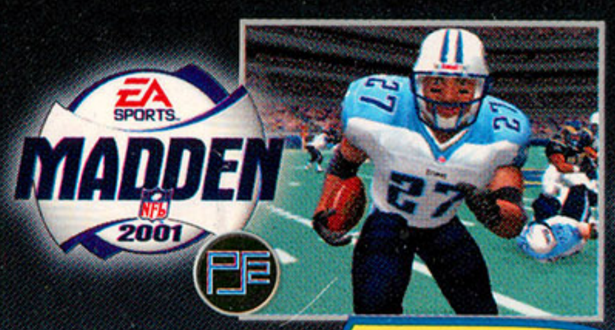
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- Dino Crisis 2
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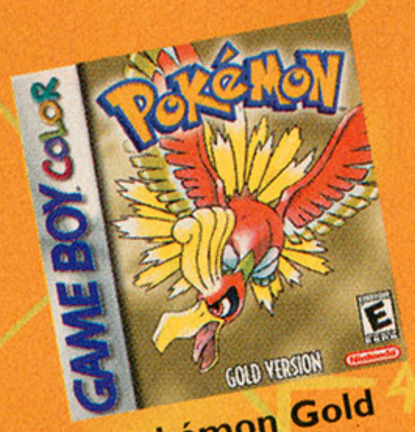
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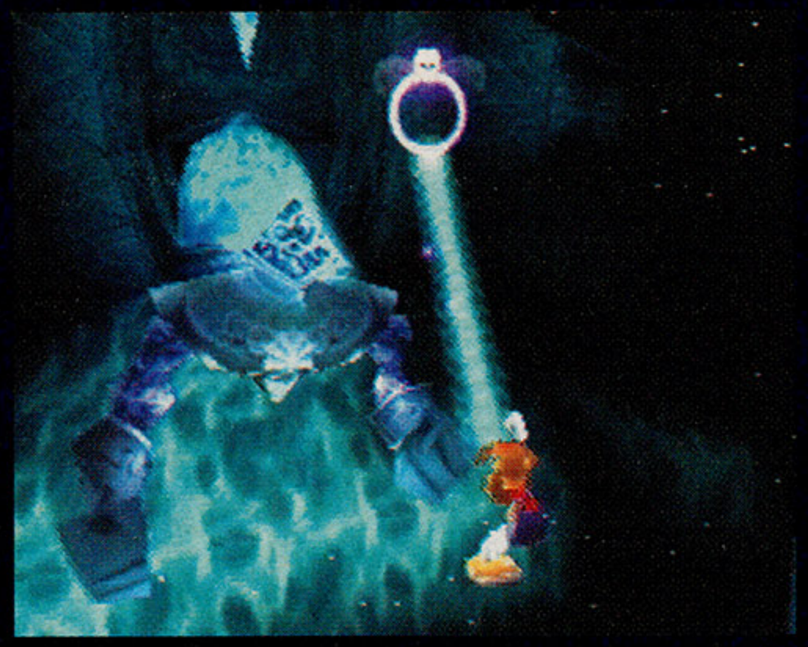
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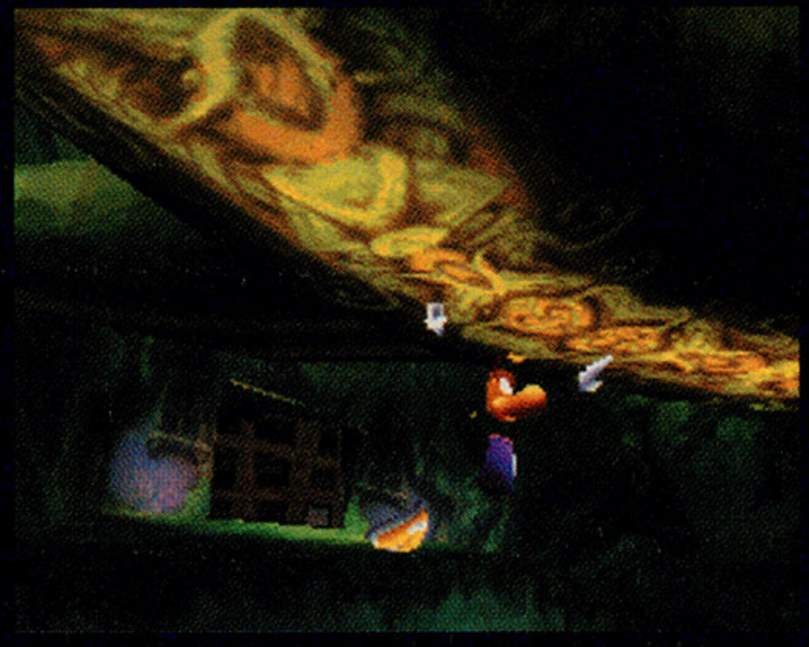
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CONTENTS NOVEMBER 2000

FEATURES



48 Behind the Mask

The Major checks out The Legend of Zelda: Majora's Mask, the enormous follow-up to Ocarina of Time! Find out if Link's capable of wowing fans once more in our quasi-review Hands-On preview.

52 The Unreal World

Unreal Tournament, the PC mega hit, is blasting onto the PlayStation 2—and it's ready to prove to gamers that its next-gen incarnation is immensely fragworthy.

56 From the Foxhole to The Rabbit Hole

Vikki (the gal from Army Men—Sarge's Heroes) is going to the front lines with her own action/adventure game for the PlayStation2: Vikki's Adventures. And, so far, this game may have more in common with *Alice in Wonderland* than earlier Army Men games.

EXCLUSIVE FIRST LOOK!

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

196 Tony Hawk's Pro Skater 2 (PlayStation)
Dan Elektro wants you…to find the hidden tapes, spell "S-K-A-T-E," discover hidden areas, and generally score well in the sequel to the PlayStation skater supreme.

208 Ecco the Dolphin: Defender of the Future (Dreamcast)
Plunge to victory with this concise ProStrategy Guide, which will help you get started on Sega's latest Dreamcast masterpiece. Get tips on where to find many of the Vitalit Crystals.

THE FIGHTER'S EDGE

220 Ultimate Fighting Championship (Dreamcast)
UFC deserves an ultimate Fighter's Edge, so Four-Eyed Dragon has gone to the mat to give readers every bleedin' special move and combo out there.

S.W.A.T.PRO

230
What do Strider 2, X-Men Mutant Academy, and Asteroids Hyper 64 have in common? Super cheats and codes—in fact, a ton of games have this option, as revealed in this month's S.W.A.T.Pro section.

Cover art courtesy of 3DO (Vikki's Adventures); Electronic Arts (SSX, Madden NFL 2001); Infogrames (Unreal Tournament); Tecmo (Dead or Alive 2: Hardcore)

Game Finder

18 Wheeler 36
Aerowings 2: Airstrike 231
Alien Resurrection 134
Army Men: Air Combat 233
Army Men—Sarge's Heroes 2 144
Asteroids Hyper 64 232
Baldur's Gate II: Shadows of Amn 64
Big Mountain 2000 144
Bomberman Party Edition 134
Cannon Spike 152
Capcom vs. SNK: Millennium Fight 2000 86
Crash Bash 100
Crimson Skies 66
D•2 186
Dead or Alive 2 234
Dead or Alive 2: Hardcore 76
Demolition Racer: No Exit 148
Destruction Derby Raw 136
Diablo II 40
Dino Crisis 2 130
Dragon's Lair 38
Dynasty Warriors 2 116
Eagle One: Harrier Attack 233
Ecco the Dolphin: Defender of the Future 208
Escape From Monkey Island 70
ESPN MLS GameNight 168
Eternal Ring 184
Fantavision 122
Fear Effect 230
Final Fantasy IX 188
Giants: Citizen Kabuto 62
Gradius III and IV 122
Hidden and Dangerous 235
Indiana Jones and the Infernal Machine 101
Jarrett & Labonte Stock Car Racing 168
Jet Grind Radio 96
Kessen 120
The Legend of Zelda: Majora's Mask 48
Little Nicky 38
Madden NFL 2001 158
Mario Tennis 165
Mat Hoffman's Pro BMX 102
Medal of Honor Underground 128
Metal Gear Solid 2: Sons of Liberty 233
Moto GP 93
NASCAR 2001 (PlayStation) 164
NASCAR 2001 (PlayStation 2) 176
NBA Live 2001 174
NBA Shootout 2001 178
NCAA Final Four 2001 178
NCAA Football 2001 230
NFL Blitz 2001 167
NFL GameDay 2001 234
NFL Quarterback Club 2001 (Dreamcast) 166
NFL Quarterback Club 2001 (N64) 168
NHL 2001 (PlayStation) 160
NHL 2001 (PlayStation 2) 176
NHL FaceOff 2001 169
Nightmare Creatures II (Dreamcast) 231
Nightmare Creatures II (PlayStation) 232
Ogre Battle 64 186
Orphen 190
Pod 2 98
Prince of Persia 103
Project Eden 68
Rampage Through Time 232
Ready 2 Rumble Boxing: Round 2 170
Resident Evil Code: Veronica 236
Ridge Racer V 118
Rogue Spear 98
Samba de Amigo 100
San Francisco Rush 2049 (Dreamcast) 150
San Francisco Rush 2049 (N64) 144
Seaman 235
Sega GT 152
Shenmue 102
Silent Scope 114
Sonic Shuffle 103
Speed Devils Online 101
Spider-Man 234
Spyro: Year of the Dragon 90
SSX 110
StarLancer 91
Star Trek Invasion 136
Star Trek: New Worlds 70
Star Wars Demolition 92
Star Wars Episode I: Battle for Naboo 92
Street Fighter III: Third Strike 96
Street Fighter EX2 Plus 230

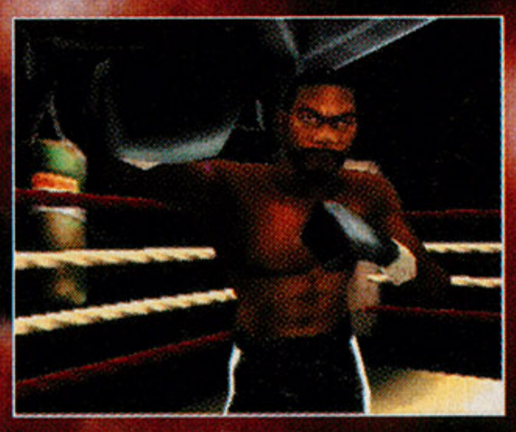
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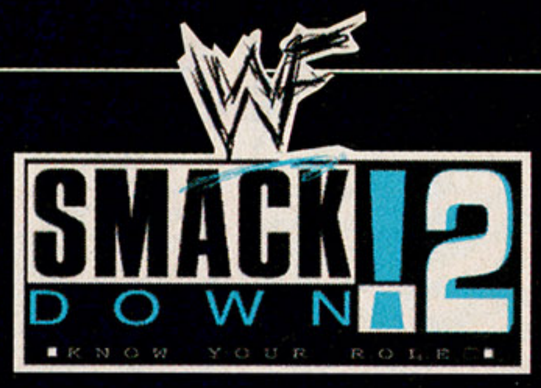
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CONTENTS NOVEMBER 2000

SNEAK PREVIEWS & PROREVIEWS

76 Sneak Previews

More than a dozen pages of jam-packed sneakosity! Check out DOA2: Hardcore (PS2), WWF SmackDown 2 (PlayStation), StarLancer (Dreamcast), Battle for Naboo (N64), and many more!

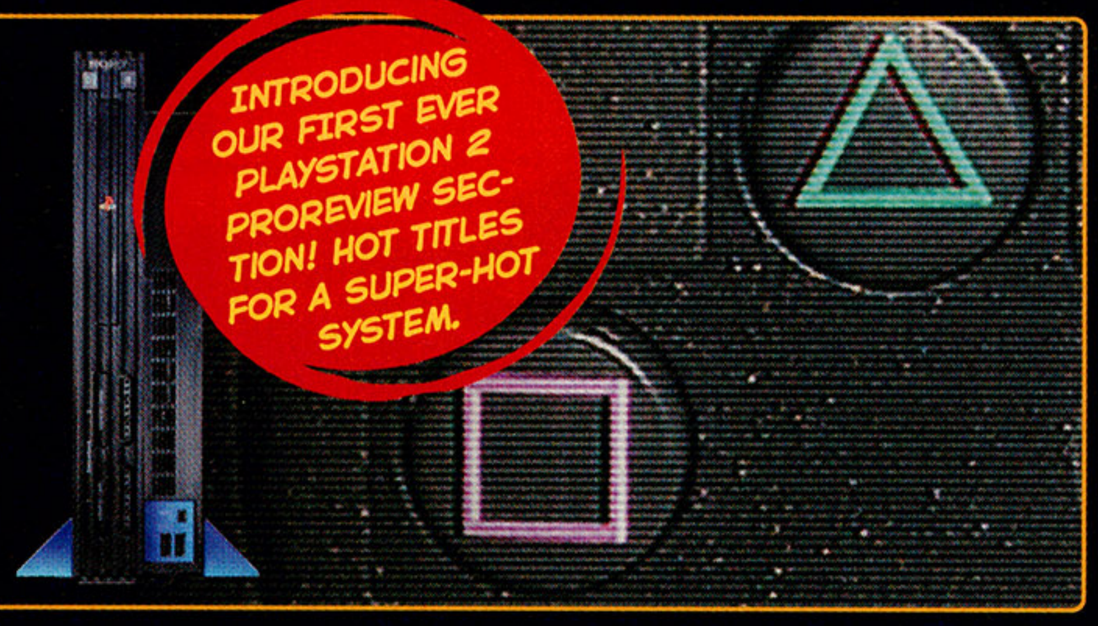


108 PlayStation 2 ProReviews

128 PlayStation ProReviews

142 Nintendo 64 ProReviews

148 Dreamcast ProReviews



PC GAMEPRO

62 It's an all-preview section, with peeks at Giants, Baldur's Gate II, Crimson Skies, and other games that our cracked crew has chosen as this month's standouts.



Giants: Citizen Kabuto! Page 62.

SPORTS PAGES

158



Check out our all-star all-console team: Madden NFL 2001 (PS2); Mario Tennis (N64); NBA Live 2001 (PlayStation); Virtua Athlete 2000 (Dreamcast)—and an arena's worth more!



Mario Tennis! Page 165.

ROLE-PLAYER'S REALM

184 Get hitched with Eternal Ring (PS2), Ogre Battle 64 (N64), and D•2 (Dreamcast). Plus, the Major gets even closer to final with Final Fantasy IX, while Uncle Dust heeds the call of Summoner.



Eternal Ring! Page 184.

DEPARTMENTS

20 Editor's Letter
Multiplatform and proud of it!

20 Head2Head
Existential next-gen headaches and inconsistent Pokémon—what more could you want?

22 Art Attack
Drawings by talented gamers.

24 Buyers Beware
Should the Sega Boot Disk get the boot? This, other problems, and other solutions.

32 ProNews
SpaceWorld sees the unveiling of Nintendo's GameCube and Game Boy Advance; and did somebody say PlayStation 3?!

40 NETPRO
ProTips for Diablo II online success.

Game Finder (continued)

Street Fighter EX3 122
Strider 2 232
Summoner 190
Swing Away Golf 166
Sydney 2000 161
Tekken Tag Tournament 108
Tenchu 2: Birth of the Stealth Assassins ... 231
Tokyo Xtreme Racer 2 152
Tomb Raider Chronicles 88
Tony Hawk's Pro Skater 2 196
Tribes 2 69
Ultimate Fighting Championship 220
Unreal Tournament 52
Vikki's Adventures 56
Virtua Athlete 2000 161
WCW Backstage Assault 89
Who Wants To Be a Millionaire 2nd Edition 38
The World Is Not Enough (N64) 142
The World Is Not Enough (PlayStation) ... 82
WWF No Mercy 80
WWF SmackDown 2: Know Your Role ... 78
X-Men Mutant Academy 233
X Squad 120
Xtreme Sports 93

What's On GAMEPRO.COM

Games

Go to GamePro.com for reviews and previews of the hottest games for the PlayStation, Dreamcast, N64, PlayStation 2, and PC. You can also enter contests to win awesome prizes, print out strategies, grab the latest cheats, or chat with certified GamePros.

This Month:

- Quake III Arena (Dreamcast)
- Pokémon Gold & Silver (Game Boy Color)
- NBA Live 2001 (PlayStation)
- Samba de Amigo (Dreamcast)
- Ready 2 Rumble Boxing: Round 2 (PlayStation 2, Dreamcast)
- Tons of PlayStation 2 Coverage

Entertainment

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This Month:

- DVD–*Batman Beyond–Return of the Joker*
- DVD–*Toy Story & Toy Story 2*
- Anime–*Sin: The Motion Picture*
- Anime–DVD–*Record of Lodoss War–Chronicles of the Heroic Knight*
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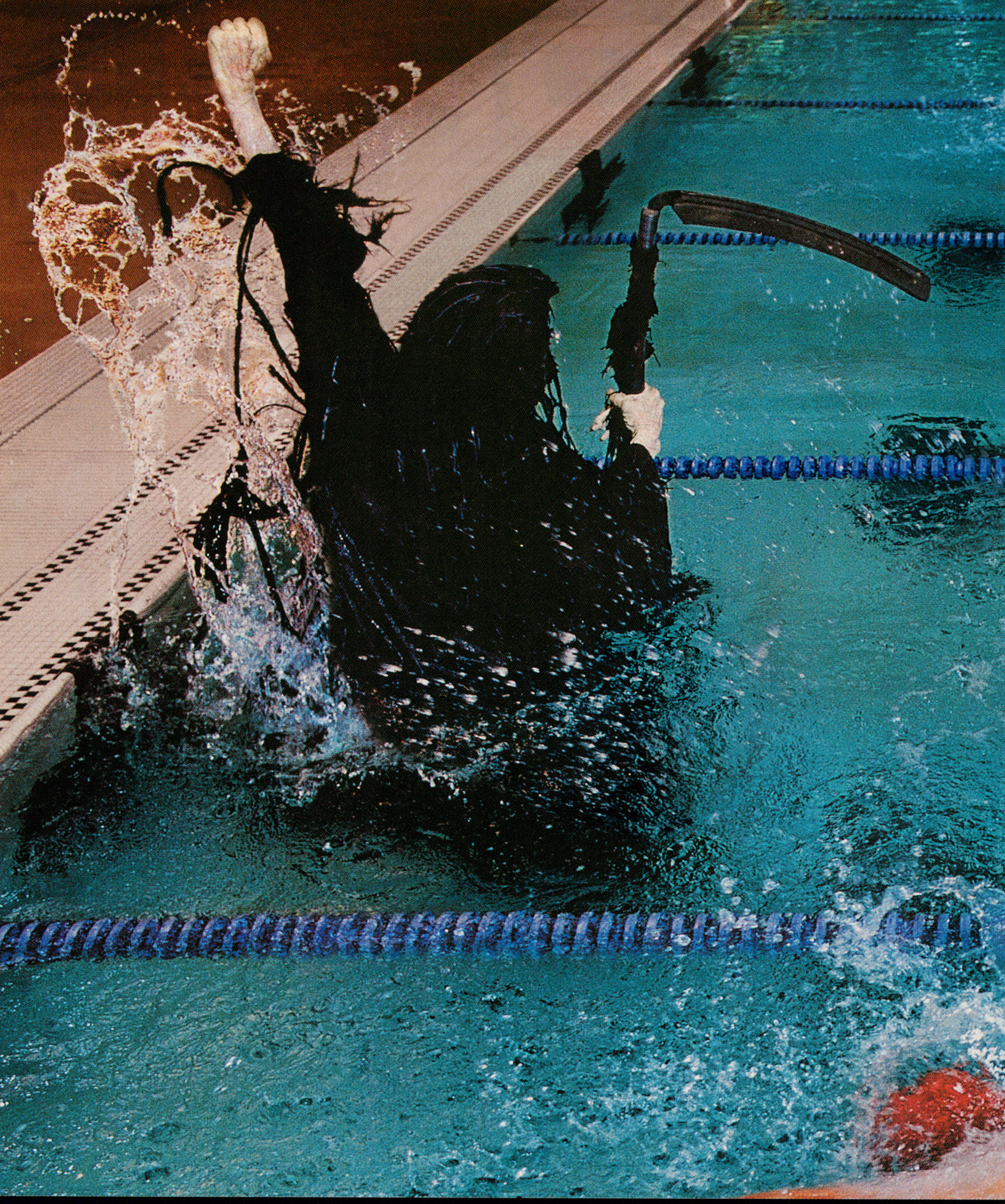
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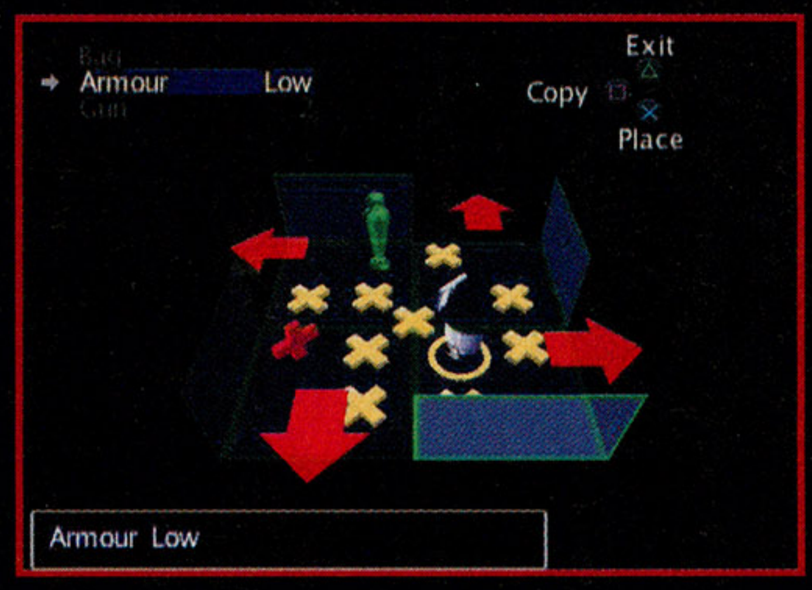
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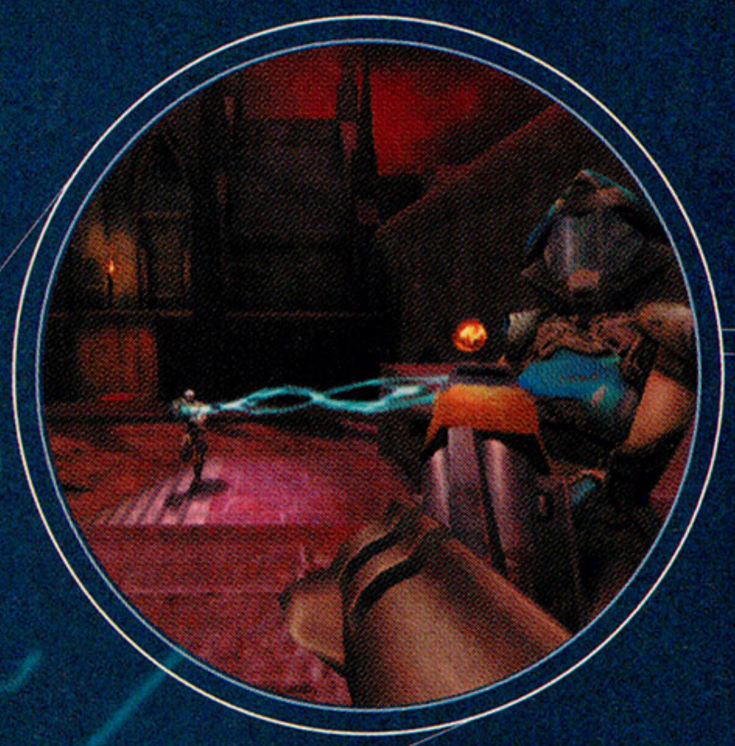


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HEAD 2 HEAD

EDITOR'S LETTER

Play Your Game!

As you can tell from our cover, it's PlayStation 2 time at *GamePro*. By the time you read this, Sony should have its 1 million PlayStation 2 units all ready for launch on October 26, 2000—so, in this issue, we're giving you the low-down on all the hottest PS2 launch titles. Has it been worth waiting for Tekken Tag Tournament, SSX, Ridge Racer V, Kessen, Silent Scope, Street Fighter EX3, and X Squad? Find out as we officially unveil our new PlayStation 2 ProReview section.

It seems Sony is ready to reign supreme, but one can't help asking, "Is there gaming life beyond the second incarnation of Sony's console?" Of course! If you weren't one of the lucky million to preorder a PS2, take a look at our 32-bit coverage. Major Mike and Air Hendrix provide ProReviews for anticipated PlayStation releases: Dino Crisis 2 and Medal of Honor Underground. Having trouble with Tony Hawk's Pro Skater 2? Dan Elektro helps you net those hard-to-find items with his ProStrategy Guide.

As for you Dreamcast owners, check out our Ecco the Dolphin: Defender of the Future ProStrategy and Four-Eyed Dragon's Fighter's Edge on Ultimate Fighting Championship. For N64 stalwarts, discover if The World Is Not Enough has enough to rival GoldenEye 007 and Perfect Dark, and check our Hands-On preview of the American version of The Legend of Zelda: Majora's Mask. Speaking of RPGs, we also inch closer to a full review of Final Fantasy IX, with a full Hands-On of the English-language version. Finally, if you're dying for info about Nintendo's upcoming next-platform plans concerning the now-named GameCube, take a look at our SpaceWorld report in ProNews.

So, while the telescope focuses on the future of the PlayStation 2, remember that we have that covered—and a whole lot more. Our cover says "Multiplatform" for a reason.

The GamePros
San Francisco, CA
letters@gamepro.com



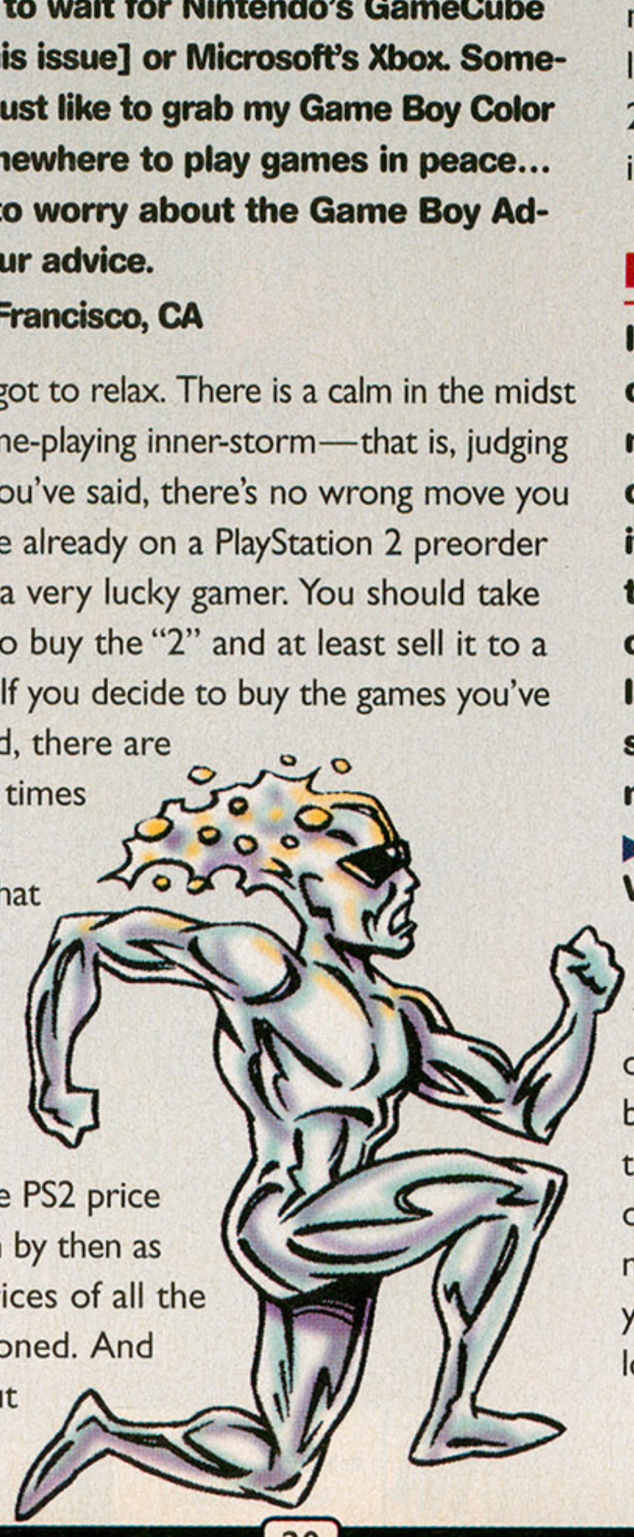


NOT A PROBLEM

Help! The PlayStation 2 launch is just around the corner, and now I'm having second thoughts. I admit that I totally bought into the hype about the PS2 being the next great game system, but I've recently taken an assessment of my bank account. Now I'm not sure whether to drop three big ones for the PS2 or use the money (probably substantially less than that) to purchase some of the awesome-sounding PlayStation games that *GamePro* says are coming out this year, such as Final Fantasy IX, Tomb Raider Chronicles, Madden NFL 2001, Driver 2, Dino Crisis 2—the list goes on. I'm also not sure whether it would be better to wait for Nintendo's GameCube [see ProNews, this issue] or Microsoft's Xbox. Sometimes, I think I'd just like to grab my Game Boy Color and take off somewhere to play games in peace... but now I have to worry about the Game Boy Advance! I need your advice.

▶ **A. Lowe—San Francisco, CA**

First of all, you've got to relax. There is a calm in the midst of your raging, game-playing inner-storm—that is, judging from everything you've said, there's no wrong move you can make. If you're already on a PlayStation 2 preorder list, then you are a very lucky gamer. You should take the opportunity to buy the "2" and at least sell it to a less fortunate pal. If you decide to buy the games you've mentioned instead, there are nothing but good times ahead for you. Of course, if you're that extraordinary gamer who can stand to wait 12 months for the GameCube and Xbox to show, the PS2 price tag may have fallen by then as well, as will the prices of all the games you mentioned. And don't worry about the Game Boy Advance: It won't show in the U.S. until next fall, and it's backward compatible with all Game Boy games. A spot on the PlayStation 2 preorder list is like gold to gamers these days, so go ahead and take the plunge: Buy the PlayStation 2!



SHARPE AND SAVAGE

The GameShark ad in a recent *GamePro* showing Nikki Sharpe and Gina Savage saying, "Play With Us" caught my eye [see our August issue, page 144]. We all know that sex sells, but isn't your magazine for children of all ages? I would love to see more age-appropriate advertising placed in *GamePro*.

▶ **Jamie L. Davis–Collins, OH**

The *GamePro* ad/sales team would be overjoyed if only you'd be kind enough to send recommendations to your favorite "age-appropriate" advertisers requesting that they buy ads in our mag. But, yes, gamers are "children of all ages," and here's how the age range for you crazy "kids" breaks down according to *GamePro's* last reader survey: 33 percent, age 18 and older; 58 percent, age 12 to 17; and 9 percent, under age 12. Nine percent of half-a-million readers is nothing to sneeze at, yet, for the majority of the gang, Nikki and Gina are really pretty lame...er, tame. Winterfresh gum, Corn Nuts, Godzilla 2000, the Navy, and Wacky Racers also ran ads in that issue of *GamePro*, so there was something for everyone.

POSTMAN TRAUMATIC STRESS

I suffer from something that may affect some of your other subscribers. Every month, my mailman steals my issue of *GamePro* and reads it before delivering it to my house. Is there a cure for this? Do I have to go outside and slap my mailman?

▶ **Martin**
Via Internet



No, nothing like this affects any of our other subscribers as far we know, but you might want to complain to the district Postmaster if this is an ongoing problem. Obviously, you are not familiar with the term "going postal," however, or you would never even consider going Jet Li on your local letter-carrier.

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No Lover of Glover

My 11-year-old daughter just received a Nintendo 64 for her birthday. I made the mistake of purchasing Glover, which has only frustrated her. Do you have any suggestions for a fun, nonviolent game that she might like? I am lost in all the options.

▶ **Linda Eales–Via Internet**

Don't worry, N64 fun is easily attainable. Kirby 64 and Super Mario 64 are two adventure games that are easier to play than Glover and challenging in their own right. Other entertaining N64 games include Mario Kart 64, The New Tetris, Pokémon Stadium, Mario Golf, Mario Tennis, and Mario Party 1 and 2. You can always connect to GamePro.com to research a few more. And here's a ProTip: When in doubt about a game, rent it before you buy it.

Pokémon in Pain

I've noticed that the ghost Pokémon (Gastly, Haunter, and Gengar) for Pokémon Game Boy aren't hurt by certain attacks, but in Pokémon Stadium for the N64, those same attacks do affect the ghost Pokémon. Plus, in the Game Boy cart, Charizard can't learn to fly, but in Stadium, Charizard knows how to fly. Why is that?

▶ **Nathan Johnson–Rancho Santa Margarita, CA**

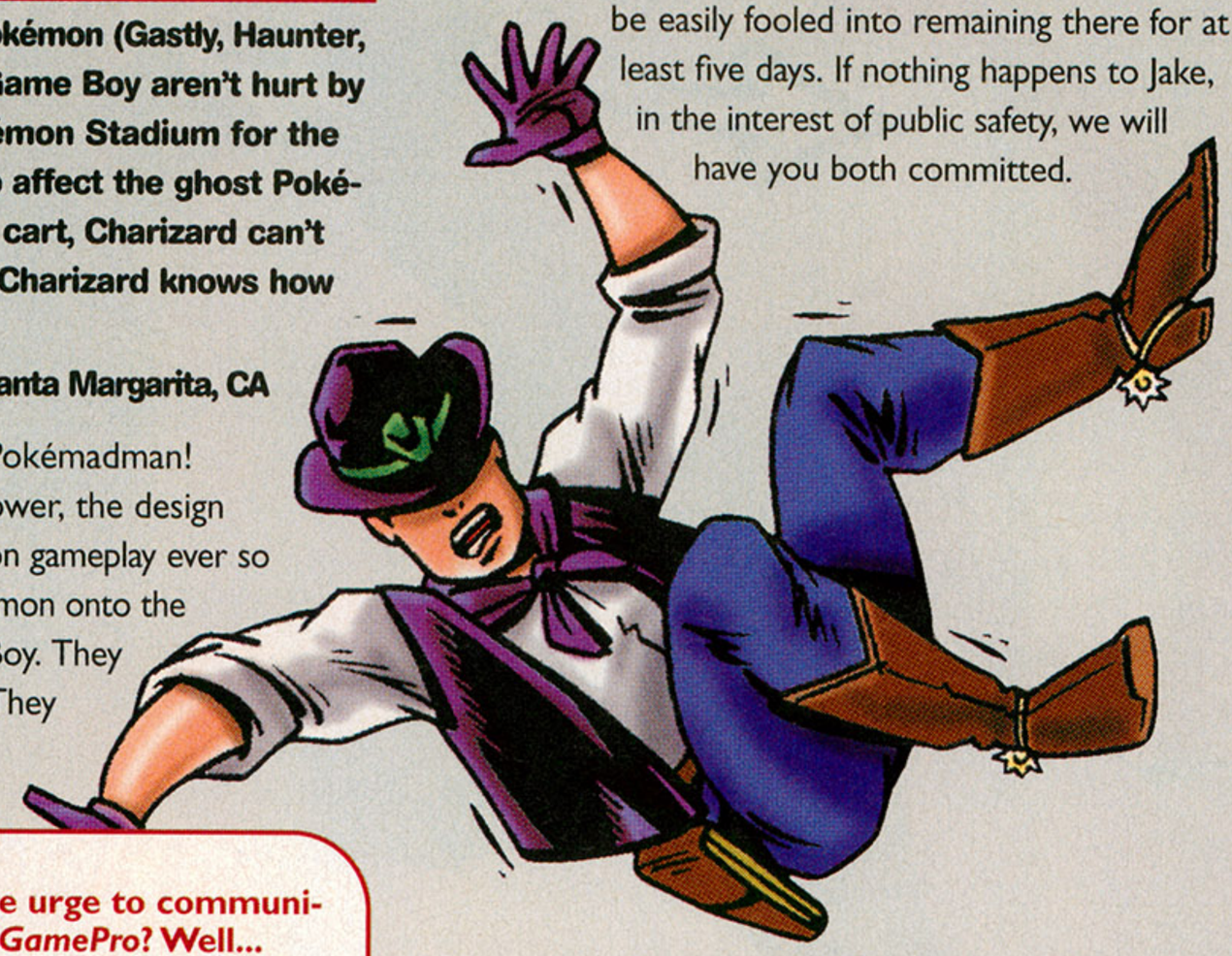
You are one seriously scary Pokémadman! Dazzled by the N64's horsepower, the design boys decided to tweak Pokémon gameplay ever so slightly when they herded Pokémon onto the Nintendo 64 from the Game Boy. They figured no one would notice. They were wrong.

Controller Crazy

I have to tell someone about this: I'm scared to death of my Nintendo 64 controller! I swear it. Don't we all agree that it looks like a claw? I can just imagine it waiting for me to fall asleep at night so it can team up with the beast in my closet to kill me! It will use its analog stick to drag itself across the room to my bed, its cord trailing behind like a tail; then it'll climb onto my bed and use its cord to strangle me! Beware the N64 controller! Beware!

▶ **Mr. Whizzard–Via Internet**

Mr. Whizzard, some would say that your controller fears are the result of paranoid delusions. We prefer to say that you are insane in your membrane. The question remains: Are your fears so insane that they might be true? To test your phobia, the GamePros will toss Jake the Snake into a glass terrarium filled with N64 controllers. The Snake is innocent and gullible, so he can be easily fooled into remaining there for at least five days. If nothing happens to Jake, in the interest of public safety, we will have you both committed.

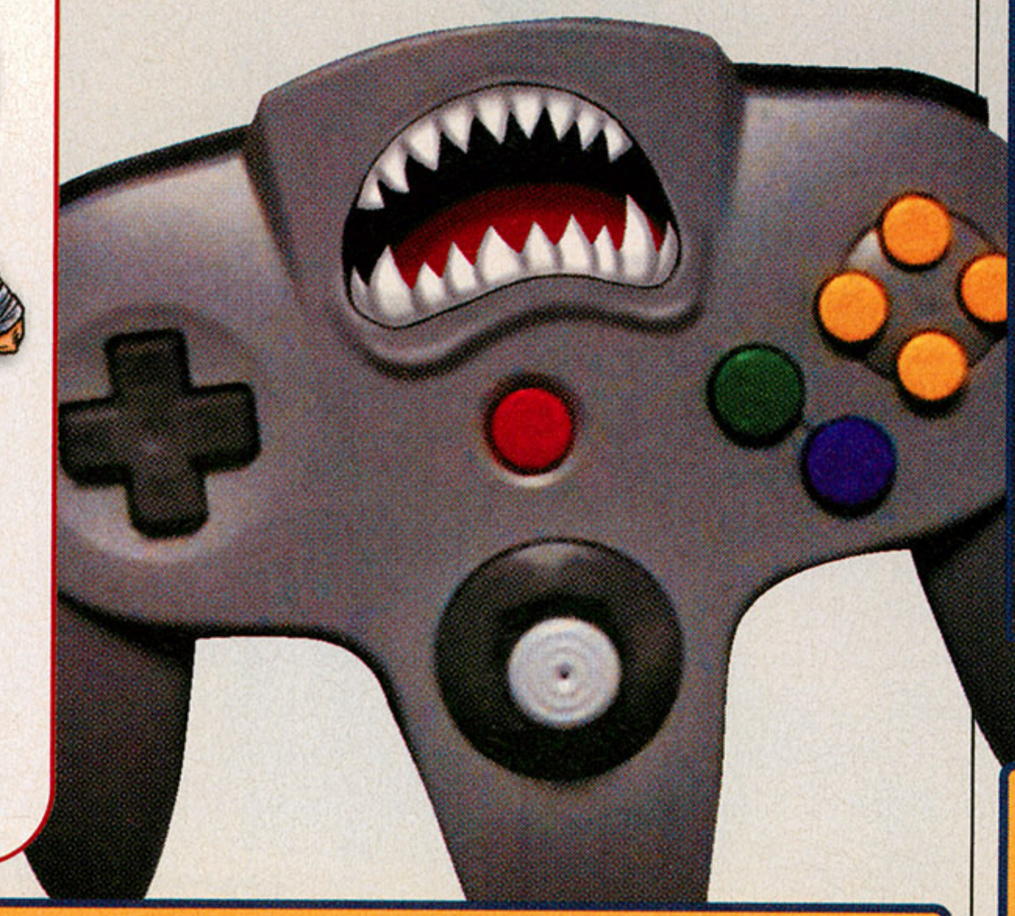


Do you ever get a strange urge to communicate with the writers of *GamePro*? Well...

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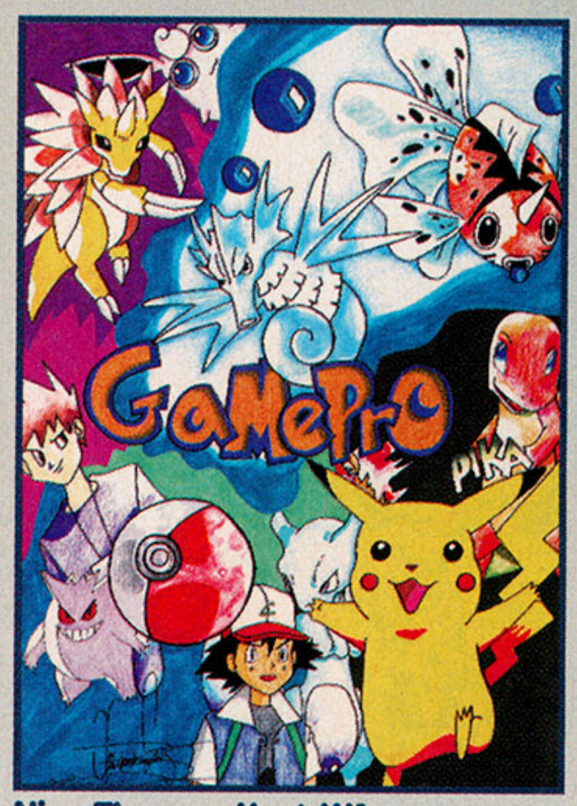


Art Attack!

Pick of the Month!



Chin Yi Diu–Phoenix, AZ



Nina Flowers–Kent, WA



Chau Le–Hayward, CA

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$ BUYERS BEWARE

By The Watch Dog



For Halloween, the Watch Dog wants to dress up as the owner of a PlayStation 2. If you have one on launch day, can I borrow it for Trick-or-Treat? I'll give it right back. Honest.

Q What do you think about the Sega Dreamcast boot-up disk? I've seen many Dreamcast game copies on the Internet; they've been selling like crazy.

EMAN143
VIA THE INTERNET



A The Watch Dog responds: If you're talking about the pirated boot-disk, we think using it to play copied games is highly illegal. Don't buy one, and if you see one on the sidewalk, act as if it were radioactive, lime-colored goo. For you honest gamers who don't know what we're talking about, the boot disk is a CD-ROM that enables the previously pirate-safe Dreamcast to play import, beta-test, or copied games. The disk was released in June by a hacker group calling itself "Utopia." You just insert the boot disk and turn on your Dreamcast. After the boot disk has finished loading, put in a pirated CD, and it should work—no hardware changes needed.



Be warned: Sega is actively pursuing anyone who sells or makes available the boot disk or pirated games. To show it means business, Sega shut down 60 Web sites and 125 auction sites in July that were trafficking pirated games. "Sega supports a creative community of talented artists," said Peter Moore, president and chief operating officer of Sega, in a news release. "Pirates are parasites that hurt this community and will not be tolerated by Sega. We will continue to take aggressive steps to protect our business, consumers, and the creative talent we have at Sega."

Sega also said it was working closely with Yahoo!, Lycos, Excite, eBay, and Amazon to shut down the auctions of people attempting to sell illegal games or pirated boot-disks. Despite Sega's best efforts, at print time the boot disk was still easy to find for sale or download on the Internet, and numerous message boards and Web sites listed dozens of pirated games for sale. The Watch Dog wishes Sega good luck in fighting the scourge of piracy, which cost the video game industry more than $3 billion in 1998, and which hurts everyone who cares about video games, game makers and players alike.

According to Sega, you can ensure your Dreamcast games are authentic by looking for the following:

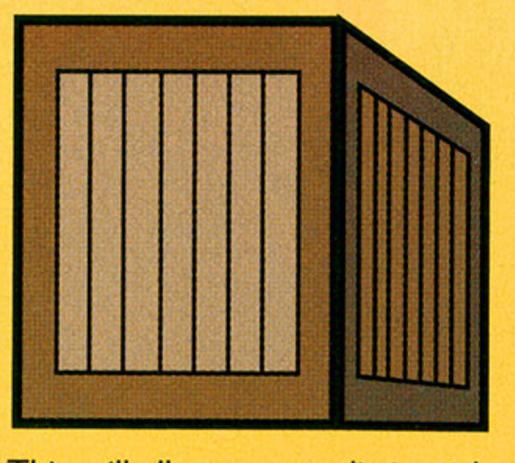
- The underneath of the CD should be silver, not black or gold, and should have three clearly visible tracks.
- The first track should be very wide, the middle track narrow, and the third track medium width.
- The middle track should read "copyright Sega Entertainment Ltd."

Q I'm having trouble with InterAct's GameShark CDX for the Dreamcast. I was playing Resident Evil Code: Veronica with the GameShark, and, whenever I looked into a crate to get items, the game froze at a blank screen. What's going on with the GameShark?

STJOHN02 VIA THE INTERNET

A An InterAct representative responds: "When compiling the list of codes for Resident Evil Code: Veronica, the values were inadvertently swapped for the codes that placed items into the storage crate. This caused the wrong items to show up in the crate. To remedy this, we've posted corrected versions of those codes on our site (**www.gameshark.com**)."

InterAct's Web site adds: "Please refer to your GameShark instruction manual for specific instructions on entering new codes. You'll be unable to delete the incorrect preloaded codes, so please make a change in the title of the codes you are entering. This will allow you to distinguish between the correct and incorrect codes."



The Watch Dog elucidates: The correct GameShark codes are listed in this issue's S.W.A.T.Pro.

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

U In the August Buyer's Beware (page 24), the Watch Dog responded to a question about a problem with the two-player radar in Armored Core: Master of Arena. Nearly six weeks after the Watch Dog asked Agetec about the problem, the company responded with the following e-mail:



"This e-mail is in regards to the problem that you were experiencing with the radar in Armored Core: Master of Arena. We now have copies of the game in stock with the problem corrected. In order for us to get you a replacement, you'll need to do the following:

"Please return the product (jewel case, discs, manual) and a receipt, if possible, to the address below:

Gamemaster ACMOA
Agetec, Inc.
1070 Stewart Drive, Suite 4
Sunnyvale, CA 94086

"Please make sure to include a sheet of paper with your name, address, phone number, and e-mail address where you can be contacted should it be necessary.

"The cost of returning your current copy of the game to us is yours. The replacement copy will be shipped back to you at our cost, free of charge. Please allow two to three weeks for total processing and shipment time."

The Watch Dog adds: When Nintendo replaced flawed early versions of Perfect Dark, it picked up the game at the customer's house and assumed all costs. Also, two to three weeks seems like a long time. Oh well, something is better than nothing.

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



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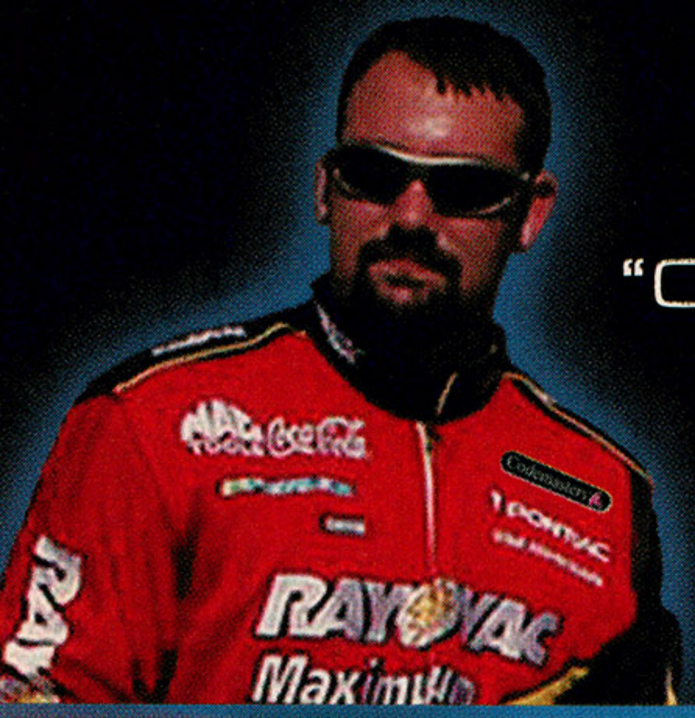
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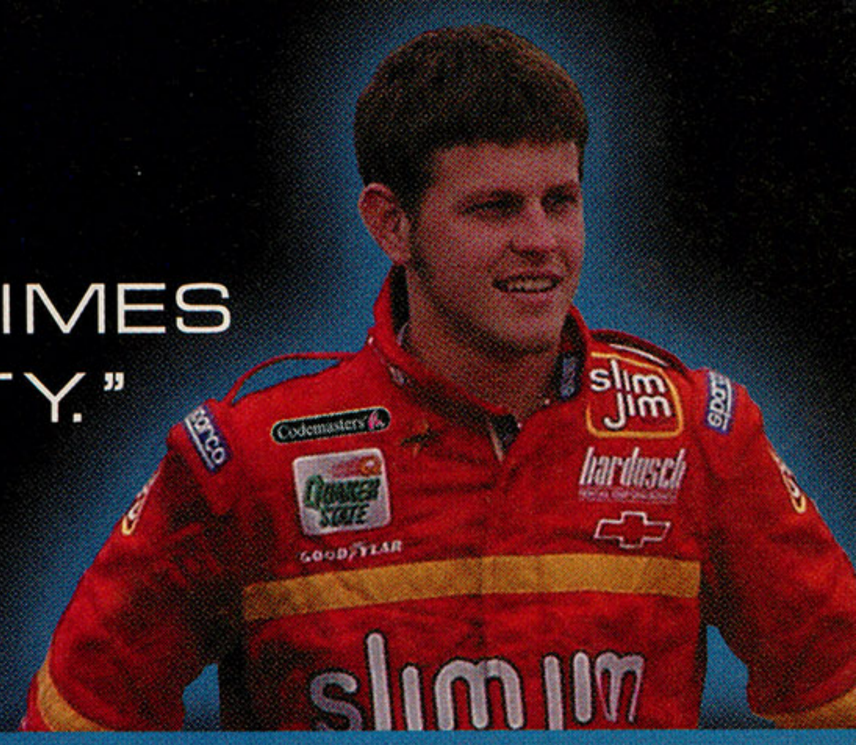


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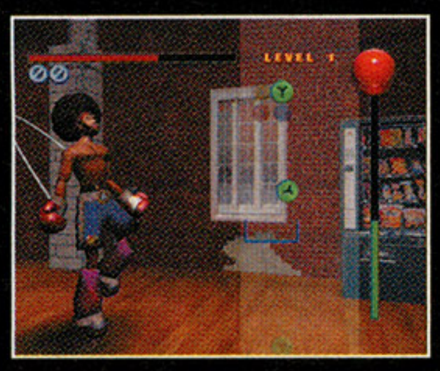
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NINTENDO UNVEILS NEW SYSTEMS

Game Boy Advance and GameCube (a.k.a. Dolphin) steal the show at SpaceWorld 2000

Nintendo's annual SpaceWorld event in Tokyo always contains big news, but this year's announcements could well determine the future of the company. Nintendo unveiled two new game systems to the public for the first time: the GameCube and the Game Boy Advance.

Most Nintendo fans know the GameCube by its code name, Dolphin. The GameCube, measuring just 6 inches by 6 inches by 4.5 inches, will be aimed squarely at the game market, and will not attempt to be an all-in-one entertainment machine in the way that the PlayStation 2 and Xbox are being positioned.



Nintendo's GameCube will be offered in five colored cases in Japan: purple, raspberry, silver, metallic beige, and black.

GameCube is expected to launch in Japan with five games in July 2001; the American launch will follow in October 2001. GameCube will make its U.S. debut at the E³ show in May 2001 with playable software on display. No prices for either the Japanese or the U.S. unit were announced.

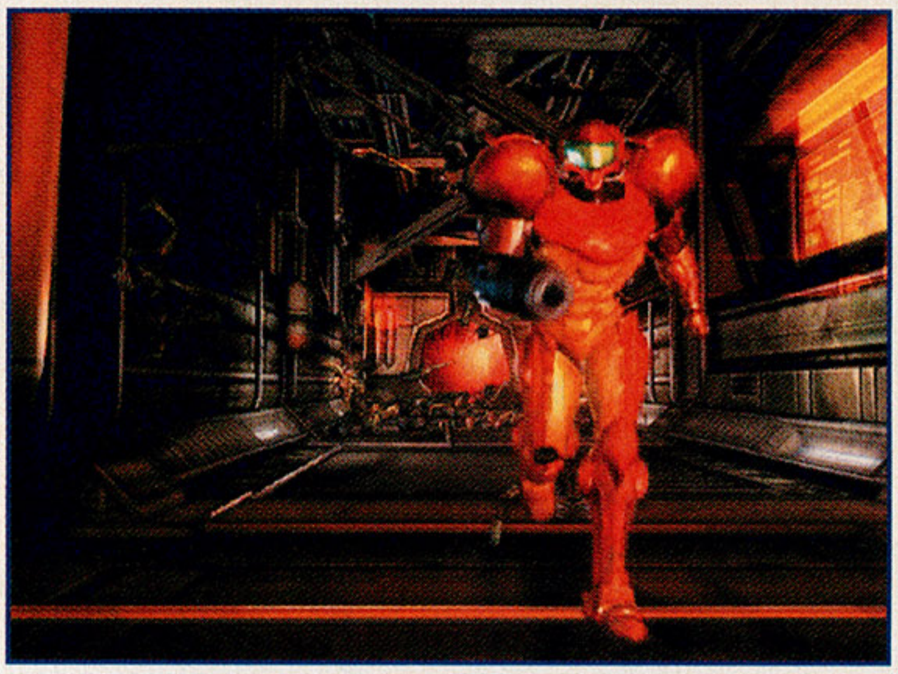
The heart of the GameCube will be the Gekko microprocessor unit, a 405 MHz PowerPC-based chip developed in conjunction with IBM. Boasting 64-bit floating point capability and super-fast copper wire technology, the MPU is being hot-rodded specifically for gaming tasks. Nintendo estimates that the GameCube will generate between 6 to 12 million polygons per second in actual gameplay—that's with textures, complex models, and everything else that goes on during a real game (as opposed to the maximum raw polygon count, which is often used to hype performance).

While Nintendo has finally abandoned the cartridge format it used for all its previous TV-based consoles, the company has chosen once again to avoid compact discs as well. Instead, the GameCube will use a proprietary optical disc system, based on a technology by electronics giant Matsushita, with a storage capacity 190 times that of Super Mario 64's cartridge. Each eight-centimeter optical disc will hold 1.5 GB of data—more than twice the data of a traditional CD-ROM, but less than half the storage capacity of a DVD. Genyo Takeda, director of Nintendo and general manager of NCL's R&D department, called the new format "fashionably sized" and expects it to "lead the way for entertainment in the 21st Century and become the de facto standard size" for both home and handheld game consoles. Mr. Takeda also added that the discs will be protected against piracy through Matsushita's proprietary technology.



The GameCube controller will feature eight buttons, two analog sticks, and a traditional cross-key directional pad.

The GameCube will feature four controller ports, but only two memory card slots, which will accept both 4 megabit "digicards" and adapters for Matsushita's proposed 64 MB SD Memory Cards. Users will be able to plug modular modems into the bottom of the GameCube for either 56K telephone or high-speed broadband online access. While the system is not considered a portable, the machine will come with a carrying handle as part of its design.



Samus from Metroid was just one of several Nintendo characters shown in a non-interactive demo. No Metroid game has been announced.

Mario creator Shigeru Miyamoto spoke at length about the GameCube's new controller. The pad will incorporate eight buttons, two analog sticks, and a directional pad. The new yellow "C-Stick" on the right side of the controller is an evolved version of the C buttons from the N64, allowing users to move in one direction and look in another, both with analog precision. The traditional A and B buttons will be oversized, flanked by X and Y buttons and joined by L and Z triggers on the controller's shoulders. "In the middle of all the buttons there is a big A button," said Miyamoto. "I'd like to create a game where you can have fun just by pressing this one button!" A wireless controller named Wavebird was also demonstrated, and is expected to be ready for the system's Japanese launch.

CONTINUED ▶

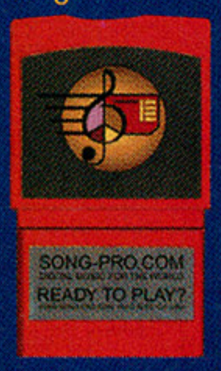
NEWS BITS

Sony's Slim Software Support

Never mind the delayed launch of the PS2 in Europe—we have problems at home. Sony VP of Third-Party Relations, Phil Harrison, revealed at the ZD Games Summit in late August that only one first-party game would be available for the machine's U.S. debut. While a total of 32 games should be ready by launch, not all will be *released* at launch. It's still expected that most, if not all of those games will be available by the holiday season. Sadly, it was too late to amend last issue's "Pay for Play" article to reflect this change, so hang on to that article a little longer.

Songboy Suit Settled

MP3 on the Game Boy lives! In August, Nintendo and SongBoy.com—now renamed Song-Pro.com—reached an agreement which will allow the independent company to produce an officially licensed digital music player for the Game Boy Color. Check out www.song-pro.com for more information.

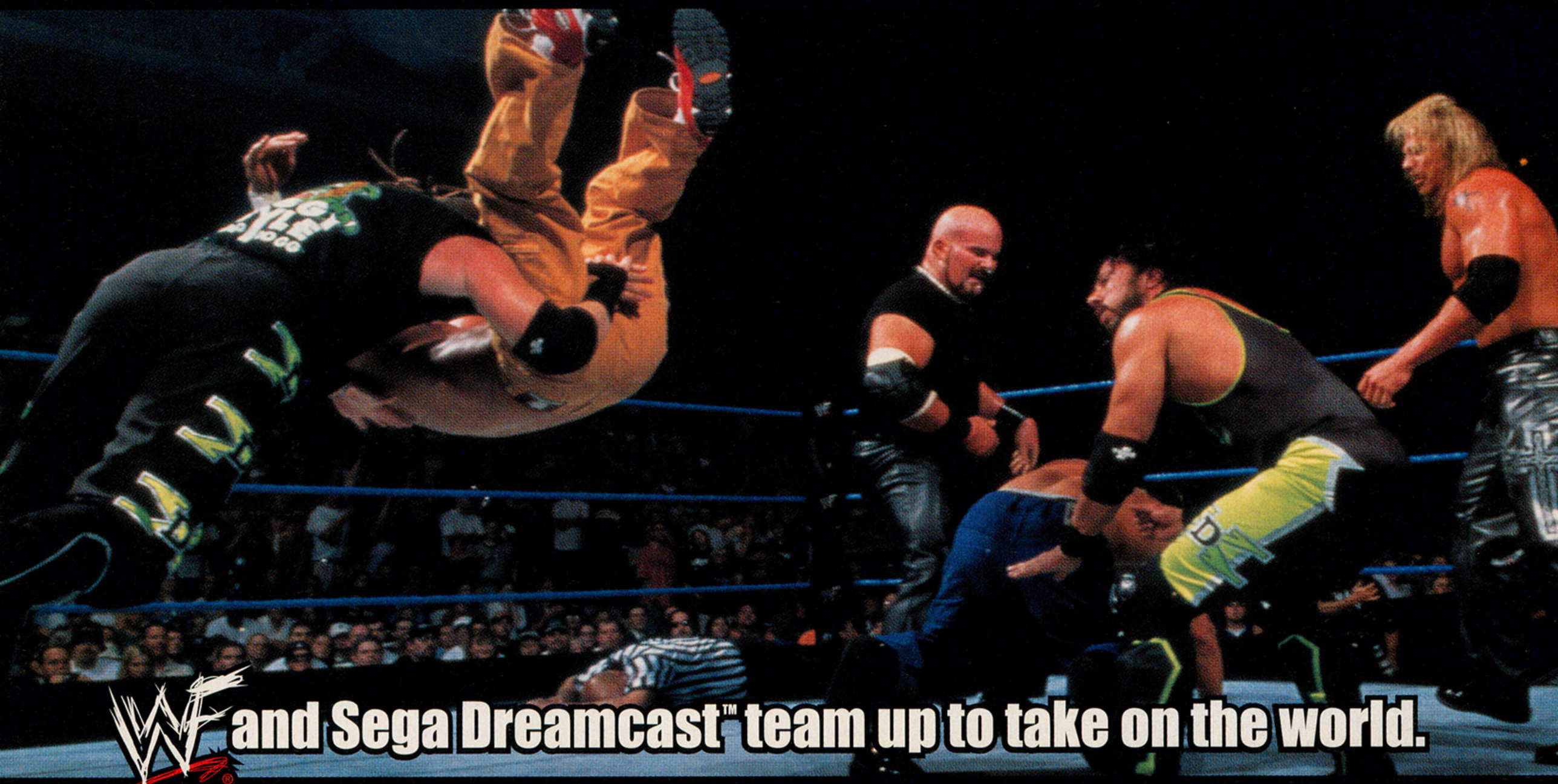


EA Flies With Harry Potter

Are you ready for video Quidditch? Though Electronic Arts hasn't announced any details, the company has secured the license to the Harry Potter book series as well as the upcoming Warner Bros. movie. EA's developers in Chertsey, England, will work with author J.K. Rowling to create the first game.



Do you have the grapefruits to get in the ring with these guys?



WF and Sega Dreamcast™ team up to take on the world.



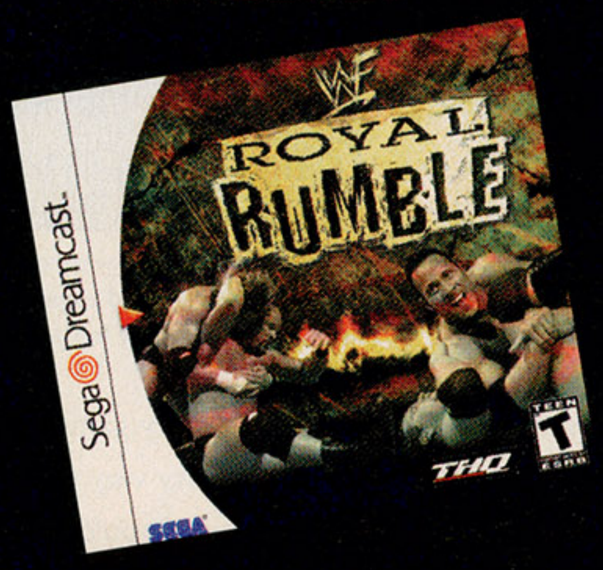
Nine WF Superstars in the ring at once. This is gonna get ugly.



Can't handle the heat? Stay out of the kitchen. Or the boiler room. Or the parking Lot.



All's fair in the WF. When you're getting' whupped, call in a partner to help you out.



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World Wrestling Federation®

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TEEN T CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes

Sega Dreamcast.

NINTENDO UNVEILS NEW SYSTEMS

(CONTINUED FROM PREVIOUS PAGE)

Nintendo exhibited noninteractive software demos featuring characters from The Legend of Zelda, Metroid, Pokémon, *Star Wars*, Perfect Dark, Luigi's Mansion, and Wave Race. But it was Miyamoto who got to show off the development kit in action with a Super Mario 128 demo, so named for the number of Marios displayed on the screen (not, as might be assumed, the number of bits in the GameCube processor). The multiple Marios interacted with each other and with cubes strewn about a 3D landscape, as Miyamoto applied special effects to the characters and the arena. Impressively, the frame rate started at 60 frames per second and never dropped below 45.

Meanwhile, the Game Boy Advance looks to be the system to do the impossible: end Game Boy's 11-year reign as top handheld system. The GBA measures about 3.25 inches by 5.6 inches and features a 32-bit processor, a 240x160 screen, four buttons (A, B, and two shoulder triggers), a four-player link mode, and full backward compatibility with existing Game Boy and Game Boy Color software. The GBA will run for about 15 hours on two AA batteries and can also be used as a controller for the GameCube, offering private game data on its screen (as does Sega's Dreamcast VMU system). Announced software included Mario Kart Advance, a handheld version of Konami's PlayStation hit Silent Hill, a Mega Man game from Capcom, and a fantasy racer featuring popular characters from Konami games. Nintendo Company Ltd.'s Executive Vice President Atsushi Asada said that the focus will be on "simple, yet complete games" and that Nintendo's goal is to evolve the Game Boy Advance into "the ultimate 2D game machine." The machine is slated to debut in Japan on March 21, 2001 for 9800 yen (about $92) with an initial library of 10 titles. The U.S. launch follows in July.

Throughout the presentation, Nintendo representatives stressed easy game development while enabling total creative freedom and offering maximum power. *GamePro* will have more information as Nintendo releases new details; check out **www.gamepro.com** for the complete system specs and more Hands-On reports.



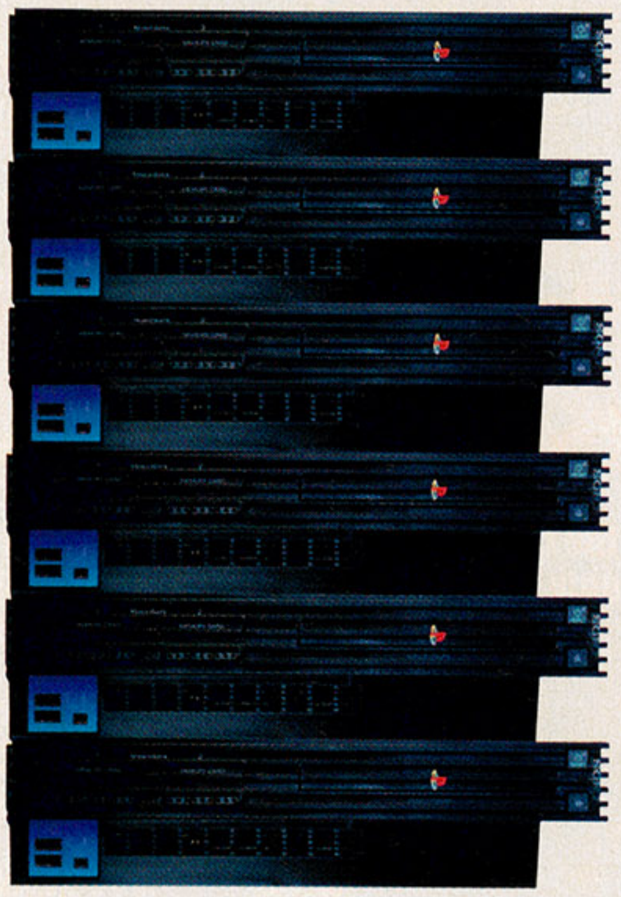
The Game Boy Advance will feature four buttons, a larger screen, and full backward compatibility.

SHH! SONY'S PS3 PROTOTYPE

PlayStation 2? Old news, pal. Try the PlayStation 3.

An anonymous source close to a major special effects production house told *GamePro* that Sony recently brought a PS3 prototype to its office in hopes of getting some development support for the system. The machine was reportedly not much to look at—literally, six PlayStation 2's stacked on top of each other, all connected with a jumble of wires to a PC—but it was functional. Sony showed enhanced demos of the tests used to show off PS2, such as the fountain of sparks and the duck in the bathtub, as well as an interactive one that let users fly through a fantasy castle environment. The bulk of the demonstration was technical in nature.

The existence of a PS3 prototype shouldn't be too surprising. Sony has already secured a trademark for a PS3 logo in Japan (though, as a minor derivation of the PS2 logo, this could be simply to reserve it before someone else does). Also, Shinichi Okamoto, senior vice president of the research and development division of Sony Computer Entertainment, spoke briefly about the company's goals for the PS3's power and performance at a Japanese trade show back in November of 1999. Still, it's interesting that the machine was shown to a developer at such an early stage. Moreover, it's unusual that the developer was not a traditional game developer at all, but a special effects production house more traditionally associated with film and television than video games. Sony's motivation is unknown—possibly game creation, possibly "middleware" support (the software tools that developers use to create games), or something else entirely.



The PS3 prototype was reportedly built from six Japanese PS2s wired together and connected to a PC, quite possibly for parallel processing.

Six PS2s connected together hints that this particular prototype could be taking advantage of parallel processing, a multiple-processor work-sharing setup that is often used in high-end rendering computers. One main computer assigns work to multiple processors for maximum efficiency and speed, particularly with advanced math calculations—the stuff usually used for high-resolution graphics. Because the PS3 will most likely be built on a single-CPU architecture (like just about every game console before it), parallel processing would be an easy way to simulate the PS3's estimated power.

Should holders of PS2 preorders be worried? Not really. The PS3 probably won't materialize until 2005, but the company clearly has plans already in motion for the *next* next-generation system.

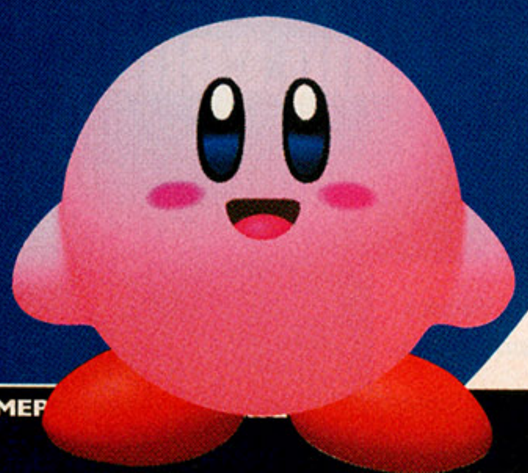
TOP 10

Best-Selling Video Game Titles:

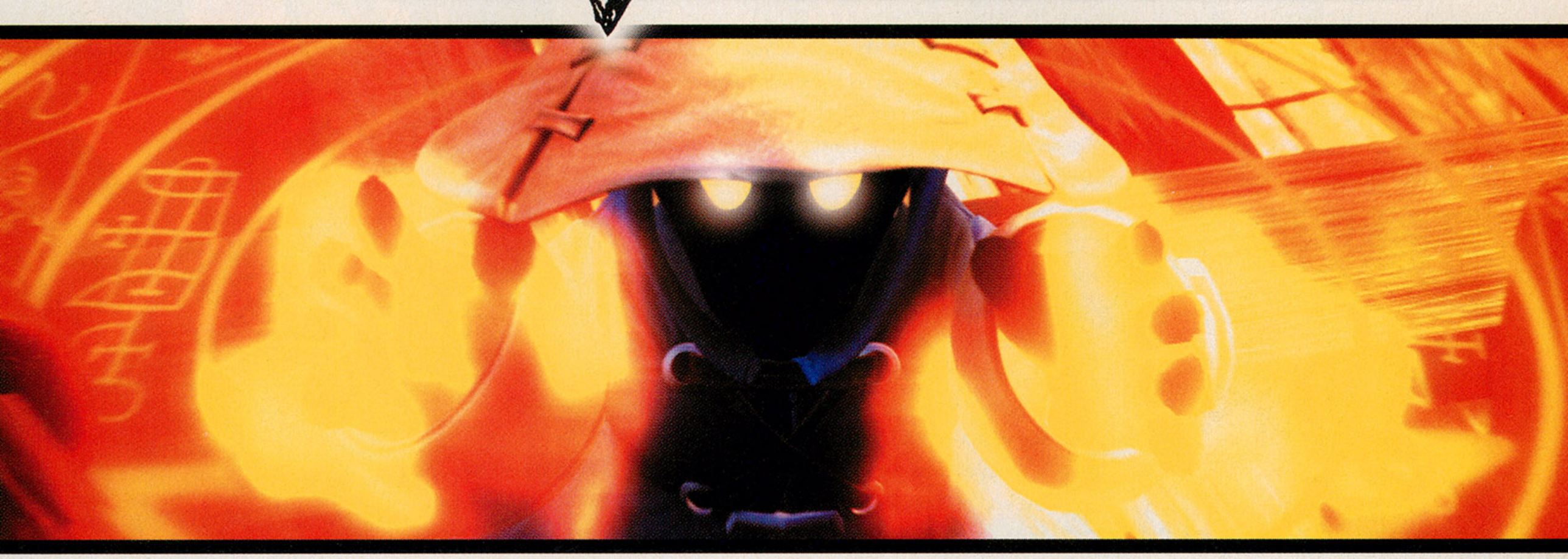
July 2000

	TITLE	PLATFORM	PUBLISHER
1.	Kirby 64: The Crystal Shards	Nintendo 64	Nintendo
2.	JamPack Summer 2K	PlayStation	Sony
3.	Tony Hawk's Pro Skater	PlayStation	Activision
4.	World Series Baseball 2K1	Dreamcast	Sega
5.	The Legend Of Dragoon	PlayStation	Sony
6.	Spec Ops	PlayStation	Take 2
7.	Perfect Dark	Nintendo 64	Nintendo
8.	Driver	PlayStation	GT Interactive
9.	Star Wars Episode I: Racer	Nintendo 64	LucasArts
10.	WWF SmackDown	PlayStation	THQ

Source: NPD TRSTS Video Games Tracking Service



FINAL FANTASY® IX



READY?

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ILLUSTRATION: © 2000 YOSHITAKA AMANO.
U.S. Patent No. 5390937, 5649862.

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

PlayStation®

SQUARESOFT®

PICK A WORLD
WE'LL TAKE YOU THERE

SEGA: STAYIN' ALIVE

Amid all the big news from Sony and Nintendo in recent months, Sega has been making plans to stay at the top of its game, too. In late summer, the company met with *GamePro* to discuss its blueprints for the future and how it plans to rectify some of its problems in the present.

Sega ran into a snafu while testing its online gaming network, SegaNet. It seems that the company was so busy making sure that gamers would get decent performance on the online network using the ISP of their choice that it didn't realize that 50 percent of those ISPs couldn't actually log onto the network because of incompatibility issues. Sega is hoping to remedy this (and attract new customers) by incorporating 50 free SegaNet ISP hours with each Sega online game, such as NFL 2K1. After the complimentary time has been used up, you'll be offered the option of continuing the SegaNet ISP service for $21.95 a month. If you sign up for 18 months of SegaNet ISP service, you'll receive $149 to cover the price of your Dreamcast machine. The console's retail price dropped to $149 without an additional rebate in early September.

The hardware side is a mix of mostly good and a little bad news. The mock-up MP3 VMU device that went into a Dreamcast controller VMU slot (shown at E3) will possibly transform into a USB link cable that instead attaches to a third-party MP3 player. The Iomega Zip drive is back on track, set for release in early 2001, possibly to work in conjunction with the revamped MP3 device. Meanwhile, the digital camera will show up sometime in early 2001, and you can also look for a broadband ethernet adapter to replace the modem cartridge in November or December. Unfortunately, the anticipated DVD player has been put on hold indefinitely—Sega is saying that North America "isn't the right market right now" for such a device.



Sega's set to keep on truckin' in 2001 with coin-op conversions like 18 Wheeler, as well as an MP3 unit and a Zip drive for the Dreamcast—but no DVD player.

Sega expects the Dreamcast's software library to hit 200 titles by the end of 2000, and a dozen of those will have online play. Anticipated titles like Phantasy Star Online, 18 Wheeler, and Outtrigger should be on store shelves by the spring.

POLL VAULT

Raw data from gamepro.com

Q: Which console will win the coming system war?



Want your voice heard? Check out the Letters section of gamepro.com and vote in the poll!

VIOLENT COIN-OPS BANNED IN INDIANA

In August, Indianapolis became the first U.S. city to ban minors from playing violent video games, but the city was quickly sued by two video game industry groups that claimed the law violates their First Amendment right to free speech.

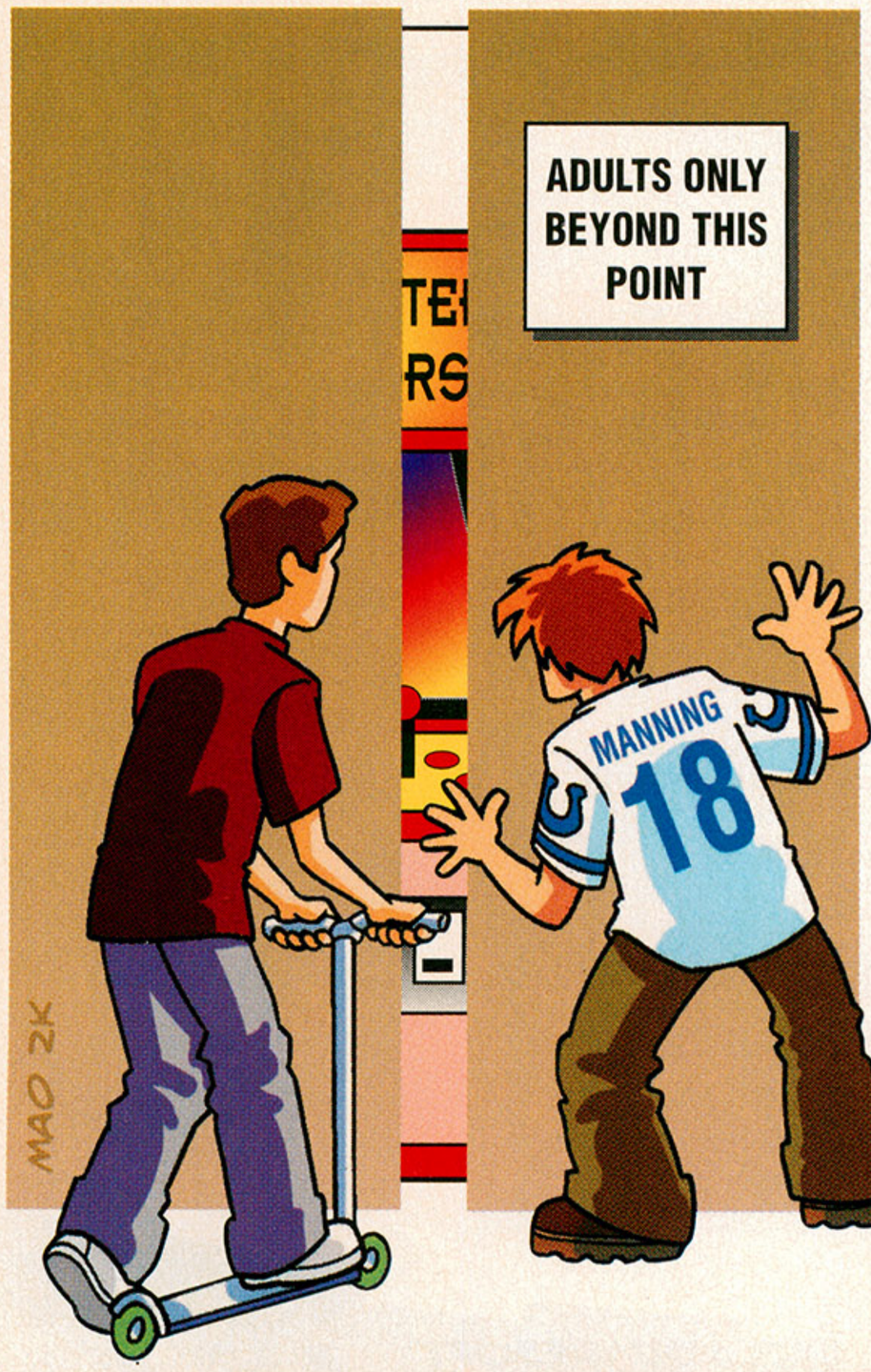
The law, which at press time was set to go into effect September 1, would bar minors from playing coin-operated video games with graphically violent or sexual content, unless accompanied by a parent or guardian. According to the law, the machines would have to display warning labels, be at least 10 feet from other machines, and be separated by a curtain or wall so minors wouldn't be able to see them.

"Are we going to stop the entire culture of violence? No. But it's a start," said Steve Campbell, spokesman for Indianapolis Mayor Bart Peterson, to the online health-news service HealthSCOUT. "It's something the city can do. Obviously the mayor can't go into someone's home and say, 'Turn off the TV,' or follow a child to the movie theater and say, 'Don't see this movie.'"

The video game groups—the American Amusement Machine Association and the Amusement and Music Operators Association— said they support the city's desire to curb youth violence, but said the law is unconstitutional. The AAMA and AMOA sued the city to obtain a temporary restraining order to prevent the law from taking effect. "What's next after banning video games depicting violence?" Frank Seninsky, president of the AMOA, said to the Associated Press. "Movies? Books? We are on the edge of a slippery slope, and our industry has been forced to litigate to protect core constitutional rights."

The mayor's spokesman said the city had anticipated a lawsuit and was prepared. "We did quite a bit of research to make sure that this would stand up under judicial scrutiny," Campbell said.

No court ruling had been made at press time.



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GAMEPRO LABS

InterAct Dual Impact 2

Rating: 4.0

If Sony's PlayStation 2 controller is a bit small for your hands, then you might want to check out the Dual Impact 2 from InterAct Accessories. It features eight buttons, two analog sticks, built-in vibration, backward compatibility with the PlayStation, and bigger handles so you can hang on tight. The one-piece directional pad is comfortable to use, the rumble motors are really strong, and the analog sticks handled Ridge Racer V like a pro. Smaller hands may become tired from gripping such a large piece of plastic, especially with frantic games such as Street Fighter, but gamers with big mitts should dig this. —*Lamchop*



Price: $29.99
Contact: InterAct Accessories, 410/785-3083, www.interact-acc.com

Thrustmaster FreeStyler Board

Rating: 3.5

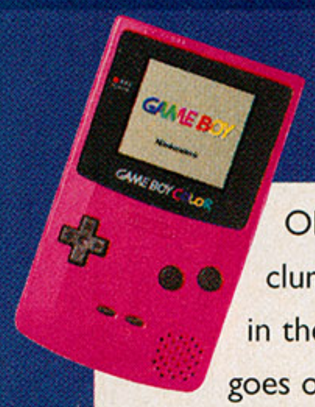
This is easily the best skateboard/snowboard controller ever—and yet, it's not necessarily good. The FreeStyler enables you to steer via a tilt sensor, offering two big foot buttons and a one-hand wired remote to handle the non-steering functions. While it's sturdy, comfortably sized, and easy to program, the FreeStyler's twitchy steering makes games like Tony Hawk's Pro Skater 2 and SSX a chore, and its learning curve is both steep and somewhat counterintuitive (steer with your feet, jump with your thumb?). Ultimately, the FreeStyler is too real for couch potatoes and not real enough for actual boarders.

—*Dan Elektro*



Price: $69.99
Contact: Thrustmaster, 877/484-5536, www.thrustmaster.com

BOY SCOUT WHAT'S NEW IN HANDHELD GAMES



Old heroes never die, they just go handheld. Witness gaming's classic clumsy cavalier Dirk the Daring, as he comes to the Game Boy Color in the immortal Dragon's Lair. This is no licensed cash-in, where Dirk goes on an all-new, all-boring platform quest, either. Capcom is translating the original cartoonlike laser disc arcade game to 8-bit pixels and keeping the twitchy gameplay intact. If Capcom can pull it off, it will be quite impressive—and early signs are good. Dragon's Lair is due this winter.



Dragon's Lair (Capcom)



Who Wants To Be a Millionaire 2nd Edition (THQ)

THQ, meanwhile, plans to ask gamers the question that all America knows and loves: *Who Wants To Be a Millionaire?* A Game Boy Color version of the Second Edition, already popular on the PC and PlayStation, will challenge players to answer 600 questions, as they replicate the popular quiz show in the palm of their hands. Watch for it on store shelves about now.

Finally, although nearly 1000 titles have been released for the Game Boy worldwide, Ubi Soft's Little Nicky will likely be the first to begin with a peeping Tom watching a woman in her underwear. Based on this fall's new Adam Sandler comedy, Little Nicky will offer 14 levels of run-and-jump action, plus 11 weird mini-games like Mind Wrestling and Whack-a-Pineapple. Burp fire, possess people, and do other decidedly un-PC things when the nasty little game arrives in November.

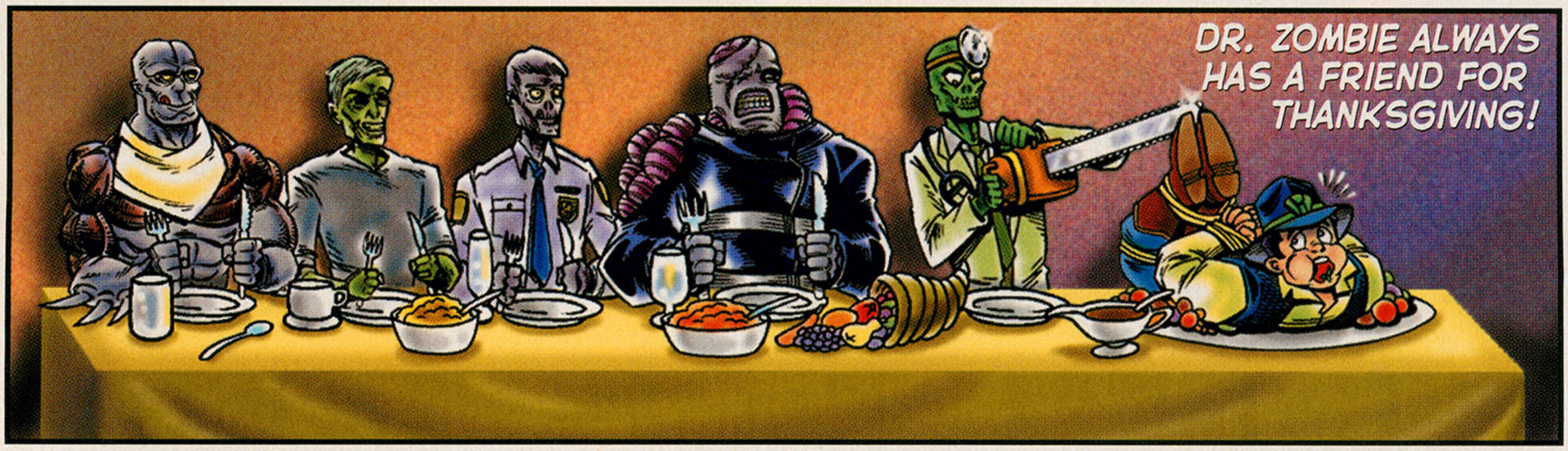


Little Nicky (Ubi Soft)

STATIC

DC...Q3 DC...Q3 DC ... Pokémon finally came out in Spanish. The rarest creature is reportedly "Mewdos." • Now *That's* a Fault: Four-Eyed Dragon got so angry playing Virtua Tennis that he kicked the desk and caused the disc to pop up and out of the Dreamcast. Like, right off the spindle, going a few hundred miles an hour. If you think his legs are powerful, you should see his forehand smash. • Your musical blast from the past awaits—in MIDI—at www.vgmusic.com. • So kbkids.com is charging $329 for the PS2 instead of $299? That sucks—and if PS2s were going to be easy to find, it might even be worth getting angry about. • Miss Spell would like to thank all the folks who wrote in to say she's a "hottie." She's even more thankful for all the supportive mail she's received from female gamers standing up for themselves in a male-dominated hobby. You go, girls. • Some retail outlets are selling Star Wars Episode I: Racer for the N64 for $12—or even as low as $9.99. That's great news—unless, of course, you see it as retailers dumping stock and the end for the console.... • Nobody understood the Mewdos joke, did they? *Dos* means "two" in Spanish, see, and there's this Poké-cat-thing named Mewtwo, and...oh, never mind. Now we're gonna get tons of letters asking how to capture this fictional Pokémon. • Congrats to both Black Widow and Uncle Dust for tying the knot (but, you know, not to each other)! • TimeSplitters...TimeSplitters

HIDDEN CHARACTERS



Babble: Auch 'n Amrich *Doodles:* Mao

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DIABLO II

PLAYING DIABLO II OVER THE INTERNET CAN BE INTIMIDATING, DANGEROUS, FRUSTRATING—AND EXCRUCIATINGLY FUN. BEFORE YOU LOG ON TO BATTLE.NET, TAKE SOME ADVICE ON HOW TO SURVIVE AGAINST THE LORD OF TERROR.

BY THE EDITORS OF GAMEPRO.COM

GENERAL STRATEGIES

REALITY CHECK

When setting out, make sure you're actually in the party. Press P and join your pals with the Invite/Accept button. You won't have to worry too much about the dreaded "player killing" this time around: You choose whether or not to rumble with others in your party. If you want to mix it up, open the Party screen and click on the blades icon to select your player-versus-player status.



The Party menu is unique to multi-player games. Access it via the P key.

ROLE-PLAYING

In Diablo II, it's important to know your role and play to your party's collective strengths. Don't force your Necromancer or Sorceress to the front lines; it's inefficient and will annoy your party members. Similarly, if you're not playing as a melee character, try and be useful support for the players who are. A well-placed Curse or Glacial Spike spell will often turn the tide of a closely fought battle.

In online games, a lot of players want to go on experience runs—monster slaying sprees intended to boost a character's stats—as opposed to plowing through the quests. You should accept that as the norm unless you know you're exploring with a party solely to finish quests.



Multiple portals mean multiple escape routes when the going gets tough.

BOSSES, ITEMS, AND CASH

When fighting a boss, you should have at least one Town Portal open in a relatively safe location. When in a party, set up at least two portals in two areas so that at least one will always be open. This way, you can run to town, stock up, repair, heal (by talking to certain people in town), then go back down at full strength without constantly casting new portals.

Remember to save any set pieces you find even if you don't plan to use them. You should be able to find someone on Battle.net who needs the piece you have and who will trade for those pieces (marked with green text) with good money or an item you may need (like a sapphire).

The flip side is that gold is fairly easy to come by. If another player wants to sell you a cool item for an exorbitant amount of gold, do it. You'll find more cash later (especially with greed- or wealth-enchanted items), but you may never see that rare item (or that player) online again.



If you can use green-text set items, great. If not, unload 'em on Battle.net for a hefty profit.

CHARACTER PROTIPS

AMAZON

Drop back and give the melee guys some support. If you pump some points into Multiple Shot, you can clear a room when party members get swamped by little guys. Multiple Shot combined with a freezing bow can slow or stop a whole bunch at once, setting them up for hand-to-hand combat with your Paladins and Barbarians.


An Amazon's Cold Arrow not only does damage, but also slows enemies for fellow party members to crush.

NECROMANCER

Necromancers thrive where there are dead things. For this reason, you shouldn't always use freezing weapons if a Necro is in your party; Corpse Explosion is more effective than almost any ice weapon (except some of the Sorceress's ice skills), so try to drop at least one corpse in a group of enemies.

BARBARIAN

Whether playing as part of a team, solo, or in a group hunting with others in player vs. player matches, the Barbarian's strategy is the same: Get in and lay the smack down. No foe can withstand the onslaught of a well-played Barbarian, so build his Double Swing and Frenzy skills so he can open doors for the group.

PALADIN

Paladins are the ultimate "team-players" because their auras affect everyone within a certain range. Not only does a Paladin's Freeze spell mean easier combat pickings for other players, but the Fanaticism skill also gives you the same speed increase as Zeal—and increases it for all party members. Very handy indeed. You should prevent other members from wandering too far from you during combat, however; if you want to keep 'em around, then keep them around—physically.

THE SORCERESS

The path of cold spells is arguably the best route for the Sorceress, though you'll have to stay aware of fellow party members' needs. The Necromancer needs corpses for many of his resurrection spells, so if you go around shattering everything, he won't have a whole lot to work with.


Fire does the most direct damage, but cold spells will benefit the whole party by slowing down hordes of enemies.

This is just a smidgen of the info out there on one of the deepest, most enjoyable multiplayer games. For more Diablo II strategies, tips, codes, and character-specific tips, check out the PC section of gamepro.com.

THE GLADIATOR BLOODSPORT OF THE FUTURE



Unreal™ Tournament coming this Fall for the PlayStation®2 and the Sega Dreamcast™

MATURE M Animated Violence Animated Blood and Gore
CONTENT RATED BY ESRB

Dreamcast. PlayStation.2 INFOGRAMES EPIC GAMES

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WIDER THIS SEASON.

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NBA 2K1

ONLINE MULTI-PLAYER

Time to reach out and posterize someone. Our new online gameplay lets you and up to three of your boys use one console to take on wannabes nationwide — from gloating Laker groupies in L.A. to nostalgic Knicks-worshipers in Queens. There's e-mail so you can, uh, "chat." Plus franchise mode, swat blocks, and ill crossovers and spin moves. All with graphics tighter than a point guard's shorts circa 1974. Now we'll see who's got internet game.







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SEGA SPORTS™

NFL 2K1

Online gameplay is here. Now you and up to three buds can get on one console and school opponents nationwide -- from pathetic Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "pleasantries" in real time. Throw in a radically improved running game, franchise mode, and complete team-specific playbooks, and you've got yourself a full-contact chat room. Does technology rule or what?







ONLINE MULTI-PLAYER

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PLAYERS INC

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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.

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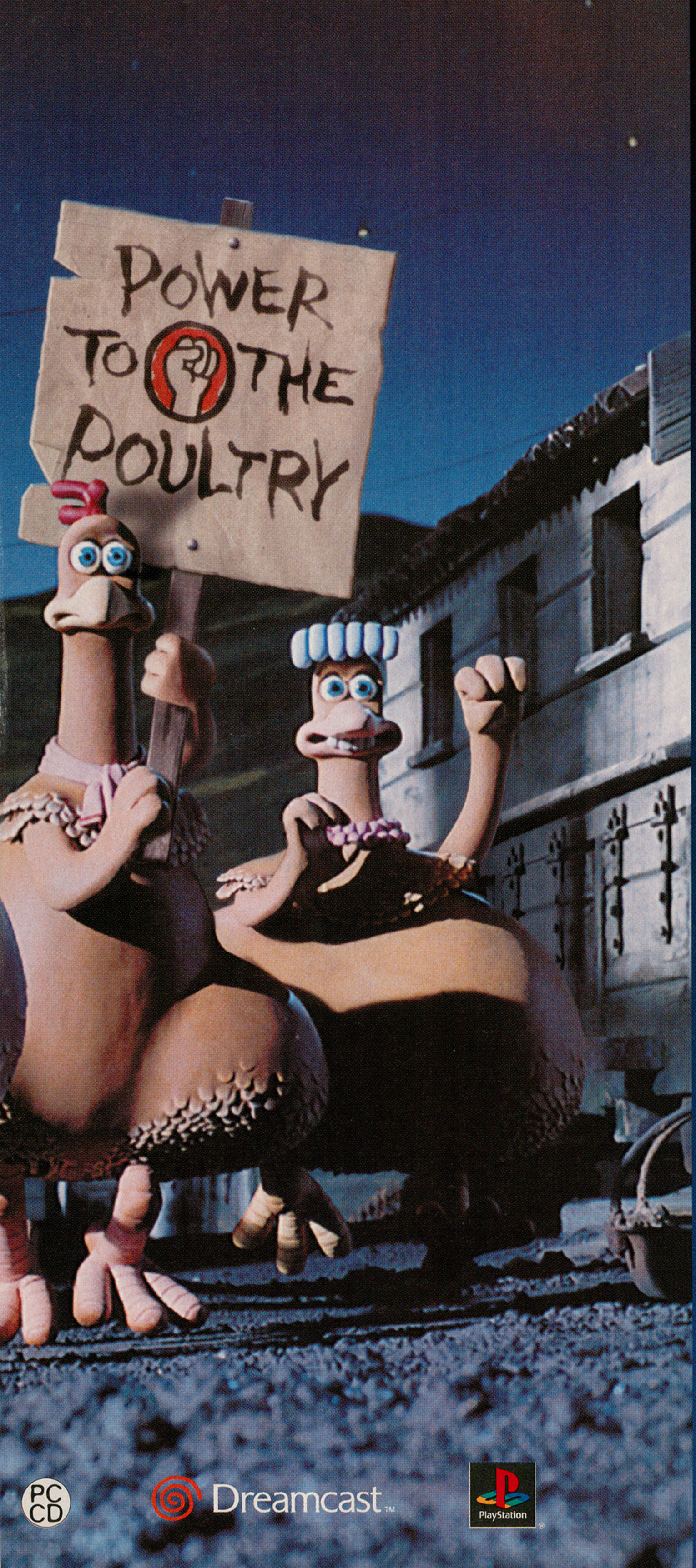
DREAMWORKS

Aardman

PATHÉ!

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In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs. What are you, chicken?

CHICKEN RUN™

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PC CD

Dreamcast™

PlayStation®

Behind the Mask



An enormous sequel to The Legend of Zelda: Ocarina of Time–it's music to N64 owners' ears! Does Link still have the stuff to provide another enjoyable epic adventure? Just short of a full review, here's an in-depth Hands-On preview of Majora's Mask. ***By Major Mike***





Link battles against time itself in The Legend of Zelda: Majora's Mask, the second Zelda game for the Nintendo 64.



WHILE THE GAMING world will probably remember October 26, 2000, as the day of Sony's PlayStation 2 launch, it'll also be notable for Nintendo—for The Legend of Zelda: Majora's Mask is slated for release on that day, too. With releases for the Nintendo 64 becoming far and few between—and the successor GameCube game system looming—could this be the last truly "great" game for the 64-bit system? *GamePro* spent several hours with a final English-language version of Majora's Mask to find out. Of course, a one-day playing session for a massive game like Zelda isn't nearly sufficient for a full-length review, so we're instead presenting here an in-depth Hands-On preview of what's sure to be one of this fall's hottest games.

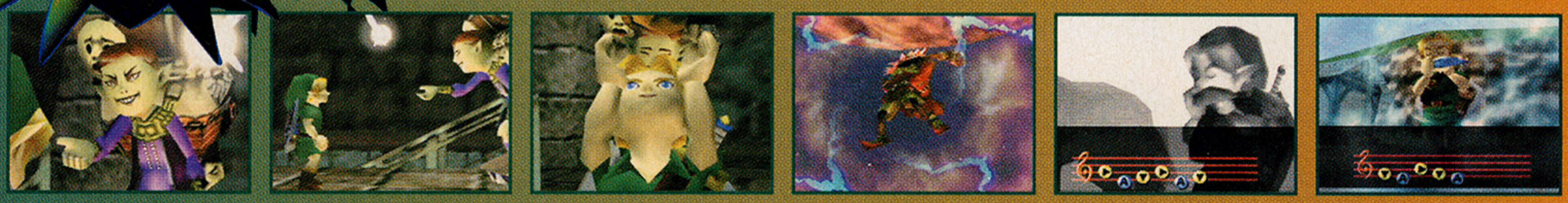


Link's nemesis is a Skull Kid who wears the all-powerful Majora's Mask.

Brand New Day

The narrative of Majora's Mask picks up three months after the events of Ocarina of Time, with Link riding through the forest on his pony, Epona. Suddenly, a Skull Kid ambushes Link and steals his horse. Link pursues the Skull Kid into an alternate universe and ends up at a locale aptly titled "Termina." This town, however, is doomed to be flattened by a giant moon that's slowly falling toward it…and Link has only three days to stop the moon.

The most arresting feature of Majora's Mask will be that three-day time limit. Game events won't occur in real time, but in "Termina" (i.e., gameplay) time: One day will equal approximately 20 minutes. So you'll have to complete the entire game in an hour, right? Hardly—in Majora's Mask, you'll replay those three days repeatedly. During each three-day cycle, you'll have to complete certain tasks. If you're successful, you'll be able to save your game, go back in time to the start of the first day, and start a new task. To alleviate some of the playing pressure, you can decelerate time with the Ocarina and use various warp points to avoid replaying entire game segments or retracing your footsteps over long distances. To help keep track of the confusing time-changing events, a convenient built-in notebook will chart your progress and list the characters with whom you've interacted.





Of course, no Zelda game would be complete without a few fire-breathing dragons.



Like other Zelda games, Majora's Mask is loaded with interesting characters who Link can converse with.



Link will still be a formidable fighter, as he demonstrates here with his trusty sword.



Majora's Mask will feature several diverse environments and massive dungeons to explore.

Familiar Elements

Visually, The Legend of Zelda: Majora's Mask is cleaner than Ocarina of Time as it makes mandatory use of the N64's Expansion Pak. Most of the game's environments were fog-free and full of colorful details, while the frenetic action sequences maintained a consistent frame rate, though not without a few traces of slowdown. The game's audio featured a plethora of effective yelps, slashes, dings, and other "trademark" Zelda sounds—including the classic hum-along theme music of Ocarina.

Although Majora's Mask features several new gameplay aspects, the basic play engine from Ocarina of Time remained untouched, meaning fans of the first N64 Zelda epic should take to this sequel in a second. The controls were identical to Ocarina's—save for the various new abilities bestowed on Link when he donned one of the masks—and they were responsive throughout.



Disguised as a Deku Scrub, Link executes a devastating spin attack that damages nearby enemies.



You have only three days to solve the mystery of Majora's Mask; if you take too long, a falling moon will hit, and it's "game over."



If Link dons the Goron Mask, he'll be imbued with super strength and super speed.

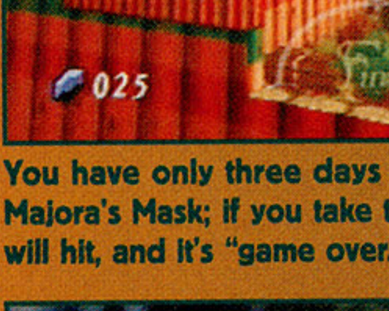
Face Dances

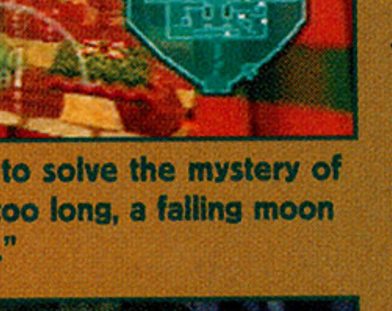
Another unique feature of the game will be this use of masks. You'll be able to collect over 24, and each mask will imbue Link with special powers and abilities: For example, the Deku mask will enable our adventurer to talk with Deku Scrubs (who would otherwise ignore him), spit bubbles, fly through the air like a helicopter, and hop across pools of poison water. Other masks will include Goron, which will enable Link to travel at high speed, and Zora, which will let Link stay underwater for long periods.

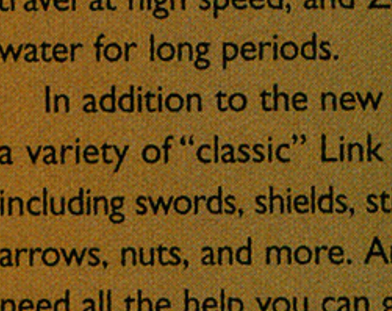
In addition to the new masks, Majora will come with a variety of "classic" Link weapons and items, including swords, shields, sticks, jars, bows and arrows, nuts, and more. And you're going to need all the help you can get, especially since you'll have to explore gigantic dungeons and go head-to-head with gigantic bosses—while the clock ticks away precious seconds. Speaking of time, Majora's massive scope will easily consume over 30 hours of playtime—those are real hours, not "Termina time."

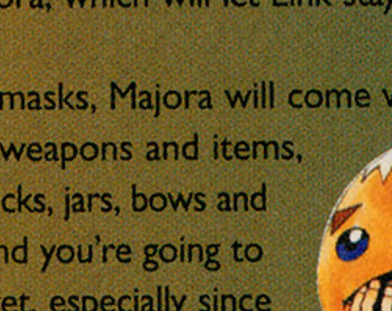
Consistent Link

The bottom line: Ocarina of Time fans should be more than pleased with Majora's Mask, a promising sequel that continues the Zelda series with style and substance. We'll have the final judgment on Majora's Mask in an upcoming issue of *GamePro*.





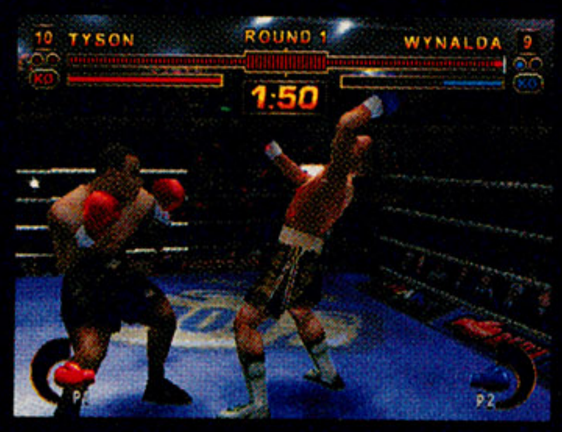








TWO









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It's real! It's fierce!
The incredible realism includes sound effects, blood, facial damage, sweat—and individual recovery rates that can turn any bruising hero into a zero.

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* * **NO PURCHASE NECESSARY.** Void in Florida and where prohibited. You must be 13 or older and a US resident to enter. Sweepstakes ends December 31, 2000. See **www.codemasters.com** for complete rules.

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TEEN
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CONTENT RATED BY ESRB
Animated Violence

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GENIUS AT PLAY

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Make 'em eat canvas!
You can power up a punch to increase damage—or nail your opponent's sweet spot, then watch him go 'nightie-night' as the lights go out on his lame career.

Take on the world!
Three modes of play include Showcase, Versus (winner keeps going), and World, where you train and manage your fighter up the ranks to undisputed champ.

42 KNOCKOUTS.* YOU'RE NEXT.

* And counting...

The Unreal

Unreal Tournament is becoming a reality for console gamers as the PlayStation 2 tackles one of the PC's most celebrated fragfests. What's more, *GamePro's* Hands-On report reveals more than gamers may have bargained for.... ***By Dan Elektro***



Unreal will retain the PC version's gore, notching up the impact of every frag (and earning a Mature rating).



Weapons will have an alternate fire feature, such as a cool John Woo–style sideways shot of the Enforcers.



AMERICAN SOCIAL CRITIC Henry David Thoreau once said, "Be it life or death, we only crave reality." Close, dude—we actually crave *un*reality, and Unreal Tournament is poised to provide one of the most realistic fantasies ever.

Lock 'n' Load, Live!

Unreal Tournament drops gamers into a future where bloodsport is the best entertainment. Professional gladiators take up arms like rocket launchers, flak cannons, and sawblade shooters, only to whale away on each other in ultra-violent televised matches. And lucky you—you're the next contestant. From a first-person perspective, you'll have to survive over 50 levels if you're going to take the trophy. But with these devious opponents, winning may be the least of your worries—how about survival?

At the heart of Unreal Tournament will be some seriously advanced artificial intelligence. Your computer-controlled opponents will dodge, attack, retreat, flank, and otherwise blow your ass away as would human players in a networked deathmatch. Eerily detailed animations and facial textures, as well as reactive smack talk ("Oh, I'm sorry. Did I blow your head off?") and "Burn, baby!"—just two of the spicy *bon mots* you'll hear after a frag), will serve only to make the characters more menacing and unsettling.

Of course, good A.I. doesn't mean you can't battle against real people. While there won't be online play (Sony's PS2 network is still months away), UT will support up to four players on a single split-screen or connected via i.Link cables and a FireWire hub (sold separately). That's no small feat: at last, four gamers, four consoles, four screens, one game!

Keys, Mice, and More

No matter how you play Unreal Tournament, you'll find startlingly smooth PC-quality graphics, albeit slightly degraded by the reduced resolution of a television set. Judging from the preview version, though, the game's celebrated visuals appeared to be making the transition intact, from the glowing green globs of the BioRifle to the excellent texture quality—and the programmers expect to deliver the action at 30 frames per second. The audio, including massive explosions and the aforementioned on-the-fly insults, is living up to its PC pedigree as well. However, although the gamepad controls were functional in this early version of the game, no customization options had been implemented yet. "We're spending a lot of time tuning and adjusting



These speedy, deadly discs will be some of UT's nastiest weapons–players will be able to bounce them off walls or set them to explode upon impact.



Sharp facial features and realistic fatality animations will make Unreal Tournament's deadly robotic enemies all the more disturbing.



Sometimes a time-limited power-up–such as the damage amplifier, shield belt, or invisibility–will give you all the edge you need in a match.

World

the controls," says Matt Powers, producer of UT for Infogrames. "We're all big console gamers and understand the importance of ease of play. Choosing the default control setup will be the difficult decision, but you can count on Unreal Tournament being easy to pick up and play."

For some gamers, that won't even matter: UT will fully support USB mice and keyboards, the weapons of choice for PC players. Using a mouse to look around and aim gives you true point-of-view control; combine that with simple forward, back, and strafe left/right keys on the keyboard, and you have a very comfortable, devastatingly accurate two-handed control scheme. "Supporting the keyboard and mouse is important to us, though having great controls with the standard Sony controller is even more important," says Powers. "We really expect that most PS2 gamers will prefer the Sony pad to the keyboard and mouse, given the option."

Jumping Out of Windows

While many elements of the PC game will be preserved—cool weapons with alternate fire attacks, area-specific damage (you'll inflict more damage with a head shot than by tagging 'em in the foot), and the addictive Capture-the-Flag and storm-the-base Assault modes—some things are being massaged for the console transformation. For instance, the heads-up display will have a new, easier-to-read format, different even from the one seen here. Because the lower resolution of the TV screen renders small text and numbers illegible, that's a good change.

The preview version of Unreal Tournament looked extremely impressive, especially for a game that's been in development for only about nine months. Yet, with the PC game being so accurately translated to a console system (aside from a few new death-match levels), will gamers who love the computer original have any reason to pick up the console port? "Honestly, as strange as it sounds for me to say this, I'm having more fun playing the PS2 version than the PC version," admits Powers. "Especially with split-screen—I can sit on my couch and just play UT for hours. I can see all my buddies sitting around the TV playing it, talking smack, having a great time." Gamers will get their chance to talk smack around their own TVs when Unreal Tournament blasts into stores mid-November.



Area-specific damage will allow you to target body parts.





Gamers will be able to bundle rockets, blasting off five as a single unit for massive firepower.



Certain levels will feature combat both indoors and outdoors–some with varying laws of gravity in each area.



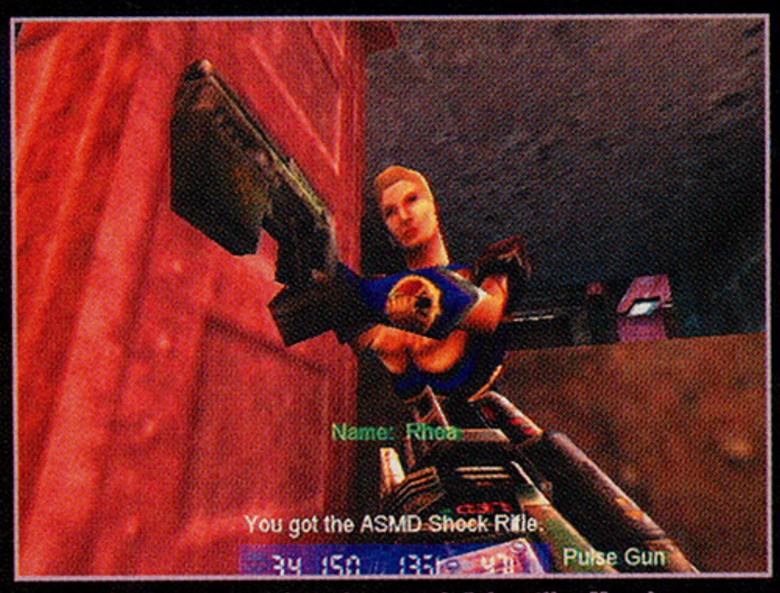
In Domination games, players will have to locate, capture, and protect three areas of the map to win the game.



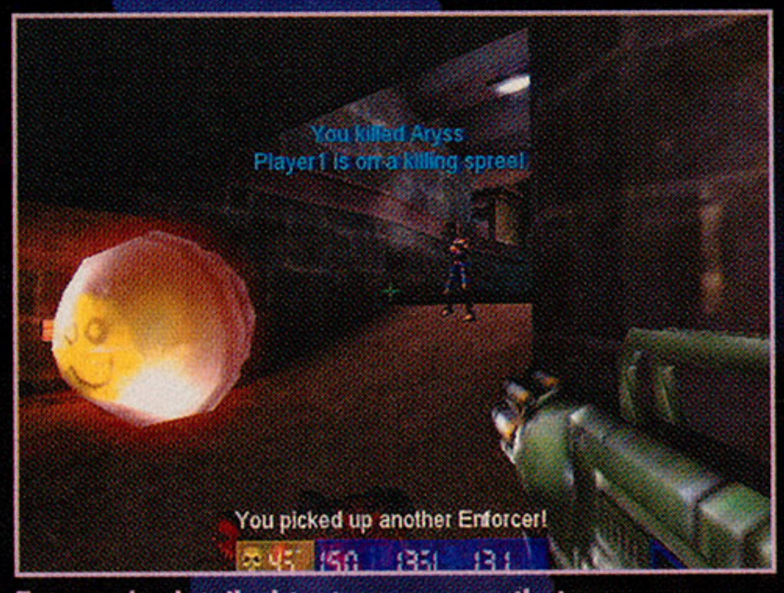
Unreal Tournament's 50-plus levels will include dank medieval strongholds, futuristic space stations, a submarine base, a D-Day–like storming of a beachfront fortress, and–in one instance–a high-speed train.



Head shots require pinpoint accuracy–but, because they result in instant death, they're worth it.



Unreal Tournament's advanced A.I. will offer human-like behavior in computer-controlled bots–great for team games like Capture-the-Flag.



Extremely detailed textures means that programmers can get away with blink-and-you'll-miss-it jokes like this smiley face on the tip of a flak shell.

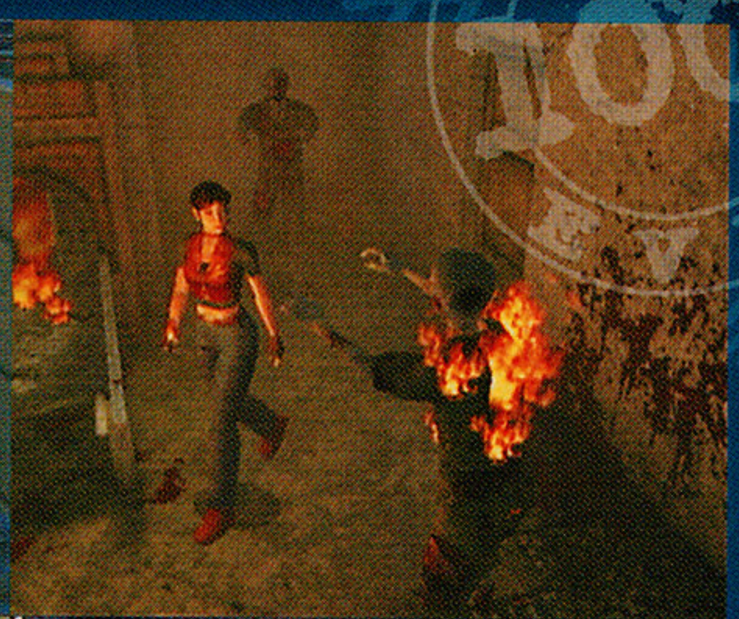


In addition to Deathmatch, Domination, and Assault modes, fan favorite Capture-the-Flag will make the jump to the PlayStation 2.

It's everything you FEARED.

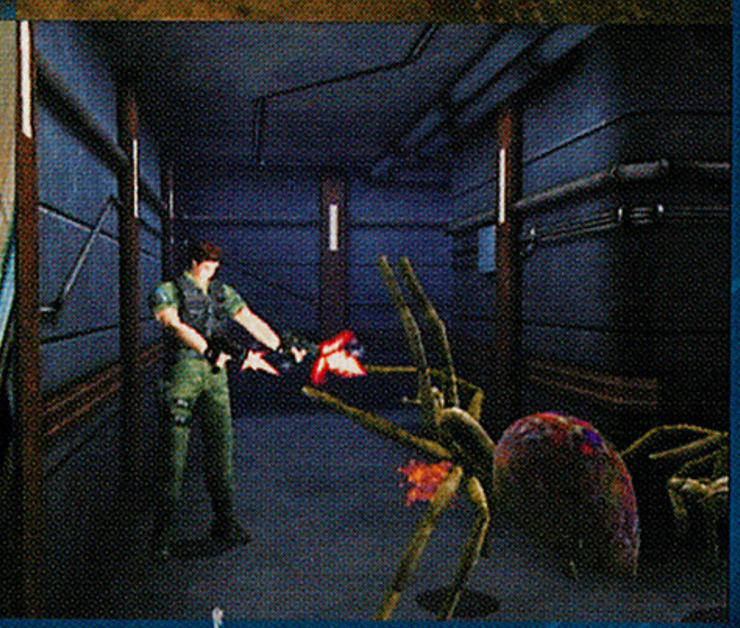












And more.

Now the most chilling game series of all time awaits you on Sega Dreamcast.™ Resident Evil Code: Veronica delivers a terrifying new chapter in survival horror. Frighteningly realistic. Graphically astonishing. Relentlessly terrifying. It's two disks of 100% pure fear. And it's all so real, you'll start sleeping with the lights on.

RESIDENT EVIL™
CODE: Veronica™

MATURE M CONTENT RATED BY ESRB
Animated Violence
Animated Blood and Gore

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"Code Veronica is a masterpiece!"
- Game Informer

"No Dreamcast gamer should be without it - Perfect 10!"
- Official Dreamcast Magazine

"The best game yet for Dreamcast - 5 Stars!"
- Next Generation

R.P.D.
S.T.A.R.S.



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FROM THE FOXHOLE TO THE RABBIT HOLE



PlayStation 2

VIKKI, THE SPUNKY, GREEN-HAIRED VIXEN FROM ARMY MEN: SARGE'S HEROES, IS GOING A.W.O.L. TO STAR IN HER OWN ACTION/ADVENTURE GAME FOR THE PS2. BUT VIKKI'S ADVENTURES MAY HAVE MORE IN COMMON WITH *ALICE IN WONDERLAND* THAN WITH *SAVING PRIVATE RYAN*. By Jake the Snake

GAMEPRO EXCLUSIVE FIRST LOOK!



Every level will have hard-to-find vistas where Vikki can take photographs to view at the end of the game.



Vikki will explore 17 levels in three toy fantasy worlds--a dinosaur world, a medieval world, and even an alien spaceship.



"Every level is going to have several points where the player can sit back and say, 'Wow!'" says 3DO's John Salera, director of Vikki's Adventures (working title) for the PlayStation 2.



The levels will have multiple paths, and you'll be able to go virtually anywhere, including indoors, outdoors, and in many hidden areas.

DESPITE THE PARADOX of "real combat, plastic men," hordes of gamers have enlisted to play the Army Men games, making it 3DO's most successful brand. Fans of the series might be surprised, then, to find out that the next big title starring an Army Men character won't have guns or bazookas, but will have aliens, dinosaurs—and an ill-tempered lion.

BEIN' GREEN

Vikki has always stood out from the other Army Men, most of whom are green plastic soldiers. For instance, she was the series' first major female character when she debuted as Sarge's love interest in Army Men: Sarge's Heroes. And, while she is also a plastic toy, she has flesh-colored skin (though she inherited green hair and eyes from her father, the leader of the Green Army). And, despite the Army Men in her life, she is not a soldier; she's a smart, spunky reporter who's always chasing a story—and getting into trouble.



Now, 3DO wants Vikki to leave behind her military roots for a starring role in a third-person action-adventure game for the PlayStation 2, slated for a spring release. "Even though Vikki was spawned by the Army Men brand, we want to go in a completely different direction," says Michael Mendheim, creative director of the game tentatively titled Vikki's Adventures. "It's clear this is not an Army Men product. Everything from the gameplay to the story line is new and fresh. 3DO is taking some risks with this product. We're doing something innovative." It's also clear that 3DO is targeting a younger, if not broader, audience. Unlike the Teen-rated, combat-oriented Army Men games, Vikki is aiming for an ESRB rating of Everyone.



There will often be several ways to pass an obstacle. You can fight this dinosaur or figure out a way to trap or immobilize it.



Vikki will rely on a bow with seven types of arrows—including fire, explosive, and magic—to defeat enemies and solve puzzles.

You'll be able to control Vikki with the lion by her side, Vikki riding the lion, or the lion by himself.



Vikki will tangle with dinosaurs, medieval knights, bulbous-headed aliens, a rock monster, and more.



Vikki and Leo will depend on each other's special skills to complete the game. If either dies, the game's over.

EVERY TOY AN ISLAND

The world of the Army Men, as it turns out, is just one of many alternate worlds in any given toy store. Inside every box of toy dinosaurs, knights, and spaceships is another world unknown to humans. Unfortunately, these diverse worlds are ruled by the evil, manipulative Brigitte Bleu, a spy for the Blue Army. Brigitte lures Vikki into one of these fantasy worlds so she can have Sarge all to herself, leaving gamers to help Vikki escape and rescue the beguiled Sarge.



Vikki will have to cross this moving, life-size chess board to save a Merlin-esque wizard in the medieval world.

3DO is promising to take full advantage of the PS2 to create three surreal fantasy worlds: a prehistoric world filled with dinosaurs and volcanoes; a medieval world with castles, knights, and a life-size chess set; and a spaceship world filled with weird aliens. "We're going for visually stunning," says John Salera, the game's director. "Every level is going to have several points where the player can sit back and say, 'Wow!'"

BEAUTY AND THE BEAST

For solving puzzles, not to mention self-defense, Vikki will rely on a bow with seven types of arrows, including fire, explosive, and magic. A typical puzzle will involve finding and nailing a hard-to-hit rock with an arrow at just the right moment to make it fall and bonk a dinosaur on the head, enabling her to pass.



The most interesting aspect of gameplay, though, promises to be Vikki's sidekick, a lion tentatively named Leo. At various points in the game, you'll control Vikki with Leo by her side, Vikki riding Leo, or Leo by himself. Leo will warn you of danger and protect against attack. While Vikki has a long-range attack with her bow and arrow, Leo will provide the close-in damage with his claws and teeth. "Vikki is not a pushover, but the lion is the real testosterone of the game," Mendheim says. "He's out of control. He's like Wolverine from X-Men."

Leo can protect you, but you'll also have to protect him. If he's wounded, you must heal him; if Leo dies, the game is over. "We're trying to create an emotional bond between Vikki and the lion," Mendheim says. "If the lion dies, and you, as a player, don't care, we've failed." When Vikki or Leo get hurt, Leo's rage meter will go up. If it goes up too much, he'll go berserk and put himself in danger. You'll have to pet him or give him treats to calm him down.

KICKING ASS THROUGH THE LOOKING GLASS?

The big question remains: Can a kaleidoscopic Army Men spinoff that has no machine guns or hand grenades, but which stars a green-haired woman with a temperamental pet lion, win its way into the hearts of gamers? Read *GamePro* to find out this spring.

Note: All screenshots are 3DO artists' representations of actual gameplay.



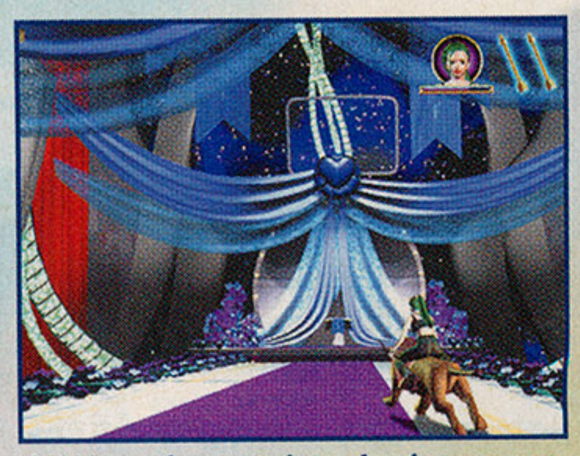
Artistic influences for the surreal environments include Vincent Van Gogh (notice the *Starry Night* clouds!) and Salvador Dali.



Boss monsters will include a dragon in the medieval world and a huge alien brain in the spaceship world.



If you get hurt, you'll need to find and drink from a pool of healing water, which never disappears.



If Vikki or Leo are hurt, Leo's rage meter will rise. She must pet and soothe him so he doesn't go berserk.







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TEEN
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CONTENT RATED BY ESRB

Animated Violence
Mild Language

Dreamcast™

sega.com

Stopping is a bad idea.

In a world of angry cops, rival taggers and lots of paint, it's important to keep moving. It's a race against time to leave your mark on the sprawling urban environment. Armed with skates, a radio and varying quiver of spray paints, it's you against the world. But you'd better be quick because the price of self expression just got higher.

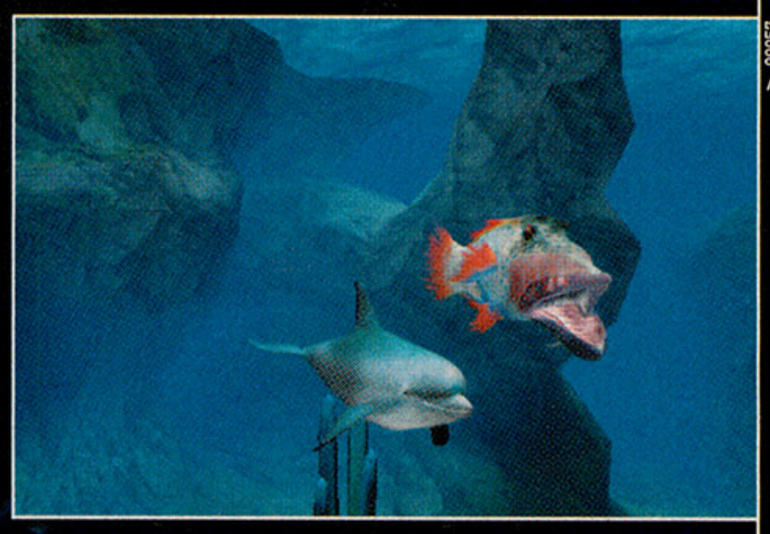
Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike.



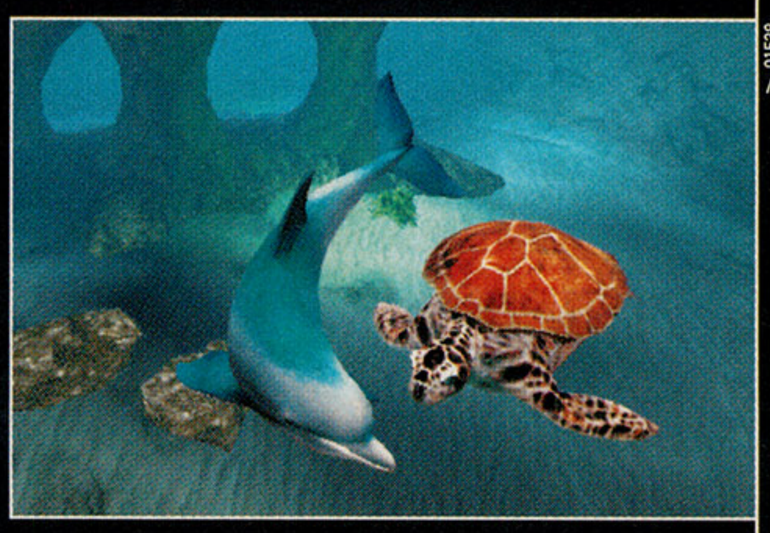
EXIT

You'll need skill, endurance and a reliable blowhole.

ecco
THE DOLPHIN™
DEFENDER OF THE FUTURE







Sega Dreamcast
IT'S THINKING

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Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.

Appaloosa Interactive

EVERYONE E Animated Blood
CONTENT RATED BY ESRB

> 00957
> 00947
> 01538

Giants: Citizen Kabuto



BY LAMCHOP

- Developed by Planet Moon Studios/Digital Mayhem
- Published by Interplay
- Target release date: October

WINDOWS 95/98

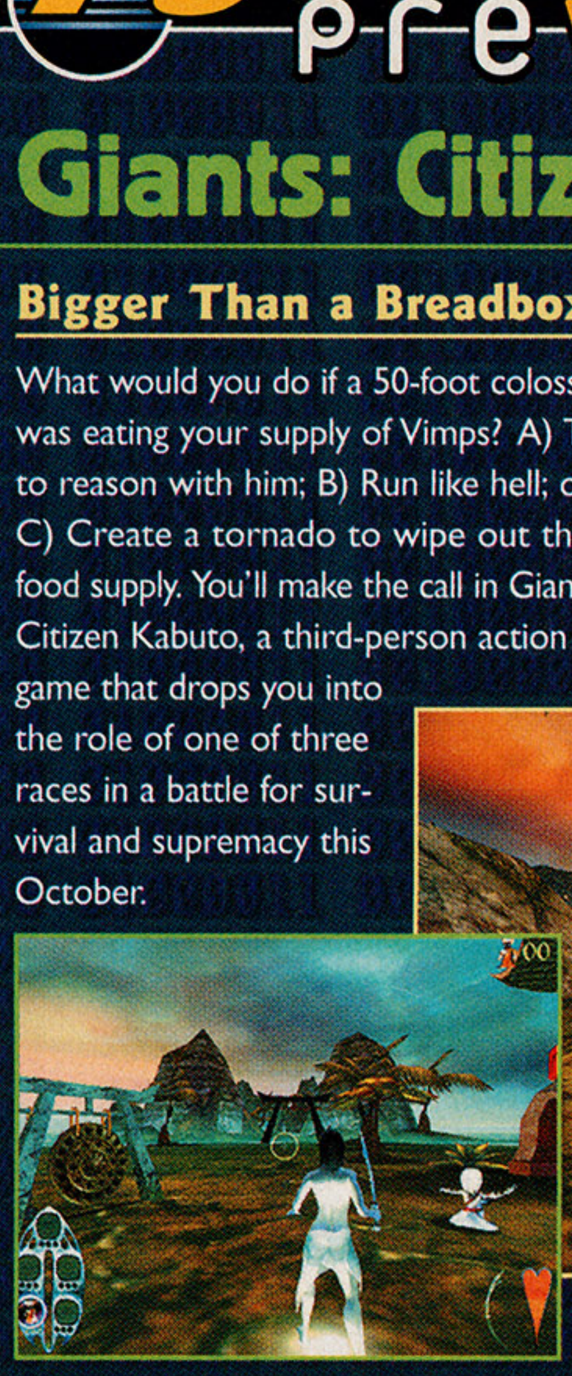
HANDS-ON

Bigger Than a Breadbox

What would you do if a 50-foot colossus was eating your supply of Vimps? A) Try to reason with him; B) Run like hell; or C) Create a tornado to wipe out the food supply. You'll make the call in Giants: Citizen Kabuto, a third-person action game that drops you into the role of one of three races in a battle for survival and supremacy this October.









Citizen Kabuto looks to overshadow the third-person/action genre this October.

Food Fight

The story begins when you and your fellow Mecc crew members decide to head to the planet Majorca for some down time. But your damaged ship forces you to land on a remote planet for repairs. There, you become caught up in a conflict between the Sea Reapers and Kabuto—a massive creature who obliterates everything in his path. To make things worse, you're all fighting to control the same two resources: intelligent creatures called Smarties who build structures, create new spells, and, in Kabuto's case, provide offspring; and the meaty Vimps, who make for delicious food.

Each of the three races will have unique powers and abilities. The gregarious Meccs will use their technological equipment and firepower for assaults; the mystical Sea Reapers will utilize magical spells to cause chaos; and Kabuto will pretty much just stomp and kill. Plus, multiplayer mode promises to be a unique, awesome slugfest.







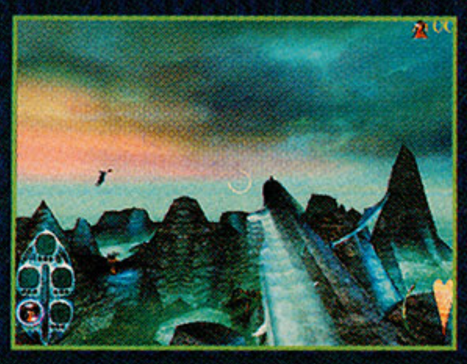




Giants Among Men

The preview version of Giants was about 90-percent complete, and it showed. Gameplay revealed some silky-smooth action that felt like a frantic first-person shooter. Jumping into your inventory to change weapons was just a keystroke away, and the combination of keyboard and mouse made it super easy to manage you character. Moreover, the gorgeous graphics really stood out: Everything was sharply rendered, from the beautiful Reapers swimming in lakes to Kabuto slapping a Vimp onto his hooks. Giants also contained impressively realistic-looking environments—especially in a Mecc mission where climbing to the top of a mountain almost induced vertigo. Audio wasn't fully in place yet.

If Giants can keep up this elevated level of quality, it might be a contender for game-of-the-year awards. Both short and tall should keep an eye out for this release.











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Destruction Derby Raw. Coming soon to a skyscraper near you.

The highly anticipated sequel is here at last. With even more of those metal-shredding flips, spins and roof-crushing rolls we've all grown to love. One to four players can race, crush, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the sidewalk–about 90 stories below.

PlayStation

EVERYONE E CONTENT RATED BY ESRB — Animated Violence











Baldur's Gate II: Shadows of Amn



BY THE FRESHMAN

- Developed by BioWare
- Published by Black Isle/Interplay
- Target release date: September

PC
WINDOWS 95/98

HANDS-ON



Roll the dice again with BioWare's latest AD&D blockbuster, Baldur's Gate II.

Baldur's Is Beautiful

Baldur's Gate was responsible for lifting PC RPGs out of the realm of geekdom and onto bestseller lists—and Baldur's Gate II: Shadows of Amn should continue BioWare's (the developer) tradition of mind-blowingly excellent AD&D titles. At its core, BGII's story line is familiar: You must gather a band of heroes, kill monsters, and make the world a safer place. But BioWare and Interplay are ready to bet you over 200 hours of your life that you've never played anything quite like this before.

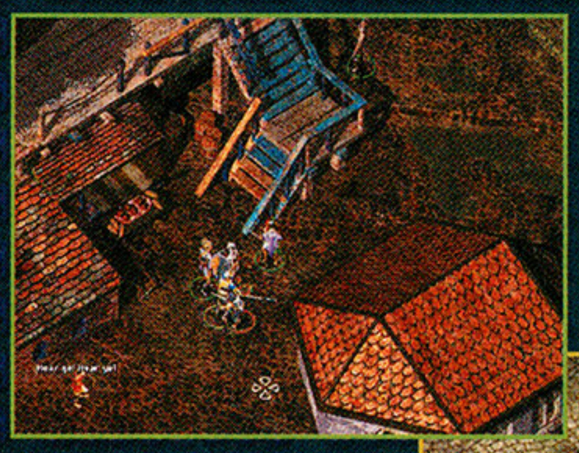












Here There Be Dragons

Baldur's Gate had a pretty low experience cap in terms of AD&D power; by the time that game ended, your party members were still but babes. BGII picks up where the first game left off: You'll take the same characters who saved the world last time and put them through the Forgotten Realms wringer once again. This time, however, your heroes will be able to advance as far as Level 22 (nearly godlike in AD&D terms). We don't want to give too much away, but you can rest assured that, with huge new monsters and unbelievably powerful enemies, BGII will put the "dragons" back in D&D.





Baldur's Gate 1.5?

With the Infinity Engine aging rapidly—and with Black Isle's Planescape: Torment and Icewind Dale threatening to outshine BGII's debut—what do the geniuses at BioWare have up their sleeves? BGII will feature selected rules from the upcoming D&D Third Edition (including the Half-Orc race as well as the Barbarian, Monk, and Sorcerer classes); all-new, more powerful monsters; and race- and class-specific side-quests to keep you moving forward as you try to save the world. In the preview version, maintaining party togetherness was a chore due to the clumsy path-finding A.I.; and the developer had left in some nits, like not pausing the game upon opening the inventory screen and cumbersome resting mechanics (streamlined in Icewind Dale). Hopefully, BioWare will resolve these problems by the final version. While BGII won't look radically different from its predecessor, you'll have hundreds of hours of adventure ahead should you reenter Baldur's Gate.











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Crimson Skies



BY JAKE THE SNAKE

- Developed by Zipper Interactive
- Published by Microsoft
- Target release date: September

WINDOWS 95/98

HANDS-ON

Okay You Mugs, Listen Up

Like a bolt from the blue, Crimson Skies is on its way to rescue those gamers who think flying games are dull and overly complicated. It's 1937 and those jokers in Washington are out of business. It's every man for himself, and the clouds are full of hot-dogging, anything-for-a-buck sky pirates who fly souped-up hot rods launched from zeppelin aircraft carriers.

The beauty of Crimson Skies is that you'll do almost everything with the joystick; you won't have to memorize a myriad of keyboard commands. You'll jump right into the action, skipping tedious takeoffs, landings, and navigation. As in those melodramatic 1930s radio serials, great voice-acting will reveal much of the story either in mission briefings or over your plane's radio. Besides downing fighters and destroying ground targets, you'll pull off such stunts as barnstorming an open hangar or hoisting a lady from a moving train as you complete 24 single-player missions. Plus, online play will keep the skies friendly, while the ability to customize and fly 12 aircraft should satisfy virtual gearheads.



Damn the keyboard and full speed ahead. Crimson Skies promises seat-of-the-pants flying—without the memorization of a lot of keyboard commands—in the style of a 1930s radio drama.



















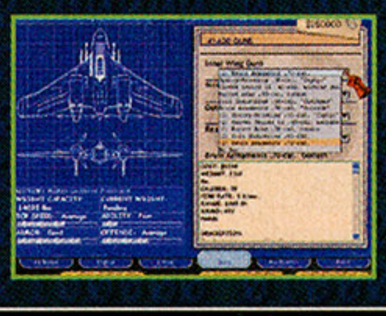
Who's With Me, Fellas? We Launch in Five



Simple controls and cool story aside, the Crimson Skies preview version displayed topnotch graphics. Perhaps the most impressive part was something most flight games treat as an afterthought: zero altitude—a.k.a. the ground. The incredibly detailed landscapes—from the lush, rugged hills of Hawaii and a Hollywood movie set to downtown Manhattan—were perfect for Crimson Skies' nail-biting gameplay style. You won't need an altimeter to know when you're going to crash.

Judging from this nearly finished version, it's clear Crimson Skies is destined to be a classic that will appeal to even the most attention-deficient thrill-seekers. Crimson could do for the flying genre what Wing Commander did for the space shooter, but without the kiddy cheesiness. Unless an errant zeppelin nosedives into Microsoft, Crimson Skies should rule the wild blue yonder this September.

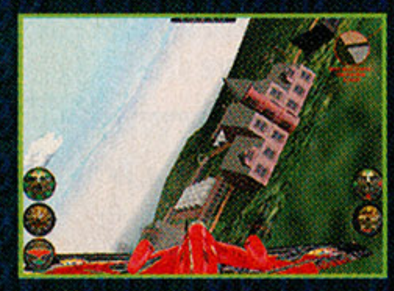












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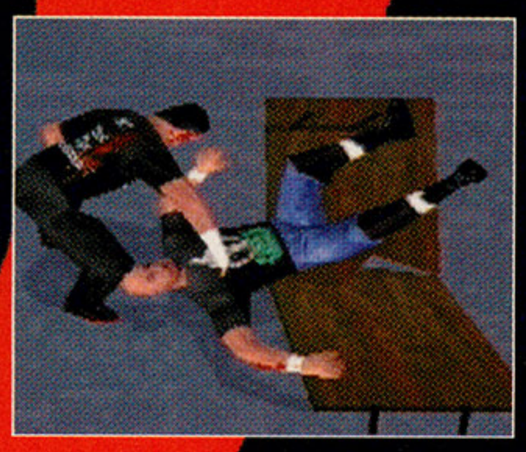
RESPECT ROB VAN DAM.

I AM AN ANARCHIST!

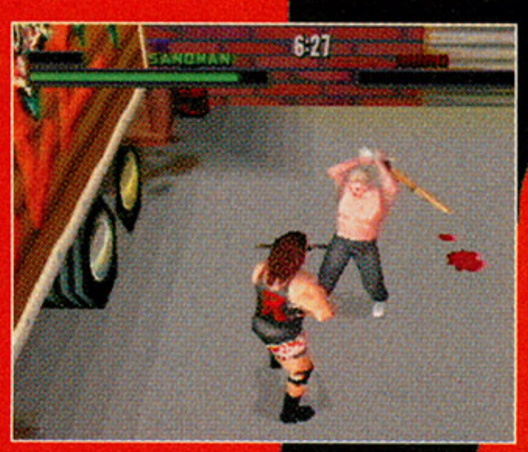
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TEEN
T
CONTENT RATED BY ESRB

Animated Blood
Strong Language
Mature Sexual Themes

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Project Eden



BY ASH

- Developed by Core Design
- Published by Eidos
- Target release date: February 2001

WINDOWS 95/98

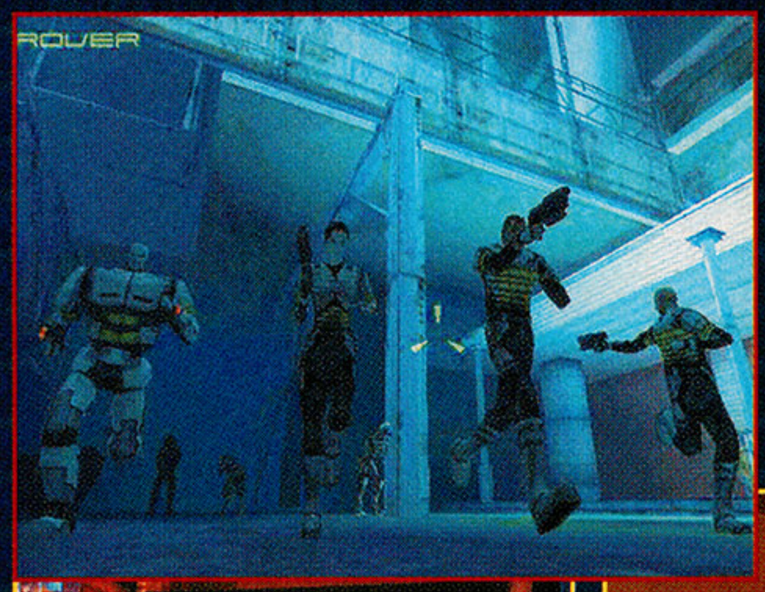
FIRST LOOK

A COMBINATION FIRST- and third-person strategy/adventure game, Project Eden unfolds in a dystopian future where massive skyscrapers house the inhabitants of an overpopulated Earth. The affluent live on the highest floors, so they can snag some sunlight, while the impoverished "Underlife" abound in the dismal lower levels. The disappearance of an engineering team sent to refortify the base of a building sets the game in motion.





Project Eden will let players control a four-person security squad that's charged with investigating the mystery. Judging from the screens, the environments are already impressive. Eden will feature inhabitants that include a gang of blind humans, who wear laser-guided headsets, and genetically engineered creatures, who morph from one grotesque appearance to another. The game also promises a unique approach to the death-and-reload problem: Instead of dying, each character's shield will have a minimum shutdown level that, when reached, forms an impenetrable field around them. They can't be harmed, but they also can't do anything until someone gives them some juice. You'll also be able to use this shared energy to create bigger guns or flying probes to scout out potential ambushes. Eden flourishes next year.

















BY ASH

- Developed by Dynamix
- Published by Sierra Studios
- Target release date: October

WINDOWS 95/98

HANDS-ON

Tribes 2



THE SEQUEL TO the game that kick-started first-person online teamplay needs little introduction. Tribes 2 will feature a new engine, new vehicles, new weapons, new game types, and more. It felt good to jet-pack around the lush, new environments in a preview version of T2. Though the terrain wasn't finished, the game already looked good, with water to swim in, and, later, quicksand to get stuck in and lava to die in.





The final version will feature six vehicles, including the aerial bomber and the ground-based assault tank, which will have both plasma and mortar turrets. T2 will also include, among other things, the Mobile Point Base, which will include a full inventory station that can be deployed anywhere on the map. Other features that should get those salivating glands a-pumpin' will consist of a rocket launcher (heat-seeking, of course); a close-range, puddle-producing Shock Lance; and a revamped select-ahead-of-time inventory system to keep them newbies from hogging the station all day. Forget Pagong and Tagi. Give us these Tribes any day.











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Escape From Monkey Island



BY LAMCHOP

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

WINDOWS 95/98

FIRST LOOK

"ARGGHH, MATEY! IF graphical adventures be yer thing, then Escape From Monkey Island may be yer game!" The fourth installment in the hilarious Monkey Island adventures looks to continue the comic tradition with quick one-liners and swashbuckling humor.

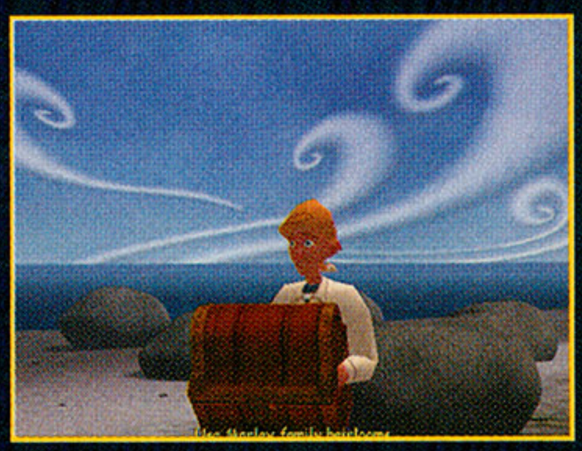
Wannabe pirate Guybrush Threepwood is back from his honeymoon with Elaine, who's scrambling to launch her reelection campaign. After taking on what seems like a simple task (stop some dude from demolishing Elaine's castle), Guybrush is plunged into a mystery that involves voodoo, wicked pirates, and a master villain who detests everything. Playing as Guybrush to solve the many puzzles will be no easy task: Among other things, you'll have to steal from a blind ex-pirate shopkeeper and proclaim your superiority through an insult contest—all in the name of making the Caribbean a better place for your fellow pirates. This third-person adventure will utilize Grim Fandango gameplay in combination with smooth polygons generated by the graphics engine of soon-to-be-released Star Wars Episode I: Obi Wan to deliver over 60 interactive characters and over 10,000 lines of dialogue. Escape From Monkey Island should tickle your skull and funny bones in November.















Star Trek: New Worlds



BY LAMCHOP

- Developed by 14 Degrees East
- Published by Interplay
- Target release date: Fall 2000

WINDOWS 95/98

HANDS-ON

THE FINAL FRONTIER will be expanding this fall with Star Trek: New Worlds, a topdown real-time strategy game that will combine RTS action with the popular *Star Trek* universe.

You'll play as one of several factions—including the Federation, Klingons, and Romulans—as you battle four alien races across various planet surfaces. You'll occupy the commander's seat as you direct the building of construction yards, mining stations, photon artillery launchers, transporter pads, and more in your missions to establish a functional base and take out the enemy. In addition to the micromanagement of mining and collecting resources, individual colonists and crew members within your base will also be able to specialize in specific fields (like engineering), so you'll direct the right personnel to the appropriate tasks to improve your base. A preview version exhibited surreal landscapes with intense explosions during battle. The interface was intricate enough to warrant the full tutorial, but RTS pros should be able to command with authority. RTS and *Star Trek* fans will probably be deeply engaged with New Worlds this fall.



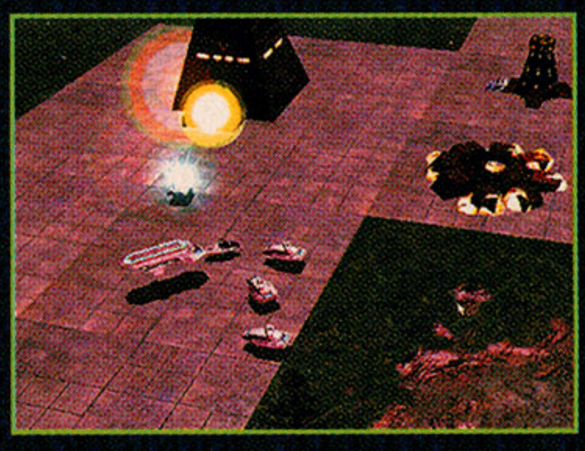












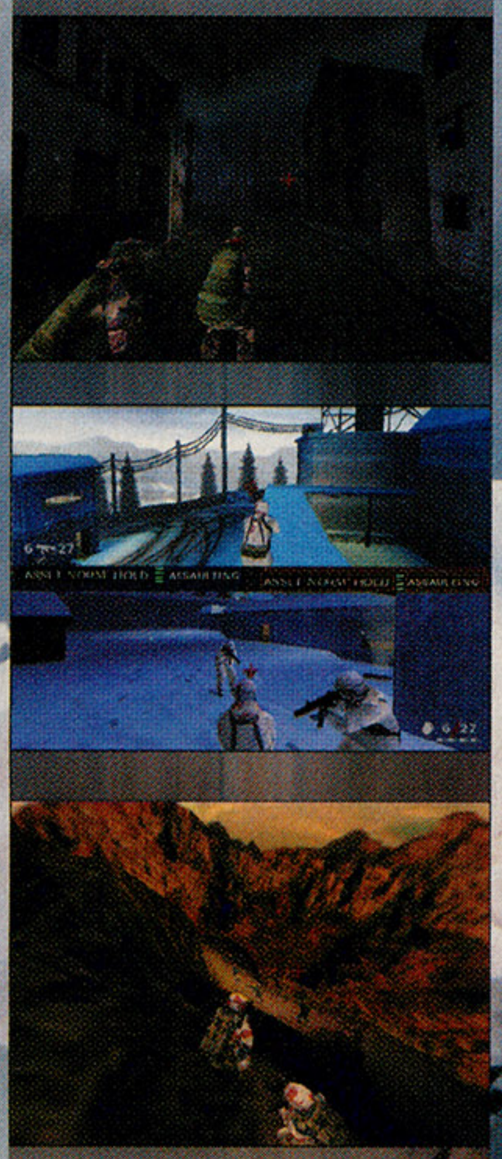
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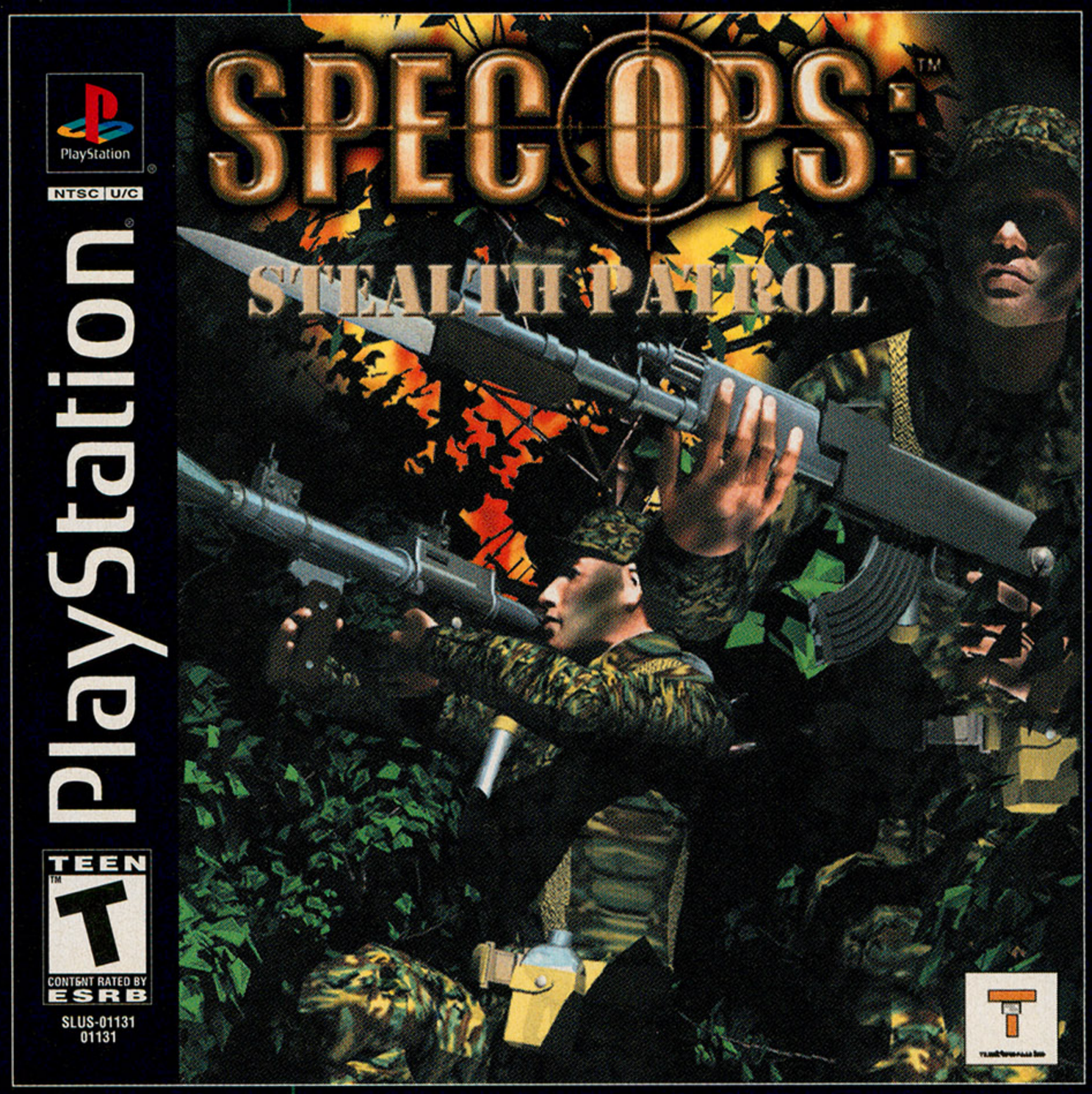


After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

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Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission,
though you may be the lone survivor?

- :: 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- :: Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

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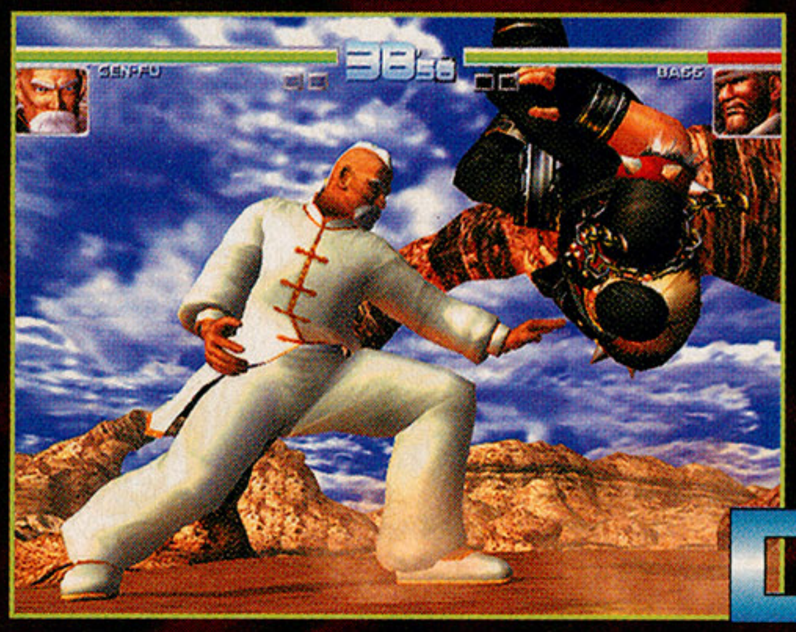
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Dead or Alive 2: Hardcore



Back for More

After a terrific showing on the Dreamcast last winter, DOA2 is coming to the PlayStation 2 to battle Tekken Tag Tournament and Street Fighter EX3 for fighting game supremacy on the upcoming Sony console. Tecmo is not resting on its laurels with the success of the Dreamcast version, adding a bunch of new goodies to its curvaceous fighter. The company is even throwing in more extras than were in the Japanese PS2 version, hence the game's new subtitle: Dead or Alive 2: Hardcore.





BY UNCLE DUST

- Developed and published by Tecmo
- Target release date: October

PlayStation 2

FIRST LOOK



The girls are back in town: Dead or Alive 2: Hardcore guns for PS2 fighting game supremacy with exciting gameplay and PS2-only extras.

DOA2 HARDCORE

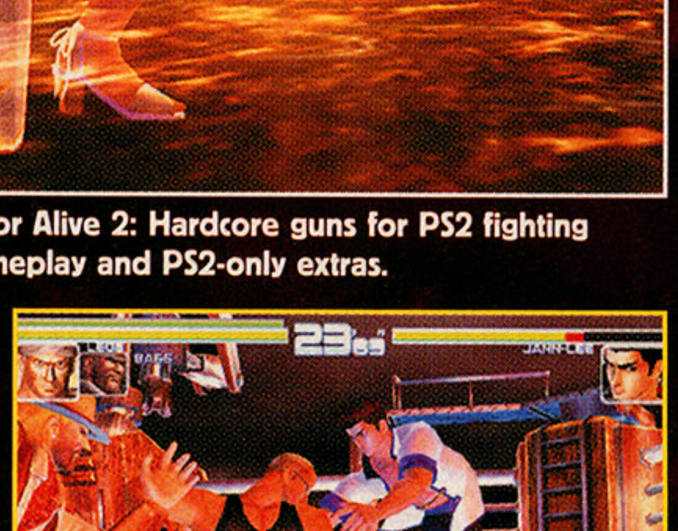
Rounding Out the Lineup

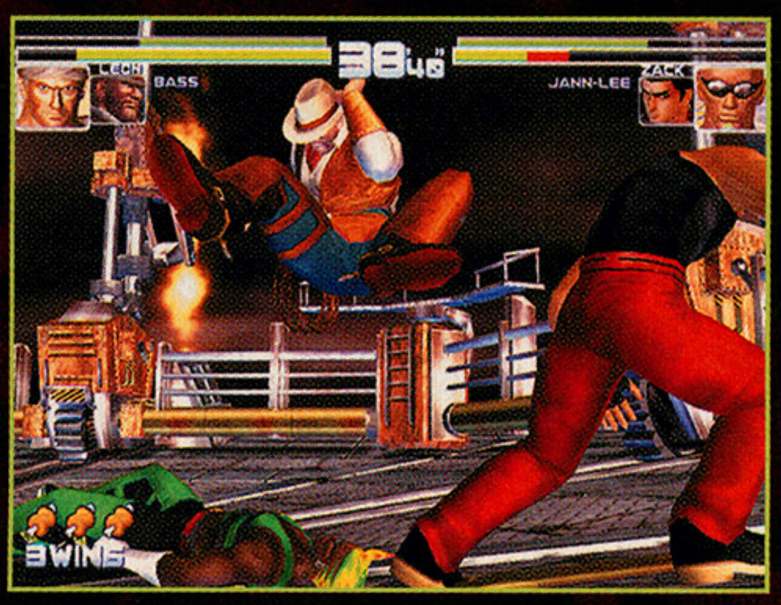
DOA2: Hardcore will feature at least two new playable characters, new stages, new costumes, English language voice-overs, expanded story cinemas, more play modes, and tons of new badass tag-team moves—every pair of characters will showcase five to six bone-crunching, double-team moves. There will be new sub-levels to some familiar arenas, and each character will feature a few new moves in their arsenal. There will even be art galleries to exhibit the beauty that goes with the brawn of this game. This will be one tightly packed DVD with all of these extras.



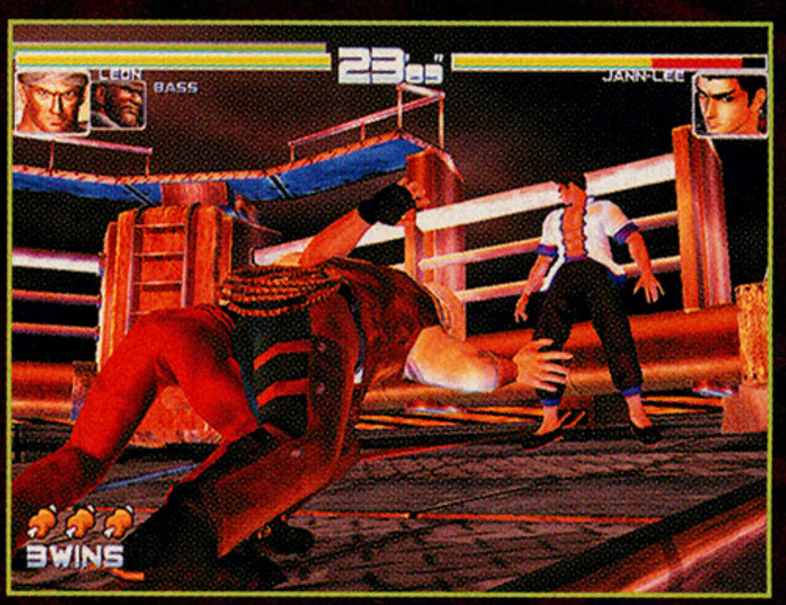
Battling the Big Boys (and Girls)

Dead or Alive 2: Hardcore will still feature the same unique, grapple-based combat that—along with the gorgeous graphics, fluid animations, and well-proportioned female fighters—has made the series a hit. But with all of the extras packed into DOA2: Hardcore, the old masters of the video game fighting arena—Tekken and Street Fighter—had better watch their backs this fall.





















DON'T BE AFRAID OF
THE DARK.

BE AFRAID OF
WHAT'S IN IT.



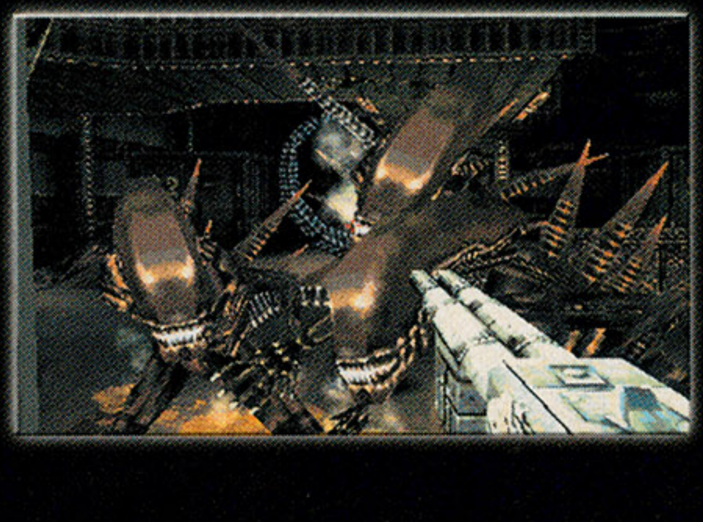
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"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
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MATURE M CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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WWF SmackDown 2: Know Your Role



BY LAMCHOP

- Developed by Yuke's
- Published by THQ
- Target release date: November

PlayStation

HANDS-ON

I AM THE GAME



WWF SmackDown 2: Know Your Role will use the same game engine as the original, so the pummeling action in the ring and behind the scenes will be similar. You'll build up your power meter to earn a finishing move by punching, hitting, and grappling, then pin or knock out your opponent to win. You can look forward to new modes like the high-flying Ladder match, Hell in a Cell, Casket, and Tornado Tag Team. New backstage areas will be available as well, like a VIP room (Vince ain't gonna be happy), three superstar dressing rooms, and a WWF restaurant.

And we shouldn't forget the voice-overs: SmackDown 2 will feature the slick smack talk that made the WWF famous. Soon, you'll be able to hear Triple H tell you that he really is "that damn good," along with commentary from more than 50 other superstars, including Scotty Too Hotty, Grand Master Sexay, Chris Benoit, the American Bad Ass Undertaker, and Lita.



Oh you didn't know? The smack is back! The sequel to one of the most popular wrestling games ever to land on the PlayStation will hit the mat in November with enough tweaks and new features to break down even the Walls of Jericho.

FOR THE BENEFIT OF THOSE WITH FLASH PHOTOGRAPHY...

The preview version of SmackDown 2 showed off most of the cool new features, and the game looked phenomenal. The graphics in the original SmackDown were second-to-none, and the sequel's were just as awesome with smoothly rendered wrestlers and incredible-looking audiences with flashing cameras. One of the key elements missing in the original game was voice-overs, and their addition will complete the package in this sequel (though they weren't included in the preview version). The new matches will hook you in—just you wait until you go flying off the ladders as the Hardy Boys or set up a Casket match with Kane and the Undertaker.











If SmackDown 2 lives up to its potential, you can anticipate what could be the best wrestling game of the year. Just bring it!

For more info on WWF SmackDown 2, go to gamepro.com!





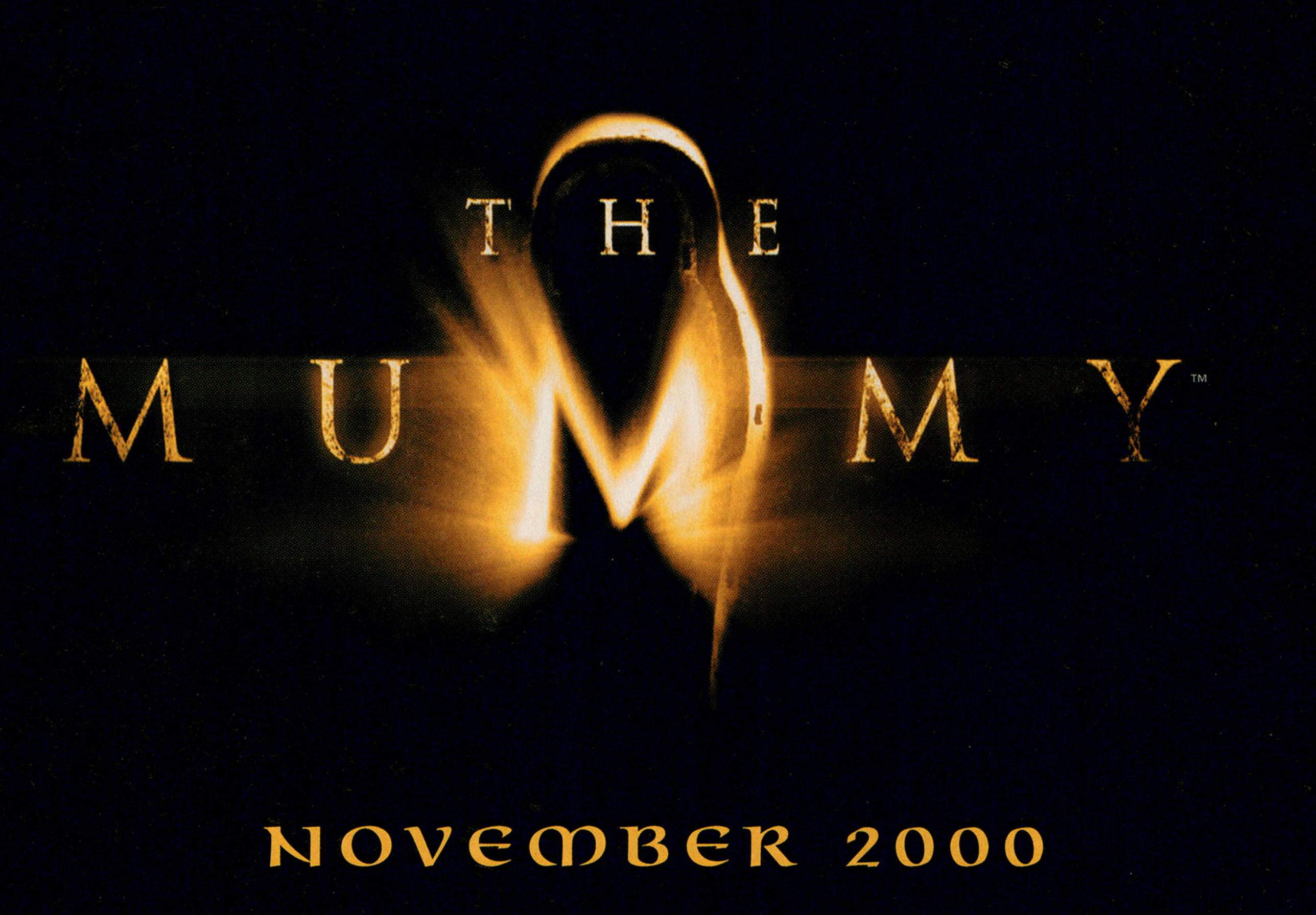






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NOVEMBER 2000

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REBELLION

TEEN
T
CONTENT RATED BY ESRB
Animated Violence
Animated Blood

PlayStation®

Dreamcast

GAME BOY COLOR

PC CD ROM

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WWF No Mercy

BY LAMCHOP

- Developed by Aki
- Published by THQ
- Target release date: November

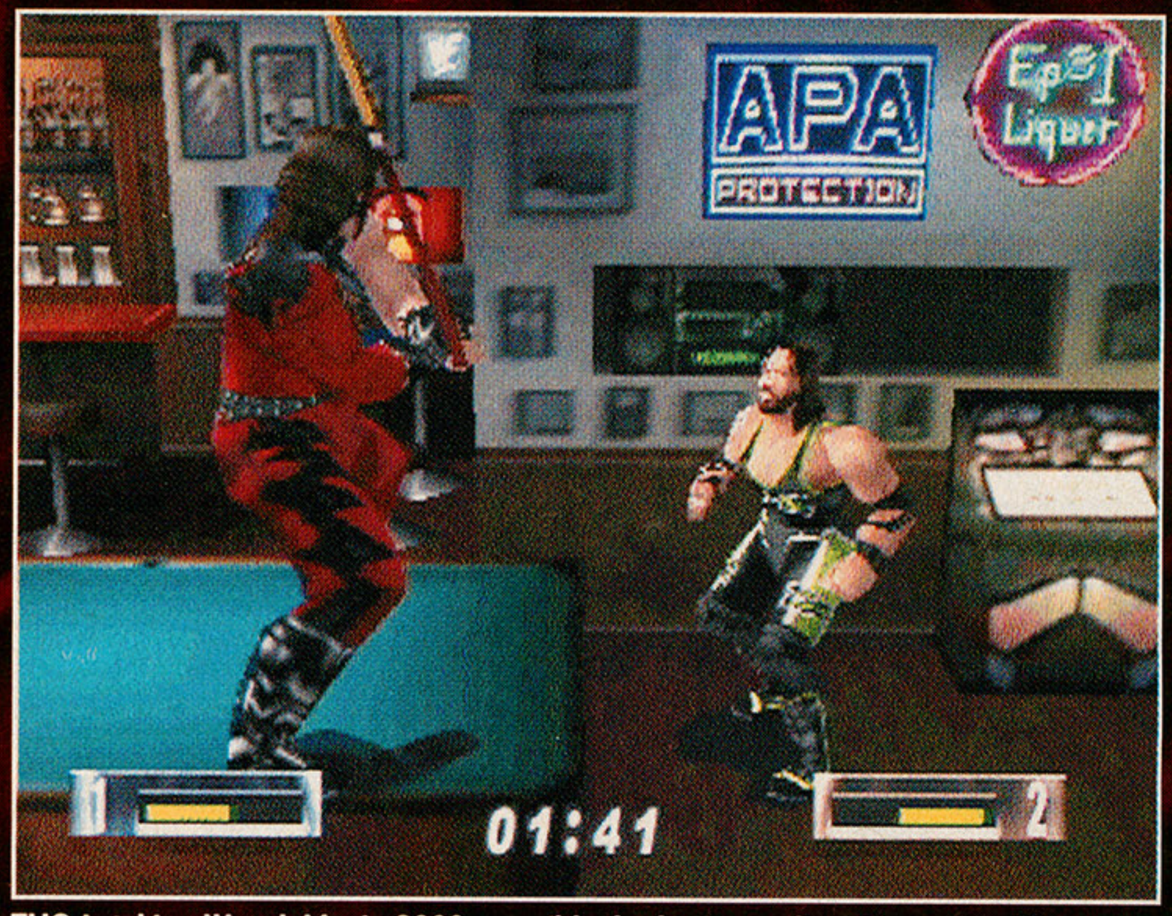
NINTENDO 64

HANDS-ON

Ninth Wonder of the World



THQ will show no mercy to the competition this November… WWF No Mercy, that is—and it looks to be more than just a face-lift of WrestleMania 2000. Though it will use the same W2K engine, No Mercy will sport new modes like Ladder and Tag-Team matches, backstage brawls, updated graphics, and an astonishing 65-plus WWF superstars. The roster will include Kurt Angle, Grand Master Sexay, Chyna, Perry Saturn, Stephanie McMahon, and others. You'll also be able to unlock hidden characters and earn points in WWF No Mercy on your GameBoy Color, then transfer that data to your N64 game to go shopping in the SmackDown Mall. There, you'll be able to create a wrestler and flesh him out by buying items like the Kat's swimsuit, the Undertaker's jacket, a Jackhammer move, or a Screwdriver maneuver.



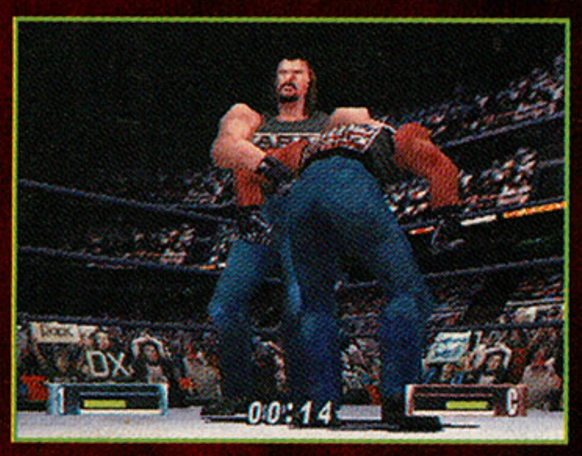
THQ is taking WrestleMania 2000–possibly the best wrestling title on the Nintendo 64 to date–and adding more modes and features to create WWF No Mercy for this November.

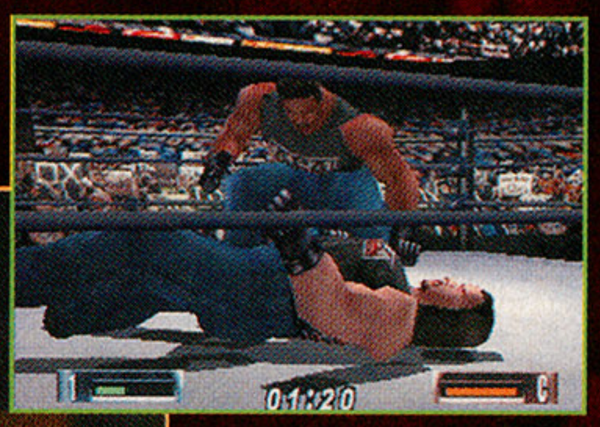




















Latino Heat!

No Mercy's gameplay will mirror that of WrestleMania 2000, but gamers will appreciate the addition of the backstage areas and the new matches, which look to really pump up the game a few notches in fun and replay value. In the preview version, players could whip their opponents into such backstage areas as a lounge, parking lot, locker room, and more. There, they could battle using weapons like fire extinguishers and garbage cans—and also perform pile-drives and body-slams into tables that broke on contact. The wrestlers had the same high-quality look as those in WrestleMania 2000, while the audience had been upgraded to a more photo-realistic view, à la SmackDown.

If the preview is a true taste of things to come, you'll be able to add another great wrestling game to your N64 collection this November.





Move over Lara Croft, there's a new lady in town!
–GamePro

F.A.K.K.2 blends all the best aspects of...'Legend of Zelda', 'Jedi Knight' and 'Tomb Raider', and avoids almost all the missteps of those games. I found myself asking, "Lara who?"
–Gamecenter.com

In comparison to Tomb Raider...the lead Fakk2 character is far more versatile, ...good looking and interactive. It's got everything that Tomb Raider never had!
–Speedy 3D

This game is seriously bad news for other 3D action/adventures. I've been gentle on Tomb Raider because really, despite the lack of innovation in that series, it was still the best of its breed. Not any more.
–Gamesmania

...she'd tear Ms. Lark Croft a new one
–Gamers Depot

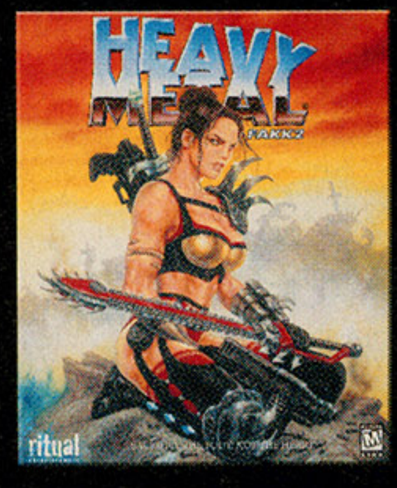


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Animated Violence
Animated Blood and Gore

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The World Is Not Enough



BY EXTREME AHAB

- Developed by Black Ops
- Published by Electronic Arts
- Target release date: November

PLAYSTATION

HANDS-ON



Virtual Bond returns in EA's promising first-person adventure/shooter that retraces the action featured in the movie, *The World Is Not Enough*.

LIVE AND PLAY BOND

Once again, it's from EA with 007—this time, the story line will loosely follow the events from the movie version of *The World Is Not Enough*. In this first-person adventure/shooter, you'll have more than 30 Q gadgets to aid you in your fight against Renard and his henchmen; you'll also meet Christmas Jones, Elektra, Zukovsky, and others as you infiltrate casinos and nuclear facilities, gun along alleyways, and generally utilize your license to kill throughout the game's 10-plus levels.











TWITCHYFINGER

In the preview version, gameplay was a bit skittish—moving your character around was like slipping down an icy slope—but that's something EA promises to fix along with the targeting. Constant messages from HQ, however, really slowed down the action and disintegrated the drama—couldn't the messages be displayed during gameplay rather than in your inventory?



The graphics were shaping up nicely, though, as was the music. Cinema cut-scenes from the movie were interspersed throughout the action, providing a certain reality dimension to the game (almost too real), and the missions varied pleasantly. The voice-overs were already excellent: either very good imitations of the original actors, dialogue taken directly from the film—or, in the case of "R" (Q's understudy), new lines recorded specifically for the game by the star himself, ex-Python John Cleese.



THE GAME WITH THE GOLDEN MISSILE LAUNCHER

Given that the missions were fun, though some objectives were somewhat obscure, and that one of your weapons will be a missile launcher/video camera (exclusive to the PlayStation version), TWINE has great potential. If EA irons out the frame rate and the character controls, you can bet your Moneypenny on this game.













For more info on The World Is Not Enough, go to gamepro.com!



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Available November 2, 2000.



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		✓ SIGN-UP FOR SEGANET	✓ GET MY 50 FREE HOURS ONLINE!	1 RACE K-ZONE BEST LAP 2:32	2 RACE OFFLINE w/ MIKE BEST LAP 4:57	3 RACE OFFLINE w/ JAY BEST LAP 1:10
4 RACE OFFLINE	5 HUGE ONLINE MATCH	6	7 RACE OFFLINE w/ MARC	8 RACE VOLCANO BEST LAP 1:24	9	10
11	12 RACE ODD ROCK BEST LAP 5:20	13	14 ONLINE MATCH BEST LAP 3:21	15	16 · RACE ALL DAY —CALL IN SICK	17 ONLINE MATCH
18	19	20	21	22	23	24
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Capcom vs. SNK: Millennium Fight 2000



BY UNCLE DUST

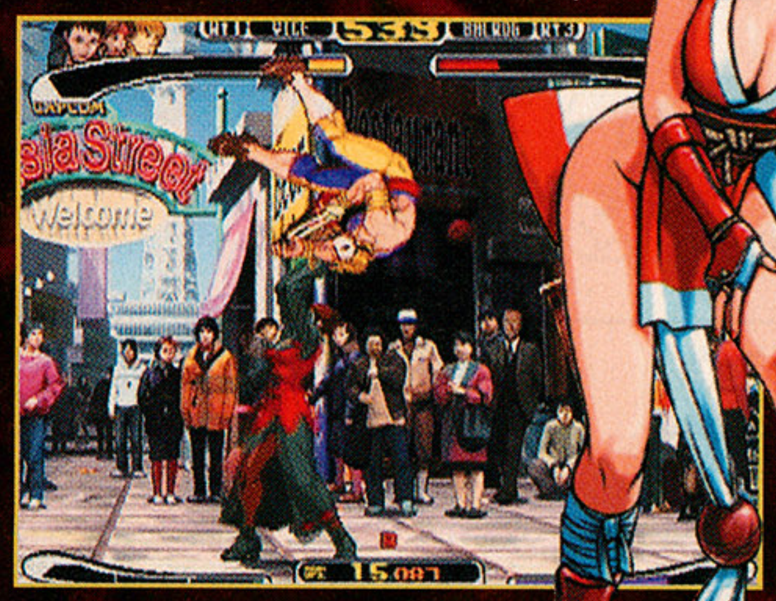
- Developed and published by Capcom
- Target release date: November

DREAMCAST

HANDS-ON

The Ultimate Showdown

The previously impossible battle between the characters of the Street Fighter series and The King of Fighters series will finally become a reality in Capcom vs. SNK: Millennium Fight 2000 for the Sega Dreamcast. In the tradition of Capcom's butt-kickin' Vs. series, this title will bring together the two most legendary groups of old-school two-dimensional fighting characters.





Old school rules as you fight in straight-up teams—with no tagging in and out, double teaming, or assist moves—in the arcade-perfect port of Capcom vs. SNK for the Dreamcast.









King of Street Fighters Alpha

Two options have been created for this game to level the playing field between Capcom and SNK fighters. The Variable Team System will rate each fighter with a strength level of one, two, or three. Level one characters will include Blanka, Dhalsim, Yuri, and King, while level two fighters will consist of favorites like Ken, Ryu, Chun Li, Terry Bogard, Kyo, and Mai; bosses such as Sagat, Bison, Geese, and Rugal will be rated as level three. Players will build a team of between two and four characters whose strength levels must add up to four. Fighters will then choose their Groove—the method by which their Super Combo Gauge will work. Capcom Groove will be similar to the meter in the Street Fighter Alpha series in that it will build up several levels as you inflict or take damage. The SNK Groove will let players use a Super move once after the gauge has reached its limit (by holding the right trigger button) and/or repeatedly when their health is running low.

The Final Fight?

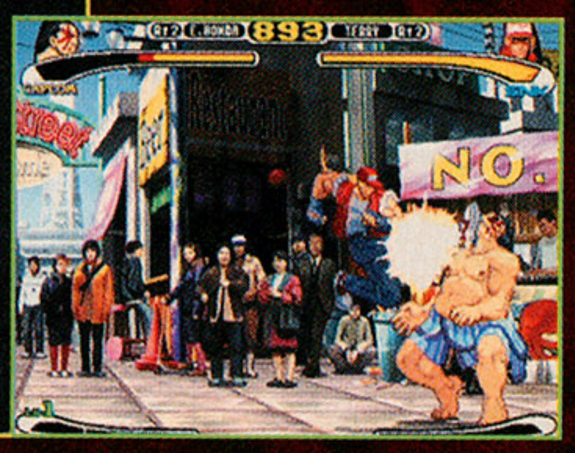
The preview version of Capcom vs. SNK showed gameplay options that balanced the fights well and gave both sides of the fence equal representation. The lineup of 28 characters was topnotch, but there were some notable fighters left out who will hopefully appear as secret characters. One of the best aspects of the game so far was its classic look and feel; it retained the rock-solid gameplay of the original Street Fighter II and King of Fighters that made them so much fun. If you thought Marvel vs. Capcom 2 was all the brawl you would ever need, think again. Capcom vs. SNK: Millennium Fight 2000 crashes into stores this November.





For more info on Capcom vs. SNK, go to gamepro.com!

















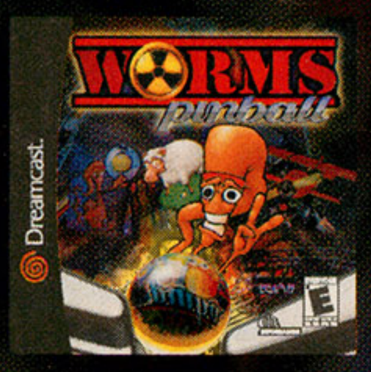
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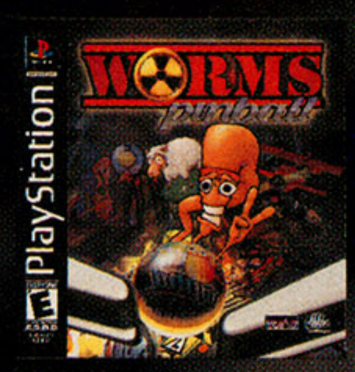
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Tomb Raider Chronicles



BALANCING ON A TIGHTROPE

So if Lara was lost in a cave-in at the end of Tomb Raider: The Last Revelation, how the hell is Eidos bringing her back for yet another sequel? Rather deftly, it turns out. As news of Lara's fate spreads, Jeeves and a group of her other friends gather at Croft Manor and begin reminiscing about Lara's early days. Those fond remembrances will make up the levels of Tomb Raider Chronicles as gamers travel back in time to play through the adventures that Lara's friends recall. Yup, that means you'll be playing as young Lara Croft!









BY AIR HENDRIX

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

PlayStation Dreamcast

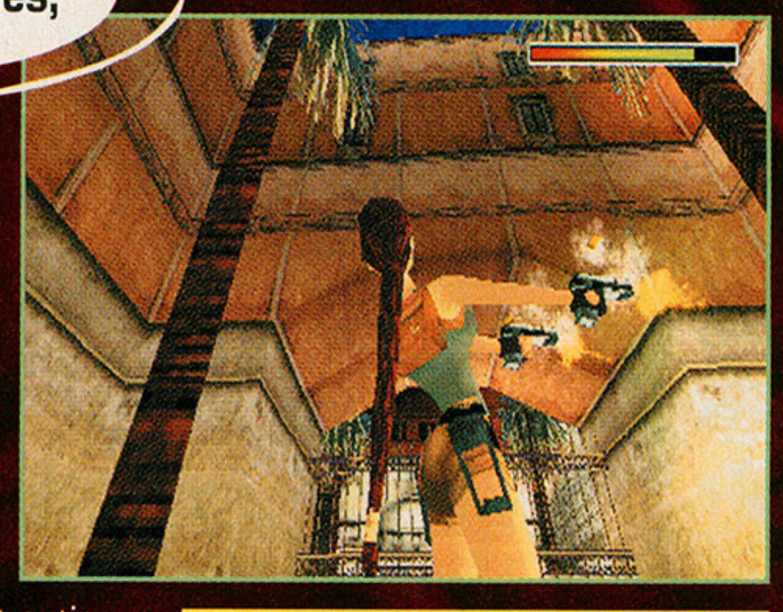
FIRST LOOK



The Tomb Raider franchise may have lost some of its luster with age, but the hordes of loyal Lara fans will be delighted to hear that gaming's leading lady is back in action in Tomb Raider Chronicles.







For more info on Tomb Raider Chronicles, go to gamepro.com!

JOLIE'S JOLLIES?

Originally planned as a movie tie-in, Tomb Raider Chronicles shifted focus when the timing of the upcoming flick and the game didn't pan out. Players will guide Lara through adventures in four different settings: Rome, a Russian sub base run by the mafia, ruins in Ireland, and an office park. Each will have a different gameplay style; for instance, Russia will be all about gonzo action, but the office park will involve stealth and sneaking through security systems.

Lara will have plenty of new moves in her latest outing, too, such as walking a tightrope, using a grappling hook, working the parallel bars, and more. Best of all, though, Eidos hopes to include a movie teaser with the game…and promises that Tomb Raider Chronicles' ending will connect the plot line to Lara's next adventure (due out in late 2001) on the PlayStation 2 and possibly—the Xbox!

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

















BY LAMCHOP

- Developed by Kodiak Interactive Software
- Published by Electronic Arts
- Target release date: Fall 2000

PlayStation Nintendo 64

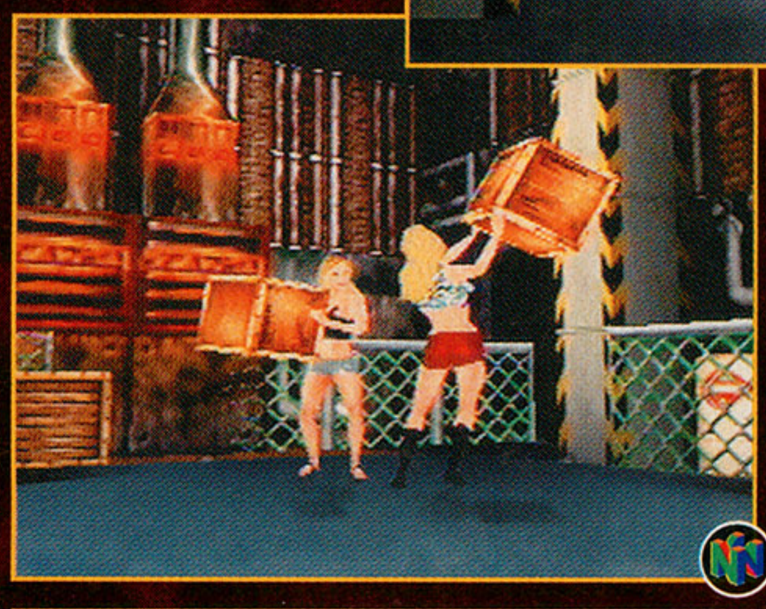
FIRST LOOK

WCW Backstage Assault

WHAT'S MORE FUN than taking out your wrestling aggression in the ring? Venting your anger backstage, of course! Take that another step further by eliminating the safety of the ring altogether, and you get the idea behind WCW Backstage Assault. WCWBA will use the WCW Mayhem engine and let loose the fury of more than 50 top WCW superstars in the locker room, the boiler room, and elsewhere in its latest wrestling frenzy, complete with over-the-top weapons to score major pain.

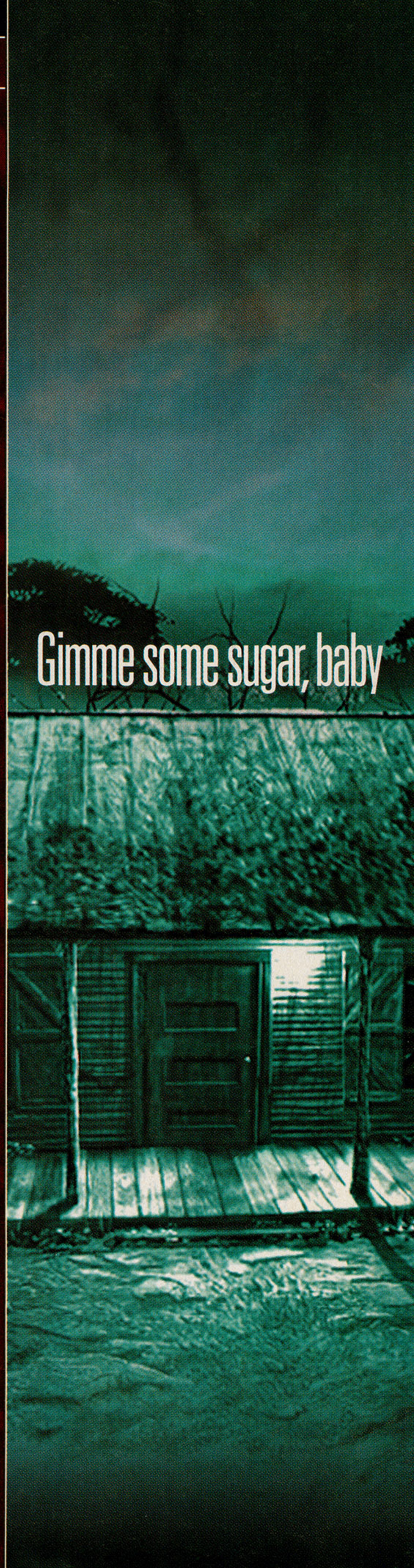
There will be seven interconnected environments (semi-truck arena, locker room, boiler room, parkade, media center, loading bay, and bathrooms) for a total of 14 rooms. Each room will contain items that inflict damage—including urinals that can come off the walls and crates that can be broken over your opponents' skulls to reveal the hidden weapon inside—for over 40 weapons in all. Oh, and the superstars will sport their usual wrestling moves as well to pummel each other senseless. Other features will include the addition of female stars (like Ms. Hancock), First Blood and Human Torch matches, and improved character models. If WCW backstage shenanigans are what you're after, then definitely keep an eye out for Backstage Assault this fall.











Spyro: Year of the Dragon

BY FOUR-EYED DRAGON

- Developed by Insomniac Games
- Published by Sony
- Target release date: November

PlayStation

HANDS-ON



The purple-dragon-that-could is back for an adventure that promises to bring fun Spyro gameplay to a world of familiar and new faces.

Dragons Rule!

The young dragon prodigy is once again helping his beloved world—this time by attempting to recover valuable dragon eggs stolen by minions from the Forgotten World. This third installment of Spyro will have the cutesy dragon explore more than 30 new colorful worlds, which will now be 150 to 200 percent larger than those in the previous Spyro game.





Spyro will retain all his signature moves, so veterans of the series won't have any trouble jumping right into this 3D adventure. But even newbies will be able to perform with ease the legendary dragon's deadly fire-breathing, charging, and smooth gliding. In fact, it was already easy to move Spyro around the detailed, vivid levels of the preview version as he fought the bad Rhynocs and helped his friends out of predicaments.

Playing the mini-games in Spyro 2 was a nice break from the actual adventure; this latest Spyro will have more side games with more depth, challenge, and variety. You'll enjoy fun activities, such as performing sick tricks on a skateboard, riding in a submarine, and boxing against a mean Yeti.

The Year of the Dragon is usually marked by good fortune and positive growth, but, this November, it should also mean fun gameplay with Spyro.







Animals With an Attitude

One of the coolest additions to this new Spyro will be the ability to play as four other characters. You'll be able to recruit these new critters for the entire game, but only after playing as them in their own home worlds.



Sheila has a super high jump, a powerful kick, and a stomp attack.



Sgt. Byrd is a flying penguin whose military background influences his choice of weaponry: shoulder-mounted rocket launchers. He can also pick up objects and drop them on targets.



Created by the Professor (Spyro 2), Agent 9 is a highly intelligent lab monkey. His specialty: precision shooting with his blaster gun.



This humongous snow creature named Bentley doesn't go anywhere without his trusty club. Also, his strength enables him to push objects out of the way easily.



For more info on Spyro, go to gamepro.com!



BY LAMCHOP

- Developed by Digital Anvil and Warthog
- Published by Crave Entertainment
- Target release date: November

DREAMCAST

HANDS-ON

StarLancer

SPACE-COMBAT SIMS AND consoles don't always go hand-in-hand—but Crave is hoping to add another solid addition to the genre for your Dreamcast with StarLancer, a game created by Chris and Erin Roberts, the fine folks who brought the excellent Wing Commander and Privateer series to the PC.





Hyperjump into the distant future where you find yourself a pilot in the newly formed ragtag aviation unit, the 45th Volunteers Squadron, fighting for control of planets in the solar system. Throughout the 24 missions, you'll use a battalion of 12 space vehicles with up to 11 types of weapons and 10 different kinds of missiles to defend them.

The preview version proved that it would have been easier to control the ships with a dedicated joystick, but the analog stick on the Dreamcast controller showed some fine performance. Some functions, like the hyperjump, were automated on the Dreamcast version (on the PC version, you have to hit the "J" key), and target selection was delegated to a combination of keystrokes that was easy to pull off. Meanwhile, the graphics did the Dreamcast justice with slick ships and convincing explosions. The sound effects were solid, though repetitive dialogue from wingmen was a bit annoying; however, that's the sort of tuning Crave has plenty of time left to handle.

With a little more tweaking, StarLancer may leave other console space sims in a black hole, especially with its ambitious online-gaming mode. Mount the lasers and check out StarLancer this November.













Who's laughing now?



Star Wars Episode I: Battle for Naboo



BY EXTREME AHAB

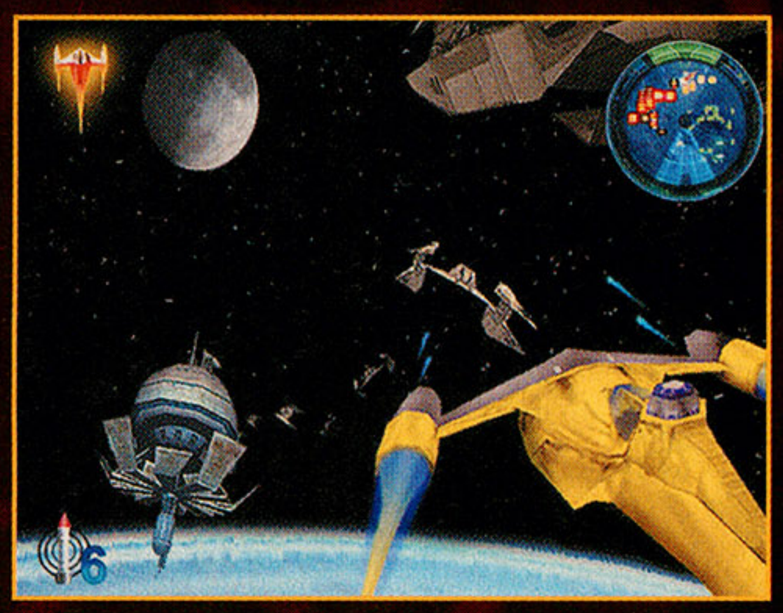
- Developed by Factor 5 and LucasArts
- Published by LucasArts
- Target release date: November

NINTENDO 64

HANDS-ON

INSPIRED BY ROGUE SQUADRON, Star Wars Episode I: Battle for Naboo is building nicely on its predecessor's strengths, incorporating a new game engine and actually expanding the intelligence and creativity of Rogue. Battle will utilize "dynamic difficulty adjustment" to gauge player performance and adjust the game's A.I. appropriately. You may not get a good score, but, by Obi-Wan, you'll make it through the level without losing your mind. Even Battle's plot has promise, as it will illustrate the backstory of those Naboo resistance fighters who mysteriously appear accompanied by Captain Panaka before the finale of *Episode I*.





In the preview version, the city-, land-, and spacescapes already looked good, and the gameplay was worth playing. The Naboo starfighter (NSF) was easy to handle, spitting out destruction at its Federation and Neimoidian adversaries (the skittish characteristics of the unlockable NSF in Rogue were absent). Playing as Lieutenant Sykes, it was a joy to navigate the city streets in a Gian speeder, blasting Destroyer and Battle droids. You'll also pilot a host of other vehicles—including a converted STAP—even switching vehicles mid-mission by ducking into strategically placed warehouses. Naboo D-Day arrives in November.











Star Wars Demolition



BY UNCLE DUST

- Developed by Luxoflux
- Published by LucasArts
- Target release date: November

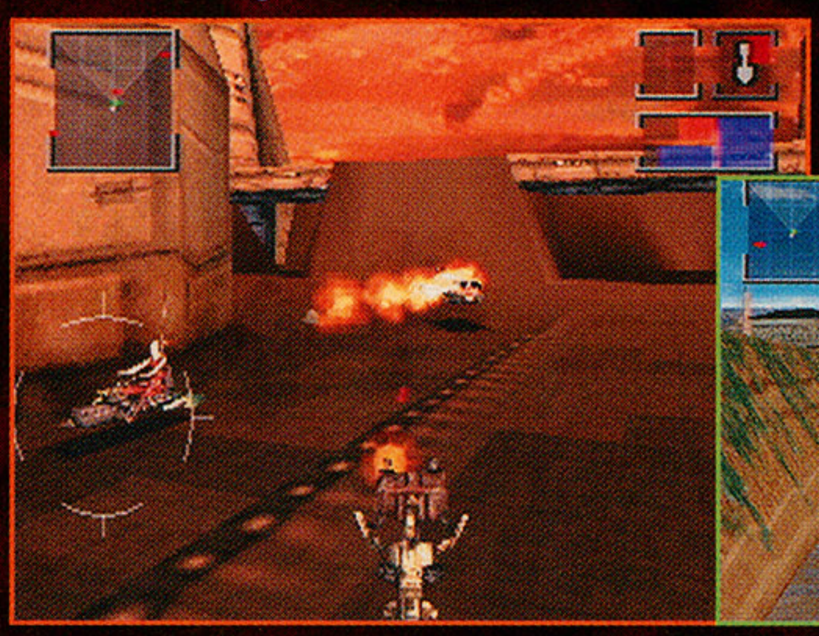
PLAYSTATION

HANDS-ON

THE COLLABORATION BETWEEN Luxoflux (creators of Vigilante 8) and LucasArts for a *Star Wars*–based vehicular combat game looks promising. Set between *The Empire Strikes Back* and *Return of the Jedi*, Star Wars Demolition will put you in a destructive tournament hosted by Jabba the Hut where you must pilot one of 10 vehicles from the classic film trilogy as well as *Episode I*.

The preview version showcased gameplay and physics similar to Vigilante 8: 2nd Offense, but the game was tweaked to give it a more *Star Wars* feel. You'll blast away on the nine highly interactive levels, grabbing droids as power-ups and basically destroying everything in your path. Levels will range from the battle on Hoth and Mos Eisley on Tatooine—all the way to a Gungan stronghold on Naboo. The game will feature many familiar *Star Wars* faces and vehicles—including Lando Calrissian and Boba Fett—along with new ones. It will also have some cool secret vehicles and characters to unlock. If things keep progressing well, Demolition should deliver some great *Star Wars* action this November.















BY LAMCHOP

- Developed and published by Namco
- Target release date: Fall 2000

PlayStation 2

HANDS-ON

Moto GP

NAMCO HOPES TO add an adrenaline rush to your PlayStation 2 gaming with some 500cc motorcycle action. Moto GP will feature authentic Gran Prix riders and courses to race against on 32 authentic bikes through five modes (Season, Vs., Challenge, Arcade, and Time Trial). The preview version showed some seriously sharp graphics and equally sharp turns. Even with Bike Simulation turned off, the handling of the bikes had a very sim-like feel, and it was quite a challenge tackling the curves. Look for the burning tires this fall.











BY FOUR-EYED DRAGON

- Developed by Innerloop Studios
- Published by Infogrames
- Target release date: October

Dreamcast

HANDS-ON

Xtreme Sports

JUST AS THE title suggests, Xtreme Sports will be all about nontraditional outdoor activities. Gamers will be able to compete in multiple extreme events, including skysurfing, hang-gliding, mountain biking, snowboarding, bungee jumping, and ATV racing—all within a single race. The game's online component will let you share high scores as well as download ghost players and new tracks. The preview version played well with simple controls, while the levels looked absolutely gorgeous. If Infogrames stays on track, this could be a nice addition to your sporting library.











NAME'S ASH...
HOUSEWARES

MATURE
M
CONTENT RATED BY
ESRB

ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

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Jet Grind Radio



BY FOUR-EYED DRAGON

- Developed by Smilebit
- Published by Sega
- Target release date: November

DREAMCAST

HANDS-ON

THESE DAYS, THE youth have never had it so hard—rival gangs are after your turf, and the police are constantly terrorizing you. Thankfully, you'll have a cool radio program named Jet Grind Radio, a pair of slick skating shoes, and your street art to keep your spirits alive.

Jet Grind Radio will mix the controversial "graf" scene with a slick style of gameplay that will let you roam free in a huge 3D city where you'll perform sick skating stunts and stamp your crew's territory with personalized tags. Beautifully drawn areas with fluid character animations were already in place in the preview version, along with simple controls that enabled characters to perform insane tricks and to easily outmaneuver the relentless police. The only element missing: phat tunes, which Sega promises to include in the final version. Nevertheless, Jet Grind Radio is shaping up to be one of the coolest, if not hippest, games for any console system to date—its originality will be hard to forget.

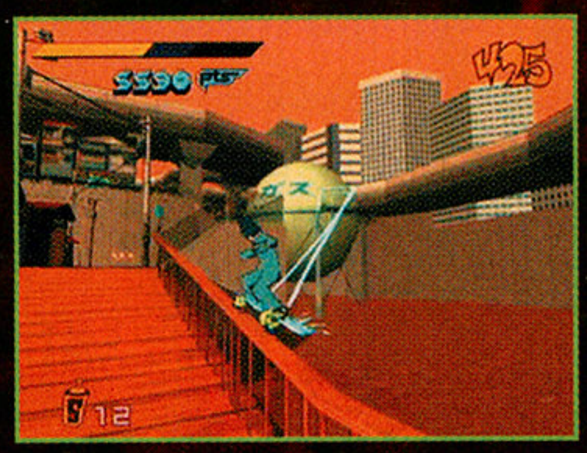
















Street Fighter III: Third Strike



BY UNCLE DUST

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

DREAMCAST

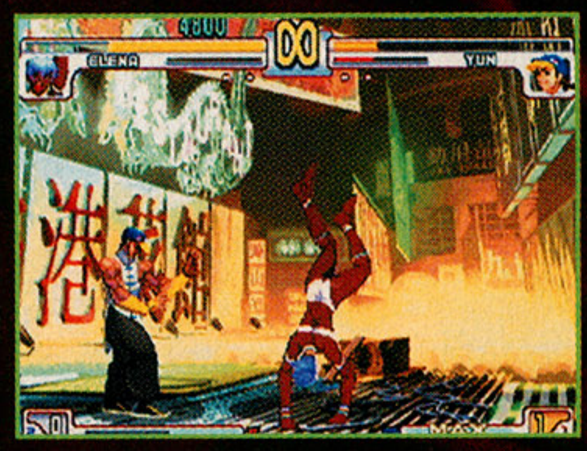
HANDS-ON

AFTER THE ABSOLUTE mayhem that was Marvel vs. Capcom 2, Capcom is on track to deliver another perfect arcade fighter—albeit a more subdued, precise one—in Street Fighter III: Third Strike. As the legendary series continues to evolve, more fighters will come into the lineup—five new this time around, including a noticeably more acrobatic Chun Li (bringing the roster up to 19)—and additional complexities should enhance the game engine.

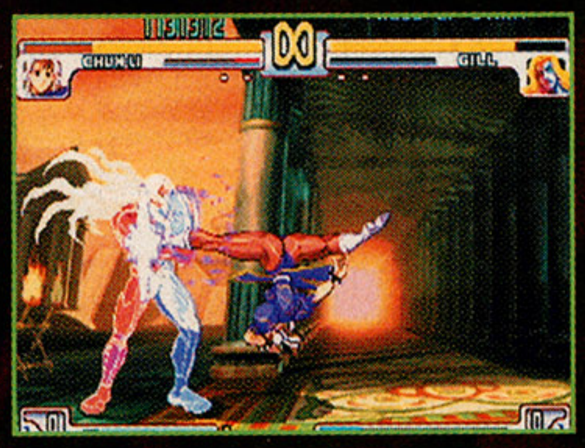
Third Strike will feature a Hit Frame System that bases the collisions on single frames of animation—get your defenses ready. Plus, the game will have a Grade Judge System, which will rate your performance with a letter grade. So not only will you have to beat your opponent, but you'll also have to do it efficiently and with style—giving the Street Fighter faithful one more thing to smack talk about. In the preview version, the graphics looked sharp, the animation was excellent, and the new additions to the game made the fights intense ("Sure you won, but you did it with a D+"). It's back to an old-school, one-on-one brawl this fall.

















Mickey's Speedway USA



BY MAJOR MIKE

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

NINTENDO 64

HANDS-ON

RARE, THE DEVELOPER of Diddy Kong Racing, is returning to the racetrack with a new license to drive in Mickey's Speedway USA. A go-kart game with Disney characters, Speedway will feature cartoon competition on shortcut-filled tracks littered with weapons and other collectible items. In a playable preview version, the controls were easy to pick up and master, the tracks featured colorful environments, and solid sound effects were a perfect pairing for the onscreen action—especially the various Disney character voices. Unless something catastrophic occurs to Mickey's development, kart-racing fans can expect another round of rubber-burning fun this November.









Star Wars Super Bombad Racing



BY JEN X

- Developed by Lucas Learning
- Published by LucasArts
- Target release date: Spring 2001

PLAYSTATION 2 DREAMCAST

FIRST LOOK

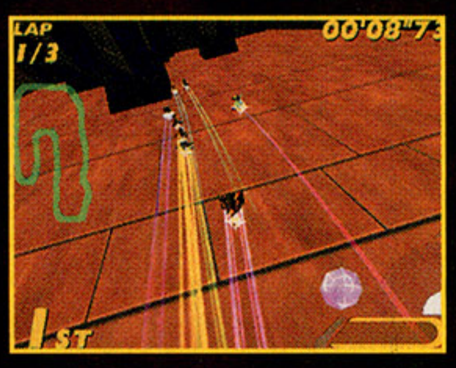
LUCASARTS IS BREAKING away from its traditionally serious take on the *Star Wars* universe with light-hearted, big-headed kart-racing mayhem. In Star Wars Super Bombad Racing, you'll drive as one of eight *Star Wars* characters—including Darth Maul, Queen Amidala, Yoda, and Boss Nass—each with their own unique personality, vehicle, racing physics, animation, and, of course, enormous noggin. You'll race through nine courses based on familiar movie locales, including the swamps of Naboo and the deserts of Tatooine, in single or multiplayer modes like Versus, Co-op, Challenge, and Arena while picking up gadgets and power-ups such as boosts, shields, and special items. Super Bombad Racing comes to a galaxy near you this spring.



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









You Don't Know Jack Mock 2



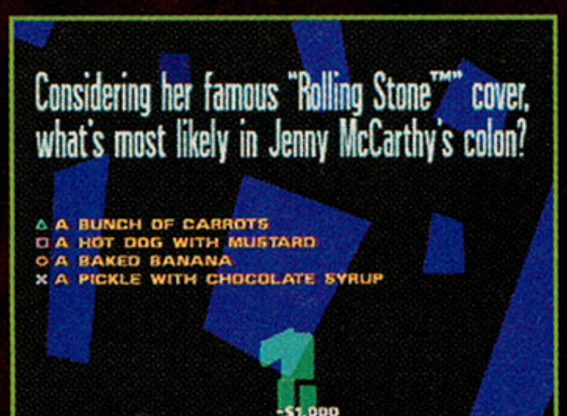
BY AIR HENDRIX

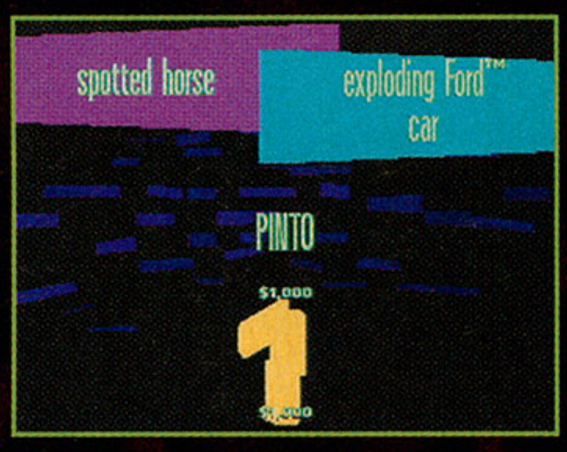
- Developed by Jellyvision
- Published by Sierra
- Target release date: October

PLAYSTATION

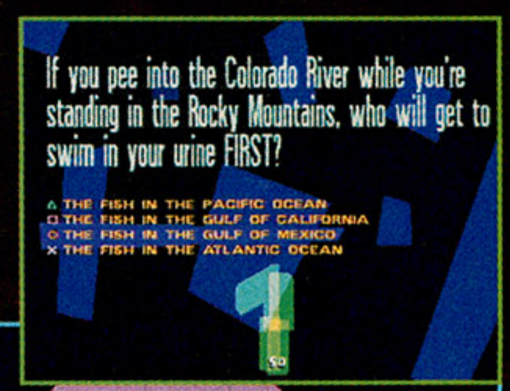
HANDS-ON

THE BELOVED PC party game is coming back for its sophomore session on the PlayStation, and, judging from the preview version, the You Don't Know Jack franchise might be wearing thin. While the three-player trivia contest sported 750 new questions and a new question type called Coinkydink, the over-the-top potty humor seemed to have neglected the "humor" part, and the announcer wasn't on par with the ones who usually grace the PC versions. Let's hope Sierra does some serious tuning before You Don't Know Jack Mock 2 is released.











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If through printing or production errors or for any other reason, more game pieces than indicated in these Official Rules are printed, distributed or redeemed in any prize category, the actual number of winners in such prize category will be selected in a random drawing from among all eligible prize claims received for such prize category. Only the prizes in the quantities set forth in these Official Rules will be available to be won in the game. Any attempt to defraud Nabisco Inc., or the official judging agency in any way will be prosecuted to the fullest extent of the law, and persons attempting same will be disqualified.**ELIGIBILITY.** Subject to all applicable federal and state laws and regulations. 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SNEAK previews



BY JAKE THE SNAKE

- Developed by Pipedream Interactive
- Published by Majesco Sales
- Target release date: October

DREAMCAST

HANDS-ON

Rogue Spear

THE BAD-ASS spec-ops crew from Tom Clancy's Rainbow Six will soon return, this time with snipers and a multiplayer mode to fight in such locales as a hijacked 747 and a war-torn village in Kosovo. The graphics in a preview version were even more detailed than in Rainbow Six, with cooler uniforms and better explosions. The new onscreen control menu, though a good idea, required too many button presses. You'll be able to use the Dreamcast keyboard, however, and maybe the Dreamcast mouse. If so, and if the controls are tightened for the regular controller, Rogue Spear should live up to its highly acclaimed PC namesake.











BY FOUR-EYED DRAGON

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

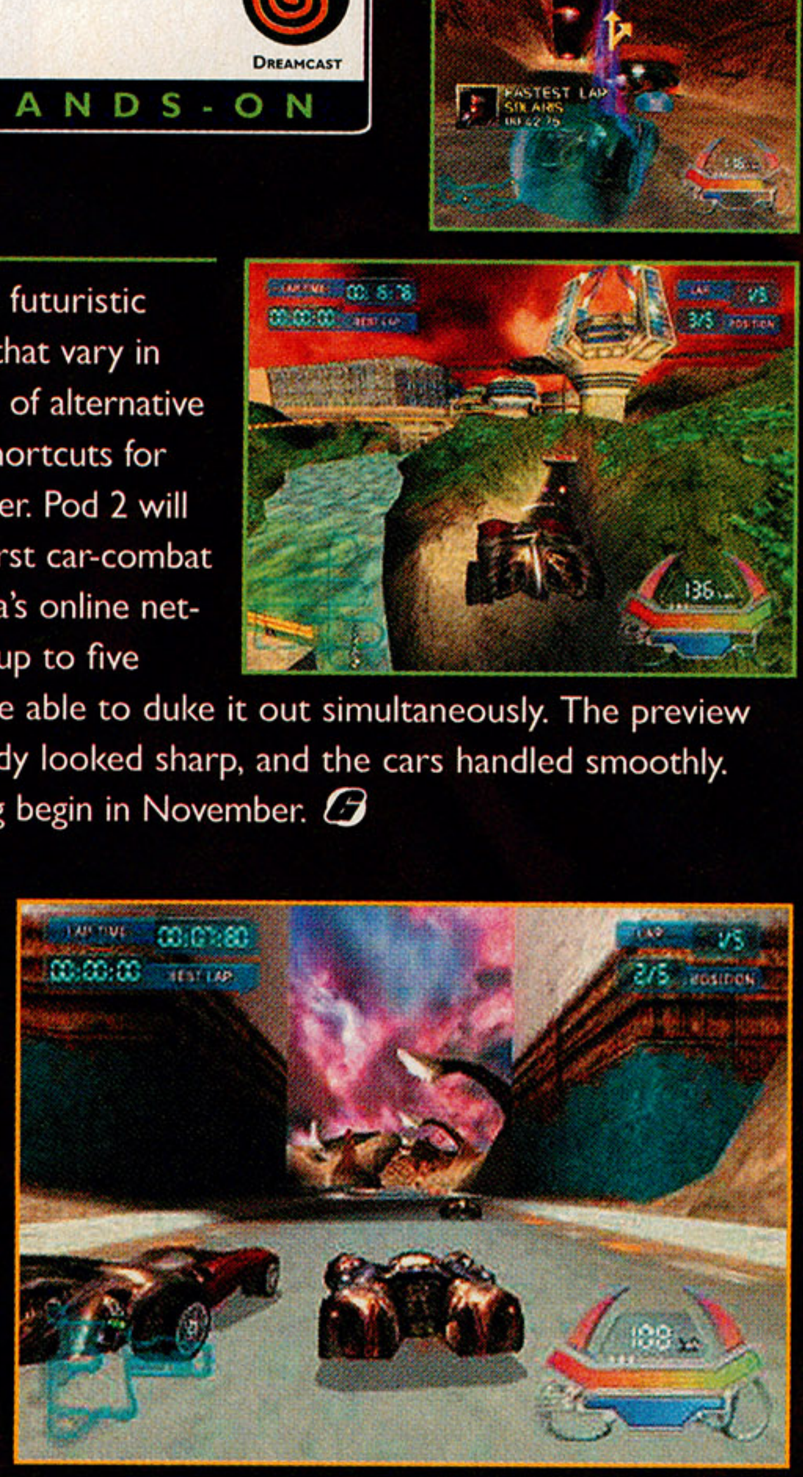
DREAMCAST

HANDS-ON

Pod 2

BASED ON POD for the PC, this sequel to the futuristic racer will put you in eight weird-looking vehicles—that vary in speed, grip, and handling—on six tracks with plenty of alternative routes and shortcuts for you to discover. Pod 2 will also be the first car-combat game for Sega's online network where up to five players will be able to duke it out simultaneously. The preview version already looked sharp, and the cars handled smoothly. Let the racing begin in November.





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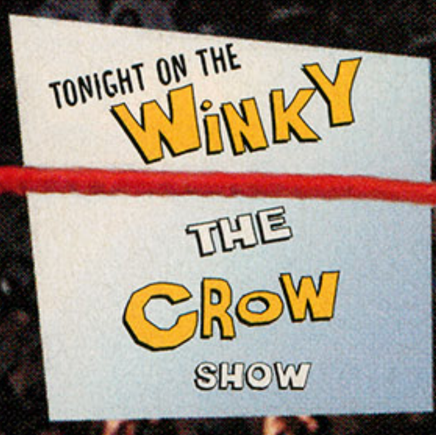
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Crash Bash



BY VICIOUS SID

- Developed by Eurocom
- Published by Sony
- Target release date: November

PlayStation

HANDS-ON

FANS OF MARIO PARTY, Poy Poy, and Bomberman may want to keep an eye out for Crash Bash, an arena-based multiplayer title headed for the PlayStation. With Crash Bandicoot, Neo Cortex, Dingodile, and other Crash characters at the helm, this could be one wild shindig.

Crash Bash will feature more than 28 bizarre challenges, including pogo stick puzzles, four-way air hockey matches, and crate-tossing brawls. In the multiplayer Battle mode, players will either divide into teams or rumble free-for-all style. Sony's multitap will enable four players to butt heads, but solo gamers can still look forward to formidable computer opponents in the single-player Adventure mode.



Judging from the preview version, Crash Bash has plenty of promise. The bold graphics and responsive controls were classic Crash, and, thanks to intuitive gameplay and simple rules, Crash Bash's events were fiendishly addictive. If everything stays on track, this Bash should blast onto store shelves this November.















Samba de Amigo



BY MISS SPELL

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

Dreamcast

HANDS-ON



LATIN FEVER IS sweeping the nation and will soon arrive at your home when Samba de Amigo, Sega's spicy maraca arcade game, comes to the Dreamcast.

The heart of this game will be the special maraca controllers, which plug into a floor strip loaded with sensors that determine how high the controllers are being held. The onscreen targets will be high, medium, and low; only by shaking the correct maraca in the correct plane will you score a hit. Players will also be able to earn bonus points by matching the position of the icon to "strike a pose." The Japanese boxed version proved very accurate, and this game could be great fun at parties—it was hilarious to watch players flail about as they attempted to shake their way through a song. Without the maracas, players will be able to use the directional pad and buttons on the regular controller; it won't be as much fun, but you'll look less foolish.

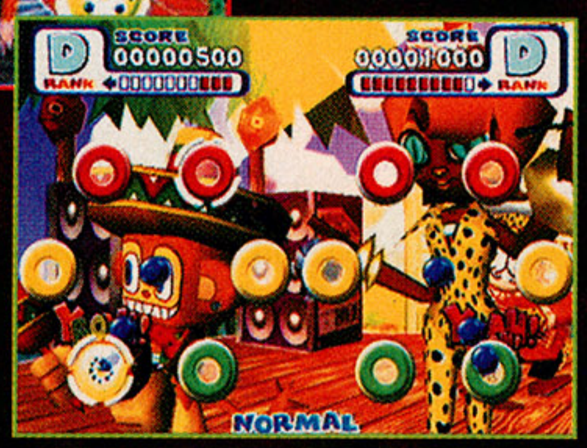


The game's contemporary Latin music will include some surprises like "Macarena," "Tubthumping," and Reel Big Fish's ska version of "Take on Me." Fans of games like Dance Dance Revolution could find Samba de Amigo *muy bueno* when it shakes into stores this October.













Indiana Jones and the Infernal Machine



BY EXTREME AHAB

- Developed by Factor 5
- Published by LucasArts
- Target release date: November

NINTENDO 64

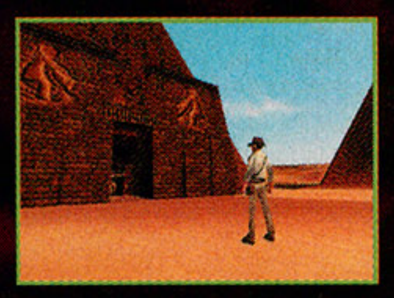
HANDS-ON

INDIANA JONES MAY predate Lara Croft, but this Infernal action/adventure is distinctly Tomb Raider–esque. Jones is more biblically inclined, however, pursuing the pieces of a machine that's somehow entwined with the history of the Tower of Babel. Game time is early Cold War, and the Soviets are also on the lookout for machine parts that, when assembled, will open rifts to another dimension. In the preview version, Indy was whipping, crawling, and leaping with ease (thanks to intuitive controls) as he explored ancient Aztec pyramids and the Tian Shan mountains, plunged down rapids, and targeted bad guys in this potentially gripping port of the PC game.











Speed Devils Online



BY EXTREME AHAB

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

DREAMCAST

FIRST LOOK

SPEED MAY JUST become one of the deadly sins with the next incarnation of one of the Dreamcast's best racers, Speed Devils Online. Offline, you'll be able to drive in three modes on eight diabolical 3D tracks in 22 muscle speedsters—each with a distinctive look and handling. Upgrades will be part of the experience, as will wagering for high stakes and your opponents' cars. Online, you'll be able to compete against up to five others in a Speed Devils Championship match; your persona, profile, past scores—and even some last words—will also be part of the online component.









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Shenmue



BY JAKE THE SNAKE

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

DREAMCAST

HANDS-ON

SHENMUE COULD BE your chance to inhabit the world of a martial arts movie. And this third-person adventure game won't simply focus on air-snapping kicks and punches: You'll move around real-time environments in China and Japan; shops will open and close; and characters will go about their business.

In the preview version, the level of detail and interactivity was impressive. Using the intuitive controls, it was easy to move Ryo (the hero who seeks to solve the mystery of his father's death) around every corner of a traditional Japanese house, which was complete with intricate furniture, paper lamps, and sliding paper doors. Outside the house was a beautifully detailed garden as well as a shed, potted plants, gardening tools, and other knickknacks that you might find in any yard. The dramatic dialogue was mostly prescripted, though, preventing you from choosing your lines. The fighting was simple—consisting mostly of button-mashing—but it had spectacular results: cool-looking spin kicks, arm hooks, and bad guys thrown into each other. Shenmue will take you to the virtual Far East this winter.

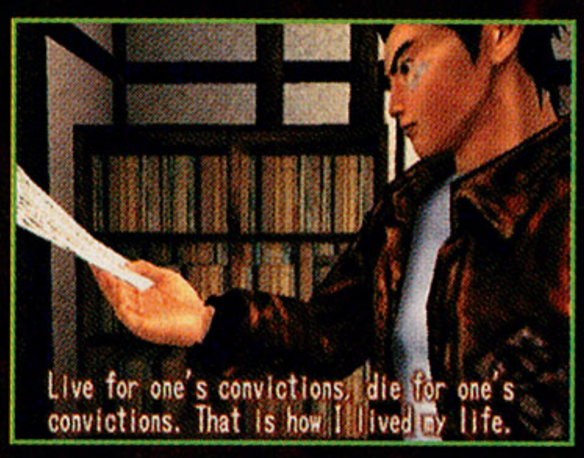
















Mat Hoffman's Pro BMX



BY JAKE THE SNAKE

- Developed by Runecraft
- Published by Activision
- Target release date: November

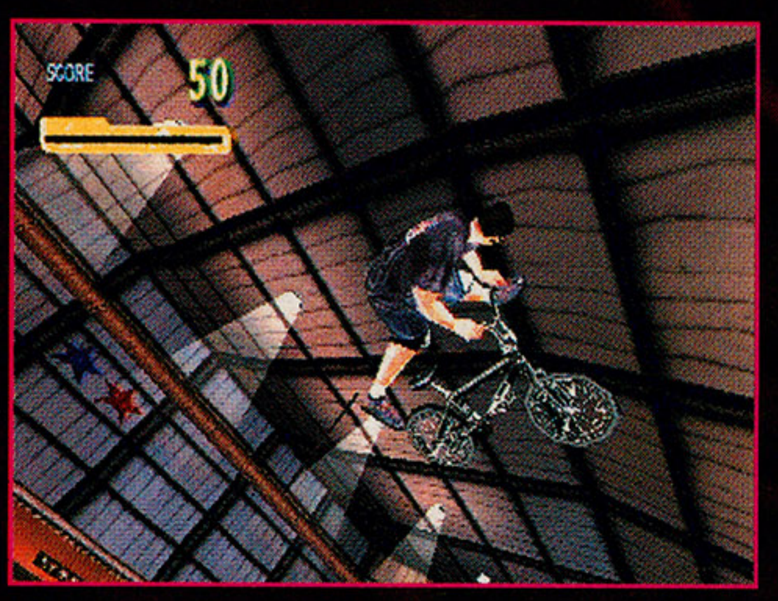
PLAYSTATION

HANDS-ON

IF YOUR ADRENAL glands are still squirming from playing Tony Hawk's Pro Skater and its sequel, Activision will soon offer another don't-try-this-at-home video game to help appease your inner daredevil. Mat Hoffman's Pro BMX, named after the 10-time world vert champion, will use the same engine as Tony Hawk's Pro Skater. Not surprisingly, the preview version looked and played very much like the classic skateboarding game. And why not? With its use of ramps, half-pipes, and bowls to launch rad moves, freestyle BMX is much like vertical skateboarding.

As in Tony Hawk, the controls here were intuitive and easy to learn, yet they provided for tons of authentic moves—double tail whips, no-footed can cans, Indian airs, and, yes, the BMX version of the ollie: the bunny hop. The freestyle bikers looked great and moved with amazing fluidity. An indoor warehouse-like course was the only track in the preview version, but the finished game will include street and dirt action. The gameplay modes, including two-player H.O.R.S.E., will be similar to those in Tony Hawk and will include a BMX course editor. Mat Hoffman's Pro BMX launches wicked air this November.

















BY EXTREME AHAB

- Developed by Avalanche Software
- Published by Mattel Interactive
- Target release date: November

DREAMCAST

FIRST LOOK

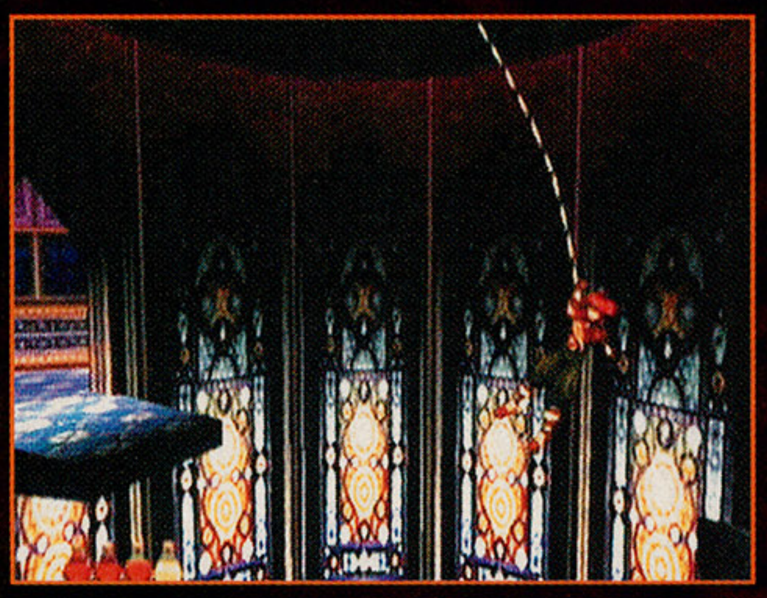
Prince of Persia

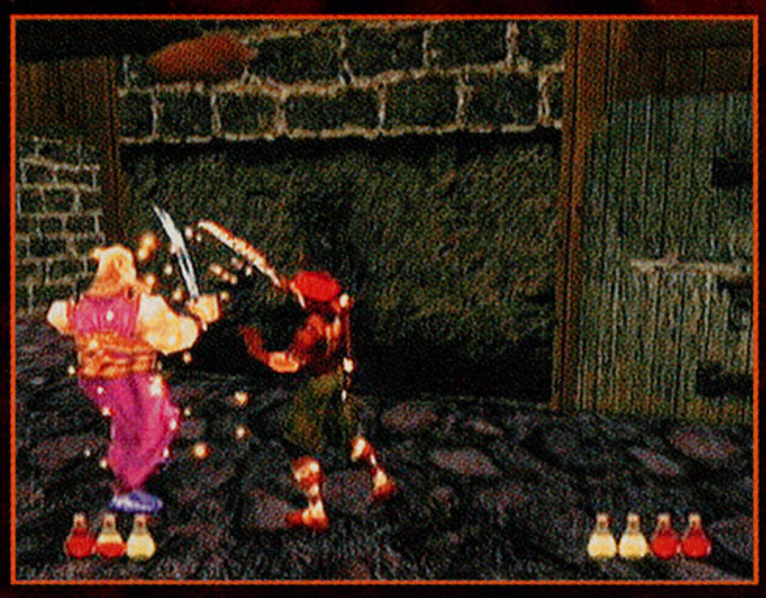






THIS DREAMCAST PORT of the PC Prince should avoid staleness not only by improving its predecessor's camerawork and control, but also by augmenting the number, scale, and velocity of battles. Inspired by the classic *Arabian Nights*, Prince of Persia will be a third-person action/adventure/fighting game that takes place in resplendent 12th Century Persia, weaving a tale co-authored by Prince creator Jordan Mechner. Players will get medieval in voluptuous palaces, tricky caverns, and assorted mystical haunts as they sword fight, avoid traps, and seek power-ups through 15 levels.







BY EXTREME AHAB

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

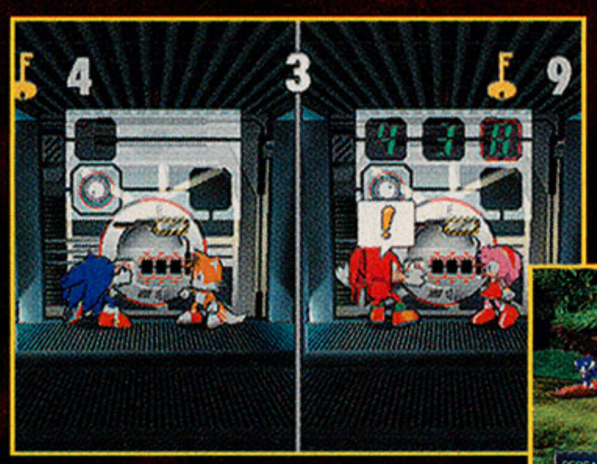
DREAMCAST

FIRST LOOK

Sonic Shuffle



ALONG WITH SEVEN of his playable friends, Sonic is booming onto the party-game scene in a quest to recuperate Precioustones—potent crystals created by the dreams of people in all dimensions. The problem (there's always a catch) is that Void, a monster, has locked up the gems; consequently, up to four players will have to play mini-games, 3D board-games, and trivia games to help Illumina, the guardian angel, preserve the land of Maginary Whirl. All the Sonic characters will have individualized abilities, and Shuffle will feature several diverse modes as well as bossy bosses in its all-new magical environment.









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Dreamcast™

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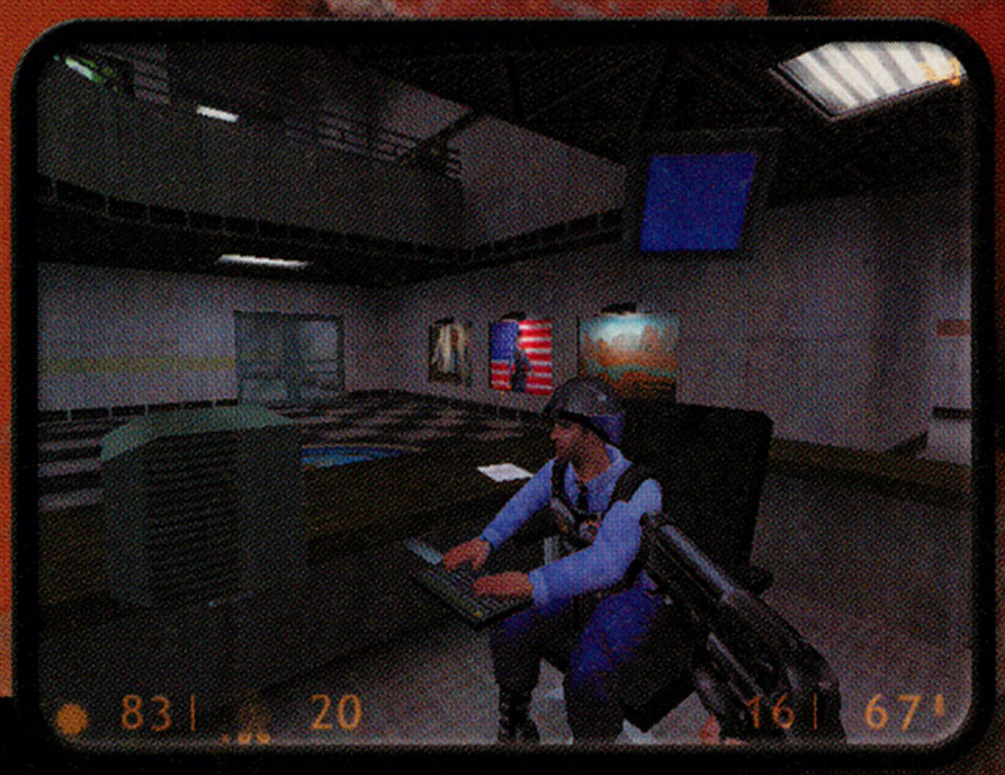
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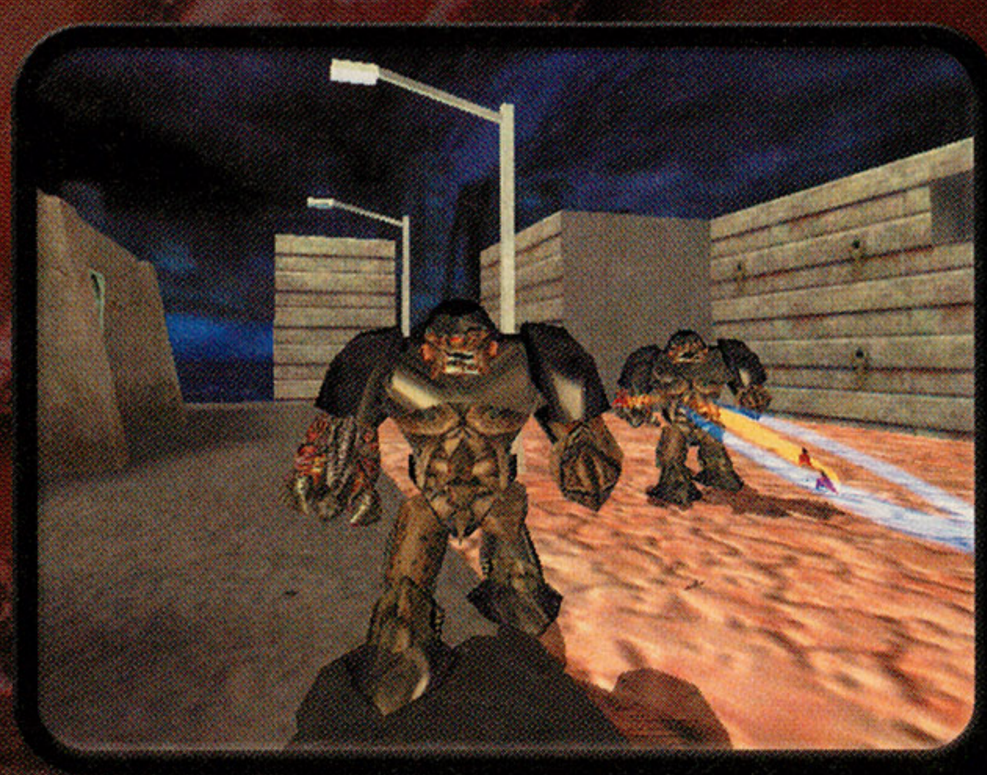
-Official Sega Dreamcast Magazine



Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.





- Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!
- Play the game that has won more than 50 Game of the Year awards from publications around the world.

Developed by Valve

Captivation Digital Laboratories™ gearbox software™ Valve™ Sierra Studios™ Sega Dreamcast™

TEKKEN TAG TOURNAMENT



THE NEWEST MEMBER of the Tekken family—albeit, it's been more than a year since TTT's arcade arrival—debuts as one of the premier fighting games for the PS2. And Tekken Tag Tournament's attention to visual detail and fun gameplay even outperforms its coin-op counterpart, making it a must-have title for fortunate PS2 owners.

All About Teamwork

The cast of TTT is a who's who of the Tekken family. A total of 34 characters, including your favorite brawlers from Tekken 2 and Tekken 3, plus an original end boss. But this isn't just a Tekken family reunion; instead, TTT brings a new strategy to the ring with a "tag" system that lets you tag in a partner at any time during a heated round. Fighter duos can do major damage, alternating on the fly without interrupting the action, teaming up for insane multi-hit partner-swap air juggles, and delivering serious hard-hitting standing combos.

The United Colors of Tekken

Players will instantly notice the game's sharp graphics. Each area looks more polished than the arcade version's, with separate animations in the background; enhanced, well-drawn environments; and, of course, beautiful computer-graphic full-motion videos to tell the story. The character detail is also astonishing. From their diverse outfits to each of their unique animations, fighters are vivid and move smoothly without any slowdown.

As for the audio, the sounds of TTT have been faithfully retained from the arcade. Crisp audio effects keep the action alive, while the cool techno tunes in each level are in harmony with the overall feel of the game.

PROTIP: Perform Angel/Devil's Super Air Laser by simultaneously tapping LK, RK.



PROTIP: Perform Anna's Crane Smash by simultaneously tapping ↙, LP, RP.









PROTIP: To successfully pull off King's Ultimate Tackle to the Ultimate Punch, to a Cross Arm-Lock, and then to an Arm Twist, hold ↓; simultaneously tap LP, RP; then tap RP, LP, RP, LP, RP, simultaneously tap LP, RP; simultaneously tap LP, RP.

BY FOUR-EYED DRAGON

- Published by Namco
- $49.99
- Available October
- Fighting
- 4 players
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	4.5

Tekken It to the Next Level

Fans of this ferocious fighter franchise, of either the arcade or home version, will immediately feel at home with the controls. Using just the top-four buttons, directional pad, and a shoulder button to switch between fighters, bruisers can execute devastating 10 hit-combos and bone-crunching linking moves. Even if you're a Tekken newbie, the Practice mode will quickly get you in shape, as it lists every special move, which the computer will demonstrate how to do if you're unsure what the move is supposed to look like. The only drawback is that you'll have to learn the big-hit combos on your own.

Besides the Practice option, TTT also has special modes that you won't find in the arcade version. There are one-on-one vs., Team Battle, Time Attack, and Survival modes, along with an area where you can view the various Tekken cinemas, an art gallery, and a mini-game: Tekken Bowl (a *GamePro* favorite—see sidebar, "Tekken Bowling").



PROTIP: Bruce's Super Back Elbow is devastating. Simultaneously tap ←, RP, LK.



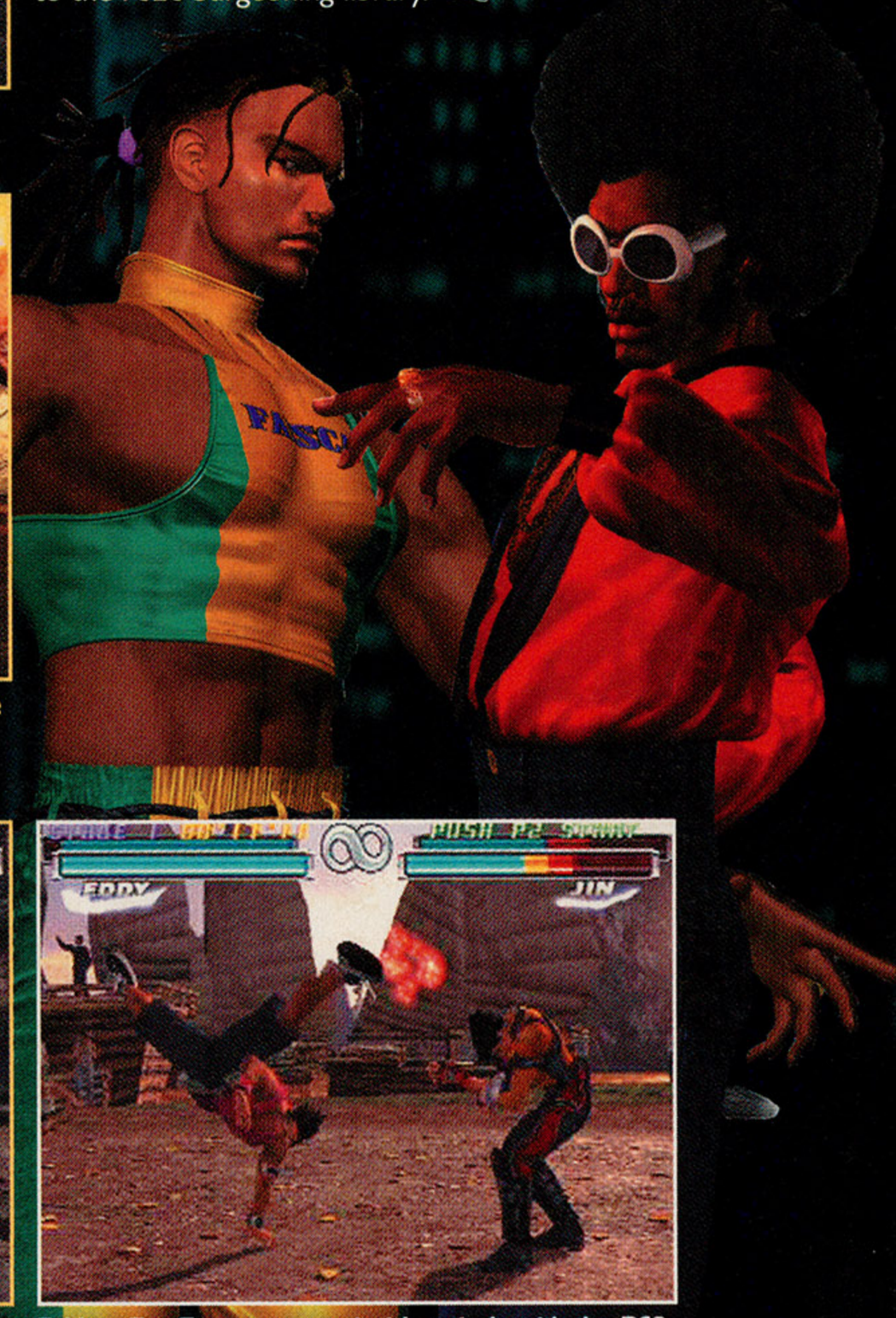
PROTIP: Who says bad breath is a no-no? Use True Ogre's Fire Breath to burn away the competition. Simultaneously tap ↓, LP, RP.



PROTIP: Yoshimitsu's Harakiri move is still one of the craziest moves in the Tekken series. Simultaneously tap ↓, LP, RK.

Tag, You're Hit!

Namco has always been strong in the fighting genre, and Tekken Tag Tournament is no exception. While the game may be old in the arcades, it certainly looks and feels new for the home console, effectively utilizing the power of the PS2 with outstanding graphics, sound, and controls. This is a perfect addition to the PS2's burgeoning library.



Tekken Tag Tournament coincides nicely with the PS2 launch—showing off exceptional graphics and well-rounded gameplay.

Tekken Bowling

One of the most addictive mini-games of all time is Tekken Bowl—a hidden sporting event within TTT. In order to play this cool Easter egg, you have to unlock it by completing arcade mode. Each fighter has their own style of bowling, and matches are played with the same theme of the entire game: in pairs. Here's a quick winning strategy for bowling strikes.



Select a powerful hitter as your first bowler. Their power is a guaranteed strike, but you must first master ball control.



As your clean-up person, choose a fighter whose throw is slow so you can control the speed and spin to pick up the spare.



Can you beat The Watch Dog's high score?

GRAPHICS 5.0

TTT outshines the arcade version in every way—from more gorgeous backgrounds to smoother animations, this game overflows with visual excellence. You won't find even an ounce of slowdown when the action gets furious onscreen.

SOUND 4.5

Throw your punches and kicks to the rhythm of the well-done soundtrack, which includes great background techno tunes. The sound effects, such as thunderous punches and bruised moans, also bring harmony to the chaotic and intense fight scenes.

CONTROL 4.5

Simple controls enable you to perform killer combos. Plus, each fighter has an enormous repertoire of special attacks that will take days to learn. Having two on a team also makes your strategy even more complex, but not hard to execute.

FUN FACTOR 4.5

TTT isn't new to the fighting scene. This PS2 version, however, combines a wealth of visual power with extra gameplay modes, creating hours of intense gameplay. Even better, up to four players can duke it out at once. This is what launch titles are supposed to be!

EA SPORTS BIG SSX

REMEMBER WHEN SNOWBOARDING games sucked? Sure, Cool Boarders and 1080 deserved praise, but then came the pale imitations—wastes of both time and money that diluted everybody's enthusiasm for the genre. That's all in the past now, and SSX is the reward for sorting through the glut of ho-hum downhill games of yore. EA Sports Big's first extreme sports game for the PlayStation 2 finally brings the excitement and pure downhill joy back to snowboarding.

Powder Trip

SSX—short for "snowboard supercross"—drops gamers into some of the most intense downhill races ever. No matter how you cut it, these tracks are tricky, littered with steep-banked curves, unusual obstacles, and many alternate paths. If you don't want to follow the track, don't—you can take your chances in the deep powder and hope that you can find the finish line faster your own way.

SSX offers only eight tracks, but they're impressively long and filled with secret shortcuts and trick opportunities. Plus, these aren't exactly your run-of-the-mill bunny slopes. In addition to the traditional powdery mountains, you'll tackle a glacier off the coast of Hawaii, carve through a paradoxical course in the American Southwest, surf a snowed-in city complete with subway shortcuts, and shred in the Tokyo Megaplex (a cross between a snowboard park and a pinball machine). Best of all, the game has a bonus course of pure, unpacked snow—explore and make your own path.

Snowny Hawk?

Of course, you'll have to do more than just survive the course. Above and beyond fighting off as many as seven determined opponents—who, it should be noted, have no qualms about smackin' you around to get past you—you'll be expected to hot dog a bit for the crowd and pull off stunts in the middle of the race. The more tricks you pull and jumps you land, the more adrenaline you'll obtain, boosting your speed and improving your overall chances.

The tricks will sound familiar to board-sports fans; stiffies, stalefish, railslides, and more wicked stunts are yours to master using the L and R triggers in combinations. The more you win, the more boards, outfits, and tracks you'll unlock and the further you'll tweak your boarder's skills.

If stunts are why you're playing this game, check out the Showoff mode where you'll earn Olympic-style medals for your trick performance. You'll also find an Adventure mode, which is sort of an obstacle course for snowboarders, and the nasty Knockdown mode, where the winner is the rider who can push the most opponents into the powder.



PROTIP: Don't try to ride through the walls in the Elysium Alps half-pipe. Instead, pop tricks at the pipe's lip to go around them.



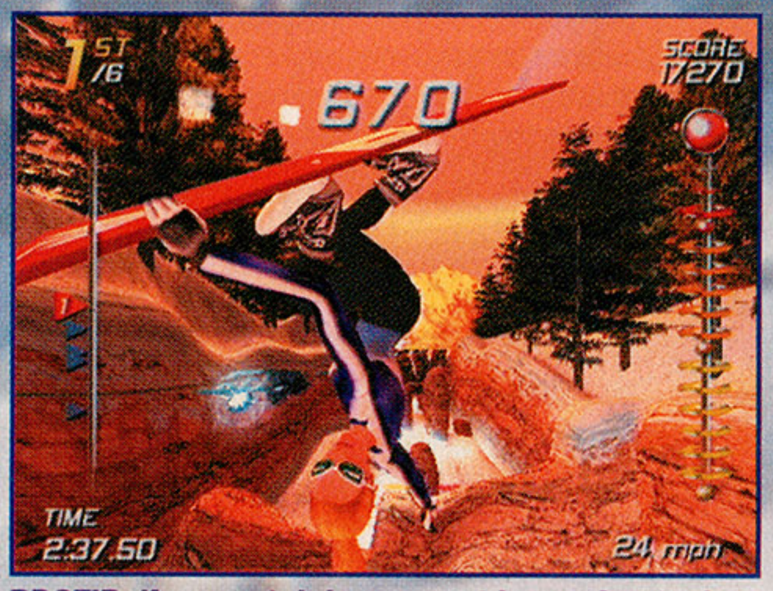
◀ PROTIP: Hold a stunt too long, and you'll never make the landing. Better to kick out and be ready to plant.



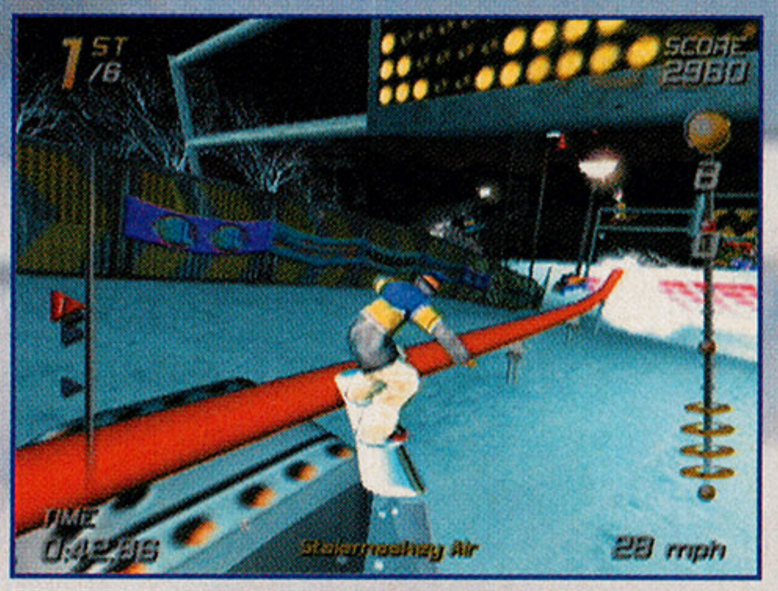
PROTIP: Use the small footbridge in Merqury City to bust a high-air, short-distance trick.



▶ PROTIP: Doing the same trick over and over will decrease your bonus. Mix them up for more rewards.



PROTIP: If you switch between tricks too fast in the air, they won't count.



PROTIP: Keep an eye out for new surfaces to grind, such as snow cannons and chainlink fences.

BY DAN ELEKTRO

- Published by EA Sports Big
- $49.99
- 2 players
- Available October
- ESRB: Everyone
- Snowboarding

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

A Downhill Thrill

After all those years of seeing opening cinemas and thinking "Why can't the game look like that?" gamers will finally be satisfied with high-resolution, wickedly fast gameplay graphics. Almost-but-not-quite-real facial features give some of the characters an unsettling plastic quality—Elisa looks like a Barbie doll in more ways than one—but they're all exquisitely animated. The deviously designed tracks feature lots of gorgeous scenery—not all of which you'll notice right away, thanks to the game's breathtaking illusion of speed.

SSX is fairly easy to pick up and play, sporting knife-edge analog controls that will have you carving the snow like a pro immediately. The soundtrack leans toward the techno side, but isn't nearly as generic or annoying as those of most other games. The voices steal the show, from the announcer's witty barbs and truly helpful reminders to the quips from the riders themselves. Jurgen's German-accented "Geronimo!" could be a catch phrase all its own.

ice Dreams

EA Sports Big lives up to its name with SSX—this game is packed with options, challenges, and, most of all, rewarding repeat gameplay for PS2 owners looking for a quality extreme-racing title. Someone had to break the Curse of the Lame Snowboarding Games, and SSX does it in style.



PROTIP: Use the top edges of steep-banked (red-striped) curves to fire off tricks during races.

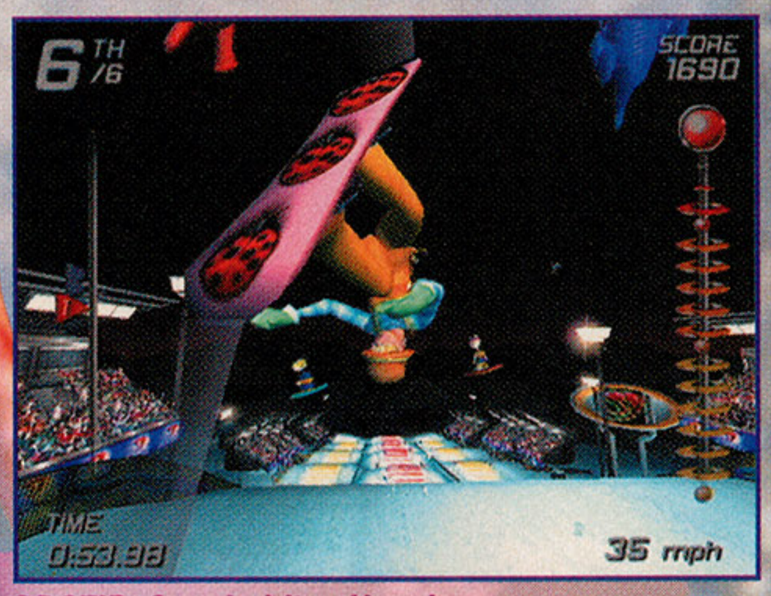


PROTIP: For max height on Elysium Alps' moving ramps, aim for one from 25 feet away that's entirely down.



PROTIP: Bump off enemies on tight turns. Take the inside and whack 'em when they're off balance.

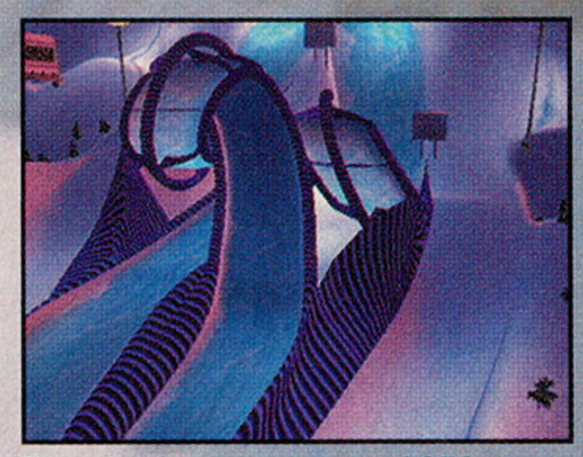




PROTIP: Stop holding Up when you launch a jump; otherwise, you'll go into a somersault and wipe out.



PROTIP: The bridge on Mesablanca is tough. Be ready to react to its sways, and don't try anything funny.



The wild fantasy courses of SSX are like nothing you've boarded before!



PROTIP: Watch your rider's head motions. If he keeps glancing over his shoulder, someone is on his tail.



PROTIP: When you're in a race, think speed. Tricks will give you adrenaline boosts, but don't be so distracted that you lose your line.

GRAPHICS 5.0

Ultra hi-res models and textures make every aspect a stone-cold stunner, from players to tracks to trick animations. Pop-up? What's that?

SOUND 4.5

A pleasant mix of jazz-funk dance music and sampled beats combine with smooth sound effects, amusing voices, and a snappy announcer for an entertaining and immersive soundtrack.

CONTROL 4.5

Even using the basic boards, the analog control is tight and frosty—and it only gets better when you upgrade your in-game gear. Pity SSX has only two controller presets, though.

FUN FACTOR 5.0

PS2 people, you have your first must-own title. With gameplay that takes the best bits of all the games which have come before it, SSX practically redefines snowboarding excitement.

Shortcuts & Secrets



PROTIP: The glass SSX signs often mark excellent curve-cropping shortcuts or alternate paths.



PROTIP: There's a speed boost hidden in the first bridge support in Merqury City.



PROTIP: Shortly after Mesablanca's first checkpoint, watch for a boarded trap door and crash through it. You'll discover an abandoned mine rail!



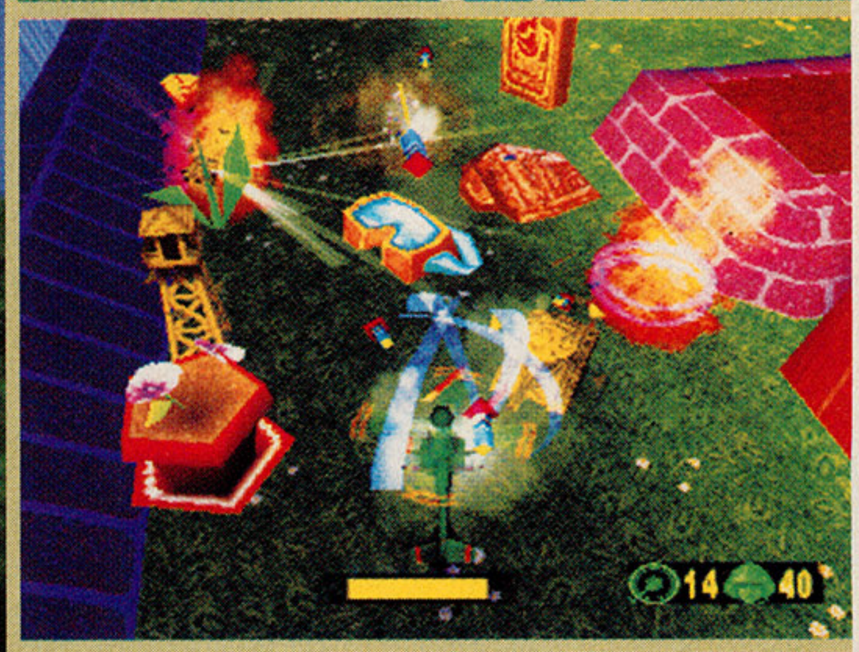
TEEN
T
CONTENT RATED BY ESRB

Animated Violence

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SILENT SCOPE



BY MAJOR MIKE

- Published by Konami
- $49.99
- Available October
- Shooting
- 1 player
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0



PROTIP: When up against bosses Tom and Jerry, shoot the crates of explosives at the far end of the square.



PROTIP: When a boss is in your sights, you can score several consecutive hits before he finds cover.

KONAMI GIVES THE PlayStation 2 its first "gun game" shooter with a picture-perfect conversion of arcade smash Silent Scope. Even without the sniper-rifle peripheral of its arcade forefather, Silent Scope will keep itchy trigger-fingers briefly satisfied with its unique interface and skill-requiring action.



Silent Scope is filled with delicate trigger-finger situations where careful aiming is the key to success.

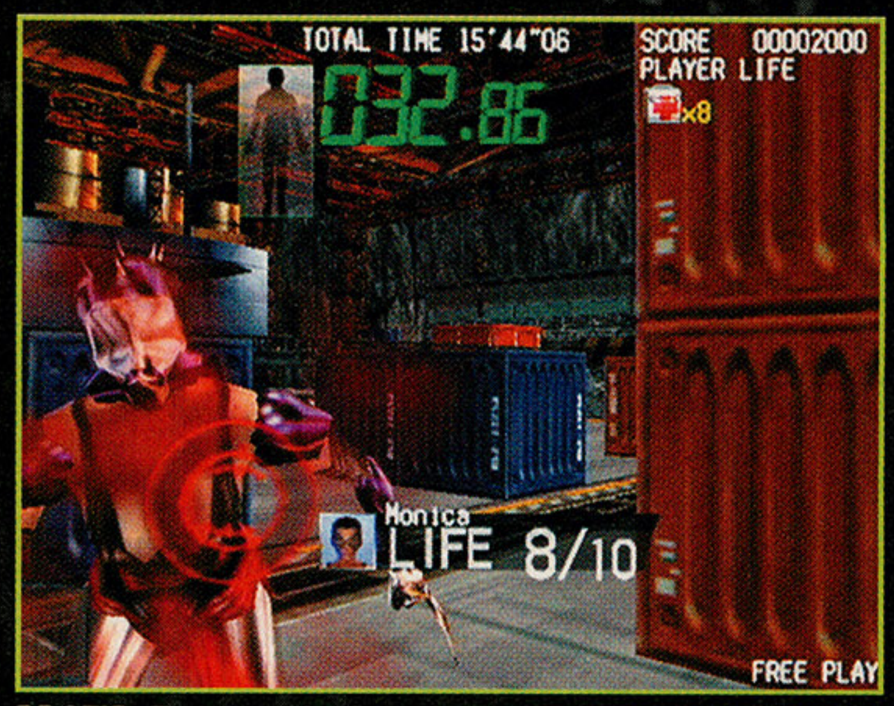


PROTIP: When Cobra attacks in the big rig, and you don't have a shot at the driver, shoot at the truck.

Stealthy Shooter

Unlike Time Crisis and House of the Dead 2, Silent Scope relies more on stealth and patience, differing from the usual run-of-the-mill, point-the-gun-at-the-screen-and-fire-away game. As part of a special antiterrorist unit, you're armed with a sniper rifle and must carefully choose targets before squeezing off a round. If you miss, your adversaries will quickly hone in on you and return fire. Scope's highlight is its one-player Story mode where you have to rescue the president and his immediate family while shooting it out with terrorists under diverse conditions. You pick off enemy snipers from skyscrapers, moving vehicles, and football fields—and even take out ground targets during a midnight parachute drop. Scope also has intense boss battles, as some of these bad boys come at you with heavy artillery, such as a jumpjet and an 18-wheeler.

Unfortunately, Story mode doesn't offer much long-term replay value, despite story branches and nonlinear gameplay elements. Target range and practice modes provide some compensation, but Scope is hardly a game that you'll play for days on end.



PROTIP: To injure the boss Monica, zero in on the gaps in her body armor.

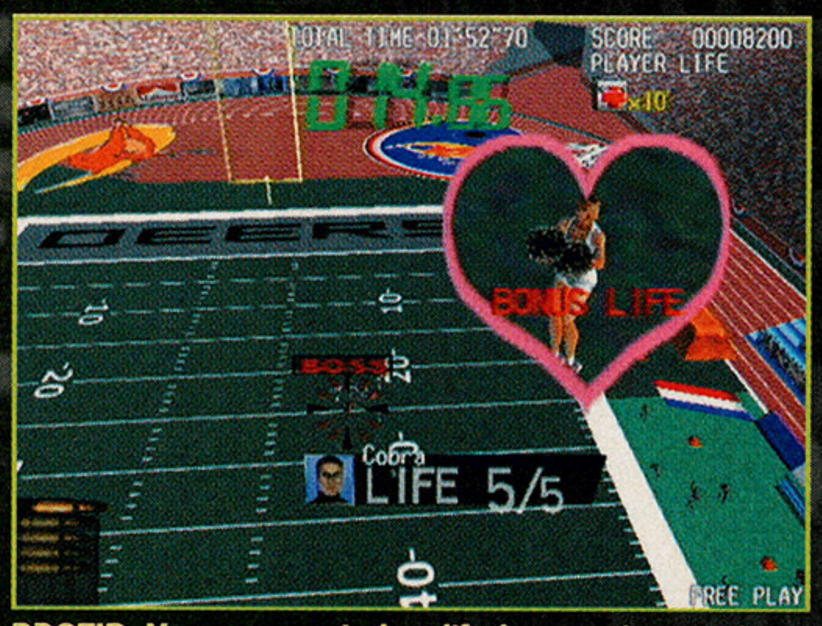


PROTIP: If a target is close enough, don't take time to zoom in with the scope; the long-range cursor is quite accurate with close-range targets.

Playable Alternative

The home version of Silent Scope won't have its own sniper-rifle peripheral, but its controller is a surprisingly workable alternative. The shoulder buttons allow you to quickly scope out perspective targets, and the analog sticks move the target cursor around the screen with ease.

Scope also looks and sounds identical to its arcade predecessor. Razor-sharp 3D graphics keep the action alive with slick explosions and weapon discharges, though some of your adversaries suffer from blocky polygon syndrome. Vibrant sound effects highlight the audio track, especially when squeezing off a round, but distracting chatter from your teammates and the innocuous music score are both downers.



PROTIP: You can regain lost life by scouting out interesting sideline scenery.

Brief, but Challenging

In a field devoid of competition, Silent Scope is a strong first-generation offering and a picture-perfect arcade conversion. While a debatable purchase, Scope easily qualifies as a must-rent title.

GRAPHICS 4.5

Silent Scope's clean visuals are loaded with details and cool special effects. Unfortunately, occasional bulky polygon character-constructions become a bit too apparent.

SOUND 4.0

Silent Scope features excellent sound effects, but a monotonous music score and unwanted chatter from your colleagues are notable distractions.

CONTROL 4.5

Daunting controls are difficult to adapt to at first, but quickly become second nature. Though the analog controls move the target cursor around with ease, they can become overly touchy when zeroing in on long-distance targets.

FUN FACTOR 4.0

Silent Scope is fun…while it lasts. An excellent arcade-to-home conversion and the first "gun game" for the PlayStation 2, Scope is still more of a renter than a keeper.

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BY MAJOR MIKE

- Published by Koei
- $44.99
- Available October
- Action/strategy
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5



DYNASTY WARRIORS 2

KOEI IS RENOWNED for its detailed, historical war strategy sims, but the company showed diversity a few years ago with Dynasty Warriors, a one-on-one fighting game for the PlayStation with Chinese war figures from the past. The sequel, Dynasty Warriors 2, brings the characters back to the gaming front, but this time in a unique action/strategy title.

"Damn You, Guan Yu!"

Dynasty Warriors 2 can best be described as an action-packed, real-time strategy game that takes you out of the armchair and onto the battlefield. You can choose from one of nine mighty warriors, each armed with a specialized weapon. Using a behind-the-character view, you run, jump, block, hack-n-slash, pull off high-hitting combos, and even collect arrows, which you can lob at enemies via a first-person view that can be changed on the fly.



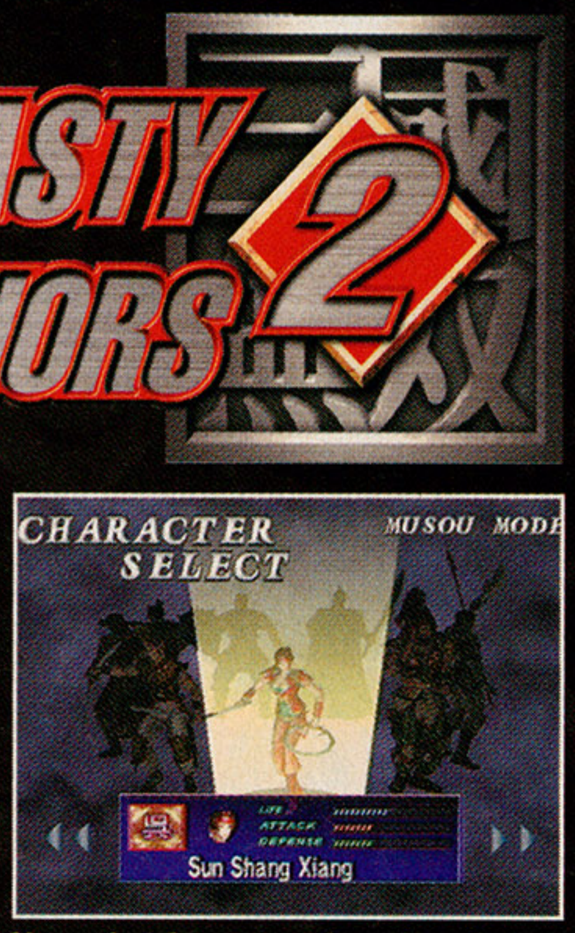
PROTIP: You can dizzy bosses during battle, so once a halo of stars circles over your adversaries' head, unleash a Musou Attack or a combo.



PROTIP: If you have the opportunity to play sniper and take out a high-ranking officer with a bow and arrow, take it!



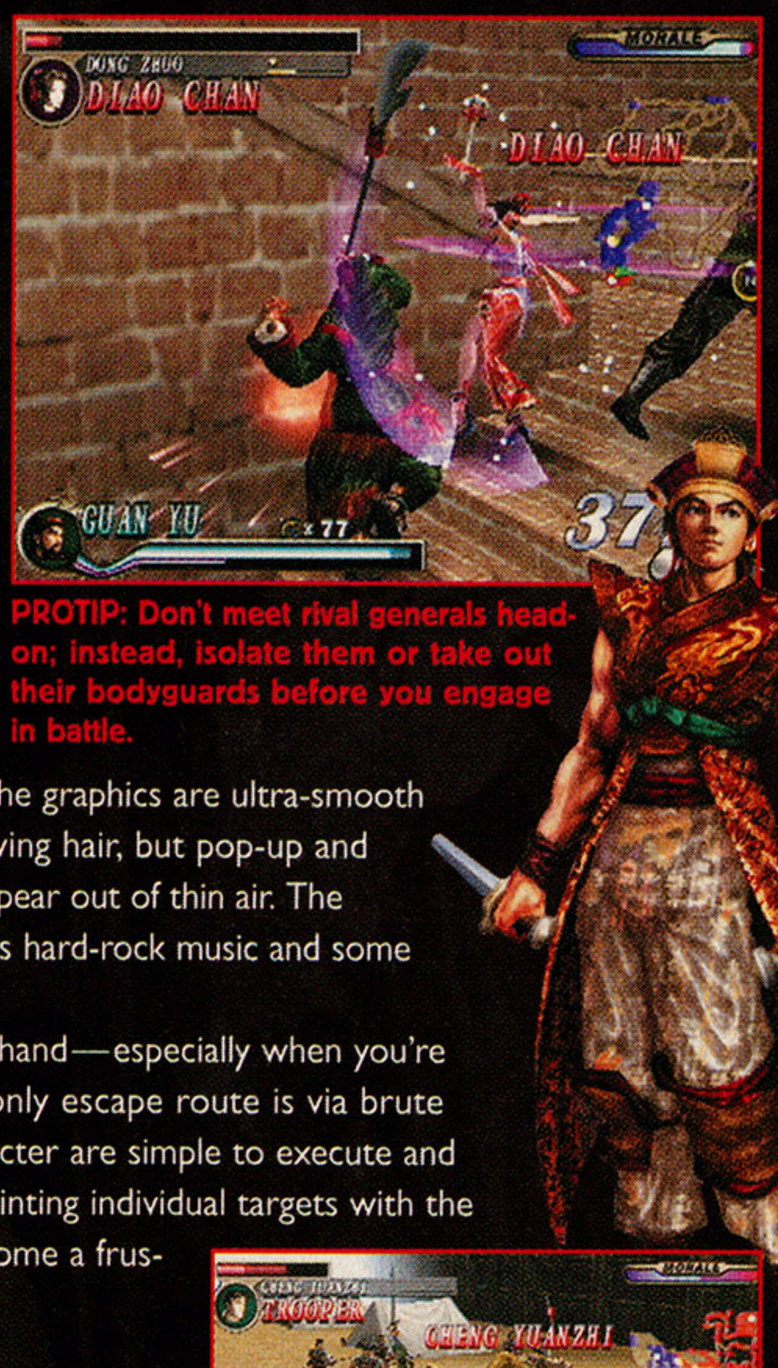
PROTIP: Although it's tempting, never rush deep behind enemy lines to try and win the war by yourself. This tactic will result only in a horrible death.



You select from nine characters, but you'll unlock more–over 30 in all.



PROTIP: Whenever you secure a gate, look for a nearby ladder or stairs that lead to the top of the gate. After ascending, eliminate any enemy archers.



PROTIP: Don't meet rival generals head-on; instead, isolate them or take out their bodyguards before you engage in battle.



Battle Cry

DW2 delivers a hefty share of impressive visuals—especially the high number of personages who can gather onscreen at one time. The graphics are ultra-smooth and packed with fine details, such as battle-armor insignias and flowing hair, but pop-up and fog problems abound, while, at times, your adversaries literally appear out of thin air. The sound is a fine pairing for the impressive visuals, but the monotonous hard-rock music and some wacky character voices detract from the overall score.

Tight controls keep the action firmly in hand—especially when you're surrounded by an enemy army and the only escape route is via brute force. The multiple abilities of each character are simple to execute and never become confusing, although pinpointing individual targets with the first-person automatic lock-on can become a frustrating episode of trial-and-error.

Victorious!

For a PS2 launch title, Dynasty Warriors 2 is the type of offering that amply shows off the system's capabilities and provides action/strategy fans with one hell of a good game. This Dynasty should rule for quite some time.



PROTIP: When riding a horse, avoid striking enemies head-on; ride toward them at an angle instead.

GRAPHICS 4.5

Although the visuals are plagued by pop-up and fog, you'll be mostly awed by the colorful, detailed characters, and by the sheer number of combatants who fill the screen.

SOUND 4.0

If you can get over the repetitive hard-rock music that drones on forever and some awkward character voices, the soundtrack does a solid job with a plethora of effective slashes, clangs, and other assorted sounds of battle.

CONTROL 4.5

Each character is imbued with abilities that stay firmly in your command and never become confusing. Executing attack combos is a breeze, but firing arrows in first-person view is hampered by an inaccurate automatic lock-on.

FUN FACTOR 4.5

Gamers looking for more than run-of-the-mill hack-and-slash will be well served by Dynasty Warriors 2, an action/strategy game with looks and brains. Here's an adventure that no PlayStation 2 gamer should miss.

get into The Game



$39.99

Available November 16, 2000
at Target® Stores.
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RIDGE RACER V

BY FOUR-EYED DRAGON

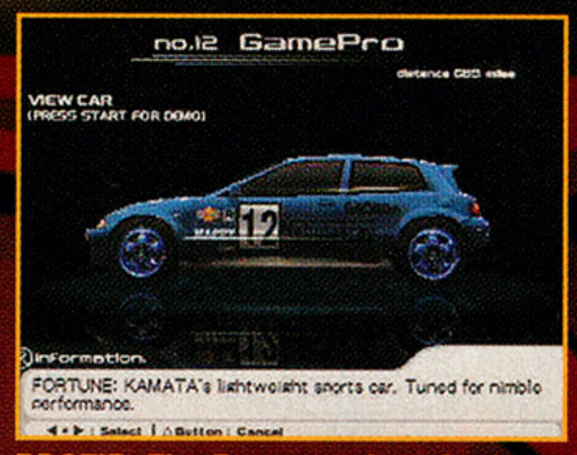
- Published by Namco
- $49.99
- Available October
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0

THE NEWEST DRIVER in Namco's marquee racing series speeds onto the PS2 as a launch title. But even with its trademark cool arcade-style driving gameplay, Ridge Racer V should've stayed in the pits until the bugs from the Japanese version's two-player mode had been exterminated.

A DRIFT ON MEMORY LANE

Like previous Ridge Racer games, RRV combines super-fast cars with windy roads that make mastering turns essential to winning. The game garage is filled with concept vehicles ranging from speedsters to nimble autos—and you can tune each with upgradeable engines and paint them with new colors, all of which you'll earn by winning races. RRV isn't a sim; instead, it's a pure arcade racer in which speed is everything.



PROTIP: The Fortune is best for beginners–it's a "Grip" car with superb handling and decent speed.



PROTIP: To drift properly, release the gas when turning, then immediately reapply the gas to start skidding. Countersteer so you won't spin out.



Those familiar with past Ridge games will immediately feel comfortable behind the wheel. To master a car, however, you must first become skilled in drifting through turns—an essential Ridge Racer technique. Learning how to maneuver the vehicles takes time, but, eventually, you'll feel absolutely at ease on the road thanks to tight analog controls.

IT'S A FOGGY DAY IN THE NEIGHBORHOOD

As you might expect from a PS2 title, RRV shines with extraordinary visuals and a slick soundtrack. Autos are detailed with vivid colors and logos, beautiful backgrounds reflect nicely on car windows, and the frame rate is impressively fast—all adding to the great effect of fast driving. Additionally, techno tunes from various international DJs pace the game perfectly, while the sound effects are a delight to hear. The commentary, though, can become very annoying and repetitive.

Unfortunately, the game's two-player mode needs to stay in the garage. Horrendous draw-in consumes every corner of the track, a problem that also plagued the Japanese version. Plus, the in-car view is the only camera-angle available, and, mysteriously, it's harder to control your car when you're racing against a friend than when you're driving alone.

JUST THE RIGHT SPEED

Ridge Racer fans and speed freaks should definitely take this roadster for a spin. While it's hardly any fun with two players, RRV certainly revs up for a great single-player race with enough hidden cars and tracks to keep you busy for days.



PROTIP: If your opponent is about to pass, line up your car in front of it to receive a bump from behind.



Set the pace in Ridge city, as RRV races with great arcade style gameplay.



PROTIP: Deliberately ramming into another car is not a great idea–it only slows you down and makes it harder to steer.



PROTIP: Make sure you're facing straight ahead before jumping, or your car will land at an angle and be more difficult to control.



PROTIP: Airport Oval isn't about speed, it's about mastering the curves without braking and taking your finger off the gas button.

GRAPHICS 4.0

A fast frame rate creates a stunning sense of speed, while highly detailed cars and tracks illustrate the strength of the PS2. Sadly, the visuals decline sharply in two-player mode with heavy draw-in and a one-camera view that severely limits the fun.

SOUND 4.0

The usual Ridge Racer fast-paced techno tunes help pump your adrenaline throughout. Cars skidding, bumping, and racing in tunnels elevate the sound effects, but the game can do without the repetitive, annoying commentary.

CONTROL 4.5

Tight controls help you steer your car accurately without hassle. Learning the control styles of each car takes time, but is an enjoyable process. If you're playing with a friend, however, the controls become a little sluggish.

FUN FACTOR 4.0

The next speedster in the Ridge dynasty is also the best Ridge Racer game to date. It's extremely fast, has plenty of one-player modes, and demonstrates the visual power of the PS2. Even with its subpar two-player game, RRV still guarantees a thrilling ride.

get into The Game℠



$39.99



$49.99

Available November 9, 2000
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X SQUAD



BY JAKE THE SNAKE

- Published by Electronic Arts
- $49.99
- Available October
- Third-person shooter
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

DESPITE CRISP GRAPHICS, good controls, and intense firefights, X Squad is a straightforward—if not generic and uninspired—third-person, squad-based shooter that won't make waiting for Metal Gear Solid 2 any easier.

HEX SQUAD

It's 2037 and you're Ash, leader of X Squad, a band of four commandos who follow you around, get in your line of fire, and spout inane comments over their headsets when they're only three feet away. Although X Squad has lots of cool weapons, your group starts with only pistols and a shotgun. The problem is you can't take weapons from dead enemies, and they're very expensive to buy. Even if your company started with good guns, your comrades' aim is so bad they wouldn't hit the sky at two paces. Plan on doing the hard stuff yourself, and using your squad mates primarily to draw fire.



PROTIP: With a machine gun and facing multiple enemies, strafe while tapping, not holding, the fire button.



PROTIP: If your health and shields are low when you reach a checkpoint, get killed and you'll restart there fully recharged.

WELCOME TO MY UNDERGROUND LAIR

Token teammates aside, X Squad works well as a third-person shooter. The controls for moving and looking are perfect, especially for peeking around corners. But manual aiming is impossible (mouse and keyboard support would've been nice), and the auto-aim often misses or hits the wall directly in front of you—even when you're locked onto an enemy.

The character models look great, though a little too sparkly—even your clothes shine. The environments, however, are generic square corridors in which progressing is simply a matter of finding buttons to unlock doors. The sound effects are fine—the machine gun fire is sweet music—but the voice-acting and dialogue is ridiculous (example: "Concentrate, that's an order.") If you can't get enough of third-person shooters, X Squad gives you plenty of trigger time, but nothing especially innovative or new.



PROTIP: For the first few missions, spend your purchase points on armor and med kits, not guns or shield recharges.



KESSEN 決戦



BY JAKE THE SNAKE

- Published by Electronic Arts
- $49.99
- Available November
- Real-time strategy
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	2.5	2.5

IF THE GOAL behind Kessen was to create a spectacular-looking display of medieval Japanese warfare, it succeeds and then some. If the goal was to make a good real-time strategy game, however, Kessen fails.

BEING AKIRA KUROSAWA

While at first it's breathtaking to watch the clash of dozens of incredibly detailed 17th Century Japanese soldiers—riflemen, archers, swordsmen, lancers—accompanied by the roar of battle and epic music, Kessen's focus on eye and ear candy hurts the gameplay. This is most evident in the many beautiful, but repetitive cinemas you're forced to watch that show every tle thing that occurs on the battlefield. While the close-in battle scenes—the best part of the game—look amazing, the player has little control there beyond watching them.



PROTIP: Keep your units close so they can support and defend each other.



PROTIP: Don't order a unit to pursue a routed enemy if you need to use that unit again immediately.

ALSO RAN

You exert most of your control at the Battle screen, a wide-angle view with a totally different graphics engine—here your units are scruffy 3D icons. Sadly, the controls in the Battle screen are totally counterintuitive, making it a slow, tedious chore to command your units. It's extremely difficult just to roam around the map, choose a unit, and give it an order. You're also thrown all over the map when responding to your lieutenants' constant queries and reports. You never feel in control of a large battle, but feel like an observer of many small, disconnected battles.

If you're looking for a good strategy game, seek elsewhere. If you want to show off the amazing graphics of your new PS2, or if you're a fanatic for Japanese history, Kessen delivers.



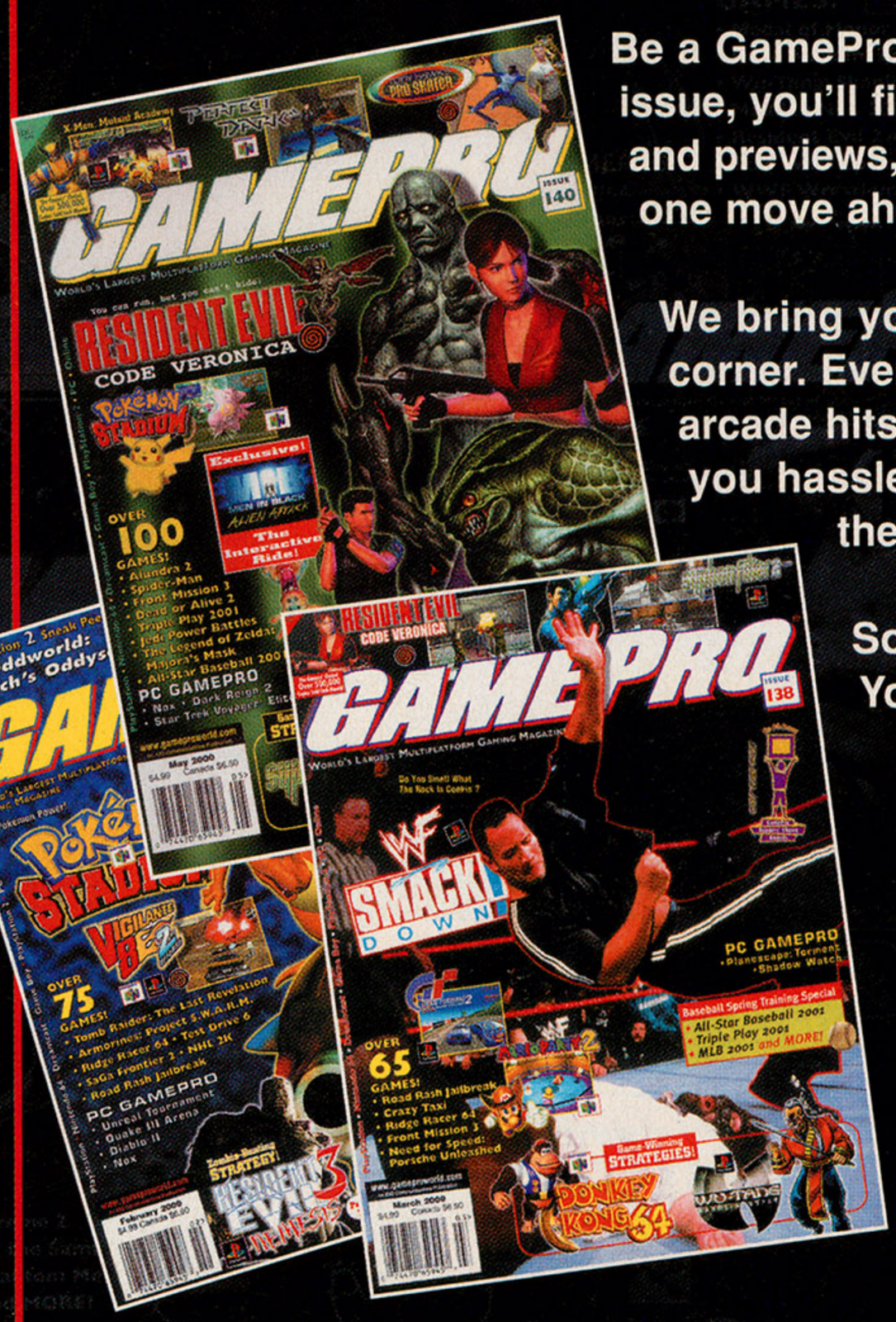
Kessen showcases thousands of in-game cinemas, such as this attack by ninjas.



PROTIP: Use Special Maneuvers, such as this Triple Barrage, to wear down an enemy unit before committing to a frontal assault.

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STREET FIGHTER EX3



BY UNCLE DUST

- Published by Capcom
- $49.99
- Available October
- Fighting
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.5	3.5

CAPCOM BRINGS ITS legendary fighting series to the PS2. Unfortunately, subpar graphics and a dusty 2D fighting engine places Street Fighter EX3 a step behind other PS2 brawlers.

Launch Fighters

The Street Fighter EX series is a strange combination of 3D graphics and Capcom's traditional 2D fighting engine that veterans will recognize immediately. This time around, thanks to the horsepower of the PS2, instead of the usual one-on-one or tag-team fights, SFEX3 has many kinds of multiplayer brawls—one-on-three, two-on-one, and even four-player free-for-alls if you have a PS2 multitap. The game's lineup has 16 characters, plus nine unlockable secret personages. There's even a character editor that enables you to create a custom fighter.

Despite all these gameplay extras, EX3 lacks perfected basics. Graphically, EX3 is mediocre (compared to Dead or Alive 2: Hardcore and Tekken Tag Tournament), with its unrealistic, blocky characters and sparkly effects. The slowdown that plagued the Japanese release, however, has been eliminated.



PROTIP: When you battle Garuda in Original mode, maneuver your two characters on either side and hit him with a barrage of kicks or punches–whichever is faster for your characters.

The soundtrack continues the trend of the EX series and is pretty weak. Music is bland and forgettable, and character voices are not an improvement from the 2D version. The game's controls are rock-solid, Capcom style. In fact, this game is a little easier to master than the Street Fighter III or Vs. series, which might bring some newbies to the brawl.



PROTIP: Whenever your opponent tags in a new character, use a Super Move to land big-time damage on both opposing fighters while they're still in the ring.



PROTIP: Use Sharon's Load Gun Super Move (motion ↓ ↘ → ↓ ↘ → and press any punch button) with two levels on your Super Bar–you'll need to repeat the move to fire the gun.

2D or Not 2D, That Is the Question

When it comes down to it, this is just a prettier version of the PlayStation's EX series, but it's not pretty enough to make up for its so-so combat. Street Fighter fanatics will have fun with it on their PlayStation 2, but the SF series is much better in 2D on the Dreamcast.

GRADIUS III AND IV



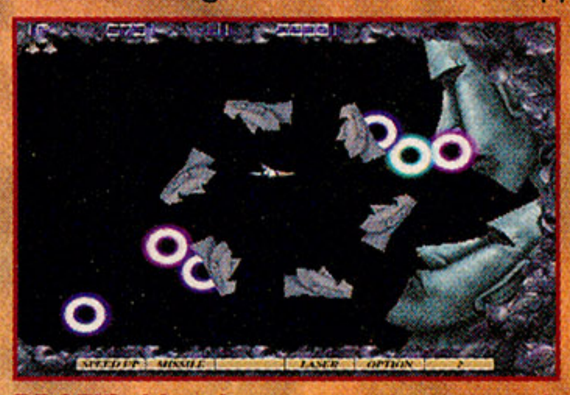
BY MAJOR MIKE

- Published by Konami
- $49.99
- Available November
- Shooter
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	4.0

HARDLY PUSHING THE limits of the PS2, Gradius III and IV is a shooter combo package that will appeal to retro gaming fans. Both titles feature formulaic action indicative of the genre: Using a 2D side-view, you pilot a spaceship through several levels, collect power-ups, and destroy tough bosses.

Of the two titles in the collection, Gradius IV ranks the highest, with slick visuals, strong sounds, and a foot-tapping musical score. Unfortunately, Gradius III —which some may remember as one of the earliest titles for the 16-bit Super NES—truly shows its age with antiquated sprite graphics and tinny sounds. The most notable additions to this collection are a few rendered cinemas, created exclusively for the PS2.



PROTIP: Most bosses attack in several stages–like these dual floating heads.

For a retro shooter package, Gradius III and IV is an excellent value—just don't expect anything on the level of Colony Wars. It's nice to know that with all the hype surrounding the PlayStation 2 launch, classic gaming hasn't been completely forgotten.



PROTIP: Don't attempt to zip by the tentacle monsters in the membrane stage; if you do, they'll swat and destroy your ship.

FANTAVISION

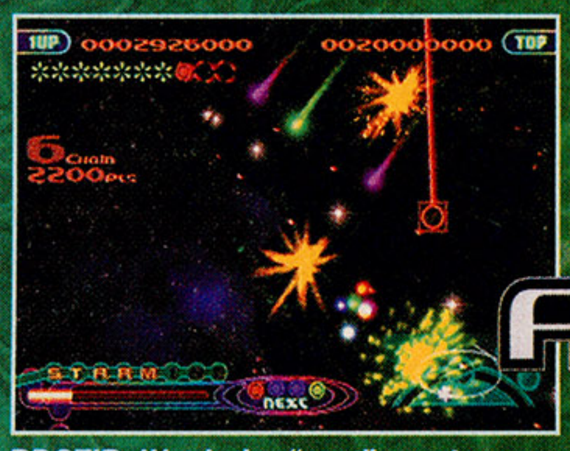


BY BAD HARE

- Published by Sony
- $49.99
- Available now
- Puzzle
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	3.5

IT'S COLORFUL, IT'S weird—and it explodes. No, it's not a horde of kamikaze Pokémon, but it is Japanese! Fireworks-filled Fantavision offers pretty lights and tricky puzzles, but it might not offer quite enough bang for your buck.



PROTIP: Watch the "next" preview on the bottom of the screen. It'll help you decide when to risk long links.

Fantavision throws colored firework-buds into the air and challenges you to link them by color, thereby setting off fancy multistage explosions. Wait too long, and the fireworks fizzle; detonate too early, and you'll accidentally reset your chain. The pretty 3D graphics of the import version hide 2D gameplay, while the over-happy organ music is so cheesy, it's hilarious. Control takes some getting used to, but is responsive and reliable.

Puzzle trendsetters will want to check this one out, but casual fans can pass. For better or worse, there's nothing else like Fantavision.



PROTIP: White icons like stars, letters, and daisies net you big points.

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woven together by fate, each shall rise
to face their destiny.



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GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

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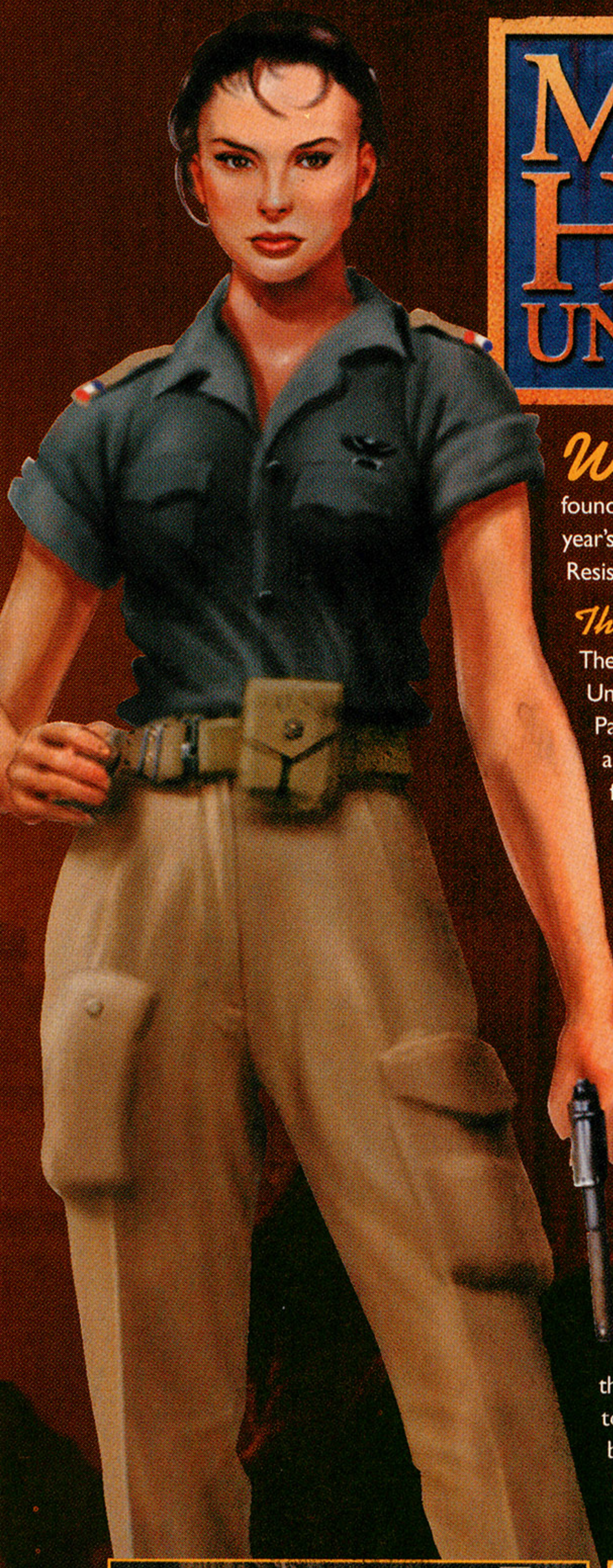
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Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all! Available late November.



MEDAL OF HONOR UNDERGROUND



PROTIP: Get in the habit of reloading (tap □) every time you have a free moment; this will reduce the times you have to reload during tense firefights.



PROTIP: If you're suddenly taking fire, quickly crouch (tap L2) to minimize your chances of being hit.



PROTIP: When your cover is blown, locate these alarm boxes and tap □ to silence the klaxons.

When a game seamlessly immerses you in a setting—like Medal of Honor Underground does—you know you've found something special. Following the smashing success of last year's World War II shooter, Underground delves into the French Resistance and comes up with one of the year's best games.

This War Is Beautiful

The first Medal of Honor starred OSS agent Jimmy Patterson, but Underground shifts focus to Manon, the operative who handled Patterson's mission briefings. Starting with her time fighting alongside her brother in the French Resistance, Underground follows Manon as the war progresses and she's recruited by the OSS to work missions in northern Africa, Crete, Italy, and—*mais oui*—France.

Underground's riveting sounds and graphics submerge you in these faraway locales. The amazing audio easily ranks among the best ever, featuring compelling ambient effects—like Nazis shouting propaganda over loudspeakers in the distance or soldiers loading and firing artillery—that bring the levels to life. Stirring orchestral music, quality voice-acting, and electrifying weapons effects also ratchet up the thrills.

The graphics also rock. The draw distance is a little short in some of the daylight levels, but eye-catching scenery—which ranges from the French countryside to the streets of Casablanca and beyond—squeezes every last drop of 32-bit beauty



PROTIP: Look for objects you can shoot so that they drop and fall on enemies' heads, such as these jars in Casablanca.



PROTIP: Learn to recognize audio cues–footsteps, creaking tank treads, and so on–that warn you of approaching enemies.



PROTIP: When the Nazis start seeing through your disguise in "Getting the Story," use the flash on your camera to momentarily blind them while you unholster a weapon.



PROTIP: In "Tread Carefully," the mounted machine guns can help conserve Panzerfaust ammo when fighting tanks, but bail as soon as the tank's turret swings your way.



PROTIP: Let the privateers fight the Nazis in "Getting the Story," but have a weapon out and be ready to defend yourself–the survivors will turn on you quickly.



BY AIR HENDRIX

- Published by Electronic Arts
- $39.99
- Available October
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	5.0	5.0

out of the aging PlayStation. The highlight, though, is the killer animations. Surprisingly lifelike soldiers scramble for cover, jerk from the impact of bullets, frantically struggle to load their weapons, and much more.

Lock and Load

The gameplay is hardly a slacker, either, sizzling with absorbing missions, furious firefights, and strong two-player deathmatches. Manon faces everything from marauding tanks and half-tracks to stealthy infiltration in disguise as a Nazi propaganda photographer. As in the first Medal, DreamWorks' impeccable research shines through in the authentic historical details and logical progression of the missions (infiltrate, complete objectives, exfiltrate), which makes the action feel seriously realistic.

The awesome A.I. also returns to duty as the enemy takes cover and fights back with daunting ferocity—there's no cannon fodder here, just plenty of intense battles. New "buddy" NPCs, like Manon's brother or other undercover OSS operatives who help her out, also add an enjoyable twist to the action. Throughout it all, sleek controls keep you in the thick of battle as Underground makes solid use of the dual analog sticks to smoothly interface the player with the action.

Highly Decorated Veteran

Fans of the first Medal will feel right at home with Underground, but the game also delivers enough new touches and surprises to prevent it from becoming merely a copycat sequel. All told, this excellent action game stands tall among the current wave of fall releases, earning every cent of its price tag. Run, don't walk, to enlist today!



PROTIP: In "Lighting the Torch," signaling the fleet via radio blows your cover, so prepare to be swarmed by enemy soldiers. Afterward, exit the level through the window in the room to the right of the radio.



PROTIP: Use corners as traps. When you take fire, retreat around a corner and wait with your sights locked at head level. As soon as your pursuers appear, put them down before they can fire.



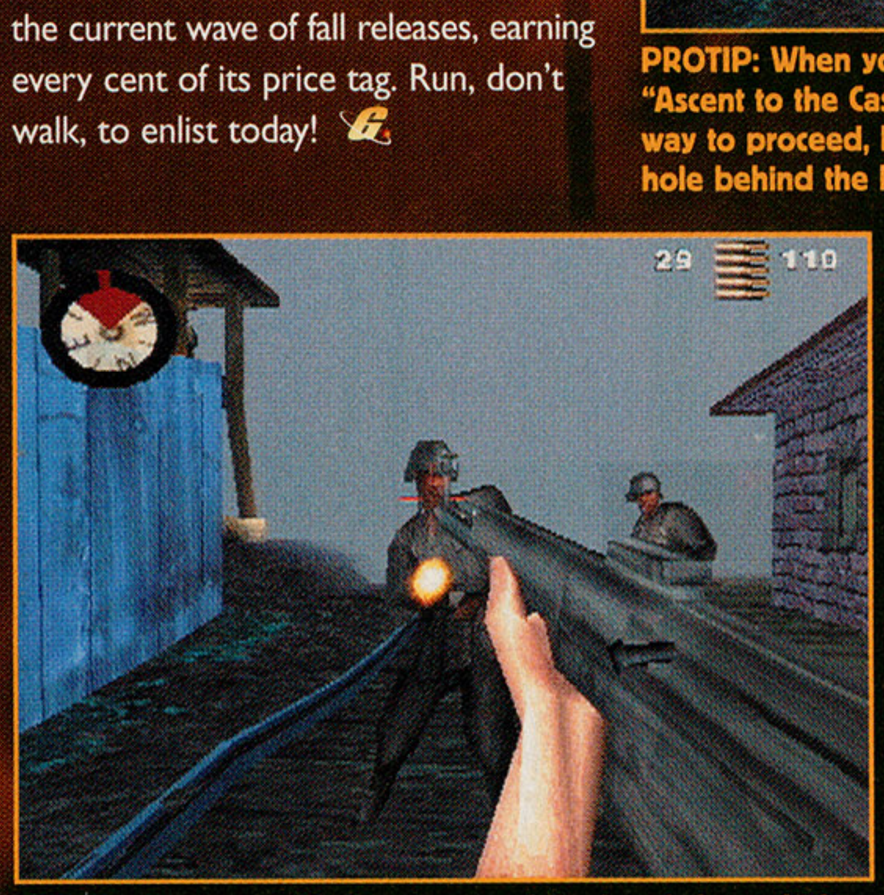
PROTIP: When you reach the barn in "Ascent to the Castle" with no obvious way to proceed, look for the crawl hole behind the barn.



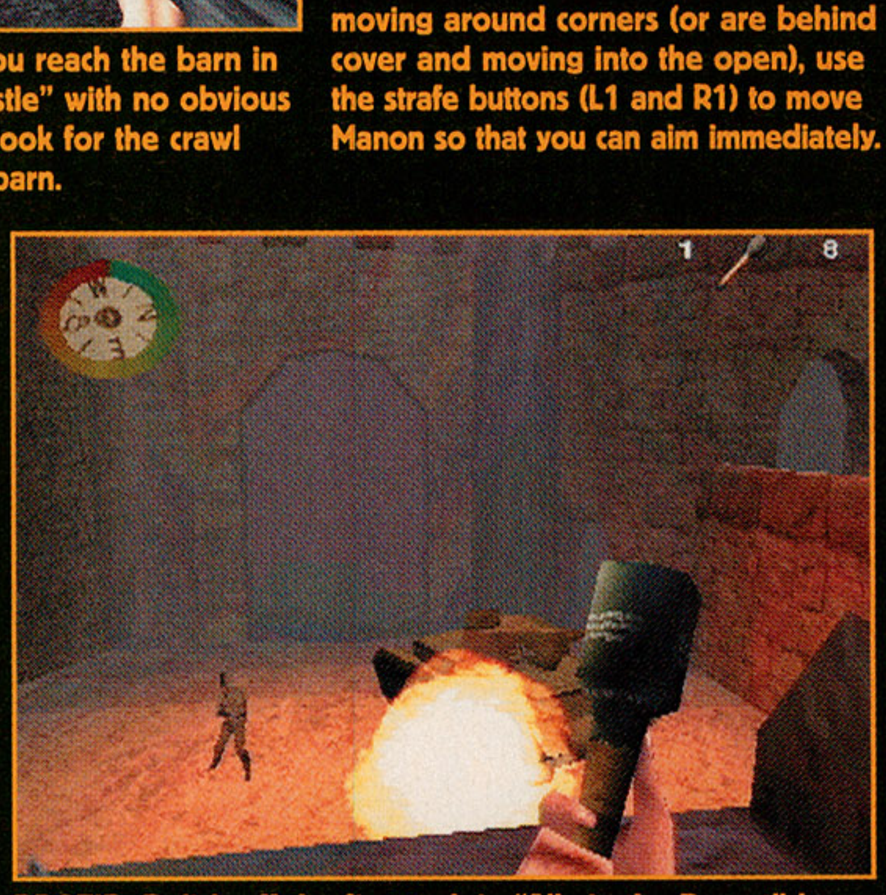
PROTIP: Survival Skill #1: Any time you're moving around corners (or are behind cover and moving into the open), use the strafe buttons (L1 and R1) to move Manon so that you can aim immediately.



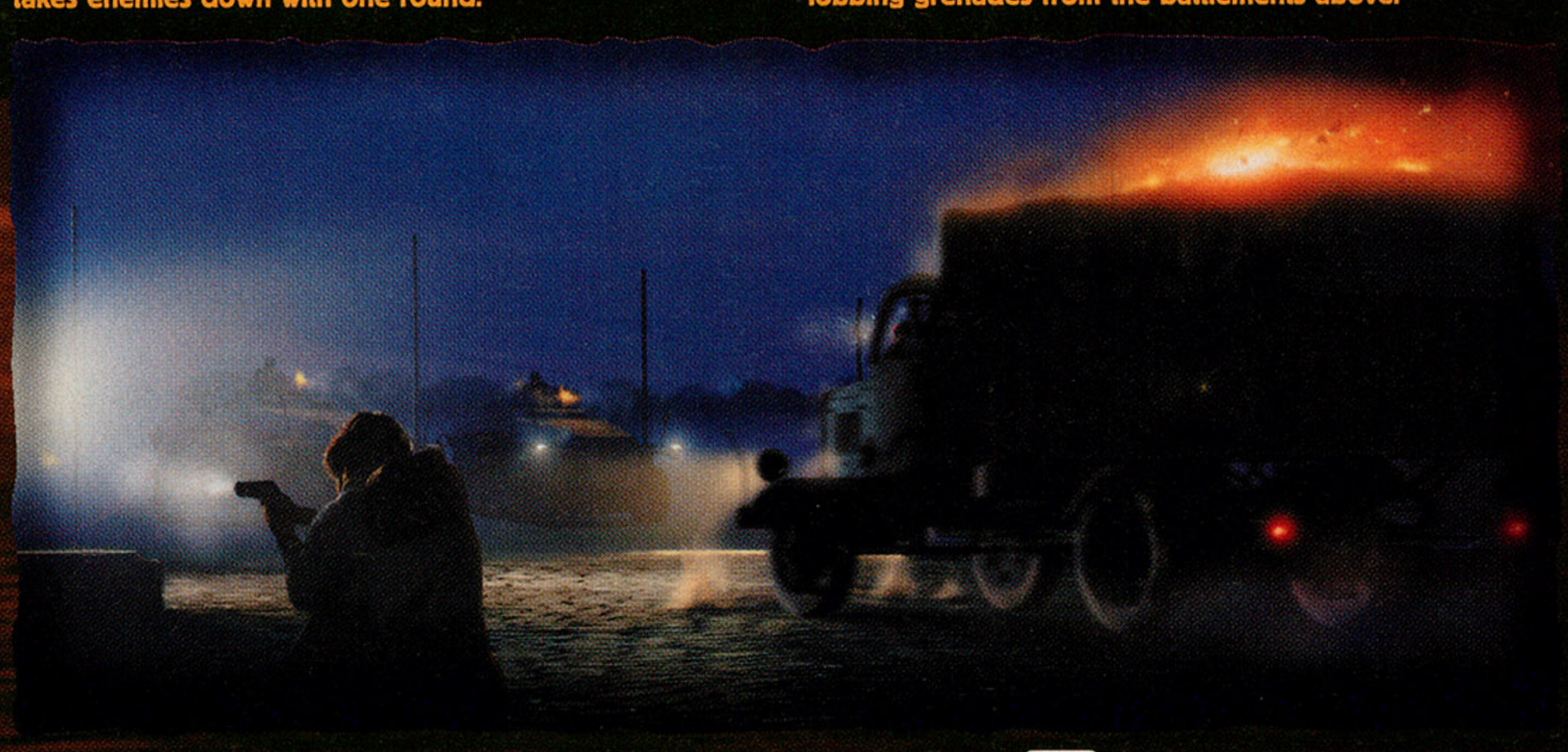
PROTIP: In "Without a Trace," don't waste your limited personal ammo blowing up this truck. Locate the mounted machine gun (it's up the stairs in the building) and trash the truck with it.



PROTIP: Become skilled in the art of the head shot, which takes enemies down with one round.



PROTIP: Polish off the first tank in "Ally in the Desert" by lobbing grenades from the battlements above.



GRAPHICS 4.5

Remarkable animations breathe life into these polygonal Nazis as they scramble for cover or twitch from their wounds. The draw distance is a tad short in some levels, but gorgeous scenery makes ample amends.

SOUND 5.0

Extraordinary audio amplifies Underground's thrills. The superb ambient sounds, voices, and weapons effects completely immerse you in the action, earning Underground a medal for the best sound in a console game.

CONTROL 5.0

Underground's controls are so smooth you don't notice they're there. The dual analog sticks respond flawlessly when moving, looking, aiming, and strafing, and the sniper views are excellent.

FUN FACTOR 5.0

Underground ranks as another masterpiece from DreamWorks and EA. Captivating graphics and sound combine with relentless, addictive action to deliver one of the year's best games.

DINO CRISIS 2

A WARNING TO fans of the original Dino Crisis: The sequel, Dino Crisis 2, is radically different from its predecessor. DC2 replaces stealth and strategy with all-out action. You could almost describe DC2 as Resident Evil spliced together with *Jurassic Park*... and then injected with a huge dose of steroids.

Dinos + Armed Humans = Chaos

The meager ties between the two Dino Crisis games—one returning character and a plot that barely builds on the events from the first game—means that anyone can jump into DC2's shoestring narrative. Although Dr. Kirk landed in jail at the end of the first Crisis, his time-travel experimental research fell under government supervision (i.e., imminent disaster). Soon enough, the facility conducting the research along with a small nearby town are warped to another time, so a rescue team is sent to fetch the valuable data. Unfortunately, everything lands in a dinosaur-infested prehistoric era where humans are the preferred menu selection.

Right from the start, Dino Crisis 2 drops you into an action/adventure grinder set in the great outdoors. Courtesy of hi-res, prerendered environments (unlike the first game's and similar to those of Resident Evil and Parasite Eve II), you'll trek through thick jungles, haul ass across narrow, elevated waterway catwalks, try to keep your bearings in mazelike volcano caves, and even do some deep-sea diving. You'll do battle with over 10 types of dinosaurs, who attack from land, sea, and air—even a new big boy who towers over the Tyrannosaurus will want to dine on you.



PROTIP: Kill two dinos with one stone: Conserve ammunition by lining up your targets before you fire.

Bungle in the Jungle

Unlike the prior adventure—in which running away from danger was beneficial—DC2 forces you to be as ruthless as your adversaries. Encounters with prehistoric pests occur at every turn, and accelerating their demise means valuable bonus points that can then be used to purchase better weapons, ammunition, and supplies. You can also earn bonus combo points by taking out several dinos consecutively, or counter points by shooting them at the apex of their attack.

You'll be able to buy a wide variety of exotic arms, including dual machine guns, flamethrowers, and rocket launchers. Even if you run out of ammunition, you can still fight back thanks to a dual-weapon system: Characters can equip two weapons simultaneously, while some weapons don't require ammunition, such as machetes and stun guns. Speaking of characters, DC2 has two playable ones—Crisis veteran Regina and newcomer Dylan—whom you switch between at certain points.

But DC2 isn't just a simple-minded run-n-gun fragfest; it's also rife with diversity. Manning a mounted cannon via first-person view, you'll keep several charging Triceratops from smashing your ride, guard a teammate from a



PROTIP: Although slow-moving, don't underestimate the volcano-dwelling Inostrancevia. They're quick at close range, inflict massive damage, and take a ton of punishment before turning belly-up.



Not only do you square off against dinosaurs in Dino Crisis 2, but you'll also defend against bothersome humans.



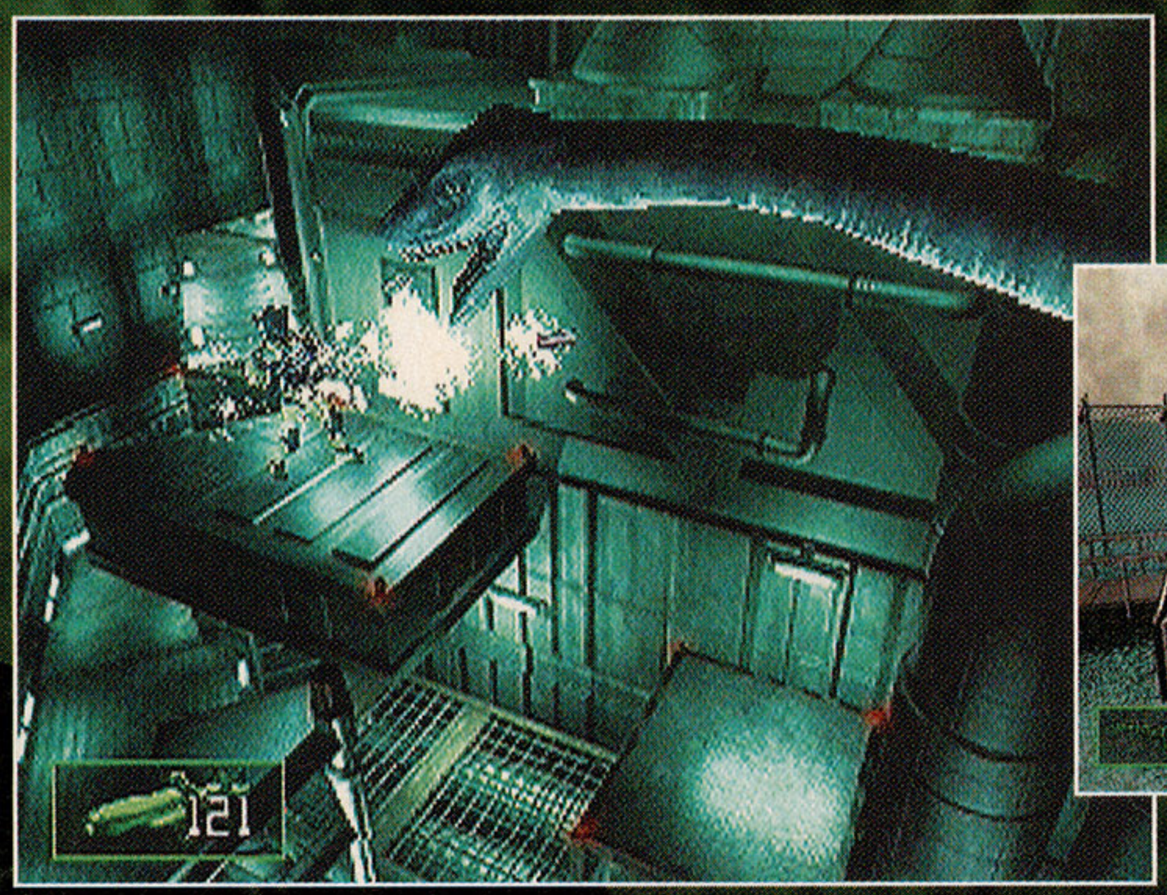
PROTIP: You can unlock several hidden play modes depending on how fast you finish a regular game.



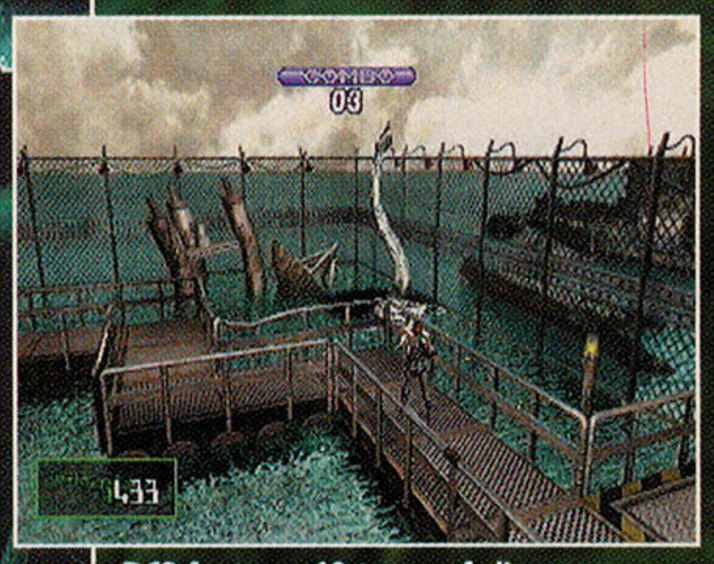
PROTIP: To earn extra counter bonus points for killing a Raptor, fire at the beast when it tries to jump on you.



PROTIP: Some weapons can obliterate potential roadblocks–like passageway-barring rocks in the volcano caves.



Deep water: Dinosaur-hunter Regina returns in Dino Crisis 2, Capcom's latest offering in the action/survival genre.



DC2 features 10 types of dinosaurs, including aquatic and airborne ones.



PROTIP: When the Compy swipes Dylan's cardkey, don't waste ammo; instead, swipe at the little thief with the machete so it heads for a small cage.

BY MAJOR MIKE

- Published by Capcom
- $39.99
- Available October
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

pack of attacking raptors, and take hair-raising turns guiding both characters through an Allosaurus's nest while delivering air strikes.

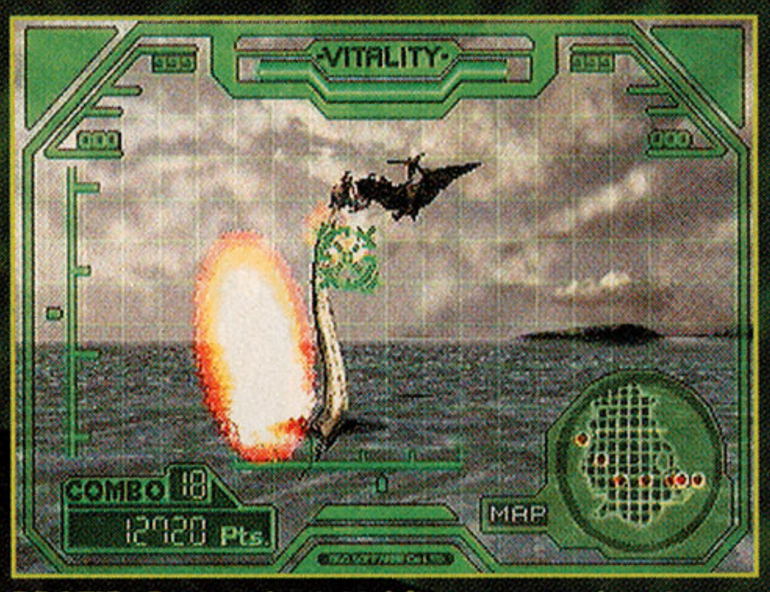
Topnotch Production

DC2 has all the prime ingredients of a great action game. The sturdy controls respond perfectly. Characters are always on the run and can fire weapons while in motion. A handy auto-aiming feature allows you to confidently track multiple targets, and a 180-degree-turn command lets you escape tight situations.

The visuals provide a colorful eyeful. The one drawback with such chaotic action, however, is that occasional slowdown decelerates onscreen events to a crawl. Yet, as with any well-made, intense action flick, you'll overlook these shortcomings because you'll hardly have time to notice them. An excellent soundtrack provides essential audio cues, such as rustling leaves before a Raptor attack, while well-cast voice talent makes for interesting, diverse characters.

Solid Evolution

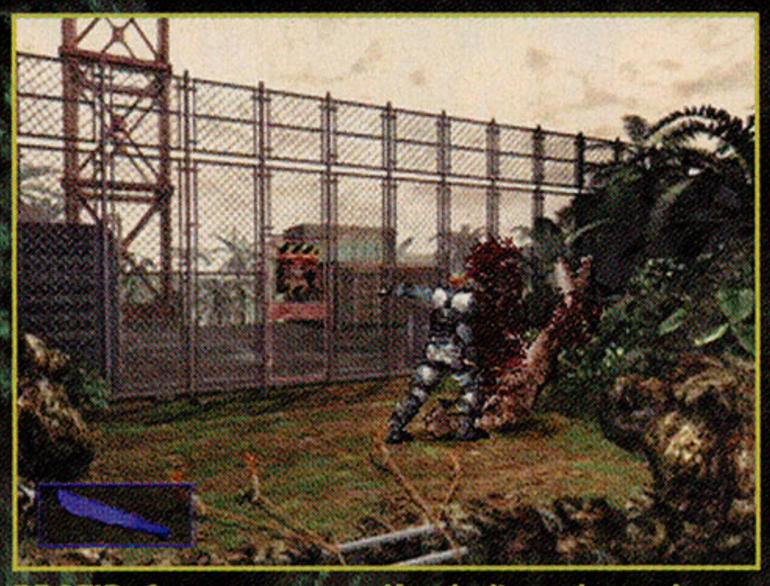
Purist fans of the original Dino Crisis may balk at the sequel's emphasis on nonstop chaos, but action genre fans won't want to miss out on one of the most intense PlayStation titles of the year. Having a Crisis has never been this much fun.



PROTIP: During the initial first-person shooting sequence, dinosaurs attack from all directions, so sweep the screen with gunfire.

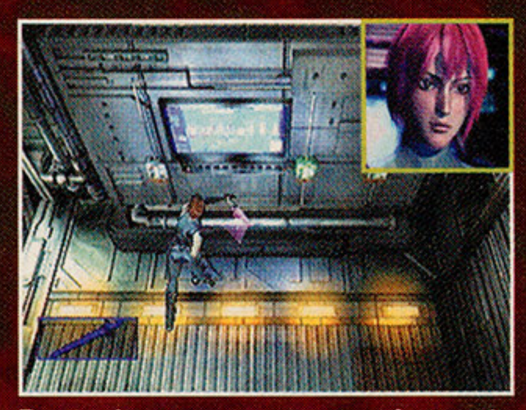


PROTIP: Only the flamethrower can destroy poison-spewing plants–if any of the poisonous gas touches your character, though, it's instant death.



PROTIP: Conserve ammo. Knock dinos down, then finish them with the machete or stun gun.

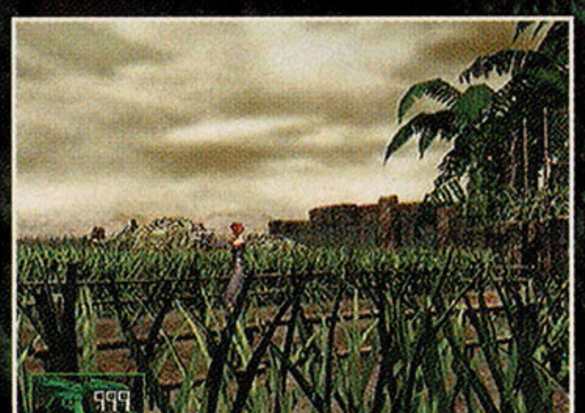
This Year's Team



Regina's stun gun opens electronically locked gates and is handy for mini-events–like this variation on Whack-A-Mole.



Use Dylan's machete to cut away ivy weeds growing over doors.



DC2 features hi-res, prerendered environments loaded with action and detail.



Net big bonus points by using high-hitting combos while escaping harm.



DC2's built-in map allows you to zoom in on any area and view it in detail.

GRAPHICS 4.5

The beautiful prerendered environments are detailed, characters benefit from excellent rendering, and the rendered cinema cut-scenes are a plus. The only visual eyesore is occasional slowdown when the action gets too intense.

SOUND 5.0

DC2's audio track is filled with excellent voices, atmospheric effects, and pounding music to make your heart race. Important, but subtle, audio cues are also perfectly intelligible.

CONTROL 4.5

Moving characters through the diverse terrain is a breeze, as is moving the cursor during first-person shooter sequences. Lack of a custom configuration shaves a half point off the score.

FUN FACTOR 5.0

Dino Crisis returns with more dinosaurs, weapons, and action. DC2 is a giant departure from the stealth-paced original, but for an entertaining rumble in the jungle, it will be hard to top.

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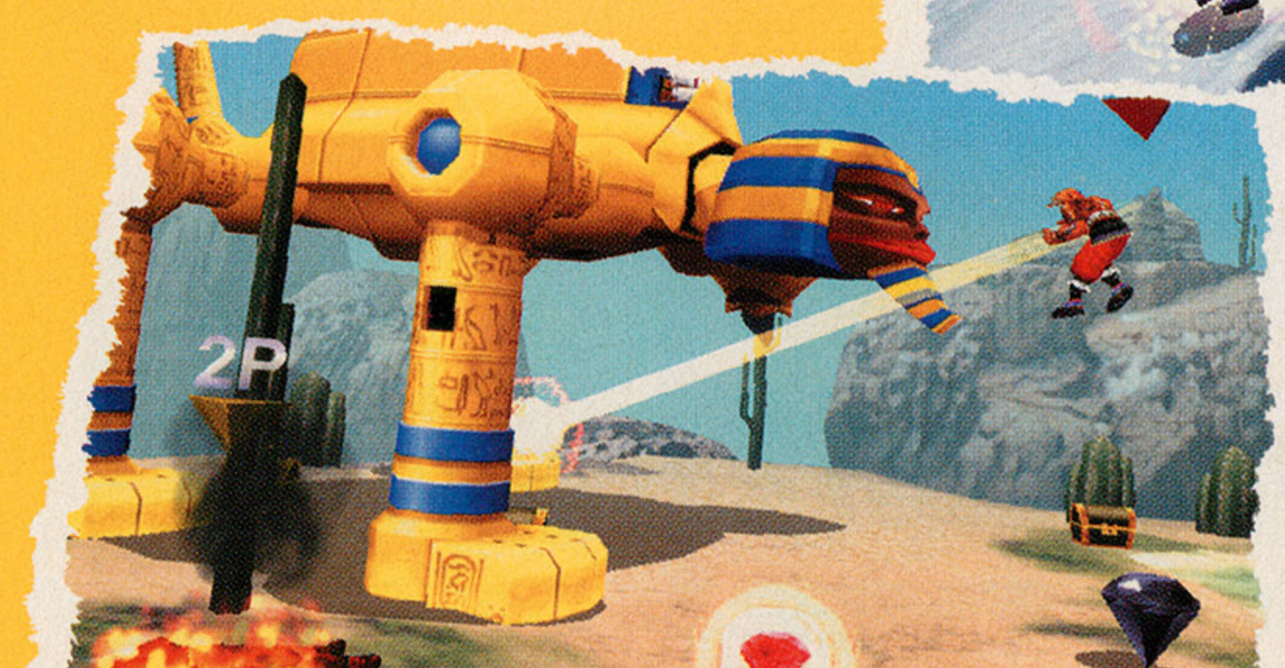
Animated Violence

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Sega Dreamcast™



BY MAJOR MIKE

- Published by Vatical
- $19.95
- Available now
- Action/strategy
- 5 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	5.0	4.5

BOMBERMAN PARTY EDITION

IT TOOK AN eternity, but someone finally had the good sense to release the ultimate party game, Bomberman, for the PlayStation. Bomberman Party Edition features all the addictive multiplayer mayhem of its previous 8- and 16-bit incarnations, but its impact is slightly diminished by limited one-player games and inexplicably long load times.

A BLAST

Bomberman's strength has always been in the multiplayer matches, and Party Edition delivers the goods with intense, thumb-busting head-to-head competition. The game's premise is simple: Via an overhead view, you attempt to destroy opponents with a variety of bombs on diverse battlefields. But Bombermen can't live on bombs alone, so they utilize a plethora of power-ups, including riding kangaroos and other creatures. Solo players will find some one-player modes challenging, but the limited A.I. in these contests can't touch the thrills of the multiplayer game.

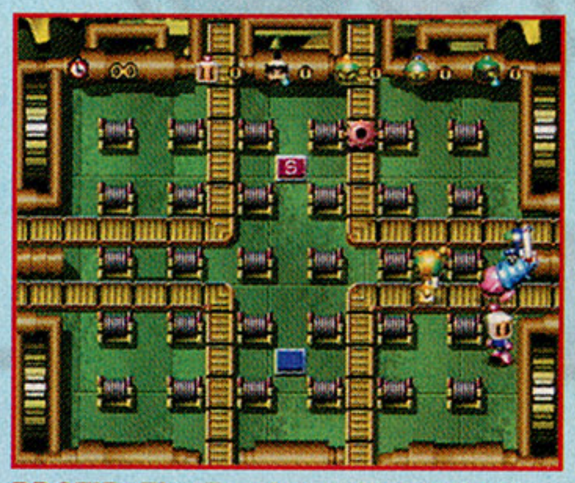
Bomberman thrives on its simplicity. Colorful 2D sprite graphics and a solid audio track get the job done, while perfect controls keep you in firm command of your character and never become frustrating. These elements hardly seem taxing for the 32-bit system, so why the long load time between each battle? You'll spend as much time watching "Loading..." as you will blowing your friends to pieces—with five people eagerly awaiting the next match, the seconds seem like an eternity.

BOMBS AWAY

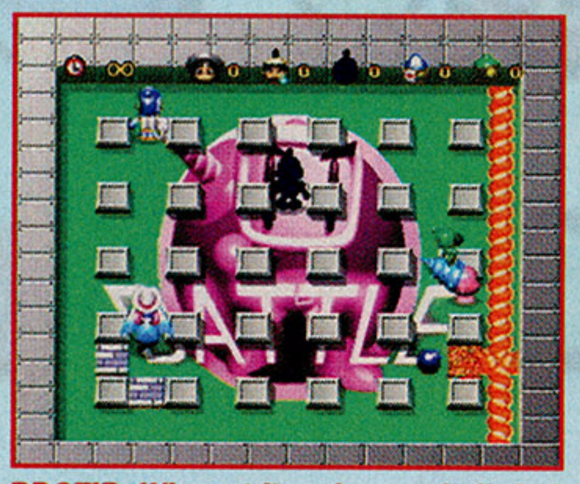
Even with the long load times, Bomberman Party Edition is the quintessential multiplayer game no PlayStation gamer should be without. Getting bombed at home with five of your friends was never this fun.



PROTIP: Super Power: Not only does each destroyed block yield a power-up, but all bombs have the maximum blast radius.



PROTIP: The Fast Lane: The red "S" button slows the conveyor belt down, while the blue button reverses the belt's direction.



PROTIP: When riding the seashell-clad creature, you're immune to explosions if the blast hits the creature's backside.



PROTIP: All Together Now: Quickly trap your opponents in the small recesses and blow them away.

ALIEN RESURRECTION



BY DAN ELEKTRO

- Published by Fox Interactive
- $29.99
- Available now
- First-person shooter
- 1 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5

BETTER LATE THAN NEVER? The first-person shooter based on Alien Resurrection has finally arrived, and it's a step up from Alien Trilogy in many respects, especially controlwise. On the whole, though, it's just okay.

Ripley, Believe It or Not

The first screen advises players that "This game is best played in the dark." That's partly so you get into the creepy atmosphere of battling both human and alien enemies through the wrecked, dirty USM Auriga, and partly so the lighting effects like electrical bursts and flickering bulbs scare the pants off of you. The textures and special effects are about as good as you can expect on the aging PlayStation, though the blocky character models look more like Legos than living beings. The game has no music—but that's fine, since silence is scary. Eerie audio details include screams of victims and the films' trademark warbly pseudo-human computer voice—but why so few other speech bites?

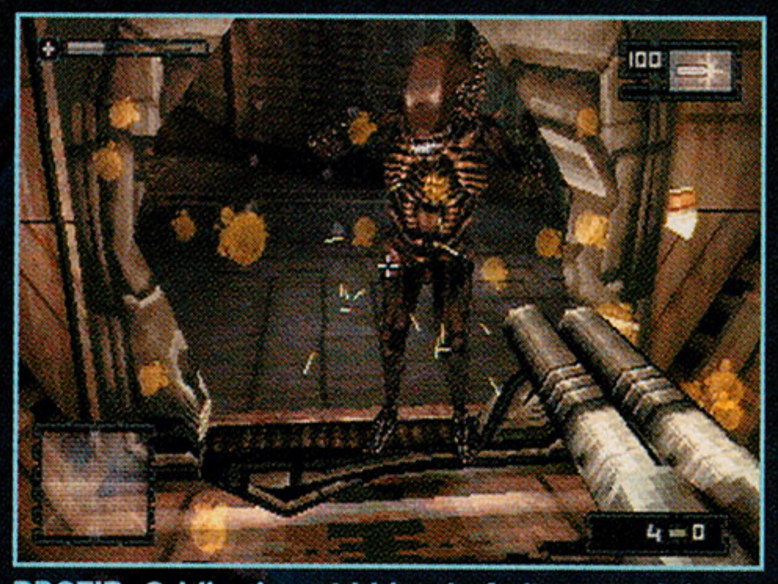
Alien Resurrection really goes the extra mile in controls. Not only are they entirely configurable, remappable, and tweakable (adjust your turning speed, invert the Y axis, etc.), but the game also supports the all-but-forgotten PlayStation mouse, a great option for PC shooter fans. The only misstep—a constant, irritating Dual Shock heartbeat—can be turned off, too.

In Space, No One Can Blah, Blah, Blah

Playing as four characters is nice, but the game could use more save points. Ultimately, Alien Resurrection is a fine first-person shooter, but unless you're a big fan of the films, there are even better options (Medal of Honor, Quake II) out there.



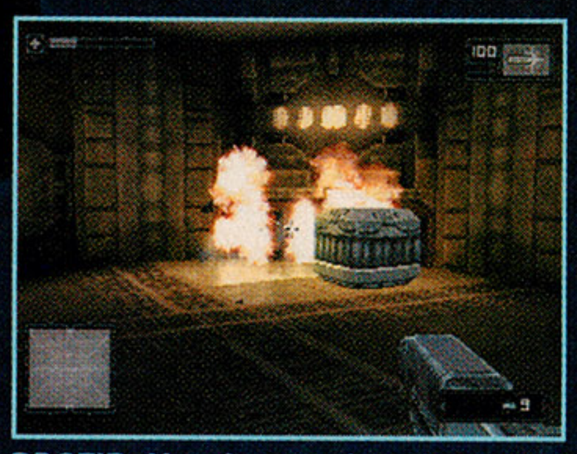
PROTIP: Once you've deactivated this generator during Call's first mission, climb the ladder on the opposite side to find a laser energy clip.



PROTIP: Oddly, the acid blood of aliens won't hurt—don't worry about walking through their corpses.



PROTIP: Go for head shots. One accurate bullet can take out an enemy immediately.



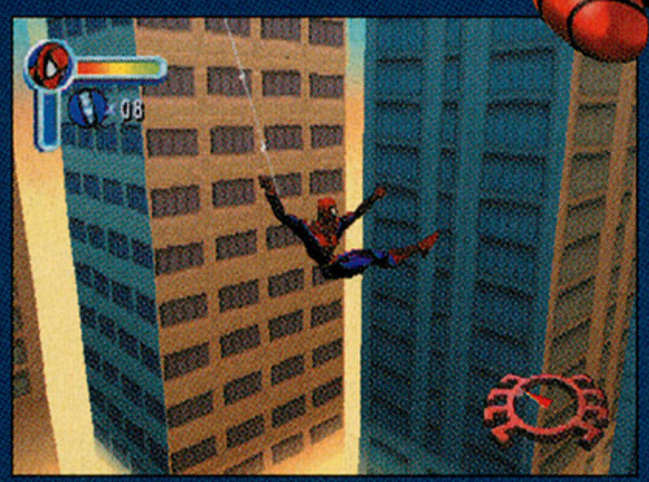
PROTIP: Use the pistol to shoot exploding crates. It has unlimited ammo, unlike the other weapons.



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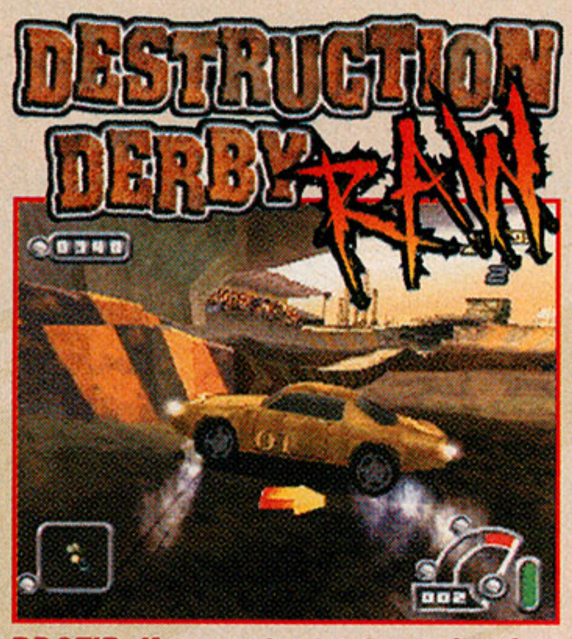
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DESTRUCTION DERBY RAW



BY LAMCHOP

- Published by Midway Home Entertainment
- $39.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

FOLKS, GET READY for mayhem, mayhem, mayhem! Your insurance policy better be paid up when you hop behind the wheel in Destruction Derby Raw, the third installment in the DD series. With awesome graphics, tight car physics, and a trunk full of game modes, Destruction Derby Raw is a wild ride that will strap you in for hours of fun.

SMASHY SMASHY

When you see a course called "The Wreckoning," you know you're in for a good time. DDR features 31 tracks, 17 cars (with seven bonus vehicles), and enough modes to last an entire weekend. In true DD tradition, it's all about causing major scratches and dents to your opponents' vehicles. You'll take your car through everything from a couple of laps to a battle arena where your sole purpose is to destroy other vehicles. Skyscraper mode is a special treat: In it, you'll battle other cars on the top of a high-rise while trying to avoid plunging to your death—sweet.

PROTIP: If you spin out, immediately hit reverse and spin back onto the track, then slam on the gas.





PROTIP: When approaching the edge of the track, lay off the gas and coast back into position.

HEY! WATCH THE PAINT JOB!

While the majority of the gameplay is arcade-racing style, you'll appreciate the tight physics in the handling of the cars—too much or too little steering will cause you to spin out. Fortunately, DDR is forgiving, and, with a little practice, you'll learn to snap your car's tail back into place. Meanwhile, the graphics portray realistic, smooth cars and tracks, but the audio is just standard futuristic-techno rock with decent car rumbling effects on the side.

Destruction Derby Raw is ultimately a fine addition to the series, if not the best one yet. Let the Destruction begin!



PROTIP: When caught in the pack, take the opportunity to earn some collision points.



PROTIP: If you get too close to the wall, a simple bump can send you into a 180-degree spin.

STAR TREK: INVASION



BY EXTREME AHAB

- Published by Activision
- $39.99
- Available now
- Space shooter
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.5	3.5

NOT ONLY IS the Borg invading, but the Kam'Jahtae raiders are also making their first appearance, giving the ol' Federation another reason to get into its war gear. Armed with phasers, a tractor beam, diverse torpedoes, and more, you'll play as Cooper, the pilot of a Valkyrie-class ship on more than 20 challenging—sometimes frustrating—missions. Invasion delivers the basic space-shooter sharps—graphics, weapons galore (30 plus, with even a decoy craft), varying missions, etc.—but it definitely demands a certain piloting perfection.



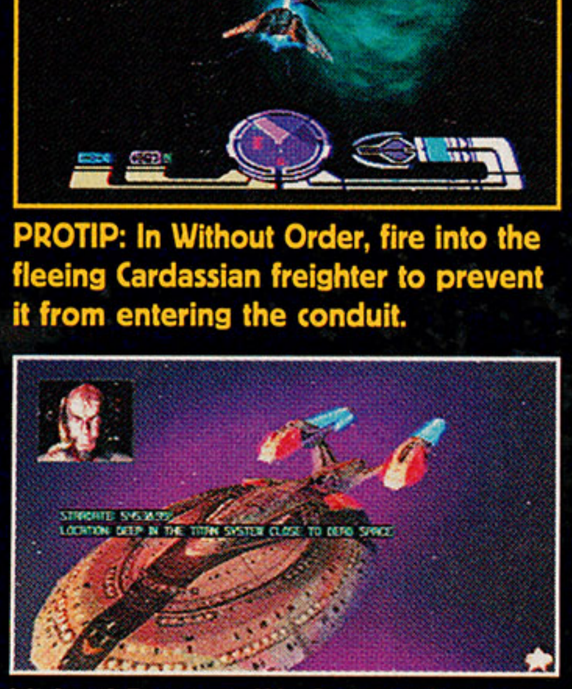
PROTIP: In Without Order, fire into the fleeing Cardassian freighter to prevent it from entering the conduit.

STAR TREK COLONY

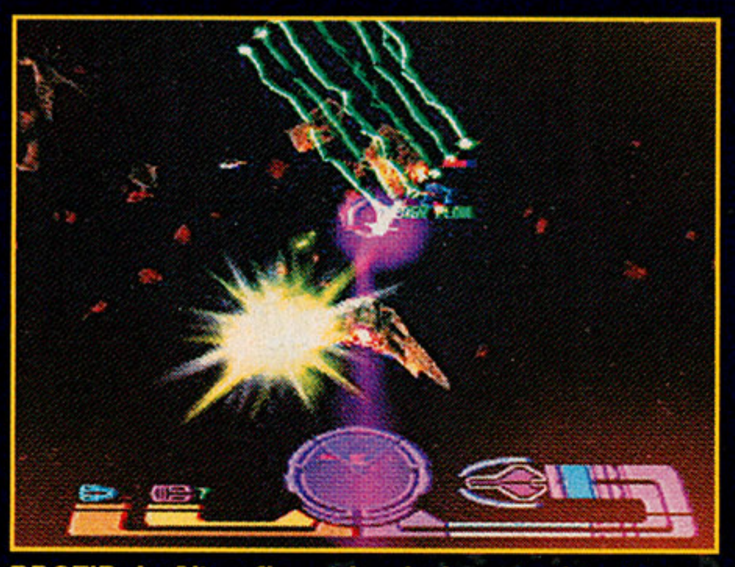
The Invasion development team includes members of the Colony Wars gang, so vets of that series should feel at home; Invasion includes the Colony series' basic control setup, its feel, and even its weird physics model—only more so. In fact, you'll find that zapping hostile craft is akin to shooting at feathers being buffeted by a strong wind. Fortunately, you can lock on to your targets, and, eventually, you should get a handle on the chaos theory behind Invasion's A.I.

WORF A-DORNS INVASION

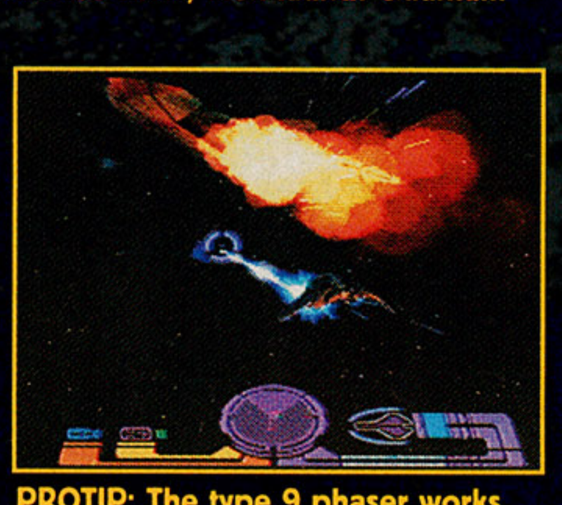
Star Trek fans new to this type of space shooter will also have reason to rejoice: Invasion's voice-overs are supplied by the real-life Worf and Captain Picard (Michael Dorn and Patrick Stewart). Plus, the graphics are nice, though some more interaction with the planetary environments would've been even nicer (when you accelerate, the landscape doesn't accelerate with you). The audio features music that's too repetitive and weapon effects right out of the TV series. Two trekkies can also get together for some friendly or antagonistic multiplayer action. Invasion isn't an enthusiastic "Engage," and its story isn't up to *Trek* standards, but it does throw down the space-shooting gauntlet to be picked up by fans wishing to expand their experience of the venerable franchise.



Michael Dorn, as Worf, does the voice-overs for all of Invasion's debriefings. Patrick Stewart also performs audibly as Captain Picard.



PROTIP: In Alien Chronicles, lock on to this vicious intergalactic cheese slicer, then launch Quantum torpedoes.



PROTIP: The type 9 phaser works best for putting the kibosh on Kam'-Jahtae vessels.

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Animated Blood and Gore

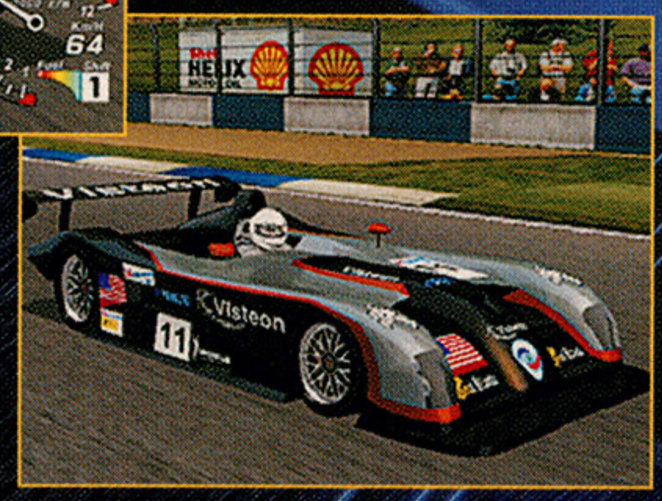
Animated Violence

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LAP
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Visteon
11

4 pm - OFF THE STARTING LINE IN 10th POSITION.

5:44PM - NEW REAR WING
20th POSITION.

8:57 pm - GEAR BOX PROBLEM.
DROP TO 22nd POSITION.

11:40 pm - WHEELS CHANGED.
17th POSITION.

2:18 am - SPUN INTO
GUARD RAIL.
15th POSITION.

4:00 am - TWELVE HOURS DOWN
AND TWELVE TO GO.
200 MILES PER HOUR
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The World Is Not Enough 007



BY EXTREME AHAB

- Published by Electronic Arts
- $59.99
- Available November
- Action/adventure
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	5.0	5.0

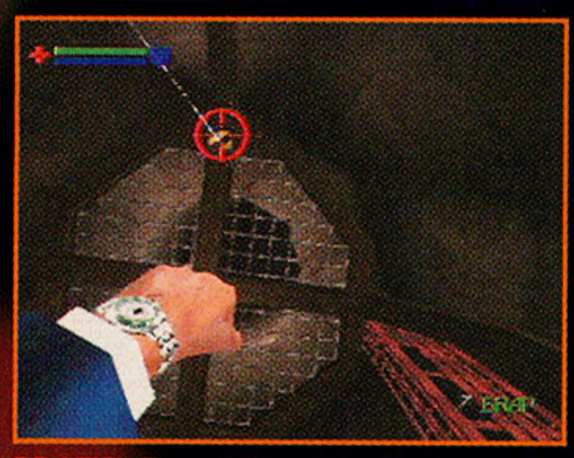
THIS ADDITION TO the Bond pantheon should be more than enough for fans of the eternal 007 and for all gamers who like optimal thrills. The World Is Not Enough does such a superb job of re-creating the ambiance, tension, and excitement of its celluloid counterpart that the next time you watch the movie, you may blurt out, "I was there—that Bond adventure is mine!"

the GAME IS CONTROL, good control

As in the film, Bond follows the path of some stolen money, encountering Elektra, M, Christmas Jones (Ms. Chanukah Smith, anyone?)—and the most insignificant Bond villain ever, Renard. Your missions will include hunting a female agent, skiing and shooting, slinking and zapping, running and gunning, and generally causing chaos in locales such as London, Istanbul, and nuclear facilities as you steadfastly prevent the Western world from becoming icky. A few of the game's objectives, like defusing a bomb, are additions to the film's plot, and some missions are N64-only.



PROTIP: Be sure to find this cabin, which houses some useful body armor, in Midnight Departure.



PROTIP: To exit the pit in Masquerade, look for this grapple point and use your grapple watch.

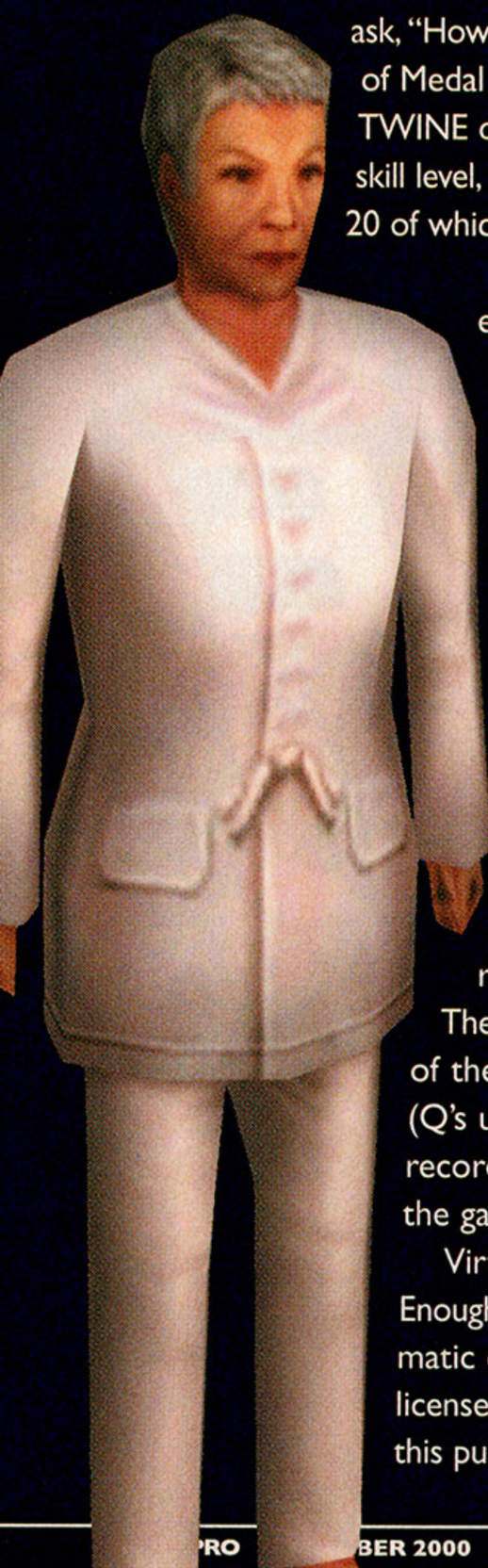


PROTIP: In Underground Uprising, jump across to this recess in between speeding trains; then find the hidden door to your right after the next train passes.

Thanks in large part to effective controls, The World Is Not Enough performs superbly. Perfect Dark and GoldenEye 007 vets will be familiar with the controller scheme, while newbies will require all of five minutes to master a configuration that is intuitive and complete, allowing you to jump, sidestep, and swap weapons with Connery-esque ease. There's even a multiplayer mode for up to four agents.

shaken with logic

The game's 20-plus levels are incredibly varied and immensely logical: Objectives make sense, sometimes changing on the fly, and the terrain lets the challenges unfold without you having to ask, "How many bloody corridors are there?" In this sense, The World Is Not Enough is reminiscent of Medal of Honor—the drama never lapses and the gameplay is incredibly fun. And like Medal, TWINE doesn't have an A.I. that spawns dozens of enemies; their number is fixed at a comfortable skill level, which you can adjust. Plus, all the spy paraphernalia that Q Branch supplies (over 40 items, 20 of which are N64-exclusive) has a clear purpose.



Visually, TWINE is satisfyingly realistic. The forests, alleyways, and chateaux provide the necessary graphical framework, having been engineered to conceal enemies and power-ups while supplying surprises at a well-scripted pace, and the character animations are suitably varied. Many of the faces from the film have been scanned onto their videogame doubles.

Q legendary theme music

All the missions—and even the load times—pulse with that great Bond beat. The sound effects are cinema quality: Each weapon sounds authentic, footsteps change depending on the terrain, and gadgets make gadgety chirps. The voice-overs are very good imitations of the actors from the film—while R's (Q's understudy) is authentic, having been recorded by John Cleese exclusively for the game.

Virtual Bond is back in The World Is Not Enough. Those who want to engage in a dramatic espionage adventure with the fabled license to kill should waste no time acquiring this pulse-pounding "00" game.



PROTIP: In Fallen Angel, after you gain access to this room/trap with Bullion's fingerprints, use your grapple watch at the opening in the ceiling (as shown here) to avoid an intoxicating death.



PROTIP: In Masquerade, use the hanging machinery to swing out of the path of the bomb blast.



PROTIP: In Underground Uprising, the bomb is hidden in a bathroom stall.



PROTIP: To avoid flack in Fallen Angel, snipe the explosive barrels to create a pleasant chain reaction.

GRAPHICS 4.0

Functional and pleasant. The graphics supply the necessary framework for the Bond feeling and the varying mission terrain.

SOUND 5.0

Incredible. Great weapon and gadget effects, classic Bond background themes, and excellent voice-overs make you feel like you're really in a 007 film.

CONTROL 5.0

Perfect Dark and GoldenEye fans will recognize the controller scheme, which is intuitive and complete. The configuration will become second nature for newbies, too.

FUN FACTOR 5.0

Because TWINE re-creates the Bond experience so completely, you'll really feel like you're On Her Majesty's Secret Service. An amazing adventure with all the cool gadgets, weapons, and twists you'd expect.

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SAN FRANCISCO RUSH 2049



BY VICIOUS SID

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

PREVIOUS SAN FRANCISCO RUSH games were frenetic, but ultimately frivolous arcade racers. Boasting extravagant graphics and newly revamped controls, Rush 2049 screams past its predecessors into the N64's winners' circle. If you're searching for a comprehensive racing sim, you should look elsewhere; if you're out for high-flying N64 fun, you should rush for Rush 2049.

Rush More

Rush 2049 includes the standard Single Race, Circuit, Ghost Race, and Practice modes. Though it boasts only six tracks (including two secret N64 exclusives), the reverse and mirrored track configurations bolster replay value. Better yet, Rush 2049's four Stunt courses enable players to perfect outrageous tricks, like midair barrel rolls and flips. And, thanks to Rush 2049's tight, responsive controls, you'll quickly master your vehicle's abilities both on the ground and in the air. As usual, hidden options—such as extra vehicles, car parts, and levels—are plentiful.

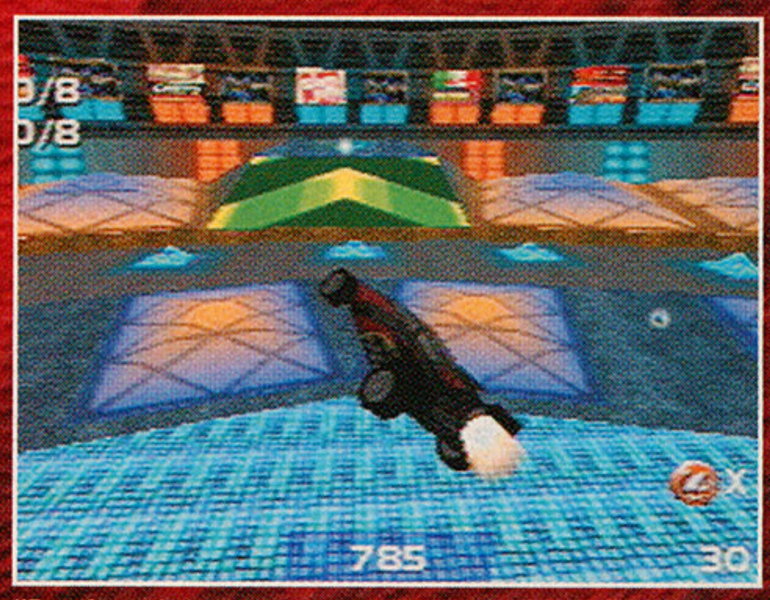
Minor Forty-Niner?

From obsessively detailed courses to slick futuristic cars, Rush 2049 sets new graphical standards for N64 racers. Lucky Expansion Pak owners are also blessed with a luscious hi-res display. Sadly, severe multiplayer slowdown and occasional scenery draw-in bump the graphical quality down a notch. On the sound front, Rush 2049 pumps out unobtrusive electronic beats, thunderous engine growls, and spine-rattling explosions.

Rush 2049's adrenaline-soaked gameplay will thrill even jaded N64 racing fans; it's hard not to break a sweat while soaring 200 feet above a bustling city intersection. Ultimately, Rush 2049 is a must-play racer, particularly for Hydro Thunder and Cruisin' World fans.



PROTIP: Head-on collisions wreck your car and cost you time; instead, sideswipe dangerous objects. If you're stuck or destroyed, press top-C to abort and teleport back to the track.



"Deploy, damn you, deploy!"



PROTIP: Most cars deploy wings in midair (press and hold Z) to sail over enemies and snag secret gold coins.



◀ PROTIP: To unlock the first secret level, finish in at least second place in Circuit mode.

ARMY MEN SARGE'S HEROES 2



BY VICIOUS SID

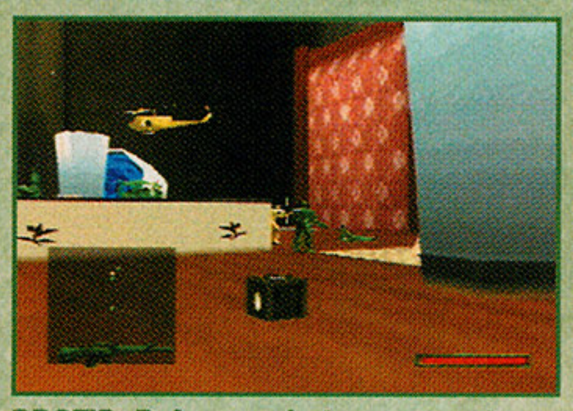
- Published by 3DO
- $39.99
- Available now
- Action/adventure
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5

IN SARGE'S HEROES 2, the devious Tan army revives slumbering General Plastro with a serum. Now, Green heroes Sarge and Vikki must complete 14 missions, trudging through ice-encrusted freezers, cluttered bedrooms, and garish pinball machines. You'll be dogged by Tan troops, tanks, and a cerulean spy named Brigitte Bleu, but you'll pack serious firepower, including shotguns, bazookas, and flamethrowers.

Despite expansive environments and detailed characters, the game's pokey frame rate often flakes out during heavy firefights. Soundwise, you'll hear low-key background music, muffled gunshots, and Sarge's repetitive quips. As for controls, strafing and sniping is fine, but jumping puzzles are frustrating.

This plastic ain't fantastic, but Sarge's Heroes 2 is still a worthy weekend distraction for third-person action fans.



PROTIP: Before exploring new territory, pick off Tan troops and explosive barrels using the sniper view.



PROTIP: With this flame-breathing robot, keep cover and occasionally dart out to lob grenades or snipe.

BIG MOUNTAIN 2000



BY VICIOUS SID

- Published by SouthPeak Interactive
- $39.99
- Available now
- Snowboarding/skiing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	1.5	3.0	2.5

BIG MOUNTAIN 2000 aims to outperform long-reigning N64 snowboarding champ 1080, but wipes out due to lackluster visuals and slippery controls. In Time Attack and Championship modes, you race (and bust tricks) in several skiing and snowboarding events, including Slalom and Giant Slalom courses. Sadly, Big Mountain's unnecessary Stamina meter and over-sensitive controls force players to constantly monitor their speed, stripping the fun right out of the premise. Isn't this a racing game?

Big Mountain paints gritty textures and simplistic athlete models; course draw-in and slowdown are also irritating. Plus, you'll experience maddening synthesizer rock and repetitive grunts—earmuffs might help block the din.

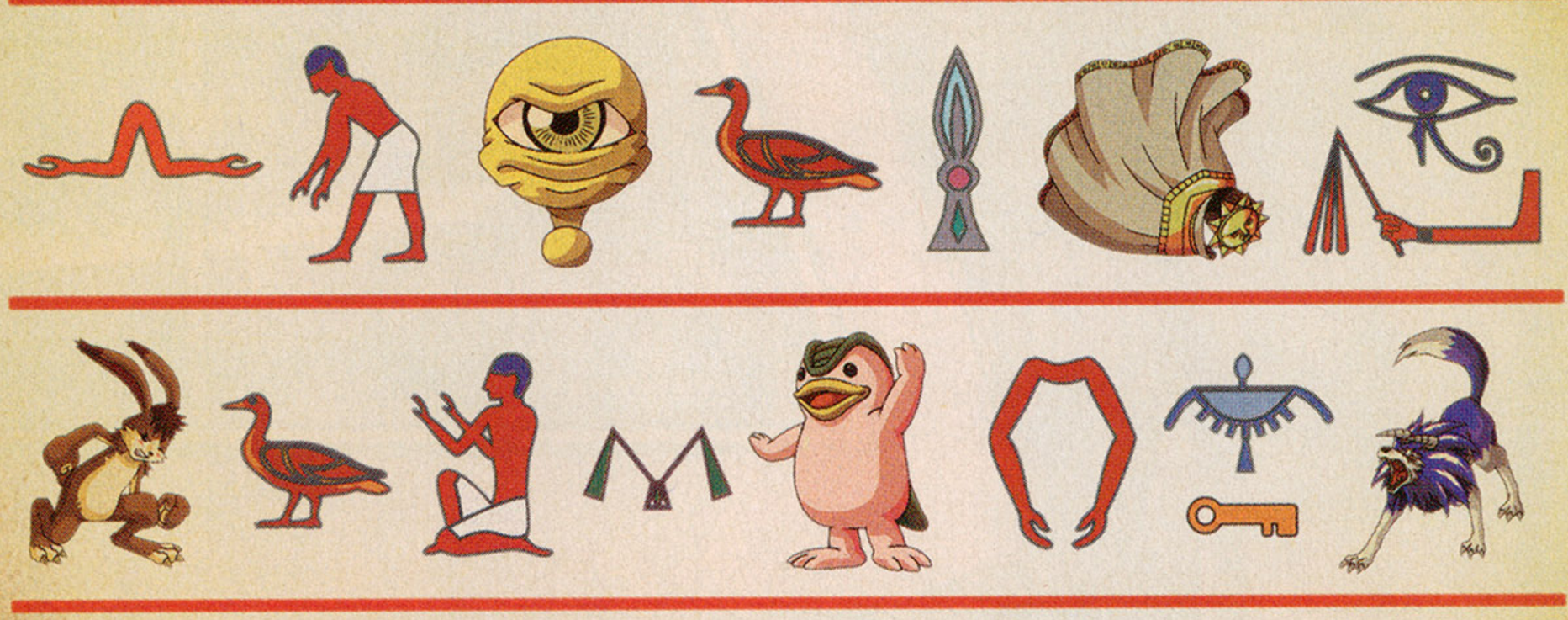
If you're a diehard fan of snowboarding and skiing, Big Mountain 2000 might be worth a rent. Otherwise, stick with 1080 and Twisted Edge.



PROTIP: You lose five seconds for missing a gate on slalom events, so move slowly down the slope.



PROTIP: It pays to stay on the trails: Unplowed powder is trickier and slower to navigate.



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BY UNCLE DUST

- Published by Infogrames
- $39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

Demolition Racer NO EXIT

DEMOLITION RACER: NO EXIT updates the Infogrames PlayStation crash-em-up series for the Dreamcast, supplying a garage full of new options, tracks, and play modes. In short, No Exit turns what was simply a fun game into an addictive vehicular blast.

Death From Above

Demolition Racer mixes the high-speed thrills of an auto race with the adrenaline-pumping full impact of a demolition derby. You speed through tracks vying for first place while attempting to inflict the most damage on your opponents. This kind of game has been done before, but it has never been as entertaining as No Exit.

The core of the game is based on the PlayStation version, but No Exit contains 10 new tracks (16 in all) and 14 new cars exclusive to the Dreamcast version. You'll run through four leagues (City, Country, Arena, and Industrial) to unlock new vehicles, tracks, and gameplay modes—such as Last Man Standing, Big Car Hunter, and No Exit. You'll also earn upgrades to increase your auto's performance.

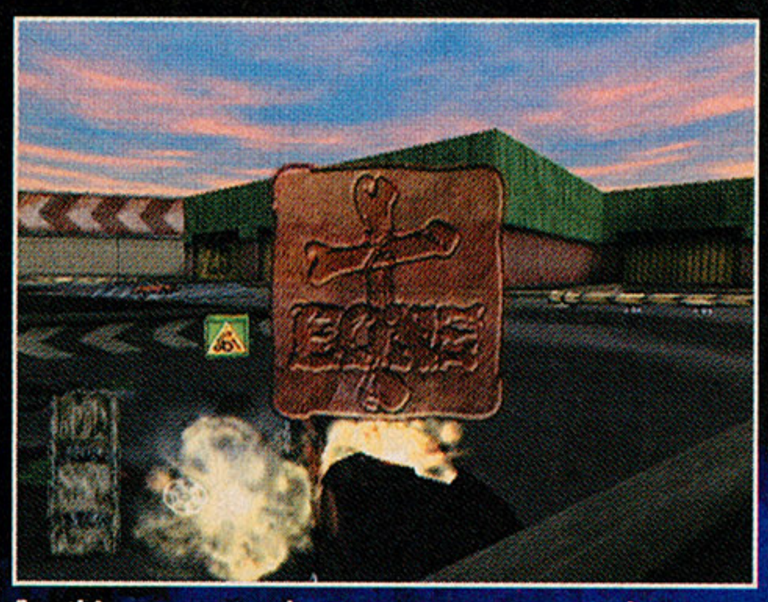
Other No Exit advances include power-ups: plus or minus points, TNT crates, turbo boosts, power drains, invulnerability, and even armor repair. These power-ups add a new level of strategy to the competitions and provide more to think about. Also new to this version is the T-Bone—a one-hit kill, like Death From Above, which is accomplished by smashing at high speed into someone who is perpendicular to you.



Nothing gives you a better score than surprising your opponent with a Death From Above.



PROTIP: Go for the Green: The repair power-ups will allow you to go for more damage points; sometimes, it's worth turning around to pick them up.



Anything you can do to your opponents, the computer can do to you–such as a T-Bone.

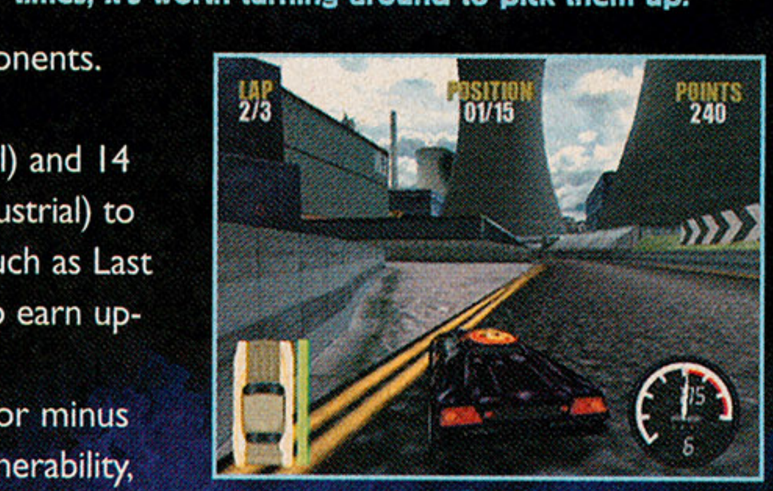
PROTIP: Let the rest of the pack lead the way on the first lap. The A.I. cars will miss most of the good power-ups, but they'll clear out plenty of dangerous TNT crates.

Hard Hitting

Besides the fresh gameplay options, the latest Demolition Racer features updated graphics that include impressive car models, awesome explosions and smoke effects, and gorgeously defined backgrounds—all moving at a smooth 60 frames per second. Plus, you'll notice detailed damage to your car throughout each race. The soundtrack mixes the crunching of steel and the squeal of tires with a kicking techno beat that never distracts from the action on the racetrack. The controls are very responsive, enabling you to take tight corners, evade your enemies, and hit your targets with deadly precision. They may defy the laws of physics, but the controls will always keep you in the race.

Crashing Through the Finish Line

Although the Dreamcast hasn't had many quality driving games, this is easily the most fun. Demolition Racer: No Exit is nonstop crash-em-up racing joy that will surely put you in the driver's seat.



PROTIP: Figure out where the shortcuts are on each track (they're especially helpful on Meltdown), but use them only when you want to make up ground, not when you're scoring damage points.

GRAPHICS 4.5

Cool track design, impressive smoke and explosion effects, and detailed car models—all moving at a smooth 60 frames per second—make No Exit a visual treat.

SOUND 4.0

The techno tunes keep you in the driving mood, and the sound effects—from squealing tires to crunching metal—are all accurate.

CONTROL 4.5

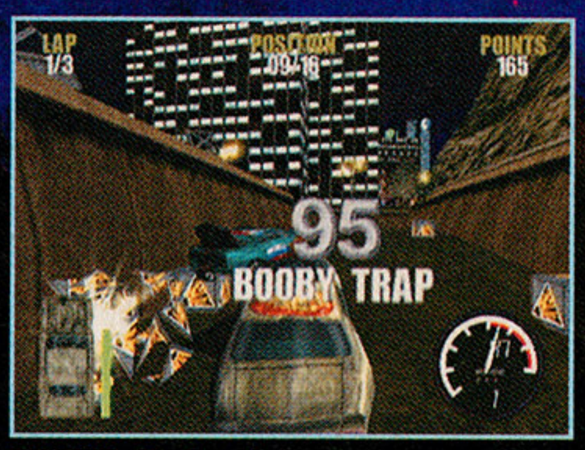
No Exit might not have the most realistic racing controls out there, but you'll have the responsiveness necessary to fend off opponents and do some serious fender-bending.

FUN FACTOR 5.0

With its sharp graphics and tight controls, Demolition Racer: No Exit is an addictive, ass-kicking racer that will keep you coming back for more.



PROTIP: When you have the chance to upgrade your car, go for the armor first. It's the best way to obtain higher damage points in races.



PROTIP: Nudge the opponent running next to you into a row of TNT crates in order to receive several Booby Trap bonus points.



PROTIP: Don't jump out to a quick lead; stay in the pack to score lots of points, then go for first place on the final lap.

RAYMAN 2

PlayStation

9.1.2000

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NINTENDO 64

Sega Dreamcast

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RAYMAN

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Ubi Soft

San Francisco Rush 2049



BY DAN ELEKTRO

- Published by Midway Home Entertainment
- $39.99
- 4 players
- Available now
- ESRB: Everyone
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.5

THE KING OF high-flying arcade racers returns with souped-up gameplay and a futuristic twist. San Francisco Rush 2049 delivers the excitement of the coin-op version almost entirely intact to the Dreamcast.



PROTIP: At Haight's start, veer right into the park and drive over the glowing switch for a ramp to a shortcut.



PROTIP: Drive over the large red glowing button on the right side of the Marina track, after the large blue and orange curve to the right. You'll unlock a cool translucent blue tunnel a quarter-mile ahead on your left.

Miner 2049er

Unlike most racing games, this one sports a plot: In the year 2049, a second gold rush hits California, transforming historic San Francisco into a high-tech paradise. All that new mining results in tons of tunnels and unusual pathways in, around, and under the city—which means plenty of hidden shortcuts for brave and crazy drivers on the game's 19 tracks. If flat-out speed runs aren't your thing, you can also search for the hidden coins scattered throughout, show off your best moves in the Stunt mode, or hammer your pals in the weapons-laden four-player Battlematch.



PROTIP: The Lombard Street jump on the Marina track offers two gold coins if you can land on the rooftops on either side of the street.



PROTIP: Big jumps look cool, but you'll go faster on the ground. Save aerial moves for finding coins, and keep the rubber to the road in Circuit mode.

Bay Area Rapid Transit

Rush 2049 features gorgeous, detailed graphics that easily rival its arcade counterpart's and offer an unusually effective illusion of speed. The screen says you're doing 180, but it feels even faster—60 frames per second with no pop-up definitely has an effect. Unfortunately, the game has much egregious modern-day advertising, which detracts from the otherwise futuristic atmosphere.

The 13 cars are extremely customizable, while the user-definable controls are just as flexible. The hyper-techno soundtracks, revving engines, and crash explosions are crisp, but not all that spectacular. One notable perk: Drivers can switch cars between races during a circuit tourney—a welcome option, since track strategies vary.

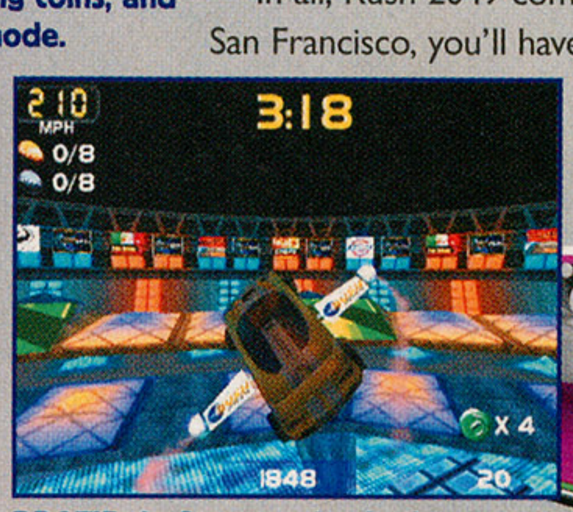
Factory Options

The split-screen battle mode is a riot with friends, putting the "car" in "carnage" thanks to nasty weapons and violent games of hide-n-seek. The Stunt mode is Midway's automotive answer to Tony Hawk, giving gamers wild playgrounds, a pair of retractable wings, and points for tricks like spins, flips, and barrel rolls. There's also a link to the Rush Web site, which offers high scores and saved games, but not actual online gameplay.

In all, Rush 2049 comes home with a full tank. As in the real San Francisco, you'll have plenty of fun stuff to do, plenty of gorgeous sights to see, and plenty of lead-foot maniacs to encounter on the road. Take Rush for a spin.



PROTIP: A heavier car, like Bruiser, is a better choice on the tight-turning Metro track, since you'll inevitably bounce off a few walls (if not a cable car or two).



PROTIP: In Stunt mode, the less you use the wings, the higher your score. If you must bring them out, make it quick, and you'll still obtain a "partial wings" bonus.





PROTIP: On Civic's final straightaway, hit the green zipper to the left and use your wings to get to the turquoise platform ahead for a traffic-free shortcut.

GRAPHICS 4.5

They finally banish pop-up, and what annoying visual element takes its place? Billboards, and lots of them. At least the advertising is shoved down your throat along with awesome scenery and a sky-high frame rate.

SOUND 4.0

It's the future, so there's gotta be futuristic music, and that means more generic techno. There's nothing wrong with that—the techno is crisp and clear—but like the okay engines and fine explosions, it's just…there.

CONTROL 4.0

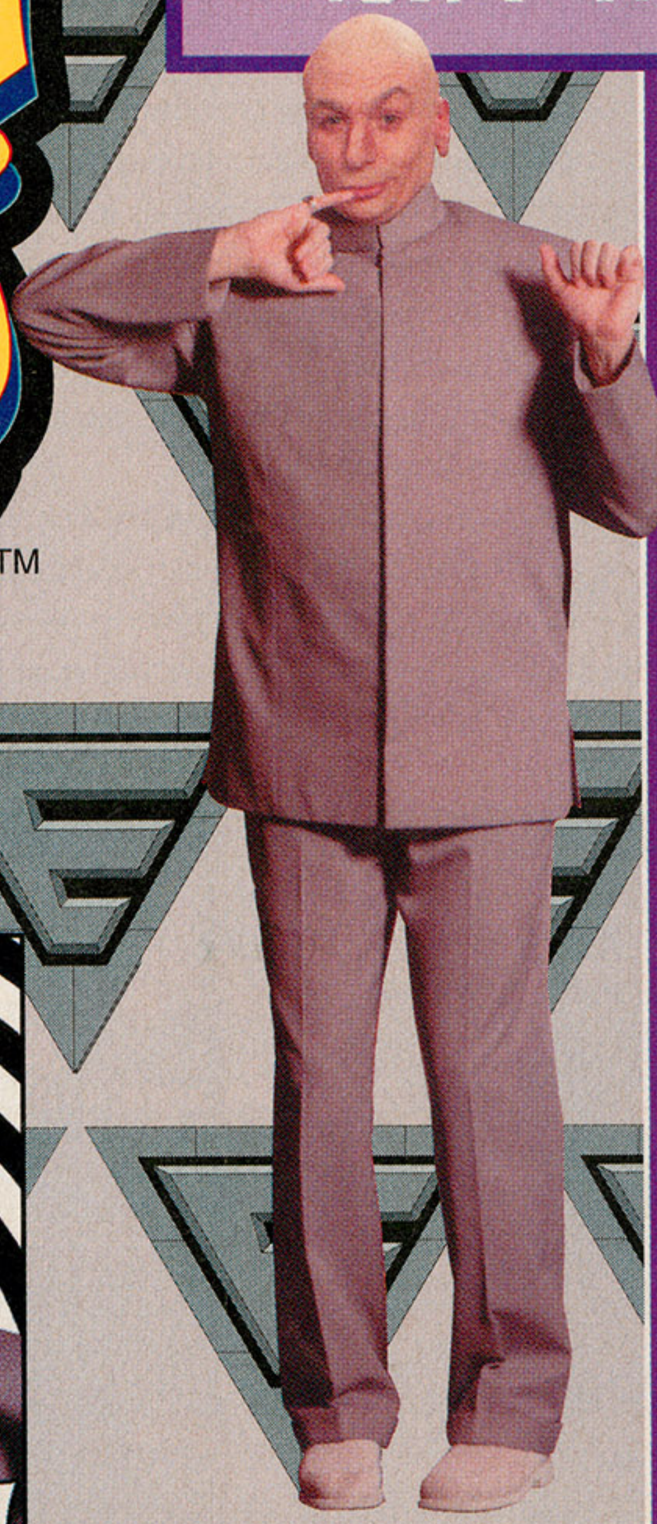
Analog steering and a sensitive brake combine for a challenge, but these beasts can be tamed before long. Besides, you can tweak the controls to your heart's content.

FUN FACTOR 4.5

Four-player Battlematches, a free-wheelin' Stunt mode, and all those groovy shortcuts and hidden icons make Rush 2049 an excellent model year. Make room in your Dreamcast garage—this one's an arcade-sy keeper.

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TEEN
CONTENT RATED BY ESRB

GAME BOY COLOR

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BY AIR HENDRIX

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.0

Sega GT

SEGA GT IS a classic example of why copycat game design doesn't pay off. A shameless clone of Gran Turismo, it may at first appear to be the Dreamcast's detail-rich answer to the PlayStation champ. But when you pop the clutch, Sega GT fails to come even close to Turismo's thrilling magic.

Like Turismo, this racer provides a bundle of cars that players use to earn licenses and win cups and other series. The options for tuning and adjusting your cars seem infinite, and you can even build your own ride. But the gameplay never really gels; the lame A.I. cars don't provide engaging competition, and the loose controls are frustratingly touchy.

The graphics and frame rate are fine—just not as sexy as the Dreamcast is capable of—but the sounds are pretty generic. All told, Sega GT isn't awful, it just plays like what it is—a pale imitation of a better game.



PROTIP: Trading paint with opponents rarely results in a payoff–usually, it just kills your speed.



PROTIP: To move from E Class to the big leagues, spend your winnings on maxing out your car's horsepower.



BY UNCLE DUST

- Published by Crave
- $49.99
- Available now
- Racing
- 1 player
- ESRB: Everyone

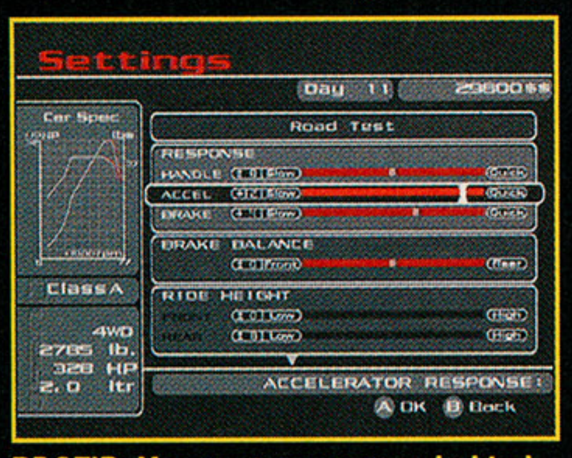
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.0	3.5	2.5

Tokyo Xtreme Racer 2

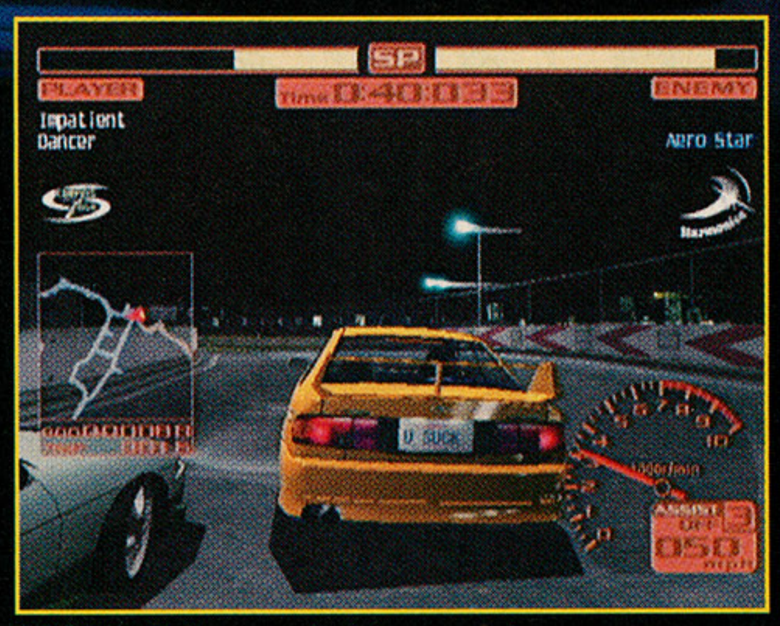
IT'S TIME AGAIN to flash your lights and race recklessly on Japan's complex freeway system in Tokyo Xtreme Racer 2. With over 65 cars and more than 100 miles of concrete on which to battle 300 street punks, you'd think there'd be a lot to do. But there isn't. You drive in circles endlessly, running races that last about a minute. You accrue winnings to buy new vehicles and upgrades very slowly, making the game even more repetitious.

The graphics are eye-catching and flashy, but there is some slowdown; plus, the replay camera angles are bad, frequently moving through the car and track geometry. The combination of techno or electric guitar with the high-pitched whir of your engine is incredibly annoying. The controls are better than the first TXR's, but the Auto Pilot (which takes you in and out of every race) is just plain dumb—it smacks you right into other vehicles.

TXR2 improves on the original, but not enough to make this an engaging racer. Kids, don't try this at home.



PROTIP: You start many races behind your opponent, so tweak you car settings for maximum acceleration.



PROTIP: To keep a rival from passing you, swerve back and forth. You can also force opponents to crash into other cars and freeway barriers.



BY UNCLE DUST

- Published by Capcom
- $29.99
- Available now
- Shooting
- 2 players
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

Cannon Spike

OLD-SCHOOL SHOOTER gameplay meets hi-res 3D graphics in Capcom's Cannon Spike. You play either as some old favorites—Mega Man, Arthur from Ghosts 'n Goblins, Cammy and Charlie from Street Fighter, B. B. Hood from Darkstalkers—or two new characters, as you blast your way through 10 frenetic levels of robot/monster/ninja mayhem.

The game's graphics are straight out of Power Stone and look very cool in that cartoonlike way, while the sound is typical Capcom silliness. With solid targeting and maneuverability, the controls are a breeze and give you plenty of attacks to choose from. Cannon Spike is very fun, at first, and challenging, depending on how you set the difficulty. But like all shooters, it becomes repetitive. Even the awesome Gallery of Capcom, which slowly unlocks character art each time you solve the game, won't inspire return visits. Nevertheless, Cannon Spike is worth a rental for a weekend of thumb-numbing action/shooting fun.

PROTIP: When surrounded by enemies, hit the Y button to unleash a potent fighting move and clear some space.

PROTIP: Press the right trigger to target an enemy before shooting your special attack or your X-button weapon. Both are powerful, but they leave you vulnerable.

TWO WORDS

Shenmue

11.11.00

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language
Use of Tobacco and Alcohol

www.sega.com/shenmue

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Dreamcast™


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PlayStation®2

EA SPORTS™ BIG™

BY ATOMIC DAWG

- Published by EA Sports
- Price not available
- 2 players
- Available October
- ESRB: Everyone
- Football

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

Madden NFL 2001 Loads Up For a Championship Season

PLATFORM
PlayStation 2

SPORT
Football

JUST ABOUT NOW, some of you NFL football fans are probably ready to bench reality and take a long look at a good fantasy (Hellooooo, Philadelphia. Howzit, Arizona?). EA Sports has a game for you. Madden Football 2001 for the PlayStation 2 has more glitz and glamour than the Dallas Cowboy cheerleaders. Yes, you get all 31 teams, 50 NFL hall o' famers, and every All-Madden team. You can also build your own fantasy franchise with trades and free-agent signings, and you can even create your own players.



PROTIP: The big-name receivers will usually perform if you isolate them one-on-one with a defender.

An All-Pro Production

But let's face it, the first thing you'll notice about this game is the eye-popping, PS2-pumped, rendered 3D polygons that make players look as smooth as silk. When you see defensive linemen in a four-point stance crab crawl when the line shifts, you're basically sold. And the TV-style close-ups and replays are so real they're scary. When you stare into Eddie George's cage, you'll actually feel like Eddie is staring back.

Of course, Madden and Summerall lead the strong audio charge. This game spouts more Madden-isms than ever, plus it treats you to a heaping can-full of on-field trash talk by the players and first-rate crowd noise that acknowledges the home team.



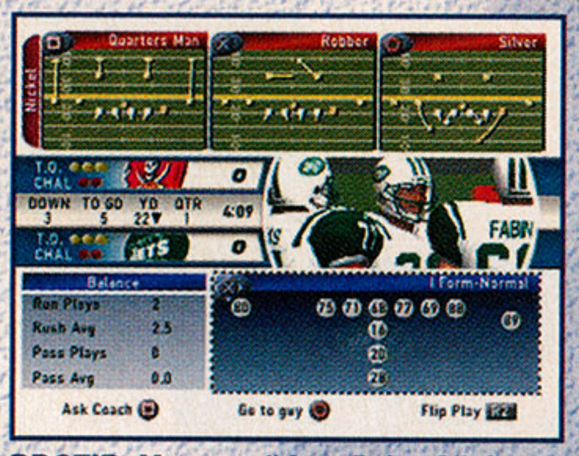
PROTIP: For some passing plays like this Quick Screen, you can gain more yardage by looking for a secondary receiver first. Here, the tight end is open downfield.



PROTIP: On fourth down and short, the odds are in your favor if you use a quick-hitting running play, like an HB Plunge from the Singleback Normal formation–an HB Lead or HB Blast from the I Form Normal would work well, too.

Playmaker Power

Madden Football made its rep with gameplay, and 2001 for the PS2 raises the bar on that tradition, too. The A.I. receives an I.Q. upgrade, so defensive backs are noticeably smarter, which is good for your defense and bad for your offense. The brighter DBs also bring a nifty addition to the once-again solid controls: coverage audibles that enable you to position backs either loose on receivers or in tight bump-and-run coverages. Very cool!



PROTIP: You can "cheat" the A.I. by watching it cycle through its offensive or defensive play-selection screen before you select your plays.

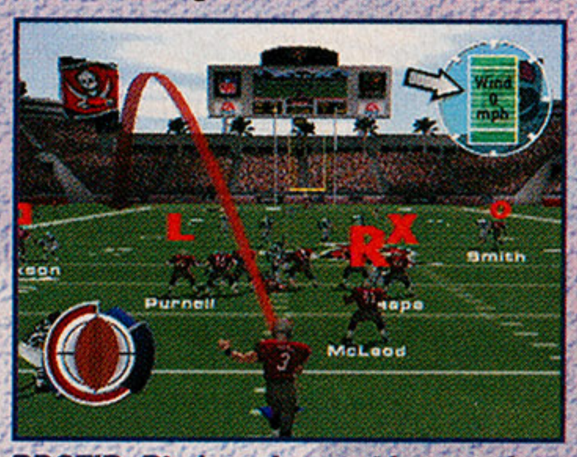


PROTIP: If you suspect a fake punt, consider using a 4-3 Base defense for punt returns. It foils fakes and sets up a decent blocking pattern for the return. Don't worry, the super-quick safety snags any catchable punt.

Long-time Madden players may have mixed feelings about some of the other gameplay improvements. The quick, but impossibly long, "skate" juke enacted by ball carriers is now a more realistic-looking, but noticeably slower, cut move. The game's kicking controls are much more accurate—you can now line up a field goal before the kick—but busting out-of-bounds coffin-corner punts has become so incredibly easy that premiere returners might as well consider retirement.



PROTIP: Against teams with balanced run-to-pass offenses, such as the L.A. Rams, the Nickel Under 2 Man defense is a solid selection.



PROTIP: Pin 'em down with punts by kicking out of bounds every time. With practice, you could end up with no returns at all.

Madden Is a Monster

EA Sports played it smart this time by making Madden NFL 2001 a football powerhouse as well as the first PS2 football game. Everyone else looking to score on Madden better come loaded for bear.

GRAPHICS 5.0

The intricately detailed players, slick TV production values, and refined animations are impressive. Madden NFL 2001 for the PS2 makes all the other Maddens look out of focus. It's scary to think that next year's version will likely look even better.

SOUND 5.0

Madden and Summerall make the game sound real, but now you get coaches' comments and on-field grunts, too. Listening to John and Pat makes you realize just how far Al, Dan, and Dennis have to go.

CONTROL 5.0

An already comprehensive and easy-to-use control scheme just got better . You can now set up the defensive backs independently and pinpoint passes to receivers with route-based passing. Kicking earns "most-improved" kudos.

FUN FACTOR 5.0

Madden 2001's augmented A.I. is a tough nut to crack, but, when you do, you can turn it up another notch, too. It's still a blast to lead your favorite NFL team to the Super Bowl.

OFFICIAL VIDEO GAME

His legs take him 200m in 19.32 seconds.

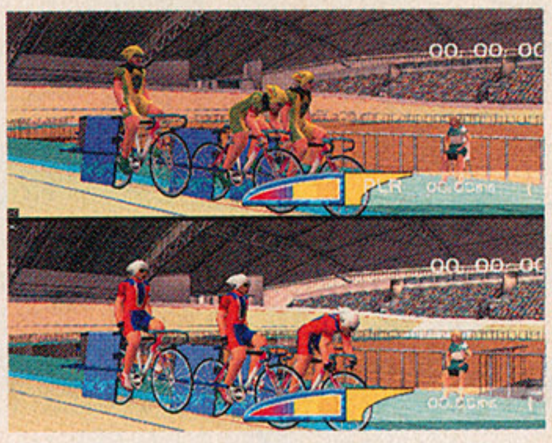
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Sydney 2000 ™©

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www.olympics.com
www.olympicvideogames.com

DEVELOPED BY ATD

Dreamcast. PlayStation PC CD

PUBLISHED BY EIDOS INTERACTIVE

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BY AIR HENDRIX

- Published by EA Sports
- $39.99
- Available now
- Hockey
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

NHL 2001 Buries One In the PlayStation Twine

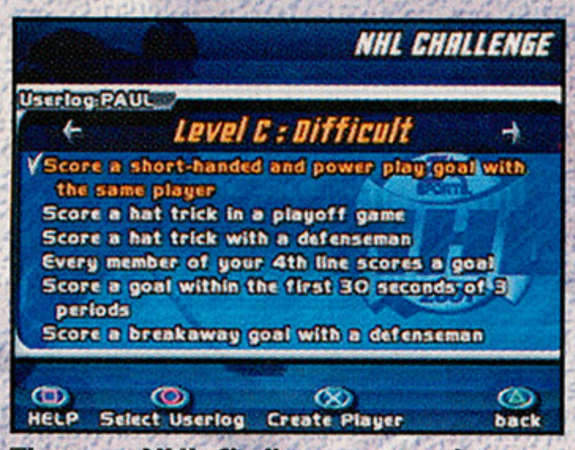
PLATFORM
PlayStation

SPORT
Hockey

AFTER STRUGGLING FOR a few years, NHL 2001 storms back into the PlayStation rink for its second championship season. Minimal, but exciting improvements on last year's game mean that hockey fans will find this ice very familiar—and very slick.

He Shoots, He Scores!

The biggest new feature in NHL 2001 is the momentum meter. If you kill a penalty, land a devastating check, and so on, your momentum builds—but injuries, goals against, and other blows drain the meter in a hurry. As in real hockey, your momentum noticeably affects how well your team plays, and the realistic, exciting feel that it lends to the pace really jacks up the Fun Factor.



The new NHL Challenge rewards you with additional skill points for created players when you complete feats like scoring a short-handed goal and a powerplay goal with the same player.

NHL 2001's other shiny new feature is its NHL Challenge, which gives you a checklist with tasks ranging from scoring a short-handed goal to winning the Stanley Cup. Completing the challenges garners skill points that you can apply to your created players, making for a cool mini-game within the game. As for the other features, NHL 2001 delivers all the pro players and teams, multiseason play, player and team creation, fighting, trades, and more—it's all there.

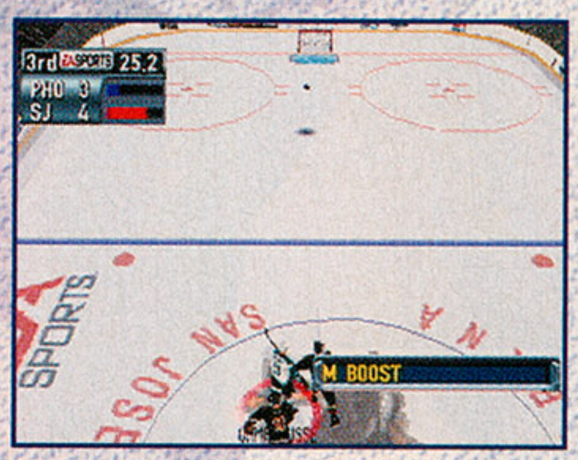
The excellent gameplay still snags the spotlight with blistering checks, smarter A.I., and loads of goals. While the game isn't a sim in the purist sense, it's realistic enough and packs plenty of high-octane thrills. Between the tight skating and passing, along with the awesome big hit and deke moves, players will still find the sweetest controls on the ice.



PROTIP: If your top lines are exhausted late in the third period, use that timeout to get them rested and back in the game.



PROTIP: Build up momentum by clobbering opponents with "big hit" checks (tap △)



PROTIP: If ahead by one or two goals in the closing minutes, watch for your opponent to pull their goalie–then go for the empty-net goal.

Biscuit in the Basket

Visually, NHL 2001 pales in comparison to its superstar PS2 counterpart, but, for a PlayStation game, it's a fine showing that includes a fluid frame rate and sharp animations, player models, and rinks. As for sounds, Jim Hughson and Bill Clement return to the broadcast booth with some well-detailed commentary that has a few too many uneven pauses. But the roar (or boos) of the crowd actually respond to your momentum, while the on-ice sounds rock.

Lighting the Lamp

If you're not a huge hockey fan, NHL 2001 is similar enough to its 2000 edition that you may be content with that version. For the hockey hardcore, the tuned A.I. and new features make NHL 2001 the only game in town.



PROTIP: For a scoring chance, circle behind the net, tap △ to juke as you cross the crease, then uncork the shot as you reach the far side of the crease.



PROTIP: You can settle most fights in a hurry by pounding on ○.



PROTIP: If you're trying to weave through traffic with the puck, tap △ to juke defenders.

GRAPHICS 4.5

For a PlayStation game, these visuals perform like a pro, featuring a clean frame rate, detailed rinks, and solid player models. Cool animations bring the hard-hitting checks and sprawling goalies to life.

SOUND 4.5

Strong audio keeps these rinks rocking with crowd cheers and jeers based on the game's momentum. The two-man commentary delivers lots of cool details, but the pacing is a little uneven at times.

CONTROL 5.0

The best controls in PlayStation hockey return to the rink. An intuitive feel to the skating and passing keeps you in the game, while busting big hits and dekes will plaster a huge grin across your face.

FUN FACTOR 5.0

NHL 2001 follows up last year's stellar season with another year of the PlayStation's best hockey. The improvements on the 2000 edition aren't sweeping, but if you're a hockey fan, you'll happily spring for a season ticket.

Virtua Athlete 2000



BY LAMCHOP

- Published by Agetec
- $39.99
- Available now
- Track & field
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

PLATFORM
Dreamcast

SPORT
Track & field

VIRTUA ATHLETE 2000 finishes as a strong competitor on the Olympic-gaming podium thanks to solid graphics and gameplay that puts some other Olympic titles to shame.

VA2000 offers seven events, including the 100-meter dash and high jump, and you can select athletes from any country or create your own. The characters and backgrounds are smoothly rendered, while audience applause adds a lot to the competitive excitement. As you might expect, gameplay involves button-mashing the decent controls, but, in events where you need to keep an eye on your stamina—such as the 1500-meter race—you'll also need to use the directional pad. Yep, there's more to this game than than just smashing the red and yellow dots.

The only fouls in VA2000 are the fewer number of events and the cheesy, generic commentator who informs you of such informative news as, "The event is finished, please look at the results." Though it doesn't score highly in replay value, Virtua Athlete 2000 will help propel you into the Olympic mood; it's worth a rental for a weekend of competitive fun.



PROTIP: In the 1500-meter race, use the directional pad to keep the inside track and watch your stamina!



PROTIP: In the javelin throw, release at about a 50-degree angle to obtain maximum distance.



Sydney 2000



BY LAMCHOP

- Published by Eidos
- $44.99
- Available now
- Track & field
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	2.0	3.0	2.0

PLATFORM
Dreamcast

SPORT
Track & field

IF YOU KNOW what's good for you, stay away from Sydney 2000—the Dreamcast game, that is, not the Olympic venue. Eidos pole-vaults onto the Olympic bandwagon with this title in which 32 countries compete in 12 events, such as kayaking, skeet shooting, and the 100-meter dash—all in either arcade or Olympic mode.

Bad character rendering and repetitive victory animations do nothing for the graphics and definitely don't take advantage of the Dreamcast's graphic tenacity. The commentary by Dwight Sones and Marty Liquori also sours the experience as they repeat, at an alarming rate, generic phrases such as, "This is her first attempt at this height." Gameplay doesn't fare any better, with painfully slow frame rates in some events and controls that are awkward unless you reconfigure the buttons yourself. Ultimately, this button-masher doesn't make the team, let alone grab the gold.



PROTIP: In the 100-meter sprint, hit the action button to nose-dive at the finish line–at least one A.I. opponent will be right on your tail.



PROTIP: There are three sections to the weightlifting event, so keep mashing those buttons to maintain your power.



PlayStation.2

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PC CD ROM

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G-SHOCK
MR. ZOGS
SEX WAX
NA
ARROW
T&C Surf Designs
Hawaii
Local Motion



BY LAMCHOP

- Published by EA Sports
- $39.99
- Available now
- Stock-car racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

NASCAR 2001 Earns a PlayStation Podium Finish

PLATFORM
PlayStation

SPORT
Racing



THE NASCAR SERIES from EA Sports returns for another lap with NASCAR 2001, which roars up with authentic drivers and tracks, and a new game engine under the hood. Aside from quirky sound options, the latest NASCAR earns a place in the top-five of the racing circle.

2001: A NASCAR Odyssey

NASCAR 2001 rumbles in with 34 drivers (all playable) updated for the 2000 season; you can expect famous names like Jeff Gordon, Dale Earnhardt, and Terry Labonte. You can take your 750-horsepower ride on any of 19 official NASCAR tracks, including Atlanta, California, and Las Vegas. The game also contains five fantasy courses to unlock, set in New York, San Francisco, Hawaii, Kansas, and Colorado.

You can hop into a quick race, customize a season, or go through the entire NASCAR season to win the Great American Race at the Daytona 500. Options—like damage, engine breakdown, and tweakable cars—will keep simulation fans happy.



Only five laps to go...



PROTIP: Drafting is vital for increasing speed. Stay behind another car to gain until you want to break away.

Watch the Paint Job

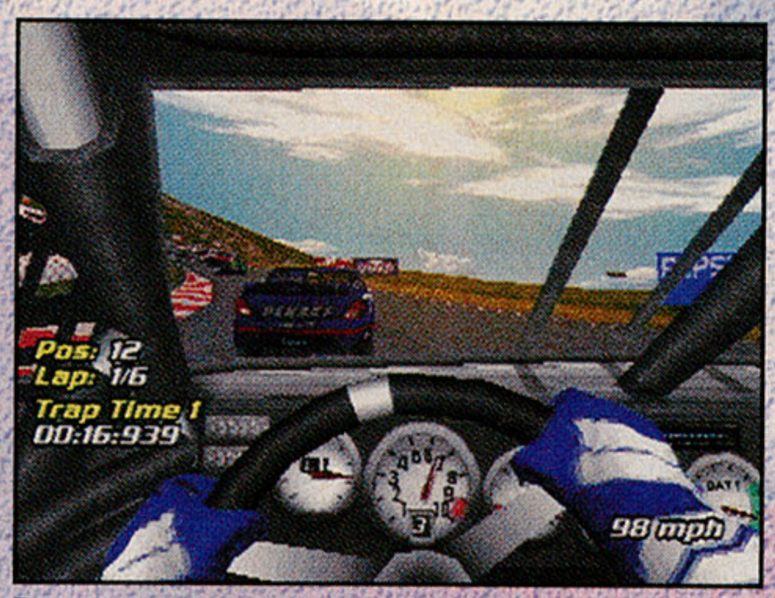
The new game engine in NASCAR 2001 really pumps up the performance in gameplay, and 15 or even 20 laps around the track will still be exciting as you bump and grind with other cars for the number-one spot. The controls are tight and realistic in true NASCAR form—steer too much or too little at 170-plus mph, and you could careen off the track.

Graphically, NASCAR 2001 performs solidly, but not exceptionally. The graphics are comparable with those of last year's NASCAR—smooth, with fast frame rates—and nice touches, like sparks flying when you hit the walls or other vehicles, will satisfy your bump-n-grind tendencies.

The audio is a bit quirky. If you turn on the music, you can't listen to the commentary or your spotter, and vice versa, which is a real disappointment. You'll want to leave on the upbeat rock music, rather than listen to the generic commentary—"Car 18 has just entered the top 10"—or your spotter's lame jibes when you brush against the wall: "You wreck it, you buy it."



PROTIP: Don't always follow the pack. If you see an opening, go for it.



For some entertaining stock-car racing action, get behind the wheel of NASCAR 2001.

Taking on the Leader

Ultimately, NASCAR 2001 for the PlayStation is a fast-paced racing game that should keep you glued to the track—if you can overlook the sound issues. At the very least, a rental will get your adrenaline pumping for a weekend of true NASCAR competition fun.



PROTIP: Test the curves the first few laps by easing off the gas and powering through. You'll soon learn how fast to hit them.



PROTIP: Trapping another car against the wall is a great way of passing while slowing him down.



PROTIP: Stay away from the wall. Even if you don't hit it, another car can ram you into it.

GRAPHICS 4.0	SOUND 3.5	CONTROL 4.5	FUN FACTOR 4.5
The graphics are as solid as in last year's NASCAR, featuring bright, detailed cars. Pop-up is almost nonexistent, and fast frame rates create a great sense of speed.	You can choose to listen to upbeat rock music or the chatter of the commentator and your spotter—but not music and speech at the same time. Meanwhile, the rumbling of the throttle keeps things rolling.	The controls are tight and realistic, which is great for a true NASCAR feel. You'll learn quickly what not to do when navigating a vehicle at 150 mph.	If NASCAR racing is your thing, NASCAR 2001 is a solid game that fans will want in their collection—it should satisfy most, despite lackluster sound options. If you're a general racing fan, NASCAR 2001 is still worth renting.

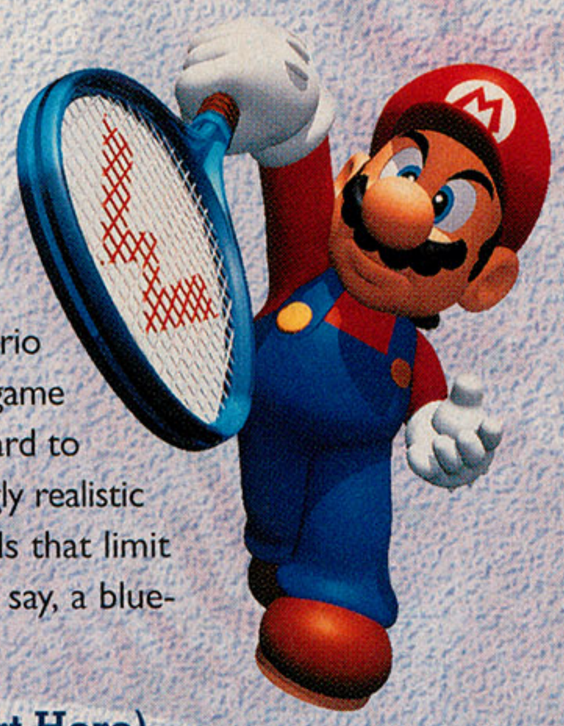


BY JAKE THE SNAKE

- Published by Nintendo
- $49.99
- Available now
- Tennis
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

Mario Tennis



PLATFORM
Nintendo 64

SPORT
Tennis

THE VENERABLE plumber straps on his regulation blue overalls and joins his pals for Mario Tennis, a party-oriented game that's easy to pick up, hard to put down, and surprisingly realistic despite sluggish controls that limit your finesse to that of, say, a blue-suited plumber.

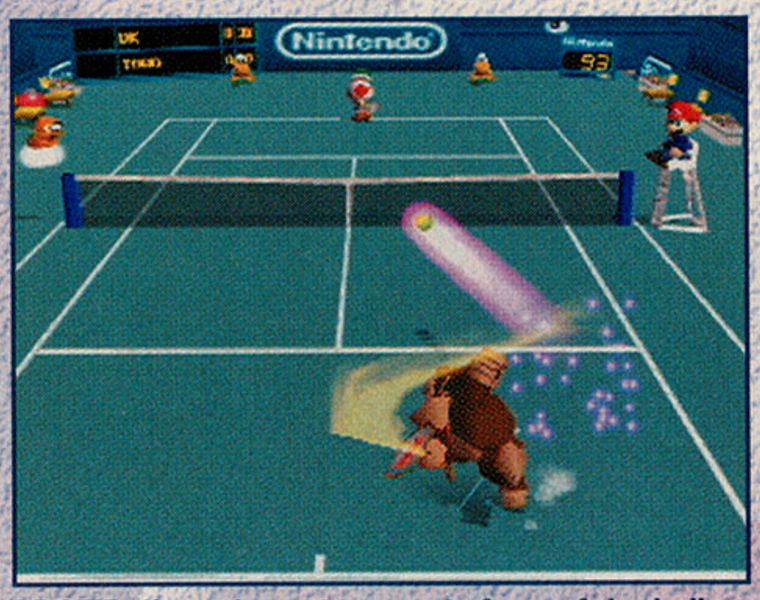
Mario...(Insert Leisure Sport Here)

In addition to Mario, many other Nintendo regulars have been practicing their backhand for their moment on center court—Bowser, Luigi, Donkey Kong, Yoshi, Wario, and 10 others. Despite the cartoonish cast, even real-life tennis fans (rumors say they live in Utah) will appreciate the game's similarity to the real thing: In MT, you can put mojo on the ball in the form of back-spins, topspins, lobs, and fireworks-laden smashes. A "Love" game means someone got badly whipped, and players cry and smash their rackets whenever they lose.

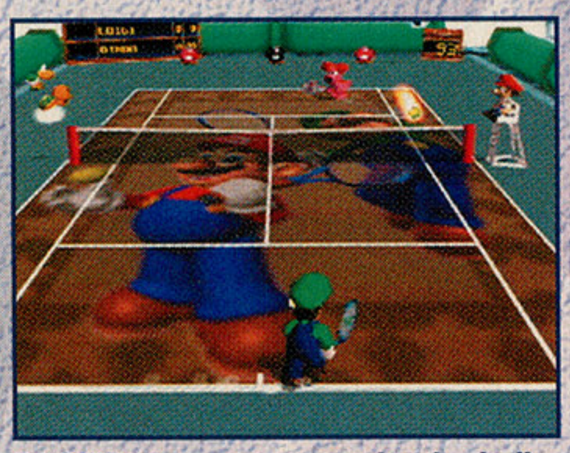
It's Deuce, Plumber Boy, Not "Doosah"

The Nintendo gang is cleanly rendered, and instant replays make you look like a superstar. Sound effects and music are standard Mario fare, though the Italian-accented announcer is a nice touch. Best of all, the gameplay is so easy that anyone can pick up this game and have fun immediately. The controls can be sluggish and imprecise, however, which is especially evident against tough A.I. opponents. Luckily, precise control isn't key to the multiplayer game—the heart of Mario Tennis and its source of long-term value.

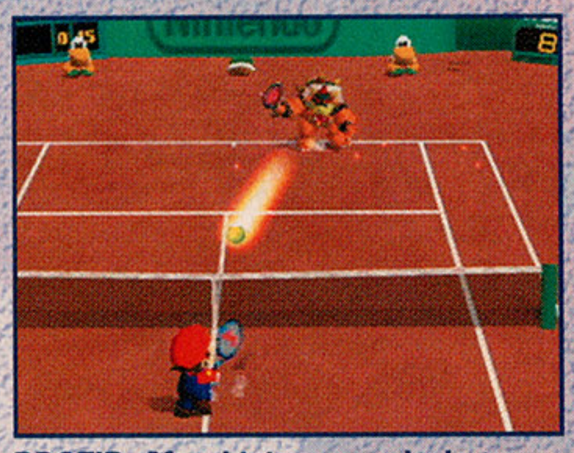
Mario fans looking for a fun party game will do no better than Mario Tennis, while tennis fans who can bear the cuteness will enjoy the game's surprising depth and realism.



PROTIP: If you have time, get in front of the ball, hold B, then hold A to charge up a smash.



PROTIP: As soon as you hit the ball, return to the center of the baseline so you're ready to chase the next shot.



PROTIP: After hitting a weak shot or a lob, rush the net so you can block your opponent's inevitable smash.

GRAPPLING HOOK

Swing Away Golf



BY AIR HENDRIX

- Published by EA Sports
- $49.99
- 4 players
- Available October
- ESRB: Everyone
- Golf

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.0	4.0	3.5

PLATFORM
PlayStation 2

SPORT
Golf

WHEN NEW SYSTEMS are launched, some first-generation titles set standards, while others fade from memory faster than Tiger Woods breaks records. The quintessentially forgettable Swing Away Golf takes a stab at cloning the success of Hot Shots Golf, but most gamers will be better off playing Hot Shots on their backward-compatible PS2.

Sliced Swing

With adequate, by-the-numbers arcade gameplay, Swing Away offers little that's worthy of note. Choosing from standard modes and options, players tee off with one of seven kiddy characters on six fantasy courses. The high point is a Gran Turismo–style Story mode in which you play tournaments, building up your character and equipment. Even the course creator sounds cooler than it is—you pick from limited possibilities, and the game spews out new holes without your involvement.

Solid controls are Swing Away's only saving grace. Easy enough for amateurs, they're backed by the details like spins, draw, and so on that pros will appreciate.



PROTIP: When lining up putts, use the analog sticks to zoom in the camera to the hole, then precisely aim your shot.

Hurl Away

Swing Away's real problem is that it drowns in its own cuteness. Nauseating sound will send you lunging for the mute button in a desperate attempt to escape the bubbly music. And the incredibly lame, repetitive comments from your caddies and partners will make you entertain thoughts of murder. Meanwhile, the decent graphics don't stretch the PS2's capabilities—a Dreamcast could handle these respectable courses and golfers without breaking a sweat.

If you're looking for sexy next-gen gaming on your spankin' new PS2, Swing Away ain't it. Golfers might enjoy a rental if they can stomach all the cutesiness, but everyone else should hold out for greener fairways.



PROTIP: Don't trust the preset shot—check conditions and set the aim yourself to avoid potential problems.



PROTIP: If your second shot will land on the green, apply some backspin so the roll doesn't result in a brutal putt.

NFL Quarterback Club 2001



BY LAMCHOP

- Published by Acclaim Sports
- $39.99
- 4 players
- Available now
- ESRB: Everyone
- Football

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	3.0

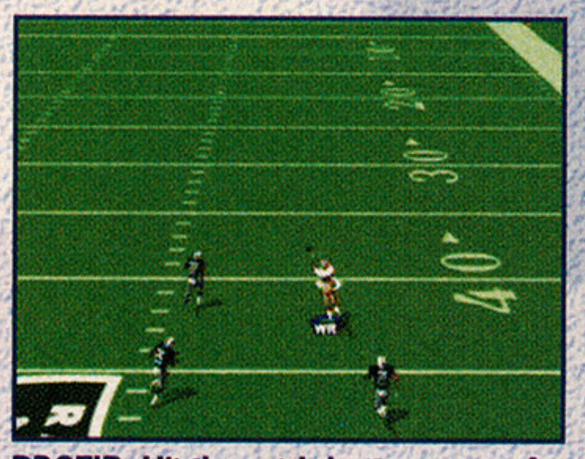
PLATFORM
Dreamcast

SPORT
Football

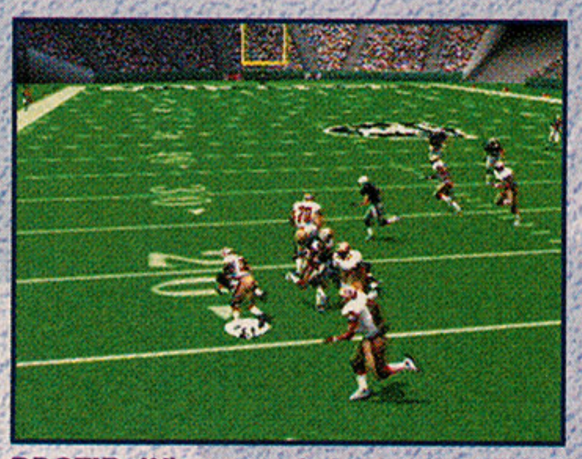
LIKE A RUNNING back that just won't go down, the Quarterback Club series returns for the 2001 season. While NFL Quarterback Club 2001 is a decent football game, you may want to withhold your membership fees.

The Play-by-Play

QBC01's playbook of features includes all 31 pro teams, over 1500 players, 3D-rendered stadiums, team-specific plays, and commentary from Mike Patrick and Randy Cross. You'll take your team through five modes (Season, Exhibition, Tournament, Playoffs, and Pro Bowl) or create your own players and teams with the Custom Creation mode for a Super Bowl run. For the manager wannabes, you can choose Team Management mode to trade, draft, sign, and release players, while dealing with the salary cap.



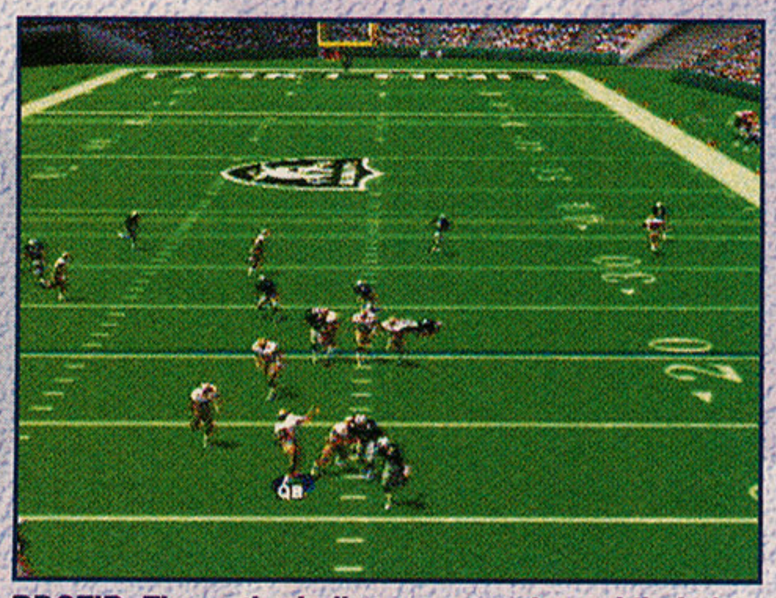
PROTIP: Hit the catch button most of the time, but, when guarded, hit the jump button to get an edge.



PROTIP: When running or returning the ball, follow your blockers and let them clear the way.



Create your own super-bruiser in the Custom Creation mode.



PROTIP: Throw the ball to your receiver while he's still running to increase chances for success.

Fumbles and Recoveries

Complex controls prove to be a challenge—you'll want to hit the practice mode. Gameplaywise, QBC01 loses a few points for slow frame rates and less-than-exciting action. Visually, QBC01 boasts over 1200 motion-captures, and most of them are impressive (though they repeat), but player models appear small on the field. While the audience boos and cheers after each play add to the ambiance, the commentary and generic chatter from Mike Patrick and Randy Cross repeats at an alarming rate.

Quarterback Club 2001 doesn't make the cut, especially when compared with other Dreamcast games like NFL 2K1 that have multiplay for serious online challenges. Look for QBC01 in the rental section.



BY VICIOUS SID

- Published by Midway Home Entertainment
- $49.99
- 4 players
- Available now
- ESRB: Everyone
- Football

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.5

KNFL Blitz 2001

PLATFORM
Nintendo 64

SPORT
Fantasy football

TIRED OF PLAYING by the rules? Midway's NFL Blitz 2001 scraps rules and regulations in favor of pro wrestling–style sacks and trash talk. While the bone-crunching is as seductive as ever, Blitz 2001 adds only minor tweaks and features. If you're not a Blitz nut, sit out this game on the bench.

NFL Blitzkrieg

As always, the Blitz series isn't concerned with the comprehensive strategies and Zenlike gameplay of Madden. Though you can pull a few sneaky stunts (like fake punts), you'll usually resort to frenzied suicidal dashes and stiff-arm punches, which all perform decently with the satisfactory controls. Sadly, Blitz 2001 is the same old stagnating formula; an updated roster and a few playbook tweaks don't help.

Even when using an Expansion Pak, Blitz 2001 scarcely looks better than last year's entry. Though the skull-cracking tackle animations—including power bombs, body slams, and clotheslines—look as painful as ever, the player models are blocky and featureless. Blitz 2001 doesn't impress on the sound front either, offering sparse, repetitive commentary and tinny background tunes.



PROTIP: Distance your QB from the fray, then dart to one side of the field and Turbo-dash–a foolproof strategy against the boneheaded A.I. teams.

Textbook Play

As in past entries, Blitz 2001 includes Arcade, Season, and Tournament modes, plus the welcome Playbook Editor feature. Three new party games are also featured—Quarterback Challenge, Goal Line Stand, and 1st and Goal Frenzy—yet these frail mini-games do little to extend Blitz 2001's meager single-player value. Blitz truly shines only when played with friends.

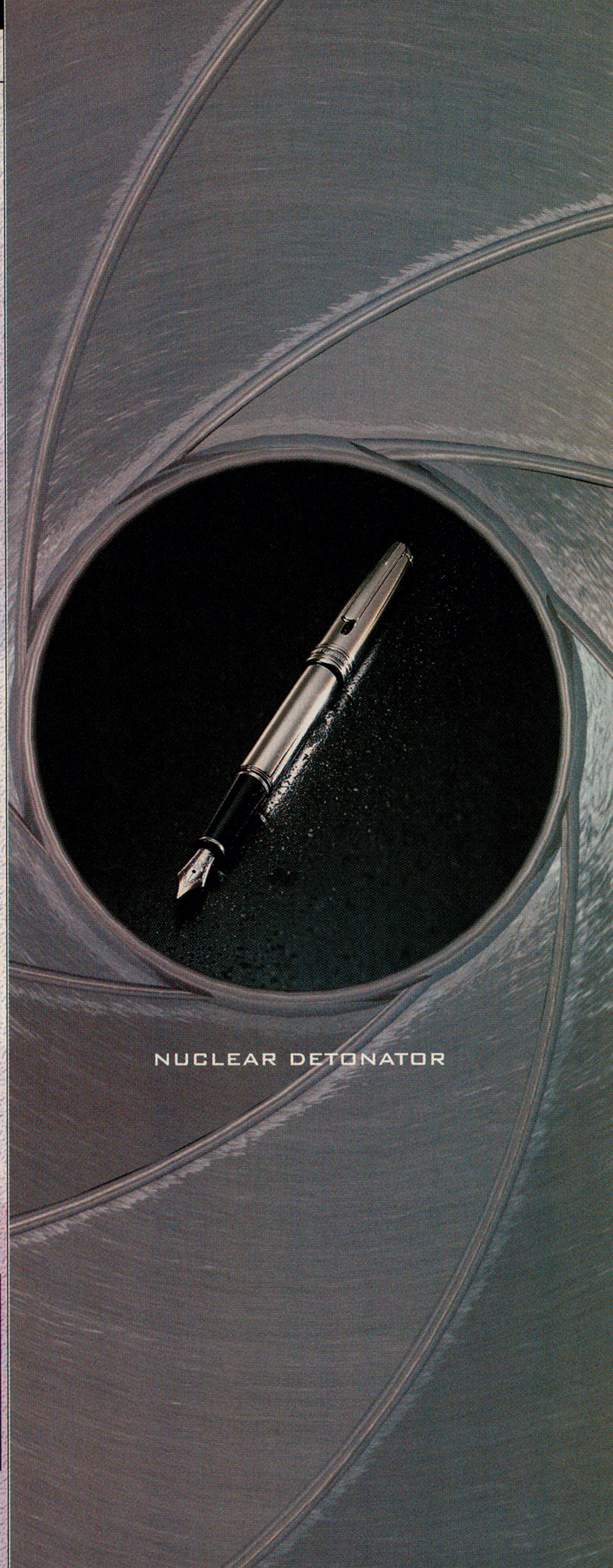
Clearly, the Blitz series is in dire need of a top-to-bottom makeover. Though the rowdy pigskin-meets-WWF formula oozes potential, this year's edition barely limps onto the field. As it stands, Blitz 2001 is only a second-string effort; save your cash for Madden.



PROTIP: Defensive players run faster than ball carriers. Jump frequently (tap B) and spin (double-tap Z) to evade pursuers.



PROTIP: When running with the ball, tap A to shoulder-plow through the defensive line. To stiff-arm players, hold Z and tap A.



PLATFORM
Nintendo 64

SPORT
Football

NFL Quarterback Club 2001



BY JIMMY BONES

- Published by Acclaim Sports
- $44.99
- Available now
- Football
- 4 Players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	2.5	3.0

AFTER QUARTERBACK CLUB 2000, one of the N64's worst sports games, it's hard to believe that this was once a popular franchise. Although a vast improvement over last year's model, QBC01 is not bound for the hall of fame.

Needs More Time in Camp

QBC01 makes strides toward realism with tons of features: Total Team Management lets you play general manager, while created team-specific playbooks make coaching intense. The field even deteriorates, affecting movement. Too bad the gameplay doesn't match this impressive level of realism.

Player movement is spastic at times, ranging from stiff to fluid on the same play, while special moves can be drawbacks as you often slow too much when juking a defender. Passing is the biggest problem: The icons make finding receivers easy, yet the controls aren't responsive enough in pressure situations. At least the frame rate is improved, so you don't get the jerkiness that plagued QBC2000.

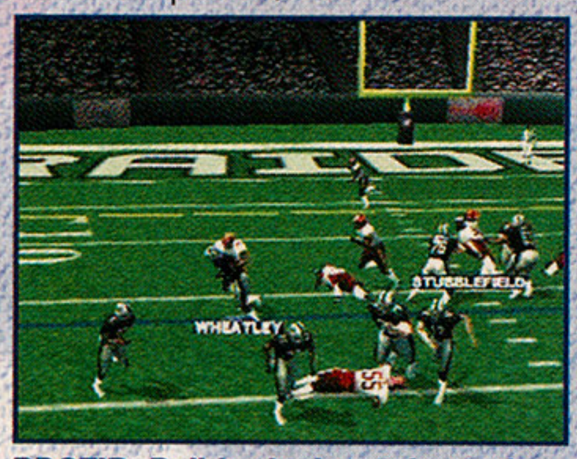
Pretty Enough for Monday Night

QBC01's presentation is its strongest point. The sharp graphics feature beautiful players, stadiums, lighting, etc.; the player animations, however, aren't too smooth. The solid audio complements the visuals well, and the sarcastic commentary by Mike Patrick and Randy Cross is among the best on the N64. Unfortunately, the sound effects are pretty flat.

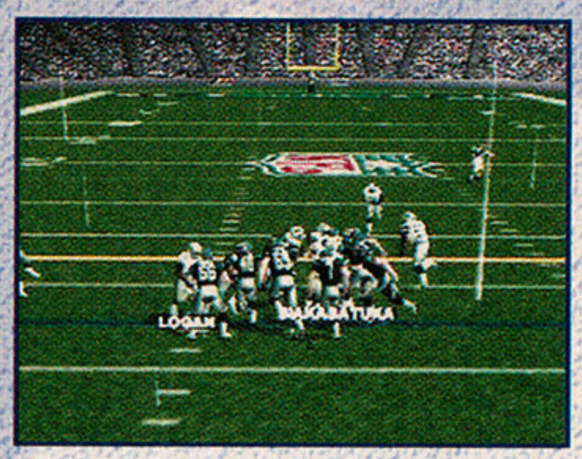
While QBC2001 may be better than QBC2000, it's not in the same league as Madden NFL 2001. Spend your cash on the latter and try this game as a weekend rental.



PROTIP: It's not too hard to catch a lob pass in heavy coverage. Jump right before the ball is overhead and press Catch.



PROTIP: Pull back, then juke to the side to avoid flying tackles and to outsmart the A.I.



PROTIP: Spinning or juking constantly in the snow or rain is a great way to get smeared by the defense!

PLATFORM
PlayStation

SPORT
Racing

Jarrett & Labonte Stock Car Racing



BY VICIOUS SID

- Published by Codemasters
- $39.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	3.5

THOUGH BILLED AS a stock car racer, Jarrett & Labonte draws more from European touring car contests. Most races begin from a standstill and most of the 23 tracks are in Europe and Japan—a fact sure to annoy NASCAR fans.

Overly realistic controls are unforgiving, turning tiny slip-ups into disasters. Occasional slowdown aside, J&L's graphics are clean; headlights even shatter during collisions. You'll catch tire-squealing effects, plus thrashing tunes courtesy of Offspring and Moby. While J&L is a competent sim-oriented racer, Gran Turismo 2 is the PlayStation champ. Racing fanatics may want to take a few laps with Jarrett & Labonte Stock Car Racing., though.



PROTIP: Four-wheel-drive chews up curves effectively.



Jarrett & Labonte offers a mix of U.S. stock cars and European F1 tracks.

PLATFORM
PlayStation

SPORT
Soccer

ESPN MLS GameNight



BY VICIOUS SID

- Published by Konami
- $39.99
- Available now
- Soccer
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

KONAMI KICK-STARTS its new ESPN The Games series with GameNight. While it's a well-rounded title, most fans will agree that FIFA still rules the soccer field. GameNight makes a valiant effort, injecting genuine MLS rules and rosters—12 official teams and stadiums, plus 53 unlicensed international teams—as well as in-depth Custom League and Custom Player modes. ESPN's Bob Ley and Louis "Gooooaaaaal!" Tapia treat players to lively commentary, while eye-catching arena designs and graceful player animations add graphical luster. GameNight sports three pass buttons, serviceable teammate A.I., and tight maneuvering.

With some polish, next year's GameNight could easily stand toe-to-toe with the champ—until then, stick with FIFA 2001.



PROTIP: If clear, hold R1 to sprint to breeze past most defenders.



PROTIP: A.I. players have difficulties intercepting passes, so pass a lot.



BY AIR HENDRIX

- Published by 989 Sports
- $39.99
- Available now
- Hockey
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.5	4.0

NHL FaceOff 2001

PLATFORM
PlayStation

SPORT
Hockey

THE FACEOFF SERIES has been stuck in the doldrums lately, and it's been a while since the franchise showed the flashes of brilliance that led it to stardom in the early PlayStation years. NHL FaceOff 2001 doesn't return to those glory days, but it delivers a more polished, more enjoyable effort than FaceOff 2000.

Floats Like a Butterfly...

Sadly, the main problem with the series returns again: A floaty, muddy feel to the skating mars the realism and fun. But with practice, you can learn to handle it, and the new shot-aim feature is sharp. EA Sports vets, though, will long for their deke/big-hit button.

The default gameplay speed has also mellowed to a normal pace, and players can choose between arcade or sim action to find their flavor of fun. New modes (practice, tournament, and shootout) and a new line manager nicely round out the sturdy features, which include all the pros, player creation, fighting, seasons, and so on.

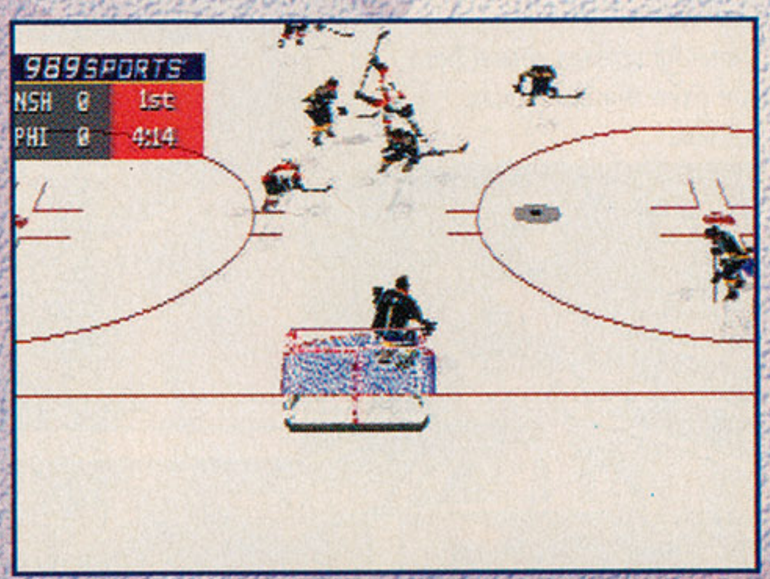


PROTIP: Hip checks are the best way to flatten an opponent. Press and hold → or ← and tap ○.

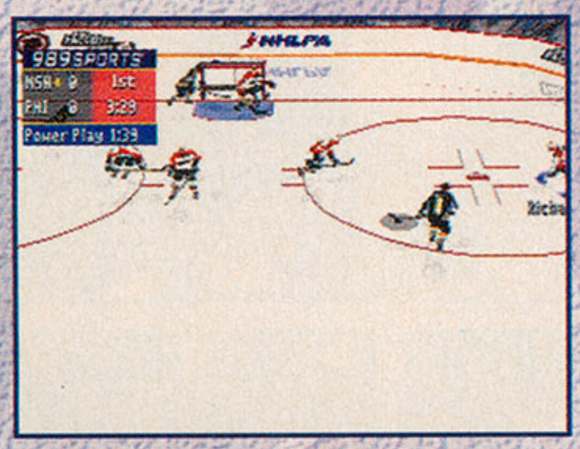
...Stings Like Bure?

The two-man commentary has also improved, delivering cool details and cues such as, "He's standing up in the penalty box." But sound effects like the player grunts are tinny and lame. Fortunately, the visuals are generally very solid, though some of the animations get a bit chunky at times.

When the puck drops in the PlayStation rink, EA Sports' NHL 2001 takes the draw with its superior gameplay and control. If for some reason NHL 2001 doesn't get your skates flying, though, FaceOff 2001 is a worthy—although lesser—alternative.



PROTIP: If you center the puck for a one-timer into a pack in front of the net, the D will intercept almost every time. Look for clear lanes before wasting a pass.



PROTIP: Don't get caught chasing on penalty kills–switch between players smartly so you don't move someone out of position and leave an opening.



Bill Houlder and Keith Primeau settle things like gentlemen...with their knuckles!

MISSILE LAUNCHER

Ready 2 Rumble Boxing: Round 2



BY UNCLE DUST

- Developed and published by Midway Home Entertainment
- Target release date: November

PLAYSTATION 2 DREAMCAST

HANDS-ON



The silly king-of-the-ring is back–and goofier than ever–with loads of new characters in Ready 2 Rumble Boxing: Round 2.

Ready for the Next Round

Midway is bringing back Ready 2 Rumble Boxing for a second round of fisticuffs and tomfoolery, again hitting all the consoles and even adding the knockout punch of a PlayStation 2 version. One of the surprise hits of the Dreamcast launch in September of '99, Ready 2 Rumble Boxing created rabid fans with its contagious combination of cartoony graphics and furious fighting fun that resulted in some of the most addictive virtual boxing since Mike Tyson's Punch-Out on the NES.



Celebrity Punch Out

All 11 fighters will return for Round 2 with new flashy duds. Plus, Round 2 will arrive with 12 new—and even wackier—pugilists, including celebrity fighters Shaquille O'Neal and Michael Jackson, and a few other special guests who have to be seen to be believed.



Also new to the sequel will be a Tournament mode to raise that "friendly" level of competition you have with your buddies.

In the PlayStation 2 and Dreamcast preview versions, the graphics looked sharp, like in the first game, but with more ornate costumes and animations. Both systems exhibited surprisingly similar graphics, but the increased horsepower of the PS2 showed in the backgrounds and additional characters.

Boxing action was fast and easy as in the original, but some quicker and meaner combos have been added to the old characters to punch up the action a bit. There will also be three levels of "R-U-M-B-L-E" flurries to attain and unleash on your opponent.

For more info on Ready 2 Rumble: Round 2, go to gamepro.com!

Rumblin', Bumblin', Stumblin'

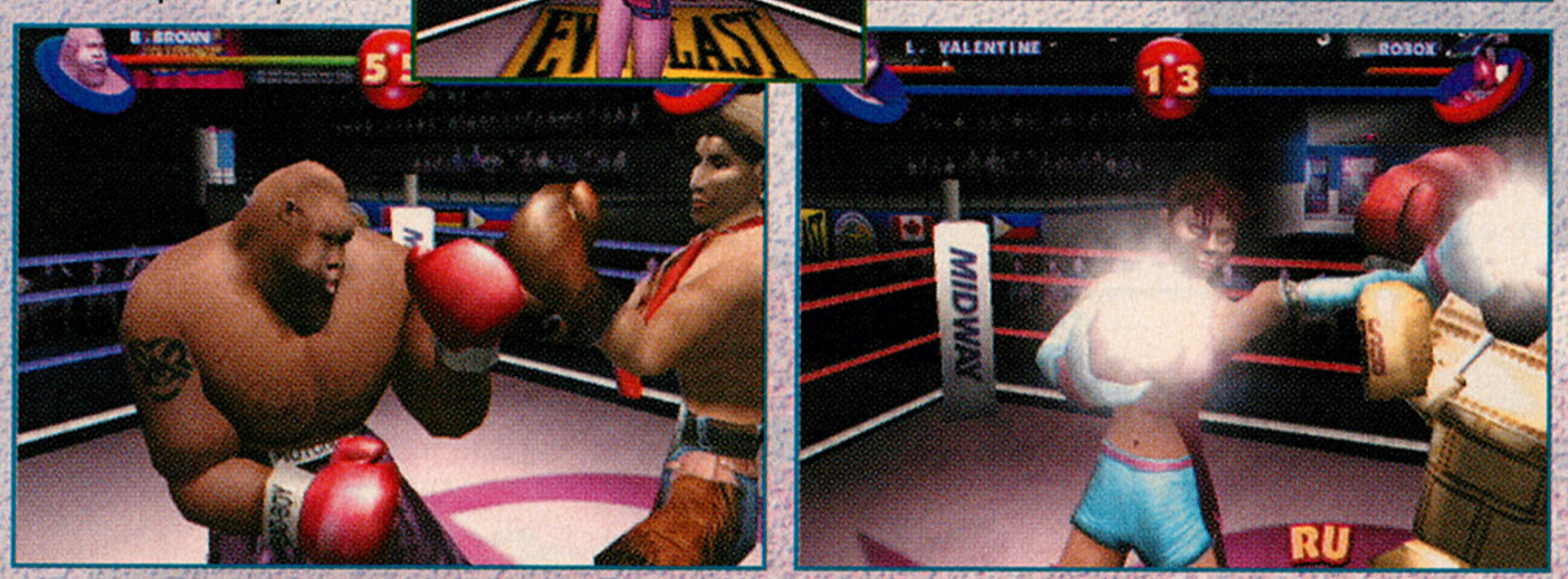
Although the preview versions were a bit buggy, they did show off the promise of a solid sequel to an entertaining game—though Midway might be going too far with the silliness of the character choices and costume design, which included a cross-dressing sumo wrestler and a robot. But as long as the sequel delivers the same quality of gameplay as the first did, Midway's latest fantasy sports franchise should last a solid 14 rounds.

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



























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THEY'RE

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FASTER,

SMARTER.

AND RIGHT

BEHIND YOU.

MATURE
M
CONTENT RATED BY ESRB

Animated Blood and Gore

Animated Violence

PlayStation

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DINO CRISIS 2

Yes, Regina is back in the action-packed sequel to the blockbuster survival-horror hit. Sent in for search and rescue, she is now armed with even more dino-fighting, heavy artillery. Only Regina is prepared for the adrenaline-pumping battles the recon team will soon encounter.

More action! More intensity! More prehistoric predators! One question remains... are you the hunter – or the hunted?

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NBA Live 2001

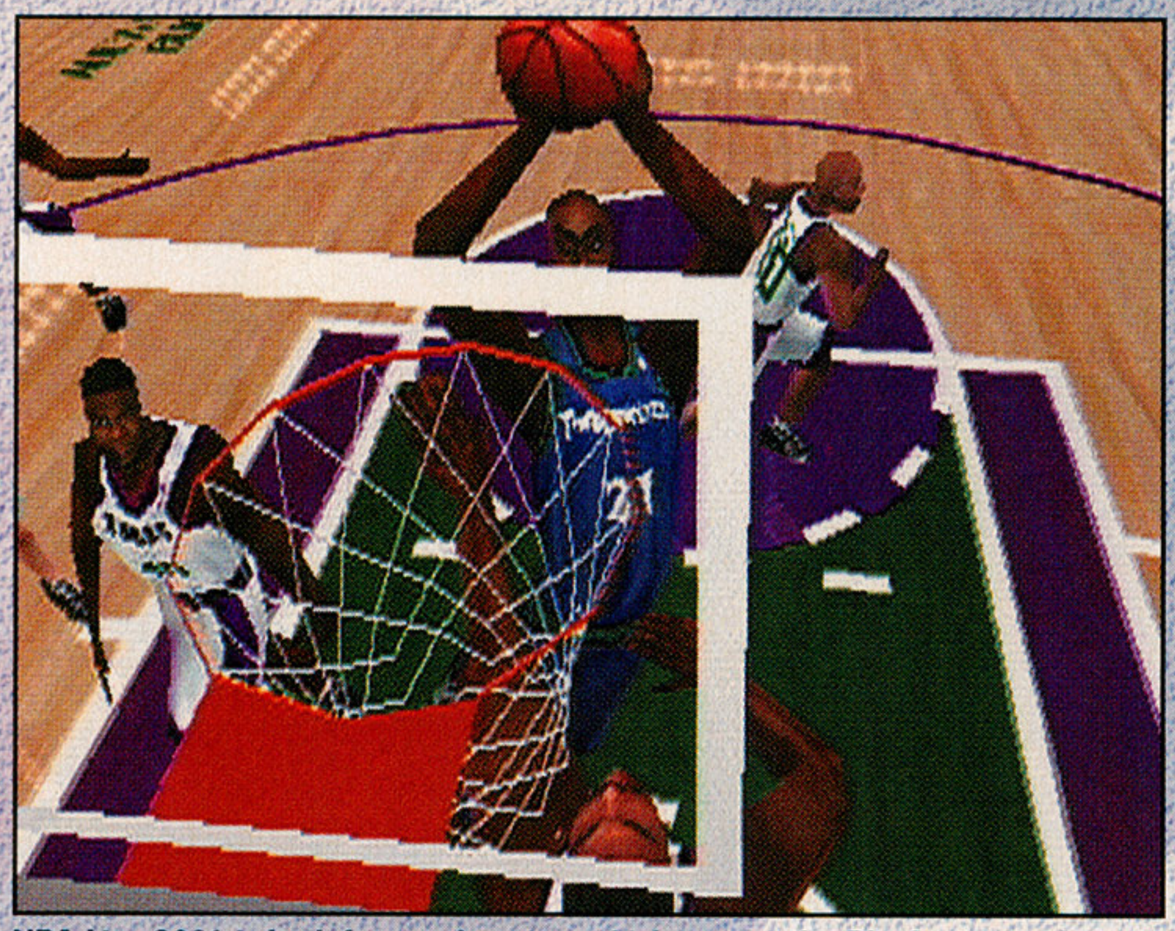


BY UNCLE DUST

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

PLAYSTATION

HANDS-ON



NBA Live 2001 is back for another rim-rockin' year on the PlayStation, with more realistic gameplay and even more extras.

Hoops Dream

EA Sports' hoops dynasty rolls on, and PlayStation owners should be very happy with the new model. NBA Live 2001 is driving downcourt to continue its tradition of realism while delivering more of the extras that hardcore fans desire—such as the very cool one-on-one with Michael Jordan.













No Bricklayers Allowed

As part of EA's continuing efforts to perfect realistic play on the basketball court, this year's Live will yield improved post moves and animations for the inside game, better speech and sound effects, as well as new in-game transition sequences just like the ones on TV. You'll see players arguing with the referee, congratulating one another on court, or just cheering like mad from the bench.

NBA Live will also sport new gameplay challenges that give you extra objectives to complete while playing a game. They'll begin with simple stuff like win by 10 or get a triple-double, then advance to hard stuff like sweeping tough road trips or having your created player win the MVP. You'll earn points that go toward selecting from a huge inventory of rewards, including create-a-player options. Just winning the game won't be enough anymore.



Keep Your Hands on the Ball

The preview version of NBA Live 2001 played as smooth as Iverson's crossover, and the new transitions gave the game a very realistic presentation. Graphically, you'll be able to tell the PlayStation is getting old, but it won't hamper the gameplay—for the PlayStation, Live 2001 performed solidly. Commentary was on the money, and the controls felt as responsive as ever. Unless something goes terribly wrong, NBA Live 2001 looks to win the finals again this year with another all-star team taking the court.







For more info on NBA Live 2001, go to gamepro.com!













MTV SPORTS PURE RIDE

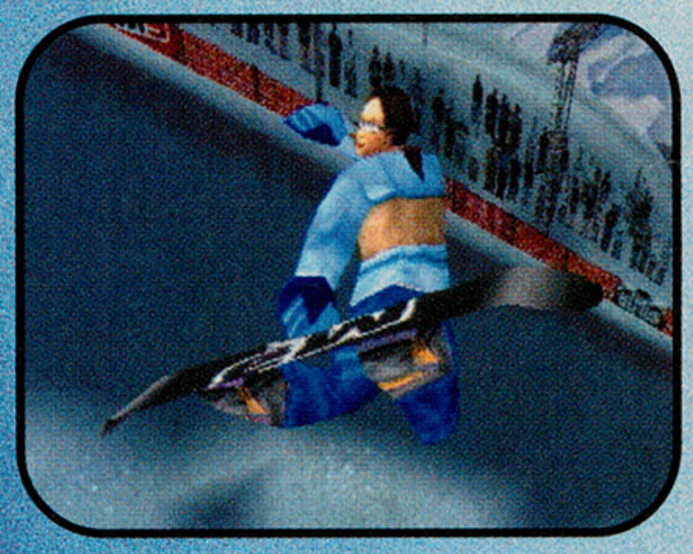
I'd rather be cutting off skiers



Ride the entire mountain.



Build your own mountain,
full of cars, kickers, trees and rails.



Combine jumps, tricks and grinds
in the all-new stunt mode.



We've given you total freedom. Now shut up and ride.

EVERYONE E CONTENT RATED BY ESRB

PlayStation

GAME BOY COLOR

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BY AIR HENDRIX

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

PLAYSTATION 2

HANDS-ON

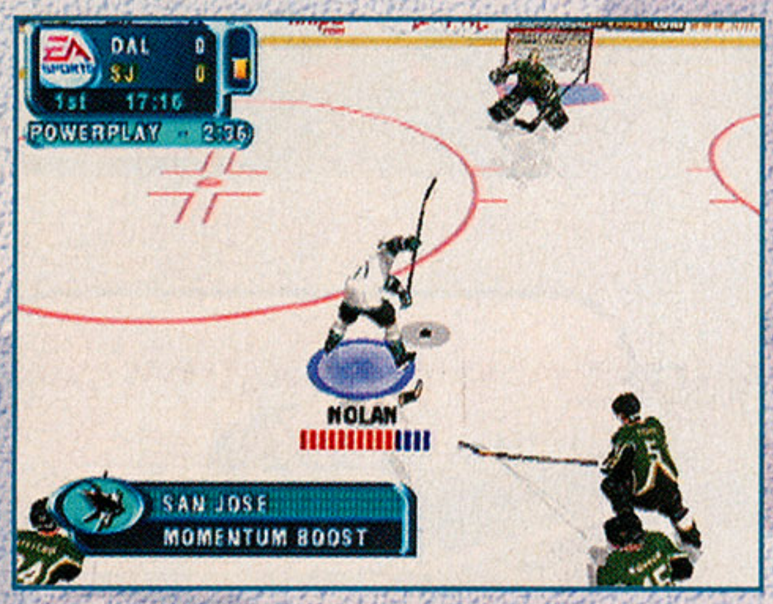
NHL 2001



HOLY HAT TRICK! If you're at all a hockey fan, NHL 2001 for the PS2 looks like it'll practically be a religious experience. In the preview version, the thrills came from jaw-dropping graphics, which were backed by the exciting gameplay that has made the series a perennial favorite since the Genesis days. Slick cut-scenes, like players having tantrums in the penalty box, were matched with amazingly detailed, fluid animations, like wingers jostling for position during face-offs. Players even got in each other's face, shoving, tussling, and otherwise getting your adrenaline flowing before the fight.

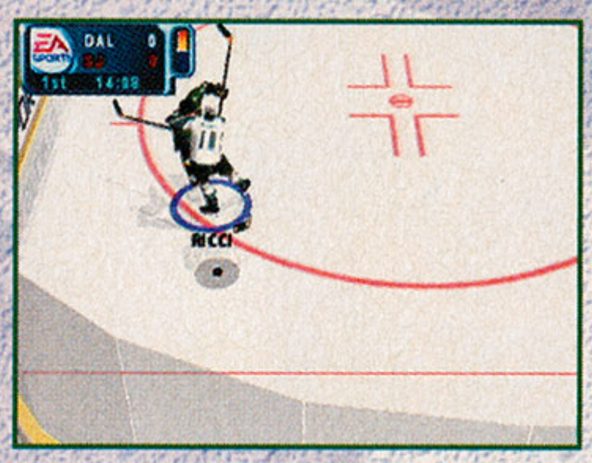


On the features side, NHL 2001 will have the standard modes, players, and more, plus a new momentum meter that tracks the ups and downs of the action—and affects your team's performance accordingly. As for gameplay and controls, the preview version still needed that final polish, but EA has plenty of time to add that before the game's released. If you're one of the lucky few with a PS2 preorder, keep an eye out for NHL 2001—it might just turn out to be the best hockey game ever.













NASCAR 2001



BY AIR HENDRIX

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

PLAYSTATION 2

HANDS-ON

NASCAR 2001 MAY be gearing up for its rookie season on the PS2, but EA's years of pro experience were already shining through in the preview version. Right from the start, racing fans will be impressed by the horizon—you could see forever down the track, which definitely heightened the game's realism and excitement. Better yet, lots of cars always surrounded you on the ovals, creating a strong sense of battling through the pack in a way that less-powerful PlayStation games couldn't.



Naturally, the car models were already spectacular, and even the crew chief's radio chatter was impressive, keeping up with the details of your opponents and your position in startling detail. The controls were smooth and comfortable, too, as vehicles traded paint on 12 real-life tracks, ranging from Daytona to Watkins Glen, with 34 pro drivers. As long as EA stays the course in the final weeks of development, NASCAR 2001 looks like it'll be an exciting race.











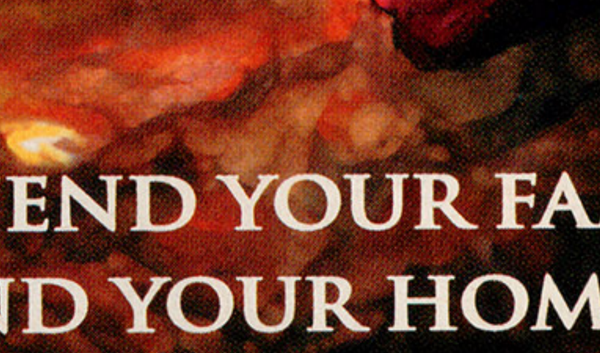




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YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.





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TEEN T CONTENT RATED BY ESRB — Animated Violence

PlayStation



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NBA Shootout 2001



BY UNCLE DUST

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

PLAYSTATION

HANDS-ON



989 SPORTS' NBA SHOOTOUT 2001 hits the court with redesigned gameplay and even more realistic graphics than last year's model. But will it be enough to dethrone NBA Live 2001? 989 has included more than 400 motion-captured animations in the new Shootout—from NBA stars like Jason Kidd, Trajan Langdon, and Paul Pierce—and they look very sharp. The preview version of Shootout showed off smooth-moving players and particularly impressive player models and arenas. Controls were very tight, allowing for more precise maneuvering. Touch Shooting and Create-A-Dunk options will still be there for the 989 faithful. The improvements, along with smarter A.I., could really push this title to the next level; it's going to be tough to challenge Live for the virtual hoops title, but NBA Shootout 2001 may just have the goods to compete this fall.















NCAA Final Four 2001

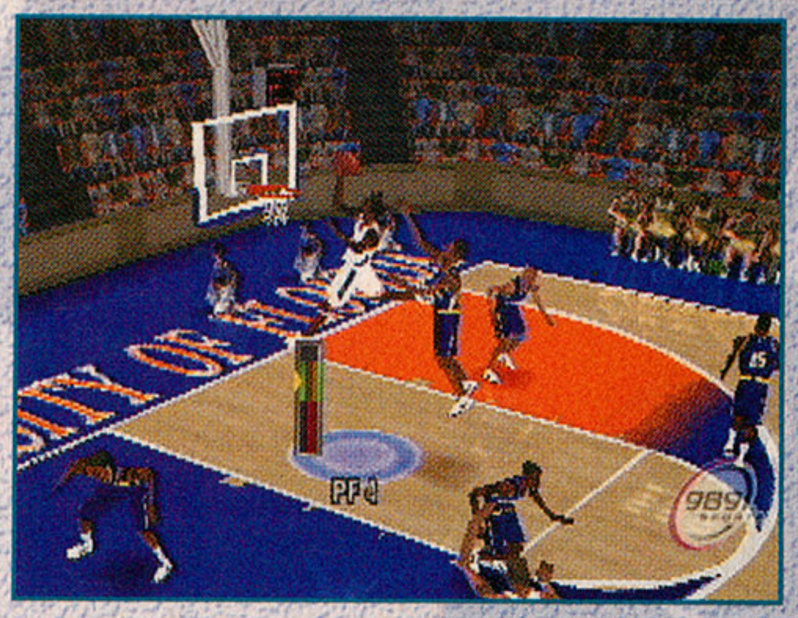


BY UNCLE DUST

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

PLAYSTATION

HANDS-ON



THE OVERHAUL OF 989 Sports' basketball line continues, as 989 dishes out a brand-spankin' new version of NCAA Final Four 2001. As it did with its pro counterpart NBA Shootout, 989 has vastly improved the gameplay in Final Four, including increased smarts for the computer defenders; the ball and rim physics have also been enhanced for more realism. Each team has its own specific playbook, so you'll be able to put on all kinds of full-court pressure defense, just like your favorite team. And, of course, Quinn Buckner will be back, doing the play-by-play and giving you all the game info. The preview version of Final Four definitely showed great improvement over last year's in terms of both graphics and gameplay, but it still had a ways to go. Because EA Sports' March Madness was a powerhouse last year, NCAA Final Four 2001 will need a Cinderella season to go all the way this year.

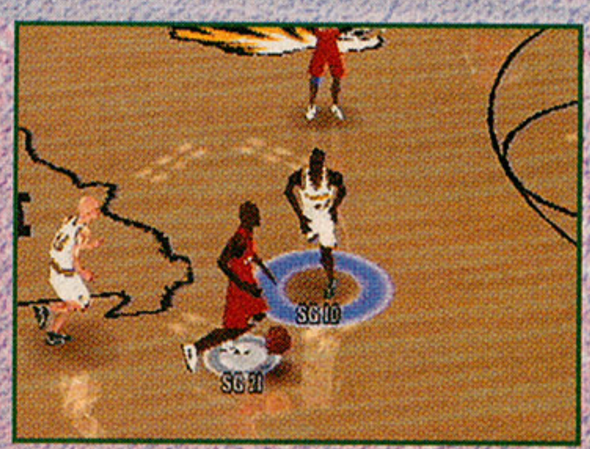












Disney's

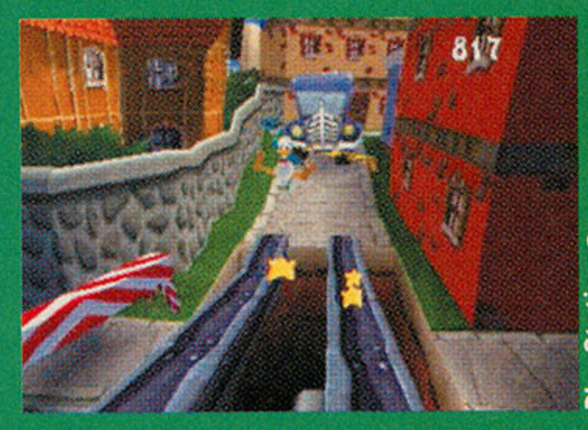
DONALD DUCK

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*"QUACKERS"



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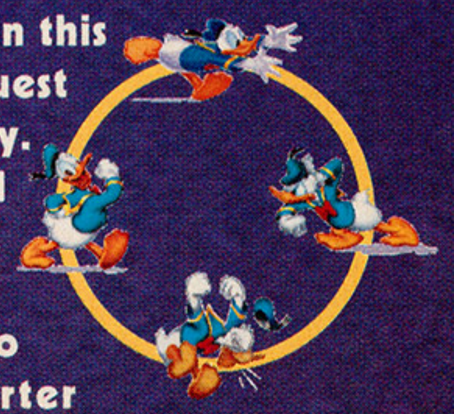
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Available November 2000

EVERYONE E CONTENT RATED BY ESRB — Mild Animated Violence

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PlayStation 2

PC

GAME BOY COLOR

EVERYONE
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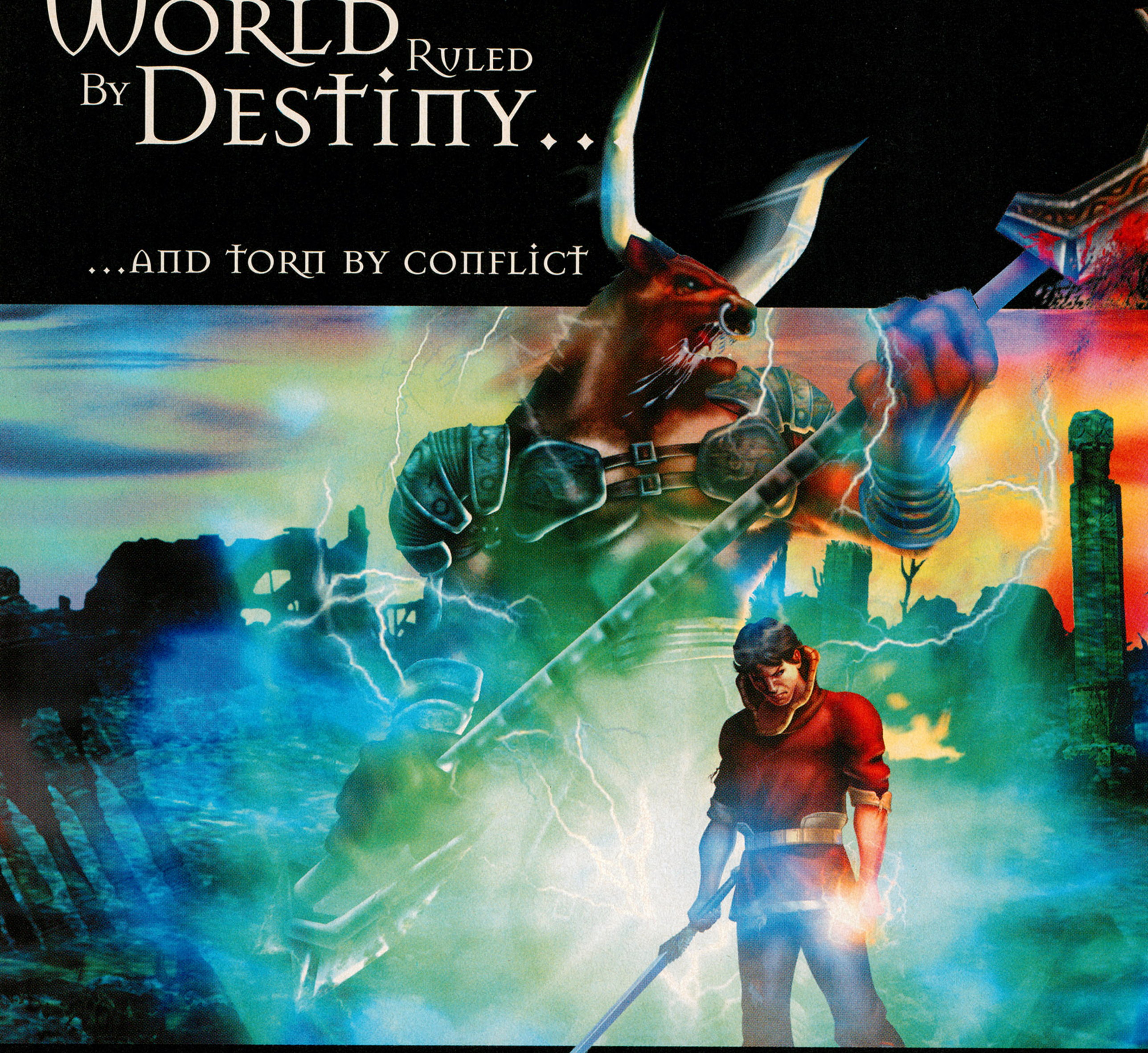
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In a World Ruled By Destiny...

...and torn by conflict



Saviors can be Destroyers.



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Born with the mark of a Summoner, Joseph of Ciran was responsible for destroying his village as a child. Although hated by many, he is the only hope for salvation. His ability to call forth demons, dragons, and elementals, and control their every move, gives him the power to topple empires, challenge gods, and stop the evil Emperor Murod from ruling the heavens and earth. Crossing a massive world, from sewers to cities to forests and beyond, Joseph seeks the ancient rings that are the source of his power. He will encounter hundreds of people, both friend and foe, including the three that will aid in his quest. Together, they will face danger and uncover the secrets known only to the Summoner.

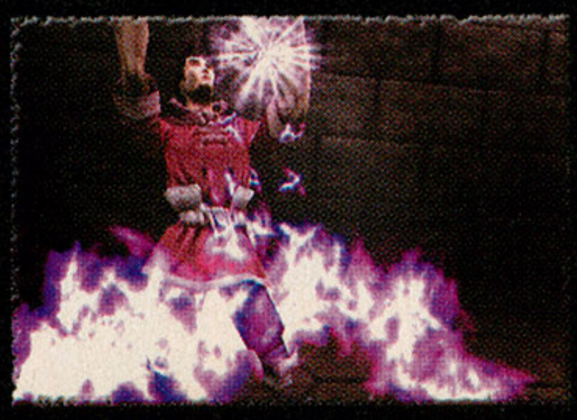
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volition

THQ™

www.thq.com



BY BROTHER BUZZ

- Published by Agetec
- Price not available
- Available October
- Role-playing game
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.0	4.0

PLATFORM
PlayStation 2

ETERNAL RING

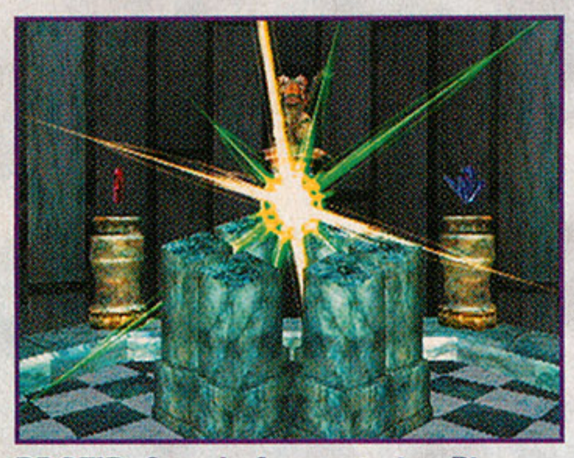


PROTIP: To open Blue Doors, you must find the water dragon inside the Water Shrine to obtain the Water Key.

Gamers itching to begin their long-term relationship with the PlayStation 2 will get some satisfaction with Eternal Ring. This great-looking, awesome-sounding action RPG presents a compelling adventure story; a challenging, danger-filled fantasy world; and a very cool ring-based spell system.

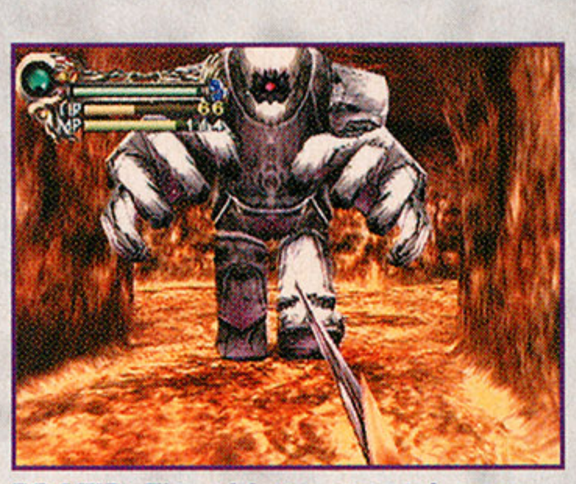
Island of No Return

Ring's storyline deftly mixes mystery and adventure. Via a first-person perspective, you play as Cain, a royal agent sent to the island of Solcia to check up on a research team's search for a lost civilization. However, an insane zoo of monsters, mystic creatures, and dragons has overrun Solcia. The team is not too happy about this, but they aren't telling Cain everything they suspect either.



PROTIP: Save before entering Ring Teleports, then experiment with gem combos to make the best rings. If not satisfied, load your saved game and start over.

Eternal Ring makes great use of the PS2's audio and visual muscle to move the story along. The cinemas are eye-popping, while the creature designs and environments are original and finely textured; the special effects put on a sometimes dazzling display. The audio takes full advantage of the DVD with topnotch character voices, crisp dialogue, and lively, mood-setting music. If you don headphones, some effects will even creep you out!



PROTIP: The old two-step jab move is deadly against Ring's slow-moving monsters. Press Toward the foe, hit △ to jab, then press Away to dodge a counterstrike. You can also run around slowpokes.

Rings and Things

As Cain, you attempt to unravel the research team's secrets. You can swing weapons and cast spells with magic rings—and both skills are powered by the usual HP/MP system. Crisp controls and an excellently tuned inventory system make managing items, hardware, and magic a snap.

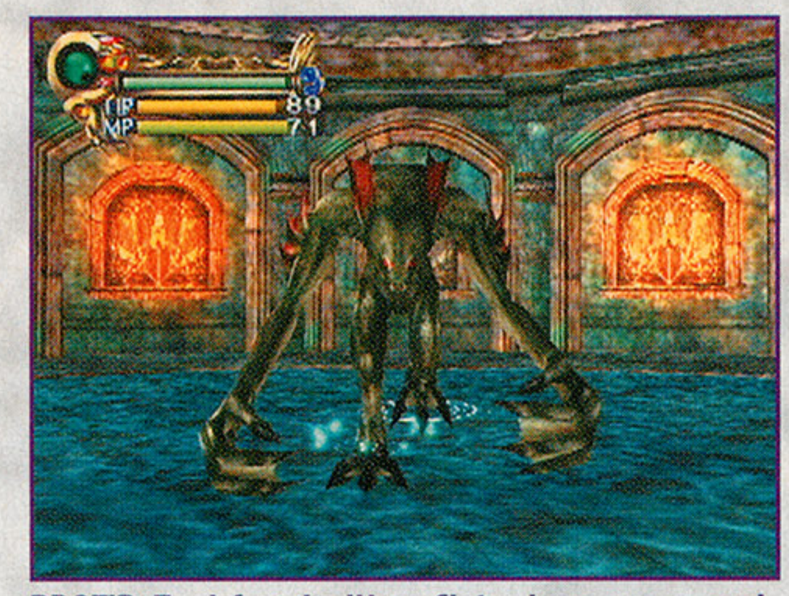
Mastering the magic rings has a cool strategy all its own. Defeating monsters reveals gems of various types and power levels. You have to become a sort of mystic jeweler as you slowly figure out gem combos for attack spells, like fire balls and wind turbulence, or healing spells to restore your health.

On the…er, other hand, the swordplay is pretty standard stuff, limited to simple jabs and running around slow-moving enemies. Most evil creatures move in low gear and telegraph their punches, but make up for a lack of foot speed by ganging up on you.



Hope Springs Eternal

The hype surrounding the PS2 created major expectations for some ripping RPG action. As one of the first games out, Eternal Ring comes through with entertaining challenges and topnotch features that portend great things to come.



PROTIP: To defeat the Water Shrine boss, run around him and blast at close range with a Fire Ring. Use your sword when he rushes you.

GRAPHICS 4.5

Bizarre character designs, lush scenery, and wondrous visual effects are razor sharp and excellently detailed. The cinemas have an impressive movielike feel. Many creatures, however, move very slowly during hand-to-hand fighting.

SOUND 5.0

This DVD audio rocks! The excellent voice-acting and articulate dialogue actually help the story flow and bring the characters to life. The music and effects are impressively tuned to the changing moods and game situations.

CONTROL 4.0

Tight directionals make movement effortless, while using the organized inventory system is a breeze. Accurately aiming spells, however, is an acquired skill, especially during combat, and, oddly, there's no analog joystick control.

FUN FACTOR 4.0

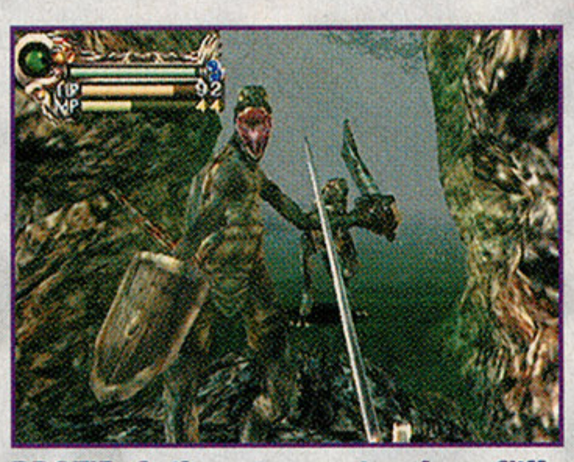
This spellbinding story casts a formidable mix of mystery, danger, and discovery. Crafting magic rings is creative and fun. Despite the simplistic and pokey sword fighting, Eternal "rings" true.



PROTIP: Early on, the Small Sword is handy, but you must exit the Water Shrine before you face the boss to get it. Return to the warehouse with eight gems. Also, say goodbye to Wallace.



PROTIP: Fast creatures, like the werewolf, dodge long-range magic easily. Be patient and wait for them to charge, then fire magic or use a hand weapon.



PROTIP: Swift raptor warriors from Cliff Forest slaughter you with one blow, but won't follow you into caverns. You can fight them successfully from cave entrances.

YOU BETTER WATCH OUT!



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PLATFORM
Nintendo 64

Ogre Battle 64



BY VICIOUS SID

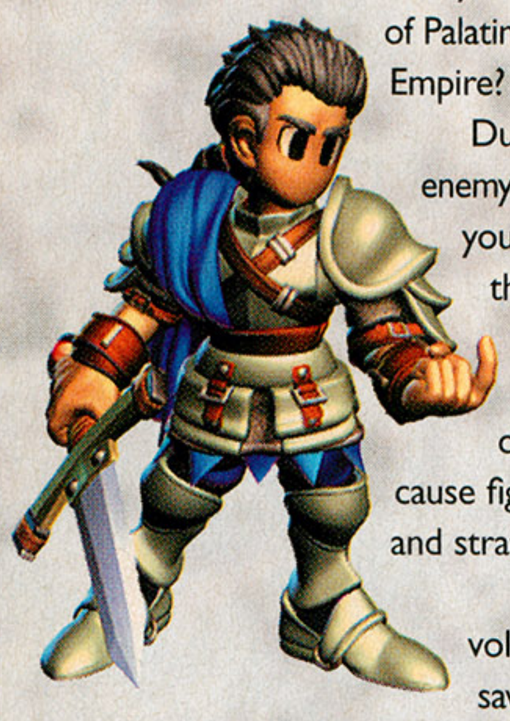
- Published by Atlus
- $59.99
- Available now
- RPG/strategy
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.5

BOASTING THREE SCENARIOS, 35 unique battles, and a branching plot, Ogre Battle 64 practically overflows with gameplay possibilities. While Ogre Battle 64's comprehensive strategy/RPG combo may captivate veteran gamers, the complex control scheme will leave novice players in the dust.

Ye Olde Arte of War

All is not well in the land of Palatinus: While the noble upper-class lives in luxury, the lower-class subjects live in impoverished misery. Playing as Magnus Gallant, a recent military academy graduate, players will determine the fate of Palatinus—will you banish or aid the corrupt Holy Lodis Empire? In Ogre Battle 64, the choice is yours.



During the game, you liberate strongholds, storm enemy units, and protect friendly bases. As you progress, your skills, resources, and responsibilities grow. And that's where strategy comes into play: You'll need to assign your paltry forces efficiently, dividing tasks and resources among friendly units. Even combat scenes require careful planning, and, because fighting is completely automated, unit formation and strategy are critical.

Sadly, Ogre Battle 64 utilizes a needlessly convoluted menu system for game commands—even saving and loading games is a frustrating chore. Plus, while the interactive Tutorial mode adequately explains basic rules and commands, the manual is still required reading. Once you master the demanding controls, however, the in-depth gameplay starts to shine.

Uphill Battle

Ogre Battle 64 focuses solely on strategy, not flashy visuals. The rich prerendered environments and realistic real-time lighting effects are snazzy, but the sprite-based characters look downright primitive in comparison. Low-key sound effects and repetitive music round out the meager sonic offering.

Beneath Ogre Battle 64's intimidating interface and plodding pace lies a wealth of strategy: If you choose to enlist, be sure to pack plenty of patience.



PROTIP: Battle formation is key to victory, especially when your unit learns combo attacks. Place fighters and soldiers on the front line, protecting your leader, amazons, and spell-casters.



PROTIP: Frequent camping is critical, rejuvenating both HP and combat effectiveness. If you forget to rest, your unit will eventually fall asleep on the map screen, leaving you vulnerable to marauding enemies.



PROTIP: The best battle strategy is to target solely enemy-unit leaders—you'll cripple the surviving enemies and minimize your team's damage.



PROTIP: Watch opposing units closely for evidence of distress: Enemy tents, sweat, question marks, skulls, and stronghold symbols all signify this.

PLATFORM
Dreamcast

D·2



BY UNCLE DUST

- Published by Sega
- $49.99
- Available now
- Action/adventure/horror
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	2.0	3.0

DEVELOPER WARP IS back with a new take on its old, creepy game: D•2. This sequel experiments with mixing genres, but, ultimately, just makes a mess.

D•2 opens with a long cinema where Laura, the heroine from D and Enemy Zero, survives a plane crash. The game then continues through a whopping four-CD adventure, which, like its predecessors, slowly leads to mysterious clues that build up a spine-tingling, supernatural story.

D•2 mixes in lots of action—in first-person perspective battles featuring countless nasty monsters—with character development and puzzle solving. Unfortunately, the game's controls are inaccurate, resulting in battles that are frustrating to fight. The graphics are very impressive, but, like Blue Stinger before, lip movements are painfully out of sync with the English dialogue. The rest of the soundtrack is a subtle mix of eerie music and environmental effects.

D•2 fails to mesh its different types of gameplay (action/horror/RPG)—not delivering the freedom of exploration or the intensity of something like Shenmue.

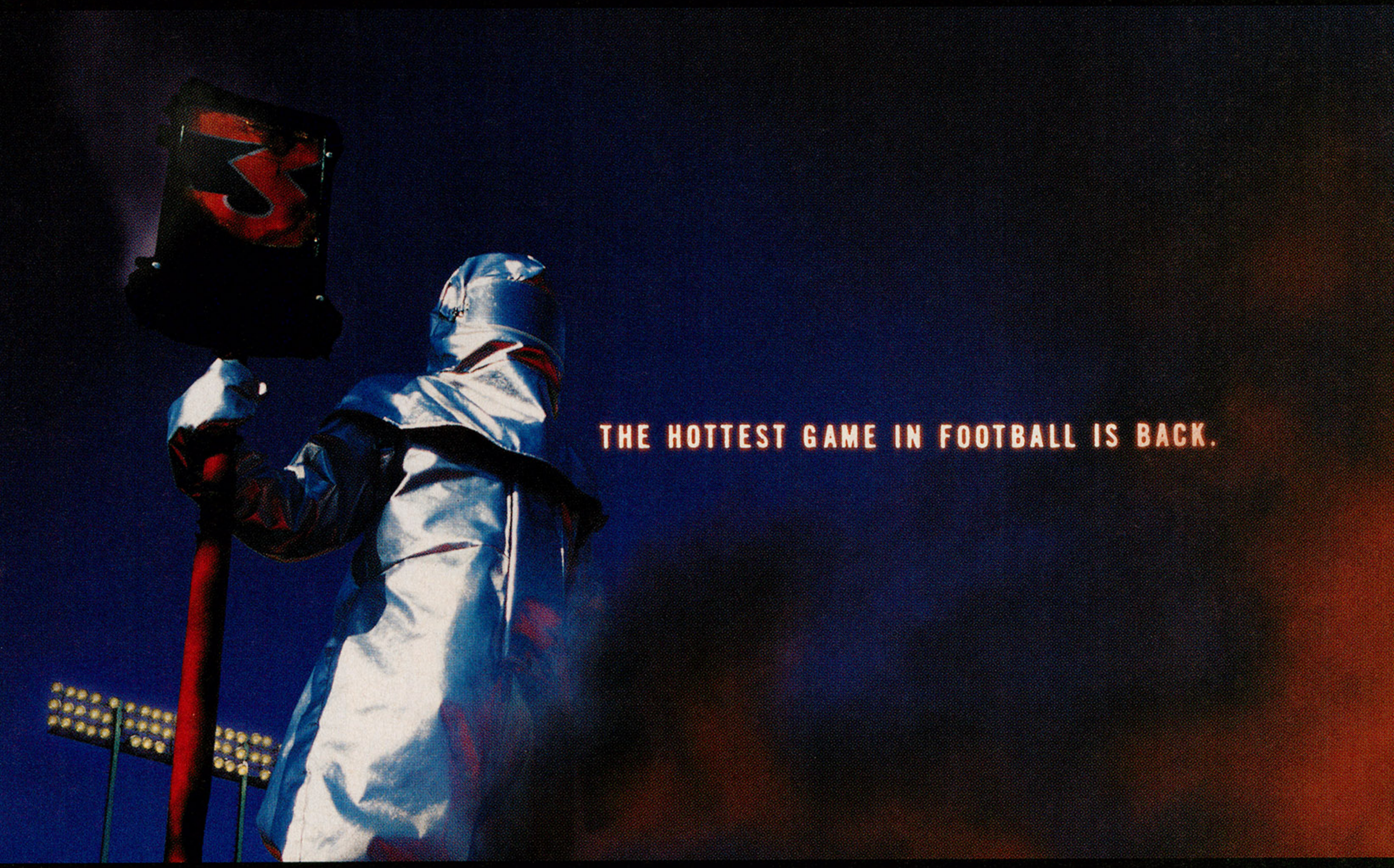


PROTIP: Whenever you're stuck in this game, go back and speak with the characters; many times, they'll reveal a new objective for you.



PROTIP: When in hunting mode or battle mode, always use the directional pad to aim your cursor. It moves slowly, but is better for accuracy.

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EVERYONE E CONTENT RATED BY ESRB — Animated Violence

PlayStation® NINTENDO 64 GAME BOY COLOR Sega Dreamcast.

*Screens shown from Dreamcast version

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Final Fantasy IX



BY MAJOR MIKE

- Developed by SquareSoft
- Published by Square EA
- Target release date: November

PlayStation

HANDS-ON



Final Fantasy IX inches ever closer to a release date. How does it stack up against other games in the series? Find out in this Hands-On preview.

SHARE THE FANTASY

An English-language version of Final Fantasy IX has finally graced our offices, and, based on a few hours of play, it's safe to say that RPGers should have their hands full when this four-disc monster hits the shelves. FFIX is a throwback to earlier FF games (like Final Fantasy VI) with cutesy characters and an easy-to-follow story line. FFIX explores the exploits of a group of bandits who cross paths with an evil queen…but that's just the cover story for a series of events that span love, betrayal, honor—in short, all the qualities you've come to expect from a Final Fantasy game.







FINAL FANTASY IX



STURDY CONTROLS

FFIX's simple control scheme kept the various menus and character actions in firm command. Similar to previous Fantasies, battles took place in turn-based contests, with a variety of spells, weapons, and items at your disposal. One intriguing gameplay feature is the Active Time Event. During gameplay, when these three words appeared at the bottom of the screen, you had the option of seeing other key narrative events that were occurring at the same time, which gave the story a wide variety of side events. Enough preview foreplay: Check out the December issue of *GamePro* for a full review of this latest chapter in the Final Fantasy series.





A KINDER, GENTLER FANTASY?

The preview version revealed that Final Fantasy IX's graphics are a far cry from those in FFVII and FFVIII. The pint-sized characters were imbued with excellent, if distorted, details, but had more of a super-deformed slant and lacked the hard-edge appearance of those in FFVIII. There was also an abundance of exaggerated physical action and sight-gag humor—such as characters who were sent into a topspin when passed by someone running at high speed—while onscreen conversations featured text dialogue accompanied by jerky body movements. All the action took place against stunning prerendered backgrounds, however, that brought the imaginative locales to life. Audiowise, the soundtrack contained rousing battle music, along with a colorful assortment of clashes, zings, and other effects.













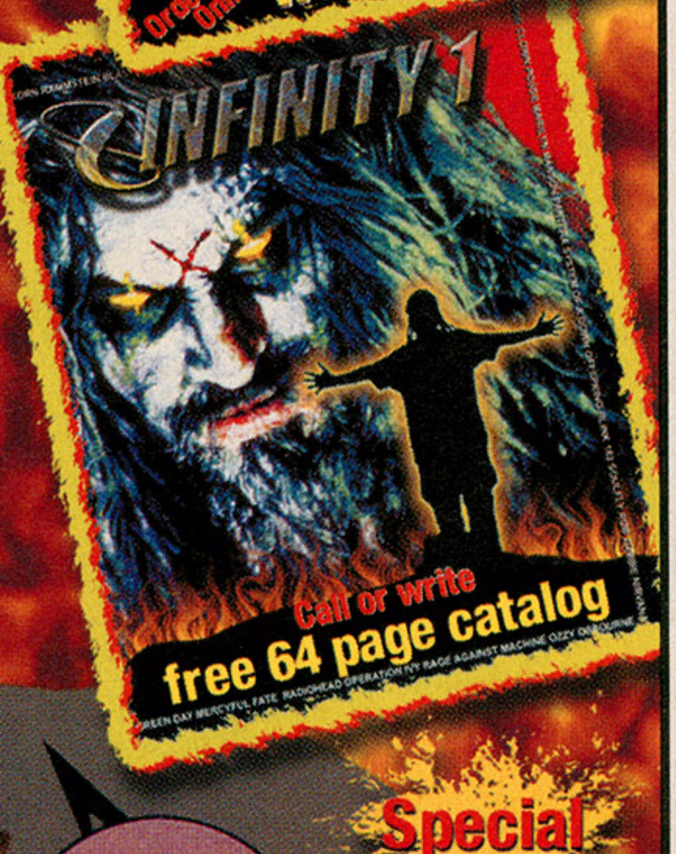






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CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

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

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are descibed below puzzle. All entries must be post marked by March 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

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WORD LIST

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

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

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

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

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☐ ($5) Enter All Three

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

Summoner



BY UNCLE DUST

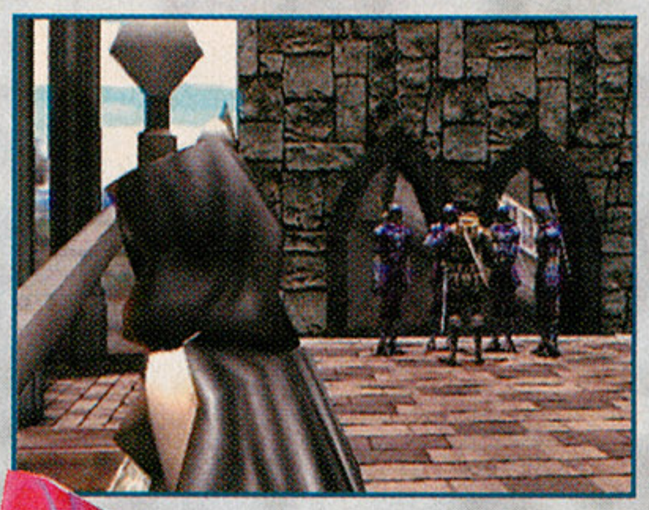
- Developed by Volition
- Published by THQ
- Target release date: October

PLAYSTATION 2

UPDATE

AS THE LAUNCH of the PlayStation 2 draws near, THQ's Summoner continues to impress both with its graphics and its gameplay. The gang at Volition is working hard to balance the immense graphical world of Summoner with a deep, detailed story. An updated preview version of the game showed that a little more fine-tuning has been done to the battle controls, including a visual cue that gives you a better chance of chaining more hits consecutively.

The game's story line is being pieced together with in-game cinemas and dialogues featuring hundreds of characters. So far, Summoner begins with a town in ruin and Joseph—the beleaguered hero who is left behind to pick up the pieces. He soon becomes entwined in a battle of warring nations; it will be up to him—and party members Flece, Rosalind, and Jekhar—to stop this conflict from destroying everything. Summoner is drawing aspects from both console and PC RPGs and should result in a very interesting title for the PlayStation 2.

















Orphen

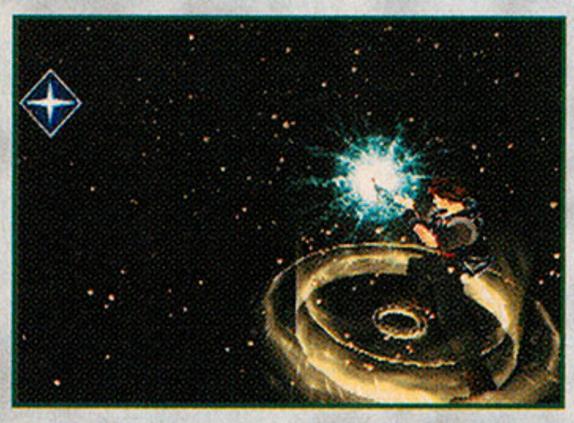


BY UNCLE DUST

- Developed by Kadokawa and ESP
- Published by Activision
- Target release date: November

PLAYSTATION 2

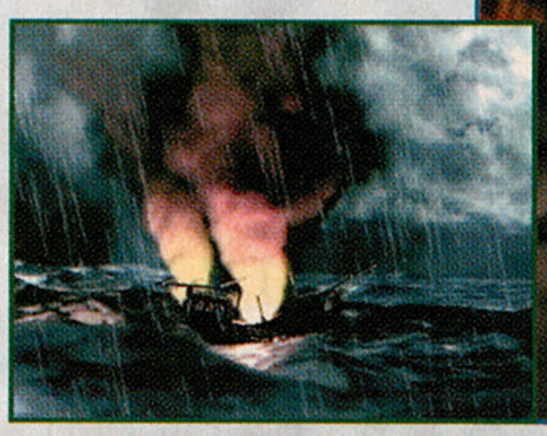
HANDS-ON

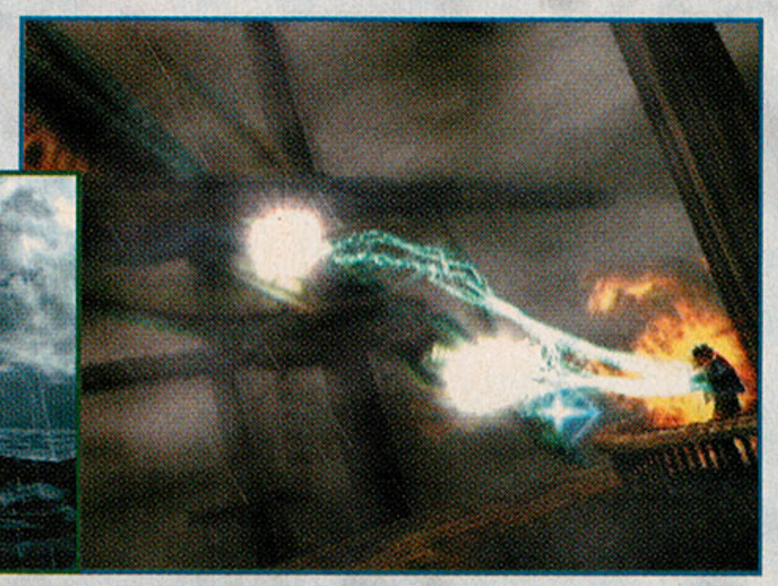


ACTIVISION IS HEATING up the RPG scene for the PlayStation 2 by pushing up the release date of Orphen—based on the popular Japanese anime series—from 2001 to this November. Orphen will be an action-oriented/party-based RPG filled with anime-style animated cinemas and in-game cut-scenes designed to move the story along.

The preview version showcased flashy effects and impressive environments, along with puzzle-solving and intense real-time battle action that included weapons, spells, and elemental attacks. The unique battle system counted on good timing and gave you the option of playing offensively or defensively, depending on the powers chosen. The characters—nicely rendered 3D versions of the 2D TV 'toon counterparts—and story line were quirky indeed, keeping faithful to the series. After all the goofy dialogue is finally translated into English for the U.S. release, Orphen's gameplay and graphics should provide a thrill for role-playing gamers this fall.



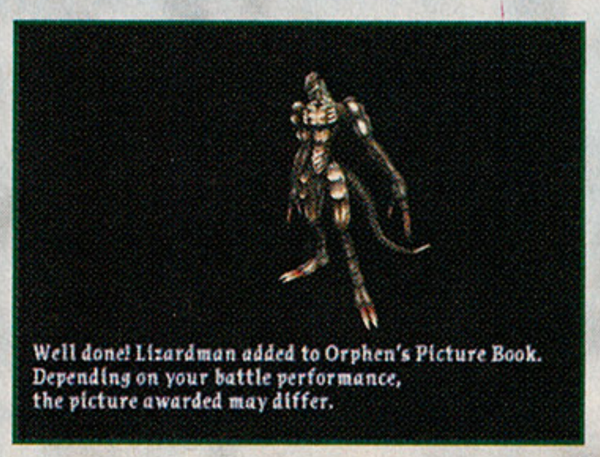












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PlayStation

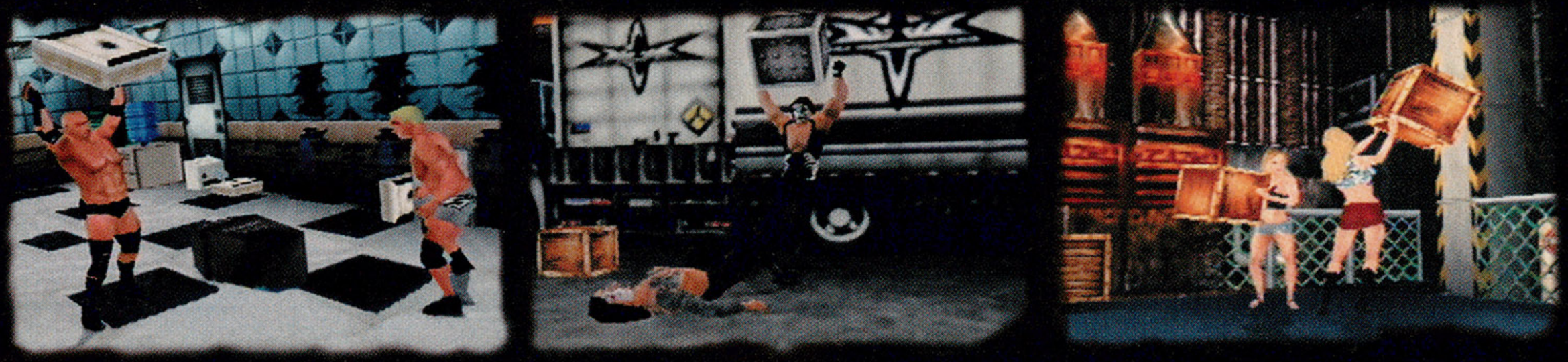
NINTENDO 64

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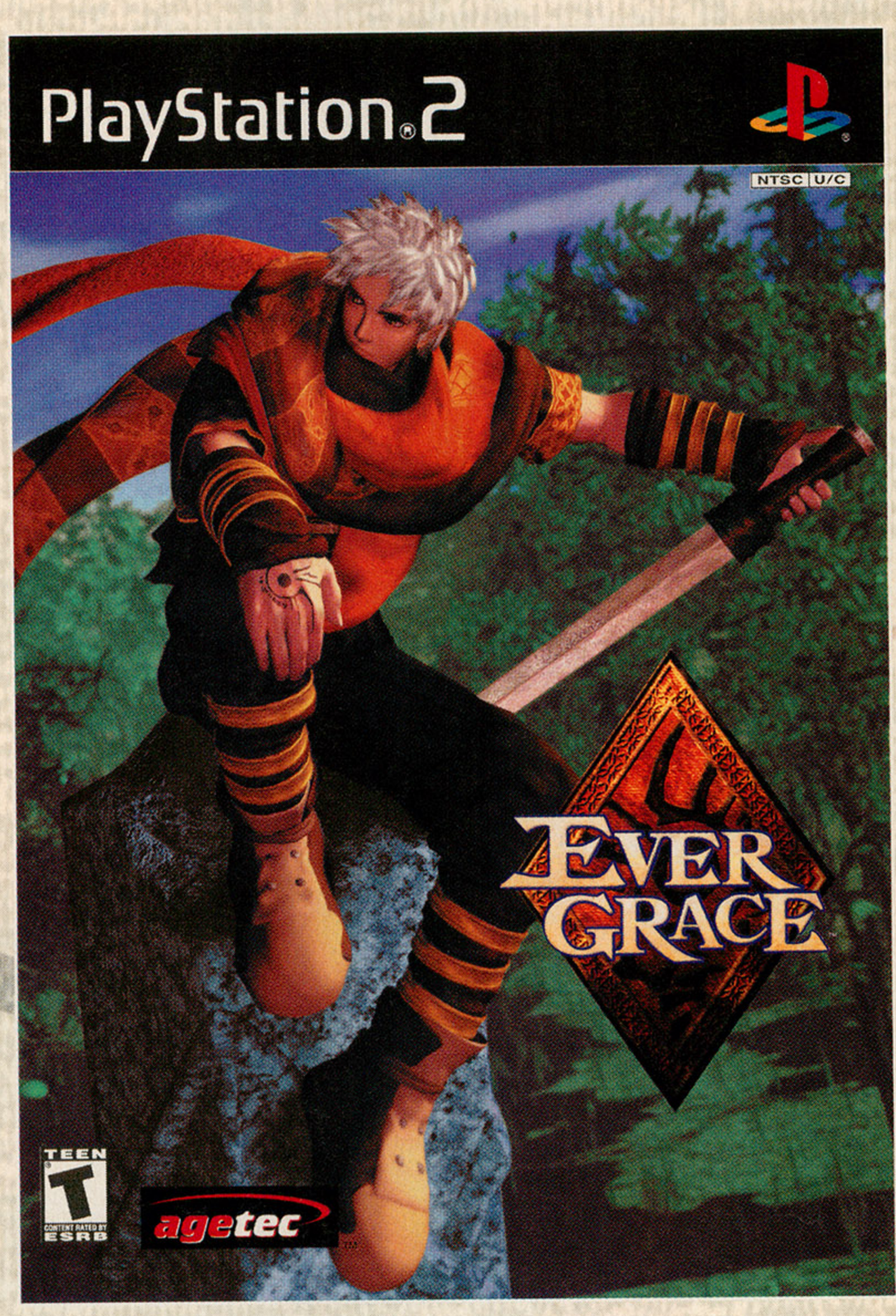
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TONY HAWK'S PRO SKATER 2

As with real skateboarding, Tony Hawk's Pro Skater 2 looks easy, but gets difficult fast. Here's some help on the tougher goals like unlocking hidden areas, finding special stunt obstacles, defining the best ways to spell "S-K-A-T-E," and collecting the secret tapes. By Dan Elektro



Controller Legend



Note: All the controls and trick combos are customizable via the Options menu. Special tricks may be subject to change.

Pro Skaters' Special Tricks

Tony Hawk

Sack Tap:	Tap ↑, ↓, GT
Overturn Grind:	Tap ↓, ←, G
The 900:	Tap →, ↓, GT

Bob Burnquist

Racket Air:	Tap ←, ↓, GT
Rocket Tailslide:	Tap ↑, ↓, G
One-Foot Smith Grind:	Tap →, ↓, G

Steve Caballero

Hang Ten Grind:	Tap →, ↑, G
FS 540:	Tap →, ←, GT
Triple Kickflip:	Tap ↑, ←, KT

Kareem Campbell

Ghetto Bird:	Tap ↓, ↑, KT
Nosegrind to Pivot:	Tap ↓, ↑, G
Casper:	Tap ←, ↓, GT

Rune Glifberg

Kickflip

One-Foot Tail:	Tap ←, ↓, KT
One-Foot Bluntslide:	Tap ←, ↑, G
Christ Air:	Tap ←, →, GT

Eric Koston

Pizza Guy:	Tap ↓, ←, GT
The Fandangle:	Tap →, ↓, G
Indy Frontflip:	Tap ↓, ↑, GT

Bucky Lasek

One-Foot Japan:	Tap ↑, →, GT
The Big Hitter:	Tap ←, ↓, G
Fingerflip Airwalk:	Tap ←, →, GT

Chad Muska

Hurricane Grind:	Tap ↓, →, G
Muska Nose Manual:	Tap →, ↑, GT
Mute Backflip:	Tap ↑, ↓, GT

Rodney Mullen

Heelflip Darkslide:	Tap →, ←, G
Nollie Flip Underflip:	Tap ↓, ←, KT
Casper 360 Flip Out:	Tap ↓, ↑, GT
Freestylin':	Tap ↓, ↑, GT

Note: If the Casper is done while skating slowly, you'll get the bonus moves for Freestylin'.

Andrew Reynolds

Triple Heelflip:	Tap ↑, →, KT
Nosegrab Tailslide:	Tap ↑, ↓, G
Hardflip Late Flip:	Tap ↑, ↓, KT

Geoff Rowley

Half-Flip Casper:	Tap →, ←, KT
Rowley Darkslide:	Tap ←, →, G
Double Hardflip:	Tap →, ↓, KT

Elissa Steamer

Madonna Tailslide:	Tap ↑, ←, G
Hospital Flip:	Tap ←, →, KT
Indy Backflip:	Tap ↑, ↓, GT

Jamie Thomas

Laser Flip:	Tap ↓, →, KT
Beni Fingerflip Crooks:	Tap ↓, ↑, G
One-Foot Nose Manual:	Tap ←, ↑, GT



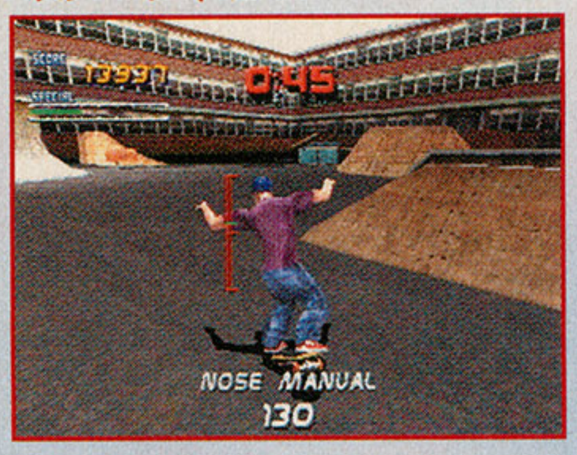
Some Basic Advice

Killer Combos



In order to score maximum points (and achieve the point objectives), you must string moves together into combos. The more moves you link together, the higher the bonus multiplier. You can link moves by completing multiple grinds on one stretch of rail, initiating two or more tricks in the air on a half-pipe, or performing a manual—a new move to Pro Skater players.

Manual Labor



The wheelie-like manuals (balanced on the rear wheels) and nose manuals (balanced on the front wheels) require timing and skill, but they're extremely useful and powerful as they can be performed going into or coming out of a trick. Tap ↑, ↓ or ↓, ↑ to perform a manual just before you begin or just after you finish another trick. Manuals take practice, but eventually you can use them to smoothly link tricks of all kinds into obscene combo bonuses.

Switchin' Stance



Another good way to squeeze a few extra points out of a trick is to skate it with your stance switched. Press R2 to toggle between regular and goofy foot. Each skater has a natural preference listed on their perspective info screen; when they're in the other stance, they get more points since the physical difficulty is high. You can tell if you're skating switched by looking at the Switch Foot icon in the upper right corner.

Show Me the Money



You can find cash scattered around each level—$50, $100, and $250 in the form of dollar bills. You need to find all of them on every level in order to complete 100 percent of your goals. If you collect 'em all, the game will tell you. Some of these bills are hidden in remote or secret areas of the levels, so if you're short a few bucks, look for missed opportunities or alternate routes. You need to collect money only once—once you grab the cash, it's instantly yours.

Super Stats



Some tricks and goals can't be achieved until you boost your skater's stats. Whether you're using a custom skater or one of the pros, you'll have the option to upgrade your skills with the cash you earn along the way. If you're interested in unlocking new levels, spending money on your stats will get you further than boosting your trick repertoire. Max out your speed early and don't neglect your rail balance, as many objectives require tricky grinds.

Explore!

Most importantly, explore. Almost everything in Tony Hawk's Pro Skater 2 is skateable—there's a good chance that if you can see it, you can skate it. Plus, there are a few places you can't immediately see that you can skate, too. Major point and cash bonuses await the brave and crazy.

Note: Because Tony Hawk's Pro Skater 2 is a nonlinear game, you don't have to complete these objectives in any specific order unless otherwise noted. Also, you may find alternate methods for completing the level goals; this guide offers one possible proven solution.

Hangar, Mullet Falls, MT

We're not going to break down the Hangar—frankly, most of the stuff is easy to find, and getting it on your own will help you build the skating and exploration skills you'll need later in the game. Be fearless, grind on everything you can see, and know that there's a secret wind tunnel full of cash that you need to locate in order to complete 100 percent of the level's goals. Oh yeah, that $100 bill over the half-pipe can't be grabbed from within the half-pipe, so you have to find another way....



The tunnel leads to the courtyard. Skate up to the quarter-pipe on the end of the mesa and collect the "K."



Exit the courtyard via the far left hallway, and you'll see the glowing "A" above the staircase railing in front of you.



Bear right (with the buildings to your left), and you'll come across the "T," which is dangling over a quarter-pipe against the wall.



The final letter, "E," sits above a quarter-pipe on the opposite side of this lot. Head to the right and sneak between the two small buildings to find it.



Make a quick left around the corner and look for two quarter-pipes to your left. The furthest one hides the fourth pass.

School II, Southern California

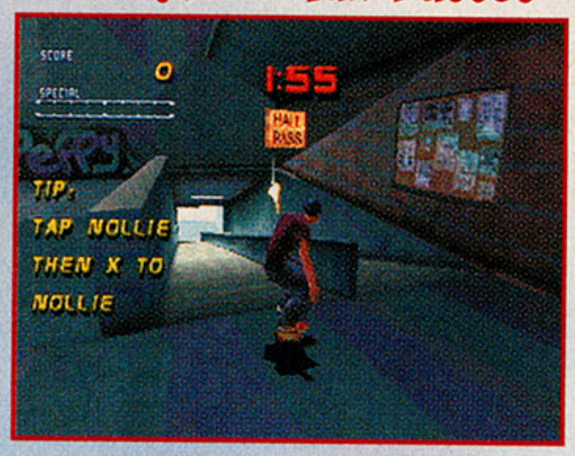
Spell "S-K-A-T-E"



From the start, make a sharp right and look for a pedestrian ramp tunnel. Snag the "S."



Collect Five Hall Passes



The first hall pass lies directly ahead of you; it's slightly to the right and over the handrail on the ramp. Grind the handrail if you like, but a jump will collect the hall pass, too.



The second pass hangs at the end of the picnic table ramps. You can use the tables to put you in position, but a quick hop from the ground will snag the pass out of the air.



Head straight to locate the third pass, which is dangling between two rails at a doorway. Link two rail grinds to grab it with extra style.



When you land, you're in perfect position for the fifth and final pass—just skate directly ahead and jump onto the sloped wall.

Grind the Roll Call Rails



Skate straight ahead from the starting point and grind the curved staircase rail from top to bottom. That's the "Nightmare Rail."



Continue forward and left, around the building. Hit the kicker to pop into the air, then land with a grind on the staircase's "Gonz Rail."





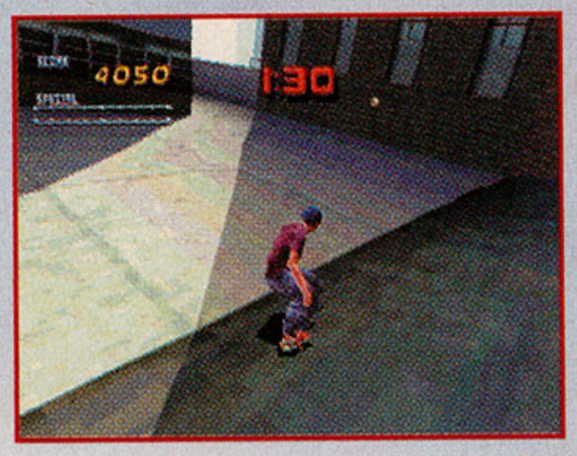
Head right around the buildings and look for the staircase where the "A" in "S-K-A-T-E" resides. Grind on that rail for the "Opunsezmee Rail."

Wallride Five Bells

Note: Wallrides are tricky to do; you'll have the best success if you approach the wall from a 45-degree angle.



You'll find the first bell directly to your right as you start the level.



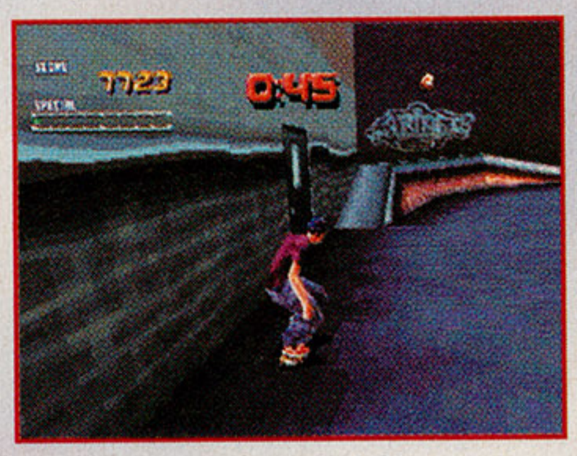
Head down the pedestrian tunnel in front of you and make a right at the building. There's bell #2.



Skate to your left and cross the schoolyard, heading for a large graffiti mural. To the left of the mural, you'll find a bell mounted over a dumpster in the corner.



Follow the wall on your left, and you'll spot the fourth bell just where the pavement begins to incline.



Stick to the left wall, following it around the corner and underneath the flags. The final bell is on the tagged wall ahead of you, tucked in a small ramped corner.

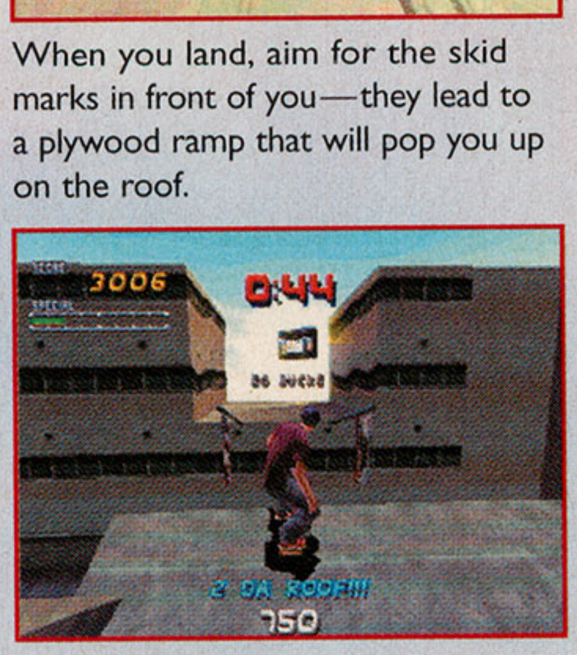
Find the Secret Tape



Head to the school's courtyard and hit the quarter-pipe up on the mesa to build speed.



When you land, aim for the skid marks in front of you—they lead to a plywood ramp that will pop you up on the roof.



Once you're there, jump off the roof (and hopefully to the plateau beyond) and collect the tape hanging in midair.

Marseilles, France

Hidden Fountain



Can't find all the cash to earn 100 percent in Marseilles? Kick out this plank along the far wall of the course to break the fence and open up a cool underground fountain area stuffed with bills (including one behind you).

New York City, NY

Spell "S-K-A-T-E"



The first letter is right in front of you from the get-go. Ollie up to the wall on your left and jump off at the divide to get it.



Head down into the statue area to your left and climb the high brick wall to come away with a "K."



On your way back down, use the lip of the platform for the statue to pop into the air and grab the nearby "A."



Continue under the footbridge and grind on the rail in front of you, facing left. You'll be rewarded with a "T."



The final letter is directly ahead—a jump off the curved pipe-style wall will earn you the "E."

Collect Five Subway Tokens



From the starting point, make a quick U-turn and duck through the brick wall opening to your (now) right. Skate up the large stone and snag the first token.





Continue straight over the small bridge and grab token #2 with a quick grind.



Again, directly in front of you, you'll find the third token on the far iron fence. Grind it!



Skate straight into the quarter-pipe embedded into the wall ahead, and you'll sail through the fourth token in midair.



The fifth token waits suspended in front of you, and you'll have to take a giant leap off the wooden ramp to grab it. Aim for the seam in the ramp to line yourself up correctly.



Ollie the Hydrants



There's no one clean line to get all three hydrants, but this one will do. For the first, head straight, then turn right at the intersection. You'll find one hydrant on the right, near the quarter-pipe.



Turn around and follow the street you're on to the end. On the right corner, near the dead end, sits the second hydrant.



Jump over the railing and down into the sculpture area, then skate back up the long ramp to the other side. Make a hard left, and you'll see the last hydrant; it's on the left side of the street, near the other dead end.

Find the Secret Tapes



First, make sure you've opened the subway gates by collecting all five tokens. Head up the conveyor ramp, stop, turn around, and skate on the elevated tracks.



Jump off when you see the $100 bill and continue forward/right until you reach the broken bridge.



On the right side of the bridge are two steel rods. Grind on the longer one and get ready to jump.



Ollie diagonally left, through the $50 bill, and continue your grind on the left side of the bridge tier. Follow it to the end and jump off into the secret tape.

Venice Beach, CA

Spell "S-K-A-T-E"



This one will have you skipping across the rooftops. Start with a quick right and a grind on the low chainlink fence. Ollie from that grind up to the cement roof where the "S" awaits.



Remain on the roof and turn left. Continue straight until you come to the "K." Jump the roof (Muska's Gap) to score it.



Now you have options: Either continue straight and use the quarter-pipes to transfer your way up to the next stretch of roof (where you'll likely bail), or drop down to the ground and use the wooden quarter-pipe on the opposite side of the area (ahead and to your left) to propel yourself back to the rooftop. Either way—once you get there—you'll spot the "A" on the curved sunroof.



Immediately set yourself up for a small jump to the next roof, courtesy of a vent kicker ramp (you'll score a gap bonus, too). Go straight on this brownish roof, and you'll see the "T" hanging over a gray peak.



When you land, veer left and drop down to the adjacent roof with the funky steel poles on top. The "E" is dangling at the far end of the roof.

WHAT'S YOUR ANTI-DRUG?



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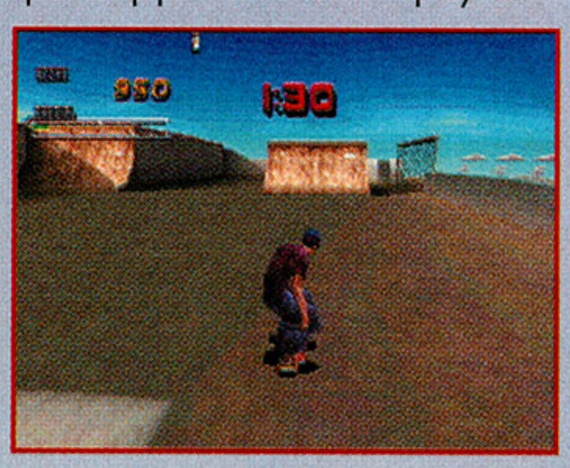
Collect Five Spray Cans



From the start, turn a hard left down to the stairs and into the quarter-pipe area. There's a spray can above the lip.



Skate back the way you came and follow the boardwalk all the way down, with the beach to your right. At the very end of the walk is a quarter-pipe with another spray can.



When you land, hop over the low white wall to your right and skate straight. You'll soon come to the third can, suspended in midair between two pipes. Pull a transfer between them to snag the paint.



When you land, hit the opposite quarter-pipe and use it to jump to the right (into the "main" section of the level with all the tables). Head for the main building, specifically the small, circular stage-style platform at its right corner. Just to the right of that is an opening with a staircase leading to a quarter-pipe at the back wall. Your fourth paint can is hovering above the pipe.



Skate back out and hang a right at the circular stage. Ahead, you'll see a two-tier wooden platform with—you guessed it—your final spray can.

Ollie the Magic Bum 5x



It's a name; it's a goal; it's both! Start your run by going straight down the small stairs, with the building to the left and the tables (and secret tape) to your right. Aim for the palm tree ahead to the left. Just beyond the tree and to the right is a small alcove with another palm tree; Ollie is sleeping in there. Jump over him, and he'll disappear.



Turn around and skate toward the main building, then turn right when you reach it. You'll find a staircase with $100 and, snoozing near the wall, Ollie again.



Skate back up the path and hang a right around the building, back toward the area where you began your run. Jump the small staircase and turn left at your original start point, then watch the left side for a white wall. Ollie is napping near a green garbage can.



Continue down the path and hang a left. To your left, you'll see a banner hanging over a rectangle of grass. Along the back wall, you'll find Ollie again catchin' Zs.



Backtrack once more the way you came (with the white wall to your right now) and travel back to your starting point. Up on the left, against the wall and behind a blue can, is Ollie. Jump over him for the last time, and your goal is complete.

Tailslide the Venice Ledge



It's not big—and that means it's hard to find. To complete this one, head left into the quarter-pipe oval and jump over the wall onto the sidewalk (careful—there's lots of sand nearby). That path leads to the parking lot. There's only one set of stairs here; tailslide the left railing and collect your bonus.

Hit the Four VB Transfers



Make a right and cruise down the boardwalk. In the corner are three quarter-pipes. Jump between the two outer ones (right to left) to score the Huge Transfer. Make no mistake—this is hard. You need speed and accuracy; take off from the leftmost corner of the rightmost ramp.



Continue on, passing the banner to your left, and aim for the next set of quarter-pipes. Hit the left ramp and land to prepare for your next jump.



Use the quarter-pipe you're now facing to leap to the right, over the cement barrier and onto another waiting pipe. That's your second goal: the Pit Transfer.



Skate straight through the table area and hang a sharp right at the yellow/blue/brown graffiti wall. You'll see Ollie the bum sleeping, but you want to head for the pipe. Transfer between the two half-pipes at the end with the shorter gap—the Skinny Transfer—for your third goal.



Make your way to the parking lot near the shore. Go between those two quarter-pipes for the Ledge Transfer. It's easier to do from left to right, but it's possible from right to left as well.

Find the Secret Tape



Once again, skate forward and left around the circular "stage" until you find the wooden quarter-pipe; use it to get up on the roof.



Turn around and use the vent kicker to reach the next roof. From there, you can see the secret tape at eye level, but you won't be able to reach it without some extra speed.



Use the gray peak closest to where you landed on the roof to gain speed—if you skate up the side facing the secret tape, you'll find it's a quarter-pipe. With that boost, you should be able to sail off the roof and into the secret tape, using the little gray ramp as a launch point.

Skatestreet, Ventura, CA

Secret Outdoor Area 1: The Van



In the large half-pipe directly behind your starting point, a curved rail connects both walls at the front of the structure. Grind from one side to the other (across this rail), and you'll unlock one of the doors.

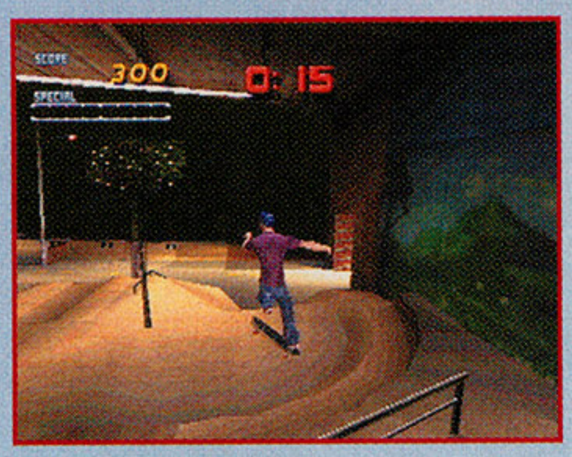


Leave the half-pipe to the right and head for the wall. You'll find an opening to the outside, complete with a psychedelic van and some nice wooden ramps.

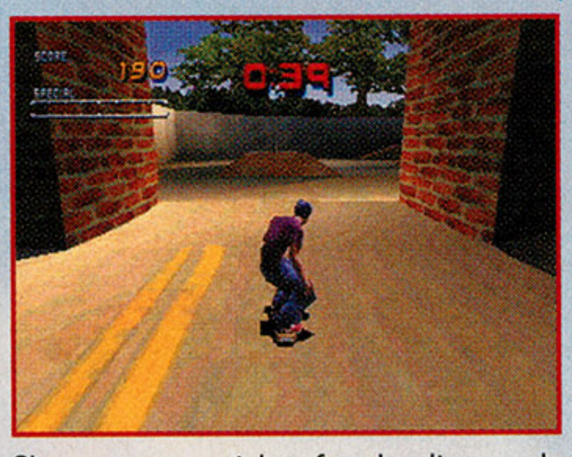
Secret Outdoor Area 2: The Rail



Go straight from the start point toward the "wave wall." Ollie on top of it and turn so you're facing left.



Crouch to get some speed and leap off the edge, over the black guardrail. There's another rail suspended from the ceiling (it's hard to see, but it's there). You'll need to grind this rail in order to unlock the second chainlink fence.



Skate to your right after landing, and you'll find another outdoor area full of plywood, rails, and a quarter-pipe transfer.

Philadelphia, PA

Spell "S-K-A-T-E"



Skate to the right and use the green ramp to jump up onto the grassy mesa. Ollie onto the white ledge, build speed, and leap for the "S."



Turn to the left and head for the small cement humps; use one to pop up and grind the blue awning to collect the "K."



Do you really need help getting this one? It's directly in front of you when you come off the awning.



Skate up the ramp and leap off the left side to snag the "T."



The "E" is right in front of you. Backtrack to your left, jump the stairs, and hop up on the grass. Because the green stuff slows you down, you need to grind off the white ledge on the right side to build the speed to grab the letter.

Collect Five Liberty Bells



At the beginning, turn to your right and hit the small green ramp for the first bell.



Turn to your left and jump up on the grass. Skate to the end, position yourself at the far square edge, and drop down on the right corner to collect the second bell.



Skate to the left toward the blue awning. You'll soon see some small cement ramps; use one to propel yourself into the air and grab bell #3.





Continue on (hopping up the small stairs) and hang a left at the ramp; you'll need to jump up some more stairs there, too. The fourth bell is right in front of you, behind the lamppost.



Make a quick, hard left and ollie up onto the grass. Collect the fifth bell a few feet ahead of you and let freedom ring.

Drain the Fountain



This is easily one of the trickiest stunts in the game, requiring not only precision but also impressive stats and a full Special meter. Stay close to the starting point as you do small stunts to build your meter—there are plenty of walls to grind, and never forget that manuals are your friend. When your meter is yellow, return to your starting point and grind the wooden spine toward the staircase.



Hit the green ramp and land on the other side for the "World's Most Obvious Gap."



There's a rail right in front of you, which you'll also have to grind to build speed.



Boneless off the planter in front of the building and launch yourself up to the balcony. Be ready to grind the railing, as it's often easier to catch there than to clear it altogether.



When you land on the balcony, you'll see three valves. Ride through them to drain the fountain.

Find the Secret Tape



Head to the left of the fountain and grind on the outside wall (for speed—you'll need it shortly).



As you approach the end of the wall (where the two walls come to a point), ollie out of the grind and make a hard right, grinding onto the other outside wall. You should be approaching the fountain.



Transfer your grind from the wall to the power line running over the fountain. You need to be grinding at a good speed, and you may have to jump a few times to keep your friction from getting the best of you. But with enough oomph, you can slide all the way to the tape and the money beyond it.

Hidden Skate Park



Skate over to where you found the "T" and use the ramp to pop up to the power line. Grind on the power line with as much speed as you can muster—a 50-50 grind is best. If you can grind far enough along the wire, you'll snap the cable and send all the poles crashing down and through the chainlink fence across the street. Skate to that area, and you'll find a cement skatepark where you'll be able to complete the skatepark lip objective.

Secret Stuff

It's true—there are two bonus levels to locate, and, as with Officer Dick from the first game, there's a hidden playable skater waiting for truly dedicated Tonyphiles. Who is this masked man? We don't want to give it away, but try this: Initially, you'll need skill, precision, ingenuity, determination, exceptional reflexes, muscle, and nerve. Oh, and 100 percent completion of every level, too.

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Mild Animated Violence
Suggestive Themes

ecco THE DOLPHIN™
DEFENDER OF THE FUTURE

Dreamcast™

Presented by VERSUS BOOKS

The future is here! Ecco the Dolphin: Defender of the Future is a huge game, so here's a brief strategy guide to help you get started on Sega's latest Dreamcast masterpiece. For the in-depth strategy guide, look for the Official Perfect Guide, on sale now.

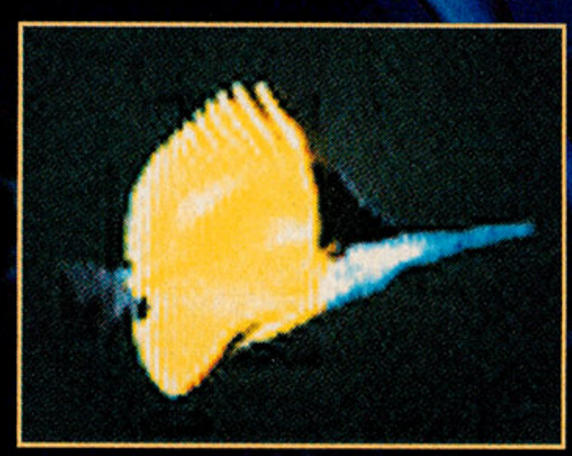
Note: For a walkthrough of Stage 1: Aquamarine Bay, see the instruction manual; for a walkthrough of Stage 2: Perils of the Coral Reef, see the Ecco ProReview in the October issue of GamePro.



Spikey Fish

Two Very Important Fish

While there are quite a few different types of fish in this game, there are two types to keep an eye out for: the Spikey fish and the Glow fish. Spikey fish actually hurt Ecco if he eats them in a normal state; however, if he's poisoned, munching on one of these is the only way to cure himself. As an added bonus, a school of Spikey fish can also be used to ward off the painful attacks of barracuda. The Glow fish, aside from returning lost health when eaten, can also be used to illuminate darkened areas.



Glow Fish

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Trial Without Error

Stage 3

This is one of the few levels in the game that you'll visit more than once, so don't worry if you feel like you haven't finished everything the first time through. The overall objective is to get past the Giant Octopus that you see in the level's opening movie...but the problem is you have to find it first.



Stage 3 Checklist

Check 1: Talk to the mother dolphin, and then find her first child at Point A, second child at Point B, and third child in the darkness at Point C. After you find them all, talk to the mother again for a Vitalit Crystal reward.



If you're poisoned by the jellyfish at the cave's entrance, seek out the Spikey fish in the pool behind you for a remedy.

Check 2: Enter the Shark Tank and defeat all five sharks. Talk to the dolphin in the inlet past the Tank, and then follow him back to the entrance to the Giant Octopus cave. Use a Power of Vigor to smash the weak stone and open the way to the Giant Octopus.

Check 3: Talk to the dolphin again, and then enter the cave (he should follow you down). Follow the beam of light to the Giant Octopus and talk to the dolphin again when you're both near him. When the Giant Octopus grabs your friend, slip into the tunnel behind him unnoticed.

Ignore the bottom part of this level for now. There's nothing you can do with the Crocodile Rock yet.



If you've already learned the Power of Sonar, look for the activator in the south region and shoot the rock in front of the Crocodile Rock (this will be the entry to the Geyser stage).

Vitalit Crystals

1. This Crystal is hidden on the bottom of this pool under a bunch of coral.
2. After you find all three children, talk to the mother and a Vitalit Crystal appears.
3. When you first enter this pool, look behind the rocks here.
4. The fourth Vitalit is near the Power of Vigor.
5. After you break open the hole here, swim down and search near the Giant Octopus for this Vitalit.

Island of Tranquility

Coral Reef South

One of the nicer-looking and most dangerous areas in the Islands of Tranquility, Trial Without Error truly deserves its name. The area is filled with sharks, and you'll meet a new menace—the Hammerhead!

Four Ways of Mystery

Stage 4

Four Ways of Mystery is where Ecco really gets interesting... and really hard. You're stuck in a series of caves with very little surface air to breathe; the main ways to fill your lungs here is with the packets of air bubbles that can be found throughout the tunnels and by using the colored crystals very carefully.



Vitalit Crystals

1. Take a left at the Yellow Crystal to find the first Vitalit.
2. It's floating in the air.
3. Search the water near the Manta Ray.
4. This Vitalit is at a dead end past the Blue Crystal.
5. After you learn the Power of Sonar, use it on the ceiling in the main chamber. When you're running low on health, look for the clams scattered around this level. Shoot a sonar at them and, when they open, touch the pearl inside for a full recharge. There are plenty of clams in this level, but remember that they can be used only once.

Island of Tranquility
Four Hole Maze

The first of several maps in which you'll rarely see the sun, Four Ways of Mystery has you swimming around in dark caves and fighting against annoying currents, with only a few small areas that reach the surface. While this does mean that there's a smaller population of sharks down here, the many eels that live in the tunnel walls and the stinging plants are just as strong of a threat.

Stage 4 Checklist

Check 1: Learn the Power of Air near the bubbles in the main chamber.

Check 2: Go into the Purple Crystal tunnel and talk to the Rayfish Dolphin who's swimming around in the pool at the end.

Check 3: Backtrack to the main chamber and find the large yellow and blue fish. Catch it and take it back to the Rayfish Dolphin, and you'll learn a new song.

Check 4: Take the Red Crystal path to the end. Watch out for the sharks and look for the Ray in this large pool. Pick up the Power of Air and lead the Manta Ray back to the main chamber.

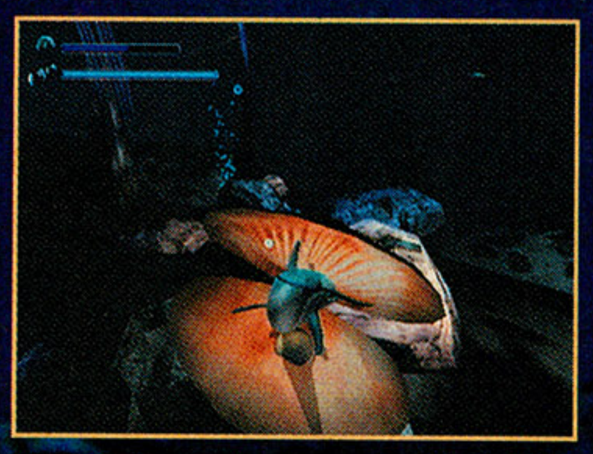


Be careful of the tiny eels that line the beginning and end of most tunnels; they are quick and damaging. For an early warning, keep an eye out for the yellow weeds that grow on the tunnel walls—they indicate an eel nest.

Check 5: Move the Manta Ray so it sits under the Giant Eel, and then dash into the Blue Crystal passage when your large foe is distracted. Push the rock down the tube and follow this path.

Check 6: Obtain the Power of Sonar in Perils of Coral Reef and use it to break through the wall next to the glowing coral. Exit this level as normal.

Check 7: Go to the Crocodile Rock in Stage 3: Trial Without Error and find the Sonar power-up near the waterfall (using the Power of Vigor). Use it to break open a passage in the Crocodile's "mouth" that leads to a new exit.



When you're running low on health, look for the clams that are scattered around this level. Shoot a sonar at them and, when they open, touch the pearl inside for a full recharge. There are plenty of clams in this level, but remember that they can be used only once.

Up and Down

Stage 5

It's easy to miss something important while traveling through Up and Down as it leads to three separate levels. Aptly titled, this level will have you firing both upward through a perilous geyser and downward off waterfalls before you see everything. Two of the areas you can reach from this level are optional, as your true goal here is to make it past the mirrored wall and into Roaring Forces.



Vitalit Crystals

1. Search this area in the main chamber for the Vitalit Crystal.
2. While traveling upward through Geyser (not shown on the map)
3. While traveling upward through Geyser (not shown on the map)
4. While traveling upward through Geyser (not shown on the map)
5. You'll find the last Vitalit Crystal hanging above the waterfall.

Stage 5 Checklist

Check 1: Learn the Power of Endurance at the beginning of the level. To learn this skill, touch the glyph that faces you as soon as you enter the level. After you have this new power, you'll be able to boost your vitality by 200 percent every time you find the power-up.

Check 2: Push the boulder into the current below the Help Glyph. Follow it down, and you can enter Stage 6: Passage From Genesis at this point if desired; if not, grab the Power of Sonar, swim back up the current, and shoot the large red stone in the center of the main chamber three times to break it.

Check 3: First grab the Power of Air and Endurance, then enter the Geyser above the stone. You'll be poisoned as soon as you enter the tunnel here, so grab Power of Endurance on the way up to heal yourself (if you miss it, you'll die). Dodge the rocks and heated steam on the way up.



Be careful of the small geysers that shoot out painful steam. Start moving when you see them in the distance.

Check 4: When you reach the pool on top of the Geyser, decide if you want to go to Pathways From Nowhere at this time. If you want to hold off for later, leap off the waterfall and dive to the level below.

Check 5: This is the only tricky part of the level; make the turtle land on the large Ray by guiding him over your target using the Song of Turtle and then thrusting into him. Learn Power of Stealth, which is found below the sleepy Ray, and then grab the power-up that can be found in the nearby stone structure. When you're invisible, swim through the mirror at the end of the level.



Be careful around the sleeping Ray: It gives off electrical discharges to anything that touches it and can hurt Ecco quite a bit. Also, keep an eye on the smaller Rays around this area.

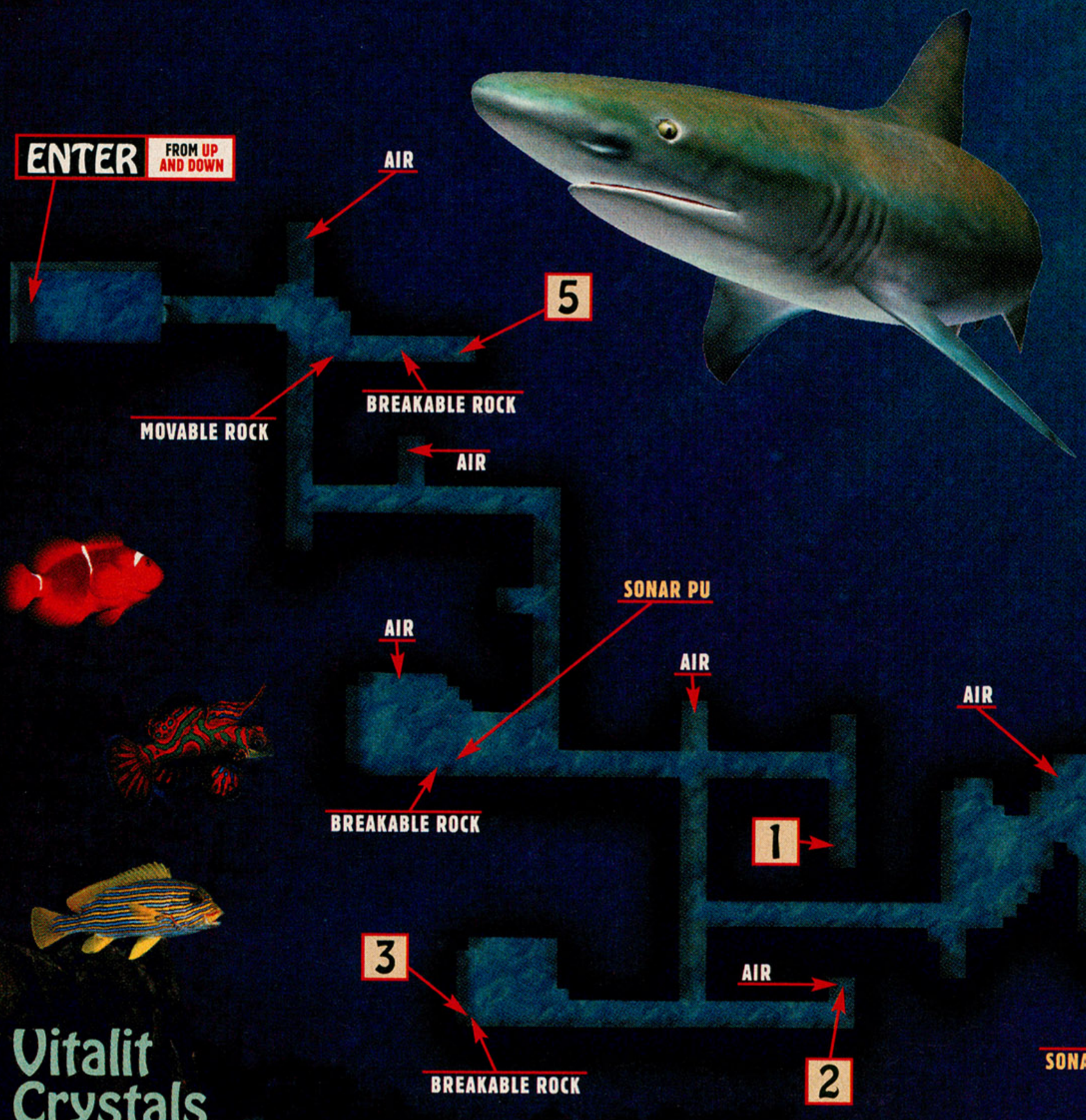
Island of Tranquility
The Geyser

This is one of the more varied levels in the game, and, aside from some falling rocks and a few angry Stingrays, the dangers here are minimal. However, your Turtle Song finally comes into play.

Passage From Genesis

Stage 6

Stage 6 is the first optional level in Ecco, and it's fairly easy to pass. However, similar to Stage 7: Pathways From Nowhere, there really isn't a reason to visit this area unless you want to collect all the Vitalit Crystals.



Vitalit Crystals

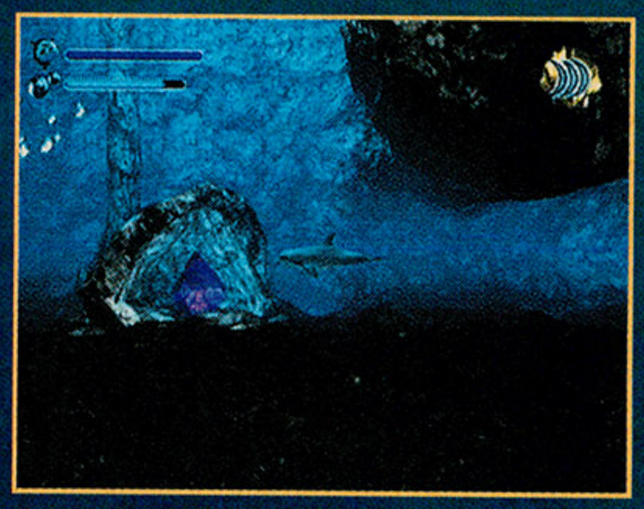
1. Travel down this passage to grab the first Vitalit Crystal.
2. Leap out of the water to grab this one.
3. Smash the rock with the Power of Sonar.
4. This Vitalit can be found beyond the breakable rock.
5. Grab a Power of Sonar and race back here.

Stage 6 Checklist

Check 1: Push the stone in the first major chamber of Up and Down and follow it down past the current. Grab the Power of Sonar that is floating there and swim down to the structure below. Hit the light on all four Pillars quickly (if you don't hit the lights fast enough, they'll reset), and then go into the newly opened door.

Be careful of the sharp plants that line many of the walls in Passage From Genesis—such as the ones that can be found in the first chamber—as they can inflict serious damage.

Check 2: Similar to Check #1, push the rock down the tunnel, closely follow it to bypass the strong current, and then quickly move into the first tunnel on your right before the fast-moving water takes hold. Then search this stage for Crystals. Remember that a Vitalit Crystal and a Power of Sonar can be found hidden in rocks.



Break open this rock in the center of this stage with the Power of Sonar to find the second power-up.

Island of Tranquility
Dark Caves Easy

A tribute of sorts to the original Ecco games on the Genesis (suddenly the name makes sense), Passage From Genesis is a side-scrolling level, so you can go only up, down, left, and right. There are only two main things to look out for here: piranhas and sharp plants.



The battle begins when life ends.

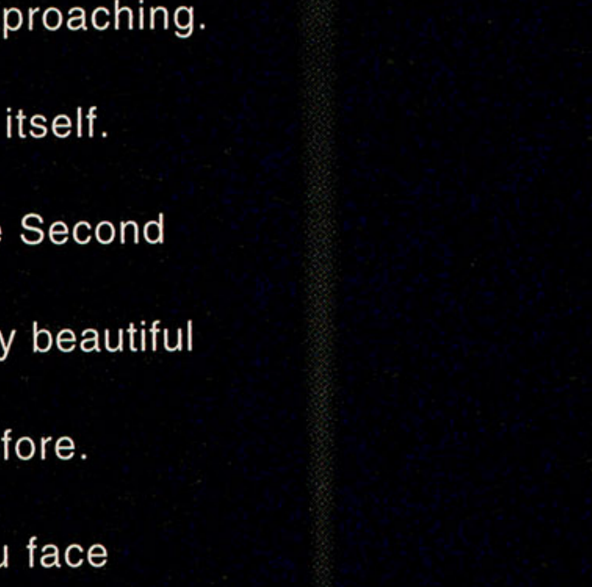
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Pathways From Nowhere

Stage 7

As the second of the two optional levels, Pathways From Nowhere is no walk in the park. This is one of the harder levels in the game—even more so if you didn't have this handy map to follow. The general idea is to collect Vitalit Crystals—but, unlike the previous extra level (Stage 6: Passage From Genesis), you first have to make it past a sealed door if you want to collect any of those health-increasing rocks.

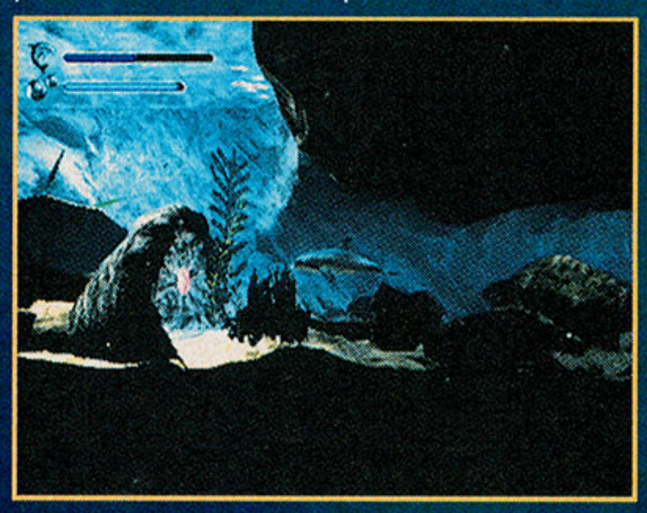


Vitalit Crystals

1. The first Vitalit Crystal can be found at this dead end.
2. Go down the path to find the second one.
3. This Vitalit Crystal is at the very bottom of the passage.
4. Look for it on the far side of the current.
5. You'll have to break open a rock to find this one.

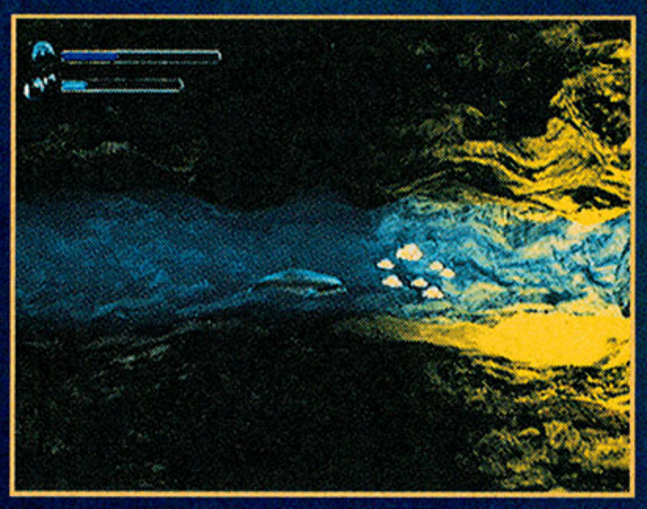
Stage 7 Checklist

Check 1: Find the five gems in the pool on top of Stage 5: Up and Down, deposit them into the ring, and then leap into the smaller pool when the wind stops.



Grab the Sonar power-up to break open rocks holding items.

Check 2: Gather five gems (points A to E on the map) that are in the upper portion of this level and collect the Vitalits.



Be careful while thrusting around here. You could accidentally bite down on the Spikey fish and take some damage. Stick to your normal speed.

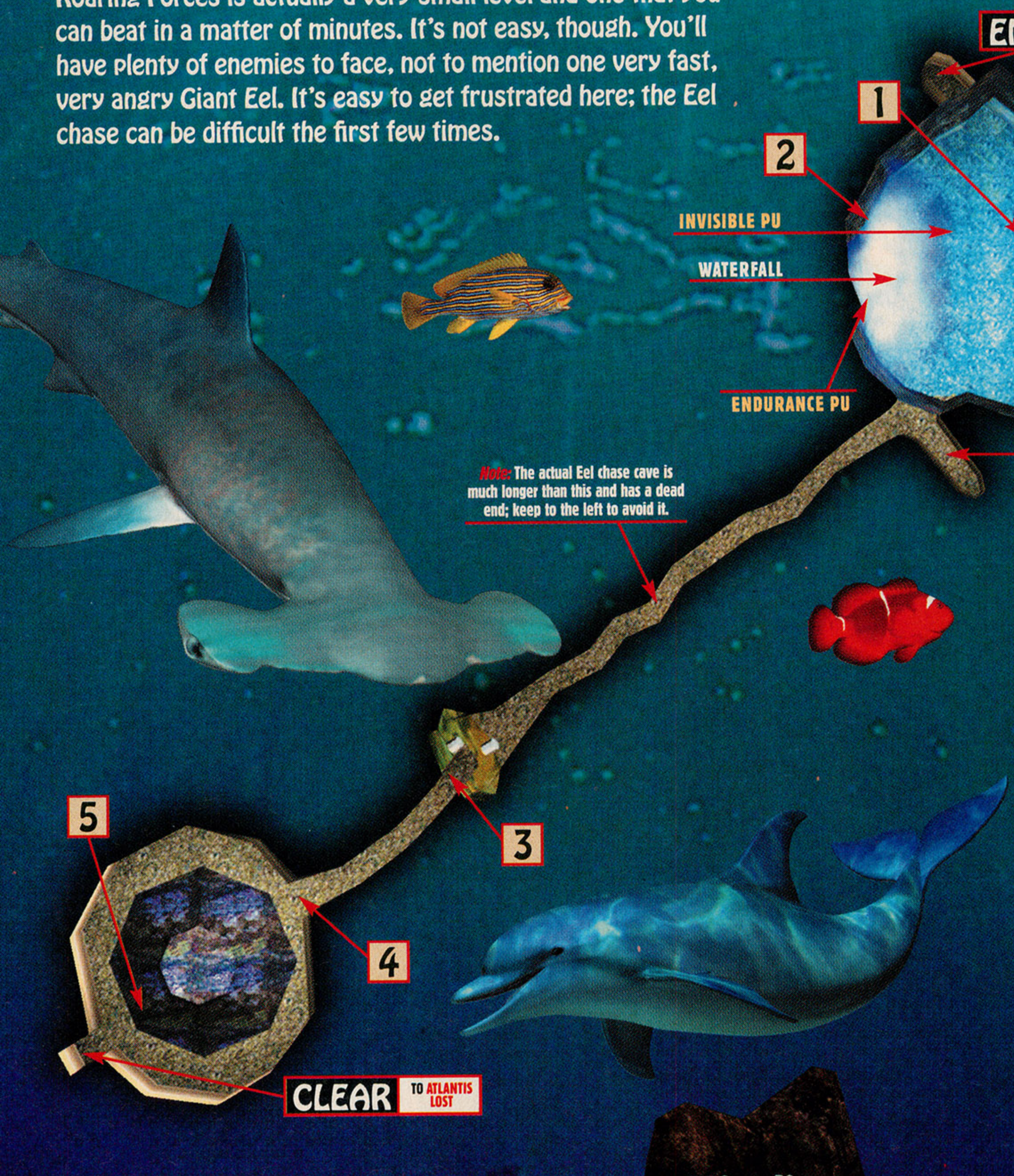
Island of Tranquility
Dark Caves Hard

Just like Passage From Genesis, Pathways is a side-scrolling level and presents the same kind of challenge as the other optional stage. The main threat to watch out for here is the piranhas, and, also like before, you'll need to use the Power of Sonar often to find hidden Vitalit Crystals.

Roaring Forces

Stage 8

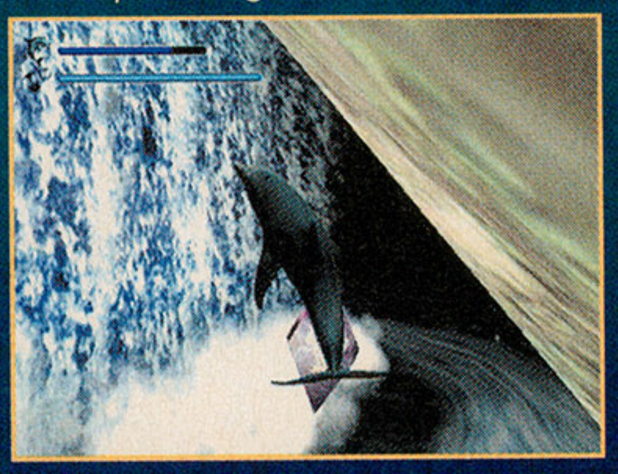
Roaring Forces is actually a very small level and one that you can beat in a matter of minutes. It's not easy, though. You'll have plenty of enemies to face, not to mention one very fast, very angry Giant Eel. It's easy to get frustrated here; the Eel chase can be difficult the first few times.



Stage 8 Checklist

Check 1: Gather up the three power-ups and swim past the Giant Eel.

Check 2: Dodge the Giant Eel's blasts and keep thrusting forward.



Look behind the waterfall if you're having problems finding the Power of Endurance.

Check 3: Hit the two switches that the dolphin drawings are looking at and swim up through the rocks. Touch the glowing orb and then the fish. Swim through the grate.



Be careful not to snack on the fish in the switch room!

Island of Tranquility
Crossroads Eel Chase

Be on the lookout for multiple sharks as soon as you enter this level. They'll start attacking almost immediately if you're not careful. It's easy to regain health with the wide assortment of fish, though, so don't be afraid to break away from attacking sharks for a quick snack.

Vitalit Crystals

1. Leap into the air above the floating boards for this Vitalit.
2. To find this Vitalit, look near the rocks under the waterfall.
3. After the switch puzzle, go upward and then look at the ceiling.
4. The Vitalit is between the walls here.
5. Look near the exit.

Atlantis Lost

Stage 9

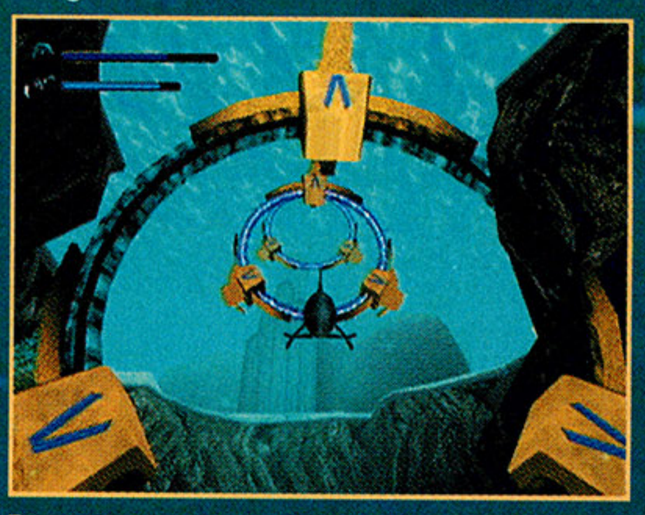
One of the simpler levels in Ecco, Atlantis Lost has you locate the five hidden gems to restore the Guardian. Four of the gems are easy to find; the other might take you a few attempts to grab.



Stage 9 Checklist

Check 1: Find the first four gems and bring them back to the Guardian one at a time.

Check 2: Jump through the rings that float above each temple, then go inside each of them and fire a sonar blast at the display. Enter the main temple and activate all four globes, then use the Accelerator Rings to thrust you to the fifth gem and bring it to the Guardian.



To use the Accelerator Rings to fire yourself over the main building, line yourself up carefully on the bottom of the rings, then just swim (don't charge) your way through them.

Island of Tranquility
Atlantis 3000

The only threat in this familiar-shaped (do you recognize the map's outline?) and incredible-looking level is a bunch of jellyfish, so you can take your time and check out the sights without the worry of attack.

Vitalit Crystals

1. The first Vitalit Crystal is above the entrance.
2. Search the grass for this hidden Vitalit.
3. Fire a sonar blast into the rocks here to find it.
4. Look at the top of the dome from the inside for the fourth Vitalit Crystal.
5. The final Vitalit Crystal is inside this building, near the floor.

Want to know more? Check out the full-length Ecco the Dolphin: Defender of the Future Official Perfect Guide from Versus Books, on sale now!

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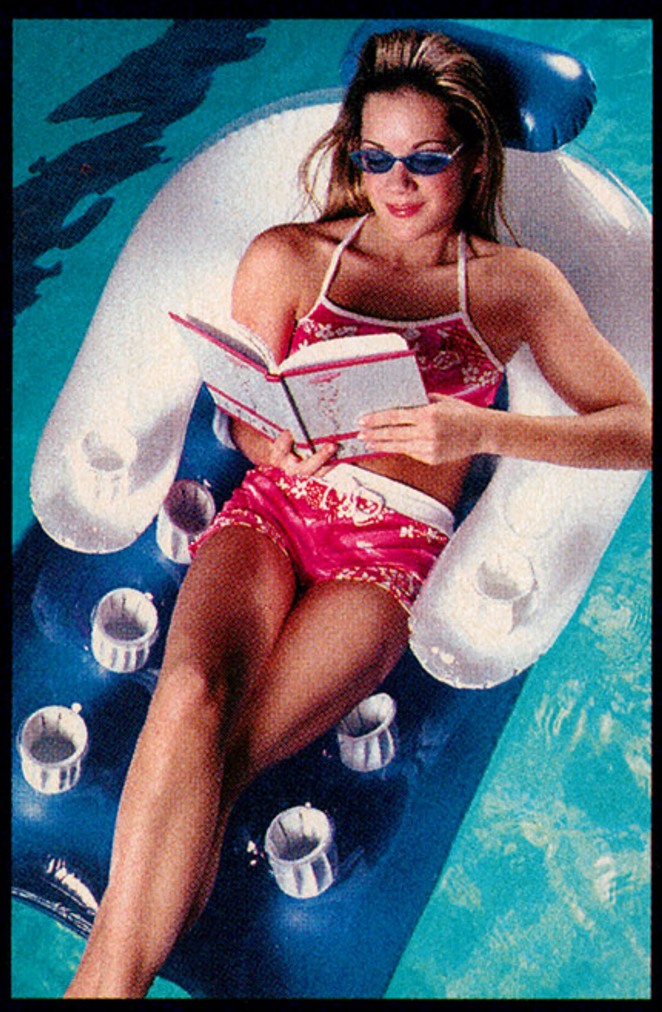
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1

If they cancelled school for a day, what would you do?

A. Read your favorite book.
B. Play sports.
C. Help around the house.
D. Go out with your friends.

2

WHAT'S YOUR FAVORITE MUSIC?

A. Alternative, rock, electronica.
B. Rap and hip-hop.
C. Pop, world music.
D. Love songs, ballads.

3

IF YOU COULD MAKE YOUR DREAMS COME TRUE, YOU'D:



A. Be the world-champion of your favorite sport.
B. Be voted "most popular" in school.
C. Work at a space center.
D. Get a date with the cutest girl/guy in class.

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4 FOR A PARTY, YOU PUT ON:

A. Something original and wild, even if it doesn't look that great.

B. The latest fashions.

C. Something classic: it's better to be safe than sorry.

D. Something like what your friends are going to wear.





5 YOUR FAVORITE KIND OF MOVIE IS:

A. Romance.

B. Comedy.

C. Action-adventure.

D. Horror.

THINK

DON'T SMOKE

YOUTH SMOKING PREVENTION

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RESULTS

5-8 POINTS

You're sensitive and responsible, you know what you want and you have drive. Why blow it with a cigarette? Smoking's not going to help you get anywhere you want to go.

9-12 POINTS

You're outgoing, yet sensitive. And you're totally social. You like people and people like you. You already know you don't need a cigarette to fit in.

13-15 POINTS

You're playful. You like to mix it up and you don't go unnoticed. You're a trend setter who never follows the crowd. That's why you'll make the right decision about cigarettes. You don't need to smoke because some people do.

POINTS

1
A:1. B:3. C:1. D:2.

2
A:3. B:2. C:2. D:1.

3
A:3. B:2. C:1. D:2.

4
A:3. B:2. C:1. D:2.

5
A:1. B:2. C:3. D:3.

SURGEON GENERAL'S WARNING: Smoking Causes Lung Cancer, Heart Disease And Emphysema.

UFC

The Dreamcast fighting-ring just got more intense—the next contender for "Fighter of the Year," Ultimate Fighting Championship, mixes super-realistic combat techniques with pure adrenaline-pumping action. Here's a guide to 10 of the toughest brawlers, including their special moves, killer combos, and winning strategies.

By Four-Eyed Dragon



MOTION = Move the joystick in one smooth, continuous motion.

TAP = Tap the indicated buttons or directions in sequence.

CHARGE = Hold the direction or button indicated for the time indicated.

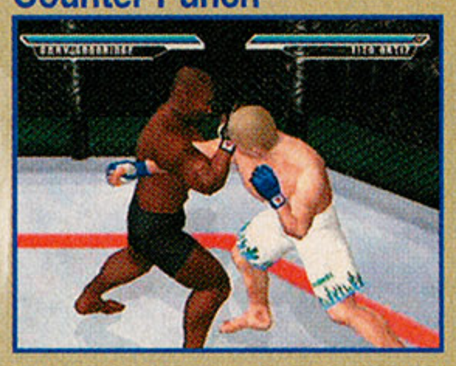
( ) = Execute commands in parentheses simultaneously.

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

Dreamcast

Basic Skills

Counter Punch



To counter a punch, tap (LP RP)

Counter Kick



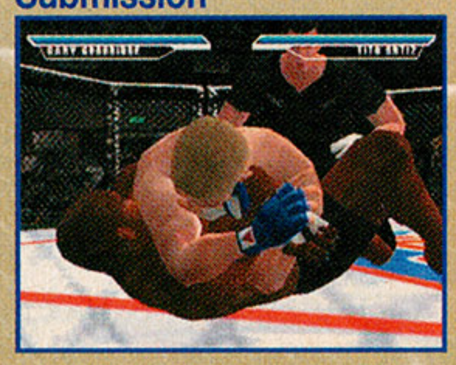
To counter a kick, tap (LK RK)

Normal Take Down



To take down your opponent, tap (LP LK), or tap (RP RK)

Submission



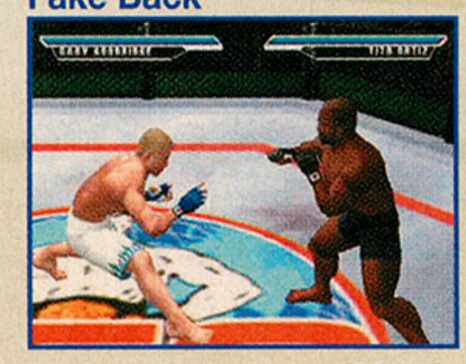
If you're on top of your opponent, perform a submission move by tapping (LP LK) or tapping (RP RK)

Fake Dash



To perform a fake dash, tap (LP RK)

Fake Back



To do a fake back, tap (RP LK)

Know Your Place Standing



Mount-Top



Mount-Bottom



Guard-Top



Guard-Bottom



B Mount-Top



B Mount-Bottom



kevin RANDLEMAN

SPECIAL MOVES

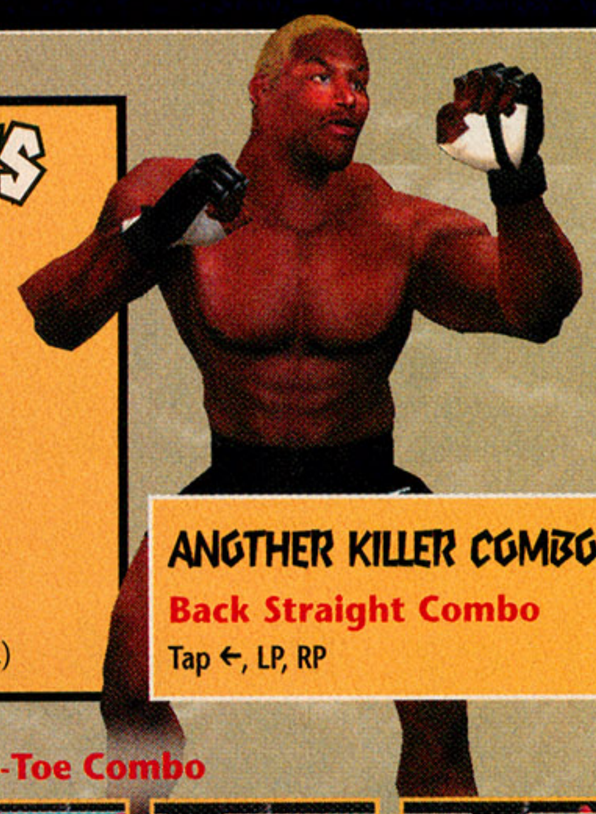
One-Leg Tackle
Tap →, (RP RK)

Move to Back Mount
While being grappled, tap (LP RK)

Temple Hook
Tap →, (LP LK)

Knuckle Bomb
While in the mount-top position, tap (RP LP)

Head Hold Punch
While in the guard-bottom position, tap (LK RK)

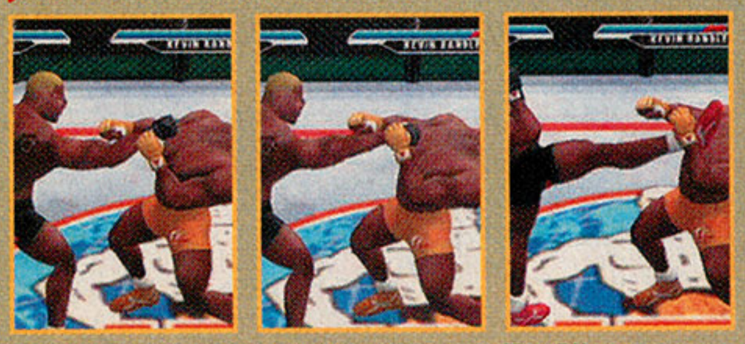


ANOTHER KILLER COMBO

Back Straight Combo
Tap ←, LP, RP

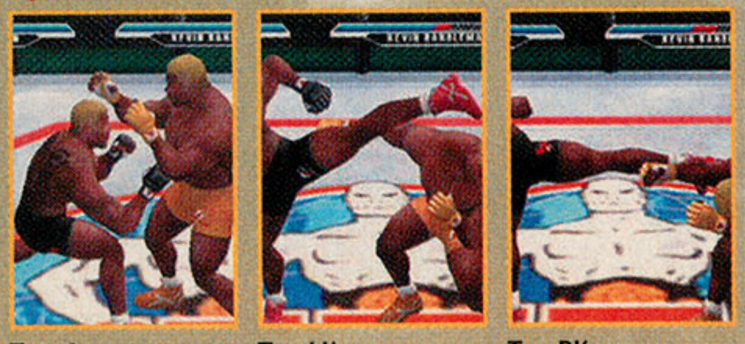
Killer Combos

Jab Middle Kick Combo



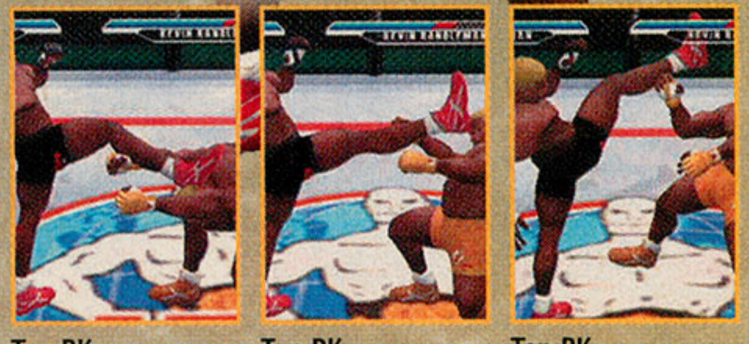
Tap RP | Tap RP | Tap RK

Spin Kick Combo



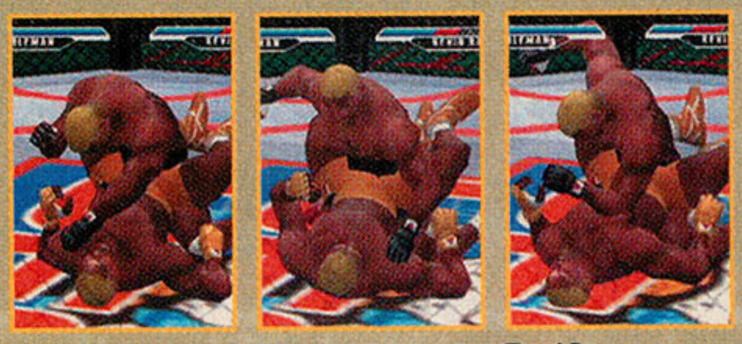
Tap → | Tap LK | Tap RK

Triple-Toe Combo



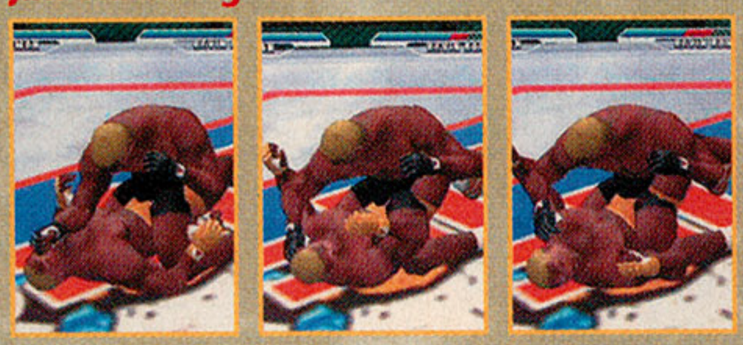
Tap RK | Tap RK | Tap RK

Back-Hand Combo



While in the mount-top or guard-top position, tap LP | Tap LP | Tap LP

Jaw-Numbing Combo



While in the mount-top or guard-top position, tap RP | Tap RP | Tap RP

BEST WAY TO WIN

Randleman has the meanest kicks in the ring. He can quickly defeat opponents with his standing offensive—fast feet mixed with raw power is always a good combination. But once Randleman has his opponent on the ground, his strong punches will overcome any challenger.

pat MILETICH

SPECIAL MOVES

Pull Tackle to Guard Position
While being tackled, tap (LP LK), (RP RK)
Pulling Arm Bar While standing, tap ←, (RP RK)

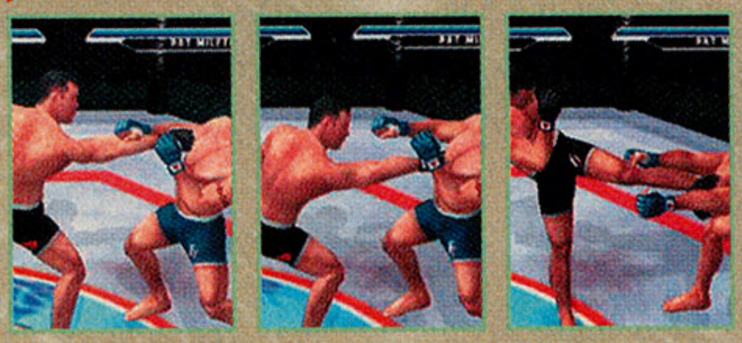
Front Choke Sleeper
From the guard-bottom position, tap (RP RK)

Backward Achilles' Tendon Hold
From the guard-bottom position, tap (RK LK)



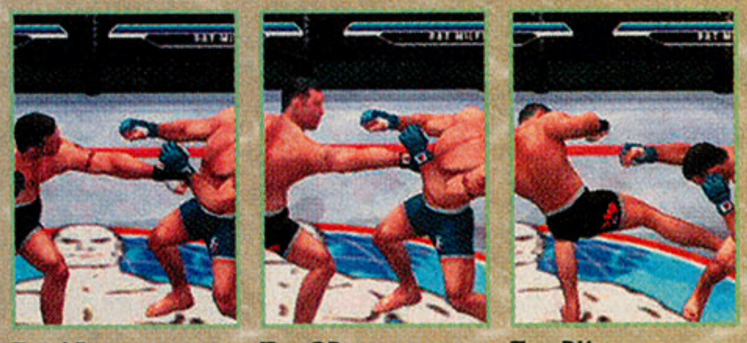
Killer Combos

Jab Middle-Kick Combo



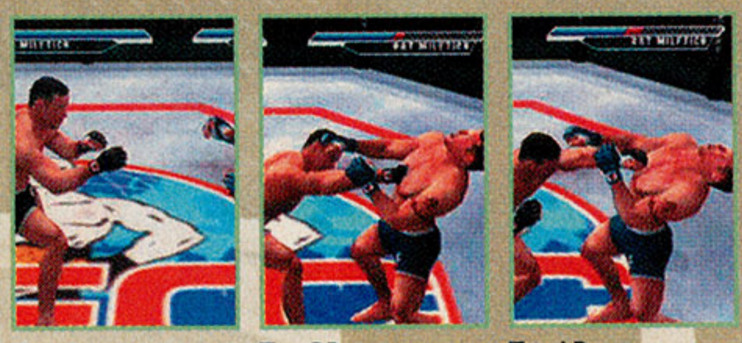
Tap RP | Tap RP | Tap LK

Low Combo



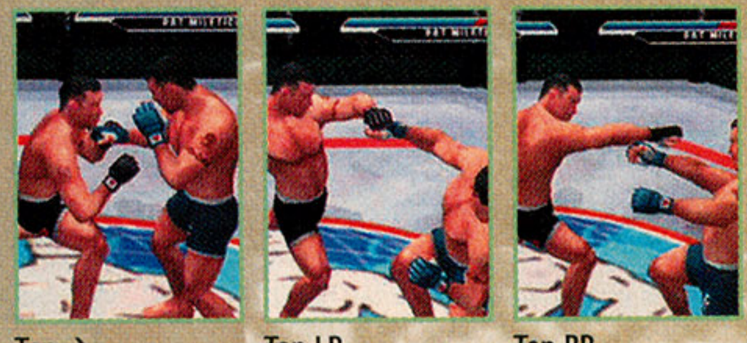
Tap LP | Tap RP | Tap RK

Daredevil Punch Combo



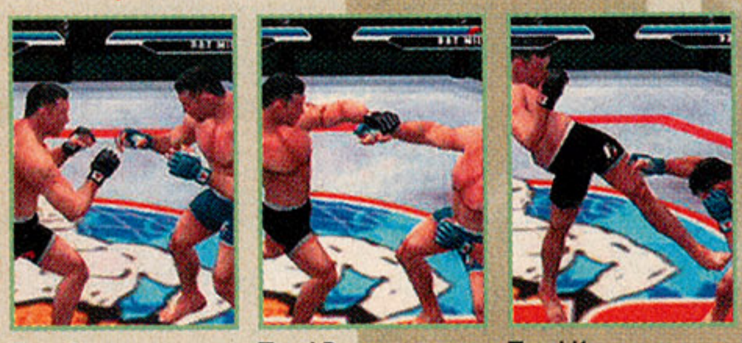
Tap ← | Tap RP | Tap LP

Double Hook Combo



Tap → | Tap LP | Tap RP

Punch/Kick Combo



Tap → | Tap LP | Tap LK

BEST WAY TO WIN

In a standing offense, use Miletich's quick legs to deal powerful blows. Make sure you master his Pull Tackle to Guard Position maneuver—he's most deadly when in a guard position where he can pull off bone-cracking submission moves.

KATY GOODRIDGE

SPECIAL MOVES

Body Hook
When receiving a right punch attack, tap (RP LP)

Grappling Hook
Tap →, (LP LK)

Hammer Drop
While in the guard-top position, tap (LP LK)

Head-Hold Punch
While in the guard-bottom position, tap (LK RK)

Blow Away
While in the B mount-bottom position, quickly rotate directional pad clockwise

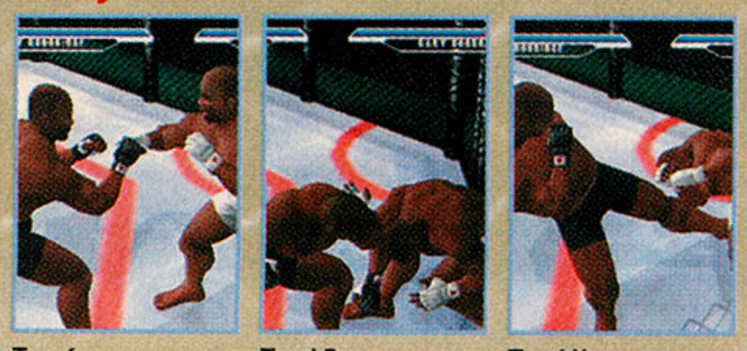


ANOTHER KILLER COMBO

Back Straight Combo
Tap ←, LP, RP

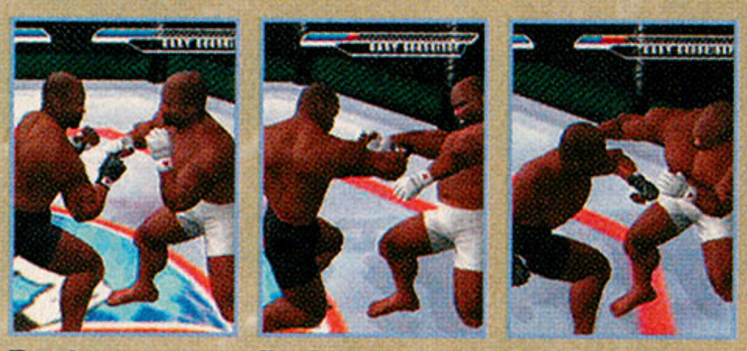
Killer Combos

Lefty Combo



Tap ← | Tap LP | Tap LK

Double-Hook Combo



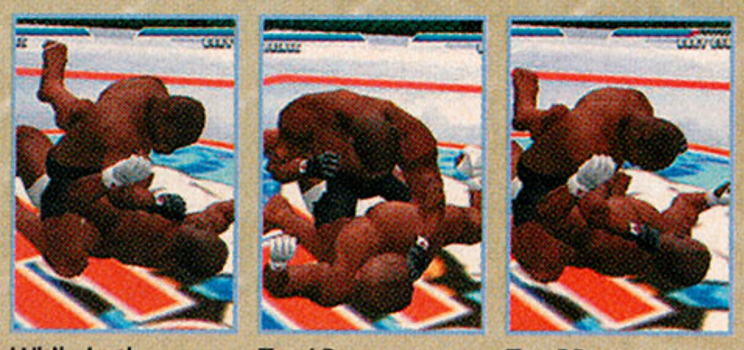
Tap → | Tap RP | Tap LP

Jab-Kick Combo



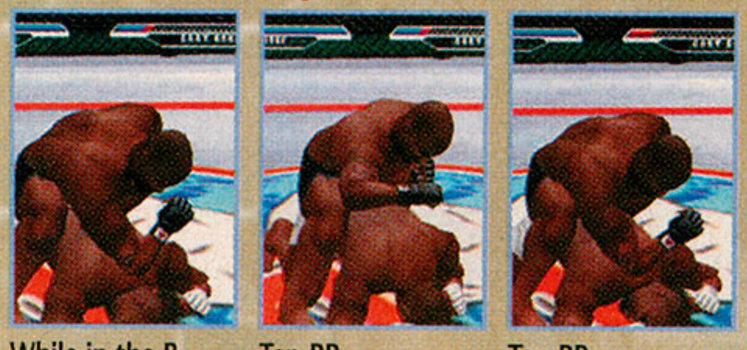
Tap RP | Tap LP | Tap LK

Triple-Hammer Combo



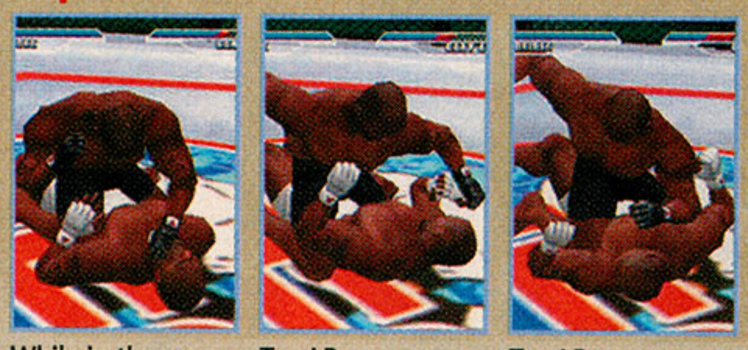
While in the mount-top position, tap RP | Tap LP | Tap RP

Triple Elbow Drop Combo



While in the B mount-top position, tap RP | Tap RP | Tap RP

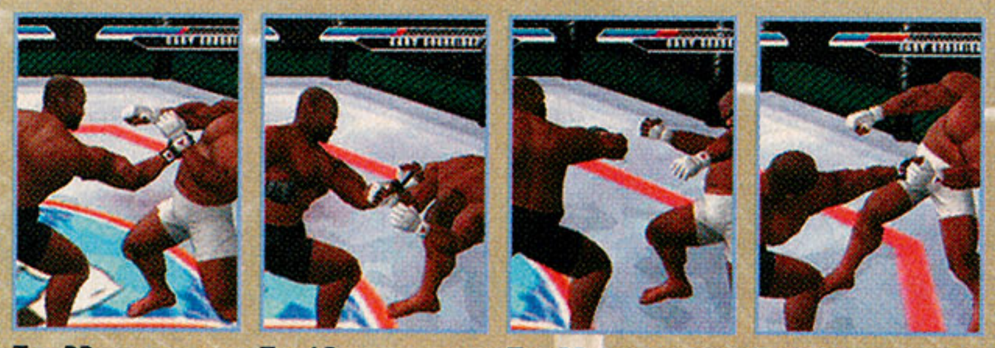
Triple Hammer-Hook Combo



While in the mount-top position, tap LP | Tap LP | Tap LP

TSUYOSHI KOSAKA

Fierce Four-Hit Combo



Tap RP | Tap LP | Tap RP | Tap LP

BEST WAY TO WIN

Goodridge is a powerhouse with his fists in any position, so use his devastating combos to quickly shuck your opponent. Since punches are his best attacks, be careful not to overuse them and get easily countered.

SPECIAL MOVES

Arm Reverse Cross
When attacked with a Right Punch, tap (RP LP)

Left Step Tackle
Tap ↑, (LP LK)

Fake Punch
While in the mount-top position, tap (RP LK)

Kosaka Scissors Escape
While in the mount-bottom position, tap (LK RK)

Rolling Heel Hold
While in the guard-top position, tap (RK LK)

Cross Knee
While in the guard-bottom position, tap (RP RK)

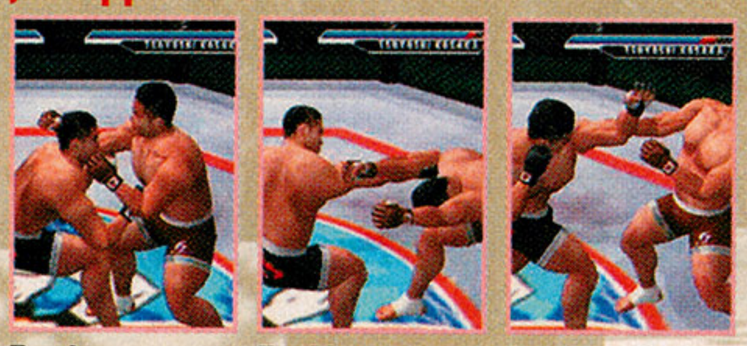
Head Hold Punch
While in the guard-bottom position, tap (LK RK)

Sidebar Counter
While in the B mount-top position and attacked with a punch, tap (RP LP)

Sweep
While in the B mount-bottom position, tap (RP RK)

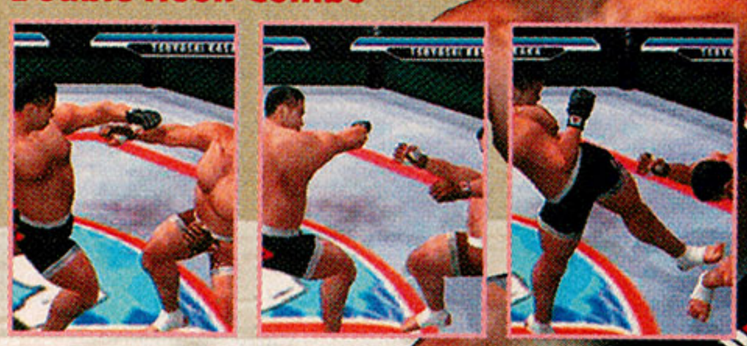
Killer Combos

Jab Uppercut Combo



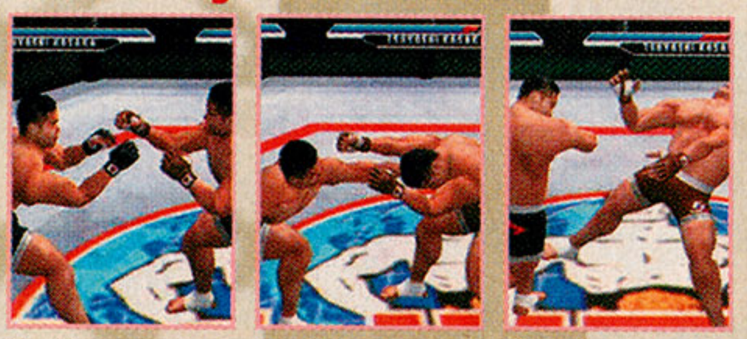
Tap → | Tap RP | Tap LP

Double Hook Combo



Tap LP | Tap RP | Tap LK

Power Straight-Hook Combo



Tap ← | Tap LP | Tap RP

BEST WAY TO WIN

Kosaka is an expert in grappling and submission holds, so get your opponent's back on the mat as quickly as possible. Also, Kosaka can easily counter a mounted position to his advantage with various holds and sweeps.

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JEREMY HORN

SPECIAL MOVES

Body Spin Crab Scissor Hold
Tap →, (RP LP)

Low Kick Counter
Tap →, (RK LK)

Triangle Hold
While in the guard-bottom position, tap (RP RK)

Chicken Wing Arm Bar
While in the guard-bottom position, tap (LP LK)

Head-Hold Punch
While in the guard-bottom position, tap (LK RK)

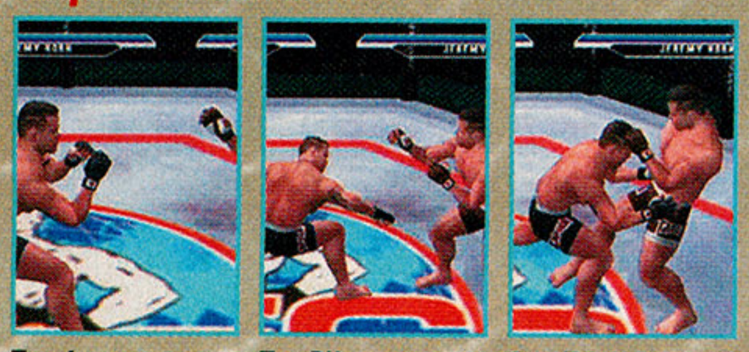


ANOTHER KILLER COMBO

Away Straight Triple Combo
Tap ←, LP, RP, LP

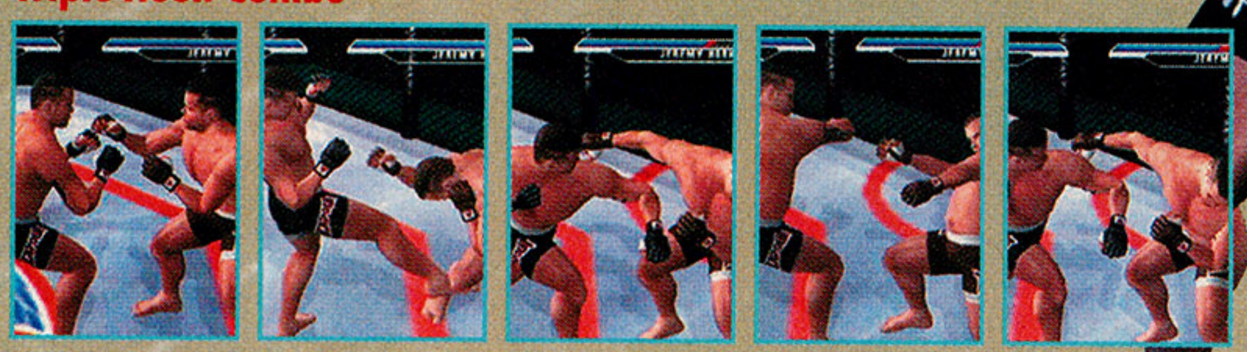
Killer Combos

Step In Hold Combo



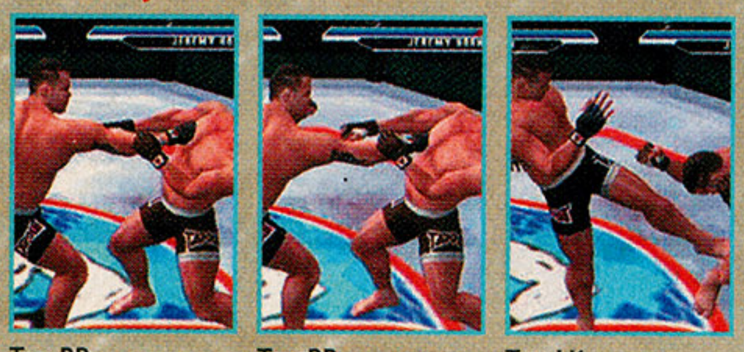
Tap ← | Tap RK | Tap (RP RK)

Triple Hook Combo



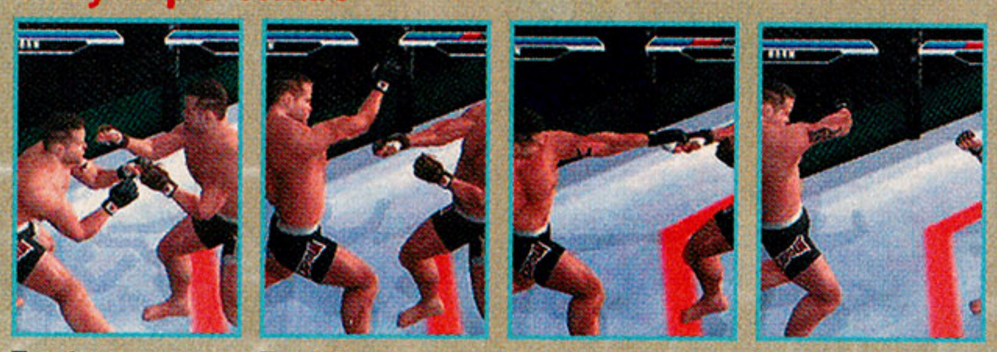
Tap → | Tap RK | Tap LP | Tap RP | Tap LP

Double Jab Low Combo



Tap RP | Tap RP | Tap LK

Away Triple Combo



Tap ← | Tap RP | Tap LP | Tap RP

BEST WAY TO WIN

Horn isn't very powerful. But he's quick to evade attacks when standing, so he's more defensive than offensive. If you're caught with your back on the mat, get into the guard position where Horn can be effective with his submission holds.

MARK COLEMAN



SPECIAL MOVES

Ultimate Coleman Tackle
Tap (LP LK), (RP RK)

Straight Coleman Tackle
Tap (LP LK), (LP LK)

Airplane Throw
Tap →, (LP LK)

Triangle Hold
While in mount-top position, tap (RK LK)

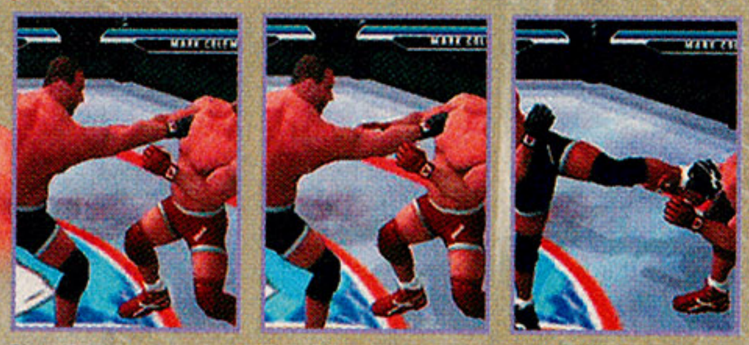
Sweep
While in mount-bottom position, tap (RK LK)

Head-Hold Punch
While in guard-bottom position, tap (LK RK)

Side Bar
While in the B mount-top position, tap (LP RP)

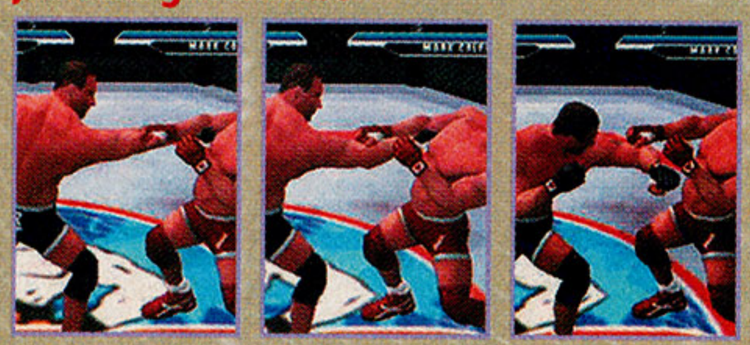
Killer Combos

Jab Middle Combo



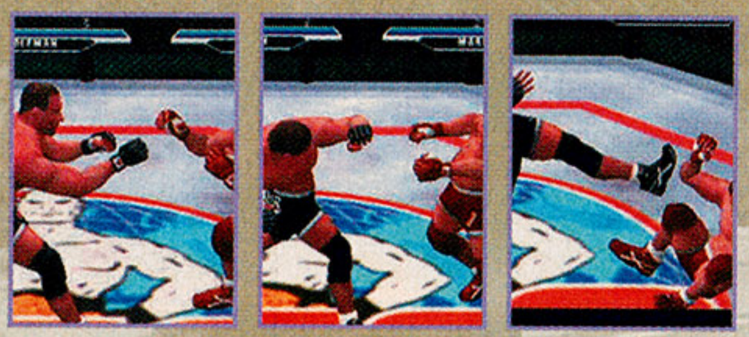
Tap RP | Tap RP | Tap LK

Jab Straight Combo



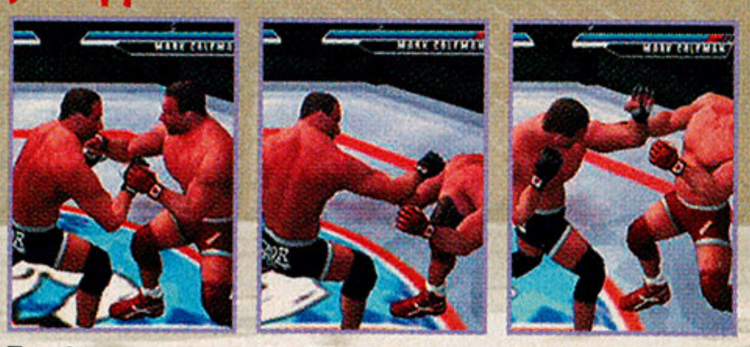
Tap RP | Tap RP | Tap LP

Hook Kick Combo



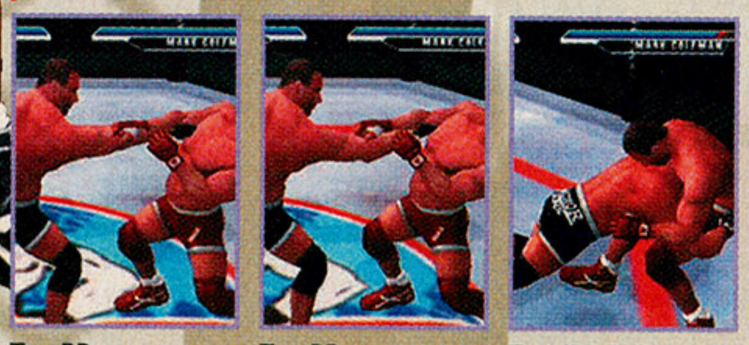
Tap ← | Tap LP | Tap LK

Jab Uppercut Combo



Tap → | Tap RP | Tap LP

Jab Tackle Combo



Tap RP | Tap RP | Tap (RP RK)

BEST WAY TO WIN

Coleman has a very weak standing offense—he's slow and can be easily countered. Get your opponent to kiss the mat as soon as possible by using any of Coleman's fast grappling moves, and then use his many submission moves to win the match.

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tito ORTIZ

SPECIAL MOVES

Catch Hook
When attacked with a Right Punch, tap (RP LP)

Leg Cut Tackle
Tap →, (RP RK)

Pass to Back Mount
While being grappled, tap (LP RK)

Head Hold Punch
While in the guard-bottom position, tap (LK RK)



ANOTHER KILLER COMBO

Back Straight Combo
While in the B mount-top position, tap RP, RP, LP, RP

Killer Combos

Cat and Dog 2 Combo


While in the B mount-top position, tap RP


Tap RP


Tap LP


Tap LP

Make 'Em Fall Combo


Tap LP


Tap RP


Tap RK


Tap LK

Face/Body Combo


Tap RP


Tap RP


Tap LP


Tap LP

Hook Combo


Tap RP


Tap RP


Tap LP


Tap RP

Punch Rush Combo


While in the mount-top position, tap LP


Tap LP


Tap LP

Head Bangin' Combo


While in the B mount-top position, tap RP


Tap LP


Tap RP


Tap RP

BEST WAY TO WIN

Ortiz has the strongest combos among all the fighters. You'll be able to easily KO an opponent in a standing offense. If you're fighting a grappler, however, be sure to master Ortiz's Pass to Back Mount maneuver, and then start pounding with combos to the back of the head.

GUY MEZGER



SPECIAL MOVES

High-Speed Tackle
Tap →, (LP LK)

Guy's Hold
From the mount-bottom position, tap (RP RK)

Hold from Guard
From the guard-bottom position, tap (RP RK)

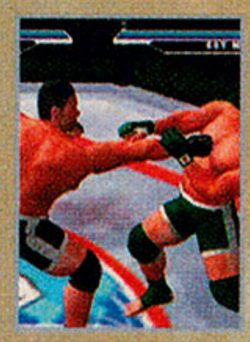
Head-Hold Punch
From the guard-bottom position, tap (LK RK)

Sweep
From the B mount-bottom position, tap (RP RK)

Killer Combos

Triple Jab


Tap RP


Tap RP


Tap RP

Side Low-Kick Combo


Tap LP


Tap RP


Tap RK

Swing Hook Combo


Tap ←


Tap RK


Tap RP


Tap LP

BEST WAY TO WIN

Start with standing combos to wear down your opponent, then use the High-Speed Tackle and finish up with punches to the face. Even if Mezger is countered and put to the mat, he can easily escape or avoid taking major damage.

TIM SUHR

AGE 19 — THE JOURNEY BEGINS

AGE 21 — TRAVELS TO JERUSALEM, PARIS, CAIRO, ITALY AND SPAIN

GOES HORSEBACK AND CAMEL RIDING IN THE DESERTS OF BAHRAIN

AGE 22 — TOUCHES THE PYRAMIDS IN EGYPT

AGE 25 — ATTENDS NAVAL LEADERSHIP SCHOOL

AGE 27 — EARNS SECOND NAVY AND MARINE CORPS ACHIEVEMENT MEDAL

VISITS TOKYO AND SASEBO, JAPAN

AGE 28 — THE JOURNEY CONTINUES

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andre ROBERTS

SPECIAL MOVES

Shoulder Tackle
Tap →, (RP LP)

Temple Hook
Tap → (LP LK)

Tomahawk Punch
Tap ←, LP

Two-Fist Terror
While in the mount-top position, tap (RP LP)

Head-Hold Punch
While in the guard-bottom position, tap (LK RK)



ANOTHER KILLER COMBO

Right/Left Combo
Tap →, RP, RP, LP, LP

Killer Combos

Wind Up Quarter Combo



Tap →



Tap LP



Tap RP

Strong Left Combo



Tap LP



Tap LP



Tap LK

Triple-Hammer Combo



While in mount-top position, tap RP



Tap LP



Tap RP

Big Fist Combo



Tap ←



Tap RP



Tap LP

Double Quarter Upper Combo



Tap RP



Tap LP



Tap LK

BEST WAY TO WIN

As in real life, Roberts' strongest asset is his skill as a boxer. He excels in his hooks and uppercuts whether he is standing or in a mounted position. Be cautious: He's powerful, but he's also very slow.

frank SHAMROCK

SPECIAL MOVES

Arm Bar Hold
When attacked with a Left Punch, tap (LP RP)

Surplice Hold
When attacked with a Right Punch, tap (LP RP)

Crab Grab
Tap →, (LK RK)

Lift Up Slam
Tap →, (RP RK)

Knee Cross Hold
While in the mount-top position, tap (LK RK)

Head-Hold Punch
While in the guard-bottom position, tap (LK RK)

Arm Lock
While in the B mount-bottom position and attacked with a Right Punch, tap (RP LP)

Side Bar Lock
While in the B mount-bottom position and attacked with a Left Punch, tap (RP LP)

Killer Combos

Upper Cut Combo



Tap →



Tap LP



Tap RP

Jab Upper-Kick Combo



Tap RP

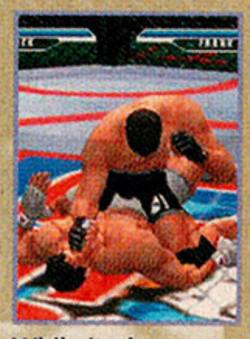


Tap LP



Tap LK

Face Punch Combo



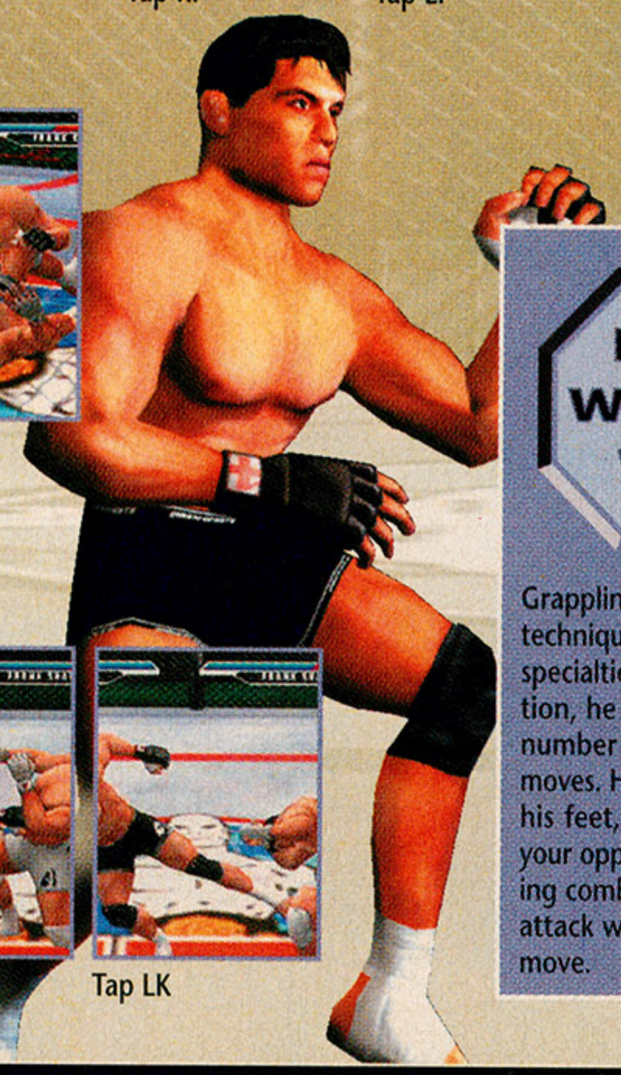
While in the mount-top position, tap RP



Tap RP



Tap RP



Frank's Four-Hit Combo



Tap LP



Tap RP



Tap LP

Tap LK

BEST WAY TO WIN

Grappling and submission techniques are Shamrock's specialties. From any position, he can pull off any number of submission moves. He's also quick on his feet, so wear down your opponent with standing combos, then surprise attack with a grappling move.

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swat.gamepro@gamepro.com

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

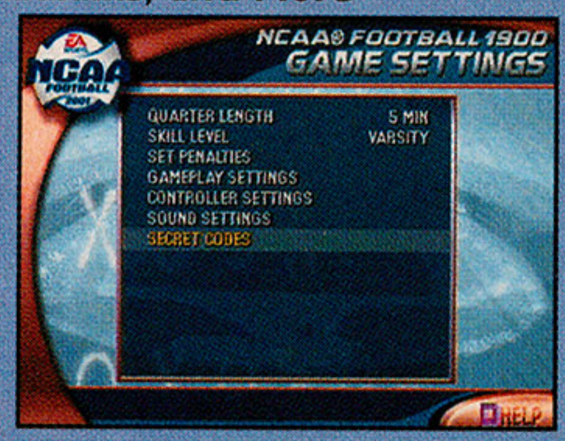


PlayStation

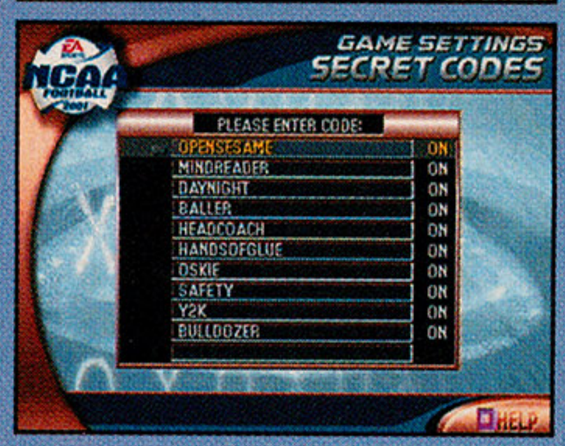
NCAA Football 2001

Maximum Wind, Unlock All Stadiums, and More









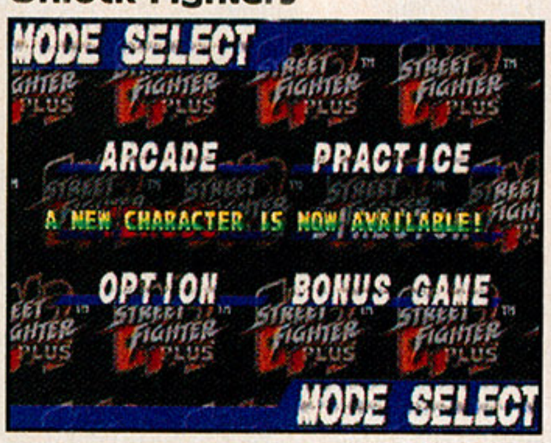
At the main menu, enter Game Settings, then choose Secret Codes. Input any of the following passwords to activate these cheats.

Change the Date:	Y2K
Defense Always Intercepts the Ball:	OSKIE
Faster Daytime Effects:	DAYNIGHT
Juggernaut Team:	BULLDOZER
Maximum Attribute Points:	BALLER
Maximum Recruiting Points:	HEADCOACH
Maximum Wind:	SAFETY
Receivers Always Catch the Ball:	HANDSOFGLUE
See CPU's Plays:	MINDREADER
Unlock All Stadiums:	OPENSESAME

PlayStation

Street Fighter EX2 Plus

Unlock Fighters





Unlock Garuda: At the Mode Select screen, highlight "Arcade," then **press Select, Select, Select, Right, Select, Select, Down, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Hayate: At the Mode Select screen, highlight "Bonus Game," then **press Select, Select, Up, Select, Select, Select, Select, Up, Select, Left, Select, Select, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Kairi: At the Mode Select screen, highlight "Option," then **press Select, Right, Select, Select, Select, Down, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Shadow Geist: At the Mode Select screen, highlight "Versus," then **press Select, Select, Select, Down, Select, Select, Select, Select, Up, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Edwin Chen
Troy, MI



PlayStation

Fear Effect

View Game-End Movies





Put the first disk in your PlayStation and turn it on. Let the introduction movie play. When the talking stops, the music starts, and the credits appear on the screen, open your PlayStation, take out the first disk, and put in the second disk. After a pause, all the game-end movies will play.

Albert Garcia
Victoria, TX



READER TIP OF THE MONTH

PlayStation

Tenchu 2: Birth of the Stealth Assassins

All Items, All Levels, and More





All Items: Start any mission other than the Training Course. At the Items screen at the beginning of the mission, **press** □, □, □, ○, □, ○, ○, **Left, Up, Down, Right, R2, R2**. If you entered the code correctly, all items will now be available.

Increase Number of Items in Inventory: At the Items screen, **simultaneously press and hold R1 and** □**, then press Right, Down, Left, Up**. If you entered the code correctly, you'll have one more of every item in your inventory.





All Levels: At the title screen, choose Start. At the Mission screen, **simultaneously press and hold** ○, □**, and Select, then press Right, Right, Right, Up, Left, Down, R2**. If you entered the code correctly, all missions should appear and be selectable.





Unlock All Mission Textures and Items in Mission Editor: At the main menu, enter Mission Editor, then enter Edit Mission. At the Edit Mission screen, **simultaneously press and hold R2 and** ○**, then press Up, Down, Down, Right, Left, Left**. If you entered the code correctly, you will hear a sound. Select Create New Mission. At the Mission Setting screen, highlight "Location," **press Left or Right, then press Start**. You can now create a mission using textures and items from any mission.

Unlock Office Textures and Items in Mission Editor: At the title screen, enter Mission Editor, then enter Edit Mission. At the Edit Mission screen, **press and hold L2, then press** ○, □**, Left, Right,** ○, □. If you entered the code correctly, you will hear a sound. You can now create a mission using Office textures and items. Select Create New Mission. At the Mission Settings screen, highlight "Location," **press Left or Right** to highlight "Office," **then press Start**. You can now create a mission using Office textures and items.





Unlock All Levels in Mission Editor: First, unlock all mission textures and items (see above). At the Edit Mission screen, highlight "Create New Mission," **press and hold** ○**, then press Up, Up, Down, Down, Left, Right**. If you entered the code correctly, you'll hear a sound and a CD icon will appear to the left of the memory card icon at the top of the screen. **Press R1** to highlight the CD, then select a mission to edit.





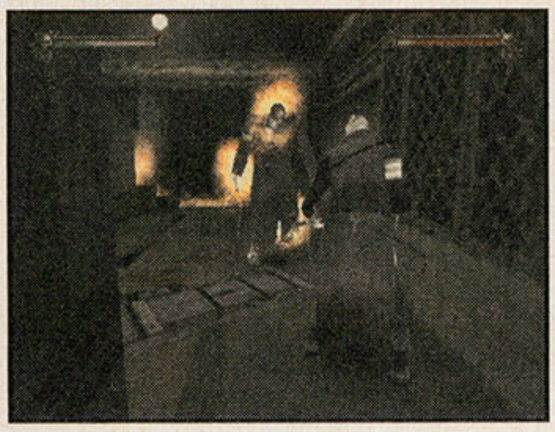
View Full Map: During any mission, **press and hold Select** to view the map. While **holding Select, press** ○, ○, ○, ○, ○. If you entered the code correctly, the full map will appear.

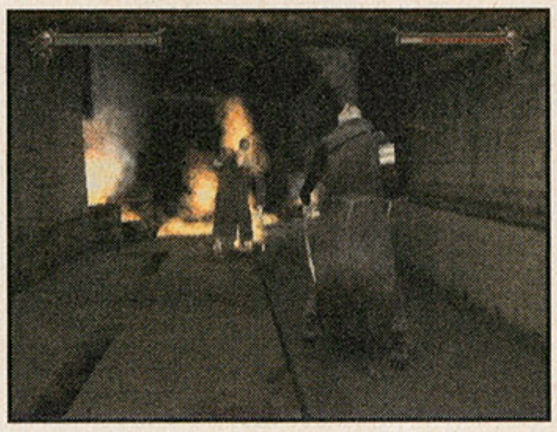
Zach Winzenburg
Williston, ND

Dreamcast

Nightmare Creatures II

Restore Health





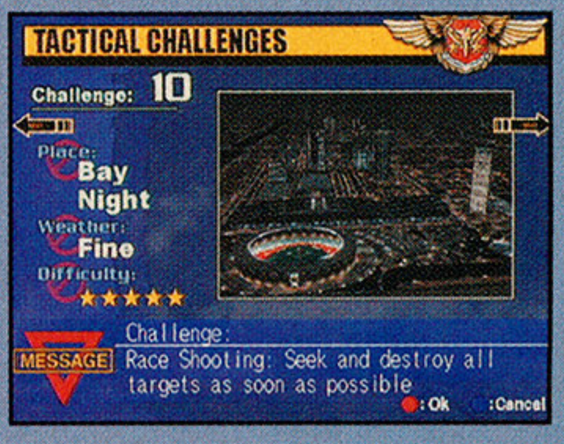
During gameplay, **simultaneously press X, Y, and B** to replenish your health.

Dreamcast

Aerowings 2: Airstrike

Unlock All Missions and Planes





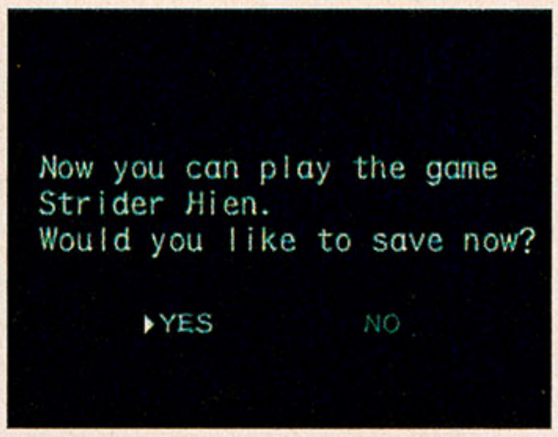
Start a new game. At the Game Select screen, **press and hold L, then simultaneously press X and Y**. If you entered the code correctly, you'll hear a sound like "Argh." All missions and planes will now be available.

PlayStation

Strider 2

Hien Mode in Strider 2









Finish the game on any skill setting and save the game to a memory card. Start a new game with the saved data and, at the title screen, select Game Start. You can now find a new play option, Hien Mode, that enables you to play as Strider Hien.

Nintendo 64

Asteroids Hyper 64

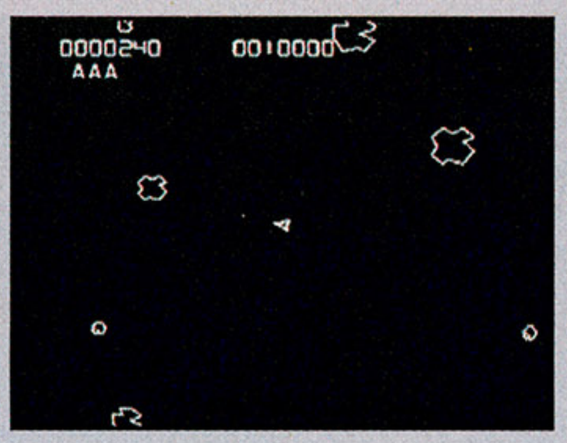
Cheat Menu, Classic Asteroids, and More





Cheat Menu: Pause the game, **press and hold L, then press left-C, left-C, right-C, right-C, B, A, top-C, top-C, bottom-C, bottom-C, Start**. If you entered the code correctly, a cheat menu will appear where you can choose to warp to any zone and to turn off collision.





Classic Asteroids, Credits, and Relentless Mode: At the main menu, **press and hold L, then press left-C, right-C, top-C, bottom-C, A, top-C, bottom-C, left-C, right-C, Start**. If you entered the code correctly, an option for Classic Asteroids will appear on the menu, along with a Credits option. Relentless mode will also be available when you start a normal game.

PlayStation

Nightmare Creatures II

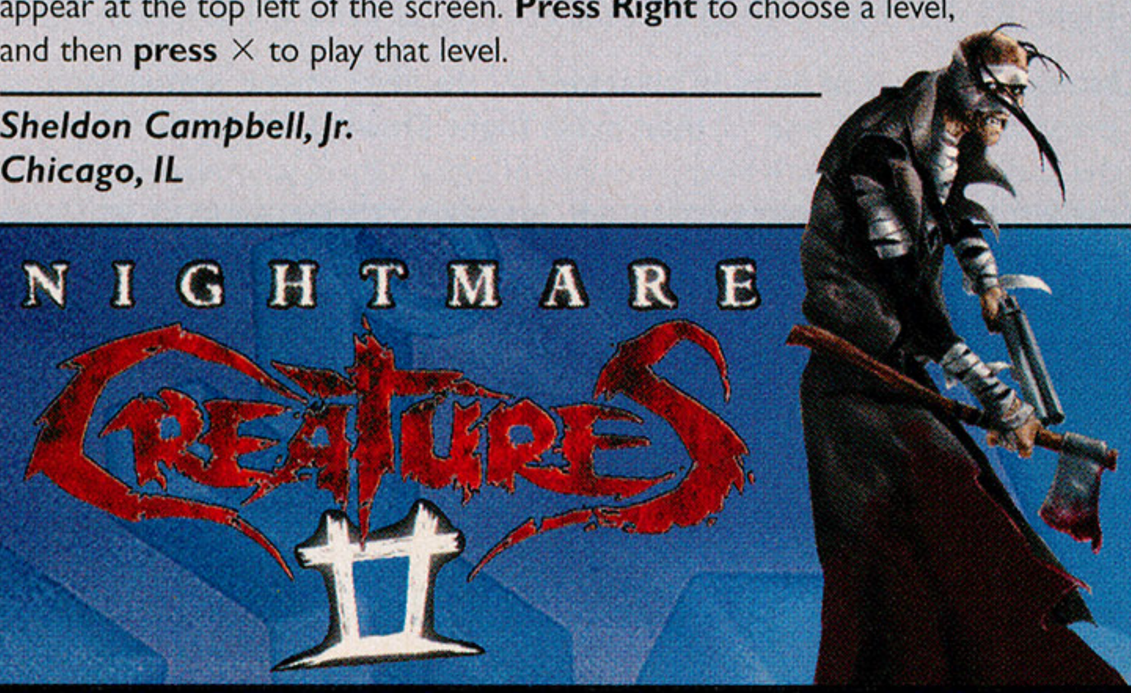
Level Select





At the Menu screen, **simultaneously press and hold L1, R2, ○, and □, then press Select**. If you entered the code correctly, a level select will appear at the top left of the screen. **Press Right** to choose a level, and then **press** × to play that level.

Sheldon Campbell, Jr.
Chicago, IL



PlayStation

Rampage Through Time

Power Meter Always Recharges and Unlock Movies









Power Meter Always Recharges: At the main menu, choose Password. Input `JOSHS` as the password. If you entered it correctly, you will automatically return to the main menu and the power meter of human-controlled monsters will always recharge.

Unlock Movies: At the main menu, choose Password. Input `12345` as the password. If you entered it correctly, you will automatically return to the main menu. Choose Options, then Cheats where you can now choose movies to watch or sound effects to hear.

Brett Ray Pavlov
Newport News, VA



PlayStation

Eagle One: Harrier Attack

Infinite Ammo, Invincibility, and Level Select

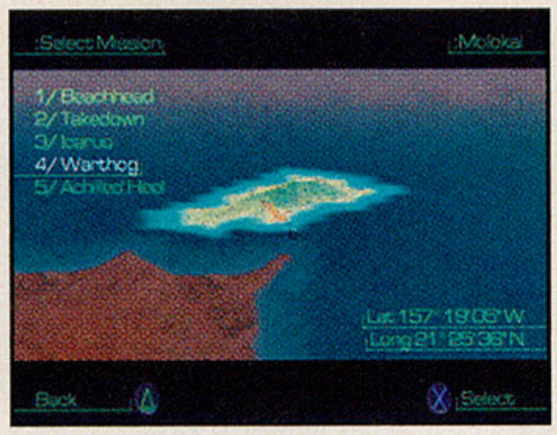




Infinite Ammo: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, R1**. If you entered the code correctly, you'll hear a beep.

Invincibility: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, L1**. If you entered the code correctly, you'll hear a beep.





Level Select: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, Start**. If you entered the code correctly, you'll hear a beep. Start a normal game. At the Select Island screen, **press Left or Right** to choose an island, then select a mission.

PlayStation

PlayStation Underground: Volume 4, Issue 2

Unlock Metal Gear Solid 2: Sons of Liberty Trailer









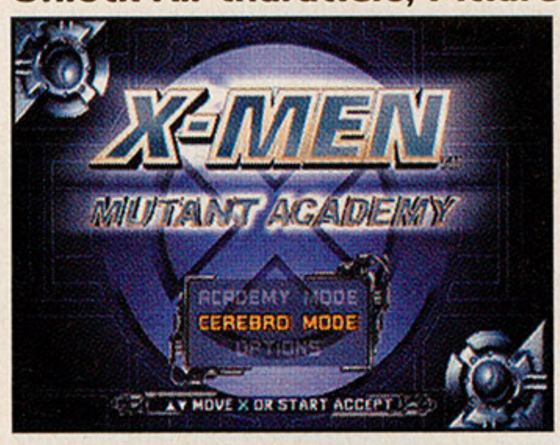
Insert Disc 2, **press Left or Right** to highlight "Security Code," then **press** ×. **Press L1, L2, X, R2, R1,** △, ○, □, Start. If you entered the code correctly, the Metal Gear Solid 2 trailer will automatically start playing.

AIMY7730
Via the Internet

PlayStation

X-Men Mutant Academy

Unlock All Characters, Pictures, and Movies









At the main menu, **press Select, Up, L2, R1, L1, R2**. If you entered the code correctly, you'll hear a strange sound. All 10 characters will be playable, and all pictures and movies in Cerebro mode will be viewable.

George L. Esguerra
Oceanside, CA

Nintendo 64

Army Men: Air Combat

Unlock All Levels and Helicopters









At the main menu, enter Password. **Press R, left-C, Right, Up, then press A** to accept the password. **Press A** again to continue. You will immediately go to the campaign-selection screen. Choose 1P Campaign or 2P Campaign. Highlight "Briefing" and **press Left or Right** to choose any level. Highlight "Helicopter" and **press Left or Right** to choose any helicopter.





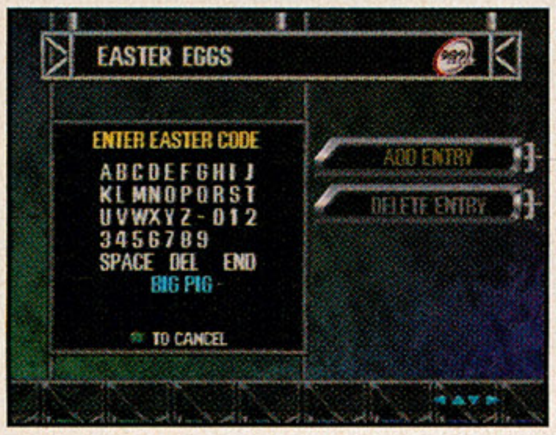
PlayStation

NFL GameDay 2001

All Bobo Teams, Harder Tackles, and More





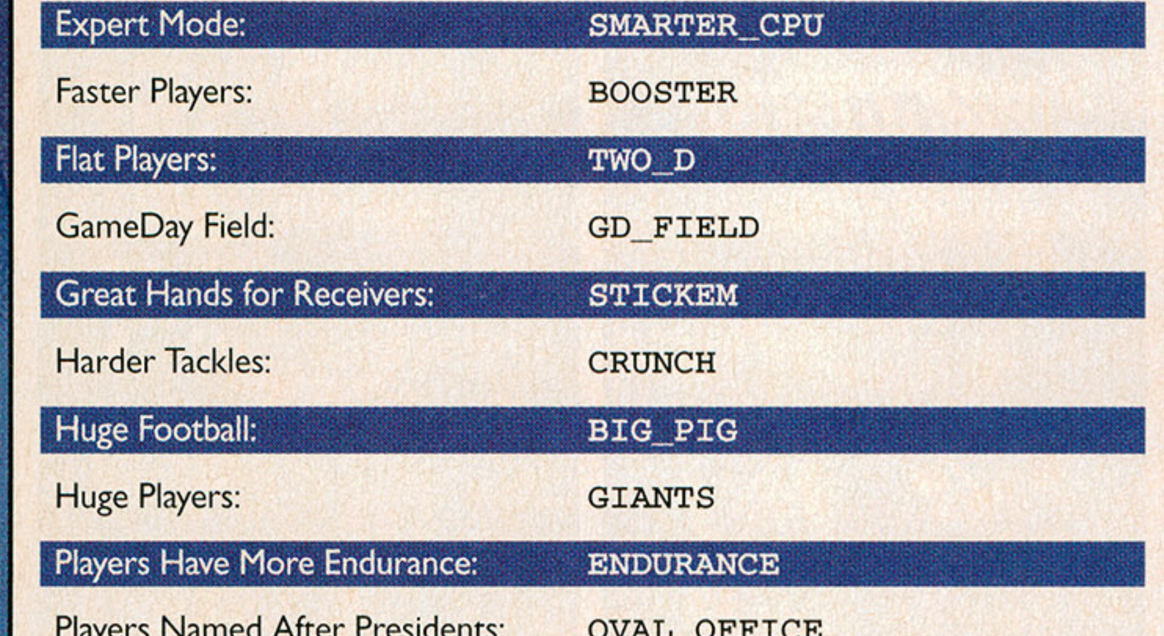




At the main menu, enter Options, then Easter Eggs. At the Easter Eggs screen, choose Add Entry, then input any of the following codes to activate these cheats. If you entered the password correctly, the name of the cheat will appear under "Easter Eggs Activated" on the left side of the screen.

Note: A _ designates a blank space.

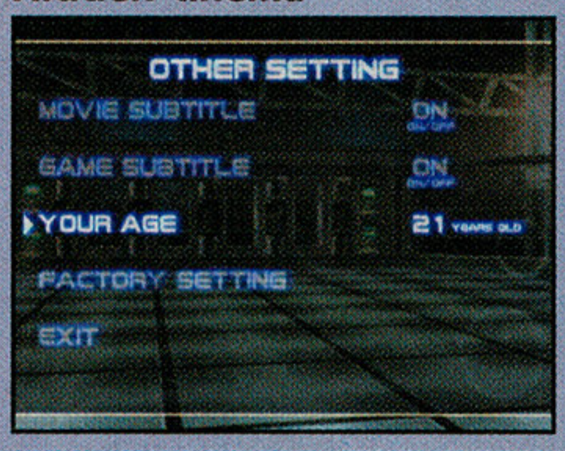
989 Studios Players:	989_SPORTS
All Bobo Teams:	ALL_BOBO
Better Defensive Line:	LINE_BUSTER
Better Running Back:	SUPER_FOOT
Expert Mode:	SMARTER_CPU
Faster Players:	BOOSTER
Flat Players:	TWO_D
GameDay Field:	GD_FIELD
Great Hands for Receivers:	STICKEM
Harder Tackles:	CRUNCH
Huge Football:	BIG_PIG
Huge Players:	GIANTS
Players Have More Endurance:	ENDURANCE
Players Named After Presidents:	OVAL_OFFICE
Players Named After Programmers:	RED_ZONE
Slow Frame Rate:	STROBE_LIGHT
Small Players:	POP_WARNER

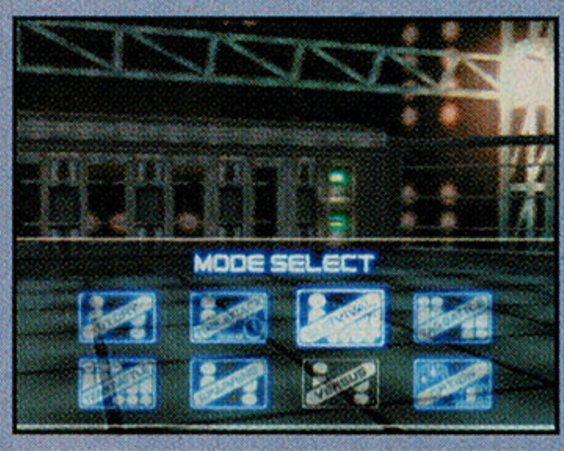


Dreamcast

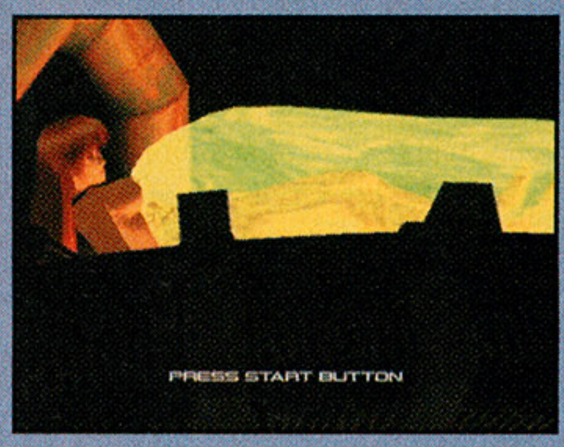
Dead or Alive 2

Hidden Cinema









At the main menu, enter Option, then Game Setting, then Others. Highlight "Your Age" and change it to 21-years-old. Return to the main menu and start a game in Survival mode. Beat enough opponents to get ranked, then enter your name as REALDEMO. Return to the main menu and don't press any buttons. Allow the demo to play, and, during the fifth demo sequence, you'll see an extra cinema.

Albino Andrew
Dallas, TX

PlayStation

Spider-Man

Big Head, Unlimited Webbing, and More





At the main menu, choose Special, then select Cheats. Input any of the following passwords to unlock these cheats. If you entered the password correctly, the screen will shake and the name of the cheat will appear at the top of the screen. Once activated, the Level Select option will appear on the Special screen. The Movie Viewer and Game Covers options are on the Gallery screen. (If you input a dirty word at the Enter Cheats screen, Spider-Man will erase it and replace it with another word.)

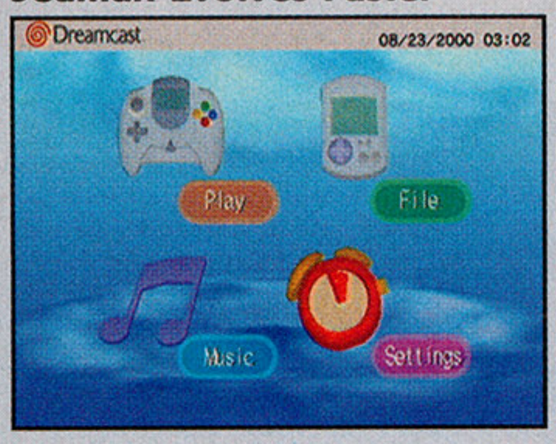
Note: A _ designates a blank space.

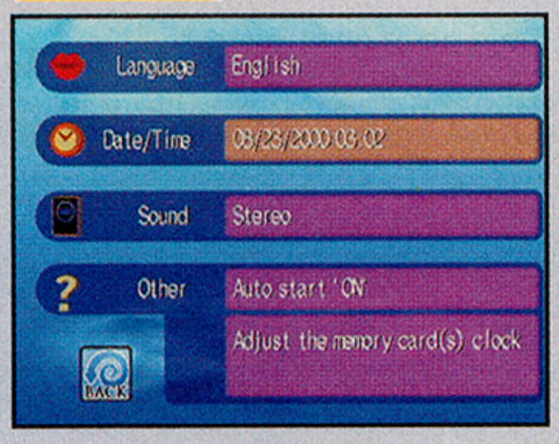
Big Head:	DULUX
Invulnerability:	RUSTCRST
Level Select:	XCLSIOR
Unlimited Webbing:	STRUDL
Unlock All Comic Covers:	ALLSIXCC
Unlock All Movies:	WATCH_EM
Unlock Everything:	ELL_NATS
Unlock Neversoft's President:	RULUR

Dreamcast

Seaman

Seaman Evolves Faster





Seaman evolves in real-time based on your Dreamcast's internal clock, so set it a day ahead every time you play to make him evolve at an accelerated rate. Turn on your Dreamcast without a disk in it. When the Dreamcast menu appears, choose Settings, choose Date/Time, and move the date a day ahead.

James Perry
Dayton, NJ

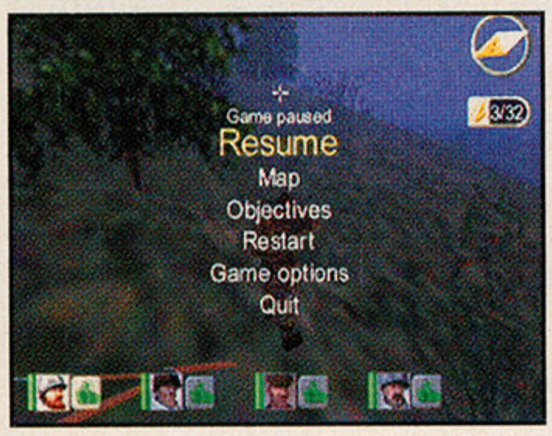
Dreamcast

Hidden and Dangerous

All Items, Invulnerable to Bullets, and More









Start a normal game. Input your name as `IWILLCHEAT`. Pause the game and enter any of the following passwords with the Dreamcast keyboard to activate these cheats.

All Items:	`ALLLOOT`
Big Heads:	`FUNNYHEAD`
Invulnerable to Bullets:	`CANTDIE`
Kill All Enemies:	`KILLTHEMALL`
Open All Doors:	`OPENALLDOOR`
Restore Health:	`GOODHEALTH`
View Behind Enemy (Repeat to Cycle Enemies):	`ENEMYB`
View End Sequence:	`SHOWTHEEND`
View Front of Enemy (Repeat to Cycle Enemies):	`ENEMYF`
Wire-Frame Graphics:	`DEBUGDRAWWIRE`

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Dreamcast

Resident Evil Code: Veronica

Correct GameShark Codes: Blue Jewel Always In Crate, Magnum Always In Crate, and More

Note: The codes included with the GameShark CDX for this game were incorrect (see Buyers Beware this issue). The following are the correct codes.

Acid Rounds Always In Crate:	45EAD19E001003E7
Air Force Proof Always In Crate:	29B7AD1200470001
Airport Key Always In Crate:	A9C39FC6004B0001
Album Always In Crate:	C82B29AF00500001
Alexander's Jewel Always In Crate:	B8F6F4DA002C0001
Alexander's Pierce Always In Crate:	6A5BA516002B0001
Alexia's Choker Always In Crate:	D1584D88006B0001
Alexia's Jewel Always In Crate:	19A4D8C6006C0001
Alfred's Jewel Always In Crate:	5ED7B900002E0001
Alfred's Ring Always In Crate:	F8C958D1002D0001
Army Proof Always In Crate:	9718C4A000450001
Assault Rifle Always In Crate:	AB139FC6000203E7
Bar Code Sticker Always In Crate:	EE07D6C3005B0001
Battery Pack Always In Crate:	CF6B29AF005E0001
Biohazard Card Always In Crate:	1E74D8C6003E0001
Blue Jewel Always In Crate:	3031EA1000700001
Chemical Storage Key Always In Crate:	9088C4A000610001
Clement a Always In Crate:	EEB7D6C300620001
Clement E Always In Crate:	2E27AD1200630001
Control Lever Always In Crate:	70951D5500410001
Crane Key Always In Crate:	96E8C4A000360001
Crystal Always In Crate:	3081EA1000790001
Custom Handgun Always In Crate:	BB46F4DA000A03E7
Detonator Always In Crate:	29C7AD1200400001
Door Knob Always In Crate:	77051D55005D0001
Eagle Plate Always In Crate:	E8D7D6C300380001
Earthenware Vase Always In Crate:	41EAD19E00740001
Emblem Card Always In Crate:	D7E84D88004C0001
Extinguisher Always In Crate:	5F77B90000520001
First Aid Spray Always In Crate:	D5884D88001403E7
Flame Rounds Always In Crate:	95F8C4A0001103E7
Gas Mask Always In Crate:	3741EA1000270001
Glass Eye Always In Crate:	D6384D8800330001
Gold Dragonfly Always In Crate:	A9739FC600420001
Gold Key Always In Crate:	470AD19E00440001
Gold Lugers Always In Crate:	BB36F4DA002103E7
Grenade Launcher Always In Crate:	80234357000603E7
Halberd Always In Crate:	F96958D100510001
Hemostatic Always In Crate:	FE2958D1005F0001
ID Card Always In Crate:	5F07B90000490001
Ink Ribbons Always In Crate:	3481EA10001F03E7
King Ant Object Always In Crate:	B826F4DA003D0001
King Ant Relief Always In Crate:	AF139FC6006E0001
Linear Launcher Always In Crate:	1D14D8C6000B03E7
Lockpick Always In Crate:	8333435700320001
M-100P Always In Crate:	BF36F4DA008E03E7
Machine Room Key Always In Crate:	6C3BA51600590001
Magnum Always In Crate:	699BA516002003E7
Mining Room Key Always In Crate:	BE96F4DA005A0001
Music Box Plate Always In Crate:	A99B9FC6004E0001
Navy Proof Always In Crate:	C89B29AF00460001
Octa Valve Handle Always In Crate:	2EF7AD1200580001
Padlock Key Always In Crate:	404AD19E00540001
Paperweight Always In Crate:	91F8C4A000750001
Piano Roll Always In Crate:	1E04D8C600340001
Plant Pot Always In Crate:	6D9BA516008E0001
Queen Ant Object Always In Crate:	83834357003C0001
Queen Ant Relief Always In Crate:	6D4BA516006D0001
Red Jewel Always In Crate:	FFD958D1006F0001
Rocket Launcher Always In Crate:	694BA516000103e7
Security Card Always In Crate:	8453435700690001
Serum Always In Crate:	1914D8C600730001
Shotgun Always In Crate:	3431EA10000403E7
Side Pack Always In Crate:	3791Ea1000390001
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Art Attack	All / Some / None	A	B	C	D	F
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2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy/GB Color
- ☐ Macintosh G3/G4/iMac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
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- ☐ Macintosh G3/iMac
- ☐ Microsoft's Xbox
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo GameCube
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4. Please indicate which of the following publications you purchase or read at least six times per year:

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- ☐ Expert Gamer
- ☐ Game Fan
- ☐ *GamePro*
- ☐ Gamers Republic
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following:

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Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
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INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

3DO. 112, 113
Acclaim Entertainment Inc. . . . . 13, 67, 4th Cover
Activision, Inc. 10, 11, 135
Agetec 194, 195
Atlus Software 237
Capcom 54, 55, 132, 133, 172, 173
Codemasters 26, 27, 50, 51
Cybiko 213
Discount Games... 103
Eidos Interactive. 16, 17, 46, 47, 159, 217
Electronic Arts.. . . . . 146, 147, 156, 157, 165, 167, 169, 171, 180, 181, 192, 193
Electro Source, LLC. 15
Enix America Inc.. 71
Fox Interactive 77
FuncoLand 235
G.O.D./Take 2 Interactive 37, 81
Infinity I 189
Infogrames. 41, 87, 140, 141
InterAct Accessories . . . . . 240, 3rd Cover
KOEI. 205
Konami. 79, 185
Levi's. 9
LucasArts 104, 105
Majesco, Inc.. 97
Mattel Interactive 126, 127
Midway Home Entertainment, Inc. 8, 28, 29, 63, 137, 187, 223
Nabisco 68, 69, 98, 99
Namco.. 177
Nintendo of America, Inc.. . . . . 2nd Cover, 1
NYKO. 115
ONDCP.. 201
Phillip Morris Inc. 218, 219
Rockstar Games/Take 2 Interactive 30, 31, 72, 73, 74, 75, 123,151, 161
Sega of America 18, 19, 42, 43, 44, 45, 58, 59, 60, 61, 153, 154, 155
Sierra 106, 107
Sony Computer Entertainment America, Inc.. . . . . 2, 3
Square Electronic Arts, LLC. 35, 138, 139
Talonsoft/Take 2 Interactive. 101
Target Stores 23, 39, 83, 117, 119, 143, 191, 225
Tecmo. 145, 206, 207
THQ, Inc. 33, 89, 91, 93, 94, 95, 175, 182, 183
Ubi Soft Entertainment 6, 7, 65, 84, 85, 124, 125, 149, 162, 163, 179
U.S. Navy 227
Wal-Mart 4, 5
WM. Wrigley Jr., Co. 21

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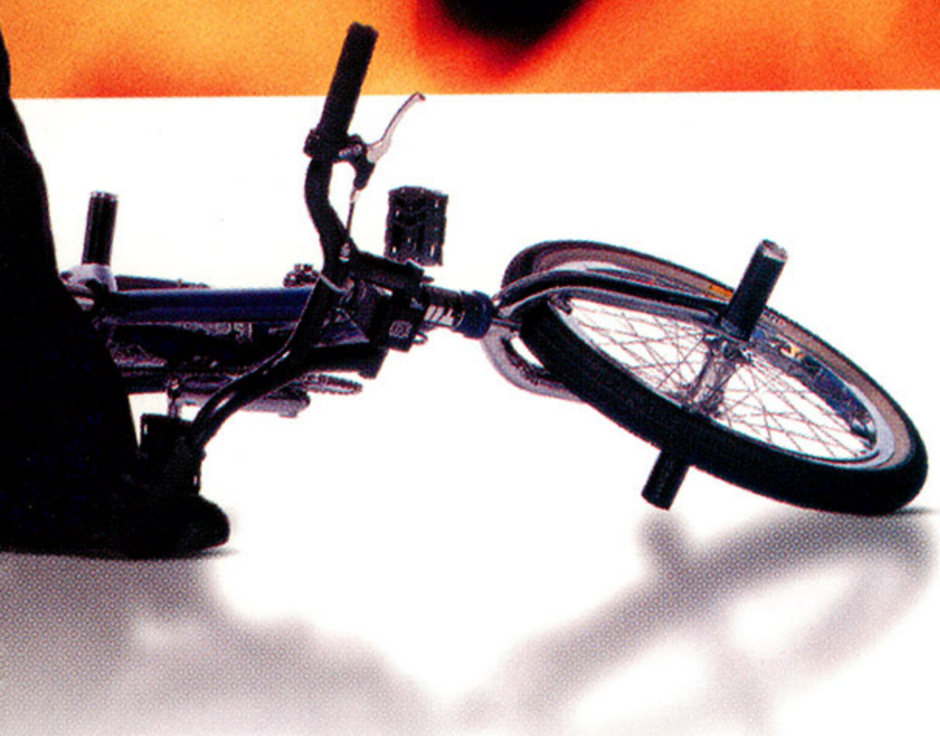
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