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ISSUE
139

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- Fear Effect
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- All-Star Baseball 2001
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- Deception III: Dark Delusion
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DONKEY
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Part
1

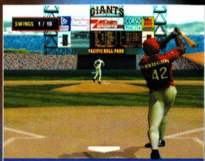
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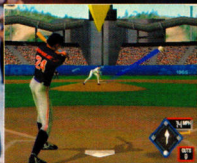


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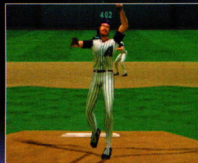
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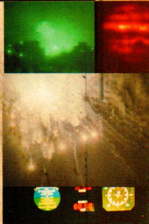


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Point of Origin Eugene, Oregon

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Player-[001]

Time Remaining: 00:00:00
Total Mice On Board: 779



Point of Origin Golden Palms Rest Community, Tempe Arizona

Screen Name: Peaches

"I'm nude."

Player-[002]

Time Remaining: 00:00:00
Total Mice On Board: 329






Point of Origin: Pittenweem, Vermont

Screen Name: JuliusSqueezer

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

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



Point of Origin: Tuscaloosa, Alabama

Screen Name: WhiteLightning

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

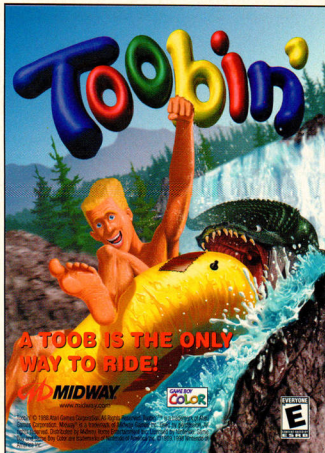
Player: [0.04] Time Remaining: 00:00:00
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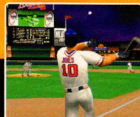
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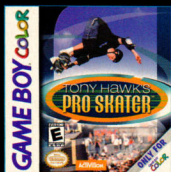
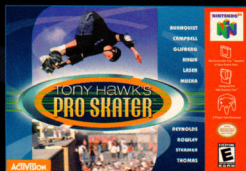
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OMIKRON

The Nomad Soul



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The follow-up to last year's espionage sensation is here. Find out whether or not *Syphon Filter 2* (PlayStation) passes muster.



48 The PlayStation 2 Prepares for Liftoff!

The countdown has begun for the highly anticipated launch of the PlayStation 2. Yep, you're on your way to the future of video gaming, and here's what kind of flight you can expect.



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The editors of *GamePro* prayed that 1999 would see the end of *LamePro*. But the new millennium is upon us...and video games are lamer than ever. *LamePro* lives!

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- 158 Street Fighter EX2 Plus, Part 1** (PlayStation)
The Street Fighter saga continues! Master EX2 Plus by learning new special moves, super moves, devastating combos, and more for four key fighters!

S.W.A.T. PRO

- 164** There's nothing twisted about getting the upper hand, so here are some cheats for *Twisted Metal 4*, *Madden NFL 2000*, *NBA 2K*, *Road Rash 64*, *NBA Showtime*: NBA on NBC, and more!

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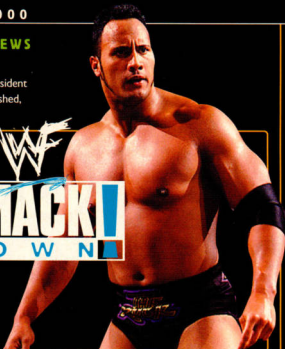
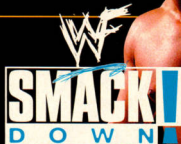
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PC GAMEPRO

60 Control freaks, prepare for The Sims; the rest of you, take a look at Soldier of Fortune, KISS Psycho Circus: The Nightmare Child, and more.



The Sims Page 60.

HOT AT THE ARCADES

64 The sequel to Silent Scope, Dark Silhouette: Silent Scope 2 is preparing to cast a long shadow on arcades everywhere.



Dark Silhouette: Silent Scope 2 Page 64.

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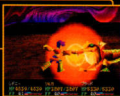
124 Gentlemen, start your engines...with NASCAR Rumble; then take a break with Hot Shots Golf 2 and continue with All-Star Baseball 2001, Rock the Rink, and lots more!



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ROLE-PLAYER'S REALM

136 Chances are you won't be deceived by Deception III: Dark Delusion, and you won't go wandering with Vagrant Story, Time Stalkers, Wild Arms 2, and others join the fun this month.



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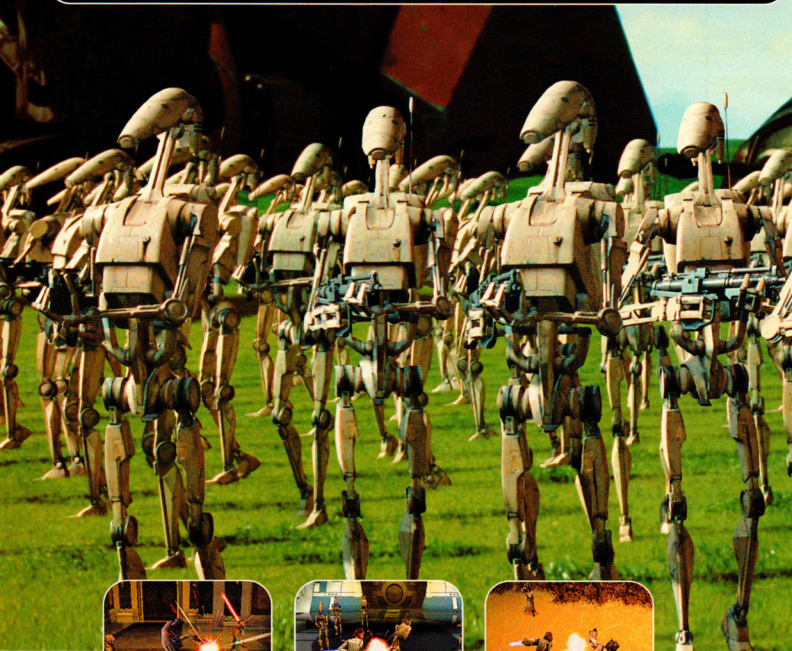
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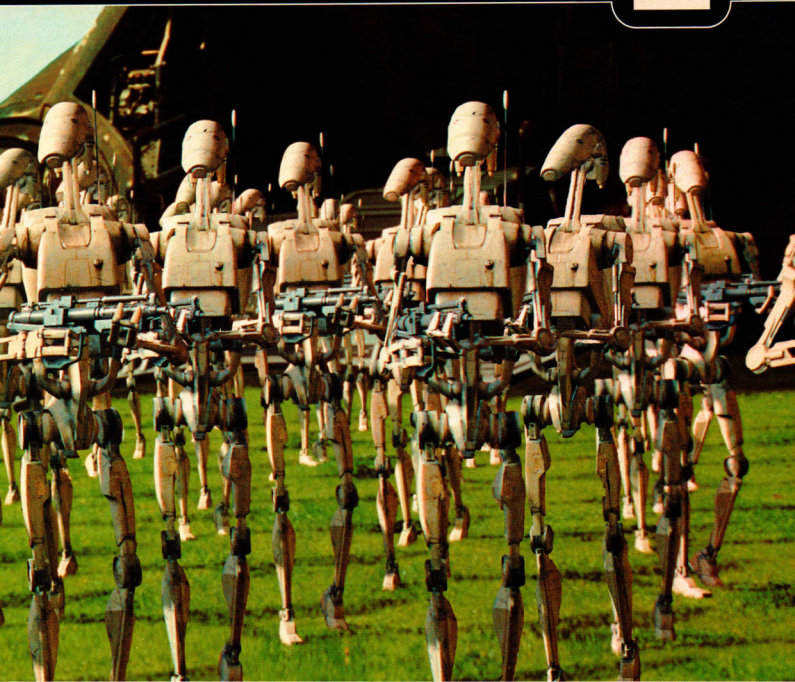


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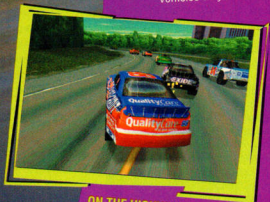


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EDITOR'S LETTER

Revolutionary Thinking

Whoever first figured it would be cool to play an electronic game on a TV probably didn't know they'd switched on a technology revolution.

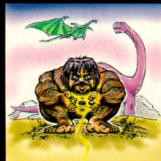
Revolution can hit you like a pie in the face or it can creep up on you. In the case of technology, it creeps because people get wiggy whenever they go hands-on with a new something, particularly when that new something causes them to change their behavior: e.g., movies, television, e-mail...or spray paint. If you shift your eyeballs over to the right, you'll read letters from Gregg Kessel and Wesley Holley, who are struggling to wrap their minds around the PlayStation 2. Don't worry, it's all good.

With the Dreamcast launch last year and the more recent PlayStation 2 rollout in Japan, video games are about to evolve into a different animal. Even the early game screens presented in this issue's PlayStation 2 special feature show that video games are going to blow our minds! Graphics and sounds are about to become so real, they're unreal. It's already apparent that some streamlined machines, like the PlayStation 2 and the upcoming Nintendo Dolphin, will dust some Pentium III PCs.

Moreover, along with the Dreamcast, these systems will bring the Web into your living room via your TV, so you won't have to park at a computer workstation to visit your favorite online sites (like GameProWorld.com). It's also probable that within the life-spans of these machines, video gamers will be online playing multiplayer games. To see the tip of the Internet iceberg for console systems, check out "Net-Pro" in this issue to see what Sega has planned for the Dreamcast.

Change is good. Change is fun. So, as this latest stage in the video game revolution kicks off, just think of it as evolution with an attitude.

The GamePro
San Francisco, CA
letters@gamepro.com



PLAYSTATION 2 MUCH?

Do you think Sony might be overdoing it with the PlayStation 2? I've heard it's going to be very expensive and that games will be priced between \$60 and \$80. Also, I'm sure the Dreamcast will drop its price and have a huge library of games by the time the new PlayStation arrives. Do you think parents will be willing to fork over five bills just for a system and two or three titles? I have a pretty good job and am financially comfortable—but that's a lot of money just to play video games.

► Gregg Kessel
Louisville, KY

Greg, Gregg, Gregg. How can you place a price on the fun of playing video games? Remember, at its launch in '95, the PlayStation checked in at \$299 with \$49.99 games. Now you can buy the system for \$99 and great games for \$19.99! Guestimates on PS2's price tag vary between \$350 and \$500—and you're right, parents are going to balk initially at five-hundred clams. But with the passage of time, as everybody sees the type of awesome game-play this baby can produce, even you are going to pass over that plastic.

NET YARZE 2?

Will Sony create a PlayStation 2 developer's system like the Net Yaroze for the original PlayStation?

► Superfamicom via Internet

All those who own a Net Yaroze, please raise your hands! Anybody? Well, there's part of your answer. At this time, Sony has not yet announced plans for a PS2 Yaroze system. The best developers in the world are trying to get a handle on building games with the PlayStation 2 development systems, so it's too soon to speculate about a simplified system for the rest of us.

REAL MEN DON'T PLAY VIDEO GAMES

With video games, all you do is sit on your couch for hours staring into a tube. I think video games are bad for young men. Video games also don't portray women realistically—they don't dress as shown in games. Finally, I don't see any difference between video games and Jerry Springer.

► Yavola Abraham
Hollis, NY

Sitting on a couch and staring at a tube is what you do when you watch TV. Playing video games requires certain skills: hand-eye coordination, spatial recognition, complex problem-solving, and the ability to read, to name a few. Plus, many hit video games portray women as heroes. As for attire, it's hard to believe that anyone expects to meet people dressed like video game

characters—except on Halloween. You'd best read the letter below from NyGhtWoFе. The difference between video games and Springer? Good taste.

I AM WOMAN, WATCH ME PLAY

In your January issue [see "Head2Head"], I read that letter from that punk, Jonathan Rizo. Girls can't do this...girls can't do that...well, let me tell him something: I'm a girl, and video games are my life! I don't wear lipstick, and I think that Lara Croft is everything a girl video game character should be. I not only play for fun—I play to win. I don't have a pathetic life, and, yes, I do have a boyfriend. Oh, I also keep my nails well-trimmed so they don't break when I play fighting games.

► NyGhtWoFе via Internet

Help! And, uh, sorry about that crack about yer nails.

SONY, FULL OF BALONEY?

Do you think Sony's PlayStation 2 will be better than the Dreamcast? And why is the former going to be priced at almost \$400—in't that a lot for just a gaming system that can play DVDs? Also, why did it take Sony so long to develop a new system?

► Wesley Holley via Internet

It's truly upsetting that your well-thought-out, though blatantly obvious, list requires actual answers rather than the usual rimshots. Impressive, young Holley.

- 1) PlayStation 2 hardware and microchip design is more sophisticated than the existing Dreamcast's—but the games will really tell the story.
- 2) Consider the advanced microchip technology necessary for the PS2 to play games and DVDs. The CPU is as powerful as an Intel Pentium III; the system will also have 32 megabytes of memory and online capability. If the PS2 costs \$400, but you subtract \$150 for the DVD player, that's still a powerhouse game system for \$250.
- 3) Over the last five years, Sony has sold more than 50 million PlayStationS, so it was in no hurry to bring another box to market. Also, Sony surmised that its new game system should feature revolutionary technology that would require mucho research and development—something which translates into lots of "time."

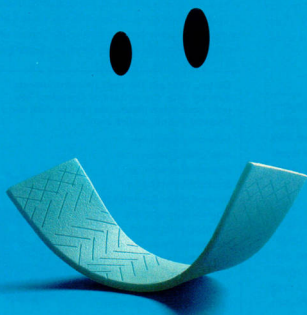
A SHOUT OUT FOR SONIC!

Remember the *Sonic the Hedgehog* cartoon that included the Freedom Fighters, Snivley, and others? Please tell my fellow GamePros that I have a petition on my Web site to bring the cool cartoon back. Sign it at www.sonicthehedgehog.cjb.net.

► SoNIN435 via Internet

EVIL IS AS EVIL DOES

I want to buy all the Resident Evil games, but my parents won't let me. They think the games are too gory, not good for you, and affect your mind—but I've played games like *Turok* and *Quake*, and they



For icy cool breath that lasts.

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WRIGLEY'S

Wintfresh
CHEWING GUM

haven't messed up my mind. Yet, my parents won't believe me. Could you please explain to them that those kids can handle violent games.

► Rick Wilson
Clarks Summit, PA

We all know that Resident Evil is gory and violent; in fact, the series is rated "Mature" by the ESRB—that means appropriate only for gamers 17 and older...end of story. The fact that you own Turok and Quake, but are not allowed to play Resident Evil, indicates that your parents are somewhat befuddled by video games; that they believe video games will affect your mind shows they haven't attempted to play through a video game themselves. Most parents are simply protective of their kids, however, and yours are probably making a decision with your best interests in mind. Why not find a pal who has Res Evil and enjoy the classic series that way?

I'LL TAKE GAMEPRO TO WIN

I've noticed in the past few months that the advertisements in *GamePro* have changed. Non-game-related ads such as Levi's, Kellogg's Corn Pops, and an ad against smoking have taken the place of gory ads. Why the sudden change?

► Mike Roth
Fairfield, OH

One of the signs of the new millennium was that *GamePro* was an answer on *Hollywood Squares* when Whoopi Goldberg was asked to identify the magazine read most by boys aged 12-15. *GamePro* is the fifth largest male-teen magazine and the largest-circulation video game publication in the U.S. According to Teen Research Unlimited, 20 percent of all American male teens (one out of five) read *GamePro* in '99. So not only does everybody want to be a *GamePro*, but everybody wants to advertise in *GamePro*, too.



Tawna's Tale

In the first *Crash Bandicoot* game, one of Crash's objectives is to rescue his girlfriend, Tawna. After he succeeds, Tawna drops out of the picture. She isn't mentioned at the end of the game, nor does she re-appear in any of the other *Bandicoot* games. What happened to Tawna?

► Florence Brown via Internet

Once he saved Tawna, Crash realized that as long as they were together, she'd always be in danger. Crash thus made the heart-rending decision to end their one-level-long relationship so he could focus his energy on defeating his foe. In short, he ditched her. You can reach Tawna at her Web site, www.i-hate-bandicoots.com.

Tell Us What You Think!

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

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

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



THE LEFT IS RIGHT

I noticed a few mistakes in your January issue. On page 137, the staples on the Nemesis's head are going down the left side of the head instead of the right side; in the ad on page 181, Jill's gun is in her left hand—but Jill is a righty; and in the KBids.com ad on page 37, Squall's scar is going from left to right, when it should go right to left. I like your magazine, but wanted to clear up a few errors.

► Kyle Bennett via Internet

The only logical answer for these anomalies is that you have somehow arrived here from an alternate universe that mirrors our own. Everything appears reversed to you because that's how they look here in our universe. The scary thing is that the Kyle Bennett from our universe is in your universe writing letters about similar discrepancies.

GOZZILLA'S REVENGE?



Whatever happened to *Godzilla Generations* for the Dreamcast? Wasn't it supposed to be a launch title for Sega's new system?

► SHANGSI110 via Internet

It's hard to say what moves slower: synaptic impulses from Godzilla's tiny brain to his tail, Godzilla the movie, or *Godzilla Generations*. *Generations* was a launch title for the DC in Japan where it sank to the bottom of Tokyo Bay. Perhaps *Godzilla* will return in a better game.

Do you ever get the urge to communicate directly with the writers of *GamePro*? You poor soul. Nevertheless, we cannot shirk our editorial duties...so fire away!

brobuzz@gamepro.com
major_mike@gamepro.com
airhendrix@gamepro.com
danelektro@gamepro.com
four-eyed_dragon@gamepro.com
dr.zombie@gamepro.com
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ART Attack



Yancy Brotonek, Miami, FL



Daniel Wilson, Williamsville, IL



Tyler Foster, Covington, WA

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Winners Receive a Free *GamePro* T-Shirt!

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

-EGM

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

-Game Informer




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

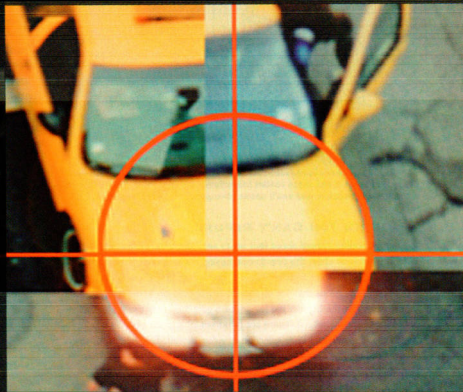
-Gamespy.com



GTA2

Grand Theft Auto is back.

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-  **Fierce playability;** against a backdrop of urban anarchy the game play is more absorbing & involving than ever.



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



Sega Dreamcast.



WWW.GTA2.COM
www.rockstargames.com



BY THE WATCH DOG

Ah, spring is back—and so is my wretched hay fever! Runny nose, watery eyes, numb fingers...hmm, these are the same symptoms I have when I play video games too long. At least the information below about online auctions



will remedy buyers' needs (while I try to find my own solution for my ailments).

SUBMISSIONS

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

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

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

BUYING GAMES FROM ONLINE AUCTIONS

Buying video games from online auction sites is a great way to save money, especially if you don't want to fork over the exorbitant amounts of cash that regular retail stores charge for games. Auctions also enable you to find: old-school games for forgotten systems, Japanese and European imports, and a slew of peripherals that have hardly been used.



Once you've won a bid, make contact immediately with the seller. It's the key for a successful transaction, and you'll obtain all-important positive "feedback."

AN OFFER YOU CAN'T REFUSE

Online auctioning started about four years ago. The basic purpose of online auction sites is to allow the one-to-one buying and selling of almost anything you can think of, like at a garage sale or your local flea market. Each auction site has a list of goods that are up for bid. Buyers bid on items and, generally, whoever makes the highest bid for an item gets it (unless there's a reserve price, as described below). There are hundreds of auction sites on the Internet, but only a few list a wide selection of video games: eBay, Yahoo!, Amazon, and, of course, the GamePro SuperStore. Each site, however, has different policies and diverse selections of games.

eBay, the first major auction site to appear on the Web—and still the most popular—is the best place to start looking for new, used, old, and imported video games. On any given day, eBay will probably have over 5000 listings for all types of game software and hardware. Before you bid on something, however, you should check to see if it's a "reserve price" item. A reserve price means that the seller has set an undisclosed minimum price for the item. If your bid doesn't meet the minimum reserve price—



even if it's the highest bid—you won't get the item. Fortunately, most eBay auctions are "no reserve."

Yahoo! and Amazon should be your next stops for auctioning fun. Yahoo! tends to have hard-to-find imports, but also has fewer selections than eBay, while the video game pickings at Amazon are pretty slim. Yahoo! is unique in that it won't bid for you—it's left solely to the buyers to make each bid manually. Amazon and eBay, on the other hand, will automatically bid for you up to a maximum price you set (known as "Proxy Bidding" on eBay). This can be helpful if you're managing multiple bids simultaneously or if you're not around and somebody outbids you.

Finally, there's the GamePro SuperStore where you bid for items sold by the store rather than by other people. While this approach may sound unappealing to young entrepreneurs who want to make a fast buck from unsuspecting buyers, the site is great for parent-friendly transactions. It keeps track of who buys and trades what—all with GamePro SuperStore money, a currency that enables you to purchase new or used software on the site. GamePro SuperStore, however, does not carry imports—only American games (though it's extremely well-stocked with those).

AUCTIONING PIRATES

One of the most controversial issues relating to online auction sites is the availability of copied software. It's illegal for anyone to sell copied games, but, with the exception of GamePro SuperStore, all of the sites mentioned here contain listings for countless bootleg games. Copying games infringes on copyright laws and is therefore illegal unless the copy is being used to back up a game you already own (which isn't the case most of the time). Game companies lose millions of dollars each year due to software piracy, so if you purchase an illegally copied game (also known as a CD-R game), you're not only breaking the law, but also showing zero support for the industry.

That aside, buying games through online auction sites is economical and fun. You'll find great bargains on both new and used games while enjoying the camaraderie of the online community.

eBay
Yahoo!
Amazon
GamePro SuperStore

www.ebay.com
www.yahoo.com
www.amazon.com
www.gameprosuperstore.com

USED GAME TRADING ZONE (WWW.UGTZ.COM)

If you're fed up with cash-crazy auction sites, the Used Game Trading Zone is a great alternative. Here, you can exchange games with other gamers using a barter system instead of laying out your hard-earned money. Although the site is pretty new, it's been attracting large numbers of gamers. Make sure you read the rules and regulations before you start trading.





eruptor

NAME: Kenya
EYES: Hazel
HAIR: Brown
HEIGHT: 5'3"
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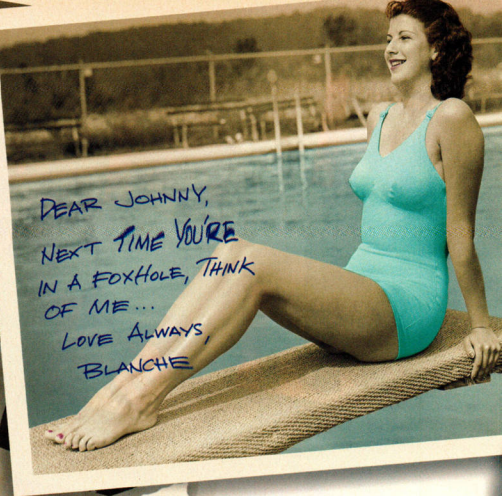


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DEAR JOHNNY,
NEXT TIME YOU'RE
IN A FOXHOLE, THINK
OF ME...
LOVE ALWAYS,
BLANCHE



Johnny,
Come liberate
me! Love
Ethel



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

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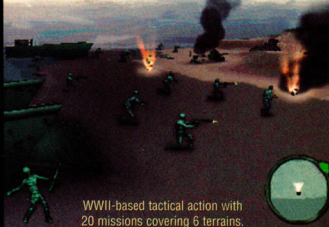


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Dear Johnny,
You see stars
my heels every day!
Love,
Edna
XOXOXO

Edna? How'd you
get this number?
No! I can't talk
right now...we're
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PSYCHIC SUES NINTENDO OVER POKÉMON LIKENESS

Spoon-bending Geller seeks \$100 million in damages

Psychic Uri Geller has a new prediction: Nintendo is going to pay him \$100 million.

Geller, the psychic who gained notoriety for allegedly being able to bend spoons using the power of his mind, has taken great offense to the Pokémon character Kadabra, which he claims is based on him. Kadabra's Japanese name is "Un-Geller." The character, which is pictured holding a bent spoon, "can send out waves of mental energy that cause headaches at close range," according to Pokémon lore. Geller has filed suit to the tune of \$100 million.

"I'm very angry about this," Geller told a British newspaper. "I wouldn't have given permission for an aggressive and, in one case, evil character to be based on me. It's a straight theft of my persona.

"The last thing I want is for a whole new generation of children to think I am bad or that spoon-bending is evil," he told *USA Today*. "This is the most damaging thing I have ever encountered."

Geller found out about the offending character when a crowd at a Japanese Pokémon shop rushed him. It was only later that he learned about the "Un-Geller" card and why he'd received such attention. "It's definitely not a coincidence," Geller told the *New York Post*. "It's not a coincidence that the little creature is holding a bent spoon. He's a bad character. He induces headaches in people. I'm exactly the opposite."

But not all of Geller's objections are strictly personal. "They can't just make money out of my name and image and try to get away with it by changing the name of the card outside Japan," he said. "I've already had several e-mails from people asking if it is really me on the card and saying how I must have been given a fortune by Nintendo for using my name."

Nintendo Director Hiroshi Imanishi said, "None of the Pokémon characters is given a name based on the image of any particular person...after looking at the contents of the suit, we want to clear things up in court."

However, a British Nintendo spokesman put it in slightly drier, more direct terms: "I can't imagine Uri Geller would have such a following in Japan that they would name a Pokémon card after him."

NEWS BITS

Lara Tackles The Dreamcast



Gaming's resident goddess, Lara Croft, is strapping on her boots and backpack for another adventure—this time on the Dreamcast. Sega and Eidos have announced that the PlayStation hit *Tomb Raider: The Last Revelation* will be ported to the Dreamcast by the time you read this. Watch for details soon.

InterAct Gets Dreamcast License

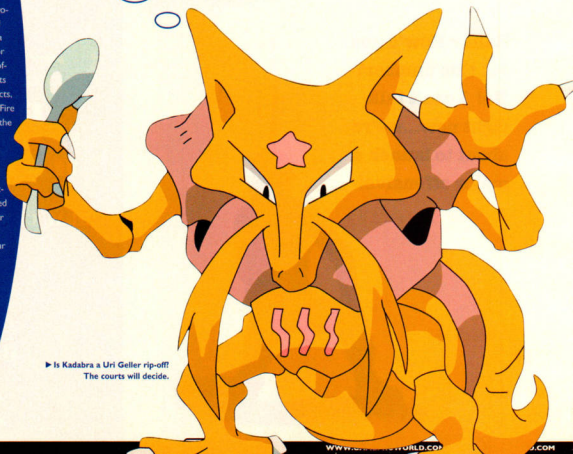
InterAct is already the "world's leading producer of video game accessories"—and now it's Sega's official one, having inked a deal with Sega for the company's official license on its Dreamcast products, including the StarFire LightBlaster and the Fission Fishing Controller. Expect to see 'em just as fast as InterAct can make 'em.



MP3 on GBC

The Game Boy Color's evolution into electronic Swiss Army knife continues. Revealed at this year's Consumer Electronics Show, the Songboy plugs into your GBC and plays MP3 music tracks. The Songboy is expected to sell for \$79 this spring, but you can download a free

PC/Mac Songboy player now at www.songboy.com. Watch for the full story in next issue's "The Cutting Edge."



► Is Kadabra a Uri Geller rip-off? The courts will decide.

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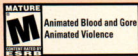
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GAMEPRO LABS

Pelican Rally 2 Racing Wheel

Rating: 3.5

The Rally 2 Racing Wheel for the Dreamcast features section cups that can be attached to your desk,

built-in vibration, a self-centering steering wheel, and two behind-the-wheel paddles for gas/brake functions—but that means you'll have to keep a hand on the paddle to keep the gas flowing, making it difficult to press buttons on the wheel (e.g., to obtain boosts in Hydro Thunder). If you don't mind using the paddles for gas, then the compact Rally 2 may be for you.—Lamchop

Price: \$49.99
Contact: Pelican Accessories,
323/234-9911, www.pelicanacc.com



TOP 10

Best-Selling Video Game Titles: December '99

RANK	TITLE	PLATFORM	PUBLISHER
1	Donkey Kong 64	Nintendo 64	Nintendo
2	Gran Turismo 2	PlayStation	Sony
3	Tomorrow Never Dies	PlayStation	Electronic Arts
4	Tony Hawk's Pro Skater	PlayStation	Activision
5	Pokémon Snap	Nintendo 64	Nintendo
6	NBA Live 2000	PlayStation	EA Sports
7	Spyro the Dragon	PlayStation	Sony
8	Gran Turismo	PlayStation	Sony
9	CTR: Crash Team Racing	PlayStation	Sony
10	Resident Evil 3: Nemesis	PlayStation	Capcom

Source: NPD TRS Systems Video Games Tracking Service

ANGRY CITIZENS PROTEST MIDWAY GRANT



response to the news that Midway is being awarded a \$2.2 million grant to keep its corporate headquarters in the city.

"Public money should not be going to companies that sell violent war toys to children," said group spokeswoman Erin Kinky.

The January protest included a visit to City Hall and a local Toys 'R' Us store. During the demonstration, about two dozen Quakers, Mennonites, and Catholics sang new lyrics to the Christmas carol "We Three Kings": "What are Mortal Kombat's rewards?/Praising kids who kill by the sword."

"It's very important to us to communicate to anyone who will listen about violent toys and how they are affecting our children," said Krissy Chupp, one of the demonstration's organizers.

Clearly, the city had other concerns in mind: "They made it very clear to us they were going to relocate...which would've been [a loss of] more than 700 jobs," said Becky Carroll, the City Council planning spokeswoman. Midway has been headquartered in Chicago for over 50 years. A few days prior to the demonstration, Chicago Mayor Richard Daley said that attributing violent behavior to a video game was "pretty alarming."

When contacted at press time, Midway had no comment.

Lately, it seems that if there's trouble, Mortal Kombat has something to do with it. The game's latest opponent? The Christian Peacemaker Teams, who organized a march in Chicago in

STATIC
...tournament...ION Storm had a release party for Daikatana—in December. As of almost two months later, the game still hadn't shipped. Insert joke here. • Dan Elektro would like to remind you that April is International Guitar Month, but we won't let him. Instead, we'll throw in a plug for Jonny and the Shamen, "electro-spy rockers," and huge video game fans. Blink and you'll confuse their twangy new spy-surf rock album *Adventures in Espionage* with a PlayStation game—they've copied the jewel case design perfectly. Your mission, should you choose to accept it, lies at www.jonnyandtheshamen.com. • Nintendo is doing the iMac thing with the N64, putting it out in six translucent colors. Is it us, or does it seem like the big N does this color-casting trick every time a console starts to get on in years? • If you're reading this, congratulations—you're the only one not watching *Pokémon: The First Movie* on home video. • The Good News: After those amazing Metal Gear Solid action figures, Todd McFarlane has announced a new game for which he'll make toys. The Bad News: It's *Ultima Online II*. • If Uri Geller is psychic, how come he didn't know there was a Pokémon using his name before he saw the card? • It took research firm DFC International about 200 pages of a stuffy report to figure out that games are the key to the future of broadband online access. Um, duh. • *Crimson Skies...Crimson Skies...Crim*

MIKE TYSON RETURNS TO CONSOLES



It has been 13 years since gamers were able to go pixel-to-pixel with controversial boxer Mike Tyson. Now, Codemasters is bringing Iron Mike back to game consoles with *Mike Tyson Boxing*, due for release this May on the PlayStation. Codemasters is responsible for the popular and successful *Prince Naseem Boxing* games in the United Kingdom.

Tyson said, "Believe it or not, it's my kids who have been after me to get a game going for quite a while now, and I've been watching this whole area of sports-based computer and video games, waiting for just the right opportunity to become involved. Codemasters brought to the table a long string of hit games and showed me that they've got what it takes to make a boxing game that I'm proud to put my name on."

Watch future issues of *GamePro* for in-depth previews.



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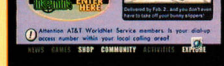
The Dreamcast Network

Thanks to the 56K modem in the Dreamcast, online console gaming is just around the corner. Sega has big plans for Y2K.

By Lamchop

CHANCES ARE, WHEN you brought your Dreamcast home, there was a mad dash to set up the 128-bit machine for some serious sibling rivalry... but more likely than not, your phone cord for the Dreamcast's built-in 56K modem is still in its little bag. The Internet gaming service that Sega planned for the Dreamcast wasn't ready for launch, though Sega promised to implement it in early 2000.

Well, now it is early 2000, and Sega is preparing to give Dreamcast owners a taste of Internet gaming. What can you expect from the modem-shaped key that's supposed to open the door to a new age of online console gaming? GamePro has the goods on the Dreamcast Network and Sega's plans for the upcoming year.



The Dreamcast Network uses a fully functional PlanetWeb browser.

Hoop Me Up

Although the Dreamcast Network wasn't ready when the console was released, gamers who

bothered to connect their modems found out that Sega did have something to offer: Not only could Sonic Adventure and Street Fighter Alpha 3 players download scores and stats, but the Dreamcast package also included Web browsing software and an offer from AT&T for Internet service (signing up got you a free keyboard). Now the Dreamcast Network is even more functional. With it, you can send e-mail, chat, browse the Web, and do all that good online stuff with the PlanetWeb browser—you just can't play a game with your friends in Tokyo (for a complete look at the Dreamcast Network, head over to www.gameproworld.com where The Freshman will give you the full scoop).



Chu Chu Rocket is expected to be the first playable online game for the Dreamcast.

◀ The Dreamcast's built-in modem is your personal invitation to online console gaming.

Meanwhile, the folks at Sega are working to alleviate some of the latency problems associated with online gaming. Even though it's tinkering with "next generation" routers and technology, Sega is the first to admit that you won't see a perfect system; nevertheless, Sega promises a noticeable improvement over the lackluster performance of online PC gaming with a 56K modem.

The Year in Preview

Sega is taking time to ensure that everything is as good as it gets before its playable online games debut. First on the list is the Pac-Man style *Chu Chu*

Rocket, a game that will involve mice, cats, and cheese (you do the math); it will accommodate up to four players and is due on store shelves in March. In April, you can look forward to some parlor-style card games. Admittedly, these are not exactly games of the year, but their low-latency properties make them ideal trial-runs before the big boys hit. Following E3 in May, Sega will implement the point-to-point protocol that will allow Dreamcast owners to dial and connect directly to another Dreamcast machine for gaming, thus bypassing any Internet-related latency snags and speeding up performance.

Then, later this fall, the heavy hitters will show up for full-blown Internet gaming. While the details of most games were skimpy at press time, you can expect to see some games transferred over from the PC gaming world as well as some original content from third parties, like Capcom and Ubi Soft. There should be from eight to ten games available for online play—including huge titles, such as *Baldur's Gate*, *Phantasy Star Online*, and *Quake III Arena*. For the latter, Sega is hoping to move to a scalable format to allow an unlimited number of players. Other big titles will include the very ambitious *Sega NBA 2K1* and *NFL 2K1* (working titles) with their multiple-mode possibilities. While Sega didn't confirm specifics, it's toying with ideas that may enable gamers to chat on the sidelines, jump into a spectator mode along with dozens of other online spectators, or go four players on one Dreamcast against four players on another.

Back to the Future

It doesn't stop there—Sega has the future planned out. Eventually, you'll be able to swap out that 56K modem for upgrades. A LAN card for the Dreamcast is also in the works; conceivably, you'll be able to hook up the Dreamcast to your PC via a LAN card and connect with your cable modem for superfast access.

It's about time consoles connected to the online scene, and Sega looks like it has online's number. As the year progresses, it should become clear whether the Dreamcast is the harbinger of a new era for online gaming—or a *Titanic* of unrealized dreams. ☹



Mark your calendar for online partying with *NBA 2K1* or *NFL 2K1* later this year.



This fall, you can look for Dreamcast online fraggin' with *Quake III Arena*.

SharkWire Online

WHAT? YOU DON'T have a Dreamcast or a PC and you want to go online? Well, if you have an N64 and \$49.99, then Interact may have the solution. The long-awaited SharkWire turns your N64 gaming

system into a portal to Interact's online community, SharkWire Online. It also puts the PlayStation in the underdog role of underdog as the only console of the big three that isn't online-friendly.

Plug It In, Plug It In

The SharkWire package comes complete with a translucent blue keyboard and a matching 14.4K

modem/cartridge that you plug into your N64. The 14.4K modem isn't very speedy, but most of the SharkWire content is text-based, and the underlying service is provided by GTE, which translates into nationwide access. Just slap a game cartridge into the back of the SharkWire along with the keyboard cord and a phone line, and sign up for an account. You'll have access to gaming news (much of which is supplied by GameProWorld.com), tips, cheats, GameShark codes, e-mail, and downloadable saved games. Parents will be pleased to know that SharkWire Online is an Intranet, which means users can't go beyond the boundaries of the relatively safe SharkWire world and onto the sometimes-seedy world of the Web. (That safety net comes at a cost, however: \$9.95 a month.)

Choices, Choices

Yet, there's definitely room for improvement. Several functions on the keyboard, like the "Go to" and "Stop" buttons, don't work in the version currently available. You can't really "download" GameShark codes (you have to copy them down from onscreen). And, even worse, performance is painfully slow and prone to freezes if you don't have an Expansion Pak.

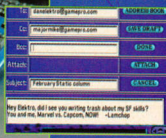
Interact also has to contend with the fact that the PlayStation 2 will be online compatible, as will Nintendo's upcoming Dolphin system; both should be available within a year. Then there's the already-available Dreamcast, which allows full Internet exploration. What you obtain with the SharkWire is a very limited online experience coupled with old 14.4K technology (most modems are now 56K). But for the gamer who's adamant about sticking with their N64 and wants a taste of connectivity, the SharkWire may be their only choice (for more info, go to www.sharkwire.com). ☹




The SharkWire Online community at work



With the SharkWire, N64 owners can send and receive e-mail.





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



TAKE ON THE BEST.

Far beyond the cushy confines of asphalt, a select breed of driver is pushing the limits of man, machine and sanity. The rally racer. Equipped with his trusty co-driver and war horse of a race car, he'll have to suck it up for up to four days of murderous driving in the most inhospitable reaches of the earth. Why not join in on the fun?



Colin McRae Rally: Slap on a clean pair of skivvies and give thanks for the roll bar. You're about to face the most

Corsica - Even on this idyllic island, the ridiculously narrow, winding roads make it impossible to relax.



FOUR HOURS OF SCORCHING HEAT AND BLIND TURNS WEREN'T A

hair-raising form of racing since the invention of the wheel. For starters, you've got 11 world-class rally cars to run ragged. The Subaru Impreza WRC, Audi Quattro, Mitsubishi Lancer E4 and Seat Ibiza Kit Car Evo2, just to name a few. Their performance



and handling specs come straight from the manufacturers. Tire type, steering sensitivity and suspension are all yours for the customizing.



you plan on going with all that horse-power? Rally across eight different countries. From the frozen mountaintops of Monte Carlo to the winding coastal cliffs of Corsica. The dark jungles of Indonesia to the bone-jarring back roads of Greece. And



Greece - The cradle of Western civilization. Home of some really crappy gravel roads.



England - Bloody lousy driving conditions. Muddy, sloppy and devoid of traction.



Sweden - The mother lode of treacherous, icy roads. And we use the term "roads" very loosely.

THINGS TO AVOID:





www.playstation.com




Colin McRae, the Flying Scotsman. World Rally Champion. Two-time British Rally Champion. Youngest champion in the history of the sport. Blatantly disregards "Road Closed" signs.



Time Trial stages. (Good luck, mate.) Each stage is tougher than the next. Get an equally masochistic buddy? Go head-to-head in the 2-player Super Special Stage Rallies.

By now, it's pretty obvious. You're gonna need all the help you can get. Luckily,

 you've got Nicky Grist, Colin McRae's real-life co-driver, feeding you directions as you navigate every high-speed turn. Relax, rookie, there's also

Monco-Mecca of high-stakes gambling. Equally dicey snow-covered, winding mountain roads.

PROBLEM. THAT SOGGY UNDERWEAR FEELING, NOW THAT WAS A PROBLEM.

from the dusty plains of the Australian Outback to the slippery mud bogs of the U.K. But this is no vacation. Each track is riddled with blind turns and surfaces that'll have you double-clutching all the way to the finish line. Strip away almost all vis-



ibility and you've got the near-impossible night-driving stages. As if the horrendous driving conditions weren't enough, you'll have to compete against Colin's best times in the



an in-depth Rally School training section taught by the master himself, Colin McRae. If common sense still hasn't taken over, you may have what it takes to be one of the few, the proud, the extremely uncomfortable.



Indonesia - The dark, wet jungles are enough to send most drivers crying back to their pit crews.



New Zealand - Take on a maze of dusty woodland trails. Reduce the kiwi to roadkill.



Monte Carlo - Hard-packed ice and slippery snow are about to have their way with you.



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

TOMB RAIDER

THE
LAST REVELATION

Meet Lara Croft.

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

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



Sega Dreamcast

Coming soon
to the
Sega Dreamcast.



CORE

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EIDOS
INTERACTIVE

tomraider.com



Deadly Covert Ops!

Syphon Filter 2 is locking its sights on the PlayStation in an impressive sequel that catapults espionage action to exciting new heights.

AFTER THE FIRST Syphon Filter stormed the charts last year, it would've been easy for 989 Studios to crank out a carbon-copy sequel. Instead, Syphon Filter 2 sizzles with exciting new features like two-player deathmatches, a scripting system that makes for a captivating plot, and much more. If you're looking for the action and excitement of a 007 flick, Syphon 2 is the best the PlayStation has to offer.

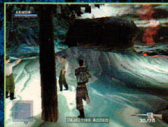
Chaos in Kazakhstan

When we last saw our heroes Gabe Logan and Lian Xing in Kazakhstan at the end of the first Syphon, the pair had just prevented the launch of a rocket carrying the lethal Syphon Filter virus. Syphon 2 picks up immediately after that as the Agency moves in on Kazakhstan, kidnapping Lian and forcing Gabe to flee to the States with the evidence. But the Agency shoots down Gabe's plane over the Colorado Rockies, touching off a mad scramble to survive and discover the truth behind the virus.

Syphon 2's intriguing new scripting system brings that story to life within the game. Cut-scenes between levels do a lot of the legwork, but the scripting does more by enabling conversations between characters during gameplay. If Syphon 2 were Final Fantasy VIII, that wouldn't be saying much. But in this action game where, for example, you eavesdrop on two Agency operatives to obtain crucial info that helps you complete the level, the plot comes alive in ways usually seen only in RPGs. Sure, the conversations become repetitive sometimes, but, overall, they meld the story with the gameplay, creating a cinematic atmosphere.

Logan... Gabe Logan

The gameplay itself will feel comfortably familiar to Syphon vets as the sequel blends intense firefights with stealthy infiltration. In 20 levels that span two CDs, gamers will play as both Gabe and Lian trying to get out of their respective dilemmas. Unarmed, Lian must escape from her captors in a military hospital where she has been infected with the virus, while Gabe must battle Agency troops across the Rockies. Right from the start, there's an enjoyable mix of stealth and all-out action.



PROTIP: When you're pinned down by sniper fire on the way down the mountain in the first level, circle behind the sniper on the right while your men lay down covering fire. Climb up at the flare to attack the snipers.



PROTIP: To keep Archer from escaping the crash site with the discs, line up a head shot before the chopper is out of range.



PROTIP: If you can sneak up behind an enemy, attack with the knife—you'll automatically slit their throat, taking them down silently and without a fight.



PROTIP: To eliminate the commander on the bridge in Colorado, shimmy past him on the side of the bridge and collect a gas grenade from the next truck down.

That means gripping sequences like when Gabe fights along the top of a moving train, and more cerebral moments like when Lian has only her hospital gown and her wits to help her escape. Throughout it all, the gameplay is extremely addictive and exciting—you'll be glued to the controller for hours at a time.

Guns & Ammo

Syphon 2 also takes aim at the two biggest flaws of the original: saves and multiplayer gaming. You can now save to the memory card at every checkpoint within a level—a huge relief that eliminates incessant re-playing of levels. Better yet, the game provides a two-player split-screen deathmatch mode where you can square off against a friend in 15 arenas. It's pretty standard fare, but it's a well-executed diversion from the one-player game that adds some very nice replayability.



PROTIP: Before approaching the control tower in the McKenzie Airbase Exterior level, use the silenced sniper rifle to take out all the lights.

Syphon vets will find a few surprises, too. A new targeting arc makes hurling grenades much easier, while the sniper rifle has a more informative display. Speaking of gadgets, the game has plenty of new toys to play with, including nightvision goggles, a flamethrower, a knife for stealthy action, and so on.

Through a Sniper Scope Darkly

Graphically, Syphon 2 scores a direct hit with sleekly animated characters and sharp, detailed scenery. The best part of the original, though, was the impressive camerawork, and Syphon 2 continues that with a third-person perspective that never leaves you stranded.

Tense music paces the action on the sound side, while weapon fire clatters realistically throughout the game. A wide variety of character voices populate Syphon 2, and the dialogue is much improved this time around, moving the story line along smoothly.

When the awesome gameplay, sharp controls, and everything else are added up, Syphon 2 is destined to be another huge hit. It's one of the PlayStation's best action games—with the PS2 on the horizon, it'll also rank highly among the last great PlayStation games. **C**

Next issue:

Syphon Filter 2 ProStrategy!



BY AIR HENDRIX

Published by 989 Studios
\$39.99
Available March
Action

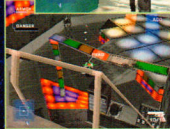
GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0



PROTIP: Learn to line up head shots as quickly as possible—they take the enemy down quickly whether they're wearing a flak vest or not.



PROTIP: Leaning around corners is a safe way to snipe because you're partially protected by the corner. Hold L1 for a sniping cursor, then hold R2 or L2 to lean around the corner.



PROTIP: After you clear the cave-in in the first level, enemies will parachute from above. Hold R1 to acquire a target lock and shoot them out of the air.



PROTIP: After you eavesdrop on the soldiers in front of the lockers in the Pharcom Expo Center, grab their grille map from the lockers. It actually unlocks a hidden multiplayer arena.



PROTIP: After obtaining the adrenaline booster in Lian's first level, turn left out of the room and sneak around two more left turns to the next checkpoint in room A6.



Syphon Filter 2's deathmatch mode enables two players to square off in split-screen action.



PROTIP: Be wary of the blind moments as you're taking your nightvision goggles on or off—someone usually attacks you.

GRAPHICS

5.0

SOUND

5.0

CONTROL

5.0

FUN FACTOR

5.0

Intuitive camerawork never hangs you out to dry, while sharp animations have Gabe and Lian running, sneaking, and shooting with style. Even the scenery is eye-catching.

Snappy dialogue helps bring the story to life, while the cinematic music swells when the action is intense. Realistic, pulse-pounding sound effects spike the adrenaline in combat.

Third-person combat doesn't handle much better than this. Great targeting and smooth maneuvering combine with essential moves like sneaking and strafing to deliver exceptional control.

An outstanding action game, Syphon 2 lives up to the performance of the original with rousing gameplay, an engaging story, and plenty of depth. This one's worth buying on the day it's released.



The PlayStation 2 Prepares for Liftoff

SONY

The sleekly styled PlayStation 2 should back up its good looks with great game-play.



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MEMORY CARD

Let the countdown begin!
In just a few short months,
the PlayStation 2 will
change the face of video
gaming in America.

By Undercover Lover

IF YOU'RE ANYWHERE close to being a hardcore gamer, it's pretty tough to stay calm about the PlayStation 2. Although Sony has yet to declare an official North American launch date for its new game machine, its arrival should be sometime this fall—and that's not far away! And as long as Nintendo continues to keep the Dolphin penned up, the PlayStation 2 will be the most advanced video game system ever unleashed.

Power-Packed Box

The PlayStation 2 will be powered by a 128-bit CPU that Sony has dubbed the "Emotion Engine." The name, according to Sony, refers to the unit's macho computing power that will add a new dimension to video games by capturing the emotions as well as the imaginations of gamers.

You can't argue with the PlayStation 2's specs—in terms of computing capacity, it'll pack a wallop. By processing game info at 128 bits, the PS2 will muscle past most PCs, which process data at 64 bits (the current PlayStation, of course, processes data at 32 bits). The PS2 will also pack 32 MB of main system memory, which will clearly eclipse the PlayStation's 4 MB. Finally, no more lengthy load times!

Thank You, Sony

Of course, part of the PS2's buzz stems from its ability to do something old as well as something new. The system will play all of your regular PlayStation games as well as your new PlayStation 2 games. This



is because the complete PlayStation processing unit will serve as the I/O (input/output) processor for the PlayStation 2, making it just one small part of the system's overall data processing functions.

Additionally, the PlayStation 2 will contain a MPEG 2 decoder chip, which is just a high-tech way of saying it will display DVD images—including movies. Yep, the PS2 will double as a DVD player.

Dual Shock Rocks

The PS2's innovations won't stop there. You'll be able to purchase an 8 MB memory card for the new system, which will transfer data 250 times faster than the current PlayStation memory card. More importantly, even the buttons on the standard dual-analog controller will be completely analog (the unit will also support the current PlayStation's digital controllers).

This will translate into new controllers that register the amount of pressure on the buttons: Pressing hard, for example, might cause a character to throw a ninja star a long way, whereas a simple tap may cause that character to snap a quick, short-range strike. Racing gamers will be able to ease off the accelerator just by lessening their thumb pressure.

PlayStation Launch

At the Japanese launch in March, the PlayStation 2 went on sale for 39,800¥, roughly \$370. That's pricey, but not unreasonable considering the machine will play DVD movies and will come bundled with a controller and a memory card. You might even see a significantly lower U.S. price tag.

Could Sony have a hit on its hands before the system ever sees the light of day in the U.S.? It certainly seems possible. In fact, Sony is so sure that the PlayStation 2 will become a video game powerhouse that it's already announced plans to build a PlayStation 3!

THE GAMES BEGIN

Hardware is nice, but games are what will make or break the PlayStation 2. Here are a few titles expected to appear at the system's U.S. launch.

TEKKEN TAG TOURNAMENT

Developed and published by Namco
Target release date: September

If you're going to debut on a new hardware platform, you ought to go with your heavy hitters—and Namco's coming out swinging with Tekken Tag Tournament. From all appearances, this game will be a better-than-perfect arcade port. Because TTT ran on Namco's System



Tekken Tag Tournament's tag-team system will be intact and foster than ever.

12 arcade hardware (basically, a PlayStation on steroids), you'll get all the coin-op gameplay plus PS2-powered graphics. At least 34 fighters (including the time-released crew) will be on duty with their arcade moves, including the tag-team system that enables you to instantly swap fighters—even during a combo.



The PS2 muscle will likely reveal itself in faster gameplay, more refined graphics, supercharged special effects, and more elaborately detailed background scenes. At press time, Namco isn't ready to reveal hidden characters, but you can bet they'll be in there.

Tekken Tag Tournament may not hit in time for the PlayStation 2 launch in Japan, but that just means it should be even more ready when it arrives in the U.S.



It's scary, but Tekken Tag Tournament for the PlayStation 2 could be better than the arcade version.



The PlayStation 2 will power up Tekken Tag's special effects.

KESSEN

Developed and published by Koei
Target release date: September

Koei's historical simulations, which seemed to run rampant on 16-bit video game systems, were curiously absent from the PlayStation and Nintendo 64 game libraries. Apparently, Koei was preparing for the PlayStation 2.

Kessen will be a real-time battle strategy game set in the Warring States period of Japan's history. You'll command the armies of either Tokugawa Ieyasu or Ishida Mitsunari, the real-life warlords who fought to unify their country during the 16th Century. Throughout a series of 10 titanic battles, you'll decide the fate of ancient Japan.

As in other Koei games, you'll move troops and warfare units via a grid system. Once you execute your battle plan, however, stunning cinematic visuals will bring mass-attack strategies to life. The PS2's processing power will also enable individual units to move independently, reacting to combat situations as they develop in the battlefield. Ancient warfare never looked so good.



Kessen will spearhead Koei's PlayStation 2 battle plans—it will be the first real-time strategy game for the system.



Chinese weapons, European armament, and even women warriors will be among the resources available to commanders.



Kessen will provide stunning cinematic visuals during battles.

CONTINUED >

LEGION

In Legion, the PS2 will whisk you back to days of old when knights were bold. This action/strategy game developed by 7 Studios is set in the time of King Arthur and the Knights of the Round Table. You'll



Young King Arthur will be among the knights who lead the fight against the dark forces of Morgan Le Fay.

control up to four knights, each of whom commands legions of the king's armies proficient in diverse disciplines, such as swordsmanship, archery, horsemanship, magic, and learning. Knights will also build up their powers and earn a seat at the legendary Round Table by completing holy quests. With the Excalibur in hand, all Albion can be yours.



In Legion, even Guinevere will pick up a sword to defend Camelot.

Developed by 7 Studios; Published by Midway Home Entertainment
Target release date: Fall 2000

ODDWorld: MUNCH'S ODDYSSEY

The PlayStation 2 will add another dimension to that weird and wonderful planet of the Abes, Oddworld: Munch's Oddysee (see our special feature, "A PlayStation 2 Oddysee," February) will be an action/adventure game set in a new 3D environment. Munch is an amphibious being who's been a captive in the laboratories of the sadistic creatures called Vykkers. He escapes the lab, and, during his quest for freedom, hooks up with Oddworld's unlikely hero,



Abe, and another new character, Lulu. You'll be able to switch among all three Oddworlders in this quest for freedom.

◀ The Mudokons are back—including Abe, the most famous Mudokon of them all.



The vile Sligs will also return for PS2 duty.

Developed by Oddworld Inhabitants; Publisher to be announced
Target release date: Fall 2000



Oddworld will get a dramatic facelift in Munch's Oddysee.



PSE PREDICTIONS

Here are some more games you're likely to see in the U.S. Almost every game publisher has a PS2 game on its plate, so there are lots more in the pipeline.

Game	Publisher	Genre
Dark Cloud	Sony	RPG
Getaway	Rockstar Games	Racing/action
Gran Turismo 2000	Sony	Racing
Madden NFL 2001	EA Sports	Football
Midnight Club: Street Racing	Rockstar Games	Racing
NFL GameDay 2001	989 Sports	Football
Ridge Racer V	Namco	Racing
Snowboard Super Cross	Electronic Arts	Snowboarding
Spy Hunter	Midway	Action
Street Fighter EX3	Capcom	Fighting
Syphon Filter 3	989 Studios	Action
Tejlan and Earl	Tejlan and Earl Prods.	Funny action
WCW Mayhem 2	Electronic Arts	Wrestling
The World Is Not Enough	Electronic Arts	Action



Namco's Ridge Racer V will rev up to give GT2000 a run for its money.



The legend continues! Capcom's Street Fighter EX3 will bring classic fighting to the PlayStation 2.

OVERSEAS PROSPECTS

As usual, Japan will lead the next-gen charge until the PS2 launches in the U.S. Here are some titles that Japanese gamers will be playing soon.

Game	Publisher	Genre
American Arcade	Astral	Pinball and more
Armored Core 2	From Software	Mech combat
A-Train 6	Art Disk	Train simulator
Bloody Roar 3	Hudson Soft	Fighting
Bombberman 2001	Hudson Soft	Puzzle
Bust-A-Move 3	Enix	Dance
Drum Mania	Konami	Music/action
Eternal Ring	From Software	RPG
Go by Train (Densha De Go!)	Taito	Train simulator
Golf Paradise	TAE soft	Golf
Gradius III & IV	Konami	Shooter
Gran Turismo 2000	Sony	Racing
Jikkyū World Soccer 2000	Konami	Soccer
Kessen	Koei	Historical strategy
Mobile Suit Gundam	Banda	Mech combat
New Cool Banders	UEP Systems	Snowboarding
Onimusha: Demon Warrior	Capcom	Action/adventure
Ridge Racer V	Namco	Racing
RoboCop	Tiesu Japan	Action/adventure
Sky Surfer	Idea Factory	Extreme sports
Star Ocean 3	Enix	RPG
Tekken Tig Tournament	Namco	Fighting
Tenby 2	Sony Music	Action/adventure
The Boncaster	SquareSoft	Action/shooter
XFire	EA Square	Action/shooter



Armored Core 2's mech-powered combat will get a major upgrade courtesy of From Software.



Capcom will continue to score the hell out of you with Onimusha: Demon Warrior, a Resident Evil-style game set in old Japan.

EA SPORTS
KNOCKOUT QUEENS 2000
 The Lamers' Choice
 Over 500,000
 Copies Sold Somewhere!



Perfectly Dark
 Exclusive
 Game Screen!

FILET OF
SOLEAUBUR
 PlayStation

LAMEPRO

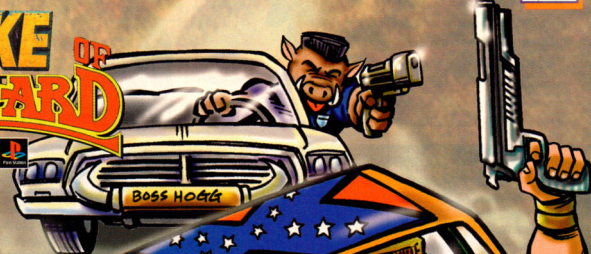
World's Longest Motto For A Multiplatform Gaming Rag

ISSUE
 500000
 1000000

PainStation • Nofriendo • Dreamlast • Hardy-harcade • P.U.C • Offline

THE DUKE OF HAZZARD

Hail to the King, Y'all!



OVER
3.14159
 GAMES INSIDE!

- Cruis'n Aimlessly
- Vigilante 8: Yankees 5
- Actually, Tomorrow Does Die
- Britney Spears' Bubbles Bobble
- Marvel vs. Capcom vs. Microsoft
- Martin Scorsese's Crazy Taxi Driver
- The Cleveland Browns in Ready 2 Fumble
- Liquor Cabinet Raider: The Last Inebriation



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April 2000
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LamePro Strategies

RE
BRAN TURISMO 2
 MADE TO THE BATHROOM

Poke MEANINGLESS
 Gotta Wretch At 'Em All!

PRESIDENT EVIL
 Code Monica

Part 2

Sega Still Unsure What "Dreamcast" Means

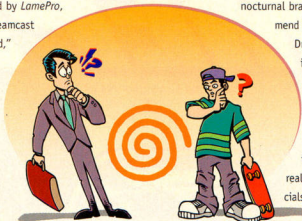
"It is a stupid name, isn't it?" admits bewildered CEO

According to exclusive reports obtained by *LamePro*, the hot-selling, award-winning Sega Dreamcast has a moronic name. "It's totally stupid," said Billy Scum, the kid who keeps breaking into the *LamePro* offices. "It's like, dumb. Katana, okay, and Black Belt, that would be cool. But Dreamcast? What the hell is that?"

Experts agree that Dreamcast, a compound word composed of both "dream" and "cast," means absolutely nothing. "The system is neither a

nocturnal brain activity, nor is it suitable for helping mend broken bones," said linguistic pathologist Dr. Rollo Kilpatient, who declined to be interviewed. "Frankly, it's a clear case of false advertising."

Sega's CEO, who had yet to be hired, told *LamePro* that the name was "admittedly goofy" and that he wasn't sure how it was selected. "But by the time anybody realized how inane it was, well, the commercials were already on TV; so we figured, 'Let's ride this out and pretend it's cool.'"



LITTLE TINY NEWSLETS

News, Not Gossip! Honest!

Ending months of speculation, well-placed anonymous sources—who report exclusively to *LamePro*—claim that the sequel to **Madden NFL 2000** will be called **Madden NFL 2001**. Other exclusively anonymous sources say it's too early to speculate. No matter what's true, remember: You heard it here first.



ALSO IN THIS ISSUE:

- Midway unveils Hydro Thunderwear boxers & briefs
- Skateboard legend endorses Tony Hawk's Pro Crutches
- Lammy/PaRappa/Diddy: goofy-name love triangle!
- Sen. Leiberman wins Congressional Meddling Monor
- How to read binary code

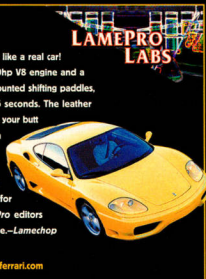
Ferrari 360 Modena

RATING: 3.1

Finally, a driving controller that feels like a real car! Ferrari's 360 Modena features a 400hp V8 engine and a six-speed transmission with wheel-mounted shifting paddles, and can go from zero to sixty in 4.5 seconds. The leather interior makes it super-comfy to sit on your butt all day, and the simple key-activation system is foolproof. Unfortunately, the cables to connect the car to a game console are not included, and the \$135,000 price tag is a bit hefty for most gamers. On the upside, *LamePro* editors can write it off as a business expense.—*Lamechop*

Price: \$135,000

Contact: Ferrari North America, www.ferrari.com



Unwanted Advertisement

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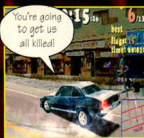


it must be
that time
of the
month

insprite
Video Gaming

Back-Seat Driver

NEVER MIND UNDERCOVER cops, risky heists, and getaway cars—this is the driving game filled with real-world dangers! You'll cringe at the digitized voice of your mother-in-law yelling, "Turn left here!" and "I'm glad I'm wearing my seat belt," or "Where'd you learn to drive, New York?" No matter how you drive—fast, slow, defensively, or like a bat out of hell—she's never satisfied. Moreover, she constantly compares you to that nice boy her daughter used to date—and why couldn't she marry him anyway? Your score depends on how long you can take the abuse before slamming on the brakes and throwing her ass out onto the highway. 🚗



BY JAKE THE JOKER

- Developed by Rejections
- Published by Tee Hee Interactive
- Target release date: "Can't you go any faster?"

STOP LOOKING AT ME



PLAYSTATION



Pokéméaningléss



NOFRIENDO'S BACK WITH SO much cuddly goodness, it'll make ya wanna puke!

The latest allowance sinkhole will feature over 100 new creatures to confuse adults, including Manthrax, Jigglypuffdaddy, Polyglot (which evolves into Polident), Meowch, Taykooop, and Saddam. Once again, you'll have to travel to the same island as in earlier Pokéméaningléss adventures—but this time, it'll cost even more money 'cos it'll be in color! Also, that annoyingly adorable Freakachu will be your constant companion throughout the game, whether you like it or not. Rumor has it that if you get all 783 Pokéméaniés, you'll receive the super-rare Cute Thing, which evolves into Cuter Thing—but only if you're playing the game in Japan at the stroke of midnight on Christmas Eve dressed as Margaret Thatcher. 🇯🇵

◀ Jigglypuffdaddy



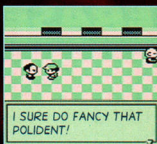
BY SCARY POTTER

- Developed by Game Weak
- Published by Nofriendo
- Target release date: Now! I want it now!

LAME BOY

LAME BOY COLORS

U GOT THE LOOK



Mortal Kombat Old

THE FIGHTERS ARE ancient, and so is the gameplay! Sonya Grayed, Sub-Par, and Repeatle are hobbling back into action for yet another excruciating round of creaky Kombat, this time on the Dreamcrashed. With new 3D graphics, deadly weapons, and, um, new 3D graphics, maybe you won't notice that this is essentially the same game the Kombat team has put out year after year. But who cares when it looks so cool on our cover? 🥋



BY DAN ELEKTROCUTED

- Developed by You've O-Kom, I'm O-Kom
- Published by Halfway Home Entertainment
- Target release date: 1992



DREAMCRASHES

HANDS OFF, BUDDY



The Duke of Hazzard

THE DEVIL WENT down to Georgia, indeed. There's a new Duke boy in Hazzard County, and his name is...um, Duke! Duke Nukem is just a good ol' boy, always causin' some harm—especially since the Hazzard County po-leece department was done taken over by those pesky pig cops. When gaming's top action-hero kicks alien butt below the Mason-Dixon line, you can bet he's gonna cause some good ol' fashioned southern discomfort. Fast cars, big guns, moonshine, and Daisy Duke's Daisy Dukes—there's enough to keep y'all comin' back now, y'hear? 🚗



BY MISI SMELL

- Developed by Cooter in his garage
- Published by South Geek Interactive
- Target release date: In about an hour, minus the commercials



All of them, I reckon

WELL, LOOKEE HERE





IT'S THE FUTURE. Fantastical creatures with impossible-to-understand menu options have taken control of BigLamb Gardens. You play as Squid, a young and SeeDy student who can't decide whether he's carry-



FINAL FANTASY MMMLCVIII The Beginning

ing a sword or a gun. Your first objective is to survive the game's elevator music; then you must navigate through Infinite Tutorial mode until you're ready to face Ultimate Yucky Person. To win this final battle, you'll need to look soulful while properly utilizing 71,032 potions with bizarre names, such as In-Your-Face YakBreath K-132 (which should under no circumstances be confused with IYF ChickenTosser V-133/132). Elemental, my dear GF (Great Fish). **Z**



BY EXHAUSTED ANAH

- Money made by SquareCircleTriangle AndHoldStartSoft
- SMMMLCVIII (slightly higher in Canada)
- Available MXI
- Inane rite of passage
- CCCCC players
- ESRB: F

GRAPHICS	SOUND	CONTROL	FUN FACTS
XVI	CDX	LIC	XIX



BEHIP: To deflate this... anomaly, use Boredom and Incoherent Dialogue.



CHEAPTRICK: Use the Woodstock spell to escape 1980s Land.

IT'S THE STAR BORES game fanboys have been drooling for ever since The Force returned to theaters—a game that lets you take out all the stupid stuff from *The Phantom Menace*. Hop in your podracer and take off. With every thrilling lap around the track, you'll strip away another layer of overblown special effects. The race is won when Jar Jar Binks is no longer visible!

Bonus levels let you remove the stupid midichlorian plotline, a few of the needlessly long scenes, and any time Anakin yells "Wahoo!" The controls on this one don't feel anything like a real podracer, but the graphics look just like the photos of my trip to Naboo. I couldn't hear the sound. I think my TV's busted. Either that or you're not supposed to hear anything 'cause this game takes place in space, and in space nobody can hear you scream. May the Bores be with you! **Z**



BY BOBA FLATT

- Published by LucasFarts
- \$7.50 (film)
- \$350 (toys)
- Available at 7:20, 9:40 (100 bargain matinee)
- Critical racing
- 0.5 players
- ESRB: J (Jedi Only)

GRAPHICS	SOUND	CONTROL	FUN FACTS
USA	FRA	CHN	GER
1.2	3.4	5.6	7.8



PROTIP: Do nothing.

**Z
Z
Z
Z**

THE DRIVER'S EDGE

Because LamePros never stop for anyone.

Controller Legend



Acceleration



The faster you go, the faster you'll go.

Bumper Cam



Don't use the bumper cam. It makes me throw up.

Don't Crush



Avoid hitting other vehicles. You have no insurance.

Come In First



Try to cross the finish line ahead of all the other cars.

Ten-Hit Turning the Corner Combo



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Sicherheitsbinweise

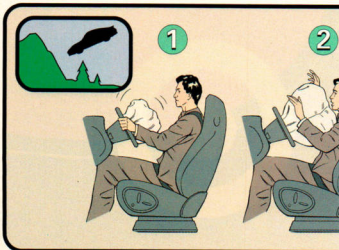
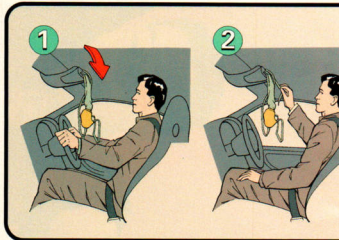
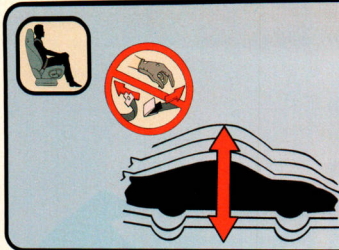
Vor dem Start die Sicherheitsgurte fest anlegen. Du fliegst im Porsche 911 Turbo.

Mesures De Sécurité

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

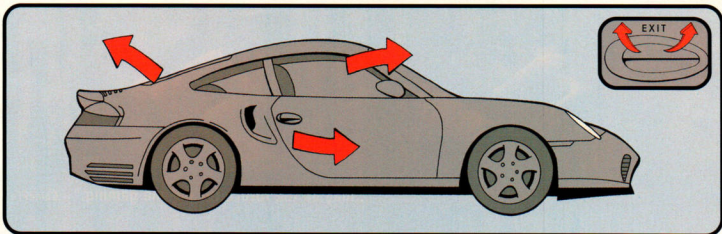
安全のために

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

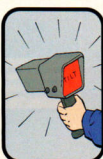
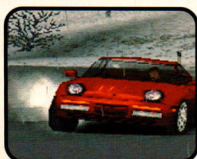


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EXIT OPERATION:
OBSERVE SURROUNDINGS. IF SCENERY IS MOVING—REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT.



DON'T SLEEP!



"...may be the future for on-line gaming." - GamePro



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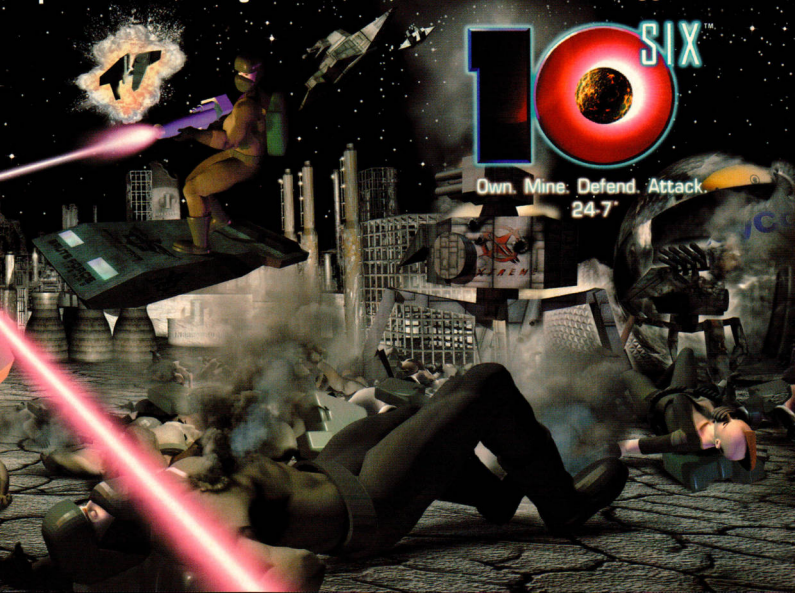


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BY DAN ELEKTRIO

- Published by Maxis
- \$39.99
- Available now
- Simulation
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.0	5.0

The Sims

Recommended System Requirements

- Windows 9x/98
- Pentium II 350
- 32 MB RAM
- 280 MB on HD
- 2 MB video card
- 3D accelerator

Download available

Visit www.gamepro.com for custom GamePro skins for your Sims!



PROTIP: When your Sims are asleep or at work, queue up the next set of activities in a logical order.



PROTIP: Fires are a very real danger. Before you buy a grill, force your Sims to study cooking to at least level 2 to minimize the risk.

YOU'VE FLOWN SPACE-ships; you've raced cars; you've conquered worlds; you've fragged nasties—but when was the last time you ran someone's life? The Sims provides you with the unique opportunity to direct a custom-created family in matters of life, love, and the pursuit of happiness.

Life, in a Nutshell

The Sims takes world-creating "god games" (à la Sim City) and brings them down to a very earthly level. You're in charge of making a suburban family happy and successful by getting them good jobs, winning them some friends, and filling their house with cool toys like plasma TVs, fancy furniture, and pinball machines. The Sims will go about their daily routine on their own—they'll eat and sleep when needed, and even play PC games to unwind—but you'll have to help them with the big stuff, such as career choices (yes, you can opt for a life of crime), skill building, family planning, social standing, and time management. And let's not even get into the bizarre love triangles you'll have to mediate!

However, your Sims have free will. If they're too tired or grumpy to work out or study, they'll flatly refuse your commands. If you send them to bed hungry, they'll wake up for a midnight snack—even if it involves the backyard grill.

Home Sweet Home

Not only can you watch your crisp, 3D Sims strut around in custom clothes, but you can also listen to them conversing and complaining in their own hilarious babbling language. With enough money, you can move them into a fancier house or enhance the one they already own with extra rooms, a second story, or a swimming pool. Building all that stuff is easy thanks to the point-and-create interface.

Simsational

The Sims isn't without its flaws. Basic activities like bringing in the paper take far more time than you'd expect, which can majorly screw up your to-do list. Also, you can't change the order of Sim instructions; instead, you have to cancel them and rebuild the list.

But such is the nature of aggressively creative programs like The Sims: a little rough in areas, but undeniably brilliant. This game is so rich and deep that it's all too easy to lose track of your own life while maintaining those of your creations (or even confuse the two). Don't doubt it—The Sims is a must-play evolutionary step for PC gaming. **G**



PROTIP: Always answer the phone. It's usually good news in the form of free money—and you can't buy an answering machine.



PROTIP: Lights equal happiness. Put a lamp in every room and provide plenty of windows, or your Sims won't enjoy spending time at home.



PROTIP: After you play the tutorial, evict the Newbies and put your own family in that house. It's the best beginner dwelling, offering good space for low money, and it's easy to expand.



PROTIP: Hire the maid immediately. She works cheap (usually \$30 a day), and she'll free up your Sims for fun stuff. Ditto the gardener.

GRAPHICS 4.0

These may not be the sharpest-looking polygonal people, but they're certainly some of the most entertaining. The detailed models and hi-res textures make this fake world as real as it can be.

SOUND 5.0

The Sims' amusing original language—basically phonetic babble—is worth the price of admission. Great environmental effects and music (both in menus and in the Sims' world) only sweeten the score.

CONTROL 4.0

The Sims makes the most of the mouse/keyboard interface, keeping commands simple and menus clear. It's a drag, however, that you can't rearrange the actions in the Sims' queue and that Sims sometimes forget your instructions.

FUN FACTOR 5.0

Your real life may suck, but directing the daily activities of a custom-made family is surprisingly addictive and rewarding. While clearly a first-generation product, The Sims opens so many creative, intriguing doors that its few shortcomings are easily overlooked. Here's proof that life really is what you make of it.



BY JAKE THE SNAKE

Developed by Raven Software
 Published by Activision
 Target release date: March



Windows XP/XP

HANDS-ON

Soldier of Fortune

LIFE AIN'T PRETTY in the world's second oldest profession, and this first-person shooter promises to make that gruesomely clear as you assume the role of a violent mercenary. The preview version of *Soldier of Fortune* had some of the most graphic brutality to appear on any screen since the zombie-mash flick *Dawn of the Dead*. Heads exploded like gore-filled balloons; arms and legs were blown off, leaving stumps with bones sticking

out; and intestines spilled out of wounded stomachs. Luckily, parents will be able to block out or tone down the visual gore with a password.

The final version will feature a whopping 30 missions in hot spots around the globe. You'll assassinate targets, commit sabotage, rescue hostages, and more. Of course, there will be a multiplayer option, too, so you can turn your friends into quivering piles of jelly.

The graphics and action in the preview version already looked to be among the best in the genre—no small feat. If *Soldier of Fortune* can merge the bloody mayhem with a story worthy of its venerable title, it could be a big gun in the rough-and-tumble crowd of first-person shooters. **G**



Beetle Buggin'



BY LAMCHOP

Developed and published by Infogrames
 Target release date: March



Windows XP/XP

HANDS-ON

BEETLE BUGGIN' ISN'T a virus checker;

it's Infogrames' latest arcade racer. With an official VW license under the hood, *Beetle Buggin'* will feature a horde of vehicles, from the classic Karmann Ghia to the '99 New Beetle, for a total of more than 17 models. Don't expect the contemporary Cabrio, Passat, or Jetta, though—*Buggin'* isn't that type of racer; instead, you can look for radical vehicles, like a monster truck-ish '60s VW Bus or a Beetle buggy converted for off-road competition.

The preview version showed *Buggin'* to be a slick little racer with captivating modes. Whether you

race on sandy beaches in Buggy mode, crush cars in an indoor arena in Monster mode, or hit the nitro for a quick burst of speed as you roar up the ramp in the air-catching Jump contest, there should be enough variety to satisfy even the most finicky drivers. Plus, the 3D graphics looked very promising, and the software rendering was particularly sharp.

Available early this year, *Beetle Buggin'* may become a hit faster than you can say "Fahrverhüngen." **G**



Baldur's Gate II: Shadows of Amn

YOU WAKE UP to find yourself locked in a cage with Minsc and Jaheira. Imono appears and tells you to escape. It can only mean one thing: Baldur's Gate all over again.

The story in Baldur's Gate II: Shadows of Amn continues where the first Baldur's Gate left off. It's 1370 D.R. (Dale Reckoning), and your location is on the Sword Coast—



specifically, in an area of the Forgotten Realms, called Amn. Everybody wants to use you

for their own purposes, but you just want to be left alone.

Shadows of Amn—a top-down, real-time RPG—will follow the rules of the second edition Advanced Dungeons & Dragons, and promises to improve on the original Baldur's Gate in every way. Avatars will have twice as many animations for a smoother look; there will be new weapons, 300 spells (up from the original's 130), a new playable race called the Half-Orc, and a unique hotkey system for battles; plus, up to six people will be able to play simultaneously in multiplayer mode. Other goodies in Shadows of Amn will include the ability to import custom pictures for your character in the form of .BMPs, as well as custom sounds.

With over 150 hours of gameplay, Shadows will be a serious contender in the RPG genre this fall.



BY LAMCHOP

- Developed by BioWare
- Published by Interplay
- Target release date: Fall 2000

FIRST LOOK



Windows 9x/98

KISS Psycho Circus: The Nightmare Child



BY DAN ELEKTR0

- Developed by Third Law Interactive
- Published by Gathering of Developers
- Target release date: March

FIRST LOOK



Windows 9x/98



BE AFRAID, MERE mortals... the Gods of Thunder are headed this way! In The Nightmare Child, the wild, disturbing fantasy world of the KISS Psycho Circus comic books will be fully realized as a first-person shooter on the PC. Meanwhile, the game's developers are stressing one adjective: intense.

Players will take control of the Elder—a group of demigods based on KISS band members' fantasy alter egos—that must stop the birth of the universe-destroying Nightmare Child. Of course, the best way to do that will be with 12 nasty weapons. You can expect hordes of enemies—really, dozens swarming the screen at a time—to oppose your efforts as you collect artifacts and gain power as each of the four demigods. As you progress, your physical appearance will change into the legendary KISS costume armor.

Part mystery, part horror, and all action, this game won't be for the squeamish. The Psycho Circus opens its twisted tent in March.





BY MAJOR MIKE

Developed and published by Konami
Target release date: Now



FIRST LOOK

Dark Silhouette: Silent Scope 2



Silent Scope returns to arcades with another round of intense shooting action, new missions, and even a two-player mode.

"Enjoy the Silence"

Silent Scope was one of the best arcade titles of '99. Konami, the developer, is no stranger to innovative cabinet design (just look at any of its music-oriented games), and Scope offered another fresh take. The cabinet featured a rifle peripheral with a scope that let you zoom in on enemies while the same action was simultaneously seen from a great distance on the arcade monitor. The two views

allowed you to spot your targets from afar, and then magnify them when you were ready to pull the trigger.

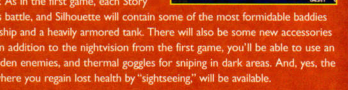
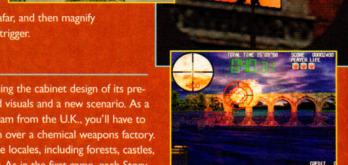
A New Target

Dark Silhouette: Silent Scope 2 is retaining the cabinet design of its predecessor, but will feature more polished visuals and a new scenario. As a member of an anti-terrorist team from the U.K., you'll have to stop terrorists who have taken over a chemical weapons factory. The action will occur in diverse locales, including forests, castles, airports, and even underwater. As in the first game, each Story mission will climax with a boss battle, and Silhouette will contain some of the most formidable baddies yet—such as a helicopter gunship and a heavily armored tank. There will also be some new accessories you can use to sight targets: In addition to the nightvision from the first game, you'll be able to use an x-ray vision scope to spot hidden enemies, and thermal goggles for sniping in dark areas. And, yes, the aptly named "voyeur vision," where you regain lost health by "sightseeing," will be available.

"Snipers Usually Work in Pairs..."

Dark Silhouette will also add a new two-player feature to the tried-and-true Silent Scope game engine. Two Scope machines will be able to be linked together for two-player simultaneous sniper fire (à la Time Crisis II) in three modes of play: Story will send you on several scenario-driven missions, Shooting Range will be a target-practice competition, and Duel will pit you against another player in a death-match where the sniper who scores the most hits in a limited time wins. Stay tuned for a "Hands-On" preview in an upcoming issue of GamePro.

Dark Silhouette SILENTSCOPE 2



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Sega GT

Please Fasten Your Seat Belt

To compete with Sony's legendary Gran Turismo series, Sega will be pulling out all the stops for its much-anticipated Dreamcast racer, Sega GT. Hyped as the most realistic racer on any system, Sega GT is promising licensed cars, authentic driving features, and detailed visuals that will make players feel like they're driving the real deal.

Sega GT will have over 100 cars licensed from major Japanese car companies, including Toyota, Mazda, Honda, Mitsubishi, Isuzu, Daihatsu, Nissan, and Suzuki. Plus, you can expect the car roster to be filled with Y2K models, like the slick-locking Toyota MR2 Spyder. As in Gran Turismo, you'll be able to upgrade every conceivable part of your car, making it even smoother to drive. Moreover, you'll be able to construct your own wheeled maverick in the game's Factory, where you can build over 20,000 different types of vehicles and then race them on the 12 tracks.

Aside from the wide selection of autos, Sega promises that this speedster will ride as realistically and accurately as any driving game to date. Each auto will have its own feel and control, and upgrades will undoubtedly change your performance. You should anticipate spending some time fine-tuning your dragster to obtain the best handling and the fastest times.



BY FOUR-TRACK DRAGON

- Developed and published by Sega
- Target release date: Third Quarter 2000



DREAMCAST

FIRST LOOK



Sega GT is the Dreamcast's answer to Sony's Gran Turismo. Already hot in Japan, this speedster should be racing stateside in the coming months.

A Benjamin for a Buick

Under its hood, Sega GT will be powered by four gameplay modes. Highlighting the drive will be the Championship mode where you will race for cash to buy and upgrade cars; next up are Single Race, Time Attack, and two-player split-screen modes. And you can count on Sega GT to fully utilize the Dreamcast's Internet capabilities; whether this will involve playing against other drivers or downloading new cars and tracks, however, has yet to be determined.

Judging from these early screens, it seems Sega GT has a good shot at the checkered flag: How well it actually performs will depend on whether Sega implements all the promised gameplay features—including a VMU mini-game. Keep an eye out for more Sega GT updates in GamePro.



Star Wars Episode I: Jedi Power Battles



The next game in the Star Wars dynasty, *Jedi Power Battles*, should be a slick lightsaber showdown featuring your favorite Jedi Knights. The Force has never been so strong.

A FORCE TO BE RECKONED WITH

Star Wars Episode I: *Jedi Power Battles* will have a unique point-based reward system that will enhance your fighting and Force skills as you progress through the game. Points will be awarded for completed objectives and successful strikes against enemies. After earning a certain number of points, you'll then be able to obtain new saber combos, stronger Force powers, enhanced health, and other cool bonuses.

Fights will take place in 10 familiar *SWEI:TPM* areas, including a Trade Federation ship, the harsh deserts of Tatooine, the streets of Theed, and the swamps of Naboo. Additionally, each location will contain power-ups—such as bombs, shields, and restraining bolts—to help you vanquish your deadly opponents.



BY FOUR-EYED DRAGON



Developed and published by LucasArts
Target release date: April



PlayStation

FIRST LOOK

JINN, KENOBI, WINDU, OH MY!

The mysterious art of the Jedi Knight will soon be yours to master. In this 3D arcade action game, you'll take control of fearless Jedi warriors and then take back the palace in Theed from the powerful Sith and the double-dealing Trade Federation. Much like *Super Star Wars* for the SNES, *Power Battles* will be all about fast-paced, furious lightsaber combat; there won't be any of the heavy-duty puzzle solving found in *Phantom Menace*. You'll duel legions of battle droids, droidelaks, assassins, odd creatures, and, of course, the formidable Darth Maul.



The Jedi starting lineup will consist of the heroes, Qui-Gon Jinn and Obi-Wan Kenobi, along with Jedi council members Mace Windu, Adi Gallia, and Plo Koon. Each character will be armed with a powerful lightsaber and special Force powers unique to their fighting style: For instance, Qui-Gon will have powers based on healing and defense, while Plo Koon, a slower but more powerful Jedi, will have combat and offensive Force powers.

STAR WARS EPISODE I JEDI POWER BATTLES

DOUBLE TROUBLE

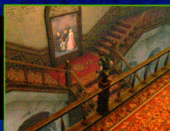
Jedi Power Battles will also feature a two-player cooperative mode. Side by side, you and a friend will have to work as a team, using your respective unique abilities to overpower your enemies in the complex battle scenarios.



Resident Evil: Code Veronica

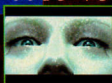
The Story So Far...

Enough jokes about Blue Stinger—*Resident Evil: Code Veronica* is an all-new exclusive adventure for the Dreamcast system. The game picks up after the events of *Resident Evil 3: Nemesis* with Claire Redfield in Europe searching for her brother Chris. Of course, she runs into the usual variety of Umbrella-spawned monsters, including mutated dogs and zombies, along with some new monstrous creations. Playing as both siblings, you'll solve puzzles and blast monsters—accomplishing the latter with some weapons new to the *Resident Evil* series, like an AK-47 machine gun and explosive-tipped arrows that can be fired from a crossbow.



Familiar Controls

Veronica will feature a "classic" *Resident Evil* control scheme that fans of the series will take to immediately. In contrast to *Resident Evil 3: Nemesis* for the PlayStation, you won't be able to dodge or shove zombies away in *Veronica*, and you'll have to press a button in order to climb staircases; you'll be able to turn 180 degrees instantly, however. *Veronica* will also make good use of the Dreamcast VMU: In addition to saving games, it'll give your character's health status via EKG readings. Be sure to check out future issues of *GamePro* for the final verdict on *Resident Evil: Code Veronica*.



BY MAJOR MIKE

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

HANDS-ON



Resident Evil prepares to haunt the Dreamcast with striking visuals and a proven gameplay engine. Will *Veronica* be the most intense *Evil* yet?

Haunting Images

The visuals, which were much improved over other *Evil* titles, were the most striking aspect of the early *Evil*. The Dreamcast's hi-res graphics brought tremendous sharpness to the characters as well as the monsters—every disgusting detail was vividly illustrated, including torn bodies and oozing sores. The improved graphics also made puzzles more challenging to solve because it was harder to spot low-res objects you could push. The distortion-free environments featured razor-sharp details like blazing fires, spilled blood, broken windows, and more. Unfortunately, some "fog" crept in, and while it was fitting for some areas—such as a long staircase that led to a mansion precariously perched on a high cliff—it felt out of place in other environments, like storerooms and other indoor locales. Another notable piece of eye candy was the awesome rendered cinematics in which the game's characters were so lifelike it was... scary.



RESIDENT EVIL
Code Veronica

Need for Speed: Porsche Unleashed



The fifth installment of Need for Speed is an exclusive Porsche party—and, as usual, EA isn't sparing the horses.

NEED FOR SPEED PORSCHE UNLEASHED

Pure Porsche

This isn't the first game to feature Porsche cars exclusively—Sony's Porsche Challenge featured the then-new Boxster, but didn't offer enough gameplay or selection to keep fans happy. EA's entry promises to be far more comprehensive, featuring over 50 models from Porsche's past, present, and future. Whether you're a fan of the old 356 Roadster, the legendary and bulbous 911, the low-slung Euro GT racers, or the brand-new 996 Turbo, you'll find your favorite here, along with a few other important numbers like 914, 917, 928, and 993. As usual, EA is looking after little details, like animated polygonal drivers, side mirrors that crumple on sideswipe collisions, and convertibles you can drive with the top down.



BY DAN ELEKTR0

- Developed by Eden
- Published by Electronic Arts
- Target release date: March



HANDS-ON

Unleashing the Beasts

Fresh gameplay options abound. The new Unleashed mode will reward drivers for their skills and flash while they attempt to complete missions; watch for levels with sneaky alternate routes and even (gasp!) jumps. Evolution mode will be much deeper, offering a Career mode that encompasses car modifications, a working economy complete with market values and inflation, and even car maintenance. For lighter thrills, there will be a Capture-the-Flag mode (already addictive, even in the early beta) and Quick Race for gamers whose lead feet just can't wait. Plus, Porsche Unleashed's multitap capability will enable up to four players to peel out in a split-screen showdown.



May the Porsche Be With You

The graphics in the preview version were on pace with scenic tracks and detailed car models already in place; problematic elements like frame rate and pop-up are slated for last-minute tweaking. The analog controls worked fine, and steering reflected the trademark Porsche stiffness. The sound didn't hold many surprises, reprising the European-flavored beats of earlier games. Whether that's good or bad will be up to you.

The Need for Speed series has a reputation for coming together at the last minute—the betas might seem a little scruffy, but the finals never fail to impress. Porsche Unleashed looks like it's well on its way.





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Shenmue



BY PRINCE PAUL

- Developed and published by Sega
- Target release date: now (Japan); July (United States)



OVERSEAS PROFILE

Epic Adventure

Although it's not due in the States until summer, Shenmue was released in Japan over the holidays. After some hands-on time with the boxed version, here's a look at how this potential blockbuster could turn into a possible U.S. sensation.

At its heart, Shenmue is an adventure game recalling classics like Monkey Island. It's simply the next step up. The difference between it and older games is much like that between Zelda on the SNES and Zelda on the N64: They seem to be completely different games, but a closer look reveals that they rely on the same basic gameplay.

Let's get this out of the way, though: Shenmue is not a 3D Dragon's Lair. There are very few QTEs ("quick-time events"—Sega jargon for reaction-based interactive scenes), and those included are there to spice up the cinematic scenes.

And even though Shenmue resembles a quest, as you follow Ryo Hatzuku's investigation of his father's murder, it's not an RPG: You can fight in a simplified Virtua Fighter style, but only at certain times in certain

places—making combat more like an updated QTE. Most of the game involves advancing the plot by talking to people, solving some minor puzzles, and button-pressing through some cinematic events.



Perhaps the most hyped Dreamcast game of all, will Shenmue be everything it's cracked up to be!

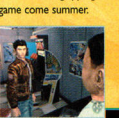


Free To Be Yourself?

The much-hyped FREE (Full Reactive Eyes Entertainment) system both is and isn't what it was promised to be. The level of detail and interactivity within the world of Shenmue is astonishing and certainly greater than any adventure game before it—but you can't really do anything or go anywhere you want.

Conversations are mainly of the "Where is X?" variety, and you have no choices beyond the set conversational paths. You can't advance to other areas until you've had certain conversations or figured out certain puzzles; Shenmue is actually pretty linear in that regard. You do have quite a bit of freedom in the unlocked areas, however: It's fun to buy drinks, explore the areas you have access to, and play the large number of sub-games.

All told, the Japanese version of Shenmue is an epic, engrossing adventure. As long as Sega of America's translation for the U.S. version goes smoothly, Dreamcast gamers can look forward to a gripping game come summer.

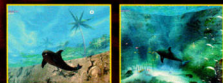
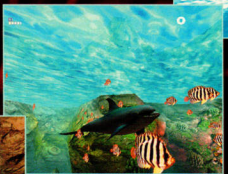
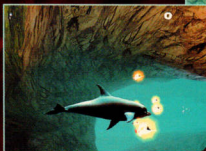


Ecco the Dolphin: Defender of the Future

ECCO THE DOLPHIN fans will finally witness their hero's return in *Defender of the Future*; the sequel is being developed by Appaloosa Interactive, the brain trust behind every Ecco game. Joining Appaloosa on this project is noted science fiction author David Brin, winner of both the Hugo and Nebula awards for his *Startide Rising* series of novels in which humans and a sentient dolphin race work together to explore space.

Dolphins and humans also team up in *Defender of the Future*, this time to thwart the machinations of an evil alien race that has sent emissaries back in time to destroy the bond between man and dolphin. Ecco is inadvertently blasted back, too, so he's the only one who can save the day.

You'll guide Ecco via a third-person...er, third-dolphin view as he time-trips through various futures that have been affected by the tampering of the malicious aliens. Ecco will be going up against familiar foes, like sharks and octopi, but will have the aid of friends, such as the orcas and other whales. Judging from the early visuals, *Defender of the Future* is shaping up to be a dolphin Dream. **G**



BY BROTHER BUZZ

- Developed by Appaloosa Interactive
- Published by Sega
- Target release date: June



FIRST LOOK

DREAMCAST

Metropolis Street Racer



SEGA IS GEARING up for a major run at the urban road-racing scene with *Metropolis Street Racer*, developed by Bizarre Creations. Like most racing games these days, MSR is going all out for licenses from real-life auto manufacturers—and, at press time, 13 companies had signed on, including Mercedes, Jensen, Honda, Toyota, Alfa Romeo, and Ford. For an added shot of cool, most of the cars in *Metropolis Street Racer* will be depicted as convertibles.



Realism appears to be the name of this game. Reportedly, Bizarre Creations is planning to not only nail down the performance characteristics and unique driving physics of each featured auto, but also to re-create the individual engine sounds. Additionally, MSR will enable you to run red lights in actual locations in several cities: Trafalgar Square in London and Fisherman's Wharf in San Francisco have been identified so far.

Street racers will burn rubber in at least two racing modes: Arcade mode will open up championship, time attack, and versus games, while Gang mode will make it possible for you to bang fenders with the best hard-chargers in each city. Dreamcast drivers looking for a little street action would do well to keep an eye out for *Metropolis Street Racer*. **G**



BY ATOMIC DAWG

- Developed by Bizarre Creations
- Published by Sega
- Target release date: June



FIRST LOOK

DREAMCAST



Nightmare Creatures II



BY MAJOR MIKE

- Developed by Kalisto and Universal
- Published by Konami
- Target release date: March



FIRST LOOK



DR. CROWLEY'S REIGN of terror is continuing in *Nightmare Creatures II*, the sequel to the popular '97 PlayStation title. A century has passed since the events of the first *Nightmare Creatures* game—this one takes place in 1934—and the action unfolds in eight monster-infested locales around the world, including London, Paris, and Prague. You'll control two revenge-seeking characters: Herbert Wallace, a victim of Crowley's torturous "experiments," and Raquel, a sword-wielding woman whose father was murdered by the doctor.

Instead of choosing from the two characters at the outset, you'll switch from Wallace to Raquel halfway through the game.

Creatures II's gameplay will have some notable differences from its predecessor's. You'll be able to perform finishing moves on your monster enemies; characters will climb up walls and swim underwater; and new attacks and combos will be implemented, including nasty, diverse weapons, like a fly that swarms and devours an enemy. And you're going to need all the help you can get, given that you'll have to contend with over 20 types of monsters—including giant bats and zombies. With all of these enhancements over the original, *Creatures II* has a good chance of becoming a haunting hit. **D**

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



MediEvil 2



BY MAJOR MIKE

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



FIRST LOOK



SP Daniel Fortesque, back from the dead once again.

DANIEL FORTESQUE (or "that skeleton dude") awakens from his eternal slumber for

another round of 3D platform hack-n-slash action in *MediEvil 2*. The sequel pits Daniel against Lord Palethorne, an evil occultist who has used Zarak's spell book to unleash monsters upon the Earth. While *MediEvil 2*'s scenario is generic, the designers hope to breathe life into this sequel with a host of new game features, including a variety of playable alter-egos—such as DanHand, Dan-kenstein, and Headless Dan.

What's more, our skeletal hero will be able to use several new weapons, including a torch, a Gatling gun, and a pistol.

And, in addition to his regular repertoire of moves, Daniel has learned some new tricks: He'll be able to climb ladders, push and pull objects, and even box with monsters. Although you'll surely blister your thumbs dispatching the game's many monsters, *MediEvil 2* promises to give your brain a workout, too, with a hefty share of puzzles. The gameplay engine, however, will be practically unchanged from the original, so veterans should feel right at home. **D**



Banjo-Tooie



IT'S TRUEY. BANJO-TOOIE is on its way. The sequel to Banjo-Kazooie will be nearly kablooie with additions. How about eight wide worlds and nine bulging bosses? How about at least one mini-game and one Banjo-transformed-into-another-character per world? Speaking of characters, Tooie will have some old and some new. The silky shaman, Mumbo Jumbo, will be back—and playable—while Banjo and Kazooie will be playable as separate entities, each with more moves. In fact, you'll have to wean Kazooie from Banjo's backpack to progress in the game.



Tooie will also support multiplayer fun for up to four players. Plus, developer Rare (also responsible for Donkey Kong 64) is throwing in some techno treats: real-time lighting, refined textures, widescreen and surround-sound options, an expanded interactive soundtrack, and a more intelligent camera than last time around. With all these improvements, fans might just be yelling "Yahooie" this summer—unless they have some dignity, of course.



BY EXTREME AHAB
 ■ Developed by Rare
 ■ Published by Nintendo
 ■ Target release date: Summer 2000

FIRST LOOK



NTSC-64
 NINTENDO 64

Tony Hawk's Pro Skater

TONY HAWK IS jumping from the PlayStation to the Dreamcast to perform tricks that will take advantage of the latter system's technical prowess. Players will step onto Hawk's board—or those of nine other pros, including



Bob Burnquist, Kareem Campbell, and Rune Glifberg—to grind and ollie through diverse environments complete with shortcuts, ramps, and secret areas. Pro Skater will also include split-screen multiplayer muscle, featuring games such as Horse and Graffiti. Already a hit, Tony Hawk may just become a Dream.



BY EXTREME AHAB
 ■ Developed by Treyarch
 ■ Published by Crave
 ■ Target release date: Second Quarter 2000

FIRST LOOK



DREAMCAST



Space Channel 5



ALIENS HAVE INVADDED a space station in the 25th

Century—so Ulala, the space goddess, must wrest it out of their unethical hands...by dancing. In Space Channel 5, players will have to time their moves in a non-spastic manner to release hypnotized humans (and raise Ulala's TV ratings). If Sega delivers the promised 78 unique personages, retro '60s look, simple interface, hidden levels, mini-quests, and special celebrity guest/hostage, gamers who went gaga over PaRappa may have something to get down about up in space.

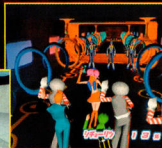


BY EXTREME AHAB
 ■ Developed and published by Sega
 ■ Target release date: Spring 2000

FIRST LOOK



DREAMCAST



Vanishing Point

VANISHING POINT will be a study in driving-game contradiction: impeccably realistic physics combined with absolutely arcade-style gameplay.

Developer Clockwork Games Limited is going to excruciating lengths to make sure the 30-plus licensed cars from Ford, BMW,

Lotus, and more will be accurate models of their real-life counterparts; in consultation with automotive experts, they've already taken over a year and a half to design just the vehicle dynamics. Everything, including how tire tread affects performance, has been taken into account to deliver a killer racing experience.

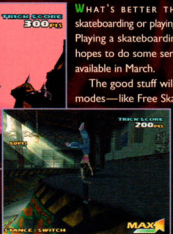
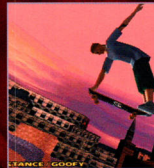
And yet, the gameplay will be "arcadey to the max," as one programmer put it, taking place in an "exaggerated reality" filled with jumps and a wild Stunt mode. Plans call for circuit-based racing at 30 frames per second with a full traffic system and no pop-up—not to mention a replay feature and an eight-player Knockout mode. The Dreamcast version of *Vanishing Point* will follow in late summer, totally rebuilt and running at 60 frames per second.

Can *Vanishing Point* truly mesh *Gran Turismo*'s accuracy with *Sega Super GT*'s thrills? Stay tuned for a "Hands-On" report.

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



Street Sk8er 2



WHAT'S BETTER THAN skateboarding or playing video games?

Playing a skateboarding video game, of course! Electronic Arts hopes to do some serious thrashing with *Street Sk8er 2* when it's available in March.

The good stuff will include 10 skaters, 30 skateboards, and modes—like Free Skate, Competition, and Pool Duel—in four international cities, including Moscow. And there will be no more whining from losers about the ramp being too close to the half-pipe: *Sk8er 2* will feature its own Create-A-Park mode. You'll make the call about what goes where in an abandoned warehouse, picking everything from rails to pools to bowls as you set up your ideal skating paradise.

The preview version featured clean graphics and simple controls coupled with a soundtrack that mixed rap and techno into a distinctly rhythmic combination.

While it was easy to bust moves with the Auto Trick Style feature turned on, disabling it made pulling off the 200-plus tricks a lot tougher. All told, EA hopes *Sk8er 2* will make you say "L8er" to all other skating video games.



BY LAMCHOP

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



HANDS-ON





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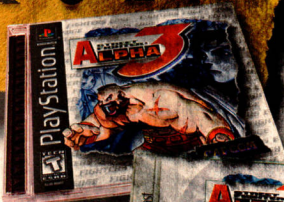


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Sega
Dreamcast.



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BY LAMCHOP

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- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.0	4.0	4.5

SMACKDOWN



PRO TIP: Throw your opponent into structures backstage, like this vending machine—you may get extra weapons like soda cans and such.



PRO TIP: In cage matches, use your finishing move to knock out your opponent and escape the cage.



PRO TIP: Some finishing moves, like The People's Elbow, can be interrupted. Wait until you're cleared.



Siblings fighting in the kitchen has never been so much fun.

OH, YOU DIDN'T know? WWF SmackDown has entered the PlayStation ring at last. Despite the lack of commentary and character voices, along with poor implementation of the much-hyped "story line" Season mode, WWF SmackDown triumphs. It has awesome graphics, great intros, and neck-breaking gameplay—fans will still want to pick this one up and *caaalll* *soomeebodyyyy!*

It's Time To Get on the Hoosoo Train

Along with 33 other top names in the WWF, The Rock, Mankind, and Triple H are all here for some spine-snapping. Plus, the game's 12 Exhibition modes enable you to pit wrestlers against each other in Single Match, Hard Core, or Royal Rumble modes, to name a few. The Create-A-Superstar mode serves a dual purpose: In it, you can make your own wrestlers, and, after completing a year in Season mode, create new WWF wrestlers who aren't in the regular roster, like Prince Albert.

You'll have a blast body-slaming realistic WWF stars and executing their trademark moves—SmackDown definitely looks and feels WWF-authentic. You'll attack to build up your energy meter in the ring—and out of it, too, in five backstage areas. When the meter is full, you'll earn a green light that lets you pull off your devastating finishing move, which usually results in a KO.

Heiloo, Ladies

The game's hand-drawn animation works wonders, giving SmackDown smooth, realistic characters and fluid movement. The audience (complete with flashing camera lights), authentic entrance videos, and working TitanTron bump up the enjoyment level a notch.

The controls are a cinch to learn. Every move is simply executed with the Grapple button and directional pad, while finishing moves have been handily delegated to a single button. Soundwise, the absence of the wrestlers' voices and commentary is a real drag, though a decent rock soundtrack keeps things rolling.

Perhaps the biggest disappointment is the hyped "story line" Season mode. This feature sounded very promising—supposedly it would allow the gamer to participate in the backstage glory of the WWF drama. Instead, the final version yields random and infrequent cut-scenes with dialogue boxes and minimal participation—and the buildup and eventual letdown hurts more than Rikishi's sit-down piledriver.

It's a Slobber Knocker!

SmackDown has the edge on Acclaim's WWF Attitude with better graphics and speedier gameplay, but Attitude talks more smack with its full commentary and character voices. All in all, SmackDown is a great game that should be a winner with WWF fans everywhere. **C**



PRO TIP: Some moves, like Chyna's Low Blow, can be used only from behind.



PRO TIP: Finishing moves like Triple H's Pedigree will usually knock out your opponent.

GRAPHICS 5.0

There's no doubt about it—SmackDown has the sweetest-looking graphics of any PlayStation wrestling game. Smooth animations and characters, realistic backgrounds, and a visually dazzling audience make this an ocular feast.

SOUND 3.0

The lack of character voices and commentary is disappointing and takes away from the WWF experience, which is one-half lip action and one-half lip action. An upbeat rock music score and audience cheers keep the rhythmic action going.

CONTROL 4.0

Controls are very easy to learn—all you need to slam your way to success is the Grapple button and the directional pad. Plus, there's no pausing to see the moves list as there was in Attitude. Single-button access to finishing moves is an extra-nice touch.

FUN FACTOR 4.5

More fun than putting your little brother in an ankle-lock submission hold, WWF SmackDown is ready to take the crown as the new heavyweight champion of PlayStation grapplers. Eye-popping graphics and power-bombing action make this game well worth it for WWF fanatics.



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fear effect



BY FOUR EYED DRAGON

- Published by Eidos
- \$39.99
- Available March
- Adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	5.0

PROMOTED AS EIDOS'S next big game after its last contribution to the Tomb Raider series, Fear Effect has proven to be worth the hype. Innovative graphics and gameplay make Fear Effect the most imaginative 3D adventure game for the PlayStation to date.

A Fear of the Unknown

In Fear Effect, you'll control three mercenaries—Hana, Glas, and Dekes—who are hired to find the daughter of a rich businessman. As you progress in the game, however, you'll discover that the young girl you're trying to locate is involved in something much bigger—something that affects the fate of the entire world. You'll travel to places like a futuristic Hong Kong and a mysterious, hellish land, and in each area you'll find heavy gun battles and challenging puzzles to solve.



PROTIP: Try using your towel to get out of this suggestive predicament.



PROTIP: Study this woman's movement on this TV—it'll help you solve a puzzle in a different room.



PROTIP: For a clean, one-shot kill, wait until your targeting system turns red.



PROTIP: After changing into this tantalizing uniform, don't pull out any weapons or you'll be attacked.



PROTIP: Side-roll to avoid the gunshot at the Lam building, then shoot to bring it down.



PROTIP: Use your knife and your stealthy moves to kill multiple enemies without being detected.



Fear Effect lives up to its advance billing.



PROTIP: In the freight car, stand behind the crates on the right and time the bald baddie's shots. He shoots two rounds while standing, then blasts one round blindly as he kneels behind the boxes.

You'll control each of the hired guns on separate but intertwined journeys. Interestingly, the characters don't have a health bar; instead, they have a confidence meter. Each time you solve a puzzle or pull off a clean headshot, your confidence will go up. After each screw-up, however, your meter will slowly turn red...until you die from fear.

Fearsome Fighting

Fear Effect showcases remarkable visuals and sounds. The stylin' graphics pop with anime-esque detail and impressive variety: For instance, each character holds and fires weapons in their own way. Plus, there is a diversity of enemies to shoot at, so you won't become bored blowing away the same ones over and over. Audio-wise, the voice-overs are convincing enough to get you into the mood of the story, while the score meshes perfectly with each level.

Fear Effect does have a couple of problems. One is that the camera angles are sometimes awkward. Throughout the game, the camera adjusts automatically depending on where you stand. It works well for the most part, but sometimes you'll have to aim at someone you can't see, or you'll have a difficult time running from bad guys when the camera angle suddenly changes. Secondly, it's occasionally a pain switching to your desired weapon—a very big problem in do-or-die situations.

Additionally, prospective players should be forewarned that Fear Effect's "Mature" rating is well-deserved: It has no shortage of blood, profanity, and suggestiveness.

Fearless Fun

All told, Fear Effect blends a host of nifty features to create a well-balanced, action-packed game. Though not for the squeamish, it's well worth a look from anyone craving an intense, challenging adventure.

GRAPHICS 5.0

Fear Effect absorbs you into its anime-style world with smooth, eye-catching visuals. Levels contain the entire color palette and differ from one another in design and feel.

SOUND 5.0

The voice-acting is well done, and the sound effects rock. The music flows smoothly from one area to the next without missing a beat.

CONTROL 4.0

The button layout is easy to remember and responds well. Awkward camera angles, however, sometimes make it hard to control your character, and the switching-weapons difficulty can change your excitement to annoyance.

FUN FACTOR 5.0

Fear Effect offers intense suspense and a wide selection of challenging puzzles. While its "Mature" rating will put off some, most will revel in the game's unique gameplay and visuals.



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DIE HARD

TRILOGY 2

WELCOME BACK TO the party, pal! Die Hard Trilogy 2: Viva Las Vegas follows in its predecessor's footsteps by combining three distinct gaming engines—third-person action, light-gun shooting, and reckless driving—into an exciting, no-holds-barred adventure.

Die Hardest

As in the Bruce Willis cinema vehicles, your average New-York-cop-insensitive-husband-international-terrorist eradicator, John McClaine, hits the Nevada desert and the Las Vegas strip in this all-new video game adventure. A clichéd but compelling story line featuring bio-terrorists combines all three game engines in Movie mode, while Arcade mode allows you to play through all of the levels in each style separately.

Vegas Vacation

Although realistic textures and dramatic lighting effects give DHT2 a true Die Hard feel, its nighttime antics make for a slightly drab environment (you'll be disappointed if you compare the driving sequences in open cow pastures or spread-out downtown Vegas to the gritty, claustrophobic Manhattan of DHT). On the other hand, as in the original, running over pedestrians still results in a blood-soaked windshield.

The crisp sound effects and furious techno score combine to accelerate DHT2's pace into overdrive. McClaine's signature quips lighten up the action nicely, and the vocal impersonation of Bruce Willis is convincing. Unfortunately, the commentary isn't placed randomly enough to avoid nagging repetition; there's no need to yell "Go go go!" after every single driving time bonus.

Yippee Ki Yay

DHT2's light-gun engine features tons of background items to blow up, but the bad guys don't respond to specific injuries as clearly as they do in Virtua Cop 2 for the Saturn. In fact, the standard controller's response is surprisingly quick and intuitive.

Meanwhile, the exciting driving sequences feature pinpoint controls with an optional dual-stick or button interface. Only the third-person-action levels stumble, suffering from dubious collision detection and some frustrating blind assaults. Because you have only one life in which to defeat the sprawling levels, it's awfully frustrating when a single shot from flamethrowers siphons off all your energy.

DHT2's three great gaming engines make it a tremendous value. Despite minor drawbacks, this is one of the rare movie tie-in games that truly capture the feel of their cinematic parents. Check it out! **G**



BY BOBA FATT

- Published by Fox Interactive
- \$44.99
- Available now
- Action
- 1 player
- ESRB: Mature

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: In the bunker, shoot the double sensor array that is always on, then time your way through the lasers.



PROTIP: In the prison, you'll find the security card by electrocuting the guard tazing the chair.



PROTIP: While driving, save your nitros for moving enemies and always divert your course for time bonuses.



PROTIP: In the Hoover Dam level, time those dual electrical sparks and step carefully to avoid the flamethrowers and fire hazards beyond!



PROTIP: In the hangar, flipping this switch will let you access a power-up, but you have to make your way back to the far room to drop the explosives on the APC.



PROTIP: In the Bio Lab, shoot out the four power nodes to disarm this laser. Keep moving, or you'll be a Kentucky Fried Cop.

GRAPHICS

4.0

Highly detailed textures, fluid character movement, and eye-popping firestorms highlight John McClaine's descent on Las Vegas. The environments are sparse and dark, however, with less detail than those in the first Die Hard Trilogy.

SOUND

4.0

An action-gasm techno soundtrack and rough-n-rumble sound effects highlight the audio package. McClaine's great quips make the signature character familiar, but his vocabulary is limited.

CONTROL

4.5

Mice, light-guns, and steering wheels... oh, my! You name it, this game supports it—and all three modes of DHT2 have superb interfaces. Only some wonky collision detection in the Action mode blows the perfect score.

FUN FACTOR

4.5

Triple your pleasure, triple your fun! Like its predecessor, DHT2 rocks the house with three sterling gaming engines, and the sequel ups the ante with a new story. There are some frustrating levels, though, and you get only one life...so Die Hard!



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PLAYSTATION
PROREVEALS

COLONY WARS RED SUN



BY AIR HENDRIX

- Published by Psygnosis
- \$39.99
- Available March
- Space combat
- I player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	3.5



PROTIP: Don't just park when you're attacking capital ships. Conduct strafing runs while continually rolling to evade incoming fire.



PROTIP: Keep 10 or more flares on hand and launch one (hold R2 and L2, tap \square) as soon as you're warned of an incoming missile.

THE COLONY WARS series has always ranked as the PlayStation's dogfighting ace, and Colony Wars: Red Sun could've been the best of the bunch. Unfortunately, it isn't. If you have a lot of patience, Red Sun's space combat eventually starts to shine, but a muddled story line and difficulty curve cause more interference than a solar flare.

Revenge of Vengeance

The main complaint about the last game in the series, Colony Wars: Vengeance,

was that its later missions became absurdly hard. Fixing that was Psygnosis's top priority, but frankly, it overreacted. The first 10 to 15 missions of Red Sun are so easy that your grandma could play through them blindfolded—the action doesn't become interesting until you reach the third of five solar systems. The game may be more "mass market," but even casual gamers will yawn their way through those first missions, and Colony Wars fans will be pretty pissed off.

The plot—always one of the high points of the series—also falters. This time, you'll play as a mercenary named Valdemar who works for the League, the Navy, syndicated crime, and other paying customers. But the fun of Colony Wars always came from feeling like you were swept up in an epic war...and playing rent-a-pilot doesn't have the same charm.

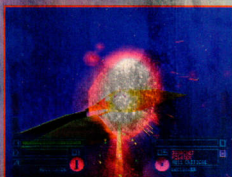
As a result, the missions are less immersive, too. Instead of destroying the flagship of the enemy forces you passionately hate, you'll help



PROTIP: In the Retrieval mission, take out the turrets on the Morgan's Ghost and then its cargo doors (pictured above). As soon as Dive collects the cargo, fly behind her and defend her from the fighters.



PROTIP: In the Defense Station, don't wander too far from the station, to pursue fighters. Stick around the station and attack the closest fighters, or the station will take too much damage.



PROTIP: In the Defense Mission, this mission, first unlock four or so asteroids—look for the telltale glowing red lines from the incoming fighters and the flashing red on the screen.

hunters harvest space cows or play in a local dogfighting competition. If you're the tolerant sort, Red Sun's gameplay eventually delivers space-combat excitement, but it doesn't reach the heights of the first two games. Fortunately, smooth controls will keep you in the cockpit throughout it all.

Foggy Planets

Red Sun's final disappointment is the missions on planetary surfaces. The fog and draw-in problems are really severe—sometimes the top third of the screen is black. No, the PlayStation is not the Dreamcast, but it's capable of better graphics than that.

And Red Sun proves that with fine outer space visuals. The eye-catching ships and weaponry effects are matched with dazzling space scenery, while the combat sound effects are equally engrossing. The music is too melodramatic, though.

Rent-a-Game

Like Valdemar himself, you're better off renting Red Sun instead of signing on with a purchase. It's not a bad game, just a disappointing one. Plenty of gamers will work through its flaws and get addicted, but many others will move on to friendlier skies. **G**



PROTIP: To turn more quickly in dogfights, lay off the acceleration while you turn.

GRAPHICS 4.0

Red Sun proves that space combat belongs in space. The ships and weapon effects look gorgeous between the planets, but draw-in and fog ruin the planetary missions.

SOUND 3.5

The overwrought music sounds like *Fantasia* in space, while silent briefings will make Colony Wars yawn long for the voice of mission control. It has slick combat sounds, though.

CONTROL 4.5

Red Sun's easy-to-use controls cleanly condense a cockpit onto a joystick. Even rookies will be able to dogfight with ease, and the manual lock-on targeting is a nice addition.

FUN FACTOR 3.5

Colony Wars made PlayStation space combat sizzle, but serious problems douse this Sun. Persistent gamers will turn up exciting action, but Red Sun is the weakest in the series.



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STAGE Rollcage II

ROLLCAGE ROLLS BACK to the PlayStation for a second lap of futuristic racing spills and thrills—and this time, the trunk is full of gameplay goodies that make it worth the ride.

Rage in a Cage

The action in Rollcage Stage II is the high-octane auto racing of tomorrow. Cars can be delayed but not destroyed: With their oversized tires and flat bodies, they flip over or drive up a wall and keep on truckin'. But keeping the rubber to the road isn't as easy as it sounds with these little monsters—at 400 mph, even the slightest bump can send you from first to worst.

Even if you don't cross the finish first, though, combat points or a fast lap time can help boost your overall score. First-place finishes pay off big in the form of new cars, tracks, and retries for the knockout stage that ends each tournament.

Rollcage II's arsenal of weaponry isn't your standard boring loadout. You'll get to use nifty items like repellent shields, tractor beams, and homing missiles that only follow the leader.



PROTIP: Renegade, the Hurricane circuit's second track, features a dirt tunnel with less traffic and driveable walls that make it a good shortcut. Watch for it to the right of the main track.

GRAPHICS 4.5

What's the downside of a killer frame rate? If you blink, you'll miss all those detailed textures and gorgeous environments. Impressive power-up effects and screen-toasting explosions make it all the prettier.

SOUND 3.5

While the game's soundtrack is dominated by generic techno beats, the recycled sound effects, like tire squeals and explosions, will satisfy. Sorta.

CONTROL 4.0

Control is crucial—one slight slip, and you're careening out of control while more competent drivers pass you by. Thankfully, analog steering responds well—but it's still a challenge.

FUN FACTOR 4.0

Tons of modes, cars, and tracks give Rollcage Stage II some serious heft. To enjoy it, though, you'll have to like its nauseating psychedelia. Rent first to see if it's a challenge that interests you.



BY DAN ELEKTRO

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.0



PROTIP: Hitting the brakes for stability after a collision gets you back on track faster than flooring the gas and steering.



PROTIP: Never mind the combat bonus—you must place first to survive knockout rounds.

Same Old Songs

Fans of the first game will find more blinding speed—the frame rate's sky high (and stays acceptable in two-player races), while pop-up is negligible. Sadly, the music and sounds aren't as exciting, consisting mostly of Psygnosis's standard techno loops and familiar-sounding peelouts and engine growls.

Control is the crucial element, and Rollcage II delivers with tight steering response. Cars that are too powerful for their own good, however, can be frustrating to handle, especially when you find yourself repeatedly zooming up the same stretch of wall trying to break free.

Fly Low in High Gear

In addition to standard race modes, Rollcage II offers two disappointing alternatives: a new Combat mode for two players (Vigilante 8 has nothing to fear) and the obstacle course Scramble mode (frustrating and skippable).

Still, with 65 tracks, 20 cars, 16 game modes, and 5 leagues, there's plenty to explore, if you're willing.

Be warned: This game is tough to tame, even if you have the steady hand/eye coordination of an expert racer. Nevertheless, all other PlayStation racer can deliver the stomach-churning chaos of Rollcage Stage II. If your constitution and nerves can stand it, it's an enjoyably wild ride.



PROTIP: Use your shields as soon as you pick them up, but save boosts for long straightaways.



PROTIP: If someone uses a disorienting time power-up, you can neutralize it by using one yourself.



PROTIP: For a speedy start, slam the gas just after the countdown hits "1."



Cool weather effects like electrical storms are here for atmosphere, not to mask deficiencies.



PROTIP: Once you earn the Unity Wolf, stick with it—it's the most reliable and balanced car of the bunch.

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PROTIP: When fighting two opponents, concentrate on one. When his health meter is red, lure both out of the ring and use a Small Package to pin the one with less health.



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



BY LAMCHOP

- Published by Acclaim
- \$39.99
- Available now
- Fighting
- 4 players
- ESRB: Mature



THE WWF is hot—and Acclaim is betting there are plenty of gamers who are Extreme Championship Wrestling fans, too. With ECW Hardcore Revolution, it has modified WWF Attitude to fit the ECW image. Unfortunately, Hardcore doesn't have Attitude's superstar power.

SOMETHING OLD, SOMETHING NEW

Hardcore comes to the ring packing 20 game modes

and 60 ECW wrestlers, each with their own unique, authentic entrances and signature moves. New features include a Cheats menu—and a wrestling game first: a Barbed Wire match to get the blood flowing. The look of the menus has been tweaked enough to make the game look new, but you won't be fooled after you start playing. Every ounce of Hardcore action is straight outta Attitude, from pausing to see the move list to the punching and tie-up moves. To Hardcore's credit, however, the gameplay is much speedier than Attitude's, and, as in real ECW matches, someone ends up bloody in almost every contest.

COMING OFF THE ROPES

Hardcore's graphics are mediocre: The motion-captured wrestlers look polygonal, and the audience in the background is flat and uninspiring. The audio is no better; low points include annoyingly repetitive screaming and the utter absence of in-game music. On the bright side, the controls are configurable and simple to learn. You can easily pull off a move, then tie up, punch, or kick your opponent until you can pin them.

If you liked Attitude and you're a big ECW fan, then you'll like ECW Hardcore Revolution—but there's little evolution here. It has a different name, but it's pretty much the same game.



PROTIP: Tie up your opponent and perform an arm lock to revive your health meter.

ACE COMBAT 3 electrosphere

ON THE SURFACE, Ace Combat 3: Electrosphere looks like another arcade flyer with more or less the same soar-and-shoot action delivered by its two predecessors. Surprisingly, though, the latest game boasts enough realism—especially in its controls—to challenge and intrigue gamers.

This Is Not a Drill

Electrosphere's 36 escort, dogfight, and search-and-destroy missions will have you piloting 22 aircraft, like the F/A-18U Hornet and the F-22C Raptor II (some are authentic, others are pre-production). Each plane has its own limited complement of selectable weaponry in the form of machine guns and missiles. But don't think it's just aim and shoot: You'll also have to maintain your altitude, adjust your speed in a realistic fashion, and contend with midair stalling. The game's AI isn't very smart, though—you're more likely to crash all by yourself than get hit by an enemy missile, even in Hard mode.

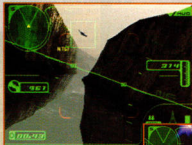
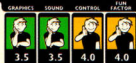
PROTIP: In Bug Hunt, your missiles can affect a wide area. To eliminate multiple targets, fire away without waiting for the missile lock.

► **PROTIP:** It's much easier to take down the enemy with missiles than with your cannons. Lock on, then fire away.

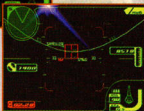


BY LAMCHOP

- Published by Namco
- \$39.99
- Available March
- Flying
- 1 player
- ESRB: Everyone



◀ **PROTIP:** In the Maze mission, stay below the canyons so the enemy radar won't pick you up.



PROTIP: In Zero Gravity, don't get too close to Earth, or you'll fall in your objective.

Bogey at Seven O'clock

The controls take a bit of getting used to, but make for an interesting challenge. You'll find it's easier to use the analog stick for maneuvering. The yaw control is indispensable when you have to adjust your heading just a smidgen without overdoing it.

Electrosphere's graphics and its absence of music combine to create a strange, foggy atmosphere that's appropriate for flying in the cloudy skies at 15,000 feet. It would be nice if the sound effects (such as the explosions) were a bit louder, though. During those hectic dogfights when you're not paying close attention, the computer voice will help you out by saying "Pull up!" or "Warning!"

Ace Combat 3: Electrosphere is not for the gamer who just wants to jump in and shoot things out of the sky. On the other hand, if you want to take a shot at handling a multiton aircraft, this may be a flight booked for you.

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COLIN MCRAE RALLY

RALLY RACING IS virtually unknown in the States, but Colin McRae Rally will give U.S. racing fans a peek at why European crowds get so pumped for the sport. Although most gamers still won't be interested in McRae, its well-polished gameplay should attract hardcore racing fans looking for a fresh, well-executed challenge.

Sony Rally

For the uninitiated, rally racing involves two-person driving teams (one steers, one navigates) tackling arduous terrain in a series of stages. The cars drive solo against the clock, and the best total time wins. McRae faithfully duplicates all that with six-stage races in eight countries, featuring famous rally cars such as the Subaru Impreza and Toyota Corolla. Players can rip through the mud in championships, solo races, or two-player split-screen action, while a helpful Rally School teaches the basics.

The cars all have a great feel that makes the gameplay surprisingly exciting and addictive. Although many will miss the thrill of competing against a pack, the terrain is so demanding that you'll be fully occupied with setting up the fastest powerslides you can. The solid controls are realistic without kicking your ass about it, creating an enjoyable challenge.

Mud Splatters

Visually, McRae doesn't dazzle, but it comes through where it counts with a speedy frame rate and cool car models. The scenery is on the bland side, though. As for sounds, your codriver is surprisingly smart and helpful, which makes him one of the keys to winning, but the music and sound effects are pretty standard stuff.

All told, serious drivers will find a lot to like about McRae. Because rally racing has such limited appeal in the U.S., however, it's wise to try before you buy. **G**

THE PYROTECHNICS OF Bomberman meet the action of One and Loaded in Silent Bomber, an exciting and straight-forward action game with minimal story.

Silent Bomber

Silent but Deadly

You'll blast your way through several levels by placing bombs and throwing them at your enemies. Silent, however, requires more strategy than your run-of-the-mill action/shooting game: For example, while explosives help clear out enemies, they can also harm you if you're too close when you detonate them; and one of the game's best aspects is that you can alter your character's attack attributes (range and the number of bombs you can throw) on the fly and then adjust your strategy accordingly. Buried under the fiery explosions is an uninteresting, bare-bones story that you can easily bypass with the Start button.



PRO TIP: To easily destroy a troop carrier, stand on top of it, drop several bombs, then run away from the carrier and detonate the bombs.



BY AIR HENDRIX

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0



PRO TIP: In wintry courses, stay out of the snow along the edges of the road—it kills your speed unless your tires are spiked.



PRO TIP: The Škoda is the speediest ride, but it's squirrely. Reduce the steering sensitivity or stiffen the suspension in the car-setup menu.



PRO TIP: Pay close attention to your codriver's instructions for upcoming turns. Generally, if they're 5 or harder, you'll need to brake significantly.



BY MAJOR MIKE

- Published by Bandai
- \$39.99
- Available now
- Action
- 2 players
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PRO TIP: Whenever you fight a boss, first destroy any gates that let more enemies onscreen. Once that's done, focus your attacks on the boss.



PRO TIP: To defeat the shooter and his two swordsmen in Mission 2, wait for the shooter to fire, then dodge the blast. While he recoils, hit him with a paralysis bomb, load him up with regular bombs, and then detonate away.

Despite the title, this Bomber is anything but Silent. Huge explosions fill the audio track, and the action is accentuated by a driving music score. The only distraction is your annoying colleagues, who chime in occasionally during combat with pleas for help. Visually, Silent is full of colorful blasts and other cool effects, though exploding debris often becomes pixelated. Solid controls keep you in firm command of your character throughout the game, but the timing needed for double jumps is too tricky to master completely.

Big Bam Boom

Gamers looking for a fun action game that's easy to pick up will be served well by Silent Bomber. It doesn't have the deep story line of Resident Evil 3: Nemesis or Syphon Filter 2, but as an amusing time-killer, it gets the job done. **G**



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BATTLETANX:

Global Assault is an addictive, post-apocalyptic tank shooter filled with explosive mayhem and destruction. In this port of the N64 game, you take the controls of 13 armored killing machines—from the fast, little MotoTank to the hulking Goliath—in a quest to save your infant child from the evil QueenLord Cassandra...but, really, who cares about the "Why"?

BATTLETANX GLOBAL ASSAULT

Tanks Don't Need To Ring Twice

The detailed world of BTGA is grim, but filled with cool stuff for you to blow up and run over—buildings, cars, trucks, gas stations, streetlights, trains—resulting in fiery, lifelike explosions. Fog looms in the background, but is far enough away that it doesn't affect gameplay.

Full Metal Racket

The controls are a breeze. Moving is a simple matter of pushing up or down to go forward or backward, and left or right to turn. Using your power-ups is a snap, too—which is fortunate: Seconds after you take a level, enemy tanks are on you like grease on a sprocket. The realistic sound effects make being under fire sound like Omaha Beach on D-Day, and the soundtrack's moody guitar riffs nicely complement the game's action.

BTGA's smooth-running action will keep you coming back until you've finished all 40 levels—and afterward, you'll enjoy replaying them. Plus, the game has two-player head-to-head and cooperative modes. If you like fast action and blowing stuff up, BattleTnx: Global Assault offers great...well, bang for your buck. **C**



BY JAKE THE SNAKE

- Published by 3DO
- \$49.99
- Available now
- Tank shooter
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5



PROTIP: For hidden gun turrets, the PLO-E (flops) tank is best; use the stoke command to roll sideways around corners and surprise your enemy.



PROTIP: Keep moving and turning, or you're an easy target. If you're getting hit by an unseen enemy, back up while turning to dodge and look.

▶ PROTIP: To rescue the QueenLords in level 10, get the Swarmers (bottom-left of map), then the shields next to the large building (top-right). Fight only those enemies that block your direct access.



GALERIANS

GALERIANS is a haunting, stylish 3D action/adventure game with an intriguing psycho-thriller story line, innovative gameplay, and beautiful graphics. The story unfolds in a sinister future where you—playing as 14-year-old Rion—awake in an eerie hospital with amnesia. Interestingly, you can make people's heads explode or burst into flames with your newfound psychic powers. Instead of shooting bad guys, you take drugs to charge your psychic powers, so you can blast evil scientists, robotlike guards, and nasty psychics.

The pre-rendered 3D locales are gorgeously detailed. Plus, the smooth controls and great audio—including sound effects, music, and voice-acting—complete the game's dark world. If you like slick 3D adventures and futuristic thrillers, don't miss Galerians. **B**



BY JAKE THE SNAKE

- Published by Crave Entertainment
- \$39.99
- Available now
- Action/Adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5



PROTIP: Run away from those bedlads. You don't need to kill all your enemies to progress in the game.

▶ PROTIP: Don't stand still for psychic attacks. Dodge them like most physical attacks—by running away.



CRUSADERS -GIP- MIGHT AND MAGIC

CRUSADERS OF MIGHT AND MAGIC combines traditional RPG elements with those of a Tomb Raider-style third-person adventure to make an enjoyable game that has a little of everything: action, puzzle and quest solving, inventory maintenance, and character development. Your character Drake casts spells, wields mighty

weapons, advances levels, and becomes tougher as he slays enemies that include undead skeletons, evil dwarves, ogres, and others. The graphics are about even with those in Tomb Raider: The Last Revelation—detailed but heavily pixelated—but the polygon characters are more roughly drawn than those in Revelation. While the sound is fair and it's easy to use your potions, weapons, and spells, there is little finesse to the real-time fighting—you basically trade blows.

If you like RPGs, third-person action, and puzzle solving, you'll probably enjoy Crusaders. The action will seem slow, however, for more casual 3D adventurers. **C**



BY JAKE THE SNAKE

- Published by 3DO
- \$39.99
- Available now
- Action/Adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	4.0



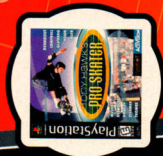
PROTIP: You can avoid these dwarves and focus on your quest, but killing them will give you more experience.

▶ PROTIP: To kill the ogres guarding the gate in Dusk-wood, keep them on the opposite side of the log and blast them with spells and projectiles.





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March 23.
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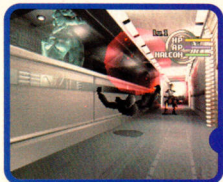
-NextGen

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C.VRION
IDS: VF-G9
D-Fetor=Telekinesis
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Master a totally unique arsenal of psychic abilities! They are your only defense against the sinister Galerians.



C.VRION
IDS: MX-14
Nalaco=Psychokinesis
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C.VRION
IDS: YH-S5
Red=Pyrokinesis
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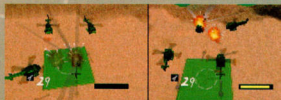
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BY AIR HENDRIX

Published by Activision
\$49.99
Available March
Skateboarding

2 players

ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0

TONY HAWK'S PRO SKATER

LAST FALL, THE god of skateboarding put his name on a godlike PlayStation game, and this winter, Tony Hawk's streak continues with a phenomenal N64 version. Like its PlayStation counterpart, Tony Hawk's Pro Skater for the N64 sports electrifying gameplay and sweet graphics that make it a must-own title.

It's Just Sick

Before Tony Hawk, skateboarding games hadn't managed to translate the thrill of skating into thrilling gameplay. THPS, however, plays more smoothly than Tony working the half-pipe. On the single-player side, Tony Hawk's II pro skaters go crazy on nine awesome courses where you tackle multiple goals at will; the more you complete, the more courses, boards, and skill boosts you unlock. Completing objectives, which range from racking up stunt points to collecting icons from hard-to-reach spots, is wicked fun, especially because the incredibly well-designed courses are tricked out for absolute maximum action.

A few X Games-style competitions enable you to strut your stuff against the pros in three heats, while the strong two-player split-screen action offers cool games like Horse and Graffiti. There's enough depth in THPS to drown a dolphin—you'll be addicted to this one for months.

Sleek controls make THPS a blast to play. All you need to start busting sick tricks are the yellow buttons, the analog stick, and some skillz. There are no Street Fighter-style button-tosters to pretzel your fingers, just intuitive combos and special moves.

Look, Ma, No Teeth!

Tony Hawk's awesome graphics deliver everything from brutal, bone-shattering wipeouts to beautiful scenery and slickly animated tricks—visually, this game is stunning, and the camera never leaves you in the lurch. Veteran PlayStation skaters, however, will notice that there's no blood when you bail hard. Presumably, it was removed from this version to get an "Everyone" ESRB rating.

The audio-challenged N64 turns out a fine performance with THPS. The effects are excellent, and killer tunes by bands like Primus make for a perfectly punkish soundtrack—though the looping samples do become repetitive after a while.

Mr. 900°

Tony Hawk's Pro Skater turns out a performance as legendary as Tony's 900°. If you already own the PlayStation version, there's no reason to get this one because it's virtually identical. But if you have only an N64, you'd be a fool to pass it up. *G*



◀ **PROTIP:** In a half-pipe, do a handplant on one side—you'll build up big speed coming off it so you can bag huge air for a trick on the other side.



PROTIP: Instead of colliding with a taxi in Minneapolis, jump and grind off its roof to snag some points.



PROTIP: To earn max points, string tricks together into combos. And don't wait for one trick to finish before tapping in another one.



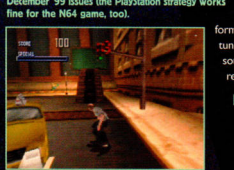
PROTIP: When playing Graffiti, don't camp in one area or focus on stealing tags—keep moving around the course to rack up as many tags as possible.



PROTIP: To bust Tony Hawk's Kiddflip McTwist, tap →, →, right-C. For more moves and strategy, check out our ProStrategy Guides in the November and December '99 issues (the PlayStation strategy works fine for the N64 game, too).



PROTIP: If you're bailing a lot when you try to grind, remember to use the analog stick to keep your balance.



PROTIP: To get the "T" in Minneapolis, turn around 180 degrees from where you start and jump up to the street above. Turn left and go straight to the ramp on the back of a truck that lets you jump through a window. Follow the tunnel inside the window to the "T."

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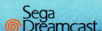
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THE NAME says it all: ECW Hardcore Revolution. If you're a hardcore fan of Extreme Championship Wrestling, this game's for you. If not, don't bother—Revolution is virtually the same game as last year's WWF Attitude but with ECW wrestlers instead of WWF brawlers.

HARDCORE REVOLUTION



PROTIP: Don't forget to use the block button. It won't save you from everything, but definitely use it if you see your opponent about to charge.

▶ **PROTIP:** Don't rush in with a big move. Knock your opponent off-balance with some kicks or punches first to give the big moves a better chance of succeeding.



DIFFERENT FACES, SAME WHOOP-ASS

ECW's 33 wrestlers look great, sporting detailed faces, accurate costumes, and rippling muscles. Plus, the animation is smooth and lifelike as you smash your rivals with back-breakers, vertical suplexes, pile-drivers, and much more.

But as good as the motion-captured animations look, they can make the controls seem unresponsive when the wrestlers take a few seconds to perform big moves. When you're playing against a computer-controlled rival, you're sometimes punching in moves—usually a three-button combo—then sitting back and watching the action unfold. Luckily, the AI-controlled wrestlers are tough and usually present an interesting challenge, while multiplayer games are non-stop, adrenaline-pumping smash-fests.

Audiowise, the sound effects are fair; the blow-by-blow commentary is meager and repetitive, often allowing an awkward silence to settle over an otherwise lively match.

LEAVE OUT THE KITCHEN SINK—FOR SAFETY'S SAKE

ECW retains all the features that made Attitude so fun and long-lasting: career mode, tournaments, nine match modes from One-on-One to Battle Royal, cage matches, and highly customizable Pay-Per-View events. It also adds Barbed Wire, Street, and Deathmatch modes. Still, ECW is so much like Attitude, you should stick with the latter (or WWF WrestleMania 2000) unless you're a huge ECW fan or must have every wrestling game that comes along. **C**



BY JAKE THE SNAKE

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

GRAPHICS SOUND CONTROL FAN FACTOR

4.0	3.5	3.5	4.0



PROTIP: Anytime you're not whupping your opponent, he's whupping you, so keep the moves coming—and fast. The winner is usually whoever throws more combo moves.



PROTIP: When nothing else is working, you can always kick or punch. The crowd won't like you if you do it repeatedly, but it will keep your opponent from thrashing you.

WITH ITS POLISHED graphics and lineup of great ships and tracks from the arcade version, Hydro Thunder for the N64 could have made a gigantic splash. Too bad this boat racer falls short in the speed department.

Pick Up That Boost!

Fans will be happy to know that all the boats and tracks from the arcade version are here (13 of each, including the bonus ones). You'll crash through waves on tracks like New York

Disaster as you pick up boost power-ups to pummel your way into first place. If you succeed in finishing in third place or better with the first three easy ships and tracks, you'll earn your shot at the medium, hard, and bonus ships and tracks.

Speed Bumps Ahead

While the controls are straightforward and easy-to-use, you can't program them, and there are only two configurations to choose from. Graphically, HT is faithful to the arcade version with smooth boats and colorful tracks that combine to bring the watery world to life. All the audio from the arcade version is there as the 850-plus horsepower rumble to the beat.



PROTIP: Your boosts work in the air too, so if you've got 'em, use 'em!



PROTIP: For a super start, press Brake, Accelerate, Brake, Accelerate—with the last button pressed right when the announcer says "Go!"



PROTIP: Kutthroat (a hard ship) flies higher and further than any other. Use this advantage by taking to the air whenever you can.



BY LARHOP

- Published by Midway Home Entertainment
- \$49.99
- Available March
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FAN FACTOR

4.5	4.0	4.0	3.0



PROTIP: When exiting a sharp turn, use a boost to regain your speed.

It seems there's a price to pay for the eye candy and sweet sounds, however: Hydro Thunder is frustratingly slow. Even with an Expansion Pak (required for split-screen three- or four-player games), the gameplay is lacking in speed and ruins the racing experience.

Like the Titanic, Hydro Thunder takes to the water well-equipped, but slow gameplay is the iceberg that sinks it. You may still want to rent HT to test the waters, but consider yourself warned. **C**



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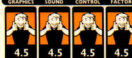


BY MAJOR MIKE

Published by Sega
\$49.99
Available now
Driving

1 player
ESRB: Teen

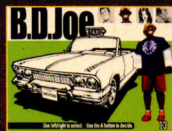
GRAPHICS SOUND CONTROL FUN FACTOR



CRAZY TAXI is another excellent arcade translation for the Dreamcast, packed with frenetic action, breakneck speed, and a wry sense of humor. Forget all that sim stuff. Driving is much more fun when reality and the laws of physics don't get in the way.

"JUST DOING MY JOB"

Taxi's premise is simple: As one of four taxi drivers, you must take passengers to their destinations as fast as possible. The faster you are, the more money you make; plus, you're awarded extra bucks for performing various tricks and stunts—and that's where this home version really shines. One of the game's best features is its Dreamcast-exclusive Crazy Box option where



you learn key driving techniques, like power-sliding and fast starts.

You're going to need those skills, too, because anything goes when you're carrying a fare. You'll vault

across buildings, drive through subways, and even pick up passengers waiting underwater. As you do so, it's easy to navigate the crowded streets and pedestrian-filled sidewalks, but at times your car gets inexplicably "stuck" on nearby objects, such as a tree or a building.

CRAZY BOX



PROTIP: To unlock hidden challenges in the Crazy Box, successfully complete three contiguous games either vertically or horizontally.



PROTIP: If you're carrying a passenger, but know you'll never reach their destination in time, execute some stunts to earn last-second cash.



The Crazy Party Rule, one of the many games in the Crazy Box, requires you to collect seven passengers and take them all to a single destination in under two minutes.



CRAZY TAXI



PROTIP: For a quick speedburst, shift into reverse while in motion, then shift into drive and hit the gas. The longer you stay in reverse, the faster you'll go when you kick into drive.

◀ **PROTIP:** At the start of an Arcade or Original game, shift into reverse and pick up any passengers waiting behind; they give huge cash rewards if you get them to their destinations on time.

◀ **PROTIP:** Passengers in out-of-the-way places, like underwater and on top of tall buildings, are big tipsters.

GRAPHICS

Taxi's graphics are bright and colorful, but the visuals are occasionally spoiled by bouts of slowdown and draw-in. The inclusion of actual franchises, like Tower Records, in the surroundings is a nice touch.

SOUND

The sound is excellent on all fronts except for one problem: repetition. You'll hear the same songs and the same one-liners over and over.

CONTROL

Frustrating at first, the controls of your cab become easier after you spend some time in Crazy Box training mode. A big plus is that you can configure the buttons so the gas and brakes don't have to be on the L and R triggers.

FUN FACTOR

This is a smooth and exciting ride with just a few small bumps in the road. Driving fans looking for a change of pace from the usual racing game will have a blast with Crazy Taxi.

Another quibble is that although Crazy Taxi's cities are huge and challenging, there are only two of them. You'll grow tired of them after the fifth drive through, something which puts a dent in the game's replay value. The lack of a two-player mode is also a bummer.

"HEY, WHAT'S YOUR PROBLEM?"

This Taxi has a lot under the hood, though a little tune-up would've helped. The visuals do an excellent job of bringing both cities to life, but occasional draw-in and slowdown stall the fun. The audio shines, too, with excellent character voices and rockin' tunes by The Offspring and Bad Religion, but it's a bit lacking in variety. The controls are initially frustrating, but quickly become second nature—especially after repeat visits to the Crazy Box.

"WE'RE GONNA FLY..."

Crazy Taxi's few shortcomings are easily overlooked, however, when you're speeding through the city, flying 200 feet into the air toward your next destination. It's a ride well worth taking. **G**



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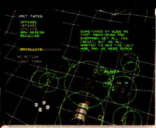
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- **Nintendo Power**



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LEGACY OF KAIN SOUL REAPER

LEGACY OF KAIN: Soul Reaper is a graphically dazzling action/adventure game with a dark, intriguing story. Its gameplay and graphics are so good, it should appeal to anyone (even if they sleep with the lights on).

I Want To Suck Your Soul

At the start of Soul Reaper, times are good for vampires: They've taken over the world of Nosgoth. But in a fit of jealousy, master vampire Kain kills Raziel, the blood-sucking hero of Blood Omen: Legacy of Kain. A sinister spirit then awakens Raziel from death to do his dirty work in the physical world: that is, defeat Kain (a job Raziel can warm to).

As you start your quest, Raziel is no longer a vampire, but a spirit who can shift between the Spectral and the Material Realms. He sustains himself not by sucking blood, but by consuming souls.

Dead or Alive

Gameplay reflects the supernatural story. You'll need to switch between the two realms to perform specific tasks and get past obstacles. As a spirit, you can't open doors or use weapons. As a person—er, vampire's corpse—you die if you touch water and then return to the Spectral Realm. Sadly, some puzzles sink to Tomb Raider—style box pushing, silly tasks for our undead hero.

Of course, hordes of evil monsters (mostly vampires) make your life—and afterlife—interesting. An auto-face command gives the fighting a hellike feel as you dodge and weave, and Soul Reaper is no button-masher. Monsters are usually reincarnated when you return to a room—an annoying feature—but luckily, you can often just go around 'em.

Chill, Dracula—I Don't Have Any Blood

The maps and chambers are huge and great-looking in a dark, creepy way. Even hallways aren't boring; wall textures are very detailed and vary from simple rock to intricate carvings and paintings. And your enemies—especially the Spectral Wraith—look frighteningly good. The voice-acting for your unseen employer and for most of the other characters is excellent. Unfortunately, the soft, tame music doesn't suit this dark epic, and the rest of the sound effects are average.

Any living soul with a Dreamcast should enjoy haunting the big, creepy world of Soul Reaper. For those who already played it on the PlayStation, it's definitely worth a rental to see the huge graphical improvements in this latest embodiment of Kain.



PROTIP: In Zephon's cathedral, open the correct combination of steam valves to break two glass covers that shield the switches. Both rooms with steam valves have separate, non-related combinations.



BY JAKE THE SNAKE

- Published by Eidols
- \$49.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0



PROTIP: To break one of the glass covers that shield the switches in Zephon's cathedral, ring one bell, then jump over to the second bell and ring it before the first one stops.



PROTIP: After turning the crank in Zephon's cathedral that opens this door, switch to the Spectral Realm to keep it open. Time is frozen in the Spectral Realm.



PROTIP: To defeat Zephon, hit his leg when it becomes stuck in the ground. He'll pop out an egg. Take it to the fire, ignite it, and throw it on him while standing directly in front of him. Repeat twice.



PROTIP: When you have the Soul Reaper, avoid unnecessary fights in the Material Realm. You can use the magic sword only when you're at full strength, so if you get hit just once, you may be stuck without a weapon when you really need one.



PROTIP: To defeat Rahab, use your projectiles to shoot out all the stained glass windows in the room. Press and hold Right, Left, and Y to aim, and release Y to shoot.

GRAPHICS 4.5

The creepy locales are gorgeous and sinister, and the game runs smoothly. But there are a few flaws: jolting pop-up, tilelike textures on water; and occasional blocked camera angles.

SOUND 4.0

The voice-acting is great—Tony Jay, the voice for your mysterious benefactor, sounds like the reincarnation of Vincent Price. But the subdued music doesn't do justice to this epic, and the sound effects aren't memorable.

CONTROL 4.5

The controls allow for a variety of precise actions yet are easy to grasp and forgiving. You'll fall off ledges only when you don't pay attention or are rushing, while a command that turns you to your closest enemy makes fighting both easier and more realistic.

FUN FACTOR 4.0

Soul Reaper keeps pulling you forward with excellent graphics and gameplay complemented by an interesting story and world. You'll happily surrender many hours of your life to this eerie adventure.

NOT
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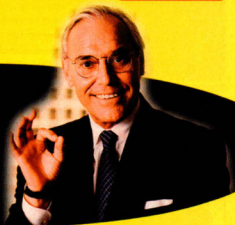
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RAYMAN 2

THE GREAT ESCAPE

HAVING CONQUERED THE N64, Rayman is bringing his trademark dazzling graphics, deep gameplay, and challenging adventures to the Dreamcast. Rayman 2: The Great Escape delivers some of the best platform-style action/adventure gaming on the Dreamcast.

LOOKING FOR LUMS

An evil pirate force is terrorizing Rayman's world—and to defeat it, Rayman will have to scour his massive planet for the shattered pieces of magic called Lums. Rayman's humongous quest covers 54 areas within 21 worlds, including three new bonus maps exclusive to the Dreamcast version.

To beat the difficult levels, you'll have to make Rayman not only run, jump, and fight, but also ride rockets, water-skis, and lava waves. Simple, on-the-money controls will enable you to fully enjoy all the thrills.



PRO TIP: Save your health and always run as you shoot the pirates from a distance.

RAVENS OF LIGHT AND SOUND

Gorgeous graphics and incredible sounds bring Rayman 2's fantastic worlds to life. The Dreamcast's 128-bit muscle renders detailed 3D worlds full of colors, shadows—and cool special effects, such as ambient lighting and heat trails. The cinematic camera angles and high frame rate meld the full-motion video cut-scenes seamlessly with gameplay. The audio is also movie-quality, and stereo speakers really show off the surround-sound effects.

Don't let the cute creatures and settings fool you—Rayman 2 is an impressive and challenging adventure game for diehard gamers. It takes full advantage of the Dreamcast's technological abilities to deliver a stupendous experience. **G**



BY DR. ZOMBIIE

- Published by: Ubi Soft
- \$49.99
- Available March
- Action/adventure
- 1 player
- ESRB: Everyone

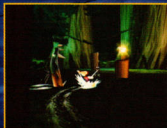
GRAPHICS	SOUND	CONTROL	VALUE FACTOR
5.0	5.0	4.5	4.5



PRO TIP: Get behind the eyeball to jump on for a ride across the lava.



PRO TIP: When you ride the rocket, keep it centered on the screen to navigate the narrow passages.



PRO TIP: When water-skiing, steer wide for the first three poles, then make tight cuts for the remaining poles.

GUNDAM

RISE FROM THE ASHES

SIDE STORY 0079

THE HEAVY-DUTY THRILLS of mechanized battle finally come to the Dreamcast in Gundam Side Story 0079. And, like a soldier on the front lines, it unleashes a furious barrage of hard-hitting action.



BY FOUR-EYED DRAGON

- Published by: Bandai
- Price not available
- Available March
- Mech action
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	VALUE FACTOR
4.5	3.0	4.0	4.5



PRO TIP: By completing all nine grueling stages, you'll open an Extra Option menu, which contains new weapons and other bonuses.

IS THAT AN ORDER?

In this game, based on the popular *Mobile Suit Gundam* anime cartoon from Japan, you'll command a three-mech squad fighting for the Earth Federation. Your objective: Take Australia back from the Zion army through a series of missions across nine stages that range from reconnaissance to all-out attacks on enemy forces.

One of Gundam's best features is the control it gives you over your team. Before each mission, you'll decide how to arm each cadet, choosing gear from an awesome armory that includes weapons, shields, and, of course, the mech suits. Then, once in the battle zone, you can order your troops to attack specific targets, hunt enemies, or protect friendly forces. As you progress through the levels, you'll earn new mobile suits that vary in speed, agility, and power.

A SUIT TAILORED TO IMPRESS

Gundam is a war hero, but the game doesn't emerge from combat unscathed. The intense visuals are filled with fiery explosions and an armada of dazzling mechs, yet the audio doesn't earn any medals with its stale soundtrack and unenthusiastic voice-overs. The controls use every button effectively, even if button response is slow at times.

Gundam delivers one tall order of cool mech combat. Don't miss this game if your tastes are tuned to fierce action. **G**



PRO TIP: Ram enemy mechs from behind. Once they fall down, pound them with everything you've got.



Mechanized combat has never been so fierce and intense as it is in Gundam.



PRO TIP: Order your cadets into Middle Battle Style against enemy forces.



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CARRIER is a zombie-blaster that imitates the PlayStation Resident Evil games—but it's without the intriguing story and lush graphics that made the others classics.

In this third-person action/adventure game, you're a special forces operative on a futuristic aircraft carrier whose crew has been taken over by plantlike beings. The drab scenery may re-create the innards of an aircraft carrier, but it hardly makes good use of the Dreamcast's capabilities. The animation suffers from slow-down, making the controls frustrating; plus, the story is a generic search for keycards broken up by laughable dialogue.

If you loved RE on the PlayStation and can't wait to play a similar—but not nearly as good—game on your Dreamcast, you might enjoy Carrier. Otherwise, wait for the real thing—Resident Evil: Code Veronica. **G**



BY JAKE THE SNAKE

- Published by Jaleco
- \$39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.0

CARRIER



PROTIP: Hold Right to aim at invisible enemies.

WILD METAL

WILD METAL is an amusing, easy-paced sci-fi tank shooter, but it doesn't offer a lot of action or challenge for seasoned gamers looking for button-mashing intensity.

Over 21 levels, you control one of five toylike vehicles as you fight to liberate three planets from machines that have become too smart. The curving terrain looks good, though barren, and offers big battlefields. Unfortunately, your enemies are spread too thin and are too easy to kill. Blasting 'em is fun, however: You don't simply aim and shoot—you elevate your cannon at the correct angle and lob shells until you find your mark (which is often tricky with moving targets).

The smooth gameplay and big maps make Wild Metal fun, but it probably won't satisfy adrenaline junkies. **G**



BY JAKE THE SNAKE

- Published by Rockstar Games
- \$49.99
- Available now
- Tank shooter
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.0	3.5

PROTIP: Rush up close to the explosive-hurling catapults where they can't hit you, then destroy them.



PROTIP: Lob shells at gun turrets from afar.



PROTIP: Many enemies can be killed with kicks and punches as easily as with guns. Save your bullets for multiple or far off enemies.

PROTIP: Destroy everything to find items and open your path. Your hands and feet will usually do the trick.

FIGHTING FORCE 2's hybrid of action and adventure doesn't do much for either genre. The adventure aspect isn't compelling, despite the big levels, because you just destroy everything and everyone to find ammo, med-kits, and keycards. Plus, the smooth animation can't outweigh the plain

characters and environments, not to mention the unexciting, uneven action.

The controls are fine, but enemies are mindless and threatening only in numbers. Worse, falling 20 feet hurts you more than a grenade does. The best part of the game is spraying bad guys with submachine guns or blasting them with bazookas—but, for some reason, FF2 emphasizes punching and kicking combos.

Though it delivers some enjoyable mayhem, Fighting Force 2 doesn't offer much to separate it from other Dreamcast titles. **F**



BY JAKE THE SNAKE

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	3.0

FIGHTING FORCE 2

JOJO'S BIZARRE ADVENTURE

JOJO'S BIZARRE ADVENTURE is a very wacky 2D fighting game, but its average graphics and strange gameplay won't do it for most fight fans.

While using Capcom's hallmark button combos,

instead of throwing a monster punch, you may turn your opponent into a child or bury them with a phantom bulldozer.

The coolest and most novel part of the game is the Stands, shadowlike creatures that fight on behalf of each of the 16 characters. Unfortunately, the graphics don't do justice to the Japanese comic series on which Jojo's Bizarre Adventure is based. The sprite animation is choppy and the character drawings are chunky.

Fighting-game fans will either love or hate this game's weird characters and attacks, so rent before buying. **F**



BY JAKE THE SNAKE

- Published by Capcom
- \$49.95
- Available now
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	3.5

PROTIP: Turn off your Stand character when the Stand Meter gets low. If it runs out (by taking damage), you'll be momentarily defenseless, and your opponent will dober you.



PROTIP: As Iggy, to humiliate your opponent, simultaneously press forward and Heavy Attack when close in.





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BY DAN ELEKTRO

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

NASCAR Rumble Struts—and Shocks

PLATFORM

PlayStation



SPORT

Racing



NASCAR CUTS LOOSE and cracks wise in NASCAR Rumble, EA Sports' free-wheelin' foray into arcade racing. Sim purists will be shocked, but casual fans will think Rumble is just the kind of shakeup stock car racing needs.

Gods of Thunder

It's all over for the ovals—NASCAR Rumble lets over 40 of the top stock car (and truck!) drivers show off on twisty tracks, like the Mardi Gras streets of New Orleans and some southern backroads that look like they came straight out of Hazzard County. Wild power-ups—such as tornadoes, oil traps, and sonic booms—lead to more accade...um, "incidents" than you can shake a stick shift at. Winning championship runs unlocks new tracks, special cars, and legendary opponents, like Cale Yarborough and Richard Petty.

Along with clever track construction (ever take a shortcut through a chicken coop?), NASCAR Rumble features three levels of car upgrades that progressively juice up vehicles until they resemble hot rod spaceships. One of the more clever gameplay modes is Cyber Team, in which you and a NASCAR star square off against the pack and score points as a duo (yes, you can put Earnhardt and Gordon together). The dead-easy Rookie mode will unlock most of the goodies, but don't be fooled—the other difficulty modes will make you work for your wins.

NASCAR RUMBLE



PRO TIP: There are two killer shortcuts on Crawdad Crossing: across the train bridge to your right and through the barn at the 90-degree left turn.



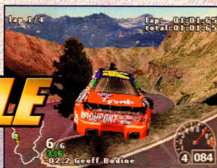
PRO TIP: If you get hit by a storm attack or some bad gas, do your best to block the drivers behind you while you ride it out.



PRO TIP: You can usually avoid enemy attacks by taking alternate paths.



PRO TIP: You'll find more power-ups on the main roads, but less traffic on the shortcuts.



PRO TIP: Skip the hairpin turns on Silver Falls by jumping the wall at the top of the hill.



PRO TIP: Nine times out of ten, a twister will throw your car into a 360°—which means you can ride it out and still end up facing forward.



PRO TIP: Place gas cans and oil traps directly in line with white power-up icons so enemies pick them up without seeing them.

Enginuity

Yes, it's closer to Hot Wheels Turbo Racing than NASCAR 2000, but no matter: NASCAR Rumble's silly spin on the usual stock car showdown is a wild and welcome shift into high gear. **G**



GRAPHICS

4.5

If speed is what you need, NASCAR Rumble's sky-high frame rate delivers. The race takes place at a blinding pace, and the textures are nice and clean. Plus, no pop-up.

SOUND

5.0

The funny announcer, who caps on both your opponents and your own weak performance, is the game's high-light. The music (a nice mix of rock styles) and effects (car contact, engine growls, etc.) are also excellent.

CONTROL

4.5

As you might expect from an arcade racer, cars slide a bit, but they're not too loose and you'll never feel out of control. Analog steering helps ease the turns.

FUN FACTOR

5.0

What could have been a cheesy cash-in turns out to be a rollicking, rock-em-suck-em racer. The addictive and high-spirited NASCAR Rumble should send more than a few aftershocks through your PlayStation.

NHL 2K Doesn't Perform Like a Playoff Contender

PLATFORM
Dreamcast

SPORT
Hockey


NHL 2K, SEGA's latest Dreamcast sports game, heads into the face-off circle with decent hockey action. Still, it's a first-generation game, and its raw, unpolished feel ultimately won't satisfy hockey pros.

Calder Trophy Candidate?

As hockey's newest rookie, NHL 2K has a lot going for it. Naturally, its locker room is loaded with all the standard features: pros, season play, trades, player creation, fighting, and more. It also delivers refreshingly authentic nuances, like enabling you to change defensive pairings separately from offensive lines. Each team also has a cool selection of jerseys, ranging from the 1928 Red Wings uniforms to the 2000 All-Star jerseys.

But NHL 2K also has lots of quirks: You can't call timeouts, the coaching/strategy options are weak, and you'll spend half the game waiting for players to get on or off the ice—you can't just skip straight to the face-off. And, although the camera angles work, none of them are as comfortable or as playable as they should be.

The controls feel unrefined, too. The players skate sluggishly, and checking has an awkward feel that makes it tough to connect with hits. One-timers go off beautifully, but NHL 2000 vets will long for the "big hit" and "deke" moves that make that game sizzle. All told, NHL 2K's mixture of high and low points balances out to fairly fun hockey that falls short of the expectations set by NFL 2K and NBA 2K.

Lighting the Lamp

The "wow" power of NHL 2K's terrific graphics, however, injects a lot of thrills. Console gamers have never seen hockey look this good: great animations have defensemen hooking madly and goalies sprawling frantically, though sometimes the players move a little stiffly. The scenery is fantastic, too, from the pre-game laser show to coaches and fans reacting from the sidelines.

NHL 2K's sounds come up a tad short. While the arena sound effects are on the money, the announcers fizzle with repetitive play-by-play and sporadic color commentary.



PROTIP: To fake out the goalie, try to get the shot off stickside—the blocker is often easier to beat than the glove.

Denied a Playoff Berth

For its first season, NHL 2K puts out a respectable but middling effort. Hockey fans may be willing to cut the rookie some slack, but next year they'll be expecting a lot more. In the meantime, Dreamcast gamers will have an okay time with NHL 2K, but pros will stick with this year's uncontested champ, NHL 2000.

NHL 2K

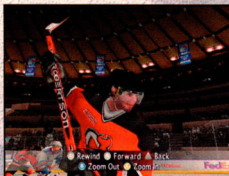

BY AIR HENDRIX

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	3.5



PROTIP: To win face-offs, don't hammer the X button. When the linesman extends his hand, tap X once.



Rookie sensation Scott Gomez of the New Jersey Devils winds up for a slap shot.



PROTIP: When your offense gets deep in the opponent's zone, change out your defensemen.



PROTIP: Along the boards, checking (tap B) is the best way to get opponents off the puck.



PROTIP: On open ice, your best defensive move is poke-checking or hooking the puck carrier (tap X).

GRAPHICS
4.5

NHL 2K sports the best graphics in hockey gaming with gorgeous rinks, eye-catching player models, and awesome animations. The players sometimes move a little stiffly, though.

SOUND
3.5

NHL 2K's sounds don't measure up to its looks. While the effects are fine, the announcing comes up short with repetitive play-by-play and interesting color commentary...that you rarely hear.

CONTROL
3.5

Like most rookies, NHL 2K doesn't handle as well as the veterans. Nothing is horribly wrong, but skating and checking aren't nearly as smooth as gamers will expect.

FUN FACTOR
3.5

NFL 2K and NBA 2K blew sports fans away, but NHL 2K isn't up to those standards, although it delivers decent action. If you're dying for Dreamcast hockey, it'll do, but the best console hockey is still EA Sports' NHL 2000.



Hot Shots Golf 2

PLATFORM
PlayStation



SPORT
Golf



THE FIRST HOT SHOTS easily pried the PlayStation golf championship from the slack grip of the faltering PGA series, and *Hot Shots Golf 2* shows no signs of loosening that grasp. Even without any pro golfers or courses, it's the best golf game on the PlayStation.

Nice On!

Hot Shots 2's accessible action will reel in golfers of all calibers with gameplay that's both very fun and easy to learn. At its most basic, *Hot Shot 2* can be played by just tapping X; but if you're looking for depth, you can also bust out draw, fade, backspin, power shots, and so on. As for features, *Hot Shots 2* sports a fun new nine-hole par-three course; a tournament mode; six courses; and versus, match, and stroke play.

The game's smooth, beautiful graphics will also draw crowds. There's almost no loading time between holes, and the frame rate is smooth and fast. Better yet, the courses look great, featuring colorful, detailed terrain and great camerawork. Even the dorky characters have been upgraded to look more mainstream than those in the original.



PRO TIP: To better measure the wind's affect on tee shots, judge the fierceness of the wind's sound effect and how far the blowing grass travels (tap R2).

Hole in One

On the control side, *Hot Shots 2* has a strong day on the fairway. The standard three-tap meter makes it simple to start swinging, but lots of great extras—like a pop-up window that shows your lie on the green—keep you informed and in the game. The only stickler is that the club distances are off, which means that the ball rarely goes as far as you think it should even when you drill a perfect shot.

Hot Shots 2's audio continues the original's smack-talking tradition with eight phrases to bust on your opponent while they're setting up. They're fun, but they get repetitive really fast, and the annoying music and bland sound effects don't help matters.

In the final analysis, Tiger and the rest of the PGA can grab some pine at the 19th hole. If you're looking for a fast, fun, and challenging tee time, the PlayStation has nothing better to offer than *Hot Shots Golf 2*. **G**



BY AIR HENGRIA

- Published by Sony Computer Entertainment America
- \$39.99
- Available March
- Golf
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	5.0



PRO TIP: On the 18th hole of Four Winds, get on the green in two shots for an eagle attempt. Line up your second shot on the downhill slope that runs into the green and let the roll handle the extra yards.



PRO TIP: Even at full power, shots come up shorter than you expect. Always take some extra distance onto shots from the fairway to the green.



PRO TIP: When aiming for the green with the sand wedge, use backspin (hold ↓ while shooting) for more accuracy.



PRO TIP: If you need to shoot from under a tree, use topspin (hold ↑ while shooting) to flatten the arc of your shot and keep out of trouble.

Virtua Striker 2

PLATFORM
Dreamcast



SPORT
Soccer



THE WORLD'S MOST popular sport—soccer—looks fantastic on the Dreamcast in *Virtua Striker 2*, a beautiful arcade-style game full of fast, yet realistic, shin-bruising action.

The players look so real they have wrinkles in their uniforms, and they dribble and pass the ball with lifelike motion-captured footwork. The five stadiums are filled with such details as checkered grass, flag-waving fans, and scrolling advertisements.

Eye candy aside, the gameplay is fast and exciting, but has little depth besides tournament and league play; you can't manage your team other than switching between three formations. The controls are simple, but realistic: You can't pass or change direction while dribbling the ball any faster than a real-life player can. The sound includes good crowd noise, but often the most noticeable sound effect is a weird rustling sound when the ball is stolen.

PRO TIP: AI-controlled defenders will almost always strip you of the ball before you're in striking distance. Use short passes to keep a step ahead.



BY JAKE THE SNAKE

- Published by Sega
- \$39.99
- Available now
- Soccer
- 2 players
- ESRB: Everyone

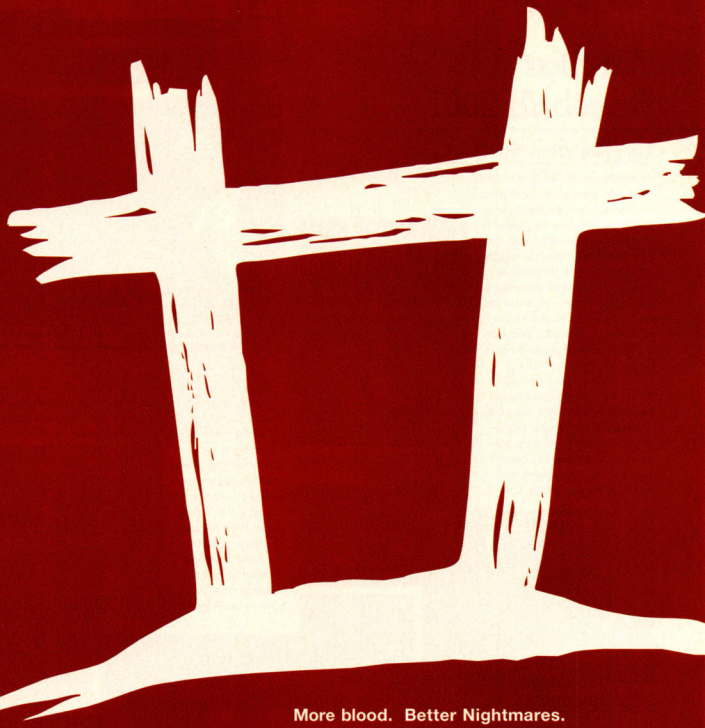
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.0

PRO TIP: To score, take the ball down the sideline beyond the corner of the box, tap Long Pass to center it, then tap Shoot to kick or head it in.

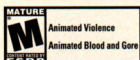


With its dazzling graphics and speedy but authentic action, *Virtua Striker 2* is at least a weekend rental for any soccer fan with a Dreamcast or for anyone who enjoys a fun, great-looking game. **G**





More blood. Better Nightmares.



Sega Dreamcast



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www.nightmarecreatures.com



BY JAKE THE SNAKE
 Developed and published by Acclaim Sports
 Target release date: April



HANDS-ON

All-Star Baseball 2001

Let's See What You Got, Old-Timer

Acclaim Sports' All-Star Baseball 2001 boasts new features that should please both casual gamers and seasoned stat-crunchers. And, while the graphics in the preview version didn't look much improved from last year's game, they still appeared to be among the best. If you throw in realistic gameplay, in-depth team management, and all the great features that made the series a hit, All-Star Baseball 2001 looks like a shoo-in to be a league leader again this year.

Perhaps the coolest new aspect will be the Cooperstown Legends team, which will include such Hall of Famers as Nolan Ryan, Reggie Jackson, and Yogi Berra. In the preview version, however, the Legends team had only 14 baseball giants—no Mickey Mantle, no Babe Ruth.



WILL STARGO
 SP R 24
 W 1 L 10
 ERA 4.5
 IP 100.0
 H 100 R 50
 ER 50

NOLAN RYAN
 SP R 34
 W 3 L 1
 ERA 0.0
 IP 100.0
 H 0 R 0
 ER 0

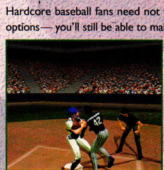
PITCHER STAMINA
 BROOKS ROBINSON
 SP R 10
 W 0 L 0
 ERA 0.0
 IP 0.0
 H 0 R 0
 ER 0

TOP TIER
 NYN 0
 ATL 0

BASEBALL ACTIONS
 PITCH
 BATT
 FLY
 CURB
 SLID
 CHNG



What About the Gritty Realism?



Hardcore baseball fans need not worry about the easier play options—you'll still be able to make the game as realistic as you want. ASB2001 will also have plenty of new details to appease your realism sticklers: For example, hitters will go on hot and cold streaks based on their performance; fielders will bobble grounders, drop flies, and make bad throws; and pitcher fatigue—displayed by a new status bar—will cause inaccurate and even wild pitches. Look for ASB2001 in April.



PITCHER STAMINA

BROOKS ROBINSON
 POS BAT NUM
 3B R 5
 AVG HR RBI R SB
 .000 0 0 0 0

Cooperstown Legends

Acclaim is aiming to maintain All-Star Baseball's MVP status by adding new features that appeal to both casual bat-swingers and hardcore stat-crunchers.

Just Let Me Hit the Ball

For gamers who just want a fast, great-looking baseball game, Acclaim Sports is adding Easy Pitching, Easy Bunting, and Pitch Aftertouch modes. Easy Pitching and Bunting modes eliminate the aiming boxes—you just push a button and a direction to aim your pitch or hit. Pitch Aftertouch enables you to steer your pitch after it's thrown. In the preview version, while maintaining a fair amount of realism, these new modes made for faster, less complicated, and more enjoyable gameplay.

PITCHER STAMINA

TOP TIER
 NYN 0
 PHN 0

BASEBALL ACTIONS
 CHNG
 SLID
 FLY

CHUCK KNOBLAUCH
 SP R 10
 W 0 L 0
 ERA 0.0
 IP 0.0
 H 0 R 0
 ER 0

LONGEST HR:

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NINTENDO 64



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- Unlock hidden bikes and bonus courses by winning race seasons in *Championship Mode*.



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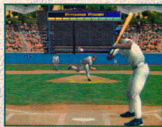
Compatible with
New Nintendo 64™
and Nintendo 64™

EVERYONE



ES ESR E

Triple Play 2001



TRIPLE PLAY HAS always been the best-selling PlayStation baseball game, and this year EA Sports is expanding on the arcade fun that made it popular. Triple Play 2001 will shine the spotlight on an over-the-top HR derby, which features legendary players ranging from Babe Ruth to Willie Mays, and on an Extreme mode where you drill targets all around the field. In the preview version, it made for a fun, quick alternative to nine innings—kind of like baseball meets Hot Shots Golf.



On the sim side, EA Sports (thankfully) is focusing much of its attention on tuning the A.I. and gameplay, so the action should seem familiar, but more polished. One intriguing new feature will be a defensive camera angle that lets you shag flies from an outfielder's perspective. If it comes together, it could be a cool innovation; if not, it may fall into the gimmick category, like that unplayable first-person batting view EA Sports tried a few years ago. Still, with all the standard features in the dugout—pros, trades, season action, etc.—Triple Play seems headed for another strong season. However, Fox Sports MLB 2001 (more on that next issue) might also shape up into a contender, so it should be another interesting baseball season on the PlayStation.



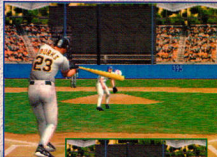
BY AIR HENDRIX

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

HANDS-ON



PLAYSTATION



Rock the Rink



EA SPORTS HAS ruled regulation-style hockey for the last decade, but now it's moving into what's traditionally been Midway's turf with Rock the Rink, a no-holds-barred three-on-three skirmish. RTR's resemblance to NHL Open Ice makes comparisons inevitable, but RTR should have enough fresh ideas to stand on its own. Games are won by being the first to score 10 goals, and the action's packed with tons of wild dekes and WWF-style fighting and checking. You can stack your team with goons or skill players, plus you can play with seven fantasy squads or battle through the NHL Challenge mode to unlock the NHL teams.



In the preview version, RTR packed plenty of potential, but the gameplay and graphics were still being tuned. Still, the mix of fast, easy goal scoring with cool moves and plenty of chances to drop the gloves had undeniable appeal. If EA cleans up the player models and the flow of the gameplay, RTR could make hockey into the kind of high-octane action that sent gamers flocking to NFL Blitz.



BY AIR HENDRIX

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

HANDS-ON



PLAYSTATION



POLARIS
SnoCross



GAME BOY
COLOR

**Polaris, the World's #1 Snowmobile
Manufacturer, brings you the first ever,
snowmobile game for Game Boy Color!**

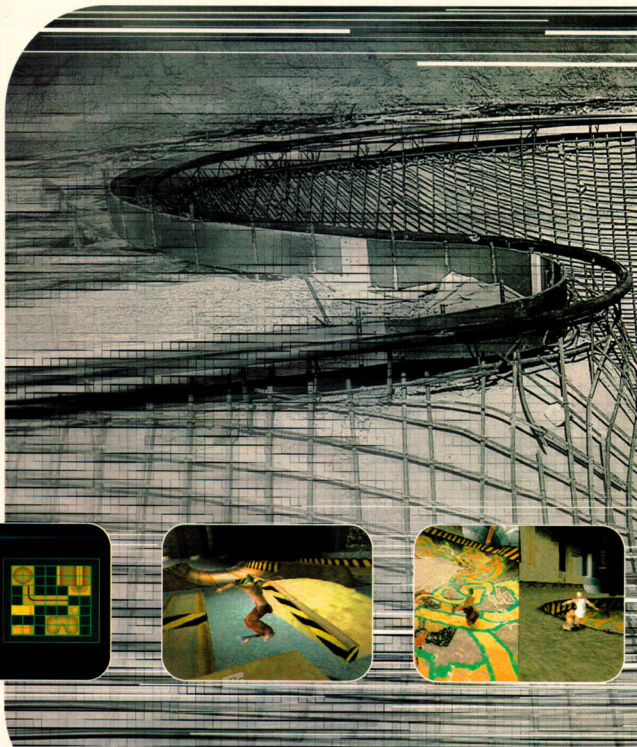
- LINK CABLE SUPPORT FOR TWO PLAYERS
- RUMBLE CARTRIDGE
- ADVANCED SNOWMOBILE PHYSICS SYSTEM
- CUSTOMIZABLE SLEDS
- THREE LEAGUES and TEN INTENSE TRACKS
- HARDCORE TECHNO SOUNDTRACK



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PHOTO: MAT SWOPE

dream it

build it

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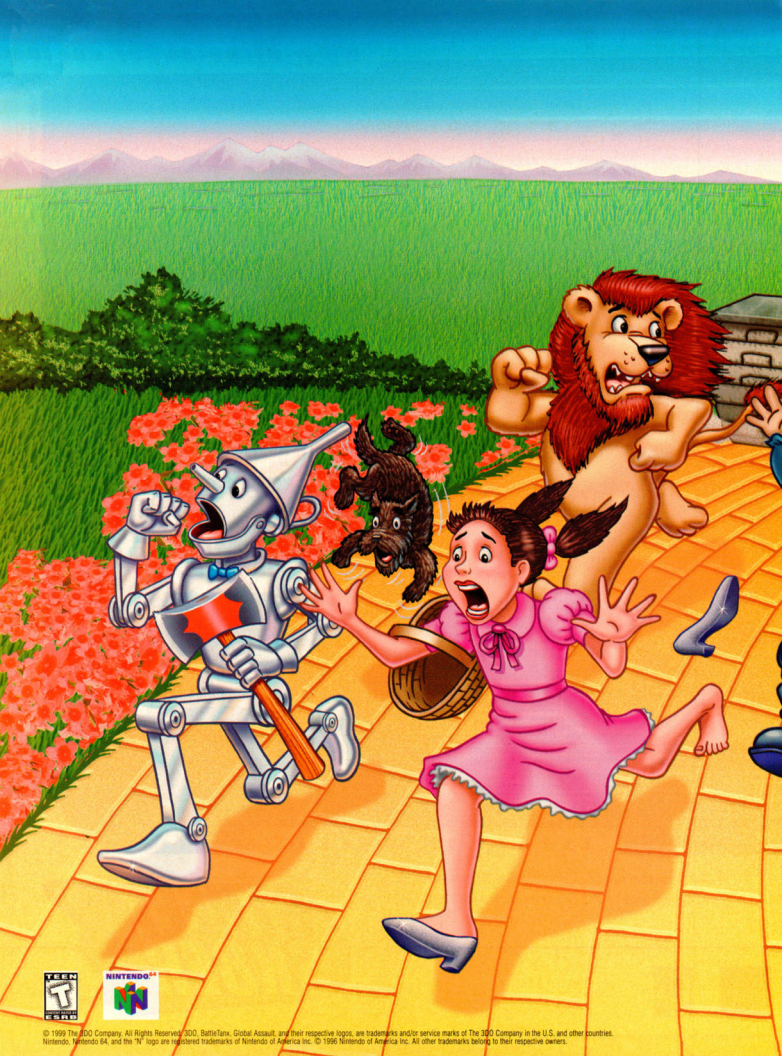
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3DO

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BY FOUR-EYED DRAGON

- Published by Tecmo
- \$49.99
- Available now
- Action/strategy
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0

DECEPTION III DARK DELUSION

PLATFORM
PlayStation



THE DEVIOS TRAP-LAYING game is back! A combination of strategy and morbid 3D action, Deception III will satisfy the faithful followers of the series, but its repetitive nature may torment newbies.

WATCH YOUR BACK, JACK

Closely following its predecessors, Deception III enables you to set vicious traps, such as flying fireballs and moving walls, to snare unsuspecting enemies out to get you. This time, you play as Reina, a young girl attempting to escape the grasp of an evil king and his estranged queen. Legions of loyal soldiers pursue you through several structures, each of which contains rooms outfitted with deadly contraptions that can be used in conjunction with your own.

There are three basic trap types—ceiling, wall, and floor—but the real art is transforming your sadistic mechanisms into something more powerful. For instance, a rock that falls from the ceiling can be fitted with the Thunder element, which turns the rock into a huge, electric boulder that causes more damage—especially if it connects with someone who's standing in water. Other devices at your disposal include pendulums, arrows, and floors. In fact, by the time you collect all the special power-ups, you'll be able to invent hundreds of diverse, diabolical snares.



PROTIP: Knock your opponents off a ledge for some major damage.



Welcome to the world of Deception—better known as the land of hurt!

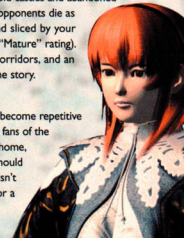
ENTRAPMENT 101

Commanding your traps is simple. An easy-to-use interface helps you place your deadly tricks effectively and indicates how much damage each will do. Additionally, the helpful Training mode shows you how to pull off combinations by placing devices in particular parts of a room and setting them off at certain key moments.

The audio and visuals haven't changed much from the last Deception, though there are more enemies and you can now set traps in multiple structures. You'll set ambushes in old castles and abandoned warehouses, and then watch your opponents die as they're dismembered, crushed, and sliced by your perverse tools of death (note the "Mature" rating). Screams of pain echo through the corridors, and an epic symphony plays throughout the story.

NO PAIN, NO GAIN

Deception III's simple premise can become repetitive after a dozen or so missions. While fans of the Deception series will feel right at home, those who are new to the series should rent first. Entrapping and maiming isn't everyone's cup of tea, but it's fun for a night at least. **G**



PROTIP: Side-step around columns to easily avoid (and lure) slow-moving enemies who enjoy shooting things at you from a distance.



PROTIP: In the Black Chamber of Castle Hue, set up a Blast Magnet (Magnetic Wall + Fire) to push the baddies into the trap door on the ground.

KILLER COMBO



PROTIP: In the Blue Chamber of Castle Hue, set up and then activate the following traps to create a cool five-hit combo:



First, Blast Magnet the bad guys as they step into the water...



...then, once the magnet is finished, Spring Floor their sorry asses off the ledge...



...and finish them off with a Volt Rock as they lie in the water.

GRAPHICS 4.0

A wider selection of enemies and the ability to set traps in multiple structures give Deception III a visual boost over the first two games. But when more than one person is butchered at once by your nasty surprises, the frame rate slows considerably.

SOUND 4.5

A well-tuned orchestra flows with the story and nicely establishes the game's gloomy ambience. Screams of pain and shouts of agony round out the strong sound effects.

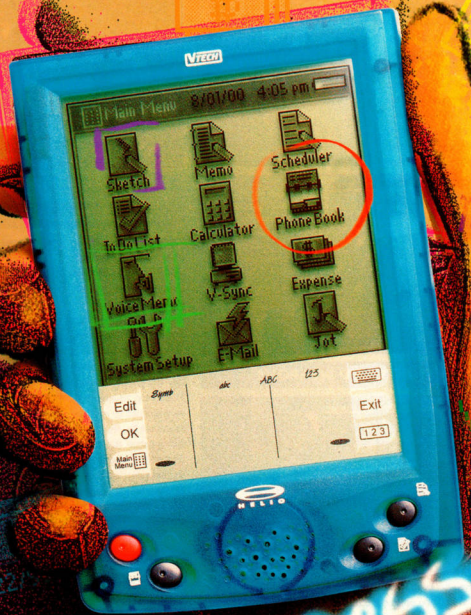
CONTROL 4.5

After going through the well-crafted training sessions, you'll be able to lay horrible traps that give you multiple combination points. There's no analog support, however, which makes escaping from attacking foes difficult.

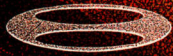
FUN FACTOR 4.0

Setting snares is all you do in Deception III. Fans of the series won't mind, but those new to booby-trap making may find it monotonous after a dozen missions. Still, it's at least worth a try.

Only available at www.myhelio.com



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HELIO



BY MAJOR MIKE
 ■ Developed by SquareSoft
 ■ Published by Square EA
 ■ Target release date: May



HANDS-ON

Vagrant Story

A NEW HERO

Vagrant Story follows the exploits of Ashley Riot, an agent of the Valendia Knights of the Peace. Riot's job is to track down an evil magician, Sydney Losstarot, who has barricaded himself inside a haunted castle. You'll thus venture through dungeons; battle monsters, including bosses; collect weapons; avoid traps; and solve puzzles by moving crates, collecting keys, and flipping levers. Because there are no blacksmiths to be found in the dungeons, you'll have to upgrade and customize weapons yourself—and you'll have over 300 to choose from.



A VARIETY OF FIGHTS AND WEAPONS

Vagrant's combat will be turn-based, like that in Parasite Eve. After choosing a weapon, you'll bring up a wire frame showing the range of your attack. You'll then be able to target certain body parts on your enemies—like the head or arms—which should add strategy and diversity to the struggle.



Combo attacks have also been incorporated into the battle scheme: When you press the attack button at a certain moment when striking an opponent, you'll land an extra hit. These combos can also be chained together several times—plus, the preview version's solid controls did an excellent job of putting the multiple functions at your command. If all goes well, Square could have another monster hit on its hands.



Square's latest title, Vagrant Story, combines the RPG elements of Final Fantasy VIII and the action aspects of Parasite Eve.

A UNIQUE ENGINE

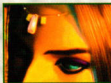
Vagrant Story will feature a 3/4-overhead view and lush graphics loaded with atmospheric details. In this early version, effective lighting added atmosphere to the various dungeons, while the walls were decorated with eerie carvings and gothic designs. The strong visuals were accompanied by mighty sound effects, like the clash of arms during battle, and rousing music that set a poignant fighting mood. One of Vagrant's more unique features will be the rotating camera that allows you to see your surroundings from any angle—very helpful for revealing hidden enemies and items (see sidebar, "The Rotating Camera").



THE ROTATING CAMERA



Stuck with an awkward camera angle? Simply press L1 or R1 to move the camera and find your way.



It's more than run and gun. It's blow and go. Evil super battle ship Dante has been dispatched to blow up the planet. You've been dispatched to stop it. After all, that's what you've been genetically engineered for. Armed with napalm, gravity, fire and paralyzer bombs, you're the only thing standing between her and total destruction of an entire race. With 26 explosive missions, it's action so intense you won't be able to tear yourself away. Bathroom? Maybe next year.

**NAPALM BOMBS. GRAVITY BOMBS.
PARALYZER BOMBS. FIRE BOMBS.
THIS GAME REALLY BLOWS.**



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Wild Arms 2

THE SEQUEL to Sony's '97 hit RPG, *Wild Arms*, is finally on its way. *Wild Arms 2* will showcase some sizzling new visuals. In contrast to the original game, everything in the follow-up—including towns, maps, and dungeons—will be fully rendered in 3D. The story of *Wild Arms 2* is set in Filgaia, the same world where the first game occurred, and,

as in the first *Wild Arms*, players will control three unique characters—separately at first, then as one party when their quests meet up with each other. The group will be made up of a young knight who uses a spear/handgun weapon, a powerful sorceress, and a criminal on the run whose expertise is in weapons and explosives.



Battles in *Wild Arms 2* will be turn-based, and you can expect plenty of puzzles to test your adventurous mind. Because it's from the makers of the first *Wild Arms* and the popular *Legend of Legaia*, this sequel should garner a few headlines in the coming months.



BY FOUR-EYED DRAGON

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



PlayStation

FIRST LOOK



シドニー	ミカ	クラウド
HP 4839/4839	HP 3207/3207	HP 5330/5330
FP 4		

シドニー	ミカ	クラウド
HP 4039/4039	HP 3207/3207	HP 5330/5330
FP 49	FP 40	FP 40

Time Stalkers

SEGA IS PROMISING that *Time Stalkers* will be its next classic RPG—and *Stalkers* could turn out to be the gallant adventure the Dreamcast so desperately needs. Taking control of six unique characters that range from the hero, *Sword*, to a mysterious doll, you'll journey through time to a variety of worlds as you search for the meaning of life and a deeper understanding of the people you meet. Unique to this RPG will be the "automatic random generation" feature that will completely change the layout of the game each time you play. Additionally, the game will include a capture-and-raise-your-own-creature feature and an array of VMU mini-games.

The preview version already boasted a compelling story line and dazzling visuals, but the turn-based fighting sequences were slow and lacked action. Hopefully, Sega will polish *Time Stalkers* into an epic RPG before its release in March.



BY FOUR-EYED DRAGON

- Developed by Climax Entertainment
- Published by Sega
- Target release date: March



Dreamcast

HANDS-ON



Sword
Without any chicks, err, girls on board, there's no need to be heroic.



Max
I guess I lost the battle, but I'm on the floor!

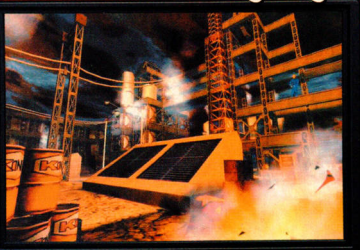


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We're taller! GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

PINCH.....W PRESS.....K BLAST.....A WRECK.....D
BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
STOMP.....T STAND.....R PRESS.....E DREAM.....O
CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

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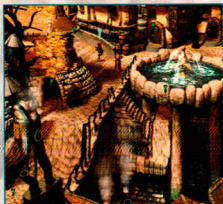
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6/28/01. Must be 18 or have your parents permission. You can request Winners List and Official Rules by writing: Puzzle Me
Rules, 1511 SW Park Ave. #315, Portland, OR 97201 (Phone # 503-239-9606). Merchandise names and models are trademarks of
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Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,449.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.

The Legend of Dragonon

AFTER 10,000 YEARS of enslavement by the powerful Winged Ones, humans—after transforming into “Dragonons” by using the spiritual powers of the Dragon—fight back and win their freedom in the Great Dragon Wars. Now, legend speaks of another race who some say will bring peace and happiness, while others claim it will unleash evil and darkness. Taking control of nine characters—each with their own Dragonon magic that includes elements of fire, water, wind, lightning, earth, light, and dark—you’ll set out to uncover this mysterious people.

Spanning four disks, *The Legend of Dragonon* will have over 80 hours of gameplay and more than 40 minutes of CG movie sequences. You’ll be able to transform into a Dragonon spirit at any time—even during heated combat. Also, Dragonon’s unique battle system will enable you to attack multiple enemies in one sequence, and will react differently depending on whether you’re in human or Dragonon form. Keep an eye out for what Sony is promising will be an unbelievable RPG journey. **G**



Industrial-Spy Operation Espionage

INDUSTRIAL-SPY OPERATION ESPIONAGE puts you in a cutthroat world where political instability reigns and corporations try to overthrow governments in a bid for absolute power. But corporations can't be everywhere at once, so they rely on spy organizations to gather valuable information for them. Blitzstrahl leads the wetworks industry—and a man known only as “Boss” leads Blitzstrahl. Blitzstrahl’s success is attributed to a special team of agents called...Industrial Spies.

Taking the role of “Boss,” you’ll have to direct your operations to fulfill assignments for top-secret clients. At your control

will be eight agents who each possess diverse skills and talents, like the ability to fight, defend, and disable traps; you’ll even be able to direct the actions of several spies at once on multiple screens. Hopefully, these cool concepts will materialize into a slick RPG adventure in April. **G**



Koudelka

AFTER RECEIVING RAVES in Japan, SNK's epic Koudelka is finally set to make its stateside debut. In this four-disk game, you'll control characters who are intent on exploring the mysteries of an ancient English monastery. You'll start off as a young girl named Koudelka, who possesses psychic abilities that

include communicating with the spirit world and spontaneous healing. Eventually, you'll add two more people to your party: Edward, a curious character who's investigating rumors concerning the old cloister; and a priest who is visiting the abbey for personal reasons. As you adventure, you'll assist the helpless, confront hordes of monsters, and discover hints that will help solve the puzzles of the monastery and Koudelka's existence.

The preview version already boasted a stellar soundtrack with high-quality tunes and voice-overs. The visuals, however, needed polish: Fighting sequences had few sparks, and some areas were so dark, it was hard to see. If SNK can clean up Koudelka's graphics, gamers can expect a shining RPG in April. **G**



アクション
ふいば
ストーリー

Koudelka HP 198/198 MP 18

Edward HP 233/233 MP 10



BY FOUR-EYED DRAGON

- Developed by Sacnoth
- Published by SNK
- Target release date: April



HANDS-ON



Legend of the Blade Masters



A LONG TIME ago, jealousy and betrayal divides a peaceful kingdom, driving away the formidable warding dragons that were its protectors. An ominous shadow consumes the land, bringing about war, ruin, and invasion by alien forces and unworldly creatures. Five courageous souls therefore embark on a dangerous journey to recover seven mystical swords to banish the evil.

Legend of the Blade Masters is the latest RPG to make its way to the Dreamcast, thrusting gamers into massive, immersive 3D environments complete with monsters and mayhem around every corner. In addition to engaging in tactical combat involving weapons and spells, gamers will have to manage their resources, explore vast lands, and more, in order to conquer Blade Masters. Of course, we'll need to get our hands on a playable to see exactly where this game is headed, so stay tuned. **G**

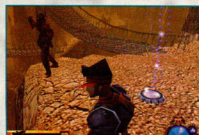


BY THE ENFORCER

- Developed by Ronin
- Published by Ripcord Games
- Target release date: April



FIRST LOOK





**NO AIR BAG. NO SEAT BELT.
IF YOU'RE LUCKY, MAYBE THE SOUND BARRIER
WILL BREAK YOUR FALL.**



Sega Dreamcast



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STAR WARS
EPISODE I
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DONKEY KONG 64

W
PART 2

THE QUEST CONTINUES

In Part 2 of our Donkey Kong 64 ProStrategy Guide, we show you where to collect more Golden Bananas and how to defeat some tough bosses along the way. *By Boba Fett*

GLOOMY CALLEON

Golden Bananas Required to Enter: 30

There are several doors off the first hallway that lead to various areas in Gloomy Galleon. You need Donkey, Diddy, and Chunky to shoot open locks so others can pass through later.



MORE RETRO GAMING



Hit Cranky's Lab with 15 Banana Medals and play this ancient video game, Jetpack. If you earn 5000 points, you'll be rewarded with the Rareware coin. The best strategy for staying alive long enough to accumulate that many points is to stay on the first level, where you're still faster than the bad guys. Land on the rocket parts, and then move the parts over the base to put them together and build a rocket. Once that's done, collect the fuel and gems that fall from the sky. Drop the fuel on the ship, but don't leave until you've broken the 5000-point barrier and the Rareware coin falls from the sky.



WORKING TOGETHER

Gloomy Galleon is the first level where you start with all five Kongs, and you'll need all of them. There are three doors in the main hallway that must be opened by Donkey, Diddy, and Chunky. Only Donkey can raise the tide level in the cove with the lighthouse, but only Lanky can become Enguarde the swordfish and unlock new areas. You won't be able to float through this ocean one Kong at a time.

PUMELINE PUFFOS!



It's Lanky's turn to take on a boss, and he needs a little help from his fellow Kongs. You'll need 250 bananas to take on Puffoss.



You can find a DK Star near this perturbed puffer fish, so hurry up and drive through it. When you go through the star, an electrical tower rises and another DK Star appears. Keep driving through those stars and try to avoid the fireballs and shock waves that Puffoss throws at you.

Each time you erect all of the towers, Puffoss gets a nasty shock—but you'll have less time to do it again, and the stars will be smaller. Hurry up, Lanky!

Donkey Takes a Dip!

You need Diddy to shoot open the peanut locks on the door to the left of the main entrance; once that's done, switch to Donkey and you're good to go!

Golden Banana 1



Dive under the lighthouse and hit the switch pictured above to raise the tide high enough to let you jump onto the lighthouse. Simian Slam the DK icon at the base of the lighthouse to open a gate. Head inside the lighthouse and up the center to find a DK switch that turns on the lighthouse beacon and releases a Golden Banana.

Golden Banana 2



Venture outside and examine the DK icon on the box next to the lighthouse to earn some bananas and coins and to release a seal. When you find the seal, he gives you a Golden Banana.

Golden Banana 3



The seal's location is also the entrance to a mini-game where you can earn the third Golden Banana.



Just beat this dolphin across two laps while grabbing 10 coins, and the third Golden Banana is all yours.

Golden Banana 4



Near Funky's Shop is a water plant with music icons on it. Find the Bongo icon and let Donkey rock out; when you do, he opens a door on the side of the sunken ship in the main pool of this area.

Race to the door of the sunken ship, and, once inside, you'll find a Banana Barrel that takes Donkey to the Crazy Kong Klamor shooting mini-game. Resist the temptation to shoot Tiny, and you've got your fourth Golden Banana! You can't get DK's blueprint until a few other Kongs make moves, though, so it's time to switch up.

Golden Banana 5



Once Lanky has become Enguarde and opened the DK Gate (and Diddy has obtained his fifth Golden Banana atop the structure located within—thus unlocking the Warp 4 point up top), Donkey can use the Warp 4 point to assault this Kasplat for his blueprint. Bring the blueprint to Snide and get outta the Galleon!

Diddy Takes Flight

Golden Banana 1



Take Diddy to the bottom level of the lighthouse, where you can find the Diddy Barrel right next to the Warp 5 point. Diddy can blast his way onto the sunken ship that Donkey released earlier and find a Diddy icon there. Simian Slam the icon to send a Golden Banana up onto the perch of the lighthouse, then return to the Diddy Barrel and fly to the perch to collect the Golden Banana.

Golden Banana 2



While Diddy's up there, he can find a Guitar icon. Rock Diddy out on the icon to release a mechanical piranha into the other cove. Race across the main hallway (or use the Warp 5 point for maximum speed), find the piranha, and let Diddy get swallowed by it.



The challenge begins once Diddy hits one of the vents in the mechanical heart. You must hit all three vents three times each, but a fan blocks them. The bottom one is no problem, but the top two are each blocked at once, meaning you've got to make every shot at them count—otherwise, you'll run out of time. Take out the bee, then start the cycle by hitting one of the vents. You've got to hit one vent or the other every time the fan stops, or you're toast.

Golden Banana 3



You have to lower the water level under the lighthouse for the next two Golden Bananas. First, hit the ledge near the lighthouse to pick up Diddy's blueprint.

Golden Banana 4



Return to the plant in the water near Funky's Shop, where you'll find a Guitar icon. Let Diddy do his Guitar Gazump, then head into the sunken ship. Race into Diddy's portion of the ship, and you'll find a Banana Barrel that leads you to a diving-for-coins mini-game. Once you have all but one coin, the floating vines lower and allow you to swing to the final coin.

You can't get Diddy's final Golden Banana, however, until Lanky comes on the scene.

Golden Banana 5



In the area past the DK Gate is a platform with a Diddy icon. Make your way up the structure to the Banana Barrel at the top. Jump in the barrel and beat the mini-game to reveal a Warp 4 point. If you didn't earlier, unlock the warp so Donkey Kong can obtain his blueprint from that Kasplat below.

Lanky in the Water

Lanky has a lot to do in the water—he's going to become a swordfish! And you thought he looked ugly with those long arms...

Golden Banana 1



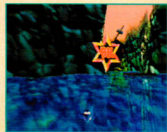
Have Chunky shoot open the pineapple locks so you can grab Lanky's blueprint from the Kasplat on the dock.

Golden Banana 2

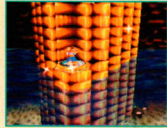


In the main hallway's left branch, which leads toward the cove with the sunken ship, is a big, annoying guy with a club entrenched near a Lanky icon. Simian Slam that icon to open a door on the sunken ship, then head into the cove and swim left toward the location of the second Golden Banana. Inside, Lanky has his first opportunity to become Enguarde the swordfish. Smash the treasure chests with his pointy nose.

Opening the DK Gate And Golden Banana 3



Another transforming box (for becoming Enguarde) is located on top of the other sunken ship—the one Diddy and Donkey investigated in their scenarios. As Enguarde, destroy treasure boxes on the ocean floor to reveal coins for your fellow Kongs, then jump through the DK Star three times to open the DK Gate and gain access to the area where the third Golden Banana awaits (see sidebar, "Pummeling Puffots").

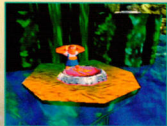


Inside this new area, transform from Enguarde into Lanky and hop on the Lanky icon. Use the Simian Swell to float up to the next platform and keep advancing to the top, where you'll find a Banana Barrel.



Searchlight Seek is a very easy mini-game. Just locate the Klaptrop and fire away. While you're in this area, you may want to take care of Diddy's and Donkey's unfinished business.

Golden Banana 4



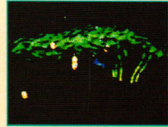
With the water in its lowered state, return to the plant near Funky's Shop and find Lanky's Horn icon. Blow the horn and race over to the sunken ship (Lanky's entrance is on the opposite

side of Diddy's and Donkey's)—there's a Golden Banana just sitting there!

Golden Banana 5



Become Enguarde underneath the lighthouse and break open the door with his face on it; this reveals the last of Donkey's regular bananas.



Look for treasure chests on the ocean floor, and you'll find the rest of Lanky's bananas as well as his fifth Golden Banana.

Tiny Dives Deep

Tiny spends a lot of time in her very tiny state during her underwater adventure. If you haven't already, be sure to get Diddy, Donkey, and Chunky to open the gates in the main hallway (see sidebar, "Working Together").

Golden Banana 1

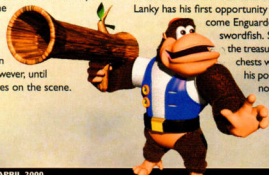


Take the cannon to higher ground in the main hallway, swing across to the Warp 3 point, and attack the Kasplat with ranged weapons. Grab Tiny's blueprint and hop on the Warp 3 point, which takes you to Snide's and Tiny's first Golden Banana (along with a banana balloon).

The Mermaid and Golden Banana 2



Take Tiny to the depths under the lighthouse where she can find a Tiny





Barrel and a small doorway. Shrink Tiny down to size, go through the doorway, and find a weeping mermaid. Find her pearls, Tiny! You can find the mermaid's pearls in the treasure room where the Warp 4 point allowed Donkey to grab his blueprint.



Once you're inside the treasure room, hop into the Tiny Barrel to become smaller, and then swim through the treasure chest's keyhole.



Swim into each of the oysters' mouths to retrieve the pearls, but beware of those teeth! Once Tiny gets all five pearls, return to the mermaid for a Golden Banana reward.

Golden Banana 3



Head back to the plant near Funky's Shop and play Tiny's trombone on her icon to open up yet another gate on the sunken ship. Inside the sunken ship are a Golden Banana and a fairy. Go ahead and snap a picture... just beware of the angry starfish.

Golden Banana 4



Tiny can find another Tiny Barrel and an entrance to another sunken machine deep beneath Funky's Shop. Inside the

sunken machine is a Banana Barrel that leads to a fly-swatting mini-game and Tiny's fourth Golden Banana.

Golden Banana 5

At the entrance to the Shipwreck Cove where Diddy shot out the peanut locks is a Tiny icon. Simian Slam the icon to open a gate on the smaller wrecked ship, and then race over to the gate.



Inside the wrecked ship is a Banana Barrel that leads to the Kremling Kosh mini-game. If you're having trouble earning Tiny's banana medal, don't forget to check out the room where Lanley found his first Golden Banana—you can find three banana bunches in that room!

Chunky All Wet

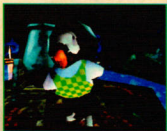
Chunky comes in to clean up the last of the sunken treasure. Make sure you've opened all the doors with Diddy and Donkey first, and open up the first gate after the entrance for the other Kongs. You'll also have to head on up and Primate Punch the gate blocking the K. Roof icon, so you or another Kong can win this area's Battle Crown.

Golden Banana 1



Destroy the treasure chests with Chunky's Primate Punch to reveal his first Golden Banana and a fairy.

Golden Banana 2



Get rid of the Kasplat, then grab the cannonball and lug it over to the cannon. Take out the three wall targets with six shots or less in the allotted amount of time. This may take a few tries (remember that gravity affects longer shots, and be sure to aim higher for long-distance targets).

Golden Banana 3



Jump aboard the abandoned ship in the Lighthouse Cove, then Simian Slam the board to crash through to the deck below.



Knock down the gate in the screen above with a Primate Punch, and then smash all the barrels in a similar fashion to earn a Golden Banana. However, afterward, Chunky gets seasick, and the controls become reversed. Brave the cannonballs while going back to the exit, or simply press Start to quit the area and return to DK Isles.

Golden Banana 4



Return to the plant near Funky's Shop where you can find a Kasplat and Chunky's blueprint. Return the blueprint to Snide for a Golden Banana.

Golden Banana 5



In the Lighthouse Cove, on the opposite side from Snide's HQ, is a platform with a Kasplat and a Triangle icon. Lower the water level, then stand on the Triangle icon and play the triangle to open Chunky's door on top of the sunken ship. When the water is lowered, you can't use the warp points, so run inside the ship as fast as Chunky can!



To win Chunky's fifth and final Golden Banana in Gloomy Galleon, play the slot machine mini-game.





FUNGI FOREST

Golden Bananas Required to Enter: 50

Once you get the Boss Key from Puffoss (see sidebar, "Pummeling Puffoss"), return to K. Lumsy's Prison, and he'll stomp enough to reveal a cannon behind DK Island. Hop in the cannon and shoot to Fungi Forest!

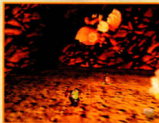


DAY AND NIGHT

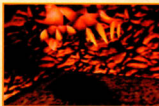


Certain areas of Fungi Forest are accessible only during the day or night. If an area is blocked and has a sun or moon icon, it will be open during the opposite time. To change the time of day, take the cannon to the top of the clock tower and shoot the appropriate icon.

BOCCINE DOGADON

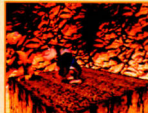


It costs Chunky 300 of his posse's regular bananas to get a shot at Dogadon, and he's certainly gonna have to throw his weight around on this one.



Fight Dogadon like you did before (see page 131, "Beeswax Boss.")

March)—dodge his fireballs, then throw a TNT barrel at him. Eventually, Dogadon gets angry and hits the platform hard enough that it starts to descend.



When the platform starts to descend, a Chunky Barrel appears when Chunky throws the TNT barrel, so move away from the center of the platform. Hop in the barrel and use Chunky's Primate Punch to KO Dogadon. Hurry up, though, the lava is coming up fast!



Fungi Donkey

It's a whole new world full of fungus and fun. Take a moment to get acquainted with the new surroundings and use Tiny's and Chunky's shooters to get into the area with Funky's Shop. Funky can upgrade all of your weapons to homing shooters. Next, take Donkey to Cranky's Lab, which is located in the same area as the Mushroom Tower.



Cranky has a new potion: the Super Simian Slam. Now that Donkey is stronger than ever, head into the Mushroom Tower.



Hmmm...a lock that combines all five fruits! Use the tag barrel and become all five Kongs to open the lock.

Golden Banana 1



Opening the lock reveals several canons inside Mushroom Tower. Simian Slam the DK icon, then hop into the first cannon for a ride that leads to a Golden Banana!

**Golden Banana 2**

On the third floor of Mushroom Tower, head outside and climb up the stairs to a DK icon, which takes Donkey to an extended barrel blast and also leads to a mini-game.

Golden Banana 3

Head over to the barn that's open only in the daytime. Simian Slam the question-marked box inside the barn to reveal a DK icon. Slam the icon to open a gated area with three switches.



Pull the switches in the order indicated on the sign above the conveyor belt so the Golden Banana is pushed outside. It must be nighttime for you to retrieve the banana.

Golden Banana 4

Grab the blueprint from the Kasplat behind the thorn bush gate.

**Golden Banana 5**

To open the door to the barn, use the Donkey Barrel on the side of the barn to become strong Kong, then walk through the bushes and stomp on the DK icon behind the barn.



Inside the barn are two question-marked boxes: One holds a fairy and the other a DK icon. Simian Slam the DK icon to play a mine cart mini-game for DK's last Golden Banana.

Diddy Diddles Around

Make sure Chunky and Tiny have shot open the locks to the various areas, and hit Cranky and Funky for upgrades. Now you're ready to rumble with Diddy!

Golden Banana 1

Find the mushroom pictured in the screen above beside Cranky's Lab; if Diddy is facing the lab, the mushroom is to the left. Hop on the mushroom to blast into a Diddy Barrel.



Fly to the very top of the Mushroom Tower—but don't land! Instead, go directly into the Banana Barrel floating above the tower to play the snake charming mini-game for Diddy's first Golden Banana.

Golden Banana 2

Head down to the fifth floor of the Mushroom Tower for Diddy's blueprint.

Golden Banana 3

Behind the small barn near Snide's HQ, you can find a Diddy icon and Simian Spring that vaults Diddy up to an open barn window.



Inside the barn is a guitar pad. Use the Guitar Gazump here to summon a bird that holds a flashlight so you can cross the treacherous planks to the Golden Banana. Once you reach the banana, a fairy will appear.

Golden Banana 4

Climb the pulley cable behind the waterwheel barn, and then hop onto its roof. Simian Slam the Diddy icon to open the attic gate. Inside is a broken winch machine. Use Diddy's Peanut Shooter to hit the "ON" button, then Chimpy Charge the up arrow to raise a Golden Banana in a cage outside and create a guitar pad near the thorn bushes. Head outside and Guitar Gazump on the pad to release the Golden Banana. Diddy can't grab his fifth Golden Banana, however, until Lanky shoots open the gate to the area behind the Mushroom Tower.

Golden Banana 5

At nighttime, play the Guitar Gazump on the pad on the opposite side of the tree from the Warp 4 point. Although this wakes the owl, he won't speak to you until you can fly. Hit the Diddy Barrel and challenge him for your final Golden Banana.

Lanky in the Forest

Make sure you've received the upgrades from Cranky and Funky and shot open all the doors with the other Kongs. Then head toward the Mushroom Tower.

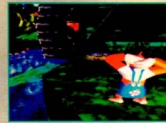
Use the Warp 5 point to reach the top of Mushroom Tower, then use Lanky's Orangstand to climb to the very top. When you find a Lanky switch, Simian Slam it to release two doors. The doors are to the right and left of Lanky's icon. Head to the one on his left (if he were looking at you) first—but you have only a few seconds, so hurry up!

Golden Banana 1

The diagram on the wall shows the order in which you should smash the mushrooms. When you do, a Banana Barrel with a very fast version of the Krazy Kong Klamor game is released.

Golden Banana 2

Return to the roof of Mushroom Tower and enter through the other door (the one to the right of the icon). Jump on the bouncing mushrooms and catapult yourself into the suspended Golden Banana.

Golden Banana 3

Near the waterwheel barn is a Lanky icon. Swell Lanky up so he can float



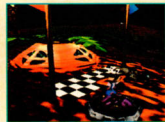
to the roof of the nearby barn and into the attic doorway. Once you're inside, slam the Lankey switch, and then take out the bats in this belfry to earn a Golden Banana.

Golden Banana 4

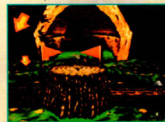


Shoot open the grapefruit lock above the door leading to the area with Lankey's fourth and fifth Golden Bananas, then hit the Warp 4 point inside.

Racing the Bunny For Golden Banana 5



During the daytime, stand on the Trumpet icon and have Lankey blow his instrument—this will awaken the bunny for two races.



However, Lankey can't beat the bunny the second time until he gets the Orangstand Sprint from Cranley, and that doesn't come until the next level. The fifth Golden Banana will just have to wait—but don't forget to come back and whip the bunny. When you do, the bunny takes way too wide of a turn around the obstacle on the opposite side of the track from the starting line (near the Diddy Barrel)—pass it there.

Tiny's Tribulations

Make sure you've shot open all the locks with the boys and obtained this level's upgrades. Then hit the Mushroom Tower.



Golden Banana 1

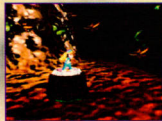


On the bottom floor of the tower, Simian Slam the Tiny icon, then race up the floors. Once Tiny reaches the third floor, head left and jump in the Banana Barrel for a mini-game. To win the Golden Banana, collect the coins by swinging and Ponytail Twirling across the mushroom tops.

Golden Banana 2

On the same floor, hit the deck and wipe out the Kasplat for Tiny's blueprint.

Golden Banana 3

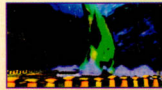


Head to the location of the third Golden Banana and hop in the Tiny Barrel, then play the saxophone on Tiny's music pad. The eagle will arrive and lift you up onto the tree stump.



Inside, defeat all the purple Klaptraps with orange bombs for a Golden Bananas. Make sure to grab the bean that appears when you win!

Golden Banana 4



Head to the strange-looking ground near Funky's Shop where you can plant the bean to make a beanstalk. Then do the same thing you did for the previous Golden Bananas: Hop in the nearby Tiny Barrel, then play the Saxophone Slam on the icon in front of the beanstalk to call the eagle.

Golden Banana 5



To get into the back entrance of the barn at night, Chunky must first smash through the back wall during the daytime and destroy the question-marked box that's blocking the hole.



Then, at night, return with Tiny, hop into the barrel behind the waterwheel, and enter the barn through the small hole. Hop up and into the door that was previously blocked by a spider's web. Once Tiny is inside, take out the mini-spiders and zap the big spider in the eye with her Feather Shooter to get the fifth Golden Banana.

Fatboy With Fungus

Golden Banana 1



Check out the poor worm in the apple near Funky's Shop. There's a Chunky Barrel near the shop that makes Chunky big enough to take on those bully tomatoes. Once Chunky stomps them out, relocate the worm's home to the Apple icon near the entrance to Fungi Forest, and you have your first Golden Banana.

Golden Banana 2



After Chunky smashes the back entrance of the waterwheel barn and destroys both question-marked boxes, one smashed box opens a passage for

Tiny, and the other reveals a triangle pad. Make some funky music and get the wheel started. Take the metal keg and lug it into the front door, then put it on the nearby conveyor belt. Grab the other kegs in the same room and put them on the conveyor belt as well. Chunky's prize for all this work is a Golden Banana.

Golden Banana 3



Find the well behind the waterwheel barn and Simian Slam the grate to fall inside.



This is a more difficult mine cart chase—just be sure to hit the green bells to open gates and to time falling objects, moving gates, or fire hazards.

Golden Banana 4

Make your way up the Mushroom Tower floor by floor and collect any of Chunky's bananas you find along the way. Grab Chunky's blueprint from the Kasplat on the balcony of the seventh floor. To reach the Kasplat, either jump from the roof or come down during the night.

Golden Banana 5



At the very top of the Mushroom Tower is a Chunky icon. Simian Slam the icon to open the door, then Simian Slam the one inside to start a puzzle mini-game. Use Chunky's Grapefruit Shooter to hit all the tiles until they form Chunky's face; when they do, Chunky's fifth Golden Banana is all yours!

CRYSTAL CAVES

Golden Bananas Required to Enter: 65

To reveal the Wrinkly Kong doors in the lobby of the entrance to the Crystal Caves, use Chunky with his Primate Punch, then grab the boulder and place it on the switch near the door. If you think this seems like a lot of work, wait until you get inside.



STOP THE STALACTITES!

Sick and tired of having the sky rain angry rocks on you? Here's how to stop it.



While Chunky is retrieving his second Golden Banana from the smashed dome near the igloo, look for a nearby Tiny pad. Hmmmm...none of her bananas require that pad. Grab Tiny and investigate—but you need her Monkeyport ability!



Lo and behold—there's the culprit. Let him rest in pieces so you can rest in peace.

ARMY DILLO'S REVENGE



It costs Donkey Kong 350 bananas for a rematch with Army Dillo (see page 129, "Whupping the Boss," March)—but this one's more disappointing than Tyson-Holyfield II (and there isn't even an ear bite).

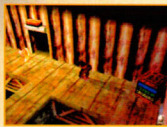


Army Dillo has a few new tricks, including a heat-seeking missile and a shockwave drop, but they're easy to dodge, and, with your three-melon capacity, this guy's an easy mark. Just hurl the TNT barrel at him whenever he shows his face.

Donkey's Frosty Adventure

Head over to Funky's Shop for the all-Kong shooter upgrade. Next, hurry to Candy's where a third melon will help you deal with the falling stalactites (see sidebar, "Stop the Stalactites!").

Golden Banana 1



Near Candy's Store, you'll see a bongo pad. Rock those blocks, and you'll open the door to the nearby shack. Head in and take out all the buzzing bees for Donkey's first Golden Banana.

Golden Banana 2



Here's another shack with a bongo pad entrance. This is a simple concentration game, and the trick is to

turn as little as possible. Start with green, then go right, hit green, both purples, then brown; go left and hit brown, then blue; go left and hit blue, both yellows, and red; go right and hit red. Oh, and when you're done, stomp on K. Rool's coin to win this level's crown.

Golden Banana 3



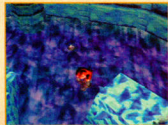
Hit the DK pad for a barrel blast into the survival shooting mini-game and earn your third Golden Banana.

Golden Banana 4

Grab DK's blueprint from the Kasplat hiding out on this platform. Grenade him from a safe distance, then move in. You can't get Donkey's last Golden Banana until Diddy opens up the igloo, so it's time to switch off.



Golden Banana 5



Donkey has to make his way through this sliding maze to get to the center for his final Golden Banana. Try to make up distance while you're flashing from being hit. Don't worry if you can't earn Donkey's Banana Medal—Cranky reveals more balloons, coins, and Shunke's HQ later.

Diddy Rocks the Igloo



At Cranky's Lab, a Diddy Barrel is suspended over the entrance to the igloo. Jump into the barrel (or, if you miss it, head back to one near Candy's Store) and fly into the igloo area. When you see a DK Star over the igloo, go through it to activate musical locks on the igloo for each Kong. Fly around and collect the bananas, then head back outside and unlock the high Warp 4 point.

Golden Banana 1



Look for a Banana Barrel hovering in the waterfall and crash into it to play a maze mini-game. Take out the Kasplats quickly—slam into them once while moving, then stand still and swipe at them with Diddy's tail on a second pass.

Golden Banana 2



Guitar Gazump on the pad outside so Diddy can gain entrance, then take care of the goons inside by slamming them with orange grenades when their clubs are stuck in the ground. Then use the Diddy icon to spring into the Diddy Barrel, then use the tail stream from his jetpack to light all three candles in the room and make the Golden Banana appear. Once Diddy gets the banana, a fairy appears.

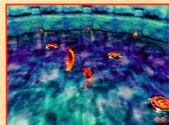
Golden Banana 3



Use the guitar pad to enter the lower level of the large shack where Diddy must kill all the bad guys before time runs out. This is going to seem impossible at first (and it nearly is), so prepare for some serious frustration! The trick is to hover with the Z button and take out the first two Kremlings, then land on one of their platforms, go into first-person mode, and hurl oranges at the middle platform with four Klaptraps on it. If you try to hurl directly at the ones on the side, you'll miss, but if you throw between the middle and the edge of the platform, your shots will bounce into the Kremlings. Then drop down, hit the Diddy

Barrel again, land on the middle platform as quickly as possible, and hurl orange grenades at the lieutenants in opposite corners. Don't wait around for the first lieutenant to die because it takes forever. Even if you've killed the guy, unless he fades before time runs out, you've failed.

Golden Banana 4



Use Diddy's guitar pad outside the igloo to play an easy mini-game—just pick up each of the barrels in order before the time runs out.

Golden Banana 5

You can't get Diddy's blueprint until Tiny unlocks the other Warp 4 point. Once she does, head there and take out the Kasplat.

Lanky in the Caves

Even if you've already obtained the other upgrades with the other Kongs, you should hit Cranky's and get the Orangstand Sprint. Don't forget to go back to Fungi Forest and whip that rabbit once you have the speed!

Golden Banana 1



Outside the shack, use the Lanky icon to swell up and float to the roof, then play the horn on the pad to open the door. Inside, swell up on the Lanky icon to float to the Lanky Barrel, then use the Orangstand Sprint to travel from the switch to the Golden Banana.

Golden Banana 2

Have Diddy fly to the island's Warp 5 point to activate it, then use the blueprint to find Lanky's blueprint. As soon as you warp in, play the horn to knock the Kasplat away.

Golden Banana 3



Simian Slam the Lanky icon outside the ice castle to gain entrance, then play a mini-game to win a Golden Banana. Slam the icons that already show K. Rool's face, but don't slam the question marks.

Golden Banana 4



Race the stinkin' beetle. This is a very tough race, so Lanky must grab the Orangstand Sprint at the outset. A couple pointers: Watch out for the jump halfway through and try hard to avoid contact with the beetle. You can get in front of him during the first drop and stay there the whole way down. There's one main place where you have to hit the brakes, and that's just before the final stretch. For practice, finish the race a few times without worrying about collecting coins.

Golden Banana 5



Use Lanky's horn to get into the area of the igloo pictured above, then take out the bad guys and Simian Swell your way up to the Golden Banana.

That's all we have room for! You're well on your way to finding all 20! Golden Bananas!



Take a deep breath and read carefully:

THE MOST ANTICIPATED FIGHTING GAME OF THE



DEAD OR ALIVE 2



Sega Dreamcast

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MILLENNIUM IS HERE.

You may now exhale.



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- "DOA 2 IS CURRENTLY LOOKING AMAZING..." *Official Sega Dreamcast 9/99*



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STREET FIGHTER PLUS

Part 1

 PlayStation

The long-awaited sequel, *Street Fighter EX2 Plus*, combines new fighters, moves, and combos with old-school gameplay. In this installment of "The Fighter's Edge," you'll learn everything you need to become an expert EX2 player.

By Bruised Lee



Basic Skills

Learn these basic skills before you begin a fight. The following moves can be used by every fighter.

Guard Break

You can instantly stop an opponent by simultaneously tapping the same Punch and Kick button. After a stun move, you can perform a combo.

Note: Your Super Bar must be at Level One for you to perform a stun move.



Tap (LP LK)

Start with An Air Attack

You start most combos (with all characters) by jumping in deep with a move. This is a good way to get in close to your opponent and land an extra hit.

Cross-Up Attacks

To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

Super Moves

Each fighter has a Super Bar with three levels that can be carried over from round to round. You can increase your Super Bar by hitting your opponent, getting hit, or performing special moves. When the Super Bar reaches a new level you can either perform a super move individually or chain moves together into a combo.

Chain Super Moves into Combos

Here's an example of how a super move is chained into a combo.



Motion $\downarrow \rightarrow \downarrow \downarrow \rightarrow$ MK for five hits...



...then motion $\downarrow \rightarrow \downarrow \downarrow \rightarrow$ MP for six hits.

Starting Two-In-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin a second move, and if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one.

Example of a Basic Two-In-One Combo



Hold \downarrow , tap MK. When your character starts the move, immediately two-in-one into the

second move (see the "Fireball" move below).



Motion $\downarrow \rightarrow$ MP. Normally, to perform a Fireball, you would have to motion $\downarrow \rightarrow$. But because you were holding \downarrow from the previous move, you only have to motion $\downarrow \rightarrow$ MP to get off the two-in-one combo.

What's New in EX2

Excel Combos

Excel Combos are like the Custom Combos in the SF Alpha series where you can link and perform moves in a faster combo. You can also combine different-strength moves and special moves for high-hitting combos. The key is to find which moves register the most damage in the Excel Combo.

To start an Excel Combo, simultaneously tap a Punch button and a Kick button of different strengths.

Note: Your Super Bar must be at Level One for you to perform an Excel Combo.



Tap (HP LK)

Meteo Combo

Each character has a Meteo Combo, which registers several hits causing a ton of damage, but which requires all three levels of your Super Bar. You perform a Meteo Combo like a super move but you have to press all three Kick or Punch buttons simultaneously.



Motion $\downarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow$ (LK MK HK) to perform Ken's Meteo Combo.

Controller Legend



K = Any Kick button
P = Any Punch button
Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

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

Ken

Special Moves

Air Grab



While in the air with your opponent, tap (→ MP) or (← MP)

Ground Roll



Motion ↓ ↵ ← P

Fireball



Motion ↓ ↵ → P

Dragon Punch



Motion → ↓ ↵ P

Hurricane Kick



Motion ↓ ↵ ← K

Super Moves

Rising Dragon Wave



Motion ↓ ↵ → ↓ ↵ → P

Vertical Dragon Wave



Motion ↓ ↵ → ↓ ↵ → K

Hurricane Thunder Legs



Motion ↓ ↵ ← ↵ ← ↵ ← K

Meteo Combo



Motion ↓ ↵ ← ↵ ← ↵ ←
(LK MK HK)

Devastating Combos

Eleven-Hit Excel Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



When in close to your opponent, tap (HP MK)



Tap HP



Tap HP



Tap HP



Motion ↓ ↵ → MP



Motion ↓ ↵ → MP



Motion ↓ ↵ → MP



Motion ↓ ↵ → ↓ ↵ → HP for five hits

Fourteen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep, tap HK



Tap (↓ MK), two-in-one



Motion ↵ ← MK for four hits



Motion ↵ ↵ ← MK for three hits



Motion ↓ ↵ → ↓ ↵ → HP for two hits



Motion ↓ ↵ → ↓ ↵ → HK for three hits

Sixteen-Hit Stun Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



When in close to your opponent, tap (MP MK)



Jump in deep, tap HP



Tap (↓ MK), two-in-one



Motion ↵ ← MK for four hits



Motion ↓ ↵ ← ↵ ↵ ← MK for nine hits

Three-Hit Dragon Punch Combo



Jump in deep, tap MK



Tap (↓ MK), two-in-one



Motion → ↓ ↵ ↵ MP

More Combos

Three-Hit Cross-Up Combo

Cross-up, tap MK, (↓ MP), two-in-one, motion ↵ ← MP

Nine-Hit Super Combo

Note: Your Super Bar must be at Level One for you to perform this combo.

Jump in deep, tap HP, (↓ MP), two-in-one, motion ↵ → MP, motion ↓ ↵ ← ↵ ← ↵ ← MK, ↓ ↵ ← MK for four hits, tap LP, motion → ↓ ↵ LP



Special Moves

Head Slam



Tap (→ MP)

Backward Leap



Tap (← LK MK HK)

Forward Leap



Tap (LK MK HK)

Head Slide



Tap (↘ HP)

Electric Sender



Tap P repeatedly

Back Step Roll



Charge ← two seconds, tap (→ K)

Vertical Roll



Charge ↓ two seconds, tap (↑ K)

Rolling Attack



Charge ← two seconds, tap (→ P)

Blanka

Super Moves

Ground Roll



Charge ← two seconds, tap →, ←, (→ P)

Jungle Beast



Charge ← two seconds, tap →, ←, (→ K)

Beast Hurricane



While in the air, motion ↓ ↘ ↙ ↓ ↘ ↙ P

Meteo Combo



Motion ↓ ↘ ↙ ↓ ↘ ↙ (LK MK HK)

Devastating Combos

Three-Hit Rolling Attack Combo



Jump in deep, tap HP

Hold ↘, tap MK

Tap (→ MP)

More Combos

Twenty-Two-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three to perform this combo. Jump in deep, tap MK, hold ↘, tap LK, LK, (→ MP), motion ↓ ↘ ↙ → MP for six hits, charge ← for two seconds, tap →, ←, (→ MP) for six hits, motion ↓ ↘ ↙ → MP for six hits

Twelve-Hit Stun Combo

Note: Your Super Bar must be at Level Two to perform this combo. When in close to your opponent, tap (MP MK), jump in deep, tap MK, hold ↘, tap LK, LK, LK, (→ MP), motion ↓ ↘ ↙ → MP for six hits

Ten-Hit Cross-Up Super Combo

Note: Your Super Bar must be at Level One for you to perform this combo.



Cross-up, tap MP

Hold ↘, tap LK

Tap LK

Tap (← MP)

Motion ↓ ↘ ↙ ↓ ↘ ↙ ← MP for six hits

Eighteen-Hit Meteo Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep, MK

Tap (↓ MK), two-in-one

Motion ↘ ↙ ↓ ↘ ↙ (LK MK HK) for 16 hits

Fourteen-Hit Excel Combo

Note: Your Super Bar must be at Level Two for you to perform this combo.



Tap (HP MK)

Jump in deep, tap HP

Hold ↘, tap MP

Tap MK

Tap MK

Tap MK

Tap MK

Tap (→ MP)

Motion ↓ ↘ ↙ ↓ ↘ ↙ → MP for seven hits

Volcano Rosso

Special Moves

Air Jump



Tap (LP MP HP)

Volcanus



Motion ↓ ← P

Counter Attack



Motion ↓ ← ← K

Super Moves

Stomping



Motion ↓ ↘ ↘ ↓ ↘ P

Kick Punch Fury



Motion ↓ ← ← ↓ ← ← K

Air Jump Attack



Tap (LP MP HP), K

Pass Through



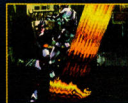
Motion ↓ ↘ K

Lunge Punch



Motion ↓ ↘ P

Blaster



Motion ↓ ← ← ↓ ← ← P

Meteo Combo



Motion ↓ ↘ ↘ ↓ ↘ ↘
(LK MK HK)

Devastating Combos

Six-Hit Lung Punch Combo



Jump in deep,
tap MK



Tap MK



Hold ↓, tap MP,
two-in-one



Motion ↘ → MP



Tap (→ MP)



Tap (→ MK)

Fourteen-Hit Stun Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



When in close to
your opponent,
tap (MP MK)



Jump in deep,
tap HP



Hold ↓, tap MP



Tap MK, two-in-one



Motion ↘ → MP



Motion ↓ ↘ →
↓ ↘ → MP for
three hits



Motion ↓ ← ←
↓ ← ← MK for
six hits

Seventeen-Hit Triple Super Combo

Note: Your Super Bar must be at Level Three for you to perform this combo.



Jump in deep,
tap MK



Tap MK



Hold ↓, tap MP,
two-in-one



Motion ↘ → MP



Motion ↓ ↘ ↘
↓ ↘ → MP for
three hits



Motion ↓ ← ←
↓ ← ← MK for
three hits



Motion ↓ ↘ ↘
↓ ↘ → MP for
seven hits



More Combos

Twelve-Hit Excel Combo

Note: Your Super Bar must be at Level Two to perform this combo.
Tap (HP MK) MP, jump in deep, tap HP, motion ↓ ↘ → MP, tap HP, motion ↓ ↘ → ↓ ↘ → MP for four hits, hold ↓, tap MP, tap MK, HK, two-in-one, motion ↘ → MP, motion ↓ ↘ →

Nine-Hit Super Blaster Combo

Note: Your Super Bar must be at Level One to perform this combo.
Jump in deep, tap HK, hold ↓, tap MP, MK, motion ↓ ← ↓ ← MP for six hits

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READER
TIP OF THE
MONTH

Dreamcast

NBA Showtime: NBA on NBC

Secret Characters, Play as Mascots, and More



Play as Mascots or Secret Characters: At the main menu, choose Start Game. At the Choose Option screen, choose Enter Initials. You'll be asked whether you want to enter your name for record-keeping. Answer "Yes." Input any of the following passwords and PIN numbers to play as that secret character or mascot. Enter the password, highlight and choose End, then enter the four-digit PIN number.

Characters	Password	PIN
Clown:	CRISPY	2084
Kerri Hoskins:	KERRI	0220
Kerri Hoskins in Alternate Uniform:	KERRI	1111
Large Alien:	BIGGY	0958
Lia Montelongo:	LIA	0712
Lia Montelongo in Alternate Uniform:	LIA	1111
Nikko the Devil Dog:	NIKKO	6666
Old Man:	OLDMAN	2001
Pinto Horse:	PINTO	1966
Pumpkin:	JACKO	1031
Referee:	THEREP	7777
Retro Rob:	RETRO	1970
White Horse:	HORSE	1966
Wizard:	THEWIZ	1136
Atlanta Hawks Mascot:	HAWK	0322
Chicago Bulls Mascot:	BENNY	0503
Charlotte Hornets Mascot:	HORNET	1105
Denver Nuggets Mascot:	ROCKY	0201
Houston Rockets Mascot:	TURBO	1111
Indiana Pacers Mascot:	BOOMER	0604
Minnesota Timberwolves Mascot:	CRUNCH	0503
New Jersey Nets Mascot:	SLY	6765
Phoenix Suns Mascot:	GORILA	0314

Characters	Password	PIN
Seattle Sonic Mascot:	SASQUA	7785
Toronto Raptors Mascot:	RAPTOR	1020
Utah Jazz Mascot:	BEAR	1228



Island Court: At the Choose Team screen, select a team, then select your two players. Immediately after selecting your second player, **simultaneously press and hold Right and X.**

Midway Court: At the Choose Team screen, select a team, then select your two players. Immediately after selecting your second player, **simultaneously press and hold Up, A, and B.**

NBC Court: At the Choose Team screen, select a team, then select your two players. Immediately after selecting your second player, **simultaneously press and hold Down, A, and B.**

Street Court: At the Choose Team screen, select a team, then select your two players. Immediately after selecting your second player, **simultaneously press and hold Left and X.**



ABA Ball: At the Tonight's Matchup screen, just before the game starts, **press X twice, press A three times, press B twice, and press Right.** The bottom-left corner of the screen should read "ABA Ball" if you entered the code correctly.

Big Head: At the Tonight's Matchup screen, just before the game starts, **press X twice, then Right.** The bottom-left corner of the screen should read "Big Head" if you entered the code correctly.

No Replays: At the Tonight's Matchup screen, just before the game starts, **press X three times, press A three times, press B, and press Left.** The bottom-left corner of the screen should read "No Replays" if you entered the code correctly.

Robert Hinton
Tampa, FL

PlayStation



Test Drive 6

Disable Checkpoints, Get Cash, and Unlock All Tracks



At the main menu, choose Race Menu. Enter any of the following passwords as your name to activate these cheats:

Disable Checkpoints:	FFOEMIT
Get \$6 Million Cash:	AKJGQ
Unlock All Tracks:	ERERTH

Peter Berquist
Austin, TX

Dreamcast



NFL Quarterback Club 2000

Rugby Mode, Fat Players, and More



At the main menu, choose Enter Cheat. Input any of the following passwords to activate these cheats. If you entered the cheat correctly, you should hear a high-pitched beep.

Big Football:	BCHLL
Fat Players:	MRSHMLLW
Flubber Ball:	FLBBR
More Fumbles:	BTTRFNRS
More Injuries:	HSPTL
Rugby Mode:	RGBY
Slow-Motion Mode:	FRRTGMP
Smoking Ball:	HSNFR
Thin Players:	TTHPCK

Dreamcast



NBA 2K

Big Heads, Fat Players, and More



At the main menu, choose Options, then Codes. Input any of the following passwords to activate these cheats. Passwords must be in all capital letters.

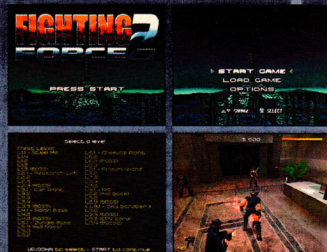
Beach Ball:	BEACHBOYS
Big Heads:	FATHEAD
Big Feet:	BIGFOOT
Fat Players:	DOUGHBOY
Fat Players:	SQUISHY
Tiny Players:	LITTLEGUY
Unlock Three Superstar Teams:	DEVDOES

PlayStation



Fighting Force 2

Big Guns



At the Press Start screen, simultaneously press L1, L2, R1, X, and Left, if you owned the code correctly, you'll automatically go to the next screen, choose Start Game. Now you can enjoy any level, you have full-featured ammo, and you'll be invulnerable to enemy fire.

PlayStation



Cool Boarders 4

Unlock All Mountains, Boards, and More



At the main menu, choose One Player. At the Enter Your Name screen, enter any of the following passwords as your name to activate these cheats:

Unlock All Mountains, Boards, and Characters: **ICHEAT**

Unlock All Special Events: **IMSPICIAL**

Tyler Gross
Gaithersburg, MD

Cool Boarders 4

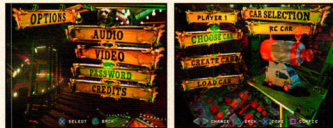


PlayStation



Twisted Metal 4

Invincibility and Unlock Cars



At the main menu, enter Options, then go into Password. Input any of the following passwords to unlock these cheats. If you entered them correctly, you should hear laughing.

Invincibility: **Down, Left, L1, Left, Right**

Crusher: **Down, R1, Right, R1, L1**

RC Car: **Up, Down, Left, Start, Right**

Sweet Tooth: **Start, R1, Right, Right, Left**

Sportman
Via the Internet

Nintendo 64



Road Rash 64

All Levels, Cop Mode, and More



All Levels: At the main menu, press **top-C**, **left-C**, **left-C**, **right-C**, **L**, **R**, **bottom-C**, **Z**. You will hear a beep if you entered the code correctly. Choose Thrash, highlight Level, and press **Right** to cycle through all levels. Press **A** to choose.

Cop Mode: At the main menu, press **Z**, **left-C**, **bottom-C**, **left-C**, **Z**, **L**, **R**, **bottom-C**. You'll hear a beep if you entered the code correctly. Choose Thrash, highlight Level, and press **Right** until Cop mode appears, then press **A** to choose Cop mode. When you start the game, you will play as a cop trying arrest the other riders.

Insanity Level: At the main menu, choose Thrash. Press **top-C**, **left-C**, **left-C**, **right-C**, **L**, **R**, **bottom-C**, **Z**. You will hear a beep if you entered the code correctly. Highlight Level and press **Right** until Insanity appears. Press **A** to choose Insanity Level. You and all the other riders will have motorcycles with the maximum performance ratings.

Scoter Mode: At the main menu, press **bottom-C**, **right-C**, **top-C**, **left-C**, **Z**, **L**, **left-C**. You'll hear a beep if you entered the code correctly. Choose Thrash, highlight Level, and press **Right** until Scooters appears. Press **A** to choose Scooters. When you start the game, you and all other riders will be on scooters.

PlayStation



Trick'N Snowboarder

Race as Resident Evil 2 Characters



At the title screen, press **△**, **△**, **X**, **X**, **□**, **□**, **○**, **○**. If you entered the code correctly, you'll hear a noise. Enter Free mode. At the character selection screen, press **L2** or **R2** to select characters. Leon, Claire, and a Zombie will now be available.

Ryan Grandick
Council Bluffs, IA

Dreamcast



Legacy of Kain: Soul Reaver

Refill Health, All Abilities, and More



Pause the game, hold L or R, and enter any of the following codes to activate these cheats. Use the analog controller to enter Up, Down, Left, Right. If you enter the code correctly, you'll hear a sound like glass breaking.

All Abilities: Press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Aerial Reaver: Press A, Right, Up, Up, Y, Left, Left, Right, Up.

Constricting: Press Down, Up, Right, Right, B, Up, Down.

Fire Glyph: Press Up, Up, Right, Up, Y, X, Right.

Fire Reaver: Press Y, Right, Down, B, Up.

Force: Press Left, Right, B, Left, Right, Left.

Force Glyph: Press Down, Left, Y, Down, Up.

Hurt Raziel: Press Left, B, Up, Up, Down.

Kain Reaver: Press A, B, Right, Y, Left, Left, Right, Up.

Maximum Health: Press Right, B, Down, Up, Down, Up.

Maximum Magic: Press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Press Down, B, B, Left, Right, Y, Up.

Refill Health: Press Down, B, Up, Left, Up, Left.

Refill Magic: Press Right, Right, Left, Y, Right, Down.

Shift Realms Anytime: Press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Soul Reaver: Press Down, Y, X, Right, Right, Down, Down, Left, Y, Down, Right.

Sound Glyph: Press Right, Right, Down, B, Up, Up, Down.

Stone Glyph: Press Down, B, Up, Left, Down, Right, Right.

Sunlight Glyph: Press Left, B, Left, Right, Right, Up, Up.

Upgrade Health to Next Level: Press Right, A, Left, Y, Up, Down.

Water Glyph: Press Down, B, Up, Down, Right.

Wall Climbing: Press Y, Down, X, Right, Up, Down.



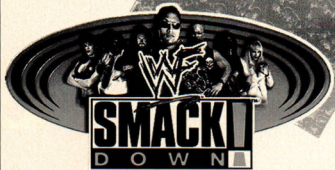
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Dreamcast

Re-Volt

All Cars and Tracks, Tiny Mode, and More



At the main menu, highlight **System Options**. Press **Left** or **Right** until **Secret Codes** appears, then press **X**. At the **Secret Codes** screen, press **X** to open the **Edit Screen**, then enter the following codes to activate these cheats. After entering the code, select **Activate Code**, turn on the cheat, and start a new game.

All Cars: **CARTOON**

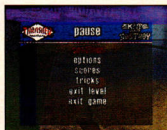
Change Cars in Mid-Race (By Pressing Up or Down): **CHANCER**



PlayStation

Thrasher: Skate and Destroy

Unlimited Points



During a timed run, pause the game, and press **L1**, **L2**, **R1**, **R2**, and **○** to increase your score by 5000 points. You can press the buttons to continue adding 5000 more points. You'll hear a click each time you add points.

Redoggl6

Via the Internet

PlayStation

Madden NFL 2000

Special Teams and Super Moves



At the main menu, highlight **System Options**. Press **Left** or **Right** until **Secret Codes** appears, then press **X**. At the **Secret Codes** screen, press **X** to open the **Edit Screen**, then enter the following codes to activate these cheats. After entering the code, select **Activate Code**, turn on the cheat, and start a new game.

Note: A _ designates a blank space.

100-Yard Field Goals:	BIGFOOT
100-Yard Passes:	PIGSKINFLY
Bullet Passes:	FASTFORWARD
Comets Team:	ONESMALLSTEP
Easy Catches:	MAGNASAVE
Junkyard Dogs Team:	MADMADDEN
Madden Millennium Team:	TIMELESS
Monsters Team:	KHULU
Mummies Team:	WRAPPEDUP
NFL Millennium Team:	ALLTIMEBEST
Sugarbuzz Team:	TREMOUDOUS1_2
Super Jumping:	SPRONG
Super Staff-Arm:	SMACKDOWN
Toymakers Team:	XMASFILES
Turbo Burst:	NO2
Vipers Team:	PLAYWTHHEART

John Teasley
Lake City, FL



PlayStation

Wu-Tang: Shaolin Style

All Characters



At the main menu, press **Right**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, **○**. If this code is entered correctly, you'll hear a sound. All characters will now be available in **Versus Mode**.

Dreamcast

Vigilante 8: 2nd Offense

Big Wheels, Faster Cars, and More



At the main menu, choose Options, then choose Game Status. Select a player, highlight a character, and press **L** and **R**. Input any of the following passwords to activate these cheats:

Note: A _ designates a blank space.

Big Wheels:	GO_MONSTER
Faster Cars:	MORE_SPEED
Faster Shooting:	RAPID_FIRE
Heavier Cars:	GO_RAMMING
High Suspensions:	JACK_IT_UP
No Gravity:	NO_GRAVITY
Super Missiles:	BLAST_FIRE



Dreamcast

Speed Devils

All Cars and Tracks, Infinite Nitros, and More



All Cars and Tracks: While in a race, press **B**, **Right**, **B**, **Right**, **Up**, **B**, **Up**. If entered the code correctly, a message will appear on your screen.

Infinite Nitros: While in a race, press **Down**, **Up**, **Down**, **Up**, **A**, **X**, **A**. If you entered the code correctly, a message will appear on your screen.

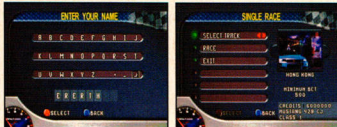
Skip Current Class: While in a race, press **Down**, **Right**, **Down**, **Right**, **A**, **X**, **A**. If you entered the code correctly, a message will appear on your screen.

Rodney Brenes
Arroyo, Puerto Rico

Dreamcast

Test Drive 6

Disable Checkpoints, Get Cash, and Unlock Tracks



At the main menu, choose Race Menu. Enter any of the following passwords as your name to activate these cheats:

Disable Checkpoints:	FPOEMIT
Get \$6 Million Cash:	AKJGQ
Unlock All Tracks:	ERERTH

Aaron Strunk
Miami town, OH

Nintendo 64

Roadsters

All Cars, All Tracks, and More



At the main menu, choose Roadster Trophy, Quick Race, or Time Trial. At the driver selection screen, enter any of the following passwords as the driver's name to activate these cheats. Passwords are case sensitive. If you entered the password correctly, you'll hear a voice say, "Congratulations." After entering a password, you can change the driver's name, or enter additional passwords.

Note: A _ designates a blank space.

Big Wheels:	Bigwheels
Turn Off Activated Cheats:	CheatsOff
Helicopter View:	Chopper
High-Pitched Voices:	Smurfing
Hi-Res Mode (in Options Mode with Expansion Pak):	Extra_res
Race Any Car, Any Track, and Any Division:	Gimme_ALL
Race Any Track in Backward or Mirrored Mode:	Anyway
Radio-Controlled-Style Cars:	Car_radio
Star Wars Speeder-Style Cars:	Skywalker

The following cheats are available only in Roadster Trophy mode.

Race in Any Division:	_Trophies
Start With \$250,000:	fastBUCKS
Start With \$1,000,000:	EasyMoney

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

GamePro is an information source you can use to be sure the games you buy will feature content and gameplay you'll enjoy—but sometimes the choices aren't clear. For instance, Syphon Filter 2 and Donkey Kong 64 (featured in this issue) both involve gunplay, but both weave it into the action in two entirely different styles, in two entirely different environments, and with two entirely different objectives in mind.

To help clarify the situation, GamePro includes the ESRB (Entertainment Software Rating Board) ratings in every review. The fact that Syphon Filter 2 is rated "Mature" and Donkey Kong 64 is rated "Everyone" should help you make an informed purchasing decision. The ESRB ratings are here to help you enjoy your games.

Sincerely,



Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in GamePro includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at www.esrb.org or call 800/771-3772 for more information.



Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



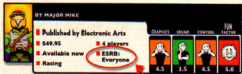
Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've



circled this rating in a sample review box to help readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

APRIL 2000

Below is a list of games reviewed in the April issue of GamePro along with each game's ESRB rating:

Ace Combat 3: Electrosphere	E
BattleTux: Global Assault	T
Carrier	RP
Colin McRae Rally	E
Colony Wars: Red Sun	E
Crazy Taxi	T
Crusaders of Might and Magic	T
Deception III: Dark Delusion	M
Die Hard Trilogy 2: Viva Las Vegas	M
ECW Hardcore Revolution	M
Fear Effect	M
Fighting Force 2	T
Galerians	M
Gundam Side Story 0079	T
Hot Shots Golf 2	E
Hydro Thunder	E
Jojo's Bizarre Adventure	T
Legacy of Kain: Soul Reaver	M
NASCAR Rumble	E
NHL 2K	E
Rayman 2: The Great Escape	E
Rollcage Stage II	E
Silent Bomber	RP
The Sims	E
Syphon Filter 2	M
Tony Hawk's Pro Skater	E
Virtua Striker 2	E
Wild Metal	E
WWF SmackDown	T
E=Everyone, T=Teen, M=Mature, RP=Rating Pending	

Note: Ratings on reviewed games are subject to change without notice.

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APRIL 2000

BLACKBUSTER
WORLD

Nintendo 64

1. Pokémon Stadium
2. Mario Party 2
3. Disney's Tarzan
4. WWF WrestleMania 2000
5. Donkey Kong 64
6. Army Men: Sarge's Heroes
7. ECW Hardcore Revolution
8. Tom Clancy's Rainbow Six
9. Toy Story 2
10. Ready 2 Rumble Boxing
11. Vigilante 8: 2nd Offense
12. South Park Rally
13. Ridge Racer 64
14. BattleTnx: Global Assault
15. Road Rash 64
16. Rayman 2: The Great Escape
17. Resident Evil 2
18. WinBack: Covert Operations
19. Knockout Kings 2000
20. Supercross 2000

PlayStation

1. WWF SmackDown
2. Gran Turismo 2
3. The Dukes of Hazzard: Racing for Home
4. Tomorrow Never Dies
5. Road Rash Jailbreak
6. Medal of Honor
7. Resident Evil 3: Nemesis
8. Grand Theft Auto 2
9. Tony Hawk's Pro Skater
10. Fear Effect
11. Army Men: Sarge's Heroes
12. Driver
13. South Park Rally
14. Ready 2 Rumble Boxing
15. Toy Story 2
16. CTR: Crash Team Racing
17. ECW Hardcore Revolution
18. NASCAR Rumble
19. Die Hard Trilogy 2: Viva Las Vegas
20. Vigilante 8: 2nd Offense

Extreme Ahab's Can't Miss List

There's no April's Fooling around with these games—they're for serious aficionados of fun only.



1. Medal of Honor (PlayStation)
2. Spyro 2: Ripto's Rage (PlayStation)
3. Donkey Kong 64 (Nintendo 64)
4. Rayman 2: The Great Escape (Nintendo 64)
5. Resident Evil 3: Nemesis (PlayStation)
6. Toy Story 2 (Nintendo 64)
7. Tomb Raider: The Last Revelation (PlayStation)
8. Disney's Tarzan (Nintendo 64)
9. Tomorrow Never Dies (PlayStation)
10. Turlok: Rage Wars (Nintendo 64)

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OUT OF CONFLICT, LEGENDS ARE BORN.



TEEN
T
Animated Blood
Animated Violence
For more information on this product's rating,
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http://www.esrb.org.

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PlayStation

Sega Dreamcast

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PlayStation[®] Game Display Screen Shot



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