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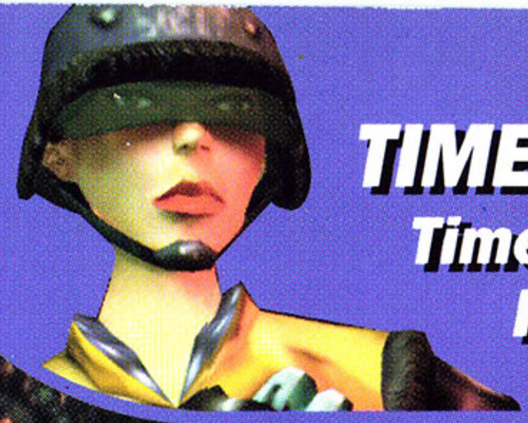

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Game Informer

CALL TO WAR
Go Behind Enemy Lines With Militant Previews Of Medal Of Honor: Underground & Kessen

RINGSIDE REPORT
Every Brain Blistering Detail Revealed For WWF SmackDown 2, WWF No Mercy, & WCW Backstage Assault

POLITICAL PERSPECTIVE
Travel To The White House And Back With Game Informer's Surprising Presidential Hopeful

DINO CRISIS 2
Mesozoic Mayhem!
First Review & Complete Walkthzough Inside

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October 2000
Vol. X • Issue 10
#90

From the option attack and wing T formations, to the fight songs and crowd chants of 115 Division I-A teams, we've captured

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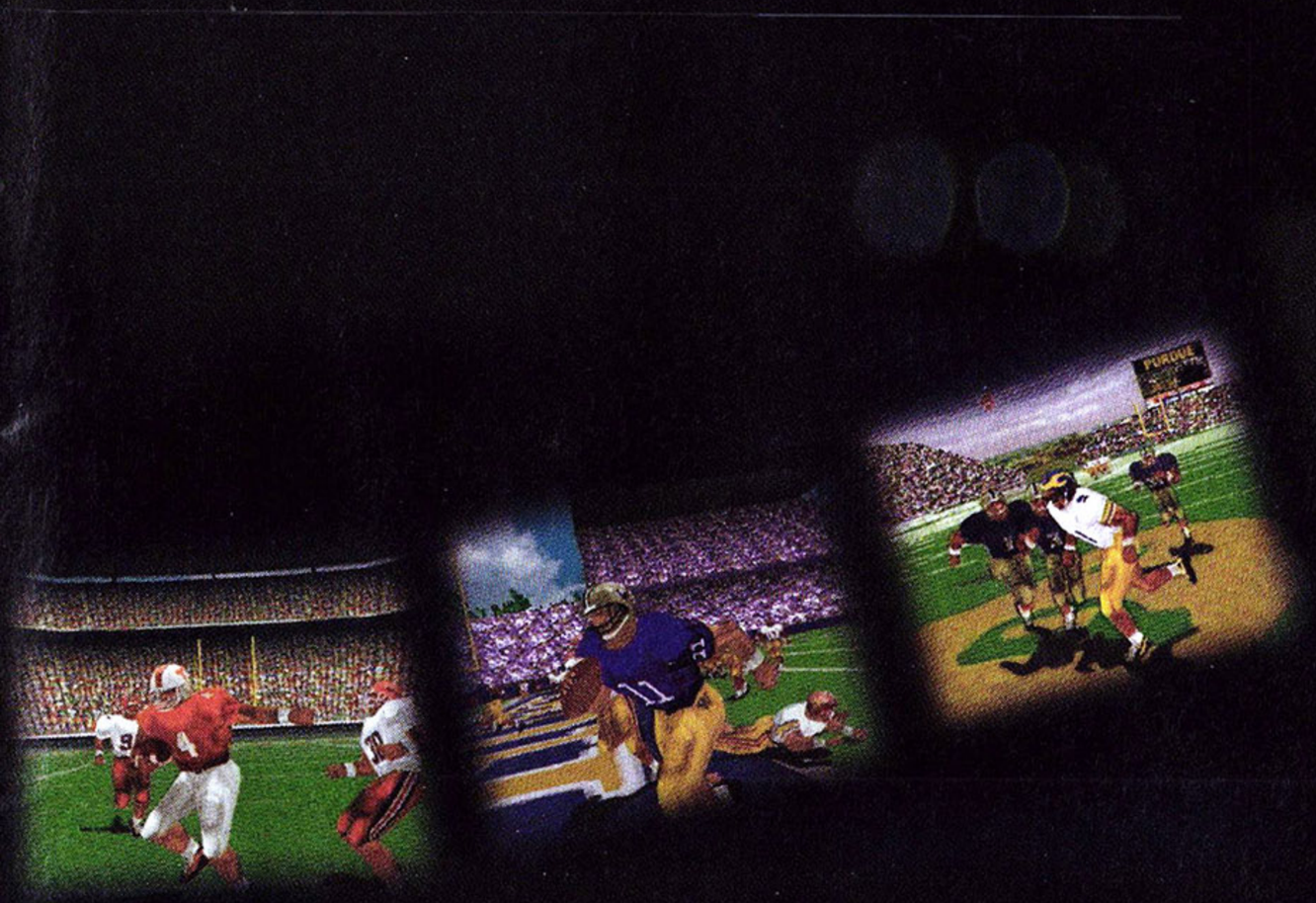

the rivalry and spirit of college football. It'll get in your head and stay there.

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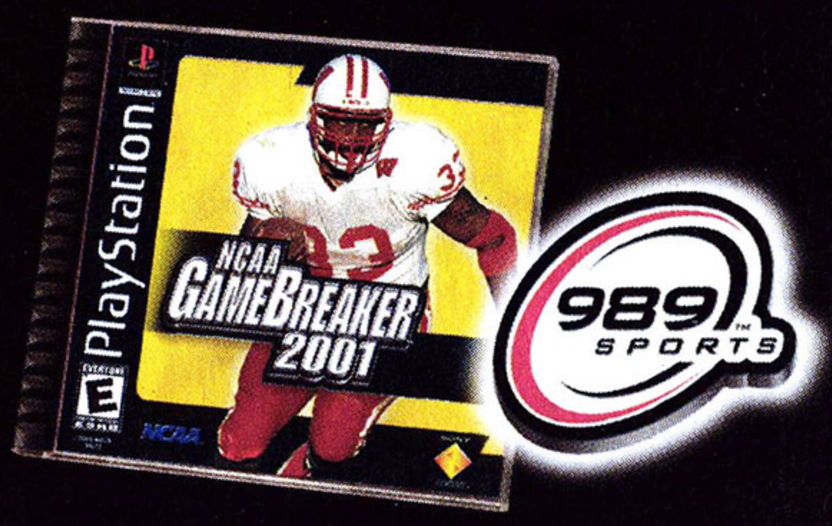


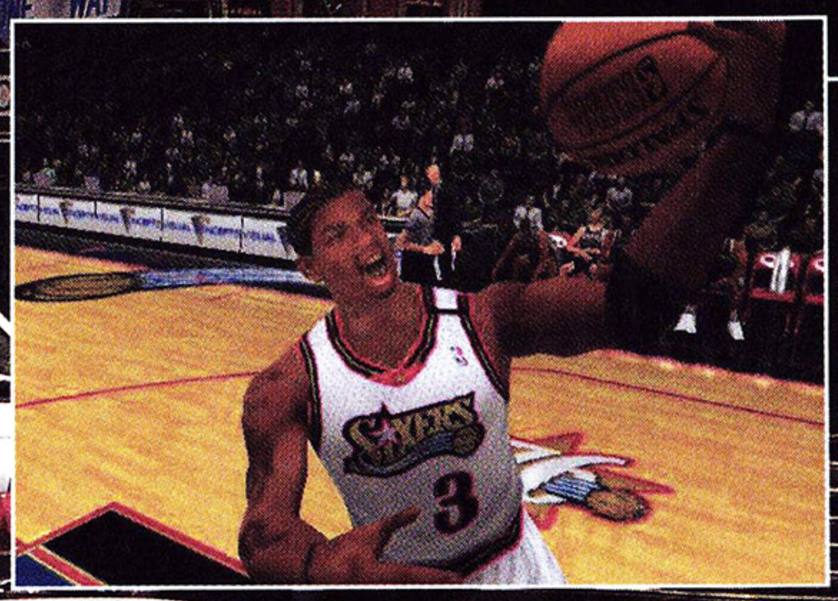
THE COURT'S GOING TO BE A LITTLE WIDER THIS SEASON.

SEGA SPORTS™

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-worshippers 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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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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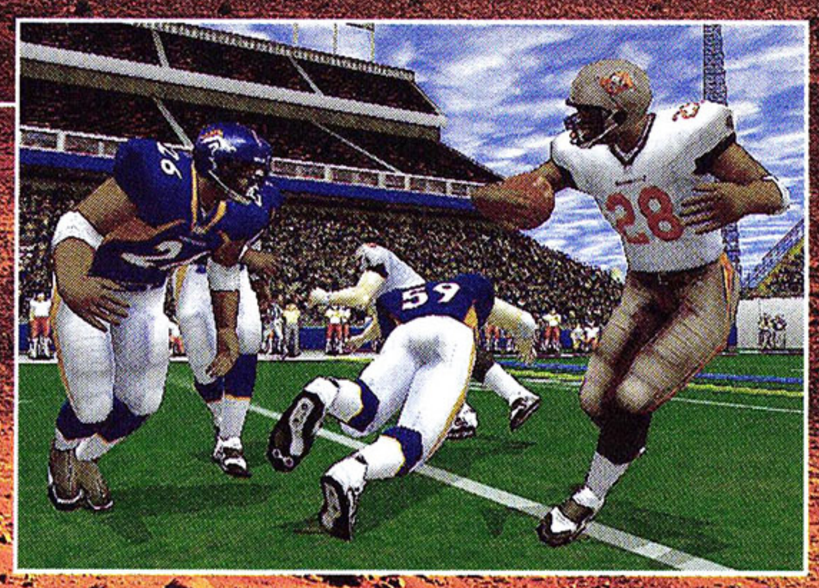

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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.

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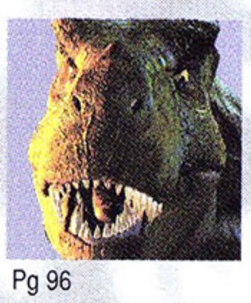
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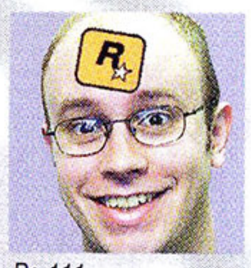
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Over 70 Games Reviewed & Previewed!

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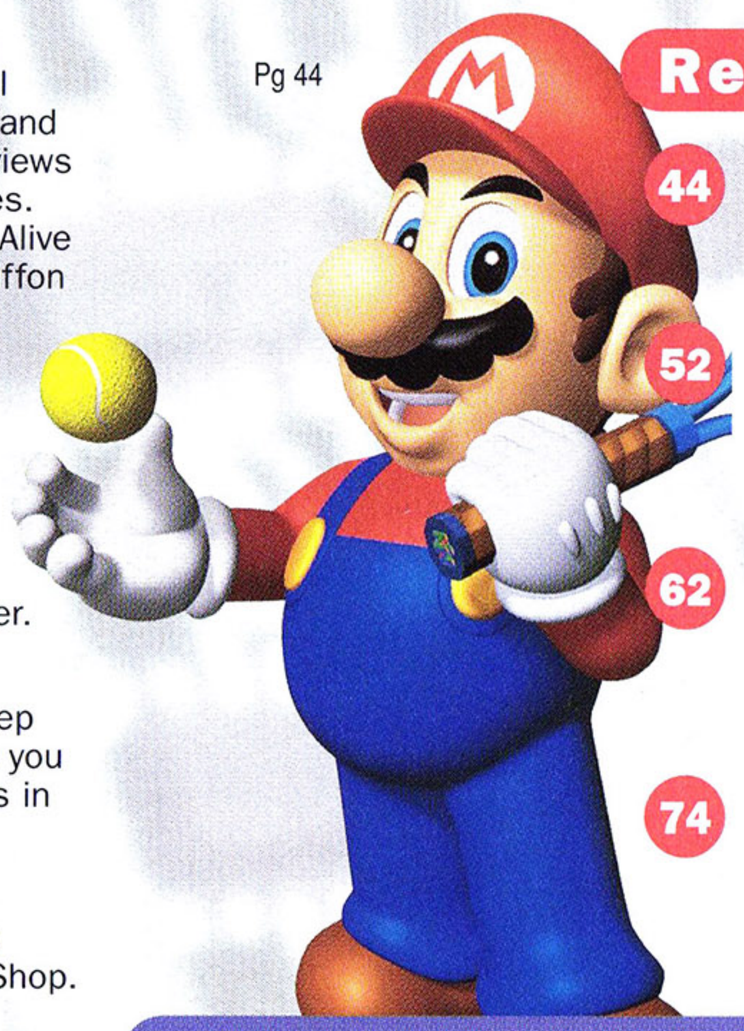
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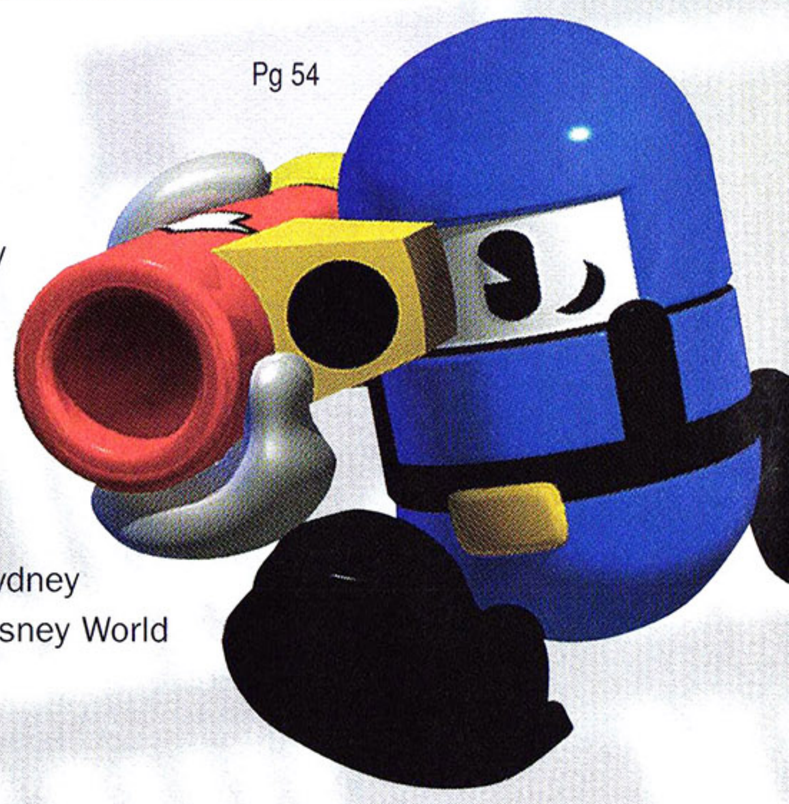
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Game Boy
Turok 3: Shadow of Oblivion

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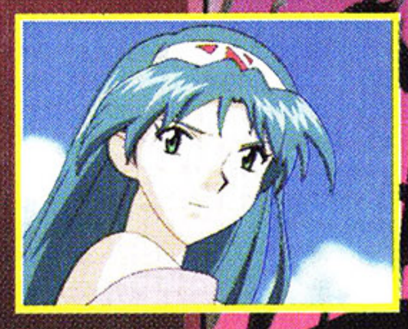

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John Woodson
President

Cathy Preston
Publisher

Andrew McNamara
Editor

Paul Anderson
Andrew Reiner
Senior Associate Editors

Jay Fitzloff
Erik Reppen
Matt Helgeson
Associate Editors

Thomas Blustin
Art Director

Curtis Fung
Production Director

Rachel Gilles
Production Assistant

Ryan MacDonald
West Coast Correspondent

Gabrielle Dane
Sarah Anderson
Copy Editors

Justin Leeper
Matthew Kato
Web Editors

Advertising Sales

Richard A. Cihak
Vice President Advertising
(952) 946-7256

Kimberley Thompson-Benike
National Advertising Sales Director
10120 W. 76th Street
Eden Prairie, MN 55344-3728
(952) 946-8159
Fax (952) 946-8155

Vicky Valley
Circulation / Marketing Manager
Customer Service Manager
(952) 946-7274

Customer Service Department
For change of address
or subscription inquiry only
(952) 946-7266 Fax (952) 946-8155
or send correspondance to:
10120 W. 76th Street
Eden Prairie, MN 55344-3728
Attn: CIS Dept

Arthur
Mascot

Illustrator
Dan Veesenmeyer

Colorist
Jess Heilland

Manufactured and printed
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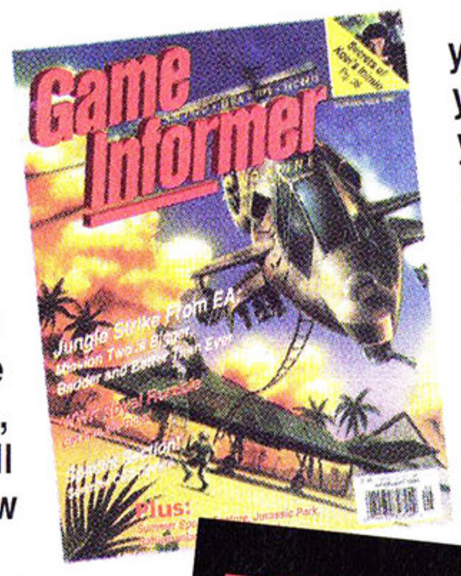
LETTER FROM THE EDITOR

The End of an Era

BY ANDREW McNAMARA

This issue marks the end of an era, and a new beginning for Game Informer. The magazine you hold in your hands is the last issue that will feature the familiar Game Informer format you've come to know and love, as next month we will unleash a brand new beast.



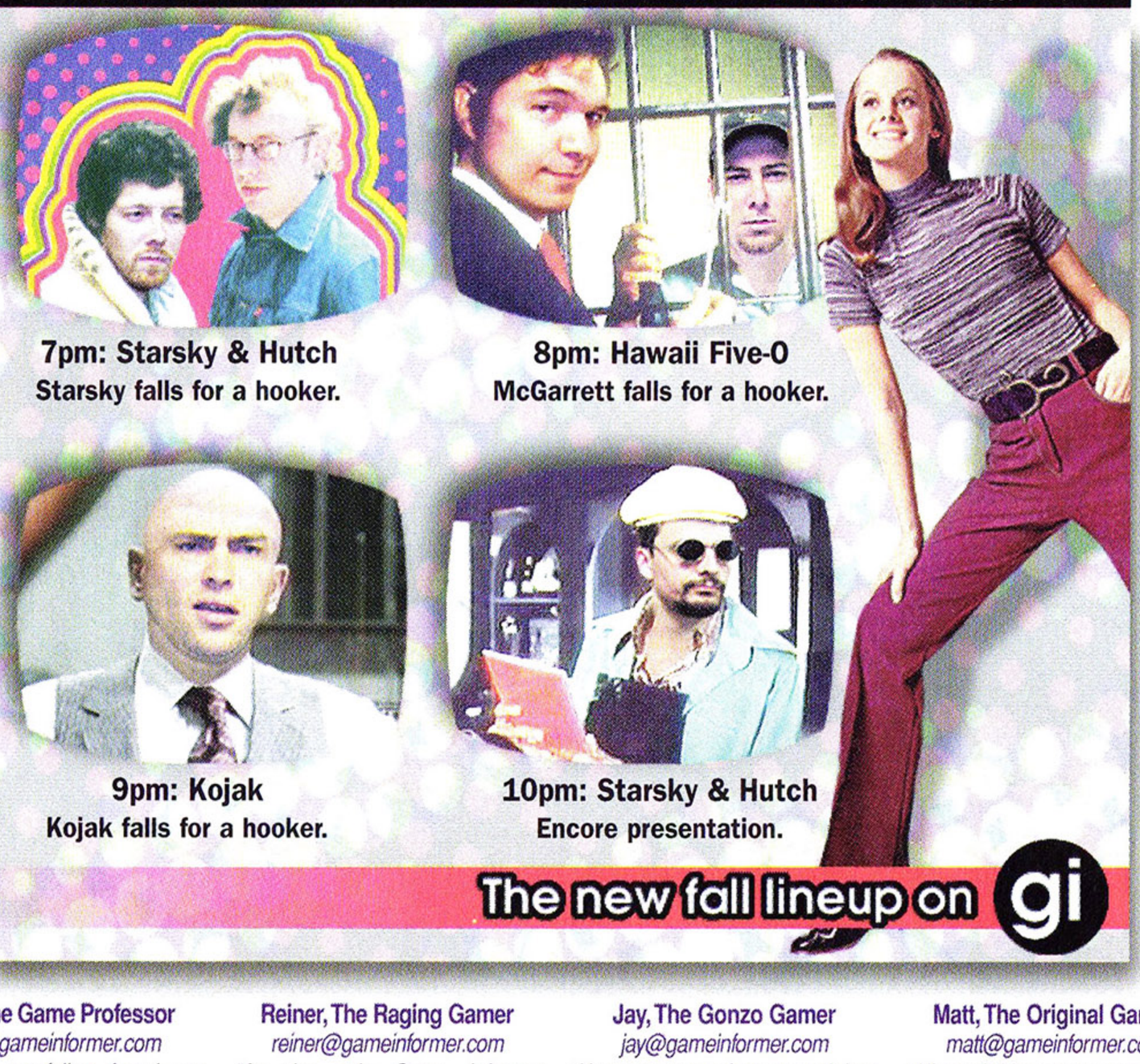
The current format was first introduced in the fall of 1993 when we unveiled a new logo and look that was the basis of the magazine you read today. We changed a lot of things during its seven-year run, but one thing is for sure, we had a great time putting those issues together. And I know that some of you readers out there have been with us for the entire crazy ride.

So enjoy this bookend to the golden youth of Game Informer, as next month you will have a big surprise awaiting you in your mailbox or at your local newsstand. The staff has worked hard to rebuild the new Game Informer from the ground up, and I think you'll be impressed.

I have a prototype sitting in my lap right now as I write this, which I must say I am excited to get out to you readers and gather your reactions. As I look at what is looming on the horizon for video games, I think our new magazine will help lead you into this new generation of gaming, giving you a place to go when you need some good advice.

The countdown begins now. It's coming...

TV Cop Gamers l to r: Erik & Matt (Starsky & Hutch), Jay & Andy (McGarrett & Convict) Paul (Kojak) Reiner (Huggy Bear)



7pm: Starsky & Hutch
Starsky falls for a hooker.

8pm: Hawaii Five-O
McGarrett falls for a hooker.

9pm: Kojak
Kojak falls for a hooker.

10pm: Starsky & Hutch
Encore presentation.

The new fall lineup on gi

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Andy, The Game Hombre
andy@gameinformer.com

"In last month's The Good, The Bad, The Ugly; Paul put together a list of bad TV shows and I wanted to take this opportunity to state my displeasure with some of his choices and to say that his opinions do not reflect those of the entire staff. First of all, Blind Date rocks. That show may be the funniest thing on TV, and I don't know how anyone in their right mind can not like Daria. I also have to bring up my other new fave TV show – MTV's Undressed. It's truly horrible, but there is no better show to watch while you play EverQuest."

Paul, The Game Professor
paul@gameinformer.com

"Greetings, my fellow Americans. For seven years, I fought the good fight. In my campaign to become your President (see page 32), a conflict of interests arose between my political platform and my hard-hitting journalism. Fearing that I was corrupting Game Informer readers, Senator Lieberman began spreading rumors that my gaming prowess is not as clean as you would think. That I actually use codes to beat games – and even left the blood on. With this heat, I am forced to tender my resignation at GI. Believe me when I say I did not cheat. I may have inhaled, but I did not cheat. Farewell and God bless."

Reiner, The Raging Gamer
reiner@gameinformer.com

"As the only Game Informer employee pulling in a four digit salary – something I fully deserve since I'm so wonderfully talented and handsome – my contract was the first to be terminated. The Raging side of me may be dead, but my beautiful mug will still be in the spotlight, as I've just signed a contract to be the new spokesman for Milwaukee's largest cheese curds distributor, Dairy Masters, Inc. If you're in the neighborhood, be sure to catch my first live appearance at McGork's Amish community on December 21. Free hay rides for everyone! Life is good."

Jay, The Gonzo Gamer
jay@gameinformer.com

"Upon my return from a week-long voyage to Gen Con 2000, I was surprised to find that my vacation was of a more permanent nature. Luckily, I made many contacts at the role-playing festival and have tons of new employment opportunities available to me. Look for my name in the masthead of the D&D 3rd Edition supplement, 'When Half-Orcs & Half-Elves Mate'. Also don't be surprised if you catch me on tour with Luke Ski doing a Guns 'N Roses parody duet entitled, 'Welcome to the Isle of the Ape'. After that, it's Weight Watchers seminars through the end of the year."

Matt, The Original Gamer
matt@gameinformer.com

"All good things must come to an end. My friends, it appears that I won't be making the transition to the new, improved Game Informer magazine. Apparently, my 'keep it real' attitude has ruffled one too many feathers. At the end of this issue, I was unceremoniously given my walking papers. What did I do wrong? Was it my general laziness? My habit of leaving raw meat out on my desk? The fact that I wore my bathrobe and slippers to work? Or did spray painting 'Wiener Head' on the side of Paul's car cross the line? Live and learn, I guess. Don't worry, I've already got a new job as a ferret trainer!"

Erik, The PC Jedi
erik@gameinformer.com

"Getting rid of the other guys was pretty easy. A little creative work with Photoshop, Reiner's picture, and some farmanimal.net media took care of him. My remarkable ability to imitate Michael Dukakis on the phone had Paul scrambling to start a political career under a false endorsement. To get rid of Matt, I told him that Andy called him a 'part-time sucka' behind his back and he got pulled out of here by security screaming something about wanting to 'cap the fool.' All I had to do to get rid of Jay was leave a bunch of his D4s on Andy's chair and he got the can. Now the big bucks start rolling in."

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Snail Mail:
Game Informer Magazine
Attn: Dear GI
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Eden Prairie, MN 55344

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Letters From Our Readers

How Much Is 8MB?

I know that the memory card for PlayStation 2 holds 8 megabytes, but how much is that compared to original PS-X memory cards, and will PS2 game saves take up more space?

Edward Cuthbert
Philadelphia, PA

The original PlayStation memory cards hold 120 KB of data divided into 15 blocks of 8 KB each. The PlayStation 2 memory cards can hold 8 MB of data (the equivalent of 66 PS-X memory cards), but the storage space isn't divided up into blocks. Instead, the game saves take up exactly the amount of space the developer deems is needed. For example, on our PS2 memory card there are nine game saves, the lowest of which uses 76 KB of space, while the highest takes up 644 KB. PS2 game saves do take up more space, but as to how many game saves you can fit on a PS2 memory card, it simply depends on what you're saving.

A Question & A Promise

I am a HUGE Sailor Moon fan and I was wondering if there are ever going to be any Sailor Moon games for any consoles? I know there's a Japanese Game Boy game, but unfortunately I don't happen to speak Japanese.

PS. I can assure you that if you post this letter in Dear GI, a case of those chocolate toy-filled eggs you all love will mysteriously appear on your doorstep!

Sarah
via aol.com

You're probably not going to like what we have to tell you, Sarah, but don't let that stop you from making that egg shipment. During the time Sailor Moon was popular in Japan, there were ten Sailor Moon games released in that country. Most were for the SNES, but two were on Game Boy, and one each on Genesis and Game Gear.

That height of popularity, however, has long passed, and it's been over five years since any Japanese developer has released a Sailor Moon game. The series has certainly achieved cult status in the States, but that's not enough to entice anyone to risk millions of dollars for the development of a new Sailor Moon console game. If you've got the money, you could always look into importing the SNES games. They were of the action/platform variety, and you should be able to understand them well enough to play them.

This Time, It's Personal

Hi, I have a few questions that I would like to ask you:

1. When you are reviewing a new game do you have to play it the whole way through or just far enough to see certain aspects.
2. For a game to be a true RPG, what attributes does it have to have? I ask this because my friends all have different views of what a true RPG is. I just want to set them straight.
3. Has GI always had the same six guys? You know...Matt, Jay, Erik, Reiner, Andy, and Paul.
4. This may seem quite rude, but have you guys had any serious relationships since you started working at GI?

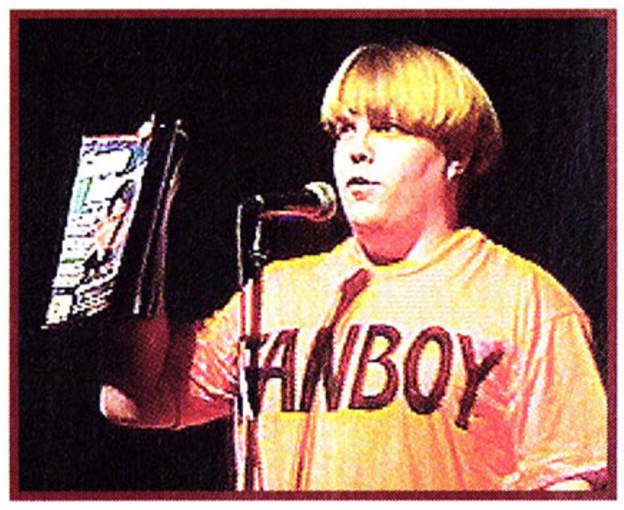
Whatshisname
Online Somewhere

Hi, we have a few answers for you:

1. It depends. If the game would take 40 hours to complete, then we don't have time to play it all the way through unless we're writing a strategy guide for it. If the game sucks, we don't want to play it for more than 15 minutes. For the most part, a day's worth of playing will tell us if we like something or not, but it isn't unusual at all to catch someone here playing a game for much longer than is needed.
2. According to Jay, a "true" RPG is played around a table with friends using pencils, paper, rulebooks, dice, and imagination. You're probably asking about video game RPGs though, so let's ignore his nerdy answer. GI considers any title that has character improvement through gaining of experience as a key factor to finishing the game an RPG.
3. No, but all the people that have left have restraining orders against Andy, who's been here since the beginning.
4. Erik had a long-term relationship with a flannel shirt he wore for a few months straight, but other than that nothing's been serious. Pretty much all the relationships around here are quite silly.

Featured Dweeb Cries Foul

I am writing to inform you of a typo in your "Dude or Dweeb?" quiz from issue 88 of Game Informer. In question 4, where you ask if the reader has purchased certain types of albums, your fourth album type listed is "A Luteski album" with a photo of that person featured closely below. Well, I AM that person, and as that person I am writing to inform you that my stage name is "Luke Ski" not "Luteski". I am flattered and proud to be a part of your geek quiz, particularly because of the 100-point value you have bestowed upon my body of work. I myself scored a 432, putting me in Bill Gates territory, although Weird Al is my personal favorite dweeb on your chart. I was writing to see if you'd be so kind to print the typo correction, and to inform your readers that if they'd like to jump up a notch on the Nerdometer they can get information on how to order my comedy CDs of fanboy-friendly parody music at my official web site, http://www.lukeski.com.



Yours in dementia,
Luke Collis Sienkowski,
a.k.a. "the great Luke Ski!"

You've got it all wrong, Luke Ski. GI make a spelling error? Never! As a master of parody, you should have easily noticed that our calling you "Luteski" was a clever (and hilarious) way of denoting your legendary love of that Scandinavian delicacy, lutefisk. Bet you didn't even know you liked lutefisk, did you? Well you do. You think it's the cat's pajamas.

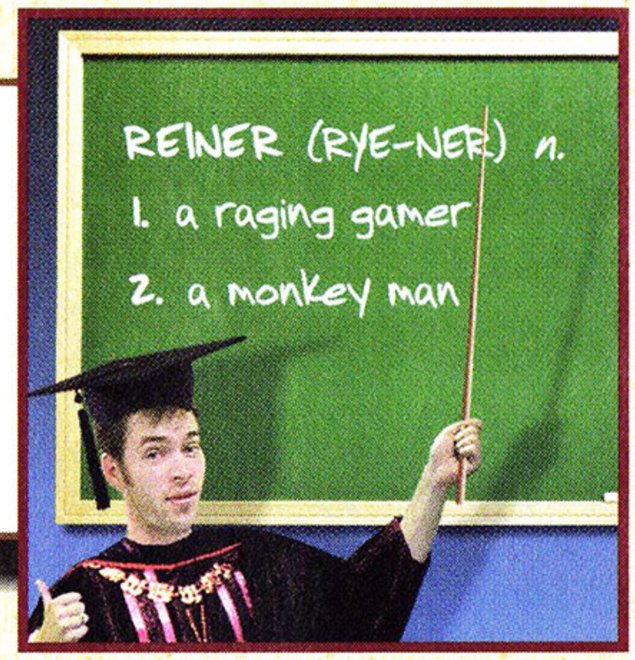
Luckily for you, we'll accept the plug you gave us at your Gen Con 2000 performance as an apology. Heck, we'll even remind our readers that the only way to buy 100 points on our patented Nerdometer is to either purchase a Luke Ski album or get a new car you played in a video game without even taking it for a test drive. So theoretically, buying a Luke Ski album will save you around $15,000. What a deal!

Not Like It Looks

How do pronounce Reiner's name?

Corvette Kid
Mason, OH

It's pronounced like the name Chuck. Weird, huh?



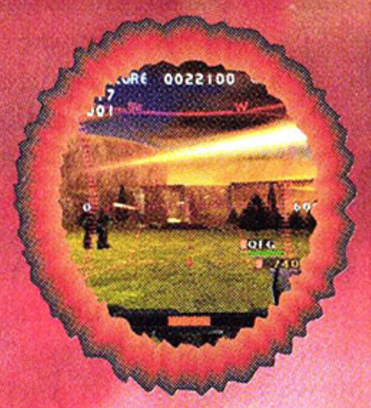
A Little Confusion

How the hell did Mega Man get from the SNES to the Dreamcast and the PS2? That's total b.s.! Why would Nintendo give one of its most popular characters up? I looked at the upcoming game about Mega Man for N64 and it didn't look that good. If Nintendo would just try harder on its Mega Man games it could make some serious money. If you could put this in your mag I'd be latched onto your guys' legs forever.

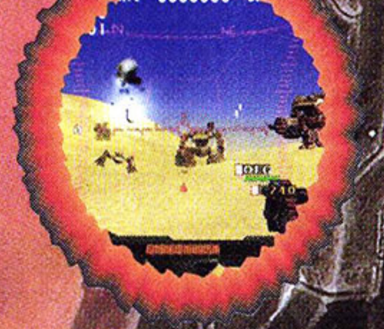
Max Blair
Shawnee, KS

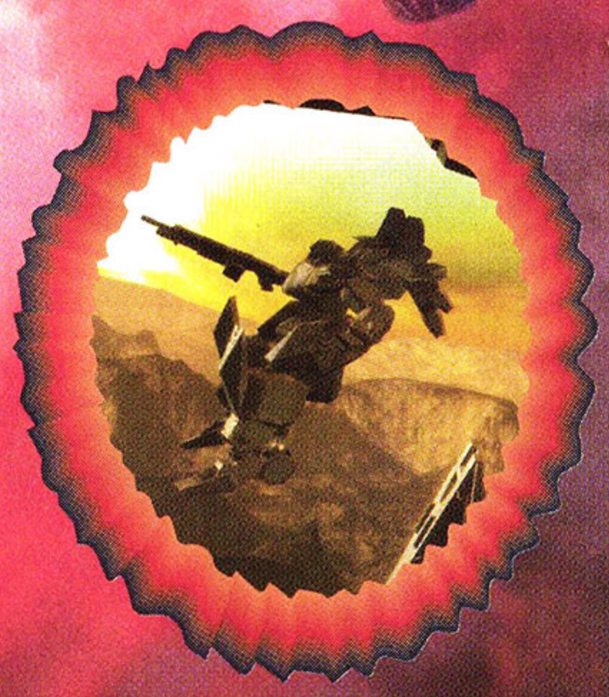
Nintendo hasn't given up one of its most popular characters because Mega Man wasn't Nintendo's to begin with. Capcom owns the character, and since it has no particular fealty to any console manufacturer, it can make games based on Mega Man for whatever system it wants to. Tell you what, since that was such an easy question, you don't even have to come near our legs. No, seriously...back off, man. We'll call the cops! Get off our legs! AHHHH!

GUNGRIFFON BLAZE™



IN A POST-APOCALYPTIC FUTURE LAW ENFORCEMENT HAS A BOLD NEW LOOK





"*Easily* one of the best PS2 launch titles."
– Gamers' Republic

PlayStation®2

TEEN T CONTENT RATED BY ESRB — Animated Violence, Mild Language

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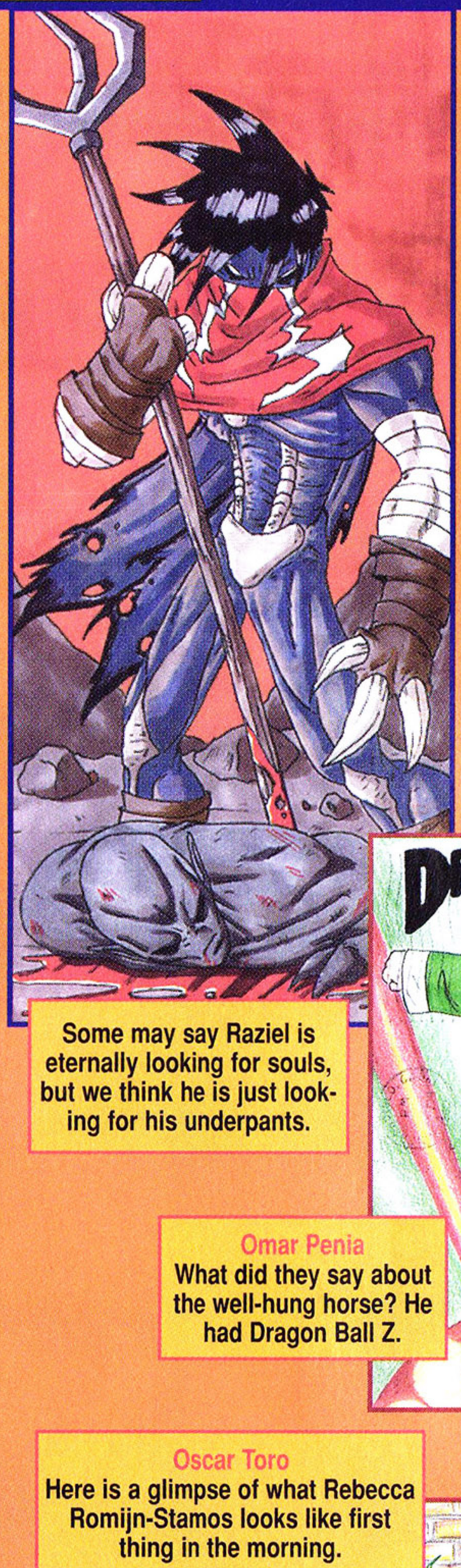
Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

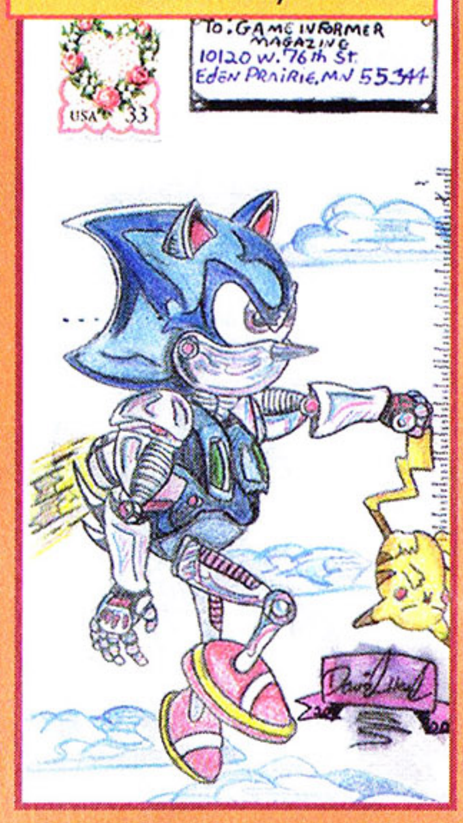
Envelope Art

October Winner

Jose Colon, Hartford, CT



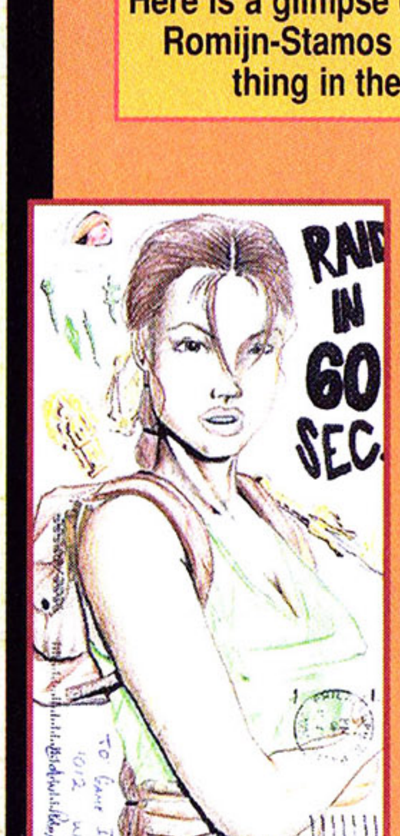
David Head
Nothing is better at removing dead Pikachus than a Sonic robot (batteries not included).



Some may say Raziel is eternally looking for souls, but we think he is just looking for his underpants.

Omar Penia
What did they say about the well-hung horse? He had Dragon Ball Z.

Oscar Toro
Here is a glimpse of what Rebecca Romijn-Stamos looks like first thing in the morning.



Sergio Scott
WHAT, NO MEGA MAN?

Roberto Baez
So in the movie, do you think they will let Angelina have her big Billy Bob tattoo showing?

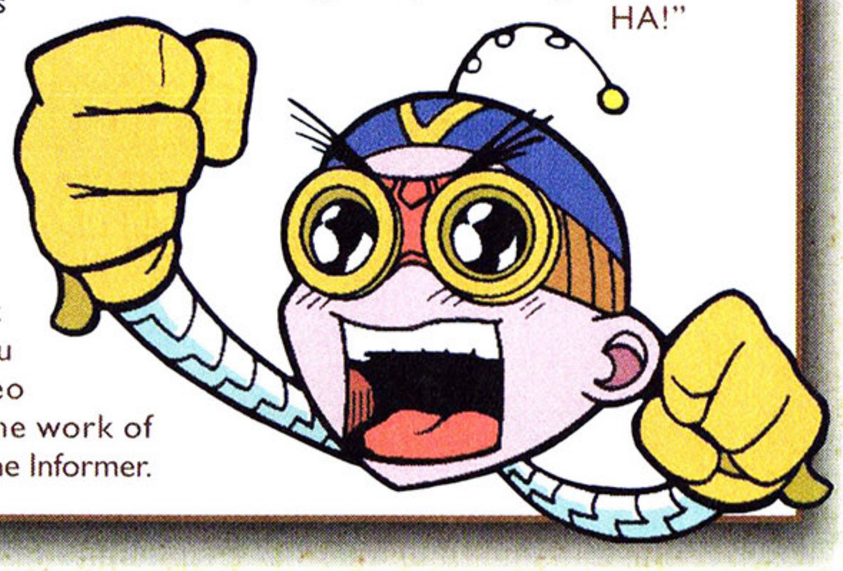
Vidiotic Letter

I just got my September issue in the mail and I finally realized something – the Video Game Deathmatch feature is the coolest thing I've ever seen! You should keep doing this feature because it's flat-out hilarious, and the art is gorgeous yet funny. You guys are geniuses. Just think about what a great cartoon this could be. I'm now a big fan of this section and I hope you continue to have it in the mag.

Shogunsrib
via aol.com

The Vidiot responds, "Although I appreciate the kind words, maggot head, I'm ticked that you seem to think that Video Game Deathmatch is the work of the drooling dolts at Game Informer.

It is I, the Vidiot, who brings you this unparalleled excitement. I'm the brilliant mind behind this quality work – the only thing worth reading in this trash rag – and the idea is all mine, mine, mine! Not GI's, not MTV's, not Wizard Magazine's – MINE! Now if you'll excuse me, I'm planning a match of a different kind between Hana Tsu-Vachel and Rain Qin, if you get my meaning. HA HA HA HA!"



Che Cosa?

Vorrei darvi dei suggerimenti per creare un nuovo dischetto. Dove devo mandare la posta elettronica? Mi chiamo Andrea ed ho 8 anni. Potete rispondermi presto?

Andrea Rampinini
Italy

Spiacente, Andrea, ma noi non parlare italiano. Abbiamo messo la vostra domanda tramite un traduttore di linguaggio e non ha avuto alcun significato. Allora mettiamo la nostra risposta tramite un traduttore, in modo da probabilmente non avrà alcun significato voi.

Covet Thy Game

In the GI office, what is the most coveted game you guys have?

Third Rounder
via aol.com

That's a tough question because everyone on the staff has different games they believe are more valuable than others. For Jay, it has to be the copy of Rising Zan he keeps in a shoe box under his desk. For Erik, it's the X-Com game he always talks about but never shows us. On the other hand, Matt continually throws the NES game Kickle Cublicle in our faces. As for Paul, he thinks his copy of the animal fighting game Brutal is pretty peachy. Reiner pulls no punches when he says that he lusts after bad games, and Spawn for the SNES fits that bill nicely. Lastly, Andy has no games he holds dear. Instead he covets online chat rooms that loosely base themselves around a graphics engine.

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Explore uncharted territory and stake your claim!

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Construct an intricate network one station at a time!

FORGE AN EMPIRE ON IRON HORSE POWER

Sega Dreamcast

EVERYONE
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ACTION BASS

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.

$9.99* GOT GAME? $9.99*

*Suggested Retail Price

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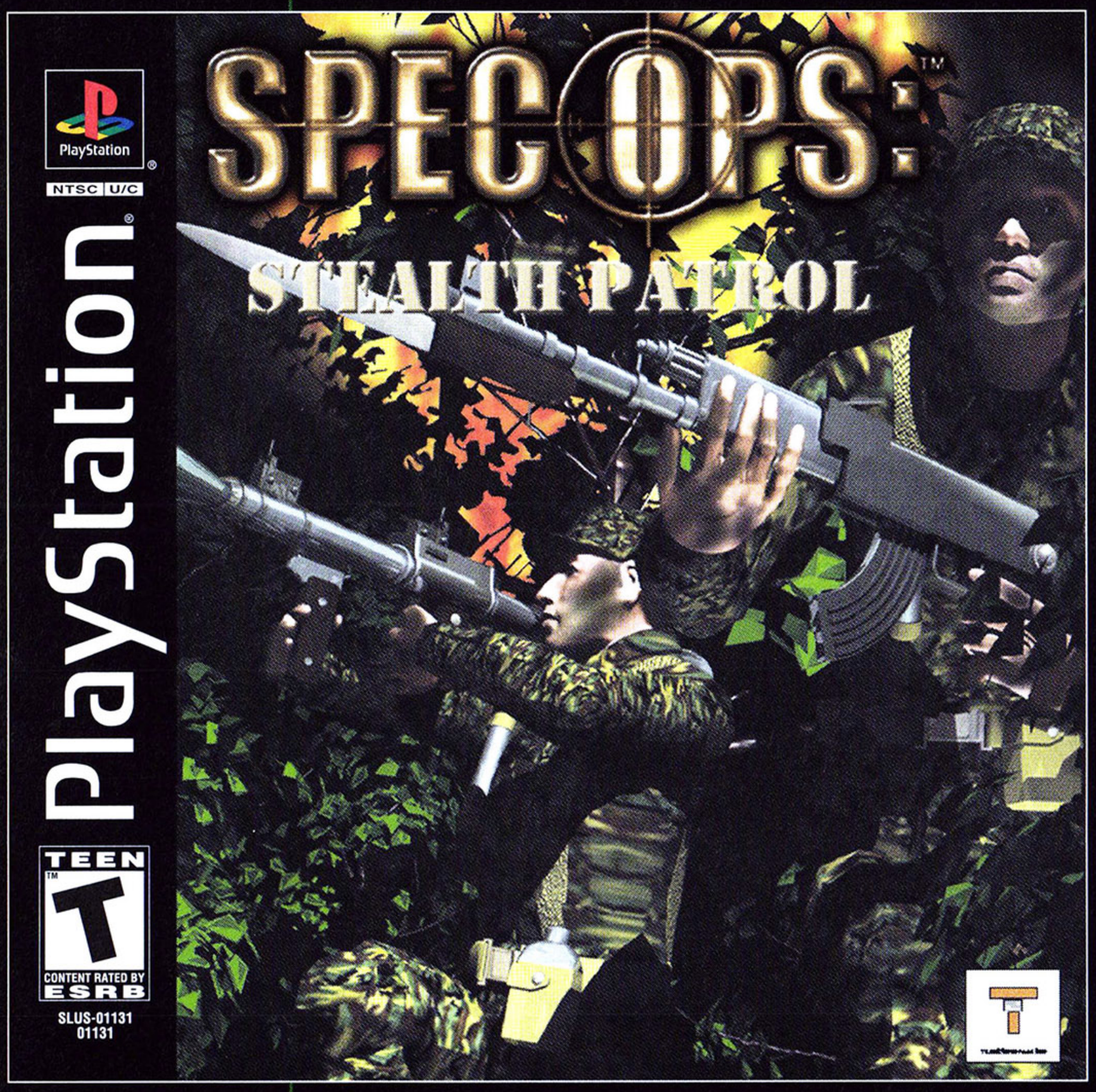
SPEC OPS:
STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more.
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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DARKSTONE

Roll with the punches! Roll over the competition!

SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!!!!!

MARTIAN GOTHIC

Horror on an intergalactic scale!!

BALL BREAKERS

Roll with the punches! Roll over the competition!

PRO-PINBALL

BIG RACE USA

Pro Pinball: Big Race USA delivers more adrenaline-pumping action than your brain can handle!

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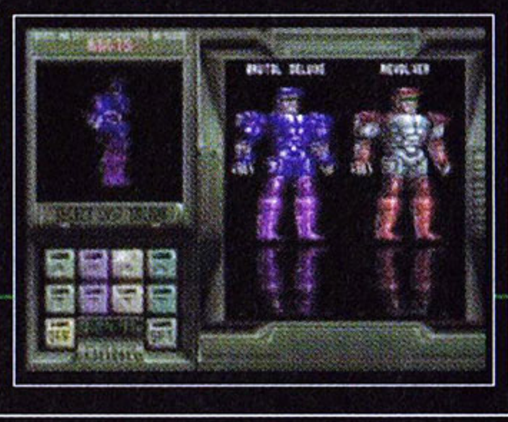
SPEEDBALL 2100

Extreme sports have been taken to the next Level!

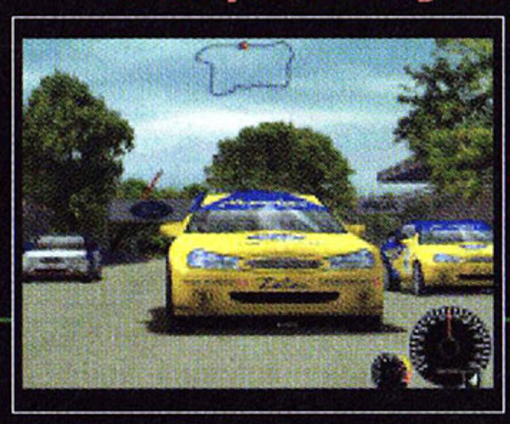


GRUDGE WARRIORS

There is no such thing as friendly fire.

FORD RACING

Pulse pounding white knuckle action of ford racing is here!!



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FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

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PlayStation

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*Suggested Retail Price

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A Turning Po
Capcom's S

Last year, Capcom Entertainment introduced PlayStation owners to a new twist on its already successful franchise of survival horror games. The game we speak of is Dino Crisis. Taking a mold that millions of gamers were familiar with and then sprucing up the graphics engine, replacing the zombies with dinosaurs, and adding a new female heroine was the basic formula for Dino Crisis. The formula worked in some respects as Dino Crisis garnered numerous accolades from gamers and proved to be a truly entertaining adventure complete with brain-teasing puzzles and intense action. Yet, the title was clearly overshadowed by the 1999 holiday release of Resident Evil 3, and never really broke away from its "Jurassic Evil" label. Subsequently, information began to surface regarding a Dino Crisis sequel earlier this spring and most, including us, thought that Capcom would again stick to the survival method of old. Soon we discovered that this was far from the truth.

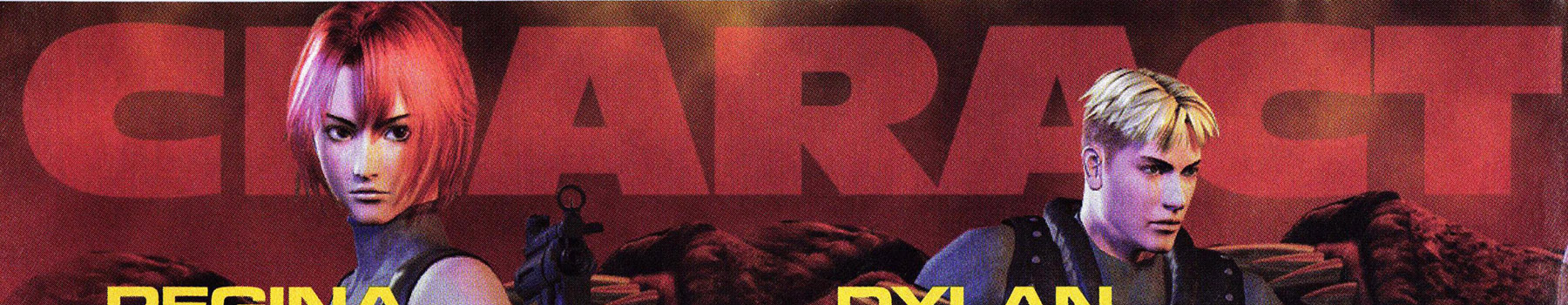
The reality was that Dino Crisis 2 was shifting away from the concepts found in the past game, creating a new action-oriented experience that put the emphasis on engaging enemies rather than avoiding them. With that, Capcom ditched most of what we knew as Dino Crisis – leaving only a few remnants of what was there before. Of course, Dino Crisis 2's playcontrol is similar, the game still stars the voluptuous redhead named Regina, and there are dinosaurs; but this game has a different feel that is immediately evident in the introductory sequences. You are not introduced to a location inhabited by mysterious creatures, you are presented with an army of soldiers gunning down a wave of raptors.

Furthermore, the look of game's environments has changed. If you recall, Dino Crisis' graphics featured rendered backgrounds, as opposed to the painted backdrops found in Resident Evil and this new Dino rendition. The polygonally rendered backgrounds were great for the look of Dino Crisis in some respects, as it allowed Dino Crisis to present perspective shifts and interesting camera angles. Yet these environments proved to be rather drab and offered little variation in scenery. The environments also limited the number of dinosaurs that could be presented on the screen at one time. Yes, Dino Crisis 2 looks even more like Resident Evil, but the scenery is vivid and colorful and offers a lot of variety.

Dino Crisis 2 may be too much of a shift away from the original for some players, yet others might believe that this new game is a direction that all of Capcom's survival games should take in the future. Either way, read on to see what Dino Crisis 2 has in store.

oint For Survival Mold

CHARACTERS



REGINA

Name: Regina (codename)
Age: 24
Height: 5' 9"
Team: S.O.R.T. (Secret Operation Raid Team)

A year after her successful mission to capture Dr. Kirk, the true identity of this Dino Crisis veteran is still clouded in secrecy. As an expert in stealth missions, she has again been enlisted by a government espionage agency to explore the strange occurrences surrounding the 3rd Energy experiments. Quick with the trigger and swift on her feet, Regina is the queen of dinosaur combat. Her cool judgment in any situation is her biggest strength.

DYLAN

Name: Dylan Morton
Age: 25
Height: 5' 11"
Team: T.R.A.T. (Tactical Reconnaissance and Acquisition Team)

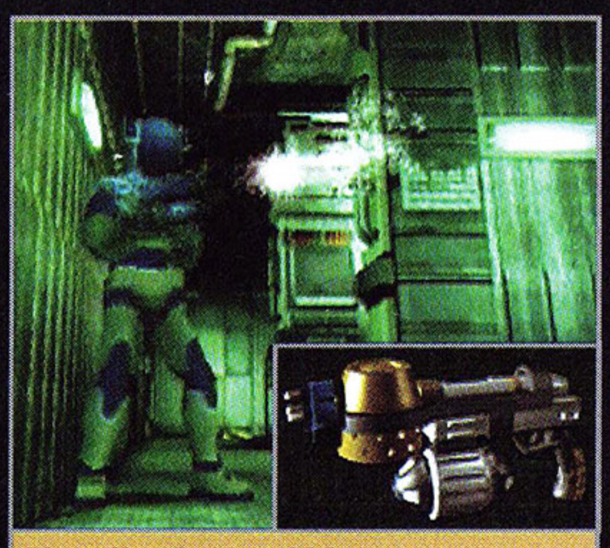
If it wasn't for the military, Dylan would still be leading the life of a street thug and likely be the leader of a violent gang. His troubled past is repressed by the solid structure of the military, but his former life has made him a hardened warrior who is strong in both mind and body. Able to endure adverse circumstances, Dylan will discover his true destiny during this mission.

MAIN WEAPONS

Hand Gun – NA

Attack – 20
Speed – 80
Range – 30

Regina's sidearm at the beginning of the game is surprisingly effective against both kinds of raptors.



Needle Gun – NA

Attack – 30
Speed – 70
Range – 30

A standard issue weapon that is equipped on the Diver's Suit, the Needle Gun is necessary for underwater combat.

Shotgun – NA

Attack – 30
Speed – 70
Range – 70

The mainstay of Dylan's arsenal, this gun's wide shot pattern can hit multiple targets at once. It is very effective against most foes.

Flamethrower – 8,000

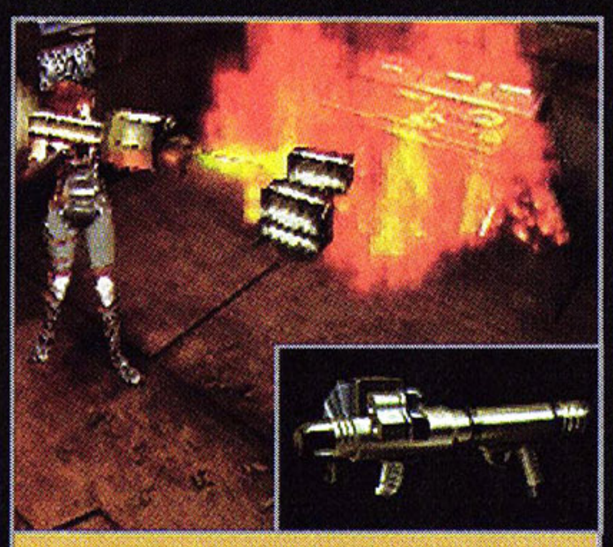
Attack – 30
Speed – 70
Range – 70

Mmmm...barbecued reptile. Although this flame weapon – or the Fire Wall – must be used against the poisonous plants, the giant torch is an impressive little toy. However, in battle it is not recommended.

Sub Machine Guns – 12,000

Attack – 20
Speed – 90
Range – 80

These dual weapons are available to Regina when she leaves the Jungle for the 3rd Energy Facility. Their power is slightly weak, but they more than make up for that by unloading the firepower quickly – great against Plesiosaurs.



Missile Pod – 50,000

Attack – 80
Speed – 20
Range – 100

Regina has access to this rather large weapon that inflicts plenty of damage by launching multiple missiles with one shot. Like the Rocket Launcher, the Missile Pod's price is somewhat steep and you should invest in Tools before this one.

Solid Cannon – 18,000

Attack – 70
Speed – 60
Range – 50

A purely close range weapon, the cannon creates a blue energy field that shocks the opponent into submission. Its sleek look is impressive, but it can be a rather limited weapon because of its short range. It is only available to Dylan.

Fire Wall – 5,000

Attack – 30
Speed – 70
Range – 90

A difficult weapon to aim. The only real use for this hot number is against the poisonous plants.

TOOLS

Heavy Blade – 15,000

A more deadly add-on for Dylan's Machete.

Power Battery – 15,000

This will power-up Regina's Stun Gun, but proves to be of little use if you rarely use that weapon.

Inner Suit – 20,000

A protective armor that prevents both Dylan and Regina from bleeding.

DAVID

Name: David Fork
Age: 23
Height: 6' 0"
Team: T.R.A.T. (Tactical Reconnaissance and Acquisition Team)

Along with Dylan, David is another member of the special forces team. His former life working a worldwide fighting circuit has provided him with unique battle skills and strong compassion for his friends. A big fan of the cowpokes, David never goes anywhere without his signature cowboy hat. He will come to the aid of Dylan and Regina at a crucial point in the adventure.

MYSTERIOUS SURVIVORS

Name: ???
Age: ???
Height: ???

Dylan first refers to these unknowns as the helmet people. For some reason, they are hostile toward Regina and Dylan, and attack them persistently. Their identity becomes more clear after Regina captures one. Without giving away too much of the story surrounding these mysterious inhabitants, we can tell you that the captive is known as Paula. She becomes a central figure to the story and a key to Dylan's destiny.

SUB WEAPONS

Machine Gun – 35,000

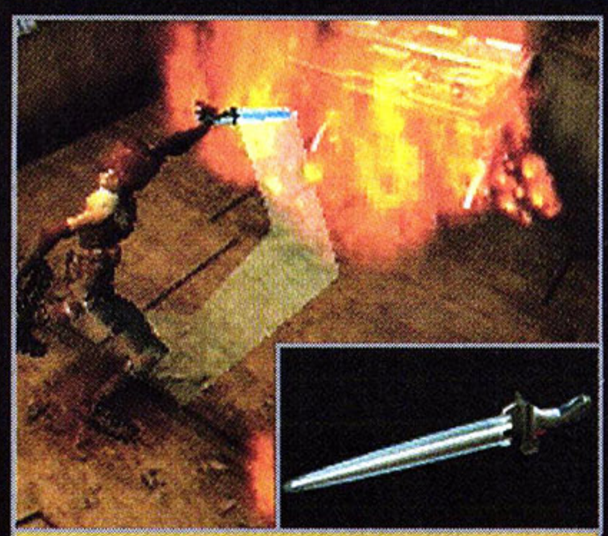
Attack – 60
Speed – 90
Range – 40

Regina can acquire this big daddy, but foot speed is greatly decreased when the weapon is drawn. It can unload the rounds, but is not as versatile as the her dual Machine Guns.

Anti-Tank Rifle – 38,000

Attack – 90
Speed – 30
Range – 70

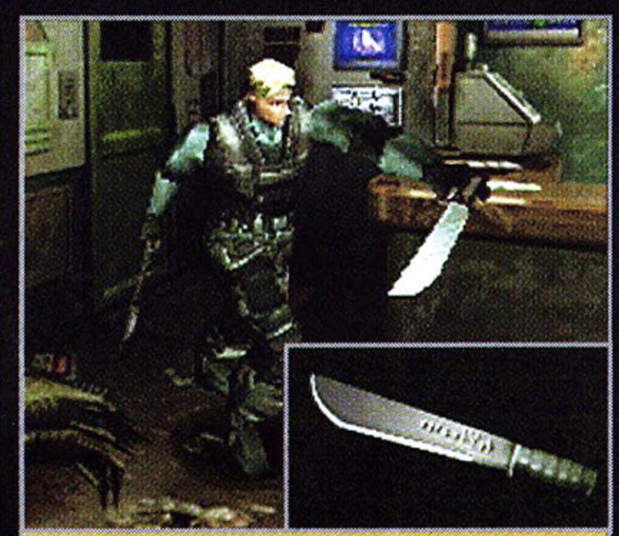
Dylan can tote this beast in the latter part of the game. Although it is one of the slower weapons, the ATR's shot is devastating and will rip through multiple targets in its path.



Large Stun Gun – NA

Attack – 10
Speed – 100
Range – 90

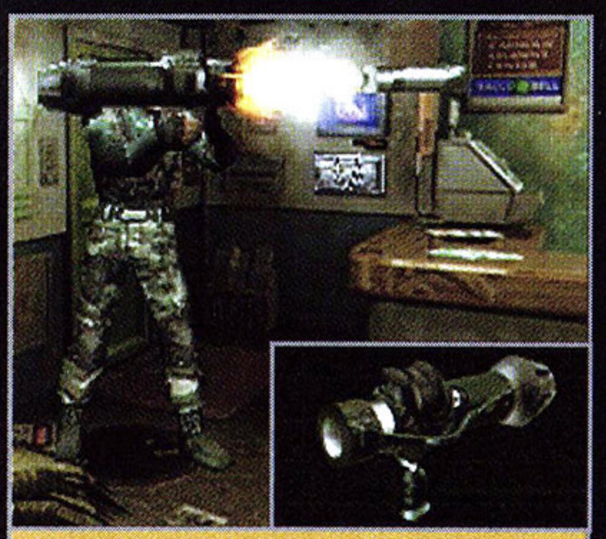
Looking more like a lightsabre, the Stun Gun will not only keep raptors off your back but will also aid Regina in unlocking certain electronic gates and other devices.



Machete – NA

Attack – 50
Speed – 100
Range – 90

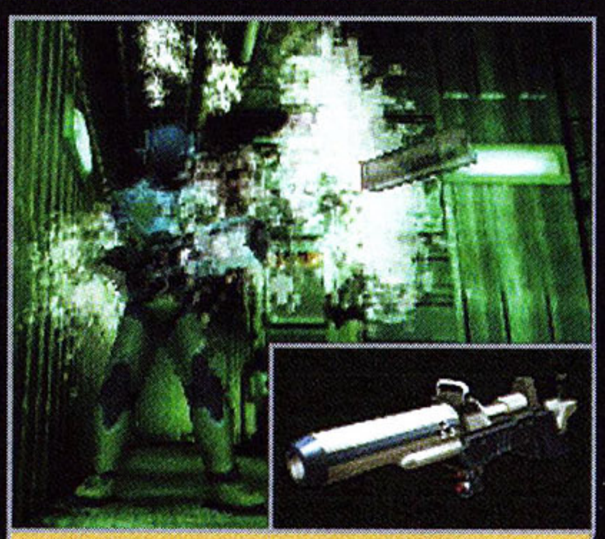
The blade that Dylan is so proud of really has little use other than cutting through vines that block doors, although you can modify it with a Tool to increase its attack power.



Rocket Launcher – 50,000

Attack – 100
Speed – 20
Range – 10

What would a survival game be without a rocket launcher? Dylan has the option to shoulder this monster, but it is an expensive piece of hardware. We suggest spending money elsewhere.



Aqua Grenade – 18,000

Attack – 70
Speed – 30
Range – 10

This is the only weapons that is available for purchase in the 3rd Energy Reactor and is a must buy. It is used not only for combat, but to aid in opening up a path for Regina.

Shock Gun – NA

Attack – 0
Speed – 40
Range – 50

This secondary weapon on the Diver's Suit will come in handy when battling a Mosasaurus.

Chain Mine – 12,000

Attack – 60
Speed – 70
Range – 50

This weapons will send a burst of mines across a room. It is especially useful in combating Inostrancevia as it cause them to topple onto their backs.

VCS Silver Card – 20,000

The card will modify the combo system by increasing the scoring multiplier.

Light Armor – 35,000

In the latter part of the game, this Tool is almost a necessity – especially against the last boss.

VCS Gold Card – 40,000

For credit mongers this is the ultimate Tool. Holding this card has its privileges as it doubles the reward for every kill.

DINO CRISIS 2

A SEPARATION FROM EVIL

BACK STORY

Set just a year after the first reconnaissance that sent our heroine, Regina, on a mission in search of Dr. Kirk and his 3rd Energy experiments, many things have changed in the world. The government has assumed control of the 3rd Energy experiments and has continued on with the work begun by Dr. Kirk.

As fate would have it, the continued experiments progressed to a new understanding of how the 3rd Energy system functions, and it has been found that the technology can create a portal through time. However, the pace of these so-called controlled experiments was not managed correctly and the results were catastrophic. Through a freak accident, a research institution, a military base, and a small town have disappeared and been replaced by a prehistoric jungle.

It is now up to a crack staff of military personnel to explore the area, attempt to rescue the over 1,300 inhabitants, and salvage the valuable 3rd Energy Data.

MINIGAMES

Mixed into the standard gameplay, players will come across an assortment of entertaining minigames. The games often bridge the gap between two areas and add some arcade action into the fray. A particularly fun minigame is a sequence in which Dylan jumps into a tank and attempts to escape from an onslaught of T-Rex. The player drives the tank, as well as fires on the giant beast using a cannon turret that is controlled with the L and R buttons.

Man the gun turret, call in the shot, or drive a tank in some of many minigames.

ERIK
THE PC JEDI

Concept	8.5
Graphics	8.75
Sound	8.5
Playability	8.75
Entertainment	8.25
OVERALL	**8.5**

"I really enjoyed the action in this game, but **I found that all of the cannon fodder lurking around every corner took away from the tension a little**. By the time you've hosed several dozen raptors with enough ammo to level Detroit, you start feeling pretty secure about that large lump of gray matter in your head that led to the dominance of mammalia. To the game's credit, however, the moment you get cocky is usually just before they sic something new and nasty on you like a T-Rex or a flock of Pterodactyls. I thoroughly enjoyed all of the weapons in the game, and gunning down the evolutionary precursors to Canadian Geese (the scourge of Minnesota) was quite satisfying, particularly after one of the buggers took a dump dead center on the hood of my sweet ride a few years ago."

PAUL
THE GAME PROFESSOR

Concept	9
Graphics	8.75
Sound	9.25
Playability	9.25
Entertainment	9.5
OVERALL	**9.25**

"Capcom's survival horror games and spin-offs – like Dino Crisis – rank as some of my favorites. To say the least, I was stoked to complete this adventure multiple times. Even though the formula has shifted toward action instead of the more puzzle-orientated equation, it is all for the better. Who wants to keep finding endless key cards anyway? Well, I guess there is a little of the key thing going on here, but the dino battles and point scoring are great. It really adds to the game and keeps you in the action – rather than avoiding it. **This is a great package of story, action, and hidden surprises**. I like it even more than the first game."

REINER
THE RAGING GAMER

Concept	8.75
Graphics	8.75
Sound	8.5
Playability	8.75
Entertainment	8.5
OVERALL	**8.75**

"In this hyperactive, prehistoric sequel, the survival horror mold has been broken. Instead of creating another puzzle-heavy adventure, **Capcom has taken this series in an entirely different direction** – one that focuses solely on action. With tumultuous swarms of blood-thirsty raptors approaching from all angles and gigantic T-Rex interrupting any moment of silence, the commotion never ends, and the hard-hitting gameplay just keeps coming. Of course, the incorporation of this new direction couldn't have been done without several changes. Character movement is no longer clunky, and the camera rarely suffocates your view with annoying tunnel shots. Part of me misses the suspenseful moments from the original, but the new package is much more rewarding, and the overall experience is all the more entertaining."

JURASSIC JOURNEY

With a name like Dino Crisis, you would probably gather that your primary tormentors in the game are dinosaurs. The original game had a decent selection of reptilian creatures, but that now seems rather limited when compared to Dino Crisis 2. There are a total of 11 dinosaurs featured in the game. Of course, the Velociraptor is again a predominant opponent throughout this arduous journey. Yet when you add such creatures as the long-necked Plesiosaurus and the thick-skinned Inostrancevia, you are faced with some serious decisions regarding battle tactics and techniques. Clashing with hordes of dinosaurs takes a common form in Dino Crisis 2, but differs greatly from the original game.

In the first Dino Crisis adventure, there were commonly only one or two dinosaurs after you at any given time. In Dino Crisis 2, the numbers increase dramatically. Not only will you see multiple dinosaurs converging on you at the same time, the attacks continue to progress in what seem like one endless and hectic assault. The attacks do end, but the ferociousness of the reptilian engagement makes many areas of Dino Crisis 2 extremely challenging and somewhat frightening.

Dino Crisis 2 takes the player through a constantly evolving story that is presented not only with gameplay, but through a mixture of real-time cutscences and spectacular CG movies.

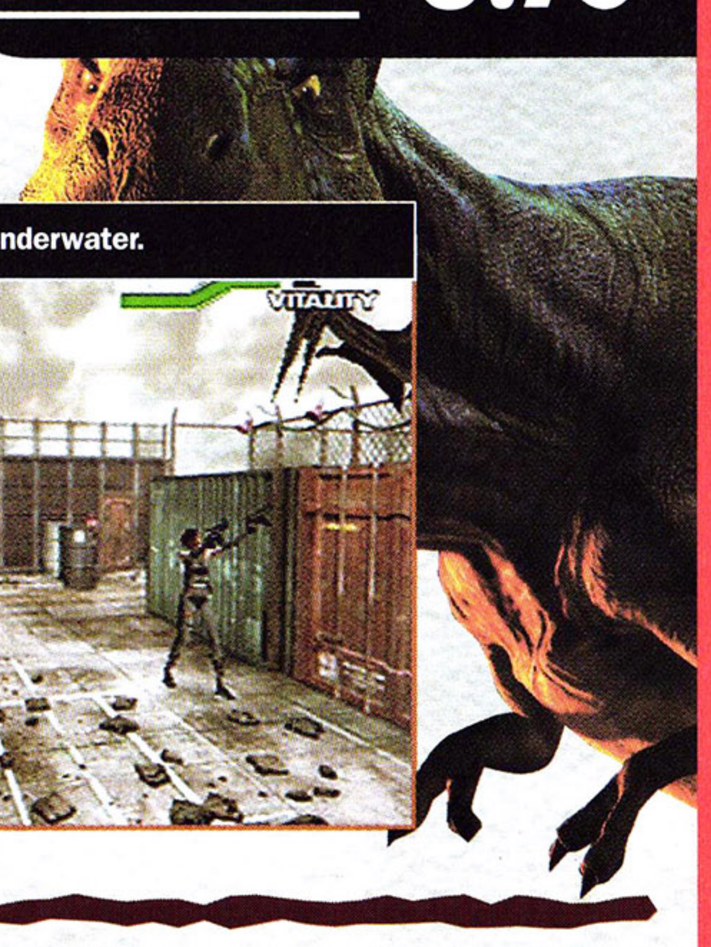
The game will take you across cities, jungles, and even underwater.

PlayStation Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; Primary & Secondary Weapons; New Battle System; Wide Assortment Of Armaments; Weapon & Health Purchases; Extra Bonus Games; Dual Shock Compatible
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** September 29 for PlayStation

Bottom Line: 8.75



TEAMWORK

"Now you've done it Regina, you have a girl stuck to your arm."

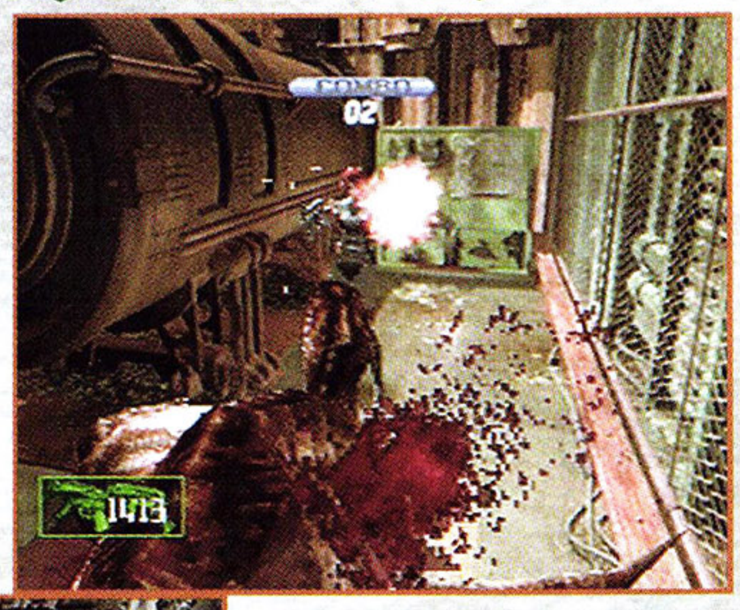
In her past adventure, Regina worked solo with only supporting roles from her two comrades. In Dino Crisis 2, Regina is aided by Dylan, a hard nosed military man who is a combat veteran. Control will switch between the two a number of times in the game as each will explore separate areas of the rescue zone.

One section worth noting is an entire sequence where Regina dives into an underwater reactor. Here the player controls Regina – complete with dive suit – and is introduced to a semi-weightless area where a player must master a new mode of control.

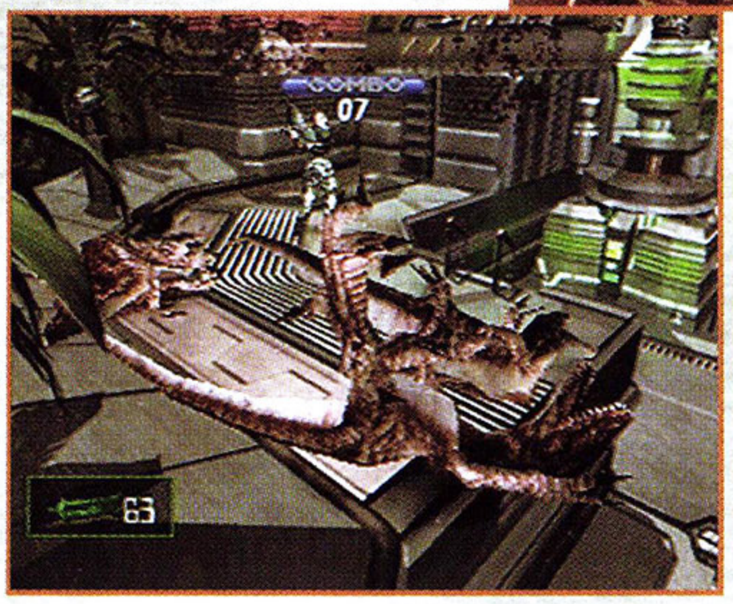
Regina and Dylan are barely acquaintances at the beginning of the game, and there is a hint of animosity between the two. However, as the tale unfolds each of the characters will help the other time and again. Soon the player will uncover a deeper relationship that will change these characters' future.

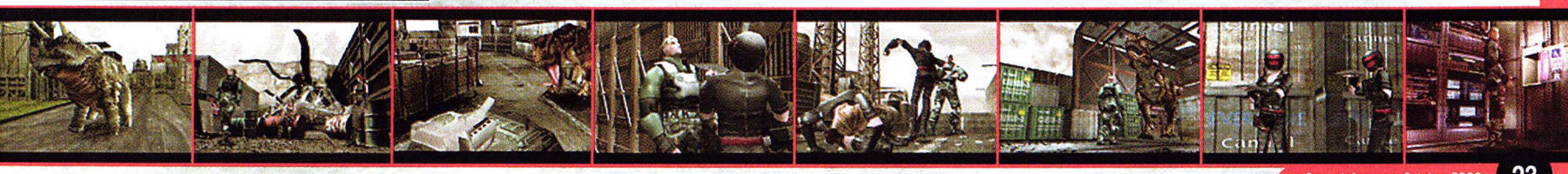
"Shhhh...you smell that?"

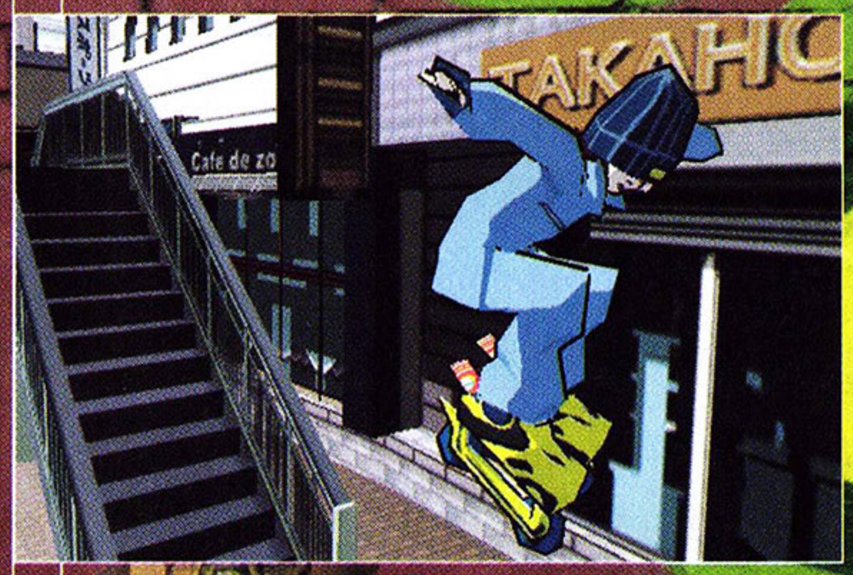
BABY I GOT YOUR MONEY



Shooting down dinos is clearly a required task in this game. It not only opens a path to journey deeper into the adventure, but taking down dinos also rewards the player with Virtual Credits to purchase new weapons and other booty – including Tools. Tools turn out to be an essential part of the game for two reasons – certain tools offer protection against attack and others provide an opportunity to acquire even more credits. Indeed, Virtual Credits make this dino world go around. The game will keep a running tally of your credits and reward you with special prizes at the end of the game.







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TEEN
T
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.

TimeSplitters

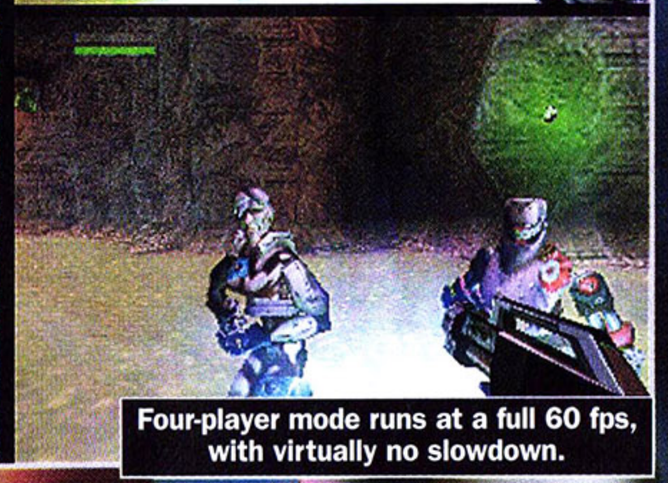
FREEDOM OR DEATH

Game Informer recently had the opportunity to travel to Nottingham, a small English city located two hours north of London by train. A progressive and picturesque town, Nottingham balances old world atmosphere with a distinctly modern attitude. It seems somehow appropriate that Free Radical Design, creators of Eidos' upcoming PS2 shooter TimeSplitters, chose Nottingham as its base of operations. Housed in a modest second-floor walkup located in the back of a small office building, Free Radical's offices give passersby little indication of the cutting-edge work that is taking place within, or that most of the Free Radical team are the people responsible for one of the best (and most lucrative) Nintendo 64 games of all time, GoldenEye.

Like Mario 64 or Final Fantasy VII, GoldenEye is a game that has become synonymous with an entire genre, one universally hailed as a classic. The members of Free Radical (four of whom were the core of the original GoldenEye team), left Rareware during the development of Perfect Dark to follow their own muse. This muse led them to the greener pastures of PlayStation 2 development, and Sony's small black box proved to be a perfect match for the game which they envisioned, TimeSplitters.

First of all, it would be wise at this juncture to point out that TimeSplitters is NOT a sequel to GoldenEye in any sense. Although both games ostensibly fall into the first-person shooter genre, the similarities end there. Committed to bringing TimeSplitters out as a PlayStation 2 launch title, Free Radical has eschewed complex storylines and stealth-based tactics in favor of the fast and frenzied action of the early first-person shooters. While this decision was almost surely based on the limited time frame within which it was working, Free Radical, wanting to avoid what director David Doak terms, "the gray uniformity of the levels in GoldenEye," also feels that the move away from narrative was liberating. Doak goes on to comment, "In TimeSplitters, we could just do whatever we wanted, basically choose the best components of different genres and throw them together."

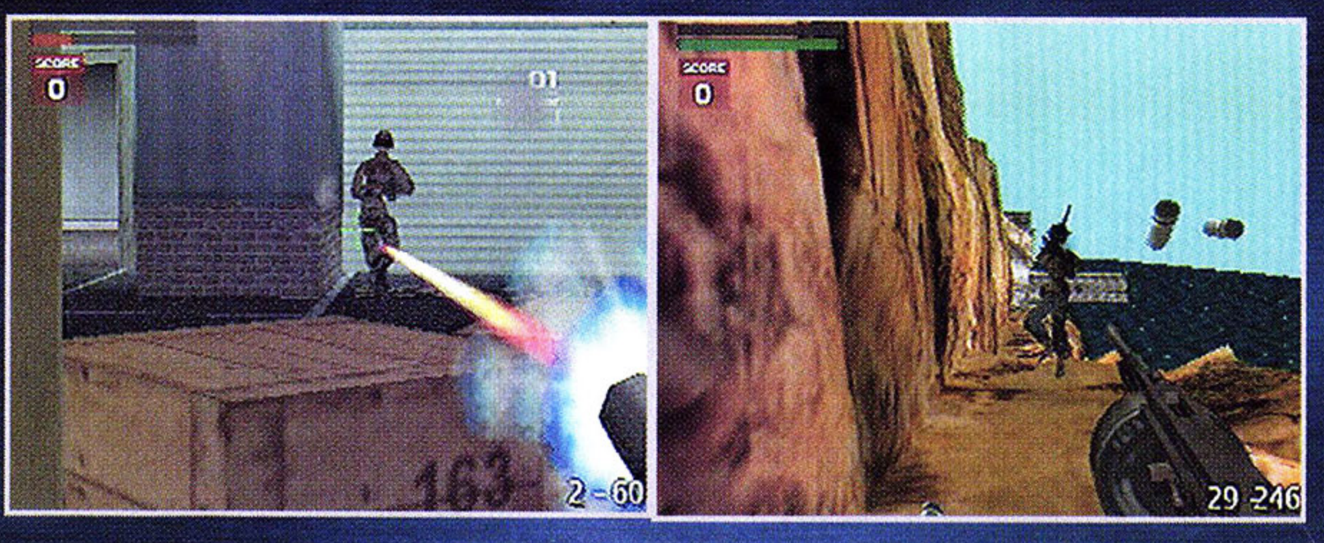
This wide variety of characters and settings becomes immediately evident. The nine single-player levels span the decades from the early 20th century to the middle of the 21st. They are, in order: Tomb (1935), Village (1950), Mansion (1965), Chinese (1970), Industrial (1985), Docks (2000), Sci-Fi (2005), Planet (2020), and Launch (2035). The rag-tag band of characters range from futuristic FemBots to blaxploitation mamas like Chastity Detroit to a sweet-but-deadly Gingerbread Man. After unlocking all the enemies through the single-player mode, you will have over 50 playable characters. The wild mish-mash of personalities and Hollywood clichés evokes every B-movie ever made being thrown into a blender, then poured out into the PlayStation 2.



Four-player mode runs at a full 60 fps, with virtually no slowdown.

Shoot it out with enemies ranging from ancient mummies to these futuristic robots.

TimeSplitters is stocked with a wide array of weapons and vast supplies of ammo.



Graphically, TimeSplitters has been built for speed. One of Free Radical's primary goals for the game is that it must run at a full 60 frames per second, and it has delivered in spades. The game appears as fast and fluid as any PC shooter, even in four-player split-screen. This is even more impressive when you see the sheer number of enemies that appear onscreen at once. During Free Radical's memorable E3 demo of TimeSplitters, the player walks into a bi-level room crawling with dozens of frantic baddies engaging in a blazing firefight. This is one game that clearly demonstrates the PS2's ability to throw around vast numbers of polygons. Perhaps due to the speed of the game, the environments, while still very impressive, don't seem to push the envelope in terms of detail and texturing. That said, TimeSplitters is sure to drop the jaws of gamers across the land on October 26th.

Moving from N64 development to the PS2 made it necessary for Free Radical to retool the control scheme to optimize the Dual Shock's button layout. This scheme might disappoint fans of GoldenEye, a game that had almost perfect control. However, it must be said that for all its problems, the N64 controller's Z trigger made it perfect for first-person shooters. The default configuration for TimeSplitters uses both analog sticks, the right for directional control and the left for up, down, and strafe. The R1 and R2 buttons function as the primary and secondary triggers, as most weapons have two fire functions. Often these are pretty pedestrian, like single fire coupled with a quick burst, but some weapons feature bouncing projectiles and other goodies on the lower trigger. If all this sounds terrible, no problem – TimeSplitters' control scheme is almost completely customizable. At this point, almost every individual button can be assigned to any function, although this may be scaled back by release time.

In keeping with TimeSplitters' emphasis on multiplayer, eight different game modes have been created. Modes include the standard Deathmatch, Capture the Bag, Last Stand (a survival mode which pits the player against huge storms of enemies), Escort (escort and protect another character through a level), Knockout, Target Practice, Flag Tag, and Reverse Flag Tag. Surviving these harrowing adventures will be a little easier, given your arsenal of over 25 weapons. These include authentic time-period weapons such as the Blunderbuss and Carbine, science fiction-styled laser weapons, and more traditional weapons like the Sniper Rifle and Pistol. In Arcade mode, you are able to customize your arsenal, which allows you to carry five guns from among any of the weapons in the game.

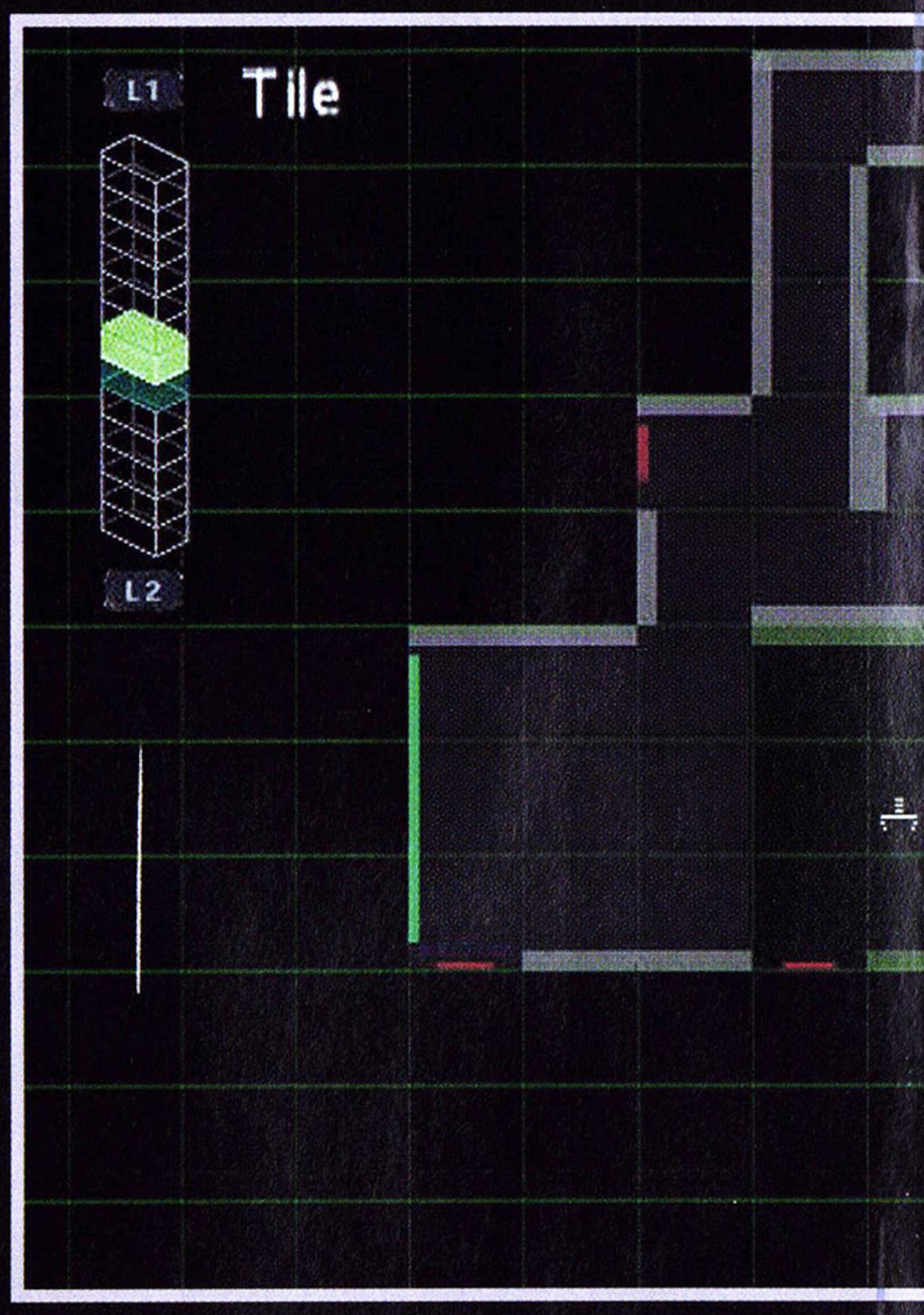
Since its unveiling at E3, TimeSplitters has been steadily garnering accolades from members of the press who have been lucky enough to get a little quality time with it. Peering toward the horizon where the PlayStation 2 launch lineup is taking shape, TimeSplitters appears to be one of the must-buy titles for any gamer. It has everything one could possibly want from a launch game – relentless action, vivid graphics, and the groundbreaking Mapmaker mode. Although it might not be a high-profile sequel or a well-known license, TimeSplitters is a fantastic original title designed expressly for the PlayStation 2. If you're growing tired of slick-looking versions of PlayStation games, or quickly ported PC titles, TimeSplitters may be the game you want to lay down your Benjamins for on launch day.

TimeSplitters' Mapma

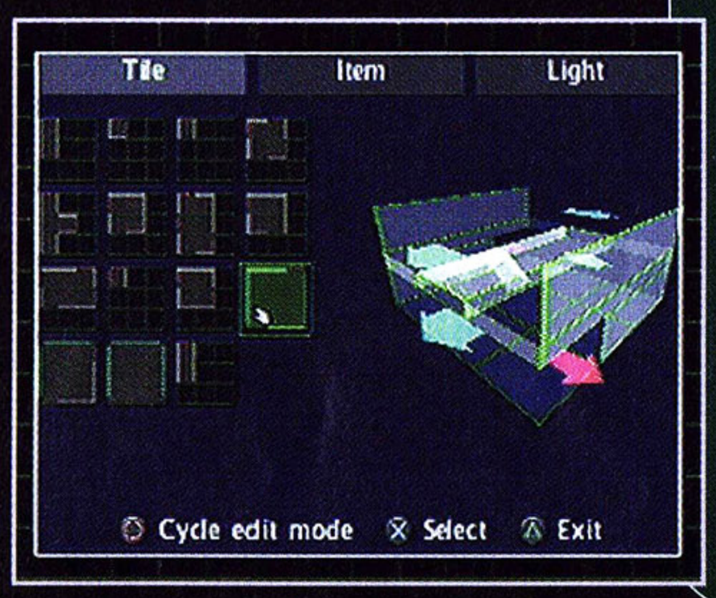
TimeSplitters' Mapmaker mode is one of most comprehensive and intuitive level-create modes we've ever seen in a console. Like the equally excellent Park Editor in Tony Hawk 2, the Mapmaker balances a wide array of options with an ease of operation that puts level-create modes of the past to shame.

The genius of the Mapmaker is its simplicity. By simply dragging and placing rooms and hallways onto the grid map, complex levels can be created almost instantly. Each placed room can then be copied, duplicated, or rotated. In minutes, even newbies should be able to construct playable levels. When you're done, you can instantly perform a test run of your level. After the basic architecture has been laid down, there are a variety of components, right down to your choice of music from any single-player level, that can be added or tweaked to your specifications. After you've perfected your arena, you and up to eight of your friends can run amok in tailor-made multiplayer melees.

Created levels can be saved to the PS2's memory card, to be traded among your friends and enemies. Once PS2 Internet capabilities come to market, expect to see a rabid TimeSplitters' fanbase swapping levels online. Here's a breakdown of the Mapmaker and its features.



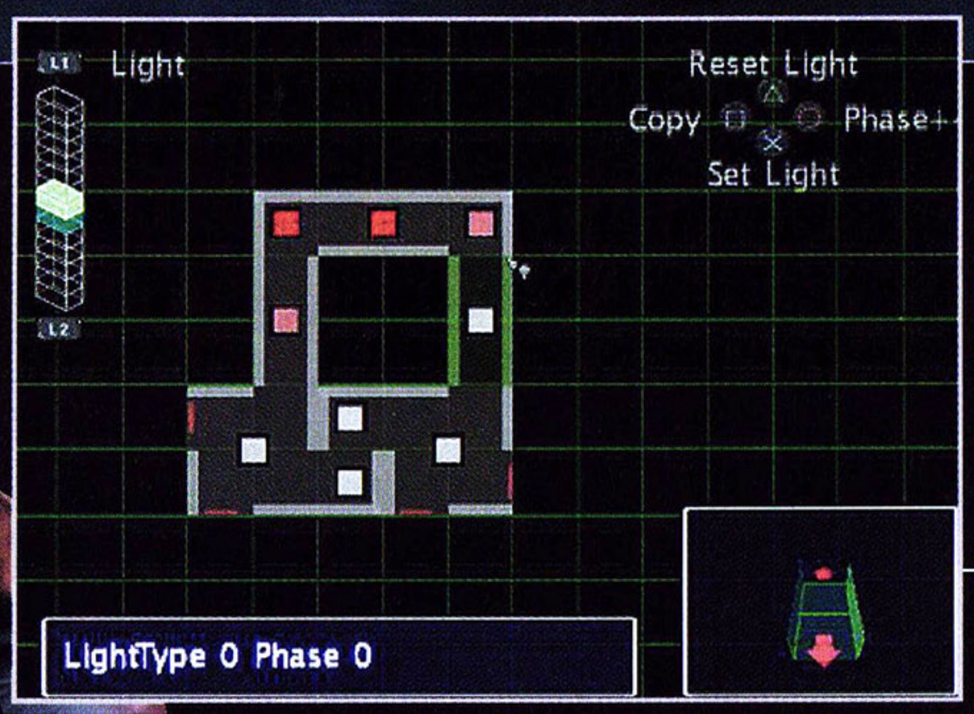
ROOMS

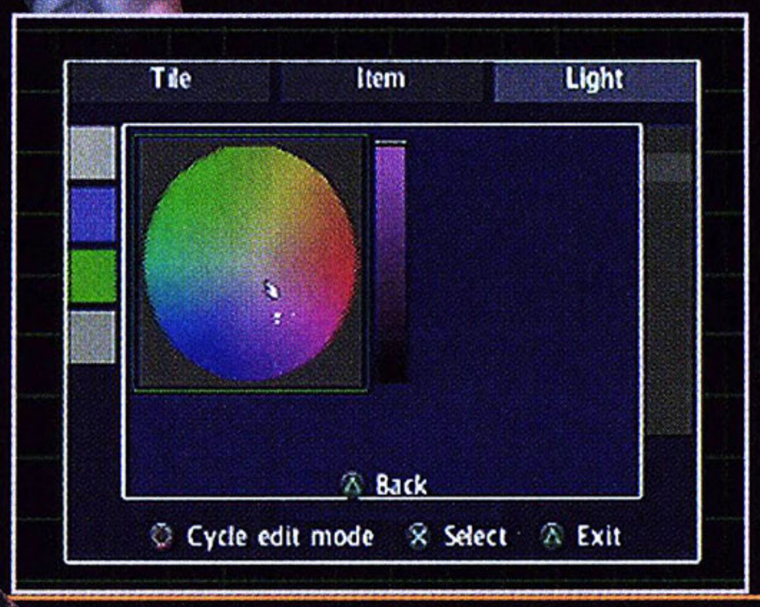


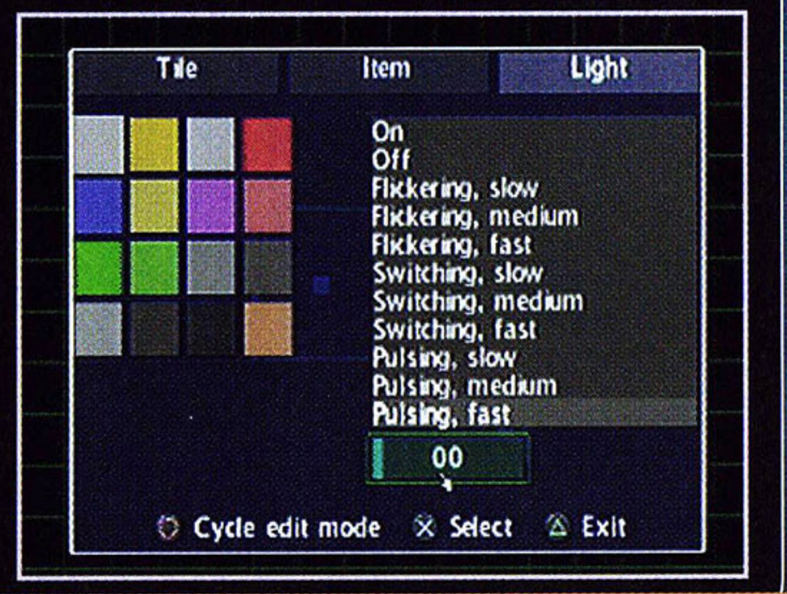
So far there are 15 different room templates. This number may increase, but with TimeSplitters slated as a launch title for the PS2, we doubt it. As you can see, room icons are selected with the pointer, which brings up a rotating 3D model of the room. Here you can see the layout of the room, as well as exits which serve as connector points to other rooms and hallways. Many of the rooms are bi-level, allowing you to build off both the first and second floors. In the top left corner of the main map, you can scroll through your levels with the L1 and L2 buttons. Players are able to construct levels of up to 13 stories.

LIGHTING

Here's where things start to get interesting. Not only are users able to construct intricate levels, they are able to utilize ambient lighting effects to create illuminated corridors that heighten the player's sense of drama. Lighting points are strewn throughout the main map, each of which can be outfitted with flickering, pulsing, or switching light sources. Pulsing or flickering cycles can be customized, as can the color of each light. Colors are selected from a standard selection, or can be mixed from a circular palette of hues. As with any of the features in TimeSplitters, lighting effects can be instantly tested by a quick run-through of the level.



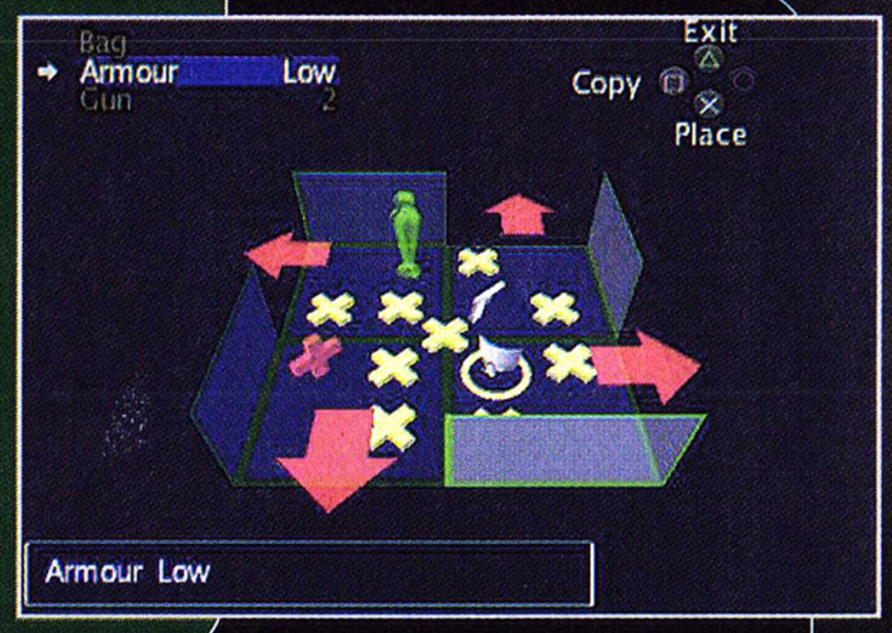


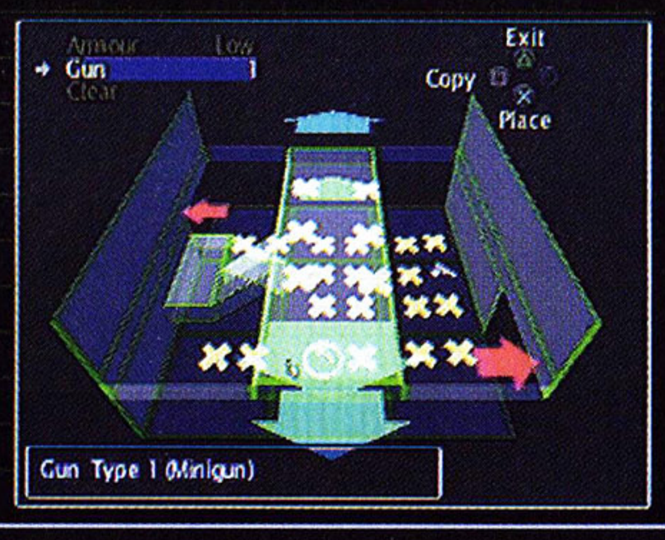


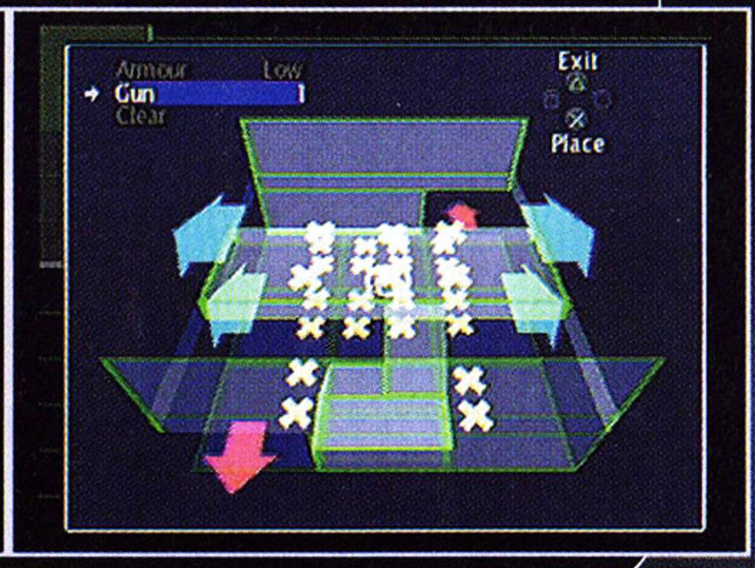
aker Mode

ITEM PLACEMENT

While users will no doubt become enthralled with designing new levels, an equally important facet of creating a playable multiplayer arena is savvy placement of items, armor, and weapons. Here again, Free Radical has granted wannabe designers almost total control. Each section of floor has three or four points where items, or character start points, can be placed. In addition to weapons, you can also outfit your level with up to eight computer-controlled bots.

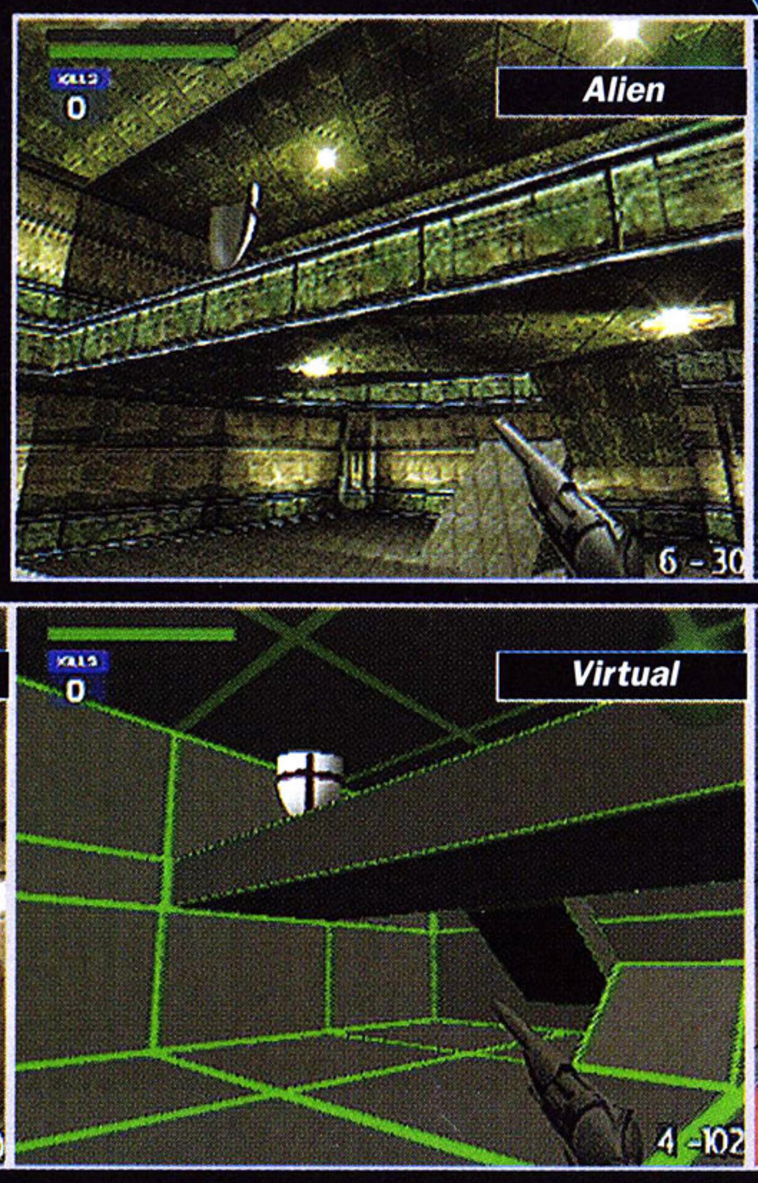


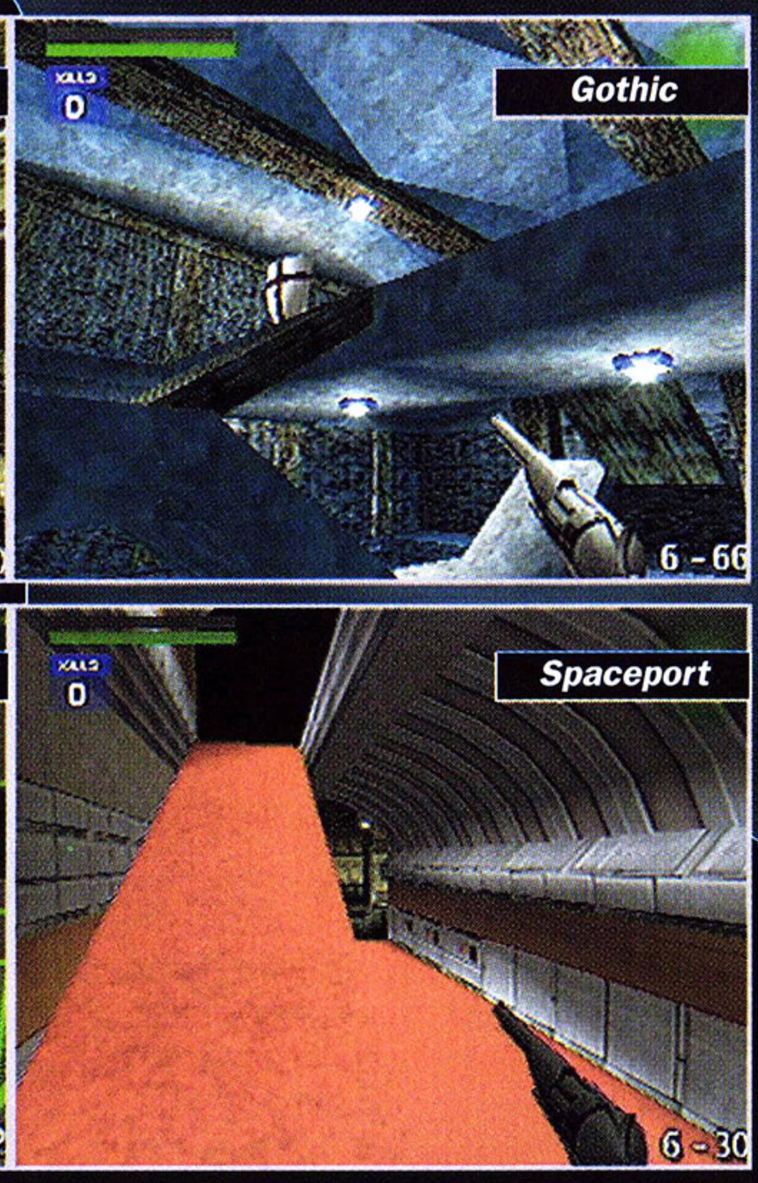




TEXTURES

To give your created levels an even greater degree of visual flair, five texture packages have been implemented to provide your arena with just the right atmosphere. The four main packages – Spaceport, Gothic, Alien, Industrial – revisit themes familiar to any video game fan. However, we predict that the Virtual package, originally a developmental placeholder, will be a cult favorite with its Tron-inspired grid-based design. Each level can use only one texture package, which can be selected immediately before you begin playing or testing a level.

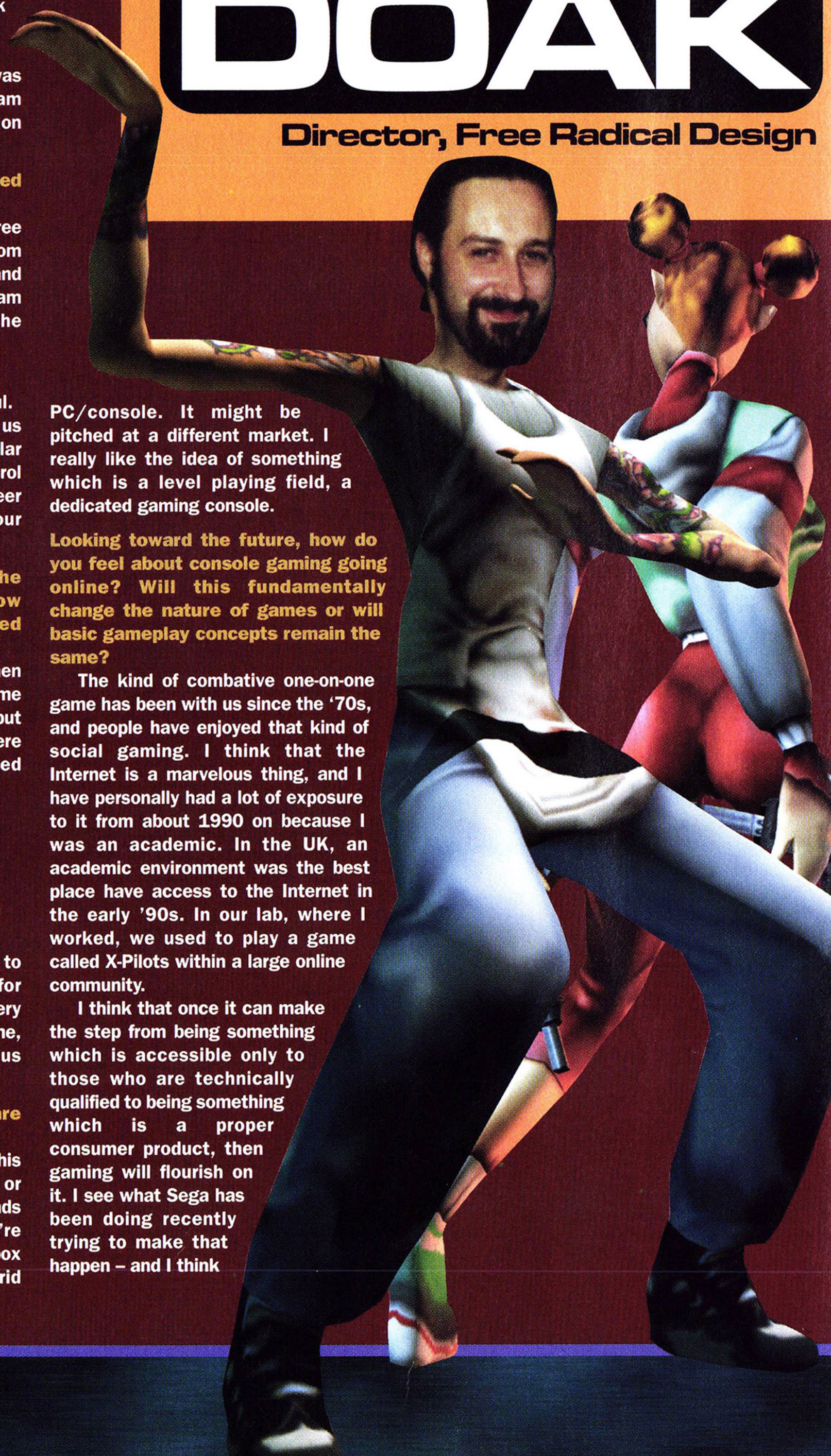




Interview With

DAVID DOAK

Director, Free Radical Design



Tell us about your background and how you got into video games.

Well, I was always an avid games player. I went to the University at Oxford, got a Ph.D., and was doing research. How I got into games was that the research I was doing was in Biochemistry, which was all computer simulation. I looked after quite a large network of UNIX machines. One of Rare's adverts said it wanted a systems administrator, so I initially worked there in that position, but was lucky enough to get on the GoldenEye team doing programming. Later, I was able to move on to doing more design work and level setup.

Was GoldenEye the first project you worked on for Rare?

Yes. The first and almost the last, really. Free Radical was formed by five people, all of whom were working on Perfect Dark at the time, and four of whom had been on the GoldenEye team as well. We left about halfway through the development of Perfect Dark.

What was your impetus for leaving?

GoldenEye was phenomenally successful. With Perfect Dark, the only opportunity for us was to repeat that success in a very similar environment. We wanted to have more control over what we were doing. It was also career development, I suppose, trying to fulfill our personal ambitions.

Since you left halfway through the development of Perfect Dark, how successful would you say the finished product was?

I think that parts were done differently then what I would have done. When GoldenEye came out it was visually better than a lot of things, but it used a lot of the potential of the N64. There wasn't really anywhere to go. But I played Perfect Dark, and enjoyed playing it.

Describe your deal with Eidos.

It's a publishing deal.

For how many games?

Em...more than one! [laughs]

For more than one system?

We'll see how things go. When we went to Eidos and said we wanted backing for development, we saw the company as being very focused on console development. At the time, early 1999, PlayStation 2 was the obvious choice.

Are there any other systems that you are looking forward to working on?

Yeah, it will be interesting to see how this generation of consoles pans out. Dolphin, or what is it – the Space Cube [laughs] – sounds like a very interesting console. I think we're always a bit jaded about Microsoft, and the Xbox sounds like it might be some kind of hybrid PC/console. It might be pitched at a different market. I really like the idea of something which is a level playing field, a dedicated gaming console.

Looking toward the future, how do you feel about console gaming going online? Will this fundamentally change the nature of games or will basic gameplay concepts remain the same?

The kind of combative one-on-one game has been with us since the '70s, and people have enjoyed that kind of social gaming. I think that the Internet is a marvelous thing, and I have personally had a lot of exposure to it from about 1990 on because I was an academic. In the UK, an academic environment was the best place have access to the Internet in the early '90s. In our lab, where I worked, we used to play a game called X-Pilots within a large online community.

I think that once it can make the step from being something which is accessible only to those who are technically qualified to being something which is a proper consumer product, then gaming will flourish on it. I see what Sega has been doing recently trying to make that happen – and I think

it will eventually happen. It's just taking longer than everyone thought. Early on – Nintendo with the NES – network components were promised. The thing with the Internet is that it's very fickle as to how well it works for people on any given day. When it becomes reliable, then it will happen.

The phenomenon of a game involving hundreds of people has really begun to happen online with things like EverQuest, but at the moment it's not really what we're focused on. I see it as being still a bit too speculative. And I don't think you can get the social aspects of gaming across yet. It's still people who are isolated, communicating through a reasonably inefficient medium. It's not the same as being in the same room.

In creating TimeSplitters, what were you trying to accomplish, and what are some of the things you focused on?

The thing which was a reasonably big step for us was to jettison the narrative aspect. Having done GoldenEye, and spent time working on Perfect Dark – a kind of game which, as a company, I think we will revisit – we automatically fell into the mindset of doing a first-person shooter that would be a narrative-based game. Eventually, we saw that we didn't necessarily have to do that.

I think for us, Steve [Ellis, Director of Software, Free Radical] especially, making something on an emerging piece of hardware has been very exciting. It's allowed us to go forward and say, "We want to make something which is a fast-action game." Because one of the things about modern consoles, in that everything is polygonal, is that it's always possible to completely slow things down by drawing too much, or being too ambitious. Through the lifespan of a console, this tends to happen because everyone is trying to better what people have done before, which means that they almost always make slower games as the console goes on. We're in a unique position. We're able to make a game that is throwing around more geometry than people have seen on a console before, and is also going faster.

The Mapmaker mode seems to be pushing the envelope a bit.

It's not in any way an original idea, but I think it just comes down to implementing something sensibly, and in a way that's going to be accessible and fun. It's all about setting your sights on a target that you can realize, and that is something people want. It will be interesting to see how the Mapmaker is received. It's certainly been well received by the press, but they are by definition pretty fanatical about games. But maybe Little Johnny doesn't want to do that.

Do you have any other games in development?

There are plans for another PS2 game that will share some underlying technologies with TimeSplitters. That's about all I can say at the moment.

Is it going to be in the vein of GoldenEye, a more narrative, stealth-oriented first-person shooter using the TimeSplitters engine?

Yeah, I think so. That seems like a reasonable guess [laughs].

Many developers have been grumbling about the problems they've had with the PlayStation 2 hardware – the lack of VRAM, texture memory, and problems with anti-aliasing. Have you had any frustrations in developing TimeSplitters?

In terms of memory and speed, everyone is always going to want more. On the other hand, with the last generation of machines, there was a very clear move from 2D to 3D. That was a massive opening of new horizons. With this generation, people wanted there to be something as earth-shattering. So people said, "The characters are going to look like Toy Story, like you're playing in Toy Story." That's quite difficult for a piece of hardware. Computers don't get that much better that quickly. I just think a lot of people wanted to believe the hype, and everyone contributed to it. That created this wave of disappointment, and now people are looking for things to blame.

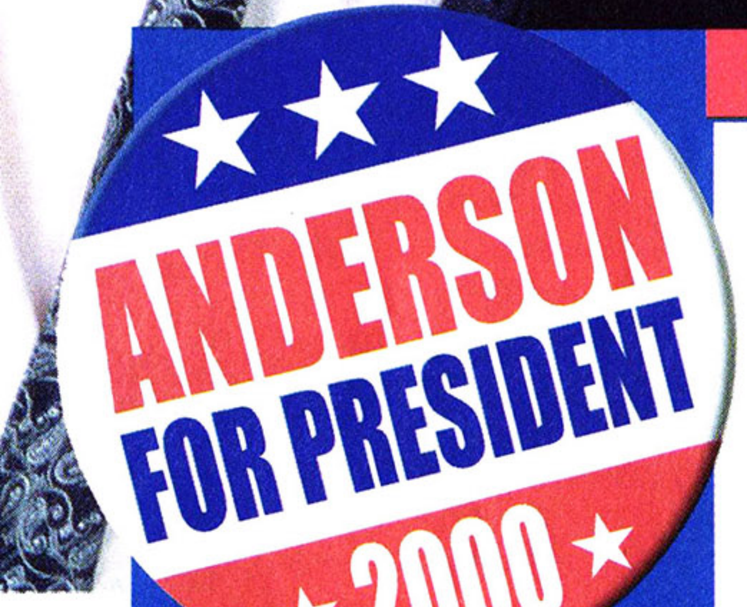
This largely comes from the consumer's expectations getting a bit too inflated. Then, the developers want to blame the people making the console, and the people making the console say, "It's not our fault." The only people who are suffering are game fans and consumers, because it's going to delay good products. I think people just need to sit down and make some games. That's certainly what we did. We're making the kind of game that we would enjoy playing on a new console. I don't think you can do better than that. What other benchmark do you have other than whether you'd like to play it?

SEPARATED AT BIRTH?

Reiner

Dr. Doak

Due to Reiner's shameless, and relentless, campaign of self-promotion, there are few people who don't know that he is featured as a character in Perfect Dark. What many of you don't know is that David Doak makes a starring turn in GoldenEye, as the helpful Dr. Doak in Level 2. Looking at these screenshots, we noticed an eerie similarity between Mr. Doak and GI's Raging Gamer. Judge for yourself.



★ GAME INFORMER NEWS: ELECTION 2000 ★

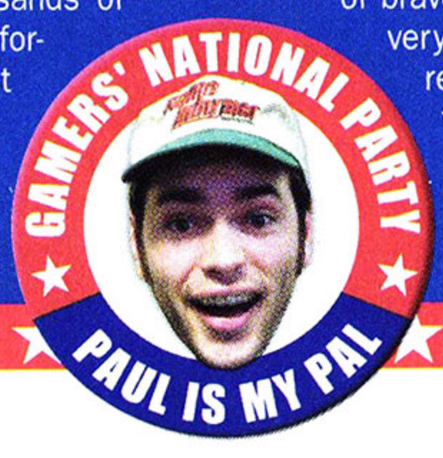
PAUL FOR PRESIDENT!

Perhaps no election in recent memory has been met with such ambivalence by the American people. CBS chose to run episodes of Big Brother and Survivor instead of the Republican National Convention. Many experts are predicting historically low voter turnout for the 2000 Presidential Election.

It's little wonder why. By focusing on such trendy "issues" as tax cuts and Social Security spending, the candidates in this election have ignored the gamer vote. What about the millions of impoverished gamers who are forced to erase their FFVIII saves because they can't afford new memory cards? Or those who suffer from carpal-tunnel syndrome? Or the thousands of Tomb Raider fans who go blind each year? Who will help these forgotten Americans? George W. Bush? To him, a video game is just something you set your Bud Light on at the golf course clubhouse. Al Gore? He's so clueless about games that he chose "Diamond" Joe Lieberman, the man who led the charge for video game censorship on Capital Hill, as his running mate.

With this dismal crop of candidates, many gamers have lost faith in our political system. What are we, the American people, to do?

Fulfilling our duty as the most powerful and influential publication in the United States, Game Informer has bravely stepped up to save the election, and our great land, from certain doom. We have now formed the Gamers' National Party (GNP), and are currently planning a national caucus, to be held at the legendary King of Clubs in lovely Northeast Minneapolis. In choosing a candidate, we have selected a man of principle, a man of intelligence, a man of bravery, and perhaps the greatest Madden player of all time – our very own Game Professor, Paul Anderson. Now it is up to you, our readers, to help elect Paul Anderson as our next President. The time is now for revolution, fellow gamers! Let freedom ring! Throw down your Dual Shocks and take to the streets!



ON THE STUMP

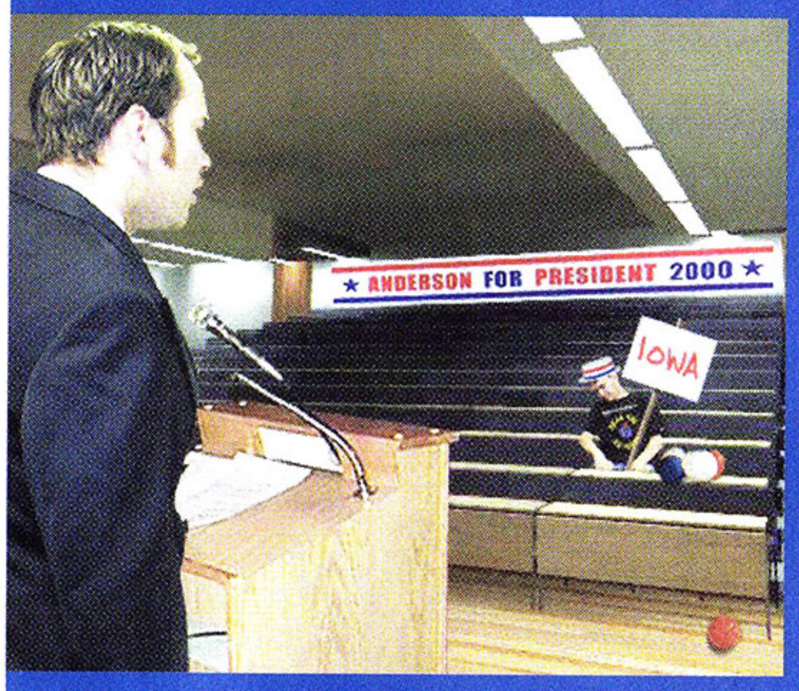
Widely regarded as one of the greatest orators of his generation, Paul Anderson delivered this rousing speech in the parking lot of a Korn concert in Muncie, Indiana. After some youngsters in attendance introduced Paul to their quaint local custom of "dumpster diving," the Game Professor stumbled to the podium and demonstrated his prodigious public speaking abilities.

"...cough...um...uh...My fellow gamers, now is the time! The time for what, you ask? Well, it's time for...for...SNACKS! [cheers] *That's right! Unlike my opponents* [boos], *who feel that only the rich and powerful should have snacks, I believe that snacks are a basic human right! As President, I will enact the Federal Bureau of Snacks, which will work to ensure that every American, regardless of race, creed, or color, will have enough snacks!* [cheers]

"I see so many of you out there tonight. Some of you are young, some of you are old, some of you smell vaguely like kitty litter, but when we unite as gamers there is nothing we can't accomplish. The time is here for the Gaming Nation to stand up and be counted, to seize the day. We will abolish study hall! [cheers] *We will revoke all sales tax on video games and video game consoles!* [cheers] *We will put a chicken in every pot, and a PlayStation in every living room!* [cheers] *Now is the time to pull down the pants of freedom and pinch the butt of opportunity!*

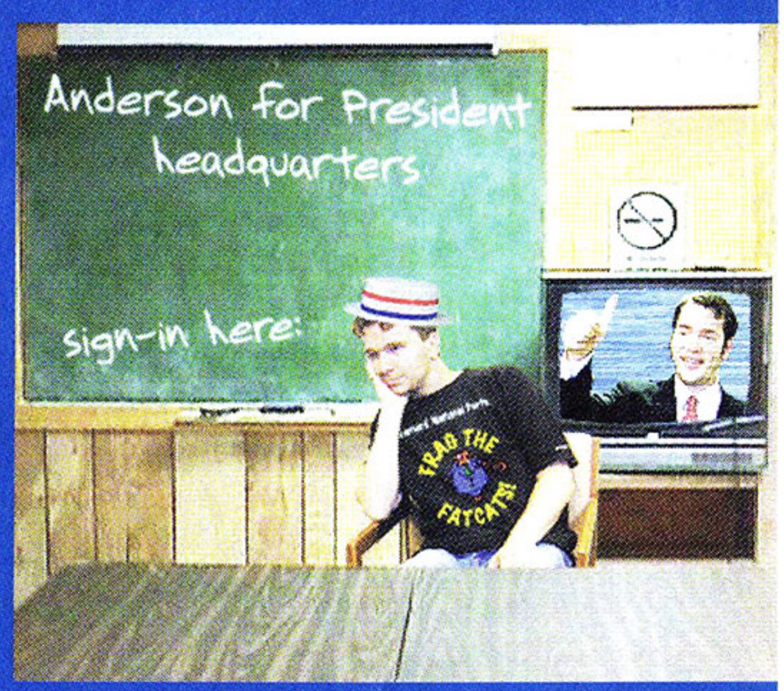
"As we squeeze the melons of the future, we must remember to jiggle the joystick of justice in order to boot up prosperity for all. While some of my opponents yak endlessly about Social Security and education, I'm going to address the tough issues like the PlayStation 2's lack of VRAM and the monopolistic trade practices that drove the Neo Geo Pocket Color out of American distribution! Most of these Washington types probably think VRAM is something you buy at an adult bookstore! [cheers] *Yeah!* [cheers] *Yo...is Muncie up in dis muthahubba?* [cheers]

"Let me end by saying that if you want to climb the mountain, you've got to kick the goat in the hiney. That is what I intend to do! Now, if you'll excuse me, I think I'm going to pass out."



The Gamers' National Party conventioneers go wild for Paul's acceptance speech.

Campaign spin doctors Matt and Erik look on with interest as Paul delivers a rousing stump speech.



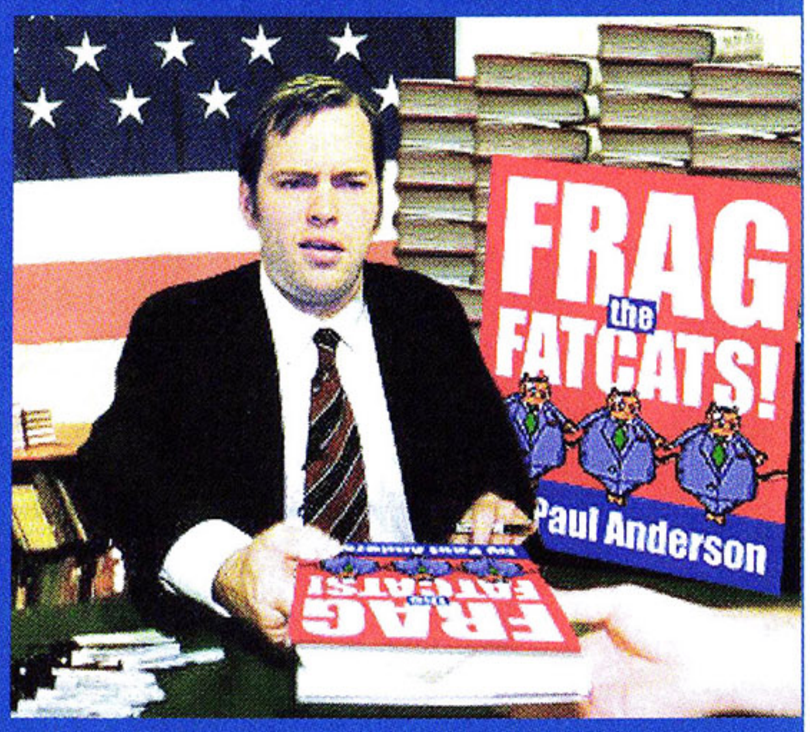
Campaign chairman and head of the Iowa delegation, Jay Fitzloff.

ON THE CAMPAIGN TRAIL

Unlike many career politicians, Paul Anderson remembers where he came from and has never lost touch with the common man on the street. In an effort to reach out to the gamer vote, Paul recently hit the road to get his message out to the public.

Paul answers his critics at a press conference and vows to stay the course.

The Anderson for President 2000 campaign headquarters. Formerly VFW Post 212 in Two Harbors, Minnesota.



A booksigning promoting his bestseller, "Frag the Fatcats!"

Gamers' National Party PLATFORM

What does Paul Anderson stand for? Take a look at the Gamers' National Party Platform to learn the principles that drove this exceptional man to greatness:

1. As a staunch proponent of the right to bear toy guns, Paul Anderson has earned the endorsement of the National Light Gun Association. Paul Anderson strongly believes that it is every American's right to own a light gun that looks real, not one of those sissy neon orange-colored ones.

2. Read his lips – No new taxes on video games; 200% tax increase on board games and books.

3. A fierce patriot, Paul Anderson believes that every sports game should begin with the singing of the National Anthem.

4. Paul Anderson believes that sticking a Dual Shock controller down your pants is a medically sound treatment for a hernia, and a darn good time to boot!

5. As we move forward into the 21st Century, Paul Anderson will continue to party like it's 1999.

6. Paul Anderson will support legislation mandating that every new video game console must have a minimum of four controller ports.

7. Paul Anderson, in concert with the United Nations, will launch Operation: Frog Fandango. This police action will mobilize our armed forces to prevent French video game companies from buying American developers. U-S-A! U-S-A!

8. Paul Anderson believes that a microchip, implanted in his rear end by aliens who abducted him when he was 11, is transmitting his every thought to a supercomputer located beneath the surface of the Moon.

9. Paul Anderson believes that violence in video games is kick ass.

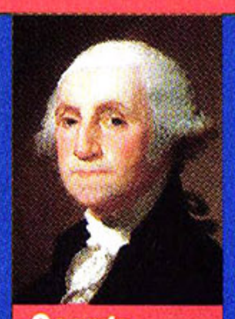
10. In an effort to lower defense spending (and to preserve the sanity of gamers the world over), Paul Anderson will decrease the number of Army Men games released each year by 82%.

11. Better school lunches.

12. Free national health care for all gamers.

13. As an expert in foreign affairs, Paul Anderson will seek to improve relations with Chyna (preferably over dinner and drinks). He will also dispatch a U.N. fact-finding mission to Chyna, to determine if her warheads are in violation of the Strategic Arms Limitation Treaty.

C E L E B R I T Y



George Washington, Former President

I cannot tell a lie – Paul Anderson will be the greatest President this fair land has ever known. Forget about FDR or Abraham Lincoln! Those losers aren't fit to lick the dirt off Paul Anderson's golf shoes. I have the utmost respect for this man, and have no doubt he will lead with authority and honor. Plus, he's a total studmuffin!

Bill Clinton, President, Ladies Man

Ooweee! That there Paul Anderson fella is hotter than a two-peckered billy goat. Boy, I 'member one time me and Paul were down in Louisiana catchin' crawdads right outta the bayou. You like crawdads? Good eatin', if ya ask me! What? – oh yeah – Paul is a regular genius when it comes to politics, and if you elect 'im, I guarantee you'll be fartin' through silk for the next four years! Plus, if Al Gore wins, who's going to mow my lawn?

Martha Stewart, Domestic Goddess

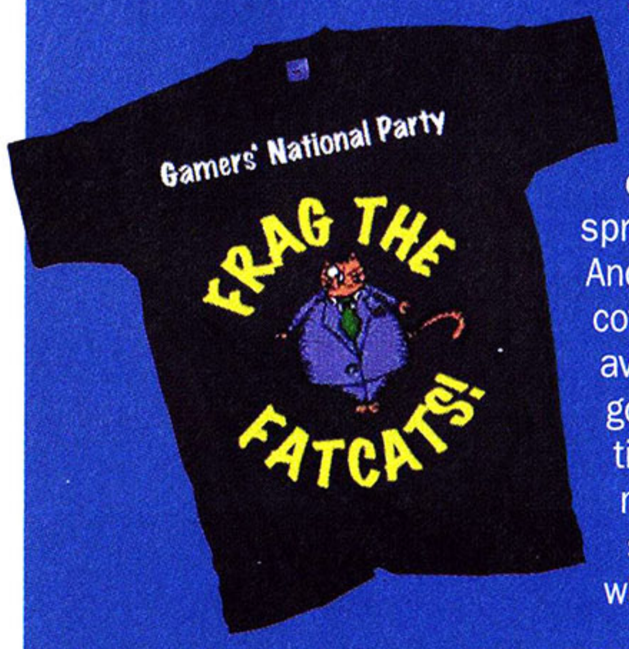
A zesty, colorful lobster salad makes the perfect centerpiece for a warm-weather supper or light luncheon. Boil the lobsters in a court bouillon with water, white wine, onion, carrot, celery, bay leaf, and thyme. After you toss the salad, it is important to let it sit for 10 to 15 minutes; this will allow the foccaccia croutons to absorb a bit of the lemon-basil dressing.

The Vidiot, GI's Minister of Destruction

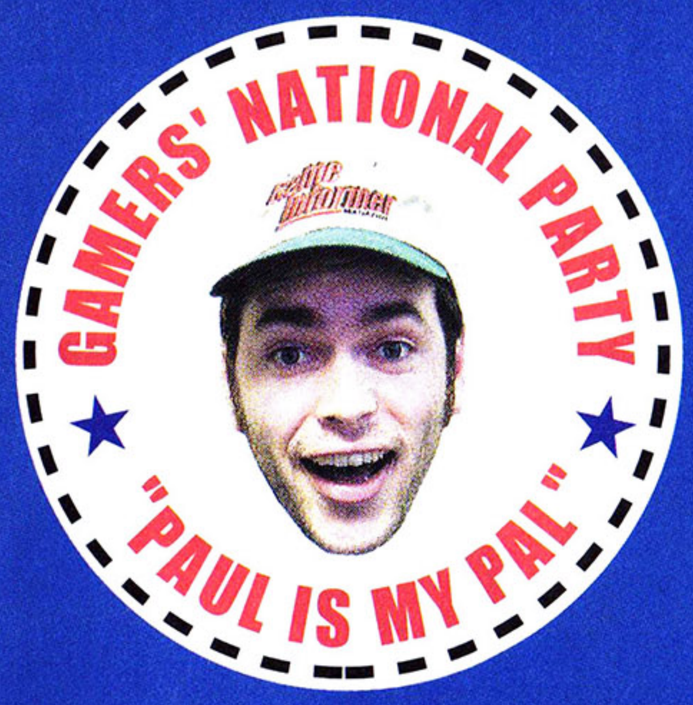
How I hate humanity! You slack-jawed sheep probably won't even vote. If you do, vote for Paul Anderson. This hairy-knuckled cretin can barely string together a complete sentence, but if elected he will allow me to further my evil plot to enslave mankind. Finally, you morons will have the master you so richly deserve! Muuah-ha-ha-ha-ha!

JOIN THE FIGHT!

If Paul Anderson is going to be the next President of the United States of America, we need your help. Although his campaign will receive financial support from Game Informer magazine, and also from the candidate's vast personal fortune, the Gamers' National Party is not eligible for federal campaign funding. This makes it difficult to compete with established political parties, who have been raising money for many months. To ensure that the Anderson 2000 campaign will be able to go toe-to-toe with the Democrats and Republicans, we need gamers from across the country to reach into their pockets and do their part for the cause. Cash donations are appreciated, but we have also compiled a list of campaign supplies that we desperately need. Mail all supplies and donations to: Game Informer Magazine, 10120 W. 76th Street, Eden Prairie, MN 55344.



Show the world that you're a member of the Gamers' National Party. This cut-out button makes a smashing accessory for any outfit. Just clip it out, pin it to your shirt, and spread the word about Paul Anderson! Also, we have 100% cotton "Frag the Fatcats!" t-shirts available for only $1005.99 (3% going to the Paul for Prez foundation and 98% to Paul's campaign manager, Matt Helgeson). Look sharp and change the world while your're doing it!



FREE CAMPAIGN BUTTON!

NEEDED CAMPAIGN SUPPLIES:

27,000 red, white, and blue balloons

1.2 kilometers of red, white, and blue campaign bunting

13 cans of Campbell's cream of mushroom soup

1 small, white poodle (preferably clean-shaven)

1 Winnebago Adventurer motorhome

5,000 tagboard signs (1,000 reading Nader is a Nerd!, 2,000 reading Gore is a Geek!, 2,000 reading Bush is a Boogerhead!)

5 pairs of white BVD men's cotton briefs

1 Atari Jaguar console

1 White Men Can't Jump Atari Jaguar cartridge

12-issue subscription to Easy Rider magazine

2,000,000,000 paper clips

1 Bic Hi-Lighter marker

35 bags of Kingsford mesquite charcoal

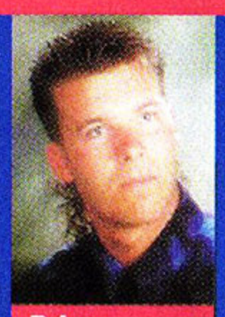
$15,000 in quarters

SHOW YOUR PRIDE!

E N D O R S E M E N T S

Niccolò Machiavelli, Political Philosopher

A prince must not worry about the reproach of cruelty when it is a matter of keeping his subjects united and loyal; for with a very few examples of cruelty, he will be more compassionate than those who, out of excessive mercy, permit disorder to continue. Paul is a wise and strong man. He will crush his opponents and strengthen the kingdom. He also promised to make Tupac give me my name back. Paul is my pal!



Brian Sardelli, Childhood Friend

I used go to high school with Paul and, let me tell you, he is one major dude. Paul and I used to rule back when we both played linebacker in football. Man, there's just so many memories...like the time we set a chair on fire in shop class! That was awesome! Or the time we went to see U2 up at the Met Center. Wow, I was just so wasted! I think Paul downed a whole bottle of Boone's that night, and we had class the next day. Those were good times...good times (sigh).

Buh Buh Ray Dudley, Professional Wrestler

As an avid student of our political system, I appreciate Paul Anderson's intelligent approach toward campaign finance reform, his prudent policies regarding the International Monetary Fund, and the restructuring of third-world debt. Although we may differ on the long-term viability of federally-funded ethanol subsidies, Paul Anderson can count on my vote in November.

Ol' Dirty Bastard, Rap Scholar

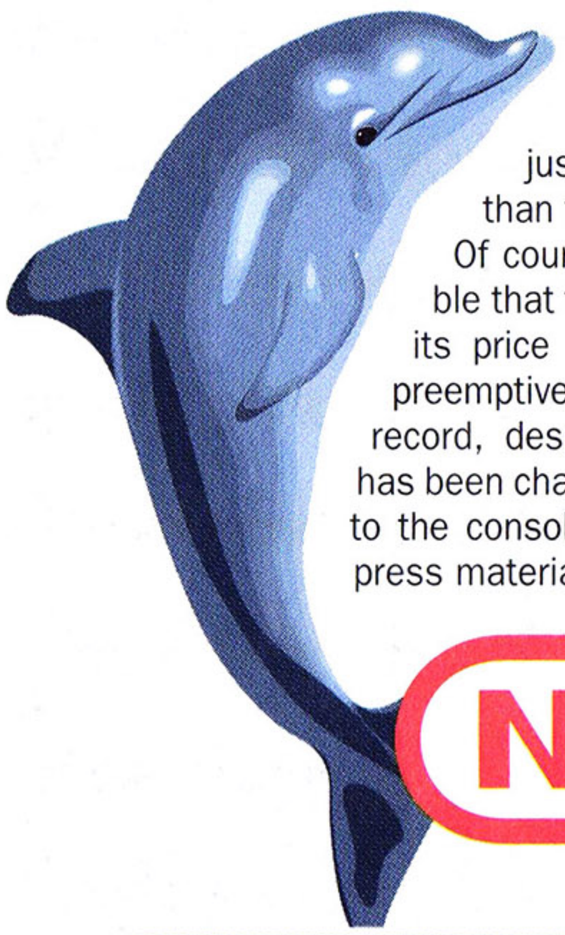
Uuuuuuuu UUOOOOO hhoouuuhh! I be the Teletubbie, bubbie-wubbie stinkfish! Mudpuddle guppie with the Kringle to Kris! Yo, yo, YAW! My man Paul is presidential in your residential – yo, yo, yo – SKUNK! Uh, yo that one white dude, uh....what was the question? Wu-Taaang!

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

Look But Don't Touch: Dolphin Not Playable At Space World

In classic **Nintendo** fashion, the company is continuing to keep the press at arm's length regarding its highly-anticipated **Dolphin** system. Many of those attending this year's **Space World** hoping to take Nintendo's next-generation console for a test drive will be sorely disappointed. While a demonstration for the press will take place the day before the show starts, and video footage of Dolphin games will run during the show, there will be no playable Dolphin software at Space World. C'mon Nintendo, what are you afraid of? Let us get our greasy paws on that machine!



Nintendo did recently drop a jewel of information regarding the Dolphin's retail price. At launch, the console will sell for just under $200 (that's $100 less than the **PlayStation 2's** launch price). Of course, by that time, it is quite possible that the PlayStation 2 will have dropped its price to $200, so this may just be a preemptive move on Nintendo's part. For the record, despite rumors that the name of the system has been changed to **Star Cube**, Nintendo is still referring to the console as Dolphin in all its official Space World press materials.

Nintendo®

EA Wins Harry Potter Sweepstakes

Electronic Arts has won the battle to secure what has to be the most highly-prized game license to come down the pike in quite some time. The video game giant recently announced that it has reached a deal granting it the worldwide rights to develop and publish multiple **Harry Potter** games for a variety of platforms. EA will have the exclusive rights to material from any of the existing Harry Potter books, any future installments of the series, and the upcoming feature film based on the adventures of J.K. Rowling's boy magician.

EA's wholly-owned subsidiary, **Bullfrog**, has been tapped to develop the titles, one of which is slated to be an Internet-based "persistent world" experience similar to the **PC** smash ***EverQuest***. EA has confirmed that there will be a game released in conjunction with the November 2001 film, but hinted that the other games in the series may have a very long development process. Author **J.K. Rowling** will be directly involved with the development of the games, providing new storylines as well as material that was cut from previous chapters of the Potter saga. In further Harry Potter news, we have learned that **Chris Columbus**, best-known for directing the comedy blockbuster Home Alone, has signed on as the director of the Harry Potter movie currently in development.

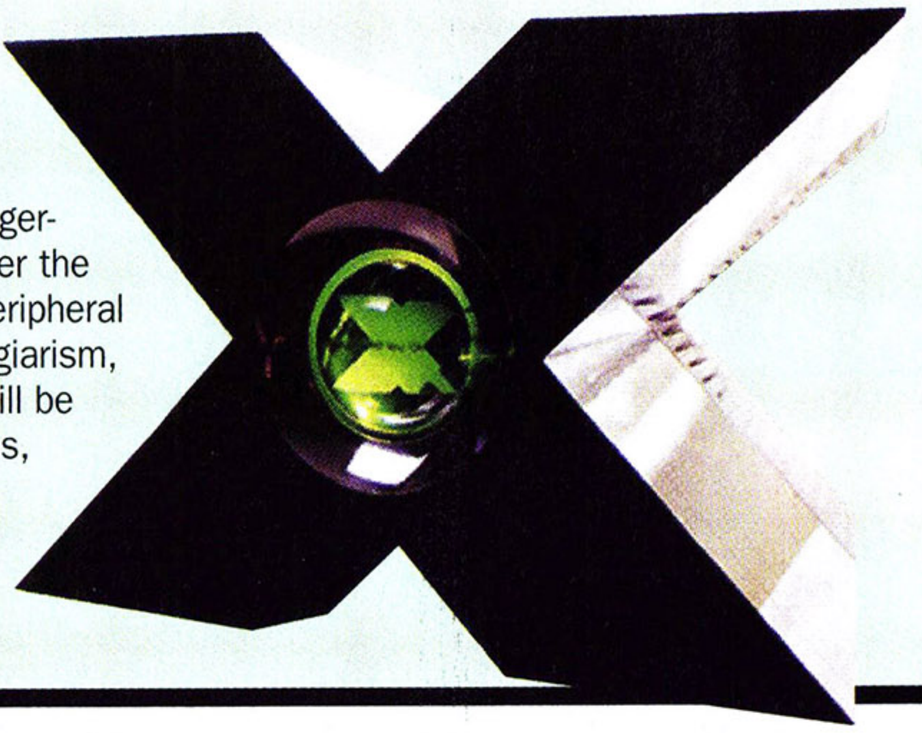
Microsoft Releases Xbox Dev Kits, Sparks Controller Controversy

HammerHead FX controller. This is not the Xbox controller.

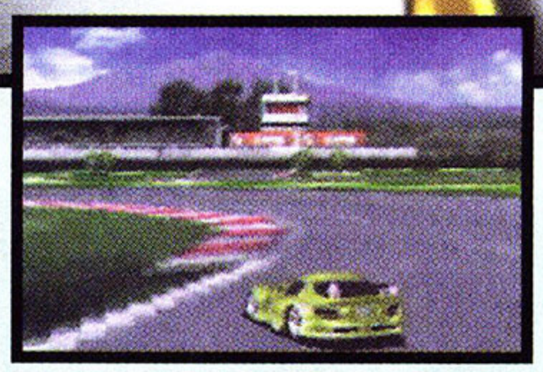
As its long campaign to dominate the video game industry begins (fueled by the 500 million dollars the company has earmarked for Xbox marketing), **Microsoft** shipped out over 100 Xbox development kits to game development houses around the world. This comes almost 15 months before the projected launch of the Xbox, which should give developers ample time to create some truly revolutionary release titles. Microsoft hopes that this longer development cycle will avoid the rushed, buggy titles and quick rehashes that plagued both the **Dreamcast** and **PS2's** Japanese debuts.

Microsoft's Senior Vice President of Games, **Robbie Bach**, commented, "Reaching this major milestone more than 15 months before availability gives developers the resources and information they need to create rich Xbox launch titles."

The coveted dev kits inadvertently caused a round of tongue-clucking and finger-pointing among a number of video game websites that were shocked to discover the kits shipped to developers packed with a **HammerHead FX controller**, a PC peripheral that is almost identical to **Sony's Dual Shock**. Beleaguered by charges of plagiarism, Xbox general manager **J Allard** reassured the press that the actual controller will be quite unique, "[the HammerHead FX] doesn't have the proportional buttons, thumbstick buttons, or memory card slot(s) that the final will, and the layout/feedback is way different." It appears we'll have to wait a while longer for the final design, but Allard's statement does seem to suggest that, like Sega's Dreamcast controller, it will feature at least one memory card slot.



Mario Kart Advance



Pocket GT Advance

Wai Wai Racing Adventure

Pinobee

MegaMan EXE

Momotoro Matsui

Mario Kart Anchors Game Boy Advance Lineup

Nintendo has finally dropped the veil of secrecy that has surrounded its next-gen handheld, the **Game Boy Advance**. **SNES** fans are jumping for joy at the announcement of ***Mario Kart Advance***, which heads the list of games recently announced for the Game Boy Advance. Other confirmed GBA titles include **Capcom's *Mega Man EXE***, **Konami's *Wai Wai Racing Adventure***, and **Hudsonsoft's *Momotoro Matsui***.

Recently surfacing were these screens of such high profile titles as ***Pocket GT Advance***, a realistic racing sim developed by **MTO**, and **Hudsonsoft's *Pinobee***, a side-scrolling action game starring a Pinocchio-like mechanical bee. We also learned some rather disappointing news regarding **Konami's *Silent Hill***, which unfortunately will not be an action/adventure game. It is being billed as a "visual novel", which we fear is a new code word for the dreaded point-and-click genre.

Nintendo has promised that the GBA will be fully playable at the upcoming **Space World** show, giving fanatics a chance to check out the unit's crisp graphics and advanced scaling abilities. Sources also have it that the GBA will have a wireless modem peripheral, which will allow it to connect with a network as well as the **Dolphin**.

Napoleon

Golden Sun

Visual Concepts Takes Command Of World Series Baseball

Despite the game's strong showing on the retail charts, many were sorely disappointed in **Sega's *World Series Baseball 2K1***. In response to these complaints, Sega has put next year's installment of the series in the capable hands of **Visual Concepts**, the creators of the **Dreamcast** classics ***NFL*** and ***NBA 2K***. Visual Concepts will oversee the creation of the sequel to *WSB 2K1* in partnership with another as-yet-unnamed developer. Given Visual Concepts' stellar track record, this announcement should be good news for baseball fans.

editors' top ten

10 *Ultimate Fighting Championship – DC*
9 *TimeSplitters – PS2*
8 *Star Trek: Invasion – PS-X*
7 *Parasite Eve II – PS-X*
6 *WWF No Mercy – N64*
5 *WWF SmackDown 2 – PS-X*
4 *Tenchu 2 – PS-X*
3 *Virtua Tennis – DC*
2 *Dino Crisis 2 – PS-X*
1 *Final Fantasy IX – PS-X*

readers' top ten

10 *Driver – PS-X*
9 *Wild Arms 2 – PS-X*
8 *Syphon Filter 2 – PS-X*
7 *X-Men: Mutant Academy – PS-X*
6 *Super Mario Bros. DX – GBC*
5 *Pokémon Trading Card – GBC*
4 *Tony Hawk's Pro Skater – PS-X*
3 *Perfect Dark – N64*
2 *Legend of Dragoon – PS-X*
1 *WWF SmackDown – PS-X*

top ten things nintendo must do to make dolphin/star cube a success

10 *Toaster-oven peripheral*
9 *Giant hamster wheel generator for gaming while camping in remote areas.*
8 *The Brain Tap®, which allows players to control onscreen characters with their thoughts via a port in the base of their skull.*
7 *Bitchin' cherry-red paint job with flames on the side*
6 *Make Dolphin the first console made entirely of Nerf.*
5 *Bring back vinyl with new LP-ROM format.*
4 *Set new industry standard by having 27 controller ports.*
3 *Dolphin owners can clip UPC label from box and redeem for a real dolphin at all participating SeaWorld parks.*
2 *More Police Academy games*
1 *Sell units.*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

The Beginning Of The End For Dreamcast?

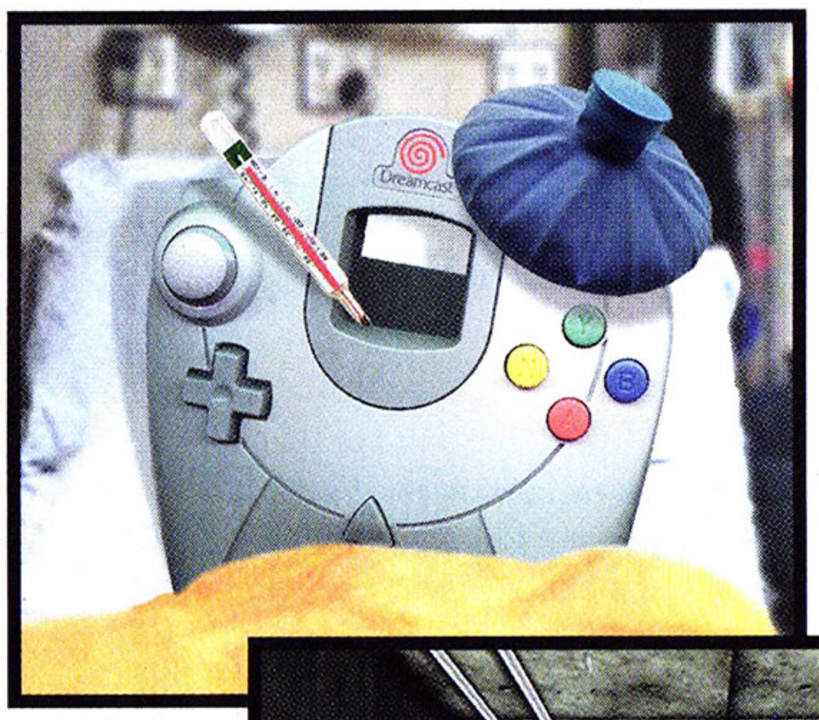
Although the Japanese console maker hopes to revitalize the **Dreamcast** with the launch of **SegaNet**, its online gaming network, many signs point to a cruel fate in store for Sega's plucky young console. Most troubling is a recent statement issued by **Sega of Japan** stating that Dreamcast sales in Europe and the United States are falling short of expectations.

Although it did not cite specific sales figures, Sega had planned to sell 2.5 million Dreamcasts in America and 1.2 million more in Europe. It was hoped that profits from worldwide sales would bolster the console in Japan, where it has not met with much enthusiasm from the gaming public. Apparently, sales in the U.S. have dropped from last year, in which the system had an extremely successful launch. Sega lost $395 million in the year ending on March 31 and Sega's stock has lost over 60 percent of its value, despite a predicted net profit of $13.5 million for next year.

"It is difficult to maintain last year's pace of Dreamcast sales in overseas markets." Sega of Japan spokesman **Munehiro Umemura** said, "The pace is now slowing down."

Sega blames a lack of quality Dreamcast titles for sluggish sales. As the **PlayStation 2's** American launch approaches and **Xbox** development kits reach third-party developers, many companies are scaling back their Dreamcast development plans in order to devote more resources to Xbox and PS2 games. There have been a host of canceled Dreamcast titles in recent weeks, including **Fox Interactive's *Alien Resurrection***, **Ubi Soft's *The Road to El Dorado***, **Sega's** own ***Illbleed***, **THQ's *Felony Pursuit***, and **Codemasters' *Colin McRae Rally 2.0***. Codemasters is ceasing all Dreamcast development.

These events give us cause to recall a rumor we heard at this past **E3**, that had Sega of Japan ready to pull the plug on Dreamcast operations earlier this year. Allegedly, newly-appointed Sega Enterprises CEO **Isao Ohkawa** gave Sega of America President **Peter Moore** one year and $500 million to turn a profit with the Dreamcast. Has the Dreamcast deathwatch begun? Let's hope not.



Illbleed: One of many recently canceled Dreamcast titles.

PS One Cleared For Take-Off

Sony's redesigned **PlayStation**, the **PS One**, has been given an official release date and price point. The sleek console will hit the shelves on September 19 for $99, the same price point that the original PS-X currently retails for. A PS One 4" LCD screen peripheral will be available sometime in 2001, along with a mobile phone network adapter.

THE SURVIVAL OF HUMANITY BEGINS WITH ONE NAME

TUROK 3

SHADOW OF OBLIVION™

THE RESURRECTION OF TERROR. THE REBIRTH OF WAR. THE RETURN OF TUROK.

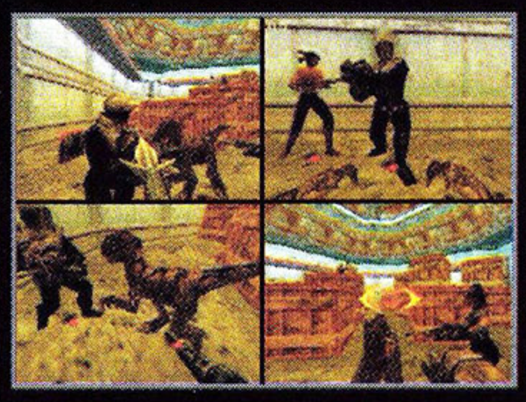
For generations, the title of Turok has been given to only the bravest, strongest and most courageous of warriors. It is an honor like no other bestowed on mortal beings. But with it follows a life of war, hardship and loss. Now, a new generation of warriors, Joseph and Danielle Fireseed, fight to continue the legacy of Turok. And they must face a savage cosmic entity of unspeakable evil, called Oblivion. They do this for honor. They do this for humanity. Most of all, they do this because they are heroes.

JOIN THE LEGACY.

Fight as either Danielle or Joseph Fireseed, each with unique character skills!

New "Save Anywhere" function and 25 hidden game features!

Battle through 20 menacing levels spanning 5 living environments!



Wield 24 devastating weapons through 8 intense multi-player modes!

MATURE M CONTENT RATED BY ESRB

Animated Blood and Gore

Animated Violence

NINTENDO 64

GAME BOY COLOR

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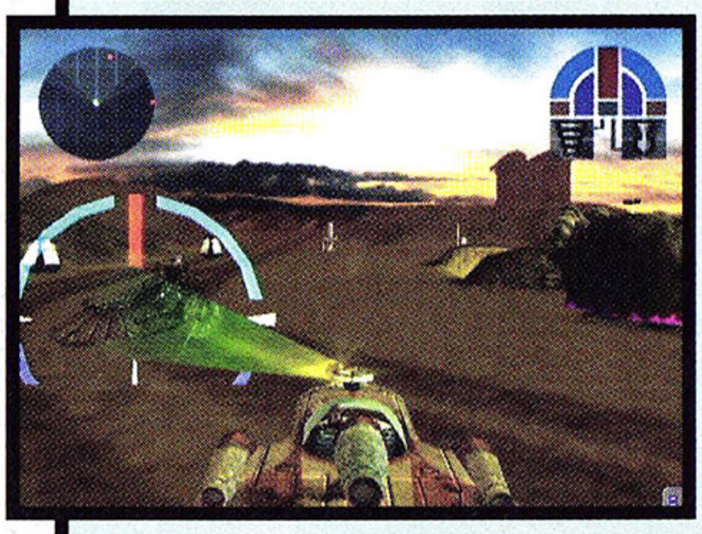
GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

LucasArts Assaults Dreamcast With Star Wars Titles



LucasArts, intent on squeezing every last drop of money from the **Star Wars** cash cow, is bringing three of its high-profile Star Wars titles to the **Dreamcast**. ***Jedi Power Battles***, already released to some success on the **PlayStation**, and ***Super Bombad Racing***, shown in its **PS2** incarnation at **E3**, DC destiny has been known of for quite some time. However, LucasArts did have a little surprise in store for us.

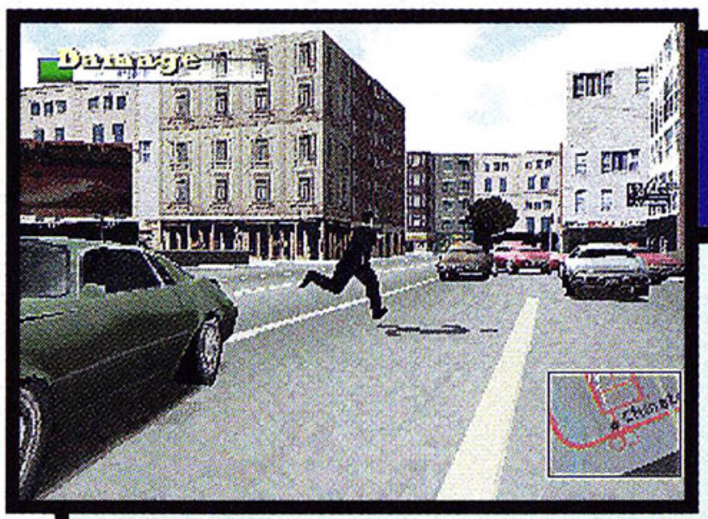
It's a good thing that we don't go commando under our Jedi cloaks, because the news that ***Star Wars: Demolition*** is slated for a Dreamcast release blew a cool, refreshing breeze up our skirts. LucasArts was kind enough to show us these tantalizing screenshots, one of which shows the infamous **Rancor** from ***Return of the Jedi***.

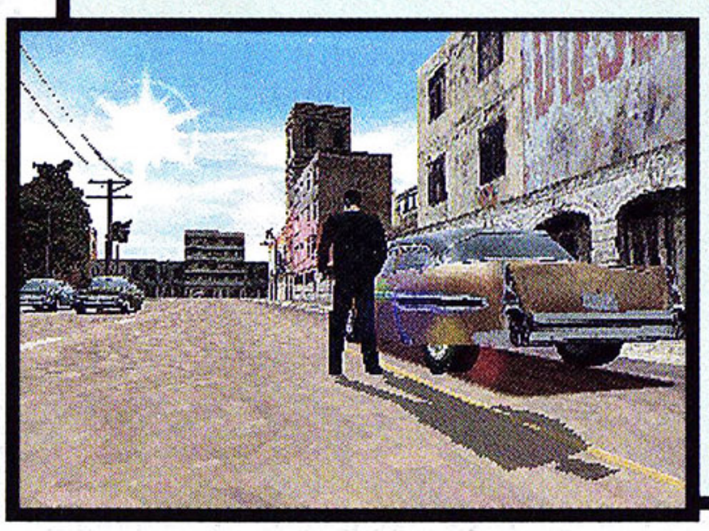
Although these release dates have not been officially announced, we've pinned down *Jedi Power Battles* for September 25 and *Star Wars: Demolition* for a November 15 release. *Super Bombad Racing* is tentatively scheduled for quarter one of 2001.

Delay Rumors Dog 989 Sports PS2 Titles

While **Sony** keeps dutifully reciting the company line that ***GameDay 2001*** will be released at launch, rumors to the contrary continue to spread throughout the industry. At press time, no one in media or retail has seen so much as seen a screenshot of the game, much less a playable version. Sources tell us that the game has been plagued with numerous bugs, slowing down the development process. We will be very surprised if *GameDay 2001* is ready by October 26.

In related news, sources suggest that it is very possible that **989's *NBA ShootOut 2001*** will not be released in time for the holidays this year. A January 2001 release seems likely at this point.





Tanner Steps Out In Driver 2

We just received these illuminating pictures of ***Driver 2***, which reveal the game's laconic protagonist, **Tanner**, engaging in some out-of-car action. Developer **Reflections** is apparently taking some more inspiration from the ***Grand Theft Auto*** series, allowing Tanner to run free in the city streets, carjacking hapless pedestrians and completing various illegal mission objectives.

While this non-vehicular gameplay promises to add some much-needed depth to the Driver formula, the emphasis will remain on the crash-em-up racing of the first game. New cities include **Chicago**, **Havana**, **Las Vegas**, and **Rio de Janeiro**; all of which will be much larger and more detailed than before. Add in improved AI, phat new rides, and more of those deliciously hokey cutscenes, and *Driver 2* appears to be shaping up quite nicely.

SITE OF THE MONTH

The Game Informer Unofficial Fan Club

http://clubs.yahoo.com/clubs/game-informerunofficialfc

It's about time. Finally, the first Game Informer fan club has finally appeared on the World Wide Web. Of course, at this point, even Treat Williams and Better Than Ezra have their own fan clubs on Yahoo. This elite club is still in its infancy, boasting only about a dozen members, but hopefully its ranks will continue to swell.

TRIVIA CONTEST

1. *What do the three letters in THQ stand for?*
2. *What was the first hardcover Advanced Dungeons & Dragons book published?*
3. *What was the first video game to feature the Flintstones?*
4. *What product did Nintendo manufacture before it moved into video games?*
5. *What system did Ecco the Dolphin debut on?*

[Answers on the bottom of page 43]

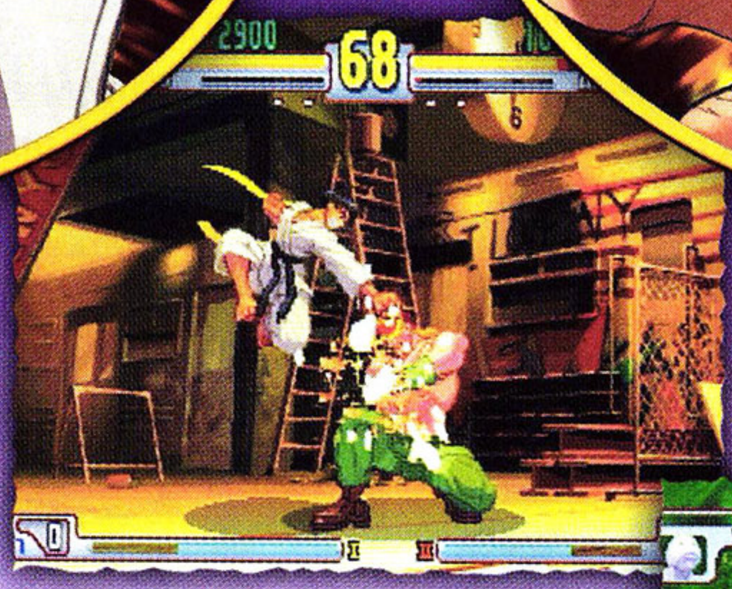
NAME THAT GAME

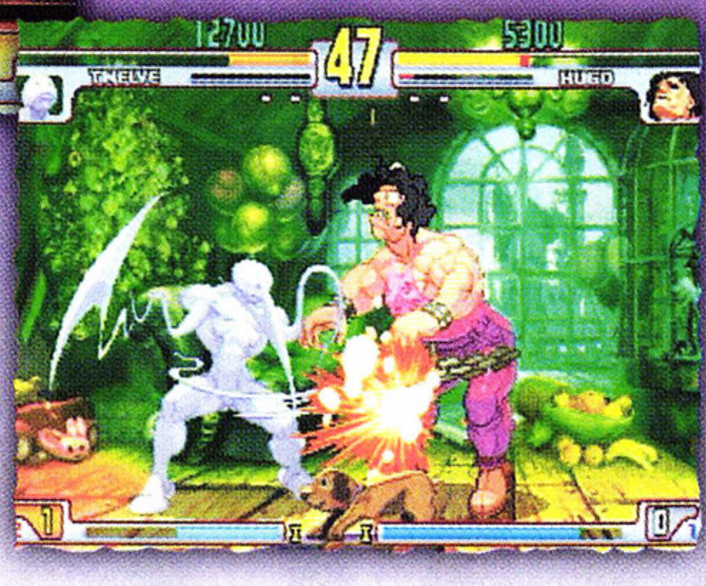
What do you get when you add one semi-retarded cat and one neurotic and belligerent Chihuahua? For Nickelodeon, this equation equaled a highly-successful animated television show and many lucrative product licenses. Developed by Gray Matter for THQ, this game featured the stars of the popular show in an unfortunately tedious side-scrolling action platformer.

[Answer on the bottom of page 43]

IT'S THE ULTIMATE 3-FOR-ALL.

3rd STRIKE
STREET FIGHTER III





Straight out of the arcade, Capcom takes to the mean streets with Street Fighter III: 3rd Strike. This juggernaut fighter stars 4 brand new characters – 19 characters in all, and introduces the new Leap Attack and a Grade Judge System which evaluates player performance at the end of each match. Totally seamless animation and an innovative hit-frame system team up with the return of the Super Arts fighting styles in the newest chapter in the greatest arcade series of all time.

TAKE IT TO THE EDGE — CAPCOM EDGE ™

TEEN T — CONTENT RATED BY ESRB — Animated Violence

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Dreamcast™

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GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

Data File:

➤ The long-delayed **Daikatana 64**, currently available as a rental-only exclusive at **Blockbuster**, will finally see the light of day when the game is released to retail sometime in November.

➤ Japanese publisher **Jaleco** has been scooped up by **Pacific Century CyberWorks**, a Hong Kong technology company that plans to market a digital television broadband network in Japan called **Network of the World**. Many have speculated that the company intends to use Jaleco as a game content provider for the network. Jaleco is continuing with plans to release three **PlayStation 2** games within the first year of the system, including a port of the **Dreamcast** title ***Carrier***, an action/shooter named ***Navy Seals***, and a four-player action title called ***Fantasy.*** *Fantasy* is scheduled to be the first of a five-DVD series of games.

➤ **THQ** will be releasing a **PlayStation** game based on **Disney's** upcoming straight-to-video animated film ***The Little Mermaid II: Return to the Sea***.

➤ Our sources have it that **Electronic Arts'** ***NBA Live 2001*** for the **PlayStation 2** will not be able to make the 2000 holiday season, and will most likely slip to an early-2001 release. A spokesperson for EA denied these rumors.

➤ **EA's** sequel to ***Sled Storm***, scheduled to be released on the **PlayStation 2**, has at best been delayed indefinitely and at worst been nixed completely.

➤ **Sony** is planning a **CG** movie rendering tool called the **GScube** which will be used for "the creation, manufacturing, and distribution of computer entertainment content, while charting the path towards realizing real-time e-cinema productions."

➤ **Silicon Knights' N64** survival horror game, ***Eternal Darkness***, once thought canceled, has finally been given a release date by **Nintendo**. The game is now slated to come out sometime in February of 2001.

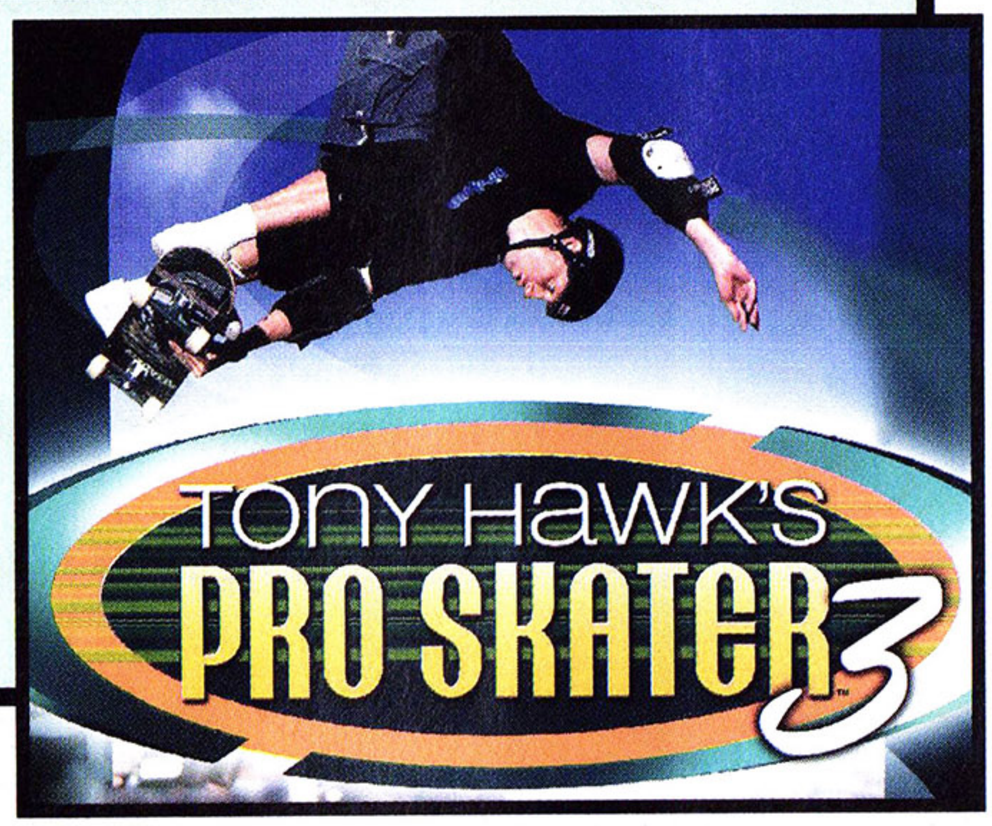
➤ **Activision** is porting **Spider-Man** to the **Nintendo 64**. Expect the game to be almost identical to the **PS-X** version. The game is scheduled to be released in November.

➤ As part of a redesign of its department stores, bricks-and-mortar stalwart **JC Penny** will be creating new in-store interactive **Sega Dreamcast** kiosks. Perhaps this will give Dreamcast sales a much-needed shot in the arm.

➤ Originally slated to be released in September, it appears that **Capcom's PS2** samurai epic ***Onimusha: Warlords*** has slipped back to a January 2001 release date.

Activision Bringing Tony Hawk 3 To PS2

Bolstered by the phenomenal success of ***Tony Hawk's Pro Skater***, **Activision** confirmed that it has over 12 **PlayStation 2** titles in development, many of which seem inspired by Mr. 900°. Following ***Orphen***, which should be out sometime in that elusive "launch window", Activision will release the monster sequels ***Tony Hawk's Pro Skater 3*** and ***Mat Hoffman's Pro BMX 2***, as well as similar extreme sports titles ***Kelly Slater's Pro Surfer*** and ***Shawn Palmer's Pro Boarder Cross***. We suspect that *Pro Surfer* and *Pro Boarder Cross* will follow in the footsteps of their predecessors, and utilize the killer *Tony Hawk* engine.

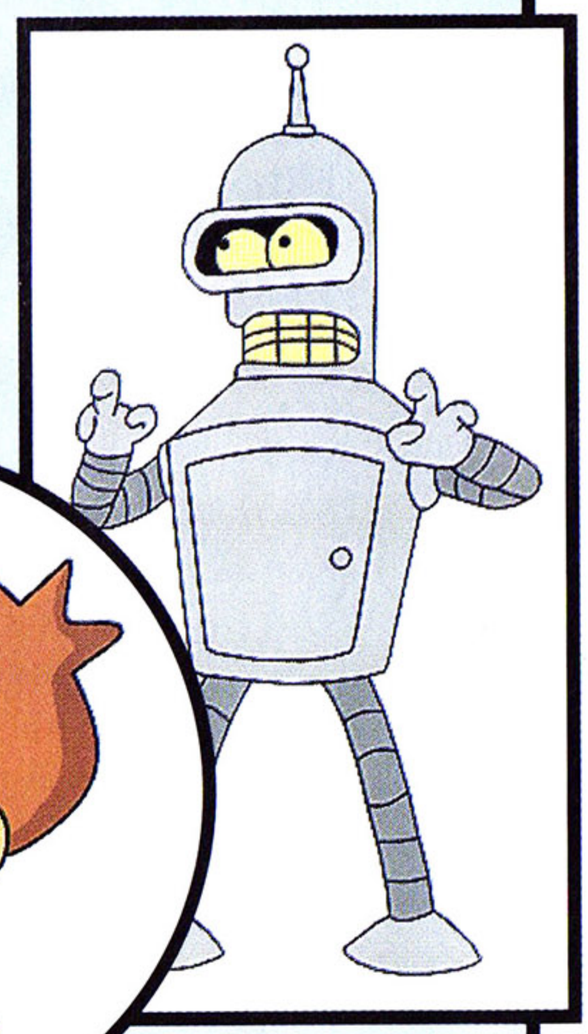


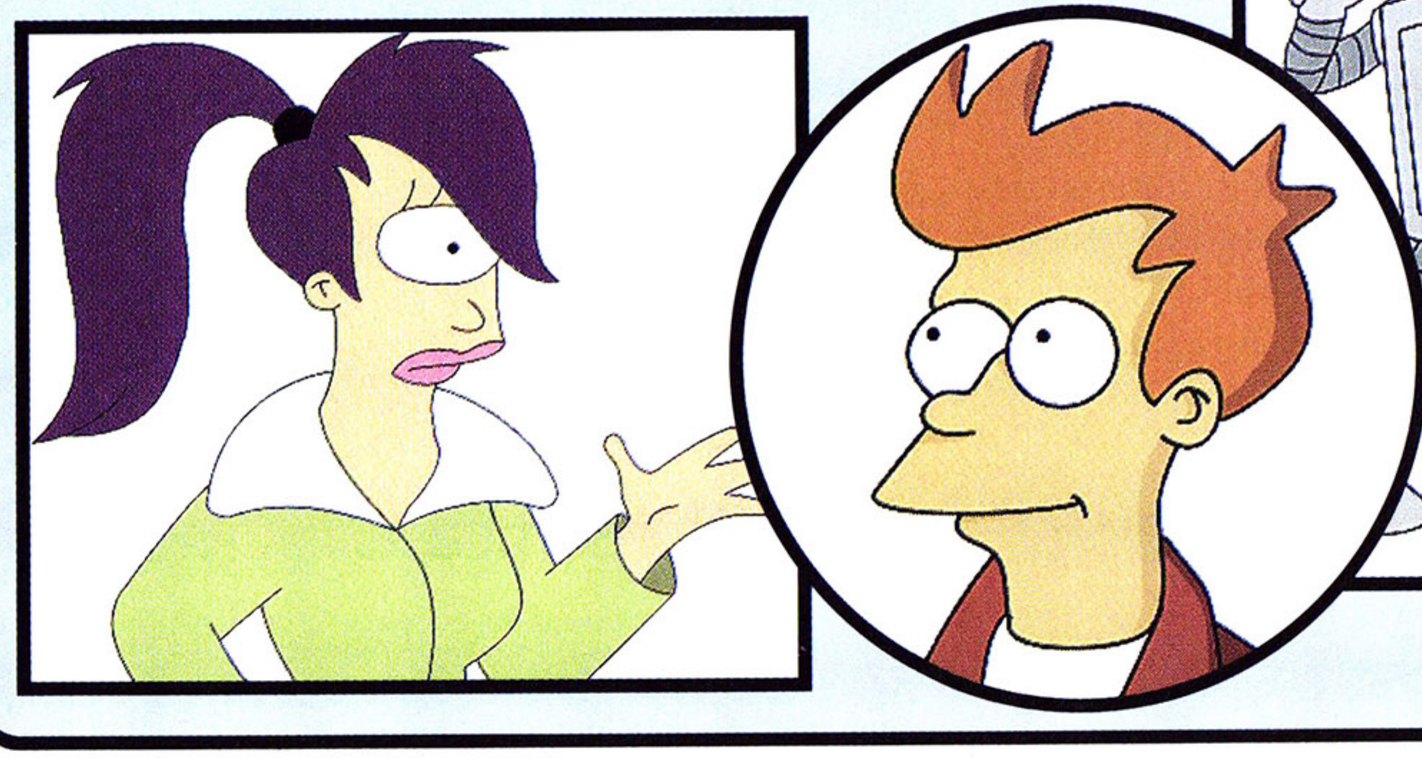
Majora's Mask Gets Limited Edition Gold Plating

Those breathlessly awaiting **Link's** return in ***Legend of Zelda: Majora's Mask*** would do well to scurry down to their local retailer and pre-order a copy. **Nintendo** has plans to reward those faithful who reserve a copy or buy the game on launch day with a special limited edition gold *Majora's Mask* cartridge. Of course, since the game "coincidentally" comes out on October 26, the same day that the **PlayStation 2** debuts in the U.S., it appears that this is just another attempt by Nintendo to let the wind out of **Sony's** sails.

Futurama Coming To Next-Gen Consoles

Fox Interactive will be releasing a game based on **Simpsons** creator **Matt Groening's** new series **Futurama**. **Bender**, **Fry**, **Dr. Zoidberg**, and the whole gang are slated to make an appearance on an unspecified next-generation console. Groening announced the title at a recently held comic convention, and mentioned both **Xbox** and **PlayStation 2** in his speech. Hopefully, the crew will have a better fate than their earthbound cousins, the Simpsons, have suffered in the harsh realm of video games.





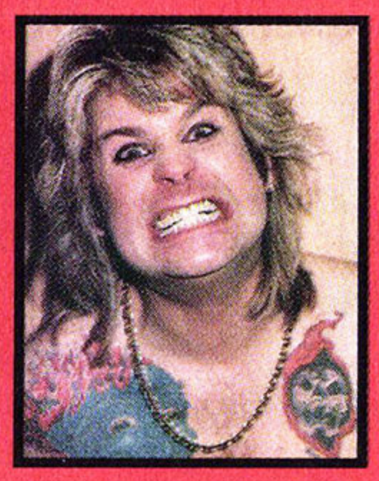
THE GOOD, THE BAD, THE UGLY

BAD – Andy McNamara's singing voice. If working here wasn't annoying enough, we are forced to suffer through his excruciating karaoke renditions of such popular hits as Guns 'N Roses' "Welcome to the Jungle", Eminem's "The Real Slim Shady", and "Buddy Holly" by Weezer. So what does his voice sound like? Imagine a cross between Pauly Shore, Willie Nelson, and a camel being tortured.

GOOD – The classy redesign of our local **McDonald's**. Ditching its dated interior for a wood-paneled upscale flavor, our McDonald's is so luxurious we almost feel too grungy to set foot in it. Best feature: the lounge area, which is equipped with plush chairs and a fake fireplace. If you want four-star atmosphere at no-star prices, look no further than the McDonald's in Eden Prairie, Minnesota.

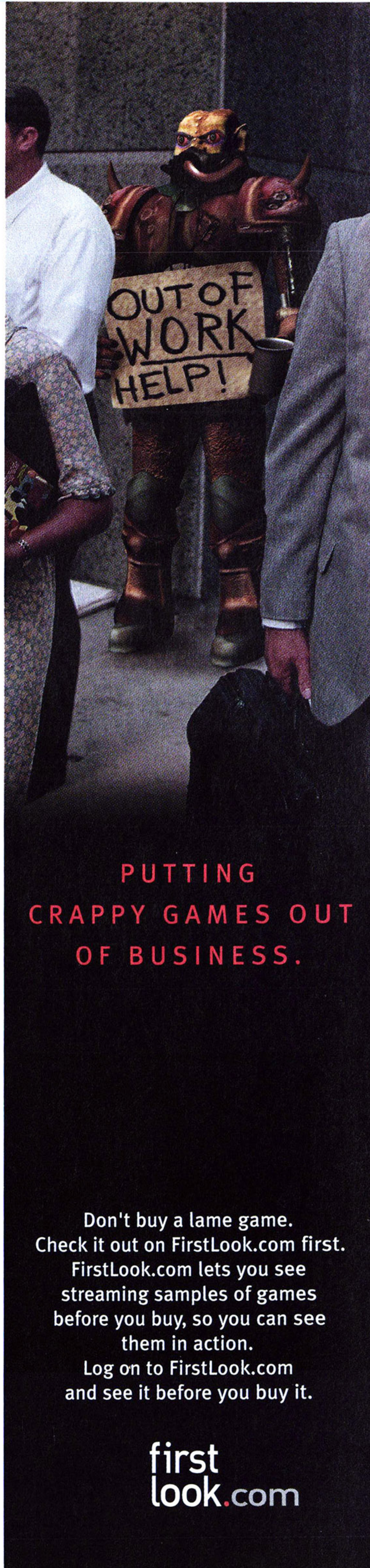
GOOD – ***Diablo II's*** big sales figures. Despite rumblings that PC gaming was all but dead, this super-sequel's success proves that there is still a healthy PC market out there for the right game.

BAD – Electronic Arts taking the ring out of wrestling. This has to be a first. As stupid as it sounds, ***WCW: Backstage Assault*** will be the first wrestling game to not have any action in the squared circle. What? No ropes? No mat? Are they crazy? Although the EA name is usually associated with excellence, let's remember that this is the same company that brought us ***Shaq-Fu*** and ***Michael Jordan: Chaos in the Windy City***.

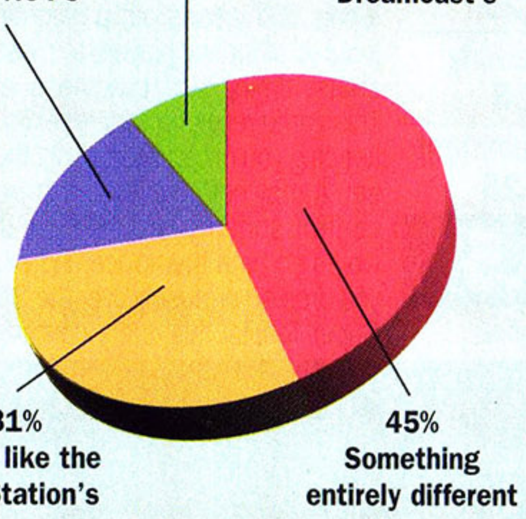


UGLY – Please raise your fist. Now extend your index and pinkie fingers. Why am I standing here flashing the international sign of rock, you ask? Because the Prince of Darkness himself, **Ozzy Osbourne**, is coming to the **PlayStation 2** in an as-yet-unnamed title developed by **iROCK!** We suppose after you've invented heavy metal as a member of Black Sabbath, bitten the head off any small animal you could get your hands on, and pee-pee'd on the Alamo, starring in a video game is the next logical step. We can't wait.

BAD – This month's *At A Glance* section. Never in the history of *Game Informer* has there been such a pathetic bunch of games assembled in one place. As we all suffered through our reviews this month, many tears of frustration were shed as we forced ourselves to play these absolute stinkers. C'mon developers, can't you do any better than this?



What would you like the Xbox controller to be like?



Source: gameinformer.com survey

Video Game Trivia Answers:
1 Toy Headquarters
2 Monster Manual (1977)
3 The Flintstones: The Rescue of Dino and Hoppy (NES, 1991)
4 Playing cards
5 The Sega Genesis

Name That Game Answer:
The Ren & Stimpy Show: Veediots! (1991)

NOT GETTIN' ANY?

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Nintendo 64 Review

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Multiple Tournaments; 16 Characters; 4-Player Simultaneous Doubles; Minigames; Ring Shot Mode; Introduces Waluigi; Unlockable Courts
- **Replay Value:** Moderately High
- **Created by:** Camelot Software Planning for Nintendo
- **Available:** August 28 for Nintendo 64

Bottom Line: 8.25

Bowser's Stage is off the hook!

Mario Tennis features dozens of replay camera angles.

Yoshi admires the coveted Flower Cup

That's an ace.

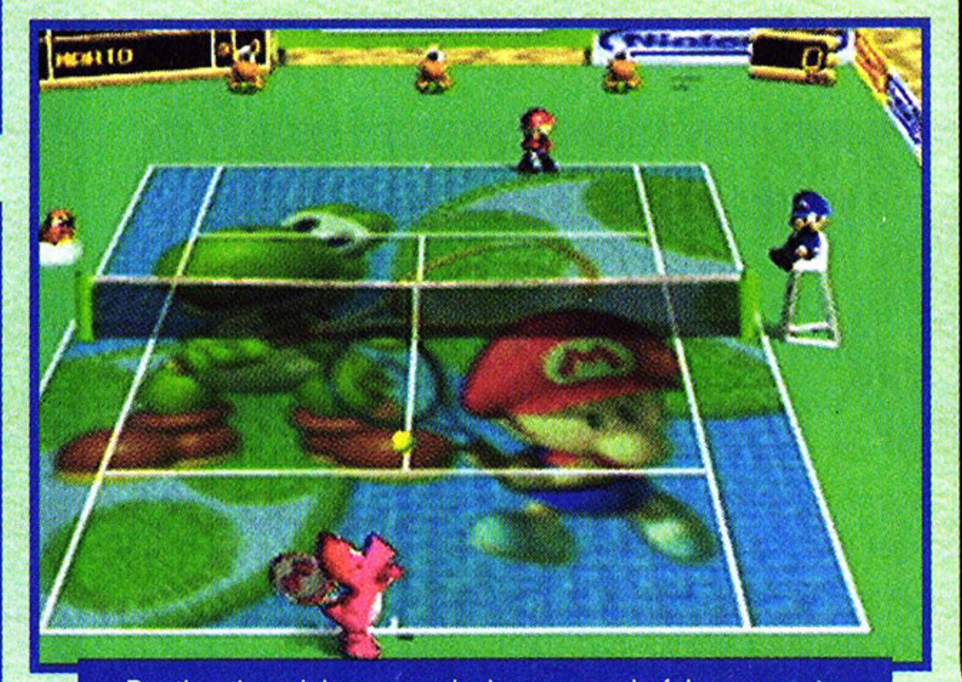
Following the success of Sega's Virtua Tennis for the Dreamcast, interest in video tennis has been rising as fast as the hemline of Anna Kournikova's skirts. Expect this trend to continue with Mario Tennis, a cartoonish, character-based tennis game in the vein of last year's successful Mario Golf.

The similarities between these Mario sports titles should be no surprise, as both were developed by Camelot Software Planning.

While it lacks the shocking realism of Virtua Tennis, Mario Tennis is a well-rounded game packed with numerous playmodes, a host of characters from the Mario universe, and vibrant and colorful graphics. Camelot has based the game around a solid, if not spectacular, gameplay engine that is easy to pick up for beginners while offering enough depth to satisfy expert players. The control scheme is simple at first glance – A for top spin shots and B for slice – but mastering the power-up shots takes some time. By holding down a button, you allow your character to gather enough juice to launch a monster smash hurtling down the sideline. Unfortunately, your character cannot move while powering-up, so this technique can often work against you.

Following in the footsteps of its predecessor, Mario Tennis has also included minigames like the Ring Shot mode, which is very similar to the one in Mario Golf. You rally with your opponent, hitting the ball through the rings that appear on the court. However, you must win the point to actually collect the rings, requiring you to strike a delicate balance between winning shots and ring shots. Other minigames include the Bowser Stage, a teetering court suspended high above a pit of molten lava; and the Piranha Challenge, in which your opponent and three Piranha plants unleash a hail of balls which you must attempt to return. By completing stages of the minigames, you unlock special courts that are painted with colorful portraits of various Mario Tennis characters. There is also a code entry screen which opens up secret tournaments, including the mysterious Game Informer Fruit Cup.

Packed with intriguing playmodes, great graphics, and the bankable Mario name, Mario Tennis should be a sure-hit for Nintendo 64. Fans of Mario Golf's blend of addictive gameplay and whimsical graphics will no doubt buy this game by the truckload. Now let's see if our review crew thinks Mario Tennis is loads of fun or a just a load of the brown, stinky stuff.



Beating the minigames unlocks some colorful new courts.

Anyone For Tennis?

ANDY
THE GAME HOMBRE

Concept	7.75
Graphics	8.25
Sound	8
Playability	7
Entertainment	7.5
OVERALL	**7.75**

"I was really excited about Mario Tennis, as I just couldn't see how the formula could go wrong – take tennis, add Mario, and the game just has to be great. Well, Nintendo got the Mario part right, as there are lots of new and classic Mario creatures you can play as that have a wide variety of animations. The game presentation is also quite good with lots of replays, quick cuts, and really fast-moving gameplay. Unfortunately, I don't think the gameplay is as impressive as the rest of the package. Now don't get me wrong, I think it is good (I especially like how you hit the other players with the ball), but overall it's not as good as it could be (it's no Super Tennis or Virtua Tennis – sure it's a different system, but jeez those games are fun). **A solid game, but the mediocre gameplay keeps it from being entertaining for long** unless you play multiplayer."

MATT
THE ORIGINAL GAMER

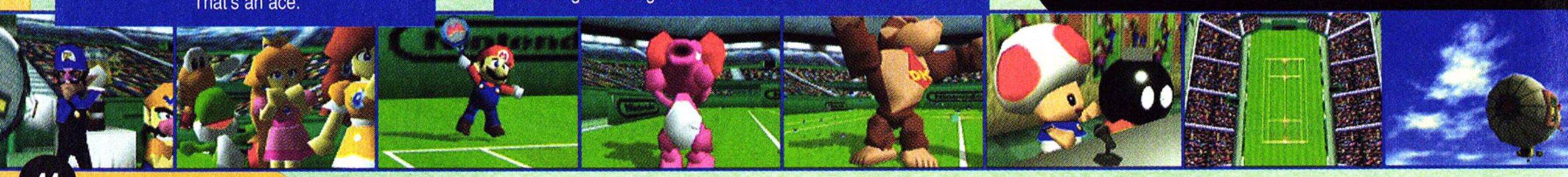
Concept	9
Graphics	8.5
Sound	8
Playability	7.75
Entertainment	8.5
OVERALL	**8.25**

"Perhaps I had unrealistic expectations, but I'm actually a bit disappointed with this one. Don't misunderstand me – Mario Tennis is a fine game. Its graphics are vivid, its character list reads as virtual "Who's Who" of the Mario universe, and the minigames (particularly the Ring Shot mode) are dangerously addictive. However, there are some niggling problems with the gameplay that prevent Mario Tennis from achieving the near-perfection of Virtua Tennis. Some of these include the troublesome power-up shots, the difficulty of lobbing, and the characters' tendency to dive after balls at inopportune times. Despite these frustrations, I did enjoy playing this game and would highly recommend it to any N64 owner. **A good title, but not the grand slam I had hoped for.**"

REINER
THE RAGING GAMER

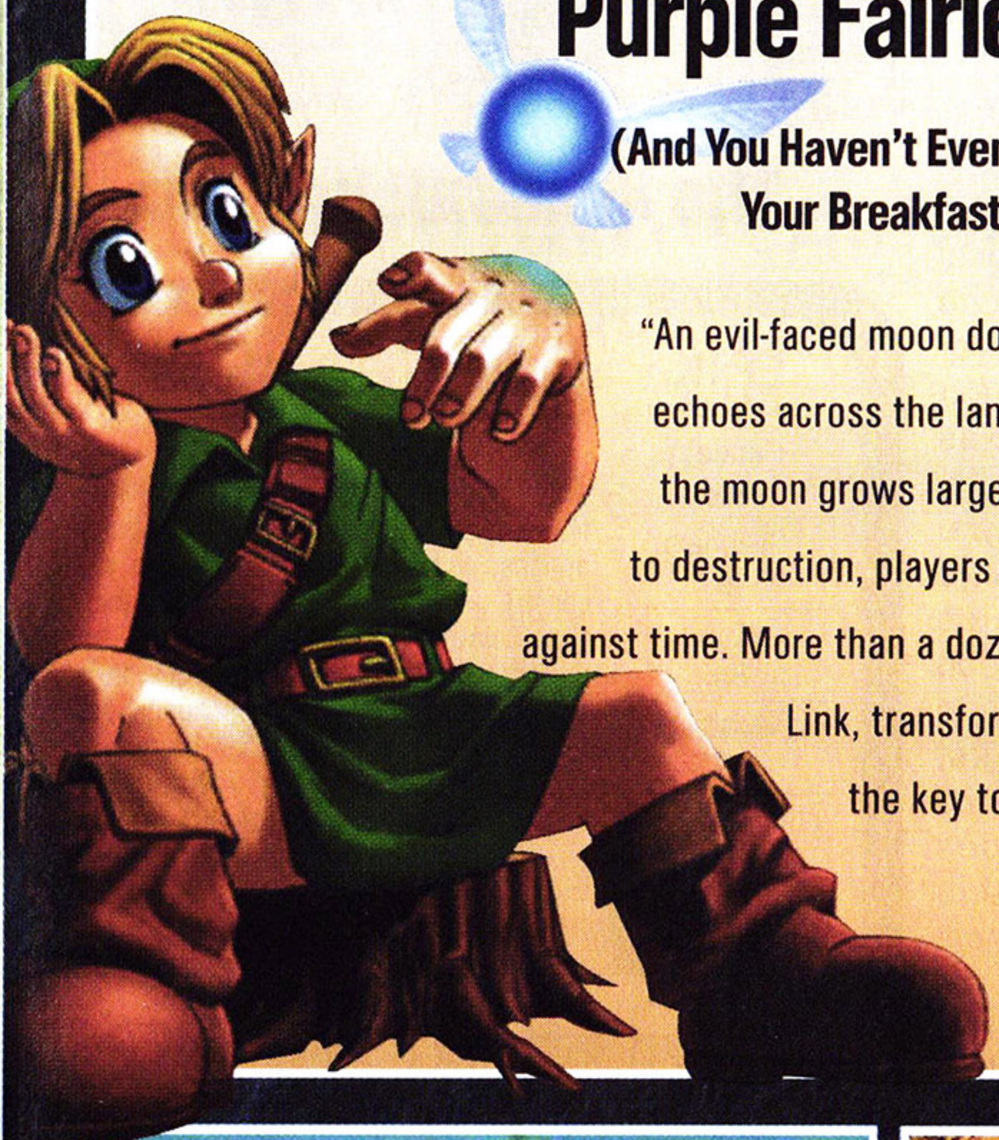
Concept	8.75
Graphics	8.25
Sound	8.25
Playability	8.5
Entertainment	9.25
OVERALL	**8.5**

"Famed for its exemplary work on Mario Golf, **Camelot's second Nintendo 64 sports venture proves to be just as remarkable as the first**. With tons of game modes, a stable of challenging opponents, and irresistible gameplay, Mario Tennis is an addiction no N64 owner should be without. Developed with simplicity in mind, the gameplay doesn't feature all the bells and whistles you'd expect. Yet even with a basic shell, this tennis title tosses out a blistering difficulty. Instead of forcing players to master different shots, timing and exactness are needed. This game relies on your reflexes, continually keeping you on your toes until the end of the set. It may not have the most sophisticated control scheme around, yet the formula works on both the novice and expert level. If you drooled profusely over the SNES classic, Super Tennis, this is the next best thing."



Talking Shrubs and Purple Fairies.

(And You Haven't Even Had Your Breakfast Yet.)



"An evil-faced moon dominates the heavens. The clock tower bell echoes across the land. Minutes tick by, day turns to night, and the moon grows larger in the heavens. Trapped in a world doomed to destruction, players control Link in a tense, fast-paced race against time. More than a dozen magical masks bestow new powers upon Link, transform him into new shapes and sizes, and hold the key to the mystery of **Majora's Mask**."

– DailyRadar.com

Machine: N64 **Genre:** RPG **Publisher:** Nintendo
# of Players: 1 **Available:** November, 2000

Link transforms into new characters by wearing the different masks.

Link will explore all-new worlds full of danger and wonder, making new friends and battling new enemies.

Link gains fantastic swimming abilities, and plays a mean aquatic guitar.

SAVE 20%
on the
Nintendo Strategy Guide
with purchase of
Legend Of Zelda: Majora's Mask

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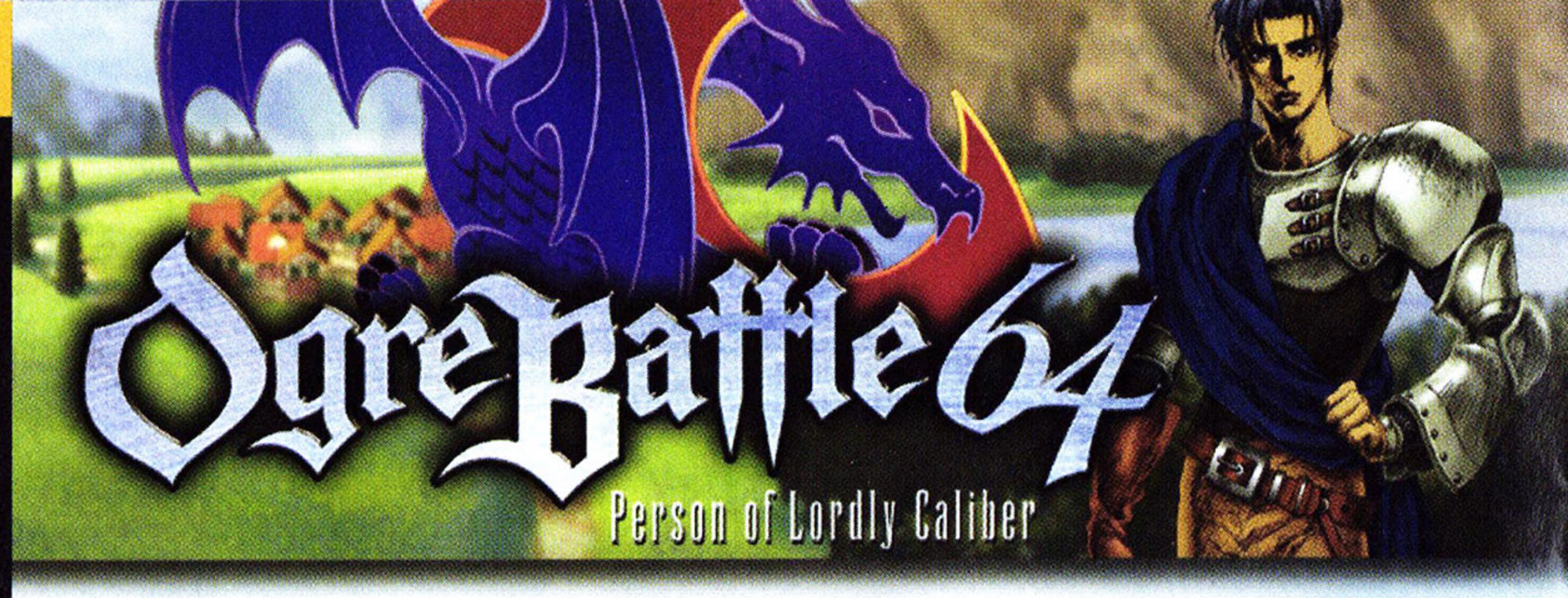
Nintendo 64 Review

- **Size:** 320 Megabits
- **Style:** 1-Player Strategy
- **Special Features:** Command up to 94 Characters in 19 Separate Units; Altering Unit Formation Affects Performance; 30 Character Classes & Monster Types; Combo Attacks
- **Replay Value:** High
- **Created by:** Quest for Atlus USA
- **Available:** September 30 for Nintendo 64

Bottom Line: 9

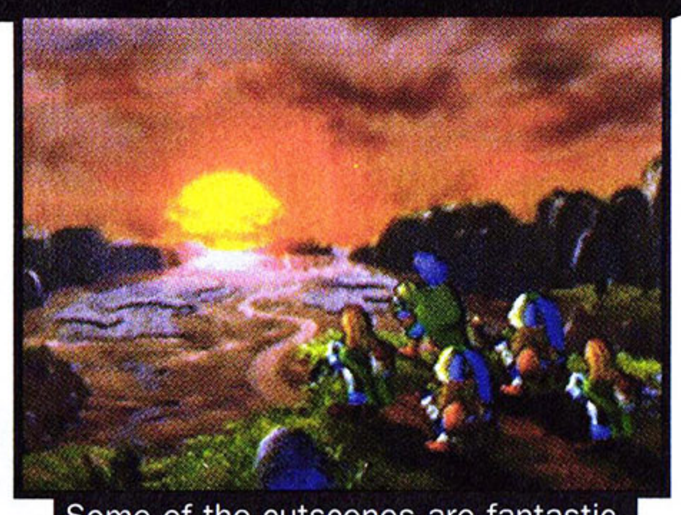


Few games have achieved so loyal a cult following as the original Ogre Battle on Super Nintendo. Even after the game was re-released with additional endings and cutscenes on the PlayStation, the original SNES game continues to sell for over 80 dollars at a certain used retailer. The next incarnation of Ogre Battle to hit these shores was Tactics Ogre, an attempt at achieving the popularity of Final Fantasy Tactics by closely imitating its style.

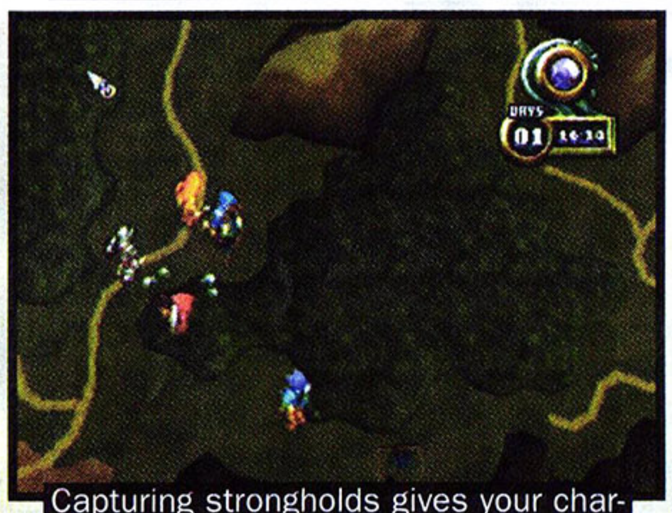
Now Atlas has recaptured the original Ogre Battle gameplay with a hundred new things for Ogre nerds to freak out over. The game is played on an overhead map, where you send units to various locations in real-time. When contact is made with hostile units, Battle mode kicks in and you get to watch your troops go two rounds against the enemy. Whoever does the most damage is allowed to stay while the losers (if any survive) are forced to make a retreat a short distance away.

The real strategy to the game is in the preparation. As troops gain experience, they can eventually change class. Monsters can also be acquired and placed in your armies. Between the male and female trooper classes, and the various beasts who can also transform into different characters, there are 30 classes total. When placed next to each other in formation, units of the same type will do combo attacks causing additional damage and sometimes status effects like paralysis or sleep.

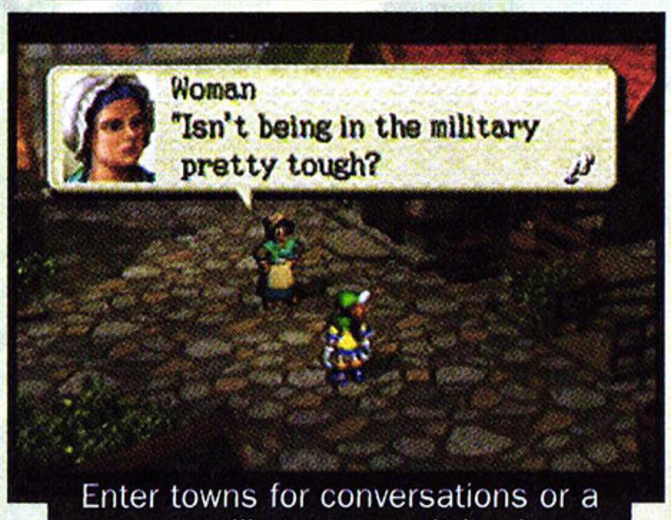
There simply isn't enough space to describe all the things you can do in Ogre Battle 64. This game is a true sequel to the original. Dragon Warrior, FF Tactics, and original Ogre Battle fans would do well to pick up an N64, if they haven't already, just so they can play this game.



Some of the cutscenes are fantastic.



Capturing strongholds gives your characters a place to rest and heal.



Enter towns for conversations or a secret, like a new unit leader.

This time you start off on the other side of a rebellion.

Battles offer limited control, but are fun to watch.

The Next Cult Classic

ERIK
THE GAME HOMBRE

Concept	9.5
Graphics	9
Sound	8.5
Playability	9.25
Entertainment	9.75
OVERALL	**9.25**

"My first impression of Ogre Battle 64 was that it didn't have much depth. Six hours later I was completely hooked and trying to remember that I actually have to write about the game to justify what I do for a living. The sheer number of character options, unit formations, and things you can try out is amazing. **It's been a long time since I voluntarily pulled an uninterrupted eighteen hour stint on a video game**, but the first weekend I get the chance, that's where I'll be with a bucket and some snacks when I'm not arguing the advantages of this or that character type with some other nerd. If you're new to strategy games or just not that big of a geek about them, a rental is recommended, but be prepared. You could easily become a convert."

JAY
THE GONZO GAMER

Concept	9
Graphics	8.25
Sound	7.5
Playability	8
Entertainment	8
OVERALL	**8.25**

"Ogre Battle pretty much stands alone on Nintendo 64, being one of the few strategy games for the system and the closest thing yet to a role-playing game. The game is mercifully light on interface, yet surprisingly deep with its character and army options. My only real problem with it is that **there just aren't enough battle commands**. Switching formations and equipment has a large effect, but I'd rather have a larger battlefield and better options than 'Attack Strongest' or 'Attack Leader' at my disposal. Still, Ogre Battle 64 is good and the story is involving. Anyone who finds themselves getting hooked will surely find a couple hundred hours of gameplay within this cart, and that's always something to look for in a game."

REINER
THE RAGING GAMER

Concept	9.5
Graphics	9.25
Sound	8.75
Playability	9.25
Entertainment	9.25
OVERALL	**9.25**

"Shamefully wicked and insanely addictive, Ogre Battle's Nintendo 64 debut is a fixation I cannot shake. As I was expecting mediocrity, Atlus laid a ferocious and deadly assault to my lowered expectations, enlightening my darkened outlook with a banner release brimming with complexity and a graphical prowess fit for gods. This is easily the most significant strategy/RPG available for this high-end console. With nearly infinite depth supercharging character classes, unit formations, and battle strategies, Ogre Battle is **the longest and most impressive strategy game since Final Fantasy Tactics**. It has everything you'd want in a strategy game. The storytelling is delivered through an interesting premise, illustrated with some of the N64's most attractive animations and background details. A must for strategy junkies."

Master of the Dino Disaster

Nintendo 64

Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 23 Weapons; 2 Playable Characters With Different Missions; 5 Worlds; 48 Multiplayer Maps & 8 Modes; 40 New Enemies; Frequent Autosave
- **Replay Value:** Moderately High
- **Created by:** Acclaim
- **Available:** August 29 for Nintendo 64

Bottom Line: 8

Elevating the Nintendo 64's graphical capabilities to the next level, Turok 2 was one of the first games to capitalize on the extended power of the Expansion Pak. With incredible morphing skins, blood effects that would make Wes Craven drool, and some of the coolest weapon animations in all of gaming, it was Acclaim's digital magnum opus. Though it was faultless in appearance, the gaming nation didn't freely embrace this sequel as Acclaim expected. The lustrous beauty drew gamers in, but the gameplay forced their retreat. For the hardcore Turok fan base, the extreme difficulty and expansive adventure was a blessing from the gods. For everyone else, these components created hours of frustration and an overall gaming package that didn't turn out to be entertaining at all.

Pushing gamers to stay on edge for three hours without a save point or chance to continue is a bold venture, but in the grand scheme of things, quite cruel as well. In an apologetic turn, Turok 3 is brimming with save points, continues, and everything that makes a gaming experience a little less stressful. After taking a break from the saga with the multiplayer direction in Rage Wars, Acclaim has reverted back to the original design and has created one last 64-bit chapter.

Joshua Fireseed makes an appearance; however, he's not the star of this dino-killing fragfest. You'll now have the chance to control one of two different characters – Joseph or Danielle Fireseed – Josh's siblings. Both characters feature an exclusive arsenal and varying mission objectives. Joshua can see in the dark with night goggles, while Danielle has the ability to use an energy grapple to ascend to new locations. As intended, players will need to play through with both characters to catch all the action.

Spending a good portion of the development cycle on creating interesting mission objectives that stick close to the plot, the game changes pace from level to level and offers a difficult challenge. If you missed out on Rage Wars, don't sweat. Over 40 multiplayer maps have been included with eight different play modes for each. To say the least, this game has the bite of a t-rex and the size of a brontosaurus.

ANDY
THE GAME HOMBRE

Concept	5
Graphics	8.75
Sound	9
Playability	7
Entertainment	7
OVERALL	7.25

"It's really sad. The original Turok is one of my favorite N64 games, and with each new installment I think Acclaim loses a little bit of the magic. I can't blame it on the technology as Turok 3 has an amazing soundtrack and looks fantastic. So how does this game fall from grace? Well, one thing is the simple fact that the story sucks and leaves you to choose between two completely boring characters in Danielle and Joshua Fireseed. Sure they get different weapons and slightly different areas in each quest, but overall there really isn't much difference as either character is pretty lame. Another thing about this game that bums me out is that the weapons really haven't gotten better than they were in the first game, which I feel is really important in a first-person shooter. **Turok 3 is a nice-looking game, but I got bored quick.**"

ERIK
THE PC JEDI

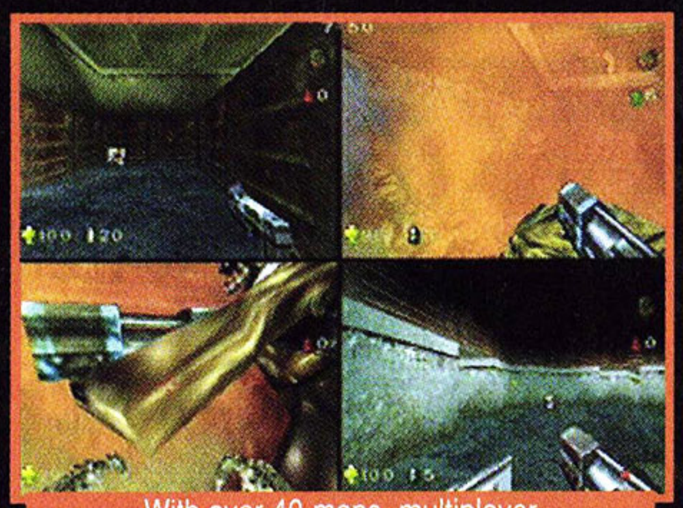
Concept	8.75
Graphics	8.75
Sound	8.25
Playability	8.75
Entertainment	9
OVERALL	8.75

"After the mild disappointment of Rage Wars and Turok 2's failure to address the problem of scarce save points and excessively huge environments, I had kind of given up on the series ever producing anything more than a better than average shooter. Fortunately, Turok 3 surprised me. Plenty of interesting weapons, save points at every turn, and two characters with alternate routes breathe new life into the series. The plot was somewhat confusing, but the levels themselves are well-designed and present an interesting challenge without forcing the player to trek through miles of unending wilderness as in previous Turok games. The arena-style levels for multiplayer got a little boring, but the games are cool. **It's no Perfect Dark, but Turok 3 offers a strong single-player experience.**"

REINER
THE RAGING GAMER

Concept	8.5
Graphics	8
Sound	8.5
Playability	8
Entertainment	8
OVERALL	8.25

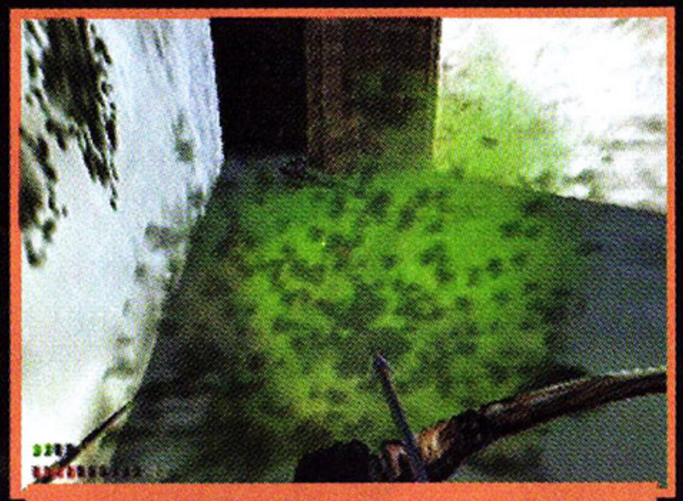
"As a hardcore gamer who has the tendency to play games for 24 hours straight, I actually enjoyed the excessive difficulty in Turok 2. Not having a chance to save the game for three hours created stressful situations that heightened the overall experience for me. Expecting the devil's work to return, I find that the game now autosaves like mad. Even so, Acclaim still managed to create a challenging product. Instead of being moderately difficult, **the entire game is insanely tough**, and even though the continue points are great in number, you pray after each enemy encounter that a save is around the next bend. It also offers depth in two slightly different quests for the two playable characters. The multiplayer experience still doesn't compete with Rare's titles, but having 40 maps at your disposal gives it the legs it needs to stay fresh."


With over 40 maps, multiplayer is very rewarding.

Use the night-vision goggles to achieve the element of surprise.

The long awaited return of Rambo!

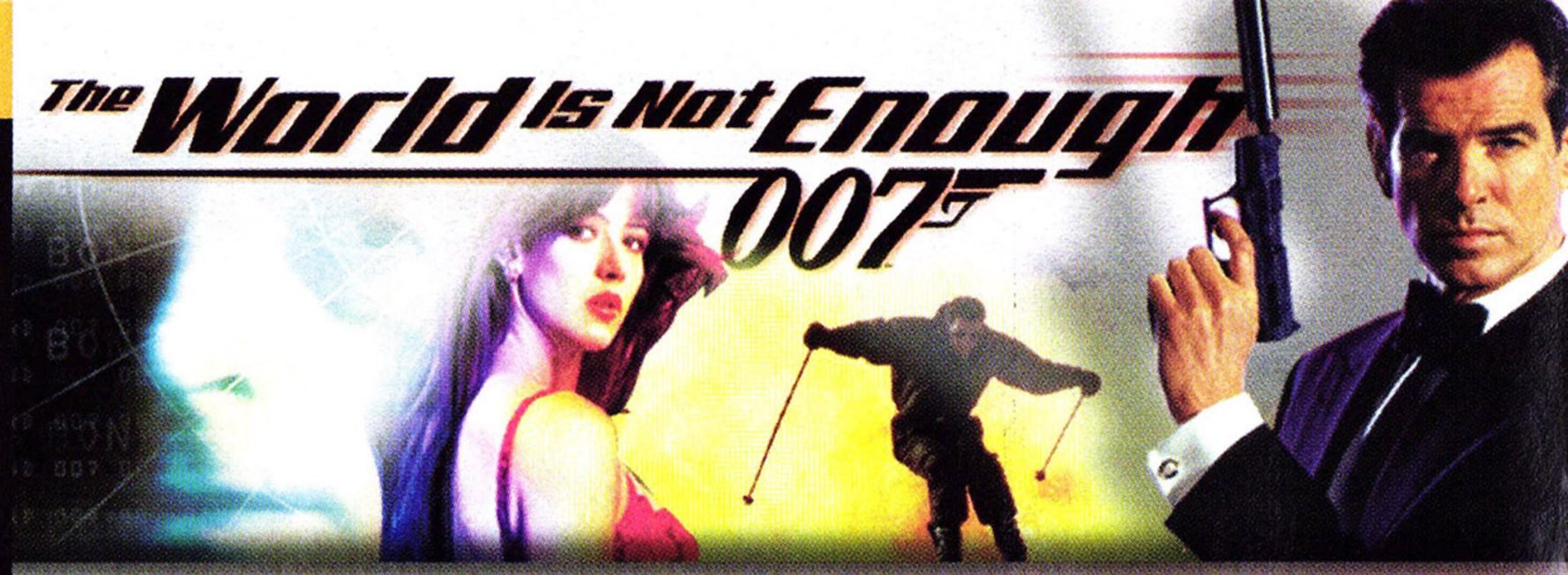
Acclaim focused heavily on developing interesting mission objectives.


Command over 20 high-powered weapons.

Nintendo 64
Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Shooter
- **Special Features:** Over 20 Weapons; Over 20 Gadgets; Secondary Functions For Most Weapons; 14 Missions With Multiple Objectives; Voice-Overs; Numerous Multiplayer Games & Arenas; Multiple Mission Paths; Skiing
- **Created by:** Eurocom for EA Games
- **Available:** November

80% Complete



GoldenEye Is Not Enough?

After acquiring the rights to the Bond license, EA's first PlayStation Bond game didn't do quite as well as may have been hoped. Tomorrow Never Dies' multimode action format was ambitious, but the end result was a collection of different types of gameplay that weren't very exciting. After the lackluster response to this game, EA and Eurocom returned with an emulation of a Bond game, GoldenEye, that was just a tad more successful.

SOMETHING OLD

This scene is familiar enough.

Eurocom has gone with the same general gameplay as GoldenEye. You can either fire in the usual run-and-gun fashion or from the perspective of a stand-still Sniping mode that allows you to smite your opponents with one glorious head shot. Levels even feature the same multiple-objective format.

SOMETHING TO SHOOT AT

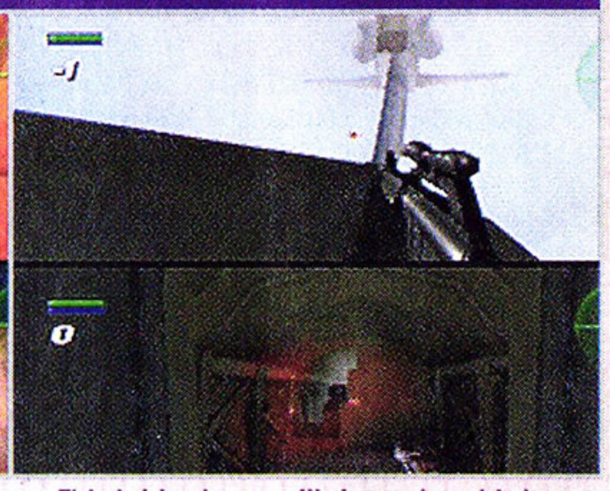
This guy either has really good vision...

...or he's just stretching instead of surrendering.

Guns are the biggest upgrade from GoldenEye. Most weapons feature a secondary function like burst and fully automatic modes, laser targeting, or the ability to switch between grenade rounds that blow on impact or on a timer. Bond's wristwatch, which he never leaves home without, features a taser, a laser, and a grappling device.

QUADRIPUSSY

In TWINE you see a red light when you're near death.



This intriguing multiplayer level takes place on two airplanes.

No doubt paying close attention to GoldenEye's immense multiplayer popularity, Eurocom has worked hard to make this a superior experience. The levels are smaller and crammed with different routes and objects, making it possible to hide, but never for too long. In addition to the standard Deathmatch, Last Man Standing, and Capture the Flag modes, TWINE features a Territory Possession mode and a totally unique Golden Gun mode in which this one-shot kill weapon must be assembled from parts hidden on the level and then used on your enemies for a win.

SOMETHING NEW

It's a lot better than TND's skiing level.

After going back to GoldenEye for a brief stint, you can really see the difference that the Expansion Pak has made. Everything looks sharper than in the grandpappy that Eurocom hopes to imitate, and a lot more effort has gone into decorating TWINE's levels with furnishings and other details. You will not walk into a barren, lifeless room or empty shack in this game. Eurocom has also done some experimentation with different types of gameplay by implementing one skiing level and another level that takes place mostly underwater.

Nintendo 64

Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 70 WWF Superstars (Many Hidden); Different Championship Storylines for Each Belt; Expanded Wrestler Create; Guest Referee Mode; Ladder Match; Backstage Fighting; SmackDown Mall
- **Created by:** Asmik/Aki for THQ
- **Available:** November for Nintendo 64

80% Complete

YOUR NINTENDO HERO

WrestleMania 2000 certainly didn't lack in any of the three I's. The enhanced Revenge gameplay had Intensity; its devotion to being as close as possible to what was happening in the WWF gave it Integrity; and the adding of options to greatly increase replay value was very Intelligent. How could No Mercy, THQ's final wrestling foray into Nintendo 64 territory, get any better? By adding more of everything, and becoming the undisputed wrestling champion on the console.

The controls and gameplay remain largely the same, but with even more moves, counters, and reversals added to the already gargantuan list of maneuvers. The roster has been pumped up to include over 70 WWF Superstars, possibly including some faces from the league's past. The Create-A-Superstar option has more appearance choices, and is streamlined to make creation an easier process. Best of all, the Career mode, which was the same for everyone in WM2K, has been overhauled so players can take part in a different story for each belt.

No Mercy also has many new features that borrow from its PlayStation counterparts. Backstage areas for players to brawl in are now part of the game. Just as in SmackDown, these places are reached by flinging your opponent to the back and then through doors that lead to different places. New stipulation matches include Guest Referee and the ever-requested Ladder match.

Perhaps the biggest feature of No Mercy is its compatibility with the Game Boy version set to release simultaneously. To unlock all the hidden characters, costumes, and weapons on their N64, players will have to earn points in the Game Boy No Mercy. With the Transfer Pak, these points can then be used in the SmackDown Mall to buy all the holes in your collection.

Eddy slams Mr. Hotty in the boiler room.

As this picture illustrates, champions now come to the ring with their belts.

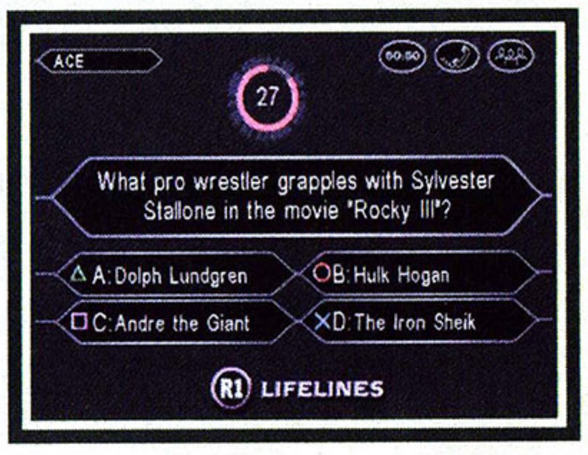
The Create-A-Superstar appearance options have been beefed up.

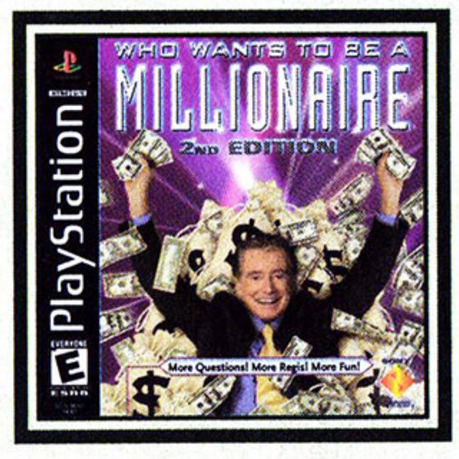
Not only are there stairs by the ring, they can be picked up and used as a weapon.

Use your Game Boy version of No Mercy to earn shopping money.

Use the ladder to reach the belt or as a launching pad.

Much of the storyline in Career mode transpires in back.





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Good news, now you get to be the genius that blew the easy question. Okay, smarty pants, strap on your thinking cap and let's get down to business. Who Wants To Be A Millionaire: 2nd Edition, is now on PlayStation.® Six-hundred questions, plenty of topics, 3 Lifelines, even a 2-player Fastest Finger round. It's just like the TV game show, only without all the commercials. Real questions, real drama, real Regis. And, yes, that is our final answer. (Sorry, we couldn't resist.)

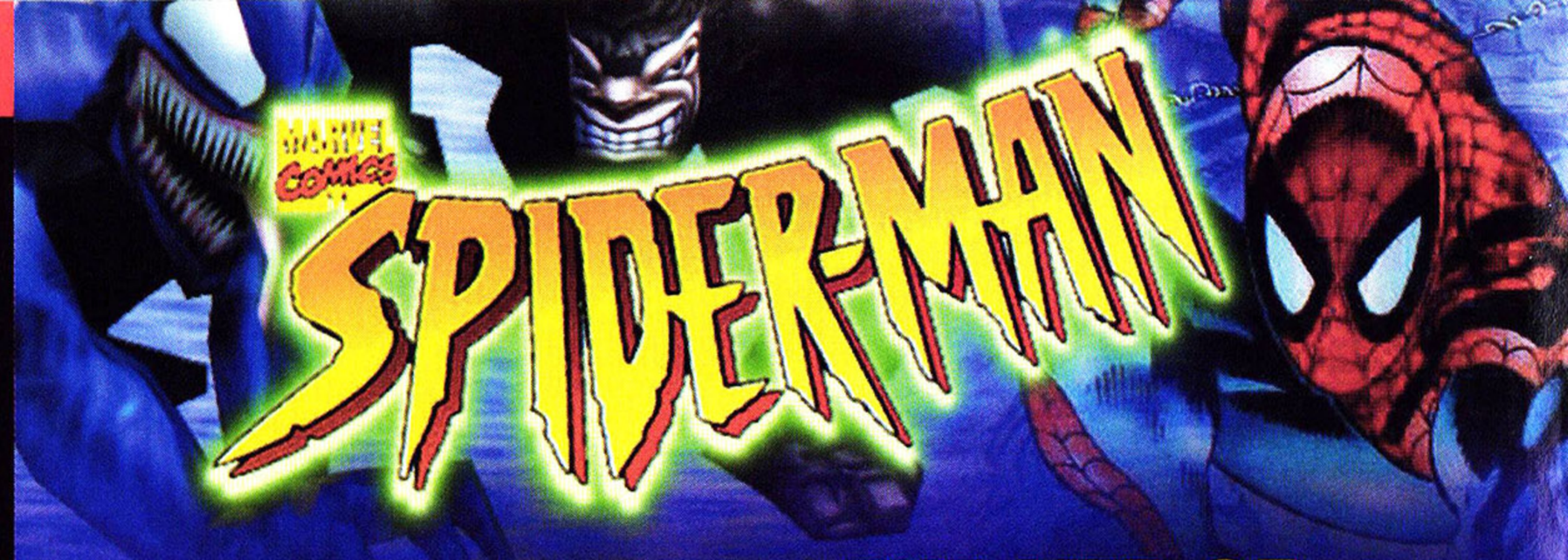
WHO WANTS TO BE A MILLIONAIRE® 2ND EDITION

PlayStation Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Wall Crawling; Web Swinging; 4 Web Attacks; 6 Stages; Narrative Voice-Overs by Co-Creator Stan Lee; Superhero Cameos; Tons of Hidden Costumes & Comic Covers; Kid Mode
- **Replay Value:** Moderately High
- **Created By:** Neversoft for Activision
- **Available:** August 29 for PlayStation

Bottom Line: **8.25**



THE LIFE OF A SWINGER

Pumping out the original Spider-Man animated series theme song and enlisting the narrative talents of Stan "The Man" Lee, Activision has gone the extra mile to win over the hearts of long-time comic readers. Using the highly touted Tony Hawk's Pro Skater engine to bring the spider sense back to gaming, Neversoft is the first developer to successfully capture every aspect of Spider-Man's world within a three-dimensional setting. Along with familiar vigilantes Daredevil and the Black Cat, some of Spider-Man's most feared adversaries make an appearance to shake things up. Through six harrowing stages, gamers will unwillingly confront Mysterio, Rhino, Venom, Dr. Otto Octavius, Scorpion, and Parker's high-strung boss, J. Jonah Jameson. If players are truly engrossed, and familiar with Spidey's long history, they can unlock nearly a dozen different costumes for the web-swinging arachnid, including the Scarlet Spider guise and, of course, the fan-favorite black costume from Secret Wars.

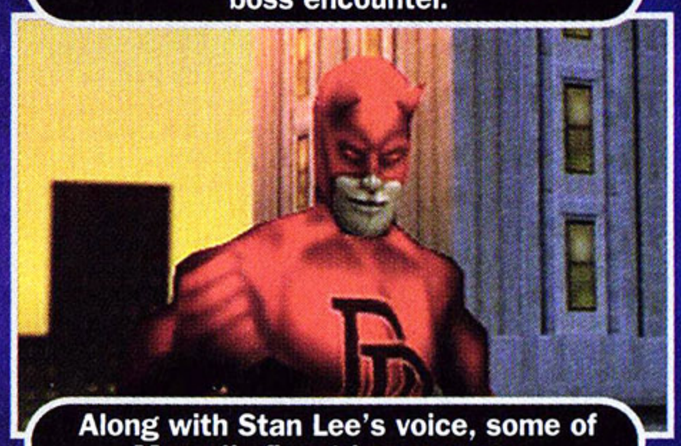
With the geek factor in full swing, each of the six stages are scripted as individual comic books. When you reach a new stage, a comic cover will appear, signaling the beginning of a new chapter. Naturally, all six comics combine into one gigantic story arc. As the game progresses, you learn more and more about a mysterious villain who is behind the scenes, pulling the strings, and making your life a living nightmare. We expected all of the story material to unfold through comic panels, but Neversoft opted for a more animated approach; and all the plot twists in the game are presented nicely through FMV sequences, featuring spoken dialogue, crazy comic action, and familiar locations like the Daily Bugle and the Fantastic Four's headquarters.

With a talented team behind the scenes, the gameplay couldn't have been crafted much better. For the first time in gaming, Spidey's full arsenal of moves has been authentically re-created in the pixel world. As in the comic, players can stick to walls, hang from the ceiling, and use webbing to wrap-up enemies, create protective shields, and swing across town. From stage to stage, different missions arise, and as you track the unknown evil, you'll be forced to save hostages, track a venomous symbiote, and save your lovely wife, Mary Jane.

Comics and games share many similarities, yet the two factions have never fused together properly. Then again, when you take the license out of Acclaim's hands, good things happen. In Activision's care, the future of Marvel comics in gaming is very bright.

All of Spider-Man's costumes are hidden within, including the Scarlet Spider!

All six stages conclude with a difficult boss encounter.



Along with Stan Lee's voice, some of Marvel's finest have cameos.

Bring it on!

ANDY
THE GAME HOMBRE

Concept	9
Graphics	8.5
Sound	8
Playability	8
Entertainment	9.25
OVERALL	**8.5**

"From the opening theme song to the final boss, **this game had me hooked like an old lady at the bingo parlor**. Yeah sure, the controls are a little odd at times, but I barely noticed since the levels come at you so fast and furious with different styles of gameplay and lots of quick, heart-pumping action. Even the ultra-campy comic book-style cutscenes are outstanding with lots of it's-so-bad-it's-good dialogue and absurd plot twists. For comic aficionados there are lots of great cameo appearances to keep your senses tingling, but non-fans will also recognize many of Marvel's finest all over this disc. Though Spider-Man may not be the deepest of games (it does go by rather quickly), it is very entertaining and hard to put down. Collecting the hidden comic book pages is also a good waste of time when you head through the second time to unlock the secrets."

JAY
THE GONZO GAMER

Concept	8.5
Graphics	8.5
Sound	8
Playability	8.75
Entertainment	8
OVERALL	**8.25**

"Many times in games featuring superheroes, players aren't allowed to perform all the hero's available powers at any given time. It never made sense to me, but I just assumed it was for game balance. After playing Spider-Man, however, I'm convinced it was just plain laziness. I've gone over it in my head for a while, and **I can't think of a better comic-to-video game translation than this**. The animation, storyline, dialogue, and characters are true to Spidey's paper adventures, and the controls and camera angles make playing the game easy and immersive. I fear the game is a little short, and I wouldn't have minded if the helicopter chase sequence was about half as long, but I still think Spider-Man is a great game. Put another brilliant design notch in Neversoft's belt."

REINER
THE RAGING GAMER

Concept	8
Graphics	8
Sound	7.5
Playability	8
Entertainment	8.25
OVERALL	**8**

"Developed with the hardcore comic book junkie in mind, Neversoft has captured the true essence of Marvel's arachnid and his printed adventures. Scoring huge points on the Nerdometer, Spider-man is jam-packed with wonderful secrets ranging from character bios, classic comic covers, and alternate costumes. From web swinging to sticking on the ceiling, Spidey is animated superbly. Given the astonishing agility behind his every move, **controlling this tightly-clad freak is an amazing experience**. Sculpted similarly to a 16-bit action game, Spider-Man isn't the longest game around. Actually, it's quite short. However, if you love the comic, the secrets will keep you playing for eons, and the overall presentation will put a big smile on your face. This is the perfect model for a comic-to-game conversion. I can't wait for the sequel. Excelsior!"

STAR TREK INVASION

Life After Wesley

PlayStation Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Over 20 Missions; 10 Different Weapons; True Squad AI; 5 Multiplayer Arenas; Voices by Patrick Stewart & Michael Dorn; Running on Enhanced Colony Wars Engine
- **Replay Value:** Moderate
- **Created by:** Warthog for Activision
- **Available:** August 22 for PlayStation

Bottom Line: 8.5

Whenever a new Star Trek game arrives at the GI office, our minds light up with possibilities surrounding one of Starfleet's finest. What in the world is Wesley Crusher doing with his life now that he's no longer a part of the Enterprise crew? After all, the only reason he was on the ship to begin with was for Captain Picard to score with his mom. Other than this, he was expendable. Rather than focus on the "boring" characters, Activision should concentrate solely on Wesley. Unfortunately, fans like us don't control the way these games turn out. Everyone who purchases Invasion will be forced to stomach 20 Wesley-free missions pitting Picard and the Federation against the Borg, Klingons, and Romulans.

Both Michael Dorn (Worf) and Patrick Stewart (Picard) signed on and added their familiar voices to the mix. The development team, Warthog, is essentially the same team that pieced together the Colony Wars trilogy. Invasion is running on a slightly altered Colony Wars engine. Through each passing CW release, user interactivity and ease of gameplay was gradually improved upon. Out of all four releases, Star Trek: Invasion is the easiest to play, the smoothest running, and easily the most action packed.

The true dream of a Trekkie is to pilot the Enterprise. This and to get snuggy-wuggy with Captain Kirk, but that's beside the point. While you don't actually pilot the Enterprise, you do interact with it and even fly alongside it. The vessels under your wing are smaller, sleeker, and used mainly for intense space dogfights. These mighty ships can bank on a dime, are equipped with enough firepower to drop a Bird of Prey, and have the hull density of a Borg Cube. Controlling these ships requires immense skill, so naturally a complex training session is included to iron out your flying abilities.

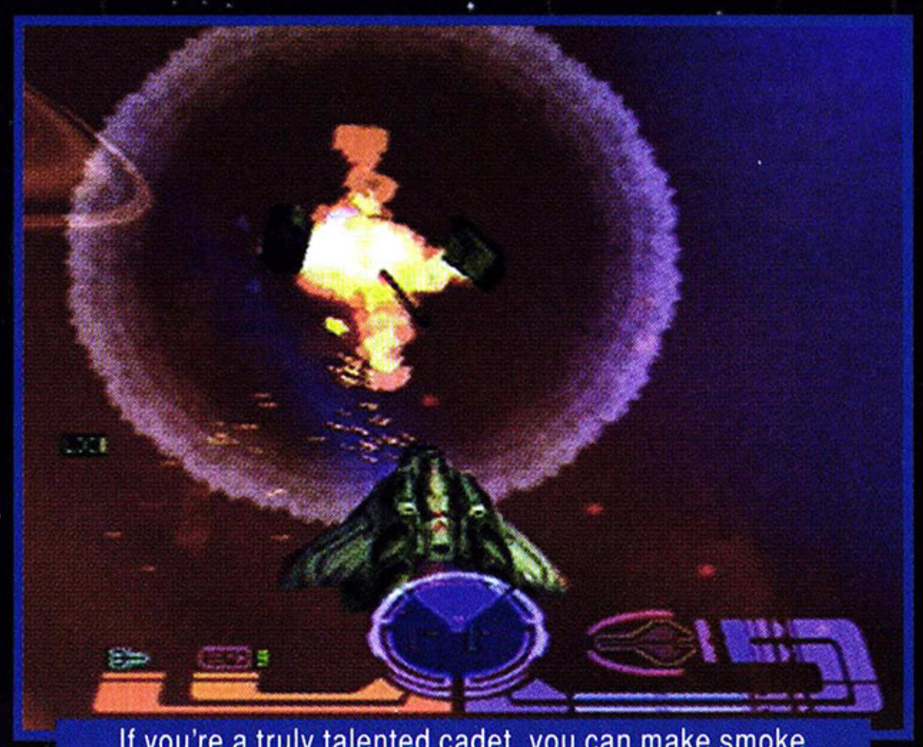
The gameplay is brilliantly constructed. The smooth controls really couldn't be any better. Taking a tip from Star Fox, the game now lets you perform evasive maneuvers. You even have the ability to hit Warp temporarily. The missions are also quite extraordinary, requiring evasion, retrieving, pursuit, and stealth.

The Star Trek license really hasn't been explored in this manner before, and Trekkies may blow a fuse over the Star Wars-style action. Geeks aside, this is a stellar release that shouldn't be missed by fans of the genre.

Zoom into the cockpit for a closer look at space combat realism.

Use the lock-on to take down enemies with ease.

Warthog tapped into the cosmic rainbow when dealing with the shield effects.



If you're a truly talented cadet, you can make smoke rings when taking down enemy bogeys.

There's a war going on, and you're stuck in the middle.

JAY
THE GONZO GAMER

Concept	8.5
Graphics	9
Sound	9
Playability	8.5
Entertainment	8
OVERALL	**8.5**

"Colony Wars has been the king of PlayStation space combat for a long time now, but I've always thought it would never be huge without a license to attach itself to. Star Trek: Invasion is here to rectify the situation. Many of the things that bothered me about Red Sun, the last Colony Wars effort, have been fixed, and **the graphics have been improved to such a level that I can hardly believe I'm playing it on a PlayStation**. The interface is about as good as can be achieved with a game such as this, but some options to direct wingmen would have been greatly appreciated. Where the game really falls short is in story, it's all just filler to lead you to the next mission. I have some other small issues, but overall I find this to be a compelling game, and hope this isn't the last effort of this type we see from Activision."

PAUL
THE GAME PROFESSOR

Concept	7.75
Graphics	8.75
Sound	9
Playability	8.25
Entertainment	8
OVERALL	**8.25**

"If you like space combat games, there have really been few choices on the PlayStation – although the Colony Wars series has filled the niche nicely. What you have here is essentially Colony Wars with a Star Trek license. I have to admit that I distanced myself from the whole Star Trek universe after they stopped producing Next Generation, but this game does a good job of incorporating some voice-acting and other Trek elements. **The controls will definitely take some getting used to** and are on the verge of being too frustrating. Fighting in close quarters is aided by an auto-tracking button, but then switching to targeting is rather cumbersome. While I had some fun with this game, I highly recommend a test run before dropping down the cash."

REINER
THE RAGING GAMER

Concept	8.5
Graphics	9
Sound	8.25
Playability	8.75
Entertainment	8
OVERALL	**8.5**

"With the Colony Wars series racking up accolades for its brilliance in space combat, Activision made the wise decision of securing the team responsible for this success to develop a Star Trek game with a similar premise. The payoff? Huge. Warthog's first Star Trek venture couldn't have turned out better. With the flashy Colony Wars engine igniting its thrusters, Invasion streaks across the PlayStation with **incredible gameplay physics and glorious space effects**. Above and beyond Red Sun, the combat has evolved to be more user-friendly, yet at the same time more complex. All 20 missions are targeted toward the seasoned player, pushing you to not only steady your aim but use a wide variety of techniques as well. I hope I don't aggravate Trekkies when I say this, but this feels more like a Star Wars game than it does Star Trek, making it all the better."

PlayStation

Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Strategy
- **Special Features:** 64 Single-Player Missions; 20 Multiplayer Modes; Wide Array of Buddy Types, Bothersome Non-Player Animals; Artificial Incompetence
- **Replay Value:** Moderately High
- **Created by:** Camden Studio/ Psygnosis for Midway
- **Available:** August 29 for PlayStation

Bottom Line: 7.25

They Don't Die, Just Multiply

Terrific real-time strategy games such as Command & Conquer and Age of Empires are commonplace in the world of home computers, but are a rare species when it comes to consoles. About the only time this type of game makes it to PlayStation is when one has been wildly successful on PC. In a rather bold move, Psygnosis has created Team Buddies – an original RTS that only PlayStation owners can experience.

In the standard game, players begin with a Buddy or two, a base, and a building platform. Somewhere nearby will be some boxes that are meant to be stacked on the building platform. Up to eight boxes can be stacked, and depending on their configuration when broken open, new Buddies, weapons, or vehicles are created.

Team Buddies' technicolor look (and even the name of the game itself) may have you believing you're about to play something cuter than Croc in a baby bonnet, but don't be deceived. These Buddies are vicious little bastards! When not directed by a human player, Buddies act on their own, using what the developers have appropriately titled Artificial Incompetence. This usually means getting weapons and attacking everything they see which, believe it or not, isn't always the best strategy. Players are usually better off using the shoulder buttons to direct their fellow Buddies to build something useful, or to attack or defend specific points.

Such a game as this is designed mostly with multiplayer in mind, and Team Buddies is no exception. The four-player split-screen suffers no slowdown to detract from the action. Surprisingly, single-player is quite diverse as well. In addition to wiping out the enemy forces, players will be asked to do things such as recover a farmer's tractor, keep walking bombs away from the base, and see that some generals drunk on soda pop make it home safe. The ingredients of a great and original RTS are all here. The only question is, are PlayStation owners ready to accept the Buddies into their hearts?

Training shows you everything you need to know about controlling Buddies.

Blowing up an opponent's base is always sound strategy.

Split-screen allows four players to duke it out.

There are plenty of Buddy vehicles, including some built for two.

In this mission, you have to get the pigs back in the pen.

ANDY
THE GAME HOMBRE

Concept	7.5
Graphics	7.5
Sound	7.5
Playability	8
Entertainment	7.25
OVERALL	**7.5**

"Don't let Team Buddies' cute little characters and funny accents fool you into thinking it's a nice little kids game, as nothing could be further from the truth. Team Buddies, a very European game with a stiff challenge wrapped in a candy-coated shell, pushes the PlayStation controller to the limits to deliver a unique action/strategy experience. Obviously there is some objective and resource management that is required to defeat a level, but the heart of TB's gameplay is the action where you run around and plow through the enemies – which in and of itself, especially in multiplayer, is an entertaining way to pass time. The strategy behind the action, where you must use boxes to create items and acquire health, is where **this game hits the fine line between stupid and genius**. Personally, I'd opt for stupid, but I will be the first to admit it almost worked."

JAY
THE GONZO GAMER

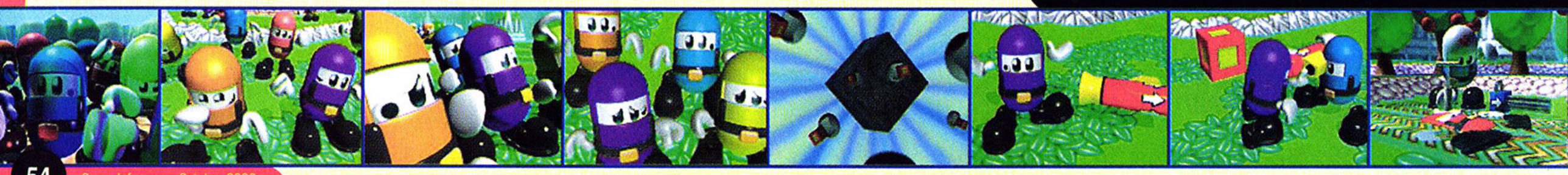
Concept	8
Graphics	8
Sound	7
Playability	7.5
Entertainment	8
OVERALL	**7.75**

"While playing Team Buddies, it was my initial intention to rip this game apart. After all, I've played some of the best real-time strategy games that the PC has to offer, and this could hardly compare. As I started writing this review, however, I noticed that I was going back quite a bit to play missions just to 'check things out.' Yep, it happened – I got addicted to Team Buddies. The single-player missions especially impressed me. The goals are highly varied, and it gets difficult really fast. That you can only have a maximum of four Buddies on your team bothers me, and the repetitive voice-overs I could do without, but I can't deny that I was having a lot of fun playing this game. **There are better RTS games out there, but not on the PS-X.**"

REINER
THE RAGING GAMER

Concept	6.5
Graphics	7
Sound	6.5
Playability	7.5
Entertainment	6.75
OVERALL	**6.75**

"Midway's multi-colored pill-shaped commandos fight valiantly to keep you entranced with their world, but end up falling short with the overall execution of their day-to-day activities. This strategy game is genuine in composition, offering something new to the gaming scene, yet sheer simplicity of gameplay keeps it from developing an addictive hook. Many of the single-player missions offer variety and hilarious premises, but **the gameplay is way too simplistic and limited in combat options**. Picture Command & Conquer with only four weapons, one measly vehicle, and no structural building whatsoever and you have Team Buddies. The multiplayer is moderately entertaining, and the overall difficulty of the game is surprisingly challenging. Unfortunately, the limitations outweigh anything this game has going for it. I grew tired of it after an hour."



on the next edition ...

POWER Play

Power Play TV is a thirty-minute **magazine style television series** that entertains, informs, and educates its audience about the **hottest video games**, the **coolest game hardware**, and the **latest peripheral device enhancements** anywhere.

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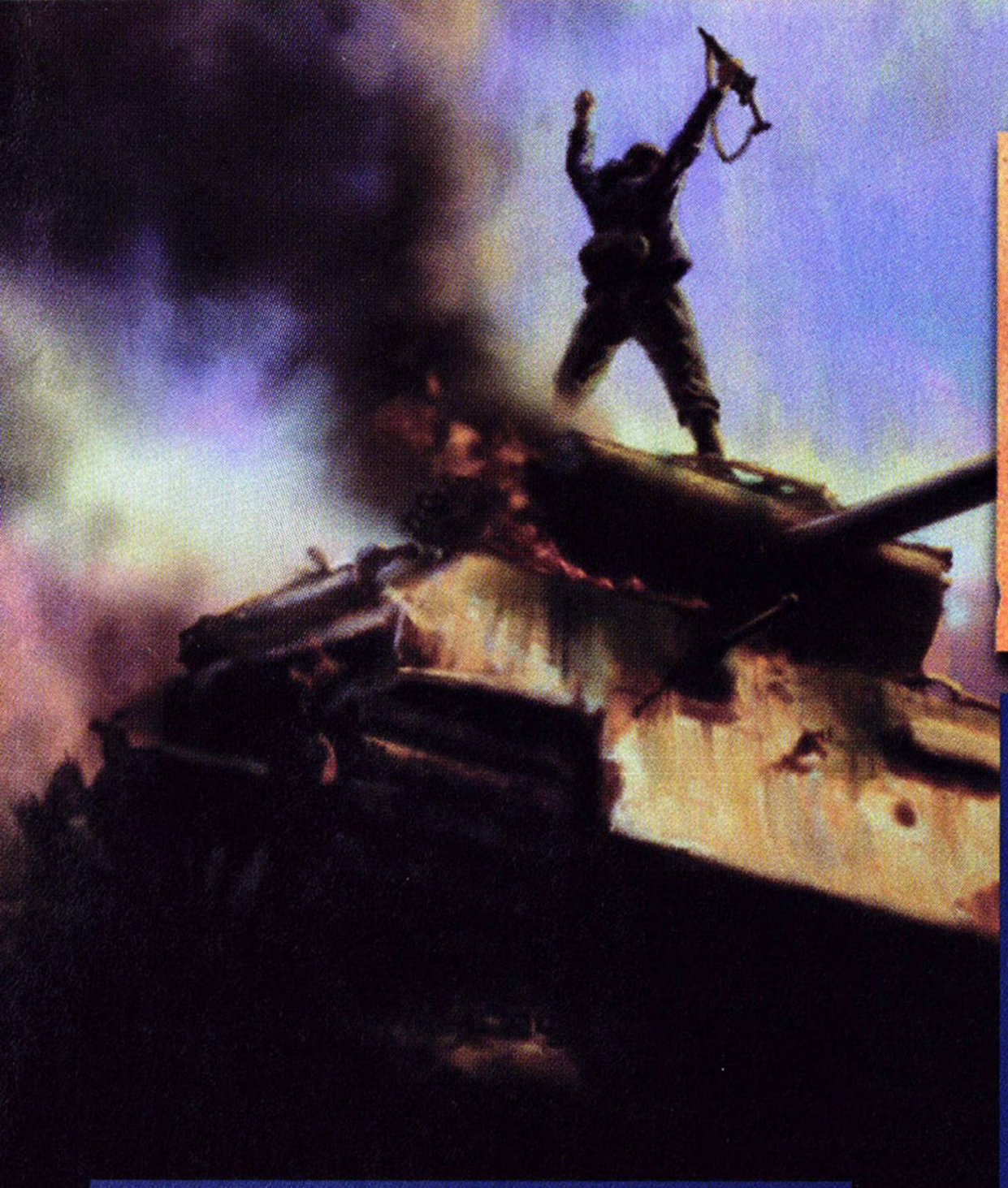
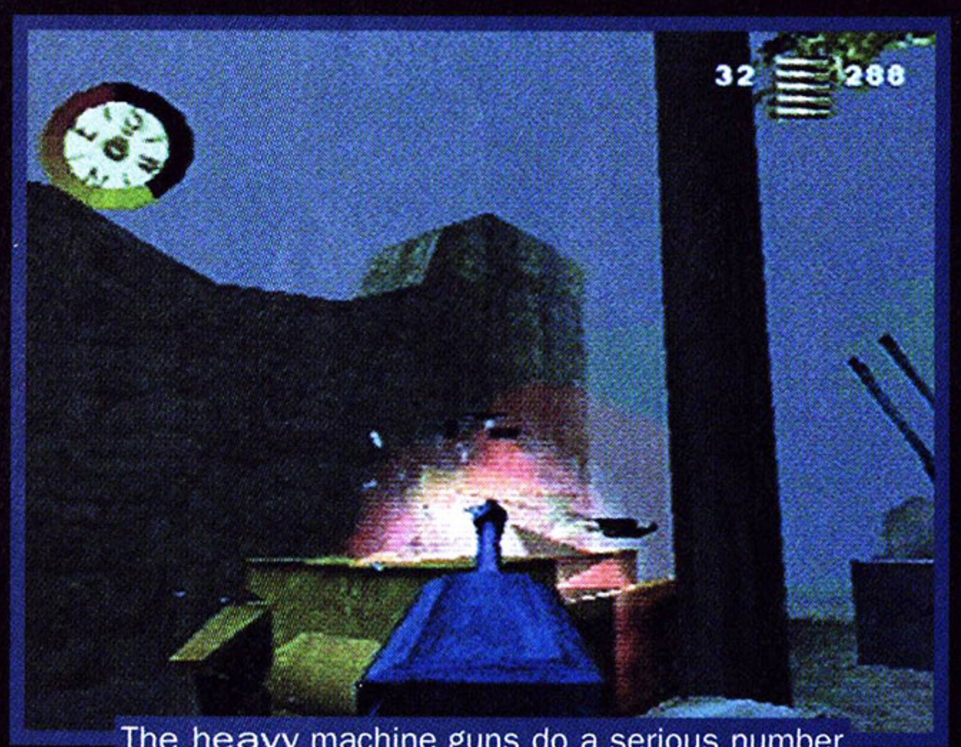


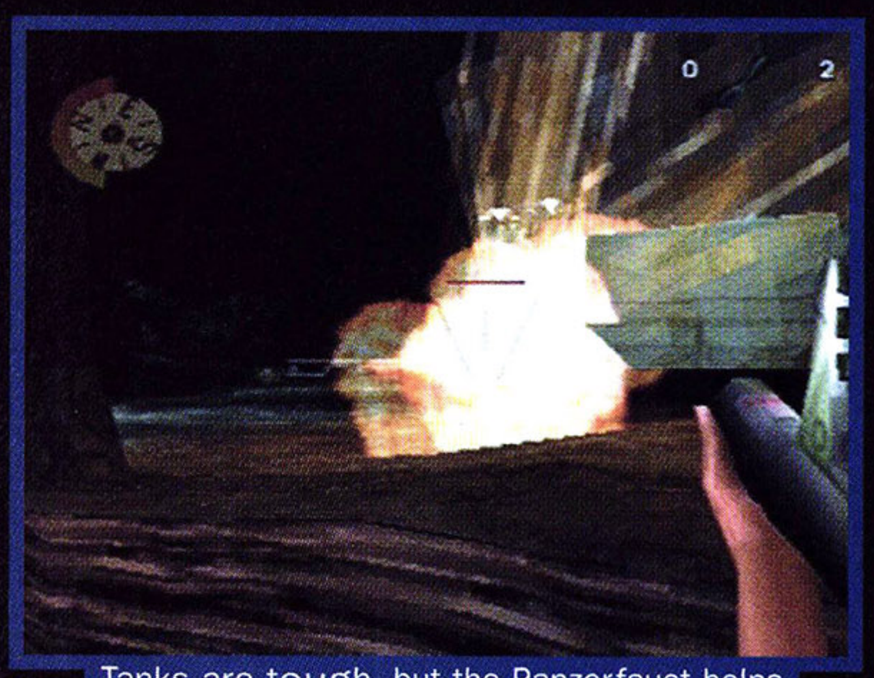
MEDAL OF HONOR UNDERGROUND™



The heavy machine guns do a serious number on troops and vehicles alike.

Underground, But Not In Seattle

World War II has been the subject of countless historical documentaries, dramas, and even video games. While most games to date have simply used the war to provide convenient historical villains, the original Medal of Honor managed to capture the dramatic tension of such classic war films as Where Eagles Dare. The music, sound, and setting all combined to create a classic fictional WWII experience while doing an exceptional job on gameplay elements.

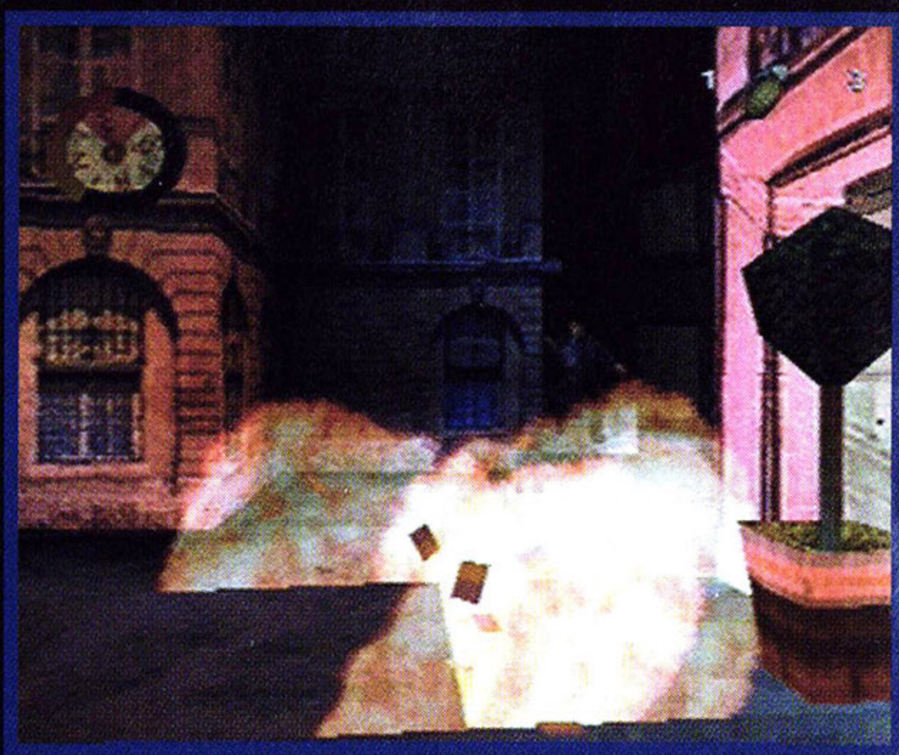


Tanks are tough, but the Panzerfaust helps even the odds.

Manon's Past

Medal of Honor: Underground features supporting character Manon from the previous game. The game goes back in time to the early days of France's occupation and Manon's early work with French Resistance. Her first mission ends with her brother's death and her induction into the OSS, the chief branch of the allied undercover operations.

The game begins in France, but eventually takes Manon all over Europe and North Africa as she battles regular Nazi soldiers, the Gestapo, and the SS elite. In addition to regular soldiers, Manon is forced to single-handedly take on tanks, half-tracks, and motorcycles.



Petrol bombs actually send soldiers flying.

PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Dramatic Orchestral Music; 12 Authentic Weapons; 7 Settings With Over 22 Levels; Word War II Theme Artwork, Historical Film Clips, & Propaganda; Hit Locations; Enhanced AI
- **Created by:** Dreamworks Interactive for Electronic Arts
- **Available:** Fall for PlayStation

85% Complete

Set the bomb and take cover.

Woman With a Mission

Like the original game, Manon must work her way through a series of mission objectives on every level before she can move on. These run the gamut of demolition, assassination, espionage, and rescue operations. She is frequently aided by other allied troops who help her take down enemy units, pick locks, and drive vehicles. She also gets help in the form of the occasional bombing run.

That should hold them off for a while.

You'll need more than just your papers to maintain your cover.

Undercover Operative

In some scenarios she is required to go undercover. Only this time Manon must play out her role rather than simply flash a badge to avoid suspicion. At one point she locks a propaganda reporter in the bathroom and steals the woman's camera and press badge. The badge will help to alleviate suspicion, but she must also take the occasional photograph of German soldiers, who gleefully pose for her, to appease the inquisitive minds of nearby Gestapo operatives.

.

Soldiers love a camera, but the Gestapo is harder to fool.

Historical Objective

Each mission in the game is broken up into several levels. Missions range from protecting the resistance in France and crippling Rommel's tank campaign in North Africa by hitting critical supplies to discovering the ugly secrets of the SS at Wewelsburg. Every mission begins with historical background supported by photo and film clips from the time period to add to the overall feel of the game.

Taking out the anti-aircraft cannons allows American bombers to finish the job

WWF SMACKDOWN! 2

Know Your Role

SLAMMING THE WORM HOME

Selling a lot of units with a hot license to back up your product isn't an unusual occurrence in the video game realm. What's unique in SmackDown's case is that it's been a top ten best-selling PlayStation title since its release over six months ago. Luckily for fans, THQ and Yuke's haven't just been sitting in a vault counting their money. The same team that brought you the first has been hard at work on a sequel, SmackDown 2: Know Your Role, that's sure to take over the original's place on the sales chart once it hits the shelves.

IF IT AIN'T BROKE...

Tazz may not be able to grab Jim Ross from the announce table, but he can smack people's faces in front of him.

SOMETHING SPECIAL FOR EVERYONE

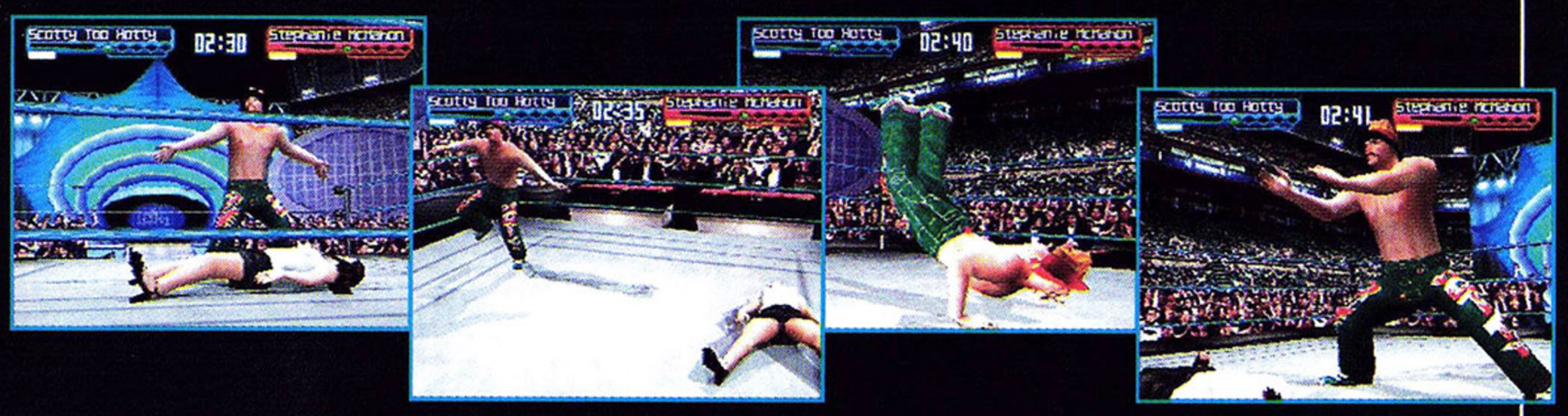
No matter how many features developers put into wrestling games, fans always beg for more. This will probably still be the case with SmackDown 2, but it will definitely come the closest to shutting everyone up. All the match options from the original will be showing up in the sequel (Falls Anywhere, Hardcore, King of the Ring, Royal Rumble, Cage, I Quit, and Special Referee), some with new options added. A good example of this is the Special Referee match. Players can now have up to two guest referees to screw with not only the wrestlers, but one another as well. The big news, however, is the addition of specialty matches that people have been begging for in video games since they were invented. Finally, players will get to challenge friends to a Table match, a Casket match, a Ladder match, or the infamous Hell in a Cell.

Two referees can now fight over how to call the action.

BACK SMACK TALKING

What's wrestling without a storyline? A bunch of men grabbing each others' crotches for no reason, that's what. SmackDown 2 keeps the backstage antics of its predecessor rolling by adding new areas, new plot twists, and voice-overs by the Superstars in the game. Of course, this means it may have to come with a Surgeon General's warning since the sound of Stephanie McMahon's voice has been known to make people vomit uncontrollably, but THQ thought it worth the risk.

As before, not only do the behind-the-scene areas appear during interludes, they can be used as battlegrounds during matches. Throwing your opponent to the back once again leads to a hallway of doors that in turn lead to interactive environments filled with weapons galore. Places to seek out this time around include a VIP room, the showers, and the WWF restaurant.



The fast-paced gameplay, impressive lighting effects, sharp graphics, and easy-to-learn controls of the original have been left fully intact in the sequel. Of course, with all the new wrestlers that have been added come plenty of new moves, and perhaps due to the WWF's recent focus on tag team action, there are many more double team maneuvers to be performed. If you're unable to pull off a 3D or a top-rope nutcracker, it's only because you haven't figured out how to do it yet.

Players will also notice small, yet significant, additions made to the game that enhance the overall playing experience. For example, two commentary tables now sit outside the ring, and players are welcome to drag their opponents to the outside and bounce heads on them.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 60 WWF Superstars; New Specialty Matches; Many More Double Team Maneuvers; Superstar Voice-Overs; New Backstage Areas; Revamped Create-A-Superstar; Hell In A Cell
- **Created by:** Yuke's for THQ
- **Available:** November for PlayStation

75% Complete

HELL IN A CELL

In the early version of the game used to write these pages, Hell in a Cell wasn't yet completed (thus the reason for there being no pictures of it). We were told, however, that players can fight inside the cell, outside the cell, and on top of the cell. And yes, it is possible to pull an Undertaker/Mankind and throw your opponent through the top of the cell and onto the mat below.

LADDER MATCH

Once the ladder is set up, you can reach for the gold...

...or jump on your opponent's head.

The aluminum climbing device that starts on the outside can be used as a makeshift weapon in-between trying to get it near the belt suspended above the ring. The wearier your wrestler, the slower you climb the ladder. Of course, once you reach the top you may want to jump on top of your enemy rather than reach for the gold.

RECREATING

Another feature that the developers described to us, but wasn't on the early version we received (again the reason for there being no pictures of it), was an overhauled Create-A-Superstar, which was about the only weak point of the original SmackDown. There are to be many more appearance options, more move-customization options, and for those who have an on-the-go lifestyle, a quick and easy interface for putting together a grappler.

CASKET MATCH

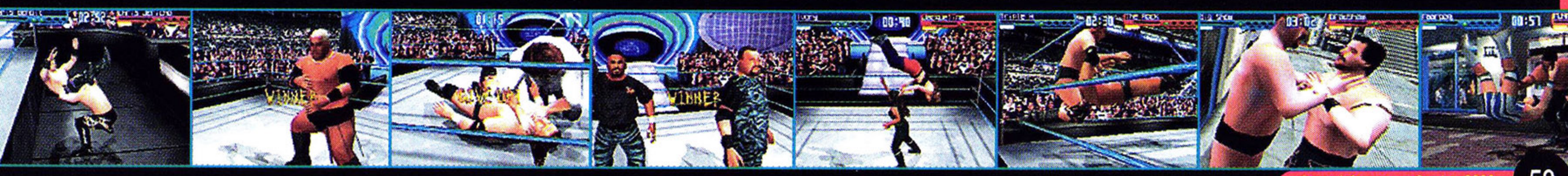
Undertaker wants his brother to rest in peace.

To win this Undertaker specialty, players must beat their opponents to the point where they can no longer resist the allure of a nap in a coffin. Once this is achieved, enemies are thrown into the casket and beaten down into it so the lid can be closed.

TABLE MATCH

Buh Buh prepares to get a little wood.

The Table match starts with two wrestlers in the ring and two tables on the outside. To win, you must not just throw your opponent through the table, you must knock them senseless, lay them on the table, then climb up on the table with them and personally drive them through it.



PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** Classic Arcade Action; 6 Different Types of Games With 4 Variations on Each; 4 Different Worlds in Single Player With a Boss Battle on Each; 8 Different Characters With Unique Advantages
- **Created by:** Eurocom and Universal Studios for SCEA
- **Available:** November for PlayStation

90% Complete

CRASH BASH

Get That Bandicoot Off My Leg!

Mario has had quite a number of mascot-type characters following his lead, but few have quite so persistently nipped at his heels as Crash Bandicoot. The original Crash and Mario 64 were frequently compared to one another, and it wasn't too long after Mario Kart 64 that Crash put out his own 32-bit racing title on the PlayStation. Now after the mindboggling success (despite our naysaying) of two Mario Party titles, Crash kicks in with a multiplayer party game all his own, only this time without the aid of his original creators, Naughty Dog.

A four-player Pong game with randomly magnetized balls.

Papu Papu returns for an original boss fight.

All About Attitude

Crash Bash isn't a total rip-off of Mario Party. In fact it focuses much more on classic arcade action rather than the simplistic games of Mario Party, where running right or left and rapid button-tapping fests are the norm. Essentially, it emulates classic arcade games rather than Mario Party, while throwing in a few new games of its own and a few tweaks to make gameplay more interesting.

A Party For The Lonely Gamer

We thought the single-player was pretty much a moot point when we blasted through the first world against mind-numbingly stupid opponents, but quickly changed our minds when the difficulty was ramped up by leaps and bounds on the second world. Not only are there a lot more random factors that can cause you harm, like pissing off a penguin that starts hurting everything, but the AI does seem to get a lot more intelligent, making for a more challenging experience, and beating the boss battles at the end of each world are actually more interesting than most of the bosses from the action/platform Bandicoot games.

It's Combat with a few twists.

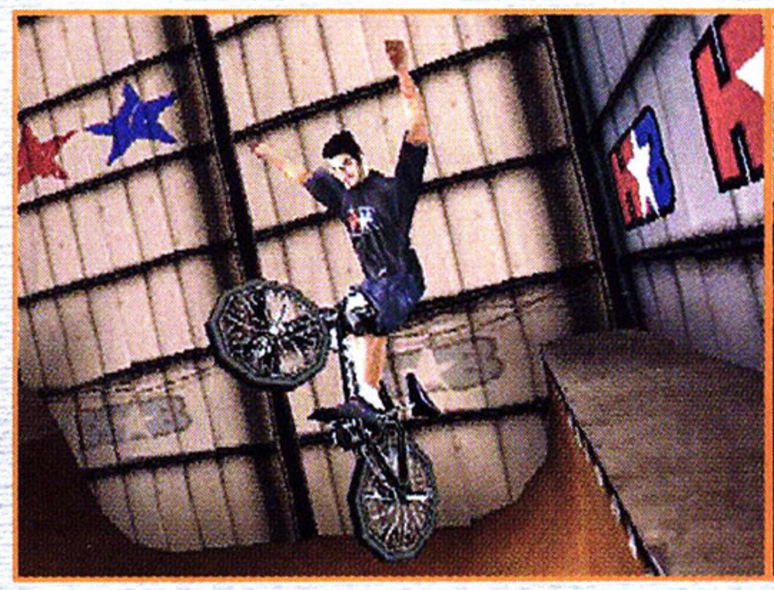
Party For Everybody

In Crash Bash, the games take place on one screen regardless of the number of players. Of the six types of games, there are four variations on each. To access all these for multiplayer, you will have to play through the single-player campaign, but there is at least one game of each type available for multiplayer at the beginning of the game. To make things even more interesting, different characters actually have different advantages and disadvantages. For instance, in Box Crush games, larger characters don't move as quickly but have a much easier time picking up and throwing boxes.

Pogo Pandemonium is a hectic game.

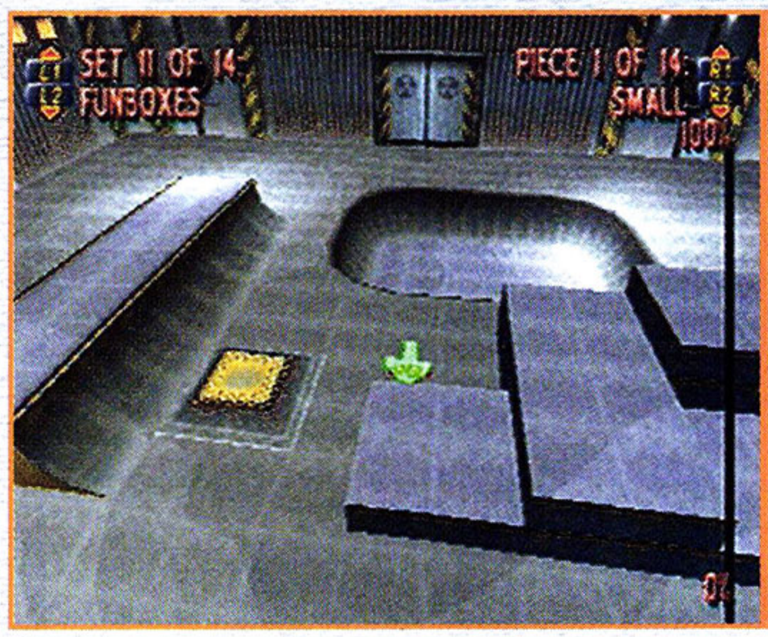
Can Activision Take You Higher?

Whether you prefer vert, street, or dirt courses, you'll find them in Mat Hoffman's Pro BMX, which delivers a little of everything with the same cutting edge gameplay that made Tony Hawk's Pro Skater the classic it is today. Developed by Rune Craft, the game allows the player to pop a wheelie with eight of BMX's finest riders, and either soar to new heights or eat gravel in some of the most extreme courses known to man. Utilizing Tony Hawk's realistic physics model, you can perform gnarly combos and over-the-top tricks at will. Activision, the innovator of the X-Games movement, electrified the PlayStation with Tony Hawk, and is expecting lightning to strike twice with the release of Pro BMX.



Risky Riders

Along with ten-time world vert champion, Mat Hoffman, Activision has signed the rights to seven other well known BMX superstars. Take to the streets with Mike Escamilla, Joe Kowalski, and Cory Nastazio, or mingle in the dirt with Dennis McCoy, Kevin Robinson, Rick Thorne, and Simon Tabron. All of these daredevils feature exclusive special moves and unique trick sets.



Park Editor

Following the lead of Tony Hawk 2, the park editor makes available infinite replayability. As you can see from the shots, this mode is currently identical to Tony Hawk 2's level editor. In due time, Rune Craft will transform the park editor into a BMX paradise, complete with ramps, rails, and funboxes.

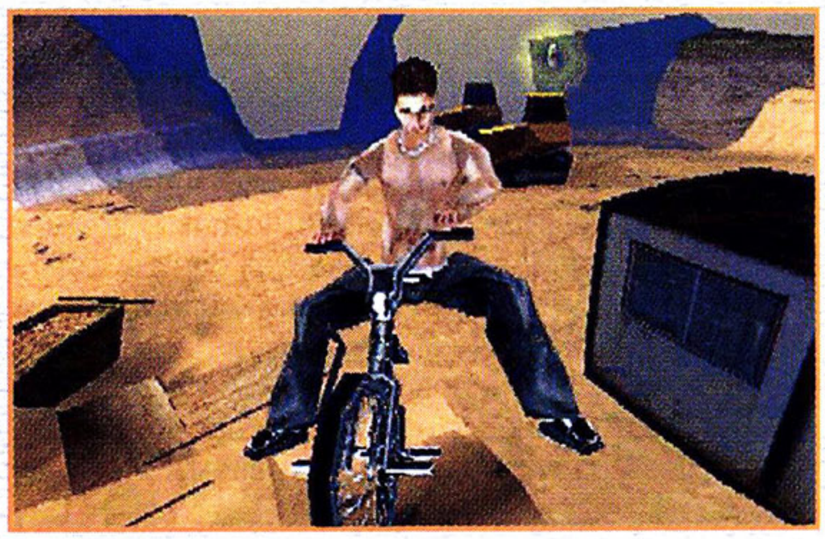
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 8 Pro BMX Riders; Hundreds of Tricks & Signature Moves; 12 Street, Vert, or Dirt Tracks; Various 2-Player Split-Screen Modes; Unlock Courses in Career Mode; Modify Your Bike; Tony Hawk Game Engine; Secret Level Sections; Course Editor
- **Created by:** Rune Craft/Neversoft for Activision
- **Available:** Winter for PlayStation

75% Complete

The Tony Hawk Influence

Sucking the soul out of Tony Hawk's Pro Skater, Rune Craft's first BMX venture couldn't have a better gameplay foundation or a more addictive hook. In every shape and form, Pro BMX is another Tony Hawk game. The controls, physics, goals, stages, scoring, and camera tracking are all nearly identical. The only differences are found in the bike-to-board comparison. When dealing with the chain and spokes of a bike, the speed is much faster, the air is even bigger, and the biffs are more monstrous than you could ever imagine. Picture if you will, Tony Hawk on a sugar buzz with superhuman abilities.

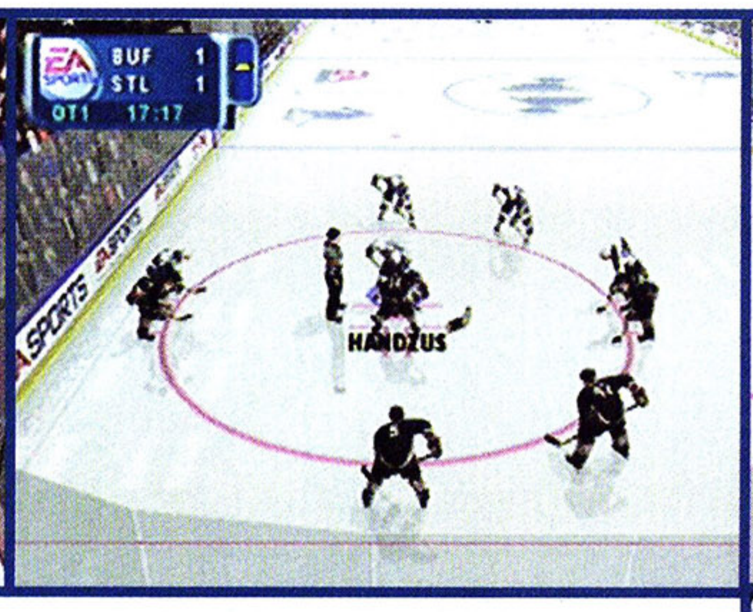


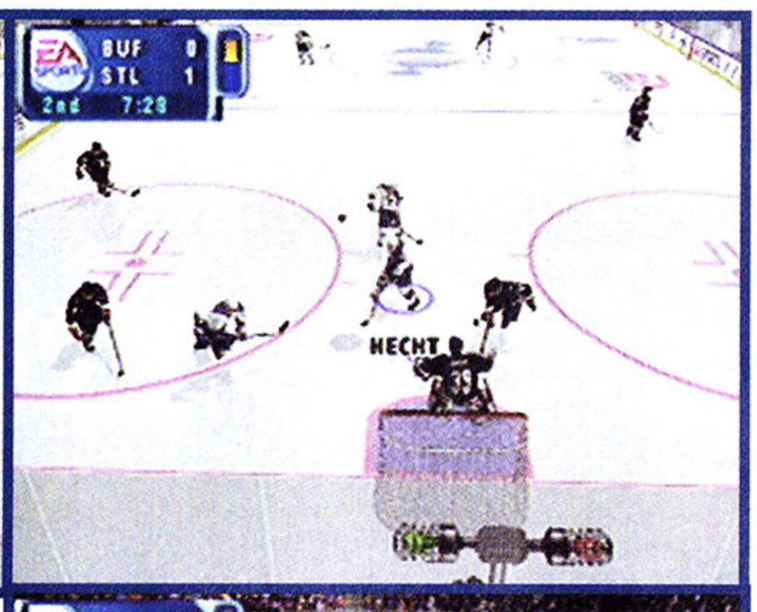
Sir Tricks-A-Lot

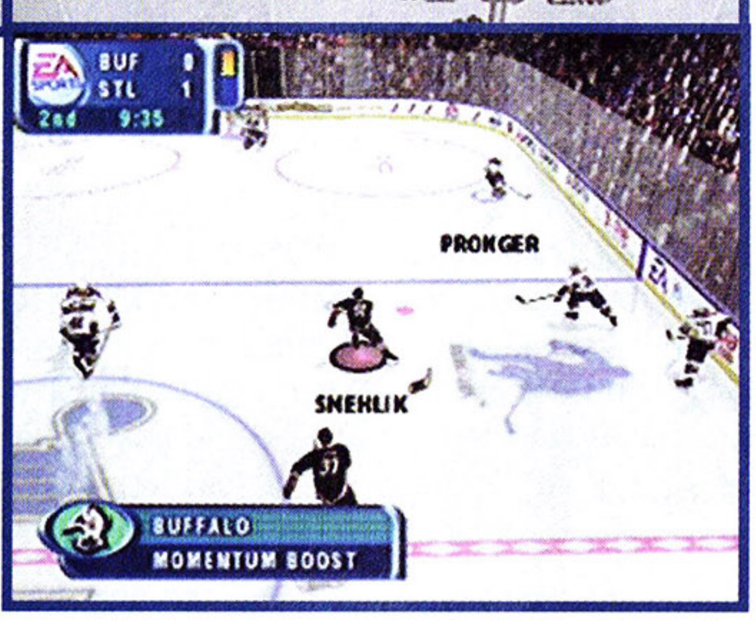
Since balancing is easier on a bike, grinding on pegs is a piece of cake. Air maneuvers, on the other hand, are a tad trickier than they are in Tony Hawk. In addition to landing straight, you'll have to land with both hands and feet on the bike. Of course, a wide variety of stall and lip plants are also available.

Everything But The Charleston Chiefs

The hockey pucks on the GI staff have been further exploring the ins and outs of EA Sports' NHL 2001 for PlayStation 2. We've found some interesting additions to the long-running franchise, as well as some intriguing features that have been left out of the game. We also received free reign with our handy-dandy computer capture cards to bring you the mother lode of NHL 2001 screens.







Customize the Gameplay

The PlayStation 2 version has been opened up in terms of tweaking everything from setting the friction level of the puck to the speed with which a player gets up after being knocked to the ice. Over 15 categories can be adjusted to change the level of play between simulation and arcade.

In the preview version we played, we found the game speed was a little too fast for our liking. This was easily fixed with a small adjustment. Being hockey purists here at GI, we toned down some of the checking options to open up the game a little. Just as in the real-life game, the physicality of being knocked off the puck leads to a boring game that yields few scoring opportunities and too many turnovers.

A Change In the Lineup

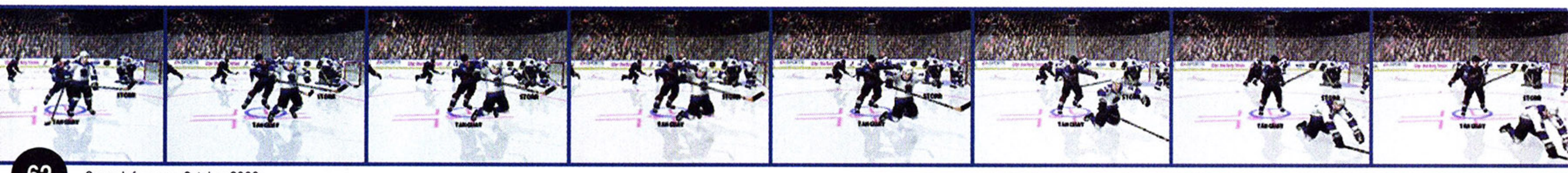
The PS2 version has a nice assortment of options to keep fanatics busy with drafting, trading, and even creating their own custom teams. The aspect that we find most interesting and well done is editing the lines. This little feature has been around in NHL games for a while, but the PS2 version has a smooth interface to keep your lineups in order. The game denotes clearly the scratched players, and lets you adjust numerous lines as well as defensive pairings.

Now say there's still something missing from one of your lines. Of course, you would then turn to the Create Player mode. We were somewhat underwhelmed by the current state of this feature, as little can be done to change the appearance of your new player. We were expecting at least a selection of player faces to choose from, but none are to be found.

Controlling the Game

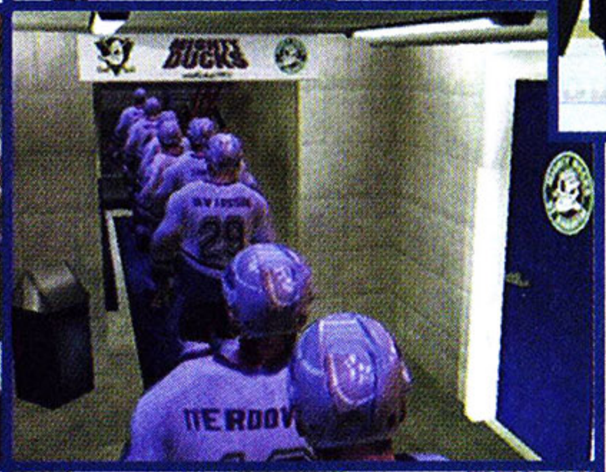
The game control setup is nearly identical to past games like NHL and most EA Sports titles. The seasoned puckster will jump right into the action. One timers, deke moves, and the big hits are all there. However, EA changed a few things for this version.

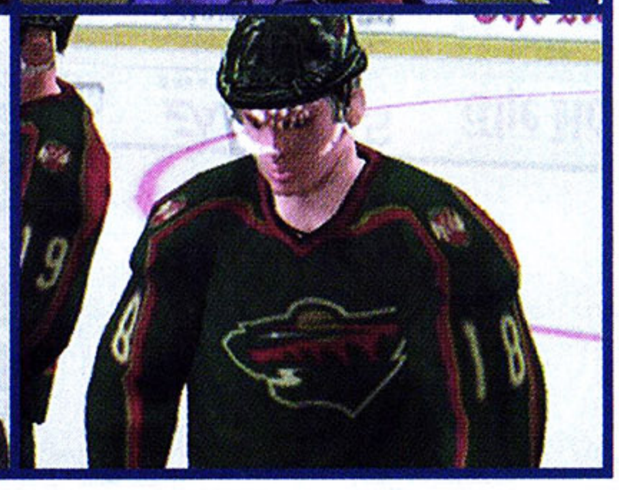
The PlayStation counterpart to this game includes such features as the give-n-go pass, as well as icon passing. Although we didn't commonly use these playcontrol schemes ourselves, we were surprised to find them completely absent from the PS2 version.

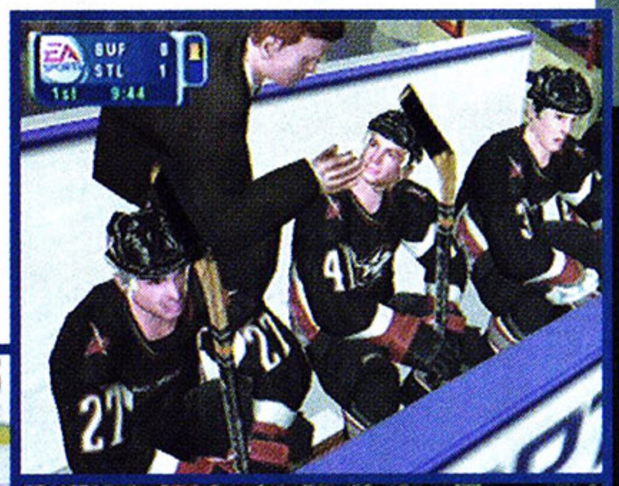


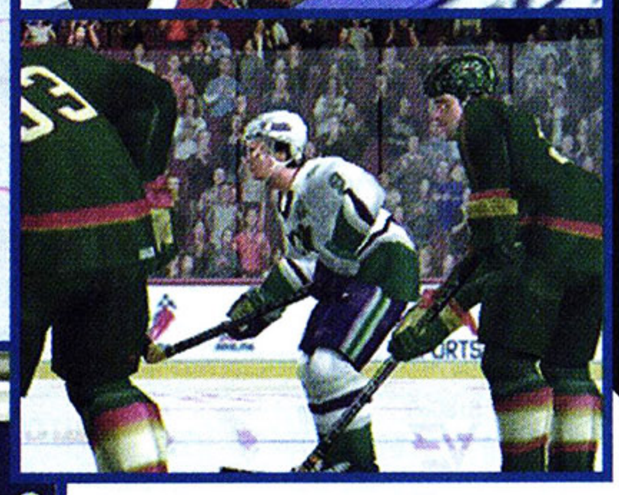
Presentation

This is the part of the show where we let the pictures speak for themselves. EA has provided this game with a ton of dazzling TV-style looks, as well as some excellent in-game animation. We especially enjoyed some of the pre face-off activity which sees wingers nudging each other for position, players pep talking the goalie, and captains having a word with the referee.





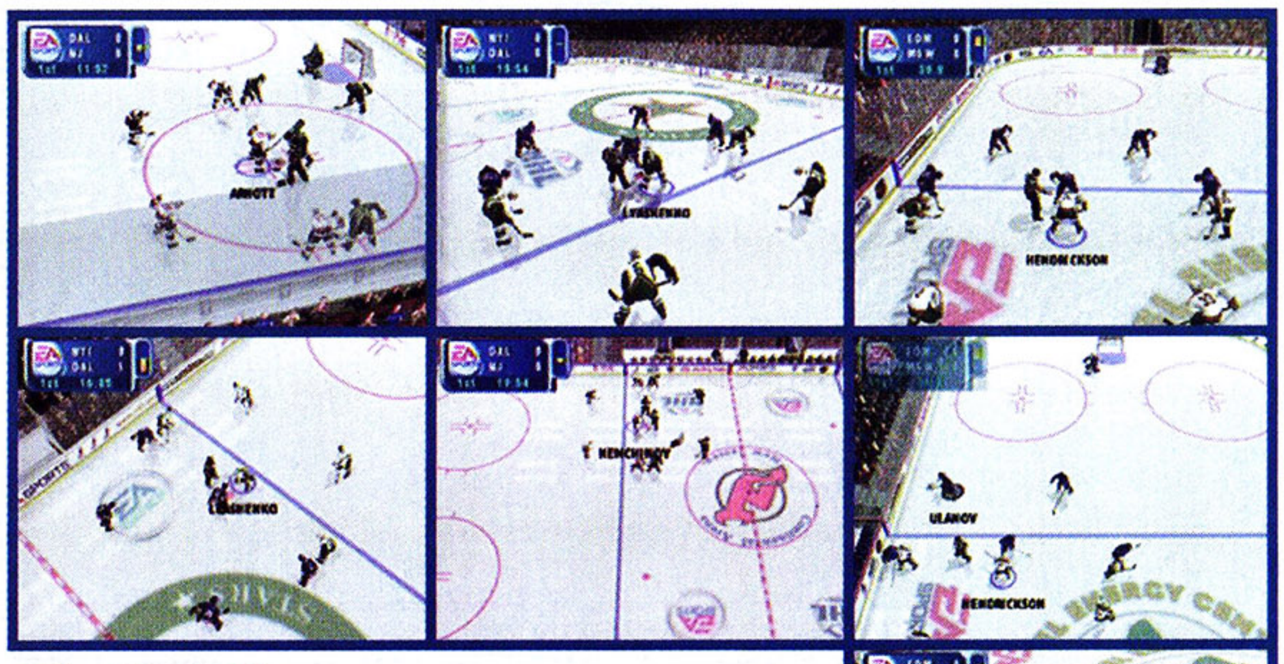




PlayStation 2 Preview

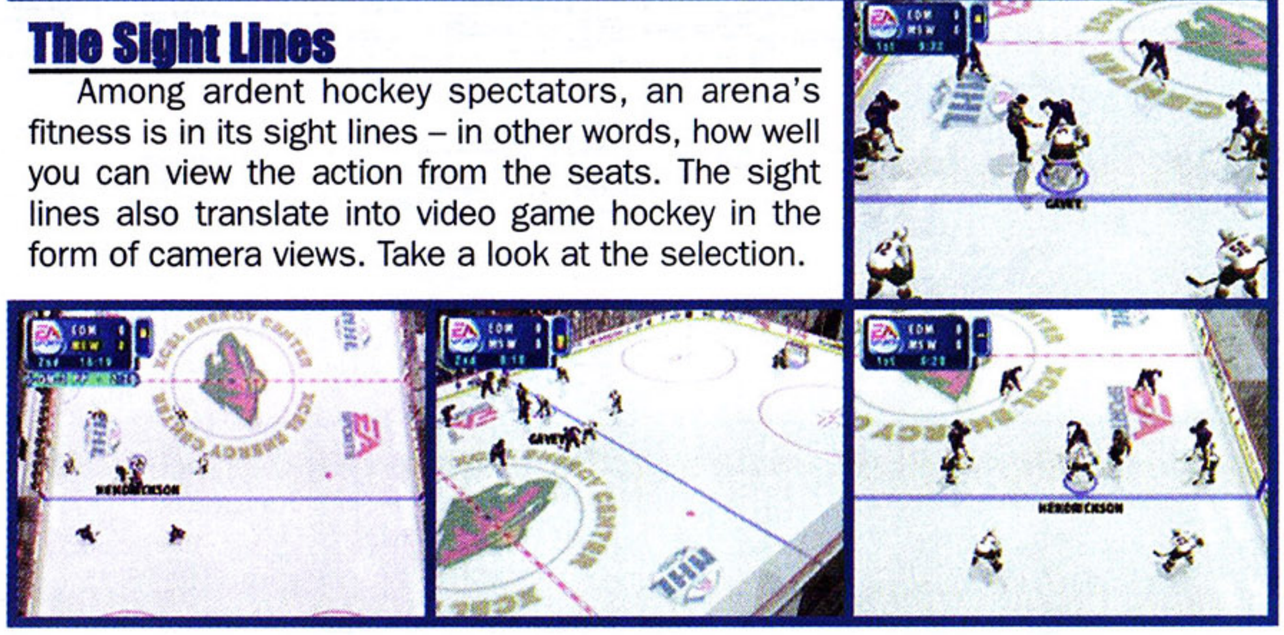
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Season, Playoff, Shootout, & Tournaments; Multi-User Seasons; New In-Game Icons Indicate Player's Ability; Big Checks & 1-Timers; Detailed Player Models Featuring Facial Expressions; Classic Uniforms; 20 International Teams
- **Created by:** EA Canada for EA Sports
- **Available:** November for PlayStation 2

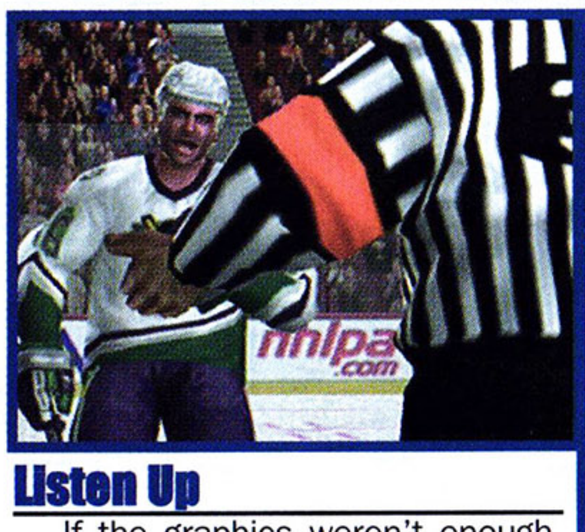
85% Complete



The Sight Lines

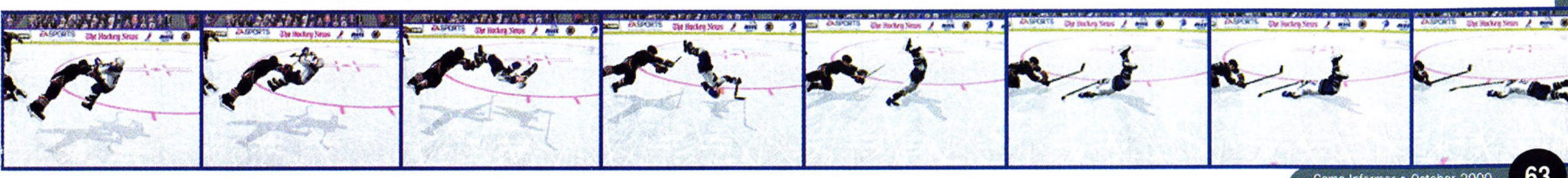
Among ardent hockey spectators, an arena's fitness is in its sight lines – in other words, how well you can view the action from the seats. The sight lines also translate into video game hockey in the form of camera views. Take a look at the selection.





Listen Up

If the graphics weren't enough, the stoppage of play is also enhanced by on-ice chatter. Players can be heard barking at the referees or just talking to themselves. This is interesting enough in itself, but actually seeing the player mouth the words – that is something very new to console hockey games indeed.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Massive Courses; 8 Fictional Riders; 3 Game Modes; Complex Trick System; Adrenaline Boost; Original Tracks by Mix Master Mike, Rahzel, Aphrodite, & Mickey Finn
- **Created by:** EA Sports BIG
- **Available:** October 26 for PlayStation 2

80% Complete

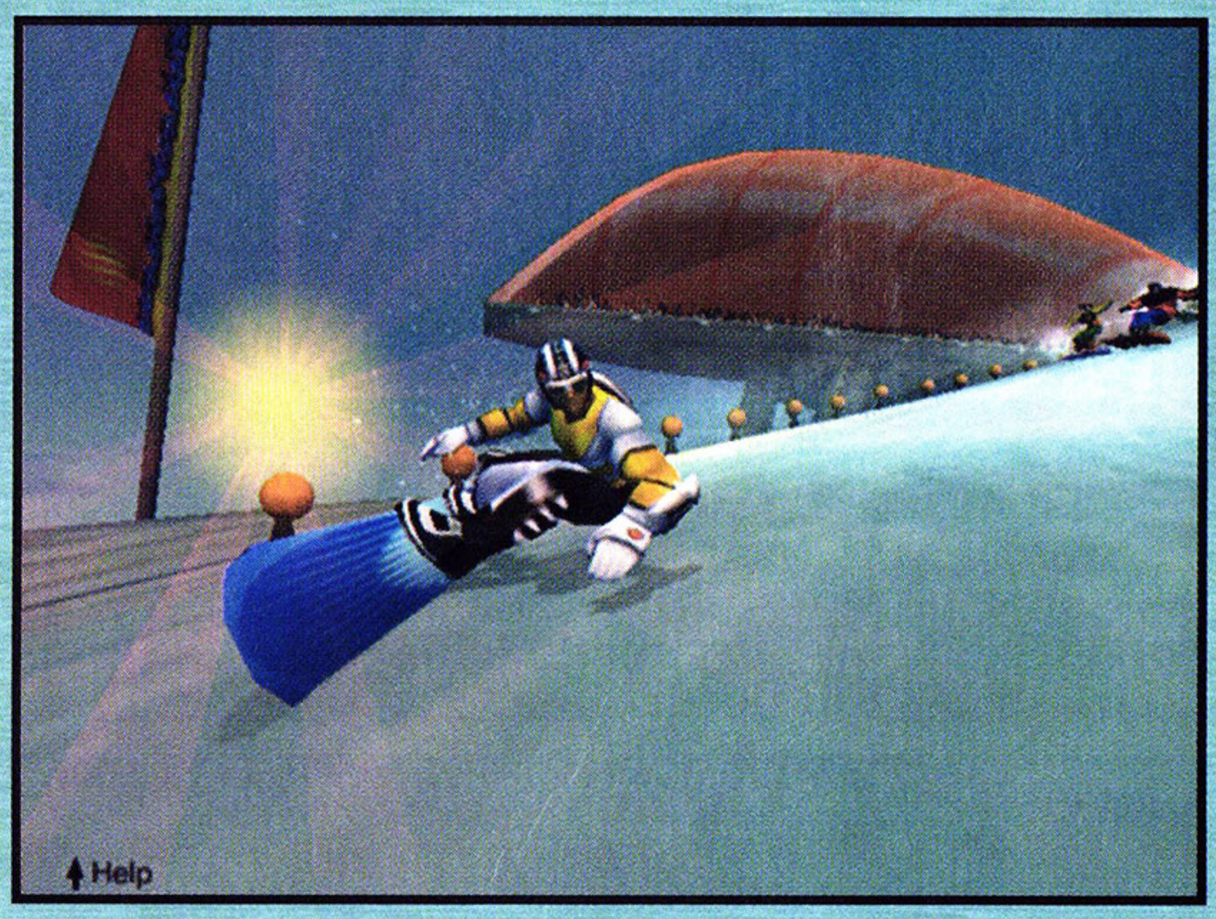
EA's BIG Boardercross Booty

Not at all fazed by the untapped power of the PlayStation 2, Electronic Arts has quickly pieced together an impressive stable of games for Sony's second coming. Most developers have complained that developing games on the PlayStation 2 is incredibly difficult. At the same time, EA has praised the machine, and the first series of games created by this powerhouse developer shows if you have the brains and patience to fully understand the new technology, quality games can be created for the PS2. Destined to meet the PS2 launch date, SSX will release among a sea of amazing titles – yet will stand out like a sore thumb with its outrageous gameplay formula. In typical EA fashion, SSX will take Boardercross to the next level and will forever change the sport in the video game arena. Reserve your copy now! This one is going to take off!

Sketch & Poly

Instead of creating simple white hills, EA's artists went hog wild with the construction of each track. You'll definitely hit patches of white powder, but don't be surprised if you run across some with a colorful logo or design as well. SSX's environments are huge, and never once do you see pop-up or seam tearing. Occasional slowdown occurs at times, but EA assures us this will be ironed out prior to the game's launch. For those of you who like to bust a groove while boarding, original tracks have been recorded by Mix Master Mike, Rahzel, and many more.

Over The Top

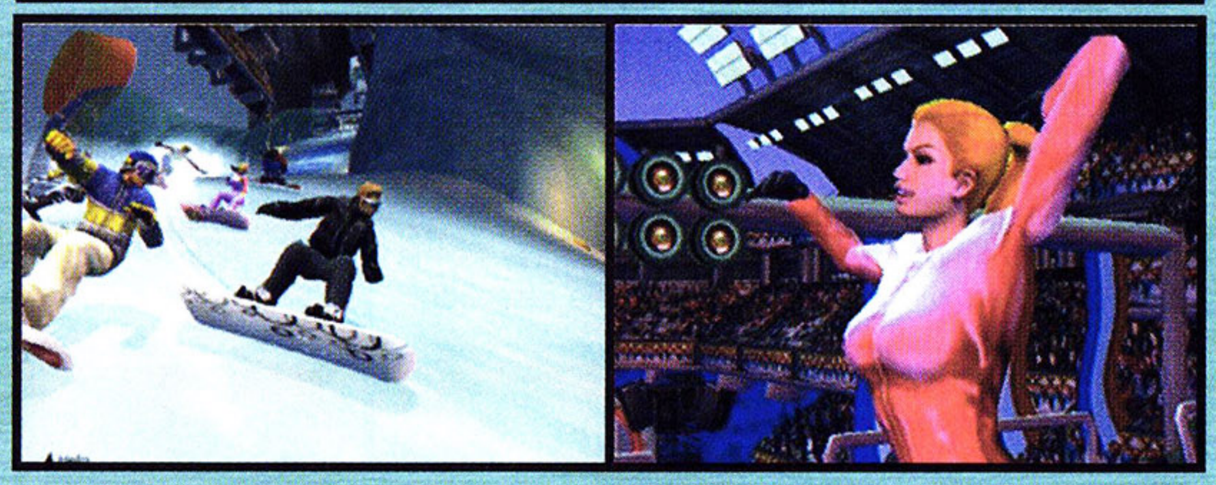


By exaggerating the sport and taking it to new extremes, the action in SSX can best be described as mind-blowing. With 100-foot free falls, corkscrew ramps, glass barricades, opening and closing doors, and unruly competitors, a simple downhill race quickly transforms into an adrenaline-filled bone-shattering X-sport extravaganza. All eight of the courses are developed so the boarder can freely go where he or she pleases, often creating new shortcuts, or getting lost in the woods. Every inch of these hills can be thrashed, and yes, this even includes the grandstands filled with spectators. Both Racing and Trick modes are available, and since it is an EA game, a complex World Circuit (season) is also included.

Adreneline Boost

Along with the unrealistic course designs, somewhat floaty physics, and aggressive opponents, SSX takes hot-dogging to the next level as well. All your favorite grabs and spins can be unleashed if enough air is achieved. If you find a flat surface, grind the heck out of it. If you're truly talented, you'll learn how to do combo tricks. For each trick that successfully lands, the boarder receives a boost of adrenaline. By hitting the ■ button, this adrenaline is channeled into a turbo burst that launches the player down the hill at amazing speeds.

Carving Cadets



While not going the extra mile to sign professional Boardercross riders, EA has created eight interesting characters for the game. Each boarder has unique statistics, exclusive boards, and charming personalities. With the power of PS2, these boarders have animated faces, which include moving eyes, eyebrows, cheekbones, mouths, and even flowing hair.

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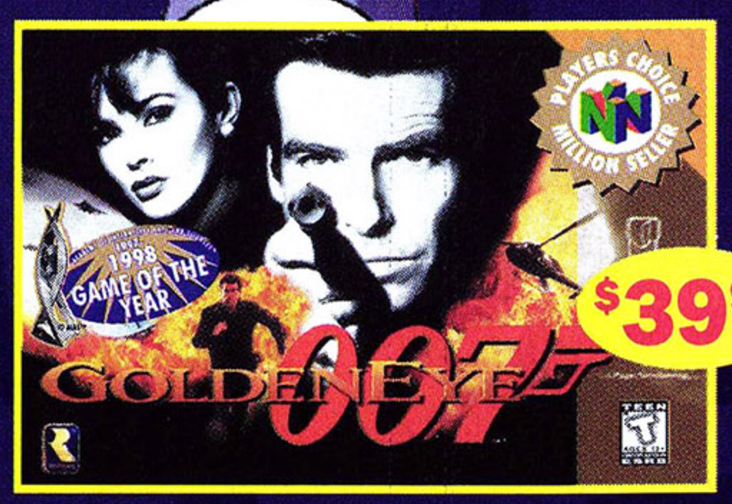

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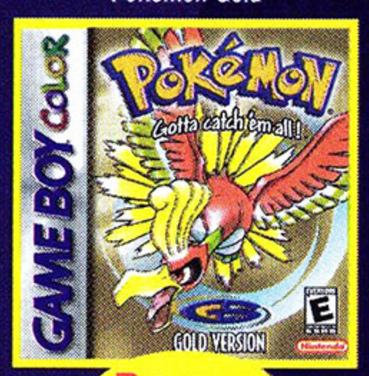
Pokémon Gold



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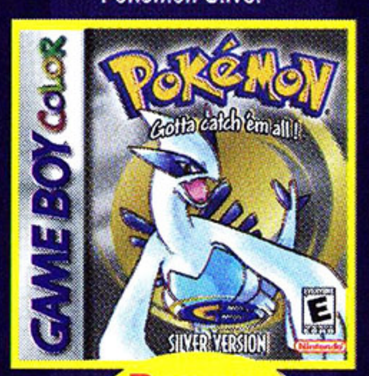

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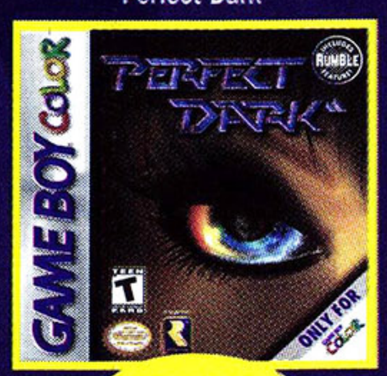

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Strafe 'n Shoot: Peakaboo!

Unlike their X-compatriots, X-Squad doesn't fight off mutants, alien invaders, or the paranormal, but in a stunning twist they actually combat terrorists. It is the year 2037 and the government has lost contact with a secret military installation. The task set before the fearsome foursome is to clear out the base of all hostiles and rescue any hostages.

While the look of the graphics and overall movement is more akin to a game like Fighting Force, this game is actually highly reminiscent of Winback. Ash, the main character, is under your control. To keep him alive, you will have to work hard to attack enemies from positions of cover or simply take them down before they have the chance to react, resulting in Winback's peakaboo-style combat.

THE ACTION

You will want to avoid exposed positions like this one.

Enemies are surprisingly on par with you in this game. Taking a hit to the chest usually results in death, and the enemy AI has hair-trigger reflexes making your standard hit points an unreliable measure for how many more hits you can take. If they know you're coming, they start shooting the second a pixel of your characters comes into their field of vision.

The shield will save your butt on countless occasions.

Fortunately, every member of the squad is equipped with a personal energy shield that can absorb a few (very few) shots before they start taking real damage. You can eventually acquire upgrades for the shield, and refills can be purchased and occasionally picked up from a fallen enemy, but even with the shield you can't afford to get hit as much as you might in a more typical shooter.

It's best to use the buddy system for approaching doors.

Consequently, working with your teammates is a crucial element of the game. They will frequently offer advice and then move into a position to draw fire from you while you take down the baddies or vice versa. Fortunately, they seem to be able to take a lot more damage than you, making it a much better idea to let them take the hits.

ASH

"After this is all over, let's hit the clubs!"

Distinguishing Features:
Spiky Gray Hair
Leather Body Armor

Role:
Guy who gives the orders

Favorite Catch Phrases:
"Let's move out!"
"Let's move on!"
"Let's move!"
"Psi-Factor is a good show."

MAYA

"Yay! I can't wait to shoot someone!"

Distinguishing Features:
Whiny voice
Exposed midriff distracts foes from shooting her precious bullet-proof vest

Role:
The annoying punk kid

Favorite Catch Phrases:
"I'm hit!"
"I'm out of ammo!"
"It isn't fair!"
"I wanna go home!"

PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 3 Squad Members That Accompany You Throughout The Game; Issue Basic Commands To Your Teammates; Purchase Additional Gear & New Weapons With Points Acquired From Combat Performance
- **Created by:** EA Japan for EA
- **Available:** October 26th for PlayStation 2

90% Complete

THE TEAM

EA promises that much of the game's AI and the dialogue, mainly the salty-sailor voice of Ash, will be changed before the game comes out, but the characters are too entertaining not to poke some fun at. Fortunately, we actually enjoy the so-bad-it's-good speech patterns of the characters.

MELINDA

"It's hard to be stealthy when you're wearing regular pants."

Distinguishing Features:
Husky-voiced blonde
Skintight suit actually reveals butt crack

Role:
The silent butt-deadly assassin

Favorite Catch Phrases:
"Cover me!"
"I'm going in!"
"All clear."
"I can't do that. It involves squatting."

JUDO

"Locked and loaded."

Distinguishing Features:
Stacked
Shades

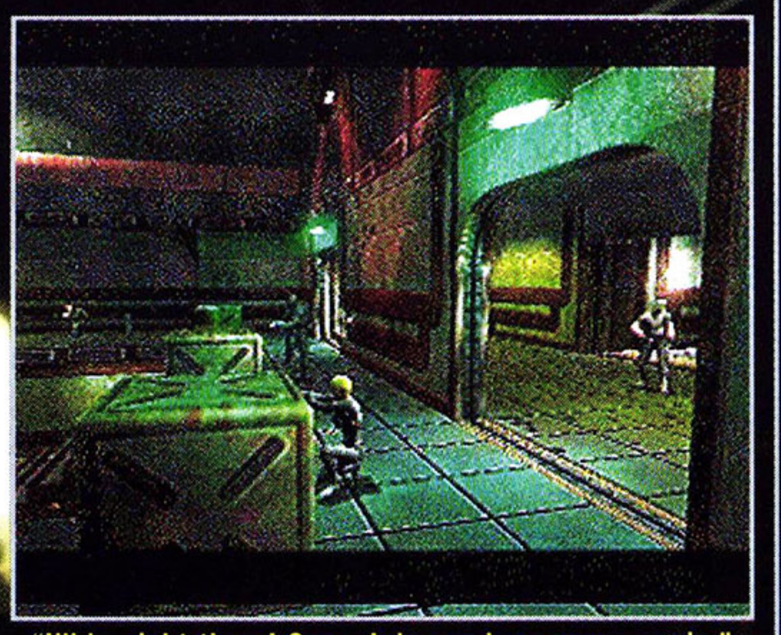
Role:
The guy you wish was the central character of the game

Favorite Catch Phrases:
"I'm all ovah da situation."
"I'm on it!"
"Take that!"
"Psi-Factor's for pansies."

TACTICS

"Don't sit there, you fools! Get me to a hospital!"

The commands you can issue to your crew are pretty basic. First you set the basic combat stance for Assault or Stealth. Assault is the basic "kill anything that moves" mode while Stealth will cause your squad to try to avoid attention.



"I'll be right there! Oops, I dropped my ammo again."

The second set of commands relate to how you want them to move. Most of the time, Follow is the best option; but you can also have them explore freely with Recon, or hold a position with Stay.

PRE-RELEASE PROGNOSIS

The bosses in this game are an intense challenge.

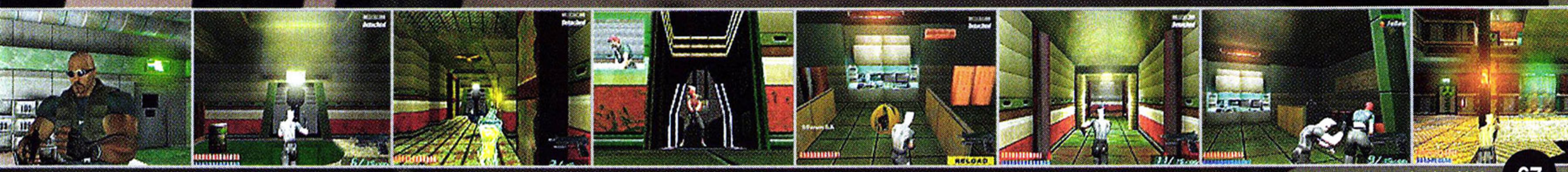
X-Squad has great potential for becoming one of the PS2's more popular launch titles. Giving orders to your squad is simple enough for anyone to figure out relatively quickly, and the selection of special items and weapons offer instant gratification when you can afford them. If EA delivers on their promise to tweak the AI a bit and they don't change the cornball characters from silly to dull, they could have a solid shooter release for the U.S. launch of the PlayStation 2.

THE TOYS

The flame thrower is deadly, but only at close range.

Between each chapter of the game, you get the opportunity to upgrade your characters' gear. Everything from ammo and new weapons to improved personal shield defense and motion scanners are available for purchase. The number of points you get is determined by how much of the level you cleared and your general performance. Items can also be found on the levels.

The guns we've seen so far are pretty standard military issue, but given the futuristic time period and the fact that you're exploring a top-secret military base, you can expect to see some higher-tech weaponry as you move further into the game. So far we've encountered a silenced pistol, machine gun, shotgun, missile launcher, grenade launcher, and flame thrower. The personal defense shield and motion detector are the only two high-tech items we've found.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** New Characters Including Shaq & Michael; Alternate Costumes; 3 Levels of Rumble Power; Improved AI; New Training Modes; Cutscenes & Backstory; New Combos & Taunts
- **Created by:** Midway
- **Available:** Fall for PlayStation 2

60% Complete

Midway made quite a splash during the launch of the Dreamcast with the original Ready 2 Rumble. Now it is bringing the sequel to the PlayStation 2 in hopes of establishing the franchise on Sony's upstart console. While almost all the characters and all the gameplay features will be identical to those found on the DC, the PlayStation 2 version raises the graphical bar even higher, adding loads of subtle details and animations.

New Modes

The Championship mode has undergone some extensive changes. For one, your fighting schedule is now based around a calendar of matches, as opposed to being based solely on your prize winnings. As you progress through the Championship mode, you are also able to win new gym equipment for Training. Training will be much more in-depth than in the previous game, with such new events as jumping rope and stair climbing.

The most impressive aspect of the revamped Championship mode is the addition of a WWF-style backstory, complete with backstage shenanigans and bitter feuds between the boxers. This hasn't been fully implemented in the current build, but we can say that the arenas in R2R: Round 2 are fully modeled, leaving the possibility open for outside-the-ring action.

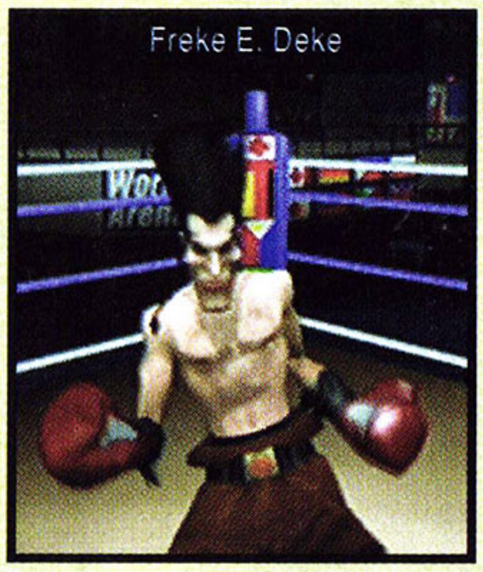
Another new mode is Team Battle, in which you choose up to eight team members, and do battle with an opposing gang. This mode should be similar to Team Battle modes found in more traditional fighting games like Dead or Alive 2.

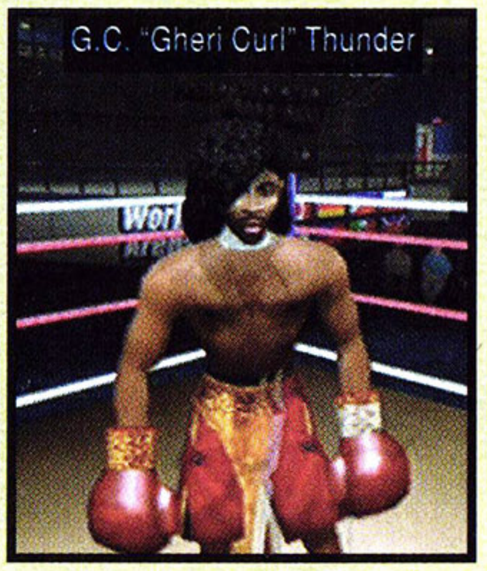
Beautiful Brutality

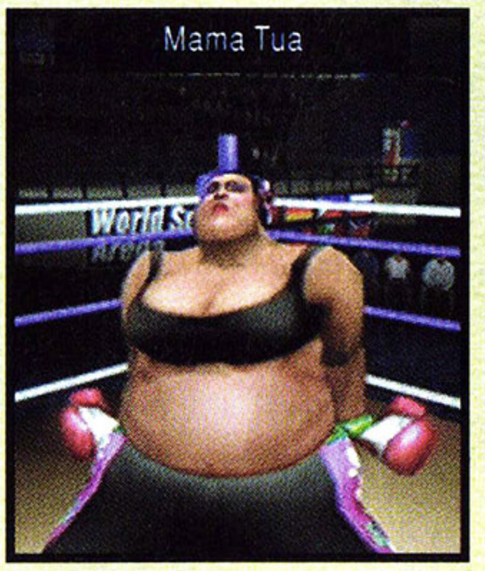
The PlayStation 2 version of R2R: Round 2 should easily be the best-looking game in the series. Midway has worked hard to improve subtle character animations, resulting in tons of new moves and taunts. Also, the characters' clothing will realistically flow with the movements of the boxer. The female boxers sport a more pronounced...ahem...bounce, another improvement apparently inspired by Dead or Alive. Several new camera angles have been added, bringing the total number available to nine. But it doesn't stop there. In the picture to the right, look at how the referee appears to a punch-drunk boxer. This astonishing effect captures the waviness, trails, and blurred vision that come from one too many licks to the noggin.

Fresh Faces

Much of the appeal of the first game was its outlandish characters. To this end, Midway has added upward of a dozen new boxers to Round 2. Here are a few of the best and brightest new stars of the ring.







500cc's of Crotch Rocket Thunder

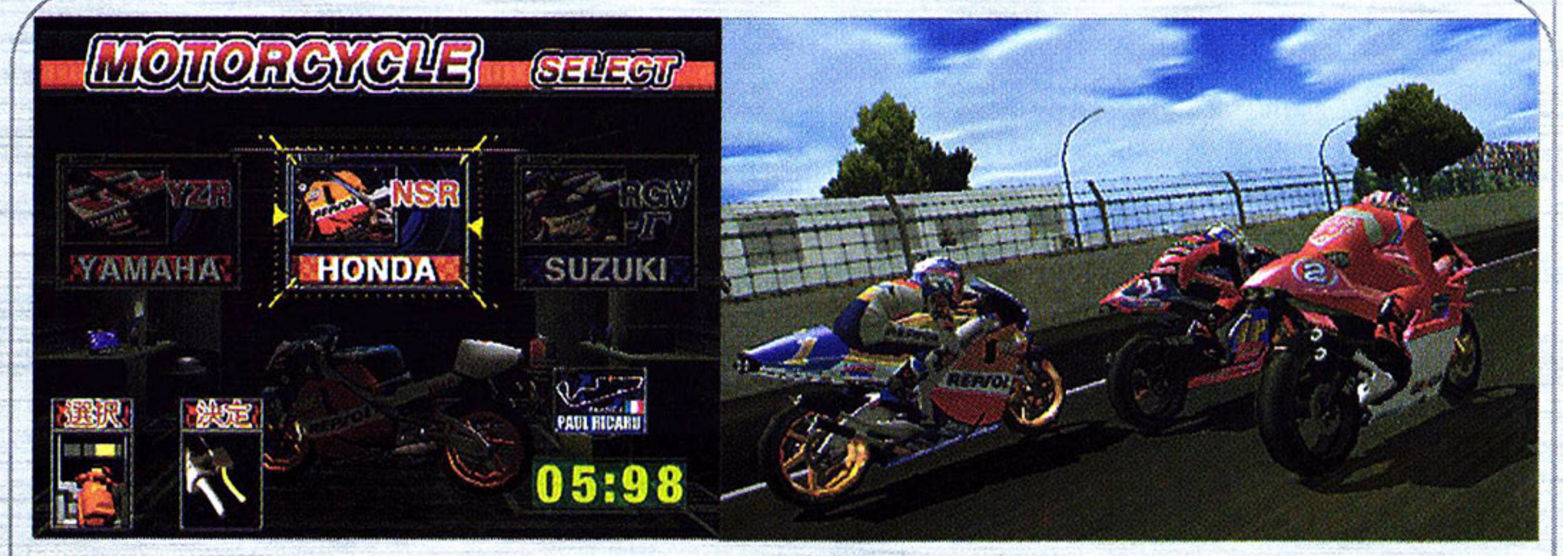
PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 32 Authentic 500cc Bikes; Pro Riders; Real Circuits; 5 Game Modes (Season, Vs, Challenge, Arcade, Time Trial); Photo Galleries
- **Created by:** Namco
- **Available:** October for PlayStation 2

75% Complete

Save every penny, work as much overtime as you can, and while you're at it, take out a loan. On October 26, checking accounts will run dry, pockets will be emptied, and piggy banks will be smashed as hungry gamers take their first bite out of the tasty PlayStation 2 launch. With each passing day, it seems a new piece of software is added to the launch list. The busy bees at Namco are working day and night to ready MotoGP for the PS2 debut. An officially licensed product from Dorna Promocin del Deporte, S.L., the muscle behind the FIM Road Racing World Championship Grand Prix, MotoGP will be the first motorcycle title for Sony's high-end console. If not available at launch, Namco says look for it shortly thereafter.

Product Power

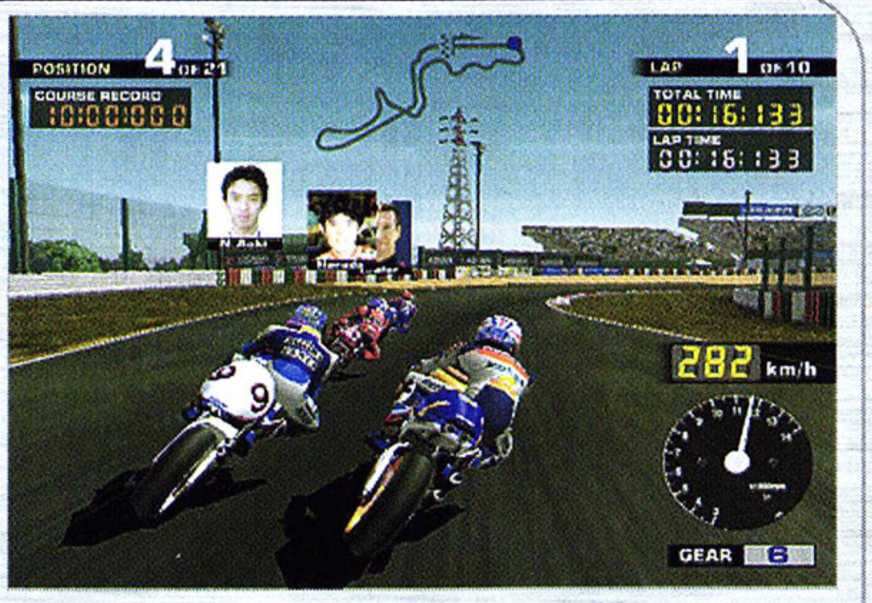


With 500cc's of excitement pushing this product forward at breakneck speeds, Namco has dropped a load of cash to ensure that this is THE ultimate moto sim for the PS2. Along with 32 authentic bikes that are fully customizable, familiar riders and famous circuits like Suzuka, Jerez, and Donington have been flawlessly recreated in the pixel world.

Road Rules

Like most circuit racing games, the goal of this game is to stay between the lines and finish the race first. With 500cc's of horsepower behind each turn, this feat is tricky. Through a massive Season mode and an innovative Challenge mode, MotoGP offers plenty of bang for its buck. Several secrets ranging from new tracks to additional photos can be unlocked through the plethora of challenges. As you'd expect from a Namco racer, this game has a heavy arcade feel and some of the best bike physics around. Just look how close these guys are leaning to the ground. Insane!

Speed Geeks



These guys love to straddle their crotch rockets, and we guarantee, if you ever get the chance to feel the vibration between your thighs, you'd want to ride a rocket as well. Giving this high-speed title some star power, Namco has recruited the talents of Kenny Roberts, Mike Doohan, Max Biaggi, and a slew of other familiar rocket jockeys – all sporting their own unique styles and fashions. You also have a chance to get up and personal with these riders within the Photo Gallery, a section loaded with great shots of your favorite hog huggers.

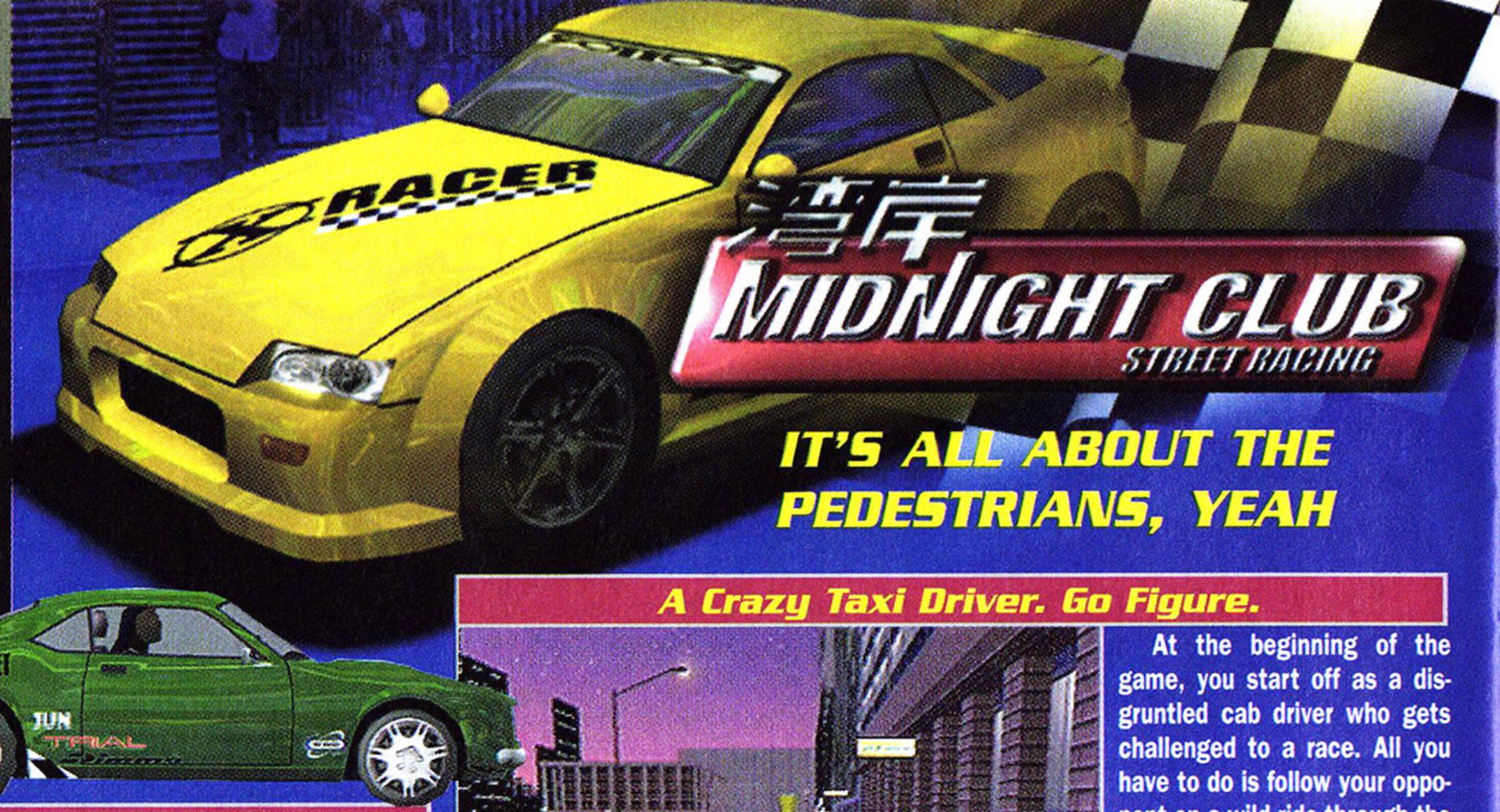
Graphical Prowess

If you're not excited about the leap in technology between PlayStation and PlayStation 2, there's something severely wrong with you. Just look at these shots. With no texture breaks, crisp high-resolution graphics, and minimal pop, MotoGP is one of the PlayStation 2's graphical gods. If you're excited now, wait until you see it in action. Wow!

PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Career, Arcade, & Head-To-Head Multiplayer Modes; Race In Realistically Mapped New York & London Levels; 8 Types of Cars With 3 Variations of Each; Waypoint Races
- **Created by:** Angel Studios for Rockstar Entertainment
- **Available:** November for PlayStation 2

85% Complete



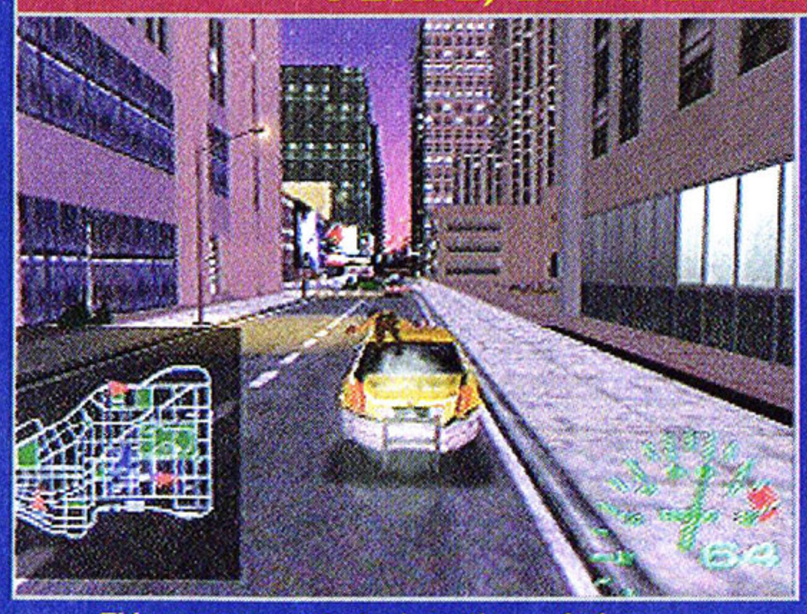
IT'S ALL ABOUT THE PEDESTRIANS, YEAH

A Crazy Taxi Driver. Go Figure.

He was such a quiet cab driver...

At the beginning of the game, you start off as a disgruntled cab driver who gets challenged to a race. All you have to do is follow your opponent on a wild ride through the city until he finally stops and invites you to join the club. By competing in a series of waypoint races that run through the various neighborhoods of London and New York, you will acquire new vehicles and climb to the top of the Midnight Club rankings.

If You Don't Like The Way I Drive, Don't Go Outside



This poor guy got stuck on the roof of our car.

There is little point in a wild ride if you can't break stuff and frighten the locals. Lampposts fall, trash flies everywhere, windows smash, and pedestrians go flying, rolling, and sometimes juggling in front of your car as you race through the streets. No doubt hoping to avoid the attention of video game violence saber rattlers, Angel tweaked reality a bit by allowing pedestrians to survive virtually any ordeal and get right back up and walk away after a few seconds.

The Rides of Your Life

Alvin of the Chipmunks wanted his dad to buy a Lambarrari

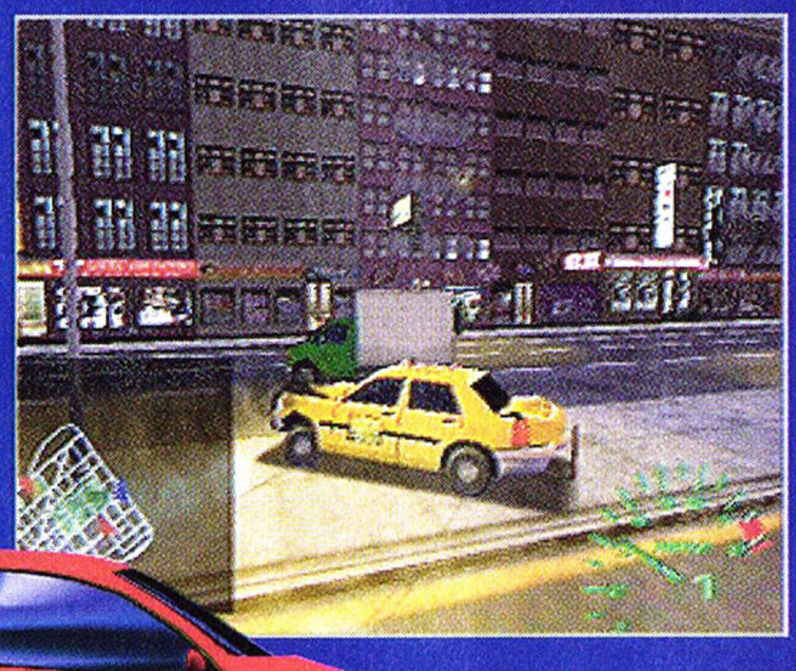
There are eight classes of vehicles in the game, each with three different variations. The cars vary in speed, acceleration, handling, and the amount of abuse they can take. To avoid costly licensing fees and allow for the benefit of visible car damage, Angel Studios has invented its own car hybrids, like a sports car that looks like a cross between a Ferrari and a Lamborghini.

Alternative Racing

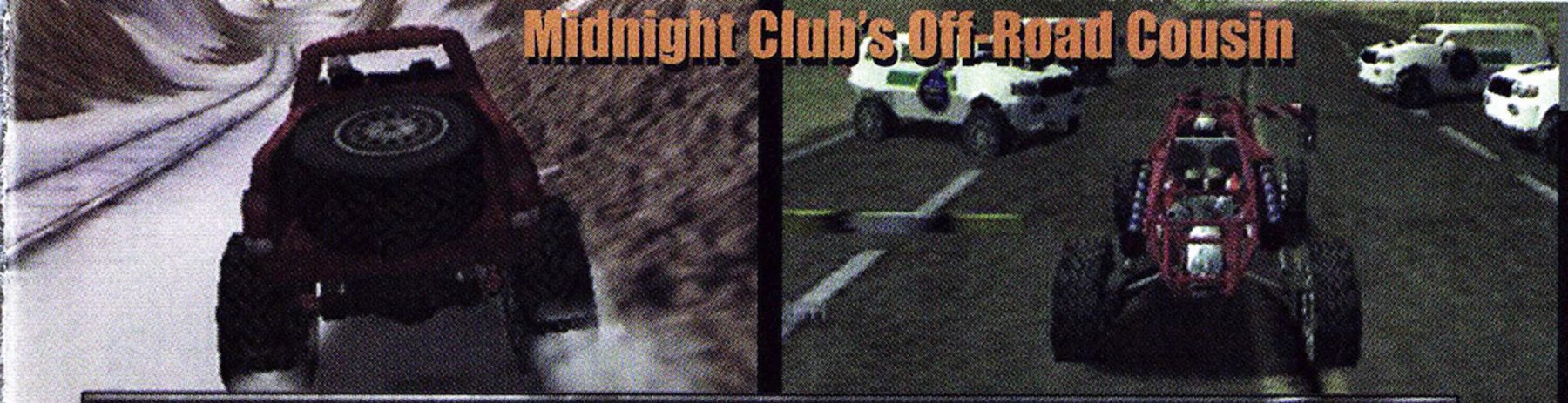
Nothing could illustrate the point of the game better than this picture.

Midnight Club is a racing game based on "actual" illegal clubs of people who race each other with their tricked-out high-performance vehicles on city streets. Basically, it's another alternative racer like Crazy Taxi and Felony 11-79 in which the whole point is to take risky shortcuts through parking garages, flocks of pedestrians, and the interiors of buildings.

MC's Capture the Flag works more like Kill the Carrier



If you take too much damage, the cops will be all over you.



Midnight Club's Off-Road Cousin

SMUGGLER'S RUN

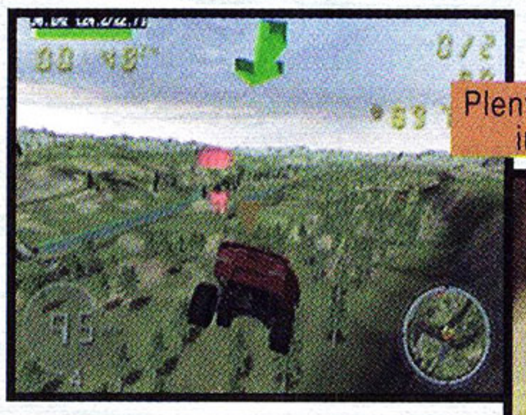
PlayStation 2
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 3 Large Environments; Over 30 Single-Player Missions; Melee, Joyride, & Racing Modes; 6 Different Classes of Vehicles Include Rally Car, SUV, Military Jeep (Hummer), & Dune Buggy
- **Created by:** Angel Studios for Rockstar Games
- **Available:** October 26th for PlayStation 2

80% Complete

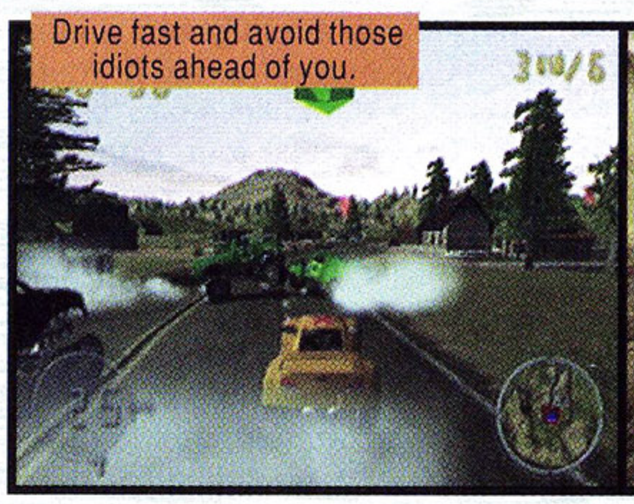
Busting Out of the Off-Road Dung Heap

Developed by the same folks who will be putting out Midnight Club, Smuggler's Run takes the same crazed-maniac approach as that racing game, but shifts gears for one of the smoothest off-road experiences we've seen yet. The last five years have seen so many horrid off-road racing games that we were beginning to doubt that the genre had any merit. Oddly enough, even the worst of these stinkers sold a lot better than it deserved to. Is it the kids who love big trucks, or those Nashville Network fans who just can't enough of racing at 30 miles per hour through hazardous terrain?



Plenty of air to catch in this game.

This SUV has taken a lot of hits.

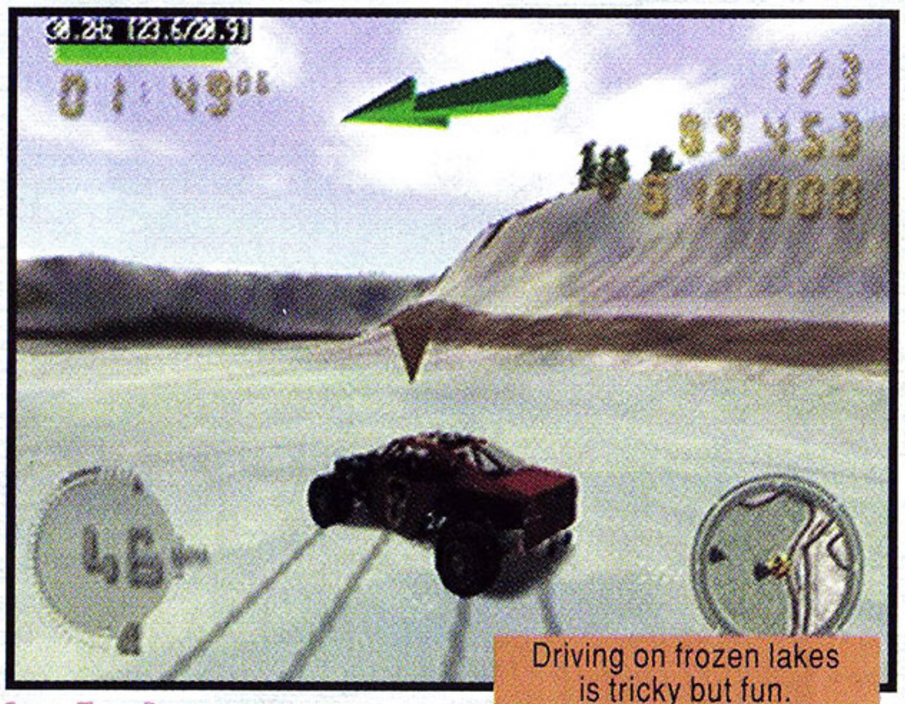


Drive fast and avoid those idiots ahead of you.

Arr Matey! Come back with me loot!

Stompers

The six classes of cars are all different types off-road vehicles. Players will be able to choose from Rally Cars, Dune Buggies, Trucks, Rally Trucks, Military Jeeps, and SUVs doing what they're built for instead of just toting groceries. Each class will have variations on each car type, but this doesn't appear to have been implemented into the game yet. Cars also feature cosmetic damage. While performance doesn't decrease, taking too many hits will stop your vehicle in its tracks.



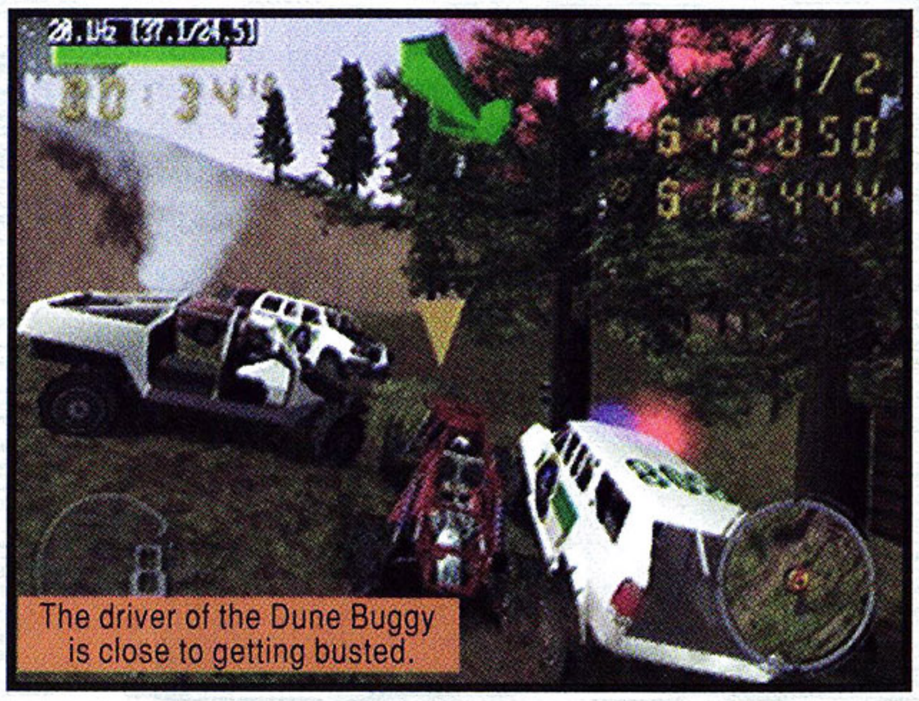
Driving on frozen lakes is tricky but fun.

Massive Environments

Like Midnight Club, Smuggler's Run offers huge environments. Forest and Desert both feature their own unique challenges, while Winter offers an alternate version of Forest in which all rivers and lakes are frozen over and negotiating even the slightest incline can be an unpredictable undertaking.

Filling the Speed Gap

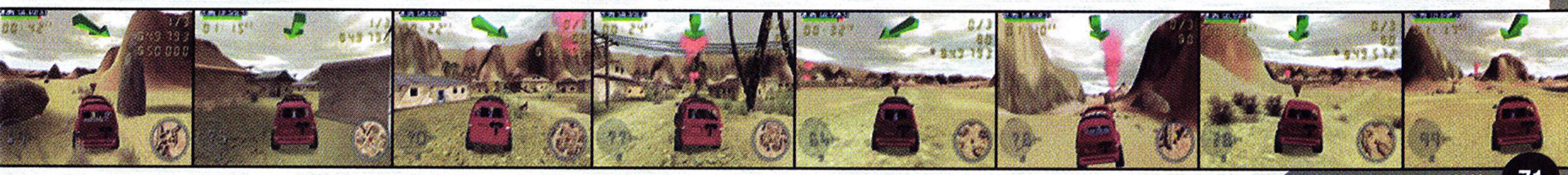
Fortunately, Smuggler's Run offers one thing that other off-roaders typically haven't – serious speed. In this game, players find themselves blasting through woods and rockpile fields, and over jumps at speeds well over a hundred miles an hour. Whether this is realistic or not is completely irrelevant because it's actually fun, as opposed to a slow grandma ride over rocks.



The driver of the Dune Buggy is close to getting busted.

Another Illegal Band of Drivers

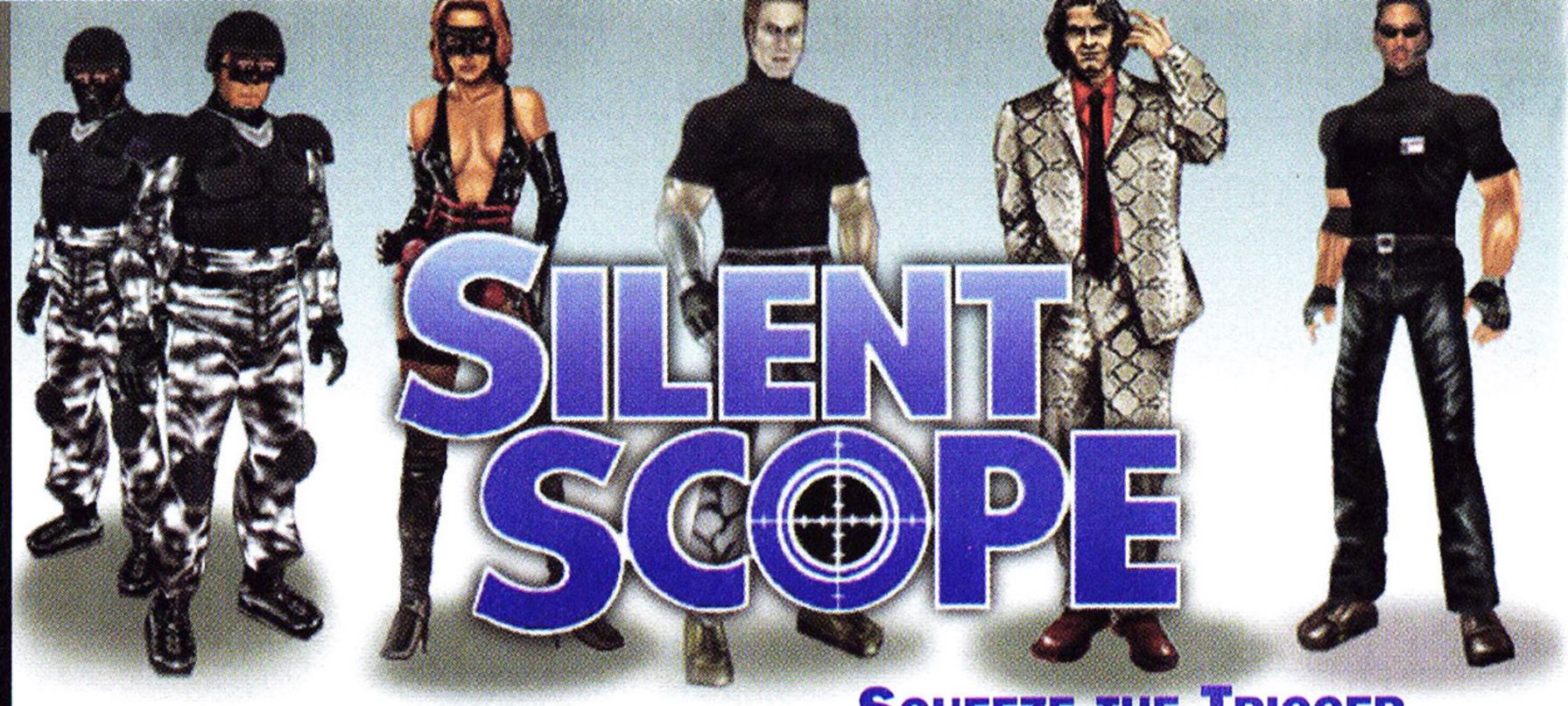
You play a top-notch driver for a smuggling ring that moves everything from drugs and guns to stolen factory parts and nuclear material over the border. The point to the majority of the single-player game is to pick up contraband and move it to a drop-off point. Other missions include racing rival smugglers for the goods and competing in races to prove your worth. Your missions are made more difficult by the efforts of the Border Patrol and other government agencies determined to stop you.



PlayStation 2 Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Story, Arcade, Time Attack, & Target Practice Modes; Arcade-Perfect Graphics; Long & Short-Range Scopes; Snipe From a Helicopter; Will Not Be Light-Gun Compatible
- **Created by:** Konami
- **Available:** October 26 for PlayStation

90% Complete



Squeeze the Trigger

Imagine yourself as a sniper. The cold steel of the rifle caresses your cheek as you fix your sights on the target. You know no fear, your veins are filled with ice. Your helpless quarry staggers into your sights, as you patiently wait for the perfect headshot. One second...just to the right...BLAM! Target eliminated. You are the invisible reaper, bringing death from above.

Yeah right, geek! "Invisible reaper" – whatever! You can't even talk to a girl without stuttering. If you actually saw a gun, you'd end up in a cold sweat with a load in your pants. Now, Mr. Reaper, we think we heard someone calling for a clean-up in aisle four. Hop to it, slapnuts!

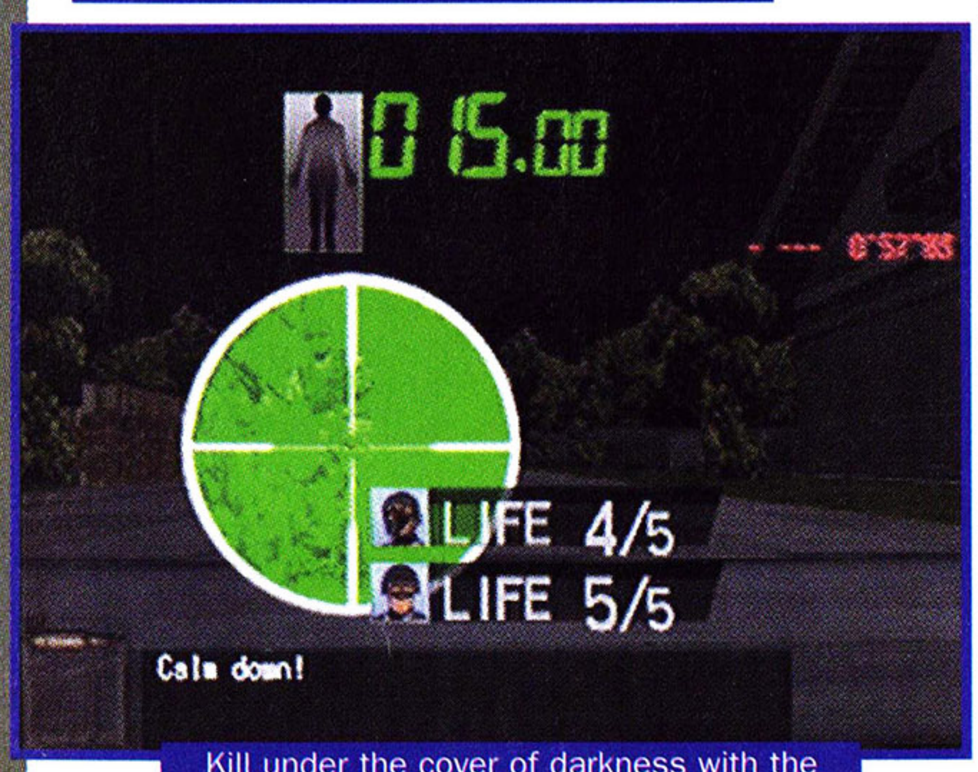
Thankfully, video games allow us to live out our wildest fantasies in the safe confines of our living rooms, without harming a fly. Silent Scope lets the gamer play at being a sniper in a variety of detailed sites ranging from a city skyline to a football stadium. An adaptation of one of the best arcade cabinets released in recent memory, Silent Scope for the PS2 does a fine job of bringing realistic sniping action into your home.

No one can deny that Silent Scope beautifully recreates the look of the arcade version, though some might be disappointed that it will not come packed with a gun peripheral. A large part of the thrill of playing SS in the arcade was the amazing rifle controller, which was equipped with a special long-range scope for exact shooting. To compensate, Konami has implemented an inventive control scheme that utilizes the Dual Shock controller we know and love. You have both a long-range and short-range scope, which you toggle between by pressing and releasing the L1 button. Just move your short-range scope into the vicinity of the target, then adjust for a clean headshot with the zoom scope. The scope is controlled with the left analog stick, with zoom functions on the d-pad. Pop a cap on the sucker by using the R1 button.

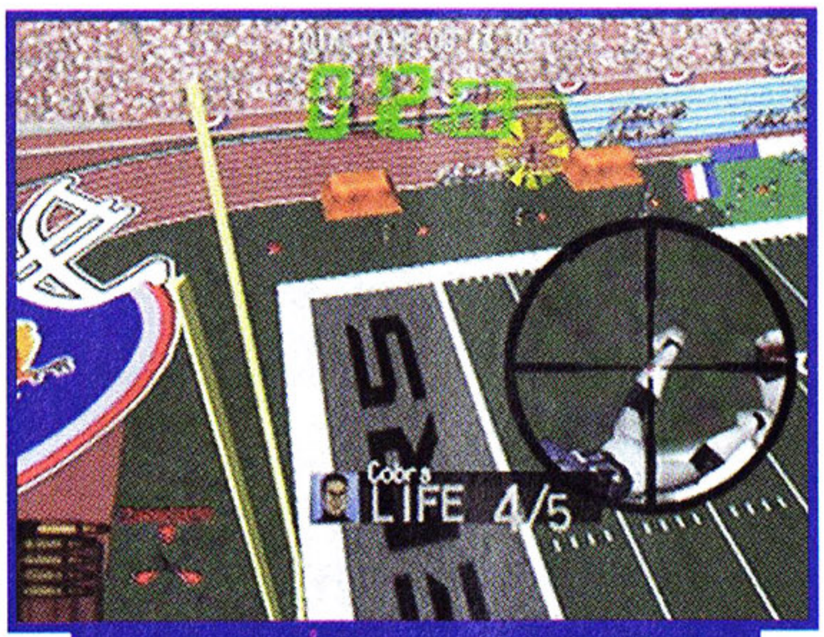
Crammed with amazing levels, and gameplay modes like Time Attack and Target Practice, Silent Scope should have success squarely in its sights for the PlayStation 2 launch. Are you man (or woman) enough to handle it?

Just move in on your prey...

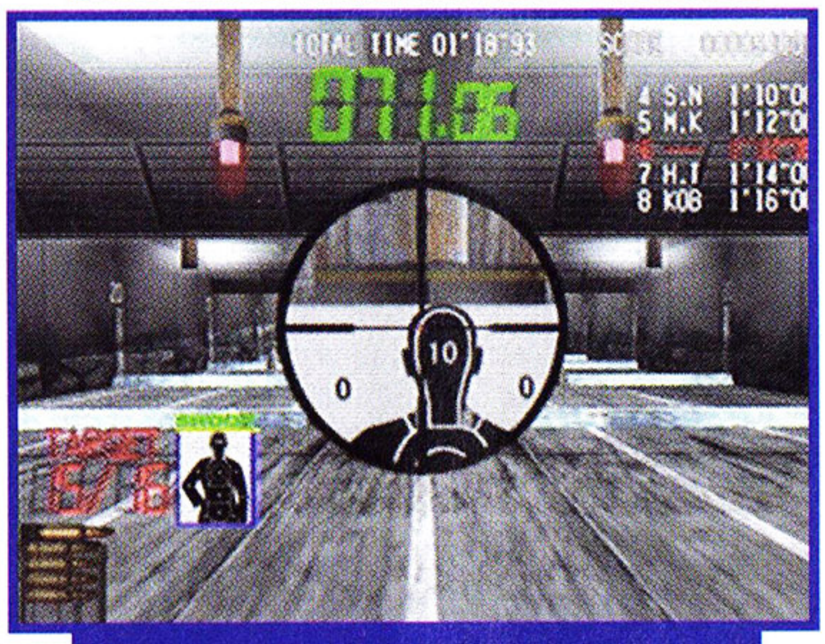
...and take him out.



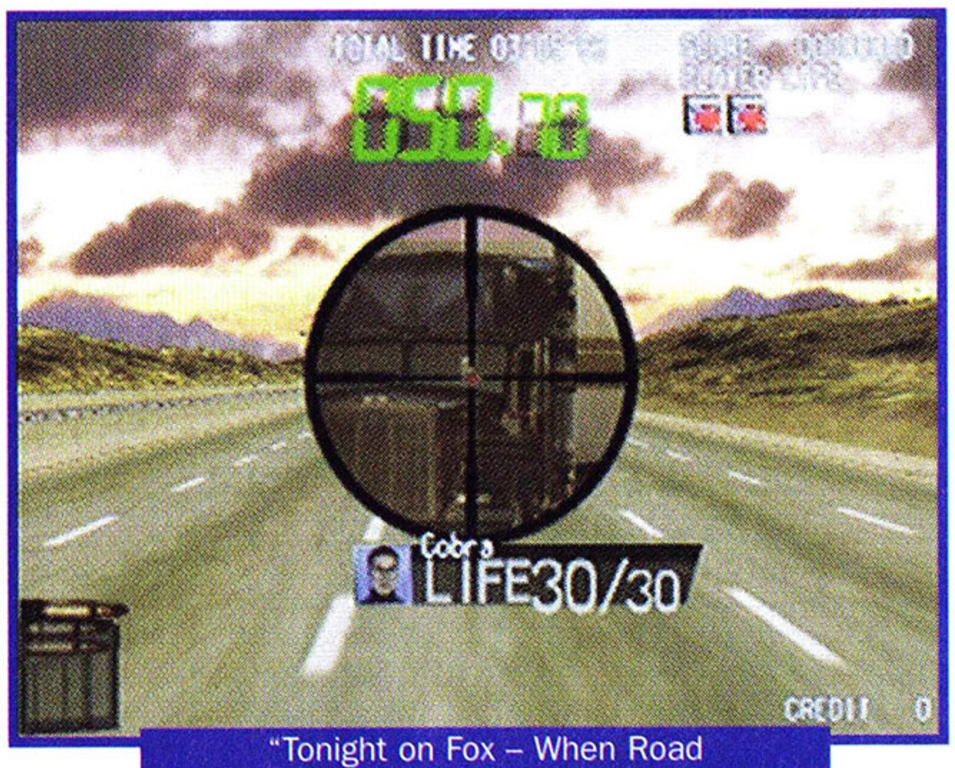
Kill under the cover of darkness with the night-vision scope.



Looks like he'll be out for the season.



Hone your skills in Target Practice mode.



"Tonight on Fox – When Road Rage Turns Deadly!"

PlayStation 2

Preview

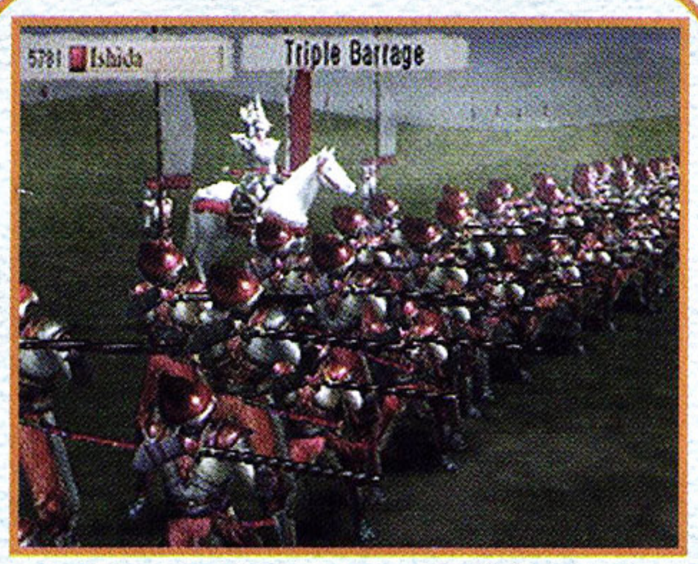
- **Size:** 1 DVD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Real-Time Battles; Historical Figures From Feudal Japan; Control Multiple Armies & Sub-Units; Special Attacks; Extensive Voice-Overs; Zoom & Panning Camera; In-Game Tutorial
- **Created by:** Koei for Electronic Arts
- **Available:** October 26 for PlayStation 2

85% Complete

Feudal Fighting Puts Forth a Formula

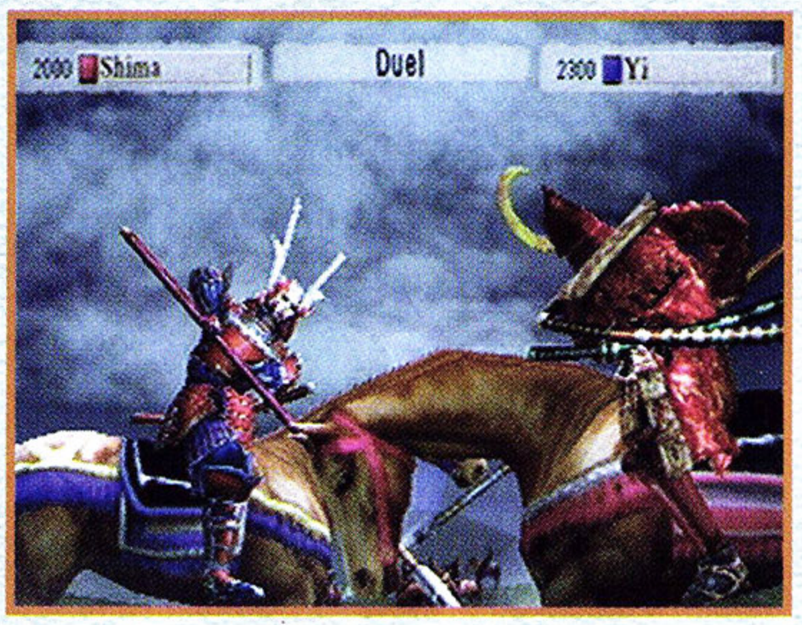
Koei has a long line of strategy games based on the warring factions of ancient Asia – most notably Romance of the Three Kingdoms. Koei is again blazing the strategy trail on consoles with Kessen, which is like Romance in story, but offers all new presentation and gameplay on the PlayStation 2. The game will be published for Koei in the U.S. by Electronic Arts.

Monitoring the Legions



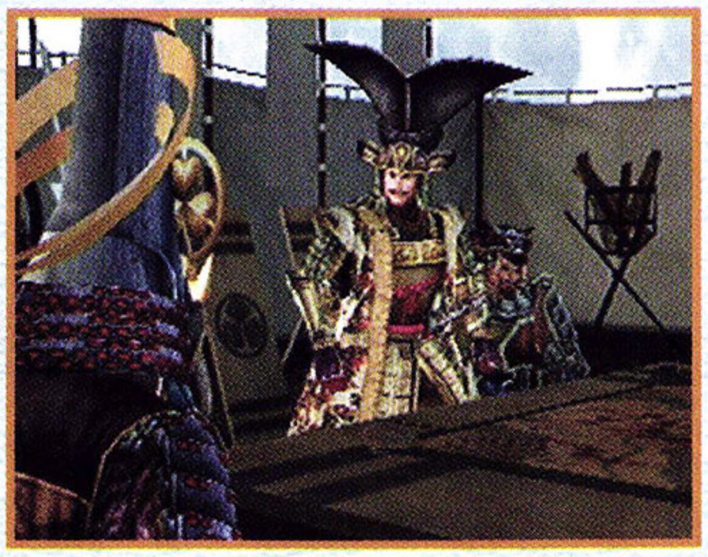
Like many strategy games, a lot of the battles can be entirely computer controlled after you tell it to attack. Kessen can be played by letting the computer go toe-to-toe with the enemy factions with a few simple moves. Yet, the true challenge of the game lies in monitoring multiple armies, as well as the smaller units that make up these armies.

Through a series of messenger reports from your allied generals, you can execute an assortment of special attacks that can devastate your opponent. All the while, you must keep an eye on your armies' morale and conditions.



Swaying the Odds

With numerous warlords vying for a place in the Japanese hierarchy, the player must also consider the politics of war. Warlords carry a bias for either the East or West factions, and it is up to you to sway them away from the opposition. The political arena introduces plenty of depth to the game's story.



The Warring States

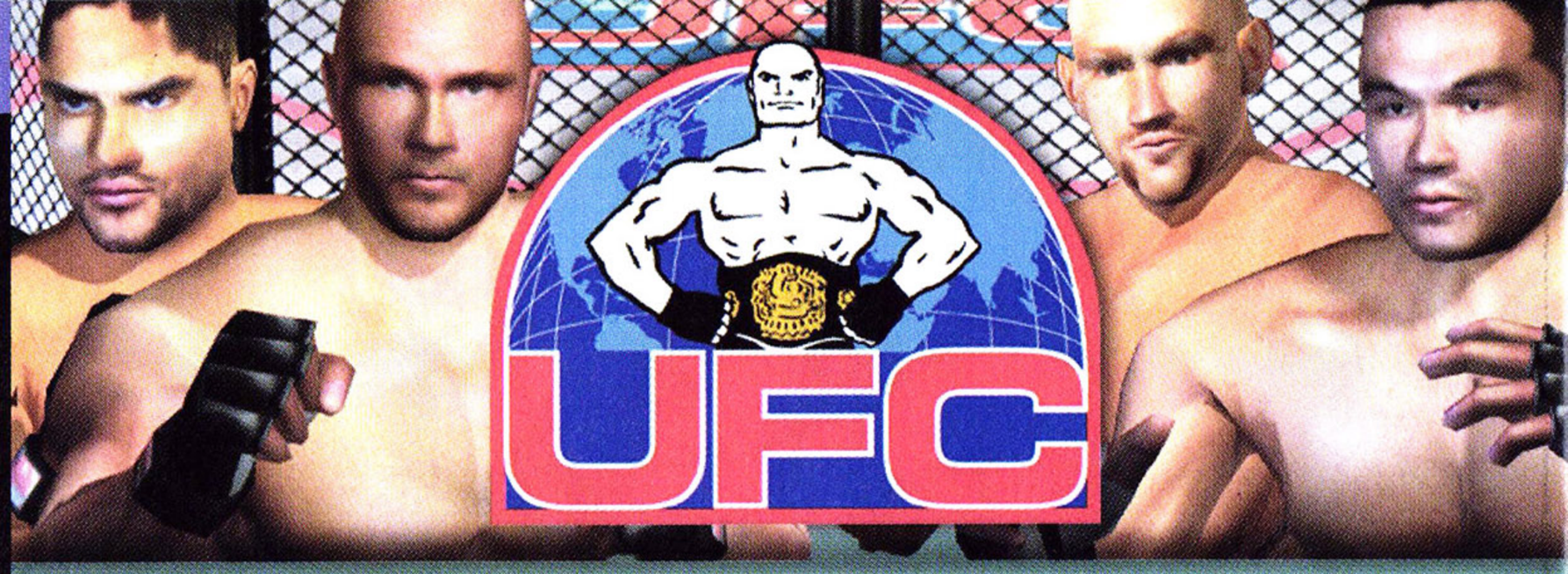
The one hundred years between 1467 and 1567 was known as the Warring States period in Japan. It was a time of turmoil as battles erupted between the country's numerous warlords. The story of Kessen follows the period just after the Warring States period when two powerful warlords – Tokugawa Ieyasu from the East and Ishida Mitsunari from the West – battled for the shogunate.

Dreamcast Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 22 UFC Combatants; 34 Fighting Styles; 3,000 Moves; Tons of Counters & Reversals; UFC, Tournament, Champion Road, Exhibition, & Training Modes; Fighter Create & Train
- **Replay Value:** Moderately High
- **Created by:** Anchor for Crave
- **Available:** August 29 for Dreamcast

Bottom Line: 8.5



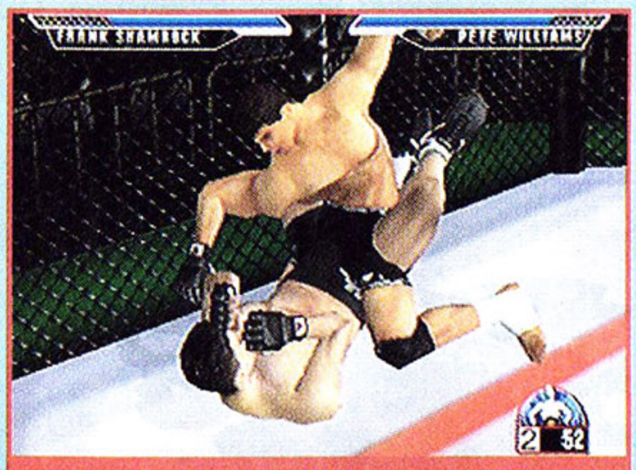
Considering its high level of athleticism, brutality, and bloodletting, it's surprising that Ultimate Fighting Championship isn't more popular. The league has been holding tournaments since 1993, but it hasn't exactly become a household word yet. Crave may be about to open the popularity floodgates, however, with its accurate and highly playable adaptation of UFC to Dreamcast.

Unlike in many fighting games, button mashing in UFC will only take you so far. People who keep swinging wildly will slowly wear themselves down, making themselves open to the old rope-a-dope. If skilled players get tired of blocking an amateur, though, they can also perform a takedown and pummel their opponents from above or put them in a submission move. Counters in UFC are performed by tapping two buttons at the same time your adversary throws a punch or kick at you. If a person becomes too predictable, he or she will soon be taking a nap.

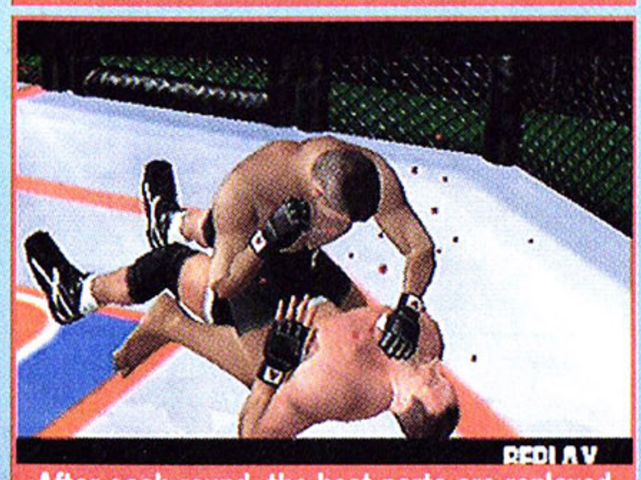
Not only is the gameplay of UFC solid, every small detail has been addressed to make the combatants as true to life as possible. The fighters of the league look incredibly lifelike, with real-time shadows, individually articulated fingers, and animated facial expressions. But if none of them appeal to you, you're welcome to create your own and train him to become a champion. By participating in sparring matches, you will earn points that can be spent on new moves or better statistics.

The UFC may not have the instant name recognition enjoyed by many of the wrestling and fighting titles out there, but it doesn't take a person much playtime to realize that this is something as good, if not better, than other similar options on Dreamcast. One certainly doesn't have to know a lot about the UFC to enjoy its video game counterpart.

There's a wide variety of ways to take your opponent to the mat.



Not a good situation to be in.



After each round, the best parts are replayed from various angles.

Create your own octagon warrior.

If nothing fancy works, try cold cocking 'em.

Prediction? Pain!

ANDY
THE GAME HOMBRE

Concept 9.5
Graphics 9
Sound 8
Playability 8.75
Entertainment 9
8.75 OVERALL

"You're gonna find this hard to believe, but UFC is actually a pretty original fighting game. Sure the basics of the game are very Tekken-like with its one-two punch combos, but the addition of the grappling on the mat takes this game to a whole new level. As in the real UFC, matches can sometimes be over in an instant and other times two guys can lock up in a test of wills that takes them deep into the later rounds. Either way, UFC is a chess match that requires you to master counters as well as devastating combos. **UFC delivers the total package with outstanding graphics and excellent animation** that really makes the pain onscreen look real. UFC is not for the faint of heart nor for anyone who isn't a fighting game fan (as there is a lot of challenge here), but if you love to put in some time with the fisticuffs, UFC is easily one of the best fighters that has come out this year."

JAY
THE GONZO GAMER

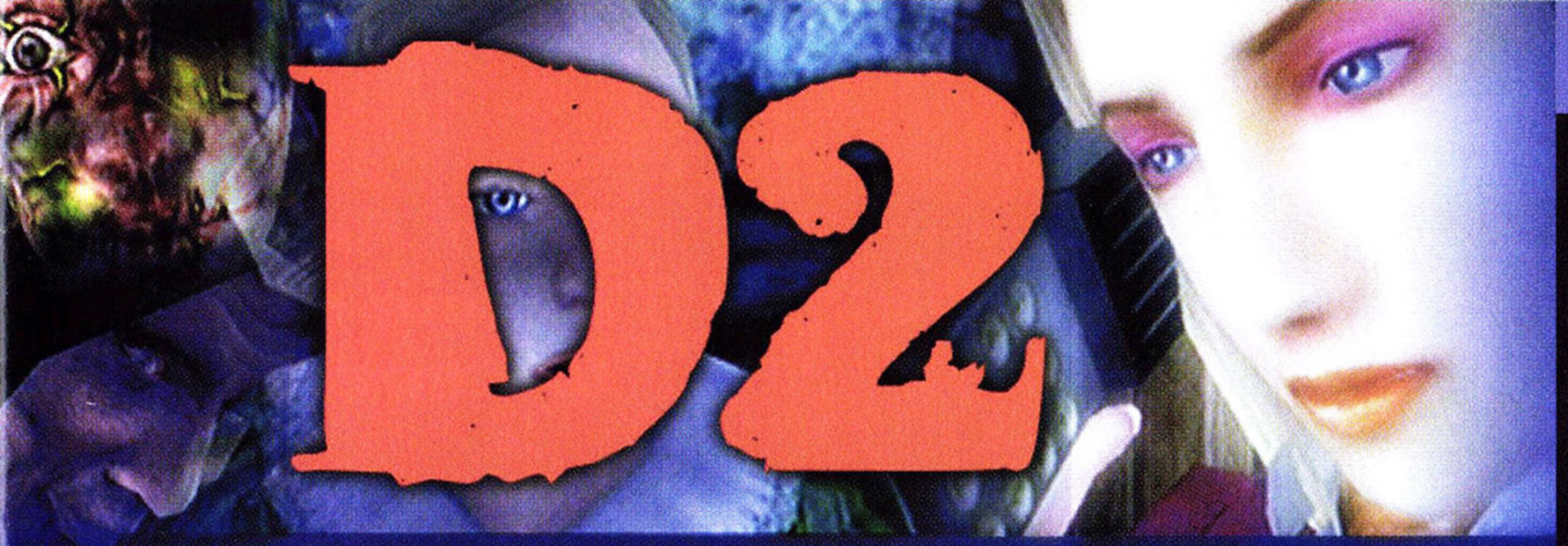
Concept 9
Graphics 9.25
Sound 8
Playability 9.25
Entertainment 8
8.75 OVERALL

"For a first effort toward a relatively unexplored gaming area, UFC is thoroughly impressive. The in-ring graphics are as fluid and flawless as anything I've seen, but where the game truly shines is gameplay. **The countering and reversal system turns fights into complete psychological warfare**, with players trying to predict what their opponents will do next. Many games in the past have advertised different fighting styles, but they've never mattered as much as they do in UFC. Players have to know who to take to the mat, who to keep standing, and who to run down the clock with. There are plenty of games that share characteristics of UFC, but nothing quite like it. Fighting game and wrestling game fans alike should definitely like the taste of this finely produced game."

REINER
THE RAGING GAMER

Concept 8.25
Graphics 9
Sound 8.25
Playability 8
Entertainment 8
8.25 OVERALL

"**Developers creating wrestling games could learn a thing or two from UFC.** I'd love to see an ECW game running on this engine. From the stunning character entrances to the TV-style presentation, Crave has successfully captured the feel of the real deal, all while blowing your socks off with spectacular animation and highly detailed crowds and arenas. As I feared, more development should have gone into the fighting, and not the graphical fluff. The sheer number of grapples and counters is stupefying, and the overall gameplay engine is superb. Unfortunately, in an attempt to make the game as realistic as possible, the matches come and go way too quickly – a matter of seconds even. I like the idea of dropping the competition with one hit. Like most of you though, I'd much rather beat on the opposing face for a good five minutes, then apply a finisher. Other than this, UFC has it all."



Dreamcast Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 4 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Tons of Cutscenes; Extensive Voice-Overs; Bad Lip-Synching; Large Environments; Vehicles To Ride; Exploration, Combat, & Hunting Modes; Photo Album; Fascinating Information Snippets
- **Replay Value:** Low
- **Created by:** WARP for Sega
- **Available:** August 22 for Dreamcast

Bottom Line: 4.75

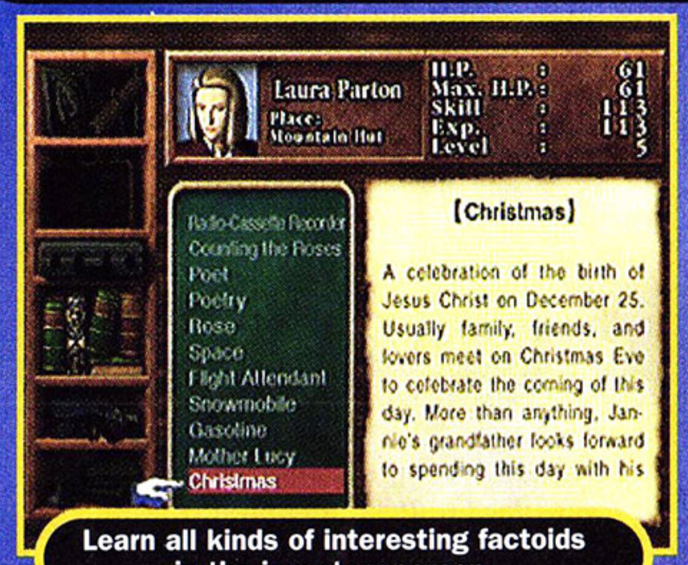
Game or Four-Disc Cutscene? You Decide!

Unlike some of its competitors, Sega never gives up on a character from its past. Already we've seen the adventures of Sonic and Ecco continue on the Dreamcast, and now it's Laura Parton's turn. For those who don't remember, Laura was last seen in D on Saturn, investigating her father's past in an LA hospital. This time around, a passenger plane Laura was on has crashed in Canada, and she finds herself stranded in the tundra.

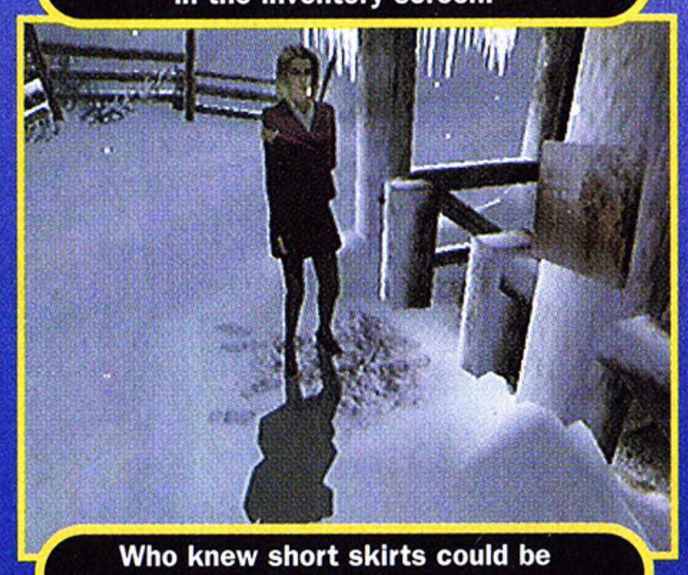
How did Laura survive the crash and manage not to freeze to death in the eight days before she was found? Why are there monsters all about? What do dinosaurs have to do with all this? These are all pieces of D2's four-disc puzzle that players must put together. Throughout this mystery, a plethora of long cutscenes that build up a mood of desolation both reveal and obscure the matters at hand.

It's not all just sitting back and watching in D2, however. Exploration makes up the largest portion of gameplay. Interior investigation is much like a first-person point-and-click adventure, with players moving the camera and hitting the action button when they see something they want to check out. Outside buildings, the camera shifts to third-person, and the controls change to something akin to Resident Evil.

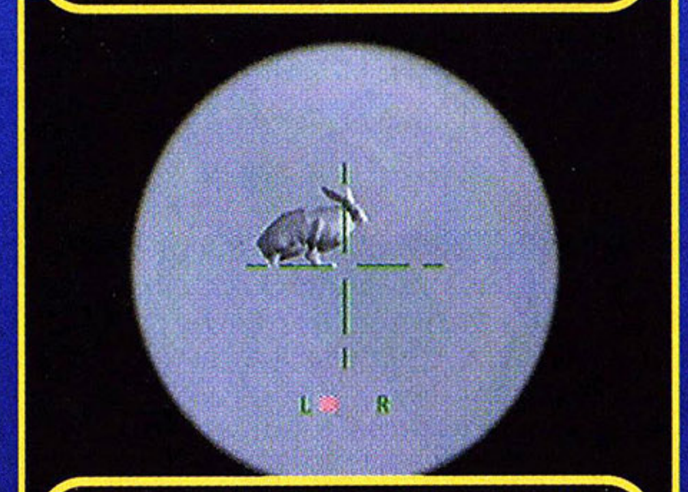
To stay alive, players will have to hunt. Whenever movement is seen in the distance, it's time to pull out your rifle and use the scope to shoot down bunnies and caribou to cook up on the grill. There's no need to worry about confusing a moose with a mutant though, since whenever Laura is attacked, the camera switches to first-person and battles are handled like a shooting game. D2 is certainly a strange mix of gaming elements, but those who love a good mystery will have to see this one through to the end. ■



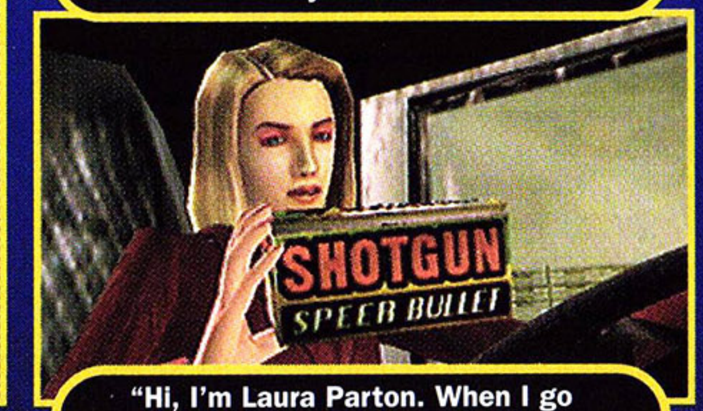
Learn all kinds of interesting factoids in the inventory screen.



Who knew short skirts could be so warm?



If you want to eat, you'll have to kill it yourself.



"Hi, I'm Laura Parton. When I go mutant slaying, I always use Speer Bullet shotgun shells."

Combat is like a stationary first-person shooter.

JAY
THE GONZO GAMER

Concept	6
Graphics	9
Sound	8.5
Playability	2
Entertainment	2

5.5 OVERALL

"**If you told me that this was one of your favorite games, I'd lose all respect for you and consider never speaking to you again.** I could understand someone playing it, even finishing it, but how anyone could actually enjoy it is completely beyond me. D2's graphics are amazing, and the voice-overs very competently performed (although marred by the horribly off-kilter lip movements), but everything else about this game is a travesty. Plus, literally half the game is a cutscene in which you watch people talk. Worst of all, Sega of America took out the sexual tentacle innuendoes from the Japanese version, which was one of the few thing I liked about D2 to begin with. Kenji Eno, D2's creator, should get out of game design and into directing films, because that's obviously what he's best at."

PAUL
THE GAME PROFESSOR

Concept	4
Graphics	5.25
Sound	6
Playability	1
Entertainment	1

3.5 OVERALL

"This is one of the Japanese Dreamcast games that I failed to check out when it released there last year. Now, after playing the U.S. version, I'm very glad this wasn't my second time playing this crud. In a lot of ways you could compare D2 to Code Veronica – except D2 fails to eclipse that game in every category. I know some staunch Sega fanboys will argue that D2 is a different concept and offers a little more intrigue. This might be true, but the presentation and game engine are horrible. The cutscenes are laughable as the models look like robots, and the fighting is a joke in first-person mode. I can't believe that this game can go on and on for four disks. **This game is horrid**, stay away."

REINER
THE RAGING GAMER

Concept	4
Graphics	8.75
Sound	6.75
Playability	3.25
Entertainment	5

5.5 OVERALL

"Where's the popcorn? Offering little in the way of user interactivity, D2 breaks the cinematic boundary, alienates the entire gaming audience, and unfolds as the longest movie since Roots. If you purchase this title with the intention of actually playing it, think again. For every ten seconds of gameplay, you'll be forced to sit through ten minutes of real-time cutscenes. Like many of you, I thoroughly enjoy motion pictures; and in a way, I applaud WARP's efforts to make a video game movie. If the story is so complex that it can only be expressed through this medium, then so be it. Ironically though, this massive tale has no substance to it at all. D2 is a bare-bones Resident Evil with predictable plot twists, cheesy horror, and stale characters. I'd expect Kevin Costner to be tied to the project since **D2 is one of the longest and most unsatisfactory movies you'll ever have the displeasure of playing.**"

Sega GT

Gran Turismic Racing on the Dreamcast

It's hard to blame anyone for following Gran Turismo's lead on a racing game, particularly when it's Sega, the king of arcade racing, who actually does a number of things to improve on the overall concept of trick car racing. Though Sega's 139 vehicles falls short of Gran Turismo's 594, it's certainly enough to keep one occupied for a considerable amount of time, and the ability to construct your own vehicles adds a lot of new possibilities.

The graphics are sharp.

Shortcuts are fine for the beginning player, but you'll need technique soon enough.

Competition gets fierce when you start driving these cars.

Well-Balanced Challenge Factor

The learning curve of this game is both subtle and brutal at the same time, offering plenty of easier club races that can be won with money and shortcuts across medians, while challenging the player with some impressive feats of racing regardless of the class of car you're competing with.

For instance, getting a license for a particular class is pretty easy. All you have to do is complete one of six courses under the designated time limit for each class. The sponsoring manufacturer provides the vehicle and selects the track that you have to beat. However, if you beat the top time on that track, you will get the opportunity to participate in a Works Cup where the manufacturer gives you the opportunity to win a high-performance vehicle by racing a new track with the car you're trying to earn.

After hours of play, we only managed to get into one Works Cup while coming within fractions of a second to getting others. Challenges like these truly push your driving skills to the limit and make for a frustrating yet immensely enjoyable and addictive experience as you strive to make the perfect run.

Day at the Races

In Championship mode alone, there are 21 Club events, eight Official events including series and single-course original car races (for cars you've created), and 24 Works Cup events that can be unlocked from the licensing trials. Other modes include a more arcade-style Single Race mode where you simply pick a car and track from the menus, and a Time Attack mode where you can pick any of the cars you currently own and try to beat the top score challenges. The types of races are generally class specific, limiting by engine size the type of vehicle you can drive, but others have more specific requirements like created cars or naturally aspirated engines only.

ERIK
THE PC JEDI

Concept	9
Graphics	9.25
Sound	8.5
Playability	8.25
Entertainment	9
OVERALL	**8.75**

"Sega GT is obviously a Gran Turismo follower, but who in their right mind would emulate any other racing formula? While it doesn't come close to the overwhelming number of cars, types of races, and enormous information archive of Sony's GT, it's definitely a much more attractive ride on the Dreamcast, and offers plenty of challenge and tweaking opportunities. On top of that, **the Car Creation mode adds a whole new dimension to the game**, forcing the player to continually experiment with different combinations of engine types, placement, drive trains, and bodies to get it right. My only serious gripe about the game was the excessively touchy control of certain vehicles (not just the high-performance cars). It's a must-have for Dreamcast racing fans, but I'll stick with GT2."

PAUL
THE GAME PROFESSOR

Concept	8.5
Graphics	9
Sound	9
Playability	9
Entertainment	9.5
OVERALL	**9**

"Forget about all those other racing games for Dreamcast, Sega GT is where it's at as far as I'm concerned. It's really easy to draw comparisons to Gran Turismo, as there are similar concepts in Sega GT such as the license tests and car tuning. Yet, I like how this game puts a lot more emphasis on tweaking the car's performance. The Drag mode is proof of that since it takes a long while to get the gear ratios just right. Building cars is also great for those gear heads among us. Sega GT starts out a little slow, but once you get a few races under your belt time just slips away. I highly recommend this to any racing fan – **easily the best Dreamcast racer available**."

REINER
THE RAGING GAMER

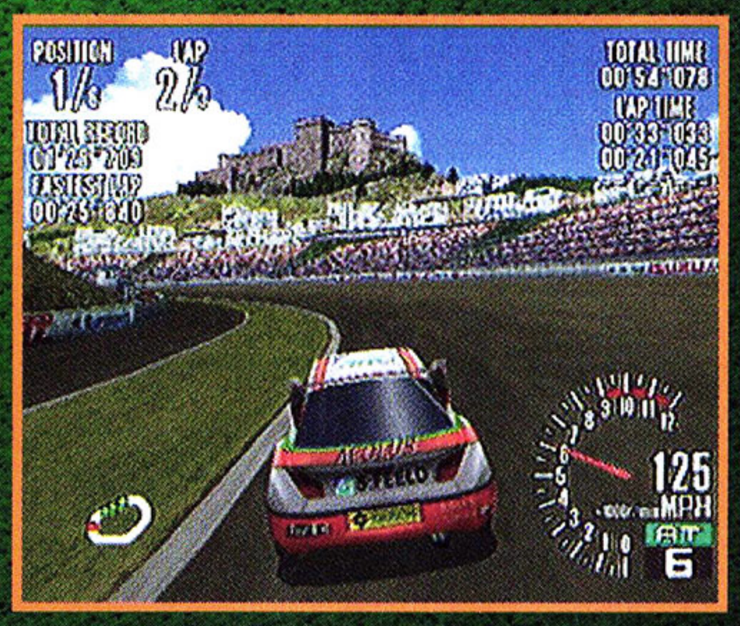
Concept	9.25
Graphics	9
Sound	8.75
Playability	9.25
Entertainment	9
OVERALL	**9**

"Sega GT is Sega's answer to Sony's Gran Turismo. Both games share a similar format, and both try to be as large as they possible can. Gran Turismo has the edge with almost 600 cars compared to the 139 in GT, but when it comes to courses and the overall design of gameplay, I tip my hat to GT. Instead of creating another copycat, Sega took a different approach with the gameplay in this racer. Flashing back to a long coin-op history, the racing in GT is fast and very arcade-like. Even if you're driving a hunk of junk, the game still delivers the sensation that you're cruising at great speeds, thus deleting what could have been a boring start to a very long game. **Sega has also one-upped Sony by incorporating drag racing and the ability to build your very own car from the wheels up.** Altogether, this is a brilliant release on Sega's part. One that will be remembered for years to come."

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 139 Vehicles & Car Creation; Championship, Time Attack, & Single Race Modes; License Trials; 11 Car Manufacturers; VMU Minigame; Upgrades Across 6 Categories; Drag Racing
- **Replay Value:** High
- **Created by:** Sega
- **Available:** Now for Dreamcast

Bottom Line: 9



We put in way too much power when we created this car.

Building Your Own Brand

There are plenty of cars to check out in Sega GT, but when you get sick of driving the name brand vehicles, you can choose to construct your own when you have some serious cash saved up. The details are pretty basic. First you have to select an engine type, aspiration (natural, turbo, or supercharged), engine placement (front, middle, or rear), drive train (front, rear, or 4WD), and the body type for over two million combinations of cars.

The tricky part is knowing just what combination of power, placement, and drive will work with which body types. For us, this was a trial-and-error process. Our first cars could crank out the speed, but the second you tried to turn they were all over the place. After realizing that 500 horses in something that looks like a Cooper Mini just wasn't the best idea, we began to make more reasonable vehicles that could actually outperform some of the top standard models.

The Licenses

Sega GT features vehicles from Audi, Daihatsu, Dodge, Ford, Honda, Mazda, Mitsubishi Motors, Nissan, Subaru, Suzuki, and Toyota. To add some flavor, the game also features racing sponsors McDonald's, Outlaw, Pennzoil, Excite, Snap, Gumout, Virgin Atlantic, Sportal.com, Snap, K&N, Pioneer, Bridgestone, and Hertz.

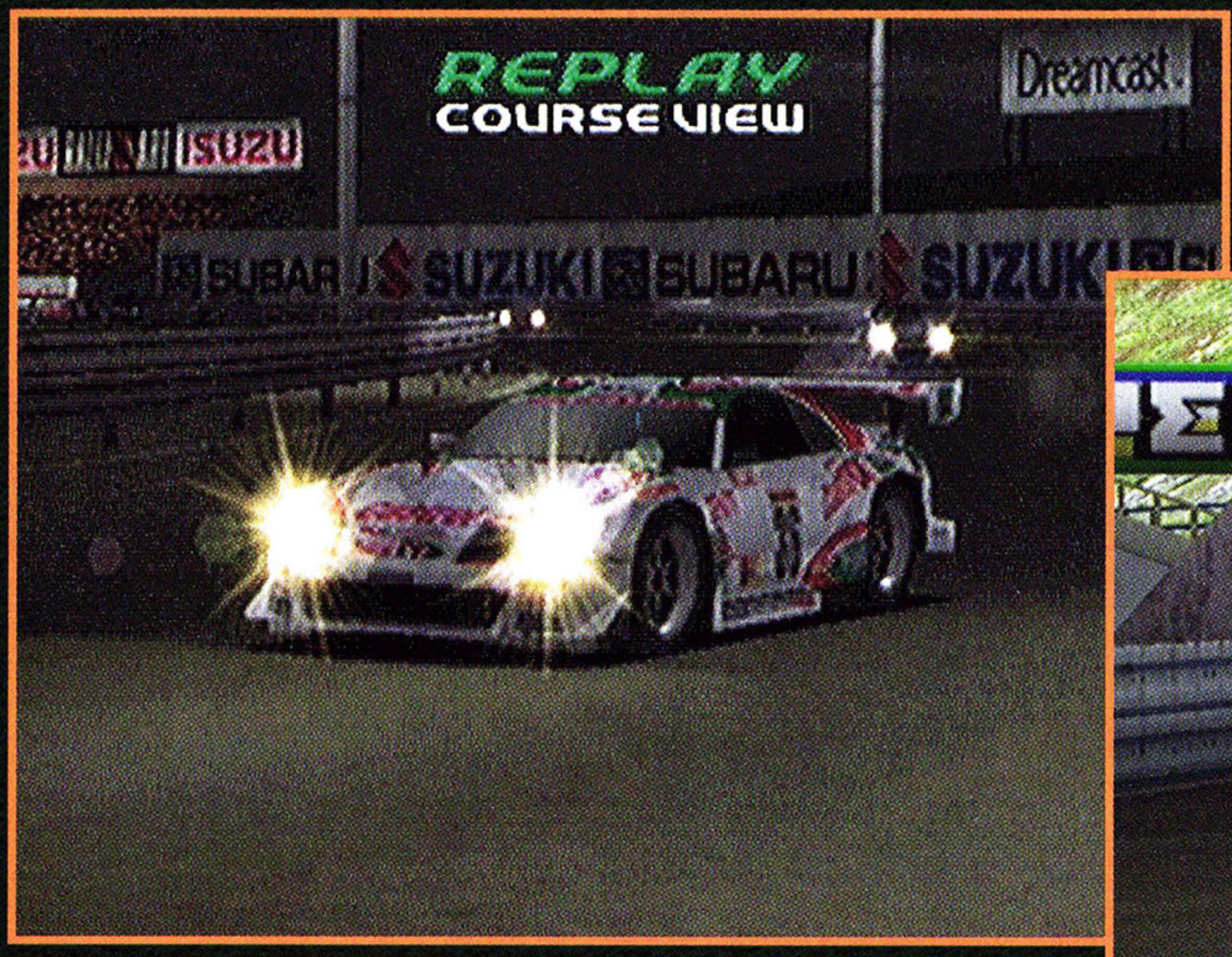
That's a lot of logos.

Inevitable Comparison

Sega GT and Gran Turismo have obvious similarities, but the goal in Sega GT is more to beat the challenges put to you, which makes the upgrading of cars more a means to an end than in Turismo, where it felt more like you were doing your best to win races so you could get money to tweak the car. Both games have an equal dedication to the racing itself, but somehow Gran Turismo made you want the car more than the trophy.

Otherwise, the two offer a similar experience. Both offer more cars to play with than anyone would have thought possible three years ago, and have some seriously challenging racing, with plenty of easier courses for the beginner and plenty of upgrades to keep things interesting. You can compare the two and find one game better than the other, but both follow a winning formula, and that's a good thing for Dreamcast owners.

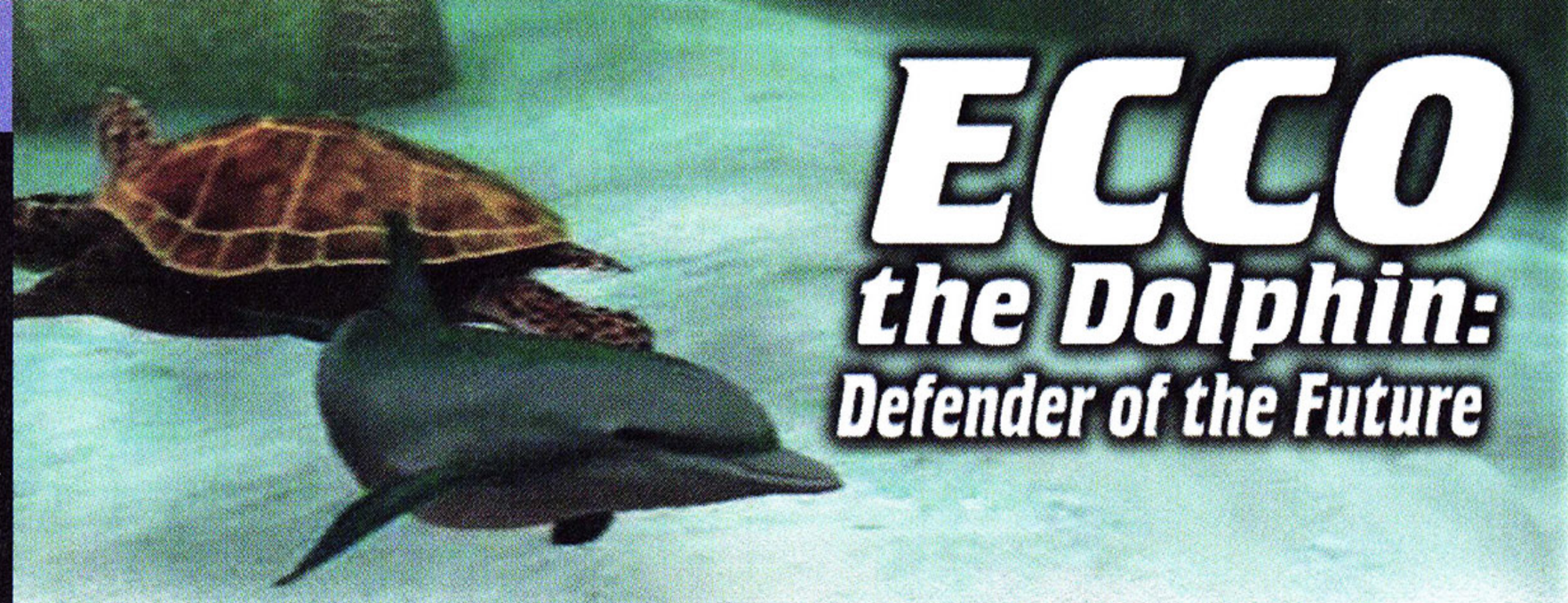
It's not a Civic Type R, but it will do.



EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Over 35 Massive Underwater Environments; Story by Sci-Fi Author David Brin; Puzzle-Heavy Gameplay; Communicate Via Sonar; Goofy Dolphin Tricks; Amazing Great White Death Scenes
- **Replay Value:** Moderately Low
- **Created by:** Appaloosa Interactive for Sega
- **Available:** August 15 for Dreamcast

Bottom Line: 7



ECCO the Dolphin: Defender of the Future

"Eikee sui Ecco!!" (Hello, my name is Ecco!) "Eeieekk seueec! Eie! Eie!" (Welcome to my new adventure!) "Eiiekke hee suuieikk!" (The world is in danger and I really need your help!) "Suieek eeeik skeeek! Ei ei ki queek!" (A new enemy known only as The Foe has enslaved my species and has begun to devour yours!) "Eiik heik Ecco!!!" (Please help Ecco!) *THWAKK!!!* "Shut da 'ell up, ya dumb fish!" "Eiiko shieek Ecco!" (Bad men hurt Ecco!) *THWAKK!!!* "If you don't quit squeakin', I'm gonna cut that pretty fin o' yours clean off!" "Eikk!!! Eikk!! Eikk!!!" (Help! Help! Help!) *THWAKKK!!!* *THWAKKK!!!* *THWAKKK!!!*

This disturbing event was created by the Game Informer staff to give you an idea of the torment the dolphin species goes through in the revolutionary Dreamcast title, Ecco The Dolphin: Defender of the Future. While you won't actually see a drunken sailor beat a dolphin bloody with a wooden plank as we've so horribly etched, you will see many a dolphin perish by the jaws of a great white shark, by the tentacles of an octopus, and even by the slime of a jellyfish. As Ecco, the great dolphin hope, players must quickly learn the ways of the dolphins, then venture forth into the future to combat the devious plans of The Foe.

As in the 16-bit Ecco series, communication is done through sonar, and combat is limited to a swift headbutt. Thrills come from solving dastardly puzzles, swimming, and accomplishing mini-quests that range from saving baby whales to teaming with glow fish to navigate a dark passage. All together there are 35 massive stages to explore, and with each new stage, the learning curve escalates and Ecco's odds diminish. To add a spark of light to a rather dark premise, the player can make Ecco perform silly dolphin tricks like the tail walk and flipper wave.

With a complex plot penned by sci-fi writer David Brin, and graphics so realistic they'll make you seasick, Ecco's latest adventure is easily the most rewarding yet.

Poor Ecco...He's stuck on land again. Smarter than humans? Yeah right!!!

Poor Ecco...He was just eaten by a great white. Chomp! Chomp! Tastes like tuna!

Late in the game, Ecco acquires a new look.

Trapped in the frightening future.

Communicate with marine life to solve puzzles.

Make Your Dreamcast Dolphin Free

ANDY
THE GAME HOMBRE

Concept 5
Graphics 8.5
Sound 8
Playability 6
Entertainment 3

6 OVERALL

"Visually, Ecco is darn impressive. Sure, you can see a lot of shortcuts were made to help the overall look, but it certainly is pleasing to the eye. Likewise, the control is solid and amazingly close to its Genesis roots. So if the Andy that reviewed the original Ecco way back when were here today, he might actually talk about how Defender of the Future is a light, fun, good-hearted adventure; but let me tell you, old Andy is dead, and new Andy says **Ecco bites the big one**. Plain and simple, Ecco does everything right except one thing – entertain me. The story of humans and dolphins conquering the universe is about as interesting as watching paint dry, and exploring the levels is maybe even worse."

PAUL
THE GAME PROFESSOR

Concept 7.5
Graphics 9.25
Sound 8.5
Playability 7.75
Entertainment 8

8.25 OVERALL

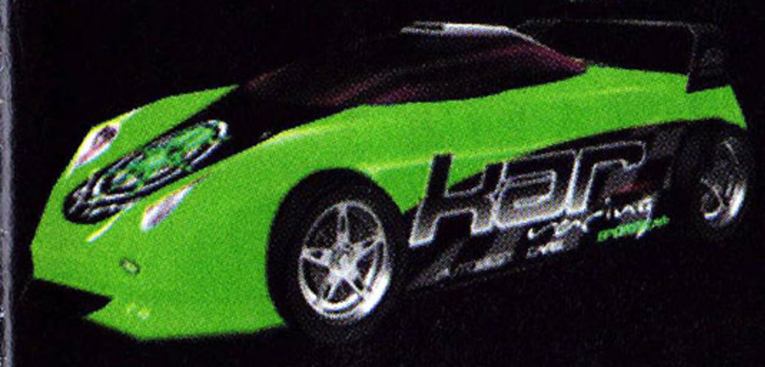
"Ahhh...the return of everyone's favorite video game dolphin, Flipper...er...I mean, Ecco. Yes, the tide has churned through many cycles since his glory days on the Genesis. Just as he was in his 16-bit days, Ecco again looks fantastic. **The underwater world is full of life and everything looks incredibly realistic**. Darting around in the depths, smacking sharks and flipping into the air is pretty fun – for a while. The game allows you to explore and discover a lot on your own, but I felt the game needed to give me a little more direction. I've got nothing against figuring stuff out, but I know there will be plenty of people who will just give up because the game isn't very linear. Ecco is worth a look, but prepare to be puzzled and frustrated."

REINER
THE RAGING GAMER

Concept 6.5
Graphics 9.25
Sound 7.75
Playability 5
Entertainment 5.5

6.75 OVERALL

"The next time I acquire the taste for tuna, I'm going to make sure that the can doesn't have a Dolphin Safe logo on it. Actually, I hope there's a chunk or two of dolphin in it as retribution for the misery I sustained while playing Sega's latest Dreamcast flop. Inhumane of me? Yeah, big whoop! Give this game a whirl and you'll want to barbecue Flipper too! On the graphical front, Ecco is amazing. The animation is crafted perfectly and the underwater settings are eerily realistic. They almost look too real. Unfortunately, you don't have the luxury of freely exploring these sites. With a stench reminiscent of a beached whale, the gameplay is simply disgusting. Some of the missions are clever, but **the overall experience is as boring as watching a goldfish in a bowl**. You never really do anything noteworthy. Completely destroying expectations, Ecco is not the catch of the day."



San Francisco RUSH 2049™

Mining for Racing Coinage

Dreamcast

Review

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 13 Vehicles; Adjustable Car Attributes; 6 Courses With Tons of Shortcuts; 4 Stunt Courses With Multitudes of Jumps; 4-Player Split-Screen; Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** Midway
- **Available:** September 5 for Dreamcast

Bottom Line **7**

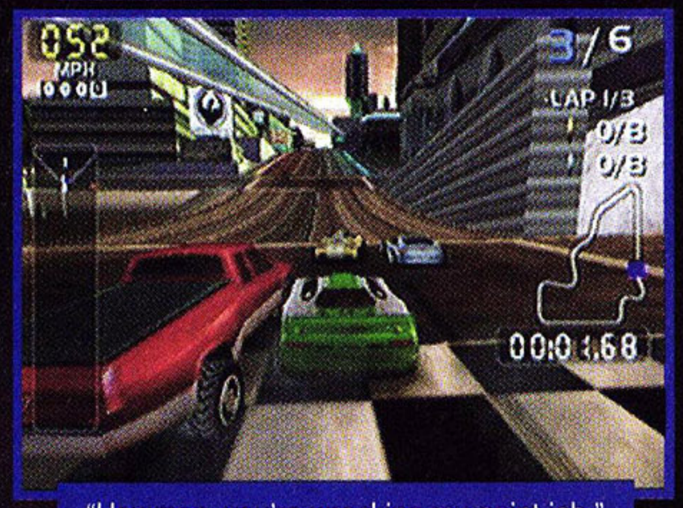
San Francisco Rush has been a cornerstone of Midway's game lineup for many moons. Finding its origins in the arcades, the subsequent home releases on Nintendo 64 were met with only moderate praise. But Midway continues to keep the franchise afloat, and after two renditions on other systems, it is bringing the newest creation, Rush 2049, to the Dreamcast.

As with any racing game, Rush 2049 comes packed with a number of cars and courses to test your racing skills. Set in futuristic San Francisco, racing takes place in such notable areas as the Presidio, Mission, and Haight/Ashbury – complete with giant lava lamps. There are a total of six tracks in all. The tracks, like San Francisco itself, are filled with huge hills and winding roads, but what makes each of them unique is the assortment of shortcuts and alternate routes that can be uncovered. Sometimes finding these routes can be difficult as they are well hidden at the outskirts of the track. Other alternate paths are also uncovered by driving over switches that open hidden doors. These different avenues are not always the quickest path to the finish line, but they often yield hidden coins that you must collect to unearth new goodies.

Each of the six tracks contains eight gold coins and eight silver coins. These coins are placed in precarious positions that sometimes seem impossible to acquire. Yet the rewards come to those who persevere. The coins will unlock new, more powerful vehicles, as well as give you upgrades to existing cars. There are also rumors that these coins will unlock even more tracks. At any rate, the coins will have you exploring every inch of each of the tracks. They will also provide you with some of the craziest sequences of big air you've seen in a racing game.

To be sure, the racing market is crowded on the Dreamcast. Listen to the reviewers to decide if this title is for you.

Airborne! Too bad you can't just fly through the entire course.



"Hey man, you're wrecking my paint job."

Surprisingly, even with jet power this car doesn't go any faster than the others.

A perfect strategy to unlock hidden items is to let one player race, while the other tries to collect coins.

A checkerboard tunnel leads you into the underbelly of San Fran.

ANDY
THE GAME HOMBRE

Concept	5
Graphics	7.75
Sound	7
Playability	7.75
Entertainment	7
OVERALL	**7**

"Fundamentally, I think Rush is a good series. However, since its inception I haven't really seen it go anywhere. Sure Midway introduced those crazy stunt tracks last year, and the new stabilizing wing this year; but overall, this installment is no different than the one before it. In the sports world, incremental improvements and new rosters can keep you coming back for more, but in the overcrowded world of video game racers you really need to be an innovator to stay on top. **Rush 2049 is not innovative.** Rush 2049 is fun, however, so it does manage to squeak by; but I sure would appreciate it if Midway got some new track designers who could put in some shortcuts that actually saved you time, and some computer AI that could react to it."

PAUL
THE GAME PROFESSOR

Concept	5
Graphics	6.75
Sound	6
Playability	8.25
Entertainment	5
OVERALL	**6.25**

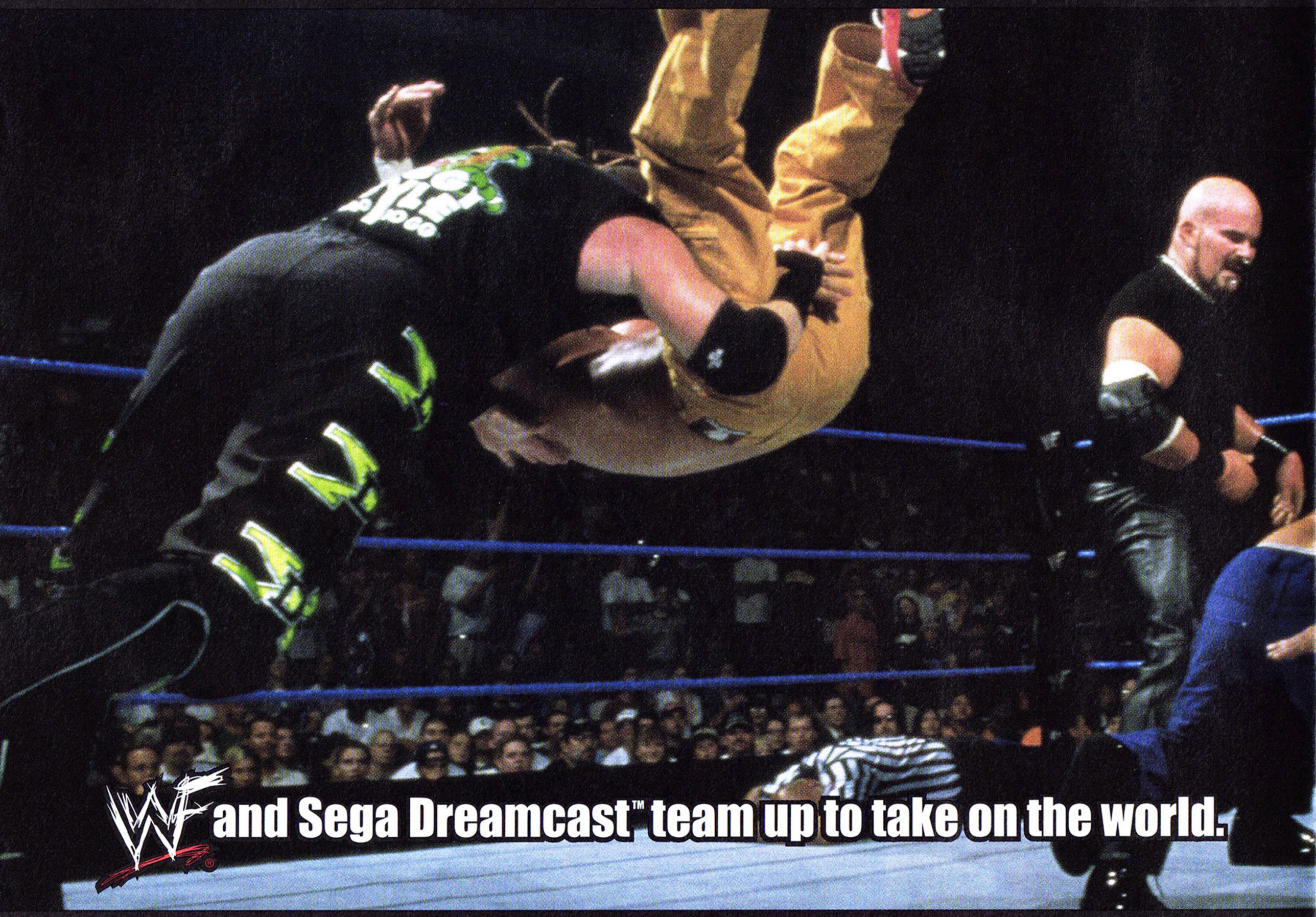
"I must say that once upon a time the original Rush game was one of my favorites in the arcades. This was many years ago and Rush has gone through a number of iterations since. Admittedly, **I am a little tired of the series**, as I got my fill of the home version on the N64 a while back. That's not to say I didn't have some fun with 2049. The track designs are insane and attempting to make a sequence of wicked jumps is both challenging and entertaining. What I find with this game is that there is little that makes it truly stand out. Everything, from control to graphics, is fairly average. With games like Sega GT and Ferrari 355 on the horizon, I think most racing fans will find a much better experience if they skip 2049 for those titles."

REINER
THE RAGING GAMER

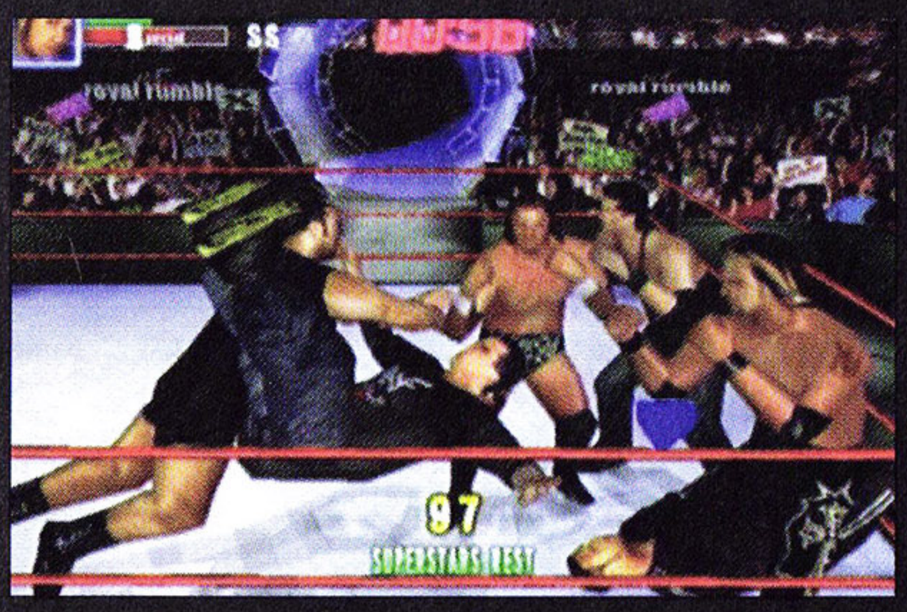
Concept	7.75
Graphics	8.25
Sound	7.25
Playability	7.25
Entertainment	7.25
OVERALL	**7.5**

"**You gotta respect a game that capitalizes on big air and huge wrecks.** The Rush series has always held true to this, and 2049 is no different. To ensure players catch as much air as they possibly can, all of the cars are now fitted with retractable wings. As you soar like the Chitty Chitty Bang Bang of video games, small propulsion engines on the sides of the wings can be tapped to make the car rotate and spin out of control. These actions lead to the formation of wild tricks, and as you might have guessed, 2049 is equipped with a Stunt Park. As for the racing portion, don't expect anything flashy. True to the series, the graphics are top notch, but the racing is extremely basic and lacking in realistic physics. If you're looking for a straight-up racer, Rush should be avoided. On the other hand, if you seek non-stop carnage on wheels, you won't find more bang for your buck."

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.

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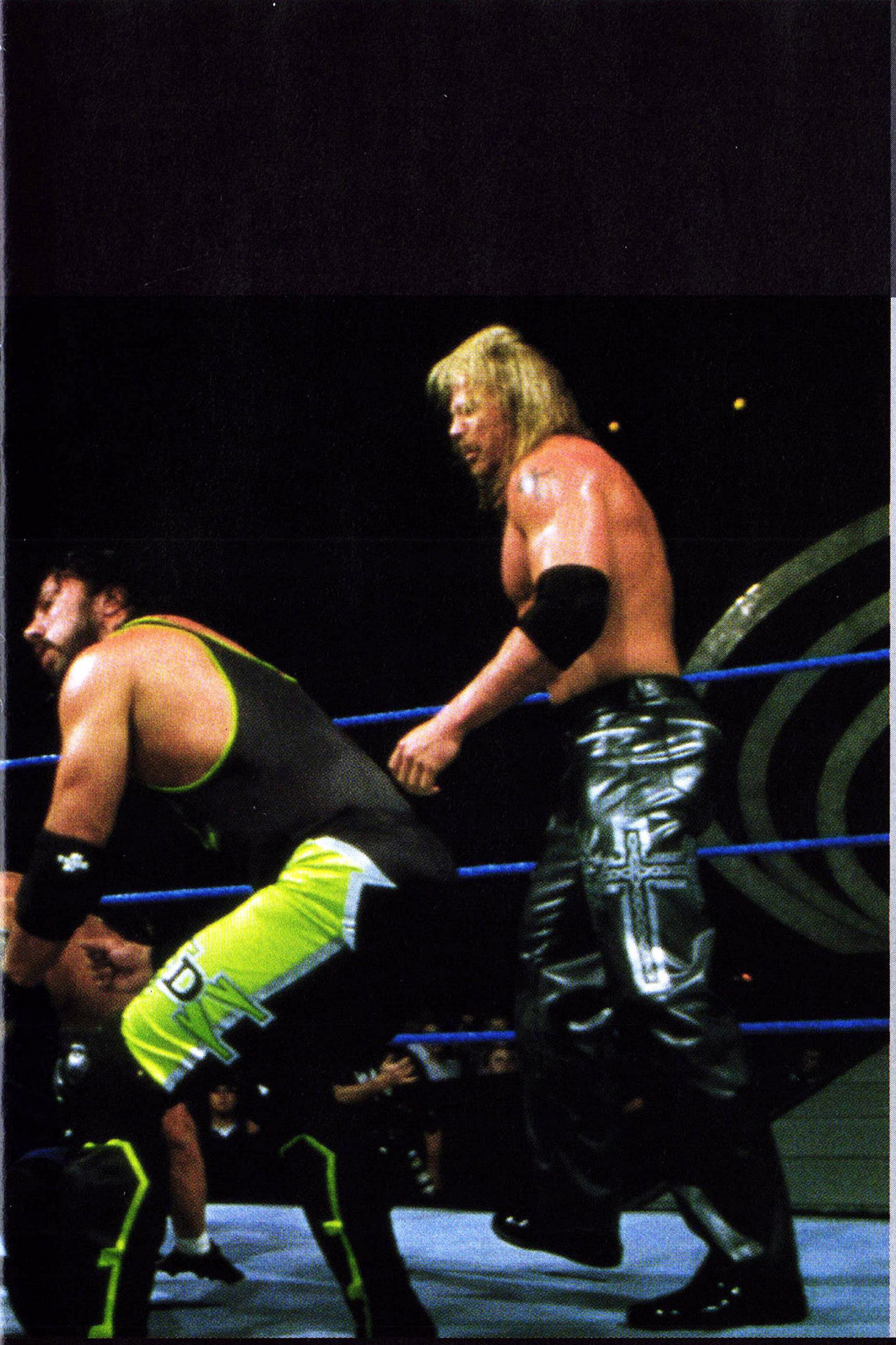
TEEN T CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes

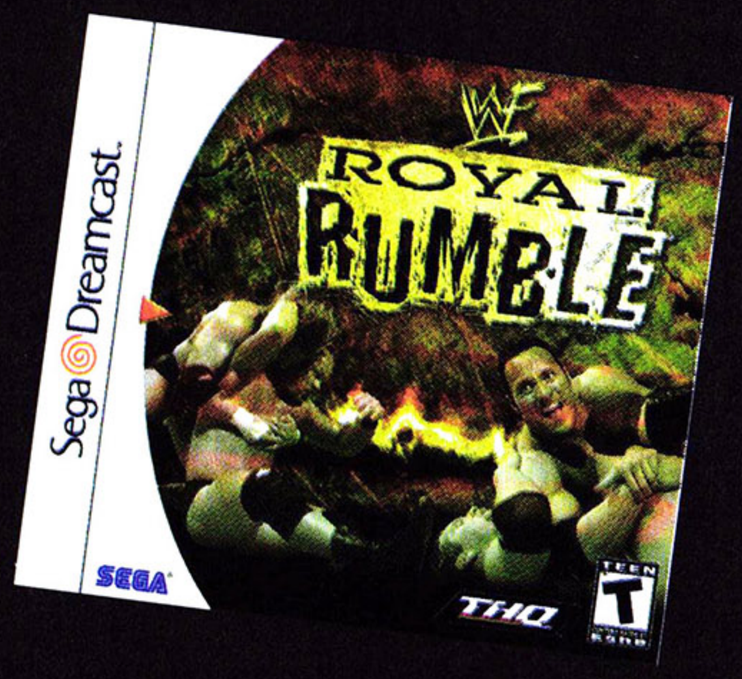
Sega Dreamcast.



How to tell if you're ready for WF Royal Rumble®.

- ☑ You spend hours in the mirror working on raising one eyebrow.
- ☑ You call co-workers "Jabronis."
- ☑ You've created your own entrance video for whenever you enter a room.
- ☑ Your apartment is furnished with metal chairs and cheap buffet tables.
- ☑ You give your girlfriend the "stinky-face."
- ☑ You've rigged your apartment with elaborate pyrotechnics for dramatic effect.
- ☑ Finally having a WF game for your Sega Dreamcast brings a tear to your eye.

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



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Dreamcast

Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Unique Time-Based Combat Formula; New Polygonal Character Models; Real-Time Cutscenes; Spoken Dialogue; Special Combat Skills; No Random Battles
- **Created by:** Game Arts for Ubi Soft
- **Available:** December 15 for Dreamcast

75% Complete

Slapping gamers silly, Game Arts' phenomenal role-playing series, Grandia, has been a smashing success in Japan, selling well on every platform it's appeared on. In the good ol' U.S. of A., Grandia went over as well as a new Muppets movie. Just like those cute little puppets with hands in their arses, Grandia received the shaft by the gaming nation. The game sold poorly, and as you may have noticed, it's impossible to find on retail shelves. It vanished without a trace. Always one to sweep Japan's streets for hidden treasures, Ubi Soft has scored the rights to port the sequel, Grandia II, to the Dreamcast this December. Will this sequel meet the same fate as its precursor? Or will the stark-raving mad Dreamcast role-playing society engulf it like a python swallowing a mouse? From what we've seen thus far, be prepared to swallow a big load of gaming goodness.

Bridging Generations

Dropping the classic two-dimensional look, Game Arts was confronted with the challenge of modeling the new polygonal characters to hold the same artistic qualities of the 2D characters in the original game. Most of the characters are very similar, but the animation isn't quite as lively as it used to be. The rest of the game is crafted almost identically. Text boxes are accompanied by goofy character images that change with expression and, sometimes, spoken dialogue. Hopefully, Ubi Soft will spend some quality time adding a little more movement to the characters before release.

Battle Scenes

Since most of you missed out on the first PlayStation release, you never got to see Grandia's innovative combat formula. Not wanting to ruin a good thing, Game Arts buckled this important gameplay piece into the sequel. Combining range and timed turns, Grandia II's combat pushes gamers to develop strategies and combo attacks with other party members. The only changes in this mode are quicker actions and new camera angles.

Plots Points

Ditching the lovable cast of characters from the first venture, Grandia II unveils a handful of colorful personalities. This time around the main character (who is still unnamed at this moment) is a tad older, which leads to a more mature plot. He's accompanied by a bird named Sky, who is his fellow companion and often the brains of his crusade. As for the plot, this sequel follows the same string of events, but a new terror awaits.

Exploration

Overworld movement is limited to a cursor on the map, yet each zone you enter is gigantic and loaded with alternate routes and well-hidden secrets. A blessing to long-time RPG fans, none of the battles are random. You'll have the opportunity to spot opponents and run before engaging in combat.

SAMBA DE AMIGO.

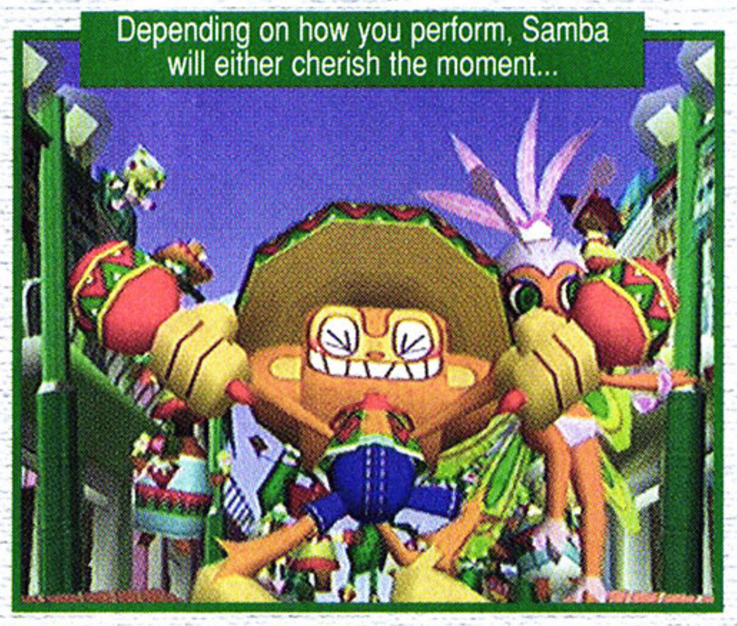
Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 6 Songs Including The Macarena & Tubthumping; Compatible With Maraca Controllers; A-F Ranking Scale; Spaz & Death Jams
- **Created by:** Sonic Team/Sega
- **Available:** October 17 for Dreamcast

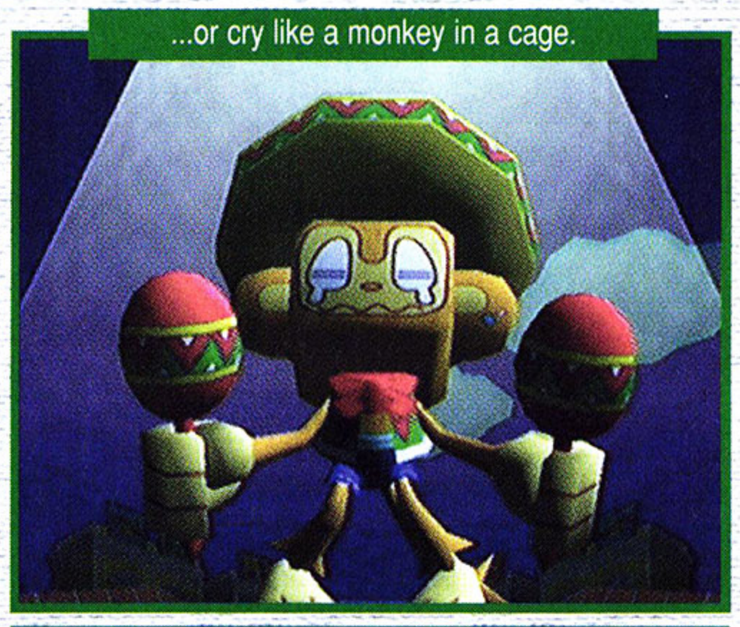
75% Complete

Monkey See, Monkey Do

This one goes out to all you primates! Throw your paws in the air and shake them like you just don't care! Now grab your tails and jump! Jump around! Jump! Jump! Hoooo!!! Ho! Ho! Yeah! Word to your monkey! Sega's maraca-shakin' mammal, Samba, is on tour and he's coming to a Dreamcast near you. If he's not shakin', he's bakin', and if he's not bakin', he's most definitely shakin'. He's inviting you to join in the festivities and control the vibe of the party. If you thought Seaman was a far stretch from reality, wait until you get a load of what this monkey has in store for you!



Depending on how you perform, Samba will either cherish the moment...



...or cry like a monkey in a cage.

Mad Monkey Moves

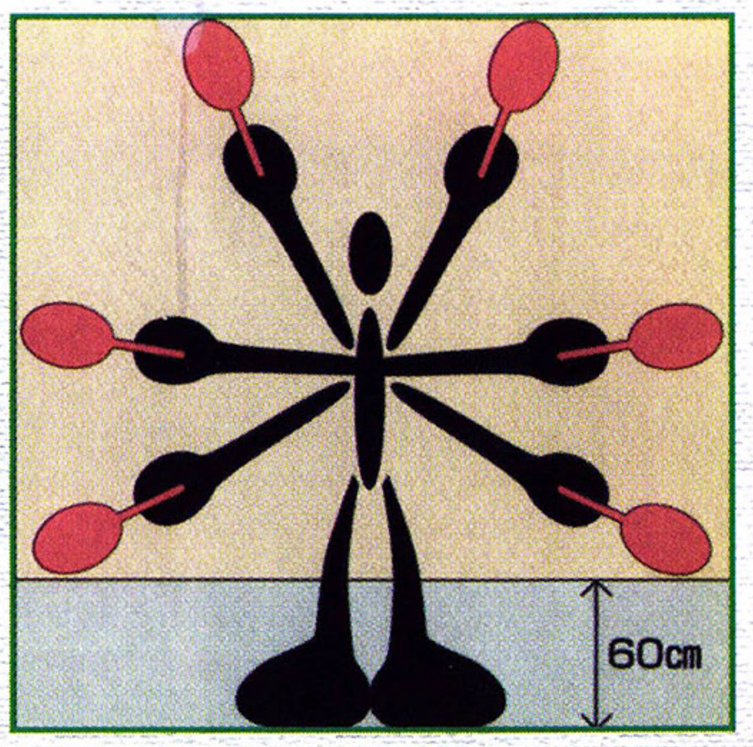
Unlike in Space Channel 5, here you don't actually control a specific character's movement. Instead, you control the pulse of the party and the groove of the dance. The entire gameplay package is based on moving dots. These dots fall into three different zones – above the head, at the waist, and at the knees. When the balls float from the center of the screen to one of these three zones, your goal is to tap that zone and destroy the ball. To do this you'll need perfect timing. If you're a second slow, the crowd recognizes it, and lets out a loud howl of disapproval. By hitting enough balls consecutively, you'll change your ranking at the top of the screen. The higher the ranking, the more excited the dance. If you miss too many beats, the dancers will flee and Samba will fall to his knees, crying like a little baby.

Smash the balls in the colored zones.

Primordial Rhythm Shakers

In Japan, Samba De Amigo enthusiasts can throw down a few extra bucks to purchase maraca controllers and jam just like Samba. These controllers make authentic maraca sounds. In conjunction with the foot pad, a device that determines how tall you are, the maracas must be shaken in specific zones. As you can probably imagine, watching someone toss maracas around at breakneck speed is one of the funniest things you'll ever witness. Sega will indeed bring this obscure accessory Stateside, but no word has been given as to how it will be available. Hopefully, Sega will offer a bundle package with both the maracas and game. Needless to say, if you dig this obscure title, you'll want this wacky control. It makes the experience all the more enjoyable. It also gives you the chance to whack your brother or sister on the head...by accident, of course!

Achieve an A ranking and you'll dance on a rainbow.



Beat Box

With his faithful band pumping out some of 1999's greatest hits, Samba electrifies the screen with his bizarre monkey hop. The six songs in the game are The Macarena, El Ritmo Tropical, Tubthumping, Samba De Janeiro, Mas Que Nada, and Mambo Beat. Each of these tracks feature original dance numbers.

AT A GLANCE

Duck Dogers

Nintendo 64
by Matt, The Original Gamer

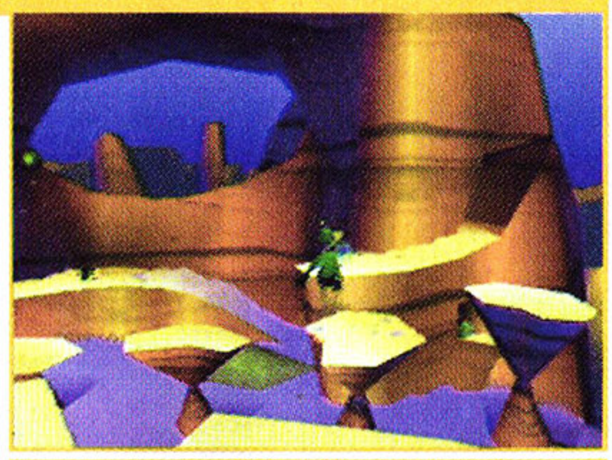
EVERYONE E CONTENT RATED BY ESRB

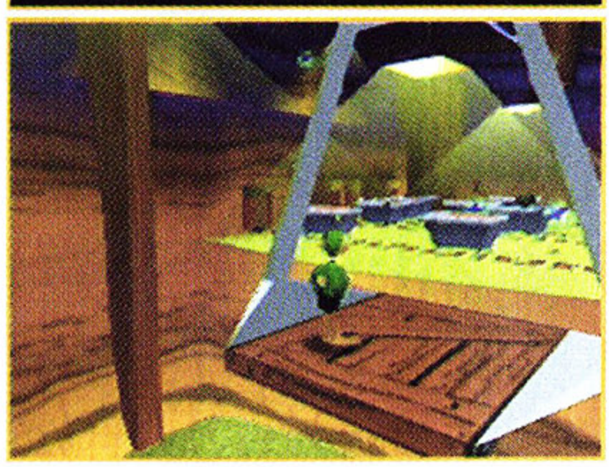
- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 5 Planets To Explore; Real-Time Cutscenes; Collect & Use Gizmos; Hints From Porky Pig; Various Disney Characters; Battery Save
- **Replay Value:** Low
- **Created by:** Paradigm Entertainment for Infogrames
- **Available:** September 15 for Nintendo 64

Concept:	*1*
Graphics:	*6*
Sound:	*7*
Playability:	*2*
Entertainment:	*2*

Bottom Line: 3.5

Oh, Mario – so much to answer for. Ever since Mario 64 all but killed off the beloved 2D platformer, every developer with a cute character license and half-a-dozen brain cells to rub together has felt the need to create a knockoff of the N64 classic. Unfortunately, most of them have neither the creativity nor technical skills to pull it off – a situation which brings us games like this one. Duck Dodgers is a rote and soulless parade of erratic camerawork, frustrating control, and warmed-over platforming clichés. The classic Warner Brothers cartoons remain the absolute pinnacle of the form, witty and lovingly-animated, so it's sad to witness the horrible fate these characters have suffered at the hands of inept developers. By my calculations, there have been approximately 2,000 Warner Bros.' titles released over the years, and nary a decent game in the lot. Maybe this is all an evil plot hatched by Disney to ruin the reputation of its chief competitor. Feel free to file Duck Dodgers next to Tazmania and Bugs Bunny Carrot Crazy in the cut-out bin.





Destruction Derby Raw

PlayStation
by Reiner, The Raging Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 25 Tracks; 20+ Vehicles; Smash For Cash, Battle, & Wreckin' Racing Modes; 4 Multiplayer Minigames; Spin Moves & Smash Hits
- **Replay Value:** Moderate
- **Created by:** Studio 22/Psygnosis for Midway
- **Available:** September 25 for PlayStation

Concept:	*6.75*
Graphics:	*7.75*
Sound:	*7.5*
Playability:	*7.5*
Entertainment:	*7.75*

Bottom Line: 7.5

The Destruction Derby series has always held my interest with its pedal-to-the-metal, smash-or-be-smashed approach to racing. In Raw, the long awaited follow-up, Psygnosis has scrapped the original engine and created a new one to bring the thrills of vehicular carnage to life. The new engine is fast, but occasionally experiences a slowdown in framerate. It also fails to encompass the big hits from the first two games that put smiles on our faces and kept us playing late into the night. This new venture focuses on racing first and destruction second. All of the tracks within this third attempt are crafted with tender loving care, and from a racing standpoint, are fun to barrel across. Even so, you continually crave the big crash – sounds of twisted metal, black smoke emitting from hoods, and wheels rolling into the crowd. Some of the multiplayer games embody complete chaos, yet the single-player game is little more than an intense racer. It's a good racer, but a lackluster sequel within this high caliber series.

RC Revenge

PlayStation
by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Car & Boat Racing; 20 Tracks; 15 Vehicles (6 Hidden); Screw Your Enemies Power-Ups; Car Tracks; Boat Tracks; Car & Boat Tracks; Track Editor
- **Replay Value:** Moderately Low
- **Created by:** Acclaim
- **Available:** August 15 for PlayStation

Concept:	*6*
Graphics:	*6*
Sound:	*6*
Playability:	*4.5*
Entertainment:	*5*

Bottom Line: 5.5

This Re-Volt sequel is certainly improved, but still not quite fun. The tracks are much better, especially the ones where you race as both a car and a boat, but remain filled with loss-causing nooks that are far too easy to get caught in. Revenge's power-ups are entirely uninspired, and even with its Track Editor, there's just not enough cool stuff going on here to hold players' interest for longer than an hour or two.

Sydney 2000

PlayStation
by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

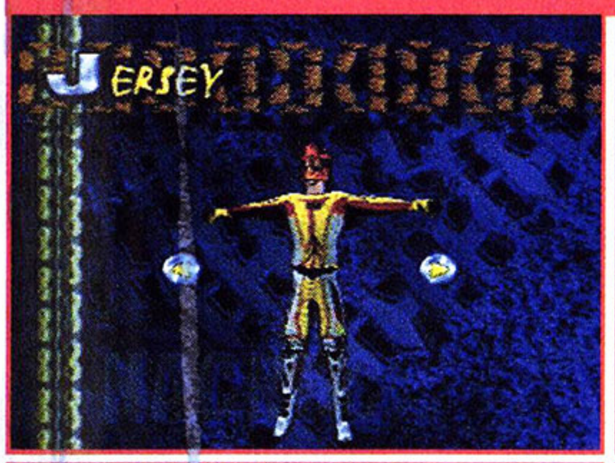
- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 12 Events; Arcade, Olympic, Head-To-Head, & Coaching Modes; Bizarre Virtual Training Exercises; Announcers That Act Like They Could Do Better; Cyanide Not Included
- **Replay Value:** Low
- **Created by:** ATD for Eidos
- **Available:** August 18 for PlayStation

Concept:	*2*
Graphics:	*5*
Sound:	*4*
Playability:	*2*
Entertainment:	*1*

Bottom Line: 2.75

Go read my Dreamcast review of this game. Done? All I have to add is that this version has the same crappy gameplay and worse graphics. I refuse to acknowledge this game any further by thinking of things to write about it. Instead, here are some synonyms for "bad" I found in a thesaurus: evil, wrong, terrible, dreadful, awful, horrible, atrocious, heinous, deplorable, regrettable, pitiful, woeful, sad, offensive, disgusting, and abominable.

Jeremy McGrath Supercross 2000



I'm tired of making fun of motorcross games, because I've done it so many times now that I just don't know what to say when someone puts out yet another stinker. Excitebike was decent, so I can't see why all these licensed motorcross racers have been so bad. After playing McGrath 2000 for about an hour, I began to feel sick and kind of disoriented. The constant turns were beginning to make me nauseous. The whining sound of the engines kind of put me in an odd sort of daze. The fact that I was crashing my bike constantly but still coming in first every time was wreaking havoc on my ability to judge reality. The game basically makes me feel like I've just been interrogated or inducted into a cult. The Freestyle mode was actually pretty interesting, but the environments were so small that it got old quick. The sad thing about McGrath is that it has some nice features, but the racing itself is just plain awful. Motorcross fans really need to stop buying this crap if they ever want to see a better game.

PlayStation

by Erik, The PC Jedi

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Single Race, Series, Outdoor & Indoor Nationals, Freestyle, & Combined Modes; Tweak Powerbands, Tires, & Suspension for Each Race; 6 Tricks; Music by the Offspring; Basic Custom Bike & Rider Creation
- **Replay Value:** Low
- **Created by:** Acclaim Sports
- **Available:** August 3 for PlayStation

Concept:	*4*
Graphics:	*5*
Sound:	*3*
Playability:	*3*
Entertainment:	*5*

Bottom Line: 4

Surf Riders

Ever since I saw the movie Point Break, I've wanted to quit my job, rob banks, and surf and party all day long. Of course, I gave this fantasy up a while ago as I'm sure Keanu would send me off to rot in prison rather than let me die on that perfect wave like he did for Patrick Swayze. So now I have to fulfill all my surfing fantasies on Surf Riders. In today's world of big budget games, Surf Riders is nothing spectacular; however, its simple controls delivered a surfing zen that kept me coming back for more.

PlayStation

by Andy, The Game Hombre

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** The Waves Dude...the Waves; An Excuse To Make Jeff Spicoli References All Day Long; World Challenge & Free Surf Modes; 5 Surfers & 5 Boards To Choose From
- **Replay Value:** Moderate
- **Created by:** ACOT/Sunsoft for Ubi Soft
- **Available:** August for PlayStation

Concept:	*5*
Graphics:	*5*
Sound:	*6*
Playability:	*9.25*
Entertainment:	*8*

Bottom Line: 6.75

Lego Rock Raiders

For all old sports fans out there, I've decided to let the old Miller Lite gang review this game in my stead. Here goes: "Looks bad!"..."Plays crappy!"..."Looks bad!"...."Plays crappy!"..."Looks bad!"..."Plays crappy!"..."Looks bad!"..."Plays crappy!"..."Looks bad!"..."Plays crappy!" Getting bored yet? Not half as bored as you will be if you buy Rock Raiders, a bottomless pit of tedium that sports such terrible graphics it could pass for a PS-X port of a little-known Danish Genesis game. Excuse me, I have to go take a nap.

PlayStation

Matt, The Original Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Multiple Weapons; Take Command of Mine Vehicles; FMV Cutscenes; Power-Ups; 5 Playable Characters; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Data Design Interactive for Lego Media
- **Available:** August 16 for PlayStation

Concept:	*1*
Graphics:	*2*
Sound:	*2*
Playability:	*2*
Entertainment:	*1*

Bottom Line: 1.5

Spin Jam

Puzzling indeed. I played for around an hour, and advanced past level nine, without actually understanding what was going on. GI's think tank finally figured out that it had something to do with matching colored bubbles and shooting them into the large bubbles on the outside. It didn't seem to help much, as I did just as well when I was frantically spinning the board and placing bubbles at random. I imagine if Take 2 sells around a dozen of these at $9.99, it will have recouped its development costs.

PlayStation

by Matt, The Original Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Gallery, 2-Player, Arcade, & Story Modes; Bubbles; Many Colors; Rotating Game Board; Collect Puzzle Pieces for Gallery; 11 Playable Characters; Low $9.99 Retail Price
- **Replay Value:** Low
- **Created by:** Empire Interactive & N12 for Take 2 Interactive
- **Available:** August 2 for PlayStation

Concept:	*2*
Graphics:	*4*
Sound:	*5*
Playability:	*5*
Entertainment:	*1*

Bottom Line: 3.5

Bedrock Bowling

When Mr. Slate asks Fred to work late to finish digging a trench, it looks like Fred and Barney's bowling plan is foiled. Then poof, The Great Gazoo shows up and turns the quarry into a giant downhill bowling lane where the player can sit in a bowling shell and manevuer through the course knocking down pins, collecting gems, and avoiding baddies. Not only does this sound like a horrible idea, it is!

PlayStation

by Andy, The Game Hombre

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** Play as Fred, Barney, Pebbles, Bamm-Bamm, & Dino; Wacky Voice-Overs; 1 Lane; Computer-Generated FMV Intro
- **Replay Value:** Moderately Low
- **Created by:** Adrenalin Entertainment for Southpeak Interactive
- **Available:** September 12 for PlayStation

Concept:	*3*
Graphics:	*3*
Sound:	*4.5*
Playability:	*5*
Entertainment:	*2*

Bottom Line: 3.5

AT A GLANCE

Gunbird 2

Dreamcast
by Erik, The PC Jedi

ESRB: TEEN

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 7 Characters; Multiple Play Modes; Charge Up Power Meter To Unleash Specials; Unique Special Attacks For Each Character; Wacky Character Art; 7 Short Levels
- **Replay Value:** Moderately Low
- **Created by:** Psikyo for Capcom
- **Available:** August 25 for Dreamcast

Concept:	*4*
Graphics:	*5.75*
Sound:	*5*
Playability:	*7*
Entertainment:	*6*

Bottom Line: 5.5

Let's face it, people, the glory days of the 16-bit scrolling shooter are over. I would be all for supporting classic action with some flashy new visuals and concepts, but Gunbird 2 does nothing to add anything new to the genre. It's too short, and the ridiculous number of projectiles that get put out on the screen simultaneously will most likely be way too much for any but the most hardcore shooter veteran. There are multiple play modes like standard scrolling and a mode where you can force the environment to scroll forward or backward to a limited degree, but the Arcade mode is just plain silly. It rotates the screen 90 degrees so the the player can tip theTV on its side for a true arcade view of the action. I couldn't recommend this game to anyone but that one guy in North America who collects shooters, and I don't think he reads our magazine so the point is moot. If you want to buy every game that ever came out on the Dreamcast, make Gunbird 2 one of the last ones on your list. Otherwise, skip it.

Sydney 2000

Dreamcast
by Jay, The Gonzo Gamer

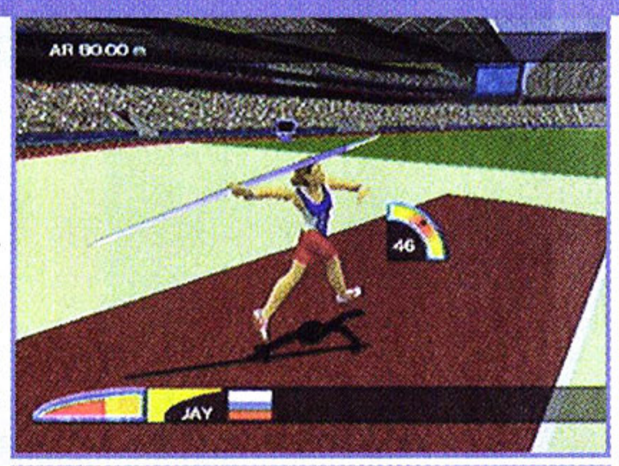
ESRB: EVERYONE

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 12 Events; Arcade, Olympic, Head-To-Head, & Coaching Modes; Bizarre Virtual Training Exercises; Announcers That Act Like They Could Do Better; Jump Pack Compatible
- **Replay Value:** Low
- **Created by:** ATD for Eidos
- **Available:** August 18 for Dreamcast

Concept:	*2*
Graphics:	*6*
Sound:	*4*
Playability:	*2*
Entertainment:	*1*

Bottom Line: 3

Way back in the '80s, I had a computer called the Commodore 64, and for this computer (which would barely qualify as a calculator today) I had Summer Games. It wasn't much in the graphics department, but it had eight events that were fun to play. So here's Sydney 2000 on Dreamcast – a machine that's 200 times as powerful with almost 3,000 times the storage capacity – and all we get is 12 events? I'd be willing to forgive this were the game entertaining. As you may have guessed from the score, however, it's not. If an event's not of the button-mashing variety, gameplay gets lost in a mush of ridiculously involved mechanics. This might not be too bad if there were an in-game tutorial, but instead training consists of completely useless and esoteric exercises meant to build up your Olympic athlete. How bench pressing is to improve my skill in running events is beyond me. I know you hear similar statements a lot from this group of jaded, curmudgeonly reviewers; but if you heed our warnings only once, let it be this time. This game sucks, and if you buy it only regret will follow.



Walt Disney World Quest: Magical Racing Tour

Dreamcast
by Reiner, The Raging Gamer

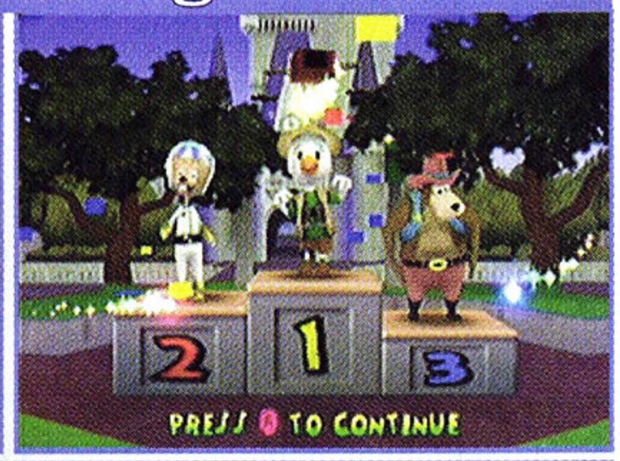
ESRB: EVERYONE

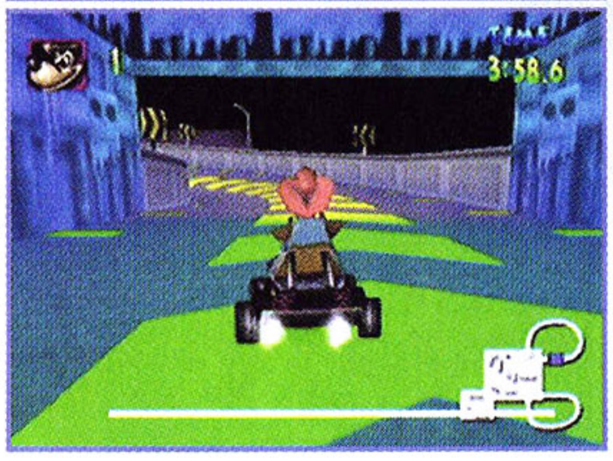
- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 13 Tracks; 13 Characters; Multiple Vehicles; Authentic Disney Soundtrack; Wacky Power-Ups; Powerslide Boost; Quest & Time Trial Modes
- **Replay Value:** Moderate
- **Created by:** Crystal Dynamics/ Disney Interactive for Eidos
- **Available:** August 2 for Dreamcast

Concept:	*6*
Graphics:	*7.5*
Sound:	*7*
Playability:	*6.5*
Entertainment:	*6.25*

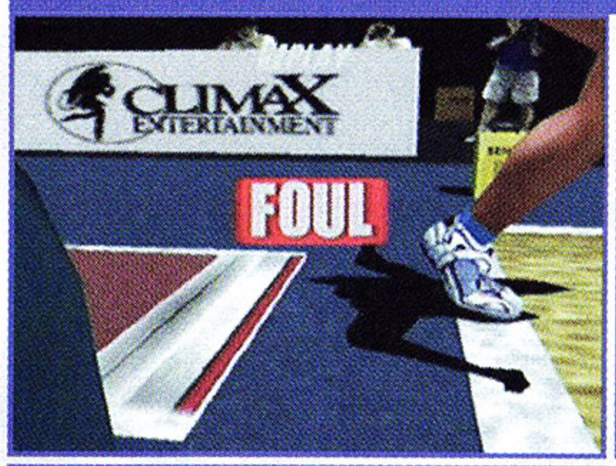
Bottom Line: 7.25

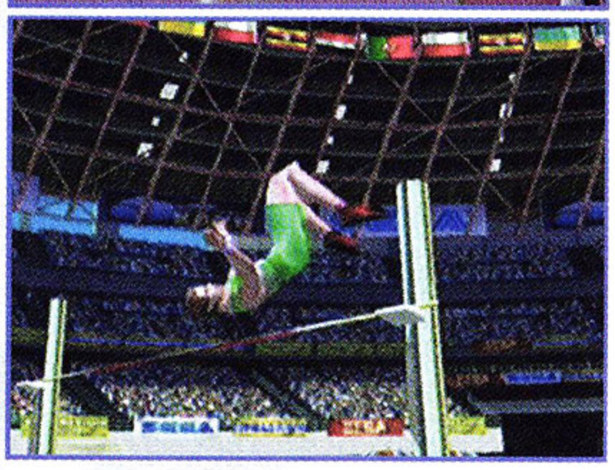
It's not often that I loathe my job, yet there are times (like now for example) where I look to the stars and make a wish, praying that all the second-rate software in the world would magically disappear. Unfortunately, dreams never come true; Disney World still hasn't been nuked; and Eidos is now savvy in porting its games across multiple platforms. With a little more power beneath its wheels, this slap-happy Disney racer not only looks a million times better than it did on the PlayStation, the gameplay has also benefited, delivering a somewhat enjoyable racing package. Even so, this title's biggest drawbacks still remain to haunt all who play. It misses the boat on realism with its obscure vehicle physics, and once again, the balance and learning curve are constructed very poorly. The kids out there will drool all over it; however, if your vocabulary consists of words bigger than "damnation" let Lucifer torture his slaves with this hunk of burning vomit.





Virtua Athlete 2000





Every four years the Olympics rears its ugly head and, much to the dismay of gamers everywhere, so does an onslaught of track & field games. Certainly, none of the titles hitting the streets are incredibly deep, but Virtua Athlete 2000 takes the gold as the only game that really got the gameplay formula right – that perfect mix of easy to play but difficult to master. Sporting only seven events – 100M Dash, Long Jump, Shot Put, High Jump, 110M Hurdles, Javelin Throw, and 1500M Race – Virtua Athlete doesn't offer as much variety as its competitors, but the quality of its events will keep you playing. Posting records on SegaNet is an added bonus for the true button-mashing fanatic. I'd certainly love to see what Sega can do with this engine in the future, because if this game had like 50 events (can you say diving?), I would have been blown away for sure; but as it stands, I would say it is just the best of a mediocre crop of track and field games.

Dreamcast

by Andy, The Game Hombre

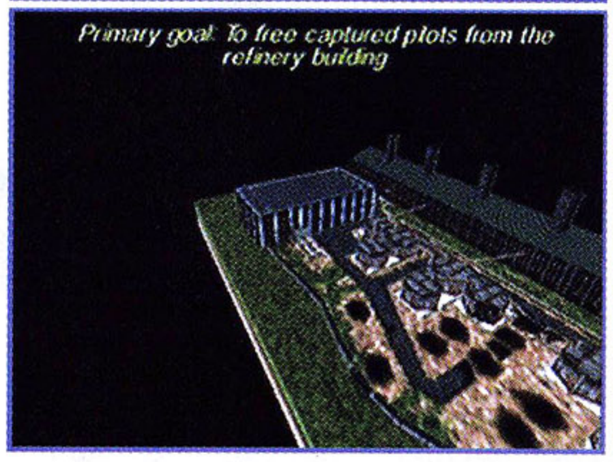
EVERYONE – CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 7 Events; 5 Difficulties; Quick Tournament, Exhibition, & Practice Modes; Post Record Times Online; English, French, German, & Spanish Languages
- **Replay Value:** Moderate
- **Created by:** Sega/Hitmaker for Agetec
- **Available:** September 12 for Dreamcast

Concept:	*7*
Graphics:	*6.5*
Sound:	*6.5*
Playability:	*8*
Entertainment:	*7*

Bottom Line: 7

Hidden & Dangerous



A team-based action/strategy game in the vein of Rainbow Six, Hidden & Dangerous is a textbook example of the perils of porting a PC game to a console system. This game has a massive number of variables, which unfortunately seem to overwhelm the limitations of the Dreamcast and its six-button controller. On the PC, each command was assigned to individual keys, but on the Dreamcast they must be accomplished through a variety of button and d-pad combinations. Sound confusing? It is; especially when you've got a German soldier bearing down on you. If you have the patience to learn the convoluted control scheme, and can ignore the sluggish framerate and buggy camera, you will find a game with an amazing amount of depth. From choosing your team members and your mission supplies to giving real-time commands to your comrades in the field, Hidden & Dangerous will give your brain a workout. If only it were a bit more fun.

Dreamcast

by Matt, The Original Gamer

MATURE – CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Strategy
- **Special Features:** 23 Missions; Create Your Own Team & Arsenal; Genuine WW II Vehicles; Give Real-Time Commands to Team Members; 1st or 3rd-Person Perspective; Jump Pack, VMU, & Keyboard Compatible
- **Replay Value:** Moderate
- **Created by:** Illusion Softworks for Talonsoft/Take 2 Interactive
- **Available:** July 24 for Dreamcast

Concept:	*8.75*
Graphics:	*7.5*
Sound:	*7*
Playability:	*5*
Entertainment:	*6*

Bottom Line: 7

Turok 3: Shadow of Oblivion

Part of me is taken by the fact that enemies stabbed with a knife explode into balls of fire, but at the same time, the rest of the game pecks at my brain like a bloodthirsty woodpecker, forcing me into submission and literally making me cry. Nintendo has sold a ton of Game Boy Color units, and I often find myself playing one, but I have a hunch most GBC owners are not completely content with their handhelds. Never before have I seen a system bogged down with so much garbage. Joining the dung heap and completely lacking any entertainment value whatsoever, Turok 3 is a complete waste of life for the unfortunate soul that takes the time to play it. With endless streams of enemies running from all sides, and levels that appear to be drawn by a grade schooler, Turok 3 is a disgrace. If I ever run into Bit Managers, I'll be sure to shove this game in a place where they'll feel just as uncomfortable as I did playing it.

Game Boy Color

by Reiner, The Raging Gamer

EVERYONE – CONTENT RATED BY ESRB

- **Size:** 4 Megabit
- **Style:** 1-Player Action
- **Special Features:** Side & Vertical Scrolling Stages; Pilot A Tank, Gunboat, & Jeep; Multiple Weapons Including A Missile Launcher & Plasma Rifle
- **Replay Value:** Low
- **Created by:** Bit Managers for Acclaim Entertainment
- **Available:** August 5 for Game Boy Color

Concept:	*2.25*
Graphics:	*2*
Sound:	*6.75*
Playability:	*1.75*
Entertainment:	*2.25*

Bottom Line: 3

DISNEY'S DONALD DUCK GOIN' QUACKERS

CREATED BY: UBI SOFT
AVAILABLE: NOVEMBER

The Disney games keep coming at a frightening pace. While Square's Disney RPG is the one most gamers are waiting for, Ubi Soft takes aim at the younger market with this action/platformer starring that spittle-slinging mushmouth, Donald Duck. The game features 24 levels, which are split between Crash-styled 3D levels and old-school side-scrolling adventures, and features such popular Disney characters as Huey, Dewy, Louie, the Beagle Boys, Gyro Gearloose, and Daisy Duck. It looks like you'd have to be a real quack-head to dig this game.

Nintendo 64

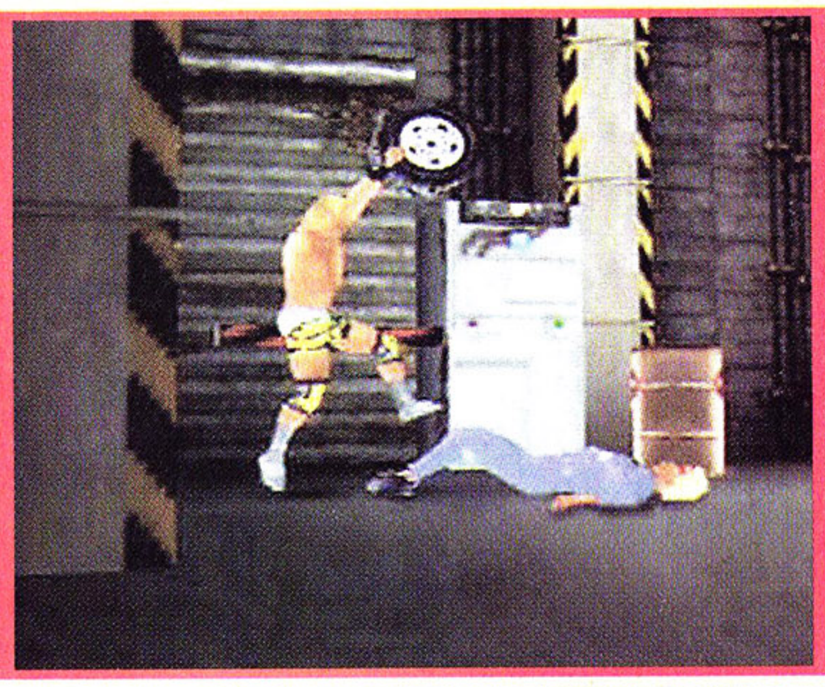
PlayStation

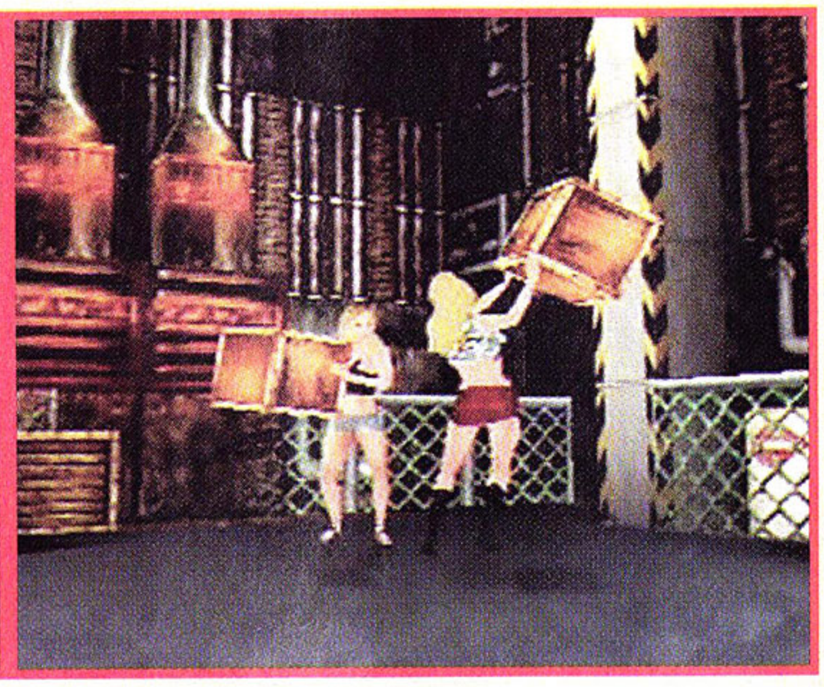
PlayStation

WCW BACKSTAGE ASSAULT

CREATED BY: KODIAK FOR EA
AVAILABLE: NOVEMBER 1

Steering away from normality, EA's second WCW attempt is a far cry from what you'd expect, and never once will you actually see a wrestling ring in this game. It all takes place backstage – hence the name Backstage Assault. As odd as it may sound, this premise may actually pay off. There's something gratifying about entering the locker room only to find yourself beating Vince Russo with a weight bench as you scream, "Your plots suck!" at the top of your lungs. This title also marks the debut of Blood and Human Torch matches. If you're worried about longevity, never fear. EA has packed over 50 wrestlers and nearly 800 moves into this new wresting venture.

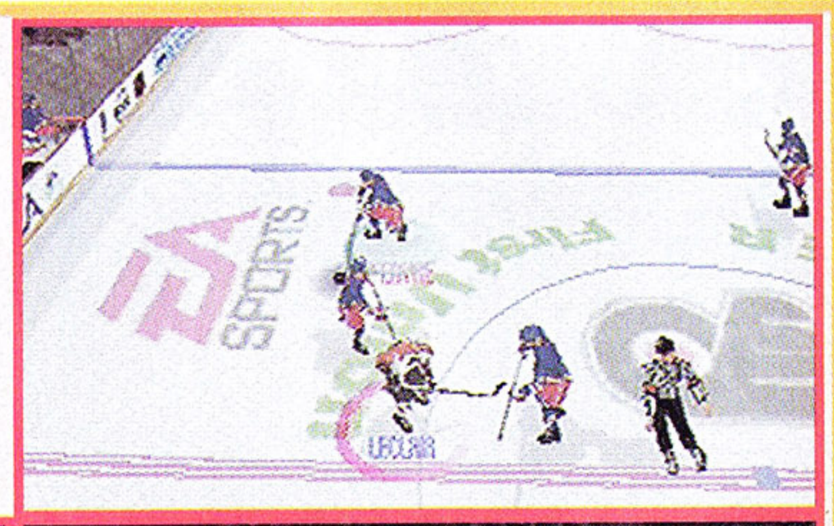


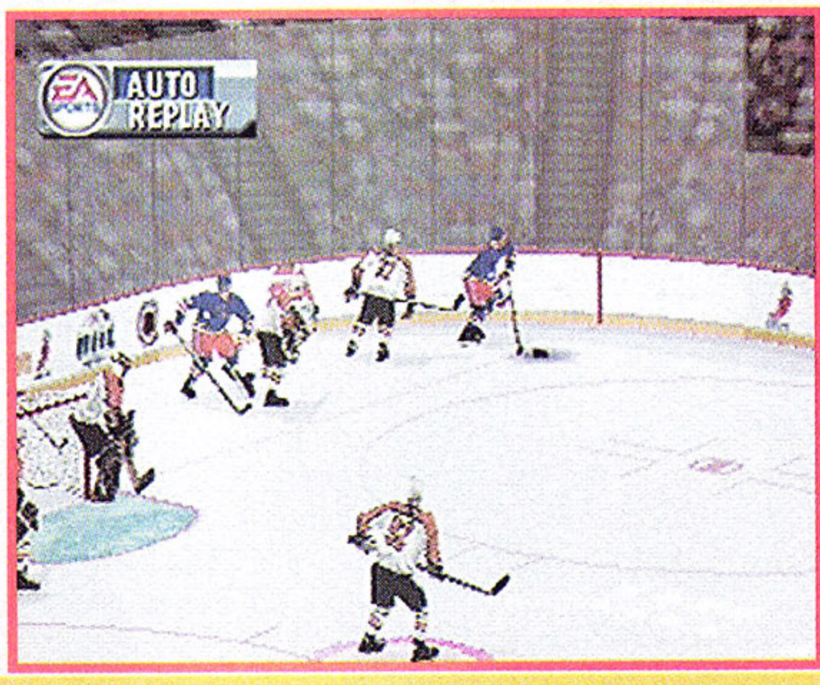


NHL 2001

CREATED BY: EA SPORTS
AVAILABLE: SEPTEMBER 26

Ready for another NHL season? Once again, EA Sports is. Even though this version is clearly overshadowed by the more flashy PS2 game, this momma should have little competition when it hits the ice. Other than the addition of the NHL powerhouse known as the Minnesota Wild, NHL 2001 will also see a new user-based NHL Challenge that is sure to separate the fanatics from the fanboys. It will see the return of the multi-user season – something that was sorely missed in last year's game.





CHICKEN RUN

CREATED BY: BLITZ GAME FOR EIDOS
AVAILABLE: 4TH QUARTER

Chicken Run is kind of like Tenchu. You must stealthily penetrate the enemy's defenses, avoiding the rabid guard dogs and people. Only you're a chicken searching for random items to put together new devices instead of assassinating people. It's a simple concept, but one that proves to be surprisingly entertaining despite the game being in an early stage of development. We're looking forward to the final game.

DRIVER 2

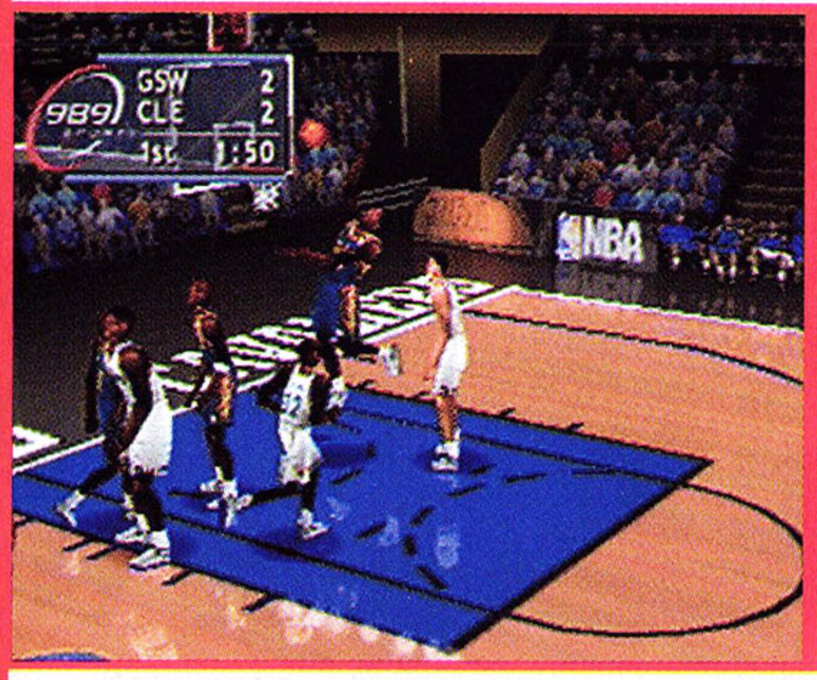
CREATED BY: REFLECTIONS FOR INFOGRAMES
AVAILABLE: FALL

This sequel to last year's racing mayhem mega-hit has expanded on the old premise of goal-oriented wild rides through the city with some impressive new features. Tanner continues to star as the undercover cop with the driving skills of a pro, but he can now actually leave the vehicle and hit the streets on foot to enter certain structures, flip switches, and comandeer any vehicle on the road. If that isn't enough to have Driver fans squirming in anticipation, the new game will feature four new city locations: Chicago, Las Vegas, Havana, and Rio.

NBA SHOOTOUT 2001

CREATED BY: 989 SPORTS FOR SCEA
AVAILABLE: NOVEMBER

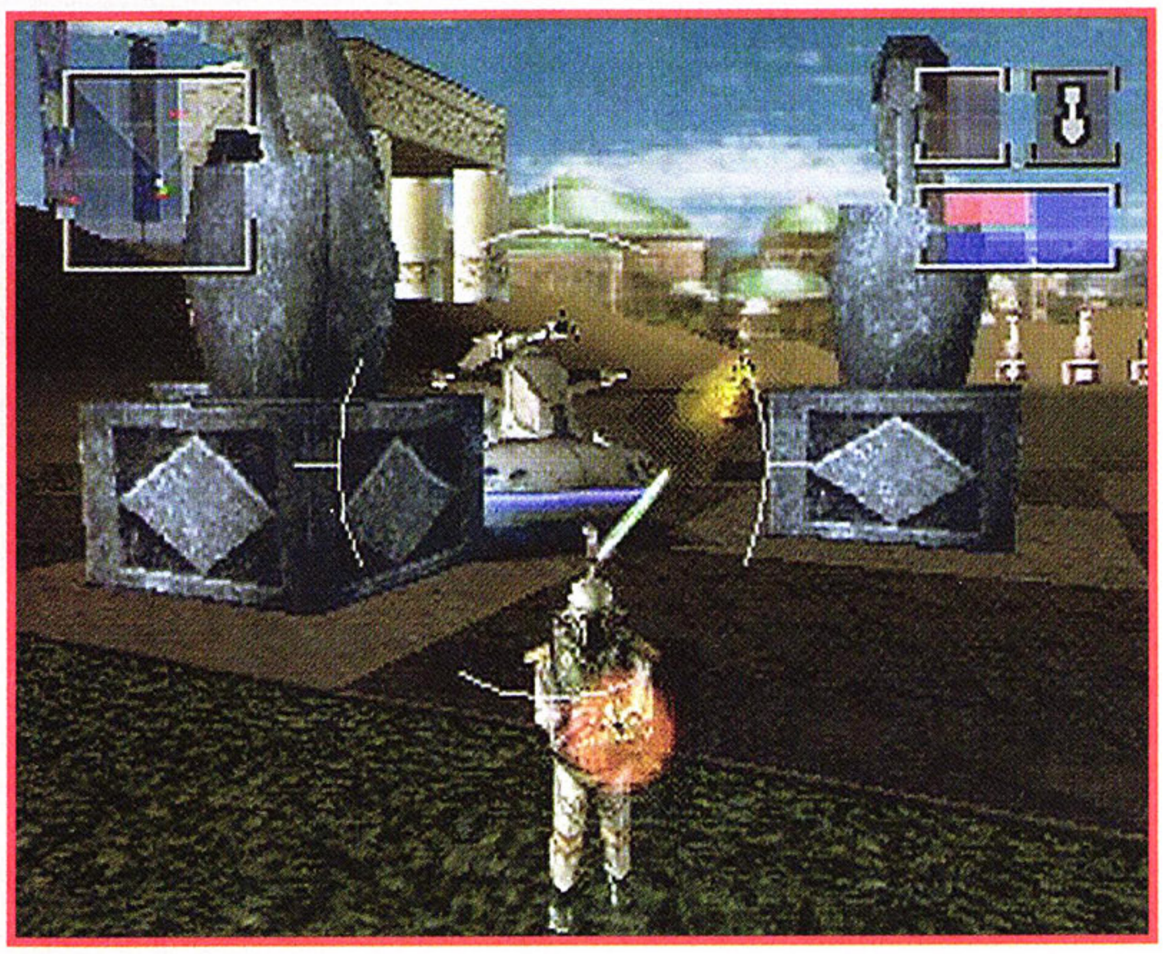
NBA ShootOut returns with a completely reworked engine, vastly improved graphics, an enhanced touch shooting system, and all of the regular updates. In an effort to make the game more realistic, the books have been updated with a ton of new plays meant to accurately reflect the style and tactics of each team. Soon, the video game b-ball wars will begin again and ShootOut has a lot of new things going for it. For the the basketball player haters, the game's classic dunk editing feature allows you to twist basketball players into hideously uncomfortable and silly positions whenever they put one in the hole.

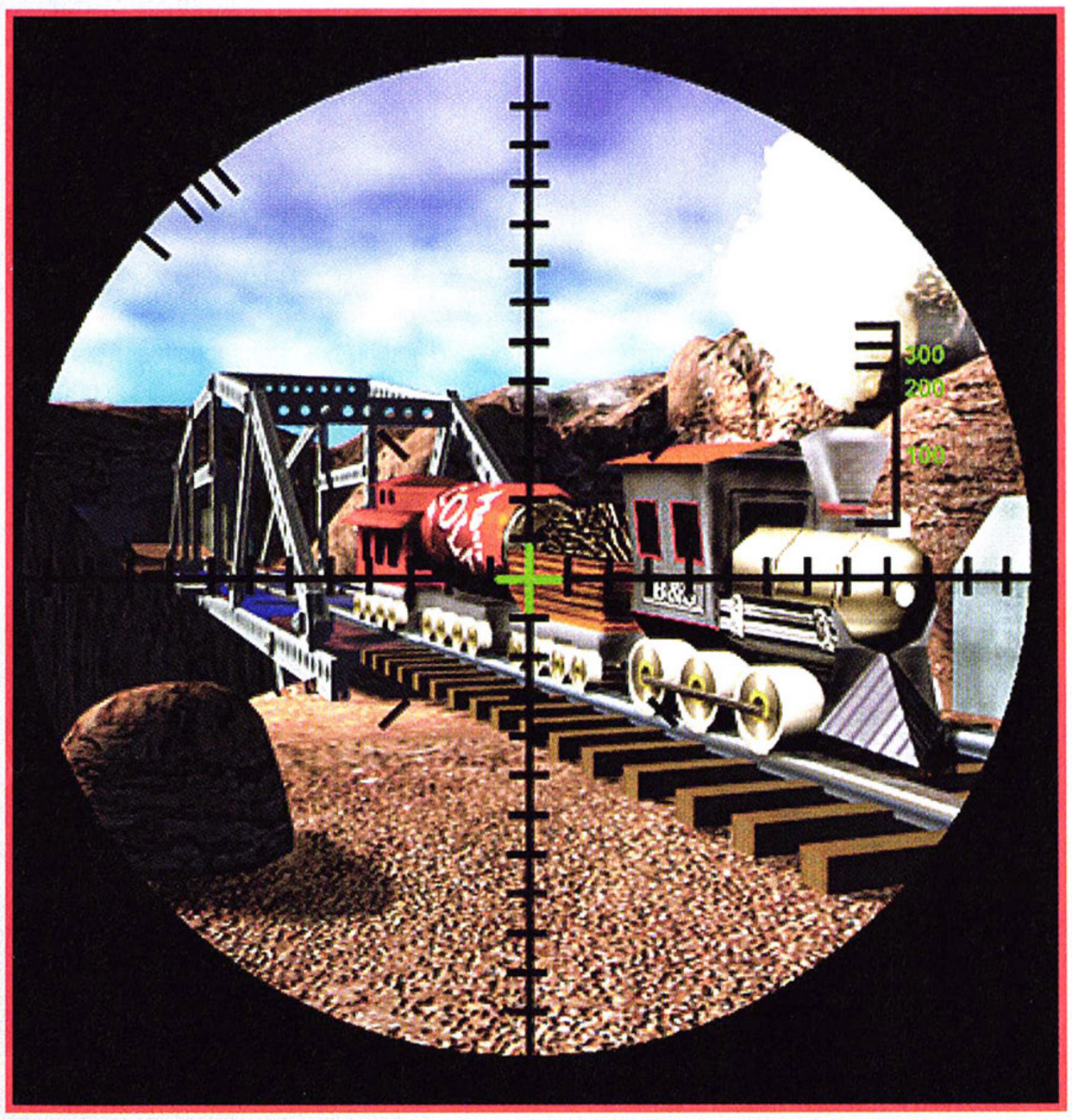


STAR WARS: DEMOLITION

DEVELOPED BY: LUXOFLUX FOR LUCASARTS
AVAILABLE: NOVEMBER

For all you Star Wars junkies out there, the most overrated character in the SW universe finally makes an appearance in this thrilling new screenshot of Star Wars: Demolition. As you can see, Boba Fett is as confident as ever, entering the fray with little more than his powered armor and jet pack. Can Boba Fett actually fend off an ATT with a blaster? Or will he once again be knocked off a Skiff by a blind man into the belly of a Sarlacc? He definitely looks like a tough motha, but he hasn't done anything to win over our hearts. Seriously, we think Boba Fett is a sissy! Since last viewed, Demolition is shaping up to be one heck of a ride that plays and looks better than the Vigilante 8 series. Hold on tight! It's coming soon!





ARMY MEN: SARGE'S HEROES 2

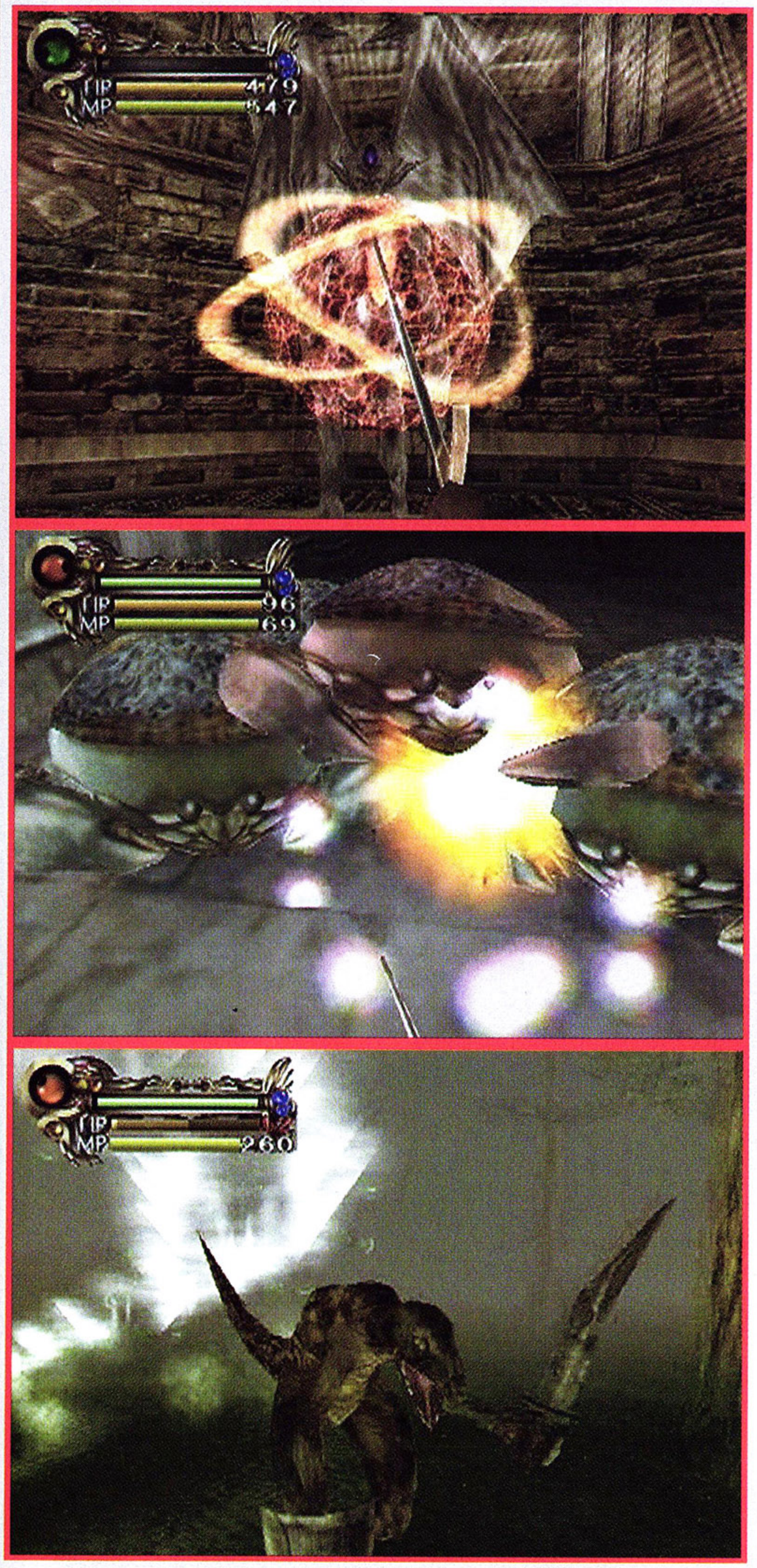
CREATED BY: 3DO
AVAILABLE: FALL

Despite the lackluster gameplay and general failure to adhere to the inherent principle behind a game about the little, green, plastic army guys (toys fighting toys in a toy-like environment), 3DO's Army Men games have done more than just survive a torrent of abuse from the gaming press. They have, in fact, sold incredibly well. If these pictures speak the truth, Sarge's Heroes 2 will be graphically stunning to say the least.

ETERNAL RING

CREATED BY: CSE DIVISION/FROM SOFTWARE FOR AGETEC
AVAILABLE: OCTOBER 26

In anticipation of the upcoming PlayStation 2 launch, rogue Game Informer reporters are scouring Silicon Valley for any dirt linked to this monumental event. In an astounding turn of events, Agetec has announced that it will release a trio of games for the system's launch. Along with Armored Core 2 and Evergrace, gamers will also have the luxury of picking up the first-person RPG Eternal Ring on the day of launch. While slow moving at first, Eternal Ring quickly intensifies, dazzling the eye with its gorgeous environments and real world tone. Not only are the battles in real-time, the world also changes in time, weather, and geography. As the name implies, the quest is for a powerful ring that will bring balance to the world.



GUN GRIFFON BLAZE

CREATED BY: GAME ARTS
AVAILABLE: OCTOBER 26

The number of actual mecha game series that have come to the U.S. can almost be counted on one hand. After seeing two releases on the PlayStation, Gun Griffon returns on the PlayStation 2. Once the graphical inferior to the Armored Core series, Gun Griffon appears to have become a much flashier, faster moving game than its predecessors. The demo we've seen showed complete and total chaos with countless mecha shooting, flying, and causing things to explode everywhere. It's a mecha-friendly launch for the PS2.

EIKAN WA KIMI NI KOUSHIEN E NO MICHI

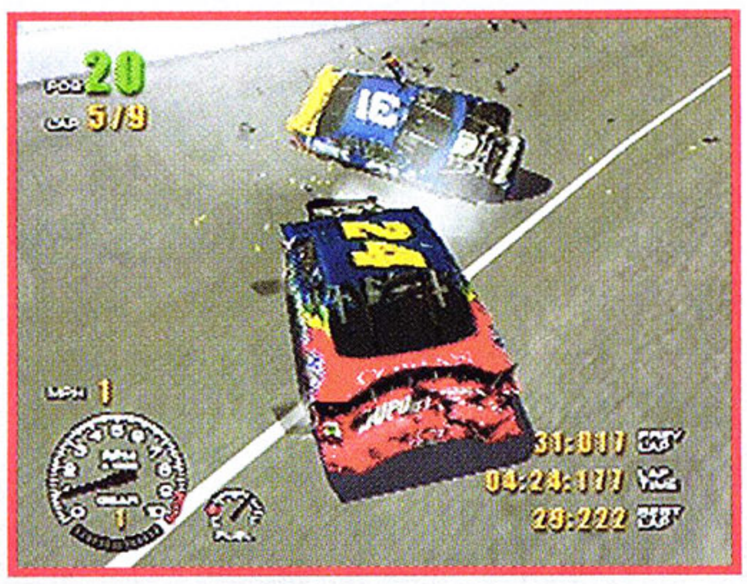
CREATED BY: ARTDINK
AVAILABLE: NEVER IN A MILLION YEARS

When ordering a handful of import games for our PS2, we accidentally received a mysterious new baseball game free of charge. Following in the footsteps of Tail of the Sun, Aquanaut's Holiday, and No One Can Stop Mr. Domino, the legendary developer, ArtDink, has pieced together another gem. Instead of actually playing the game, you simply watch it. As owner and manager of a high school little league team, your gameplay duties are limited to the front office and on the bench. You never actually swing a bat or toss a ball. The most action you have under your cap is the ability to fire players, call in relief pitches, or perform squeeze plays. ArtDink is notorious for making obscure games, and this one follows suit as a title that would sell ten copies, nine of which would be returned in an hour. Don't hold your breath for this one. Actually...hold your breath. Purple, puffy-cheeked faces are funny!

NASCAR 2001

CREATED BY: EA SPORTS
AVAILABLE: NOVEMBER

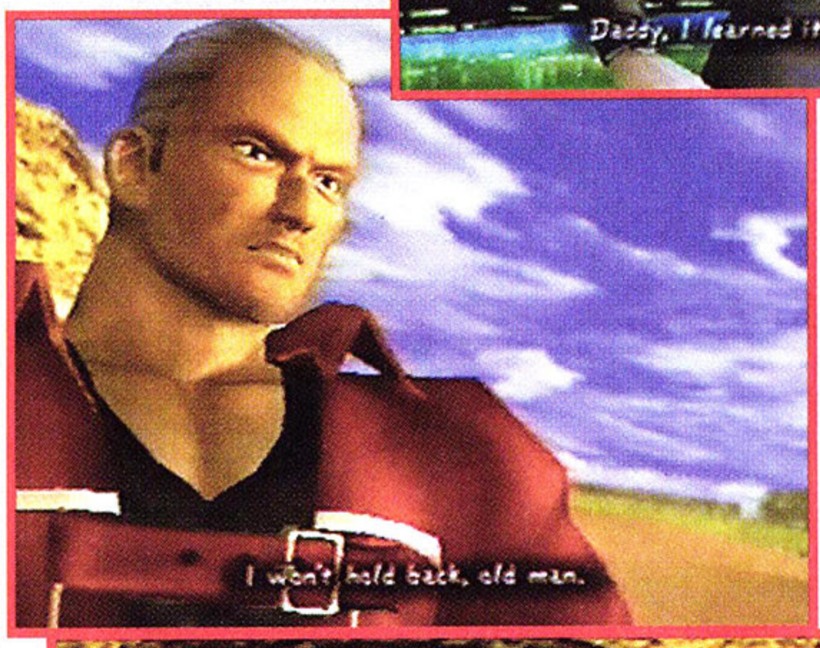
NASCAR 2001 for the PS2 features a brand new engine, all the customizable track, car, and realism settings you would expect from EA Sports, and one of the most extensive car damage systems we've seen since Destruction Derby 2. When body parts get smashed off a vehicle, the part will actually remain on the track for the duration of the race. As you can see, we had a great deal of fun with this.



DEAD OR ALIVE 2: HARDCORE

CREATED BY: TEAM NINJA/TECMO
AVAILABLE: OCTOBER 26

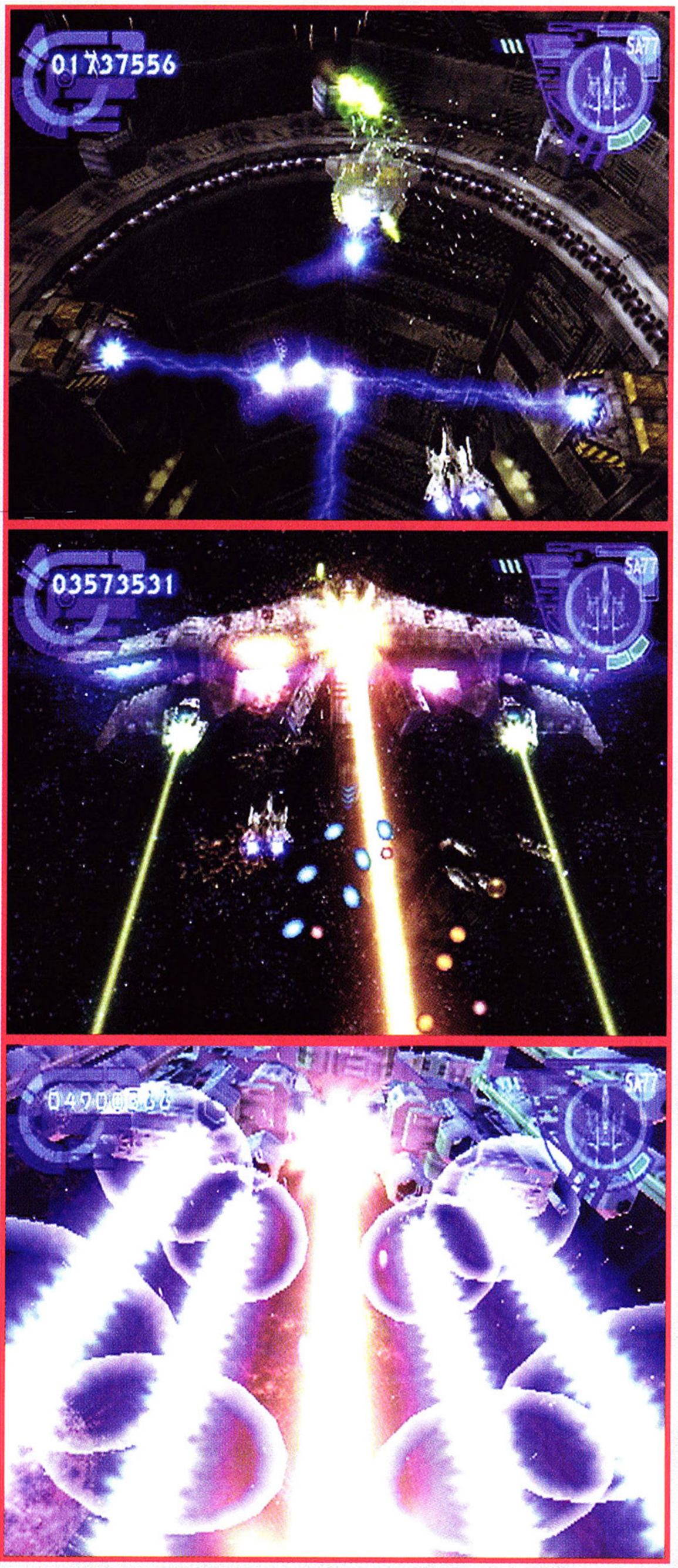
To celebrate the launch of PlayStation 2, and to also make Dreamcast owners cry out, "What about me?", Tecmo is enhancing Dead or Alive 2 to include new stages, costumes, secrets, and longer ending sequences. Above and beyond the Dreamcast version, the PlayStation 2 package features new effects and better lighting detail. The gameplay probably won't change a bit, but now the secrets add a reason to beat the game other than to view confusing and incredibly short FMV sequences.



SILPHEED: THE LOST PLANET

CREATED BY: GAME ARTS/TREASURE FOR WORKING DESIGNS
AVAILABLE: OCTOBER 26TH

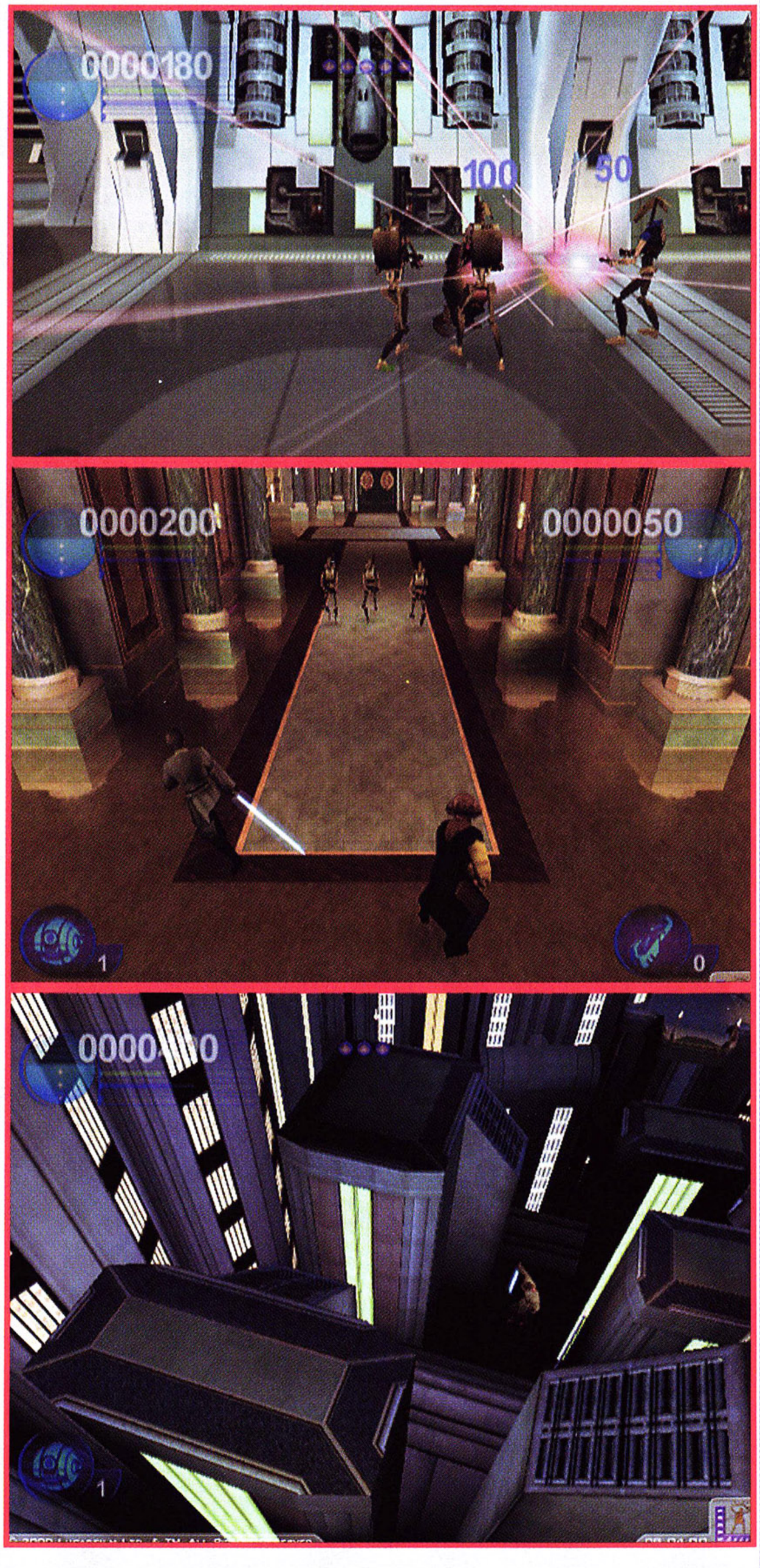
In this game, you must pilot a hyper-advanced starfighter against an encroaching alien menace. In other words, it's an old school 2D shooter. The game will most likely be a showcase of the PS2's lighting effects and ability to place thousands of objects onscreen at a time. These things just keep on selling.



STAR WARS: JEDI POWER BATTLES

DEVELOPED BY: LUCASARTS
AVAILABLE: SEPTEMBER

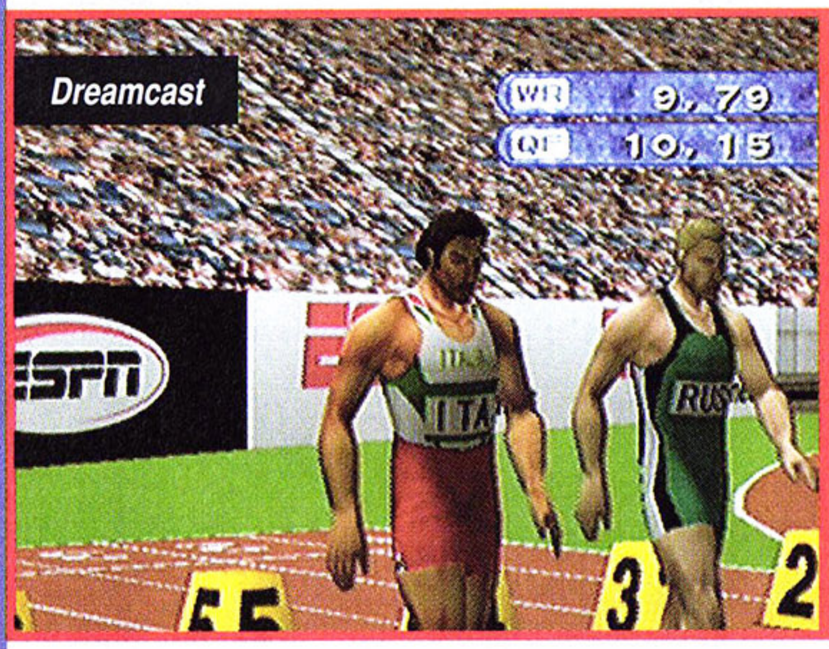
Sporting fancy high-resolution graphics, the Dreamcast port of Jedi Power Battles will prove to be just as difficult and exciting as its PlayStation parent. Other than looking a tad better, LucasArts says that a playable character exclusive to Dreamcast can be unlocked by beating the game. As many of you know, Darth Maul, Queen Amidala, and Captain Panaka were the hidden characters in the 32-bit venture. Who could it be? Our guess is either Ki Adi Mundi (probably not), Aurra Sing (unlikely), Anakin (very likely), Jar Jar Binks (unfortunately, he's the front runner), or Jek Porkins (not a chance in the world, but it'd be one of the funniest secrets ever). We can't wait to find out!

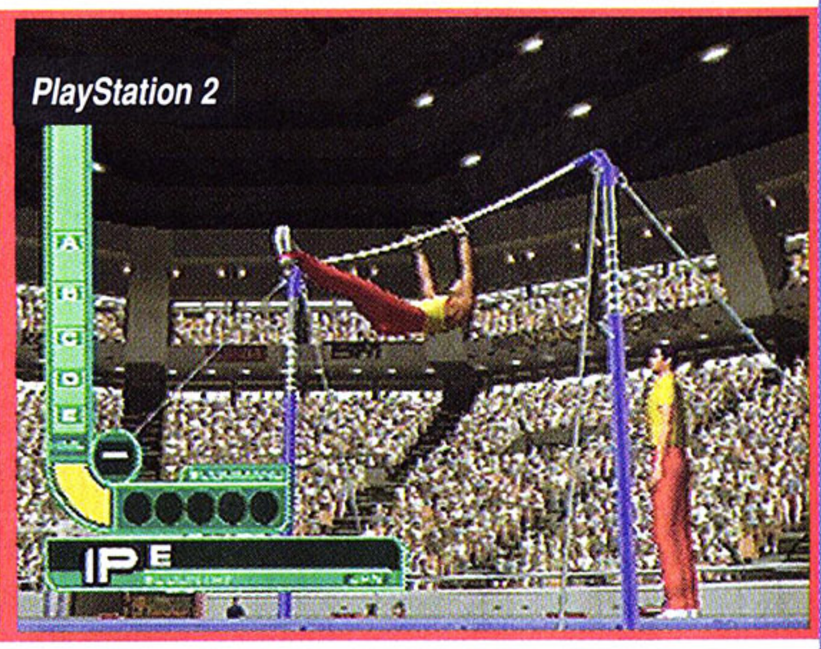


ESPN INTERNATIONAL TRACK & FIELD

CREATED BY: KCEO FOR KONAMI SPORTS
AVAILABLE: FALL

Although the next-generation systems have been given the heady task of reinventing the video game, it sure seems like the old standbys, like this button masher, are seeing plenty of action here in the 21st century. Like Eidos' Sydney games, ESPN International Track & Field is an amazing looking version of the Track & Field games of yore. Featuring 12 individual competitions, including long jump, gymnastics, and weightlifting, both games feature a very helpful and well done in-game tutorial. At this point, the PlayStation 2 version appears to have a distinct graphical advantage over the Dreamcast.

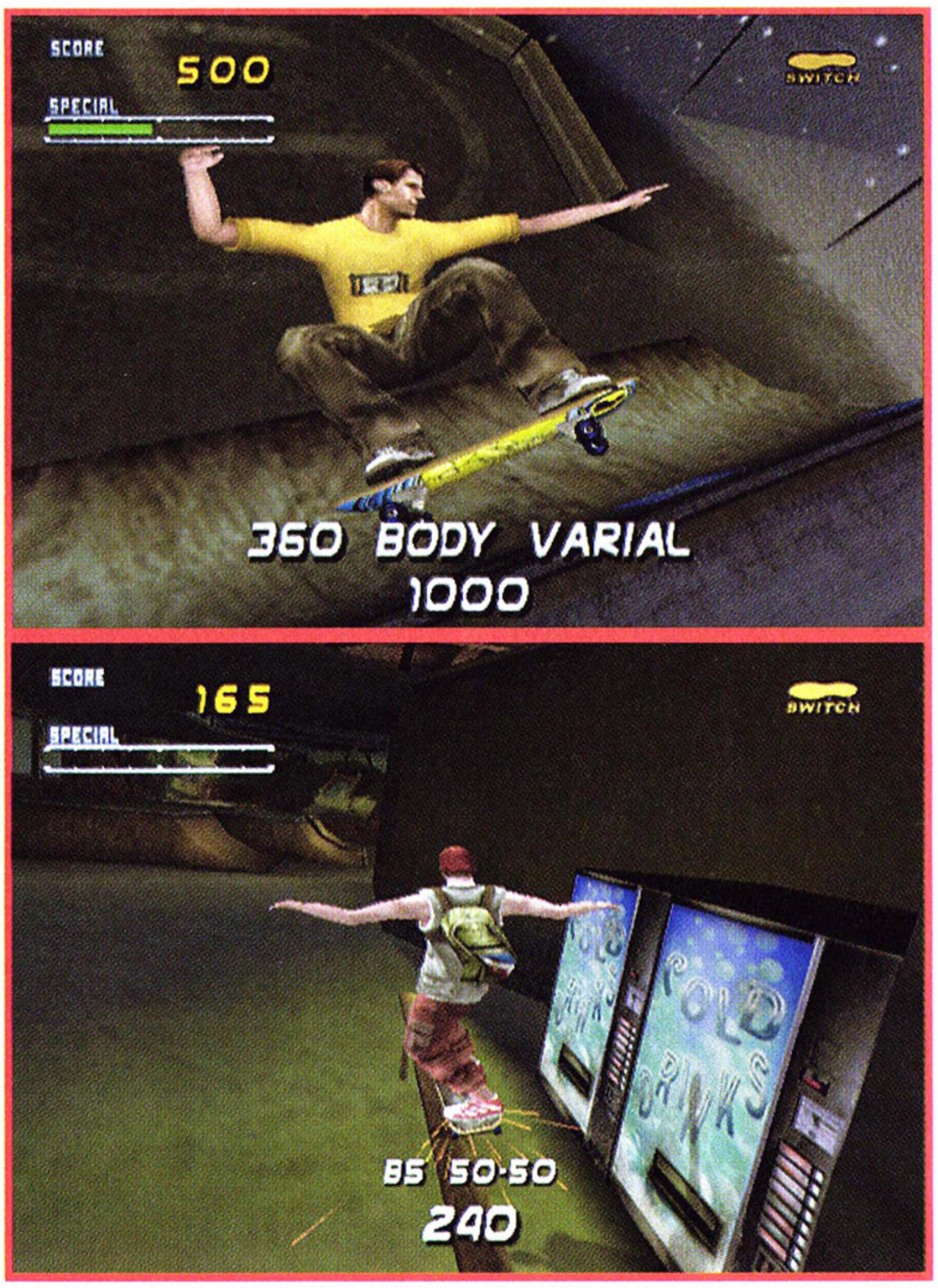




TONY HAWK'S PRO SKATER 2

CREATED BY: NEVERSOFT FOR ACTIVISION
AVAILABLE: NOVEMBER 2

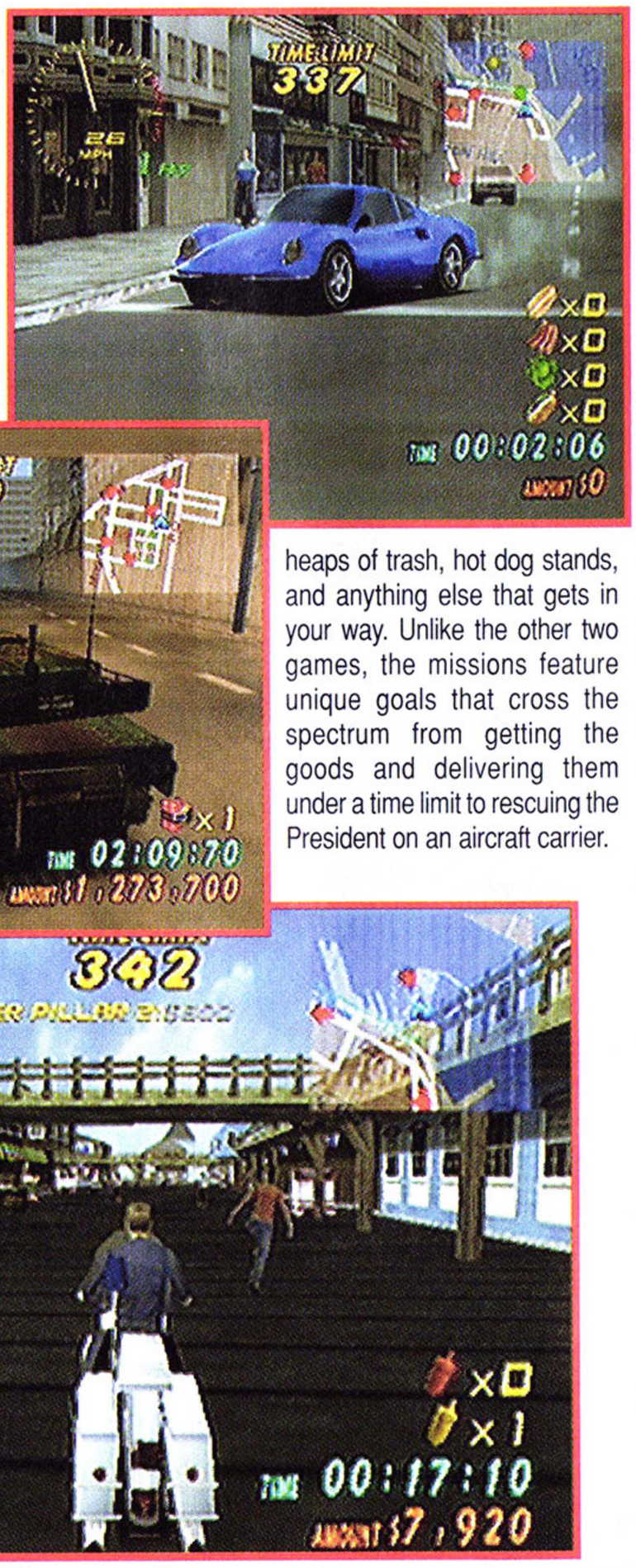
Wisely, Activision is not pawning off the Dreamcast publishing rights to the second Tony Hawk venture like it did with Crave Entertainment and the original release. The Tony Hawk sequel is staying in-house under Activision's watchful eye. Running on the same engine that made the first venture the classic it is today, a slew of enhancements and mind-blowing new options have been added to the mix. Along with a complex Park Editor, a Create-A-Skater mode, and the ability to perform ground manuals, players can get up close and personal with a handful of new boarders, all featuring exclusive moves. The great thing is, you won't have to wait long for this one. Activision is hoping to release this bad boy as closely to the PlayStation date as it can.



SUPER RUNABOUT: SAN FRANCISCO EDITION

CREATED BY: CLIMAX/DIGITAL MAYHEM FOR INTERPLAY
AVAILABLE: THIRD QUARTER

The sequel to Runabout (Felony 11-79 in the U.S.) features 25+ vehicles, 16 missions, and an immense, destructible environment. The premise is akin to Midnight Club and Crazy Taxi. Meet your goals while taking shortcuts through pedestrian walkways, parks, building, heaps of trash, hot dog stands, and anything else that gets in your way. Unlike the other two games, the missions feature unique goals that cross the spectrum from getting the goods and delivering them under a time limit to rescuing the President on an aircraft carrier.



by Erik, The PC Jedi

The Final Blurb

I can't tell you why, but this will be my last GI PC blurb. This is just fine by me, because all I ever do with it is whine, moan, or reminisce about my X-Com experiences of days long past. Like the time I played through with one guy...Sorry. No, I'm not getting canned, and yes, I will still be covering PC games in the next issue. The rest is up to your imagination. Muahahahahaaa.

8.75 Warlords Battlecry – SSI

Meat and Potatoes

I wasn't excited to play yet another RTS. The genre could only remain compelling for the first 2,000 games or so and I'm finally starting to burn out on it. Fortunately for this game, I like the old Warlords turn-based game, and Battlecry actually does a reasonable job of bringing back many of the classic concepts from its predecessors despite its real-time gameplay.

The Many Faces of Warlords

Like the previous Warlords games, Battlecry features a wide variety of races to command. There are three alignments and three civilization types that categorize the races for a total of nine. For instance, the Civilized races include Humans, Dwarves, and the Undead. All three use the same basic set of building structures to get troops and benefits, but each has its own unique armies, upgrades, and special buildings. Other races include the Primitive Barbarians, Minotaurs, and Orcs; and the Magical High Elves, Wood Elves, and Dark Elves.

The races also have unique advantages and disadvantages that include bonuses or penalties for fighting at day or night, immunities or susceptibility to psychological and physical effects like poison and fear, more or less effective worker units, and some more unique attributes like the inability to repair buildings or acquiring gold for destroying enemy structures.

The number of units that each race can create isn't exactly mind boggling, but with nine races at your disposal, the total number of different units is quite high. Many of the unit types have some excellent moves like the ability to cast spells, inflict physical and psychological effects, or consume livestock to heal. Certain unit types can even throw sheep and cows instead of rocks to do more damage.

Upgrades You Don't Have to Pay Real Money For

Most army-producing buildings in the game allow you to upgrade your units by spending resources on research. Humans, for instance, can upgrade their archers for flaming arrows, which do more damage and tend to set enemies on fire. Most units in the game can be upgraded in some fashion.

The Heroes

Like previous games in the series, heroes play an important role. In Battlecry, the hero is your key unit. It can build structures, give bonuses to allies within its command radius, and command a whole host of special abilities, skills, and cast spells depending on what race and class you choose. With nine races and 17 specific classes to choose from there is a wide variety of skills. Furthermore, heroes capable of casting magic have eight schools of magic with ten spells in each, plus a common school with three for a total of 83 spells to use.

Bottom Line

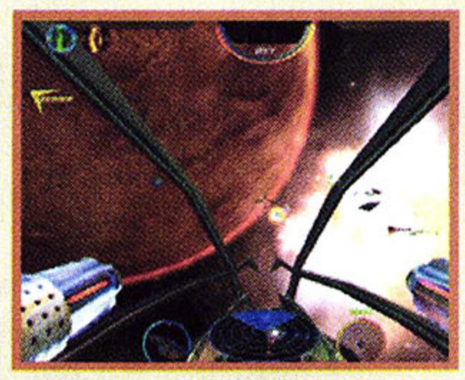
This is a fine game that does an impressive job of melding fantasy role-playing concepts with an RTS rather than simply throwing orcs and dragons into a game that could have just as easily been about tanks, planes, or robots. Featuring a lengthy single-player campaign, a skirmish mode, and an impressive level editor, Warlords Battlecry is a worthy addition to the Warlords lineup. If you haven't sworn off these silly RTS things forever, Battlecry is recommended.

– PC Quickies –

Heavy Metal: FAKK 2 – Gathering of Developers – 6.75

If all you care about is looks, buy this game. It's drop dead gorgeous with plenty of cool weapons, competent level design, stunning environments, and cool puzzles. On the bad side, the collision is so bad I frequently found myself snagged on thin air right in the middle of a tricky boss fight, and the load time is lengthy and frequent. It's a FAKKing shame.

BANG! Gunship Elite – Red Storm Entertainment – 7

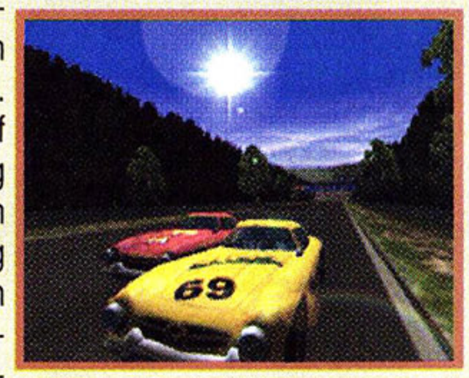


There isn't really anything wrong with this game, but there isn't really anything all that exciting about it either. It's a flashy, action-oriented 3D space shooter. Playing through missions typically involves holding down the trigger button and not letting go until the objectives have been met. I still enjoy the occasional old school shooter, but this one didn't really excite me. I prefer to shoot things with explosive arrows in Diablo II.

Soulbringer – Infogrames – 6.5

I really enjoy the RPG elements of this game, but the camera is out of control. You can move it around to a desired angle, but the game will quickly turn it to some other position whenever you move into a new area. To add to the frustration, moving around is clunky as all get-out. An interesting game for PC RPG fans with a lot of patience, but others should steer clear.

Breakneck – THQ – 6.25



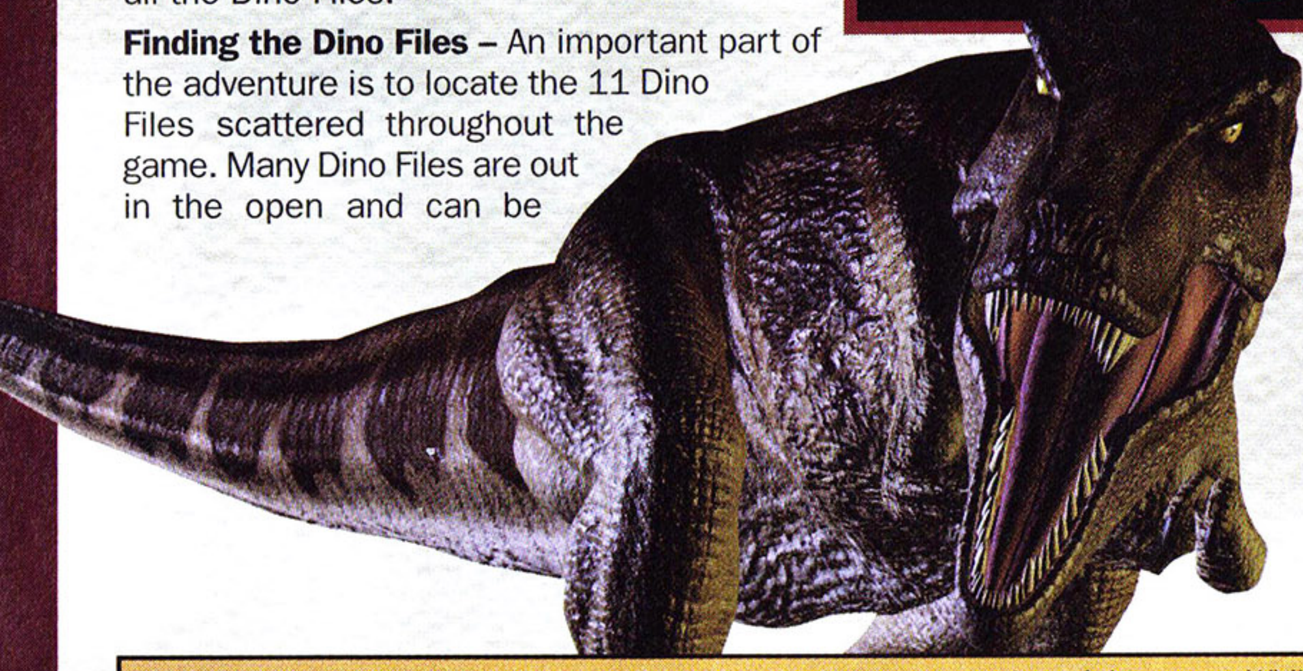
This is a surprisingly smooth racer for the PC. In fact it's one of the best looking I've ever seen on this barren racing platform. As an alternative combat racer, however, the game lacks the mass mayhem of other games in the genre, and the racing itself wasn't realistic or exciting enough to stand alone. It has a ton of upgrades, but few of them are as cool as pummeling the crap out of someone in Twisted Metal 2 or pulping pedestrians in Carmageddon.

DINO CRISIS 2

Basic Training

Using This Guide – We have attempted to outline the steps it takes to get through this adventure, but we will not hold your hand and walk you through every door and around every corner. We did provide some strategy toward how to defeat certain puzzles, bosses, and areas. We have also provided the location of all the Dino Files.

Finding the Dino Files – An important part of the adventure is to locate the 11 Dino Files scattered throughout the game. Many Dino Files are out in the open and can be seen as a rotating red object. Other Dino Files are harder to locate as there is no symbol.



Vital Credit – When you take down a dino, you are awarded points called Vital Credits. These credits are worth more than bragging rights as they are used to purchase weapons, recovery items, tools, and ammunition.

Recovery Items – Scattered amongst the destruction are a number of Recovery Item pickups. This guide does not list any Recovery Item locations as they are almost always in plain sight.

Tools – Sold at the Save - Shop consoles, Tools are found throughout the adventure. The Tools provide valuable upgrades to armor and the credit earning system. A couple of them upgrade certain sub weapons.

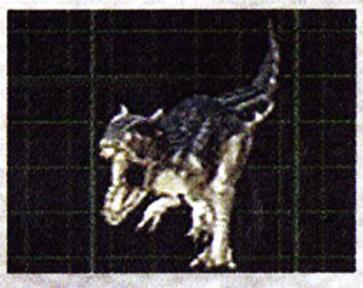
Difficulty – This strategy was produced when playing the game with the difficulty level set to Normal.

Listen – Although not essential, listening for dinosaurs that rustle in the brush or scream when they are hit makes things a little easier – especially if the dino can't be seen onscreen.

A Special Note: This guide was compiled using a Japanese version of the game. While Game Informer doesn't anticipate any changes in this game's U.S. counterpart, some of the File locations may be altered. We apologize in advance for any errors.

Warning: This is a game walkthrough. It may spoil your enjoyment of the game. Use At Your Own Risk!!

THE DINOS

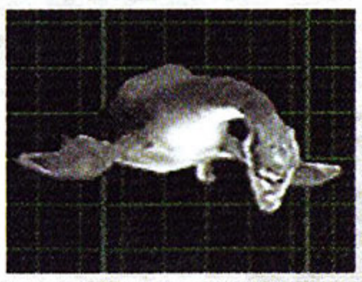


Allosaurus – "Lil' T"

A T-Rex look-alike, the Allosaurus is actually smaller than its counterpart and can be distinguished by its bluish skin. It will take plenty of ammo to take it down when using a weapon with a low attack rating. However, it is best to avoid this beast unless you think you've got what it takes.

Velociraptor – "Toronto"

A common fixture throughout the adventure, the Velociraptor are quick and always travel in packs. It is possible to outrun this foe, but the credits offered by mowing down a horde of these creatures is well worth the effort.



Plesiosaurus – "Nessie"

If we weren't mistaken – along with countless Scots – we could have sworn that a Plesiosaurus was seen swimming in Loch Ness. Regardless, they are swimming in this adventure and we've got the pictures to prove it. You will fight these creatures in and out of the water. They are no match for Sub Machineguns.

Pteranodon – "Dive Bomber"

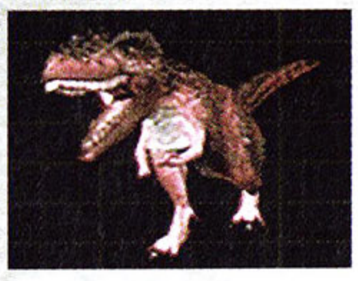
Not to be confused with the Pteradactyl or some new glam rock band, this winged reptile of prey is extremely annoying and difficult to kill. The best strategy when around the Pteranodon is to keep them off you and get to the exit.

Compsognathus – "Compy"

The smallest dinosaur known, these critters are mostly around as decorations – although there is one in particular that can be quite annoying. The game will not allow you to fire on the little ones.

Inostrancevia – "Dog Dragon"

The hardened skin of this slow-moving beast is impervious to attack from fire or other weapons with an attack power under 80. Luckily, their underbelly provides no protection. Using the Chain Mine Gun will flip the Inostrancevia on its back, leaving it vulnerable.



Giganotosaurus – "Big Mama"

The larger – and much older – cousin of the T-Rex. The Giganoto is hard to stop with standard weapons. However, you will have some rather large weapons at your disposal, so you had better aim carefully to take this beast down.

Mosasaurus – "Duck Bill"

Another seafaring creature, the Mosasaurus is found only in the 3rd Energy Reactor. It must be pointed out that you will see this long neck in normal and jumbo size. The first falls easy prey to the Needle Gun, while the latter will take many an Aqua Grenade to conquer.

Tyrannosaurus Rex – "Mr. T-Rex"

The grand showman, Mr. Hollywood, and the most widely known dinosaur on the block has come into Dylan and Regina's neighborhood. You'll see this guy from the get-go and he will make appearances throughout the game.

Triceratops – "Stumpy"

These reptilian battering rams make a brief appearance in the latter part of the adventure. You'll never get to test out much firepower on ol' Stumpy, but that gun on the back of the Jeep will have to do.

Oviraptor – "Spitter"

Gaining notoriety on the set of Jurassic Park, the Oviraptors have a deadly leaping attack and spit goo at you when they come close. They aren't hard to take down if you have the shot, but their quickness and numbers may prove frustrating.

DINO CRISIS 2 WALKTHROUGH

>>> Dylan

Welcome to the Jungle - Part 1

- ***Find the Dino File 01 – Velociraptor***
- ***Replenish at the Save - Shop***
- ***Make your way to the Military Facility***

You begin the game as Dylan, and this will essentially introduce you to battle and give your trigger finger some work. Remember to keep your ears peeled for that rustling in the bushes. Velociraptors lurk around every corner. You will be taking the Jungle's Northern Route. The **Dino File** is in plain site in the Save - Shop.

Military Facility

- ***Find Dino File 02 – T-Rex***
- ***Get Black Key***
- ***Uncover Yellow Key Card***

Upon entering the Military Facility, you will be greeted by a frightful sight. After the scene ends, you'll wind up in a waiting room. On the table in the back is the **Dino File**. Go deeper into the Military Facility where you'll find a Save - Shop. Here you'll find the Black Key.

Return to the T-Rex area. There's no use trying to fight, just go in the other small door. In the back of the room there is a red panel. Use the Black Key to reveal the Yellow Key Card. An alarm sounds. Dylan radios for help – "Somebody Answer Me!"

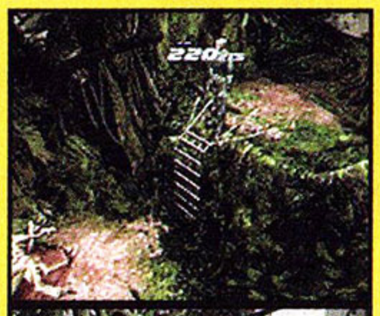
>>> Regina

Welcome to the Jungle - Part 2

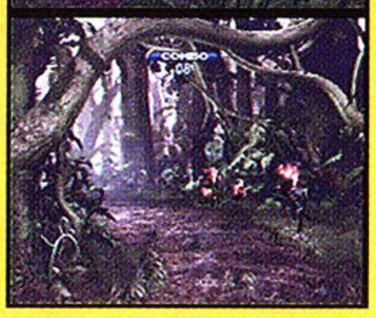
- ***Find the Dino File 03 – Allosaurus***
- ***Make your way to the Research Facility***

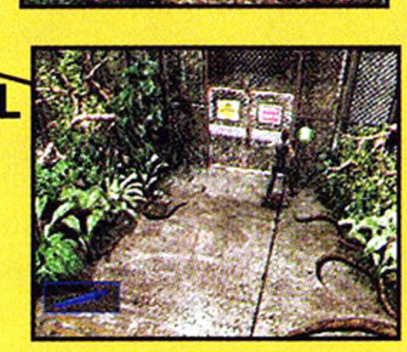
Regina has been called into service, and this mission will take her into the Southern part of the Jungle on her way to the Research Facility. Again, this area of the Jungle is crawling with Velociraptors. Things get a little more

JUNGLE



MILITARY FACILITY



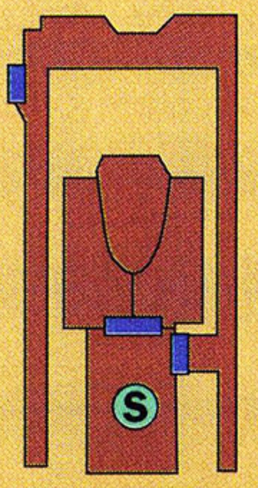


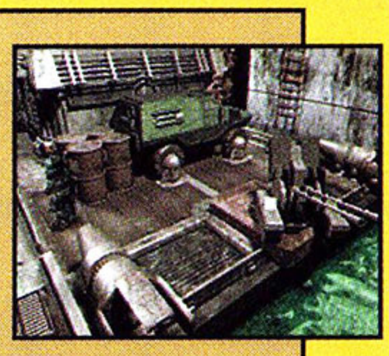
PATROL SHIP

MISSILE SILO

RESEARCH FACILITY

PATROL SHIP





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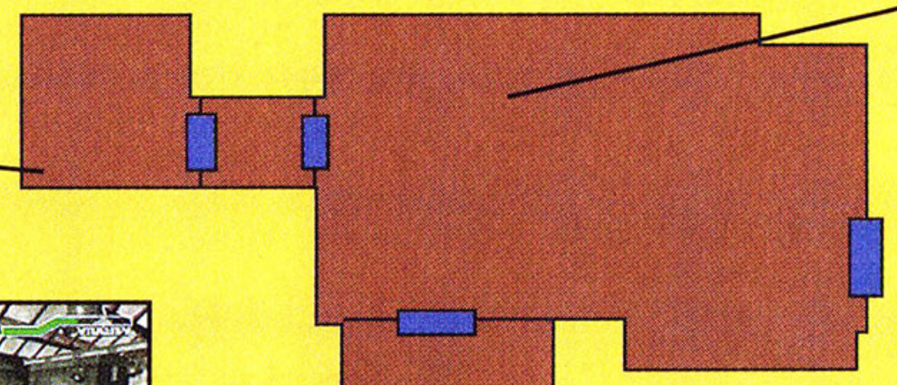

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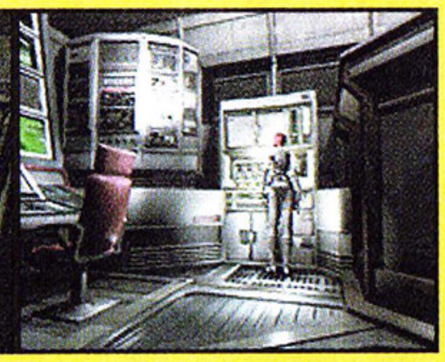


tricky in battle for her, but the tactics for survival are basically the same. Using Regina's Stun Gun will open the door that leads you into the Jungle. Upon entering, search the dead body to find the Dino File.

In the expanse of route #2, there are two exits – one to the North and one to the West. Take the Western exit. In the next room you'll be greeted by a surprise. We highly advise that you scoot up the ladders and enter the doors at the top.

The Research Facility

- ***Get the fiery weapon of your choice***

This area can be as easy or as difficult as you want it to be. It is crawling with Raptors that seem to come in an endless stream. You must make it to the Save - Shop and you'll have to fight off at least five or more dinos. You can hang out in these close quarters and use a combination of your gun and Stun Gun to rack up a few combo credits, but it's easier (and safer) to head for the open door.

Inside the Save - Shop, fork over some credits for the Flame-Thrower or the Fire Wall. When this is over, exit and you'll be introduced to a new character. Who is she?

Return to the Military Facility

- ***Clear a path in the Jungle to the North***
- ***Get the Black Key from Dylan***
- ***Exchange the Black Key for the Blue Key***
- ***Use the Blue Key to free Dylan***

Back in the Jungle, there is a unexplored passage that leads North. Arm yourself with the flame weapon of choice – Flame-Thrower or Fire Wall – and move up this passage while torching the poisonous plants. Then make your way into the research facility while avoiding conflict around a rather large creature.

Once inside the Military Facility, you will find the area now inhabited by some dive-bombing fiends. Quickly enter the small room where Dylan is trapped and grab the Black Key he left there for you. Notice the color of the key panel next to the door.

Now move into the area containing the Military Facility's Save - Shop. Around the corner from it is another door that can be opened with the Stun Gun. Inside, there is a key panel, use the Black Key and then take the Blue Key.

Return back to Dylan. Use the Blue Key to open the lock and set that man free.

>>> Dylan

Traverse the Jungle, the Long Way

- ***Discover a new Jungle path***
- ***Take on the Raptors***
- ***Keep a healthy supply of ammo***
- ***Head for the Research Facility***

Once out of the Patrol Ship you will discover that a giant dino has cleared away the new door. Be careful because these beasts still roam the area. Take this new path and you'll exit into Northern area #1. The area is still thick with Raptors, so have weapons ready.

Make your way to the Save - Shop, stock up on some ammo and Recovery Items, and head to the South through the area formerly occupied by the poisonous plants.

Now head West and again enter the Research Facility.

Deep Into the Research Facility

- ***Blade the vines to open the door***
- ***Use the Yellow Key Card***
- ***Set up a trap***
- ***Lose the Yellow Key Card***
- ***Corral a Compy***
- ***Retrieve the Yellow Key Card***
- ***Get the Dino File 04 – Compy***
- ***Get the Ship's Part***

Wow, so much to do, so little time. After hacking open the door with the blade and entering, you have to get to the other side of the room and use the Yellow Key Card to open another door.

Move to the open door to the East. Inside, close the small panel illuminated with green next to the door. Use the machete to access the next room.

Inside the door, close the small panel illuminated with green next to the door. This room is a Save - Shop. Locate the Recovery Item. Next to it is a cage illuminated by green. Open it – do NOT close the adjacent panel. Continue to the next door, opposite side. There is another green panel. Close it and hack your way out. (Note: Check the Save - Shop for a nice set of Tools.)

Move to the end of the hall and use the Yellow Key Card to enter. Something stole your key card! Follow it and corral it into the small panel opening that you should have left open. Keep in mind that the Compy may hide and you can get it moving by using the action button when you're in close proximity.

Return to the Save - Shop area and close the green panel next to the cage. Now coral the Compy into the cage. The Yellow Key Card will eject. You can also find a **Dino File** here.

Finally, go back into the hall and open the door with the Yellow Key Card. Inside is the Ship's Part.

Patrol Ships Out

- ***Choose your destination***
- ***Man the ship's guns***

Hopefully you've made it to the Patrol Ship in one piece. When you activate the Patrol Ship controls you have the choice to take the ship to two locations – Edward City or 3rd Energy Facility. We recommend choosing the 3rd Energy Facility (although you can waste time and sightsee at the locked entrance to Edward City). Either way, there's gonna be a fire fight using the ship's weapons system.

Minigame: Patrol Ship

Keep the Mosasaurus and Pterodons at bay with steady fire. There's a wave of them from the water, then from the air, followed by a wave from both directions. The combos fly in this little excursion. Be sure to aim for the heads of the Plesiosauri. It is not uncommon to receive more than 24,000 credits.

>>> Regina

3rd Energy Facility

- ***Get the Dino File 05 – Pterodon***
- ***Find a clue***

The purchase of a set of Sub Machine guns make this next sequence of four areas a credit-fest. Move through the sequence of gates to a loading dock area. Hidden next to the front of the smashed truck, you will find a **Dino File**.

Locate the other file next to the body and it will clue you in as to where to go next – the Jungle.

Welcome (Back) to the Jungle

- ***Move to the area denoted on the in-game map***
- ***Check the waterfall***
- ***Locate the Blue Key Card***

Once inside the area, climb over and locate the waterfall. Inspect it using the action button until a green leaf appears. The leaf will float in the current. Follow it and it will lead you to a shiny speck in the water. This is the Blue Key Card. Grab it and hightail it back to the 3rd Energy Facility.

Return to 3rd Energy

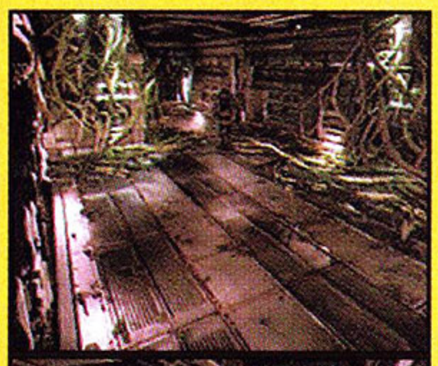
- ***Use the Blue Key Card***
- ***Find the Boat Key***
- ***Get Dino File 06 – Mosasaurus***
- ***Open the boat to get 4-Digit Code***
- ***Locate the ID Card***
- ***Use the ID Card & 4-Digit Code***

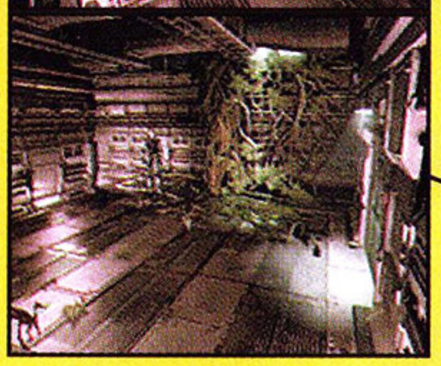
After you've made your way back to the loading dock area, use the Blue Key Card to open the door. Inside, follow the path around and up into the next room – a Save - Shop.

Here, in plain sight is the Boat Key. Around the corner on the center console (not in plain sight) is a **Dino File**. Take the key back downstairs and use it on the glowing panel inside the boat. This will give you a randomly generated 4-digit code. Move back to the Save - Shop.

In the Save - Shop, there is an open door to the South. Move out onto the catwalk and locate the dead body. Search it to find an ID Card. The ID Card and the 4-digit code open the elevator door in the Save - Shop room. Hit the switch to take the elevator down.

RESEARCH FACILITY





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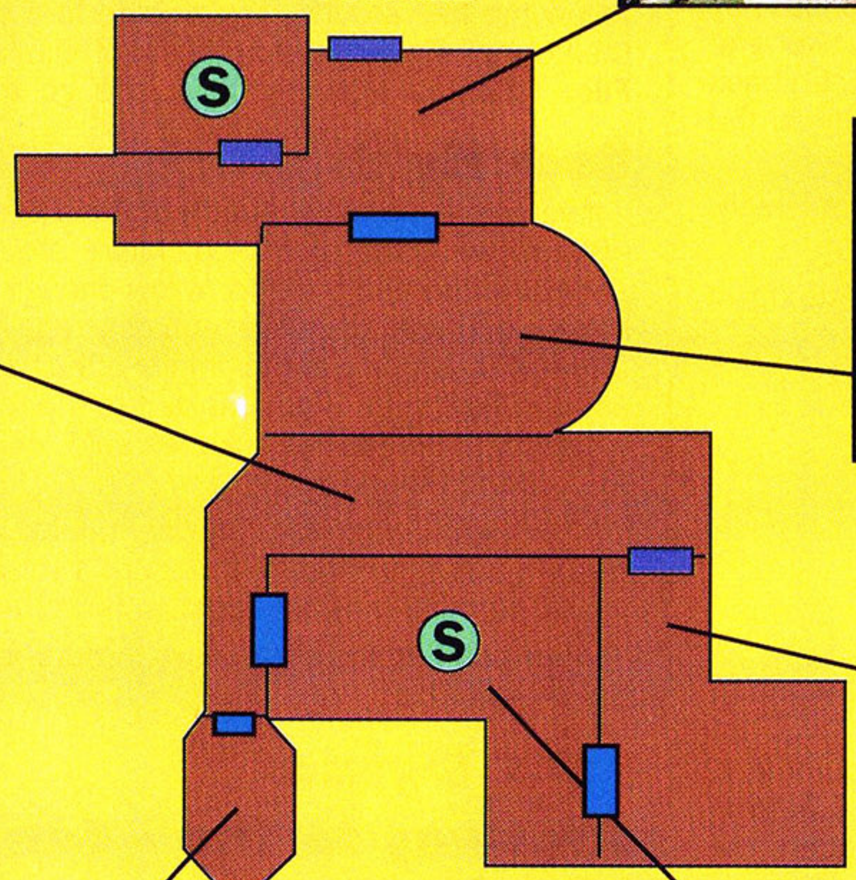
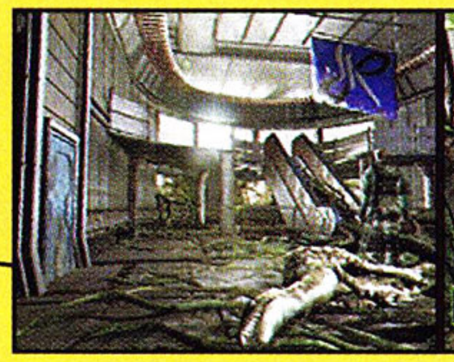
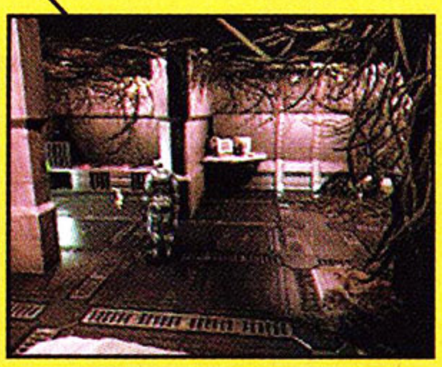
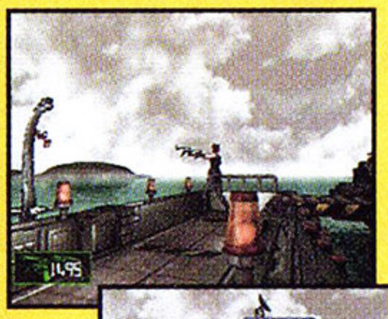
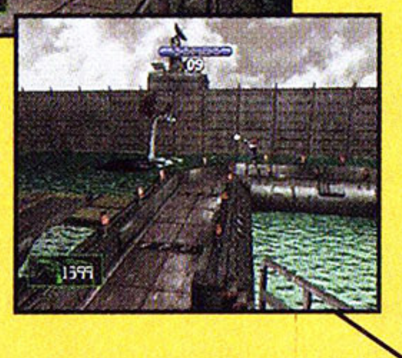
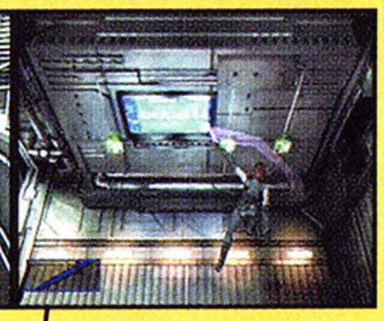






3RD ENERGY FACILITY



PATROL SHIP

Enter the 3rd Energy Reactor

- ***Restore the power***
- ***Acquire the Dive Suit***
- ***Activate the elevator***
- ***Descend into the depths***

In the room at the end of the hall, find the power grid panel (denoted by three red lights). First, be sure to equip the Stun Gun. After the power grid is turned on. An overload will occur and the lights will flash from green back to red. Use the Stun Gun to reactivate these switches. Eventually all the switches will turn to blue and the power will be restored.

Move over to the other side of the room and up to the Dive Suit machine. Acquire the Dive Suit and jump down to activate the elevator.

After descending into the water, you will fight a new foe. Continue down to locate the exit door.

3rd Energy Reactor

- ***Purchase the Aqua Grenade weapon***
- ***Use a grenade on the pillar***
- ***Activate the elevator***
- ***Locate the Shutter Plug***
- ***Use the plug***
- ***Locate the Edward City Key Card***
- ***Find Dino File 07 – Plesiosaurus***

If you haven't already become accustomed to your new dive equipment, the Save - Shop area is the perfect place to do so. Work on some jumping skills, as well as try out the Needle Gun and the secondary weapon, the Shock Gun, while you're at it. Now's the time to buy the Aqua Grenade weapon. Then move out.

Advance into the next series of rooms and hone your battle skills. Along the way you'll notice an item that is not reachable at the moment. Continue to the next expansive area and you'll discover a platform with a Recovery Item on it. Use this platform to reach to the upper platforms and make your way up and across the platforms, consulting the map for the correct path once you're up. Eventually you will make your way to the door which is out of reach. However, the pillar holding the platform has been weakened so an Aqua Grenade will dislodge it. Hop up and proceed through the door.

Throw the lever to lower the elevator (if you fall off the platform before you get the next item, just use the elevator to return to the top). Move over and across the catwalk to the downed diver. Grab the Shutter Plug. Head back to the West.

In the Save - Shop area, go to the console and use the Reactor Part, and then hit the switch to open the shutter. Head back to the East to the unexplored door.

Once you reach the Eastern area, take the elevator up and follow the hall around. You'll come to a deceased diver. Get the Edward City Key Card (Green) off him and locate the **Dino File.** Take the elevator down and go through the door.

Boss Fight

If you have a healthy supply of Aqua Grenades, these are the weapons of choice. Move around the super structure and find a platform low enough to jump onto. Make your way up while guarding against attack. Try attempting jumping shots or hitting the beast's underbelly as he swims over. If you make it to the top, there is a nice alcove that can protect you somewhat. Like we said, the Aqua Grenades will make quick work of the Plesiosaurus.

After some underwater mayhem, make your way up the platforms (if you haven't already). Note the platforms you need to reach are marked by red lights. Move across, up, across, down, and then back up. Got it?

When you see the door, move through it by activating the red switch. Take the elevator up.

>>> Dylan

Areaway to City – Edward City

- ***Buy a Chain Mine***
- ***Find Dino File 08 – Inostrancevia***
- ***Blade into the next area***
- ***Use the Chain Mine***

Regina has skeedaddled and left you to explore the area. In close proximity to where you enter the Areaway is a Save - Shop room that is guarded by one very large beast. Get to the console in the back and buy yourself a "Shaker Pistol." It might not be a bad idea to add the Anti-Tank Rifle to your arsenal. Leave.

Locate the **Dino File** further down the concourse and continue to the vine-covered door. Hack your way through the gate and you'll learn about the

survival markings of David. Anyway, continue on until you reach a small area with a rock blocking the passage.

Shatter the blockage with a swift shot from the "Shaker Pistol."

The Magma Passage

- ***Stay healthy***
- ***Get to the other side***

This area is like a maze as your in-game map will not function so deep beneath the earth. This section of trail is also littered with rock obstructions and nasty dinos.

Use the Chain Mine to open paths as you make your way across the flowing magma. It's a fairly straight path through with only a couple odd twists. Just be on the lookout for the yellow marks David has left.

Eventually, you will reach the other end and find a Save -Shop.

Signal a Friend - Minigame

- ***Acquire the Signal Gun***
- ***Call in the shots***
- ***Find Dino File 09 – Triceratops***

After a cutscene you will get the Signal Gun (this gun is a secondary weapon). Here you will work as a team to get past the load of monstrous dinos. The path is riddled by some obstacles, as well as a ton of beasts. Try to outrun your enemy while shooting off the flare whenever possible. Certain points will be blocked or require you to climb onto a platform and backtrack slightly. If you come to a blockade, shoot a signal and the gun will destroy some of the surroundings to open a path. Keep an eye out for Recovery Items and try to keep moving.

You'll exit into another Save - Shop. The **Dino File** is in plain sight.

Into Edward City - Minigame

- ***Keep those dinosaurs off your ride***

Here you take control of a mounted gun on a Jeep. Leave the driving to Regina. This part is much like the Patrol Ship gunning earlier. The thing to do here is try to make clean shots as the gun takes a while to reload. The Triceratops will charge frequently, but only one at a time. Try to get them as they get in close. It's rather simple if you don't have too quick a trigger finger.

Explore Edward City

- ***Find Dino File 10 – Oviraptor***
- ***Locate Robson's Store***
- ***Find & Use the Residence Key***

You heard 'em – search the area. In particular, look at the body next to the Jeep. Hidden here is the Dino File. Cruise the 'hood and visit the store – wonder how old man Robson is doing? Whoops! At least his Save - Shop console works.

Inside the store you will find a black Residence Key. Grab the key and make your way deeper into the city. It's a short trip to the locked door where you can use this residential-type key.

Tank Battle - Minigame

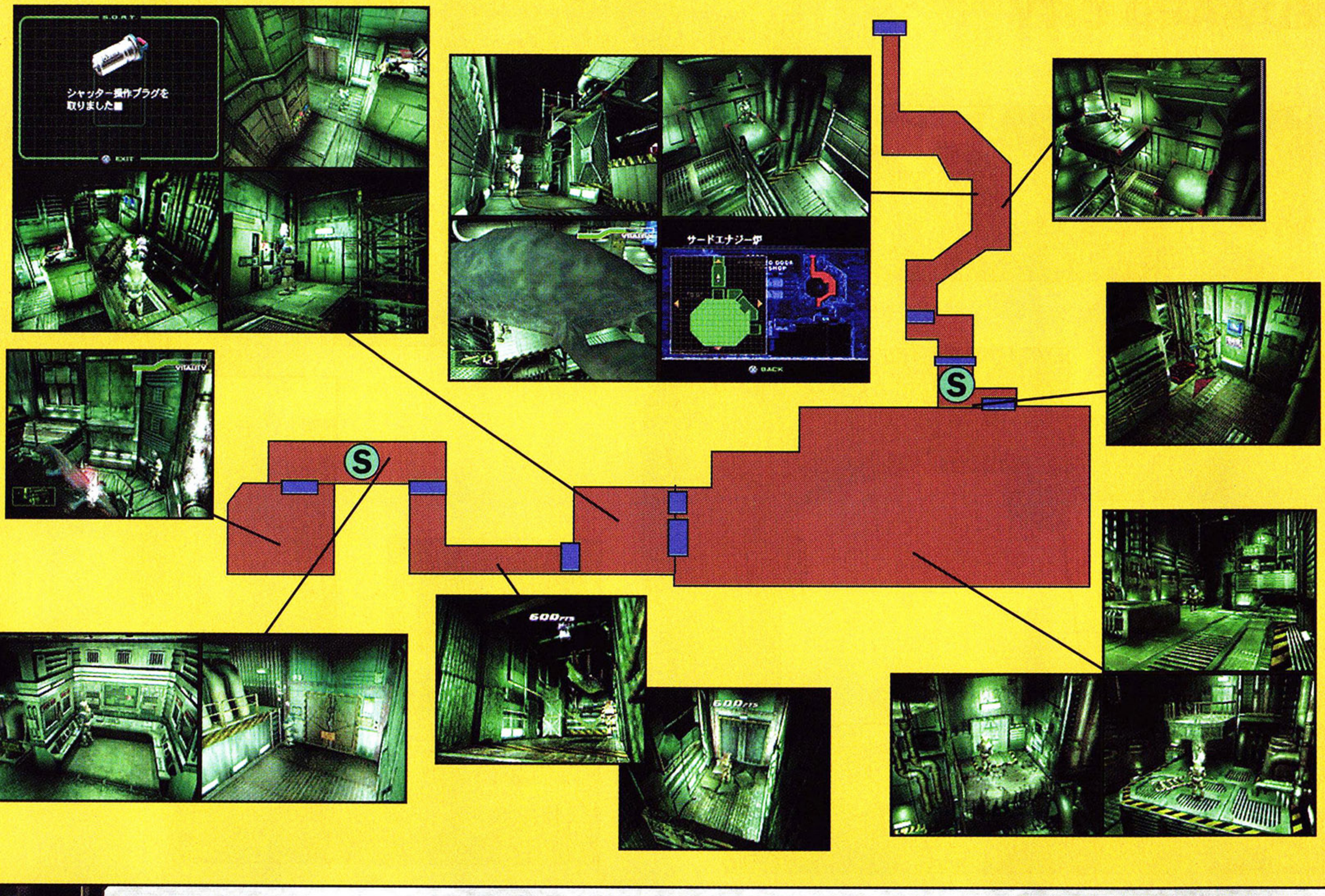
- ***Drive & Shoot – at the same time!***
- ***Acquire the Gas Mask***

This is a blast in more ways than one. This tank combat game is somewhat like the last run-in with the Allosaurus and the Signal Gun in that there are obstacles that must be destroyed. Yet, now you have control of a tank with internal fire power.

You must get to the other end of the area so get a move on! Use the L1 and R1 to turn the turret. Drive away as you shoot backward. Beware of the obstacle which must be destroyed. Just remember to keep moving and don't get cornered.

Once you have reached the other side, look for the Gas Mask which is out in the open.

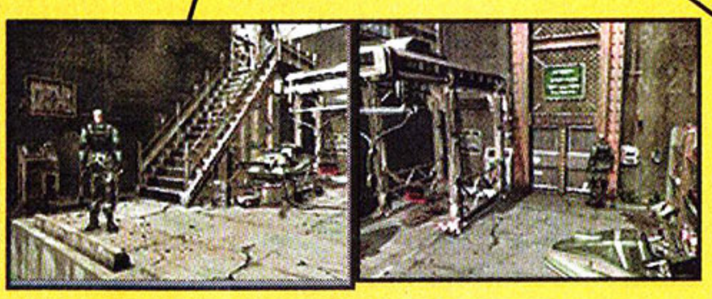
3RD ENERGY REACTOR



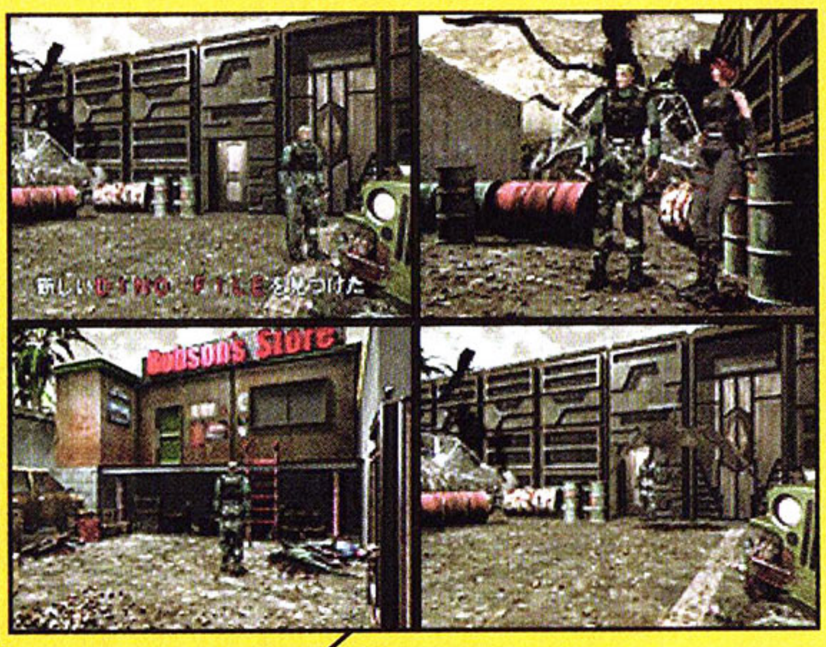
AREAWAY TO CITY

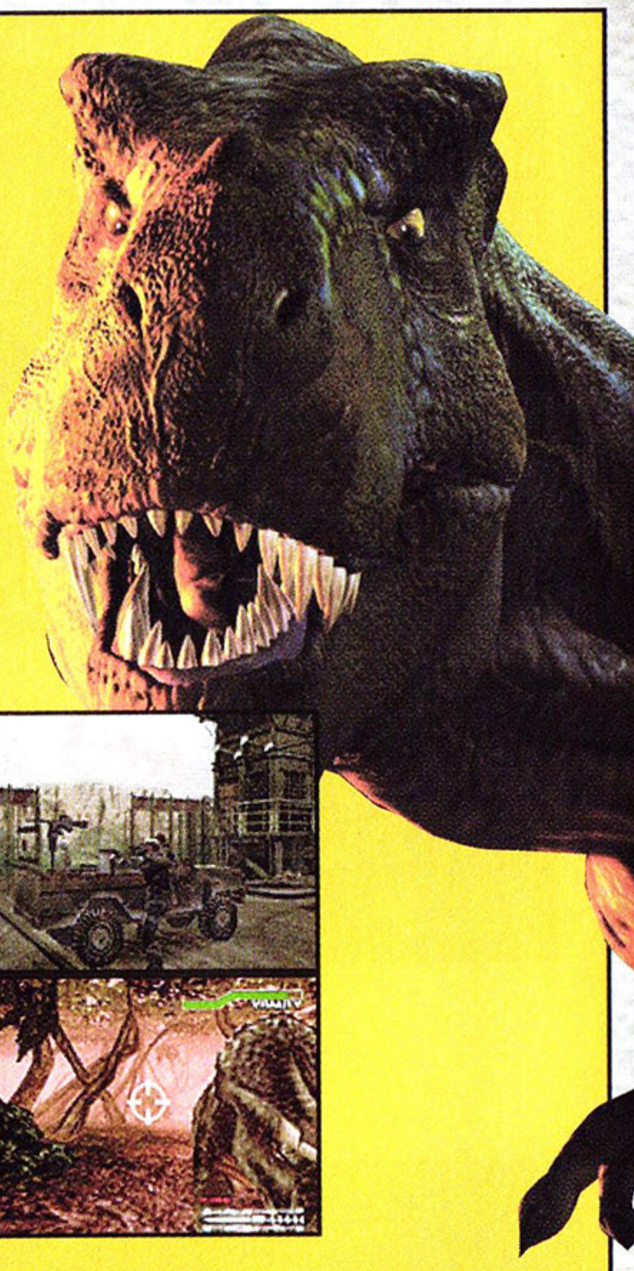
UNDERGROUND

PATROL SHIP



EDWARD CITY





>>> Regina

Back to the Jungle

- ***Take the Patrol Ship back to the Jungle***
- ***Find the Deadly Poison Zone***
- ***Use the Gas Mask***

Once you have taken the Patrol Ship back to the Jungle, use the Southerly path to locate the entrance to the Deadly Poison Zone. Descend the ladder and the Gas Mask will automatically be equipped. Follow the path to the Missile Silo.

Missile Silo

- ***Acquire the 3rd Energy Data Disk***
- ***Find Dino File 11 – Giganotosaurus***

From the Save - Shop, head down the stairs where you'll find a glowing computer. Activate it to get the 3rd Energy Data Disk. Also here is a **Dino File** hidden among the room's control panels. Return out and back up the stairs.

After a lengthy cutscene, Regina will be given a mission to shut off the missile controller on the warhead.

Boss Battle: Gassing the Giganotosaurus

This one is rather simple. There are two gas valves on the catwalk. Run back and forth to each one while activating the valves and then igniting gas by shooting at it. After a few trips the Giganotosaurus is toast.

Missile Silo – continued...

- ***Activate the catwalk***
- ***Disable the warhead***
- ***Escape***

After the Giganotosaurus is down, go to the end of the catwalk and activate the panel to play a familiar Stun Gun game with the lights (this time there are a few more lights). Work quickly and eventually the bridge will open to the Missile Silo.

Proceed across and then up to the console. Activate the console to reveal a panel on the warhead. Go to the warhead to deactivate the missile. Move down.

After the spectacular CG movie, you'll arrive in a Save - Shop area. Head down the stairs and then through two rooms to the exit.

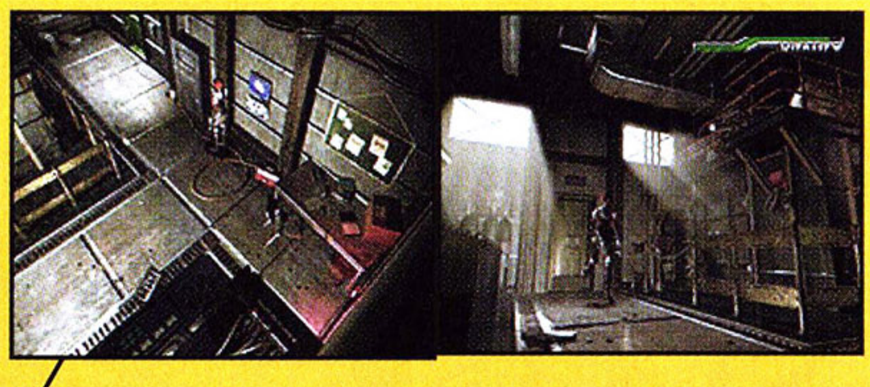
>>> Dylan

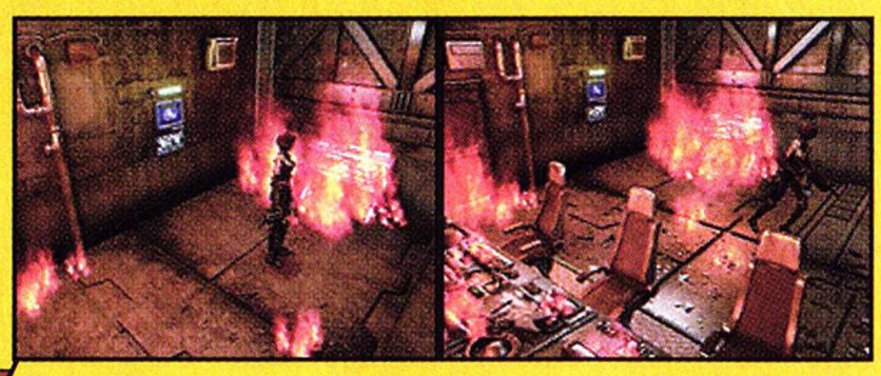
Protect David – Minigame

You man the turret as David works on a valve. Keep the dinos off him as he works.

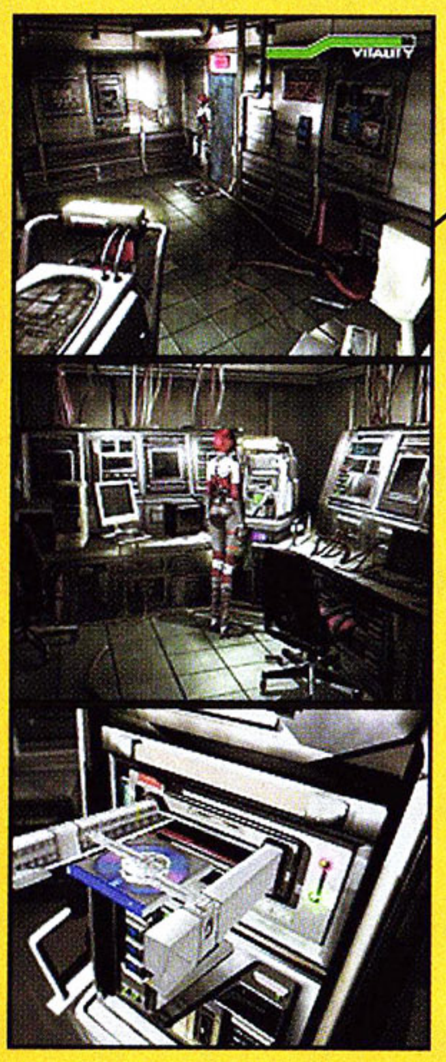
Raptors will start to appear from multiple locations. You can try to rack up big combo points with accurate cursor movement and fire, but it may be better to focus your fire to the small area around David. The raptors that come from the platform above should be fired upon after they have jumped down.

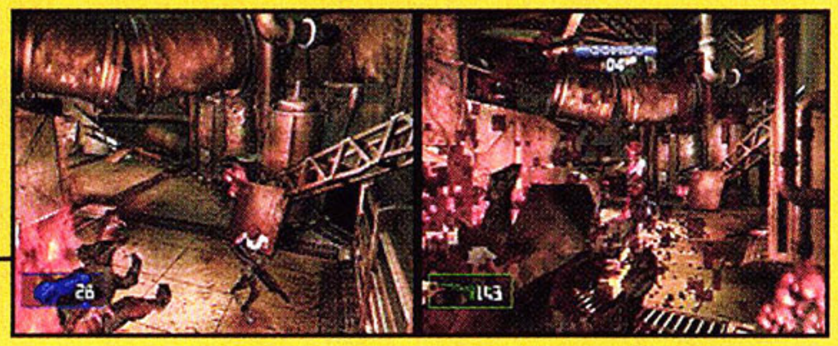
MISSILE SILO

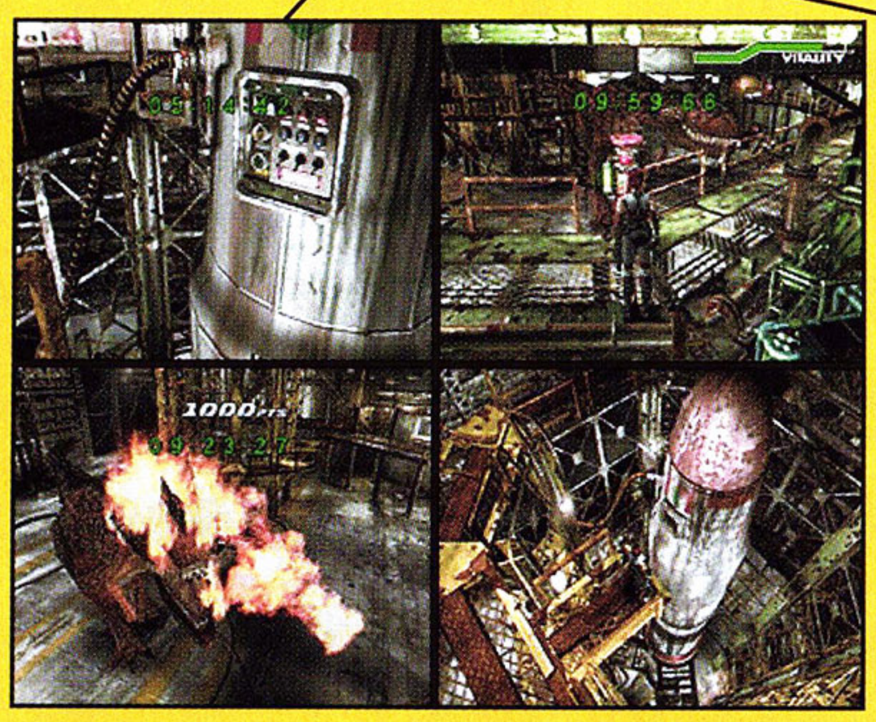


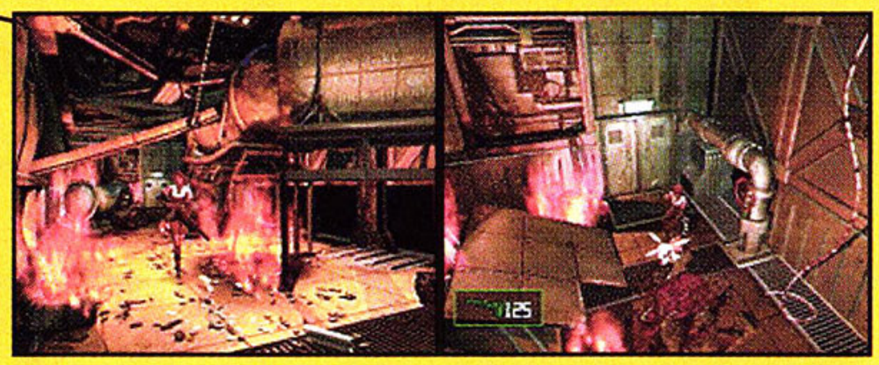


JUNGLE

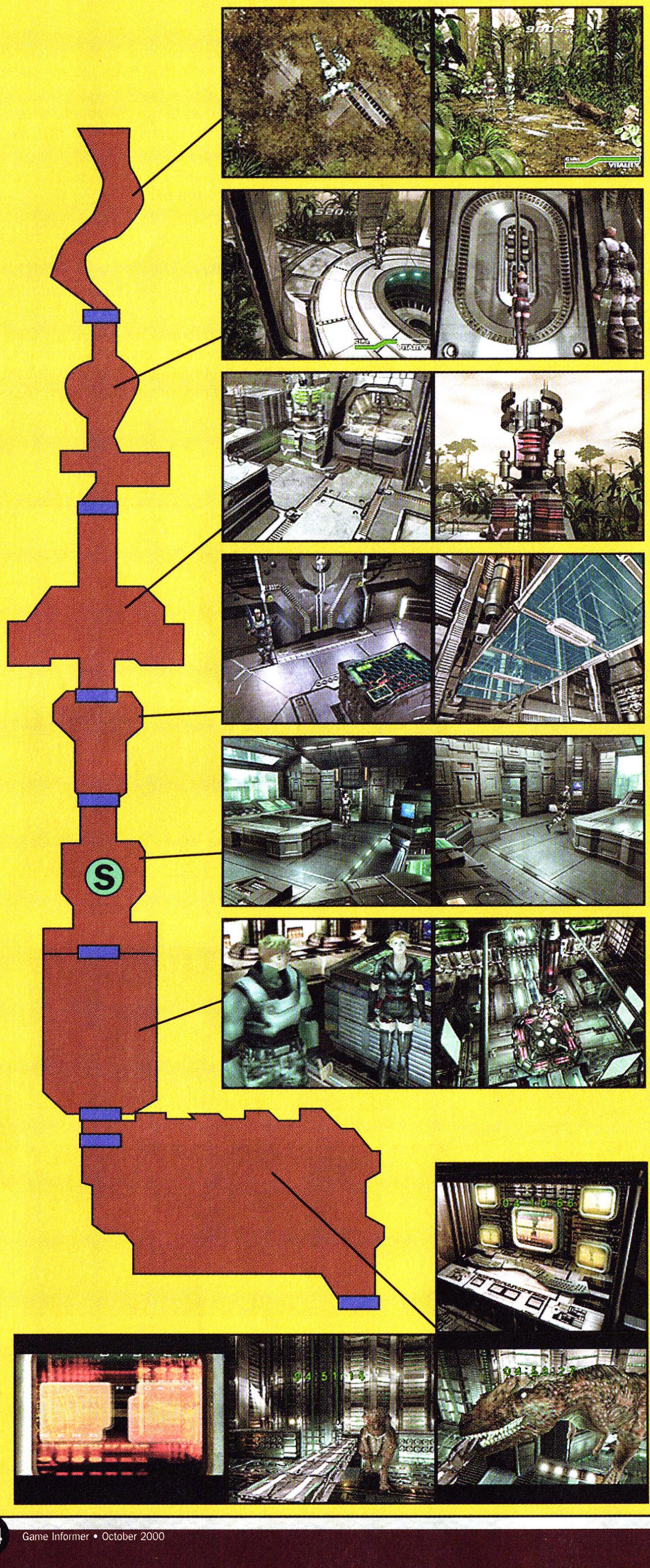








HABITAT SUPPORT FACILITY



Protect the Girl – Minigame

The objective here is to keep the young lass from harm. She will begin walking and stop at certain intervals when you come under attack. Stick close to her when the action is hectic. Don't worry, she can't be hurt by friendly fire.

Habitat Support Facility

- ***Trigger the red beams***
- ***Disable the yellow, green, red, and blue units***
- ***Deactivate the red beams***

First, follow in the direction the girl ran, climb the ladder and attempt to exit. It is blocked by energy beams. There are four switches you must activate to disable the beams.

on the main level...yellow switch
on the main level...green switch
ladders to the left...up and hit the red switch
ladders to the right...up and hit the blue switch

Boss Battle – Giganotosaurus Returns

Don't think for a second your sidearm will help you with this battle. This is all about running. When you first gain control, run to the left of the screen and head across the bridge. Don't stop for an instant as the dino beast will knock you off causing instant death. Once you've reached the other side, head East (left) to the yellow panel on the wall. Activate it and run to the opposite corner of the area to find another switch. Lastly, return to the main console located adjacent to where the bridge used to be. Keep in mind that you will take some damage on this excursion. Have your Recovery Items handy. Boom!

After a very satisfying scene, run to the opposite end of the area and exit.

Strategy Extra

Secret Modes, Items, & Characters

Upon completion of the adventure, you will be ranked on the following criteria and be awarded a grade.

- ***Clear Time***
- ***Vital Credits Accumulated***
- ***Dino Files Collected (11 possible)***

Obviously, there are a number of possible outcomes and grades.

Extra Crisis – Dino Coliseum, Dino Duel

You are awarded this option after beating the game on the harder difficulty. After all the credits roll and the ranking screen appears, you'll be shown a character screen where you can purchase secret characters using the credits you accumulated over the course of the game. Choices include Rick and Gail from the first Dino Crisis game. Choose wisely and spend as much as possible since you can only get back to this screen through beating the game again.

If you do beat the adventure again, buying all the available human players – and a tank – will then open up dinosaurs for purchase.

Dino Coliseum

The characters you purchase can then be played in Dino Coliseum mode. This no frills game is essentially a survival game where you face off against waves of various dinosaurs. Each character comes to the coliseum with varying weaponry and health.

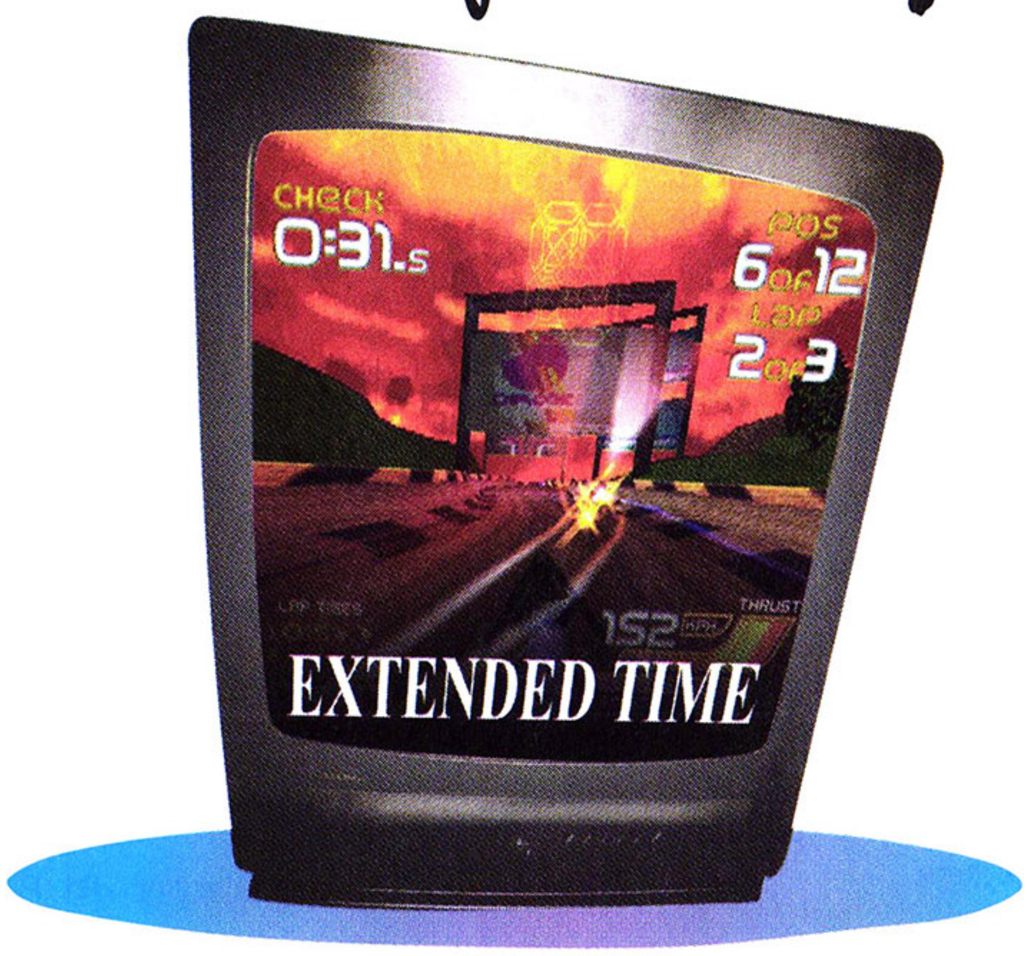
Dino Duel

This game is opened when you have accumulated two or more dinosaurs. As the name suggests, the Dino Duel is a pseudo head-to-head fighter.

Bonus Items, Infinite Ammo

Collect all the Dino Files in the game and you may be awarded bonus items such as the VCS Silver Card and infinite ammo.

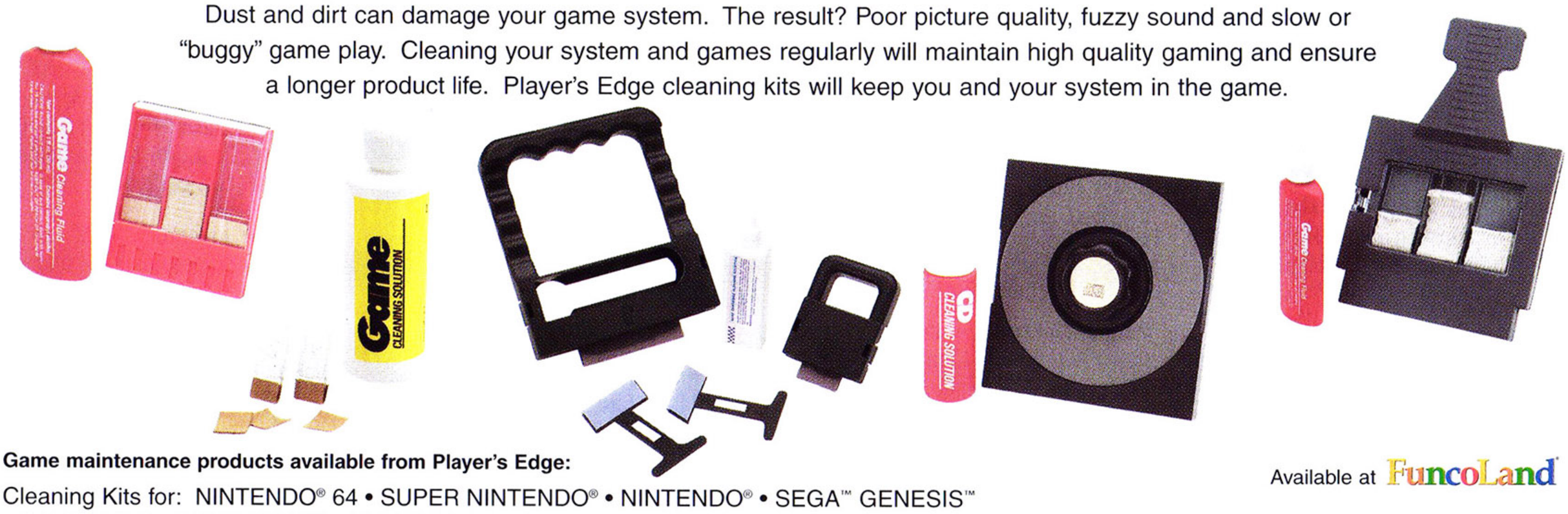
This is your game.



This is your game on the blink.

ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



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Available at FuncoLand

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Nintendo 64

Banjo-Kazooie

After completing level 2 "Treasure Trove Cove," head back to Banjo's house within the practice area and look at the picture of Bottles above the fireplace. Doing this will bring up a strange puzzle game. Defeat it and you will receive a code to enter on the floor of Treasure Trove Cove. From here on in, new puzzles will be added after each level is beaten. We recommend conquering the game completely, then returning to the puzzle.

Big Heads – BOTTLESBONUSONE
Big Arms – BOTTLESBONUSTWO
Big Kazooie – BOTTLESBONUSTHREE
Wiener Banjo – BOTTLESBONUSFOUR
Big Feet/Wiener Body – BOTTLESBONUSFIVE
Big Everything – BIGBOTTLESBONUS
Washing Machine – WISHYWASHYBANJO
Infinite Lives – CHEATLOTSOFGOESWITHMANYBANJOS
Maximum Energy – CHEATANENERGYBARTOGETYOUFAR
Infinite Air (underwater) – CHEATGIVETHEBEARLOTSOFAIR
Infinite Gold Feathers – CHEATAGOLDENGLOWTOPROTECTBANJO
Infinite Red Feathers – CHEATNOWYOUCANFLYHIGHINTHESKY
Infinite Eggs – CHEATBANJOBEGSFORPLENTYOFEGGS
Infinite Mumbo Tokens – CHEATDONTBEADUMBOGOSEEMUMBO
Disable Codes – NOBONUS

"Daddy Fat Sax"
Memphis, TN

Army Men: Air Combat

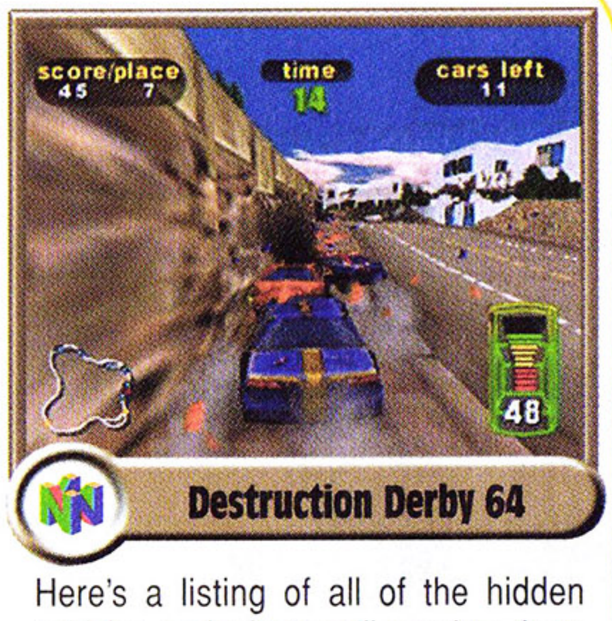
All Levels & Helis – Head to the Password screen and hit R Button, Left C, Right, Up to unlock it all, baby!

Patrick Osborne
Webville, COM

A Bug's Life

Level Select – At the Main Menu move your cursor to the anthill, hold Up C, Down C, Left C, Right C, Z, then press R Button.

Thomas Howard
AOL, COM



Destruction Derby 64

Here's a listing of all of the hidden vehicles and what you'll need to do to unlock them.

Street Rocket – Place Gold in the Novice Championship.
Taxi – Place Gold in the Amateur Championship with the Street Rocket.
Pick-Up – Place Gold in the Pro Championship with the Taxi.
Ambulance – Place Gold in the Legend Championship with the Pick–Up.
Baja Buggy – In Time Trial, place the best time on Destruction Junction with the Street Rocket.
Rag Top – In Time Trial, place the best time on Alpine Ridge with the Baja Buggy.
Blue Demon – In Time Trial, place the best time on Seascape Sprint with the Rag Top.
Police Car – In Time Trial, place the best time on Midnight Rumble with the Rag Top.
Woody Wagon – In Time Trial, place the best time on Bayou Run with the Rag Top.
Low Rider – In Time Trial, place the best time on Metro Challenge with the Rag Top.
Hatchback – In Time Trial, place the best time on Terminal Impact with the Rag Top.

"The Kramer Gamer"
Whitefish, MT

Asteroids Hyper 64

Cheat Mode – Pause the game, then hold the L Button and press Left C (x2), Right C (x2), B, A, Up C (x2), Down C (x2), Start.

Bonus Package – At the Main Menu, hold the L Button, then press Left C, Right C, Up C, Down C, A, Up C, Down C, Left C, Right C, Start.

"Mad Monkey Man"
Grosse Tellos, WY

PlayStation

Twisted Metal 4

Enter all of these codes at the Password screen.

God Mode – Down, Left, L1, Left, Right
Health Regenerates Faster – ▲, L1, Down, ▲, Up
Unlimited Special Weapons – ▲, L1, Down, ▲, Up
All Napalm – Right, Left, R1, Right, ●
All Remote Bombs – Up, Right, Down, L1, ▲
All Power Missiles – Down, Down, ●, L1, Left
All Homing Missiles – R1, Right, Left, R1, Up
No Health (Deathmatch Mode) – ▲, Down, ▲, ●, ▲
No Health (Deathmatch & Tourney) – Down, R1, Down, Start, ●
No Health Or Weapon Power–Ups – ●, Start, Left, L1, Start
Unlock Sweet Tooth – Start, R1, Right, Right, Left
Unlock Crusher – Down, R1, Right, R1, L1
Unlock Moon Buggy – Start, ▲, Right, L1, Start
Unlock RC Car – Up, Down, Left, Start, Right
Unlock Super Auger – Left, ●, ▲, Right, Down
Unlock Super Axel – Up, Right, Down, Up, L1
Unlock Minion – ▲, L1, L1, Left, Up
Unlock Super Thumper – ●, ▲, Start, ●, Left
Unlock Super Slamm – Right, L1, Start, ●, Start
One CPU Vs. Two Human – Down, Down, Right, Right, Down
CPU Only Shoots At Player 1 – Right, ▲, Right, ▲, L1
CPU Cars Ignore Health – L1, Left, Right, ●, Right
All Cars Target You – Right, ▲, Right, ▲, L1
Very Little Traction – Down, ▲, Down, L1, R1

"Ghetto Bear"
Slumtropolis, GA

Knockout Kings 2000

Enter all of these codes as player names at the Career Player creation screen.
Fight as Jermiane Dupri – JERMAINE DUPRI
Fight as Q-Tip – Q TIP
Fight as Gargoyle – GARGOYLE
Fight as Clown – SHMACKO
Fight as Alien – ROSWELL
Fight as Marc Ecko – MARC ECKO
Fight as Tim Duncan – TIM DUNCAN
Fight as Marlon Wayans – MARLON WAYANS
Fight as Ed Mahone – ED MAHONE

"Scarecrow"
Burnt Hills, NY

Countdown Vampires

Hidden Images – Enter your first name as Yuka and your last as Kobayashi. Next, access the computer at the second save point to view images of Yuka. More pictures are available at different save points.

Vampire Keith – Enter Prince as your first name and Darkness as your last to unlock this awesome new character.

Jeff Martin
Tacoma, WI

Tenchu: Stealth Assassins

Debug Code – During gameplay, pause, then hold L1 and R2. With these buttons held, press Up, ▲, Down, ✖, Left, ■, Right, ●. Release L1 and R2, then press L1, R1, L2, R2. Wait a few seconds, then tap Start followed by L2 and R2. A Debug Menu will now appear.

Level Select – Choose a character, then at the Mission Selection screen, hold R2 and press Left (x2), Down (x2), ■ (x2), ▲, ■.

Refill Health – During gameplay, pause, then tap Left (x2), Down (x2), ■ (x2), ▲, ■.

Japanese Voices – Select a character, then at the Mission Selection screen, hold L1 and press Left (x2), Down (x2), ■ (x2), ▲, ●.

Layout Select – Choose a character, then at the Mission Selection screen, hold R1 and press Left (x2), Down (x2), ■ (x2), ▲, ✖.

All Weapons – At the Item Selection screen, hold R1 and L1, then press ✖, ▲, ■, ▲, ■, ●. Release L1, and press L1 again.

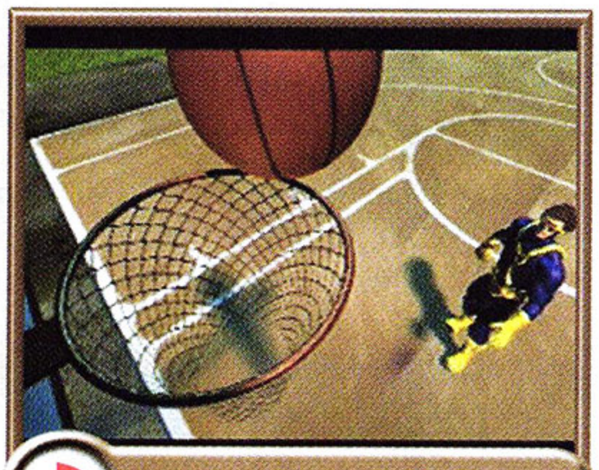
New Ayame Costume – At the Item Selection screen, press Left (x2), Down (x2), ■ (x2), ▲, ●. Begin a game and select her third costume.

Increase Inventory – At the Item Selection screen, hold L2 and press Left (x2), Down (x2), ■ (x2), ▲, ✖.

All Inventory Items – At the Item Selection screen, hold R1 and press Left (x2), Down (x2), ■ (x2), ▲, ●.

99 Items – At the Item Selection screen, hold L1, then press Left (x2), Down (x2), ■ (x2), ▲, ■.

Mark Collins
Century City, NJ



X-Men: Mutant Academy

Cheat Mode – At the Main Menu press Select, Up, L2, R1, L1, R2 to unlock nearly everything within Cerebro mode. All of the boss characters will also be available. To access the third costume for each character, simply press ● at the Character Selection screen. Did Magneto ever wear a second costume?

"The VidMan"
Uptown, MN

PlayStation Underground Volume 4.2

Konami's much-hyped Metal Gear Solid 2 video is hidden in this issue of PlayStation Underground. Enter L1, L2, ✖, R2, R1, ▲, ●, and ■ in the second disc's Security Code section to activate the movie. Due to image compression, the picture quality is much worse than the video that was shown at E3, but it is awesome nonetheless. We can't wait to get our greedy little hands on this amazing PlayStation 2 sequel. Just another year or two to wait.

"GI Droid"
(location unknown – last seen squeezing Reiner's cheese curds)

Nightmare Creatures II

Finally, at long last, Konami has released a slew of helpful cheats for this difficult adventure. Remember, cheaters always prosper.

Cheat Menu & Unlimited Hero Live – Pause the game and simultaneously press R2, L1, ●, ■, Select.

Display Hero Live – From the Cheat Menu, simultaneously press L2, R2, ■, Select.

Kill Enemy – From the Cheat Menu, simultaneously press L1, L2, R1, ■, Select.

Unlimited Continues – From the Cheat Menu, simultaneously press L1, R2, R1, Select.

Enemy Unlimited Live – From the Cheat Menu, simultaneously press ■, ●, Select.

Unlimited Power-Up – From the Cheat Menu, simultaneously press L1, R1, Select.

Tabby Lontara
Orlando, FL

Jackie Chan's Stuntmaster

Movie Theater – At the Press Start screen, hit Left, Right, R1, ●, ■, ▲ (x2) to unlock this hilarious new mode. Alternately, collect 20 Dragons throughout gameplay and a Movie Mode will open within the Options menu.

Level Select – At the Press Start screen, tap L2, ■, ▲, ●, ✖, R2 (x2).

"The Rhino"
Toledo, OH

Ngen Racing

Enter all of these codes at the Main Menu.

Hidden Jets – R1, R2, L1, L2 (x2), L1, R2, R1
Unlock It All – R1, L1, R1, R2, L2, R2, L2, L1
400m Credits – R2, L2, R2, L1, R2, R1, R2, L1

"Da Trixta"
Austin, TX

NCAA Football 2001

Enter all of these codes at the Secret Codes screen.

All Stadiums – OPENSESAME
Full Poll – POPULARITY
Max Wind – SAFETY
Hidden Team – BULLDOZER
Max Recruiting Points – HEADCOACH
New Date – Y2K
Faster Effects – DAYNIGHT
Max Attribute Points – BALLER
Always Catch – HANDSOFGLUE
Always Intercept – OSKIE

Touchdown Dances
Just before entering the end zone, hold L1 and L2, then repeatedly tap one of the moves below:
Backflip – ▲
Spin Ball – R1
Spike Ball – ●
Flex – ■
Heismen Pose – ✖

"Virtual Gap Boy 2001"
Phoenix, AZ

Tomorrow Never Dies

Enter all of these codes from the pause screen.

Invincibility – Select (x2), ● (x2), ▲, Select
All Weapons & fifty Med – Select (x2), ● (x2), L1 (x2), R1 (x2)
Maximum Health – Select (x2), ● (x2), Up (x2), Down
Minimum Health – Select (x2), ● (x2), Down (x2), Up
Ethereal Mode – Select (x2), ● (x2), ▲ (x4)
Cheat Camera – Select (x2), ● (x2), R2 (x2)

Jennifer Nedandry
AOL, COM

code of the month

Tenchu 2: Birth of the Stealth Assassins

Stage Select – At the Mission Selection screen, hold ●, ■, and Select, then tap Right (x3), Up, Left, Down, R2.
All Items – At the Item Selection screen press ■ (x3), ●, ■, ● (x2), Left, Up, Down, Right, R2 (x2).
Increase Inventory Size – At the Item Selection screen hold R1 and ■, then press Right, Down, Left, Up.

Health Recharge – Pause the game, hold ■, then press Left, Right, Up, Down. **Note:** Using this code counts as being spotted.
Full Map – During gameplay, hold Select, then press ● (x5).
Mission Editor Levels – Enter the Custom Mission screen, hold R2 and ●, then press Up, Down (x2), Right, Left (x2).
Copy Mission From CD In Custom Mission screen – At the Mission Settings screen, hold ●, then press Up (x2), Down (x2), Left, Right.
Office Mission – At the Custom Missions screen, hold L2 and press ●, ■, Left, Right, ●, ■.

Thomas Rosebud
Rockford, IL

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Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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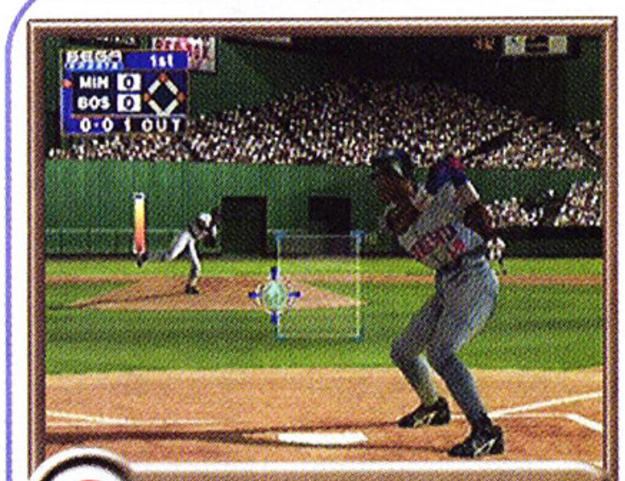
Dreamcast



World Series Baseball 2K1

Auto Bat Aiming – Choose Rookie as your difficulty, then begin a game. When it's your turn to bat, hold the analog stick slightly in any direction. When the ball leaves the pitcher's hand, the batting cursor will follow the ball.

Harder Throwing – When in the field, and just seconds before your player catches the ball, press A and the direction of the desired base. Doing this will make the player react faster and throw the ball harder.

Harder Pitches – While pitching, hold A, then release the button when the ball leaves the pitcher's hand. Now, quickly tap A again as the ball flies toward the plate to add extra velocity.

Carlos McGan
White Bear Lake, MN

Hidden & Dangerous

Cheat Mode – Start a new game and name your character "IWILLCHEAT". To enter any of the other codes listed below, you'll need a Dreamcast keyboard. Insert the keyboard into controller slot 2, and enter any code you desire during gameplay. A clicking sound will confirm correct entry.

Big Head Mode – FUNNYHEAD
Ending – SHOWTHEEND
All Items – ALLLOUT
Instant Enemy Kill – KILLTHEMALL
100% Health – GOODHEALTH
Invincibility – CANTDIE
Enemy View – ENEMYB
Enemy Location – ENEMYF

Tony Lamar
Queens, NY

Gunbird 2

Play as Morrigan – Head to the Character Selection screen, highlight the question mark and press Up.

Play as Aine – Head to the Character Selection screen, highlight the question mark and press Down.

"The Rhino"
Toledo, OH

Mag Force Racing

All Tracks & Pods – At the Main Menu, highlight the Tripod Select option, then hold X and Y and press Up, Left, Down, Right (x2), Up, Down, Right.

Kenny Woodrow
Vannia, IA

Grand Theft Auto 2

Enter all of these codes as character names.
$500,000 – MUCHCASH
$10 Million – ULTIMATE
Invincibility – INFINITY
99 Lives – BIGCATS
All Stages – SESAME
All Weapons – BIGGUNS
No Cops – LAWLESS
Max Respect – ALLFREND
Max Wanted Level – BADBOYZ
5x Multiplier – BOYAKASH
Unlimited Electro Gun – BIGFRIES
Unlimited Double Damage – DBLWAMMY
Unlimited Invisibility – SCOOBYDO
Unlimited Flame Thrower – TOASTIES
Gore Mode – WOUNDED
Elvis Spotting – ERRHUH
Maintain Weapons – LOSTTOYS

Stephen Platt
Hanna, KY

Tomb Raider: The Last Revelation

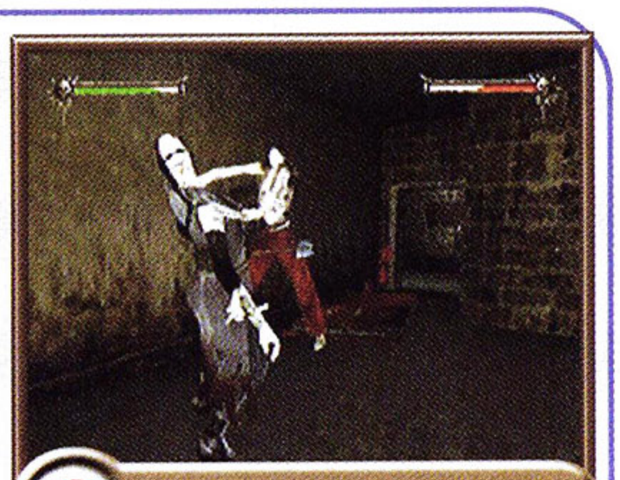
Infinite Laser Sight Ammo – Equip the revolver combined with the Laser Sight. Zoom in with the Sight, then hold the L Button and press Start. While still holding L, equip the Pistols and tap A. With L still held, exit back into the game. If entered correctly, a sound effect of Pistols will ring out.

Jose Osseo
New York, NY

Gauntlet Legends

Hidden Characters – To unlock Minotaur, Tigress, Jackal, and Falconess, follow this easy procedure. Just raise your level to 25 for each of the four characters then load that character, and begin a new one through character management. Now, hold Turbo and your character will magically change.

Justin Wale
San Diego, CA



Nightmare Creatures II

Level Select – At the New Game menu, highlight Options, and hold B for three seconds. Release B, then press Y, A, X, B. Hold X for another three seconds, release, then hit B.

Mr. Poo Poo McClure
Stink Haven, PA

Ultimate Fighting Championship

UFC Model 7 Discipline Type – Pick any character and complete UFC mode with no Silver Belt to unlock their body type. For example, beat the game with Pedro Rizzo to unlock Pedro Type and Predro's Style.

Masked Type – Finish UFC mode with any six normal fighters to unlock this awesome type. This will also unlock Pro Wrestling.

Card Girl Type – Finish UFC mode with all normal fighters to shake it in the ring. This will also unlock Cat Fighting Discipline, Girl Type voices, Suit Case Country, and Our Card Girl Nickname.

Bruce Type – Finish UFC mode with an edit character. This will also unlock Kung-Fu Fighting.

John Type – Finish Champion Road using an edit character. This will also unlock Refereeing.

Ultiman Type – Finish Champion Road Hard with any fighter. This will also unlock Ultimate Master and Octagon Country.

Hanna Lawrence
Joliet, SD

WWF Royal Rumble

This game may not have the depth of the PlayStation and Nintendo 64 games, but at least it has Vince and Shane McMahon hidden within. Woo hoo! Here's how to unlock them.

Shane McMahon – Win the Royal Rumble on any difficulty setting.
Vince McMahon – Win all ten Exhibition matches.

Nathan Reiley
Yellow Brook, NY

Game Boy

X-Men: Mutant Academy

Unlock Phoenix – At the Title Screen, press Down, Right, Down, Up, Left, Right, B + A. A message will confirm correct code entry.
Unlock Apocalypse – At the Title Screen press Right, Left, Up, Down, Left, Up, B + A. A message will confirm correct code entry.

Teddy McMillian
Seattle, WA

Rugrats: Time Travelers

Enter these codes at the password screen.
Level 1 – PVCJFJFR
Level 2 – BVBYMJLK
Level 3 – TPJCKLFS
Level 4 – TQYCLQWN
Level 5 – DJDJ*STW
Level 6 – DJVPFRSS
Level 7 – SPJKFDQG
Level 8 – FLWFFJFS
Level 9 – SVNDPJTS
Level 10 – PHJL*LJL
Level 11 – CQQKJFSS
Level 12 – CRVWLJNG
Level 13 – PLVYPFNS
Level 14 – TQYBQXFS
Level 15 – TRVJNAFT

Kelly Anderson
Wilhem, IN

Star Wars: Yoda Stories

Enter these codes at the password screen.
Level 2 – XKJ
Level 3 – GJP
Level 4 – TDM
Level 5 – WTM
Level 6 – ZBV
Level 7 – QTC
Level 8 – TGR
Level 9 – VDP
Level 10 – BFG
Level 11 – FNP
Level 12 – STJ
Level 13 – FTG
Level 14 – BLP
Level 15 – YSF

John Waters
Los Angeles, CA

GameShark

ATTENTION:
The codes below only work with Interact's GameShark enhancer attachment

Looney Tunes: Duck Dodgers Starring Daffy Duck

Infinite Lives –
80026a67 0063

Infinite Health –
80026a63 0004

Surf Riders

Perfect Score Slot 3 –
3007afd4 0064

Perfect Score Slot 1 –
3007afd2 0064

Stop Timer –
800ac450 0063

Perfect Score Slot 2 –
3007afd3 0064

Monster Rancher 2

All Monster Cards –
5000cc02 0000
8009908c0101

Max Funds –
80098fbc e0ff
80098fbe 05f5

Chrono Cross

Infinite/Max Stars –
80071c74 0063
80071c76 0063

Save Anywhere –
d00E21F8 0001
800e57dc 0001

Have All Key Items –
50000302 0000
800712d8 ffff
800712e 701f

Easy Win Dragon Feed (Manor Stable) –
d00e5bea 0001
800E5bea 000a
d00E5bea 000b
800E5bea 0014
d00E5bea 0015
800E5bea 001e
d00E5bea 001f
800E5bea 0028
d00E5bea 0029
800E5bea 0064

NFL Game Day 2001

Home Team Scores 100 –
80101064 0064

Strider 2

Unlock All Levels –
300d9e07 0006

Infinite Boosts –
800abb38 0004

Infinite Health –
800aba32 0006
800aba34 0006

Max Score –
800d9dec e0ff
800d9dee 05f5

Stop Timer –
300d9e03 0063

Monster Rancher Battle Card: Episode II

Infinite Cards –
801199c0 0063

Infinite HP –
801199de 0063
80119a1e 0063
80119a5e 0063

Quick Win –
d0083472 feff
80119c30 0000
d0083472 FEFF
80119c70 0000
d0083472 feff
80119CB0 0000 (Press L1)

Ball Breakers

Turbo Jump –
d0101e62 bfff
800d655c 0001
d0101e62 bfff
800d654c 0001

Apostle: Unlock All Levels –
801f4f68 0039

Apostle: Max Medals/Bonus Levels –
801f4f6c 03e7
801f4f70 03e7

Infinite Health –
80020618 2400
8002061c 2400
80020620 2400

Pro Pinball: Big Race USA

Always on First Ball –
800aaab0 0001

Max Credits –
800A29ea 0063

Max Cash –
800aaaf4 ffff

Max Score –
800aaaa8 ffff
800aaaaa ffff

Jeremy McGrath Supercross 2000

Always Place First –
591474f3c0707041
591774F300000000

Start on Lap 4 –
d1fb807bc0705041
d1f8807b00000003

World Series Baseball 2K1

Home Team Scores 0 –
a4F05eeb20704e16
e45738e300000000 (Press A + Left)

Home Team Scores 50 –
a4f05eeb20704e2e
e45738e300000032 (Press A + Right)

Home Team in the Lead –
b579Ffdbdc06ced4
e45738e300000032
9a682a8000000000(Press Y + Up)

Away Team Scores 0 –
a4F05eeb20704e1c
9a682a8000000000(Press A + Up)

Away Team Scores 50 –
a4c05eeb20704e2a
9a682a8000000032(Press A + Down)

Away Team in the Lead –
11fbd1a1c06cead4
9a682a8000000032
d45738e300000000 (Press Y + Down)

Seaman

Heat Never Fluctuates When Game On –
335928220000418b

Air Never Drops When Game On –
2df76F200000ffff

Evolution 2

Infinite Cash –
57ff79fb000000F0

Quick Level Gain (Gre) –
b6d635370000ffff

Industrial Spy: Operation Espionage

Max HP 1st Character Slot –
398167B200000063

Max HP 2nd Character Slot –
FBC9D57300000063

Max HP 3rd Character Slot –
EFD75B6100000063

Max HP 4th Character Slot –
A073126500000063

A Bug's Life
Army Men: Air Combat
Asteroids Hyper 64
Ball Breakers
Banjo-Kazooie
Chrono Cross
Countdown Vampires
Destruction Derby 64
Evolution 2
Gauntlet Legends
Grand Theft Auto 2
Gunbird 2
Hidden & Dangerous
Industrial Spy: Operation Espionage
Jackie Chan's Stuntmaster
Jeremy McGrath Supercross 2000
Knockout Kings 2000
Looney Tunes: Duck Dodgers Starring Daffy Duck
Mag Force Racing
Monster Rancher 2
Monster Rancher Battle Card: Episode II
NCAA Football 2001
NFL Game Day 2001
Ngen Racing
Nightmare Creatures II
PlayStation Underground Volume 4.2
Pro Pinball: Big Race USA
Rugrats: Time Travelers
Seaman
Star Wars: Yoda Stories
Strider 2
Surf Riders
Tenchu 2: Birth of the Stealth Assassins
Tenchu: Stealth Assassins
Tomb Raider: The Last Revelation
Tomorrow Never Dies
Twisted Metal 4
Ultimate Fighting Championship
World Series Baseball 2K1
WWF Royal Rumble
X-Men: Mutant Academy

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between $.95 and $1.25 per minute.

Activision
1-900-680-HINT

Capcom
900-976-3343

Eidos
1-900-773-4367

Electronic Arts
900-288-4468

GT Interactive
900-225-5248

Konami
900-896-4468

LucasArts
900-740-5334

Nintendo
900-288-0707 (Game Counseling)
425-885-7529 (Automated)

Sega
1-900-200-SEGA

Sony
900-933-7669

Square Soft
900-407-KLUE(5583)

THQ
900-370-4468

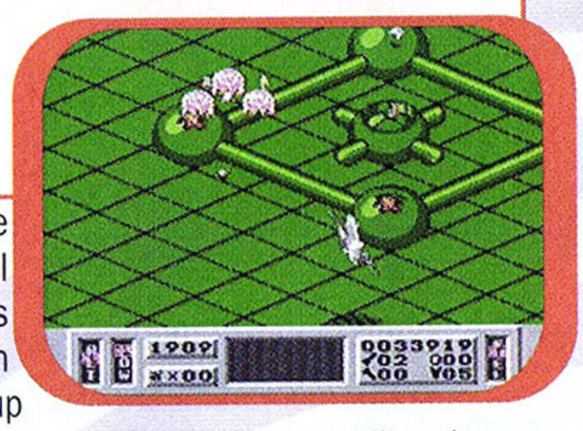
Classic GI

gaming from the past to the present

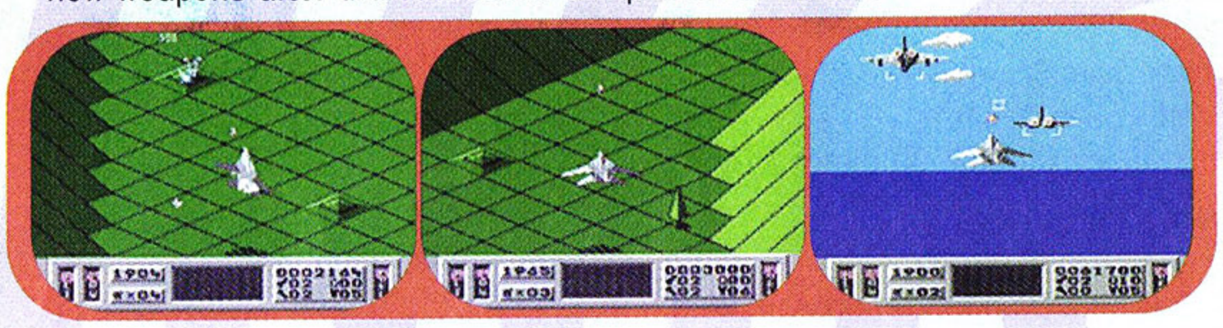
Captain Skyhawk

NES

Availability: Common
Replay Value: Moderate
Similar Games: Top Gun (NES)
Created by: Rare for Milton Bradley
Access Tip: To perform an evasive barrel roll, hold select and push left or right on the directional pad.
Overall: 7.75



When we sift through the multitude of NES titles stored in the GI Vault, we inevitably come across a game that stirs up memories. Captain Skyhawk is one of those games. Firing up the ol' Captain reveals that this game was developed by none other than Rare – the makers of such other NES classics as Battle Toads and R.C. Pro-Am. If you couldn't discern from the fabulous screens we provide, Captain Skyhawk is a shooter of the fighter plane variety. What makes it somewhat unique and enjoyable is the 3D terrain. Although the ground is void of any type of textural detail, the elevation changes in the terrain offer plenty of obstacles to avoid. The challenge in Skyhawk is fairly steep, but the game will reward the player with a dogfighting bonus game, as well as a crazy spaceship docking sequence. Additionally, your plane can be upgraded with new weapons after the successful completion of a level.

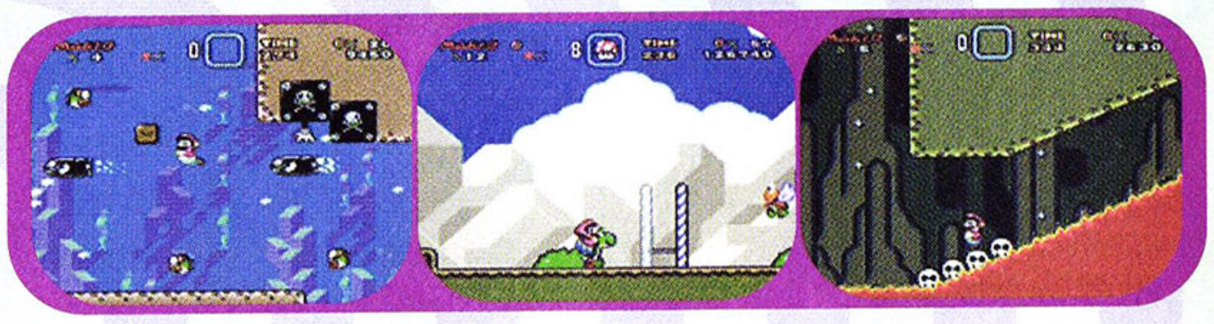


Super Mario World

SNES

Availability: Common
Replay Value: Moderate
Similar Games: Donkey Kong Country Series (SNES), Super Mario All-Stars (SNES)
Created by: Nintendo
Access Tip: There are countless secret levels and paths to uncover. Don't leave a block untouched and return to explore levels that have already been conquered.
Overall: 10

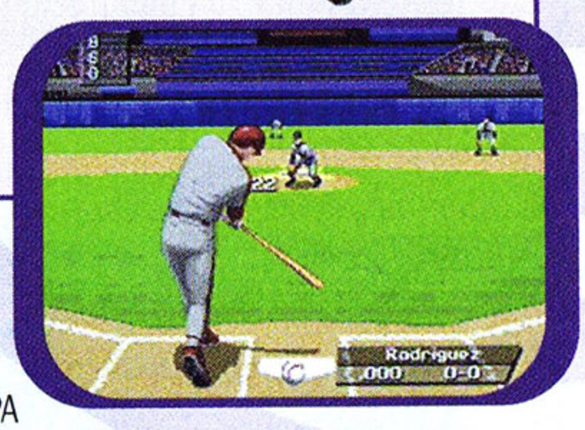
Of the more than 100 games we've covered in Classic GI over the years, it surprised us to discover that Super Mario World has never been featured on this page. Actually, it's not too unexpected because there is really no doubt that this game is a true classic in every sense of the word. Launching with the SNES system in the summer of 1991, Super Mario World is truly a remarkable title. Combining some elements found in its NES predecessors, as well as new additions, this game is easily one of the best 2D platform games ever created. Maybe it gets this distinction from the countless hours we spent uncovering the paths to the Star Road, or it could be from the cool flying powers that give Mario a fancy yellow cape. There are countless memories that Super Mario World conjures up in our little gaming minds, and dropping in the cart after many years without it makes us want to play the whole adventure once again. It is obvious that no SNES video game collection should be without Super Mario World.



Triple Play '96

Genesis

Availability: Common
Replay Value: Moderate
Similar Games: World Series Baseball (SG), Tony LaRussa (SG), RBI Baseball (SG)
Created by: EA Sports
Access Tip: To swing for the fence, hold Up on the directional pad while swinging.
Overall: 8.75

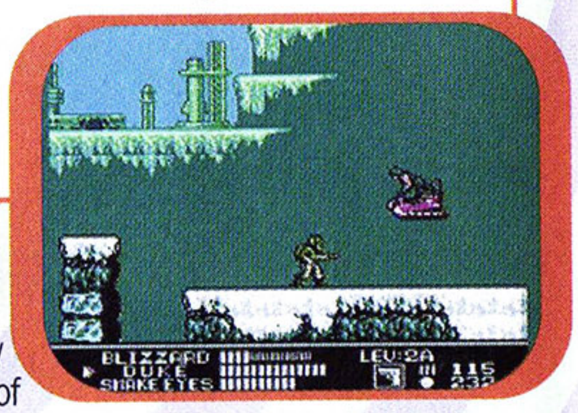


Here lies the origin of the EA Sports baseball franchise known as Triple Play. Prior to this game's release, EA had worked through a number of baseball games on the Genesis such as MLBPA and Tony LaRussa. The game brings forth a graphics package that can, in some ways, be compared to the initial renditions of FIFA Soccer. Players have very detailed animations, including some memorable scratch and spit maneuvers. In fact, players can control these moves in the on-deck circle in a two-player game versus the computer. The only drawback of this version of Triple Play is the lack of an MLB license, meaning it has no actual team names. Even so, it has all the big league names, as well as some hidden hall-of-famers that are found by entering such names as Ty Cobb in the Custom Player options. Triple Play has come a long way since this initial offering, but this game still is one of the best hardball offerings on the Genesis.

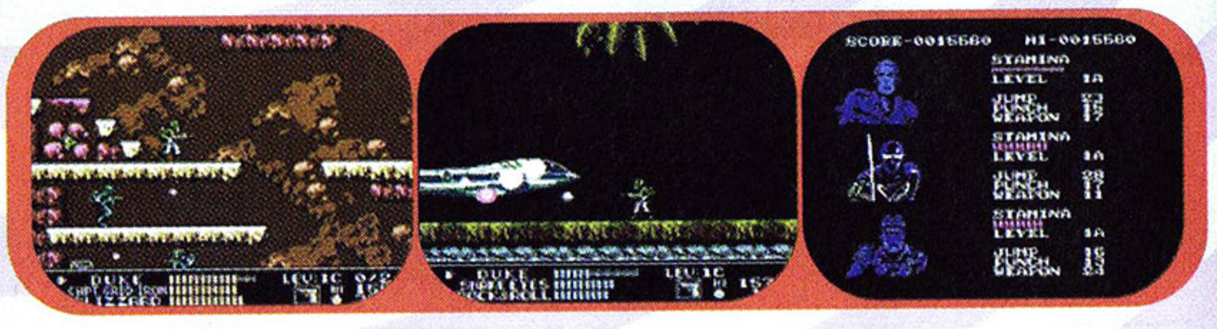
G.I. Joe

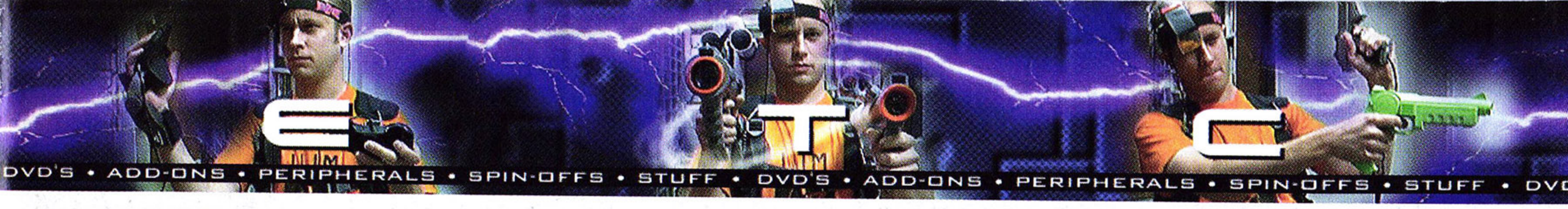
NES

Availability: Common
Replay Value: Moderate
Similar Games: G.I. Joe: Atlantis Factor (NES), Street Fighter 2010 (NES), Contra (NES)
Created by: Taxan/Hasbro
Access Tip: To skip ahead to the final level, enter the following password – X339N8GG2
Overall: 7.5



Not that you would think that this NES game is about a long-lost editor of Game Informer named Joe, but we had to make reference to a dumb joke anyway. By request from one of the many faithful readers of Classic GI, we bring you a real American hero, G.I. Joe. Released in 1990, this action game is based on the popular late-'80s toy and cartoon series that reinvented the world of the '70s Joe. The game stars six of the more popular Joe characters including such names as Duke, Capt. Grid-Iron, and Snake Eyes. The game sets the Joe team on the loose and lets players decide which three characters they want to send on a mission. Each member of the team has different abilities, and the player can switch between team members at any point in the mission. To say the least, G.I. Joe offers a rather difficult challenge that requires you to memorize enemy placement and learn the paths to success. In retrospect, G.I. is one of the better cartoon-to-toy-to-video game crossovers on the NES. Although it may not be too exciting if you were never much of a fan, the game holds plenty of value for those of us who never missed an episode and realize that knowing is half the battle.





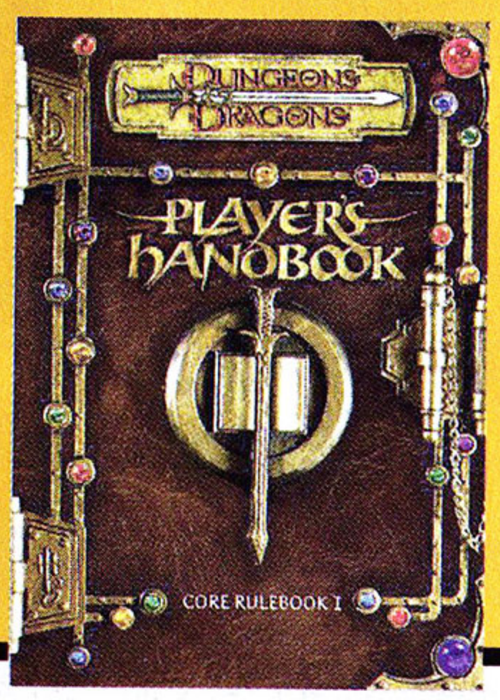
One Pound Bag of Salted In-Shell Sunflower Seeds

Manufacturer: Fisher
List Price: Around $2

We first got on a sunflower seed kick when a company sent us a small pack along with its new baseball game. During the deadline for the last magazine, Reiner decided to pick up a pound for everyone to snack on. Big mistake. As we quickly discovered, sunflower seeds are a treat best purchased in small quantities. You eat a mouthful and want to quit, but that big bag is sitting there staring you in the face, so you have another dip. Before you know it, your cheeks are ripped to shreds, your gums are filled with canker sores, and you're so dehydrated you can't spit to save your life. But that big bag is still there, filled with salty goodness and begging you to have another handful, and there're a thousand more bags like it just waiting to be eaten. So salty, so good, so insidious, so evil.

Dungeons & Dragons 3rd Edition Player's Handbook

Manufacturer: Wizards of the Coast
List Price: $19.95



Sure, you've played your fair share of role-playing games on home console systems, but have you ever tried the real deal? If it's the mountains of materials to buy that's turned you off, now's your chance to get in at the ground level with Dungeons & Dragons 3rd Edition. Find some friends and give it a whirl. It's not like you're not used to spending hours in your basement or anything, right?

Home Arcade Twin Shock

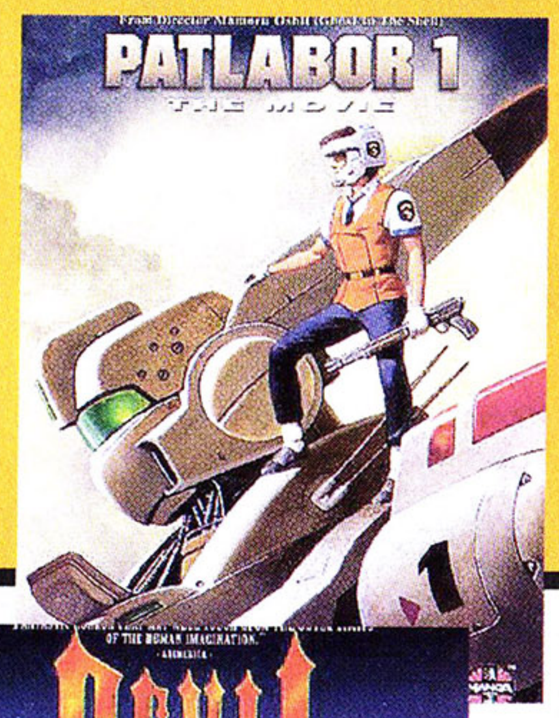
Manufacturer: Blaze
List Price: $59.99

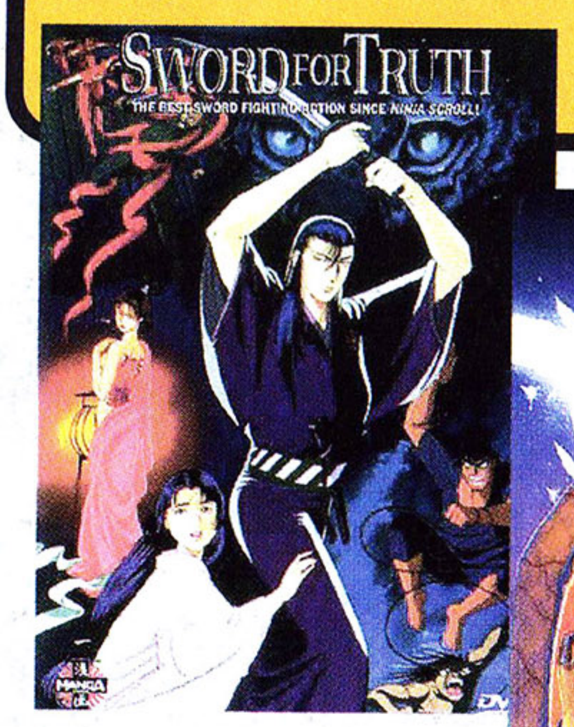
As Tiny Elvis might say, "Look at that thing, man. It's HUGE!" Presumably, the purpose of this gargantuan peripheral is to create the arcade feel in your home. Then again maybe not, since most arcades today are desolate wastelands where half the machines don't work, and the Home Arcade Twin Shock is all about functionality. It has turbo fire and slow-motion buttons, Dual Shock vibration, and doubles as a writing desk. We're surprised it doesn't have cup holders. There's certainly room for a few drinks on it.
"Damn that thing's big." Sure is, Tiny E.
Sure is.

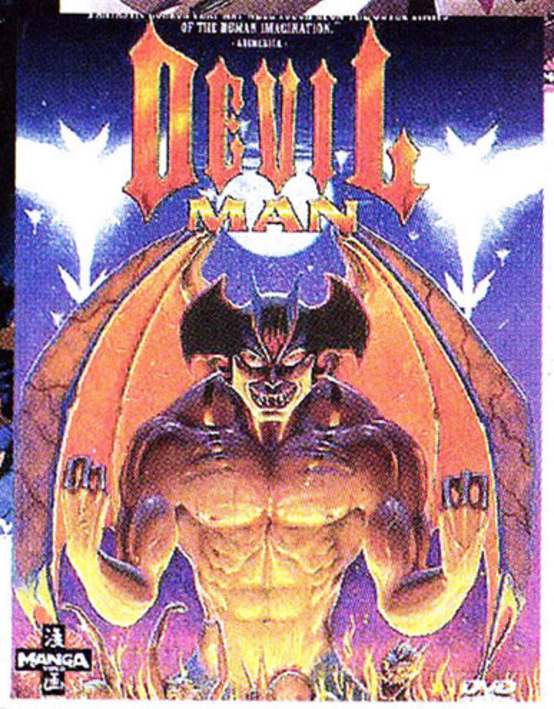
Anime DVDs

Manufacturer: Manga Video
List Price: $29.95

There are other companies making anime DVDs, but Manga was the first to send us some free copies. Let that be a lesson to anyone looking for a plug – Game Informer loves free stuff. However, even if we were to pick an anime DVD merchant to cover that didn't send us free product (though we probably wouldn't, we're just hypothesizing here), it would be Manga. Its DVDs always come packed with previews, bonus features, and the option of watching the film in English, Japanese, or Japanese with English subtitles. Working hard at remastering and re-releasing some of its best titles, by the time PS2 blows open the DVD market, Manga should have most of its library available.







Rockstar PR Merchandise

Manufacturer: Rockstar
List Price: Free If You Got Connections

Everybody listen up. Go out right now and buy a Rockstar game. Doesn't matter which one. All that matters is that Rockstar stays in business so its PR people can keep coming to visit us, bringing with them some of the best freebies in the biz. Between its stickers, apparel, and press release packages, nobody knows how to make cool crap like these guys. Even their ads in trade magazines are cool. Its like an ad exec for Calvin Klein accidentally walked into Rockstar's office one day and still hasn't figured out he's working for the wrong company. It's all good stuff, and chances are you'll never get any of it. Enjoy the pictures!

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– Next Gen

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– Game Fan

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TEEN T CONTENT RATED BY ESRB — Animated Violence

Sega Dreamcast™

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new releases

All dates subject to change. Call your local retailer for more details.

Release Date	Title	Publisher/ Distributor	System
SEPTEMBER			
9/25/00	Star Wars: Jedi Power Battles	LucasArts	DC
9/25/00	Alice in Wonderland	Nintendo	GB
9/25/00	Little Mermaid 2: Pinball Frenzy	Nintendo	GB
9/25/00	Who Wants To Be A Millionaire	THQ	GB
9/25/00	Pokemon Puzzle League	Nintendo	N64
9/25/00	MTV Sports: Pure Ride	THQ	PS-X
9/26/00	Sega Marine Fishing	Sega	DC
9/26/00	Harley Davidson	WizardWorks	GB
9/26/00	SeaDoo HydroCross 2000	Vatical	GB
9/26/00	Test Drive 2001	Infogrames	GB
9/26/00	Polaris SnoCross 2001	Vatical	N64
9/26/00	Dave Mirra BMX	Acclaim	PS-X
9/26/00	Destruction Derby Raw	Midway	PS-X
9/26/00	F1 Championship Season 2000	Electronic Arts	PS-X
9/26/00	Frogger 2	Hasbro	PS-X
9/26/00	Micro Machines: Micro Maniacs	Activision	PS-X
9/26/00	Moto Racer 3	Infogrames	PS-X
9/26/00	NHL Hockey 2001	Electronic Arts	PS-X
9/26/00	Power Rangers: Lightspeed Rescue	THQ	PS-X
9/26/00	SeaDoo HydroCross 2000	Vatical	PS-X
9/27/00	Power Rangers: Lightspeed Rescue	THQ	N64
9/27/00	Lunar 2: Eternal Blue	Working Designs	PS-X
9/28/00	Cannon Spike	Capcom	DC
9/28/00	Family Feud	Hasbro	PS-X
9/28/00	Jeopardy 2	Hasbro	PS-X
9/28/00	Wheel of Fortune 2	Hasbro	PS-X
9/29/00	Scooby Doo	THQ	GB
9/29/00	Wild Thornberries Rambler	Mattel	GB
9/29/00	Dino Crisis 2	Capcom	PS-X
9/30/00	Micro Machines V3	THQ	GB
9/30/00	Ogre Battle: Person of Lordly Caliber	Atlus	N64
9/30/00	Incredible Crisis	Titus	PS-X
OCTOBER			
10/1/00	DarkStone	Take 2	PS-X
10/1/00	Martian Gothic	Take 2	PS-X
10/2/00	Dragon Seek	NewKidCo	PS-X
10/3/00	Buzz Lightyear of Star Command	Activision	DC
10/3/00	Buzz Lightyear of Star Command	Activision	PS-X
10/3/00	Jarret & Labonte Stock Car Racing	Activision	PS-X
10/3/00	Muppet Race Mania	Midway	PS-X
10/6/00	Spawn	Capcom	DC
10/10/00	Metropolis	Sega	DC
10/10/00	Quake 3 Arena	Sega	DC
10/10/00	NBA Jam 2001	Acclaim	GB
10/10/00	Harvest Moon: Back to Nature	Crave	PS-X
10/10/00	HBO Boxing	Acclaim	PS-X
10/13/00	Jimmy White's Cue Ball	Vatical	GB
10/15/00	Dark Angel: Vampire Apocalypse	Metro 3D	DC
10/15/00	F1 Championship	UbiSoft	DC
10/15/00	Heroes of Might & Magic 3	UbiSoft	DC
10/15/00	Peacemakers	UbiSoft	DC
10/15/00	POD 2	UbiSoft	DC
10/15/00	World's Scariest Police Chases	Fox	DC
10/15/00	Xena	Titus	DC
10/15/00	Batman Chaos in Gotham	UbiSoft	GB
10/15/00	Dexters Lab: Mandarks Robot	Bam	GB
10/15/00	Dexters Lab: Monkey loose	Bam	GB
10/15/00	Donald Duck	UbiSoft	GB
10/15/00	Galaxian	Majesco	GB
10/15/00	Lufia	Crave	GB
10/15/00	Magical Drop	Sunsoft	GB
10/15/00	Microsoft 6 in1 Puzzle Collection	Classified	GB
10/15/00	Monster Rancher Explorer	Tecmo	GB
10/15/00	NASCAR Racers	Majesco	GB
10/15/00	Pokemon Gold	Nintendo	GB
10/15/00	Pokemon Silver	Nintendo	GB
10/15/00	Aidyn Chronicles: The First Mage	THQ	N64
10/15/00	Casper: Friends Around the World	Sound Source	PS-X
10/15/00	Donald Duck	UbiSoft	PS-X
10/15/00	Gundam Wing	Bandai	PS-X
10/15/00	Jungle Book Rhythm & Groove	UbiSoft	PS-X
10/15/00	Mort the Chicken	Crave	PS-X
10/15/00	Vampire Hunter D	Jaleco	PS-X
10/15/00	Jet Ion Grand Prix	Crave	PS2
10/16/00	Hoyle Casino	Havas Interactive	DC
10/16/00	Doug's Big Game	NewKidCo	GB
10/16/00	Dragon Wings	NewKidCo	GB
10/16/00	Sesame Street Sports-TV	NewKidCo	GB
10/16/00	Tom & Jerry House Trap	NewKidCo	PS-X
10/16/00	You Don't Know Jack 2	Havas Interactive	PS-X
10/17/00	Bang: Gunship Elite	Red Storm	DC
10/17/00	ESPN NBA 2Night	Konami	DC
10/17/00	Samba De Amigo	Sega	DC
10/17/00	Worms Pinball	Infogrames	DC
10/17/00	Cruisin Exotica	Midway	GB
10/17/00	Hercules	Titus	GB
10/17/00	VR Powerboat	Vatical	GB
10/17/00	WDL: Thunder Tanks	3DO	GB
10/17/00	Xena	Titus	GB
10/17/00	Cruisin Exotica	Midway	N64
10/17/00	SeaDoo HydroCross 2000	Vatical	N64
10/17/00	Army Men Sarges Heroes 2	3DO	PS-X
10/17/00	Dragon Valor	Namco	PS-X
10/17/00	Mary Kate & Ashley: Magical...	Acclaim	PS-X
10/17/00	Medal of Honor Underground	Electronic Arts	PS-X
10/17/00	NASCAR Heat	Hasbro	PS-X
10/17/00	NBA Live 2001	Electronic Arts	PS-X
10/17/00	WCW Backstage Assault	Electronic Arts	PS-X
10/17/00	Wild Thornberries Animal Adventure	Mattel	PS-X
10/17/00	Worms Pinball	Infogrames	PS-X
10/18/00	Dragon Riders	UbiSoft	DC
10/18/00	Blues Clue's Alphabet Book	Mattel	GB
10/18/00	Mega Man Legends 2	Capcom	PS-X
10/20/00	Sabrina	Havas Interactive	GB
10/23/00	Galaga	Hasbro	PS-X
10/23/00	Sesame Street Sports-TV	NewKidCo	PS-X
10/23/00	Tonka Space Station	Hasbro	PS-X
10/24/00	Dogs of War	Take 2	DC
10/24/00	Grinch	Konami	DC
10/24/00	NBA 2K1	Sega	DC
10/24/00	Pro Pinball Collection	Take 2	DC
10/24/00	Silent Scope	Konami	DC
10/24/00	Starlancer	Crave	DC
10/24/00	Air Force Delta	Konami	GB
10/24/00	CyberTiger	Electronic Arts	GB
10/24/00	Gauntlet Legends	Midway	GB
10/24/00	Grinch	Konami	GB
10/24/00	Backyard Football	Infogrames	PS-X
10/24/00	Breath of Fire 4	Capcom	PS-X
10/24/00	FIFA 2001	Electronic Arts	PS-X
10/24/00	Grinch	Konami	PS-X
10/24/00	Mike Tyson Boxing	Activision	PS-X
10/24/00	Muppet Monster Adventure	Midway	PS-X
10/24/00	Spyro: Year of the Dragon	Sony	PS-X
10/24/00	Ultimate Fighting Champ	Crave	PS-X
10/26/00	Zelda: Majora's Mask	Nintendo	N64
10/26/00	Armored Core 2	Agetec	PS2
10/26/00	Dead Or Alive 2: Hardcore	Tecmo	PS2
10/26/00	Dynasty Warriors 2	Koei	PS2
10/26/00	ESPN International Track & Field	Konami	PS2
10/26/00	ESPN X Games: Snowboarding	Konami	PS2
10/26/00	Eternal Ring	Agetec	PS2
10/26/00	Evergrace	Tommo	PS2
10/26/00	John Madden 2001	Electronic Arts	PS2
10/26/00	Ready 2 Rumble 2	Midway	PS2
10/26/00	Ridge Racer 5	Namco	PS2
10/26/00	Roadsters Trophy	Titus	PS2
10/26/00	Silent Scope	Konami	PS2
10/26/00	Smuggler's Run	Take 2	PS2
10/26/00	Street Fighter Ex 3	Capcom	PS2
10/26/00	Swing Away Golf	Electronic Arts	PS2
10/26/00	Tekken Tag Tournament	Namco	PS2
10/26/00	Time Splitters	Eidos	PS2
10/26/00	Top Gun	Titus	PS2
10/26/00	X Squad	Electronic Arts	PS2
10/27/00	Blues Clue's: Blue's Big Musical	Mattel	PS-X
10/28/00	Sheep	Take 2	PS-X
10/30/00	Evil Dead: Hail to the King	THQ	DC
10/30/00	Messiah	Interplay	DC
10/30/00	Virtual Pool 3	Interplay	DC
10/30/00	Who Wants To Beat Up A Millionaire	Havas Interactive	DC
10/30/00	MTV Sports: TJ Lavin's BMX	THQ	GB
10/30/00	Tom & Jerry Fists of Fury	NewKidCo	N64
10/30/00	Champ Motocross 2001	THQ	PS-X
10/30/00	Evil Dead: Hail to the King	THQ	PS-X
10/30/00	Messiah	Interplay	PS-X
10/31/00	Army Men Sarge's Heroes	Midway	DC
10/31/00	Capcom vs SNK	Capcom	DC
10/31/00	Dennis the Kangaroo	Titus	DC
10/31/00	Jet Grind Radio	Sega	DC
10/31/00	LeMans 2000	Infogrames	DC
10/31/00	Buzz Lightyear of Star Command	Activision	GB
10/31/00	Dave Mirra BMX	Acclaim	GB
10/31/00	Mary Kate & Ashley's Pocket Planner	Acclaim	GB
10/31/00	Powerspike Volleyball	Infogrames	GB
10/31/00	Road Rash	Electronic Arts	GB
10/31/00	Carnivale	Vatical	N64
10/31/00	Knockout Kings 2001	Electronic Arts	PS-X
10/31/00	Powerspike Volleyball	Infogrames	PS-X
10/31/00	SSX Snowboarding	Electronic Arts	PS2

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BL = Bottom Line

TUROK 3: REVIEWS OF OBLIVION

PLAYSTATION

TITLE	BL	DATE
3Xtreme	5.75	Jun-99
40 Winks	7	Feb-00
Ace Combat 3: Electrosphere	7.75	May-00
Action Bass	7	Sep-00
Alexi Lalas Int'l Soccer	2.25	Jun-99
Alundra 2	6.5	May-00
Ape Escape	8.75	Jul-99
Arcade Party Pak	7.5	Dec-99
Armored Core: Master of Arena	7.5	Apr-00
Armorines	5	Jul-00
Army Men: Air Attack	6.75	Dec-99
Army Men: Sarge's Heroes	5.5	May-00
Army Men: World War	2	Aug-00
Ball Breakers	3.5	Sep-00
Ballistic	7	Jan-00
Bass Landing	7	Oct-99
Bass Rise	4	Nov-99
Battle Tanx II: Global Assault	7	Apr-00
Big Air	4	Jun-99
Boombots	4.5	Jan-00
Broken Sword II	6.75	Jan-00
Bugs Bunny Lost In Time	5.25	Aug-99
Builder's Block	8.25	Aug-00
Bust A Groove 2	7.25	Sep-00
Bust-A-Move '99	8	Apr-99
Castrol Honda Superbike Racing	6.25	Jun-99
Centipede	7	Jul-99
Championship Bass	8	May-00
Championship Motocross	6.75	Oct-99
Chocobo Racing	6.25	Aug-99
Chocobo's Dungeon 2	6.75	Jan-00
Chrono Cross	9.5	Aug-00
Colin McRae Rally	7	Feb-00
Colony Wars: Red Sun	8.25	Apr-00
Cool Boarders 4	7.75	Dec-99
Covert Ops: Nuclear Dawn	7.75	Jul-00
Crash Team Racing	9	Nov-99
Croc 2	7.5	Jul-99
Crusaders of Might and Magic	7.25	Mar-00
Countdown Vampires	6.5	Aug-00
Cyber Tiger	7.25	Dec-99
Deception III: Dark Delusion	6.25	Apr-00
Demolition Racer	7.5	Dec-99
Die Hard Trilogy 2	7	Mar-00
Digimon World	5.25	Jul-00
Dino Crisis	9	Sep-99
Dinosaur	2.25	Sep-00
Driver	8.25	Sep-99
Dukes of Hazzard: Racing for Home	6	Mar-00
Dune 2000	7.75	Nov-99
Echo Night	6.75	Aug-99
ECW: Hardcore Revolution	8.25	Mar-00
Ehrgeiz	6.75	Jun-99
ESPN MLS: Game Night	8	Aug-00
Evil Zone	5	Oct-99
Expendable	3.5	Jul-00
Fatal Fury: Wild Ambition	3.75	Mar-00
Fear Effect	8.25	Mar-00
FIFA 2000	8.75	Dec-99
Fighter Maker	8	Jun-99
Fighting Force 2	5.5	Feb-00
Fisherman's Bait 2	6	Dec-99
Final Fantasy VIII	9.5	Sep-99
Final Fantasy Anthology	8.75	Oct-99
Formula One '99	7.75	Jan-00
Front Mission 3	9	Apr-00
G Police: Weapons of Justice	4.75	Oct-99
Galerians	8	Jun-00
Gallop Racer	6	Nov-99
Gauntlet Legends	6.5	May-00
Gekido: Urban Fighters	4.5	Jul-00
Gran Turismo 2	9.5	Feb-00
Grand Theft Auto: London 1969	7	Jul-99
Grand Theft Auto 2	7.75	Dec-99
Grandia	7.25	Nov-99
Grind Session	6.75	Jun-00
Grudge Warriors	5	Aug-00
Guardian's Crusade	8	Apr-99
Hello Kitty: Cube Frenzy	6.5	Jul-99
High Heat Baseball 2000	3.5	Jun-99
Hot Shots Golf 2	8	Mar-00
Hot Wheels Turbo Racing	6.25	Nov-99
Hydro Thunder	7.75	Apr-00
International Track & Field 2000	7	Dec-99
Interplay Sports Baseball 2000	5	Jun-99
Invasion From Beyond	6.75	Apr-99
Jackie Chan's Stuntmaster	6.5	Mar-00
Jade Cocoon	8	Aug-99
Jedi Power Battles	8	May-00
Jet Moto 3	7	Oct-99
JoJo's Bizarre Adventure	8	Apr-00
Juggernaut	6.5	Nov-99
K-1 Grand Prix	5.5	Feb-00
K-1 Revenge	6.5	Apr-99
Kensei: Sacred Fist	5.25	Jun-99
Killer Loop	6	Mar-00
Knockout Kings 2000	8	Dec-99
Konami Arcade Classics	6.75	Aug-99
Koudelka	4.5	Sep-00
Kurt Warner's Arena Football Unleashed	2.5	Jun-00
Legacy of Kain: Soul Reaver	8.5	Sep-99
Legend of Dragoon, The	9	Jun-00
Legend of Legaia	8.25	Apr-99
Legend of Mana	8	Jul-00
Lunar: The Silver Star Story Complete	7.75	Jul-99
Madden NFL 2000	8.75	Oct-99
Madden NFL 2001	8.75	Sep-00
March Madness 2000	8.25	Feb-00
Medal of Honor	9.25	Dec-99
MediEvil II	7.75	May-00
Metal Gear Solid: VR Missions	3.75	Nov-99
Mission: Impossible	8.25	Feb-00
Misadventures of Tronne Bonne, The	7	May-00
MLB 2001	7.75	Jun-00
Mobil 1 Rally Championship	5.75	May-00
Monaco Gran Prix 2	5	Jun-99
Monkey Magic	5.25	Nov-99
Monster Rancher 2	8.5	Oct-99
Mortal Kombat: Special Forces	1.75	Sep-00
Mr. Driller	8	Jun-00
Ms. Pac-Man Maze Madness	8.25	Aug-00
MTV Music Generator	7.25	Jan-00
NASCAR 2000	7	Nov-99
NASCAR Rumble	7.75	Mar-00
NBA In the Zone '99	6	May-99
NBA in the Zone 2000	6.5	Jan-00
NBA Live 2000	8.5	Jan-00
NBA Showtime	6.5	Jan-00
NBA Shoot Out 2000	4.75	Mar-00
NCAA Final Four 2000	7	Jan-00
NCAA Football 2000	8	Oct-99
NCAA Gamebreaker 2000	7.5	Oct-99
Need For Speed: High Stakes	8.75	May-99
Need for Speed: Porche Challenge	7.75	Jun-00
Next Tetris, The	6	Jul-99
NFL Blitz 2000	6.5	Sep-99
NFL Game Day 2000	8.25	Oct-99
NFL GameDay 2001	7	Sep-00
NFL Xtreme 2	8.25	Sept-99
NGEN Racing	7.25	Sep-00
NHL 2000	8.5	Nov-99
NHL Blades of Steel 2000	5.5	Dec-99
NHL Championship 2000	7.25	Dec-99
NHL Face Off 2000	7.25	Nov-99
Nightmare Creatures II	5.25	Jun-00
No Fear Downhill Mountain Biking	4.25	Jan-00
Omega Boost	7.75	Oct-99
Pac-Man World	8	Oct-99
Parasite Eve II	8.75	Sep-00
Point Blank 2	8	Apr-99
Populous: The Beginning	7	Jun-99
Quake II	7.5	Dec-99
Railroad Tycoon II	7.5	Apr-00
Rainbow 6	6.75	Feb-00
Rampage 2: Universal Tour	5.5	Jun-99
Rampage Through Time	4.75	Sep-00
Rat Attack	6.75	Nov-99
R/C Stunt Copter	7	Oct-99
Ready 2 Rumble Boxing	6.5	Feb-00
Reel Fishing II	6.5	Jul-00
Resident Evil 3	9.25	Dec-99
Re-Volt	3.25	Nov-99
Rhapsody: A Musical Adventure	6.75	Jul-00
Ridge Racer Type 4	8.25	May-99
Rising Zan	8	Sep-99
Road Rash: Jailbreak	7	Mar-00
Rock the Rink	8	May-00
Rollcage	7	Apr-99
Rollcage: Stage II	7.25	Apr-00
Romance of the Three Kingdoms VI	7.25	Mar-00
RPG Maker	7.75	Aug-00
R-Type Delta	7.25	Aug-99
Rushdown	5	Apr-99
SaGa Frontier 2	8	Jan-00
Sammy Sosa High Heat Baseball 2001	3.75	May-00
Sammy Sosa Softball Slam	5.75	Jun-00
Shadow Madness	6	Apr-99
Shadow Man	6.75	Nov-99
Shadow Tower	7.5	Nov-99
Silent Bomber	7.75	Mar-00
Silent Hill	7.25	Apr-99
Silhouette Mirage	7.5	Feb-00
Sim Theme Park	7	Jul-00
Sled Storm	8.75	Sep-99
Smurfs, The	5.5	Mar-00
Soul of the Samurai	4.25	Aug-99
South Park Chef's Luv Shack	3.25	Feb-00
South Park Rally	4.5	Mar-00
Space Invaders	8	Dec-99
Spec Ops: Stealth Patrol	6.5	Aug-00
Speed Punks	7	May-00
Sports Car GT	6	Jun-99
Spyro 2: Ripto's Rage	8.75	Dec-99
Star Ocean	7.5	Jun-99
Star Wars: The Phantom Menace	7.25	Oct-99
Street Fighter Alpha 3	8	Jun-99
Street Fighter EX2 Plus	7.75	Jun-00
Street Sk8er	4.5	Apr-99
Street Sk8er 2	7	Jun-00
Strider 2	6.5	Jul-00
Suikoden II	9	Oct-99
Superbike 2000	4	Jun-00
SuperCross Circuit	3.5	Dec-99
Syphon Filter	9	Mar-99
Syphon Filter 2	9	Apr-00
T'ai Fu	6.5	Apr-99
T.R.A.G.	7.5	May-99
Tail Concerto	7.75	Nov-99
Tarzan	7.75	Sep-99
Tenchu 2	8.75	Sep-00
Test Drive 6	7.5	Dec-99
Test Drive Le Mans	3.75	Jul-00
Test Drive Off-Road 3	8	Nov-99
Thousand Arms	7.75	Nov-99
Thrasher: Skate and Destroy	8	Jan-00
Threads of Fate	8	Jul-00
Tiger Woods PGA Tour 2000	7.5	Feb-00
Tiny Tank (Revised)	5.5	Nov-99
Tiny Toon Adventures	6.75	Mar-99
TOCA 2: Touring Car Challenge	6.5	Jan-00
Tomb Raider: The Last Revelation	8	Jan-00
Tomba! 2: The Evil Swine Return	8.75	Jan-00
Tomorrow Never Dies	7.25	Jan-00
Tony Hawk's Pro Skater	9.5	Nov-99
Toy Story 2	8	Jan-00
Trick'N Snowboarders	4.25	Oct-99
Triple Play 2000	6.5	May-99
Triple Play 2001	8	May-00
Twisted Metal 4	9	Jan-00
Ultimate 8 Ball	6.5	Jul-99
UmJammer Lammy	8.25	Sep-99
V-Rally 2	7.25	Jan-00
Urban Chaos	2.75	Jun-00
Vagrant Story	9	May-00
Valkyrie Profile	7.75	Sep-00
Vampire Hunter D	5.25	Sep-00
Vanark	7	May-00
Vandal Hearts II	7.75	Dec-99
Vanguard Bandits	7.75	Jun-00
Vigilante 8: 2nd Offense	7.75	Jan-00
Walt Disney World: Magical Racing Tour	6.5	May-00
Warpath: Jurassic Park	6.75	Dec-99
Warzone 2100	7.75	Jul-99
Who Wants To Be A Millionaire: 2nd Edition	6.5	Aug-00
Wild Arms 2	8.5	May-00
Wipeout 3	7.75	Nov-99
Worms Armageddon	8	Dec-99
Wu-Tang: Shaolin Style	6.25	Dec-99
WWF Attitude	9	Aug-99
WWF Smackdown	9	Apr-00
X-Files	3.75	Jan-00
X-Men Mutant Academy	7.5	Aug-00
Xena: Warrior Princess	7.75	Nov-99
You Don't Know Jack	8	Feb-00

NINTENDO 64

TITLE	BL	DATE
Airboardin' USA	5.5	Oct-99
All-Star Baseball 2000	8	May-99
All-Star Baseball 2001	7.75	May-00
All Star Tennis '99	5.5	Aug-99
Armorines	7.25	Jan-00
Army Men: Air Combat	7.5	Jul-00
Army Men: Sarge's Heroes	7	Dec-99
Bassmasters 2000	8	Mar-00
BattleTanx II: Global Assault	7.25	Nov-99
Battlezone: Rise of the Black Dogs	3.25	May-00
Beetle Adventure Racing	8	Apr-99
Blades of Steel 2000	3.5	Jan-00
Brunswick Circuit Pro Bowling	5.25	Jan-00
Bug's Life, A	5.25	Jul-99
Bust-A-Move '99	9	Apr-99
California Speed	2.25	Apr-99
Castlevania 64	6.5	Mar-99
Castlevania: Legacy of Darkness	5.25	Mar-00
Chameleon Twist 2	6.5	May-99
Charlie Blast's Territory	3	May-99
Command & Conquer	8	Sep-99
CyberTiger	7.25	May-00
Destruction Derby 64	7.25	Dec-99
Donkey Kong 64	8.75	Dec-99
Duke Nukem: Zero Hour	8.75	Sep-99
Earthworm Jim 3D	5.75	Dec-99
ECW: Hardcore Revolution	8	Mar-00
Excitebike 64	7.25	Jun-00
Fighter's Destiny 2	2	Sep-00
Fighting Force 64	6.75	May-99
Gauntlet Legends	7	Dec-99
Gex 3: Deep Cover Gecko	7.75	Sep-99
Goeman's Great Adventure	7.25	Sep-99
Harvest Moon 64	7.25	Mar-00
Hot Wheels Turbo Racing	7	Oct-99
Hybrid Heaven	7	Jun-99
Hydro Thunder	7.5	May-00
Indy Racing 2000	8	Sep-00
In-Fisherman's Bass Hunter 64	7.75	Sep-99
International Track & Field 2000	7	Apr-00
Jeremy McGrath Supercross 2000	5	Apr-00
Jet Force Gemini	7.75	Oct-99
Ken Griffey Jr.'s Slugfest	8.5	Jul-99
Kirby: The Crystal Shards	7.5	Aug-00
Knockout Kings 2000	8.25	Dec-99
Lego Racers	7.75	Jan-00
Lode Runner 3-D	6.5	May-99
Madden NFL 2001	8.75	Sep-00
Mario Golf	9	Aug-99
Mario Party	3.5	Mar-99
Mario Party 2	5.75	Feb-00
Micro Machines 64 Turbo	7	May-99
Monaco Gran Prix 2	5	Jun-99
Monster Truck Madness	5.5	Sep-99
Namco Museum 64	8	Jan-00
NBA Courtside 2	7.25	Jan-00
NBA In the Zone 2000	5.5	Jan-00
NBA Jam 2000	6	Dec-99
NBA Live 2000	8.25	Dec-99
NBA Showtime: NBA on NBC	7.25	Dec-99
New Tetris, The	7	Sep-99
NFL Blitz 2000	7.75	Sep-99
NFL QB Club 2000	5	Oct-99
NHL Blades of Steel '99	6	Apr-99
Nuclear Strike	8.75	Feb-00
Paperboy	4.25	Dec-99
Perfect Dark	9.25	Jun-00
PilotWings 64	9.5	Aug-96
Pokémon Snap	7	Aug-99
Pokémon Stadium	8	May-00
Quake II	7.75	Jul-99
Rainbow 6	8	Feb-00
Rally Challenge	4.5	Sep-00
Rampage 2: Universal Tour	5	Apr-99
Rayman 2: The Great Escape	7.75	Nov-99
Resident Evil 2	8.75	Nov-99
Ready 2 Rumble Boxing	6.5	Feb-00
Re-Volt	4.75	Oct-99
Ridge Racer 64	7.25	Feb-00
Road Rash 64	8	Oct-99
Roadsters Trophy	7	Jan-00
Rocket	8	Nov-99
Shadowgate 64	4	Aug-99
Shadow Man	7.75	Sep-99
Snowboard Kids 2	6.25	May-99
StarCraft	8	Oct-99
Star Wars: Episode I Racer	9	Jun-99
Starshot	4.5	Nov-99
Supercross 2000	6.75	Jan-00
Superman	1.25	Aug-99
Super Mario 64	9.75	Aug-96
Super Smash Brothers	8.5	Apr-99
South Park Rally	4.5	Apr-00
Tarzan	7.25	Mar-00
Tonic Trouble	7	Aug-99
Tony Hawk's Pro Skater	9.25	Mar-00
Top Gear Hyper Bike	7.25	Feb-00
Top Gear Rally 2	6.75	Dec-99
Toy Story 2	7.5	Jan-00
Triple Play 2000	5.75	Apr-99
Turok: Rage Wars	8	Dec-99
Vigilante 8	8.5	Apr-99
Vigilante 8: 2nd Offense	8	Jan-00
WaveRace 64	9	Nov-96
Winback	7.75	Nov-99
World Driver Championship	6.25	Jun-99
WCW Nitro	4.25	May-99
WWF Attitude	9.25	Aug-99
WCW Mayhem	7.5	Oct-99
Wrestlemania 2000	9	Dec-99
Xena: Talisman of Fate	3.5	Jan-00

DREAMCAST

TITLE	BL	DATE
4 Wheel Thunder	7.25	Jun-00
AeroWings	7	Oct-99
AeroWings 2: Air Strike	7.5	Sep-00
Airforce Delta	7.75	Oct-99
Armada	6.5	Feb-00
Blue Stinger	5.25	Oct-99
Cannon Spike	7	Sep-00
Carrier	6.75	Apr-00
Chu Chu Rocket	8.75	Apr-00
Crazy Taxi	8.75	Feb-00
Dead or Alive 2	9	Apr-00
Deep Fighter	6.75	Jul-00
Draconus: Cult of the Wyrm	7.75	Jul-00
Dynamite Cop	7	Nov-99
ECW: Hardcore Revolution	7.75	May-00
Elemental Gimmick Gear	7	Mar-00
Evolution	7	Dec-99
Evolution 2: Far Off Promise	6	Jul-00
Expendable: Millennium Soldier	4	Oct-99
F-1 World Grand Prix	7.75	Feb-00
Fighting Force 2	5.25	Mar-00
Flag to Flag	4.5	Oct-99
Fur Fighters	7.75	Aug-00
Gauntlet Legends	7.75	Jun-00
Giga Wing	7.5	Mar-00
Grand Theft Auto 2	7.5	Jul-00
Gundam Side Story 0079	7.75	Jul-00
House of the Dead 2	8	Oct-99
Hydro Thunder	8	Oct-99
Incoming	5.5	Mar-00
JoJo's Bizarre Adventure	8	Mar-00
King of Fighters Dream Match 1999	8	Oct-99
Legacy of Kain: Soul Reaver	8	Mar-00
Maken X	7.75	Jun-00
Marvel Vs. Capcom	7.5	Oct-99
Marvel Vs. Capcom 2	8	Aug-00
MDK2	8	Jun-00
Monaco Grand Prix	7	Oct-99
Mortal Kombat Gold	7.25	Oct-99
Namco Museum	7.75	Sep-00
NBA 2K	9	Jan-00
NBA Showtime: NBA on NBC	7.25	Dec-99
NFL 2K	9.25	Oct-99
NFL Blitz 2000	9	Oct-99
NFL Quarterback Club 2000	2.25	Feb-00
NHL 2K	8.25	Apr-00
Nightmare Creatures II	5	Sep-00
Omikron: The Nomad Soul	5.5	Sep-00
Pen Pen Trilcelon	4	Oct-99
Plasma Sword: Nightmare of Blistein	7.25	May-00
Power Stone	8	Oct-99
Power Stone 2	8.5	Aug-00
Psychic Force 2012	7	Jan-00
Rayman 2: The Great Escape	8	Apr-00
Ready 2 Rumble Boxing	7.25	Oct-99
Resident Evil Code: Veronica	9.5	Apr-00
Re-Volt	5	Feb-00
Rippin' Riders	7	Dec-99
Roadsters	5.5	Jun-00
Royal Rumble	6.75	Sep-00
Seaman	7	Sep-00
Sega Bass Fishing	8	Sep-99
Sega Rally Championship	7.5	Jan-00
Shadowman	7.75	Feb-00
Silver	8	Sep-00
Slave Zero	6.25	Jan-00
Sonic Adventure	7.75	Sep-99
Soul Calibur	9.25	Oct-99
Soul Fighter	5.5	Jan-00
South Park Chef's Luv Shack	3.5	Feb-00
Space Channel 5	7.75	Jul-00
Speed Devils	7.25	Oct-99
Star Wars Episode I Racer	8.75	Jun-00
Street Fighter III: Double Impact	7.75	Sep-00
Street Fighter Alpha 3	8.75	Aug-00
Striker Pro 2000	6.75	Aug-00
Super Magnetic Neo	8.5	Aug-00
Suzuki Alstare Extreme Racing	7	Dec-99
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