

Published by Midway

\$49.99

Available
September

Fantasy football

4 players

ESRB: Everyone

GRAPHICS

SOUND

CONTROL

FUN FACTOR



PROTIP: Use the Quick Dish play to confuse the defense by flea-flicking the ball back to the QB.



PROTIP: Your safest, cover-all-bases defense is Safe Cover.



PROTIP: You're much more fumble-prone after your third spin move.



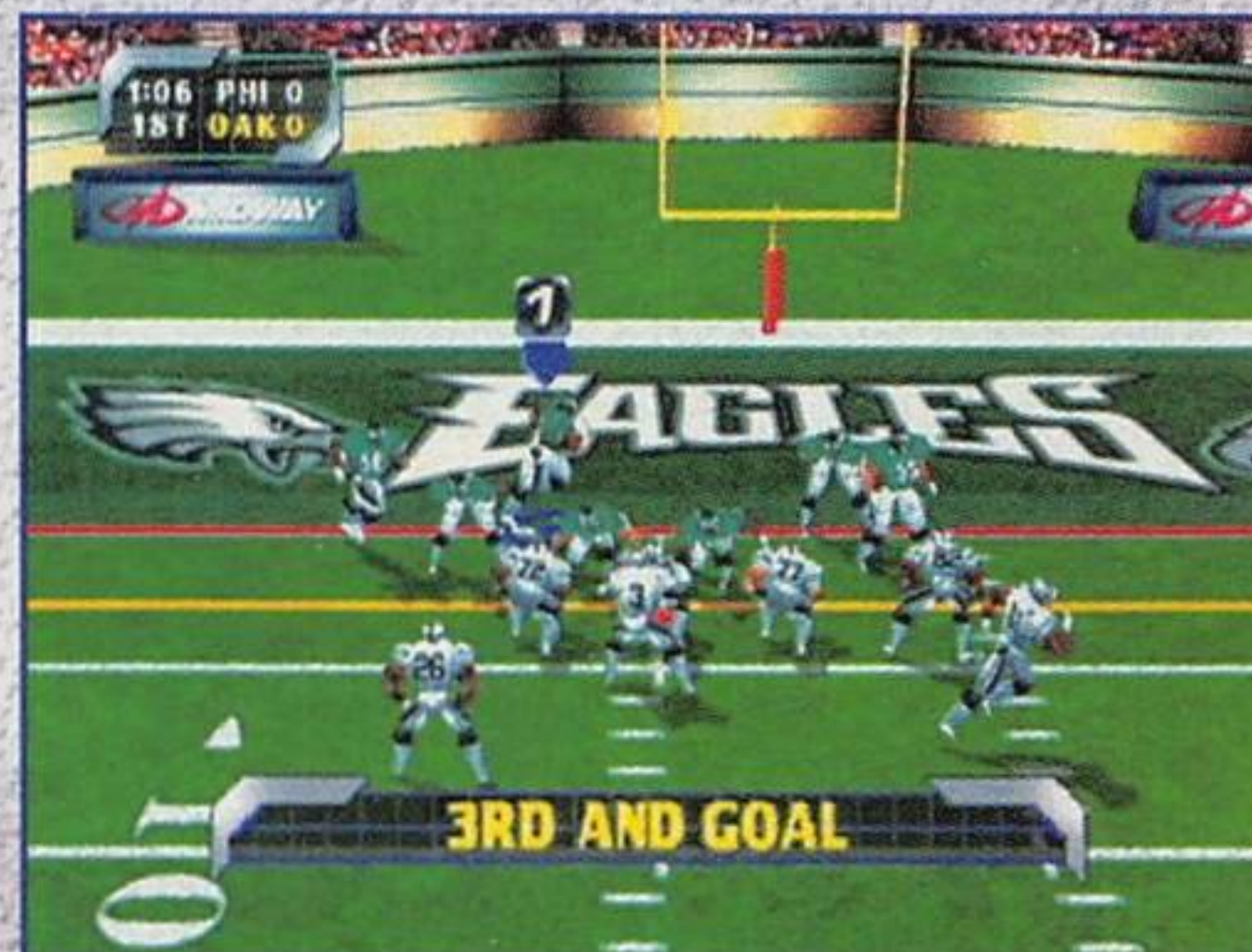
PROTIP: Zone defense provides opportunities for interceptions.



PROTIP: Pair up with a teammate on runbacks, and lateral before you get hit for some extra yards.



PROTIP: Add turbo to your pass for long-yardage bombs. But beware: Turbo-charged passes are harder to catch than normal throws.



PROTIP: On defense, shadow players in motion before the snap.

GRAPHICS 5.0

The graphics look so good that you'll feel obligated to pay a token every time you play. Crisp colors, sharp details, and silky-smooth animation blitz the senses.

SOUND 5.0

Blitz's sounds will get your adrenaline pumping. Monstrous tackles, cheering crowds, and a very opinionated commentator put you right on the field. You'll love the players' taunts.

CONTROL 5.0

Blitz's three-button control is smoothly re-created with immediate and tight on-screen response. The default configuration may be awkward for some players, but fortunately it can be customized.

FUN FACTOR 5.0

NFL Blitz 2000 is trash-talkin', late-hittin', no-holds-barred fun. Fast action, incredible graphics, easy controls, and a high replay factor make this a must-buy—and not just for sports fans.

TELEVISIONS



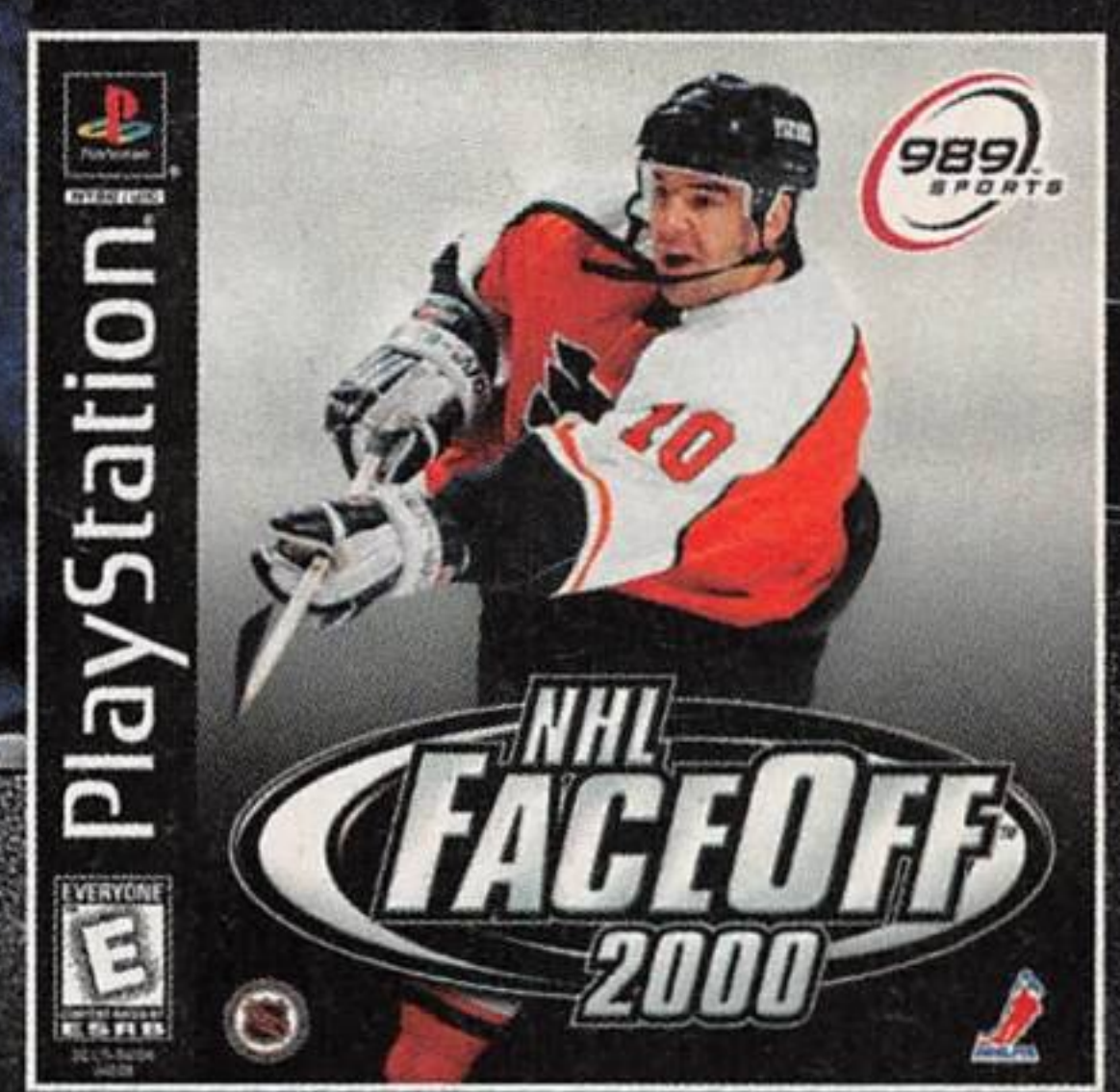
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\$989



All new gameplay and graphics feature 150 new animations, like goalies sprawling out on their backs to cover loose pucks. New I.C.E. Artificial Intelligence designed with the help of 8-time Stanley Cup® Champion Scotty Bowman means players execute just like the pros. Add in Mike Emrick and Darren Pang calling the action, and NHL FaceOff™ 2000 is the best thing to hit the ice since the octopus.



www.989sports.com

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The Best Is Back In Town



BY AIR HENDRIX

- Published by EA Sports
- \$39.99
- Available September
- Hockey
- 8 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.5 | 4.5 | 5.0 | 5.0 |

PLATFORM
PlayStation



SPORT
Hockey



AT LAST, EA SPORTS has put together a hockey game that gets almost everything right. While it isn't as polished as other top EA titles like Madden and FIFA, NHL 2000 will impress hockey fans with its fast action, silky-smooth controls, and hot features.

Hoisting the Cup

While it's too early to say for sure (we haven't yet reviewed FaceOff 2000 and company), NHL 2000 will almost certainly continue its reign as the PlayStation's top hockey game. First and foremost, the frame-rate problems that plagued NHL '99 have vanished without a trace—the game moves as fluidly and cleanly as one on TV.

Better yet, the gameplay's been amped up to match the frame rate, delivering wildly paced action loaded with spine-shattering checks and more goals than most hockey fans see in a week. It's not super-realistic, but it's definitely a blast.

The controls are the game's most improved area, offering well-oiled passing and skating. Awesome new additions include a "big hit" that lets you clobber opponents and a "big deke" for slipping through the defense, as well as icon passing and icon player switching.

The features have been beefed up, too. NHL 2000 provides multiple-season play, timeouts, custom teams, player creation, fighting, and small but sweet touches like the ability to change players' jersey numbers. Unfortunately, the cool practice mode where you could test your moves and strategies is no longer on the roster.

Needs Some Coaching

NHL 2000's one significant problem is its occasionally quirky A.I. For example, goalies don't always leave the net for the puck when they should, and sometimes the defense just mills around when they should be chasing the puck. These flaws will only concern hockey purists—the game's so quick and exciting that most players won't notice—but the realism does suffer.

On the graphics side, NHL 2000 keeps up the good work with slightly improved player models, slick new animations (like the near-tackle of the "big hit" check), and extras like spraying ice on fast stops. As for sounds, ESPN's Bill Clement replaces Daryl Reaugh as Jim Hughson's partner in the commentators' booth, and though Clement may be more famous, Reaugh was a better announcer.

MVP Candidate

To wrap things up, a word of caution: If you demand strict realism in your hockey and can't tolerate some odd A.I. flukes, this game will irk you as much as Dallas's pathetic Stanley Cup-winning goal. But if you're looking for fast, fun, high-scoring excitement, it doesn't get any better than NHL 2000. **G**



In this replay, Stephane Matteau of the Sharks annihilates a Flames player with a "big hit" check.



PROTIP: Try to wait for the goalie to commit before you shoot so that you can aim around him.



PROTIP: One way to notch a good scoring chance is to skate a hook pattern in front of the goalie and flip it in on your backhand.



PROTIP: Carry the puck into the corner and pass to a player in the slot for a one-timer—it's one of the time-honored ways of burying the puck.



PROTIP: Fighting's all about button-mashing, so just hammer on and as rapidly as possible.



PROTIP: If you're chasing a player on a breakaway, the best bet for taking him down is a poke check (tap .

GRAPHICS

4.5

SOUND

4.5

CONTROL

5.0

FUN FACTOR

5.0

The speedy frame rate's matched by solid player models and eye-catching animations like players who sprawl to block shots.

The crowd and on-ice sound effects rock, but the two-man commentary isn't as tight as it used to be.

These buttery controls will let you slice across the ice like Jagr himself. New touches like big hits, big dekes, and icon passing add more power to your punch.

NHL 2000 sets off sirens with high-octane, high-scoring gameplay that makes hockey exciting for gamers of every stripe. It isn't as realistic as a lot of sports games, but it sure is great fun.

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Sega Dreamcast

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GameBreaker 2000

Stopped at the Goal Line

PLATFORM
PlayStation



SPORT
Football



BY THE ROOKIE

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

| | | | |
|----------|-------|---------|------------|
| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
| | | | |
| 5.0 | 4.5 | 4.5 | 4.5 |

NCAA **GAMEBREAKER 2000** is butting helmets with **NCAA Football 2000** in a race to take home this year's national title. By combining its smash-mouth graphics with solid features, GameBreaker makes a strong push toward the top spot—but will it have enough left to take down the champ?

Agent Orangemen

GameBreaker 2000 charges onto the field with an impressive lineup of 114 Division IA schools and 50 classic teams, solid features, and all the gameplay standards—including a new Career mode. This year, you can assume the role of a head coach, offensive coordinator, or defensive coordinator. Depending on which role you choose, you'll be given a different list of objectives to accomplish in each game throughout the season. Meet those objectives, and you'll be offered a promotion; fail, and you'll be out of a job.

Like last year's game, GameBreaker 2000 gives you full control of your roster, including the ability to create your own players, recruit incoming freshmen and ju-co transfers, and customize your playbook by editing pre-existing plays. While these are all certainly big-money features, they simply can't surpass those in **NCAA Football 2000**, which enables you to create your own school and design your playbooks from scratch. Plus, **NCAA Football** offers a more in-depth recruiting process that will appeal to hardcore sim junkies.



PROTIP: Be conservative when calling pass plays. It's always best to be able to throw to a receiver downfield, to a tight end over the middle, or to a running back in the flats.



PROTIP: Whenever you're running the ball, hold down the L2 button. This enables you to bust out a power move without having to think about it.



PROTIP: To throw with more precision, hold down the L2 button before the snap to activate Total Control Passing.



NCAA GameBreaker 2000 will crush your cranium with its in-your-face gameplay and graphics.

Whoa, Nellie!

Graphically, GameBreaker crushes the competition with its tighter, more realistic-looking player models and harder-hitting motion-capture animations. 989

has given each player different hit points, so they'll react differently depending on where they get popped. You'll witness vicious helmet-to-helmet collisions that will make your face feel numb and crushing piledriver tackles that will leave your spine tingling.

The controls and sound are as strong as ever. It's easy to nimbly dance your running back around hulking linemen, fire off 50-yard bombs, and mash the

opposing quarterback into the turf. In addition to the authentic bone-crunching sounds and timely fight songs, the audio features Keith Jackson once again lending his legendary voice to describe the action as only he can.

I Crush You

NCAA GameBreaker 2000 is a solid football title, sporting excellent graphics, fine features, and pure attitude. If you're a fan of the franchise and also plan on buying **NFL GameDay 2000** (you can download the players you've created once they've graduated), this is the game for you. If you're looking for the ultimate college game with all the bells and whistles, however, stick with **NCAA Football 2000**. Either way, you come out a winner. **G**



PROTIP: If it's second down and 15 or more to go, call the Quick Outs play in the shotgun set to throw off your opponent and gain a chunk of yards.



PROTIP: On defense, avoid switching players too often. If you miss a tackle and your teammates are behind you, let the CPU-controlled player take care of the runner.

GRAPHICS 5.0

NCAA GameBreaker 2000's graphics, which sport the tightest player models and motion-capture animation this year, will have you frothing at the mouthpiece. At the push of a button you can demoralize your opponent with some over-the-top taunts and celebrations.

SOUND 4.5

The sound effects and band fight songs are right on the money. And with the return of Keith Jackson to the commentator's booth, you can expect many hilarious and informative sound bites.

CONTROL 4.5

It's a snap to get in the game, thanks to GameBreaker's solid control. You'll be able to easily launch 50-yard bombs, run over scrawny safeties, and severely punish your opponent.

FUN FACTOR 4.5

While **NCAA GameBreaker 2000** isn't up to **NCAA Football 2000's** level in terms of features, it still brings an "A" game to the field. And since you can port the seniors you create over to **NFL GameDay 2000**, buying this title is a no-brainer if you plan on owning both.

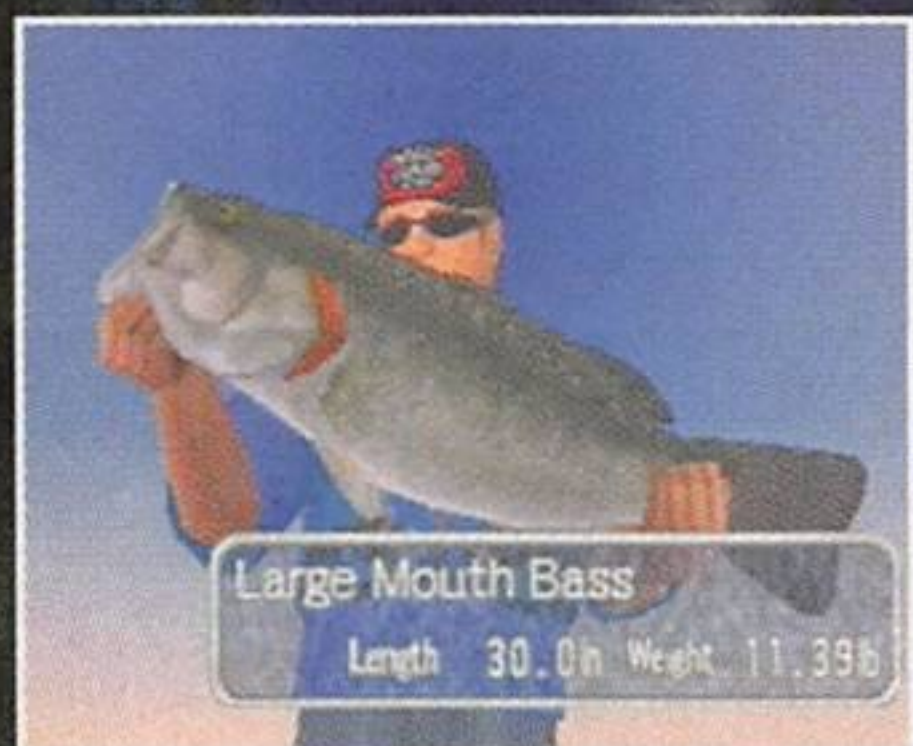
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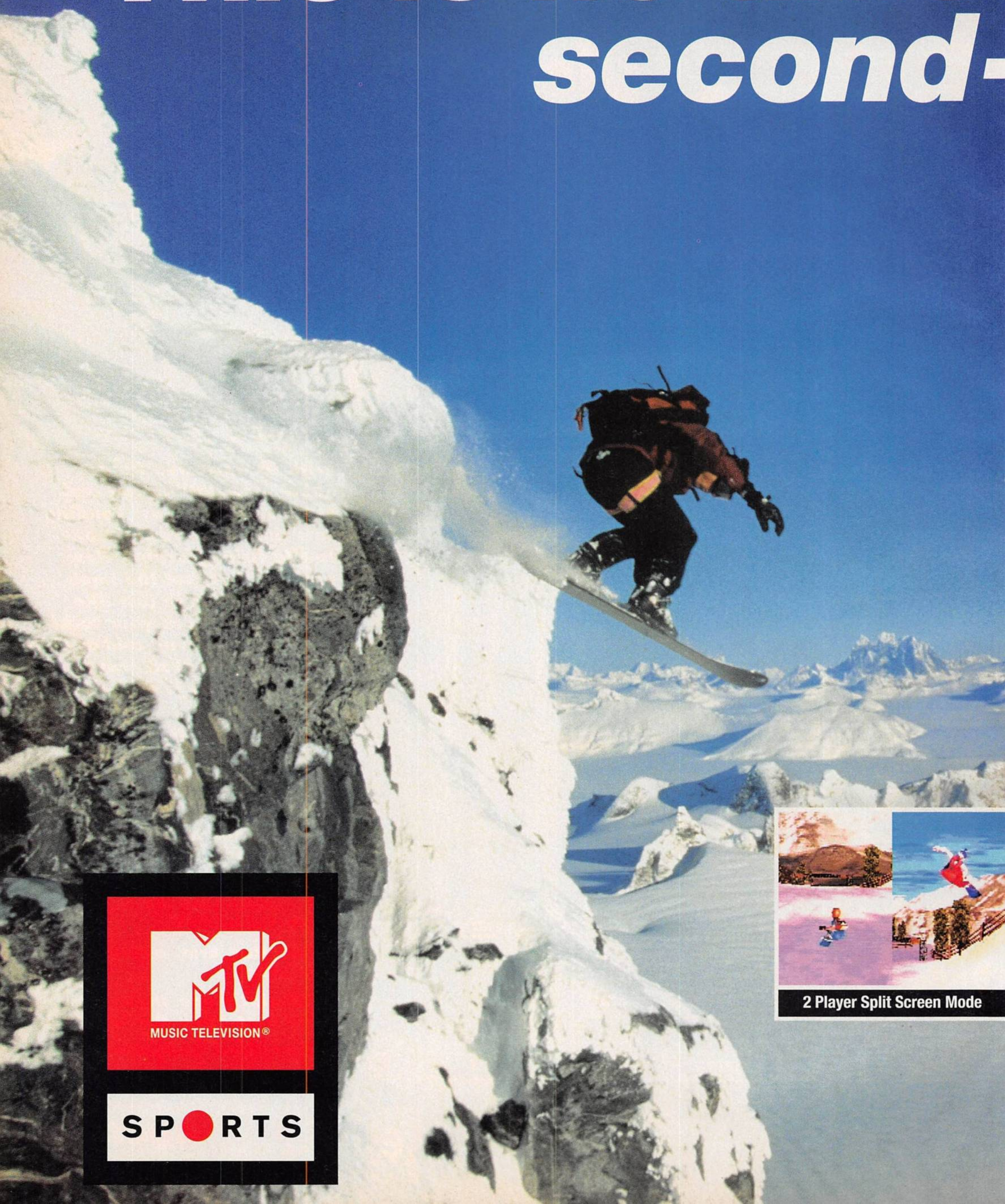


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NFL Blitz 2000

PLATFORM
PlayStation



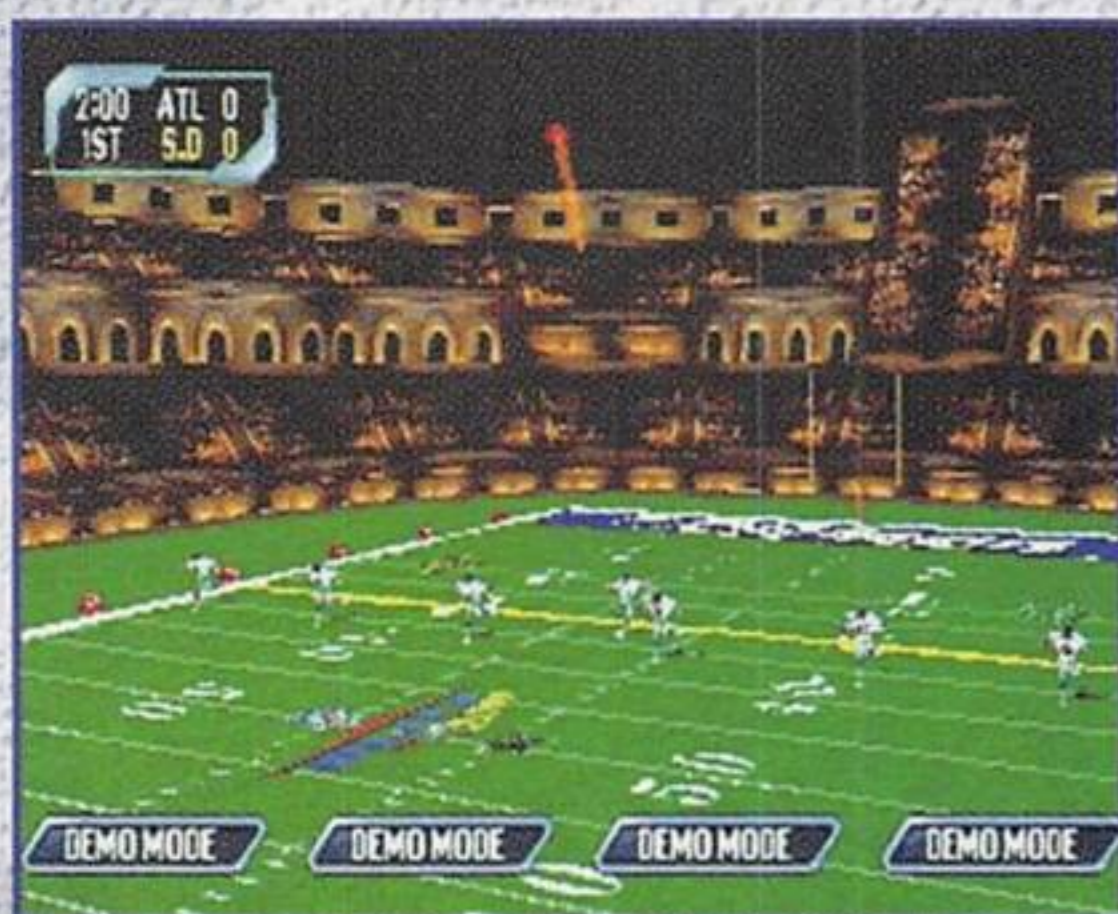
SPORT
Football



MIDWAY'S FIRST SEASON on the PlayStation gridiron was a disappointment, but with NFL Blitz 2000 the company's come roaring back. The revamped Blitz is gorgeous to look at and offers a great multiplayer game, though its single-player action is shallow.

Looks Like an All-Out Blitz

Blitz's second strike is brimming with new and improved features like four-player simultaneous action and the ability to light your team "on fire" à la NBA Jam (though this doesn't give you as much of an advantage as it should). Painful new collision animations have been added, as well as special arenas...but there are still no actual NFL stadiums. The team playbooks have been overhauled, expanded, and customized, but you can still drop Da Bomb on your opponent late in the game.



PROTIP: When creating customized plays, go for arcing routes with turbos to blast past defenders.

Blitz's kinetic soundtrack has been upgraded to include all-new agonized wails and demoralizers ("Decapitated him!"), while maintaining last year's adrenalized score and punishing sound effects.

For the single player, Blitz is still a short-lived thrill ride with little replay value—the A.I., though improved, still resorts to cheating consistently and the hardest difficulty level is full of fumble-itis. Blitz is meant to be a multiplayer experience, however, and in that area it's an all-pro.



BY BOBA FATT

- Published by Midway
- \$49.99
- Available now
- Fantasy football
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

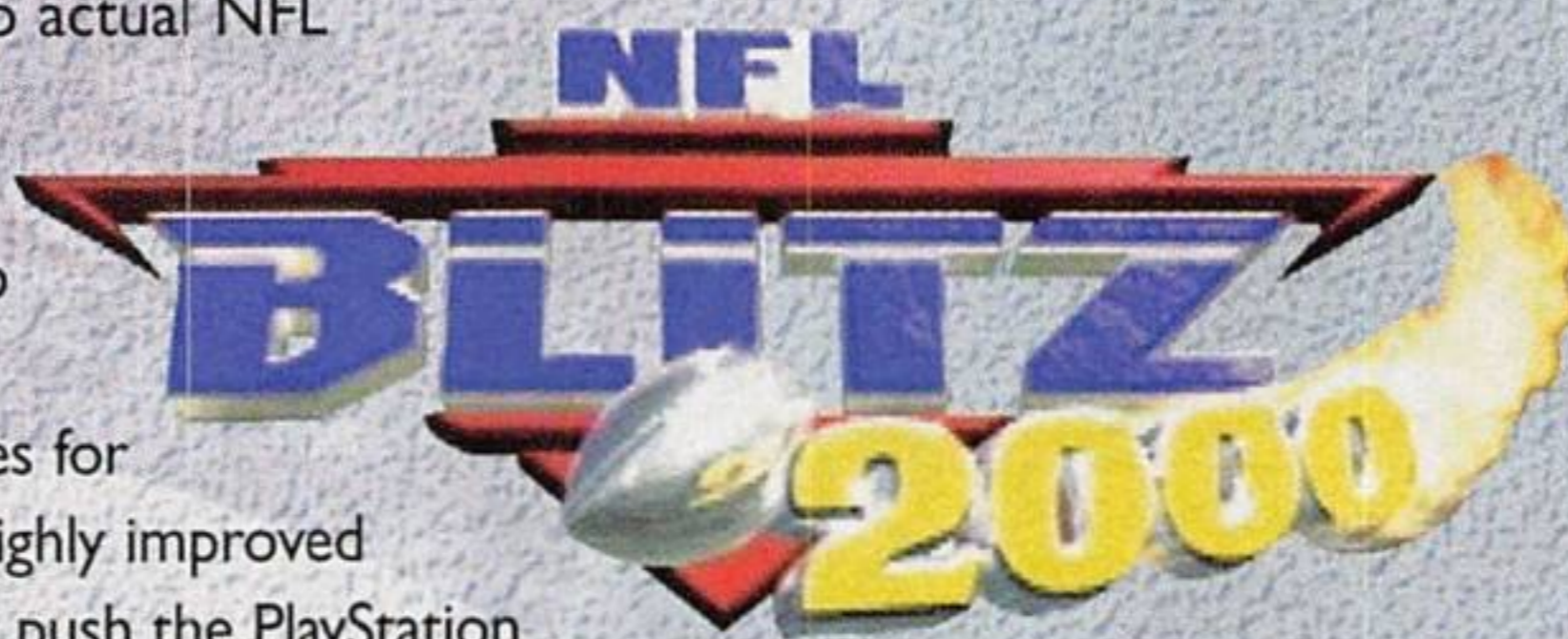
| | | | |
|-----|-----|-----|-----|
| | | | |
| 5.0 | 5.0 | 5.0 | 4.5 |



PROTIP: A well-timed spin move can open up the field—but use it sparingly, or you'll fumble.



PROTIP: Drop Da Bomb for good yardage—it's the best offensive play in the book.



Blitz goes for two with highly improved visuals that push the PlayStation past its threshold; the fluid and furious action has virtually no slowdown or polygonal clipping, even with field and weather effects at full amp. Last year's version was graphically stunning, but Blitz 2000 is mind-blowing.

They Really Nailed It

This Blitz even blazes past its arcade counterpart with an exceptional interface that includes optional Madden-style icon passing. Pinpoint analog control, responsive Dual Shock feedback, and a simple but superlative interface put the hyper-violence in the palm of your grubby little paws. Even



PROTIP: At the code screen, hit each button once, then hold Down on the directional pad to unlock Tournament mode and eliminate the A.I. cheating.



PROTIP: To stop a goal-line run, have all your players simultaneously dive forward at the snap.

NFL Blitz 2000

PLATFORM
Nintendo 64

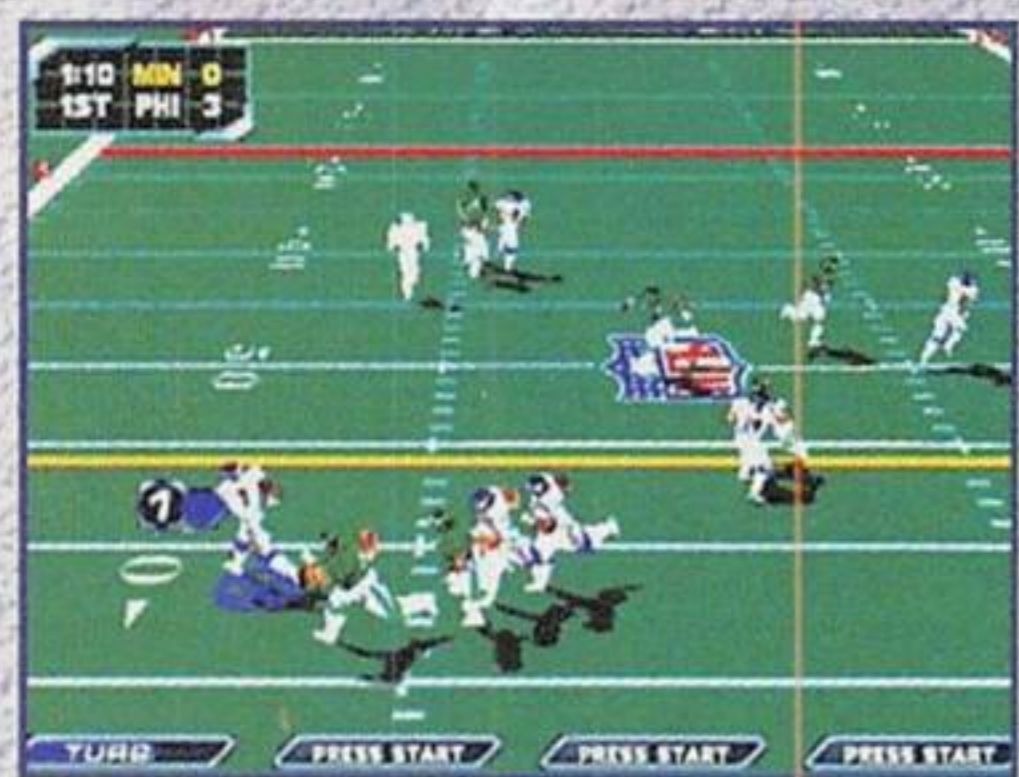


SPORT
Football



NFL BLITZ FOR the Nintendo 64 has a Y2K problem.

Despite impressive new features like a four-player simultaneous matchup, the ability to have your guys "on fire," and vastly improved playbooks, Blitz 2000 falls short of its PlayStation counterpart because it fails to offer Madden-style icon passing. Instead, the pixel-bound quarterback has to rely on the flawed method of pointing to the intended receiver (often while inadvertently heading into oncoming rushers). The top three yellow buttons are designated for your left, middle, and right receivers—but if your guys are running a crossing pattern, you're busted like Theismann's leg.



PROTIP: To point at your receiver without getting sacked, have your QB jump as he throws.

Aside from these shortcomings, though, Blitz is in pretty good shape. It has a plethora of new animations and awesome new locales (including a Greek palace), consistently funny announcer quips, and the same spine-snapping stereo soundtrack. It still suffers from a lack of single-player replayability, but the multiplayer mayhem makes for a blitzin' good time.



BY BOBA FATT

- Published by Midway
- \$49.99
- Available now
- Fantasy football
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

| | | | |
|-----|-----|-----|-----|
| | | | |
| 5.0 | 5.0 | 3.5 | 4.0 |



PROTIP: Look for holes in the offensive line and try to sneak your safety in for a rush.

More exciting
than channel
surfing.

Get into the game
 **TARGET.**



\$39.99

Available September 16, 1999.
Date subject to change.

Flag to Flag

PLATFORM
Dreamcast



SPORT
Racing



AS THE DREAMCAST launches, Sega's putting race fans behind the wheel with the decent *Flag to Flag* (formerly *Superspeed CART Racing*). *Flag's* anything but a sim, and while it sports crisp control and rowdy action, the graphics and opponent A.I. could've used more tuning.

Indestructible Indy Cars

Flag plays more like a NASCAR game than a CART game—you can ram opponents and brush against walls without putting the slightest scratch on your paint. As long as realism doesn't matter to you, this arcade-style frenzy makes for plenty of fun, especially with such tight, responsive controls.

Unfortunately, the opponent A.I. is suspect at best, yielding easily on turns and making pit stops even through you never have to. The Hard level presents a decent challenge, but there's no question that the meat of this game is the two-player split-screen action.



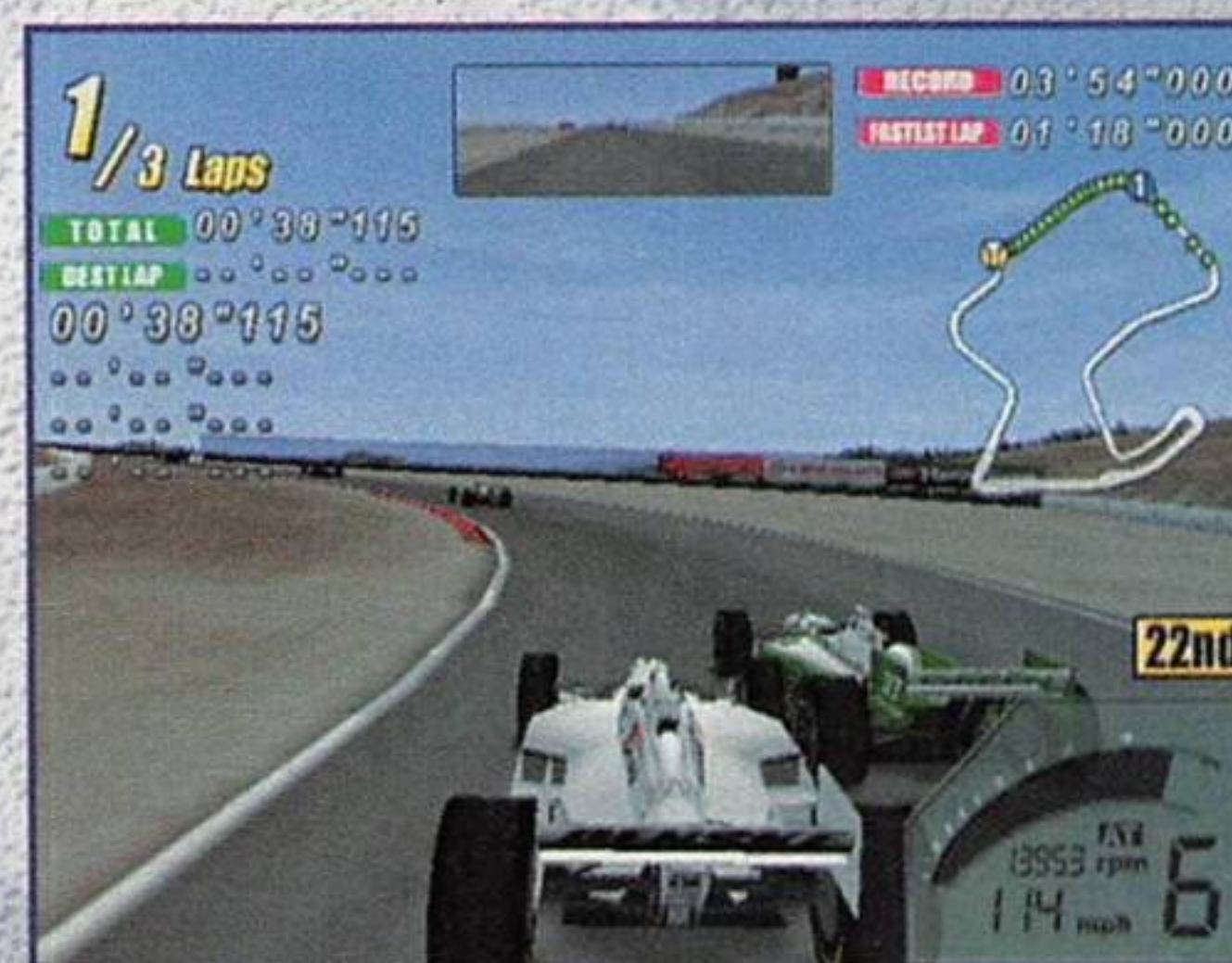
PROTIP: Slipping off the road into grass or dirt can cost you the race as your speed plummets below 50 mph.



BY AIR HENDRIX

- Published by Sega
- \$49.99
- Available September
- CART racing
- 2 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 3.5 | 3.5 | 4.0 | 3.5 |



PROTIP: Ram into other racers with abandon—there are few consequences for you, and you can often batter your way past them.

As far as features go, *Flag's* CART license means you'll race on 19 courses ranging from the ovals to road courses like Laguna Seca. In either single races or a season, you'll race as one of 27 drivers, including Al Unser Jr. and Alex Zanardi...even though Zanardi left for the F1 circuit after last season.

128-Bit Pop-Up

The sad side of *Flag* is that even with the Dreamcast's 128-bit graphics, Sega couldn't eliminate pop-up and fogging, which is just weak. Fortunately, the car models are hot and the speed's wicked, though the tracks are kind of bland. As for the sound, the cool engine effects are mired in godawful music with no announcer to spice things up.

All told, *Flag's* a first-generation title, and it shows. If you're looking for frantic, non-technical racing, *Flag* fits the bill—just don't expect it to sustain the excitement for long.



In *Flag's* awesome first-person view, your helmet's visor gradually becomes speckled with road debris. When the dirt becomes thick enough, you automatically wipe it clear.

Monaco Grand Prix

PLATFORM
Dreamcast



SPORT
Racing



IF YOU'RE WILLING to go Euro and leave behind America's CART series for the F1 circuit, *Monaco Grand Prix* is a much more polished, in-depth racing experience than *Flag to Flag*. Be warned, though—it's also a much more technical, realistic, and demanding sim.

Zoom with "Zoonardi"

Since Monaco lacks the official F1 license, you'll race as a made-up driver in an oddly F1-like car on one of 17 real-life tracks in Brazil, Germany, Monaco, and more. Even in Arcade mode, the racing's very challenging, demanding smart braking and precise steering. The controls are a little on the twitchy side, too—it's very easy to slightly overreact and spin out.

Monaco performs strongly on the features side, offering seasons, a Career mode, a Retro mode that lets you race vintage F1 cars from the '50s, and exhaustive options for car setup, weather, and much more. Through it all, the CPU races like a champ, making you earn every victory, but sadly, the two-player split-screen mode suffers from significant slowdown.



BY AIR HENDRIX

- Published by Ubi Soft
- \$49
- Available September
- F1 racing
- 2 players
- ESRB: Everyone

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 4.0 | 3.0 | 3.5 | 3.0 |



PROTIP: In MGP's Arcade mode, you can get away with cutting corners to take the lead.



PROTIP: Drive like a granny in Retro mode—these old-school cars are so unwieldy that caution, not daring, wins the day.

Pole Position

Visually, Monaco's eye-catching tracks are paired with respectable car models and, best of all, no pop-up! The sensation of speed is strong in one-player races, but the sounds fall a little short. The whine of F1 engines is more grating than inspiring, the music's a yawner, and the announcer's M.I.A.

As the white flag drops, *Monaco Grand Prix* has a lot more under its hood than *Flag to Flag*—but that also means it has a lot more sim-style realism to contend with. If that suits your fancy, you'll never look back, but lots of gamers will prefer *Flag's* lighter side and stronger two-player game.



PROTIP: It's vital to memorize braking points for each turn, such as the Castrol sign before Turn 1 at Monaco, so that you know when to shed speed.

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In-Depth



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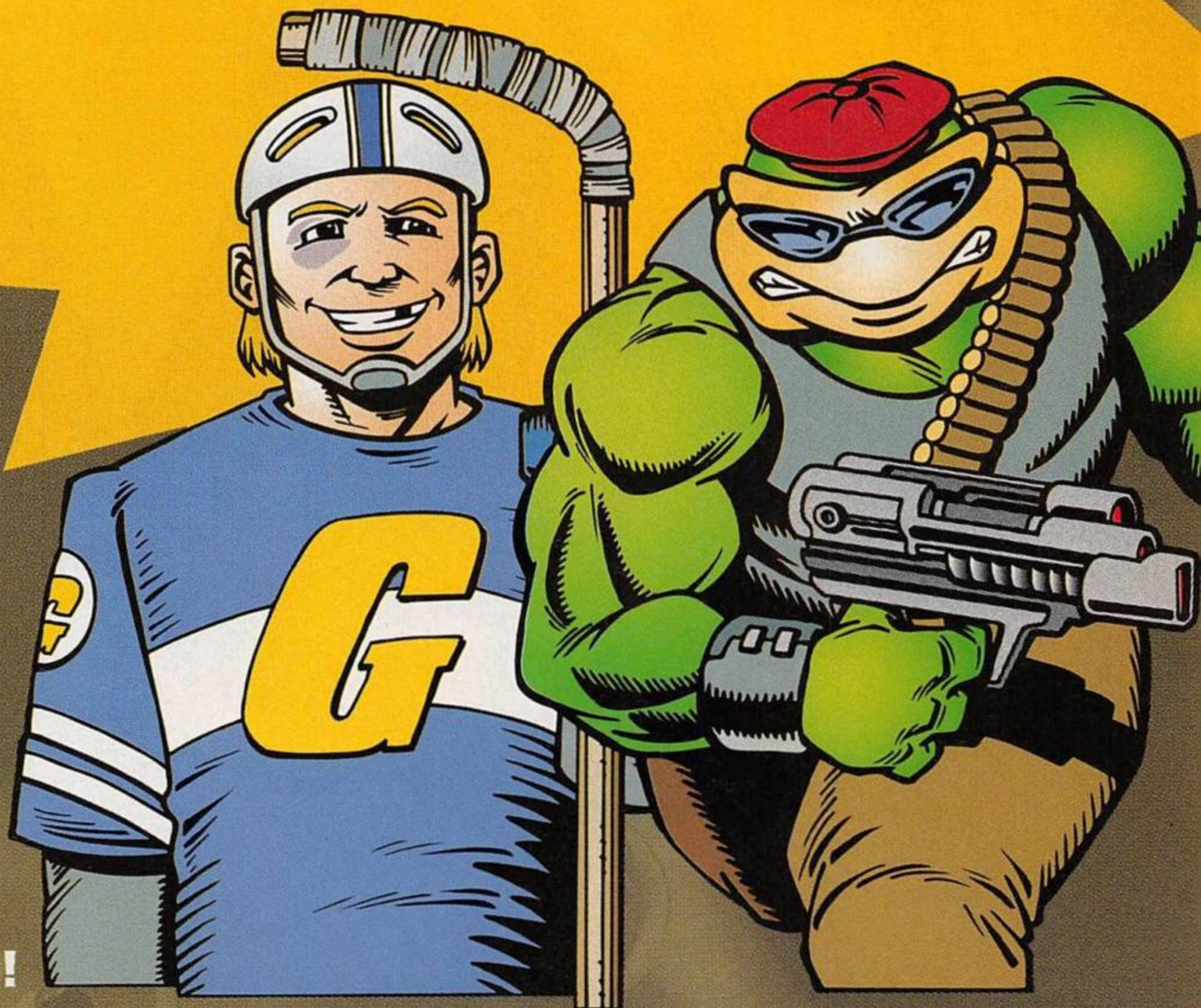
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- **Leave a message** for the GamePros!
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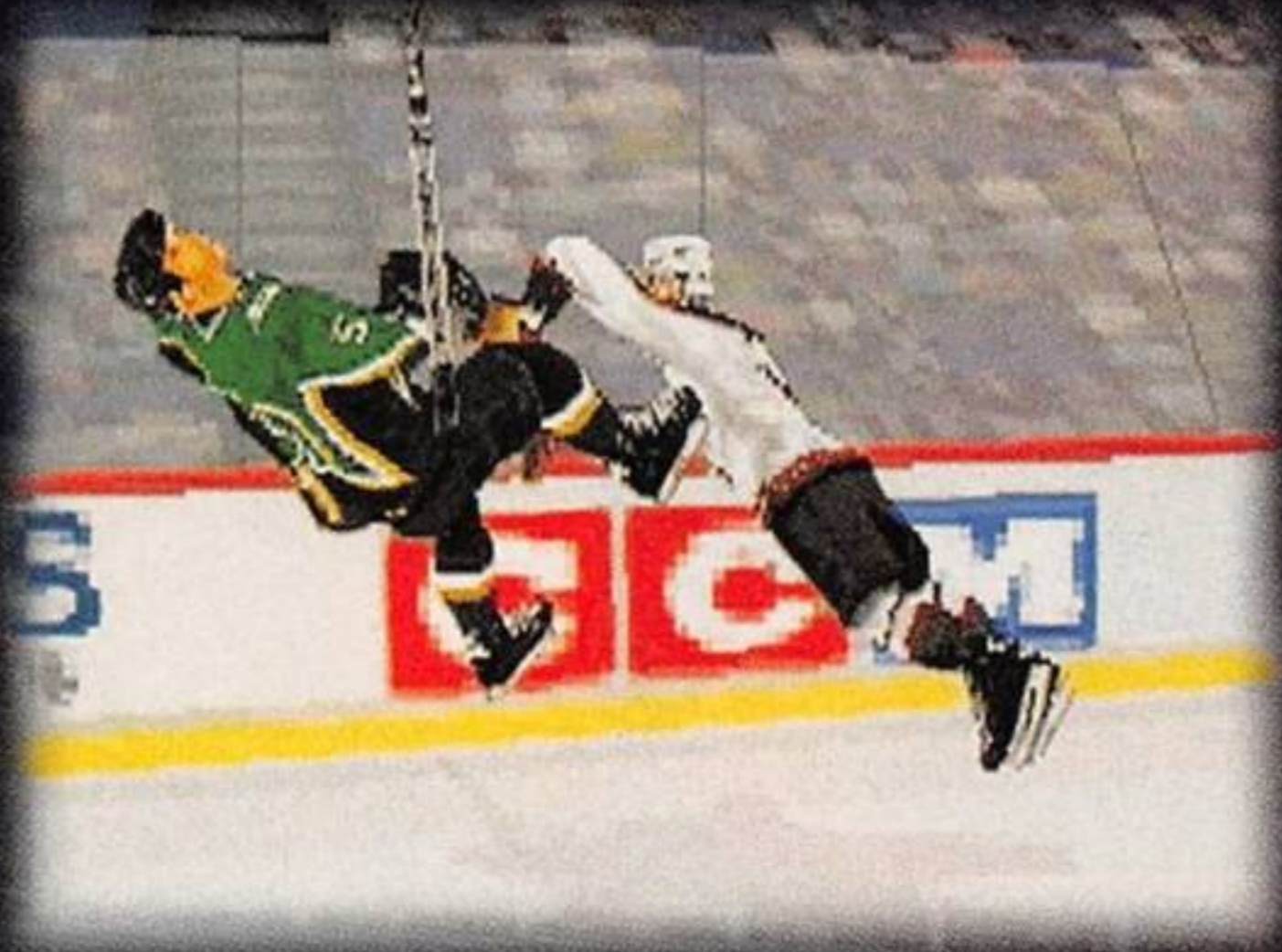
CYBER PRONGER

Goals 50
 Assists 136
 Opponents Assisted Off Ice 460



MOLAR-LOOSENING FIGHTS

Instigate, retaliate or just plain intimidate.
 Drop the gloves for a one-button brouhaha.



BONE THUMPING HITS

Dish out hip checks. Open-ice checks. "I've
 been flattened and I can't get up" checks.



EGO-SHREDDING DEKES

Attention keepers: Prepare for a D-splitting,
 one-timing, twine-denting puck attack.



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BY DR. ZOMBIE

■ Developed and published by EA Sports
■ Target release date: November



PLAYSTATION

FIRST LOOK

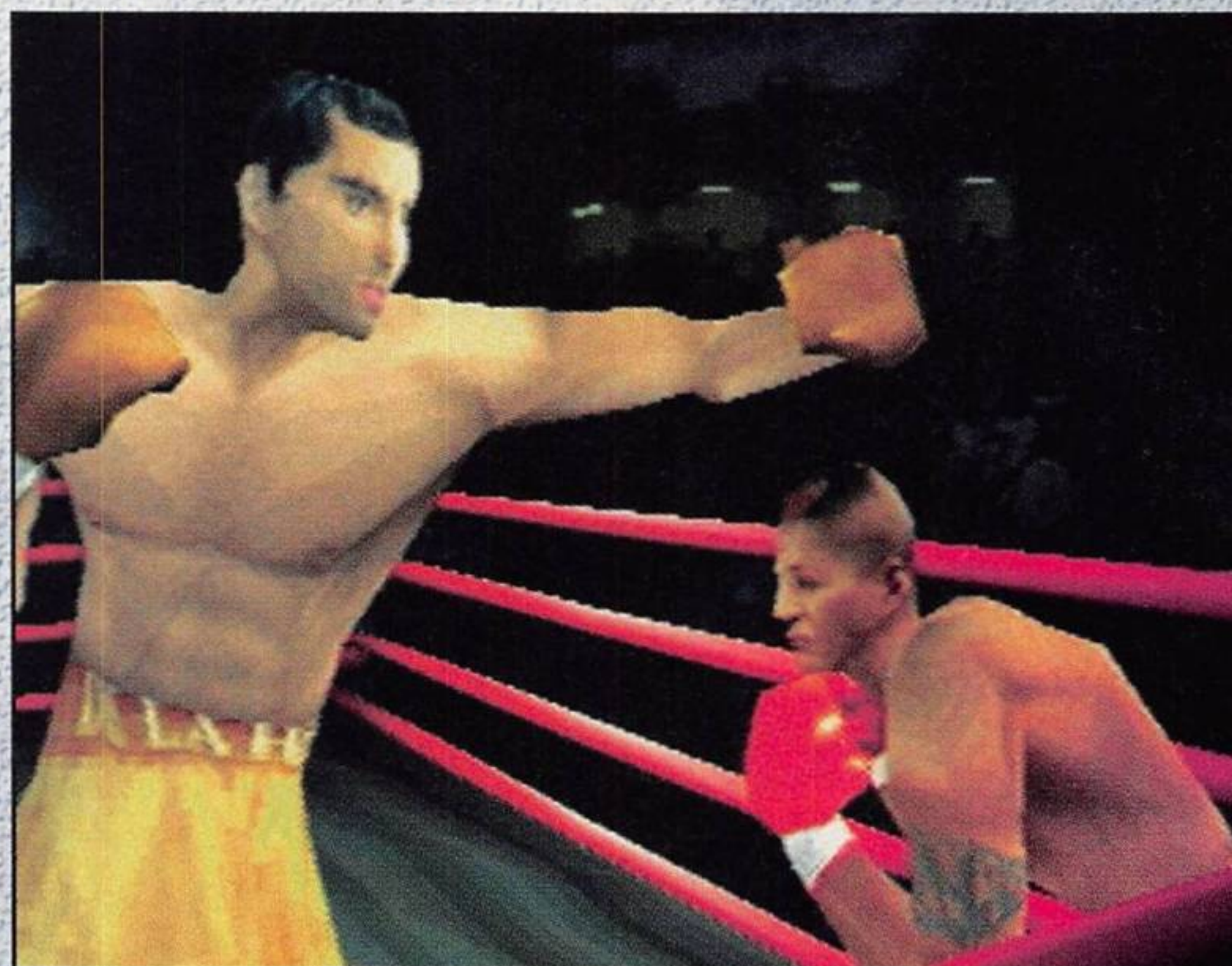
Knockout Kings 2000

King of the Hill

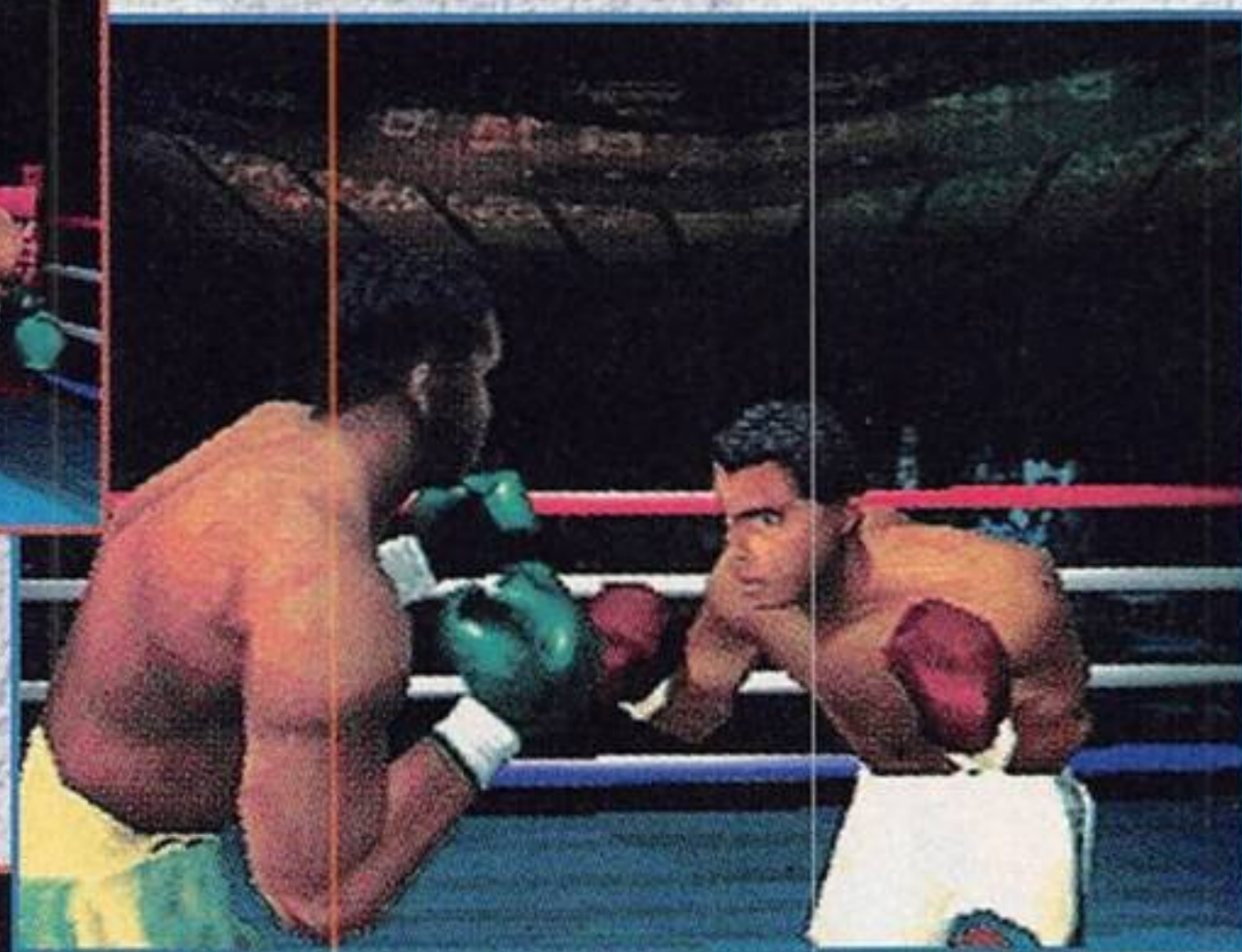
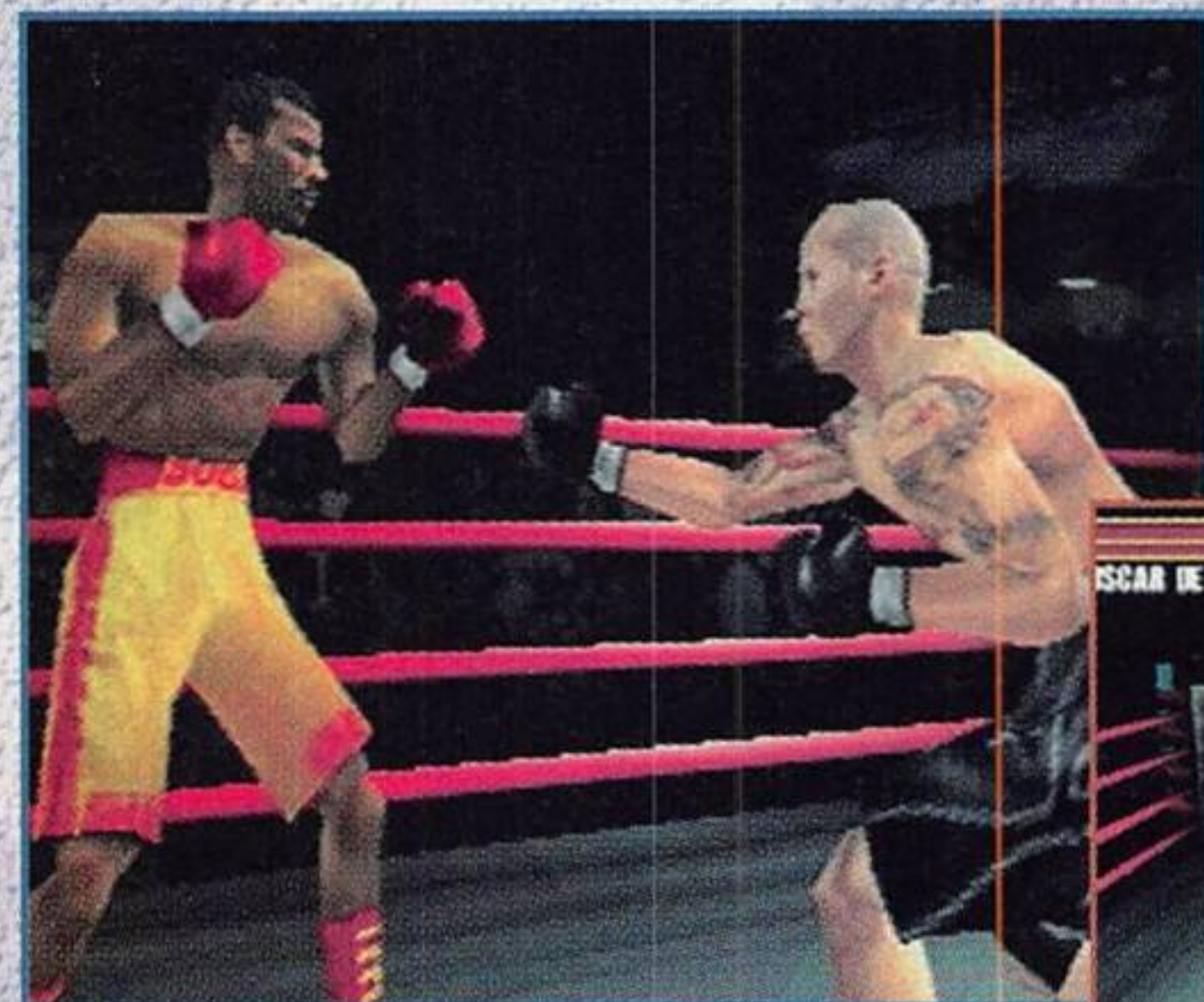
EA Sports' successful boxing game returns to the PlayStation with a fistful of improvements. Smokin' Joe Frazier is just one of the many new faces in KK2000's selection of more than 50 top boxers. You can choose from such legends as Muhammad Ali, Oscar De La Hoya, and Sugar Ray Leonard, or create your own pugilist to fight for the belt. An interactive training mode allows you to learn each boxer's signature moves and perfect his technique before stepping into the ring.



Then it's up to you to guide your chosen brawler to the championship.



Knockout Kings 2000 strikes back with improved graphics, more boxers, faster gameplay, and better control than its widely acclaimed predecessor.



Graphics with Punch

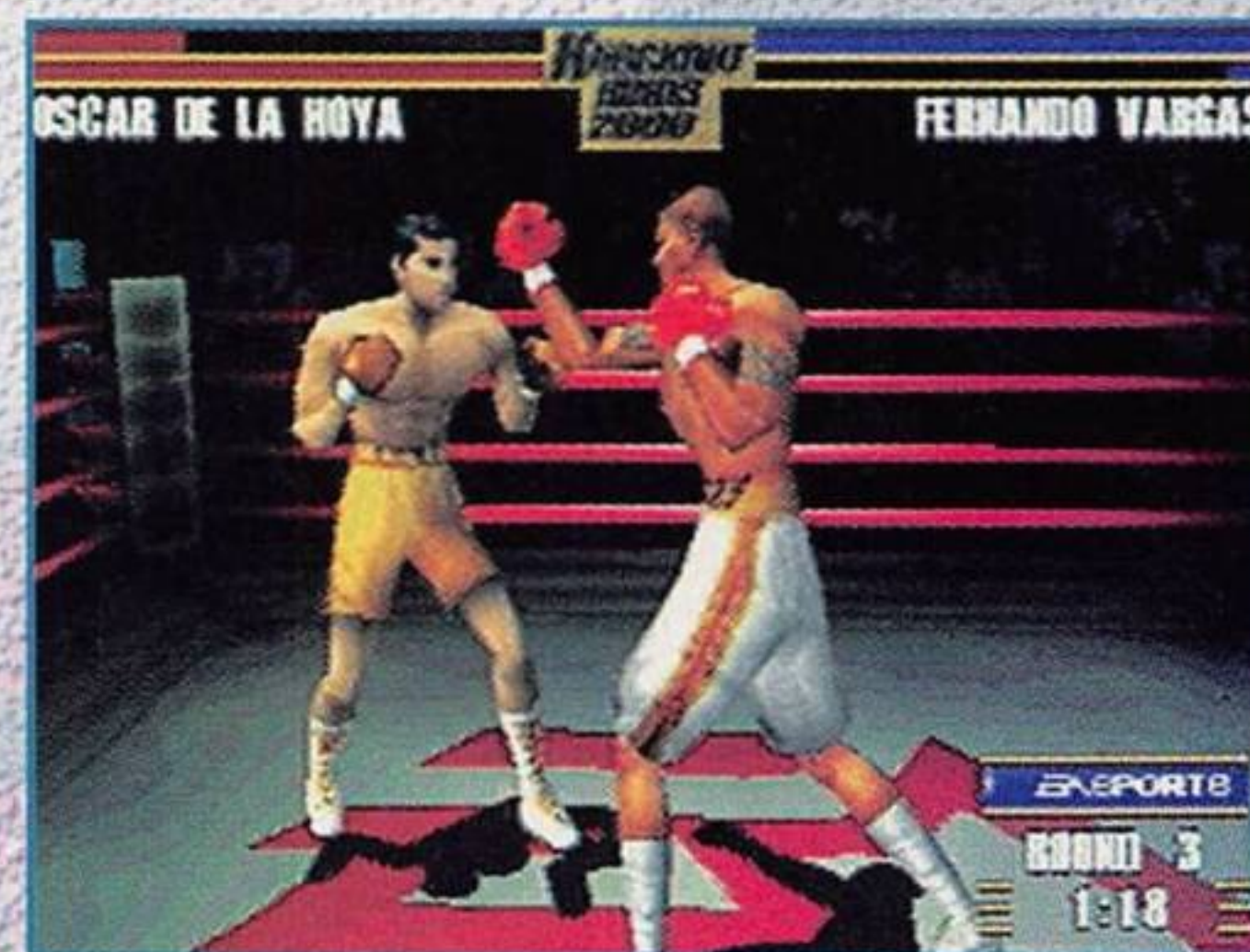
Sugar Ray, Oscar, and Shane Mosley's signature moves and best punches were motion-captured to create ultra-realistic onscreen boxing action. KK2000's new face-wrap technology creates lifelike personas that bruise and bleed realistically. The game also features different camera angles, instant replay, and visible punch trails that enable you to trace the path of the blows you land on an opponent.



Even though it's a synthetic representation of the sweet science, Knockout Kings seeks to generate a boxing experience that's as realistic as possible in both look and feel. So far, EA's certainly on the right path.

What a Contender

Improved speed and faster button responses allow for better footwork, quicker punches, and more effective blocks. Play solo or go knuckle to knuckle against a friend in Exhibition or Career modes, or in a no-rules/no-refs slugfest. New arenas and gyms in locations around the world, fresh music and sound effects, and enhanced artificial intelligence support KK2000's challenge for PlayStation boxing supremacy. Looks like you won't lose with Knockout Kings 2000 in your corner.



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NBA Live 2000

**BY THE ROOKIE**

- Developed by NuFX
- Published by EA Sports
- Target release date: October

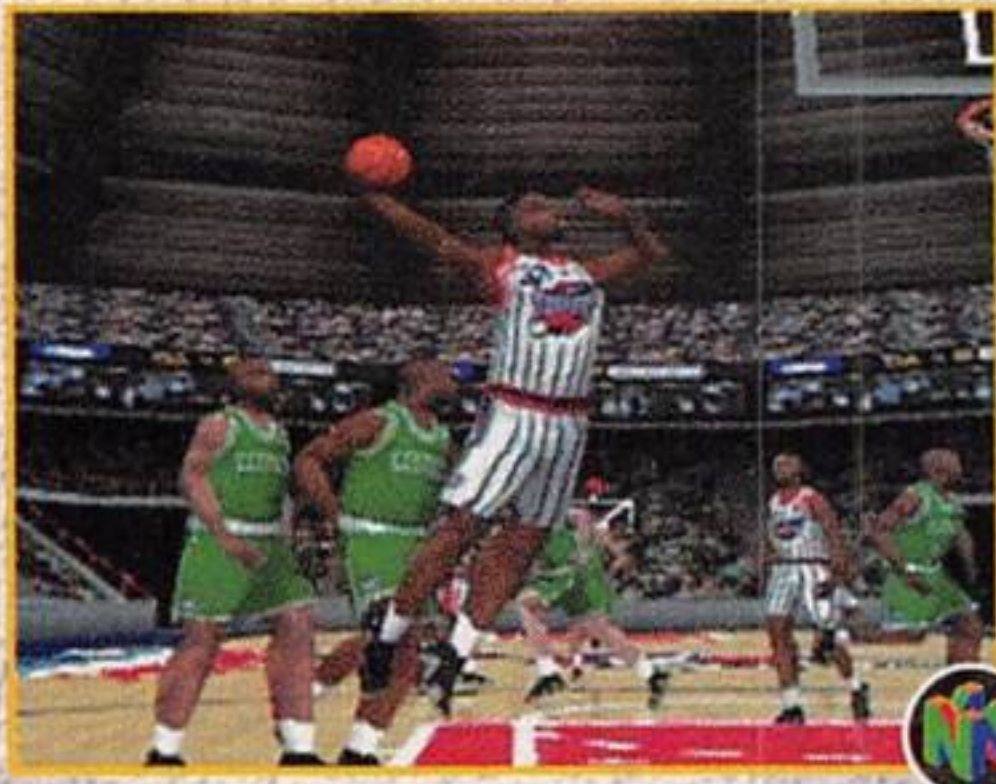


PLAYSTATION NINTENDO 64

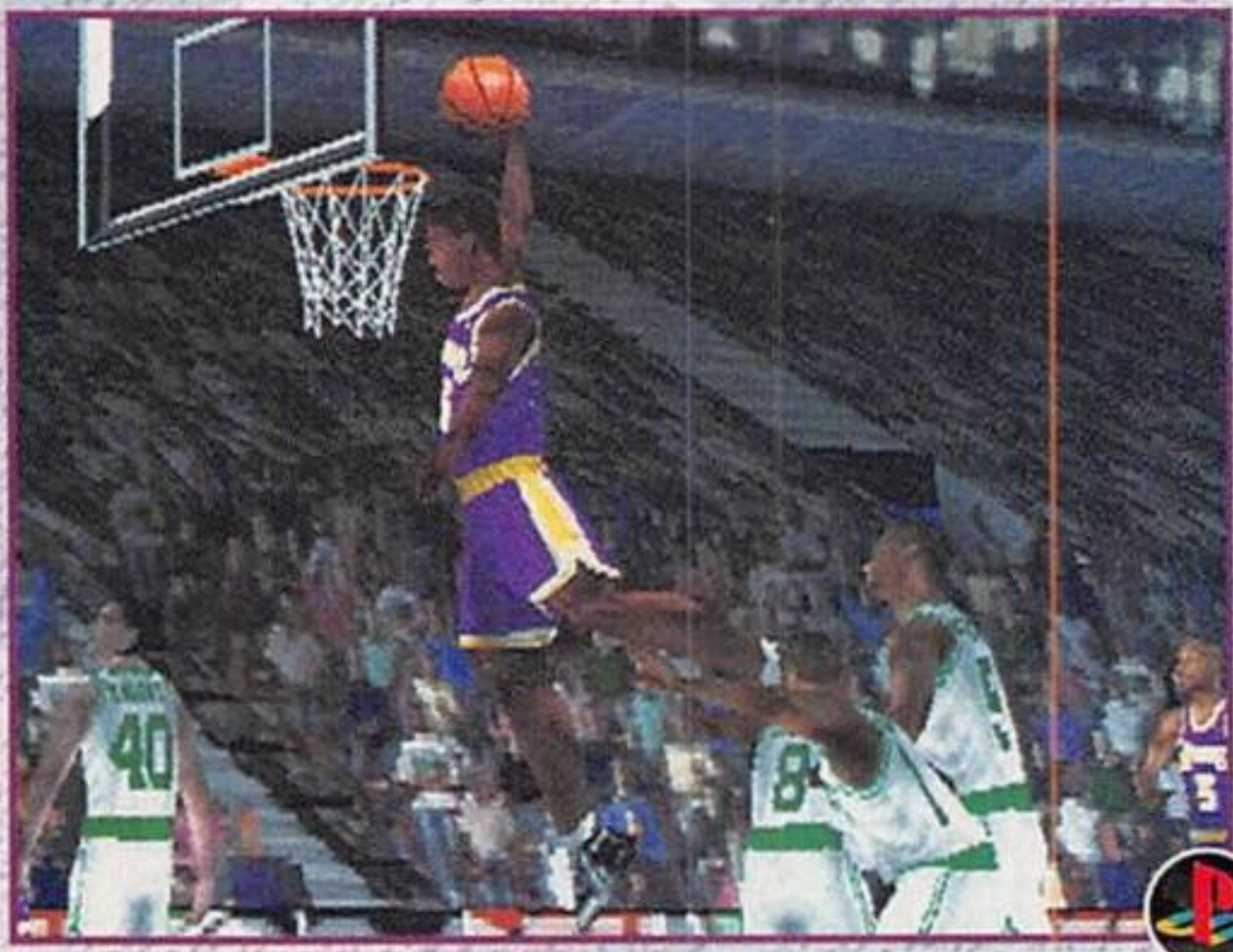
FIRST LOOK

It's All About Old-School

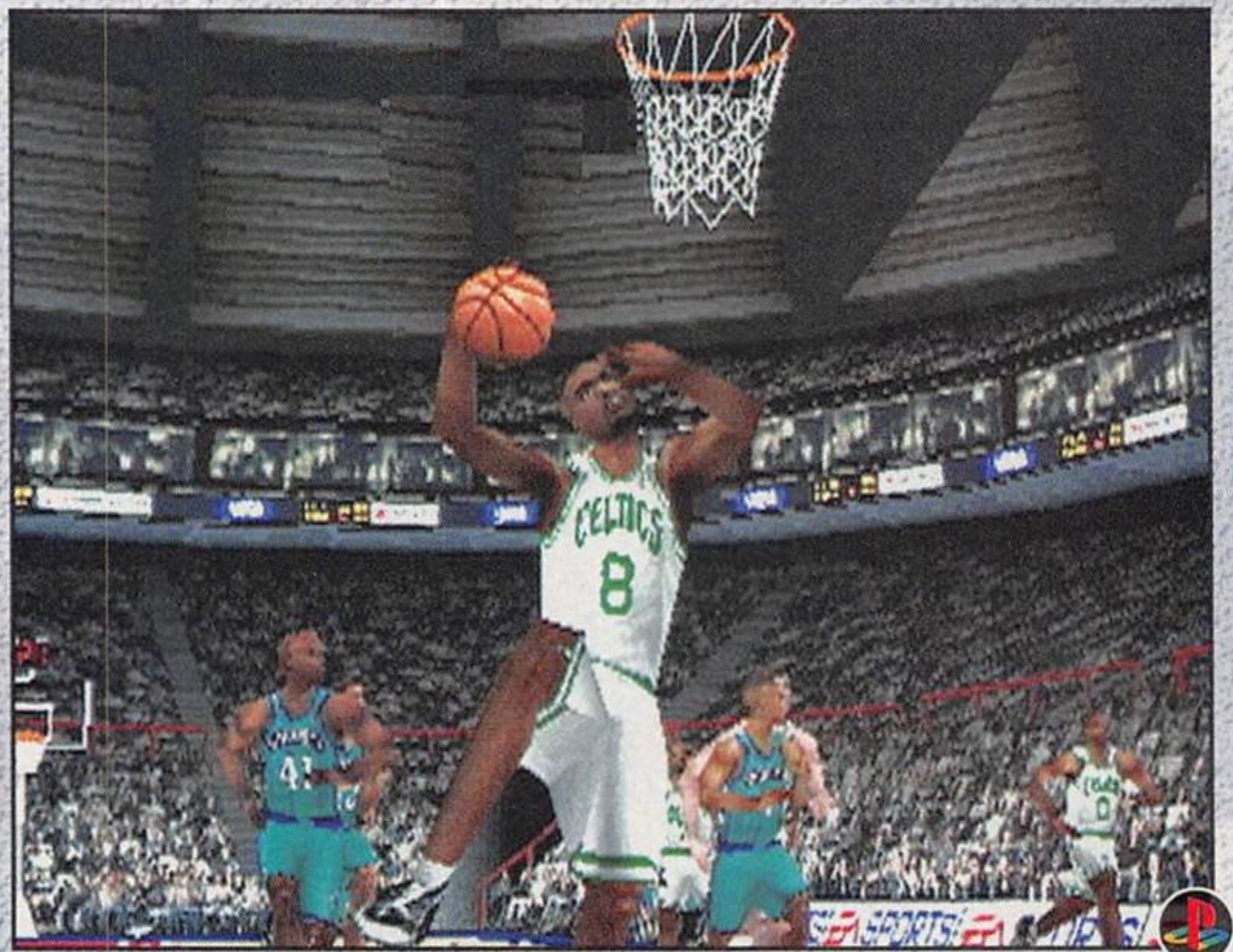
The NBA Live franchise has always been at the top of the standings in PlayStation basketball, and NBA Live 2000 looks to cement this year's championship



by offering some brand-new features. Most notably, EA Sports has secured a worldwide exclusive license that will bring 60 of the greatest NBA legends to the PlayStation. If you've ever dreamed of playing Wilt Chamberlain one-on-one against Shaq, or pitting Vince Carter against Dr. J, now's your chance. Hoop-heads can also compete against five All-Star teams (one each from the '50s, '60s, '70s, '80s, and '90s) to see how they compare to the phenoms of today. New features for N64 gamers include a hyped-up Arcade mode filled with high-flying dunks and all-new special effects.



to see how they compare to the phenoms of today. New features for N64 gamers include a hyped-up Arcade mode filled with high-flying dunks and all-new special effects.



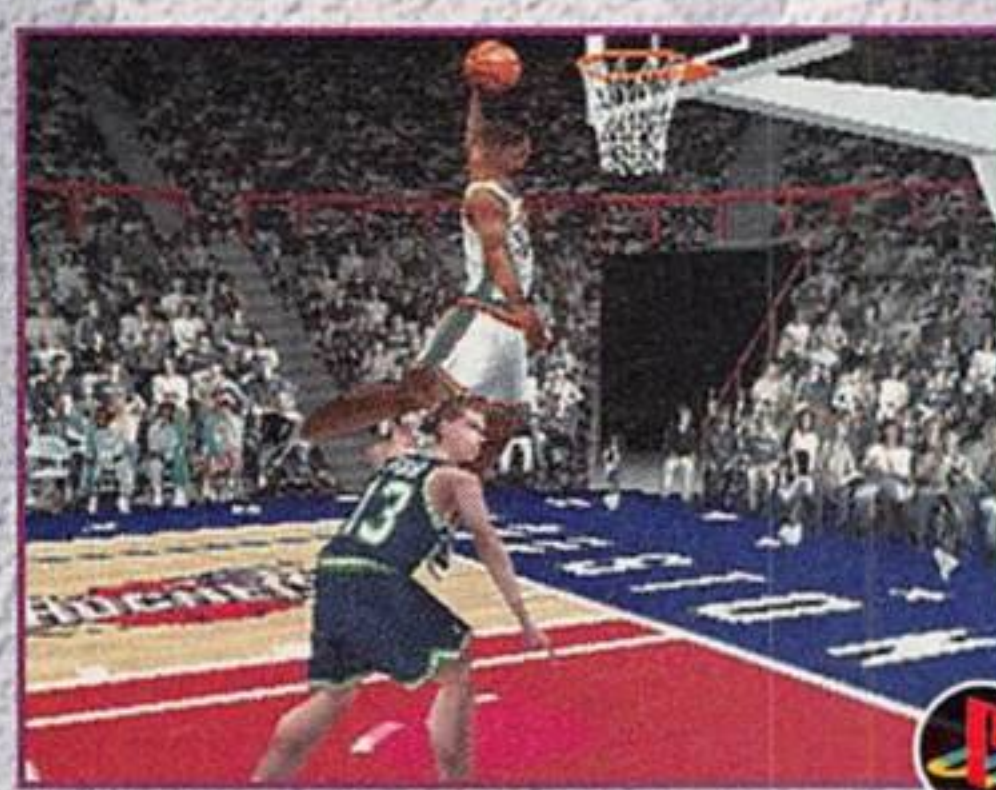
NBA Live 2000 looks to rise to the top of the ranks once again on the strength of quality gameplay and new features.

Got Game?

In addition to these impressive upgrades, gamers can look for the tight gameplay and solid features they've come to expect from this championship-caliber series. Live 2000's GM mode will enable you to draft a custom team, then manage it for up to 10 seasons. Within that time, veterans will retire, player attributes will develop and decline, and so on. On the sound side, EA is planning to add trash-talk after big plays to go along with the players' facial animations; now you'll hear and see the players get pumped. Former All-Star Reggie Theus and Grizzlies announcer Don Poier will be in the commentator's booth this year.



And the Kisssss...

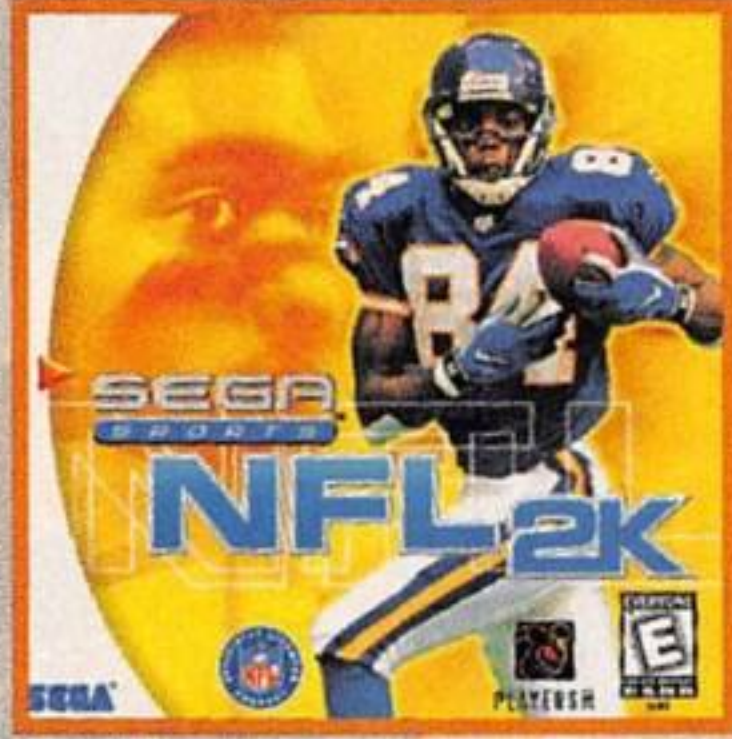
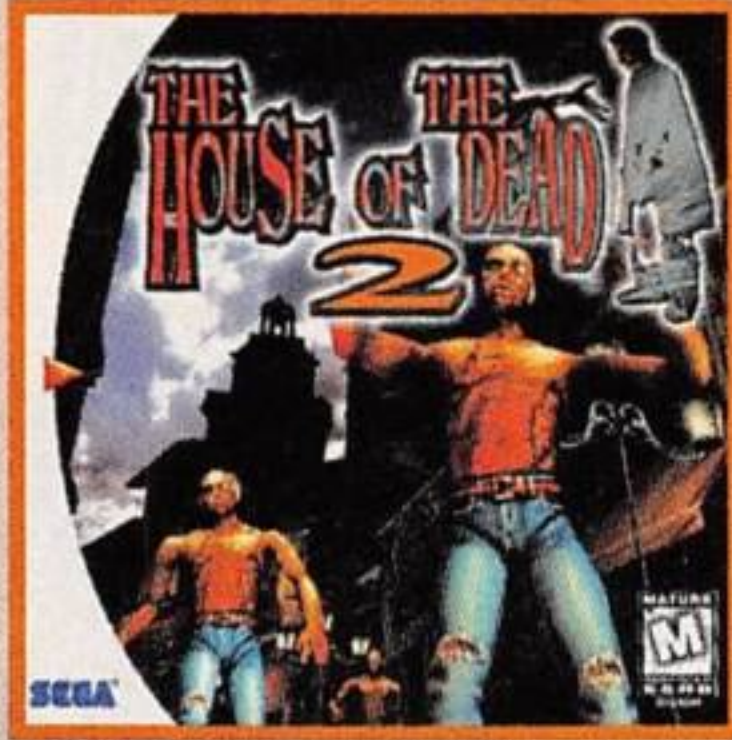
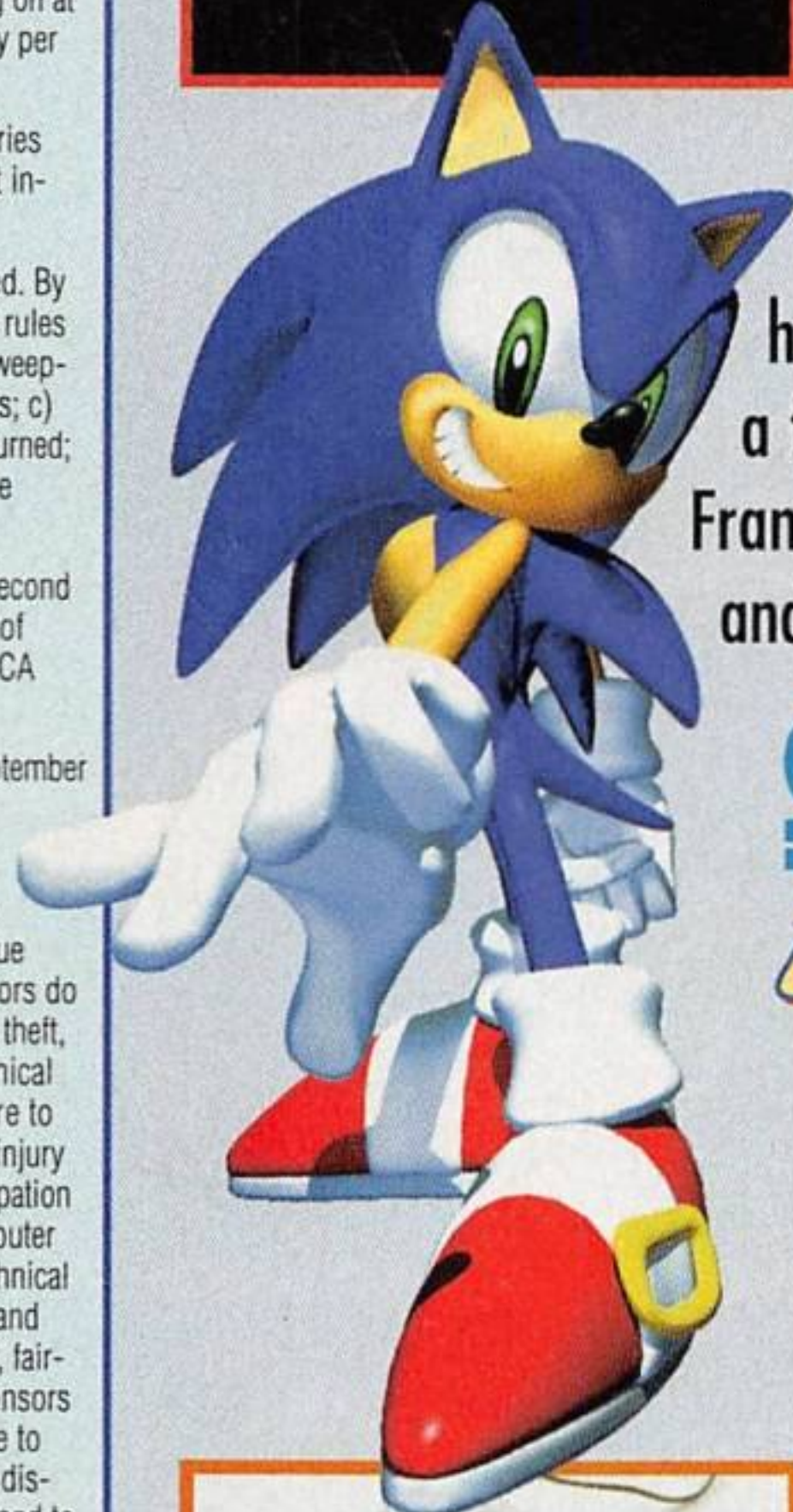
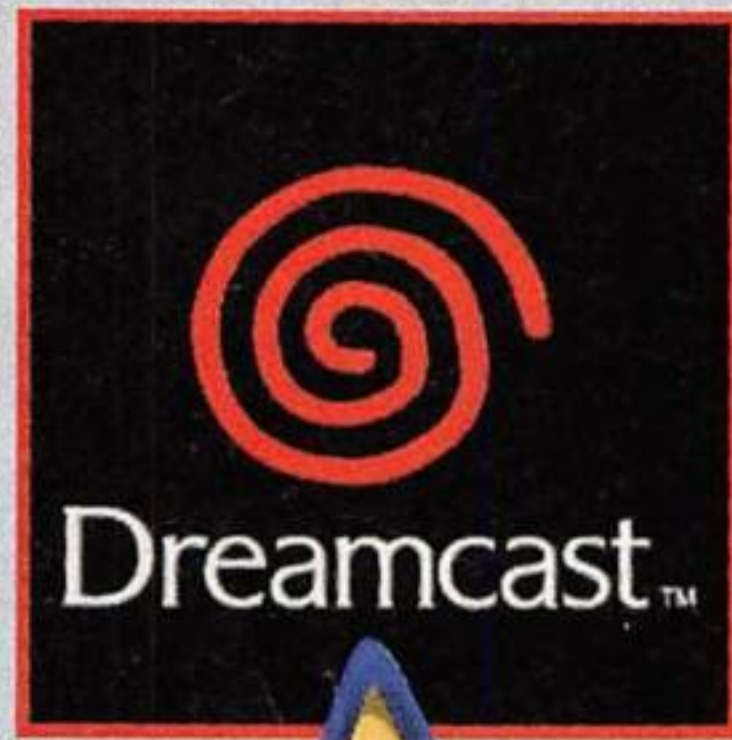


Through the years, Live has always been a visual tour de force, giving gamers the most authentic-looking player animations and visual stylings in the biz. Live 2000 will feature a host of signature moves, including Tim Hardaway's crossover and Glen Rice's sweet three-point stroke, as well as new sequences for fouls, injuries, high fives, and free throws. On the PlayStation, all the All-Stars of yesteryear will look exactly as they did back in the day: Short shorts, afros, crew cuts, and exact player likenesses are all on tap. If EA Sports can pull off all it's promising, look for Live to be on top once again this season.



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- HOW TO ENTER: BY MAIL: a) Complete and mail the Official Entry Form in the October 1999 issue of GamePro magazine; or b) send a 3" x 5" card with your name, street address, city, state, zip code, e-mail address (if any), your age, complete daytime phone number with area code, gender, gaming system you use, how you got the October 1999 issue of GamePro, and the answers to the Entry Questions. Mail your entry to: Sega of America Behind-the-Scenes Tour Contest, c/o GamePro, P.O. Box 193712, San Francisco, CA 94119-3712. VIA ONLINE: Log on at <http://www.gameproworld.com/behindthescenes>. One entry per person regardless of method of entry.
- Odds of winning depend on total number of eligible entries received. Approximately 800,000 sweepstakes notices (not including online entries) will be distributed.
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- Prizewinner(s) will be notified by mail or telephone on or about November 20, 1999. Prizewinner(s) (if under 18, prizewinner's parent or legal guardian) and the friend participating in grand-prize trip must respond 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/prize 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 \$600.00 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.
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- A complete list of prizewinners will be available by mail by sending a stamped, self-addressed envelope to: Sega of America Behind-the-Scenes Tour Winners Request, c/o GamePro Magazine, 501 Second Street, Suite 500, San Francisco, CA 94107, before October 31, 2000.



Contest ends October 31, 1999. 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.GameProWorld.com/behindthescenes/rules> or send a self addressed stamped envelope to: Sega of America Behind the Scenes Tour Official Rules Request, c/o GamePro Magazine, 501 Second Street, Suite 500, San Francisco, CA 94107.

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Or go to WWW.GAMEPROWORLD.COM/BEHINDTHESCENES



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Entry Questions: (please circle)

1. What is Sonic's birthday?

- a. 6/23/91
- b. 7/4/91
- c. 9/9/89

2. Who created Sonic?

- a. Shigeru Miyamoto
- b. Yuji Naka
- c. Shinji Mikami

3. What is Tails' full name?

- a. Tall "Tails" Malone
- b. Miles "Tails" Prower
- c. Tommy "Tails"

Please tell us a few things about yourself:

Are you: () Male () Female

What is your age?

- () 10 or younger () 11 () 12 () 13 () 14 () 15
- () 16 () 17 () 18 () 19 () 20-24 () 25-29
- () 30 or over

Which of the following gaming systems do you use? (check all that apply)

- () Nintendo 64 () PlayStation
- () Sega Saturn () PC (Windows)
- () Macintosh () Other _____

How did you get this copy of GamePro?

- (check only one)
- () Subscription () Newsstand
- () Other _____

NFL Quarterback Club 2000



BY THE ROOKIE

- Developed by Acclaim Studios
- Published by Acclaim Sports
- Target release date: August

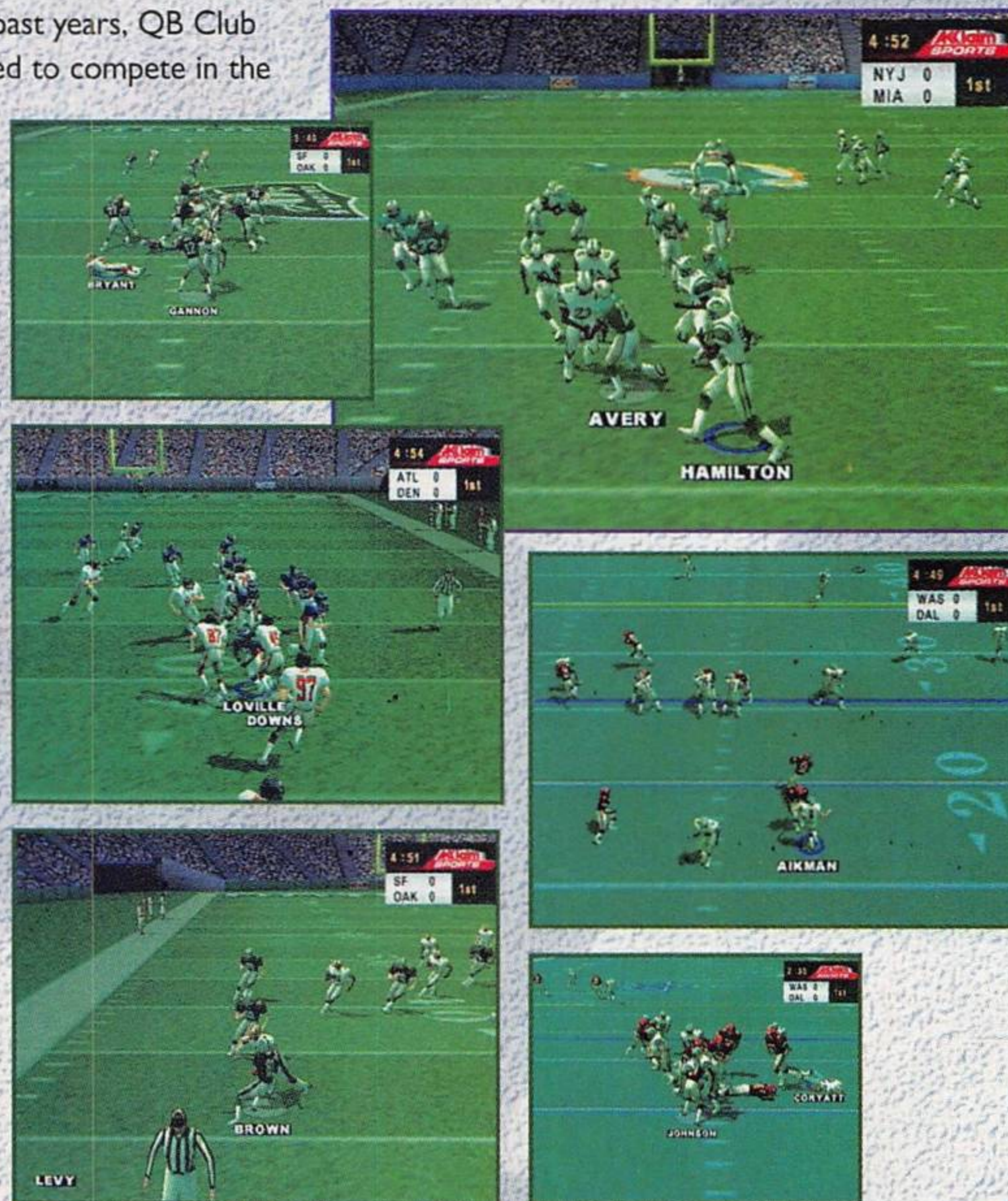
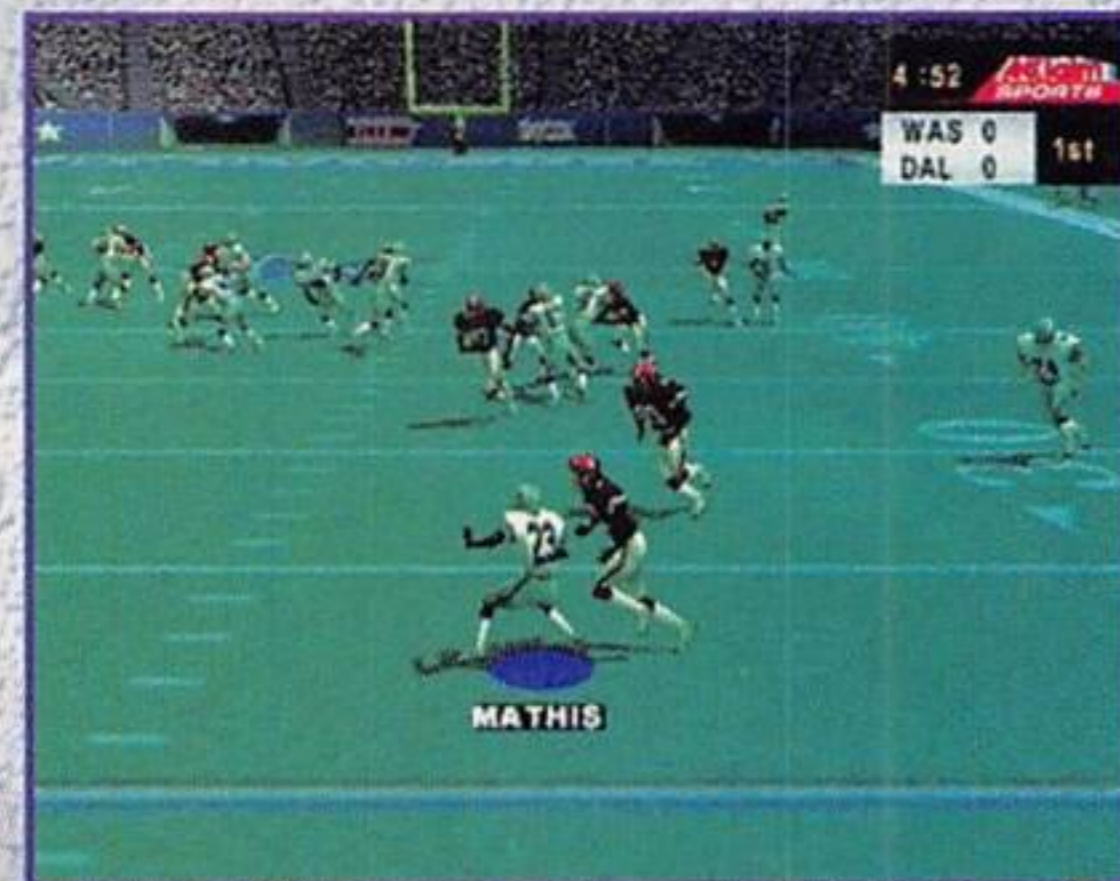


NINTENDO 64

HANDS-ON

THE NFL SEASON has just kicked off, and Acclaim Sports is gearing up NFL Quarterback Club 2000 for an N64 gridiron battle with Madden NFL 2000. In past years, QB Club has ripped the jersey off Madden's back in the graphics department, but has failed to compete in the most important area: gameplay. This year, Acclaim is looking to tweak the game's mechanics and maximize the frame rate to give football diehards the ultimate pigskin experience.

In the preview version we played, the virtual athletes looked outstanding: Each moved smoothly, busting out awesome animations such as wrap tackles and post-play celebrations. The visuals included such added details as breathe-right strips and elbow pads, as well as impeccably rendered stadiums for all 31 teams. The controls still need adjusting, but gamers can look for the new Pin-Point Passing feature and a stop button (instead of a turbo button) that enables you to create your own juke moves. The audio was also incomplete, but will feature the voices of ESPN's Mike Patrick and CBS football analyst Randy Cross complementing the atmospheric football effects. While NFL Quarterback Club 2000 still needs more time in training camp, it is shaping up to be a better-playing game than its predecessors.



NBA Jam 2000



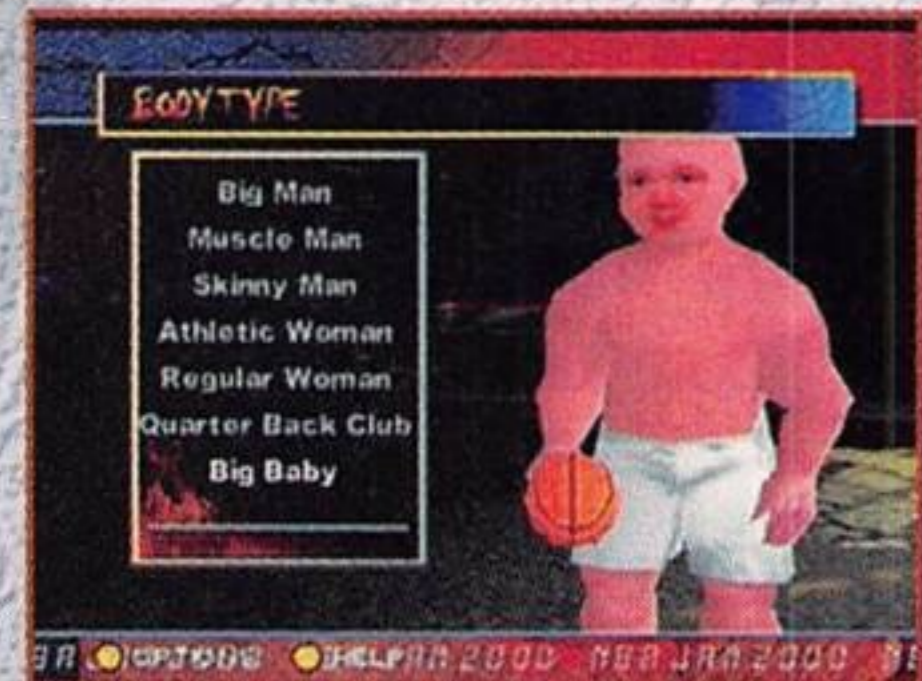
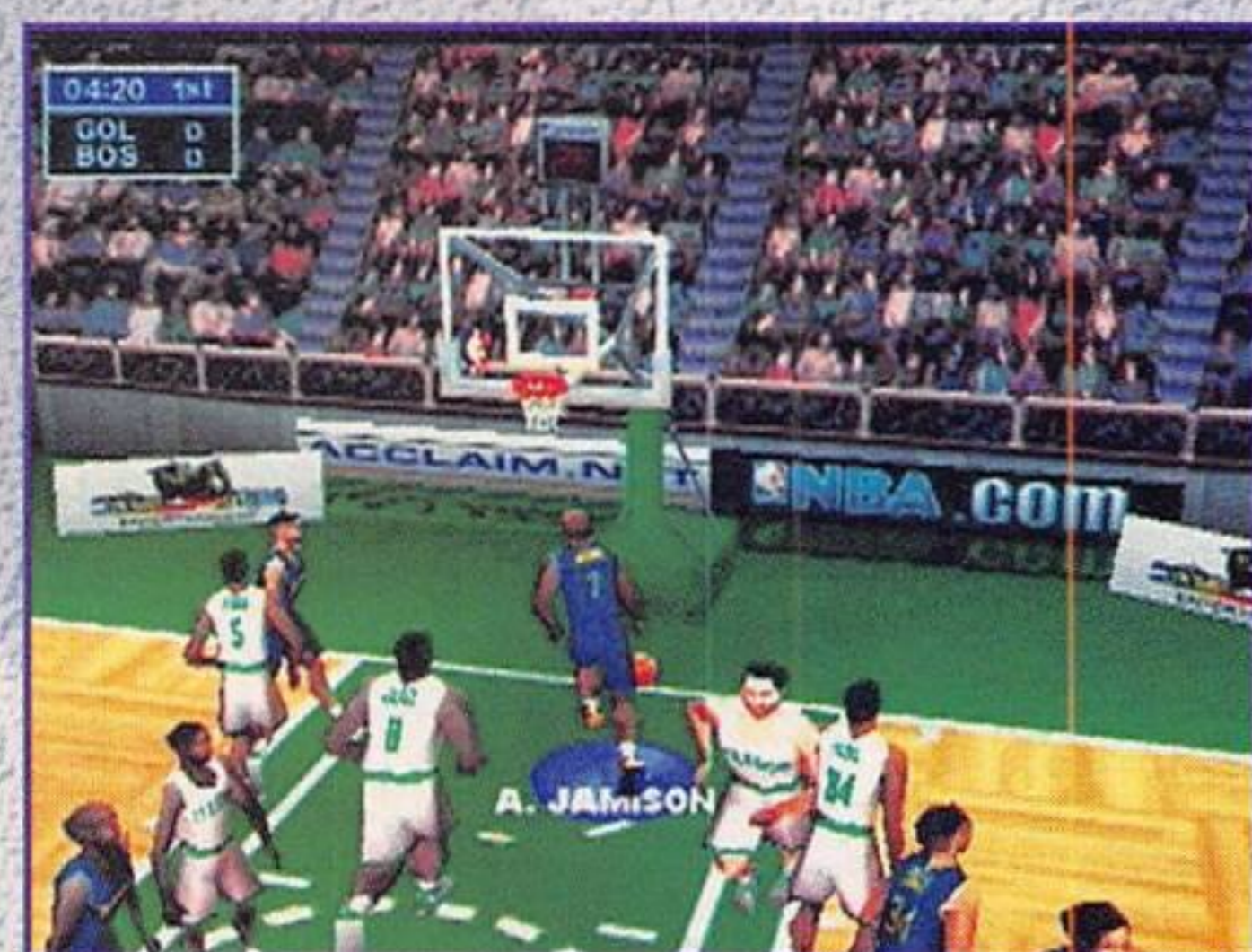
BY THE ROOKIE

- Developed by Acclaim Studios
- Published by Acclaim Sports
- Target release date: Fall '99



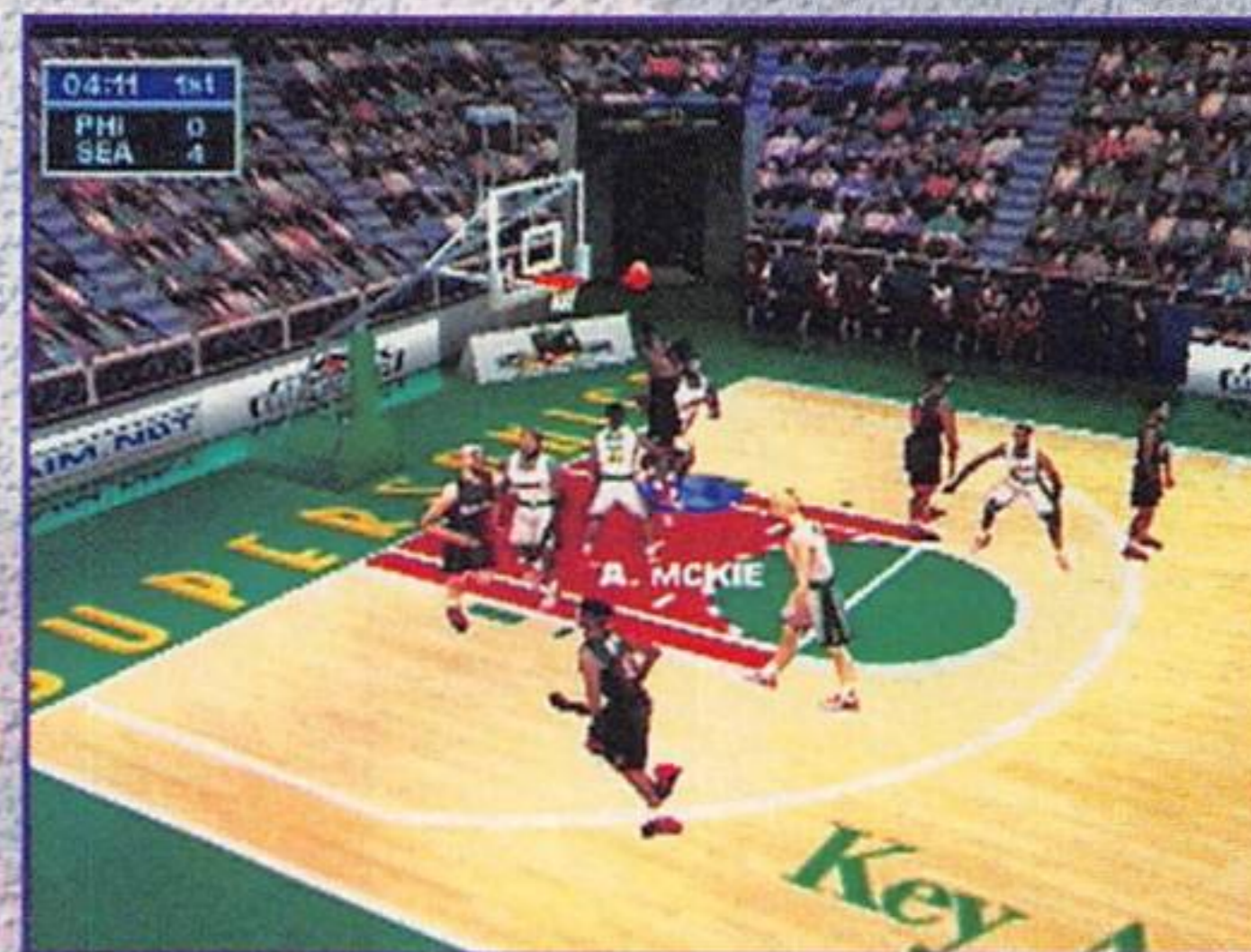
NINTENDO 64

FIRST LOOK



ACCLAIM SPORTS is about to strut its way onto the hardwood once again, this time with NBA Jam 2000. Last year, Acclaim broke new ground with the franchise by including a five-on-five Sim mode to complement its arcade-style Jam mode. For this year's game, Acclaim has opted to keep the sim format the same, but return the Jam mode to its roots with two-on-two action.

In addition to the standard sim-style gameplay options, gamers can expect a wealth of new motion-captured animations, including post-up moves, pushoffs, and bone-jarring picks; accurately sized player models with high-resolution skin textures; unique signature moves like Iverson's crossover and Pippen's finger roll; create-a-team and create-a-player options; stat tracking for a season; and more. You'll also be able to play GM by bidding on free agents, drafting rookies, making cuts, and so forth. On the Jam side, look for 50 new dunk animations and phat special effects like players who spray sparks when they collide, fireballs, and smoke trailing from hot players. NBA Jam 2000's audio will sport all the usual hoop sound effects, as well as play-by-play from TNT's Kevin Harlan. Stay tuned to the "Sports Pages" for more as the season draws near.





SPORTS PAGES PREVIEWS

NBA ShootOut 2000



BY BOBA FATT

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



PLAYSTATION

FIRST LOOK



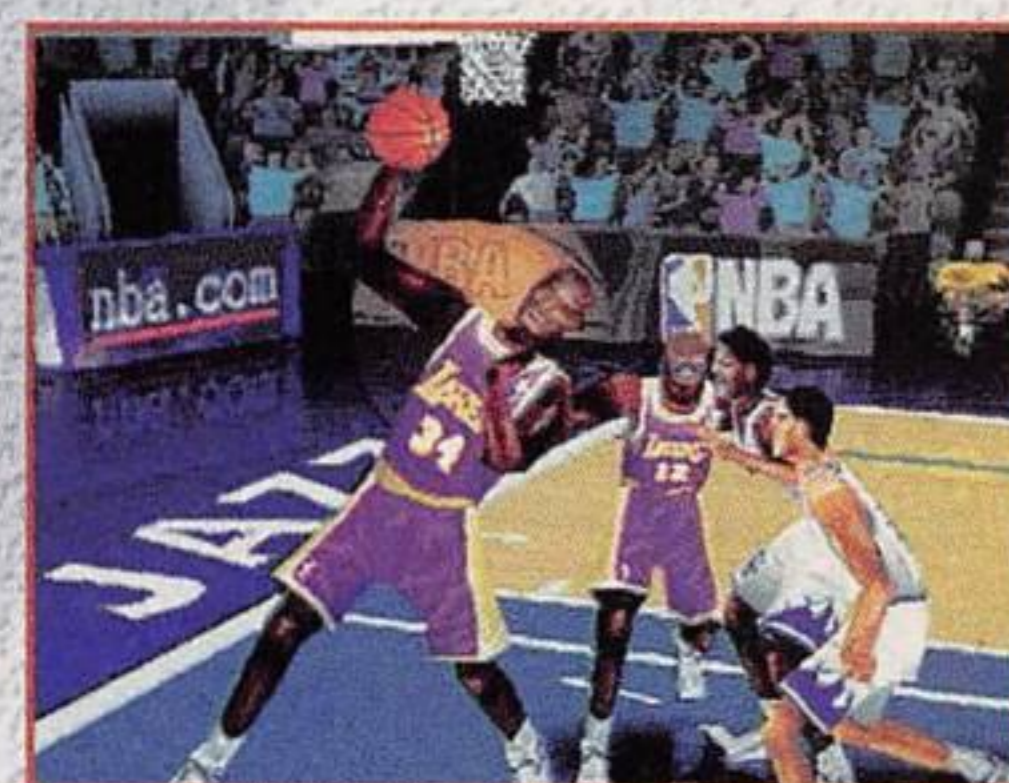
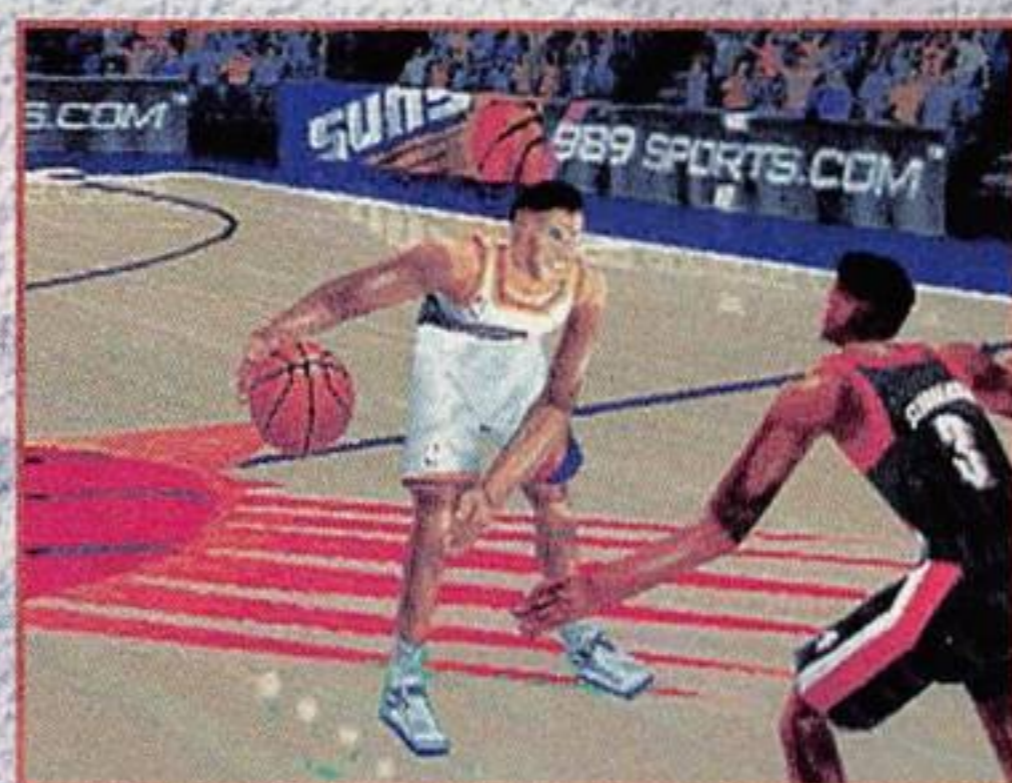
AFTER A BRIEF hiatus, 989 Sports' basketball franchise returns with ShootOut 2000 (ShootOut '99 was benched earlier this year), and this year's model is hoping to finally get the upper hand on its nemesis, EA's NBA Live.

ShootOut 2000 moves the franchise to a TV-style presentation with an over-



hauled graphics engine and play-by-play by Nets commentator Ian Eagle. Each of the players will be physically modeled after his real-life counterpart with faces textured onto the polygons.

989 reinvigorated sports gaming with icon passing, and now it's looking to follow up with touch shooting, a new feature that will enable you to control the accuracy of your shot. You'll also be able to switch dribbling styles on the fly, even slipping the rock through your legs. ShootOut 2000's most exciting innovation, however, may be its create-a-dunk option, which will let you customize your slammin' style. With all this potential, 989's Y2K baller has the opportunity to make a real impact once the season tips off. **G**



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Knockout Kings 2000

**BY AIR HENDRIX**

- Developed by Black Ops
- Published by EA Sports
- Target release date: November



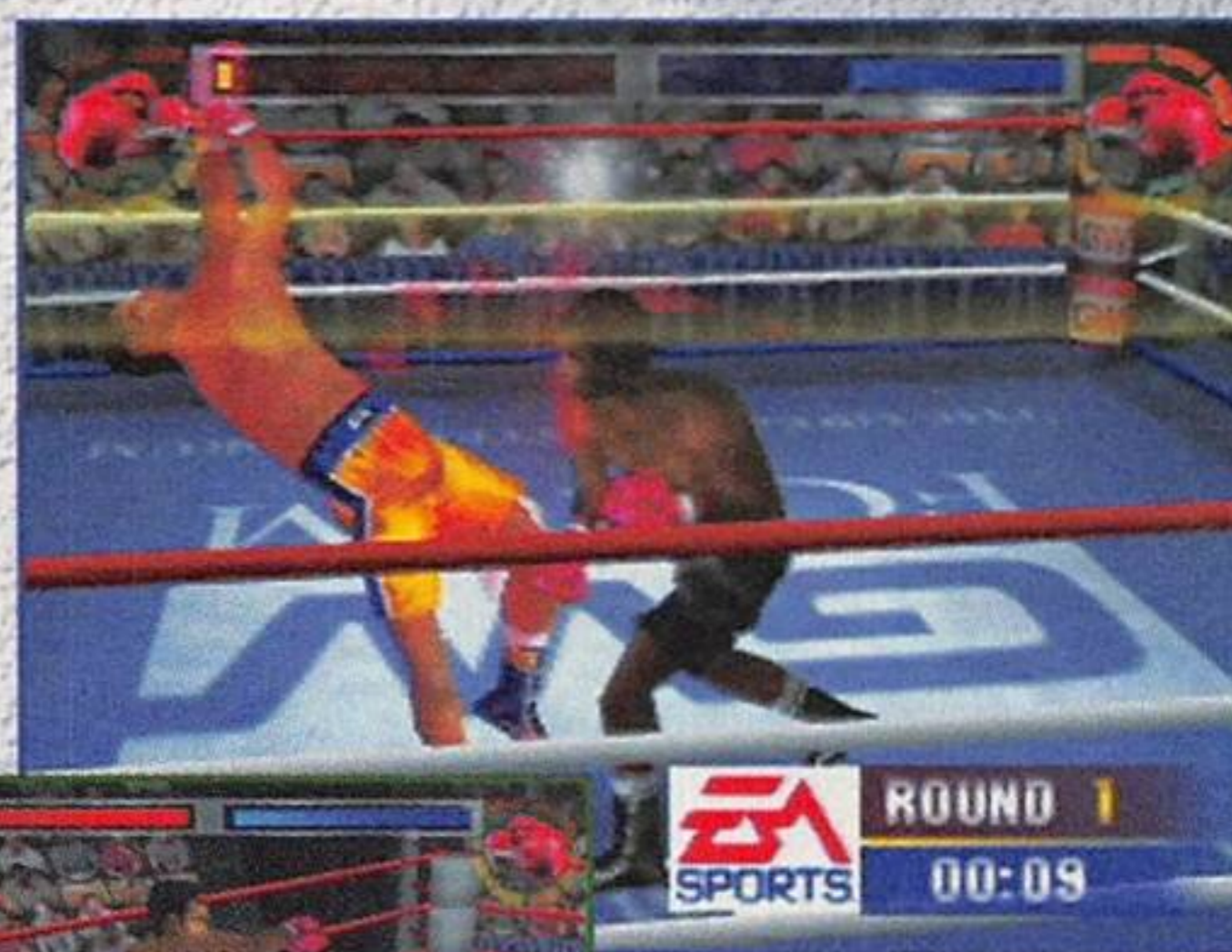
NINTENDO 64



LAST YEAR, **KNOCKOUT KINGS** rocked the PlayStation boxing world, and this year EA Sports is hoping to repeat the magic with an N64 debut. While the N64 version includes only half as many boxers (25) as the PlayStation game does, there's plenty of action to be had with Oscar De La Hoya, Muhammad Ali, Evander Holyfield, Sugar Ray Leonard, and other champions. More importantly, the preview version already delivered quality graphics, fierce action, and responsive, comfortable controls. When you factor in cool features like Career mode



and create-a-boxer capability, **Knockout Kings** gives N64 boxing fans a lot to get pumped about. **F**



Supercross 2000

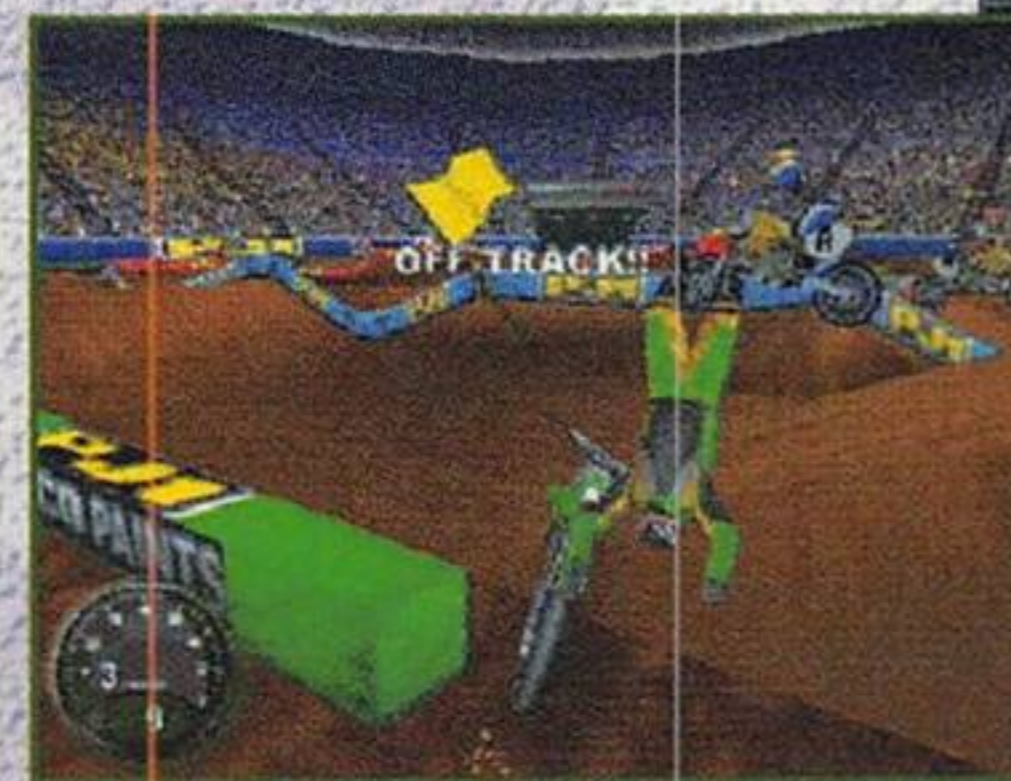
FEATURING 25 TOP riders, EA's **Supercross 2000** hopes to redefine motorcycle racing with an intricate physics engine and the insight of freestyle masters Mike Metzger and Brian Deegan. Slick stunts like the "barhop" and "superman" are plentiful, and **Supercross's** authentically designed dirt tracks are so realistic that they form ruts with wear. While the beta suffers from frustratingly flawed collision detection, **Supercross** already looks and plays like a champ. Can EA strike the sports franchise bonanza yet again? Strap on your kneepads and find out this fall. **F**

**BY VICIOUS SID**

- Developed by MBL Research
- Published by EA Sports
- Target release date: October



NINTENDO 64



SuperCross Circuit

**BY AIR HENDRIX**

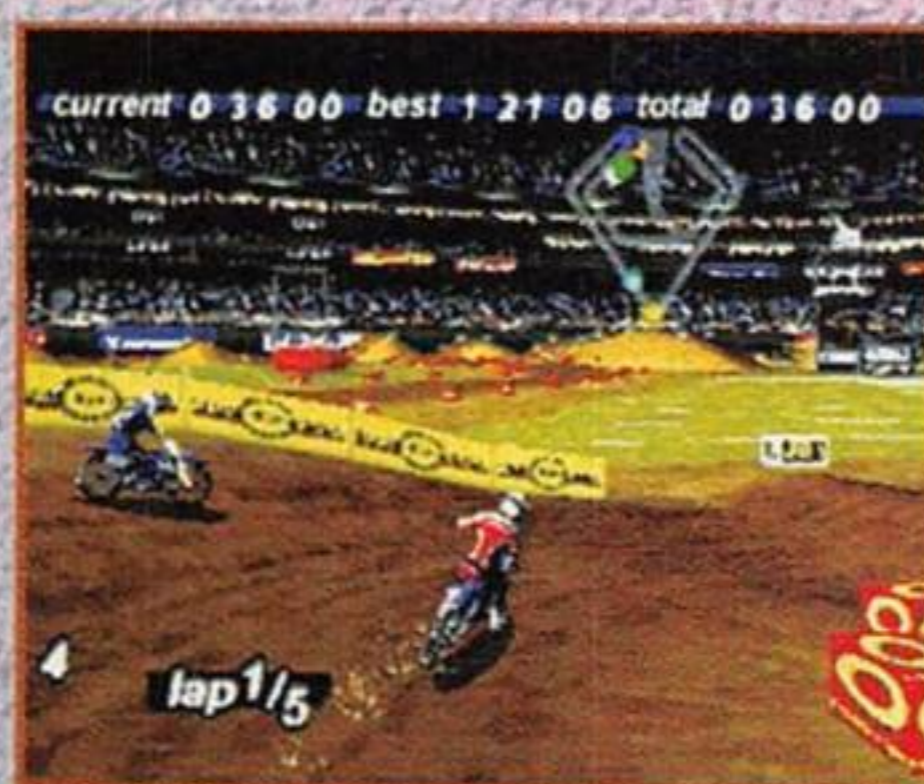
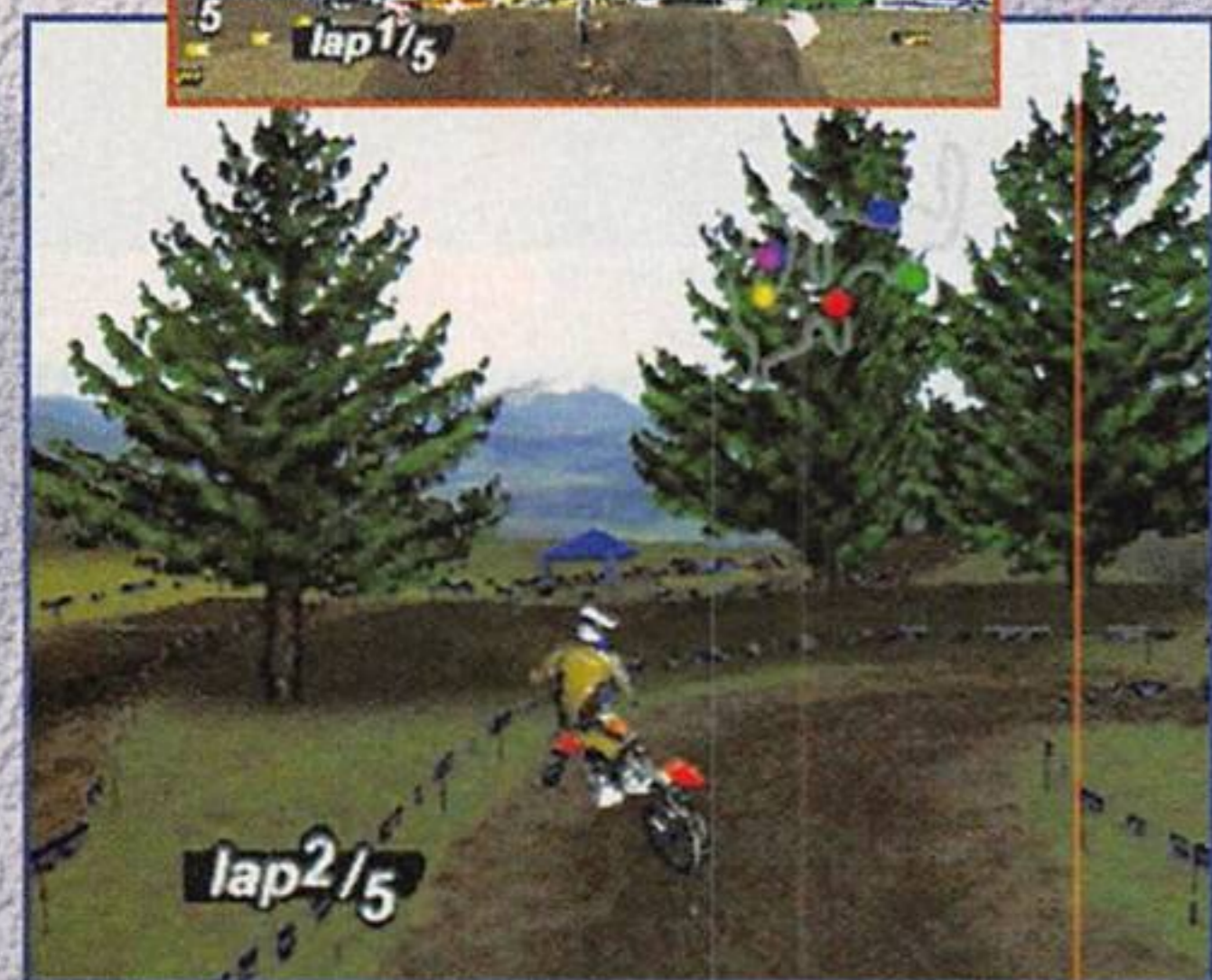
- Developed and published by 989 Sports
- Target release date: November



PLAYSTATION



SUPERCROSS IS GETTING to be like F1—seems like everybody's making a game about it. If you're a supercross fan, that's a good thing, because one of this fall's multitude of games is bound to be strong, and 989's **SuperCross Circuit** might just be it. Featuring 12 motocross tracks and 16 supercross stadiums, **Circuit** also lets you create and edit tracks, which is always a cool extra. Gamers will choose from pro riders like Mike LaRocco and take their pick of 11 bikes as they tackle what 989 says will be realistic racing. Stayed tuned for more as this fall's supercross battle heats up. **F**





BY BOBA FATT

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



PLAYSTATION

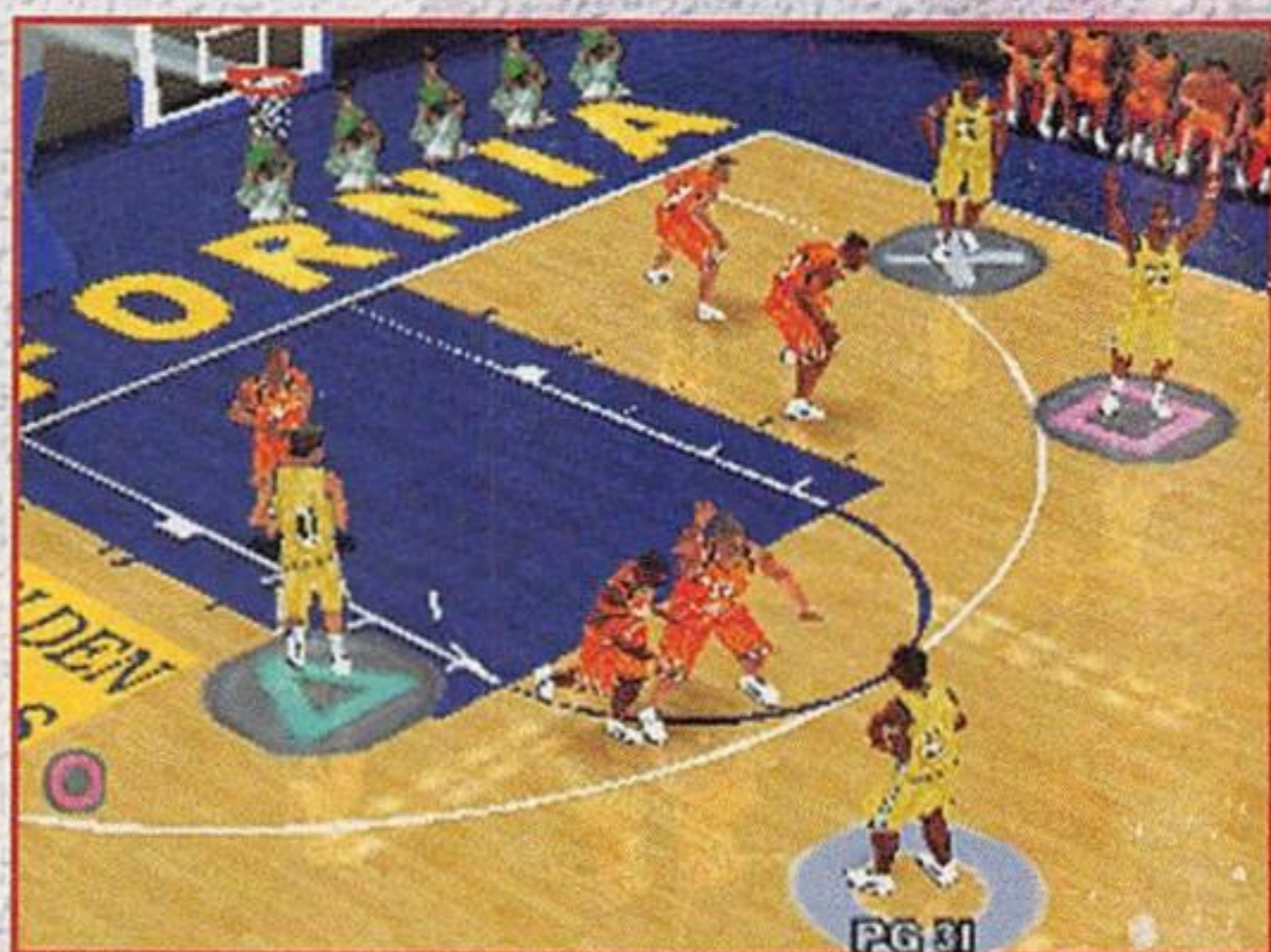
FIRST LOOK

NCAA Final Four 2000

DON'T DISCOUNT NCAA Final Four 2000 as just another spit-shine on the old franchise—this iteration of 989 Sports' college b-baller will feature player graphics more than twice as detailed as last year's. The models, which will be scaled

to the student athletes' actual height and weight, will also sport the latest polygon-skinning technology and grace the paint with new and improved animations that range from trash-talking and whooping to blustery coaches barking out commands.

FF2000 will offer more than 300 NCAA Division I teams and a Bubble Watch feature that gives updates on how your favorite team is doing during their season. The audio package has been upgraded as well, featuring play-by-play by former Timberwolves and Cavaliers announcer Quinn Buckner. A new create-a-player feature has been added so that even the SAT-challenged can make it into their favorite school's lineup, and the shot meter is back to give players complete control over shooting. Finally, 989's looking to make the animated crowd a factor with the 6th Man Meter, chants, and fight songs. Final Four 2000 goes to the line this November.



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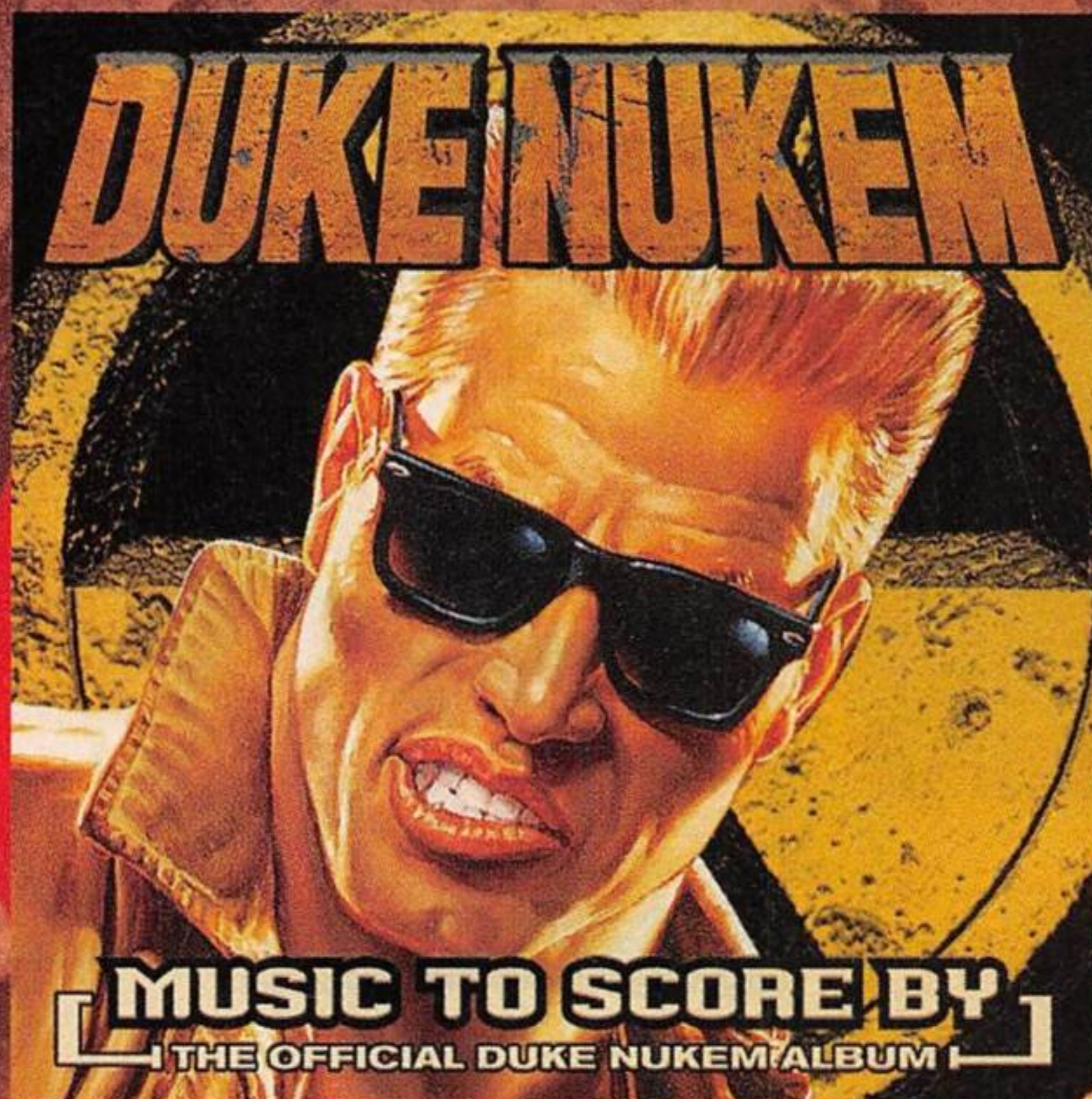
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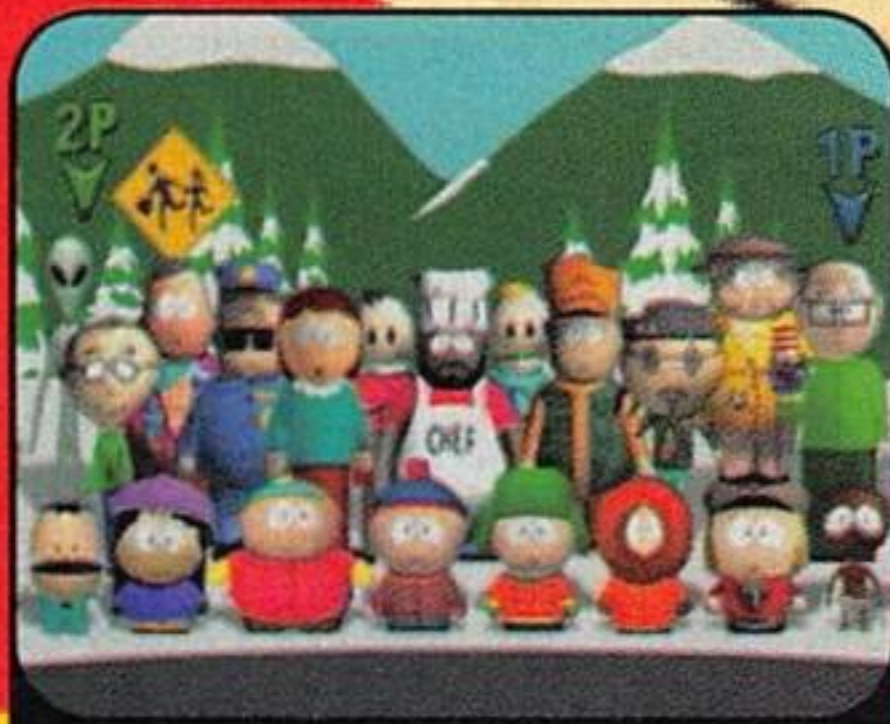
WARNING

This game is recommended for mature audiences only. It contains adult language and content.



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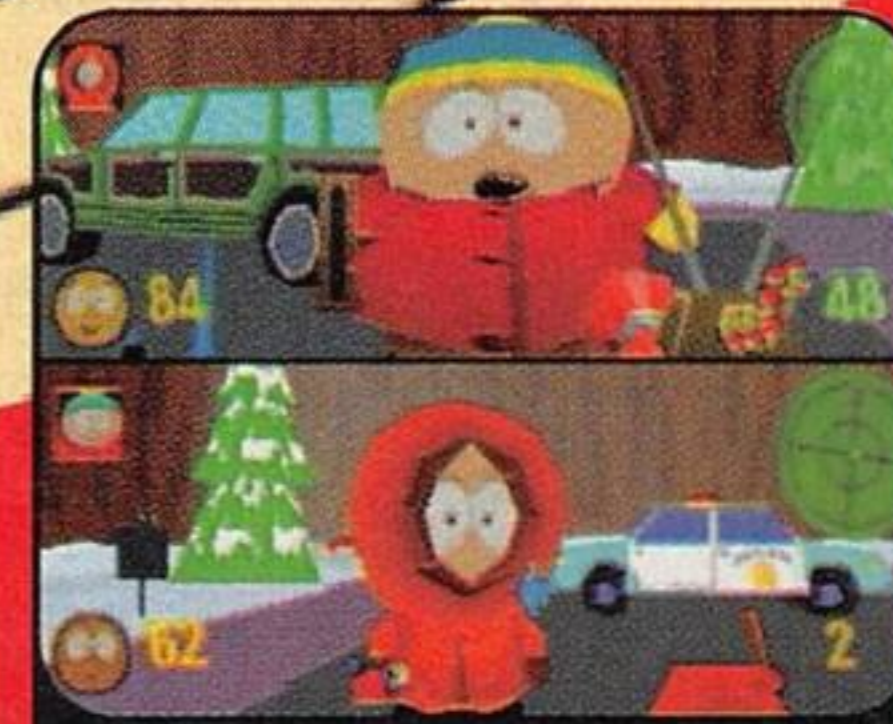
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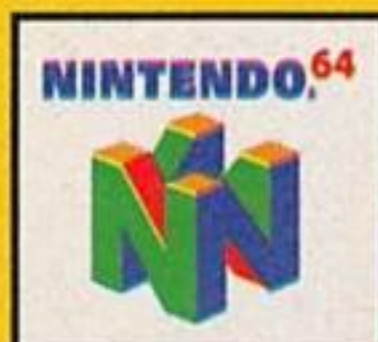
He's not Fat—
He's 3-Dimensional!



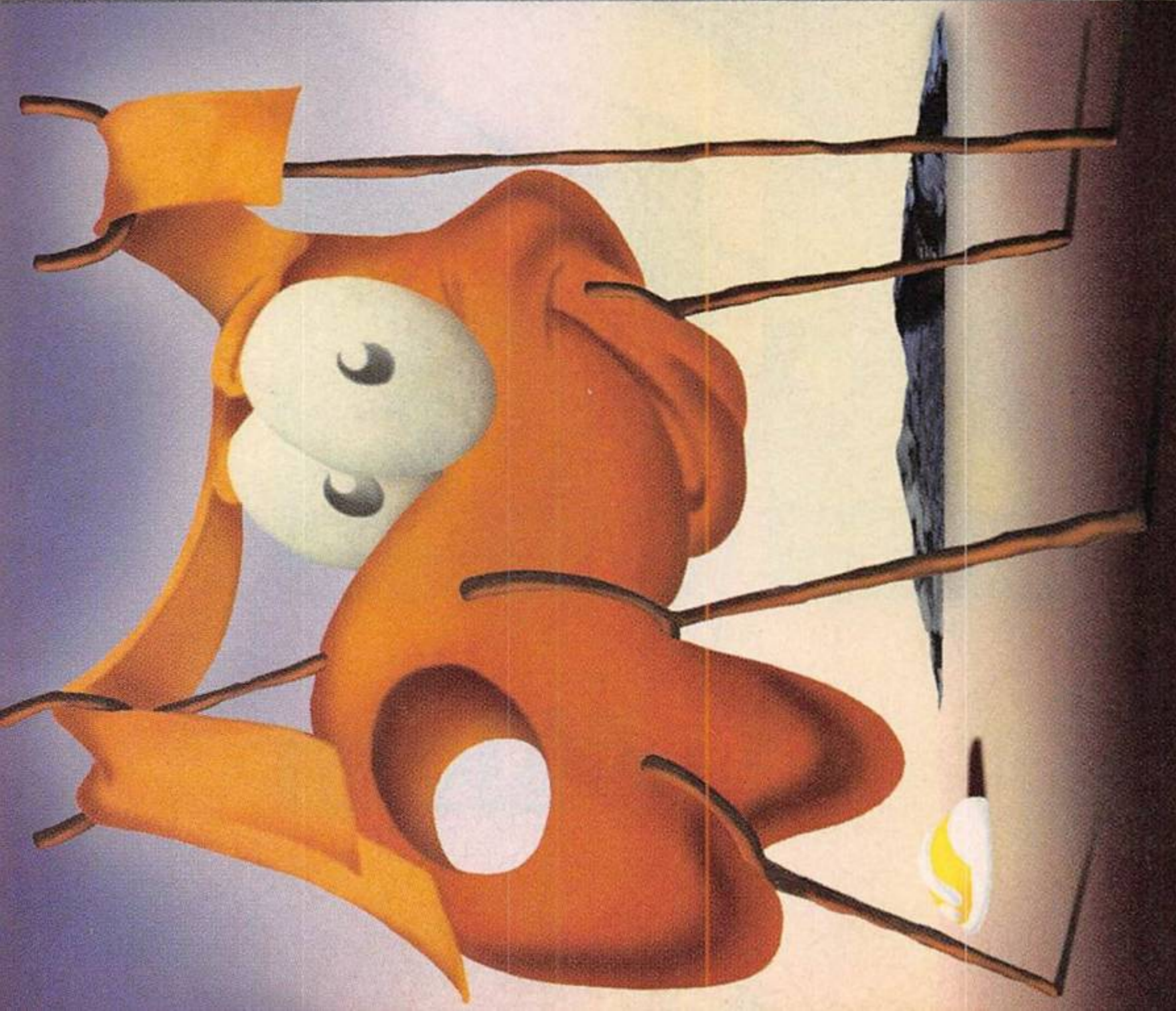
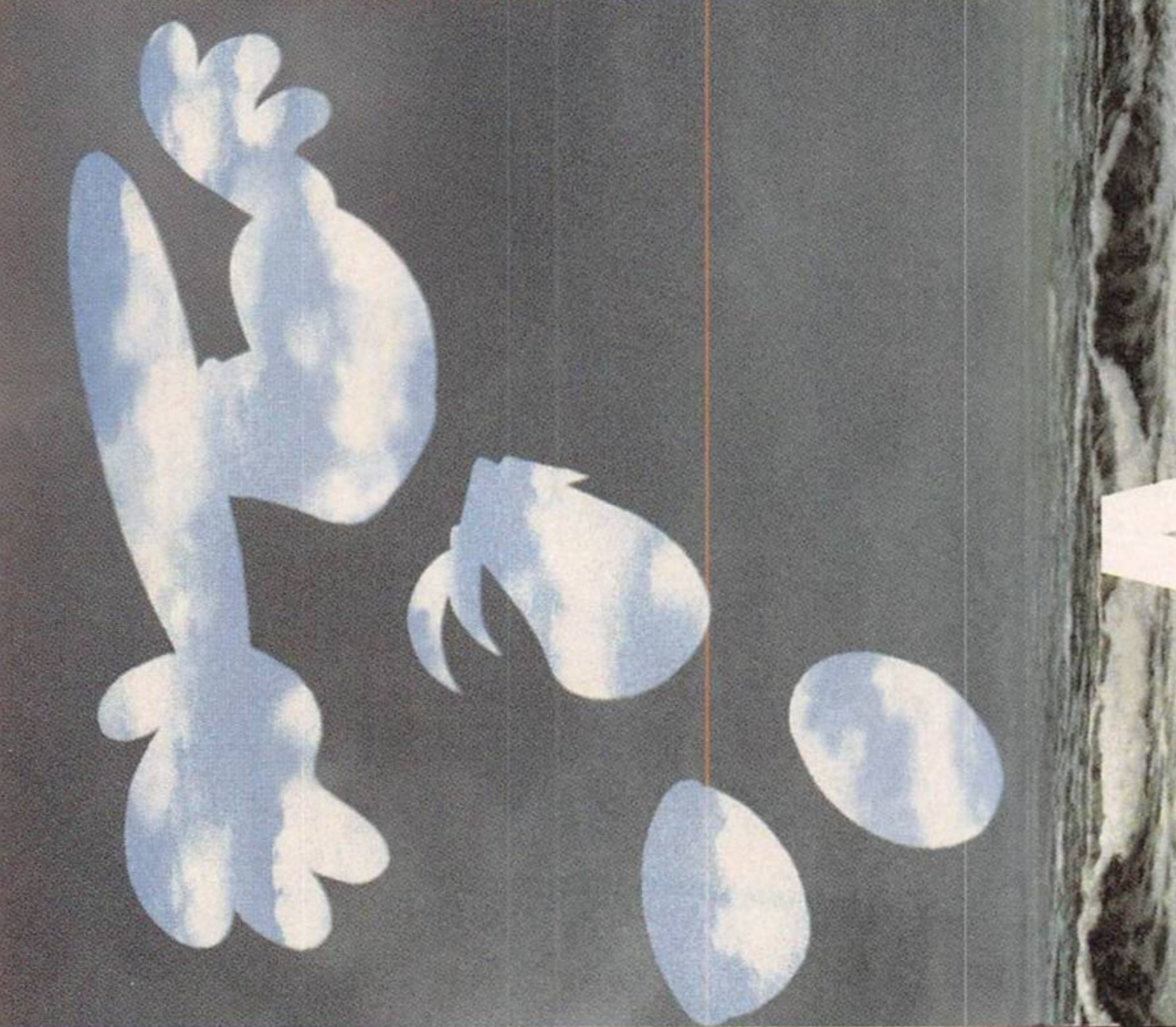
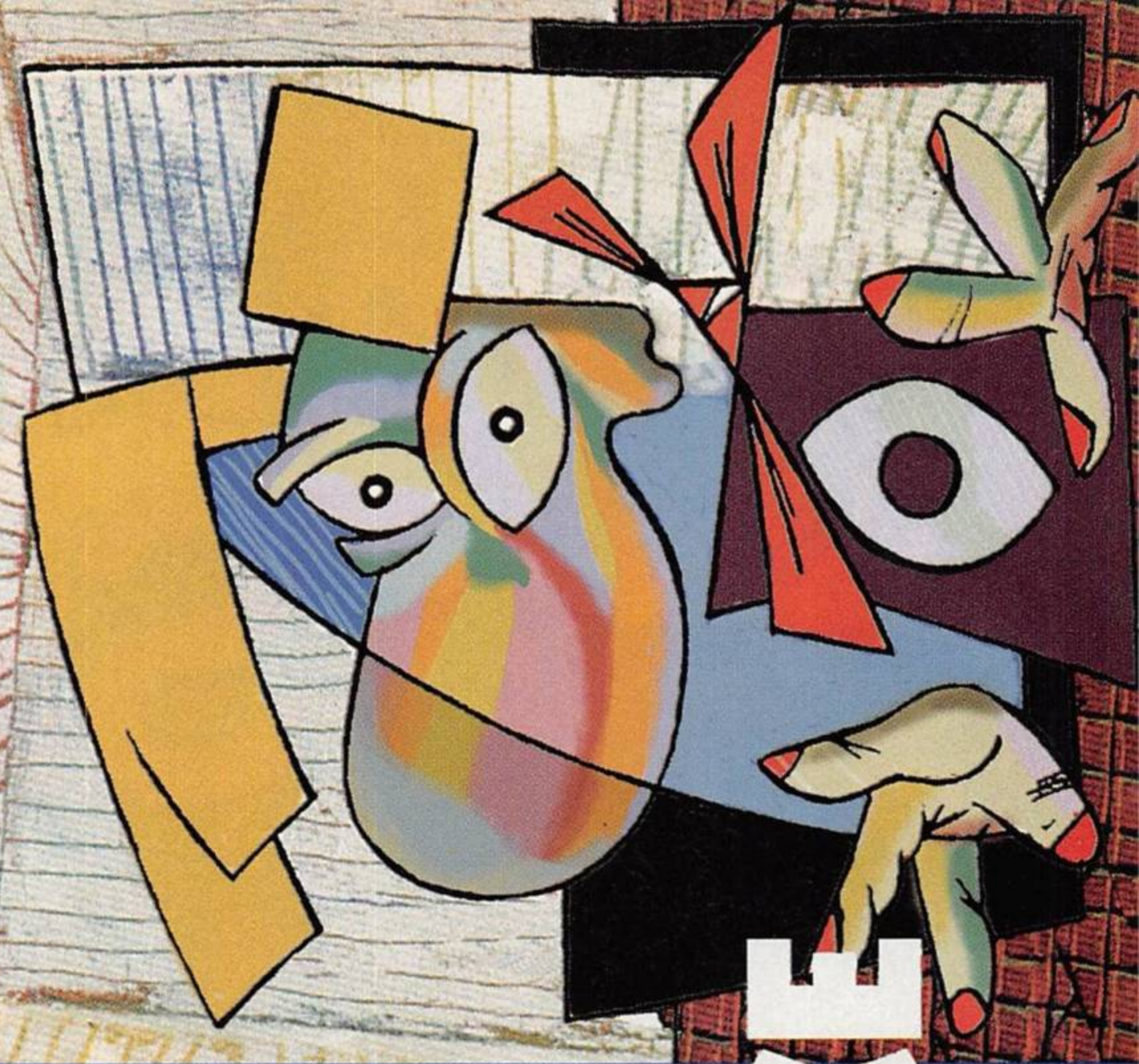
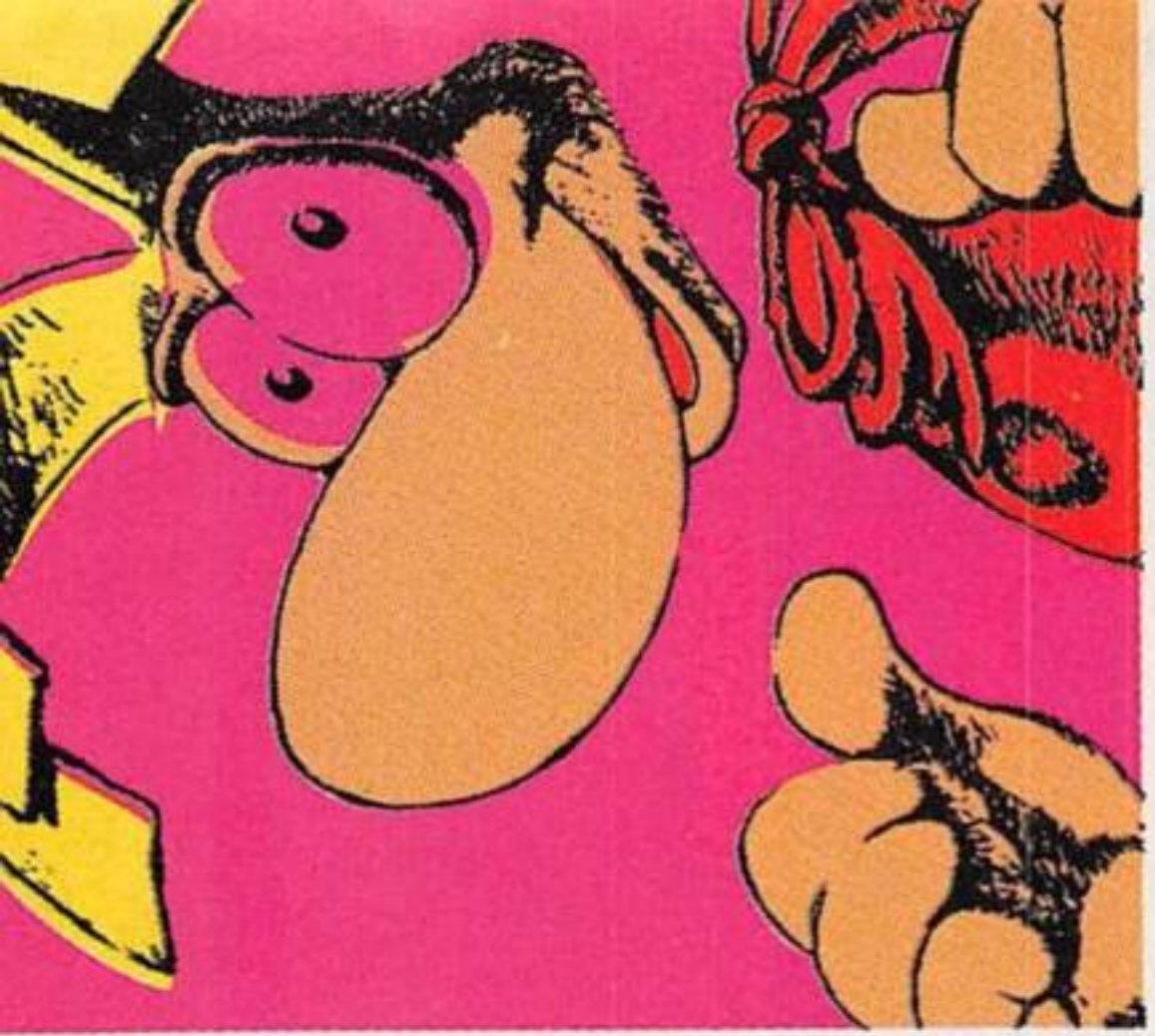
With this new Cow-Launcher, people will really respect your AUTHORI-TAH!



HOWDY HO your way through mega multi-player action!

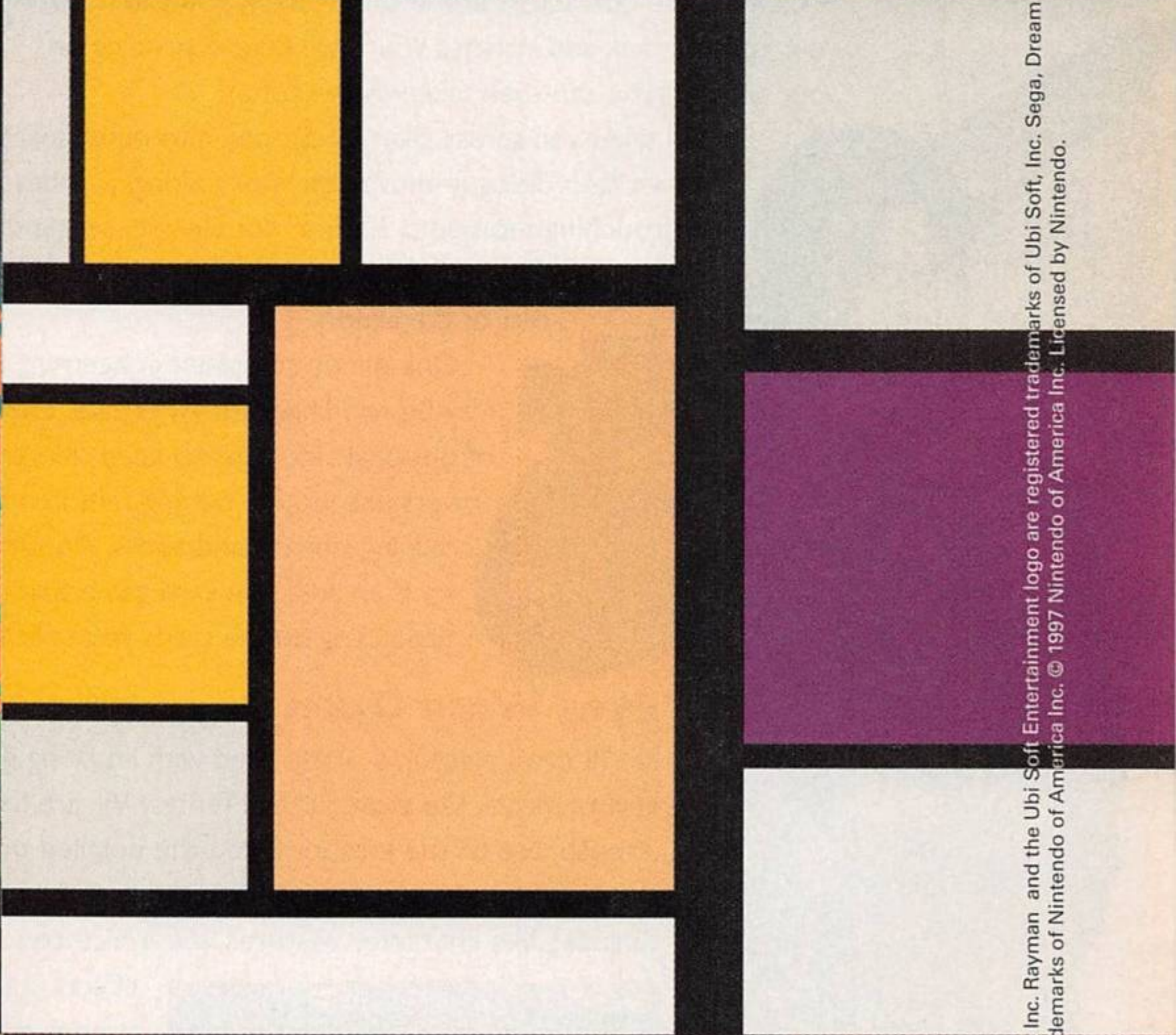
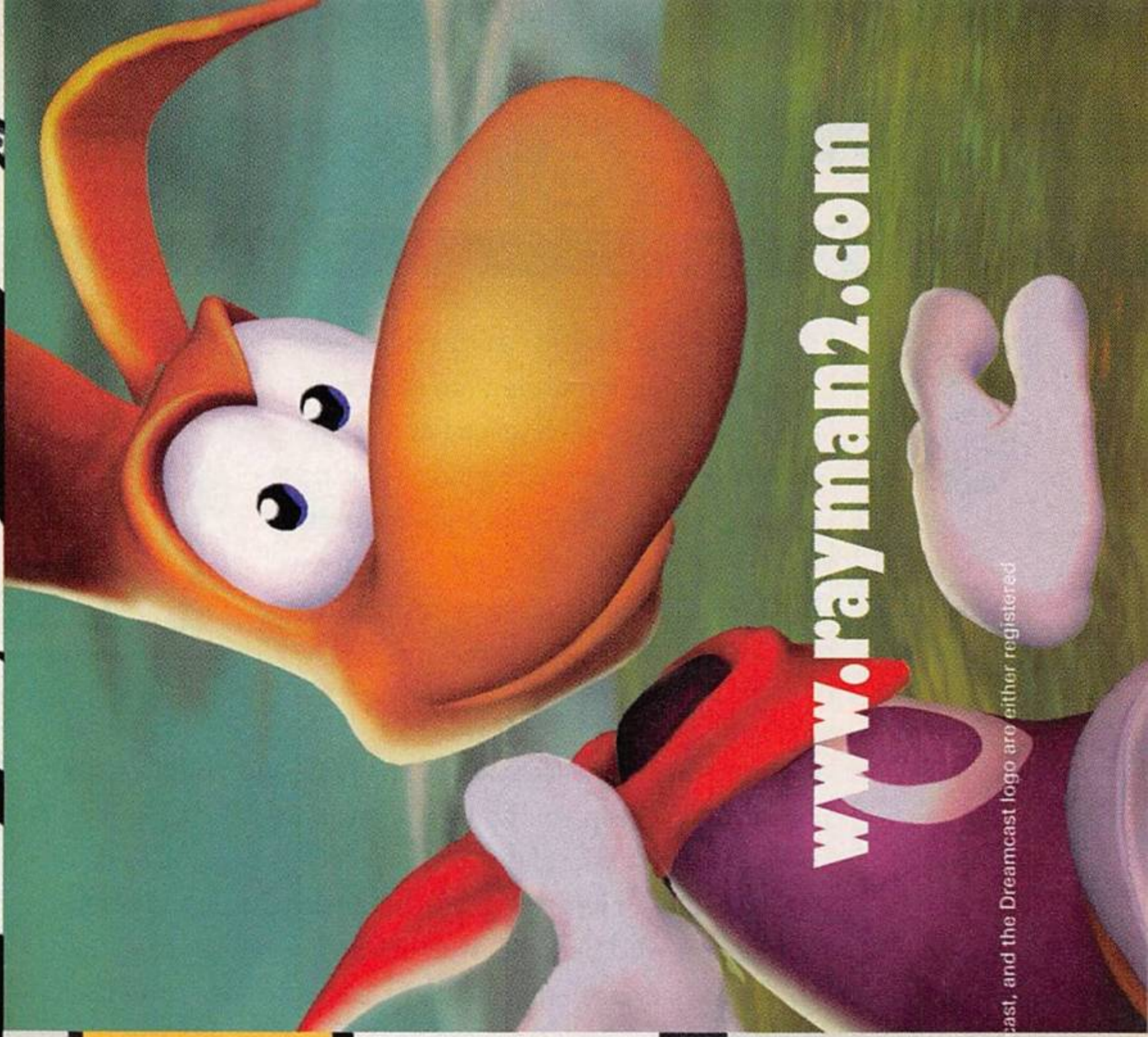
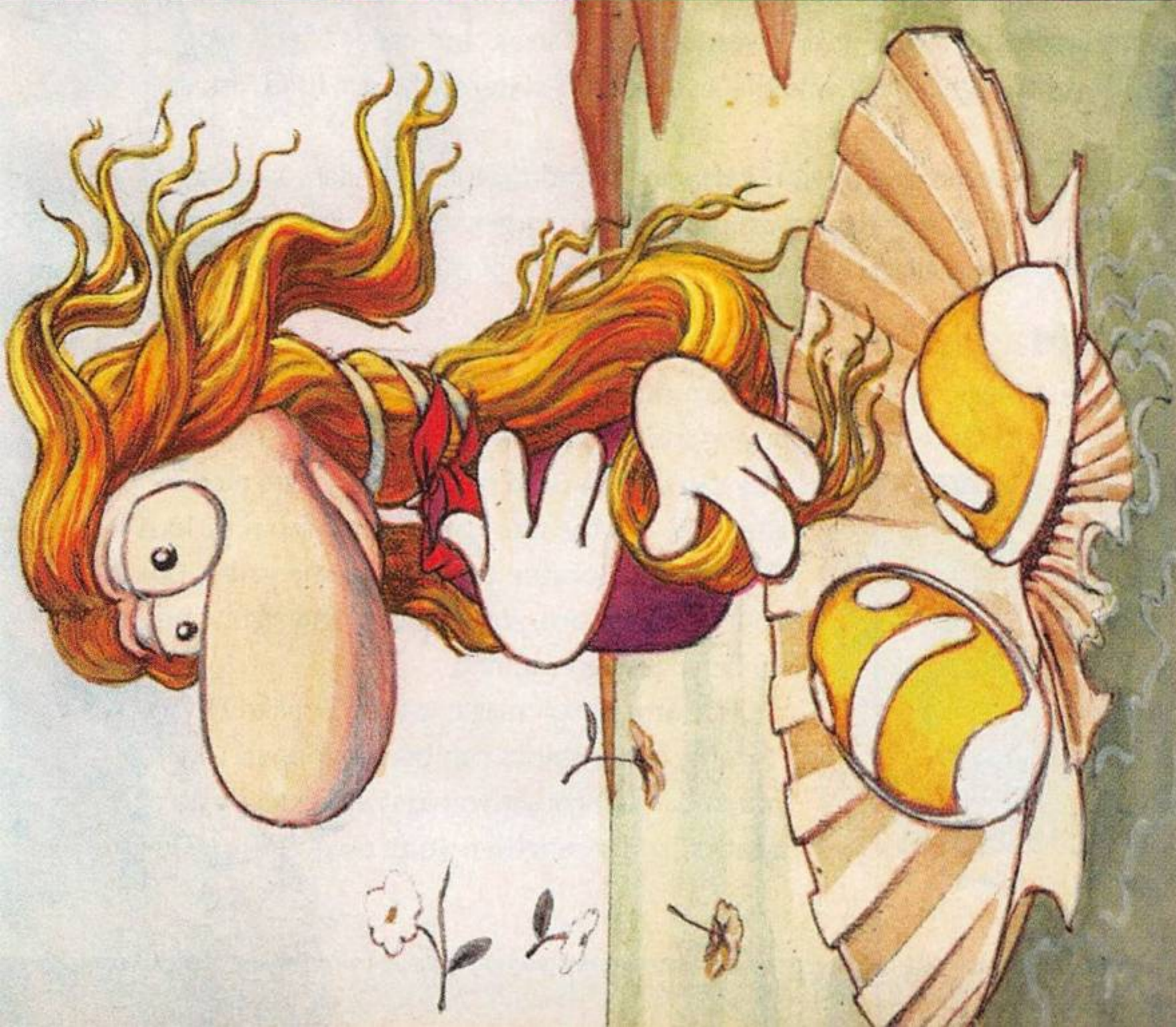
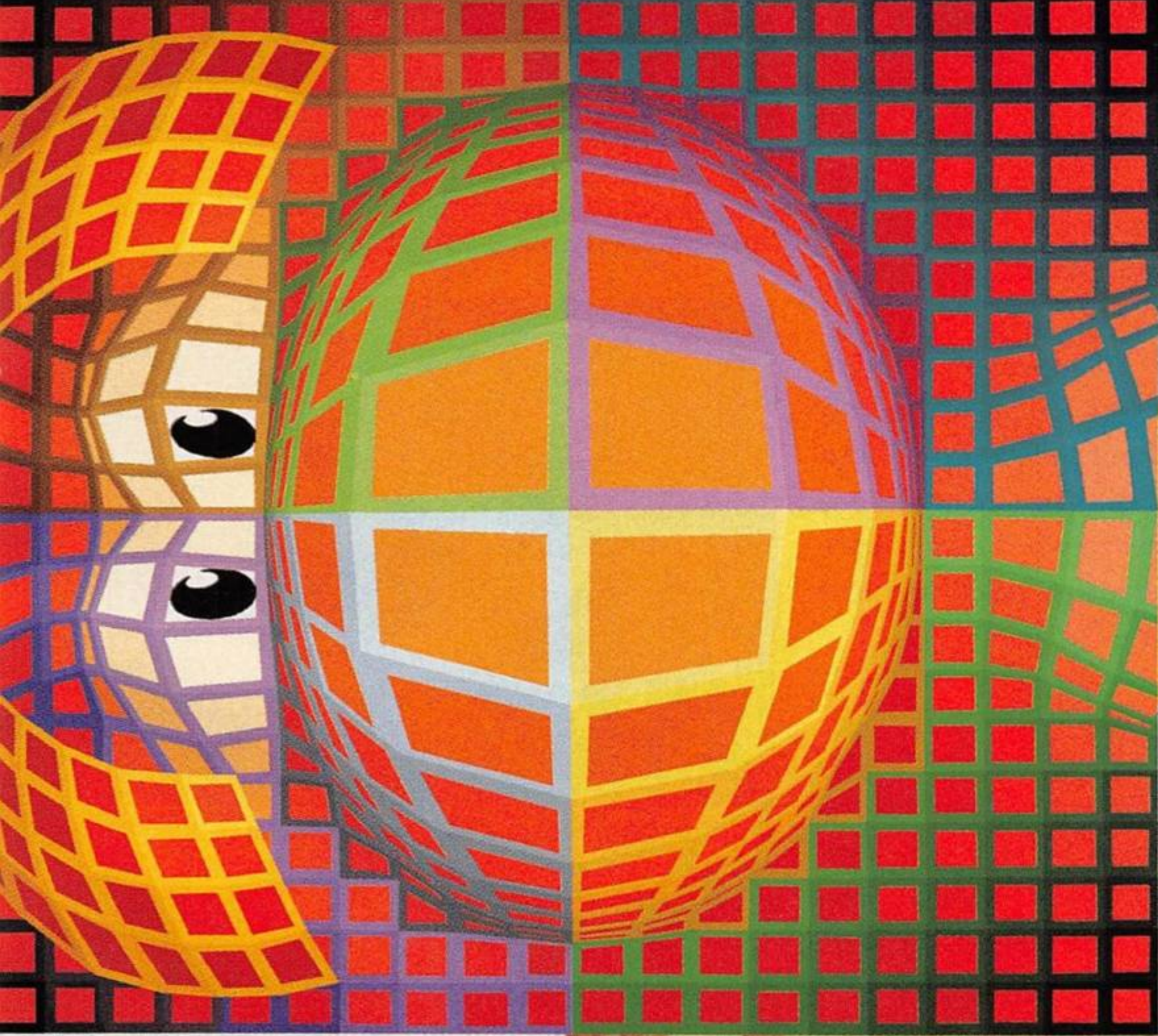
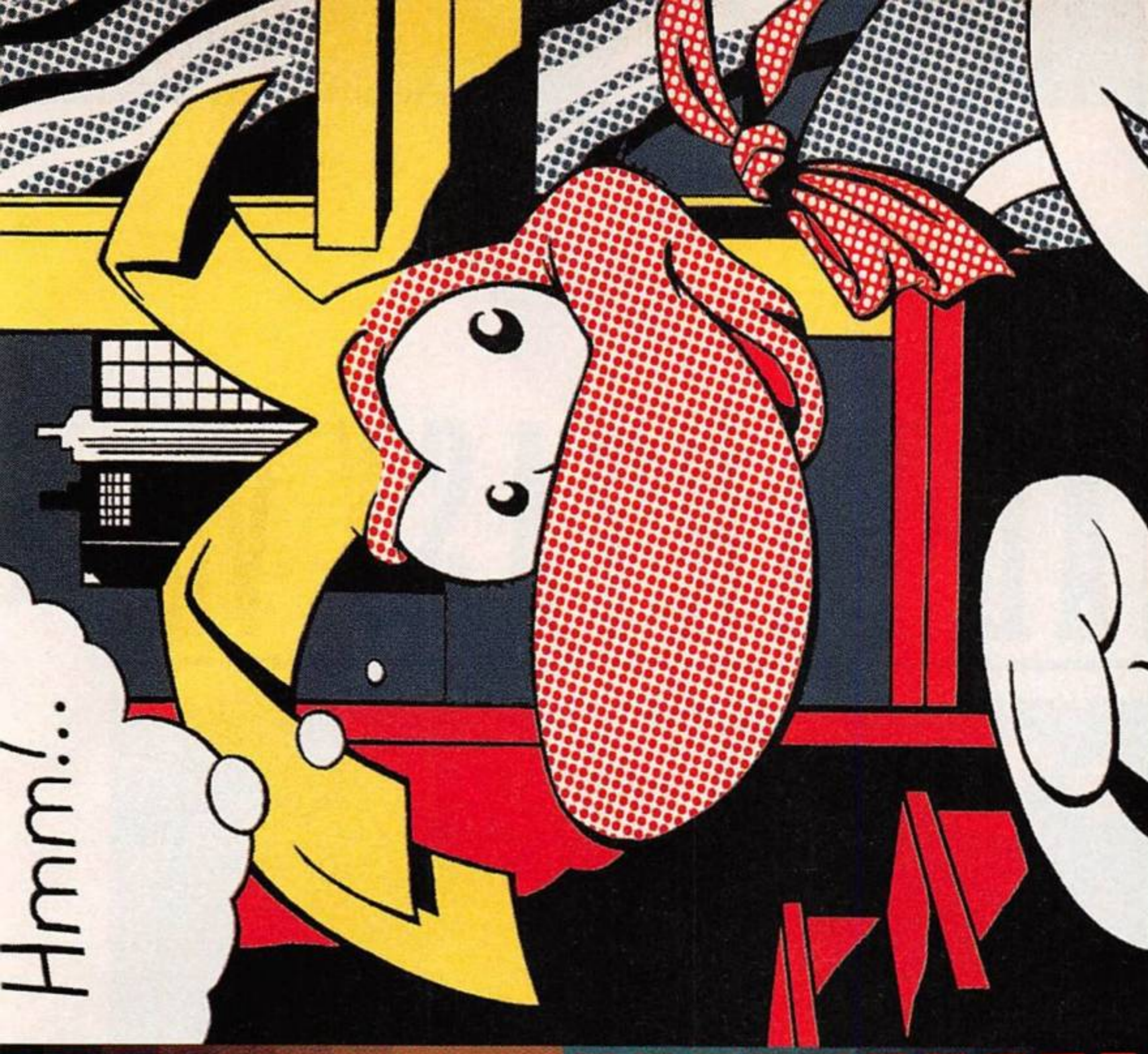


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ROLE-PLAYER'S REALM PROREVIEWS

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES

PLATFORM
PlayStation



THE FINAL FANTASY series has been going on for some time now, and each game has been a unique and memorable experience. Final Fantasy VIII is no exception to Square's rule of gaming excellence—it raises the bar for PlayStation RPG titles in just about every respect. You can believe the hype on this one.

Epic Storytelling

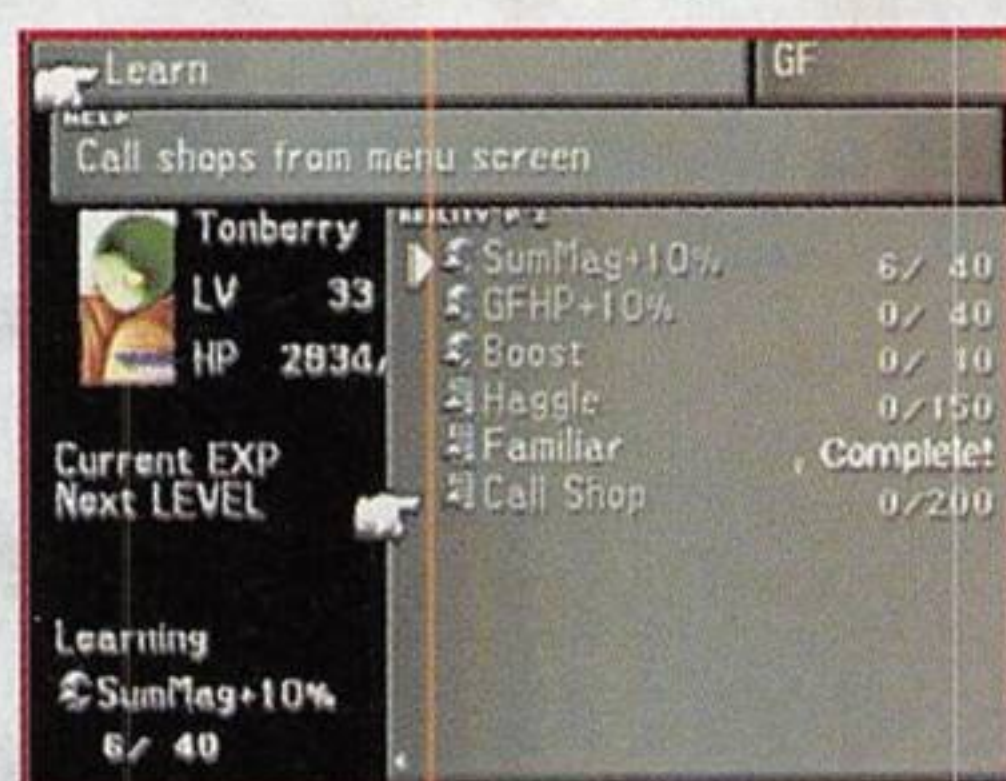
A good story is the lifeblood of any RPG, and FFVIII's strong narrative will keep you hooked. Consuming four CDs, FFVIII takes place at a school that trains cadets to become soldiers (called SeeDs). Here, the game focuses on Squall and his five colleagues, who become involved with a resistance group and eventually are embroiled in a battle to save time itself. Because these characters are in the military, you can raise your combat rank and increase your cash flow depending on your actions (you can even take written tests).

FFVIII takes you across giant landscapes, into outer space, and even through time. Well-written dialogue moves the story along, as does an event scenario loaded with touching moments, humor, double-crosses, and surprises. Eye-popping rendered cinemas also help tell the story and mesh perfectly with the rest of the action.

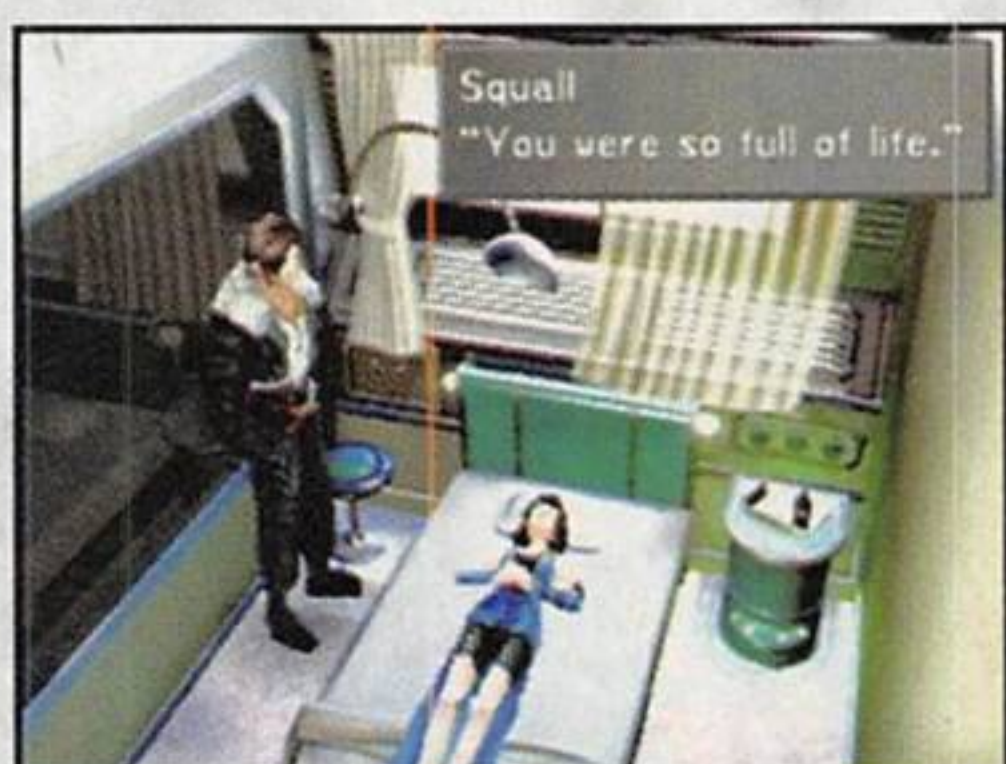
One minor complaint concerning FFVIII's narrative is that it may be too linear for RPG vets. However, it does offer plenty of optional side trips to keep things fresh and exciting. These diversions include netting rare items, catching Chocobos, and refining objects and spells. Another noteworthy extra activity is an addictive card game that ultimately yields rare items depending on the cards you collect.

Eyes Wide Open

FFVIII takes place in a world filled with stunning graphics. The pre-rendered environments, like those in Final Fantasy VII, are loaded with details, bringing atmosphere to the locations; and the detailed polygonal characters (think Parasite Eve) are seamlessly integrated into their hi-res surroundings. Little nuances like character gestures add a nice touch. The spectacular visual



PROTIP: When you find a new GF, check out the option menu to see what abilities it can learn.



Excellent dialogue helps move FFVIII's story along at a brisk pace...

FINAL FANTASY VIII



FFVIII is rife with characters from other FF games—like Chocobos, for instance.



PROTIP: When you fight a tough boss, use GF attacks frequently. If you're hit while a GF is charging up, it will take damage instead of you.



PROTIP: Save before a card game; you may play against a card master or a game with randomly drawn cards.

effects are an even greater treat and steal the graphics show—especially the fearsome attacks of the Guardian Forces (GFs). When one of these spellcasters is unleashed, the screen fills with blazing meteors, tidal waves, electric storms, and other effects from catastrophes. If you thought FFVII was the last word in state-of-the-art RPG visuals, think again.

The visuals are complemented by an outstanding soundtrack. FFVIII offers a variety of compositions that fit the game's different moods, from charging battle tunes to beautiful, stirring melodies. The sound effects also shine with a plethora of effective zings and clashes.

Might and Magic

FFVIII uses a unique magic system that encourages combat and is a nice change of pace from traditional RPGs. Instead of buying spells, you draw them from your enemies; they can then be used immediately or stocked for later use. You can also collect spells from various Draw Points located throughout the game. Of course, the more you explore and fight, the more spells you can find.

The other main magic is the GFs; like FFVII's Materia, these spirits can be summoned to aid you in battle, protect you against certain magic attacks, and strengthen your own magic. GFs



...as do the rendered cinemas.

are high-maintenance characters (each has its own HP), which means that all the necessary adjustments can be confusing and time-consuming. Fortunately, a thorough tutorial is built into the option menu so you don't have to interrupt the game to leaf through the instruction manual. You can also adjust combat speed on the fly.

Retained from FFXVII are Limit Break attacks that can be performed only if your health is extremely low. But this time the attacks vary in execution: Some require only a single button press, others require a series of button presses within a short time and take practice to master.

Luckily, the responsive controls help you keep the multiple game functions under your command. Navigating the various menus is easy and intuitive, and the analog controls enable you to move your party with ease. Plus, if you play with the Dual Shock controller, the effects add impact to the various battle scenes—especially during long, drawn-out fights against a tough opponent.

Final Verdict

Final Fantasy VIII is a masterpiece complete with all the elements that create a worthwhile RPG experience. RPGers can place this worthy addition to their gaming library right next to Final Fantasy VII. **G**



PROTIP: If a party member gets hit by a Confuse spell and you don't have a remedy, cast a Death spell. Then cast any revive spell to bring 'em back.



BY MAJOR MIKE

- Published by Square EA
- Price not available
- Available now
- RPG
- 1 player
- ESRB: Teen

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|----------|-------|---------|------------|
| 5.0 | 5.0 | 5.0 | 5.0 |



The gang's all here (moving clockwise from top left): Squall, Zell, Rinoa, Irvine, Selphie, and Quistis.



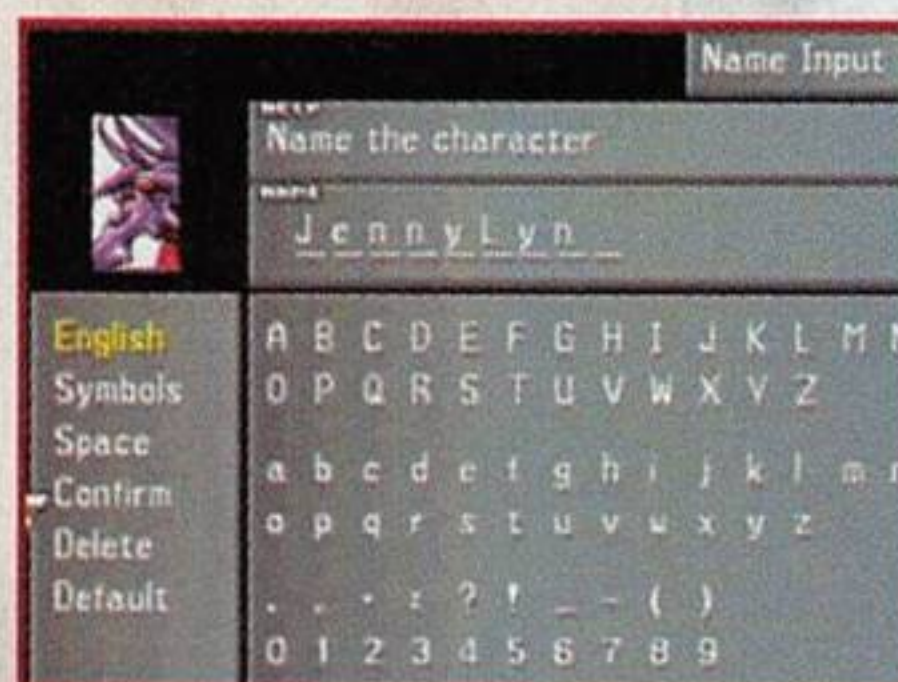
PROTIP: Attacking a party member and reducing their health can enable them to execute a Limit Break attack.



PROTIP: When you encounter a new monster, use the Draw command, then scan the monster's spells; you may find new magic or even a new GF.



PROTIP: Look for an Ultima Weapon Draw Point in Fisherman's Horizon—it's one of the most powerful spells in the game.



PROTIP: Be careful when you name your GF; you can't change it.



PROTIP: You have to defeat some GFs to get them to join your party.

GRAPHICS

5.0

FFVIII looks awesome, boasting detailed characters, sharp pre-rendered backgrounds, and screen-filling magic attacks. Thankfully, graphics breakup is kept to a minimum. The rendered cinemas, like the jaw-dropping opener and dance-floor sequence, are beautiful.

SOUND

5.0

The various sound bites—from the clash of battle to the pitter-patter of footsteps—are very lifelike. The music, which includes rousing battle themes and lovely melodies, goes perfectly with the onscreen events. For a real treat, play the game in surround-sound!

CONTROL

5.0

Responsive controls let you navigate through the myriad menus with ease and accuracy. Rounding out the controls are analog compatibility and excellent Dual Shock effects. Being able to use both the analog stick and the control pad is a big plus.

FUN FACTOR

5.0

Final Fantasy VIII does everything right, from its intriguing story to its unique combat system. FF fans and other RPGers will be instantly enchanted. This is the first in a long series of games that are sure to make this fall a pleasantly overloaded gaming season.

ROLE-PLAYER'S REALM PROSTRATEGY GUIDE

FINAL FANTASY VIII



Our ProStrategy Guide covers the first half of Final Fantasy VIII. Although we've tried to keep the story info to a bare minimum, we couldn't avoid a few spoilers—so read at your own risk!

By Major Mike (Special thanks to Prince Paul and Miss Bea)
For more on Final Fantasy VIII, check out our ProReview in "Role-Player's Realm."

KEY AREAS IN THIS GUIDE:

- | | | | |
|---------------------|------------------------------|----------------------------|----------------------|
| (1) Balamb Garden | (6) Deling City | (10) Galbadia Missile Base | (13) Shumi Village |
| (2) Fire Cavern | (7) Tomb of the Unknown King | (11) Fishermans Horizon | (14) Winhill Village |
| (3) Balamb City | (8) Timber | (12) Trabia Garden | (15) Centra Ruins |
| (4) Dollet | (9) Desert Prison | (16) Lighthouse | |
| (5) Galbadia Garden | | | |

IN THE FIRST PART OF our Final Fantasy VIII Pro-Strategy Guide, we take you from the start of the game up to the second battle with Sorceress Edea at Galbadia Garden. We'll also show you where to find rare playing cards and copies of valuable magazines, and tell you how to acquire rare Guardian Forces (GFs).

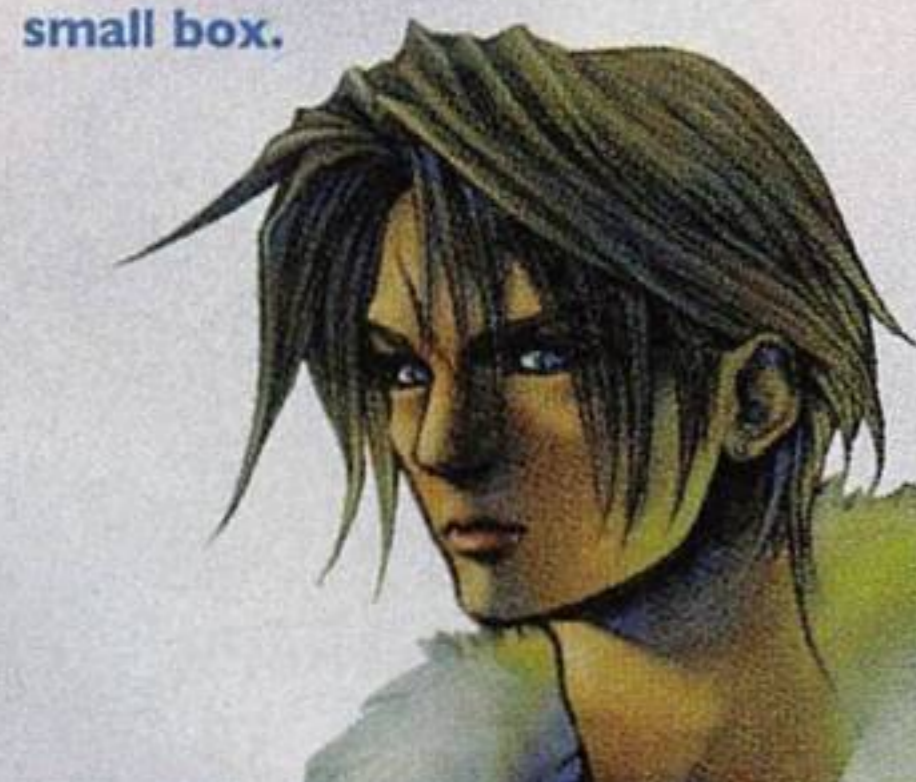
BALAMB GARDEN



The game begins in the infirmary. After a brief introduction to your instructor, Quistis, you're off to class. Afterward, talk to Quistis, return to your seat, and check "Tutorial" at the study panel. You'll get your first two GFs: Quezacotl and Shiva. Set Quezacotl as your GF and at least one of its abilities to Draw.

SQUALL

Squall (that's you) is the main character in FFVIII. His primary weapon is a Gunblade (a cross between a gun and a sword). You can control the amount of force behind Squall's basic slash attack; press and hold R1 just as your blow lands on your opponent to inflict more damage. If you did the move correctly, the Dual Shock will activate. Squall's Limit Break, **Renzokuken**, requires precision button-tapping. When the limit bar appears, tap the R1 button each time the bar racing across the screen falls in the small box.



GUIDED TOUR



When you leave the classroom, you'll run into Selphie. On your way to the elevator, talk to the student on the walkway; he gives you seven playing cards. After Selphie's "tour," head for the front entrance and use the Draw Point along the way. Give the Shiva GF to Quistis.



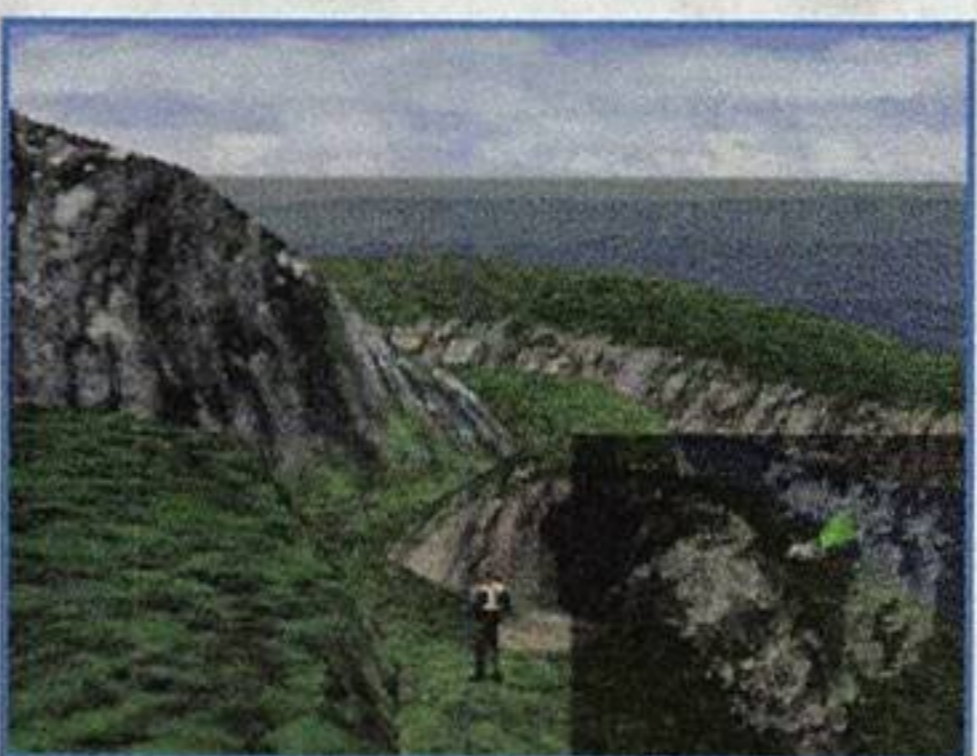
QUISTIS

Quistis attacks with a whip. She can also learn more Limit Break attacks than all the other characters.

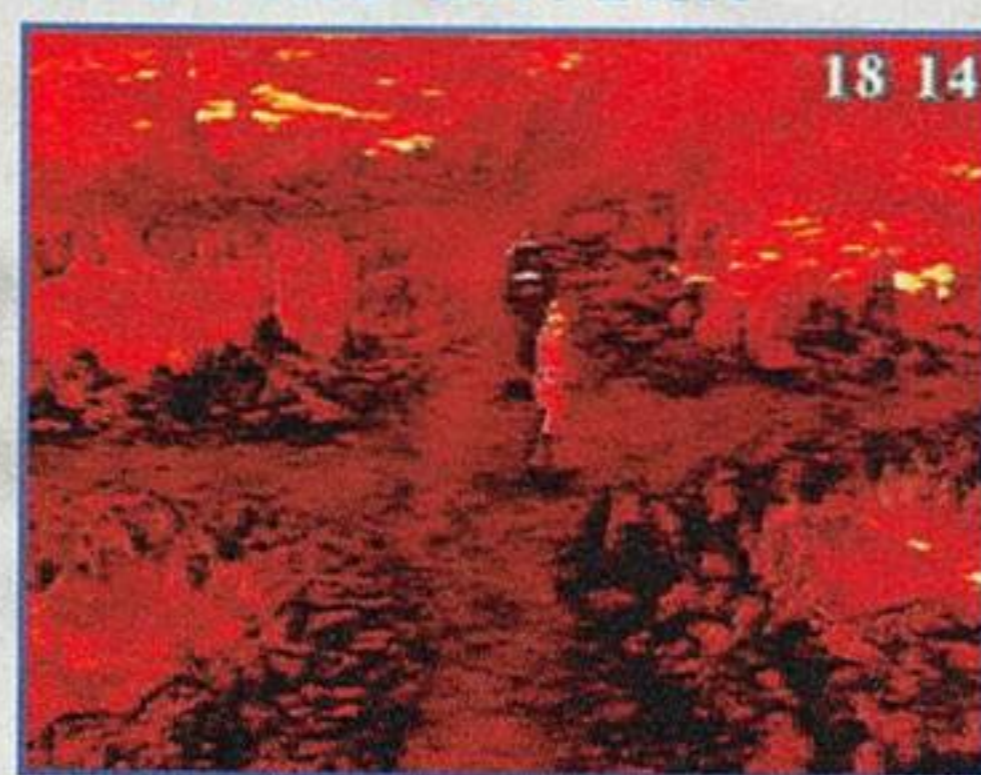
PREREQUISITE



When you leave Balamb Garden, head northeast to the Fire Cavern. Before entering, engage in a few battles to stock up on magic and experience. Avoid the forest areas, though—they're populated by monsters that may be too powerful for you to handle at this point.



THE FIRE CAVERN



At the Fire Cavern, choose a time limit (the shorter the time, the higher your SeeD rank will be): Twenty minutes is a doable time; ten minutes may be cutting it a bit close. Don't bother with the Draw Point on the right side of the screen—time's short, and you can hit it on your way out of the cave.

IFRIT



Draw Cure from Ifrit, and hit him with Shiva and Quezacotl. As with any elemental monster, avoid attacking him with spells of his own element (here, Fire spells will cure him). After defeating Ifrit, you can use him as a GF. The clock stops when Ifrit is defeated.

BACK AT BALAMB GARDEN



Return to the Garden and take Shiva from Quistis. Head to the library and use the Draw Point near the front desk (it's in the background). Search the bookshelves for the Occult Fan book. Each time you find a publication (like Pet Pals or Combat King), access it in your item inventory, then read it to learn new skills and abilities. Return to your dormitory room (on the first floor), change into your uniform, and get some rest.

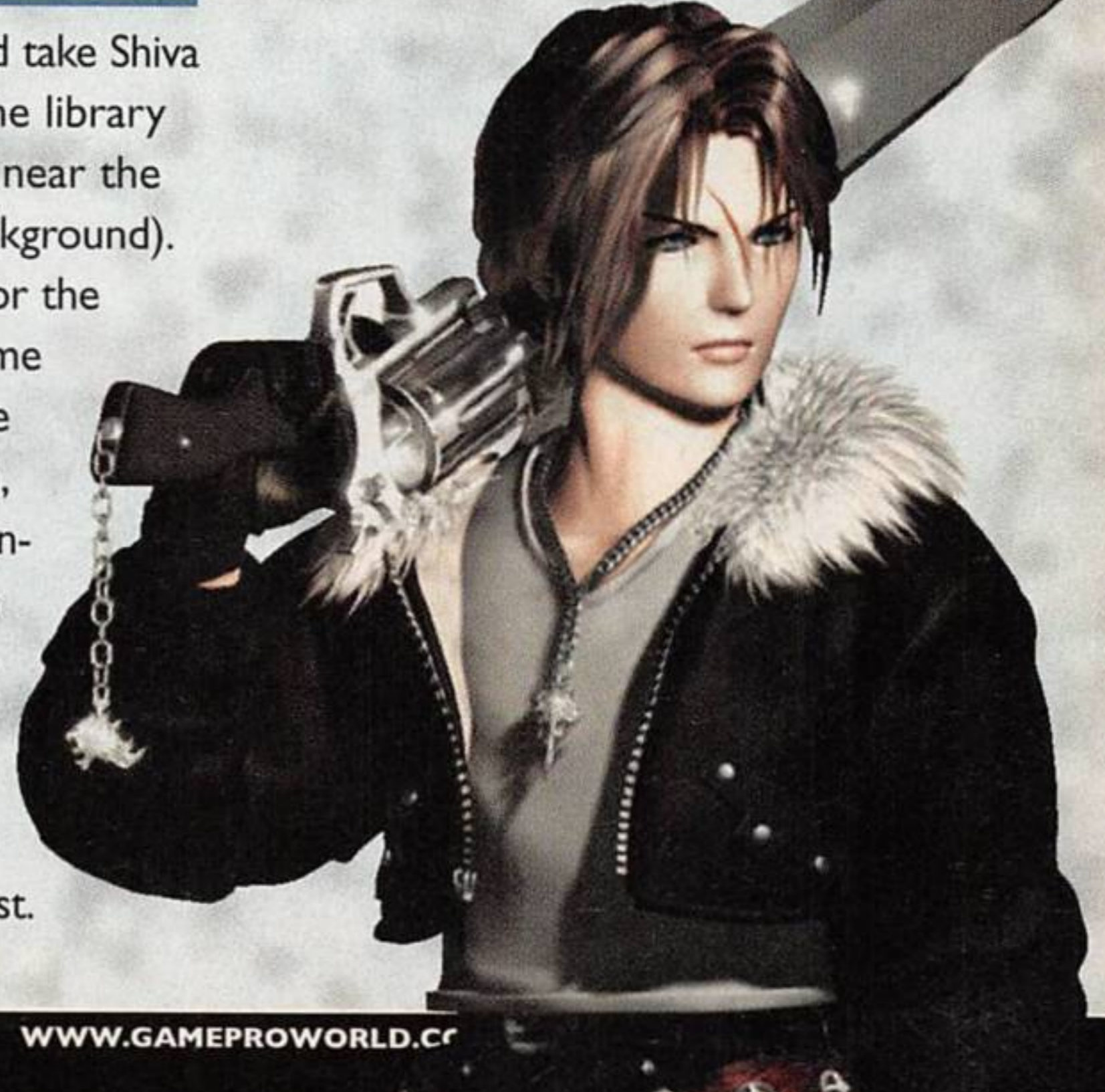
FIELD EXAM: THE SIEGE OF DOLLET



Go to the Balamb Garden Hall and meet Quistis. You'll be briefed on your field-exam mission, then you'll form an attack party.

ZELL

Zell is a hand-to-hand fighter who attacks with his fists. His Limit Breaks are some of the most challenging to master, but once you learn them thoroughly, he's a force to be reckoned with. To execute his Limit Breaks successfully, you must quickly enter a series of button presses after they're briefly displayed onscreen. The faster you input the sequence, the more attacks you can execute. Issues of **Combat King** teach Zell new Limit Break attacks.



DOLLET



Once you're in the car, head southwest to Balamb City. When you arrive, board the transport. Agree to go outside when Seifer orders you to do so. After landing on the beach, give Ifrit to Zell and keep Quezacotl and Shiva for yourself (forget Seifer; don't give him anything). During battle, have Zell and Squall draw Thunder and Cure spells, and let Seifer attack. After a few battles in Central Square, you're off to the Communication Tower.

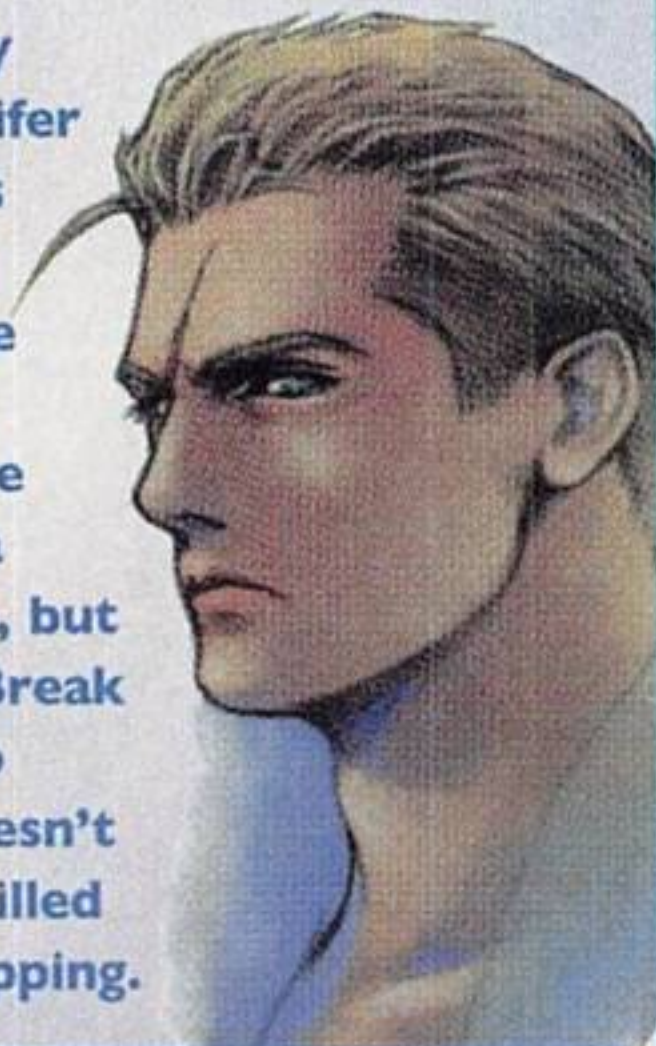
Anaconda is weak against Cold spells, so use the Shiva GF. You can also draw Cure off the giant serpent. When you reach the cliff at the base of the Communication Tower, Seifer leaves the party.



When Selphie goes after Seifer, don't take the shortcut leading off the cliff to the Communication Tower entrance. Instead, take the path to the right. By taking the long way around, you battle a creature named Geezard that yields valuable Screws when defeated. Meet Selphie at the tower entrance where she joins your party. Give her a GF.

SEIFER

You briefly control Seifer during this exam. His attacks are similar to Squall's (he also uses a Gunblade), but his Limit Break attack, No Mercy, doesn't require skilled button-tapping.



THE COMMUNICATION TOWER



Keep Seifer's Hit Points (HP) low so he can repeatedly execute his Limit Break, No Mercy. Cross the bridge and talk to the wounded Dollet soldier. From this point, you'll fight monsters and Galbadia soldiers.

BIGGS AND WEDGE



Time to battle Biggs and Wedge (strange how these guys keep popping up in the Final Fantasy series). You fight Biggs first. Save your GF attacks and limit yourself to physical attacks and magic (Thunder spells are very effective here). Eventually Biggs' flunky sidekick, Wedge, joins the battle.

ELVORET



Pound on Biggs and Wedge long enough and a monster, Elvoret, arrives on the scene. Draw Double and a new GF, Siren, off Elvoret, then hammer him with GF attacks. Make sure to draw an occasional Thunder spell. Storm Breath is Elvoret's most damaging spell—it takes 100-plus HP off each party member. Elvoret's defeat yields the March issue of Weapons Monthly and other useful items.

X-ATM092



You now have 30 minutes to return to the shore. No problem, right? Not so fast! Take the elevator to the bottom of the tower, heal everyone in your party, and save your game. A giant mechanical spider, X-ATM092, has been activated—he'll be right on your heels during your escape.

SELPHIE

Selphie is similar to Yuffie from FFVII: Her Limit Break, Full Circle, can cure all party members.



It's a good thing you drew all those Thunder spells during the trip to the tower—they're the best way to slow down the spider. Hit it with Thunder spells until it short-circuits and stalls. When it does, simultaneously press and hold L2 and R2 to run away. The only GF that can help you here is Quezacotl—other GFs only waste valuable time. If you move fast enough, you'll only have to fight the spider three times. If you have to cure party members, do so at the menu screen between fights to save time.



When you reach the town during your retreat, press to shoo the dog away from the fountain. Further down the road is a pub that fellow SeeD trainees run out of when you approach. You can duck inside the pub and escape the spider, but your performance rating will suffer—and you'll miss a very cool cinema.





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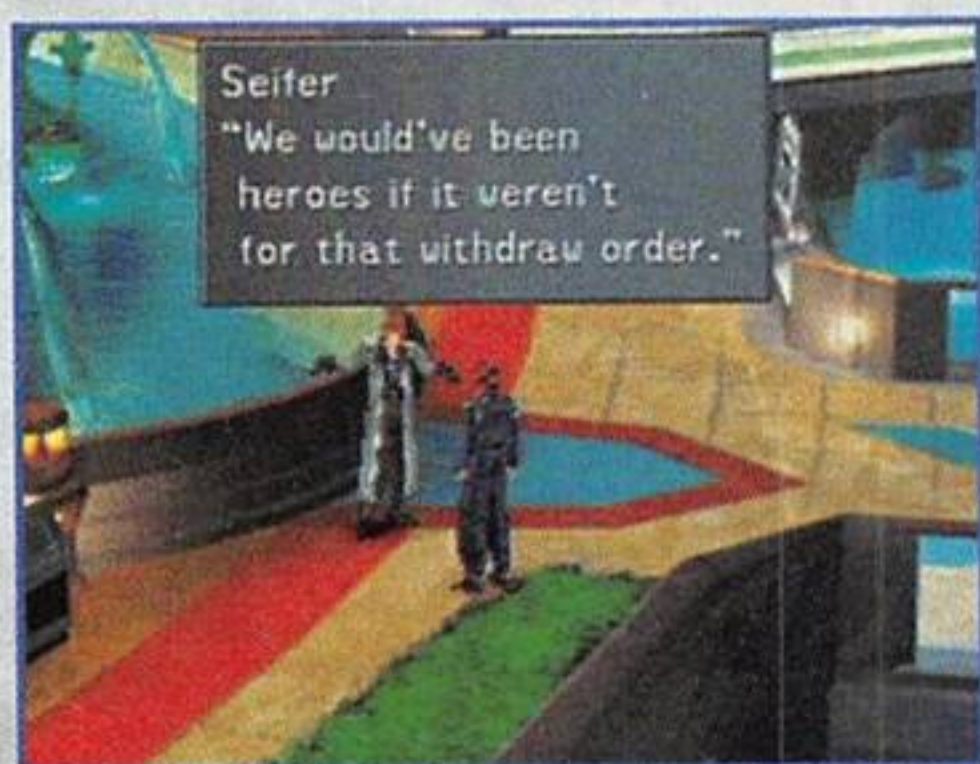
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BALAMB



After the mission, take a rest at the Balamb Hotel (it's 100 Gil a night, but you deserve a reward). When you wake up, read the copy of the Timber Maniacs near the Save Point. Before leaving, check the train station for another issue of Timber Maniacs. Balamb is a good town in which to start building your card collection. When you leave Balamb City and head back to Balamb Garden, stay on the road so you enter fewer random battles.

BALAMB GARDEN



At Balamb Garden, talk to Seifer (he's to the right of Quistis, Cid, and Xu), then to the faculty member. Go to the second floor. After the ceremony, talk to Cid to receive a special item. Return to the second floor and change into your SeeD uniform. When Selphie asks for your help with the Garden Festival, say "yes."

TRAINING CENTER



Change out of uniform and remove any GFs from Zell and Selphie. Meet Quistis at the Training Center, which is located on the first floor to the right of the Parking Lot. Give her one GF and keep the others. The "secret area" is located toward the back of the Training Center.

T-REXAUR



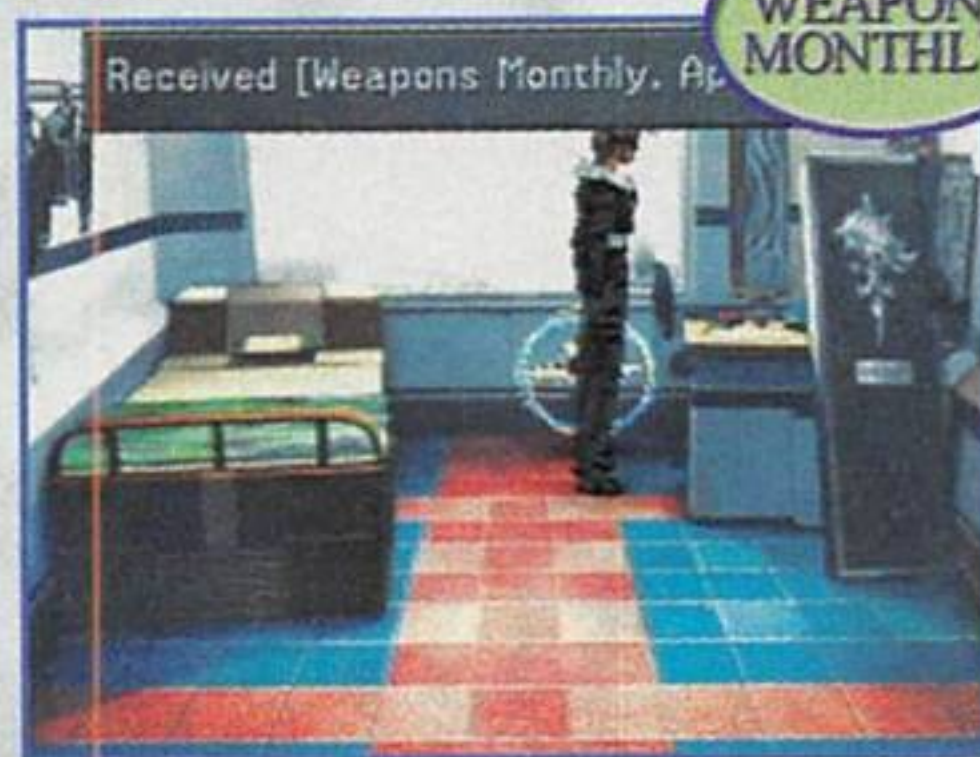
The Training Center has two kinds of monsters: Grats, walking plants you can draw Sleep and Silence from, and T-Rexaur, a tough-as-a-dump-truck brute who yields a lot of experience (EXP) and valuable items. The fight is optional, but you may want to try it to boost your abilities. When you engage T-Rexaur, immobilize him with Blind or Sleep, then clock him with GF attacks. Rexaur's attacks include a headbutt and a tail snap—both have a good chance of connecting even after Blind has hit him. Always bring all party members up to full health after taking a hit. T-Rexaur can also be found in the forests near Balamb Garden.

GRALDO



Leave the Training Center and battle Graldo with his three Raldos. Draw Shell from Graldo, then hammer 'em with GF attacks. He's fairly easy to defeat.

YOUR FIRST MISSION



Return to your dorm room. The next morning, get the April issue of Weapons Monthly off your desk. Head to the front entrance of Balamb Garden. Give one GF to Selphie and one to Zell. Leave the Garden and head to Balamb City; from there, take a train to Timber.

Once on board, use a Tent and then save your game. You're probably wondering what the "Magical Lamp" that Cid gave you is for. Go into your item inventory and find out. On second thought, read the following section first!

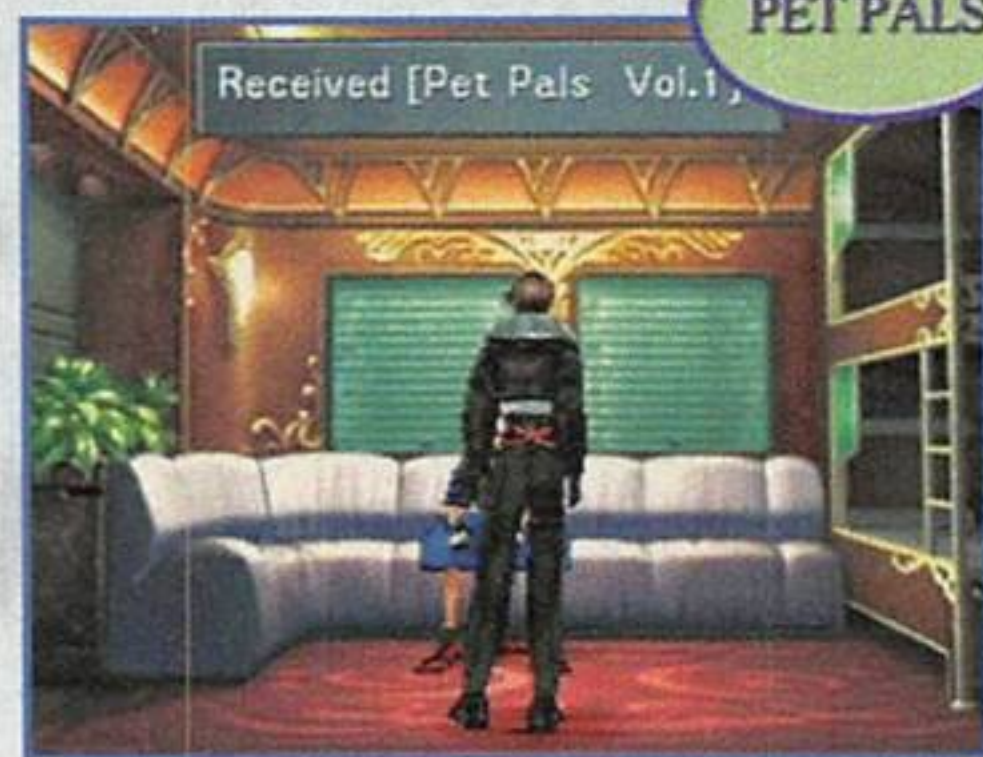
DIABLOS



The Magical Lamp contains a tough monster, Diablos. You don't have to fight him right now, but he has some abilities that you'll soon need. Before you open the Lamp, load up each character with Cure spells and make sure at least two of them can access the item inventory. At the start of the battle, cast Double on all party members, and use Cure after each Diablos attack. Draw and cast Demi on Diablos, or stock the spell, then cast it under Double for twice the damage. Demi loses its power if cast consecutively, so mix in some GF attacks. Diablos is the toughest monster you've faced up to this point. If you beat him, he'll join your growing collection of GFs—and you'll also get the Diablos playing card.



Check out Diablos' abilities in the GF menu and set him to learn Enc-Half (which later creates Enc-None).



Heal your party members, then follow Zell into the SeeD private cabin and get Pet Pals Volume I.

LAGUNA

Laguna uses his trusty machine gun to attack enemies. His Limit Break, Desperado, is a full machine-gun assault that ends with him lobbing a few hand grenades.



KIROS

Kiros' specialty is knives. Blood Pain is his Limit Break; it sends him across the screen to furiously slash a single opponent.



WARD

Ward throws a pointed anchor at his enemies like a javelin, then rushes over to collect it. His Limit Break, Massive Anchor, catapults him into the air and splashes him down with an explosion similar to that of an atomic bomb.





This demon Skorne, fearing the power of the Rubic stones.

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CHOOSE YOUR WEAPON. CHOOSE YOUR QUEST.

CHOOSE YOUR TEAM VERY CAREFULLY.



They emerge from

They emerge from



GAUNTLET LEGENDS



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TIMBER FOREST



Once you exit the forest, go to the Galbadia Hotel and listen to the piano player.

TIMBER TRAIN STATION



When you exit the train, give the resistance member the correct password. Rinoa also joins your party. Don't be intimidated by the complicated briefing that follows. Ignore the seven steps, but pay attention to the part about the sensors.



After the briefing, read the press clippings on the far wall (Anarchist Monthly issues), then return to Rinoa's room and get Pet Pals Volume 2 off her bed.



You can also win the rare Angelo playing card from Rinoa's colleague, Watt.

THE GREAT TRAIN ROBBERY



The easiest way to enter the codes that uncouple the trains is to rappel down, enter two codes, then hike back to the top. Once you're on top, wait for both soldiers to walk to the left side of the train, then rappel back down and enter the third code. Just remember the buttons for the code-input system:

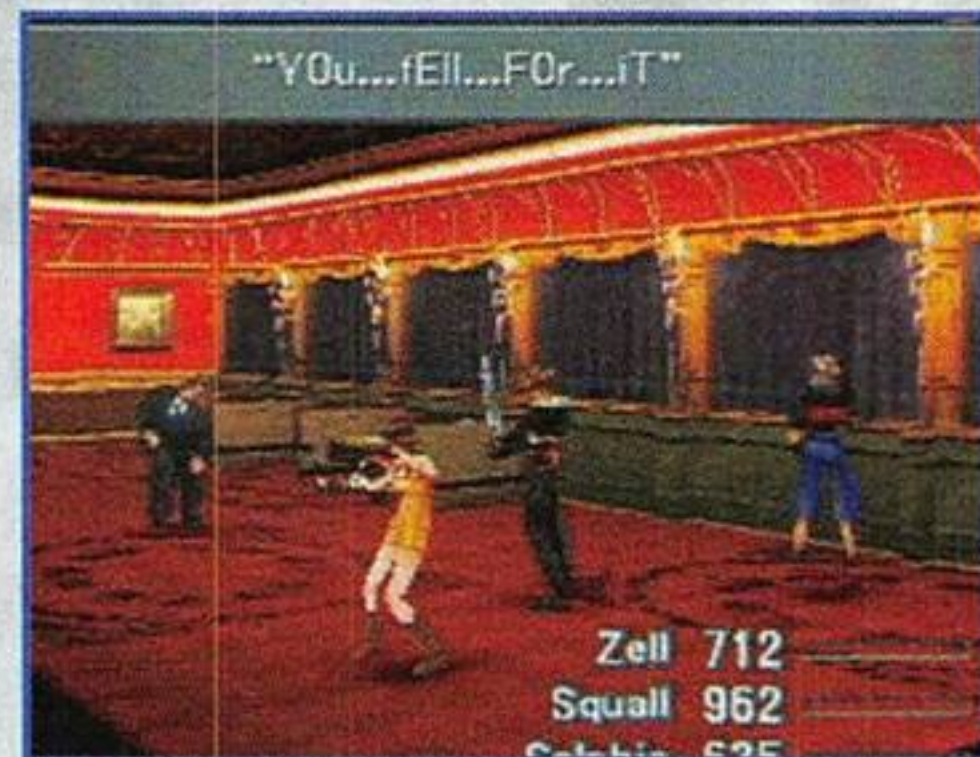
$\Delta = 4$
 $\square = 3$ $\circ = 1$
 $\times = 2$



Entering the second set of codes is tougher, given that Zell and Selphie aren't looking out for you. This time the guards approach from the right. Wait for both guards to approach the left side of the train (press R1 to

look to your right). As they walk to the right, quickly rappel down, enter two codes (or three at the very most), then hike back to the top. Wait for the guards to return, then repeat the pattern until you've entered all five codes.

FAKE PRESIDENT DELING



Before you let Rinoa talk to the Fake President, equip Zell and Selphie with GF. The Fake President is easy to defeat with a couple of GF attacks.

GERGERO

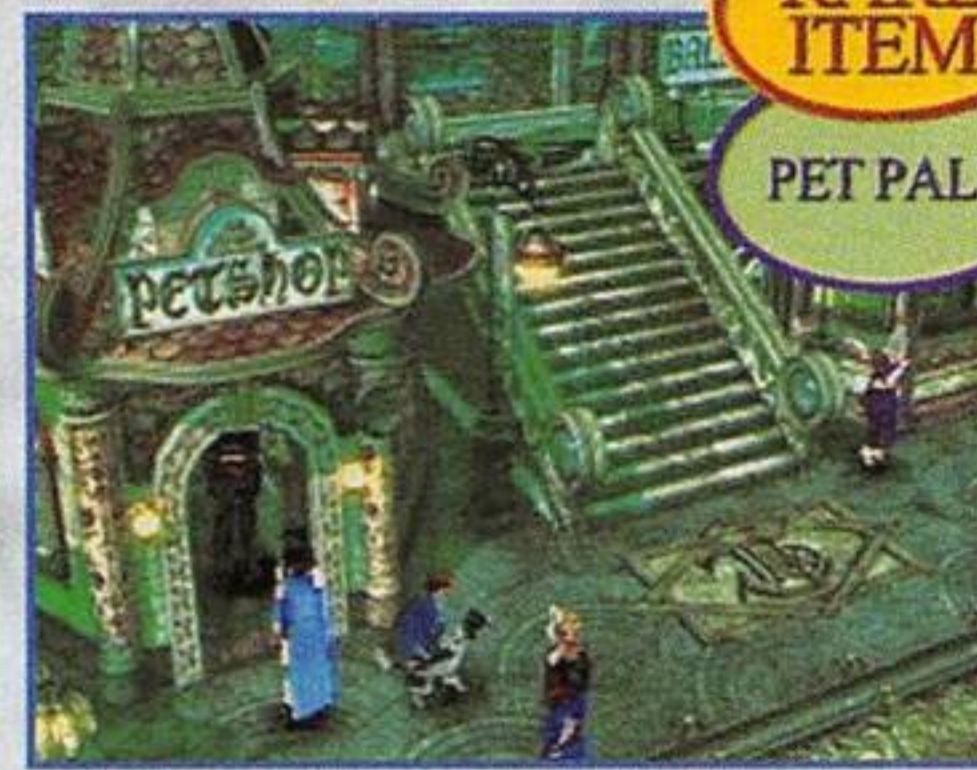


Gergero, who appears after the Fake President is defeated, is a joke.



Before you have the last laugh, draw Berserk and Zombie from him, then give him a Phoenix Down from your item inventory—and watch what happens.

TIMBER



Purchase Pet Pals Volumes 3 and 4 at the Timber Train Station pet shop. Go into the Timber Maniacs (TM) building and pick up the Girl Next Door magazine and read the copy of Timber Maniacs. Enter the house to the right of the TM building and talk to the two women in the kitchen, then go upstairs and check out the second-floor window. When you're done, go to the pub down the street. In the back of the pub is a shortcut to the back alley; take it to the television studio.



Follow Quistis and Rinoa, then head to the Timber Train Station.

EAST ACADEMY



Exit the train at East Academy Station. Head toward the forest located after the road bridge between the two mountains.

RINOA

Rinoa uses a sharp disc that looks like a Frisbee but returns to her like a boomerang. During battle, she is assisted by her faithful dog, Angelo. Read Pet Pals so Angelo can learn new tricks.

Rinoa 64
Squall 1251
Irvine 849

WhirlGirl

Sometimes a girl's gotta whirl



SHO.com

New episodes
every Friday.*

***BACK OFF,** boys. You're blocking my close-up.

CENTRA: EXCAVATION SITE



Laguna's second adventure is in a giant mine. This episode concludes with a battle against several consecutive waves of attacking Esthar Soldiers. You can reduce their final assault numbers by taking certain actions as you go through the mine. After the initial battle, take the catwalk straight ahead and descend the ladder at the end of it. You're now in the lower mine area. It's easy to get lost and run in circles down here, so follow the map below.

THREE TRAP DOORS

When you reach the sawhorses in the middle of the passage (1), look for the Old Key. The next passage (2) has three steel floor-plates. Throw the switch on the middle plate, then trigger the switch on the plate to the right. Proceed to the right and take the top branch in the passage (3); at the next screen (4), take the top passage as well.

DETONATOR

How careless—someone left a detonator on the ground (5). Examine it, then throw the red switch, followed by the blue switch. Head north into the next passage (6). Stop and examine the boulder in this long passage (7) to find a hidden Draw Point. The exit is down the passage to the north of the Save Point (8). If you go to the exit, you'll automatically trigger the final battle sequence.

GALBADIA GARDEN



Exit the forest and immediately heal everyone in your party (damage sustained during Laguna's scenario carries over to Squall's group). Galbadia Garden is to the left. Once there, use the Draw Point in the center of the Main Hall.



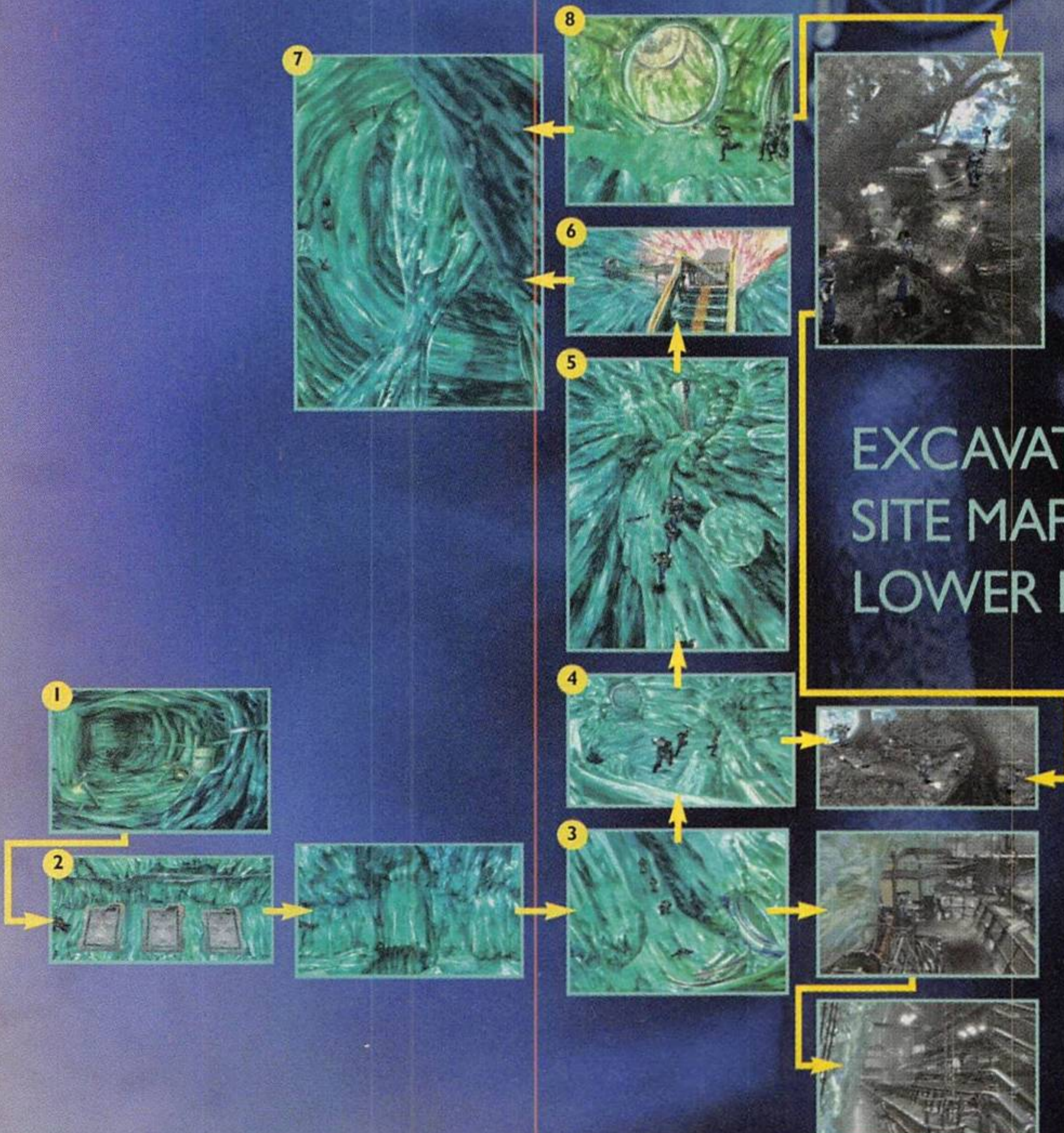
After the briefing by Martine, Irvine joins your party.

IRVINE

Irvine is similar to Laguna in that he attacks with a firearm. His real strength, however, is his Limit Breaks. When using a Limit Break, use the control pad to aim the cursor, then tap R1 to fire. Damage depends on the ammo Irvine has on hand.



EXCAVATION SITE MAP—LOWER LEVEL





GOEMON'S GREAT ADVENTURE



department.x

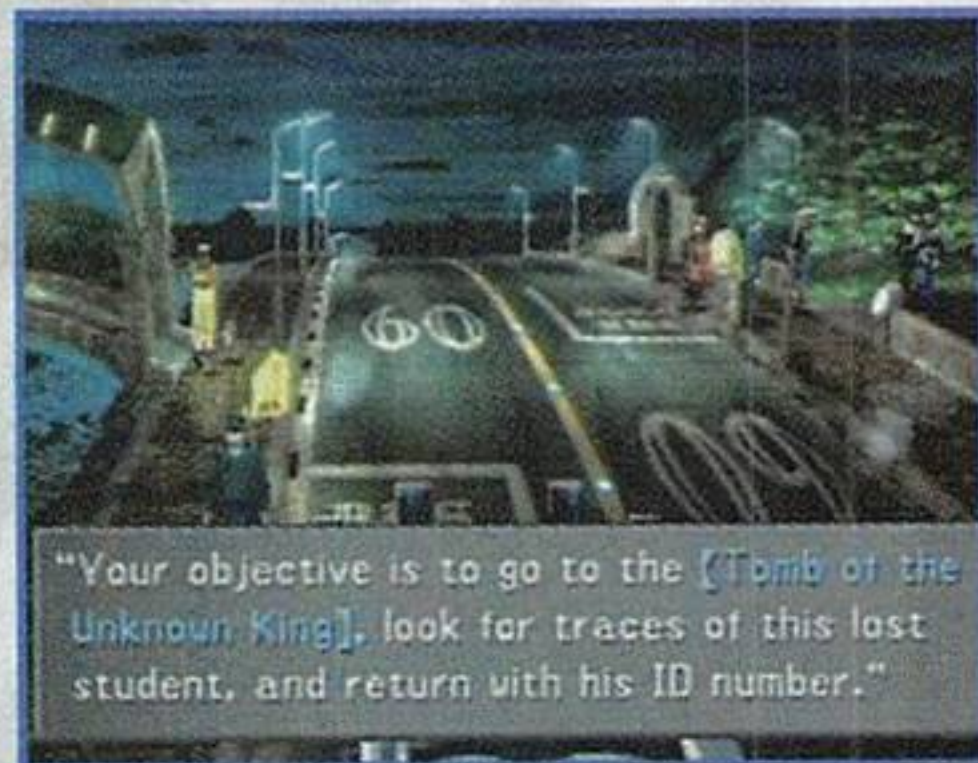


GOD KNOWS WHAT IT'S ABOUT BUT IT SURE IS FUN !!



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DELING CITY



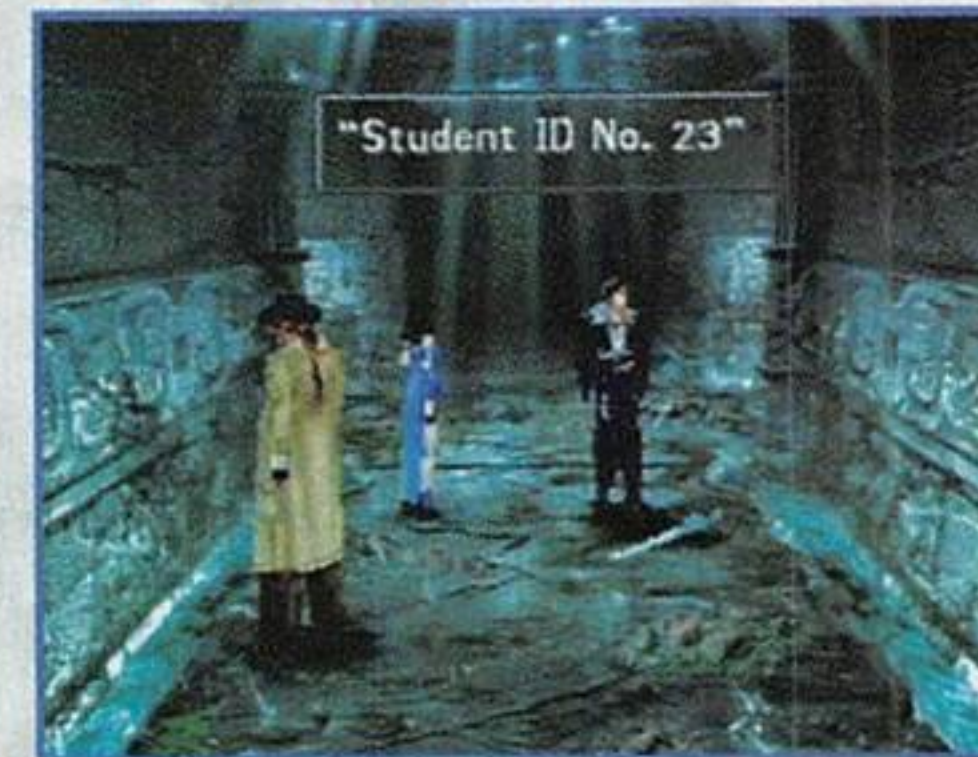
Take a train to Deling City. When you arrive, catch a bus and get off at Caraway Mansion. Talk to Caraway's Guard, get the map of the Tomb of the Unknown King, and buy the Mark. Forget about renting a car for your trip; you'll want to encounter monsters and draw some spells, especially Float from Thrustaevs.

TOMB OF THE UNKNOWN KING



To access the map of the tomb, press and hold the Select button.

THE GUNBLADE



The Gunblade is easy to find—it's only a few screens into the tomb. When you find it, write down the student ID number...but don't leave just yet.

EAST CHAMBER: SACRED



Head over to the east chamber of the tomb until you reach the Mysterious Statue. To get there, just keep heading to the right. When the fight

begins against Sacred, draw Life from him, then cast Shell. Use GFs to hammer him into defeat.

NORTH CHAMBER



Exit the chamber and turn right every chance you get. Eventually you'll reach the north chamber. Undo the chain to let water flow into the room.

WEST AND CENTER CHAMBER



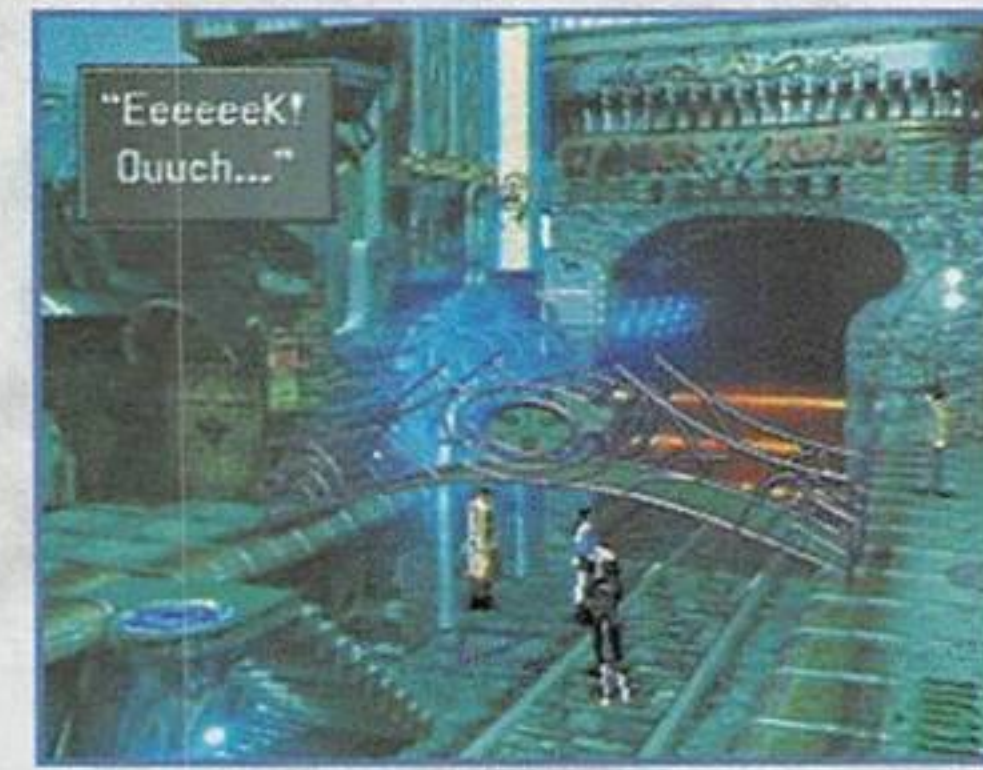
Leave the north chamber and turn right whenever you get the chance. You should reach the west chamber. Trigger the switch to the left of the doorway and then exit the room. Go right whenever you get the chance until you exit the tomb. Save your game. Re-enter the tomb and go straight until you reach the center chamber. Sacred's waiting for you—and he isn't alone.

SACRED AND MINOTAUR



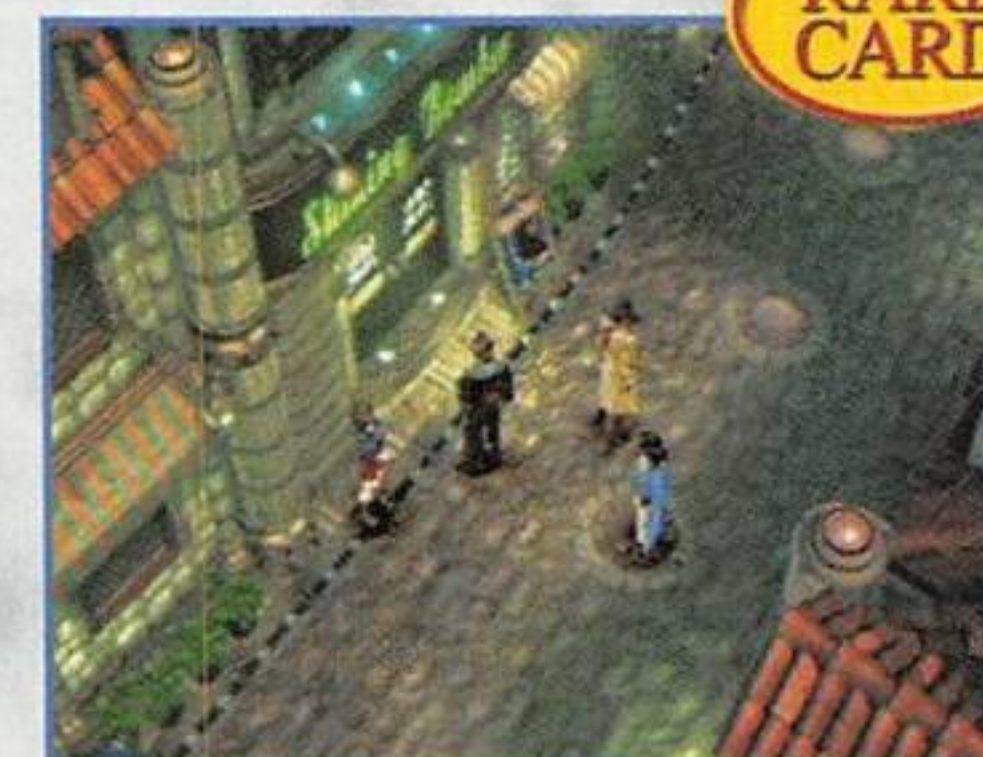
First cast Float on all party members, then cast Shell on the two monsters (remember to recast the spell when it expires). Your prize for defeating the brothers: two cards, Sacred and Minotaur, and a new GF, Brothers. Exit the tomb and return to Deling.

TIMBER



Take a bus to Deling City Station and buy a train ticket to Timber. While at Timber, rescue the girl from the train tracks. Get the copy of Timber Maniacs from the table in the room, then take a train to Dollet.

DOLLET



Check into Hotel Dollet and snag the copy of Timber Maniacs that's on the desk. Exit the hotel and head to the bar (it's the place the SeeD trainees fled from during your exam). Go upstairs and challenge the man to the left to a game of cards; if you win, he'll let you into his private room.



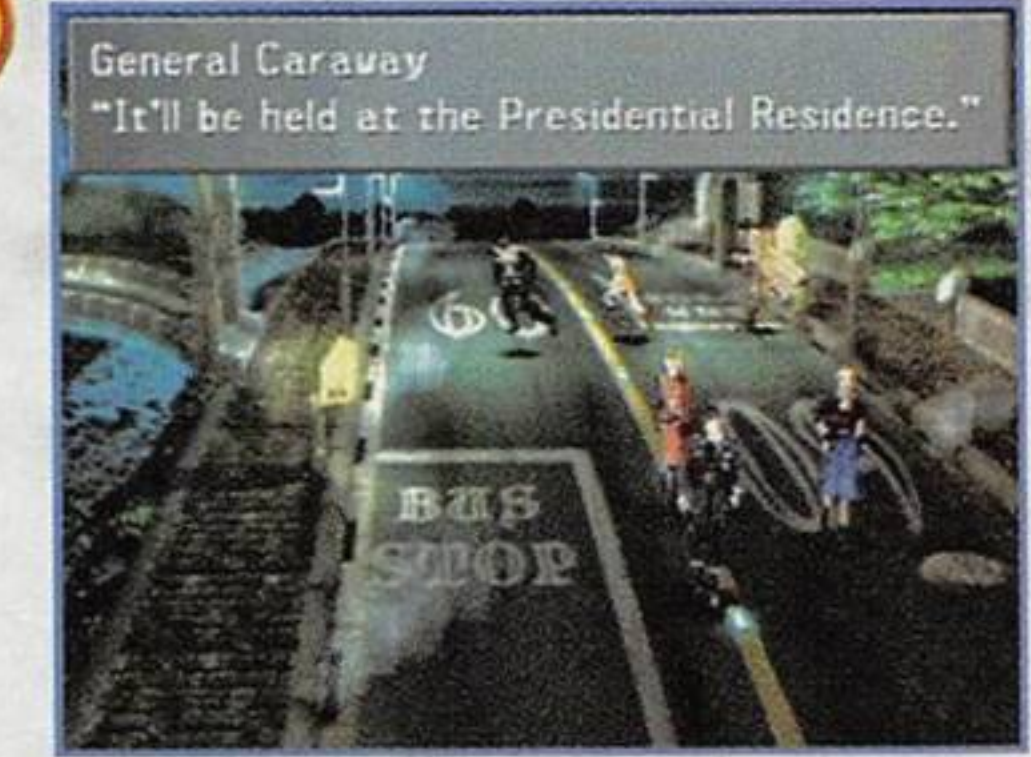
In the private room, search all the magazine stacks until you find Occult Fan II, then challenge the man behind the desk to a game. If you defeat him, you get the Siren card. You can also find a copy of Timber Maniacs on one of the gambling tables where you met the card player.

DELING CITY



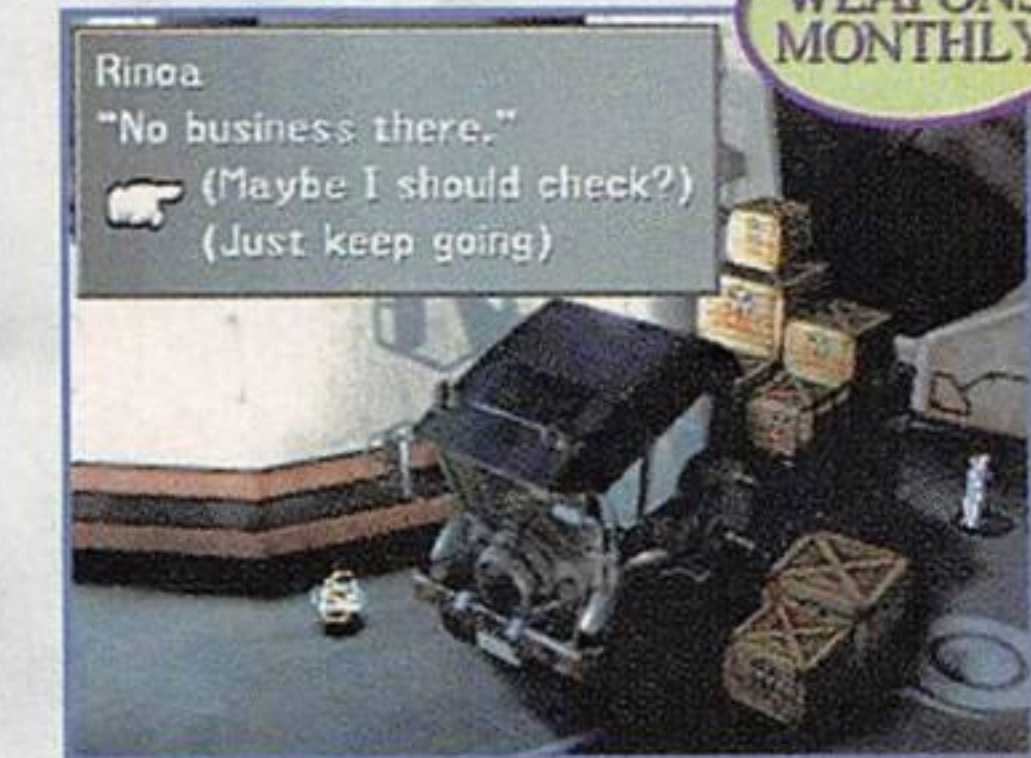
Return to Dollet Station and take a train to Deling City. Catch a bus to Caraway Mansion, and tell Caraway's Guard the number of the Gunblade that you found in the Tomb of the Unknown King.

A SIMPLE PLAN

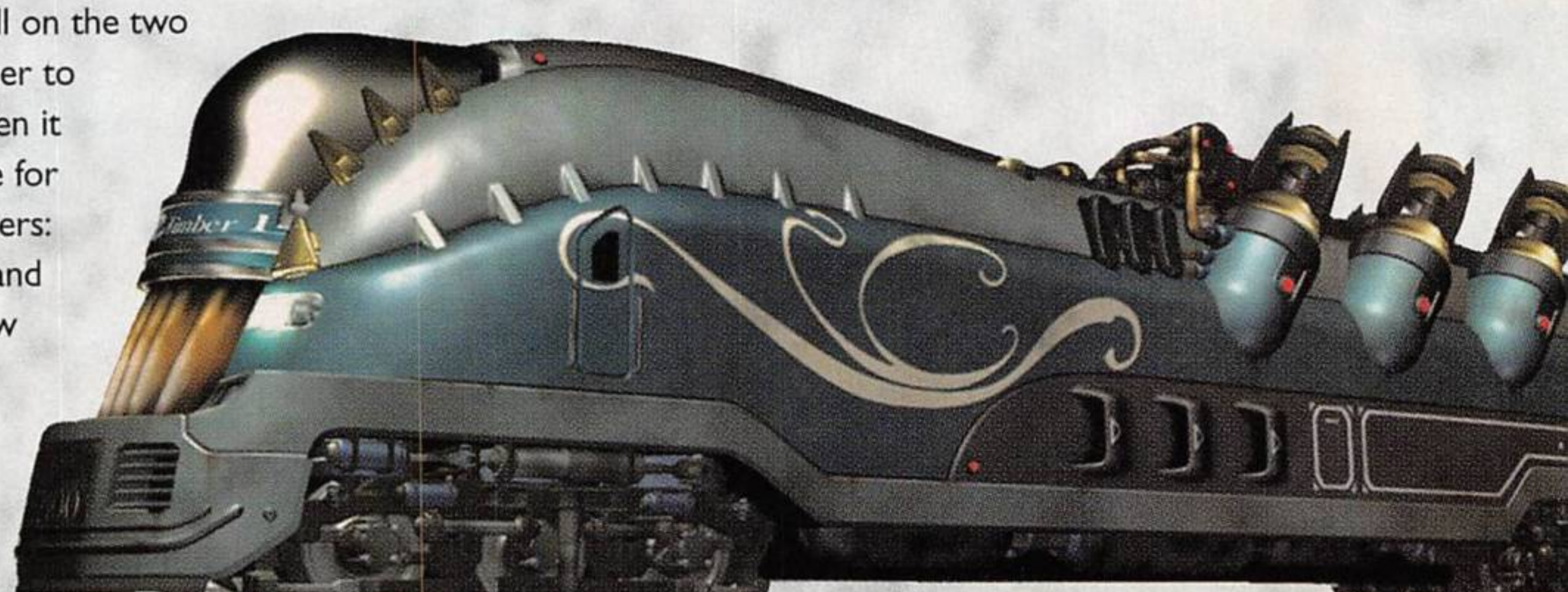


Meet Caraway and head to the Presidential Residence for a detailed briefing. Check in at the Galbadia Hotel and when you wake up, read the copy of Timber Maniacs. Return to Caraway's Mansion and select your teams.

RINOA GOES IT ALONE



Open the manhole to the right of the parked truck and descend into the sewer. Get the May issue of Weapons Monthly, then backtrack to the street above. Climb the crates next to the truck, then jump onto the roof of the adjacent building.



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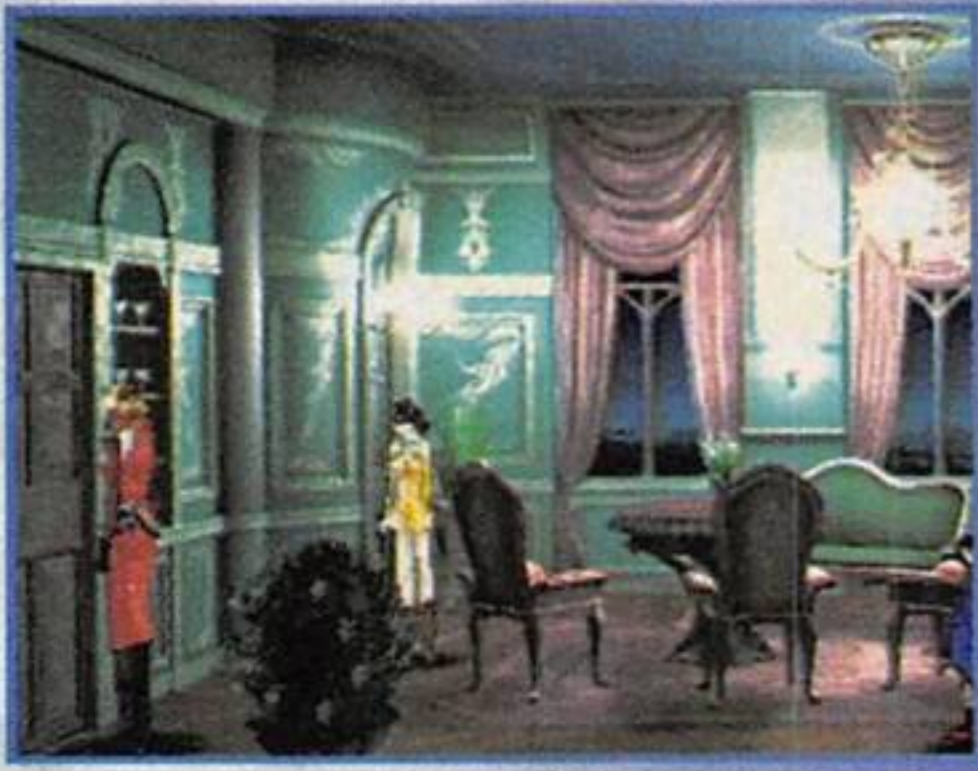
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THE ESCAPE



Set up Quistis, Zell, and Selphie with a few good GFs, then search the shelf next to the locked door. Take a cup from the shelf and place it under the statue in the left corner of the room. Enter the passage and head downstairs.

At the bottom of the ladder (1—see Sewer Map, below), stand on the plank to the left of the wheel. Jump onto the wheel, and then open the gate on the other side. Go straight down the next hallway (2).

IGUION



Retrace Rinoa's route to the Sorceress, then equip a party member with the Brothers GF. When you mix it up with Iguion, draw Carbuncle and Break from him, then unleash the Brothers for a quick victory. One caveat about Iguion is his Magma Breath: If a character is hit with this spell, a countdown timer will appear over their head. If the timer reaches zero, it's game over; however, you can remove the curse with Esuna. Your prize for beating Iguion is the Carbuncle GF.

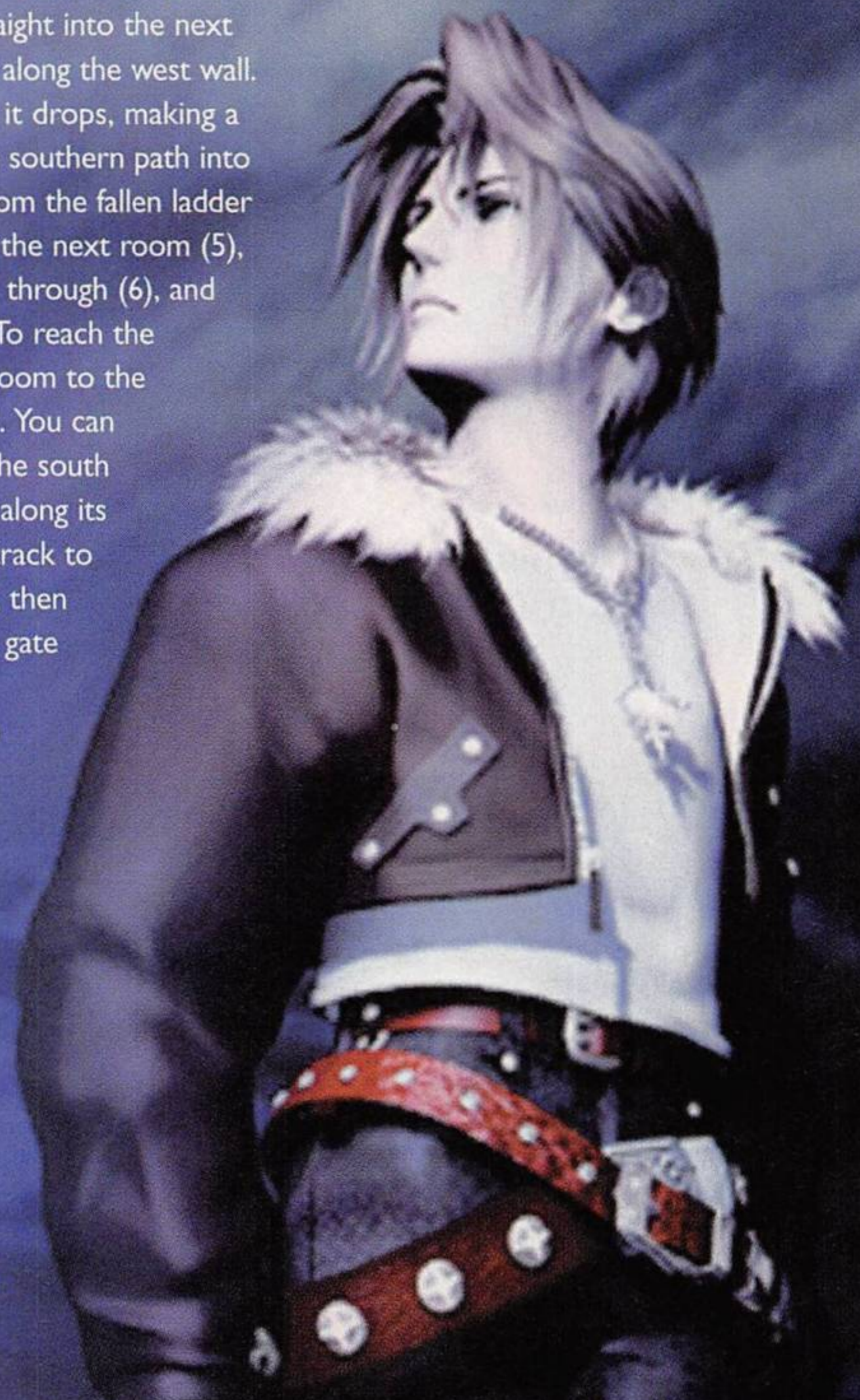
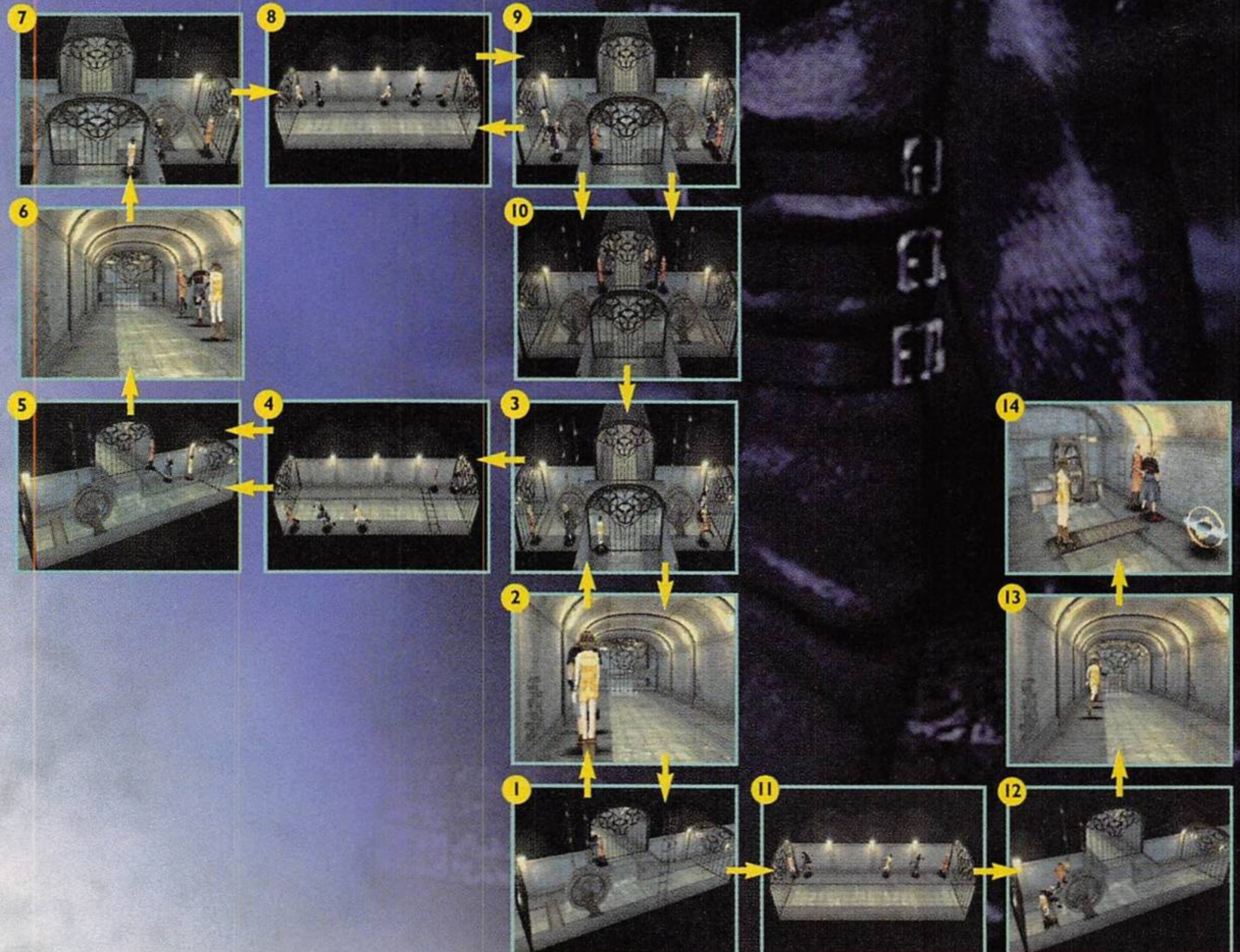


Take the passage under the floorplate to the tower.

SEWER

Now let's get the other group out of the sewer (2). To escape the sewer, you have to travel in a big circle. Go straight into the next room (3), then turn left and open the top gate along the west wall. Examine the ladder against the north wall (4); it drops, making a bridge to the south side. You can then take the southern path into the next room (5), which has a Draw Point. From the fallen ladder (4), open the top gate against the west wall. In the next room (5), open the right gate against the north wall. Pass through (6), and at (7), open the top gate against the east wall. To reach the Draw Point in the next room (8), go into the room to the east (9) and lower the gate along the west wall. You can also find a hidden Draw Point in the room to the south (10); just enter the room through the left gate along its north wall. From the hidden Draw Point, backtrack to (9). To exit (9), jump on the west water wheel, then jump on the east one and go through the right gate along the south wall. Head south through (10), (3), and (2), and enter (1). Inspect the ladder on the north wall so it falls to create a bridge to the other side of the room. Open the top gate along the east wall, and go through (11), then jump on the water wheel to cross to the north ledge in (12). Go through (13), then climb the ladder in the next room (14), which is located next to the Save Point. Climb to the second floor and pull the switch.

SEWER MAP



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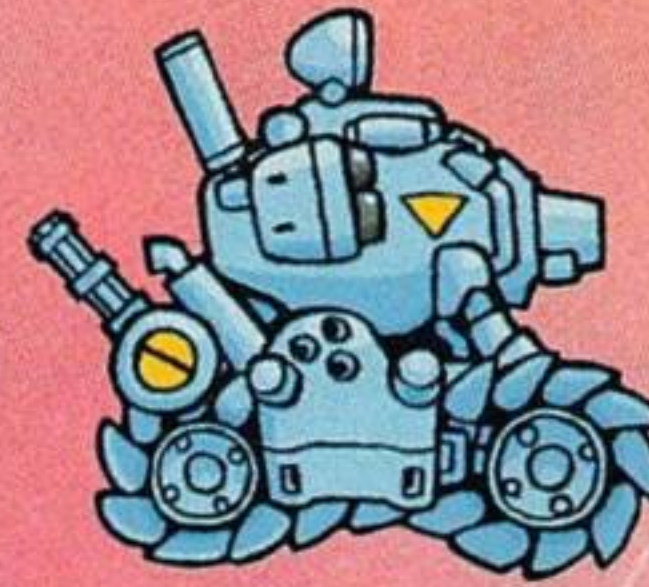


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SEIFER

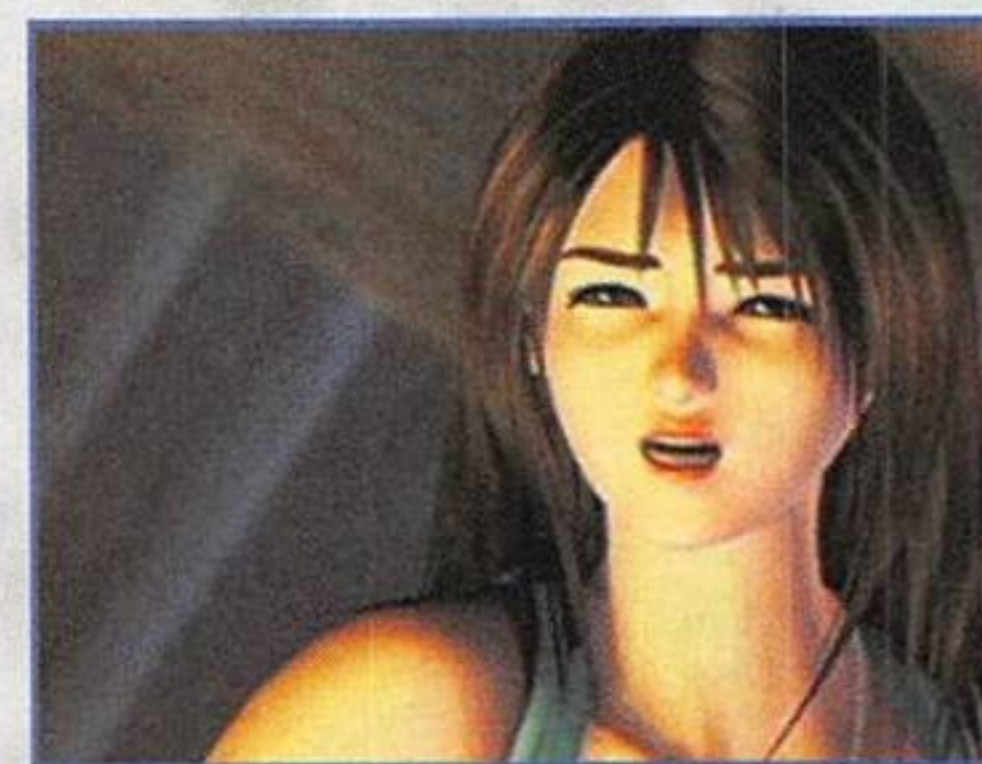


Seifer talks tough, but he isn't much of a challenge. During this little one-on-one, hammer him with GF attacks. Seifer's offensive capabilities include a little Fire magic, but most of the time he slashes you with his Gunblade.

SORCERESS EDEA



The Sorceress has several helpful spells you can draw, including Cura, Dispel, Life, and Double. Cast Carbuncle on your party (careful with magic Cure spells now), and fire away with Quezacotl and Ifrit.



WINHILL



Use the Draw Point and heal yourself—any damage Squall took during his battle carries over to Laguna's scenario. Exit the vacant house and go to the pub. Although the village appears peaceful, you can still enter random battles.



Hook up with Kiro at the pub, give him some GFs, then go on patrol. If you encounter a Caterchipillar, be sure to draw a new spell, Slow. Walk to the edge of town, then return to the pub. Go upstairs and talk to Raine.

DESERT PRISON



As soon as you can access Zell's item menu, give him a few good GFs. Stand up to the Mean Guy (no kidding, that's his name) when he tries to beat on the Moomba. During Squall's interrogation, select the top choice ("Just let me die...").

PRISON DIRECTORY

- FLOOR 15: GIM52A AND ELITE SOLDIER
- FLOOR 14: NOTHING
- FLOOR 13: SQUALL, MOOMBAS
- FLOOR 12: NOTHING
- FLOOR 11: CARD PLAYER
- FLOOR 10: CARD PLAYER, SAVE POINT
- FLOOR 09: DRAW POINT
- FLOOR 08: MERCHANT
- FLOOR 07: START THE LEVEL HERE
- FLOOR 06: SAVE POINT
- FLOOR 05: CARD PLAYER
- FLOOR 04: ITEM
- FLOOR 03: ITEM
- FLOOR 02: ITEM
- FLOOR 01: COMBAT KING

BIGGS AND WEDGE: ROUND 2



Once Zell is free, head up to Floor 08 where the weapons are stored. Give Quistis and Selphie one GF each. During the Biggs-Wedge rematch, draw Reflect from Wedge (the one in blue), and Regen from Biggs (the one in red). If the draw from Biggs fails, soften him up with a few hits, then try again.

GOING DOWN



Head down to Floor 06 and save your game. If you encounter Thrustaevis, draw Aero from it. Go to the first floor and snag Combat King 001; read it, and Zell learns a new Limit Break, Dolphin Blow.

RESCUE SQUALL



Your goal now is to reach Squall on Floor 13. There are a few noteworthy side trips, however (see the "Prison Directory" sidebar). Floor 10's card player will add a new option, Battle Report, to your Information menu in the Tutorial if you beat him, but he charges 300 Gil a game. The card player on Floor 11 gives you a random item each time you win, but charges 200 Gil per game. When you're finished with the side trips, free Squall and give him a couple of GFs, but don't take any GFs away from Zell.

ROOM AT THE TOP



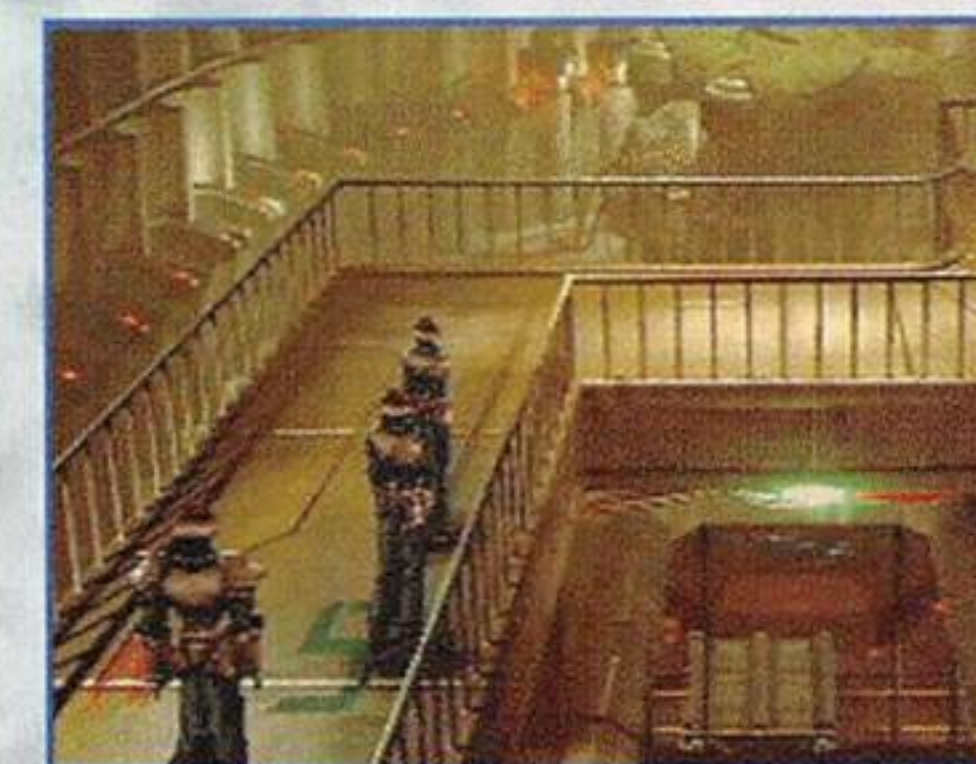
Take Squall's party up to Floor 14, then take Irvine down to the floor where the mechanical arm stopped. On Floor 13, talk to each Moomba and bring Squall's party members to full health.

GIM52A AND ELITE SOLDIER



Floor 15 has three bosses: two GIM52A sentries and one Elite Soldier. Lightning and Water spells work wonders here. After the battle, head across the catwalk. When it falls apart and Squall is dangling from the ledge, push Right on the control pad to guide him to safety.

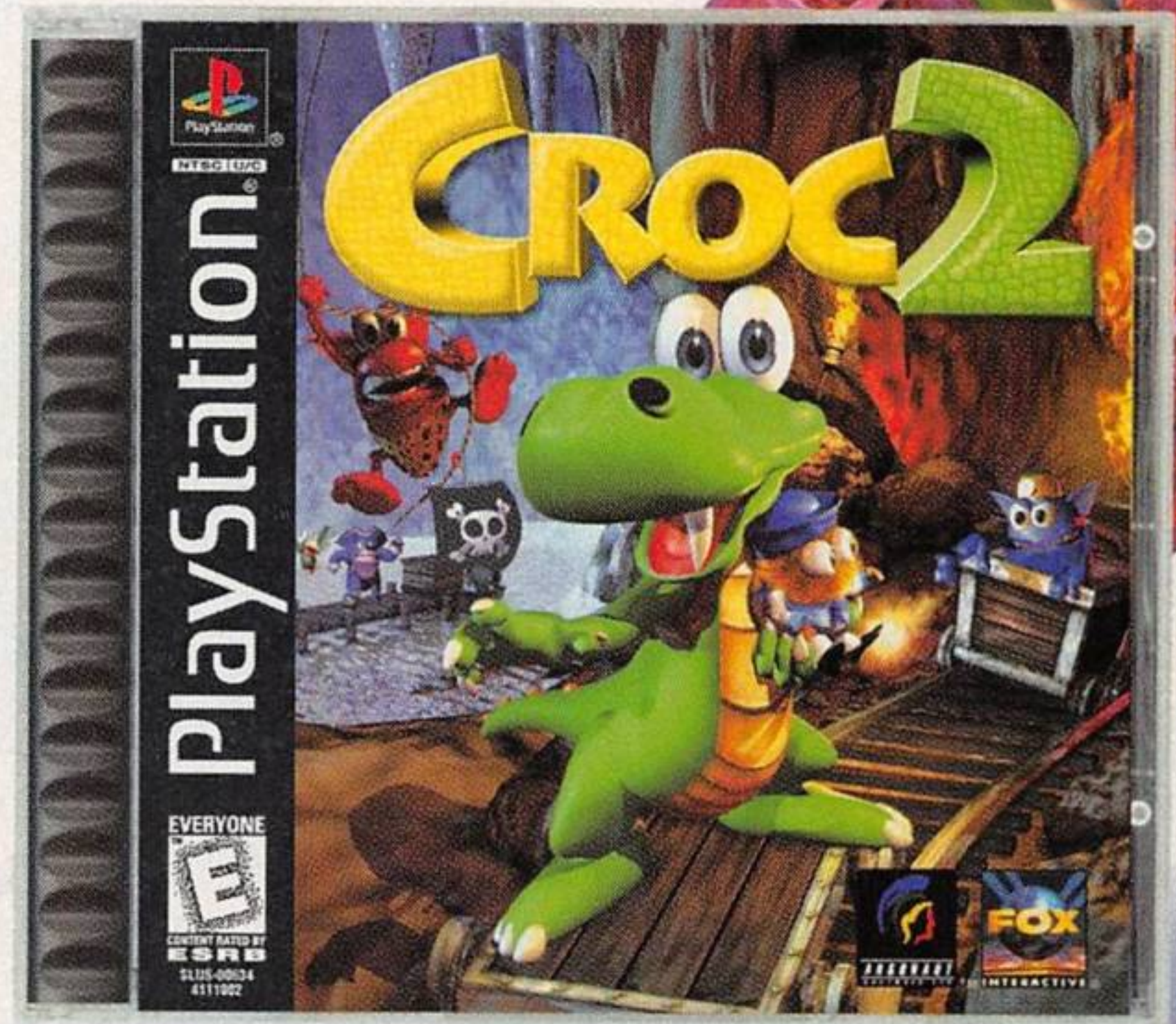
TEAM I: GALBADIA MISSILE BASE



Take Selphie's team to the Missile Base. Once you're inside the base, enter the door to the left, then walk past the guard standing watch. Head downstairs, then at the bottom make a 180-degree turn to the left. Talk to the two guards (let's call them "A"), then go through the door in the next room. Talk to the guard (let's call him "B") at the far end of the room. Return to "A," then talk to the guard whom you walked past when you first entered the base.



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Relief Guard
"This place is off-limits.
You're not allowed up here."

Mess with the panels inside the control room. When the guards outside confront you, select the bottom choice, then head back downstairs. When the guard talks to you, play it cool, then help him out. Help push the missile into place, exit the room, and go to the control panel. Make the following adjustments at the panel: "Confirm the Equipment," "Set Target," "Max Out the Error Ratio," "Upload the Data," and "Exit." Talk to the guard near the panel—and get ready to fight!

COMMAND LEADER AND COMMAND SOLDIERS



Diablos 2380
Ifrit 3558
Barthello 900

Reflect and Protect are your two best friends here: These troop guys cast Confuse, which can seriously mess up your party if it connects with a powerful member. Attack with your Siren GF. After the battle, search all the panels, then head into the back room to activate the self-destruct device. Set the timer for 20 minutes and leave the base. Before you exit the bunker, make sure that someone equips Quezacotl and that everyone has plenty of Thunder spells.

BGH25IF2



Quistis 520
Selphie 1012

BGH...whatever—this thing's a machine, and you know what that means: lightning. Before you attack, draw Stop, then cast Protect on your party; the BGH-meister is

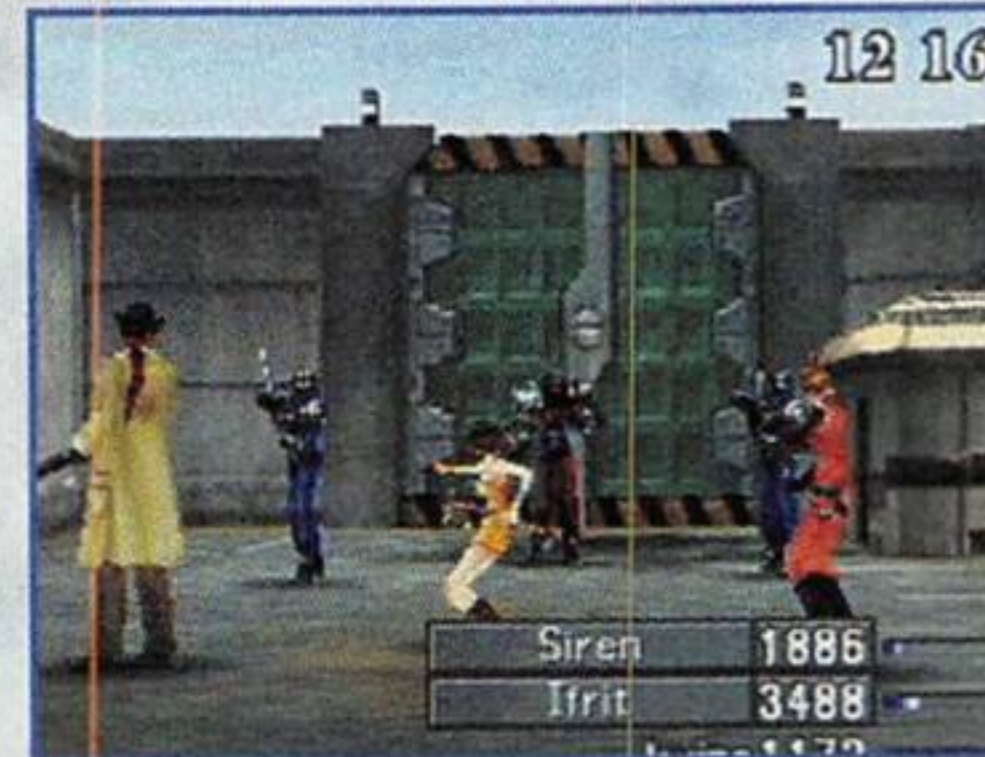
armed with a Gatling gun that can kill a member in one turn. Remember, the clock's ticking, so defeat this thing as soon as possible.



Siren 1886
Ifrit 3488

As BGH25IF2 is slowly blown apart, don't get too confident—it has one last trick up its sleeve: the Beam Cannon. This sucker hits one member like the Gatling gun does. Fortunately, the attack is announced before it arrives, so you have time to prepare with the proper spells.

THE COMMANDER AND HIS PRIVATES

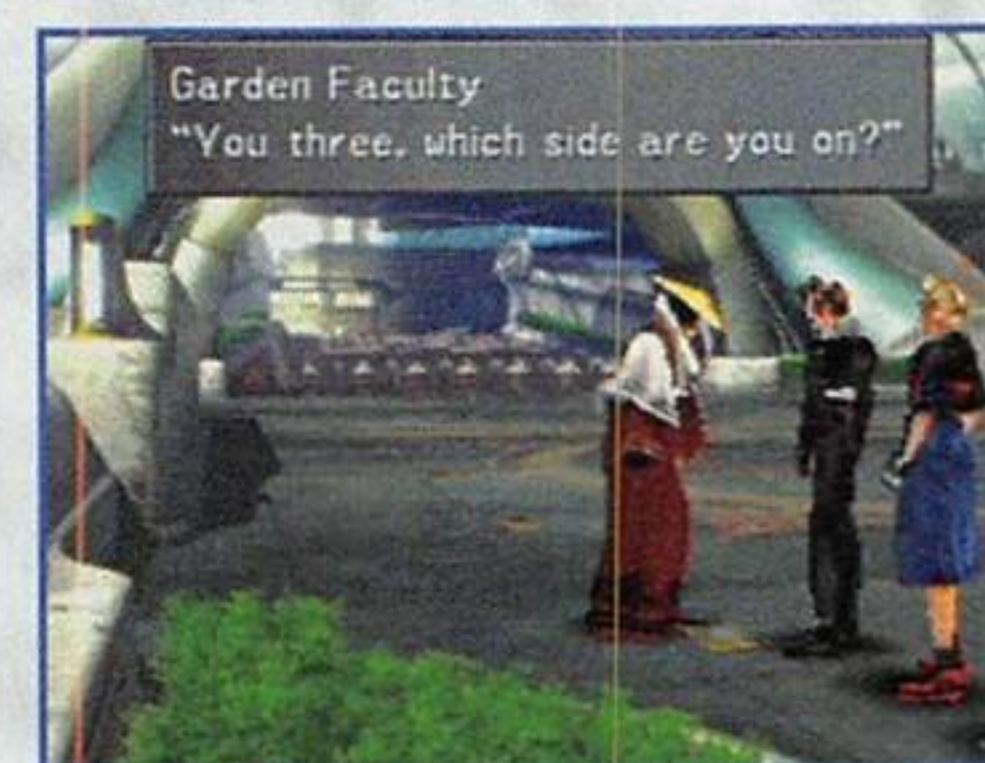


Siren 1886
Ifrit 3488

It isn't over yet—after BGH25IF2 is destroyed, you'll fight the three twerps piloting it. One round from any GF should do the trick.



TEAM 2: BALAMB GARDEN



Garden Faculty
"You three, which side are you on?"

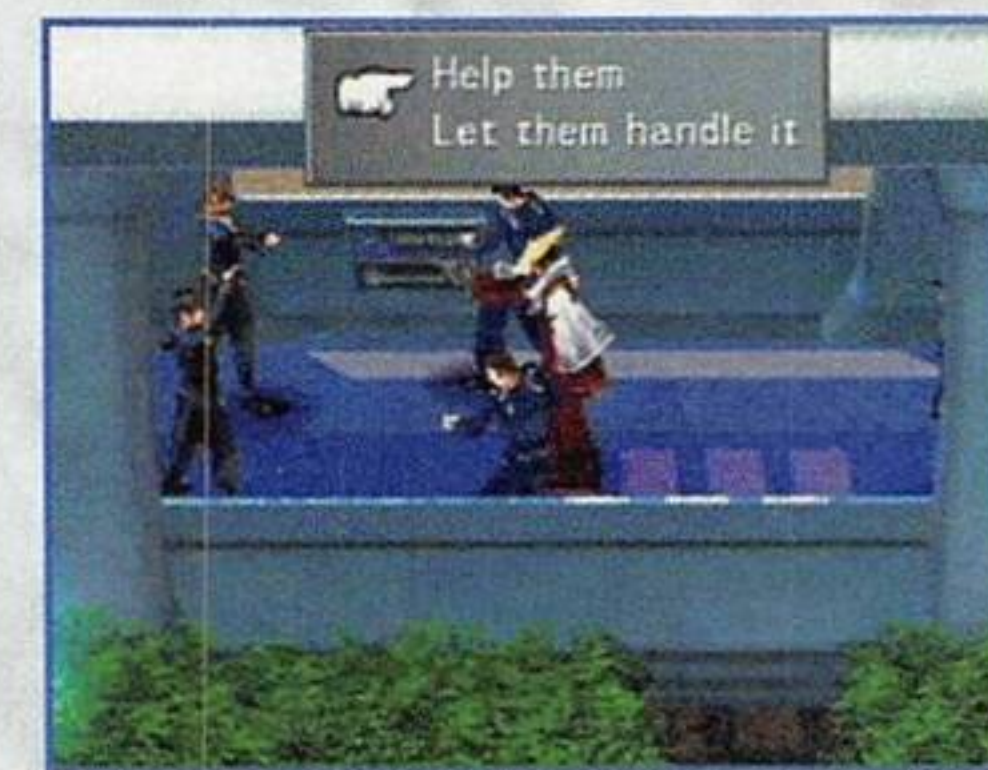
When the faculty questions your loyalty, side with the Headmaster, Cid. Talk to the student at the reception gate before entering the Main Hall.

THE SEARCH FOR CID



Fujin
"CAUTION!"

The monsters that have overrun Balamb are mostly from the Training Center. However, there are a few new critters to be aware of—especially Bombs. Physically similar to the Bombs you encountered in the Fire Cavern, these guys inflate, then K.O. a party member with a suicide attack.



Help them
Let them handle it

Searching for Cid is a mop-up job: Start on the first floor, then make your way up. Help any students that need it, and challenge every faculty member you come across. Talk to any students that you help—they'll reward you with valuable items or potions. Make sure you're prepared when you enter the Training Center—T-Rexaur is still around. You can find Xu on the second floor.

MD LEVEL



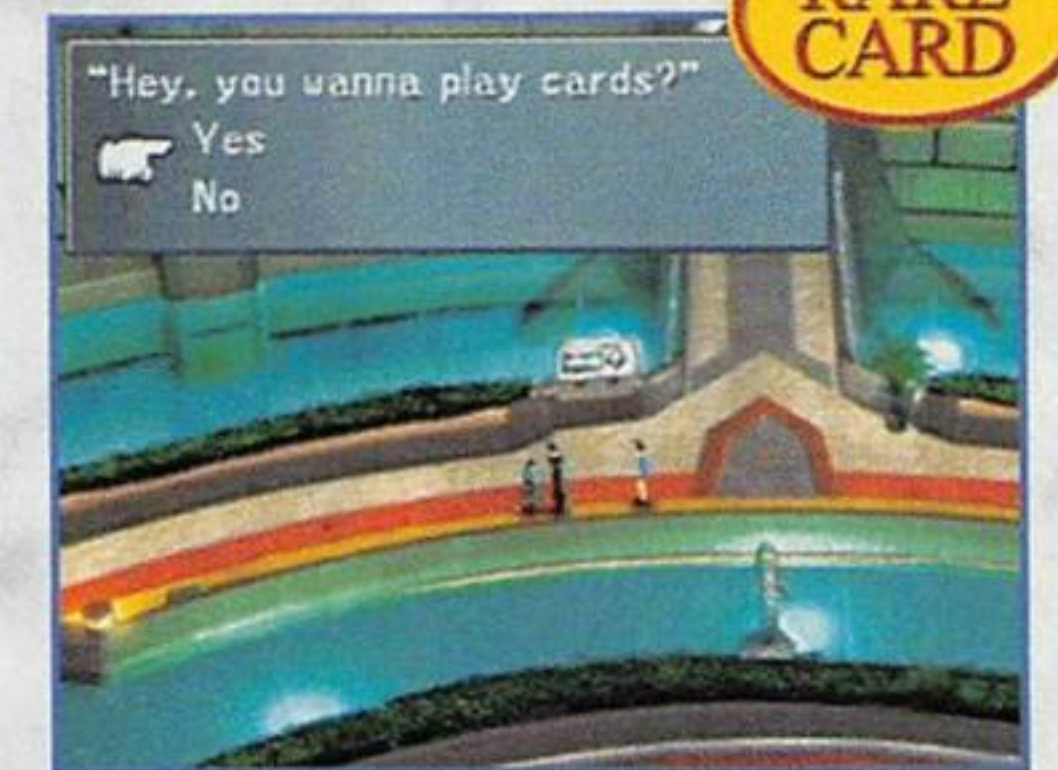
Climb down the ladder and pull the lever near the Save Point. When the two Oilboyles attack, use GF attacks immediately—Oilboyles like to suck 500-plus HP from their victims. At the dead end is a small wheel. Give it a couple of turns.



Zell 1588
Squall 1630

GUIDED TOUR

RARE CARD



"Hey, you wanna play cards?"
Yes
No

During your tour with Riona, look for a little kid running laps around the main lobby. Challenge him to a card game—you could win a rare MiniMog card. You can also win the Quistis card from Treppe Groupie #2 in the second-floor classroom.

NORG'S ORBS



Attack
GF
Draw
Item

Rinoa 1059
Squall 1671

Focus your attacks on the two glowing blue orbs. The orbs change from blue to yellow to red—keep them from turning red. Have the two flanking party members attack the orbs with physical hits while the middle character hammers away at the center target with GF attacks.

MASTER NORG

GF



Shell
Protect
Esuna
Leviathan

Rinoa 1059
Squall 1671

When NORG's protective shield shatters, draw a new GF, Leviathan, and magic, Bios, from him. Remember to keep those orbs from turning red! Cast Carbuncle, heal party members when necessary, and keep up the pressure with magic and GF attacks. After the battle, you can find Cid in the infirmary and Ellone in the library.

Pre-Derby Checklist

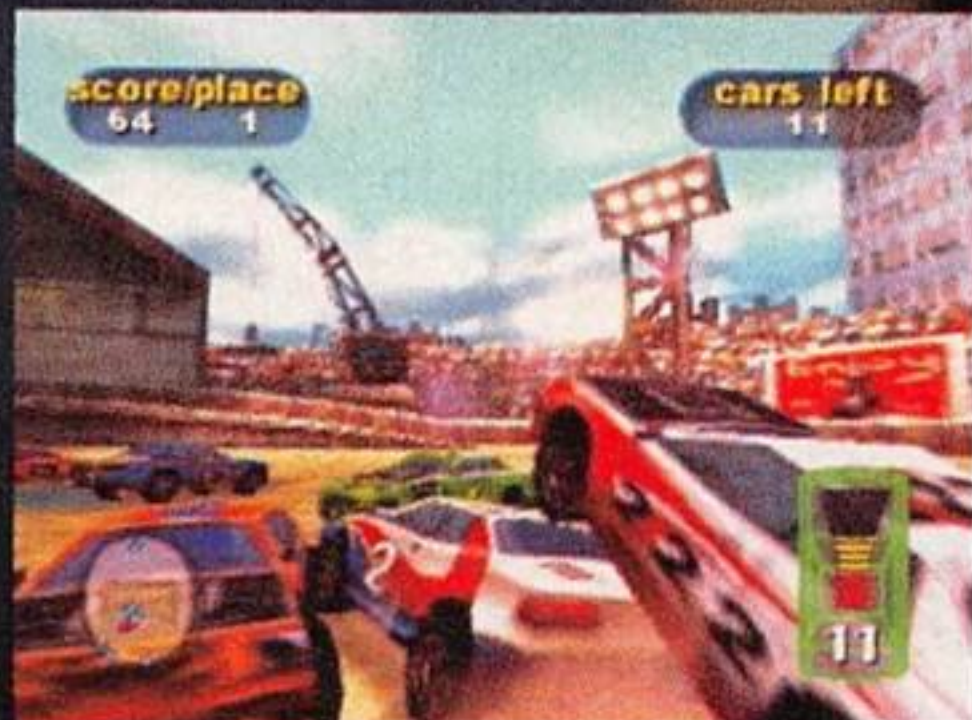
- Weld Doors Shut
- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

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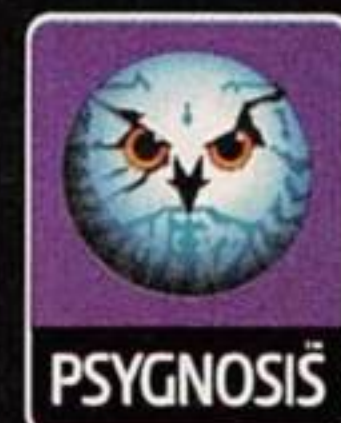
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FISHERMANS HORIZON



Before you go ashore, challenge Cid to a game of cards—he holds the rare Seifer card. Once you're ashore at Fishermans Horizon (FH), you can win the Quezacotl card from Mayor Dobe.

G-SOLDIER AND ELITE SOLDIER



The attacking soldiers are easy to defeat—just be sure to draw plenty of Thunder spells from them before they fall. This is also a great opportunity to try out that Leviathan GF you took from NORG.

BGH251F2



Remember that mechanical monster whose name was a mouthful that gave Selphie's team such a hard time at the Missile Base? Well, here it is again. Mix it a cocktail of Water and Thunder.

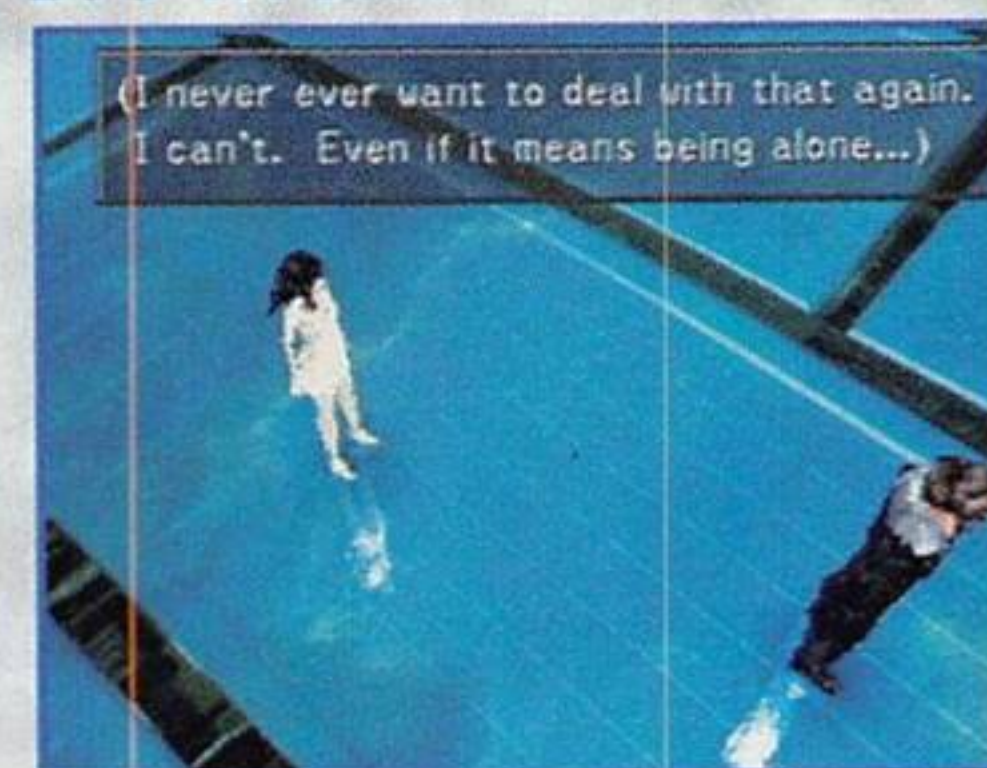


EXPLORE!



Before you leave FH, take one last run through town. You can find an issue of *Timber Maniacs* in a house near the train station and another issue on the second floor of the hotel. Just after you hook up with Irvine, look for a ladder along the back wall that leads to a card player. Most importantly, return to the Mayor's house, go to the second floor, and find the Ultima Draw Point.

BIG NIGHT



To get the most out of Squall's date with Rinoa, assign these instruments: flute, guitar, tap, and violin. Before you report to the third floor the next morning, take a quick detour outside; you can find a valuable Draw Point where the card player was sitting the day before. Pssst: Make sure you talk to everyone in this town before leaving.

BALAMB



Now that Balamb Garden can fly, you can go almost anywhere. Head to Balamb City, put Zell in your party, and talk your way past the guard near the entrance. Talk to Zell's mom, then challenge her to a card game. If you win, you'll get Zell's card.

WHERE'S THE CAPTAIN?



Go to the docks and talk to the soldiers, then talk to all the soldiers on patrol in town. Return to mama Zell's house, talk to her, and go back to the docks. Examine the dog, then follow it to the train station. Stop back at Zell's place, rest, and save your game.

RAIJIN...



Go to the Balamb Hotel and fight Raijin. Hit Raijin with Blind, then summon a GF (preferably Diablos, but not Quezacotl) to dispatch his guard friends. Although Raijin's primary attack is a swat with his bigass stick, he takes off 500-plus HP a pop. Try to be in good health at the end of this battle—you fight another enemy immediately afterward.

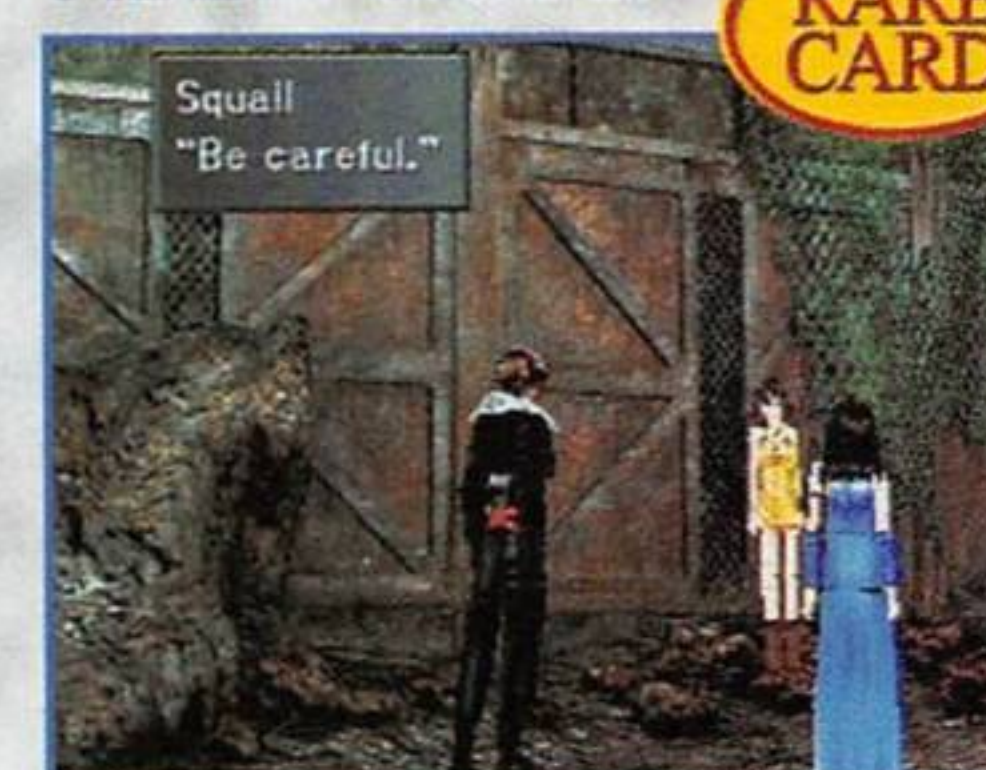
...AND FUJIN, TOO!



Cast Blind on Raijin, then draw a new GF, Pandemona, from Fujin. Time to teach this one-eyed, one-word-sentence-uttering monster a lesson! Cast Carbuncle (again, be careful about using Cure spells!) on your party, then hammer away with Ifrit and Shiva GF attacks (Fujin is the tougher of the two). Keep an eye open for her Sai attack, which drops your HP to 1 regardless of your status. Defeat the duo and you

receive a copy of *Combat King 002*, which teaches Zell the Meteor Strike Attack.

TRABIA GARDEN



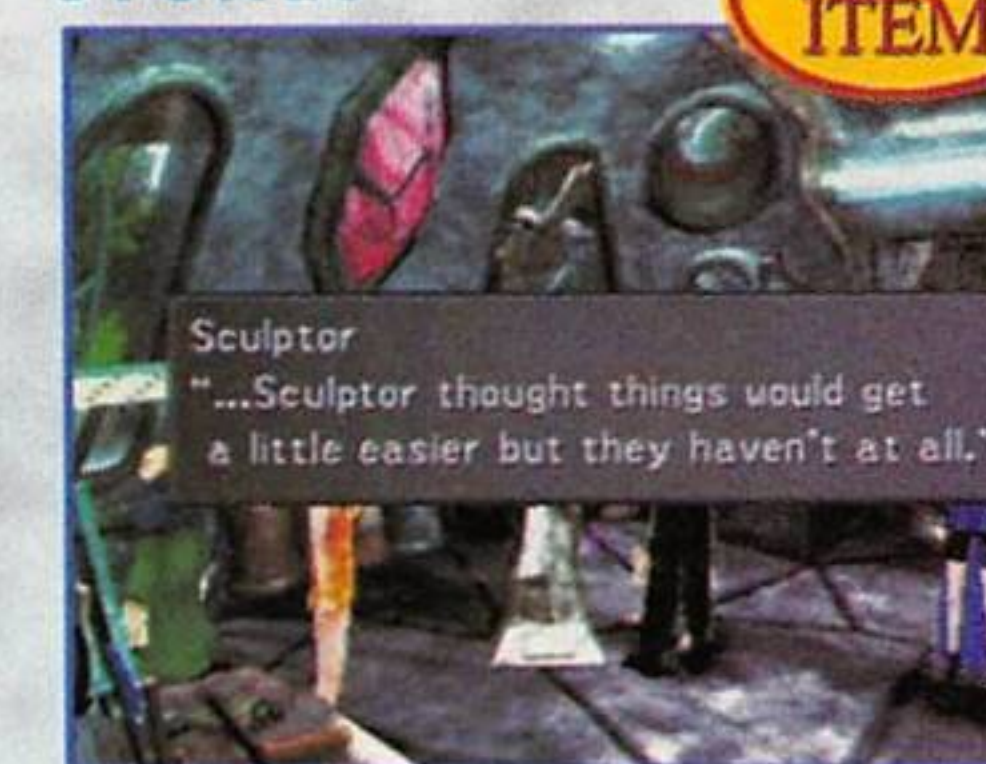
Put Selphie in your party and go to Trabia Garden. You can win Selphie's card from the girl sitting in front of the fountain and find a copy of *Timber Maniacs* in the graveyard.

SHUMI VILLAGE

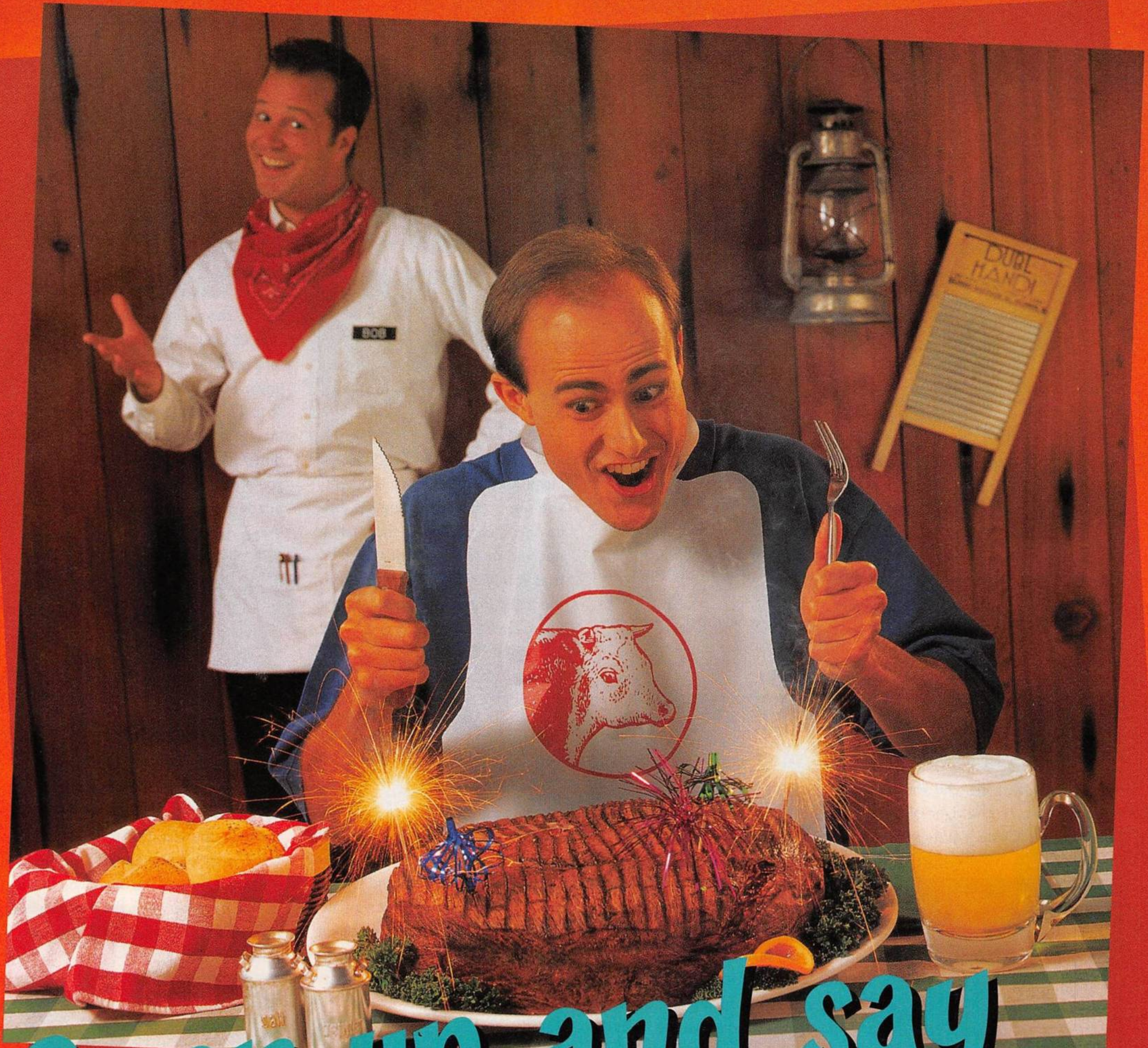


Next stop: Shumi Village. Take the elevator, and when you get off, talk to the Shumi across from the first house. Continue to the left, then enter the second-to-last house. Get the copy of *Timber Maniacs* off the bed and talk to the Artisan. Leave the house, enter the one to the left, and take a look at what's in back. Enter the Elder's house (the one with the Moomba parked out front), talk to the Elder, then return to the previous house and talk to the Sculptor.

THE FIVE STONES



You must find five stones: Shadow, Wind, Life, Water, and Blue. Each time you find a stone, take it back to the Sculptor. Blue is the easiest to find—it's to the left of the Sculptor (right under your nose).



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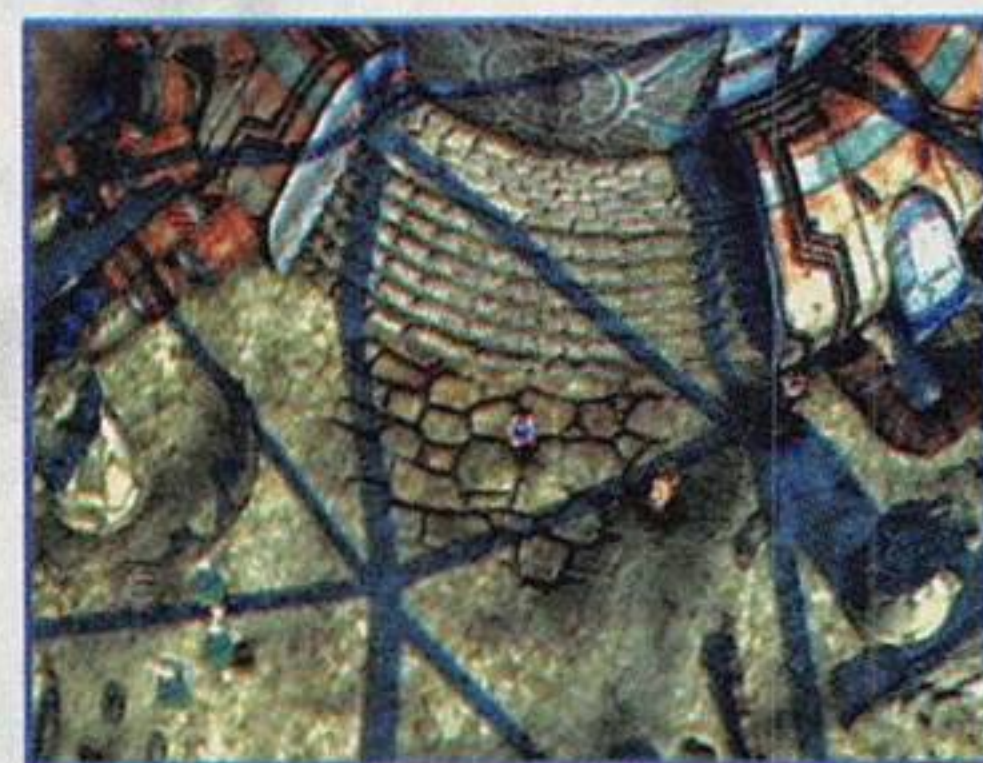
ZD Testing and Analysis Group (ZDTag)



The Wind stone's next—it can be found among the rocks to the left of the hotel (the first building you saw when you got off the elevator).



Ah, yes, the Life stone. Did you see that huge root to the right of the Elder's house? Climb it and get the Life stone.



The Shadow stone's next. Go all the way back to the elevator and take it up. When you exit, search the right wall near the base of the stairs; yep, you have the Shadow stone.



One stone left, the Water stone. Remember where you found that copy of Timber Maniacs? Go there and look in the sink. Take the last stone to the Sculptor; then go see the Elder. Your reward: Phoenix Pinion.

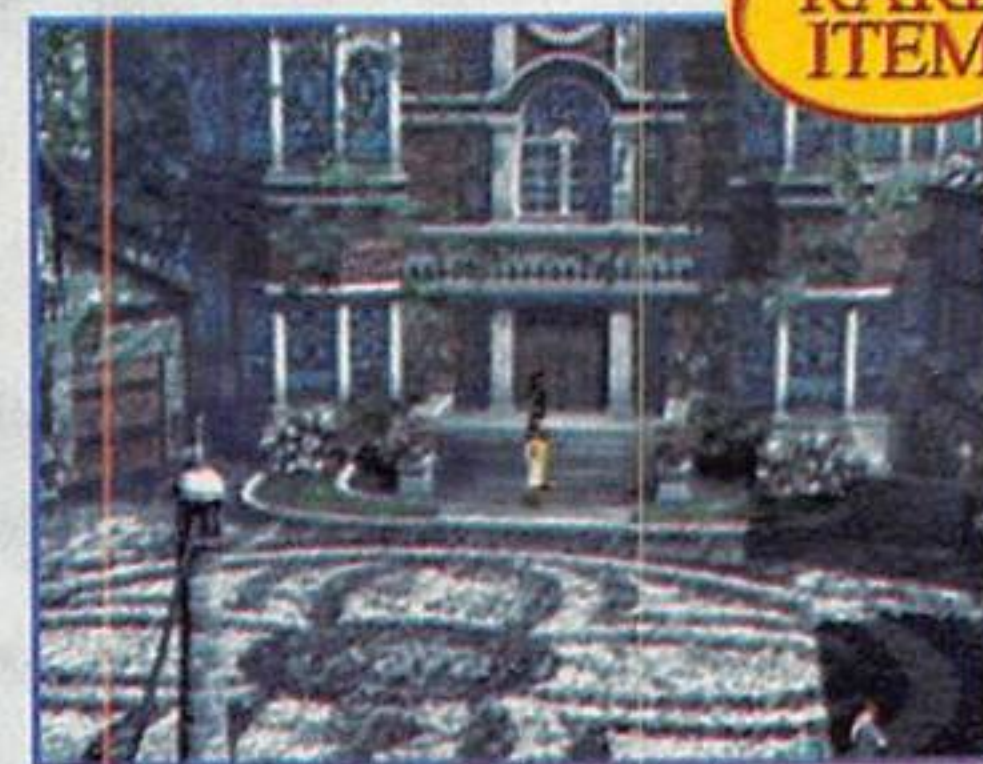
BEFORE YOU LEAVE...



Before you return to Balamb Garden, engage in a couple of random battles in the Trabia area. You're looking for Gayla, which hangs out in the snowy patches. When you find it, draw a new spell, Meltdown, from it.

WINHILL

RARE ITEM



Take Zell and Irvine and head southwest from Shumi Village. Your destination: Winhill. Go into the mansion (it's to the right of the pub from Laguna's third scenario), and talk to the owner standing on the stairs. It seems his vase is missing; actually, it broke into four pieces that are scattered around the area. Guess who gets to find them? Each time you find a piece, take it to the owner.

FOUR EASY PIECES



The first piece is in the main hall of the mansion. Repeatedly search the suit of armor on the left side of the hall. If you don't find anything, leave the mansion, re-enter, and search it again (damn Chocobos).



Head south from the mansion until you see an old lady to the left. Follow her into the flower shop, talk to her, and search her flowers. Tell her that you like flowers, then search the batch in the foreground. You've found the second piece.



South of the flower shop is a Chocobo crossing. Run back and forth in front of the crossing. When a Chocobo scurries in front of you, kick it into the air and knock a vase piece from it. You can also kick potions and greens from them.



To find the last piece, go to the second floor of the pub (to the left of the mansion) and talk to the lady a couple of times. Go to the first floor, search the tables, then examine the cat that appears on the bar. You have the last piece. Return to the mansion and collect your prize: a Holy Stone.

CENTRA RUINS



Before continuing with your quest, stop at Centra Ruins to pick up a rare item. Before entering the Ruins, however, set the Diablos' party ability to ENC=None. You have 20 minutes to complete this task, and you don't need random battles slowing you down. Get ready for some timed puzzle solving and boss fighting.

THE PUZZLE



Take the stairs up. At the top of the last staircase is a block; stand on it. Climb the left ladder and enter the room at the top. Pull the switch, exit the room, and descend. At the bottom, examine the blue plate on the pedestal between the two ladders. Go up the staircase that materializes to the right.



Take the stairs up to the first landing, then climb the ladder to the left. Remove the statue's red left eye, descend, and continue up the stairs to the right.



At the top of the stairs, climb the ladder and insert the red eye into

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the statue. Leave the statue as is and a code appears onscreen. Write down the code, remove both eyes, and return to the landing below. Climb the ladder, put both eyes into the statue, and enter the code you were just given. Go through the door that opens below you.

ODIN



Defeating Odin is easy because he doesn't attack; time is the real enemy. Cast Haste on all party members, then hammer Odin with a balanced mix of GF and magic attacks. If you defeat Odin before the timer expires, you'll receive the Odin card.

TONBERRY



On your way out of the Ruins, turn off ENC-None; there are some tough monsters you should fight. Keep an eye open for the first Tonberry (21,200 HP!), who you can find near the fountain. You can draw Death from the little guy, and he gives up a valuable item: the Chef's Knife. Using Diablos on him is a must.

TONBERRY KING



Okay, the Odin card is cool and all, but no GF for all your hard work? Not exactly—you can come away from the Ruins with a new GF; however, at this point in the game, you may not be ready. If you absolutely must obtain the GF right now, here's what to do. Stock up on Haste, Double (and Triple if you have any),

Life, and Meltdown spells—at least 15 of each per character. Divide your GFs evenly between all members and include Selphie in your party. Go to the spot where you found the first Tonberry and keep defeating the others that attack. Take a break after every second or third one to venture outside and save your game.



You'll eventually gain the attention of the Tonberry King, who appears immediately after a Tonberry's defeat without a break. He packs 77,500 HP and is kinda pissed, what with you killing his minions and all. When he appears, one character should cast Meltdown; the other two should cast Haste on themselves and then Double, so everyone has Double and Haste status as soon as possible. When one of these wears off, immediately cast it again. The King has three spells to draw: Full Life, Cura, and Death. All GF attacks except Diablos are effective; Diablos, ironically, always miss. Ultima is helpful, too—especially if used as a Double or Triple.

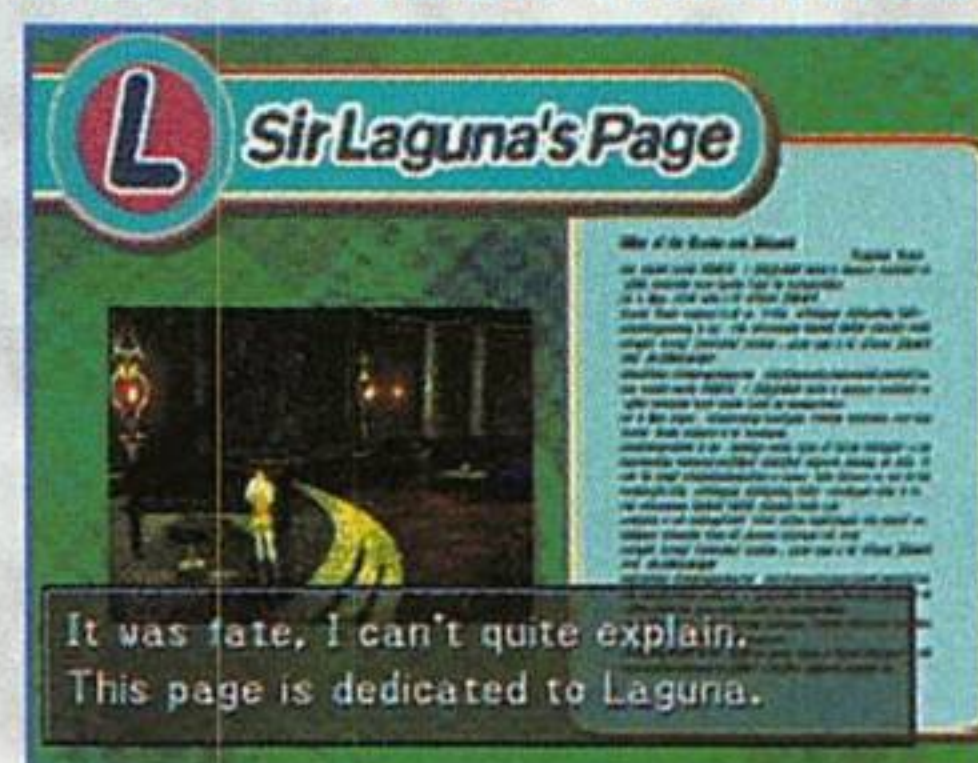


T. King has three attacks: a stab, which takes off 300-plus HP; "It's Sharp," which kills a party member; and Junk, where King stomps on the ground and brings down a rain of heavy objects for 1000-plus HP damage to each member (and, no, you can't avoid it by casting Float). Keep all party members in top health at all times and remember to hit the King with a Meltdown spell. If it wears off (check the color of King's robe), cast another.



You may be tempted to cast Reflect during the fight, but don't; you'll constantly be throwing magic around (especially that drawn from the King), and it's very easy to accidentally heal your adversary. If you beat the King, you'll net a new GF, Tonberry, and some other items.

WHY TIMBER MANIACS?



You're probably asking, "Why bother collecting issues of Timber Maniacs?" To read these issues, go to the second-floor classroom in Balamb Garden and access the Balamb Garden Network from your desk study panel. Enter "The School Festival Committee" menu, then go to "Sir Laguna's Page."

CENTRA: GARDEN BATTLE



Head south to the lighthouse at the Cape of Good Hope, then fly toward Galbadia Garden, which is hovering over the forest. Get ready for a long fight. Decision time—choose the following actions from the menus in this order: "The Garden's course," "Prepare for the attack," "Prepare our defense," "Take care of the junior classmen," "Call my comrades," and "No orders." Divide GF evenly among all characters.

ZELL AND SQUALL'S TEAMS



After Rinoa's "mishap," head to the front entrance and take Squall's team to the second-floor classroom. Galbadia Paratroopers cast Silence and Demi—equip your GFs accordingly. After the battle, talk to the SeeDs in the classroom to send them to safety.



When the flying soldier on the second floor confronts you, don't try to run away from him. Press , select "Look around for another option," then press again and select "Press the button for the emergency exit."

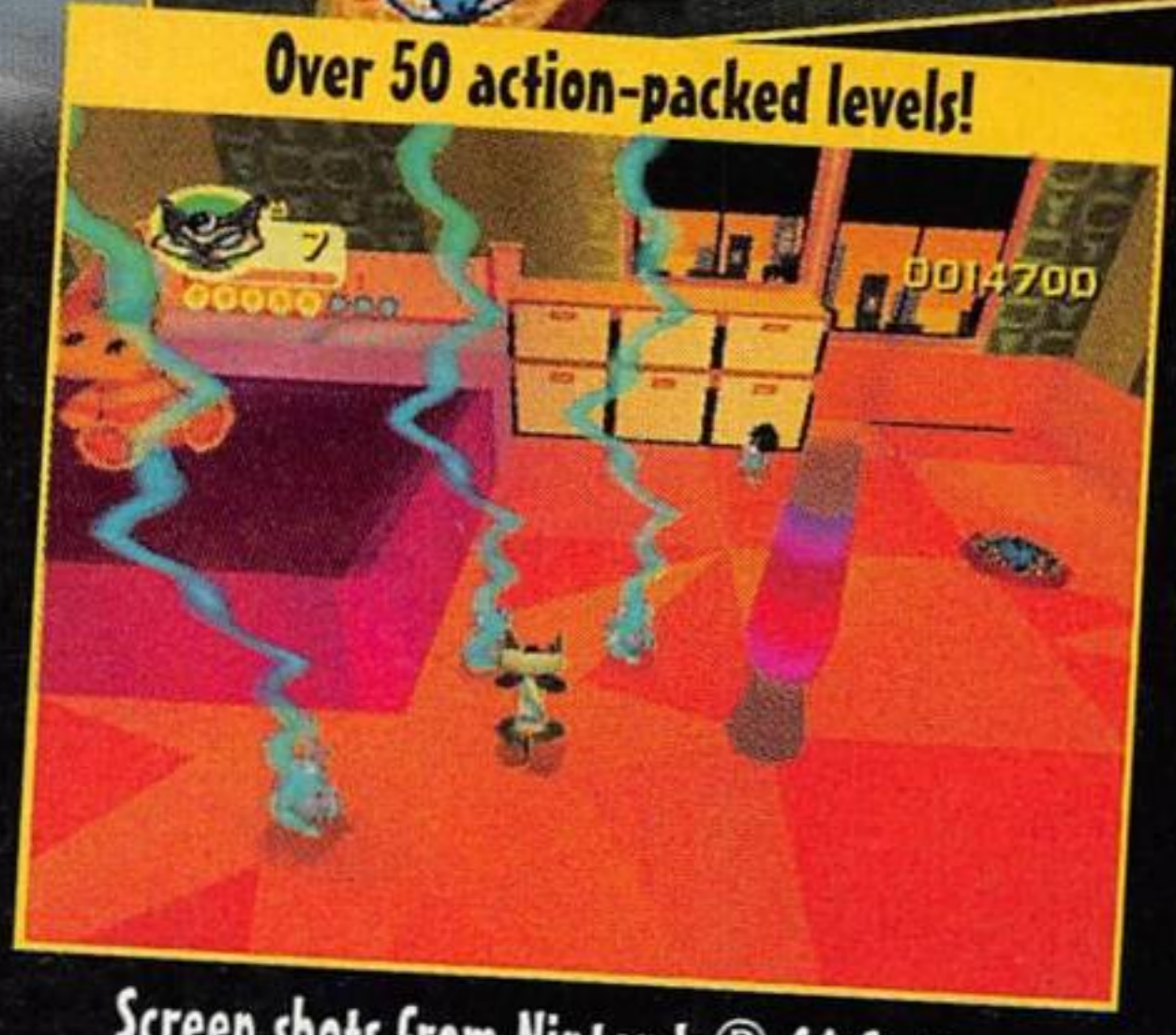
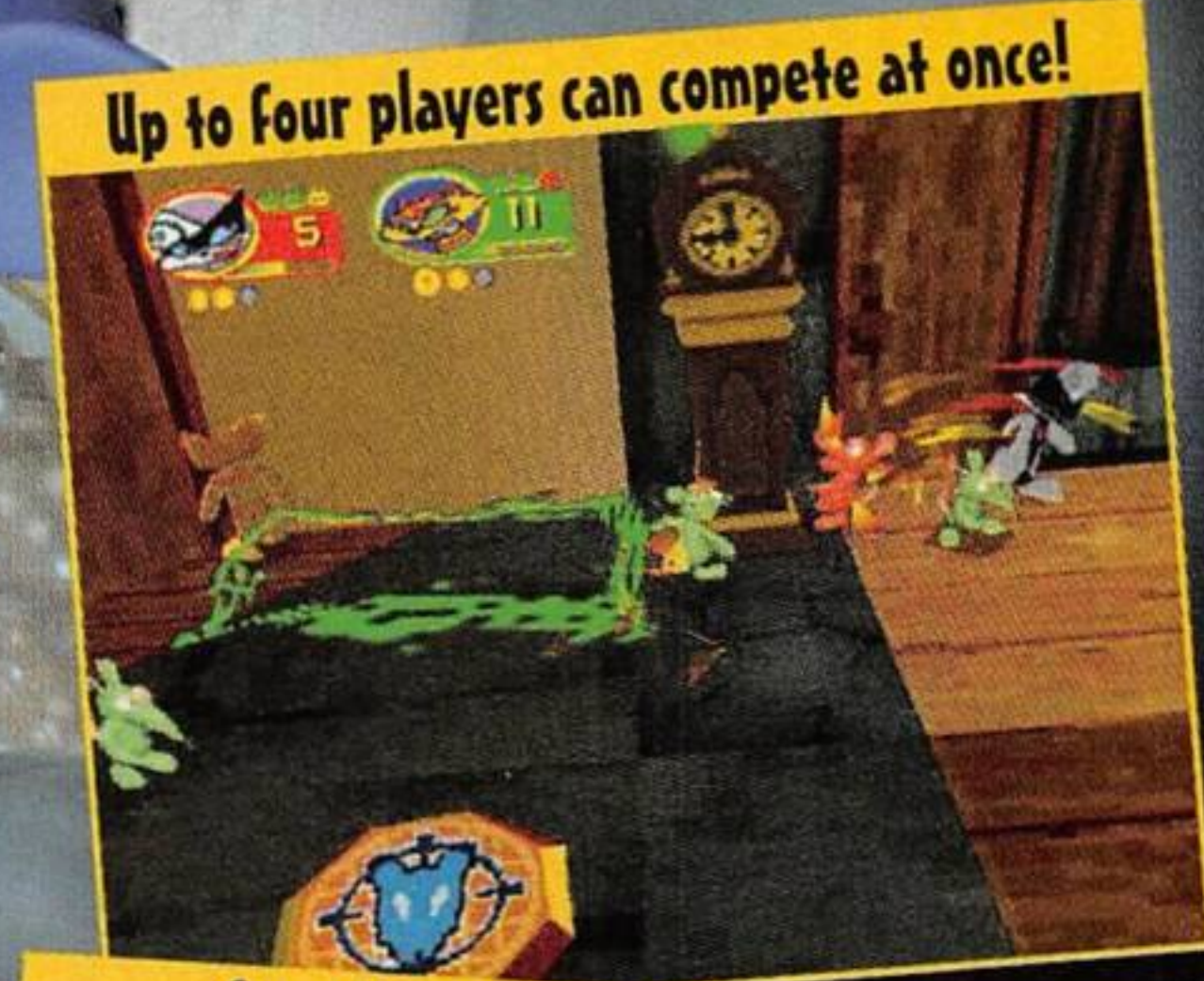
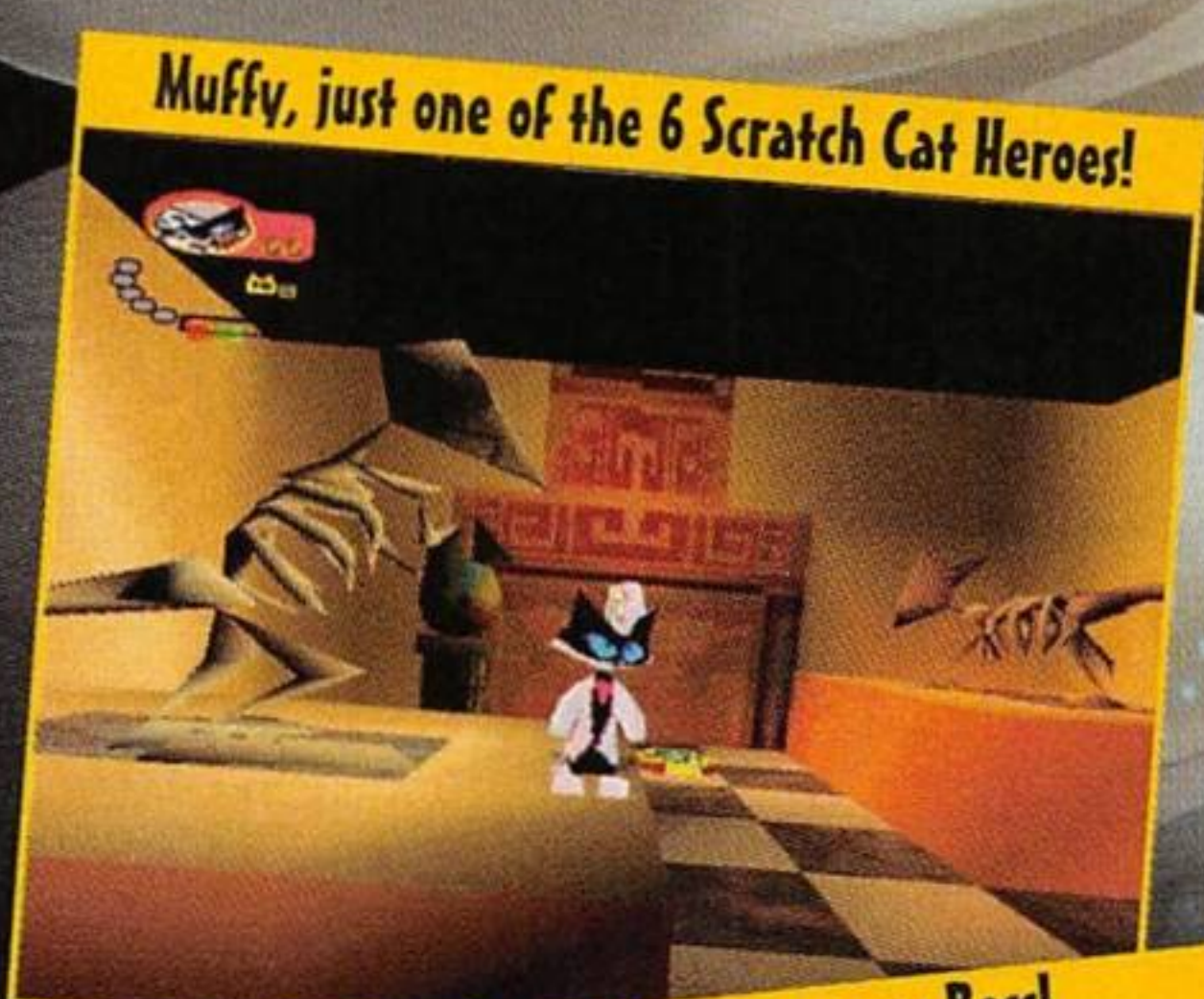
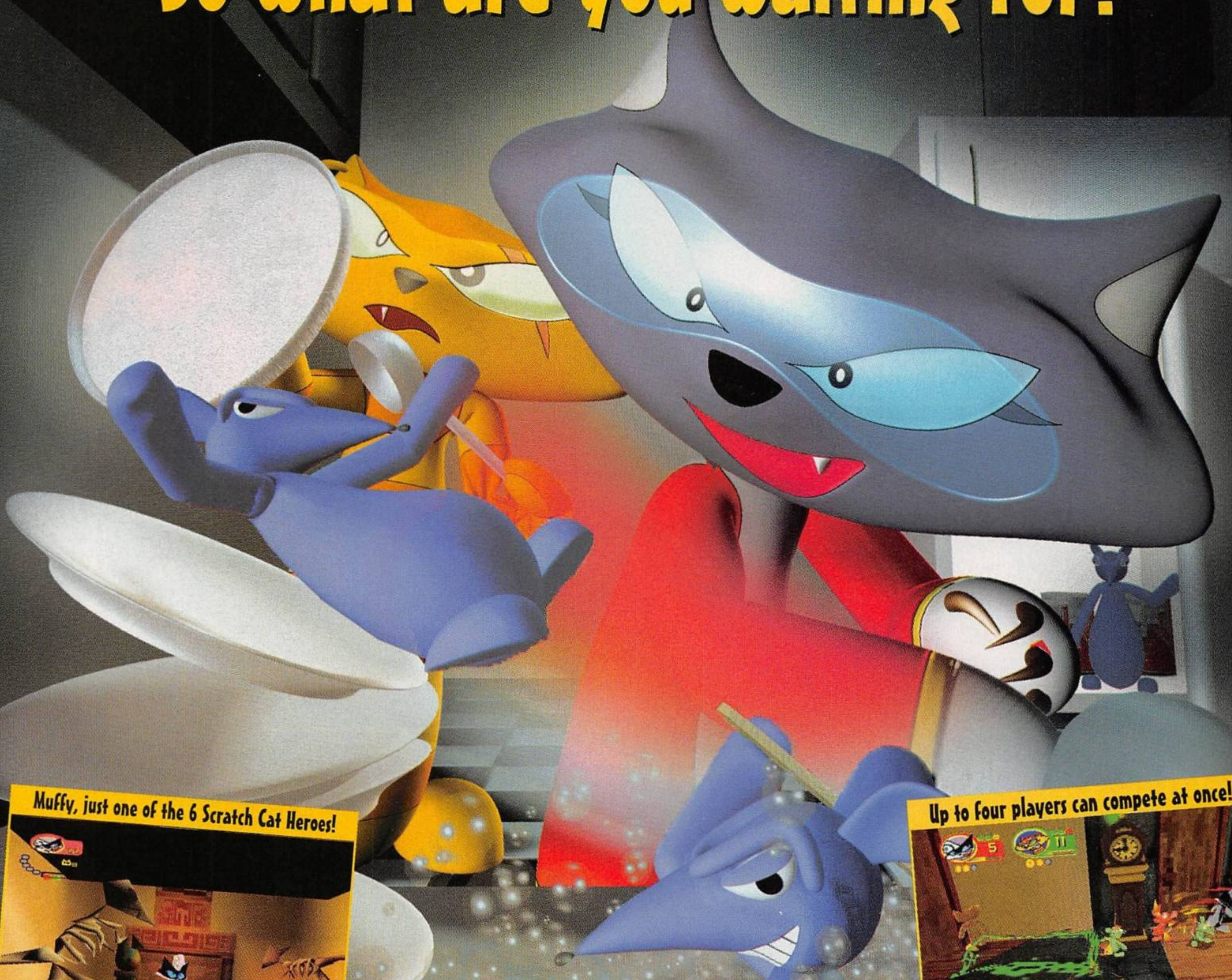


Unfortunately, there's no easy way to win the hand-to-hand fight. The best way is to block, then immediately punch, block, and repeat the pattern. Keep in mind there's a delay between when you press the block button and the moment your character actually blocks.



After the fight, take Rinoa with you into Galbadia Garden.

So many rats. So many ways to exterminate them.
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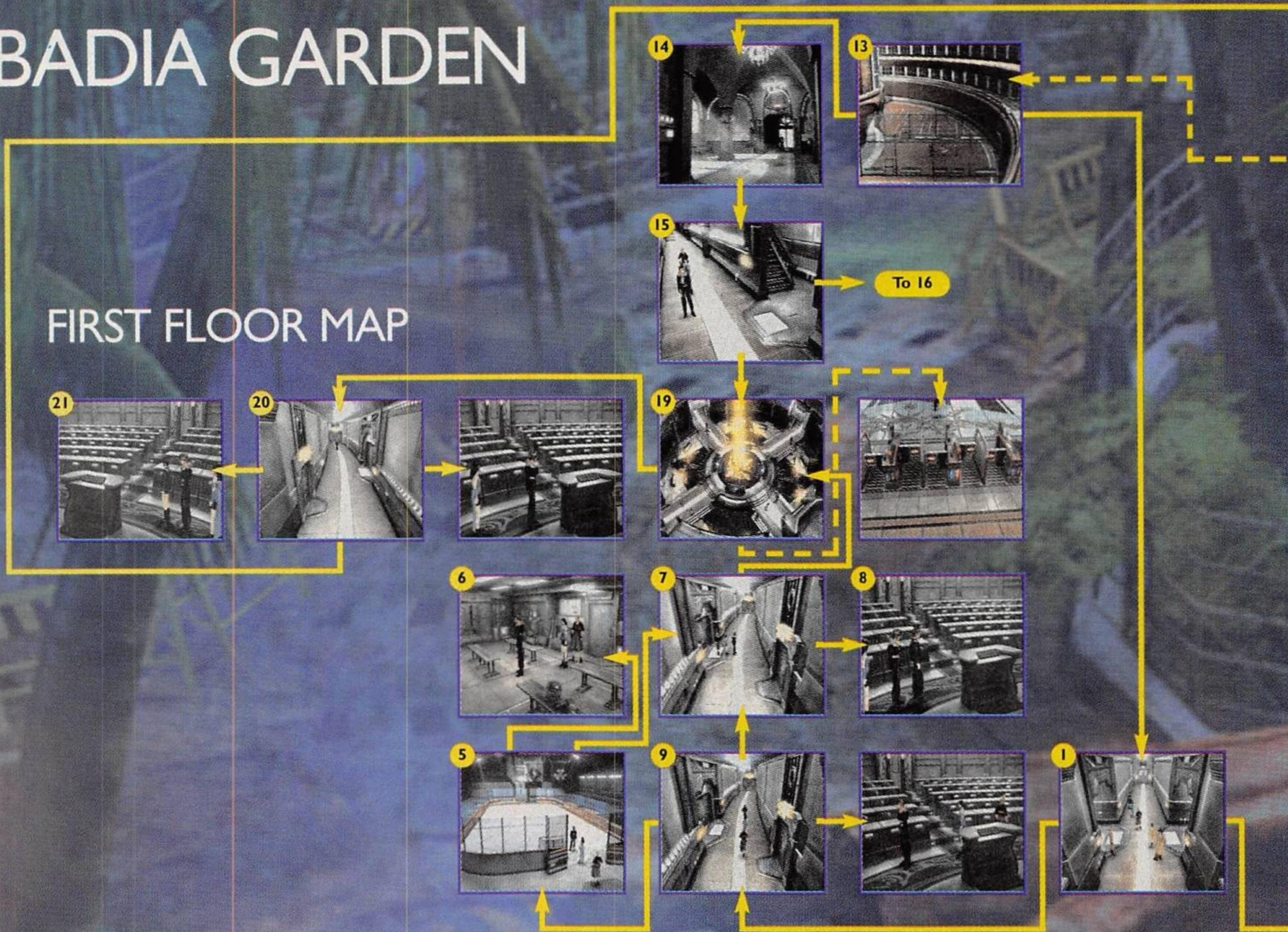


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GALBADIA GARDEN

FIRST FLOOR MAP



SECOND FLOOR MAP



SECOND FLOOR MAP

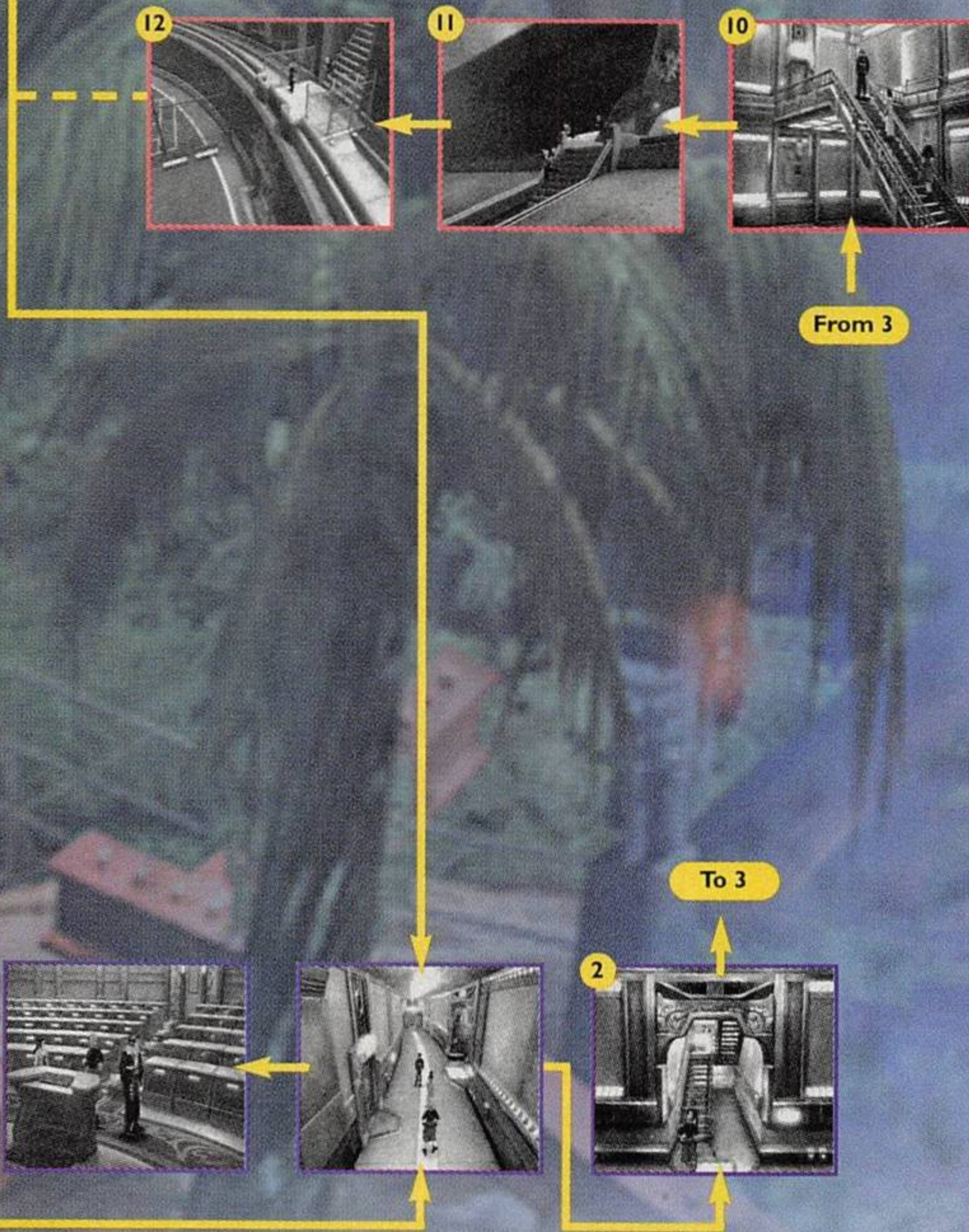


INSIDE GALBADIA GARDEN

Here's another confusing maze where every hallway looks the same. You must collect three keys before you can fight the Sorceress. Use the Save Point (1) and set off to find the first Card Key. Go to the east room (2) and take the stairs to the second floor. Talk to Raijin and Fujin (3), then head to (4). Talk to the student and get Card Key 1. Return to the first floor and unlock the door (9) to the ice rink (5). Look for the Draw Point. Along the north wall are two doors: The door on the left leads to the locker room (6) and another Draw Point; the door on the right takes you back into the maze (7). Talk to the student in the lecture hall (8) and he gives you Card Key 2. Unlock the door at the south end of the hall (7) and head back to Raijin and Fujin on the second floor (3). Go upstairs to the third floor and open the door at the top (10). Head left (11), and at the



THIRD FLOOR MAP



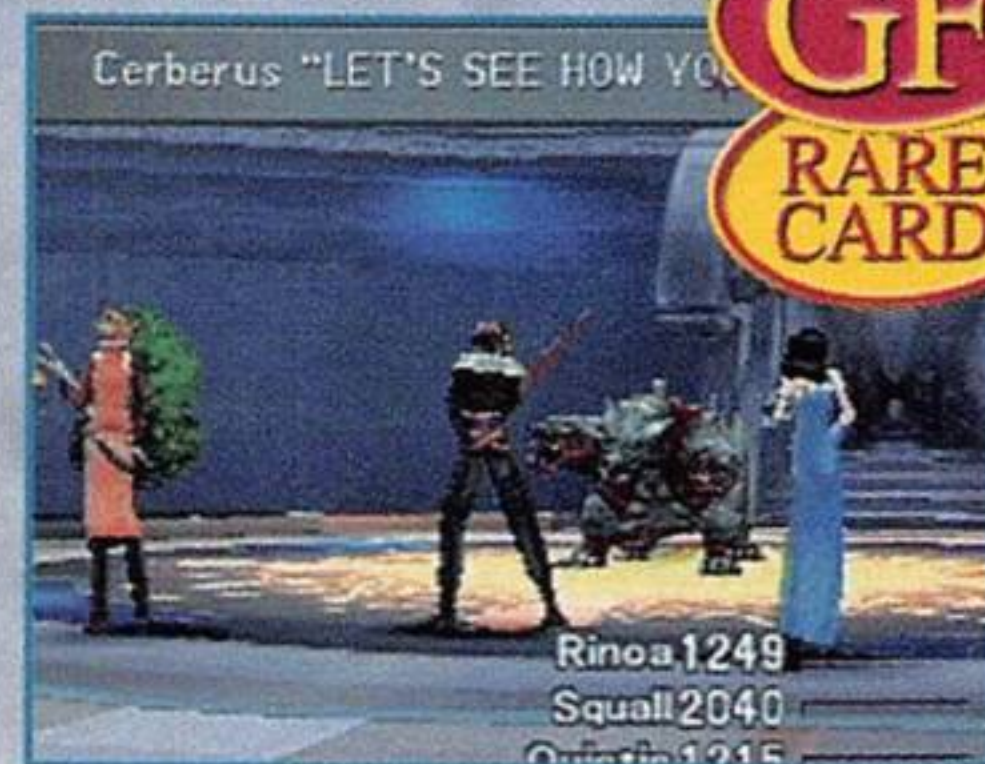
next screen (12), jump down onto the athletic field (13). There's also a Draw Point here. Go down the hallway (14) until you reach the stairs (15). The stairs lead to a passage (16) and the terrace over the Main Hall (17). You'll find a powerful monster, Tri-Face, here.



You can draw two valuable spells—Flare and Pain—from the Tri-man, but be wary of his Poison Gas attack. A hidden Draw Point is located between the two staircases (18).

Go back downstairs and head into the Main Hall (19). Ignore the slithering thing briefly, but use the Save Point.

CERBERUS



Don't take on Seifer and the Sorceress without stopping in the Main Hall of Galbadia Garden first (19). Although fighting Cerberus is optional, you definitely want to lasso him into your GF collection.



The golden rule when fighting Cerberus: Always cast Dispel on him when he casts Triple on himself. He can cast a variety of spells, includ-

ing Tornado, Thundaga, and Silence, among others—you can handle these spells individually, but in threes they mean certain death. Conversely, take advantage of his Double and Triple magic and draw them for yourself. You should also cast Float on all party members for protection against Cerberus's Quake casting. Diablos and Siren are your strongest GFs here, but Quezacotl is a no-no. Beat Cerberus, and he'll be at your service for the rest of the game (plus his playing card is kinda cool).

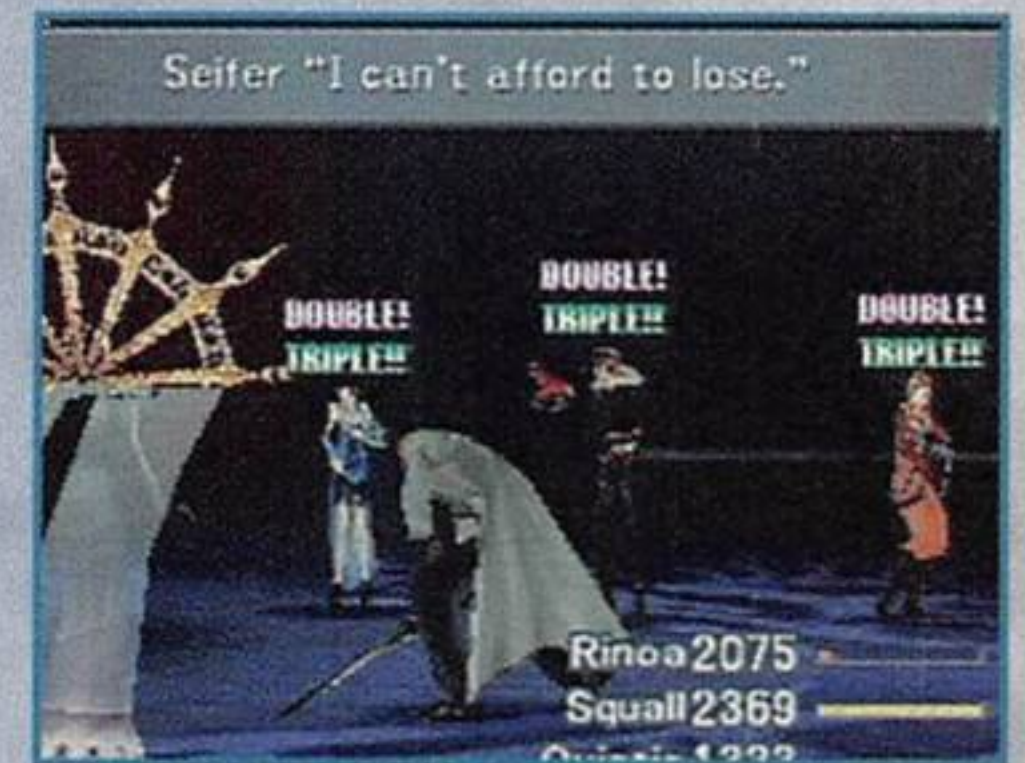


Before you leave the hall, use the Draw Point in the middle of the room. It's time to find the last Card Key. Take the west door out of the main hallway. In the next hallway (20), go through the door on the west wall. Talk to the student in the lecture hall (21) and get Card Key 3. You can now access the elevator on the second floor (22) that leads to Edea and Seifer.

SEIFER



Exit the elevator and use the Save Point to the right. Seifer isn't the pushover he was the last time you fought—he's faster and stronger. Cast Cerberus, then cast Carbuncle on your party (but do it in that order and be careful with those Cure spells!). Seifer limits himself to slashes with his Gunblade and an occasional Fire attack; his latest trick is Demon Slice—a vicious attack that inflicts 1000-plus HP to a single party member. Diablos does the most damage to Seifer; Shiva and Ifrit are also effective.



Head down to the auditorium (18) on the second floor. Seifer's back, but he's a shadow of his former self. Use this opportunity to cast Cerberus, Haste, and Carbuncle on your party members, then finish off Seifer.

SORCERESS EDEA

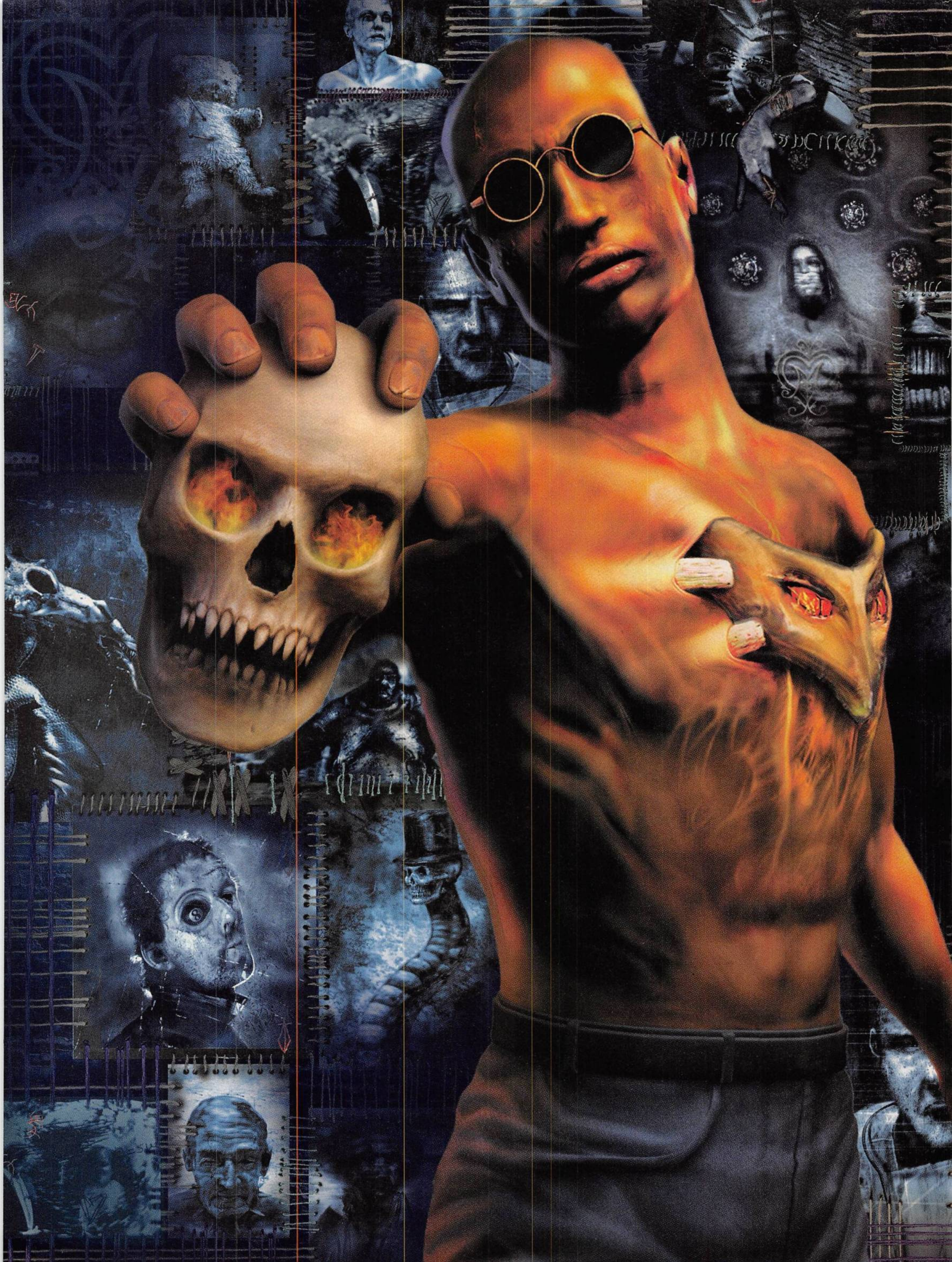


When Seifer falls, tear right into Edea. Start things off by drawing Alexander from her, then draw and cast Demi for big-time damage. Edea casts Silence, so have Remedy ready—but keep an eye open for when she casts Reflect on herself, and have Phoenix Down and Full-Life ready to revive party members felled by her Death spell. Diablos is your most effective offensive spell here.



Congrats! You've taken a big first step into the world of Final Fantasy VIII.

Next Month: Our Final Fantasy VIII ProStrategy Guide continues with more GF acquisitions and card collecting, as well as some UFO (!) sightings.



He is coming.

Walking between worlds...

Traveling the road of souls from Liveside to spirit world

And back again.

He is coming, skull in one hand,
He is coming, skull in one hand,
flambeau in the other...

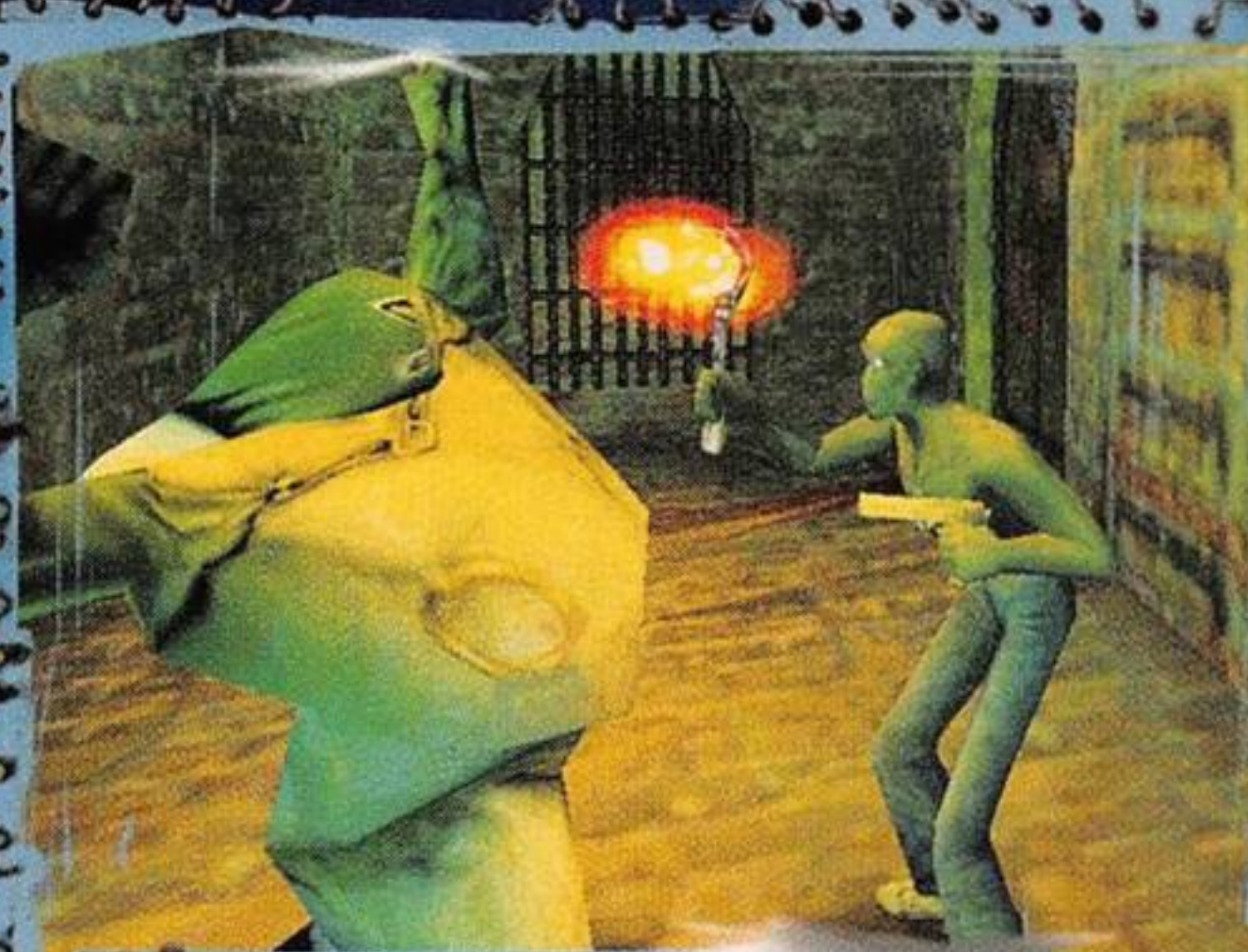
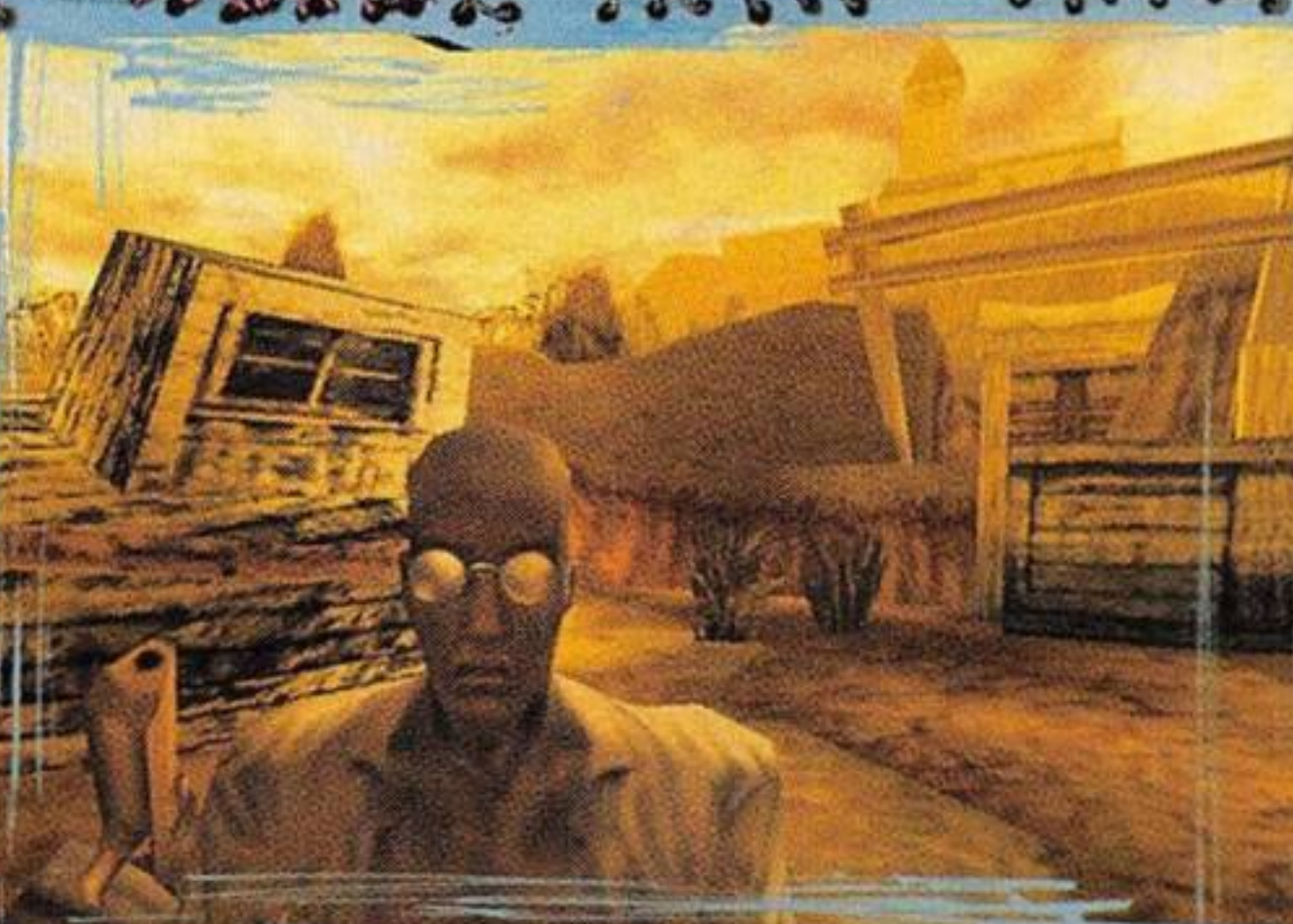
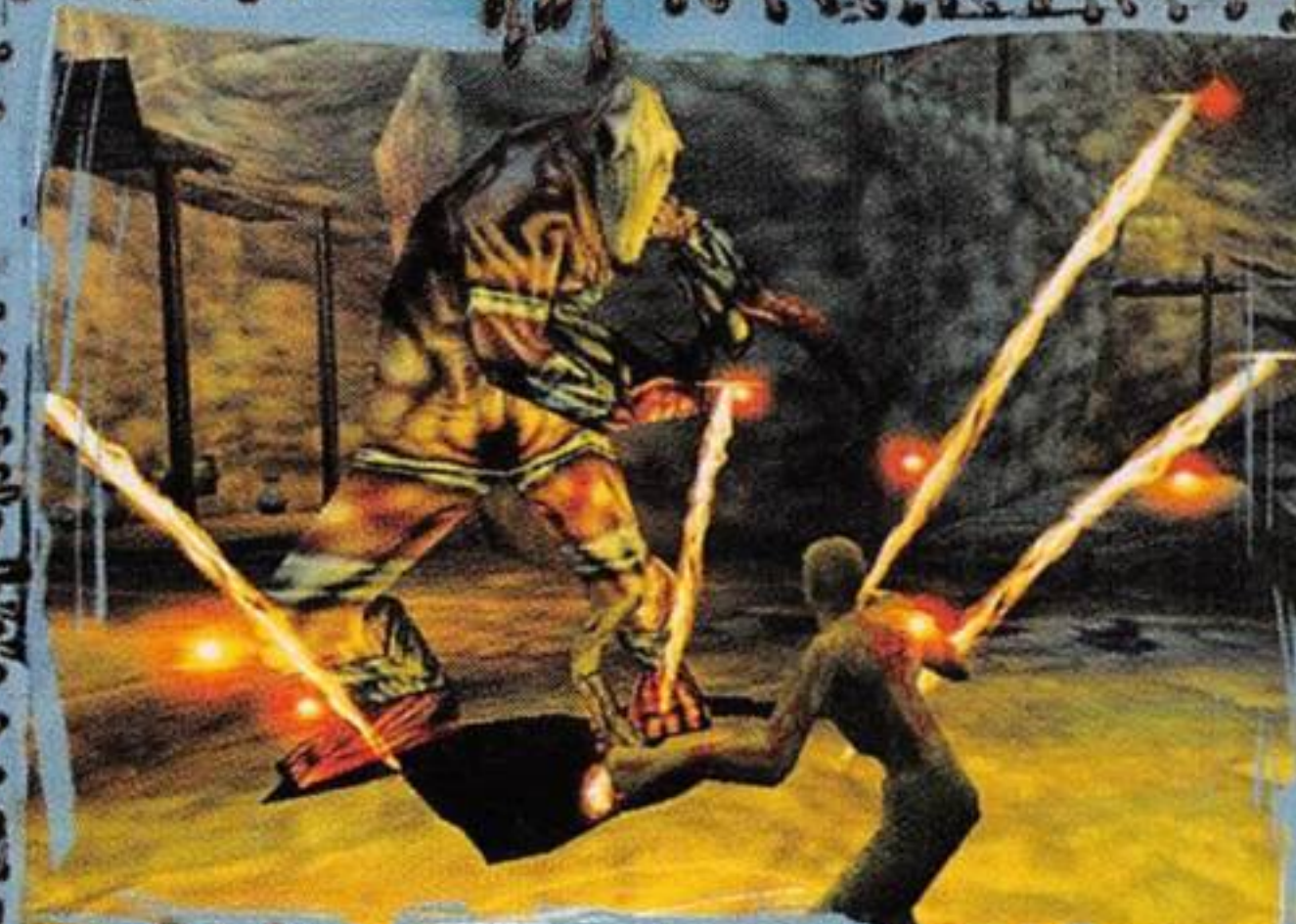
a voodoo mask in his chest
and lines of power in his back.

He is coming,
stalking evil in tenements and deserts,
subways and swamps,
spirit world and real world.

Shadowman is coming...
To stop the Apocalypse.

To save us all.

SHADOWMAN™



Warning:
This game
is recommended for
mature audiences only.
It contains adult content.



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SONIC ADVENTURE

Dreamcast

Barrel through the first levels of Sonic as we help you navigate the Mystic Ruins, Windy Valley, Casinopolis, and more!
By Scary Larry



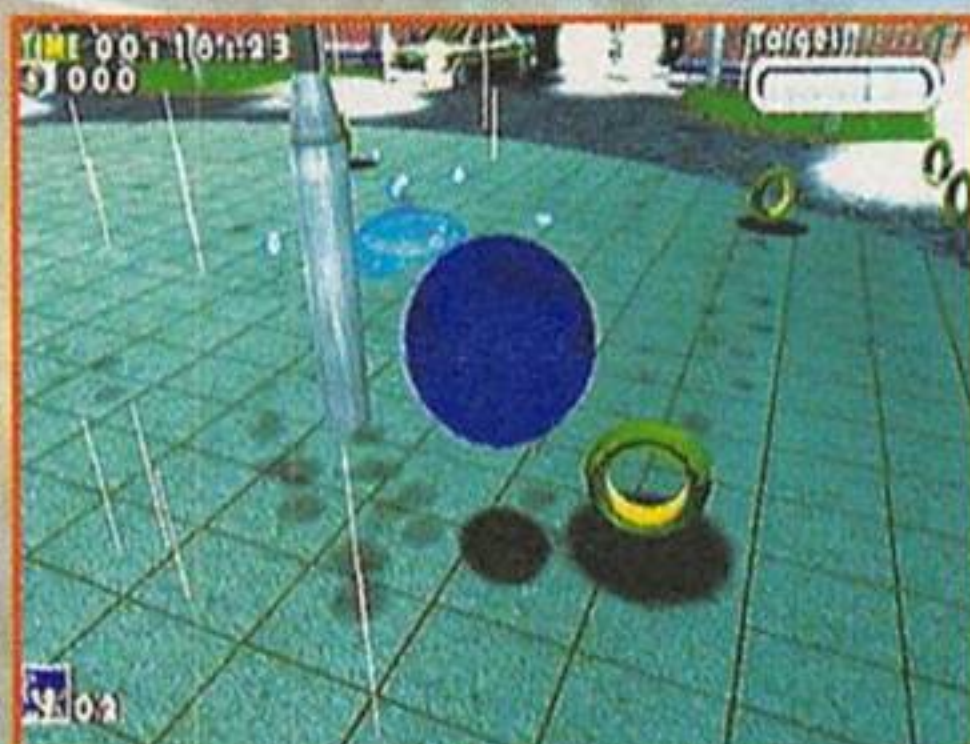
SONIC ADVENTURE MAY take you through the same stage using different characters, but the stage's layout is different for each character. For example, the Windy Valley may play one way for Sonic and a completely different way for Tails.

Additionally, there are three parts to each stage. The initial entry to the stage is Mission C, but you must go back and replay the stage to complete Missions A and B. Once all missions are complete, other options will open up!

SONIC THE HEDGEHOG

STAGE 1 The Emerald Coast

- MISSION OBJECTIVES**
- MISSION A:** Reach the capsule in under two minutes
 - MISSION B:** Collect 50 Rings and get to the capsule
 - MISSION C:** Find Tails

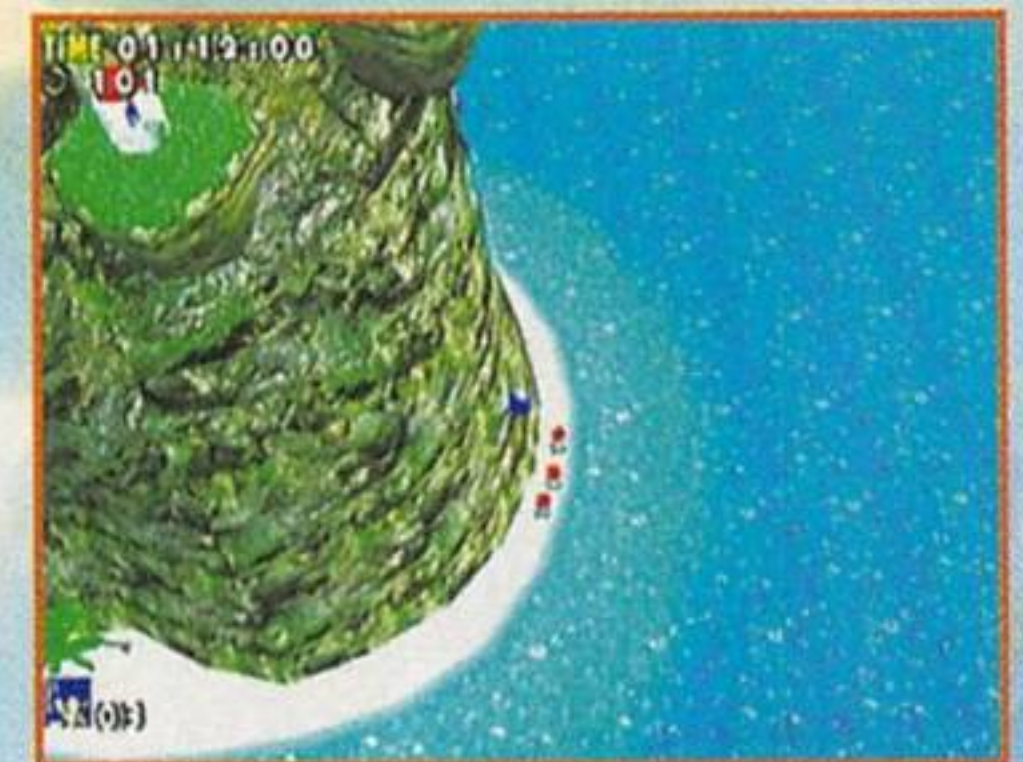


You start out as Sonic the Hedgehog. The first monster you face, The Chaos Being, is one that you'll see many times throughout the game. Simply avoid its rudimentary attacks and charge through it three

times (make sure that you have Rings to spare). Now head to the Station Square beachfront.



Past the pool is the first racing area. Charge down the beach, breaking up anything in your path as you collect Rings. The objective is simply to reach the end in one piece, but there are several items to look for here.



The first is extra Sonics. You'll find one on the plateau past the third marker. You'll be able to see it from the air. If you drop down to the beach you'll find extra Ring containers as well.



The second item to look for is just past the fourth marker. It's the Speed Shoes, and they're on the wall to

the right after the tunnel. Grab them and tear through the level!



When you reach the jump panels, the narrator will explain their usage. But don't jump just yet—you can grab some extra goodies to the right of the pads.



Now blast through the rest of the level and find Tails! After finding him, you can continue as Sonic or play as Tails (access this option through the main menu).

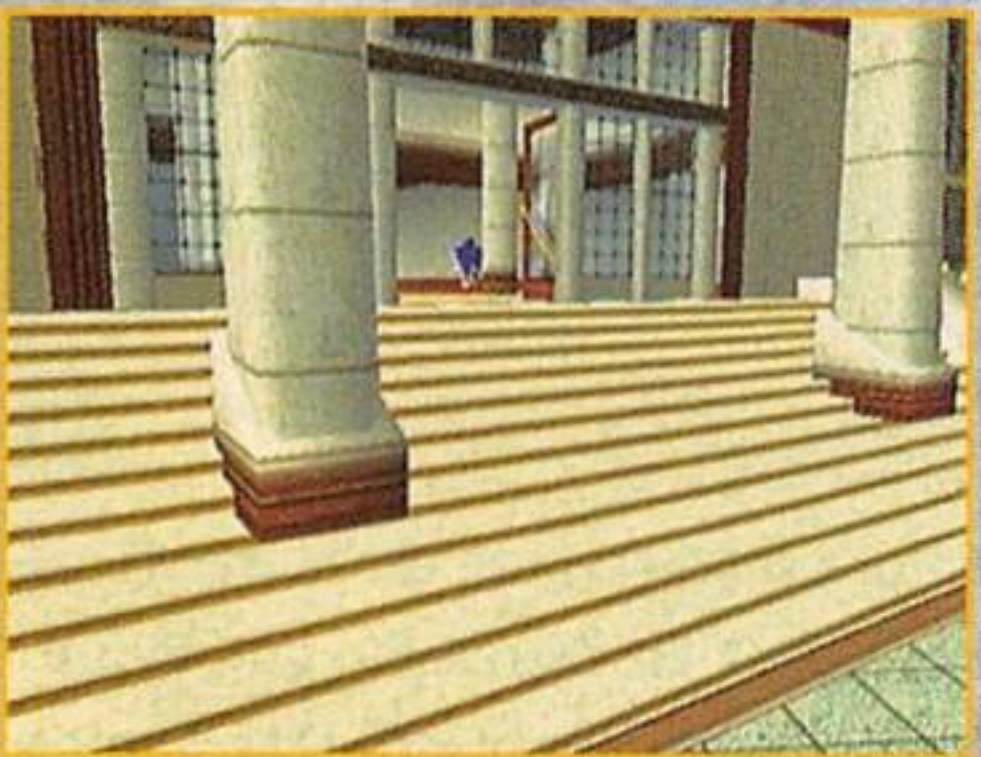
STAGE 2 Windy Valley

MISSION OBJECTIVES

MISSION A: Reach the capsule in under three minutes

MISSION B: Collect 50 Rings and get to the capsule

MISSION C: Find Tails



After talking to Tails, head out of the hotel and take a right when you hit the street. You'll find the Station Square train depot. Take the train to the Mystic Ruins.

BOSS



You can talk to all of the explorers at the Mystic Ruins, or you can just go to the raised area to the left of the M.R. train station and fight Dr. Robotnik. To defeat him, avoid his missiles, then rush him as he completes his Horn Drill attack. When he's stuck in the ground, he's vulnerable. Three hits will do the trick.



After defeating the doc, go to the left of the area you're standing in and you'll find the Wind Key near the door of the lab. Take the key and go back to the cave with the impassable wind barrier. Use the key on the switch next to the barrier and you'll uncover Windy Valley.



Follow the path until you reach a collapsing bridge, then jump off the bridge and spin to the ledge to get an extra Sonic.



Once you make your way outside of the tornado, follow the track until you get to the stone steps. You'll see

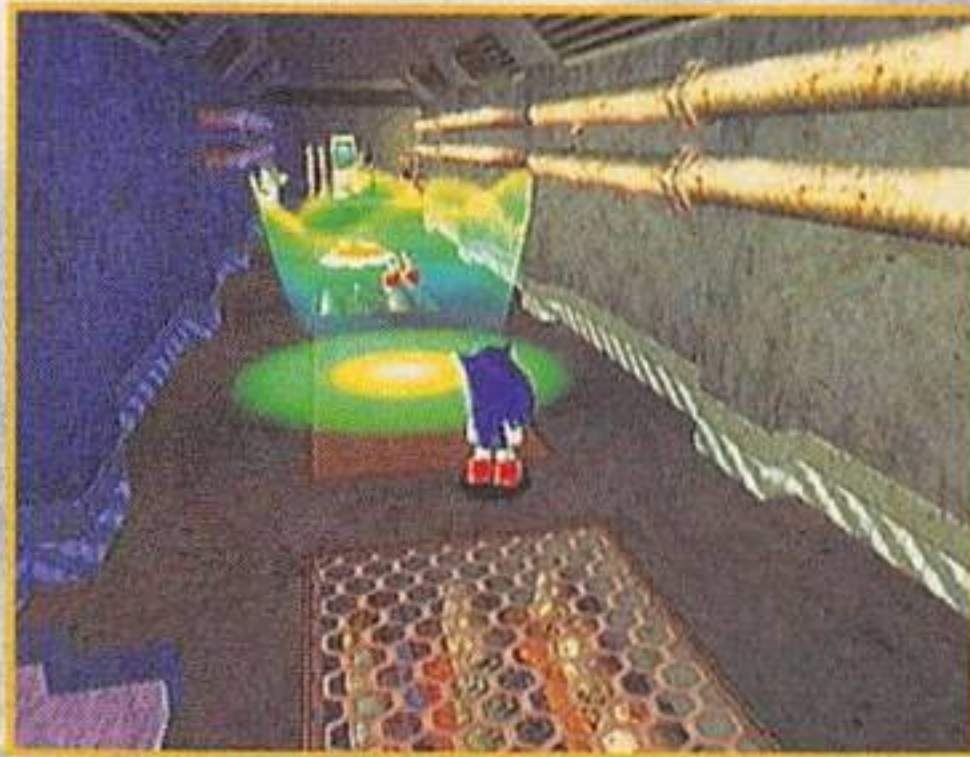
the Speed Shoes to the right. Grab the shoes, then Spin Dash into the wall to break the blocks.



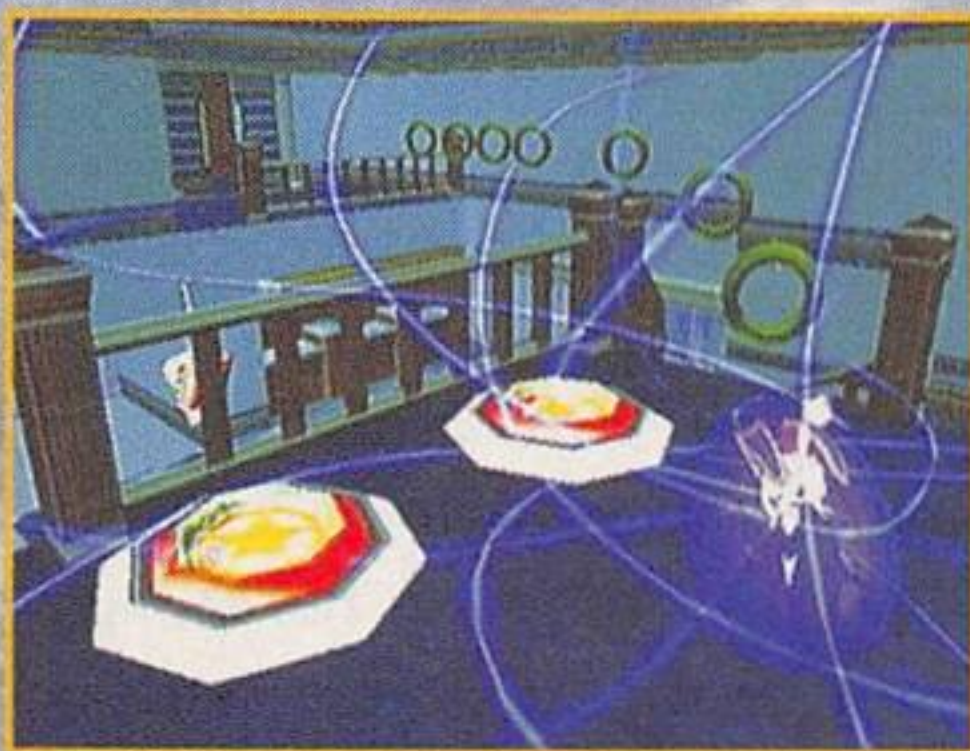
Continue down the path until you get to the cannon. You'll see some Rings suspended in midair. To get them, you first must find the Light Speed Shoes, which give you the Light Speed Dash ability, so for the time being, jump into the cannon and continue across the stage.



Getting through the rest of the stage is fairly easy. Once the stage is complete, head back to Station Square to find two of the best power-ups in the game.



Follow the street around to the back of the train station (the area was previously blocked by police cars). Find the open manhole and jump in. Jump onto the next platform and you'll find the Light Speed Shoes. These allow you to follow a trail of Rings to any destination.



Go back to the Station Square hotel lobby and climb the flight of stairs across from the check-in desk. You'll

see two switches: One makes a series of Rings appear, and the other opens a door across the way. Charge up your Light Speed Dash and blast toward the open door.



You've now found the Crystal Ring. This reduces the amount of power needed to store the Light Speed Dash energy, making dashing quicker and easier. After you've obtained the Crystal Ring, go to the alley behind the hotel and make your way to the casino at the end of the street.

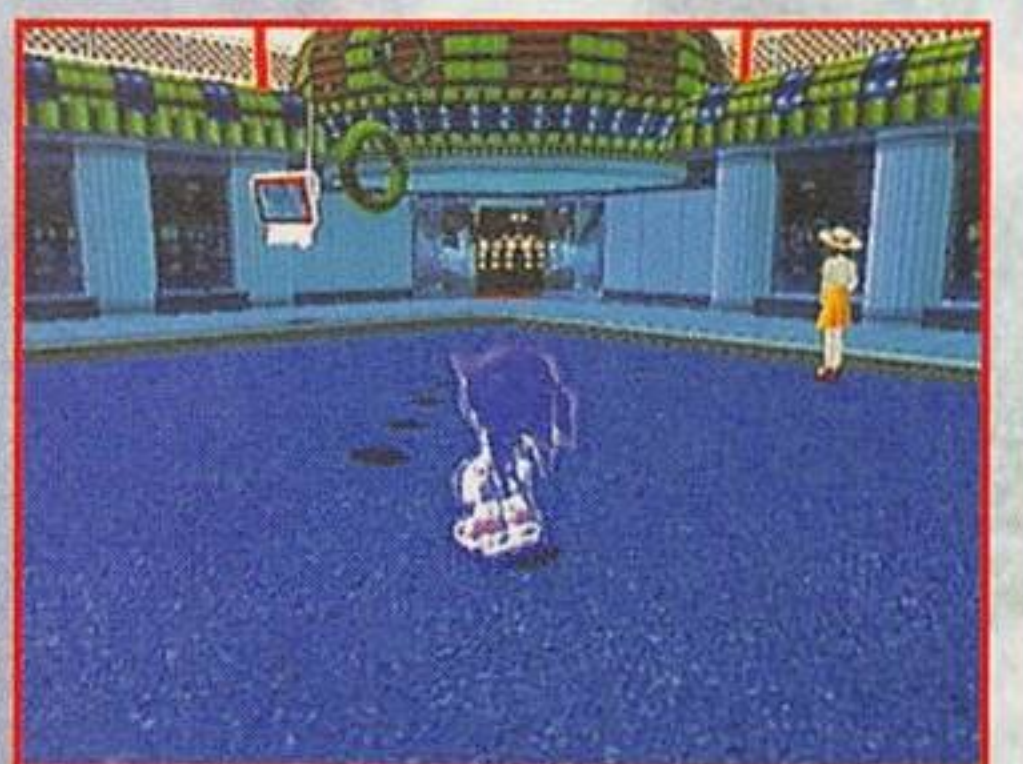
STAGE 3 Casinopolis

MISSION OBJECTIVES

MISSION A: Destroy the capsule within five minutes

MISSION B: Collect 50 Rings and find the capsule

MISSION C: Find the Emerald



You can't get into the casino just yet, so charge up your Light Speed Dash, hit the switch, and ride the Rings right into the casino's neon sign. This opens the front door.

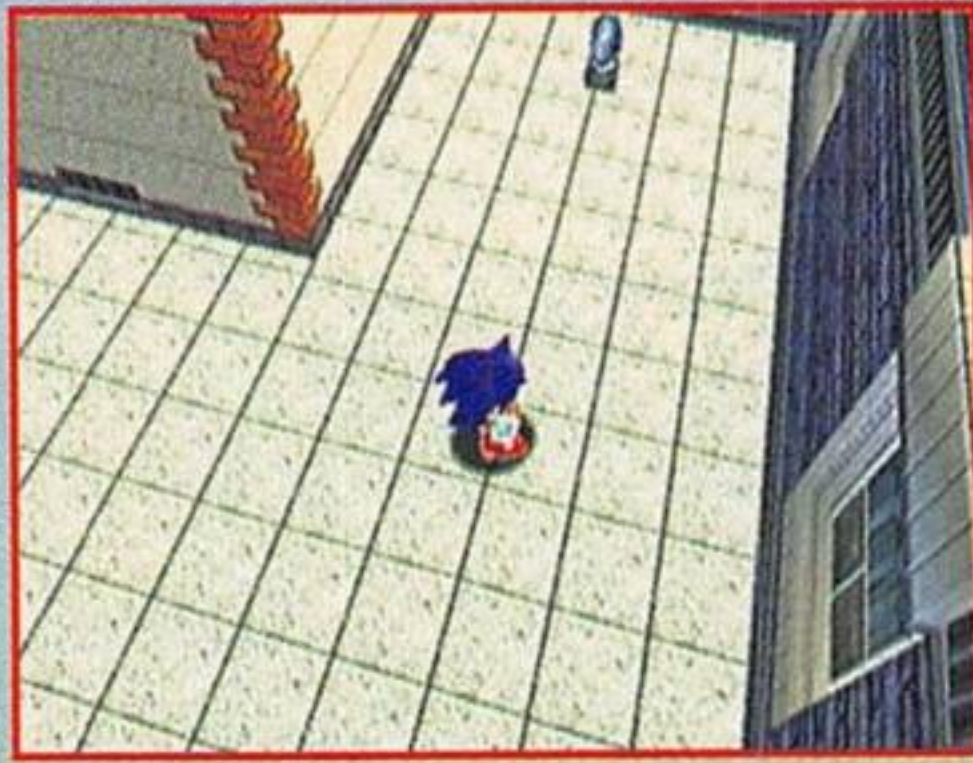


As you go inside, you'll notice that it looks like a casino, but there are only two pinball rooms in here. There's a Sonic table, and even a Nights table for Saturn fans. The objective is to rack up tons of Rings, then take them to the gold room and deposit them. The higher the





level of Rings, the easier it is to get the Chaos Emerald in this level.



After you score the Chaos Emerald, you'll meet up with Robotnik, who steals it right away. Search the alleys after this incident and you'll find the key to the Snow Valley. Take the key and return to the Mystic Ruins. Go through the rockslide that occurred during the cut scene and put the key in the lock in front of the stone door.

STAGE

4 Icecap

MISSION OBJECTIVES

MISSION A: Destroy the capsule within five minutes

MISSION B: Collect 50 Rings and find the capsule

MISSION C: Find the Emerald



Don't worry about trying to kill the snow machines that freeze you. Avoid all enemies in this level and concentrate on gathering Rings. Dash out into the snow and follow the trail of Rings uphill. Jump into the first cave and slowly work your way around the level.



Grabbing onto icicles and maneuvering around them is tricky, but you'll have a lot more success if you simply aim Sonic's butt toward your destination and then hit Jump. It works every time. At some point, a giant snowball will chase you downhill.



There's a hidden speed ramp on the left side of the stage very near the finish line. Stay to the left for a last-minute burst of energy. After completing the stage, go back to Station Square.

STAGE

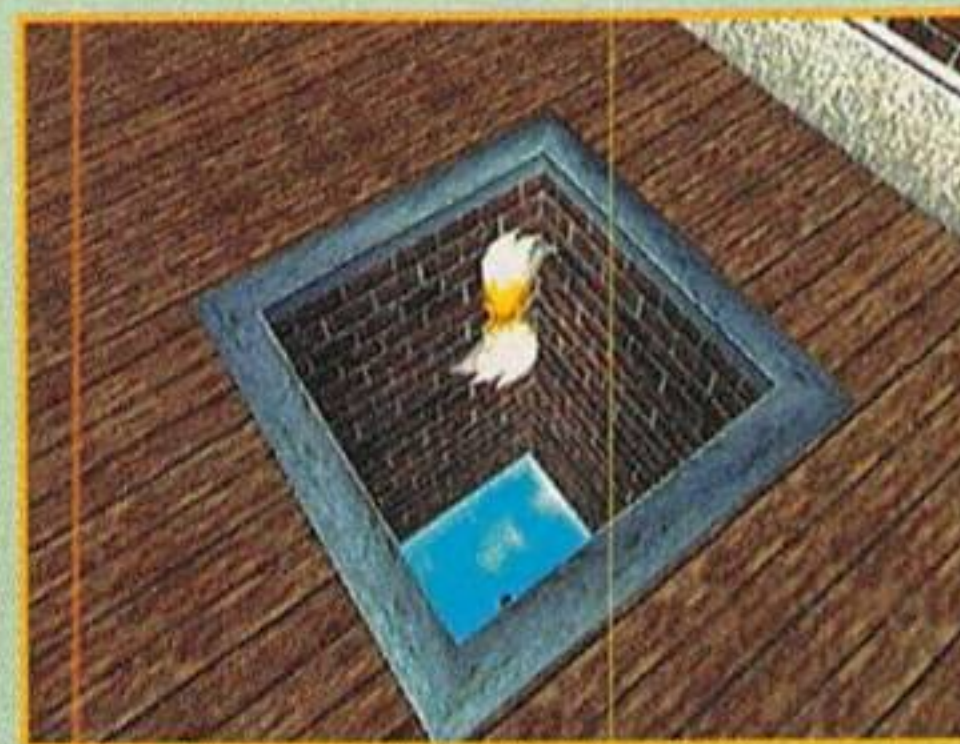
1 Windy Valley

MISSION OBJECTIVES

MISSION A: Beat a faster Sonic to the Emerald

MISSION B: Collect 50 Rings and beat Sonic to the Emerald

MISSION C: Beat Sonic to the Emerald



First things first. Take Tails to the sewer to the right of the train station. Jump in and look for the hole in the ceiling. Fly through and grab the Jet Anklet. You can now fly faster and beat Sonic through the rest of the stages.

BOSS



Go to your lab in the Mystic Ruins (near where Sonic beat Robtonik) and fight Robotnik and the Egg Hornet again, this time with Tails. Use the same pattern Sonic used (of course, you have a Tail Whip now instead of a Spin Dash).



MILES "TAILS" PROWER



The Wind Stone... It looks like a key. The design must mean something.

When you defeat Robotnik, grab the Wind Key near your lab door. Go back to the windy cave and enter the Windy Valley stage.



You should see some green Rings throughout the stage. These propel Tails along faster, enabling him to beat Sonic. You don't have to hit every Ring in sequence, but once you hit one, your speed will increase.



In Mission B, you'll have to collect 50 Rings. With the Jet Anklet, you should be able to keep well ahead of Sonic. Remember that there's a stash of Rings just to the right of the capsule at the end of the stage.

STAGE

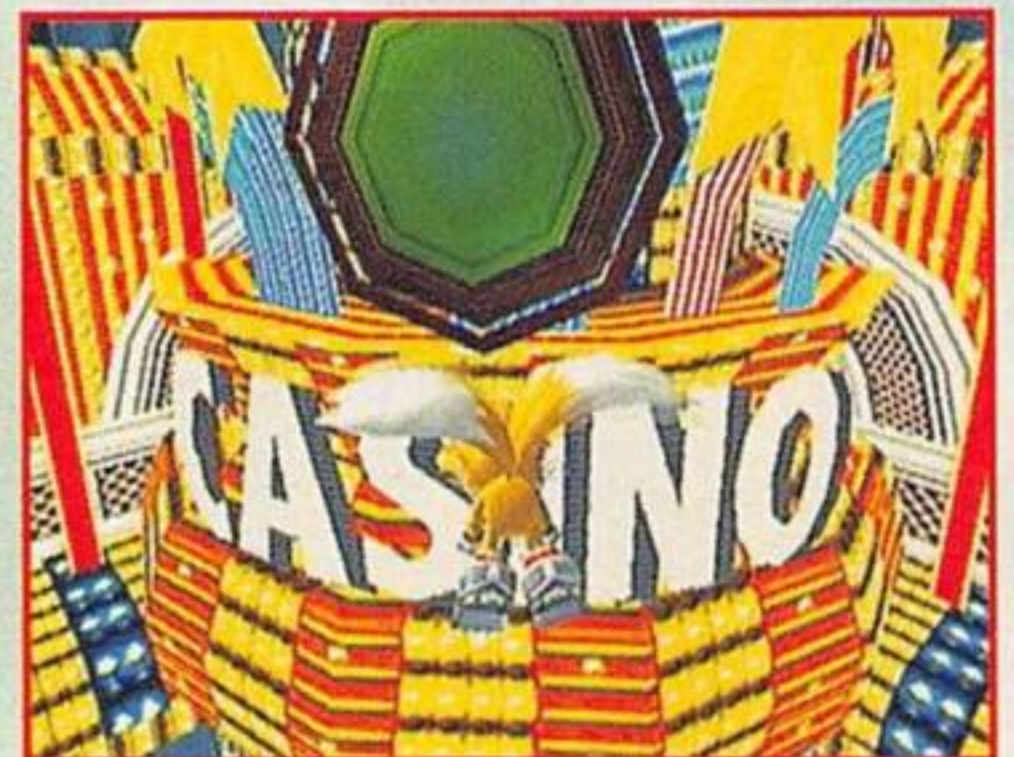
2 Casinopolis

MISSION OBJECTIVES

MISSION A: Beat a faster Sonic to the Emerald

MISSION B: Collect 50 Rings and beat Sonic to the Emerald

MISSION C: Beat Sonic to the Emerald



After completing all three missions, head back to the casino and fly up to the button. Soar into it and enter the casino for another race!



Race Sonic through the casino sewers to grab the Emerald. Be careful around the spiked balls floating in the halls. Again, because of the



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Anklet, you should easily be able to stay ahead of Sonic.



The main snag here is the air vents. Try to hug the walls and let yourself into the nearest opening. If you get caught in a crosswind, navigate toward the walls and crawl into an opening.



The last room before the capsule is easy to get through. Simply fly above the spiked balls (Sonic has to wait) and you'll beat Sonic in no time. After completing the missions, get the Ice Key (following a short scene with Robotnik), then return to the Iccap stage where you'll race Sonic even more!

STAGE 3 Icecap

MISSION OBJECTIVES

- MISSION A:** Beat a faster Sonic to the Emerald
- MISSION B:** Collect 50 Rings and beat Sonic to the Emerald
- MISSION C:** Beat Sonic to the Emerald



There's not a lot to say about this level, except that you'd better know your way around the snow (you had a lot of practice with Sonic). Remember that last speed burst near the end!



Another strategy is to look for the orange ramps and press the Jump button at the last second before flying off the ramp. This will give you a small burst of speed that lets you find hidden areas.



Now head back toward the Windy Valley stage, and you'll meet up with Knuckles. He challenges you for the Emeralds after some tough talk.



Simply Tail Whip Knuckles before he charges. Three hits should do it. When he does charge, run and gather Rings. You'll end up losing the Emeralds to Robotnik anyway, so don't worry just yet.

BOSS



Robotnik feeds the Emeralds to Chaos, whom you now have to fight. Only attack when his head is above water. When he dives, he's readying his attack, so take to the air. Keep at least one Ring so that you stay alive. When you defeat Chaos, go to Tails' lab and you'll fly a plane in a sub-game. Simply shoot down enemies and avoid fire from the Egg Hornet.



KNUCKLES THE ECHIDNA

STAGE 1 Speed Highway

MISSION OBJECTIVES

- MISSION A:** Find the Emeralds within one minute
- MISSION B:** Find the Emeralds without using any hintballs
- MISSION C:** Find the Emeralds



Take Knuckles and return to the police station where Sonic first squared off against Chaos. Enter the station, and you'll start off on Speed Highway. The first objective is to find three Emeralds. A sonar



After a lengthy dream sequence, take one of the mining cars near the lake and you'll end up in the forest. As you traipse through the forest, you'll come across a persistent frog. Follow the frog until you reach the temple. Activate the switch above the tunnel the frog jumps into, then enter the tunnel.



Now you'll find another sub-game, this time involving a speedy sandboarding race through some gates. Race hard, and at the end you'll find the frog, who takes you on a magical journey into the land of the ancient Echidna. Now switch to Knuckles and see what he's up to.



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ACTIVISION

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VATICAL ENTERTAINMENT



ping, which gets more active as you near the Emeralds, helps out.



You'll also find hintballs—these give you clues as to which direction you should be searching in. They're helpful, but not really necessary.



Knuckles' two advantages are that he can scale any surface and he can fly. This helps you search out the Emeralds in this extensive level.



Look for Emeralds inside objects...



...and inside some enemies as well.



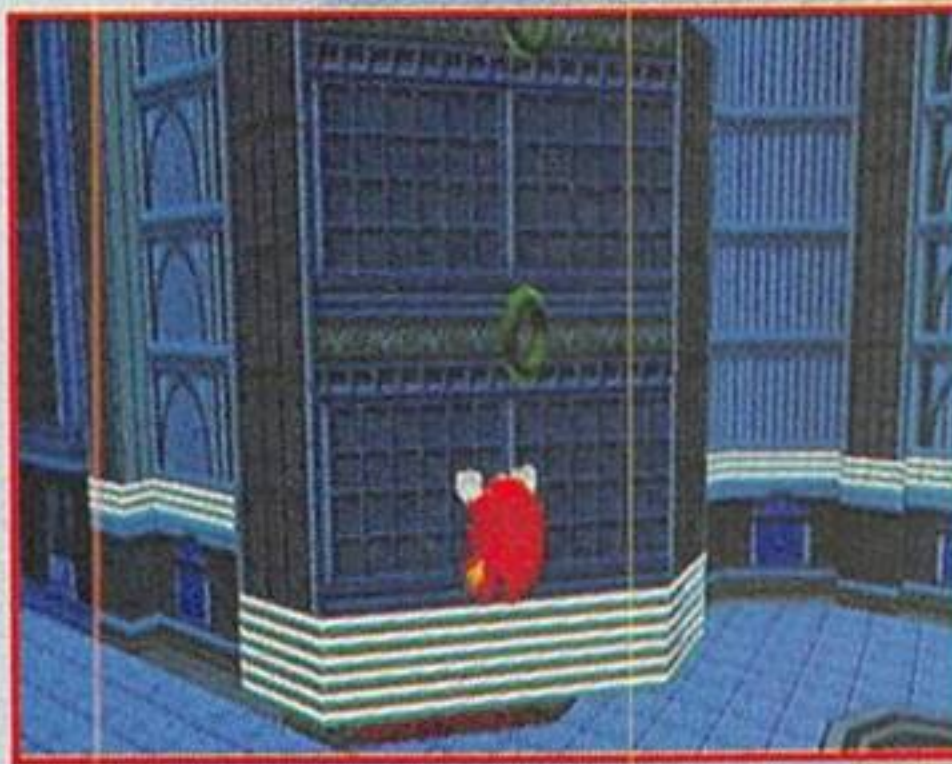
If you're in need of Rings, you can find them anywhere. Try hitting different objects, like this giant bell, to find Rings.



Ride waterfalls or any other object to find hidden passages. After completing the missions, go to Casinopolis (enter through the Station Square hotel lobby).

STAGE 2 Casinopolis

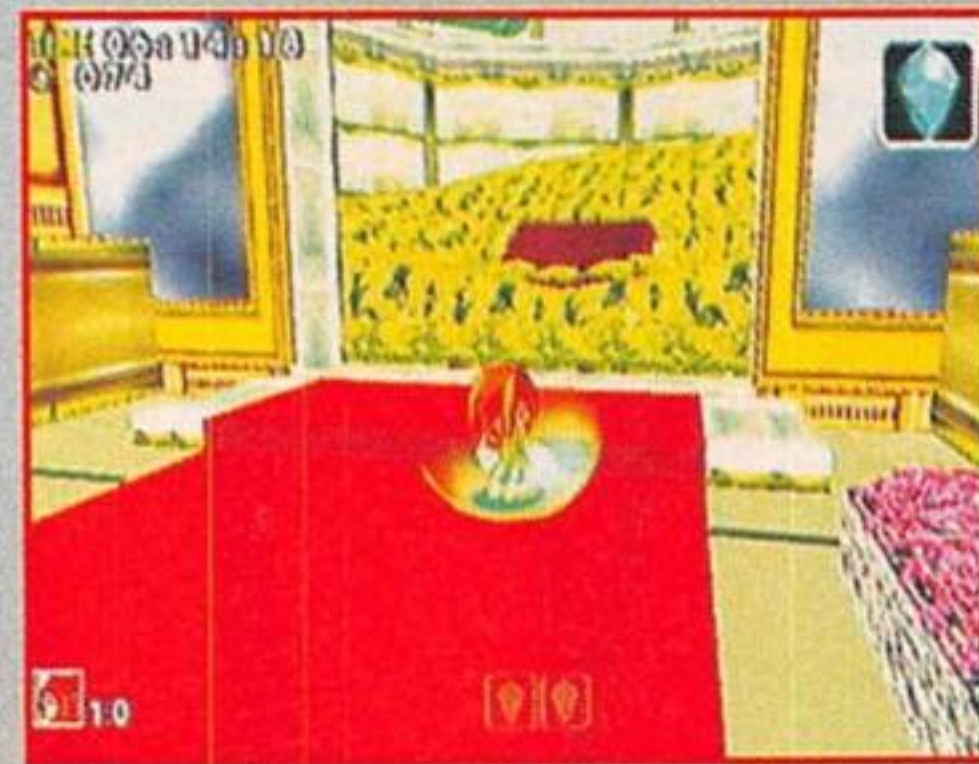
- MISSION OBJECTIVES**
- MISSION A:** Find the Emeralds within one minute
- MISSION B:** Find the Emeralds without using any hintballs
- MISSION C:** Find the Emeralds



Look for a trail of Rings located against one side of the building near the casino. Follow it up, then fly to the casino sign and punch the bell to open the doors.



Inside, you must search everywhere to find the Emeralds (remember that you can climb the casino walls). If you find the trampoline that puts you on the pirate ship, climb to the crow's nest and look in the center of the roof of the casino for an extra Knuckles.



Don't forget to check the gold room for Emeralds.



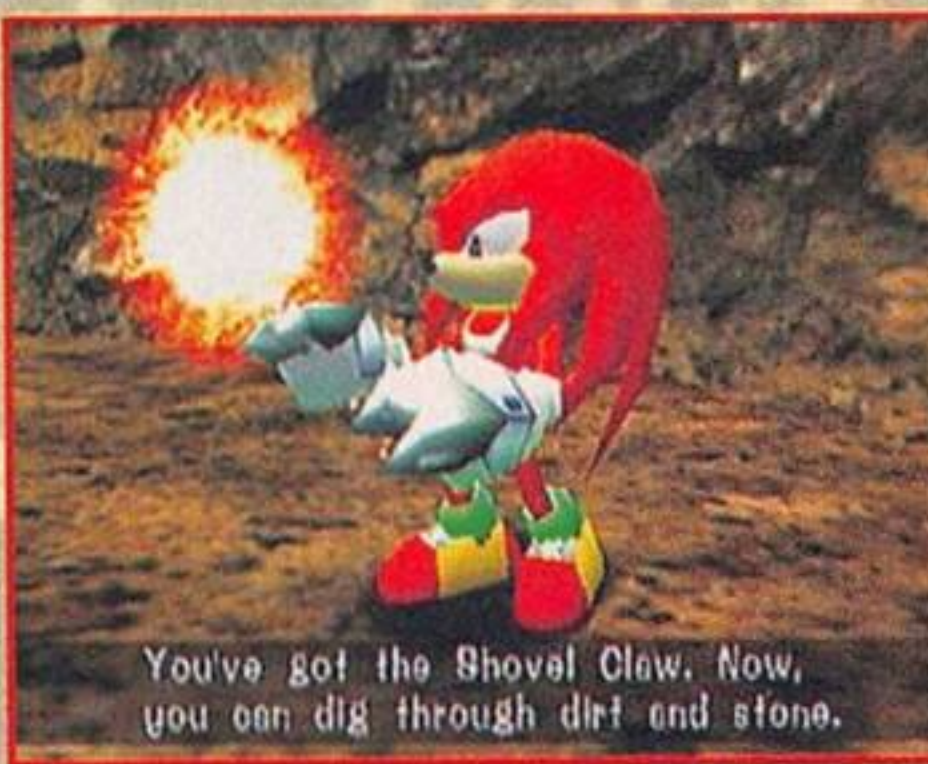
Go to the base of the gold Sonic statue in the middle of the room. There's a small spot by his foot that you can punch to destroy the statue. Check for the Emerald.




After a brief interlude you'll be transported to the ancient Echidna city. Talk to the elder and you'll see Amy for the first time.



Go back into the Square Station lobby and you'll find Robotnik. Follow him and fight Chaos again. This time, though, be sure to stay clear of him when he's morphing. Punch when he stops moving or starts circling, then run and repeat the attack.



After another lengthy automatic sequence, you'll find yourself back in the Mystic Ruins. Go to the caves behind and to the left of Tails' lab. You'll find the Shovel Claw, which will allow you to dig through some surfaces.

And here we leave you to complete the rest of this great game. At this point, you've completed 30 percent of the game with Sonic, 60 percent with Tails, and 40 percent with Knuckles, and you still have three more characters to play with. Good luck, and Hogspeed, my friends! 



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SOUL OF THE SAMURAI

PART I

PLAYSTATION

SOMETHING EVIL'S AFOOT IN OLD JAPAN. IN ORDER TO BEAT SOUL OF THE SAMURAI YOU'LL HAVE TO DEFEAT A MONSTROUS GANG OF NINJAS, DEMONS, AND ZOMBIES WITH BOTH KOTARO THE SAMURAI AND LIN THE NINJA. HERE'S HOW TO USE KOTARO'S DEADLY SWORDFIGHTING TECHNIQUES. PART 2 WITH LIN FOLLOWS NEXT MONTH.

BY BROTHER BUZZ

Basic Swordfighting

Block That Blade



Patience is a virtue. Press and hold R1 to block, and then counterattack as soon as an enemy hits you. You should always score a strike. Watch out, though, because bad guys can do the same to you.

Position Play



Whether you play as Lin or Kotaro, beating gangs of attacking enemies is the key to progressing through the game. The trick here is to fight enemies one at a time by moving slowly

with your guard up (press and hold R1 and move the joystick) until the enemies are lined up behind one another. Don't let them spread out and flank you (as Lin has done in the screen above).

Kotaro's Swords



Kotaro picks up a formidable collection of swords. Some blades are better suited for some situations than others. If you run into a seemingly unstoppable foe, try a different sword. For example, Yukinosuke's quick-draw sword (seen here) really saves your neck in the end.

Choose Your Samurai



To reach the final stages of Soul of the Samurai (and to beat the game), you must complete all six chapters with both Kotaro Hiba and Lin. For the purposes of this ProStrategy Guide, Kotaro starts the adventure.

Kotaro's Adventure

Chapter 1: Homecoming Bamboo Hats



The two assassins in the bamboo hats are very quick and can easily surround you. If they do, run to an open space where they can't reach you, then position yourself so you can attack them one at a time.

Moon Man



Genzo's assassin busts this unblockable moon stroke after you've cut him a few times. Be prepared to take a hit of Heal Herb in order to survive this battle. If you dodge his regular attack, you can sometimes counter him from behind before he makes his move.

Chapter 6: Mystery Wicked Woodsmen



In the village, if you take the path to the castle, you'll encounter a smart pair of thugs, one of whom swings a

wooden beam. Sometimes there are two wooden-beam guys. When you attack one, the other quickly attacks you. Be patient. Press and hold R1 to defend yourself, and use the joystick to keep moving until you're in position to attack them one at a time. By the way, you can't enter the castle at this stage of the game.

Ninjas in the Graveyard

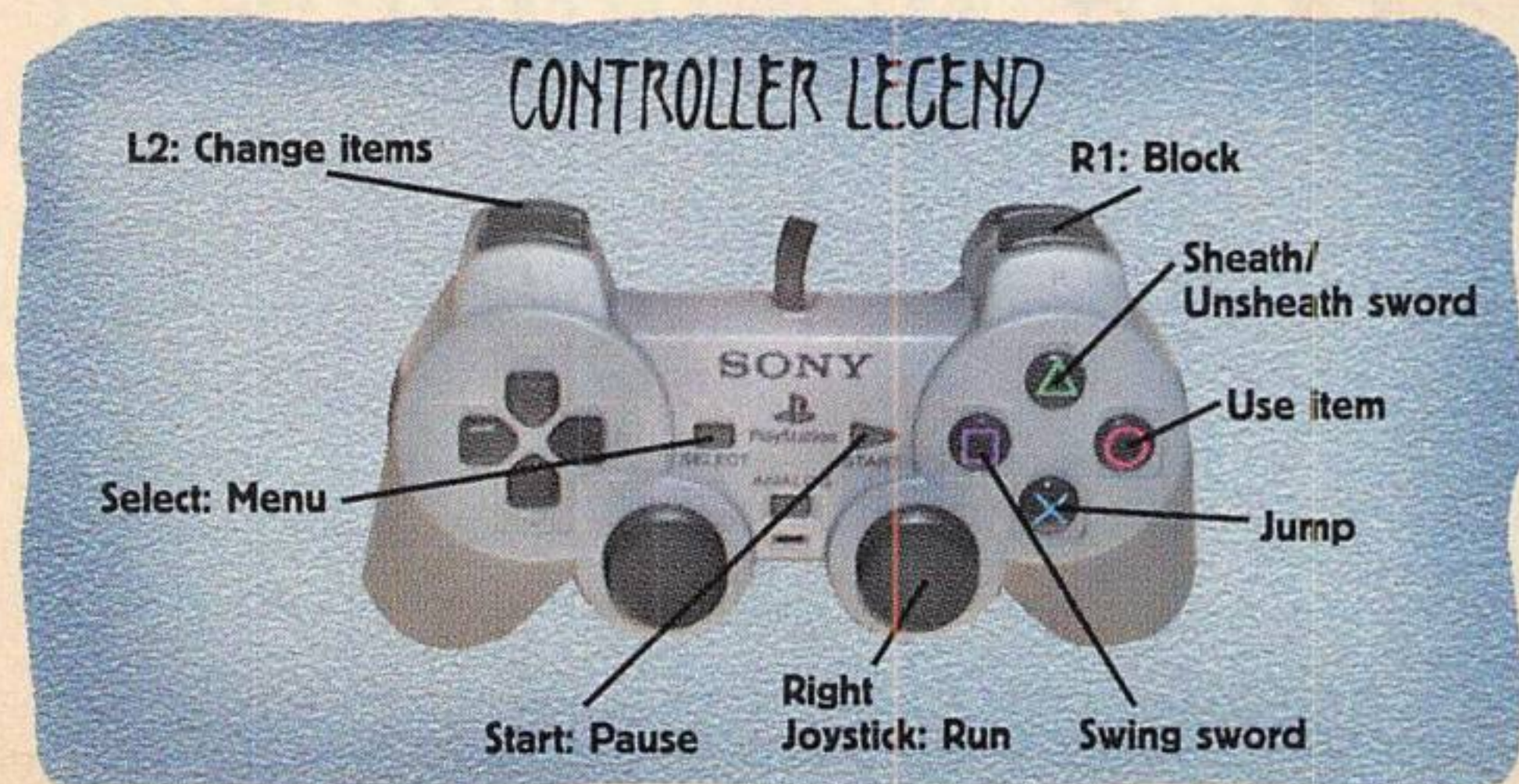


You first encounter the stealthy ninjas at the graveyard shrine. Be sure to press and hold R1 to keep your guard up against their long-range shuriken attacks.

Fighting Fats



The priest has really let living large go to his head. Your best tactic is to use your speed against his bulk. When he tries to lay a flying stomach drop on you, dodge, then try to run behind him and attack from a rear position. Watch out for his butt attack, though, and remember that you can't block his punches.



Chapter 3: Soul Bugs Zombies in the Cave



Here's your first zombie encounter (you knew they would show up sometime!). Zombies with swords have a long reach. Keep your distance and attack after you block.

Grabbing the Stones



This is a slippery situation. You need the blue stone figures in order to open the locked gate in the cave. To grab the first one, face away from the edge of the cliff. You'll start to slide backwards down the rock toward the blue figure. The second that you reach the figure, press □ to grab it. Now prepare to run before you fall off the cliff by holding Forward on the joystick (away from the cliff's edge), then hitting □ to begin your run.

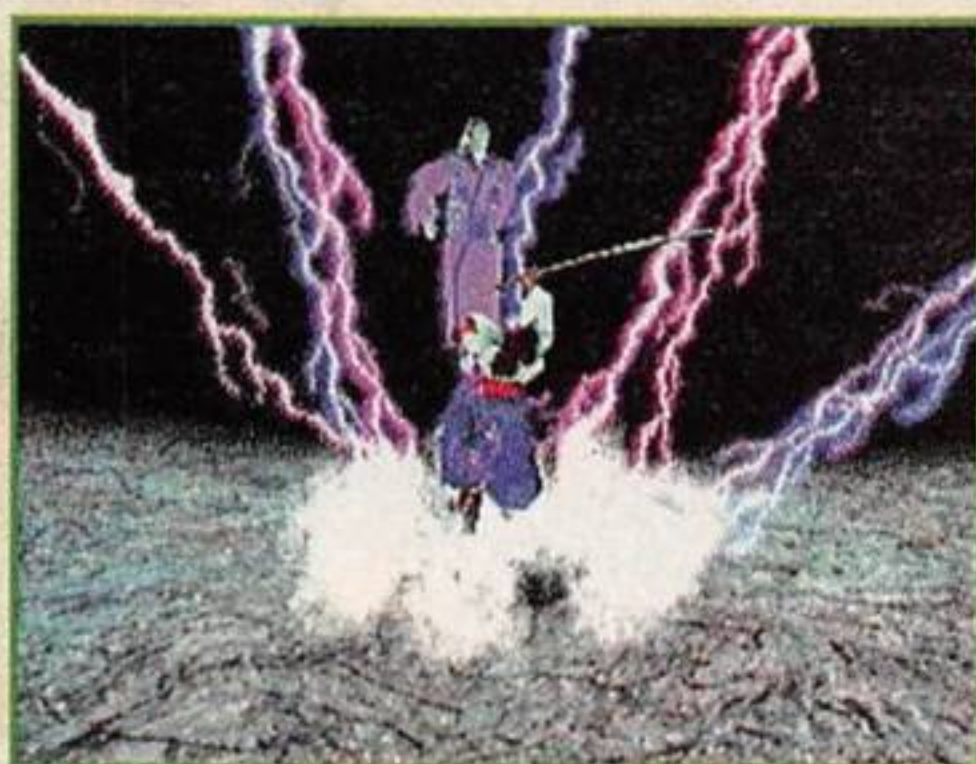
Stone Cold Zombies



An undead trio awaits you on the other side of the gate in the cave. You can't block their attacks, so don't let them surround you.

However, you can cut these goons while they're on the ground.

Soul Bug Man



Urabe, master of the Soul Bugs, can be cut only once, just after he launches one of his three attacks. Dodge his assault, and quickly run in and cut him. As he weakens, however, he begins to move more quickly. Position yourself at one end of the room, and dodge his attack. Equip your quickest sword against him, have plenty of health items, and aim for his shadow.

Fire Dog



When the cave collapses you face the fire dog. You must beat him quickly to escape the cave-in. Attack furiously—don't give him a chance to jump up and hit you.

Chapter 4: The Nest The Town That Preys Together



A town full of zombies greets you to eat you in Chapter 4. Keep your

back to the shrine that's located near where you emerged from the cave, and get ready to dispatch 235 soul-bugged villagers.

Chapter 5: Friend Close Friends



Now you must beat your best friend, Yukinosuke. He's extremely quick, so block his initial strike (press and hold R1), and counterattack immediately. When he switches to a quick-draw technique, equip your fastest sword. You can't block his attack now, but if you keep attacking him he can't draw his blade. If you win, you earn his quick blade.

Chapter 6: Showdown Pincer Pests



Now, you must head to Tohjo's castle. Pincer monsters block your path. They can't break through your guard, but they are quick to counterattack your moves. Use your long sword to break through their defenses.

Tohjo's Castle



Tohjo's toughest teams of guards protect his castle. You must take them on one at a time, so keep moving to prevent them from surrounding you. Look for two health items hidden in the bushes.

Dead Heads



Tohjo has zombie guards, too. The quick gray zombies charge you to set you up for the long reach of the other guards. Concentrate your attack on the gray zombies, and keep them from surrounding you.

Tohjo's Mojo



Once you're past the decaying guards, you face the evil Lord Gendo Tohjo. You must use Yukinosuke's quick-draw sword. You can't block Tohjo's spear, but you can strike him while you're on the run. When his health bar is half gone, he begins to recharge himself, so keep on the offensive and you'll stop him—but you won't destroy him!

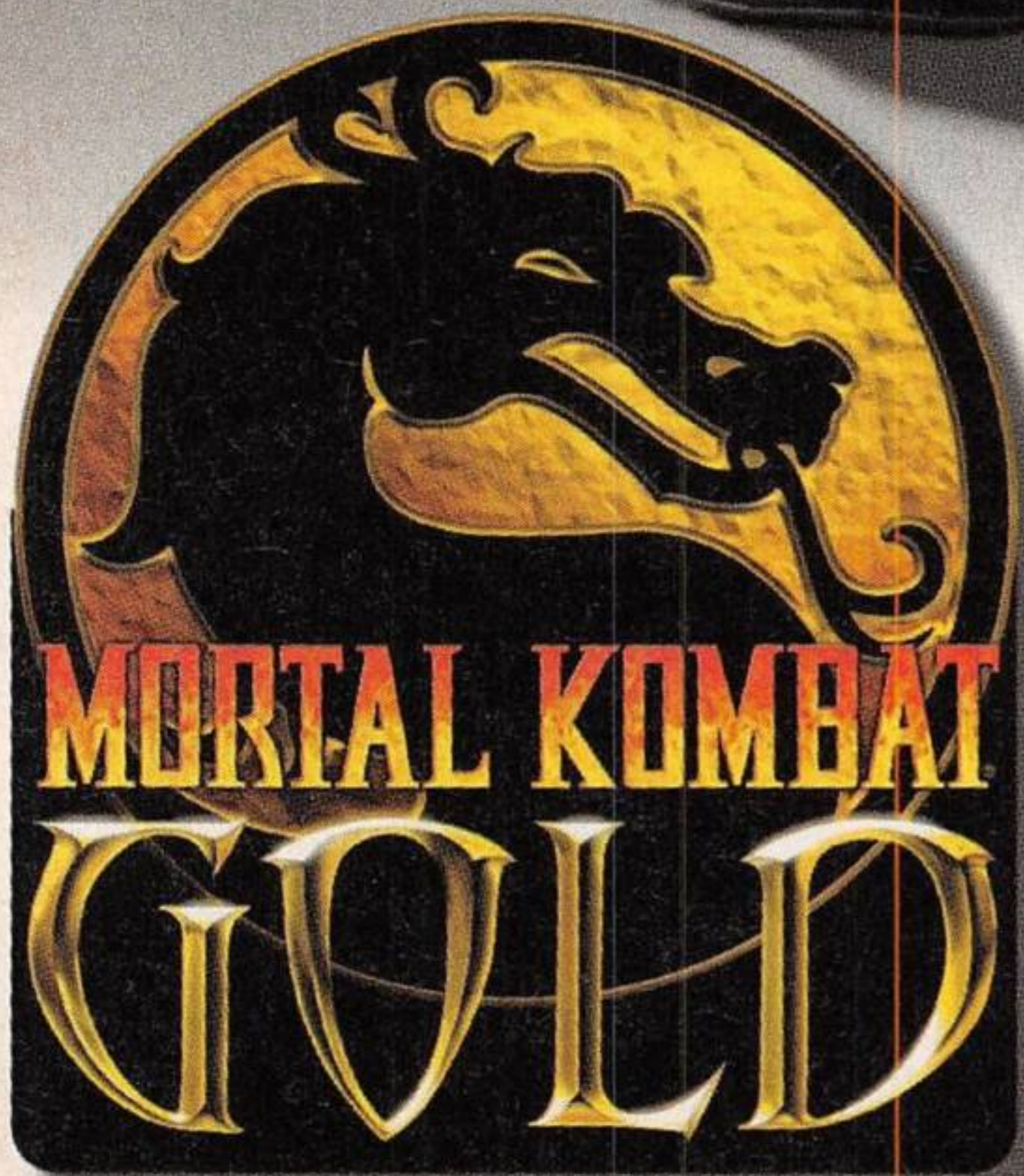
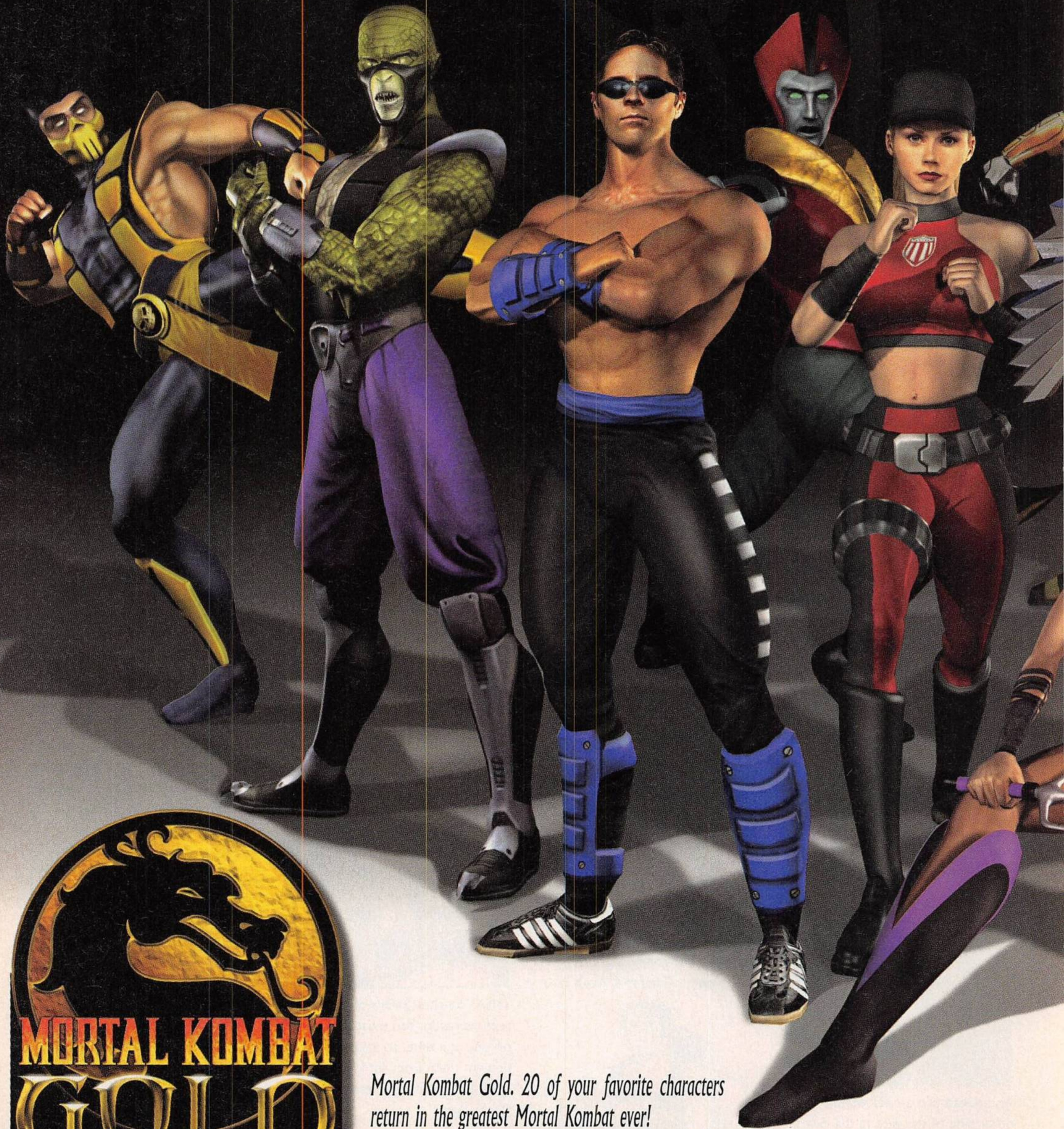
Hotaro's Finish



Even after you beat Tohjo, you're only halfway through Soul of the Samurai! Now you must continue by playing as the ninja Lin. For Lin's strategy, stay tuned next month.



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BASIC TECHNIQUES

DASH



Tap (JP SP FP), or tap →, → to dash toward your opponent.

RETREAT



Tap ←, ← to quickly retreat from your opponent.

SUPER JUMP



Tap ↓, ↑, or tap (SK FK RK) to jump high in the air. Some characters have special and super moves that can also be done in the air.

AERIAL RAVE STARTER



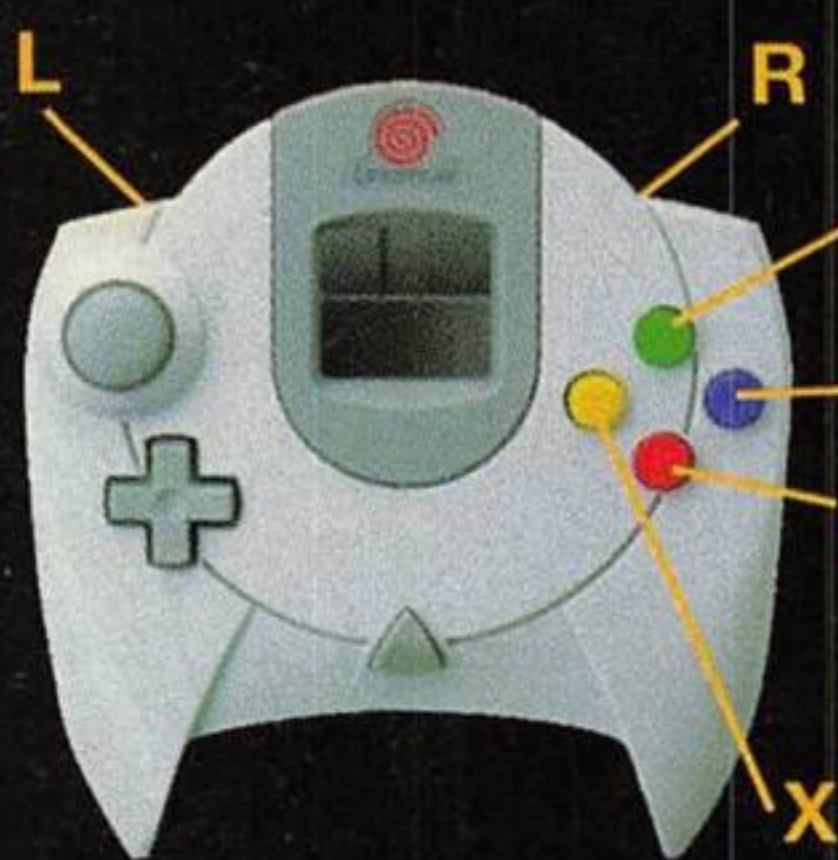
Tap (JP SK) to pop your opponent into the air and set them up for an air-juggle combo.

TEAM SKILLS



You can choose two fighters and switch between them during a match. You can also choose a third fighter called a Special Partner.

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 = Jab Punch (JP)

Y = Strong Punch (SP)

L = Fierce Punch (FP)

A = Short Kick (SK)

B = Forward Kick (FK)

R = Roundhouse Kick (RK)

P = Any Punch button

K = Any Kick button

* = Designates a move that can also be performed in the air.

TAUNTS



Press and hold JP, then tap Start at any time during a fight to taunt your opponent. Some characters can inflict damage with their taunts.

SUPER MOVES



Just as in Marvel Super Heroes vs. Street Fighter, each fighter has a Super Bar consisting of three levels. You can increase your Super Bar by getting hit, hitting your opponent, or performing special moves and combos. When your Super Bar reaches one of the levels, you can perform a super move. The Super Bar maxes out at Level Three.

SPECIAL PARTNERS



Tap (SP FK) to call a third partner onscreen to do a special move. You can use the Special Partner only a limited number of times. See the sidebar "Select Your Special Partner."

HIDDEN FIGHTERS

At the Select Your Heroes! screen, enter any of the following codes to play as these hidden fighters. The codes are the same for both players.

PLAY AS GOLD HULK: Put the cursor on Chun-Li and press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. If you entered the code correctly, you should land on a new box above Ryu. Put the cursor on this new box, then press any Punch or Kick button to play as Gold Hulk.

PLAY AS GOLD WAR MACHINE: Put the cursor on Zangief and press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up. If you entered the code correctly, you should land on a box above Zangief. Put the cursor on this new box, then press any Punch or Kick button to play as Gold War Machine.

PLAY AS MORRIGAN/LILITH: Put the cursor on Zangief and press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Down, Right, Down. If you entered the code correctly, you should land on a new box under War Machine. Put the cursor on this new box, then press any Punch or Kick button to play as Morrigan/Lilith.

PLAY AS RED VENOM: Put the cursor on Chun-Li and press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. If you entered the code correctly, you should land on a new box above Chun-Li. Put the cursor on this new box, then press any Punch or Kick button to play as Red Venom.

PLAY AS ROLL: Put the cursor on Zangief and press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. If you entered the code correctly, you should land on a new box to the right of Mega Man. Put the cursor on this new box, then press any Punch or Kick button to play as Mega Man's little friend, Roll.

PLAY AS SHADOW LADY: Put the cursor on Morrigan and press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, Down. If you entered the code correctly, you will land on a new box under Gambit. Put the cursor on this new box, then press any Punch or Kick button to play as Shadow Lady.

SELECT YOUR SPECIAL PARTNER

After selecting your second character, quickly enter the following button presses to manually select your Special Partner:

ANITA: Press and hold Start, then simultaneously press and hold JP, SP, and FP.

ARTHUR: Press and hold Start, then simultaneously press and hold JP and SP.

COLOSSUS: Press and hold Start, then simultaneously press and hold JP, SP, and FK.

CYCLOPS: Press and hold Start, then simultaneously press and hold JP, SK, and SP.

DEVILOT: Press and hold Start, then simultaneously press and hold SP and FP.

ICEMAN: Press and hold Start, then simultaneously press and hold SP and FK.

JUBILEE: Press and hold Start, then simultaneously press and hold SK, SP, and FP.

JUGGERNAUT: Press and hold Start, then simultaneously press and hold JP and FK.

LOU: Press and hold Start, then press and hold SP.

MICHELLE HEART: Press and hold Start, then simultaneously press and hold JP and SK.

PSYLOCKE: Press and hold Start, then press and hold FK.

PURE AND FUR: Press and hold Start, then press and hold SK.

MAGNETO: Press and hold Start, then simultaneously press and hold SK and FP.

ROGUE: Press and hold Start, then simultaneously press and hold JP, SP, FP, and SK.

SAKI: Press and hold Start, then press and hold FP.

SENTINEL: Press and hold Start, then simultaneously press and hold SP, FK, and FP.

SHADOW: Press and hold Start, then simultaneously press and hold JP, FK, and FP.

STORM: Press and hold Start, then simultaneously press and hold JP, SK, and FP.

THOR: Press and hold Start, then simultaneously press and hold SK and SP.

TON-PU: Press and hold Start, then simultaneously press and hold JP and FP.

UNKNOWN SOLDIER: Press and hold Start, then press and hold JP.

U.S. AGENT: Press and hold Start, then simultaneously press and hold FK and FP.

SWITCH PLAYERS



Tap (FP RK) to change characters during a fight. Injured players can restore some health while they're waiting on the sidelines.

DUO TEAM ATTACK



Motion $\downarrow \leftarrow$ (FP RK) to briefly control both fighters simultaneously during a fight. Your Super Bar must be at Level Two to perform this move.

COUNTER MOVES

CROSSOVER COMBINATION



To combine powers with your partner and unleash a Crossover Combination, motion $\downarrow \searrow \rightarrow$ (FP RK). You can perform a Crossover Combination only when your Super Bar is at Level Two or higher.

PARRYING



If your opponent is relentlessly attacking you, tap (\rightarrow JP SP FP) to deflect the attack and leave your opponent momentarily open to an attack. Parrying doesn't drain your Super Bar.

THROW RECOVERY



After you're thrown by an opponent, motion $\downarrow \leftarrow \leftarrow$ P before you land. If you do this correctly, you'll roll when you hit the ground and take less damage.

CROSSOVER COUNTER

When your opponent comes in for an attack and you start your blocking animation, motion $\leftarrow \leftarrow \downarrow$ (FP RK). If you do this correctly, you'll change partners and immediately be on the offensive. Crossover Counters take one level off your Super Bar.

A CROSSOVER COUNTER IN ACTION: STRIDER AND MORRIGAN VS. CHUN-LI



While blocking an opponent's attack (in this case Chun-Li's Strong Punch), wait until your character blocks the attack...



...then immediately motion $\leftarrow \leftarrow \downarrow$ (FP RK)...



...to change fighters and knock your opponent flat!



MORRIGAN



SPECIAL MOVES

Diving Spike



While in the air, hold ↓, tap SK

Fire Bat*



Motion ↓ ↘ → P

Shining Blade*



Motion → ↓ ↘ P

Spinning Slam

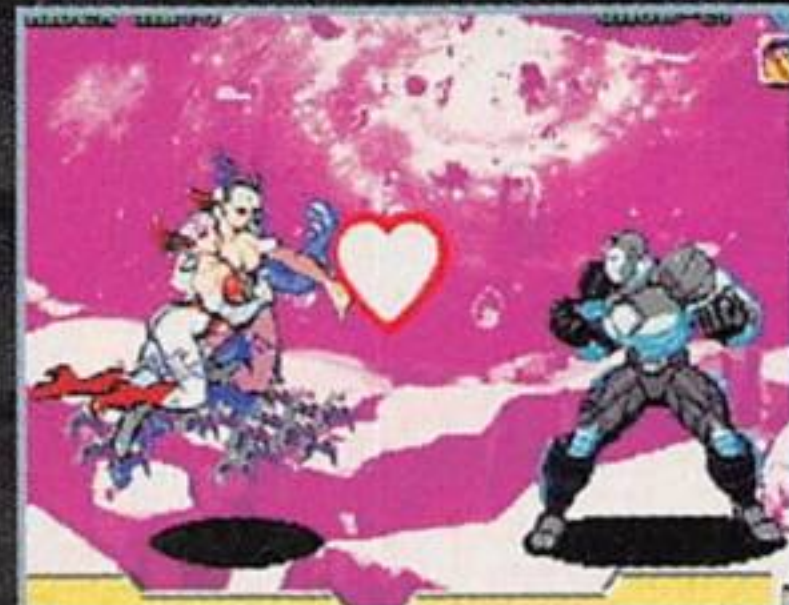


When close to your opponent, motion → ↘ ↓ ↙ ← P

SUPER MOVES

Eternal Slumber

Note: Your Super Bar must be at Level Three to perform this move.



Tap JP, FK, ←, FP, RK

Darkness Illusion



Motion ↓ ↘ → (K K)

Silhouette Eraser



Motion → ↓ ↘ (P P)

Soul Eraser



Motion ↓ ↘ → (P P)

DEVASTATING COMBOS

Three-Hit Basic Combo



Hold ↓, tap SK Hold ↓, tap FK Tap FP

Three-Hit Basic Kicker Combo



Hold ↓, tap SK Hold ↓, tap FK Tap RK

Three-Hit Basic Aerial-Rave Combo



Hold ↓, tap FP Tap ↑, JP Motion ↓ ↘ → P

Seven-Hit Basic Super Combo

Note: Your Super Bar must be at Level One to do this combo.



Hold →, tap JP Hold →, tap SP, two-in-one Motion ↓ ↘ (P P) for five hits

Five-Hit Standing Combo



Hold →, tap JP Hold →, tap SK Hold →, tap SP Hold →, tap FK Hold →, tap FP

Thirty-Seven-Hit Super Aerial-Rave Corner Combo

Note: Your Super Bar must be at Level One and your opponent must be in the corner to perform this combo.



Jump in deep, tap FP Hold ↓, tap SK Hold ↓, tap FK Hold ↓, tap FP Tap ↑, JP Tap SK Tap SP Motion ↓ ↘ → (K K) for 30 hits

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PAUL VAN DYK &
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CAPTAIN COMMANDO

SPECIAL MOVES

Ground Spark



Motion ↓ ↙ ← P

Spin Kick



Motion ↓ ↙ ← K

Teammate Help



Motion ↓ ↘ → K

Wrist Flame*



Motion ↓ ↘ → P

SUPER MOVES

Captain Sword



Motion ↓ ↘ → (P P)

Captain Storm



Motion ↓ ↘ → (K K)



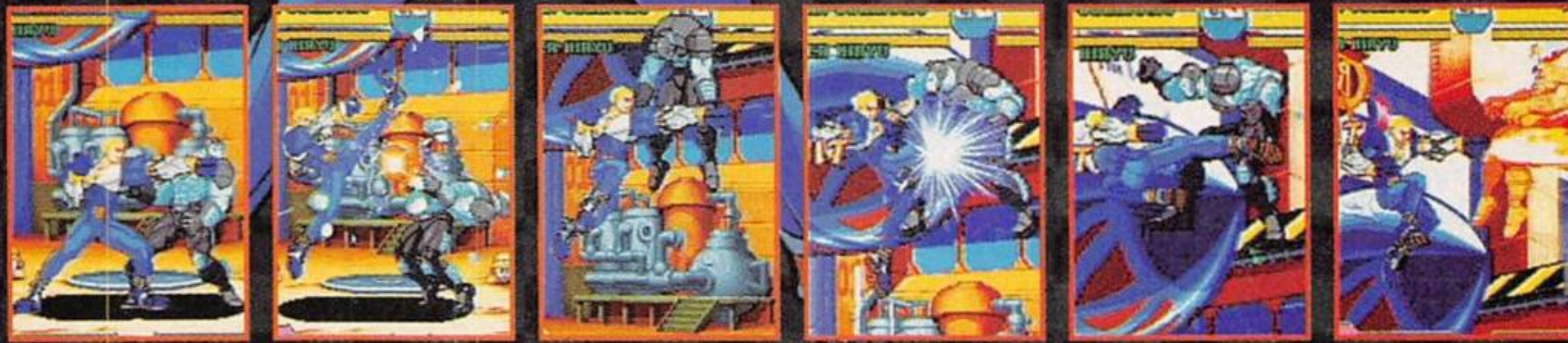
DEVASTATING COMBOS

Three-Hit Basic Combo



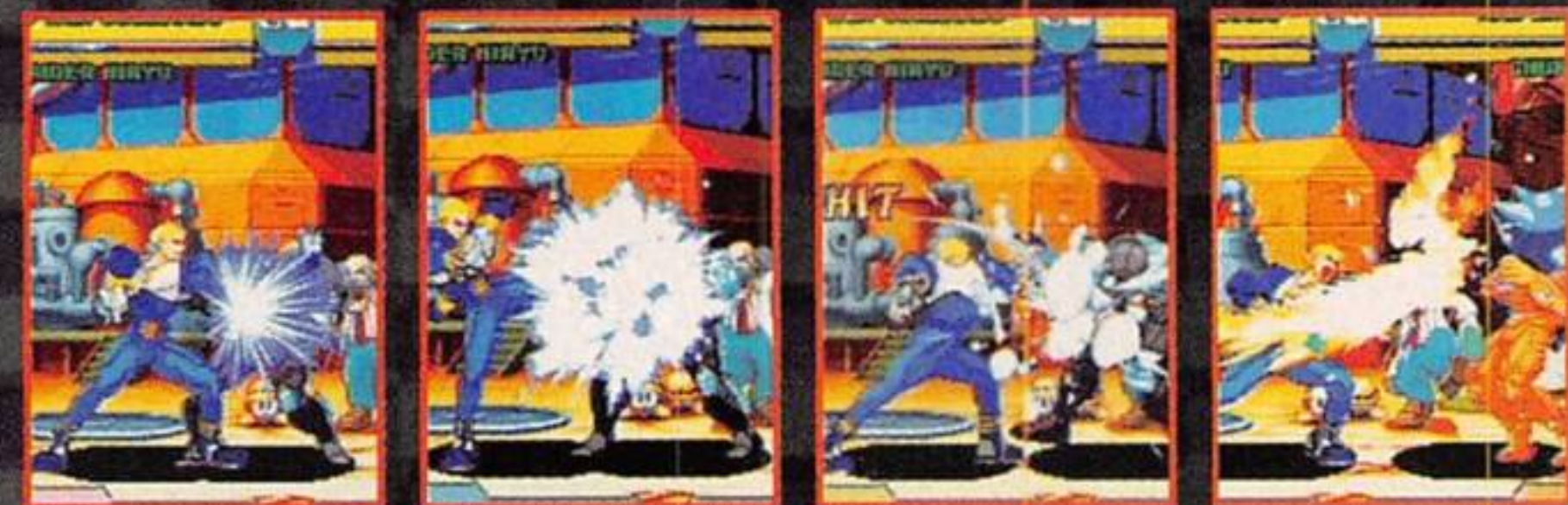
Hold ↓, tap SK Hold ↓, tap FK, two-in-one Motion ↙ ↓ K

Six-Hit Air Fire Combo



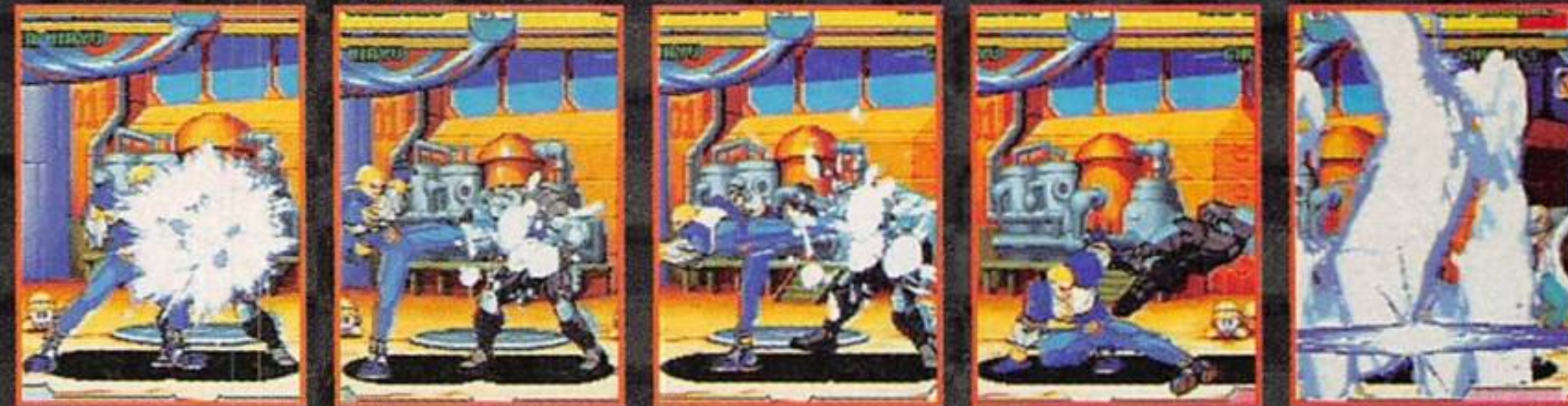
Tap JP Tap RK Tap ↑, JP Tap SK Tap FK Motion ↓ ↘ → FP

Four-Hit Basic Combo



Hold →, tap JP Hold →, tap SK Hold →, tap SP Hold →, tap FP

Five-Hit Ground Spark Combo



Tap JP Tap SK Hold ↓, tap FK Hold ↓, tap RK, two-in-one Motion ↙ ← FP

Eleven-Hit Captain Storm Super Combo

Note: Your Super Bar must be at Level One to perform this combo.



Hold ↓, tap SK Hold ↓, tap FK Hold ↓, tap FP, two-in-one Motion ↘ → (K K) for eight hits

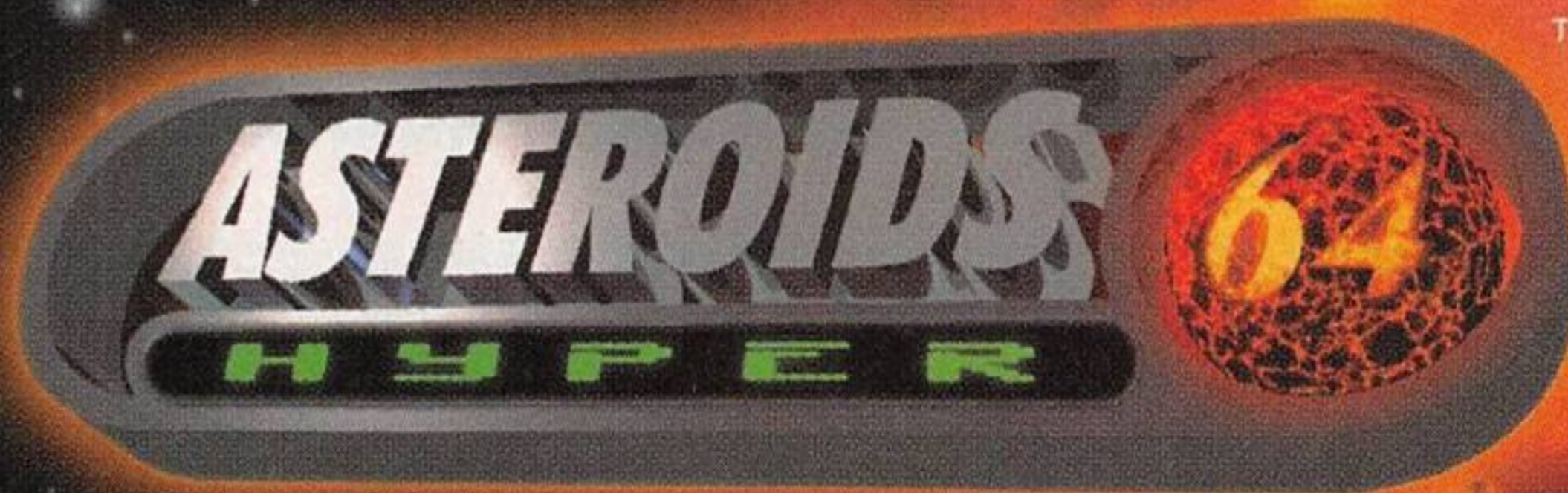
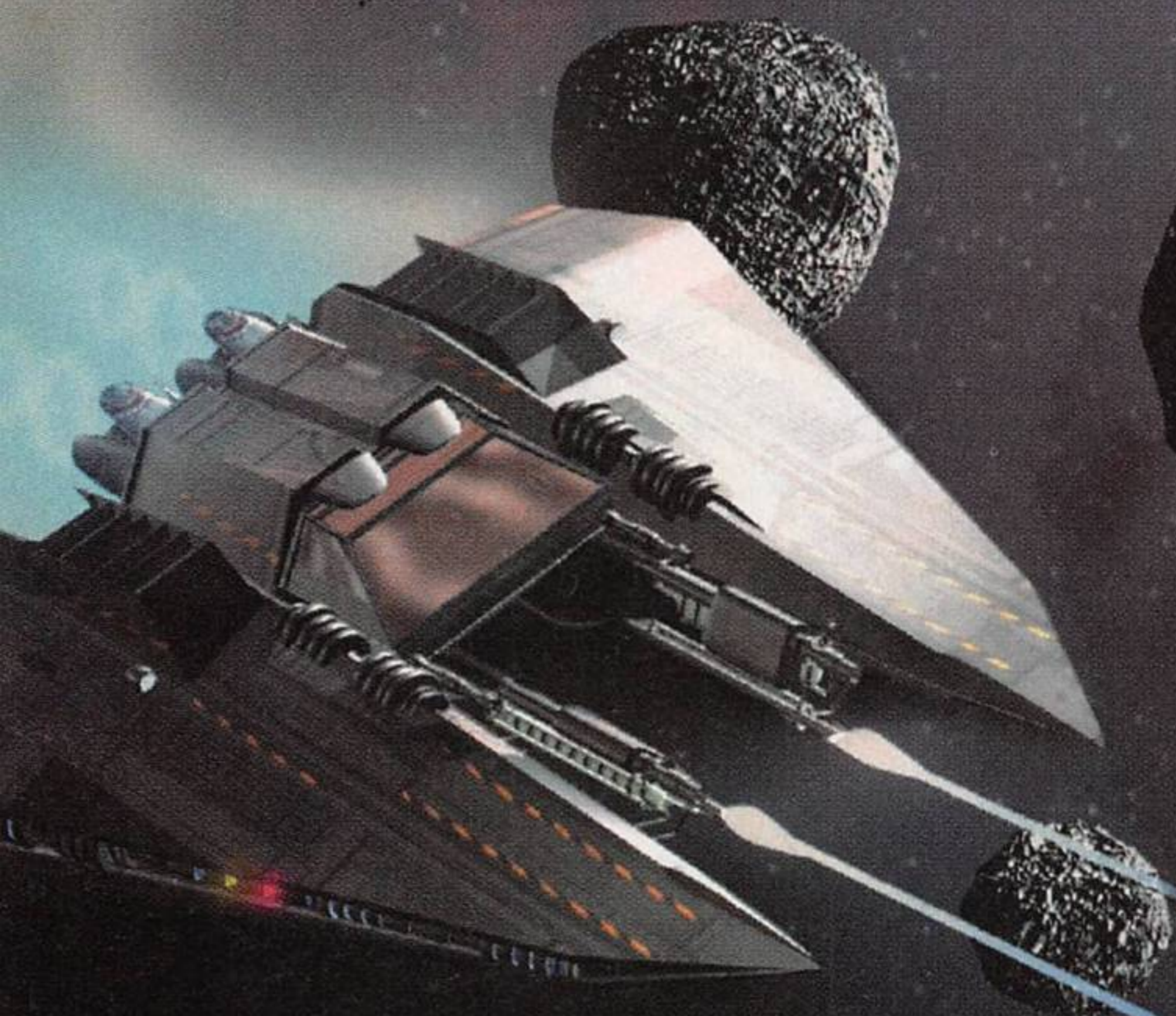
Eleven-Hit Captain Sword Combo

Note: Your Super Bar must be at Level One to perform this combo.



Tap JP Tap SK Tap RK Motion ↓ ↘ → (P P) for eight hits

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THE FIGHTER'S EDGE MEGA MAN

SPECIAL MOVES

Mega Uppercut



Motion → ↓ ↘ P

Mega Buster



Charge FP, release FP

Note: The longer you charge FP, the more powerful the Mega Buster shot will be.

Change Weapon



Motion ↓ ↙ ← SK

Rock-Ball Kick



Motion ↓ ↘ → P, tap K

Note: This move can be performed only after you select the Rock Ball as your weapon.

Tornado Hold



Motion ↓ ↙ ← FK

Tornado



Motion ↓ ↘ → P

Note: This move can be performed only after you select the Tornado Hold as your weapon.

Leaf Shield



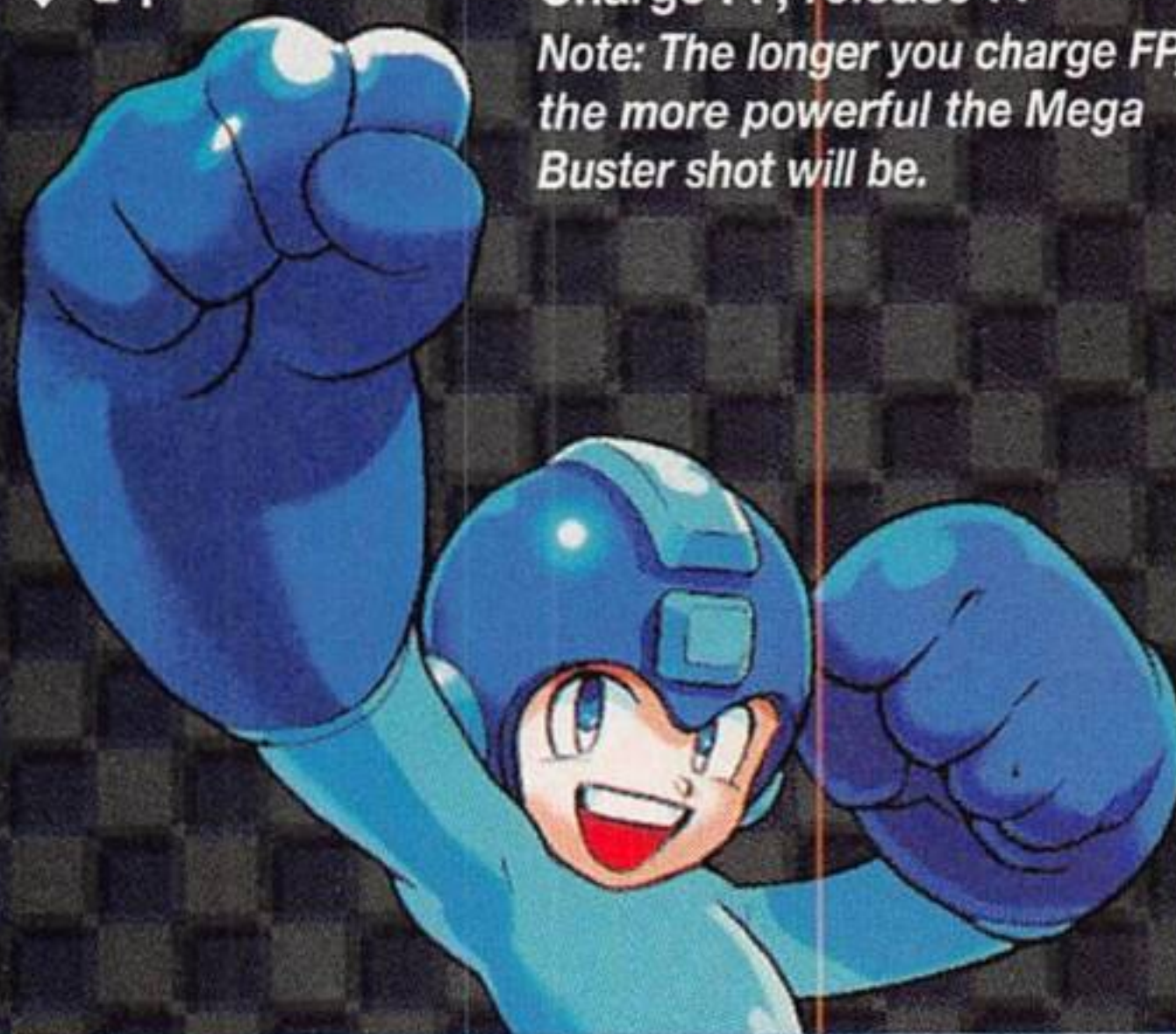
Motion ↓ ↙ ← RK

Shield



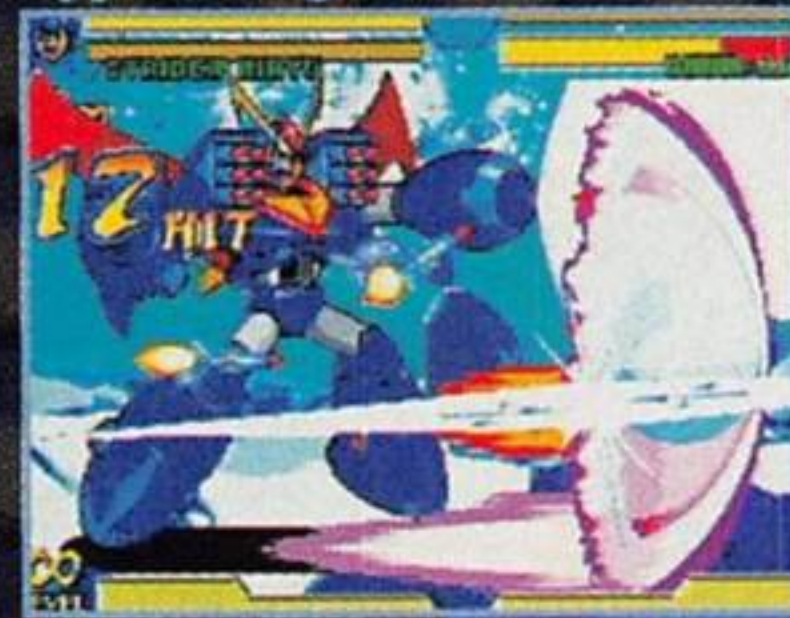
Motion ↓ ↘ → P, tap P

Note: This move can be performed only after you select the Leaf Shield as your weapon.



SUPER MOVES

Hyper Mega Man



Motion ↓ ↘ → (P P)

Rush Drill



Motion ↓ ↘ → (K K)

Beat Plane



Motion ↓ ↙ ← (K K)

Note: Tap K to drop bombs; tap P to fire the machine gun.

DEVASTATING COMBOS

Nineteen-Hit Beat-Plane Combo

Note: Your Super Bar must be at Level One and your opponent must be in the corner to perform this combo.



Tap RK

Tap ↑, JP

Tap SK

Tap SP

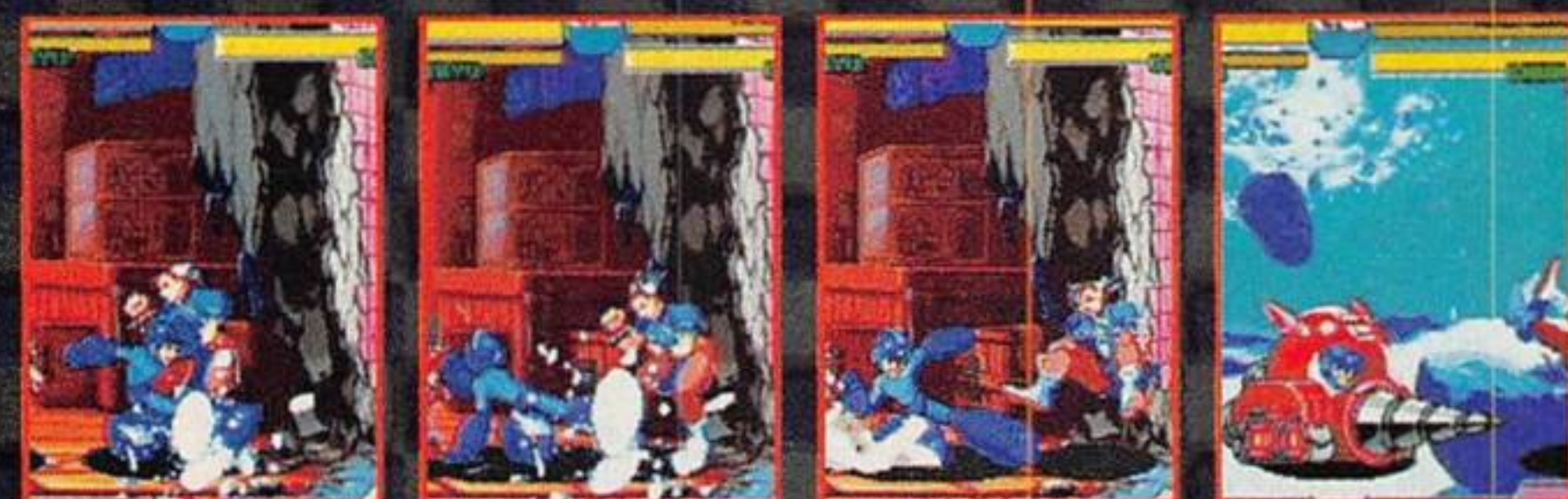
Tap FK

Motion ↓ ↙ ← (K K)

Tap P repeatedly for 14 hits

Eight-Hit Super-Drill Combo

Note: Your Super Bar must be at Level One to perform this combo.



Hold ↓, tap SK

Hold ↓, tap FK

Hold ↓, tap RK, two-in-one

Motion ↘ → (K K) for five hits

Nineteen-Hit Hyper Mega Man Combo

Note: Your Super Bar must be at Level One to perform this combo.



Hold ↓, tap SK Tap RK

Tap ↑, JP

Tap SP

Motion ↓ ↘ → (P P) for 15 hits

MORE DEVASTATING COMBOS

Eight-Hit Jump-In Combo

Note: This combo can be performed only after you select the Tornado Hold as your weapon.

Jump in deep, tap SK; while still in the air, tap FK, hold ↓, tap SK, hold ↓, tap FK, hold ↓, tap RK, two-in-one, motion ↘ → JP for three hits

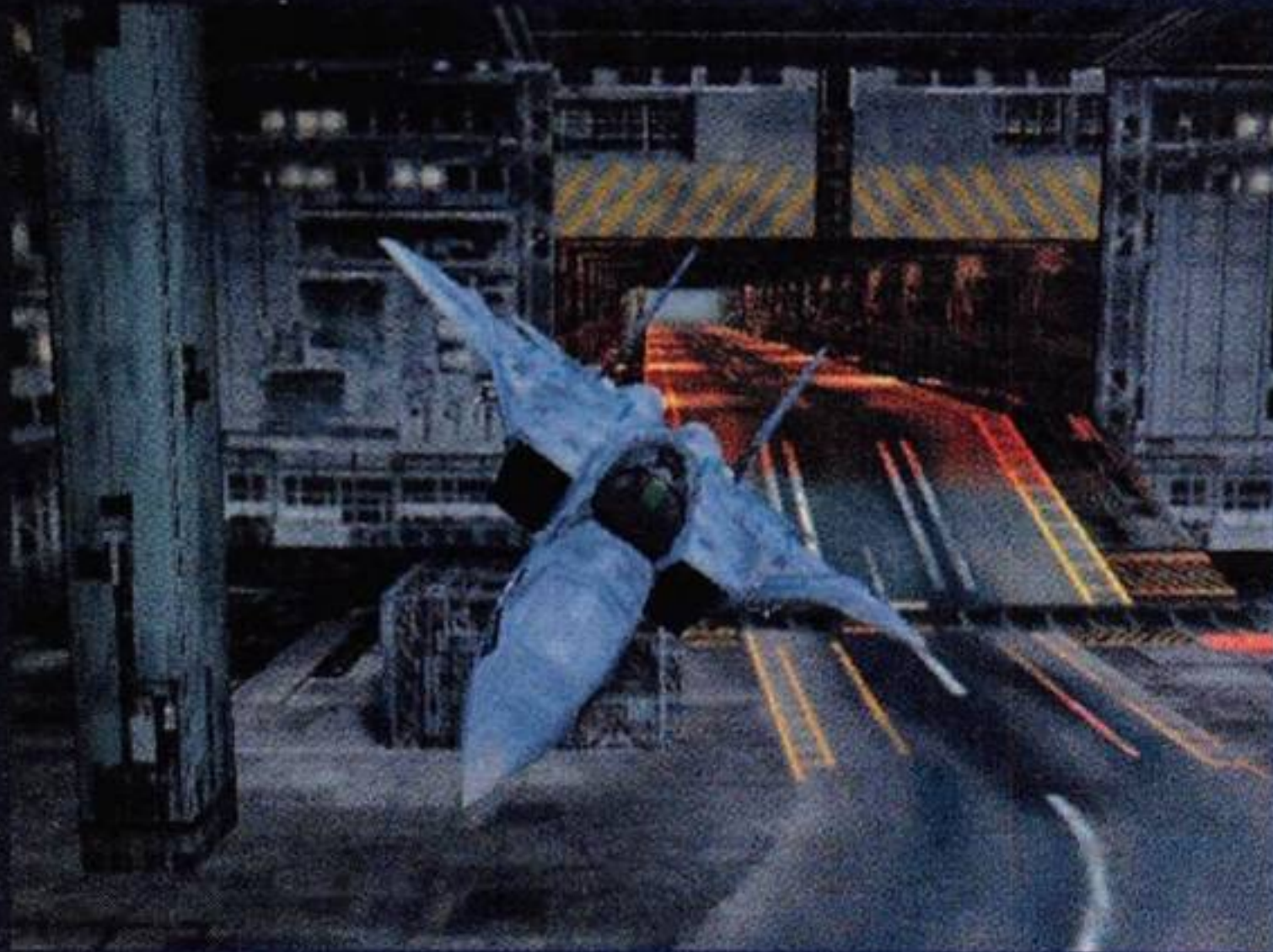
Multi-Hit Basic Buster-Charge Combo

Note: The total number of hits depends on how long you charge the Mega Buster.

Charge FP, jump in deep, tap JP, hold ↓, tap SK, hold ↓, tap FK, release FP

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THE FIGHTER'S EDGE STRIDER



SPECIAL MOVES

Bomb Drop



Charge ← two seconds, tap (→ K)

Flying Slash



While in the air, motion ↓ ↘ → P or K

Legion Charge



Motion ↓ ↘ → K

Ouroboros Charge



Charge ← two seconds, tap (→ P)

Ouroboros Fire*



After the Ouroboros Charge, charge ← two seconds, tap (→ P)

Straight Slash



Motion → ↓ ↘ P or K

Sword Slash



Motion ↓ ↘ → P

Teleport



Motion ← ↓ ↘ P or K

Teleport Kick



Motion ↓ ↘ ← K

Wall Grab



Motion ↓ ↘ ← P

SUPER MOVES

Legion



Motion ↓ ↘ → (K K)

Ouroboros



Motion ↓ ↘ → (P P)

Ragnarok



Motion → ↓ ↘ (P P)

MORE DEVASTATING COMBOS

Four-Hit Basic Sword Slash Combo

Hold →, tap JP, hold →, tap SP, hold →, tap FP, two-in-one, motion ↓ ↘ JP

Thirty-Three-Hit Corner-Trap Combo

Note: Your Super Bar must be at Level Two and your opponent must be in the corner to perform this combo.

Motion ↓ ↘ → (P P), hold →, tap JP for three hits, hold →, tap SK for three hits, hold →, tap SP for three hits, hold →, tap FK for three hits, hold →, tap FP for four hits, two-in-one, motion ↓ ↘ (P P) for 17 hits

DEVASTATING COMBOS

Three-Hit Basic Slide Combo



Hold ↓, tap SK Hold ↓, tap FK Hold ↘, tap RK

Five-Hit Basic Standing Combo



Hold →, tap JP Hold →, tap SK Hold →, tap SP Hold →, tap FK Hold →, tap FP

Ten-Hit Jump-In Aerial-Rave Combo



Jump in deep, tap JP While still in the air, tap SK Hold ↓, tap SP Hold ↓, tap FP Tap ↑, JP Tap SK Tap SP Tap FK Motion ↓ ↘ → RK for two hits

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CHUN-LI



SPECIAL MOVES

Fireball



Motion ← ↙ ↓ ↘ → P

Flip Kick



Hold ↘, tap RK

Heel Kick



While in the air, hold ↓, tap FK

Lightning Kicks*



Tap K rapidly

Overhead Kick



Motion → ↘ ↓ ↙ ← K

Spinning Kick



Motion → ↓ ↘ K

SUPER MOVES

Hazan Tenshou-Kyaku



Motion → ↓ ↘ (K K)

Kikou-Shou



Motion ↓ ↘ → (P P)

Senretsuo Kyaku



Motion ↓ ↘ → (K K)

Shichisei Senkuu-Kyaku



While in the air, motion ↓ ↘ → (K K)

DEVASTATING COMBOS

Six-Hit Super Aerial-Rave Combo

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap JP



While still in the air, tap SP



Tap RK



Tap ↑, JP



Tap SK



Motion ↓ ↘ → (K K)

Three-Hit Basic Combo



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK

Sixteen-Hit Basic Super Combo

Note: Your Super Bar must be at Level One to perform this combo.



Hold ↓, tap JP



Hold ↓, tap SP



Hold ↓, tap FP, two-in-one



Motion ↘ → (K K) for 12 hits

MORE DEVASTATING COMBOS

Nineteen-Hit Super-Kick Combo

Note: Your Super Bar must be at Level One to perform this combo. Jump in deep, tap JP; while still in the air, tap SP, hold ↓, tap SK, hold ↓, tap FK, hold ↓, tap FP, two-in-one, motion ↘ → (K K) for 14 hits

Eleven-Hit Super Corner-Trap Combo

Note: Your Super Bar must be at Level One to perform this combo. Hold →, tap JP, hold →, tap SK, hold →, tap FK, two-in-one, motion ↓ ↘ (K K) for eight hits

Nine-Hit Spinning-Kick Combo

Jump in deep, tap FP, hold ↓, tap SK, hold ↓, tap FK, hold ↓, tap FP, motion → ↓ ↘ RK for five hits

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RYU

SPECIAL MOVES

Dragon Punch
Motion → ↓ ↘ P

Fireball*
Motion ↓ ↘ → P

Hurricane Kick*
Motion ↓ ↙ ← K

SUPER MOVES

Mimic Ken
Motion ↓ ↙ ← JP

Evil Ryu Transformation
Motion ↓ ↙ ← FP

Shinkuu Tatsumaki Senpu-Kyaku
Motion ↓ ↙ ← (K K)

Shin Shoryuu-Ken
Motion → ↓ ↘ (P P)

Shinkuu Hadou-Ken
Motion ↓ ↘ → (P P)

MIMIC KEN

These moves can be performed only after you do the Mimic Ken move as Ryu or Evil Ryu.

SPECIAL MOVES

Fireball*
Motion ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Hurricane Kick*
Motion ↓ ↙ ← K

SUPER MOVES

Shippuu Jinrai-Kyaku
Motion ↓ ↙ ← (K K)

Evil Ryu Transformation
Motion ↓ ↙ ← FP

Shoryuu-Reppa
Motion → ↓ ↘ (P P)

Ryu Transformation
Motion ↓ ↙ ← JP

Shinryuu Ken
Motion → ↓ ↘ (K K)

EVIL RYU

These moves can be performed only after you do the Evil Ryu Transformation move as Ryu or Mimic Ken.

SPECIAL MOVES

Diving Kick
While in the air, motion ↓ ↘ → K

Dragon Punch
Motion → ↓ ↘ P

Fireball*
Motion ↓ ↘ → P

Hurricane Kick*
Motion ↓ ↙ ← K

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

SUPER MOVES

Messatsu Gou-Hado
Motion ↓ ↙ ← (P P)

Messatsu Gou-Shoryuu
Motion ↓ ↘ → (P P)

Tenma Gou-Zankuu
While in the air, motion ↓ ↘ → (P P)

Shin Goku Satsu
Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three to do this move.

DEVASTATING COMBOS

RYU

Four-Hit Basic Jump-In Combo



Jump in deep, tap RK Hold ↓, tap SK Hold ↓, tap FK, two-in-one Motion ↘ → FP

Fifteen-Hit Super Hurricane Combo

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap FP Tap SP Hold ↓, tap RK, two-in-one Motion ↙ ← (K K) for 12 hits

MIMIC KEN

Eight-Hit Air-Hurricane Combo



Hold ↓, tap SK Hold ↓, tap FP Tap ↑, JP Tap SK Tap SP Tap FK Motion ↓ ↙ ← RK for two hits

MIMIC KEN

Three-Hit Basic Combo



Hold →, tap JP Hold →, tap SP Hold →, tap RK

EVIL RYU

Eleven-Hit Super Fireball Combo

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap RK Hold ↓, tap FK, two-in-one Motion ↙ ← RK for four hits Motion ↓ ↙ ← (P P) for five hits

EVIL RYU

Seven-Hit Diving-Kick Combo



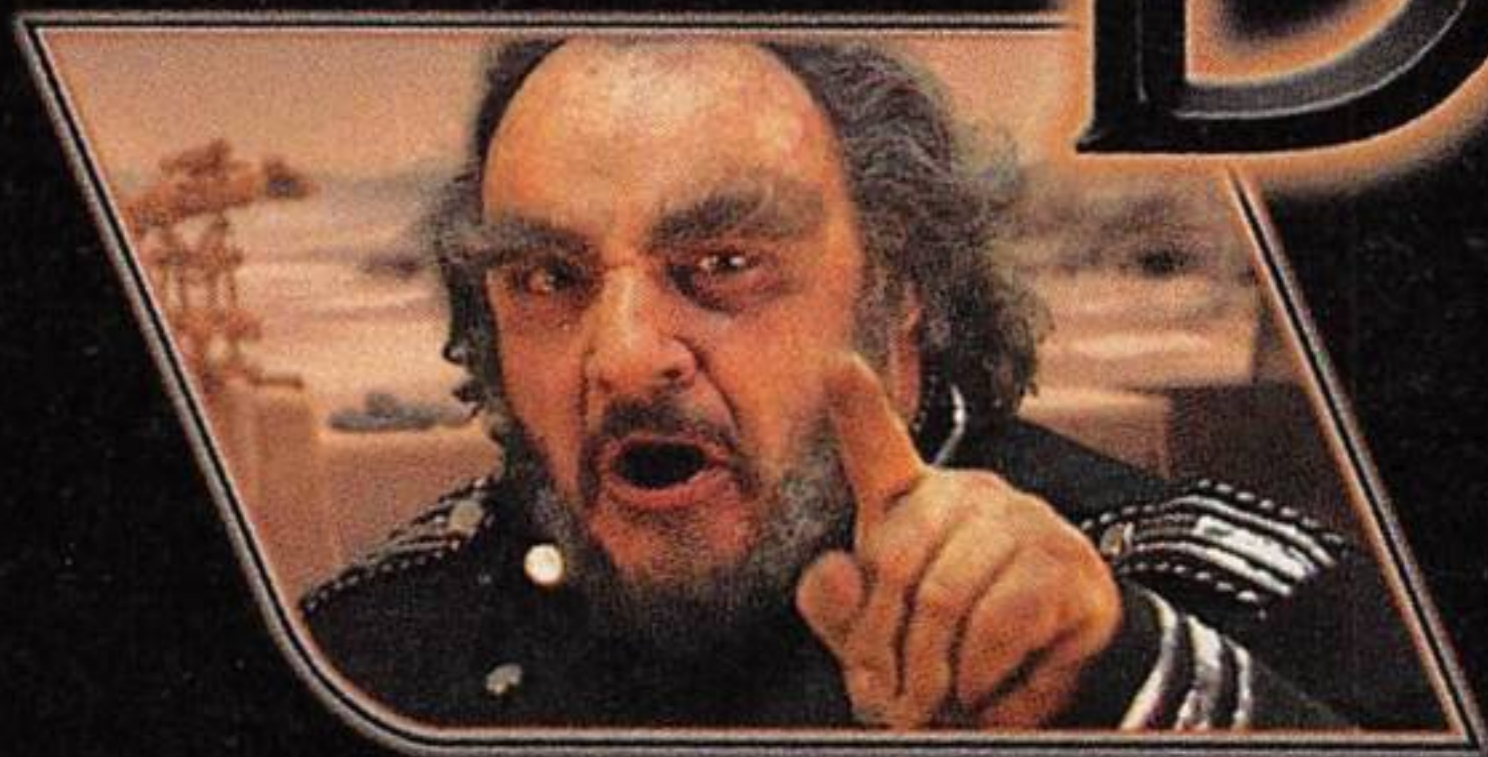
Hold ↓, tap SK Hold ↓, tap FP Tap ↑, JP Tap SK Tap SP Tap FK Motion ↓ ↘ → RK



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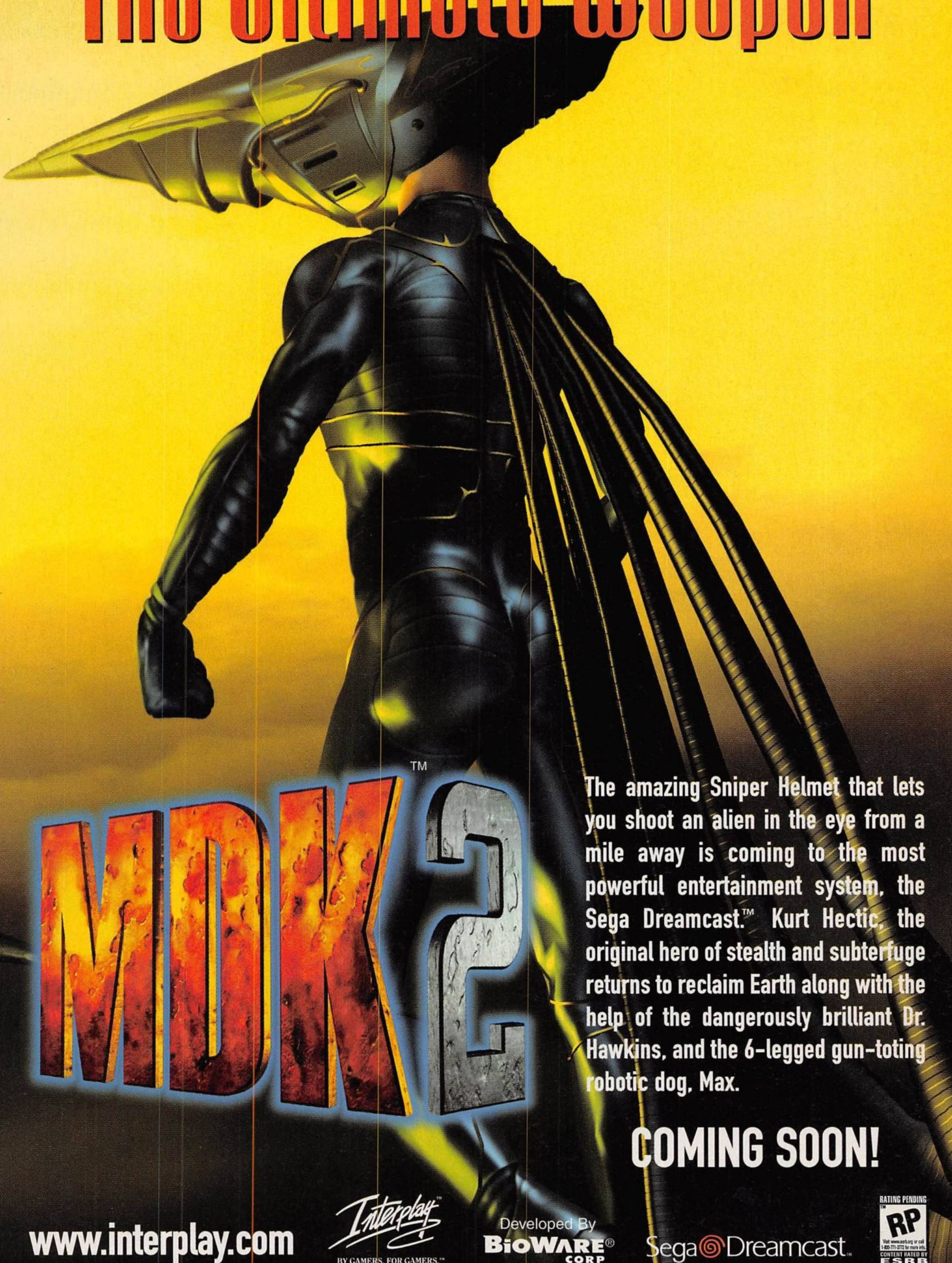
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READER TIP OF THE MONTH

Nintendo 64



Star Wars Episode I: Racer

Unlock All Cheats



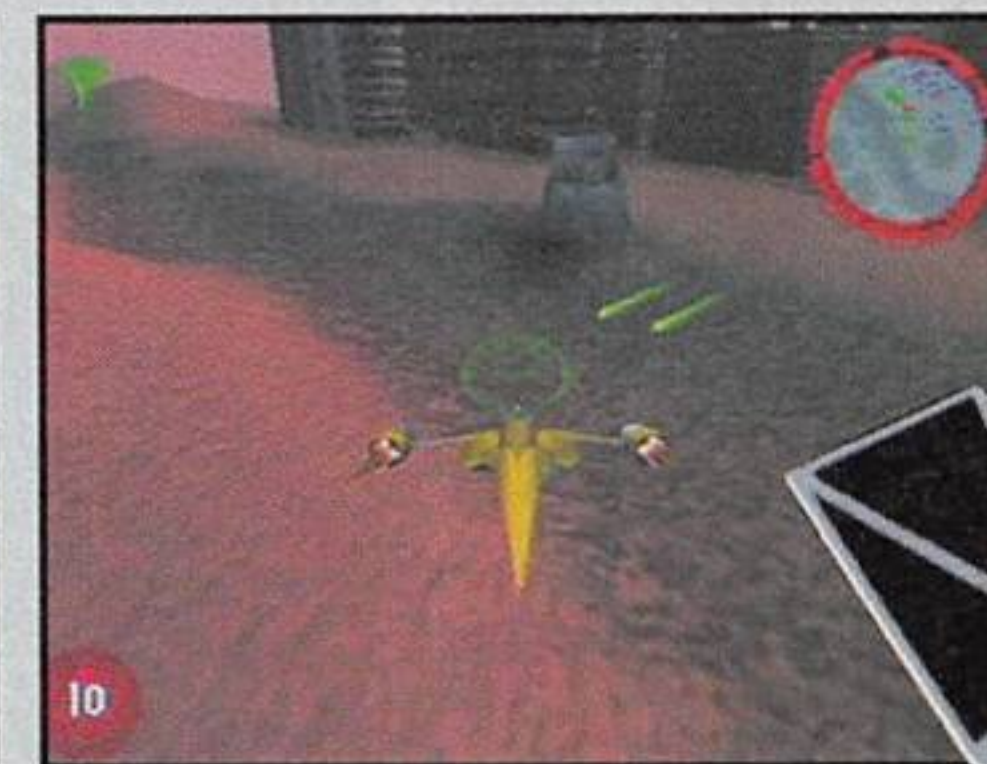
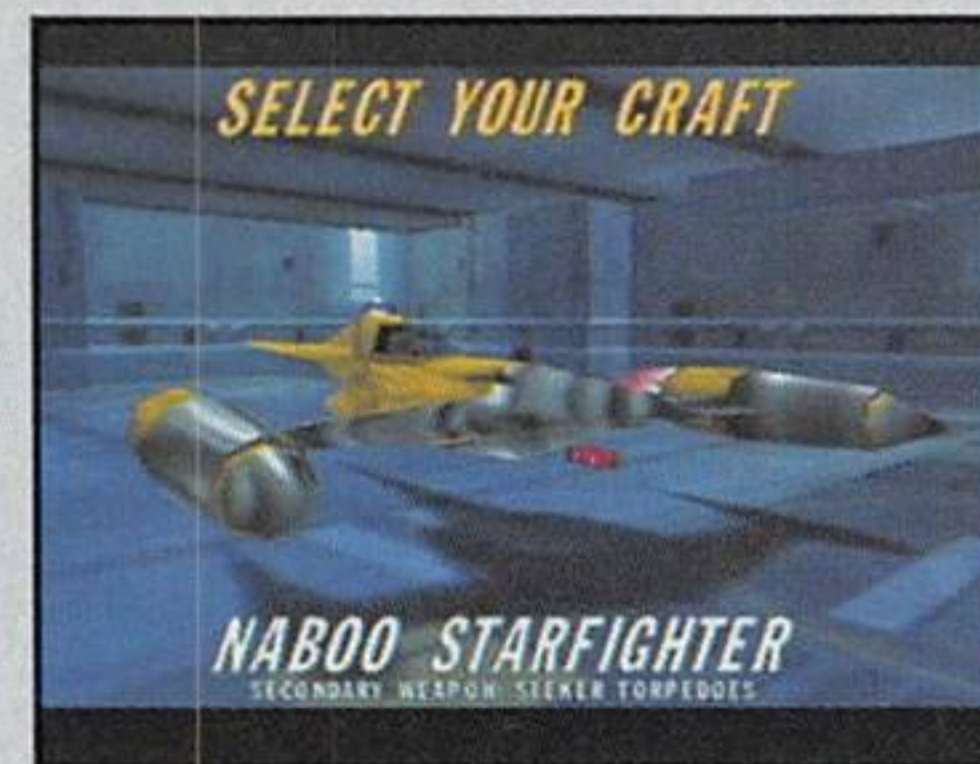
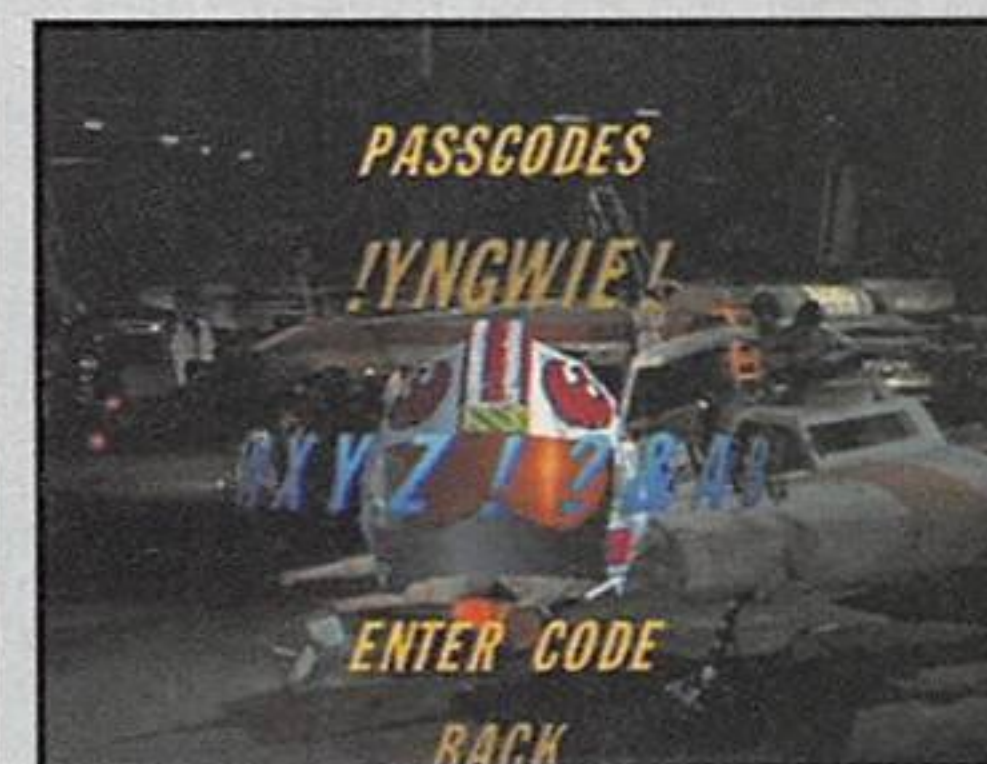
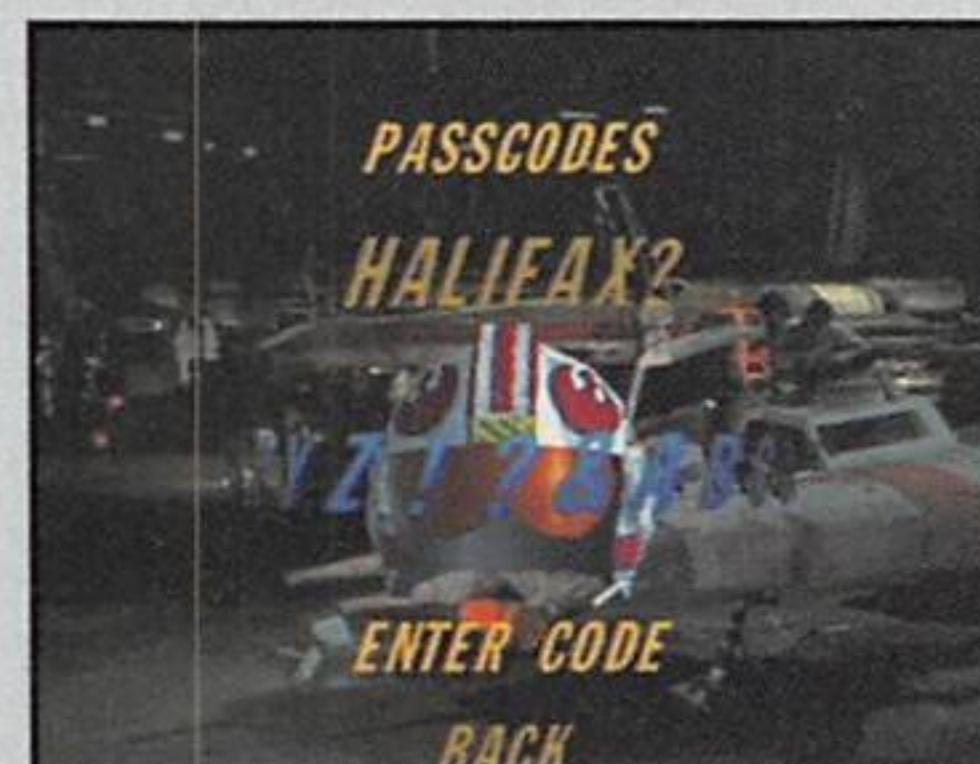
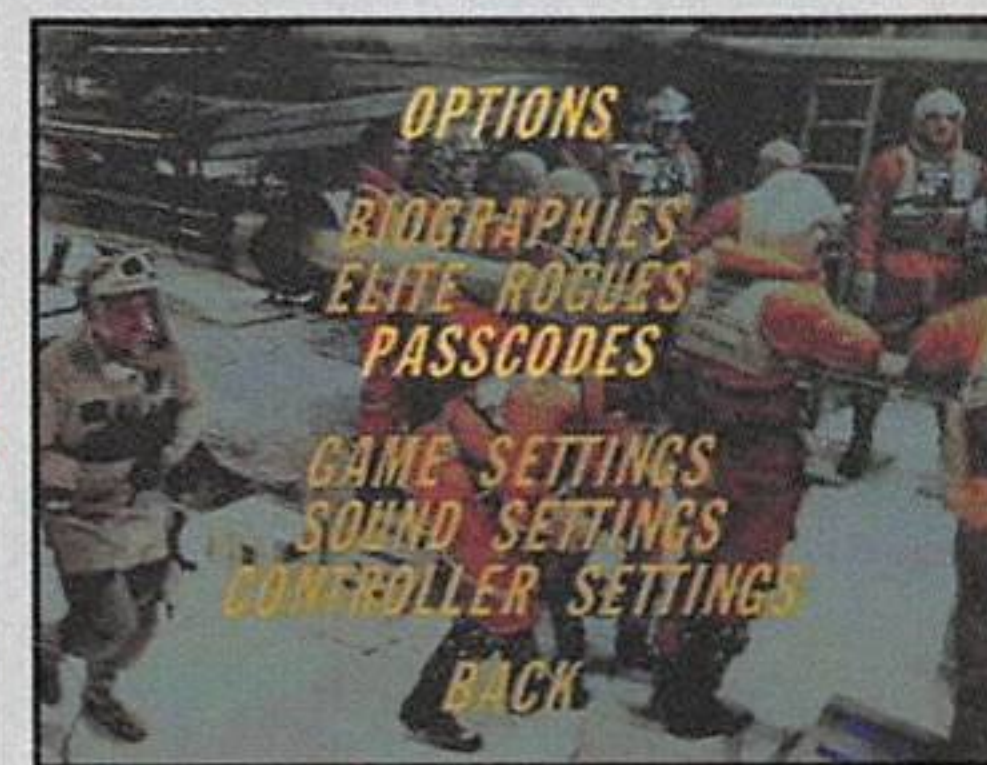
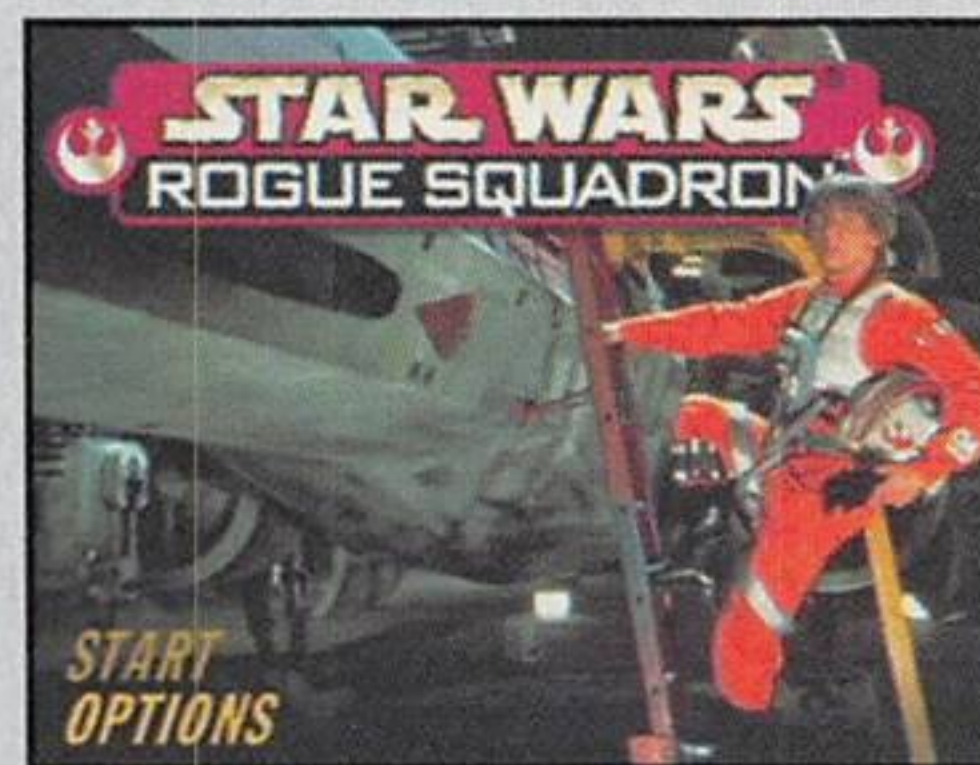
At the title screen, select Tournament, then at the screen that says "Please Enter Your Initials," highlight "Empty" and **press A**. Before inputting your initials, enter the cheat code RRTANGENTABACUS by **pressing and holding Z**, then **pressing L** to enter each letter. When you're finished entering the code, highlight End, then **hold Z**, then **press L**. Now, enter your initials or **press B** to access the previous screen and select a saved game. Start a race on any Tournament track with any character, and pause the game, then **press Up, Left, Down, Right**. A new option, Cheats Menu, will appear that enables you to activate Invincibility, edit vehicle stats, change your opponents' A.I. levels, and more.

Nintendo 64



Star Wars: Rogue Squadron

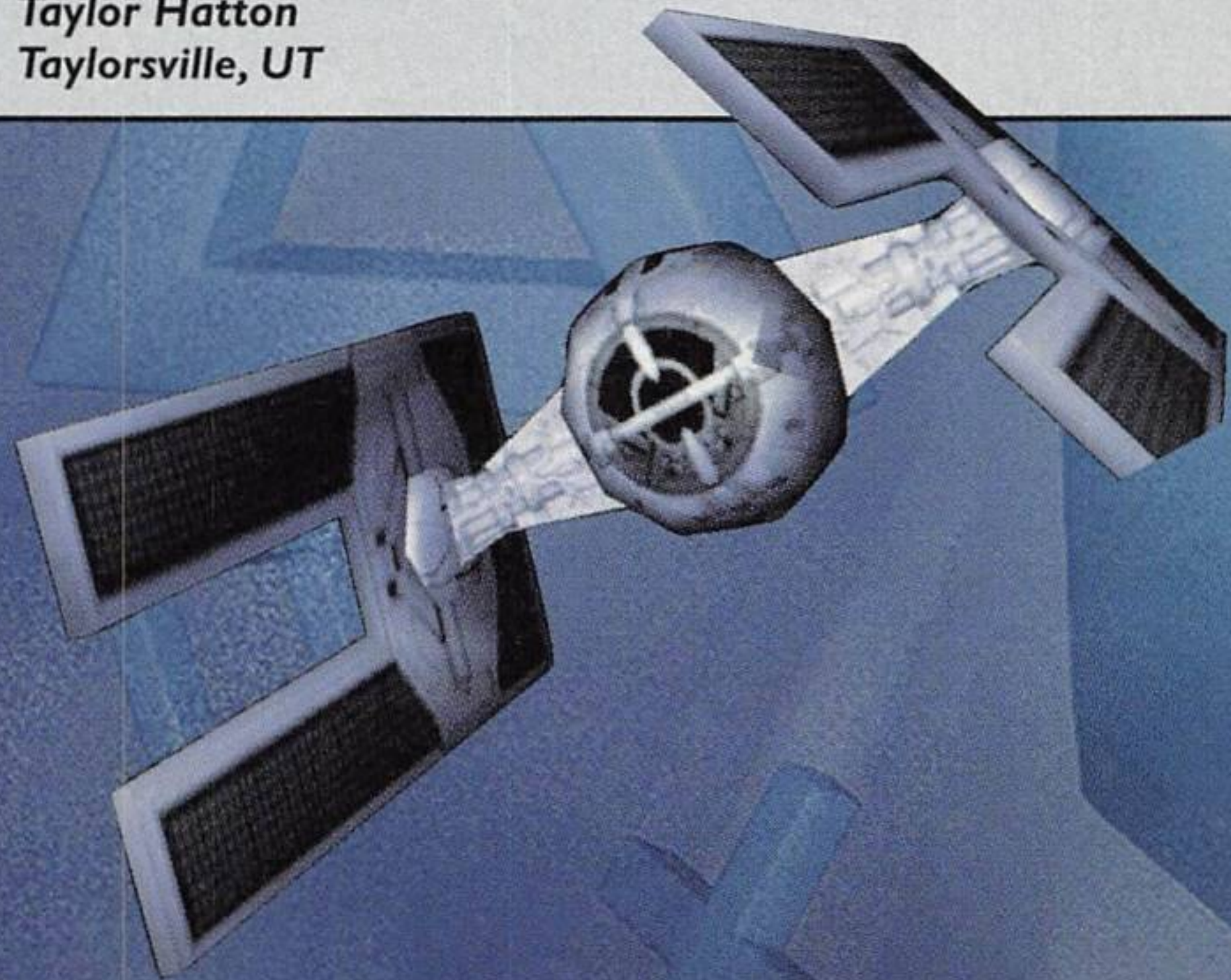
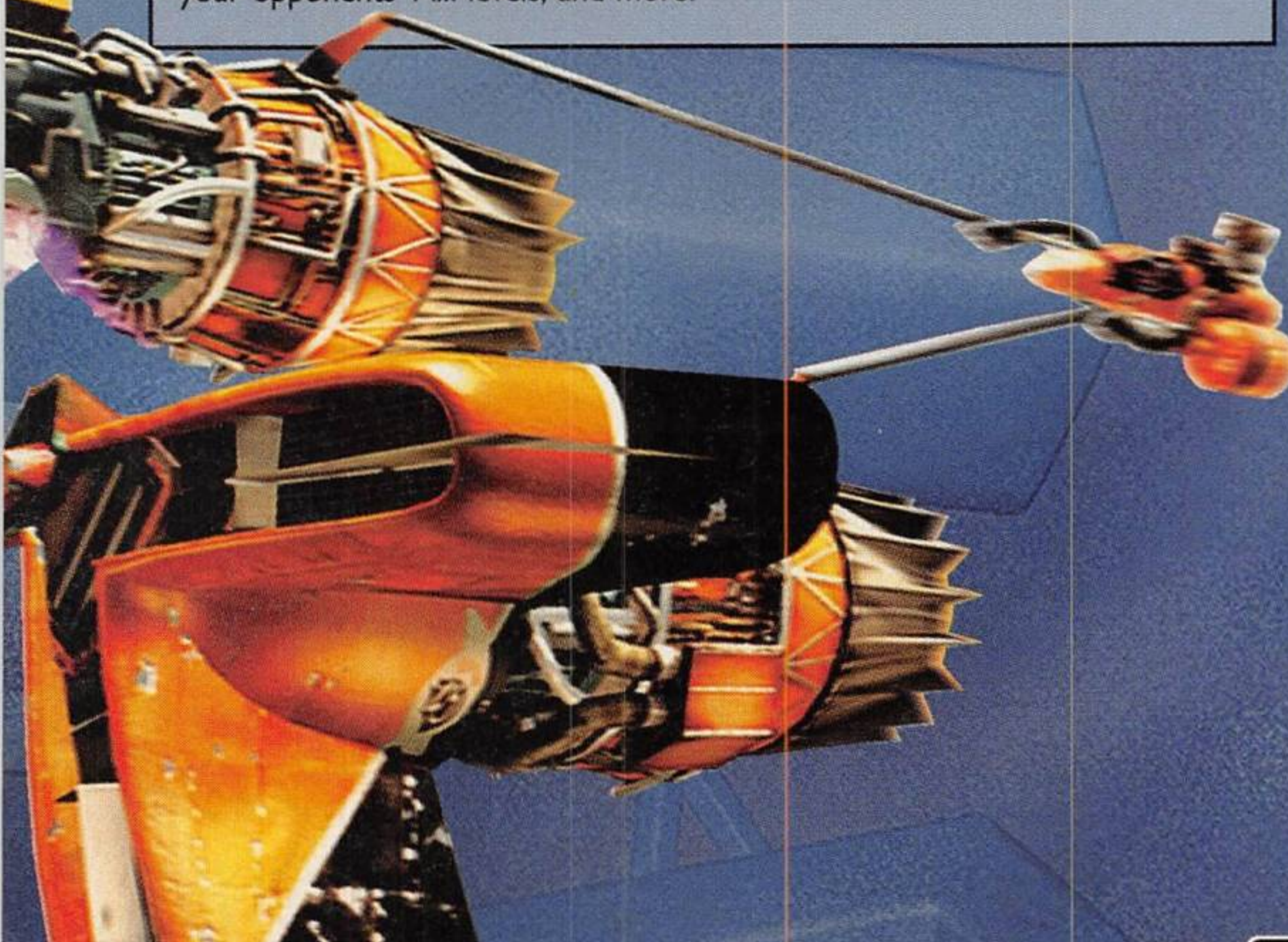
Unlock the Naboo Starfighter



At the title screen, select Options, and at the next screen, choose Passcodes. Enter HALIFAX? as your password and select Enter Code. Select Passcodes again, enter !YNGWIE! as your password, and choose Enter Code. Start a game, and at the Select Your Craft screen, you'll find the Naboo Starfighter located to the left of the X-Wing.

Note: You can fly the Naboo Starfighter in every mission except those that require the Snowspeeder.

Taylor Hatton
 Taylorsville, UT



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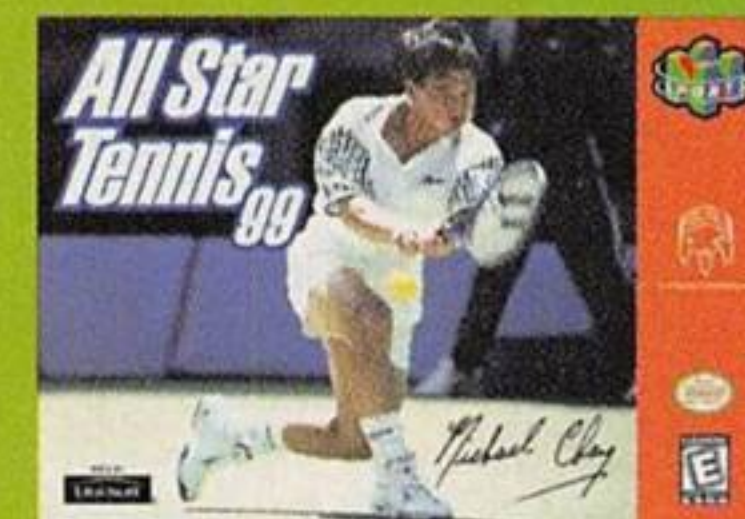
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NAME the stars of *All Star Tennis*[™] 99

Place the correct number next to All Star player names

Michael Chang Jana Novotna Mark Philippoussis Gustavo Kuerten

Amanda Coetzer Richard Krajicek Jonas Björkman

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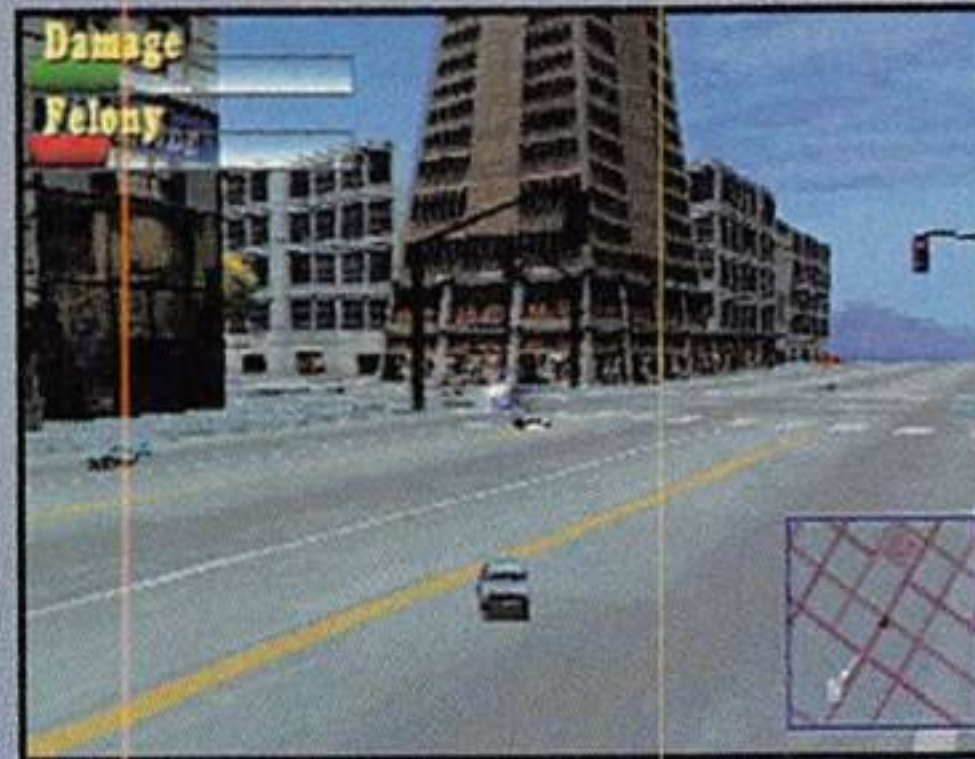
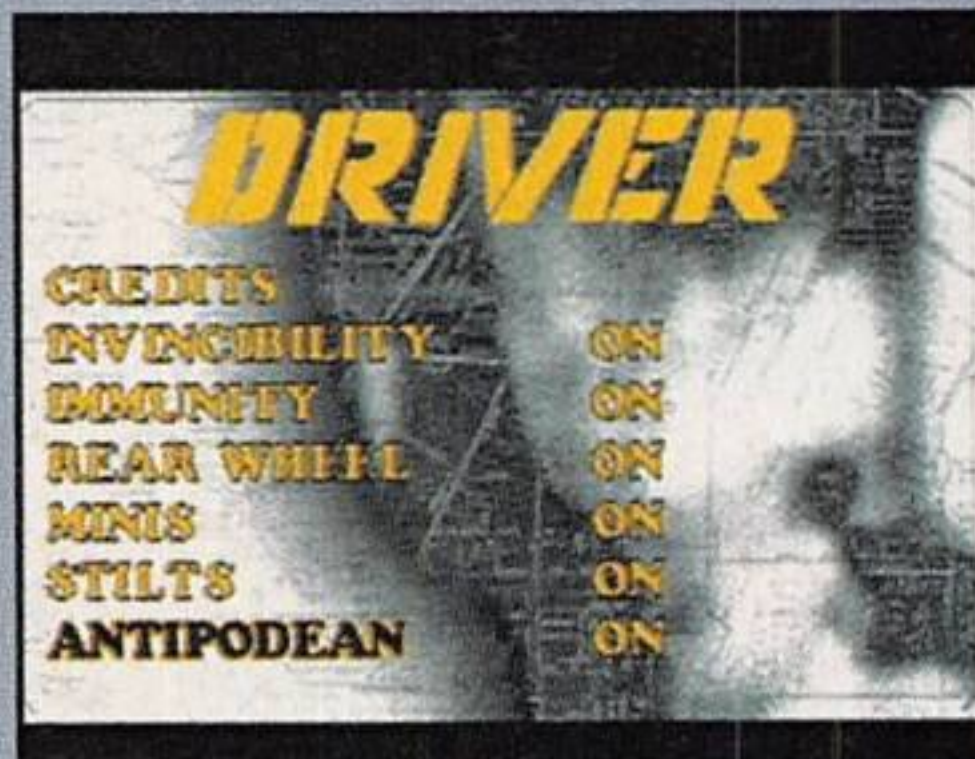
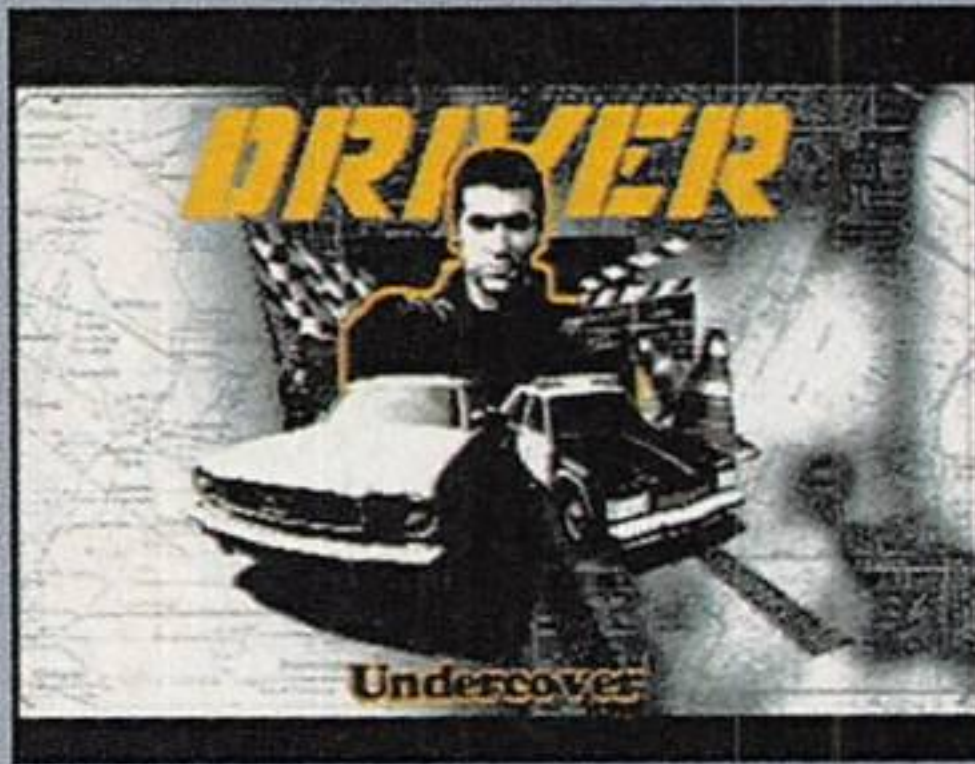
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PlayStation



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Invincibility: Quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

Immunity: To race without a felony bar and avoid police, quickly press L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

Antipodean: To race upside-down, quickly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.

Rear Wheel: To steer with your rear wheels, quickly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Minis: To race in a miniature version of your car, quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.

Stilts: To race on elevated suspension, quickly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1.

View the Credits: Quickly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.

Dreamcast



Power Stone

Play as Kraken and Valgas, Get Bonus Items, and Extra Options



Play as Kraken: Beat the game with all eight characters, and Kraken will appear at the fighter-select screen.



Play as Valgas: Beat the game as Kraken, and Valgas will appear at the fighter-select screen.



Bonus Items: Beat the game using any four characters to unlock a shield, a Gatling gun, a ray gun, and an extending pole.

Extra Options: Beat the Arcade mode with any character on any difficulty setting and a new setting, Extra Options, will be available at the main menu screen.

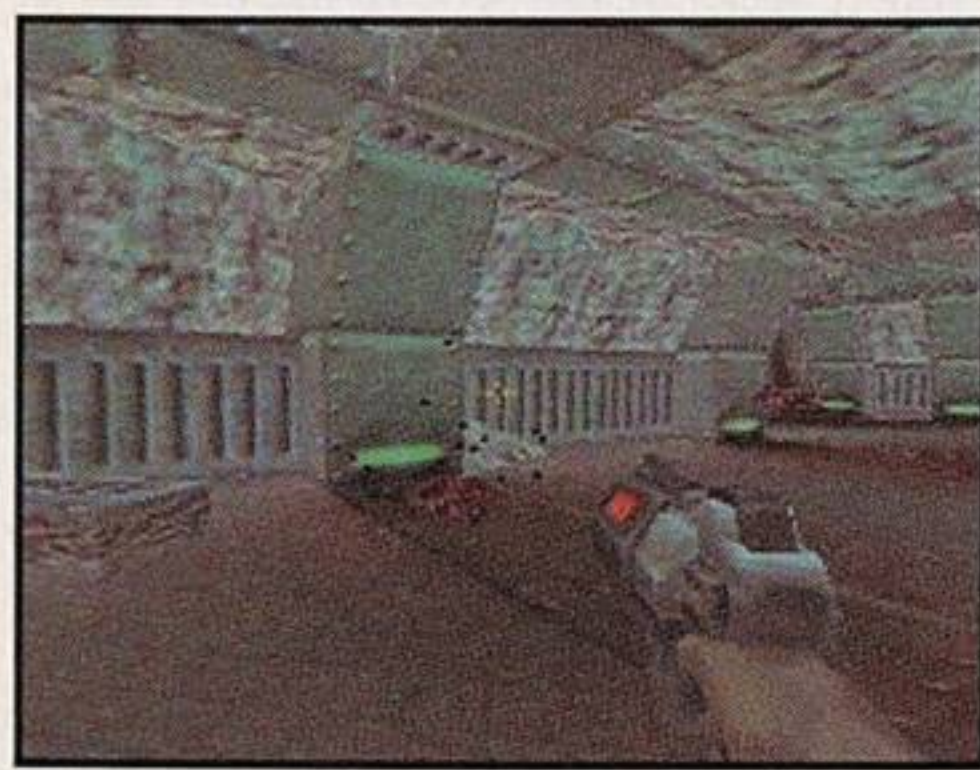
Note: These codes were tested on the Japanese version of the game and may not work on the U.S. version.



DRIVER

YOU ARE THE WHEELMAN

Nintendo 64

**Quake II****Change Background Color,
Play Using Anti-Gravity, and Unlimited Ammo**

Change Background Color: At the main title screen, select Start, then at the Mode screen, select Single. At the Start Game screen, select Load, and at the C-Pak screen, select Do Not Use if you do not have a Controller Pak inserted or select To Exit if you do. Enter the password S3TC 00LC 0L0R S??? . If you entered the code correctly, you'll hear a confirming sound and "Cheats!" will flash at the bottom of the screen. Start a new single- or multiplayer game, and the backgrounds will be a different color.

Anti-Gravity in Multiplayer Mode: At the main title screen, select Start, then at the Mode screen, select Single. At the Start Game screen, select Load, and at the C-Pak screen, select Do Not Use if you don't have a Controller Pak inserted or select To Exit if you do. Enter the password S3TL 0WGR V1TY ???? . If you entered the code correctly, you'll hear a confirming sound and "Cheats!" will flash at the bottom of the screen. Start a new multiplayer game, and when you jump, you'll float in the air for a short distance.

Unlimited Ammo in Multiplayer Mode: At the main title screen, select Start, then at the Mode screen, select Single. At the Start Game screen, select Load, and at the C-Pak screen, select Do Not Use if you don't have a Controller Pak inserted or select To Exit if you do. Enter the password S3T1 NF1N 1T3S H0TS. If you entered the code correctly, you'll hear a confirming sound and "Cheats!" will flash at the bottom of the screen. Start a new multiplayer game, and when you pick up a weapon, you'll have unlimited ammo.



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PlayStation



Grand Theft Auto: London 1969

Unlock All Levels and Weapons, Infinite Ammo, and More



Start a new game, select your character, then rename your character as listed below in order to get the corresponding cheats.

HAROLDHAND: Unlock all levels and weapons; infinite ammo; "Get Out of Jail Free" card; armor; parrot picture; 9,999,990 points; 99 lives; 5X multiplier; no cops; and display coordinates

GETCARTER: Unlock all levels and weapons, infinite ammo, "Get Out of Jail Free" card, armor, 99 lives, 5X multiplier, maximum wanted levels, and display co-ordinates

FREEMANS: Unlock all levels and weapons, infinite ammo, "Get Out of Jail Free" card, armor, and 5X multiplier

DONTMESS: Unlock all weapons, infinite ammo, "Get Out of Jail Free" card, and armor

SORTED: Unlock all levels and weapons, infinite ammo, "Get Out of Jail Free" card, and armor

RAZZLE: Unlock all levels

MAYFAIR: Unlock London levels 1-2

PENTHOUSE: Unlock London levels 1-3

MCVICAR: 99 lives

BIGBEN: 9,999,990 points

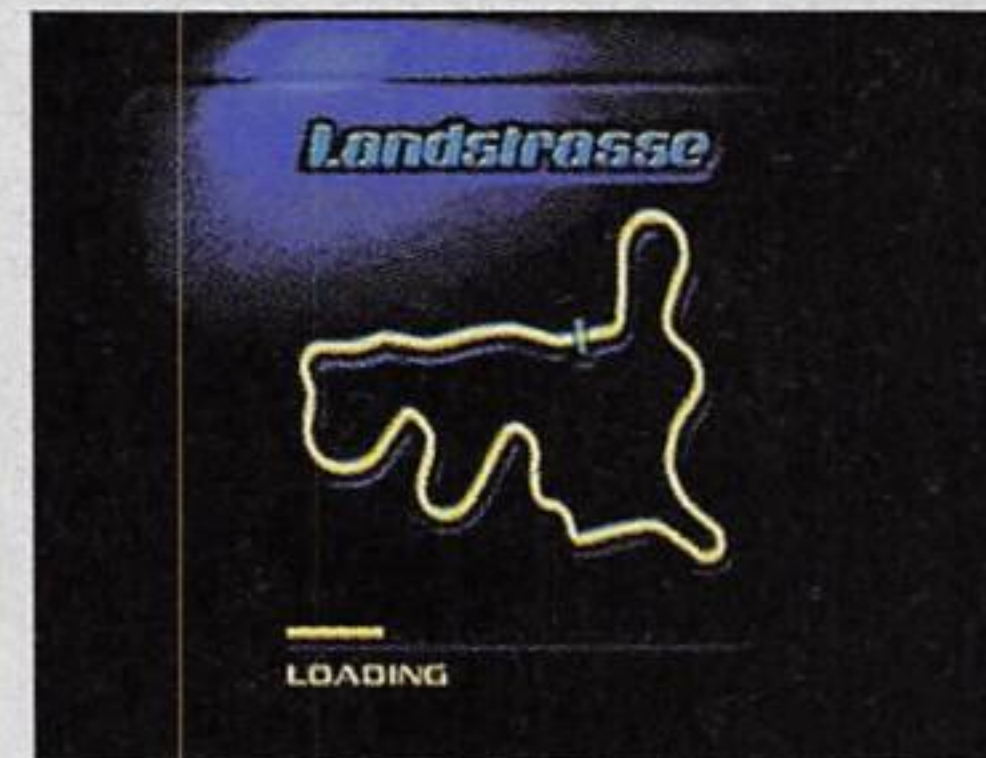
GRAND THEFT AUTO

PlayStation



Need for Speed: High Stakes

Blurry Mode and Instantly Return to the Road

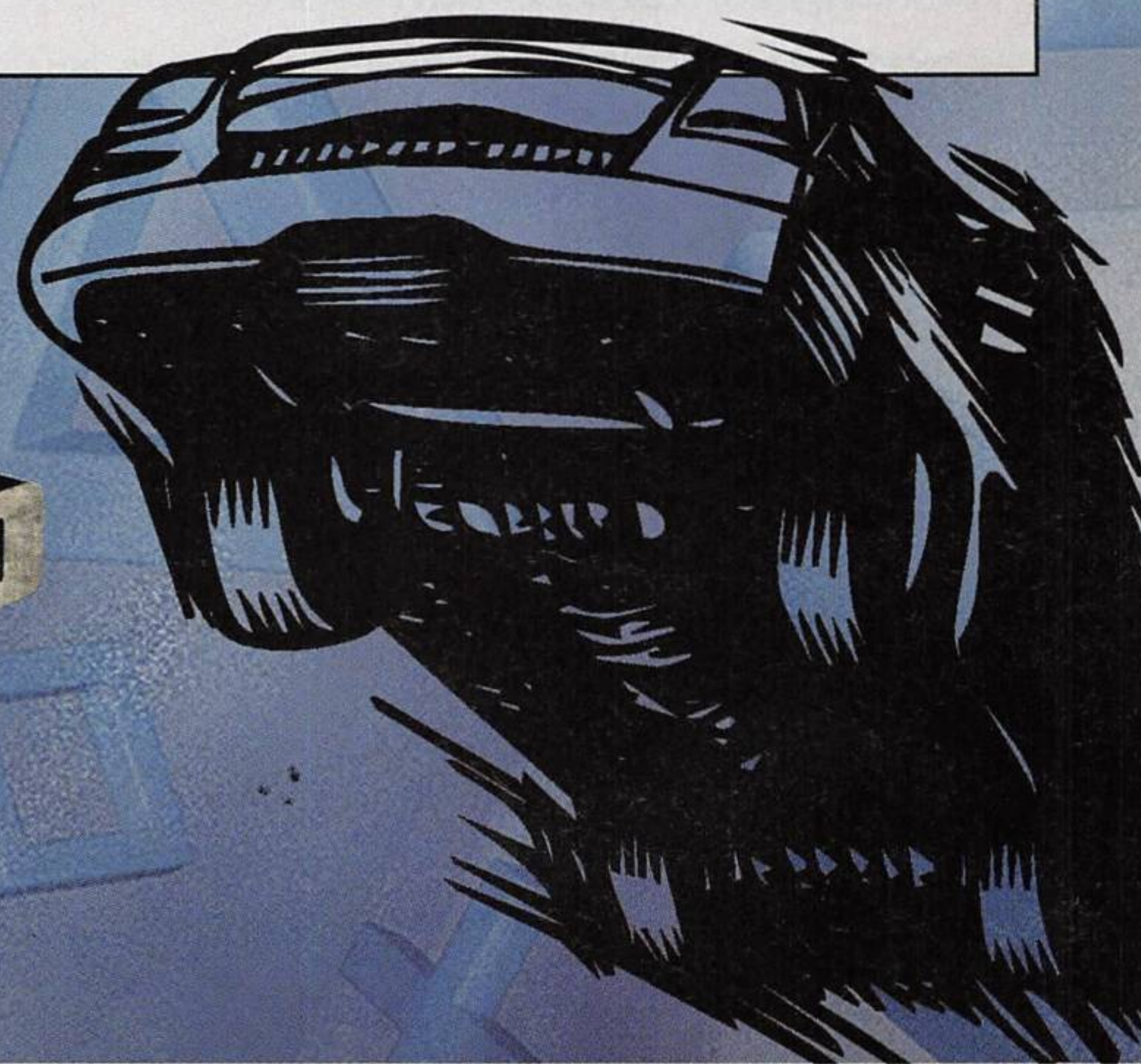


Blurry Mode: Select your car and start a race. Before the loading screen appears, simultaneously press and hold Up, R1, and R2, and continue to hold the buttons until the race begins. Now, you'll race with a blurry screen.



Instantly Return to the Road: After you crash your car or drive off the road, quickly press Select to instantly return to the road.

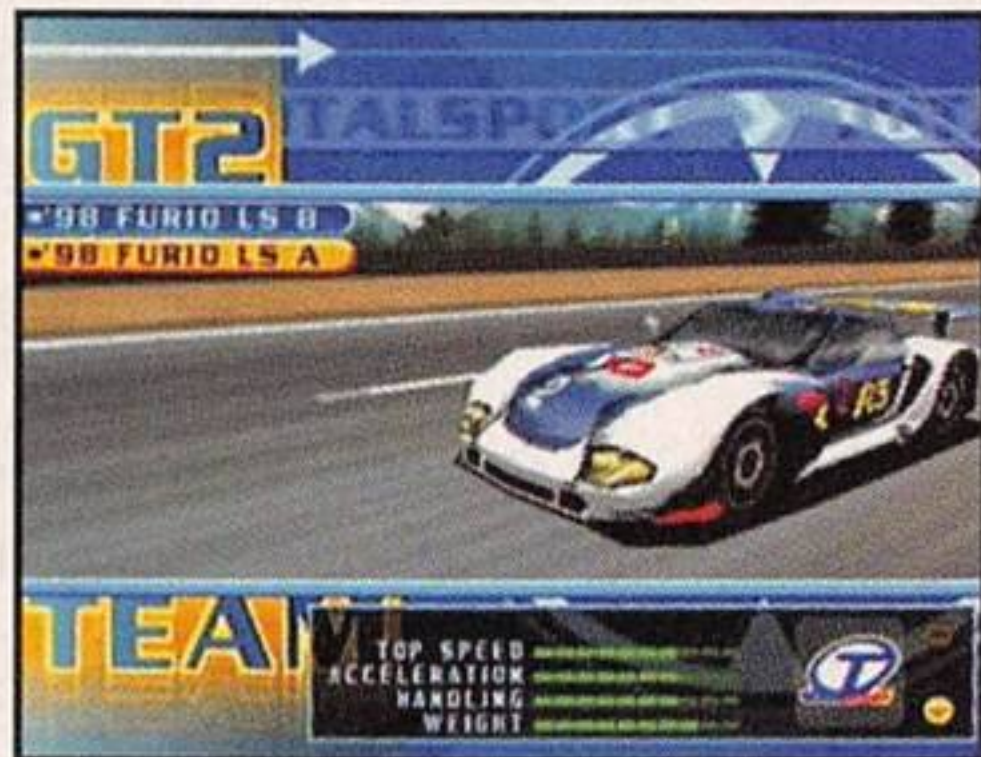
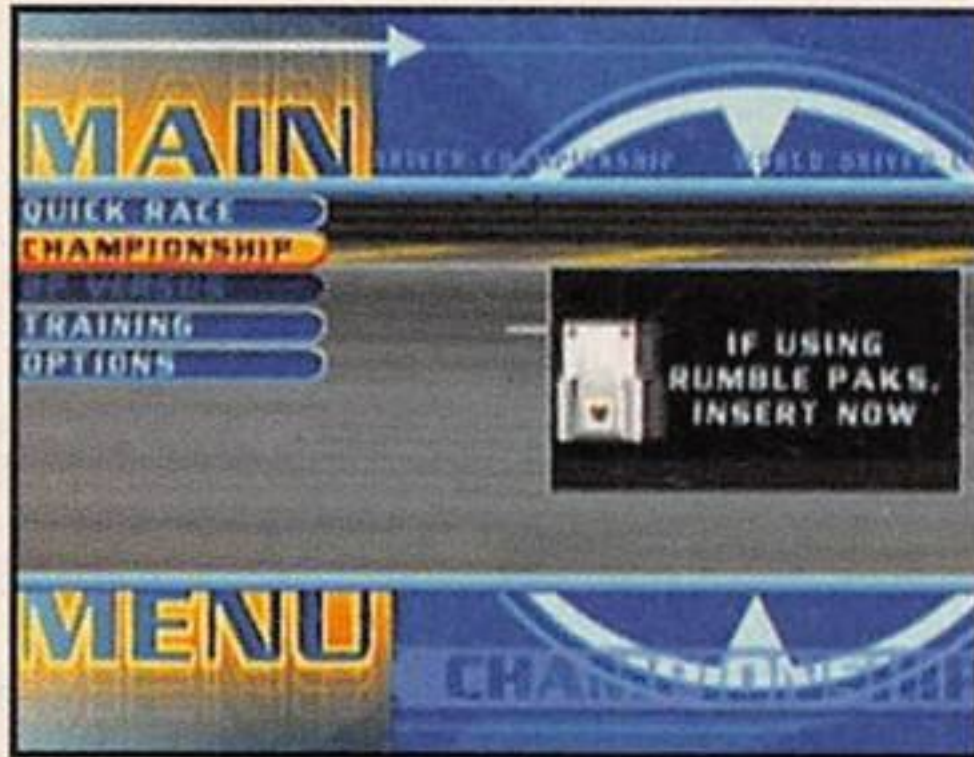
NEED FOR SPEED
HIGH STAKES



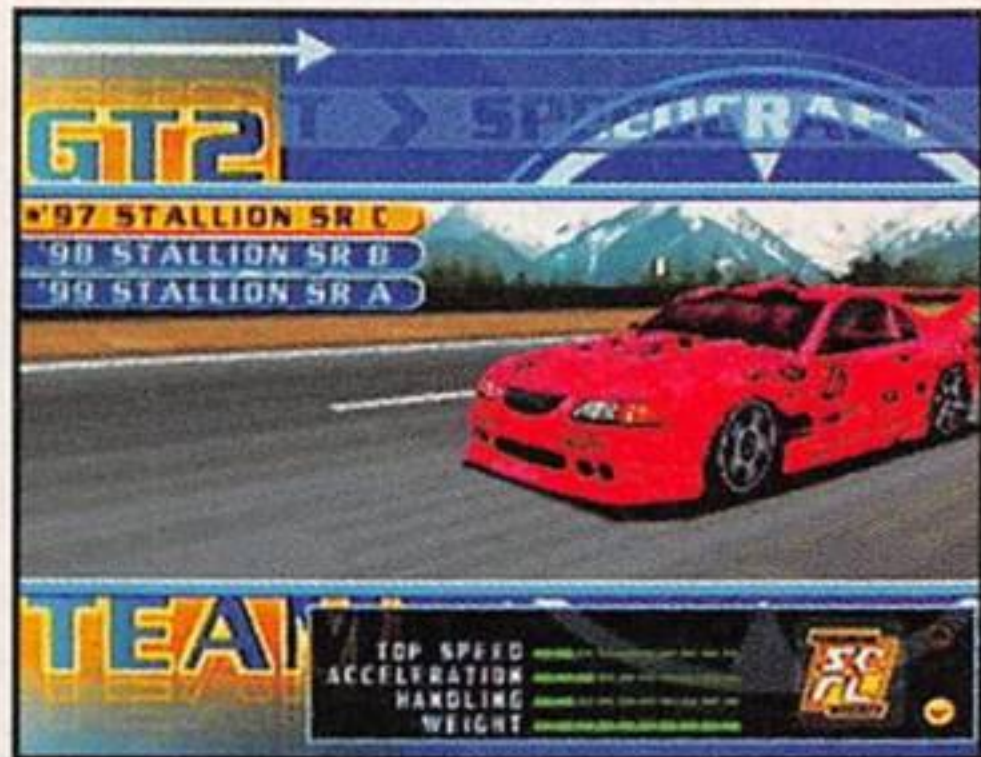
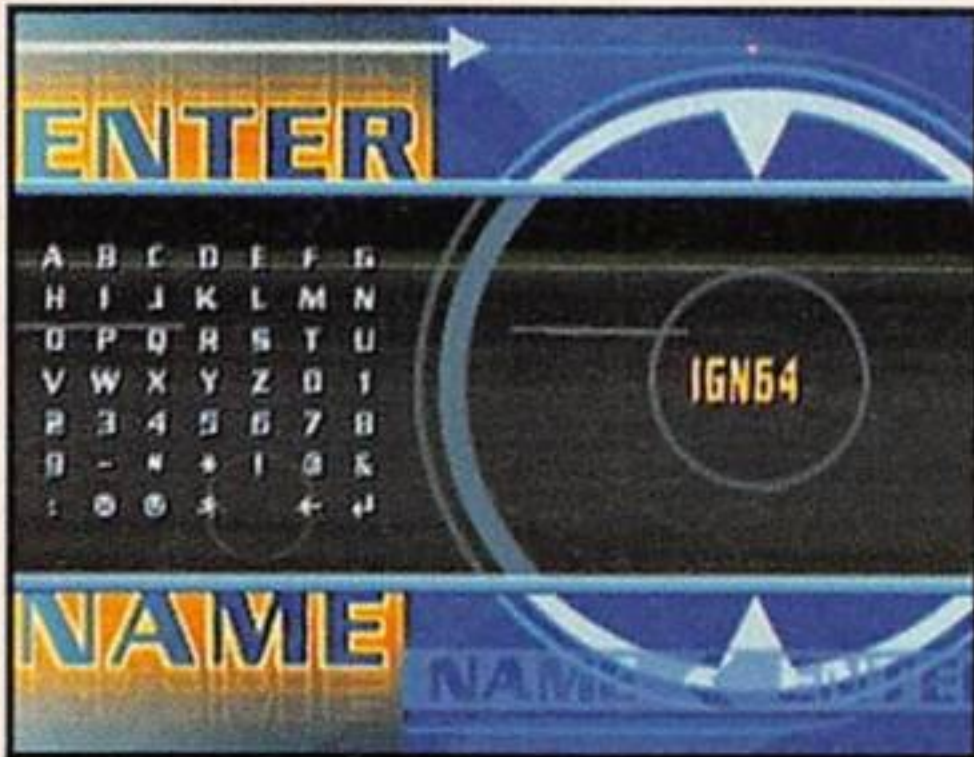
Nintendo 64

World Driver Championship

Access All GT2 Vehicles and Race as Black-and-Pink Cars



Access All GT2 Cars: At the Main Menu screen, select Championship and start a new game. After you've entered your name and scrolled past the Team Message screen, you'll come to the GT2 Driver screen. Without stopping, press **Z, Right, Z, Z, Z, B, bottom-C, A, Right, Start** to unlock all the cars.



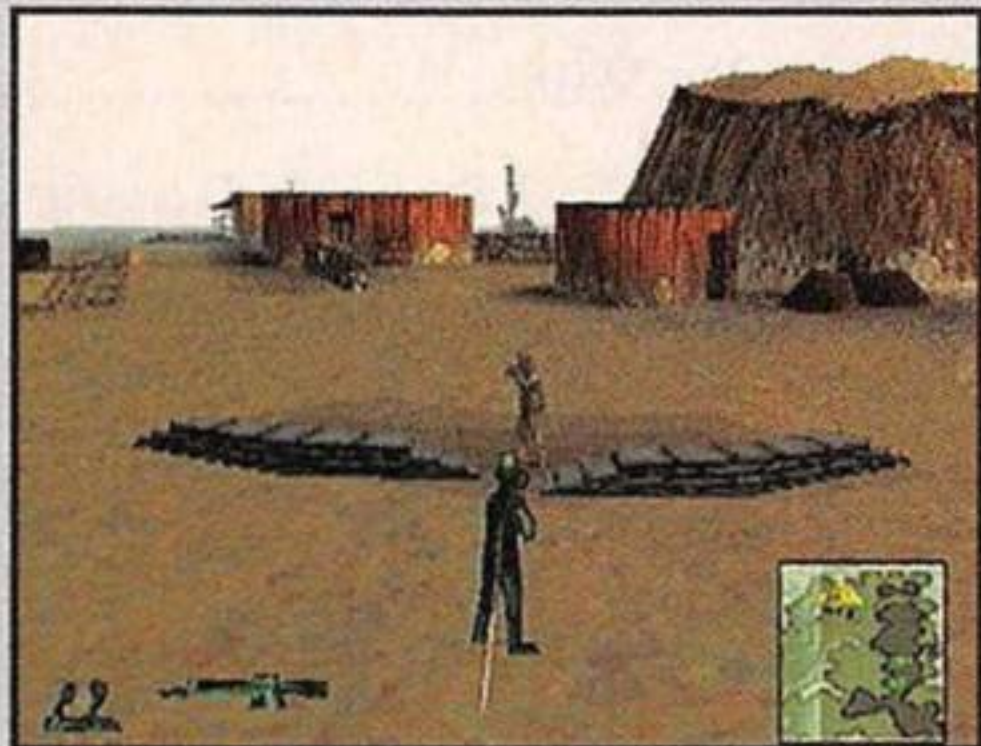
Race as Black-and-Pink Cars: At the Main Menu screen, select Championship, start a new game, and enter **IGN64** as your name. When you select a car, they will all have a black-and-pink color scheme.



PlayStation

Army Men 3D

Invincibility



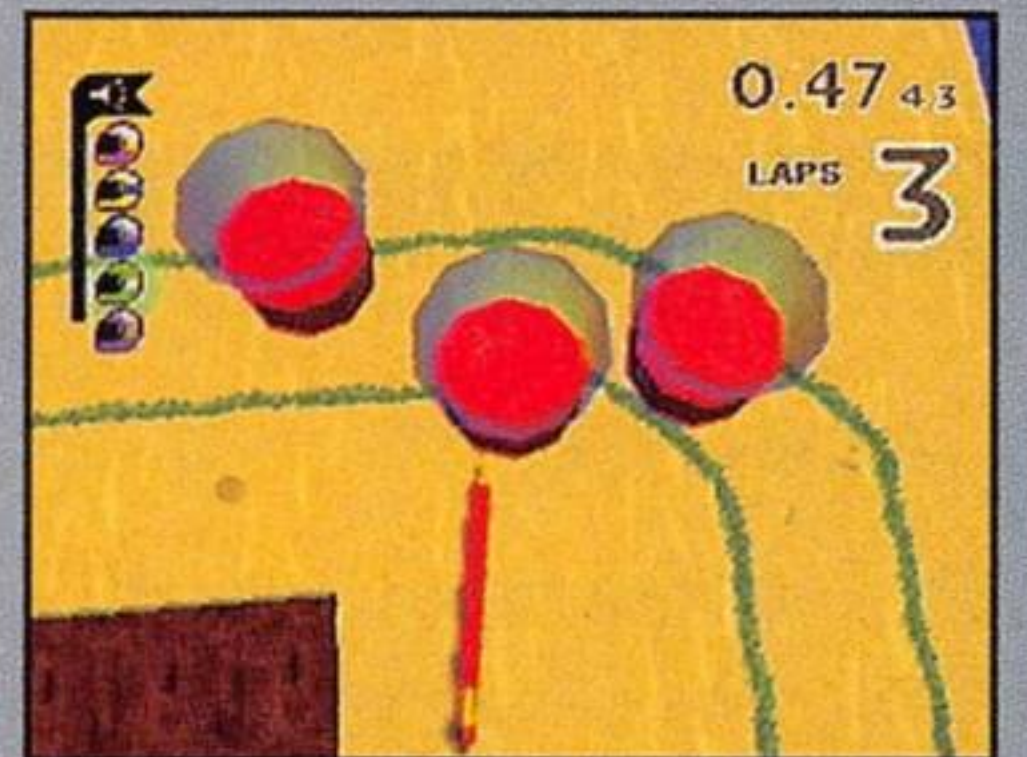
Start a game, pause it, and quickly press **□, ○, L1**, then simultaneously press **L1 and L2**. If you entered the code correctly, Sarge will be invincible during the current level. Repeat the code each time you begin a new level.



Nintendo 64

Micro Machines 64 Turbo

Jump Higher, Slow CPU Racers, Turbo Mode, and More



Jump Higher: Start a game, pause it, then press **left-C, Right, Right, Down, Up, Down, Left, Down, Down**. You'll hear a confirming sound if you entered the cheat correctly.

Slow CPU Racers: Start a game, pause it, then press **right-C, top-C, left-C, bottom-C, right-C, top-C, left-C, down-C**. You'll hear a confirming sound if you entered the cheat correctly.

Hyper-Turbo Mode: To race really fast, start a game, pause it, then press **left-C, bottom-C, right-C, left-C, top-C, bottom-C, bottom-C, bottom-C, bottom-C**. You'll hear a confirming sound if you entered the cheat correctly.

Change Vehicle into a Funky Object: Start a game, pause it, then press **Down, Down, Up, Up, Right, Right, Left, Left**. You will hear a confirming sound if you entered the cheat correctly.



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GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

It's a good idea to scrutinize the content in the video games we play, particularly if we're concerned that the content may be violent in nature and inappropriate for some gamers. In keeping with our mission to be a responsible consumer-oriented games publication, *GamePro* presents our ESRB (Entertainment Software Rating Board) Ratings Review, which lists the ratings for all ProReviews in the October issue along with explanations of the ratings. We hope you will use the ESRB ratings to have fun and to be a responsible gamer.

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 <http://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. Above, 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.)

OCTOBER 1999

Below is a list of games reviewed in the October issue of *GamePro* along with each game's ESRB rating:

| | |
|---|---|
| AeroWings..... | E |
| Airforce Delta..... | E |
| Blue Stinger..... | M |
| Final Fantasy VIII..... | T |
| Flag to Flag..... | E |
| Gex 3..... | E |
| Homeworld..... | E |
| The House of the Dead 2..... | M |
| Hydro Thunder..... | E |
| Jet Moto 3..... | E |
| The King of Fighters: Dream Match 1999..... | T |
| Legacy of Kain: Soul Reaver..... | T |
| Madden NFL 2000 (PlayStation, Nintendo 64)..... | E |
| Marvel vs. Capcom: Clash of Super Heroes..... | T |
| Metal Gear Solid: VR Missions..... | T |
| Monaco Grand Prix..... | E |
| Mortal Kombat Gold..... | M |
| NCAA GameBreaker 2000..... | E |
| NFL Blitz 2000 (PlayStation, Nintendo 64, Dreamcast)..... | E |
| NFL GameDay 2000..... | E |
| NHL 2000..... | E |
| Power Stone..... | T |
| Re-Volt..... | E |
| Ready 2 Rumble Boxing..... | T |
| Rising Zan: The Samurai Gunman..... | M |
| Road Rash 64..... | T |
| Shadow Man..... | M |
| Sonic Adventure..... | E |
| Soul Calibur..... | T |
| Speed Devils..... | E |
| Tokyo Xtreme Racer..... | E |
| WWF Attitude (PlayStation, Nintendo 64)..... | T |

E=Everyone, T=Teen, M=Mature, RP=Rating Pending

Note: Reviewed games subject to change without notice.



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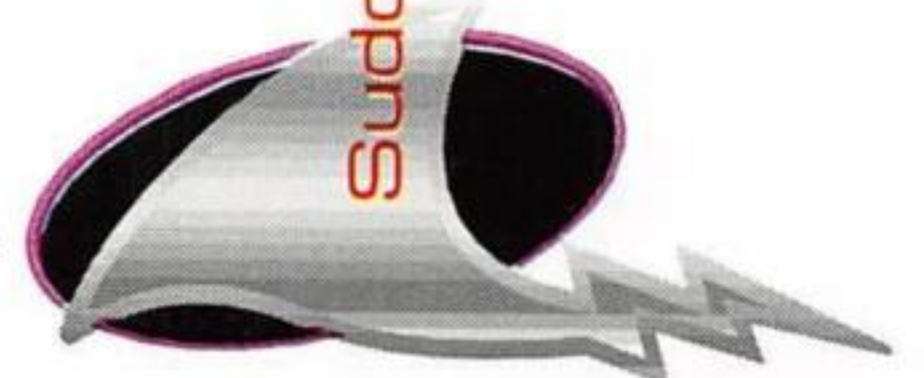


WHAT DON'T THEY WANT YOU TO KNOW?

Suddenly, you know too much.

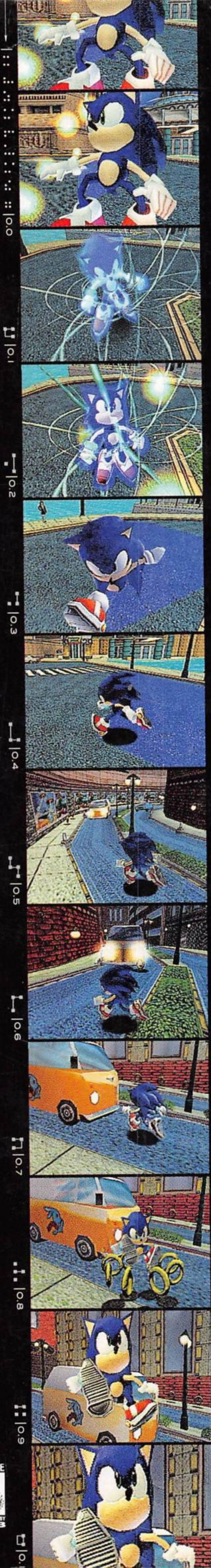
It's called SharkWire Online™. It plugs into your Nintendo® 64 game system and hooks you into an underground movement. A cryptic, secure underworld that unlocks game codes and strategies you were never meant to see. News you were never meant to read. And communication with gamers you were never meant to meet. We have the gateway in. What happens to you after that is anyone's guess.

SHARKWIRE ONLINE™



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