

Making Every Videogamer An Insider

● SILICON

MAGAZINE

**FREE
TAKE ONE**

Jan. 2000 • Issue 17

Syphon Filter 2
Gabe Logan is back, and
SM's got the details!

Kagero: Deception 3
Can you say Hat Trick?

Silhouette Mirage
Working Designs' Treasure

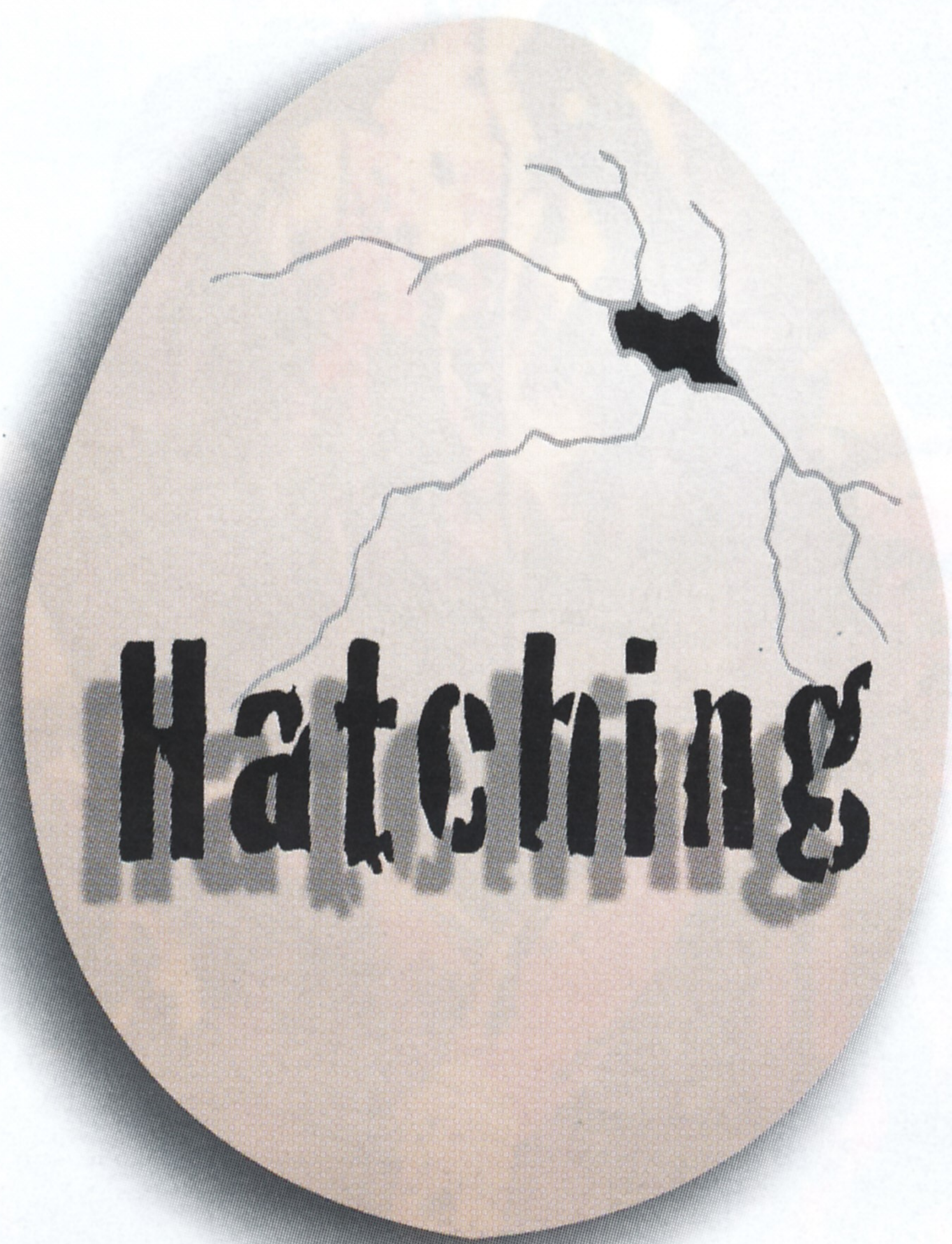
Thrasher: Skate & Destroy
The name says it all

Zombie Revenge

Looking forward to Carrier
or RE: Veronica? Try this.

EGG™

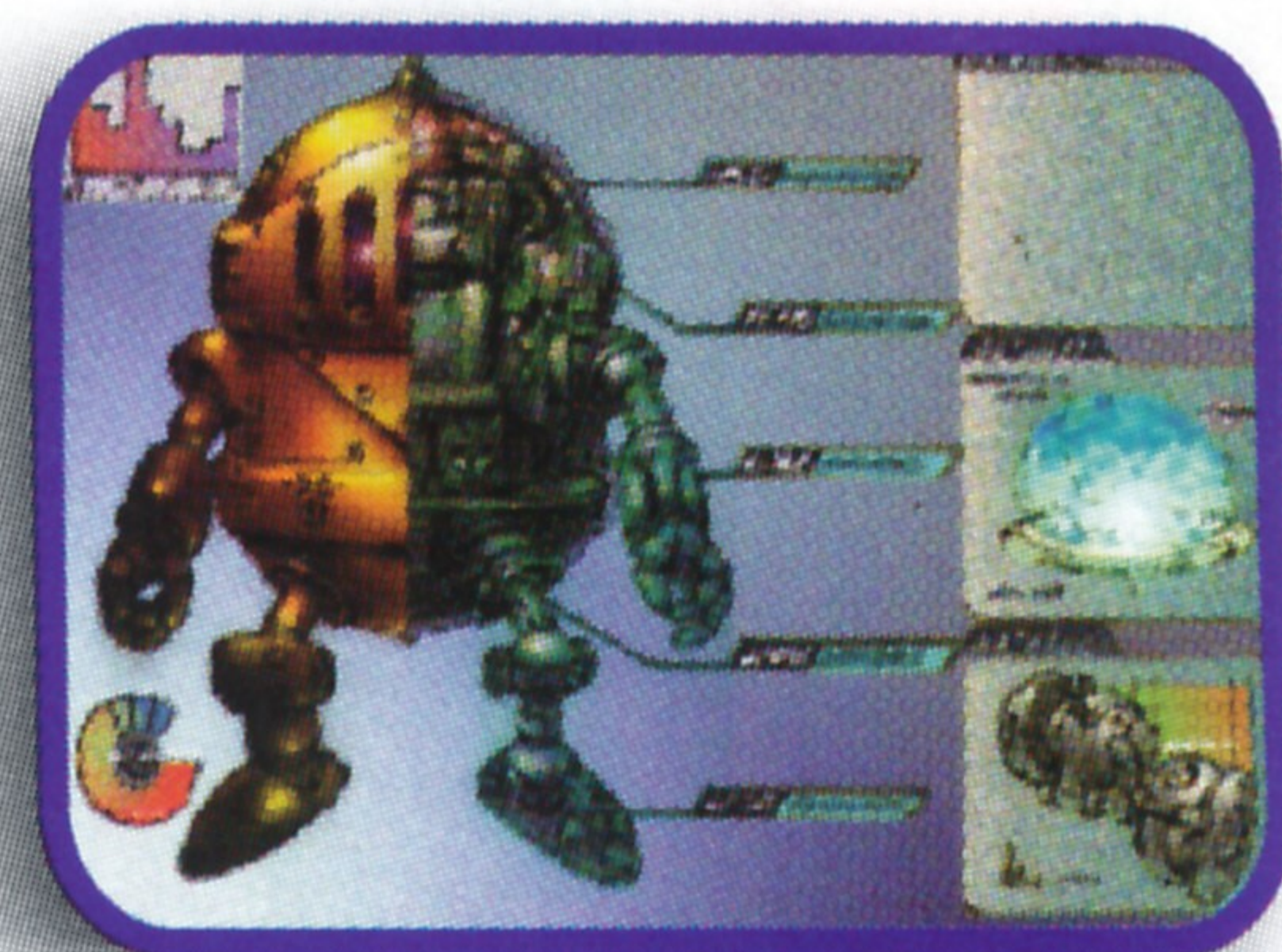
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Hardware:

Apple Power Macintosh 8600/300, 17" Apple Studio Display, Hewlett Packard Color Laserjet 4500N, Smart and Friendly 426 CD Rewritable, Iomega 100 MB Zip drive, Epson Expression 636 flatbed scanner, Nikon Coolscan II film scanner, Ascii AV Selector, Asante Friendlynet Ethernet Hubs

11/22/99, SM completed its circulation audit. Statements will be available 1/20/00.

BPA Membership Applied For 4/99.

Accessing: The State of The Game

Has Dreamcast got the right stuff?

Here we are almost three and a half months to the day of Dreamcast's highly publicized launch, and the conventional wisdom is that the launch went well for Sega, but Sony is going to mop the floor with them with PS2. SM thought it be interesting to do a bit of field research and see how Dreamcast has done around, and the question on everyone's mind: Has Sega got the right stuff? SM called 50 retail stores around the country (ranging from Best Buy to Software Etc.) and asked the store's managers for their observations (not personal opinions) regarding Dreamcast's successes and failure based upon their store's sales, and what they've been told by their customers. Each store was asked the same questions, and the answers are compiled from all 50 responses.

On the whole it seems that most retailers have embraced Dreamcast, and are ready and willing to make it part of their future. At this point Sega merely needs to maintain the flow of games, and work out the supply problems that are mostly due to the fact that the system launched at the beginning of the holiday shopping season. Given time most retailers see the Dreamcast as key to their business, but don't just take our word for it.

Question: Overall, how did the Dreamcast launch go?

Everything went according to plan. Almost all of the retailers we talked to said they have not been able to keep Dreamcast hardware, peripherals and joystick in stock, and the demand has been consistently high. The number of launch games was enough to offer something to just about everyone, and the quality of the games was also quite good. Additionally, the average system sale included an extra controller, VMU (or equivalent memory card), and two games for a total tab of roughly \$350.

Question: Once people buy their DC, are they satisfied?

Generally yes. The hardware return rates have been very low, and in almost every case of a defective unit, most buyers just want to get a new unit.

Question: Is the lack of a true RPG hurting the system?

Somewhat. People know there are a good number of RPGs in the near future, and the launch titles have a lot of variety. The fact that the really big name games from Square aren't supporting the DC isn't hurting the system too badly, but it sure isn't helping.

Question: What's been Dreamcast's biggest success?

The runaway, and not surprising answer was Sega Sports. 100% of the retailers we spoke to thought that NFL 2K and NBA 2K were driving sales and really helping get the system off of the ground. The fact that both were out before the holiday shopping season started was a huge plus. To quote one retailer, "If Sega can make a few more moves like this one, they will assure their long-term future."

Question: What's been Dreamcast's biggest failure?

No one had any permanent failing points to talk about, but lack of stock was a big concern. Not having enough Dreamcast hardware to sell drives people to shop at other stores. Certain titles like Sega Rally are hot, and also always out of stock. The lack of light

guns, controllers, and VMUs hurts as those items are where most retailers make much of their money (at \$200 there is only about \$10 profit in the DC system).

Question: Is the online capability of DC a factor in sales?

Since the gaming network doesn't exist and hasn't received a lot of press, it's not been too much of an issue with gamers. A lot of people are buying DC as it gets them onto the Internet for \$200. That aspect of the system wasn't really considered by the retailers we talked with until they started selling units at least in-part because of the Internet feature. Additionally, the free keyboard that was offered with AT&T service has helped sell hardware.

Question: How did that batch of defective games affect your store, and did it turn people off to DC?

100% of the retailers we talked to said they were bitten by the defective game bug, thus it seems the notion that the problem was localized to a few areas is wrong. Although some were quick to point out that Activision, Sega and Midway had their acts together with the overnight exchange of good disks for defective disks. In the long run the whole debacle will be forgotten, but it did make some buyers nervous. The effects range from some people insisting the games are opened and tested in the stores to the more extreme measure of people avoiding the DC all together.

Question: Is the shadow of Playstation 2 keeping people from taking the Dreamcast plunge?

The first school of thought representing about 80% of the people we talked to is that PS2 is so far off, and will cost so much more that it is not having much effect on DC sales, right now. Basically, gamers are going to end up with both systems. The second school of thought representing the remaining 20% is at exactly the opposite end of the spectrum. These retailers see many people taking a wait and see attitude. They're afraid that support for DC will dry up once the PS2 hits. Both sides admit that Sony is going to shake thing up for Sega. •SM

Boxes



Every SM reader already knows about Winback. However, we're betting you didn't know what the box looks like. Pretty cool, eh? We thought you'd like it.

Noticed: The Details That Matter



We recently upgraded our publishing software from Quark Xpress from 3.32 to version 4.04, and wish we had done so a lot sooner. The new look that made its debut last issue was mainly due to this program's strong set of

features.

Anyone who reads SM knows that we have always put accolades for the software we use in the colophon. Why the big plug? Because we got this and the last issue's layout done in less than

1/2 the time it took to on previous books, and wanted to find the best way possible to thank Quark. If you do anything related to computer graphics, this package will save you time. We now return you to your regular programming.



• Huge bosses like this friendly looking fellow are the norm in *Zombie Revenge*

Coverage



• Some of the levels look like they're straight out of *Castlevania*

Zombie Revenge

Platform: Dreamcast • **Publisher:** Sega • **Release Date:** January

This quiz is only for those lucky enough to own a Dreamcast. *Zombie Revenge* is like which of the following:

- A.) A cross between *Streets Of Rage* and *House Of The Dead*
- B.) An arcade-styled Survival Horror game without all of the nagging puzzles.
- C.) A two-fisted, gore slinging, rip roaring, combo-filled blast-fest.
- D.) All of the above.

(And no cheating by looking for the answer at the bottom of the page.)

The Dreamcast has had more than its fair share of beat-em-ups in its short life span. However, *Zombie Revenge* has the distinction of being the first to have multi-player options, up-to-date graphics, and plenty of action all in one package. *Zombie Revenge* doesn't confuse the issue with a bunch of useless buttons, and it sticks to the basics. There are 3 buttons: one for defending, one for kung fu styled attacks (and for using pick-up weapons), and the last for using your pistol.

The control can be a bit frustrating at times as you watch yourself pull of a 10 hit combo and catch nothing but air while a Zombie

takes pot shots at your exposed backside. Luckily, the control issues are not devastating, but merely an annoyance. ZR also sticks with the three theme when it comes to characters to choose from. The first is your typical Hollywood hero-type with a "might-makes-right" attitude that helps him take down anything he comes up against. The second is a Japanese Billy Jack 70's type who doesn't speak a lick of English, but lets his fists do the talking instead. The final character is a scantily clad female with the dexterity of a gymnast and the moves of a martial arts master.

In traditional beat 'em up fashion, *Zombie Revenge* throws wave after wave of zombies at the characters and you have to dispense with them in short order. This can be done in a number of ways, one of which is a fantastic combo that is finished off by the sudden halt of a zombie as his torso slides away from the rest of his body (in classic *Fist Of The Northstar* fashion, of course). If you prefer a more direct approach, you can use your always-present gun to pump a few rounds into the baddies to make them drop ammo,

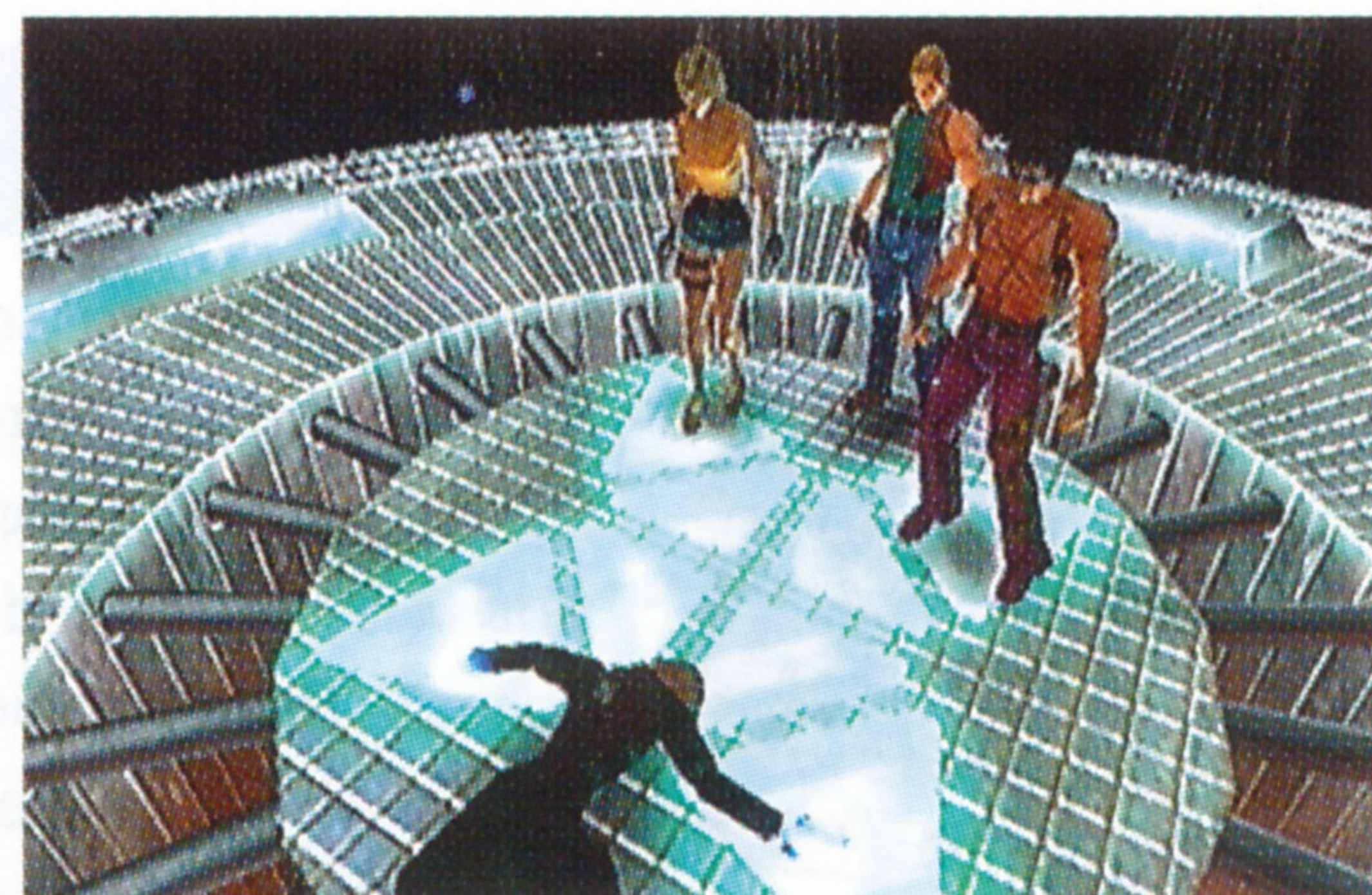
health, and even other weapons. Plenty of blood is spilled along the way, but parents need not worry because it is the harmless green kind found only in movies and undead filled videogames.

ZR gameplay is spiced up a bit with loads of cool extras. Secret areas abound, doe-eyed damsels are always in distress, and incredible looking cut scenes help the B movie plot from one point to another. SM's favorite is one of a man decaying into a zombie. It's still giving us nightmares.

There are a few DC exclusive features including a vs Boss Mode, a one on one Fighting Mode, and the Training room to help make this title more interesting. All in all, *Zombie Revenge* is a beat-em-up that does the Dreamcast justice, and should give you an undead fix until *Carrier* and *RE: Veronica* arrive next year. And by the way, the answer to the quiz was D, but then you knew that didn't you? That's because you couldn't resist cheating and skipping to the end. That's why you always flip to *Decrypted* first. Damned teachers pet. Class dismissed.

•SM Rating: 83

• While the voice-overs during the cinemas are somewhere between bad and even worse, they sure look great



• Eye candy is everywhere in this game



• SM wonders why the last boss of most zombie games is not a zombie.

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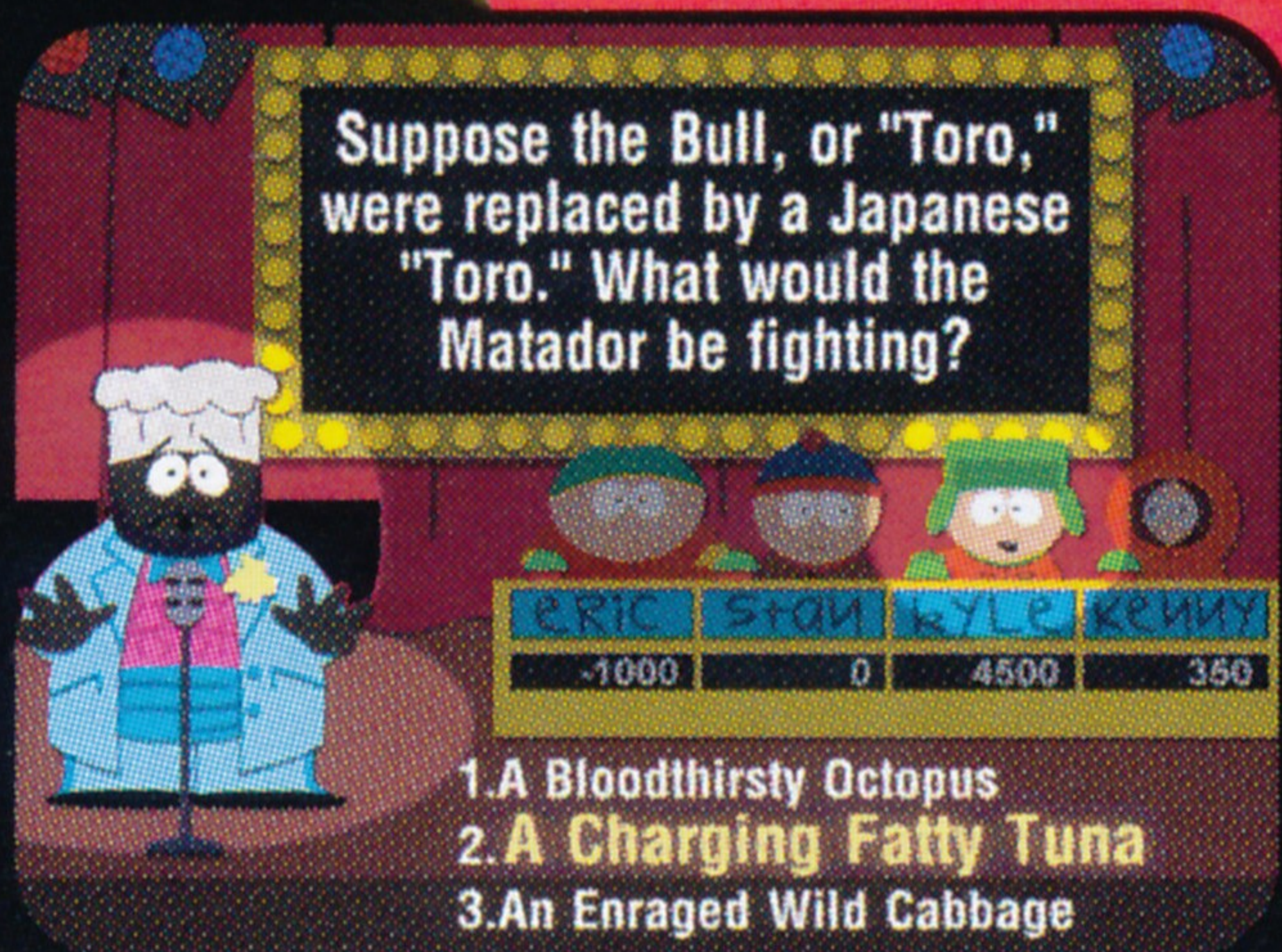
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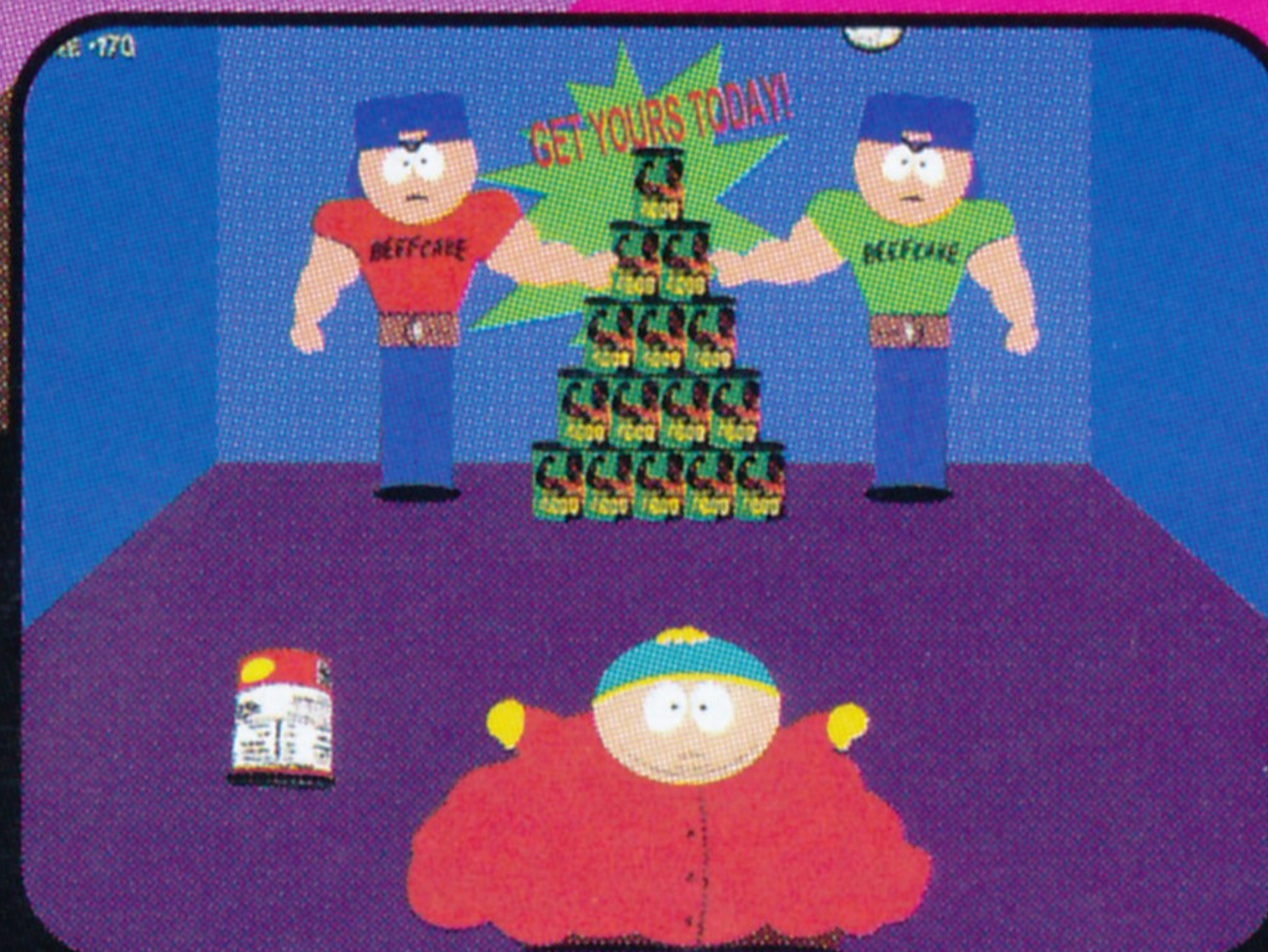
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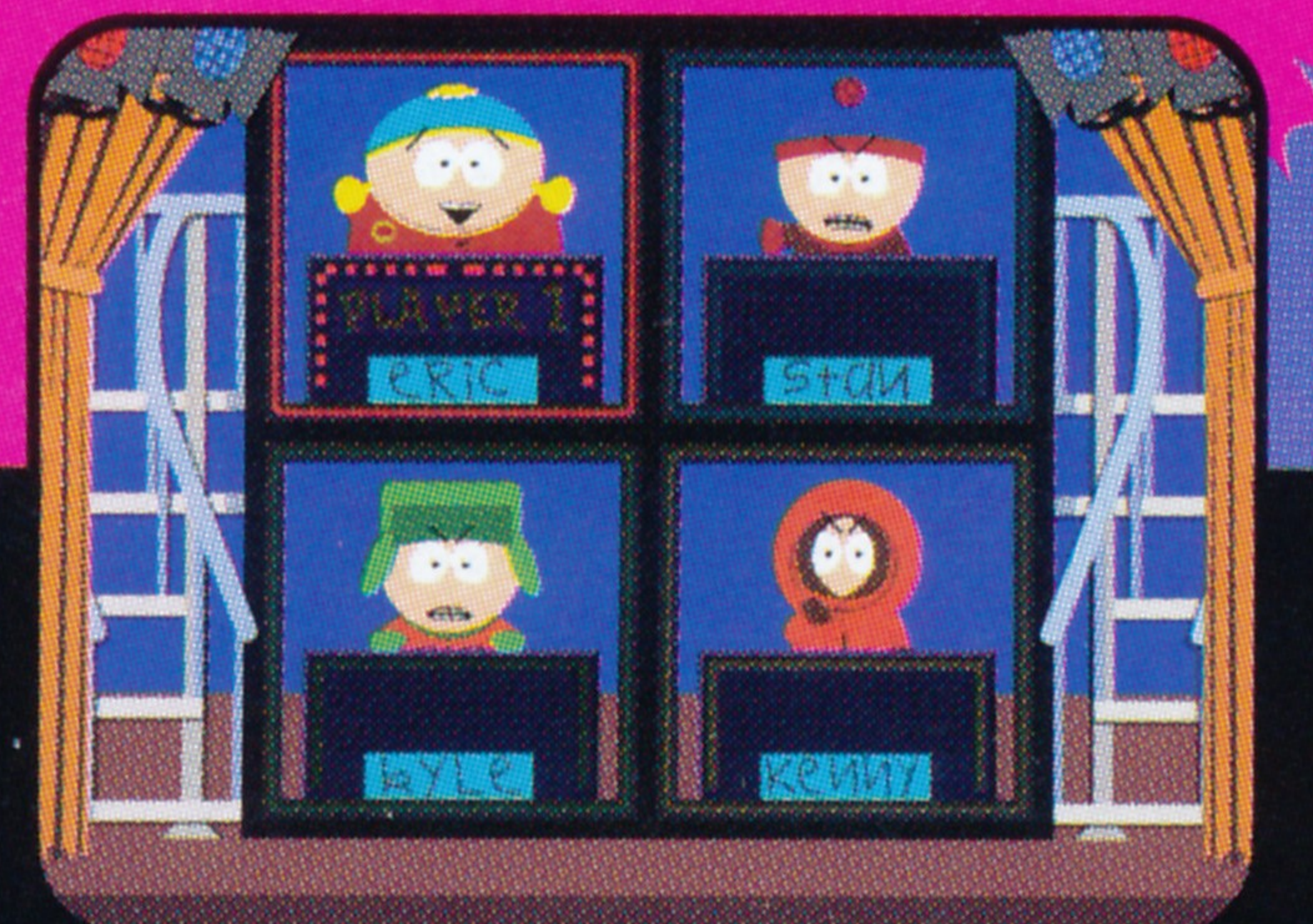
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Wanted From Japan

Policenauts

Platform: Playstation/Saturn • Publisher: Konami • Release Date: Now

Mission:

To fill you in on some great games that will never see an U.S. release.

Amount of Japanese required to play: Extensive. Almost everything is in Japanese, but you can fumble your way through with a walk-through. (One can be found at www.hexdidnt.clara.net/policenauts)

Amount of Japanese needed to enjoy fully:

Extensive. Almost everything, including the voice-overs, is in Japanese.

Reason(s) the U.S. will probably never see this game:

The lead characters smokes, and Snatcher for the PSX or Saturn was never released here and the series is quickly becoming dated.

Best hope for an U.S. release:

Solid Snake uses Metal Gear Rex to threaten Konami Of America.

Closest U.S. relation(s):

The Sega CD version of Snatcher. Good luck finding a copy

A couple of months ago, we featured Snatcher in Wanted. After receiving such a positive response, we thought we would clue everyone in on Policenauts, the prequel to Snatcher.

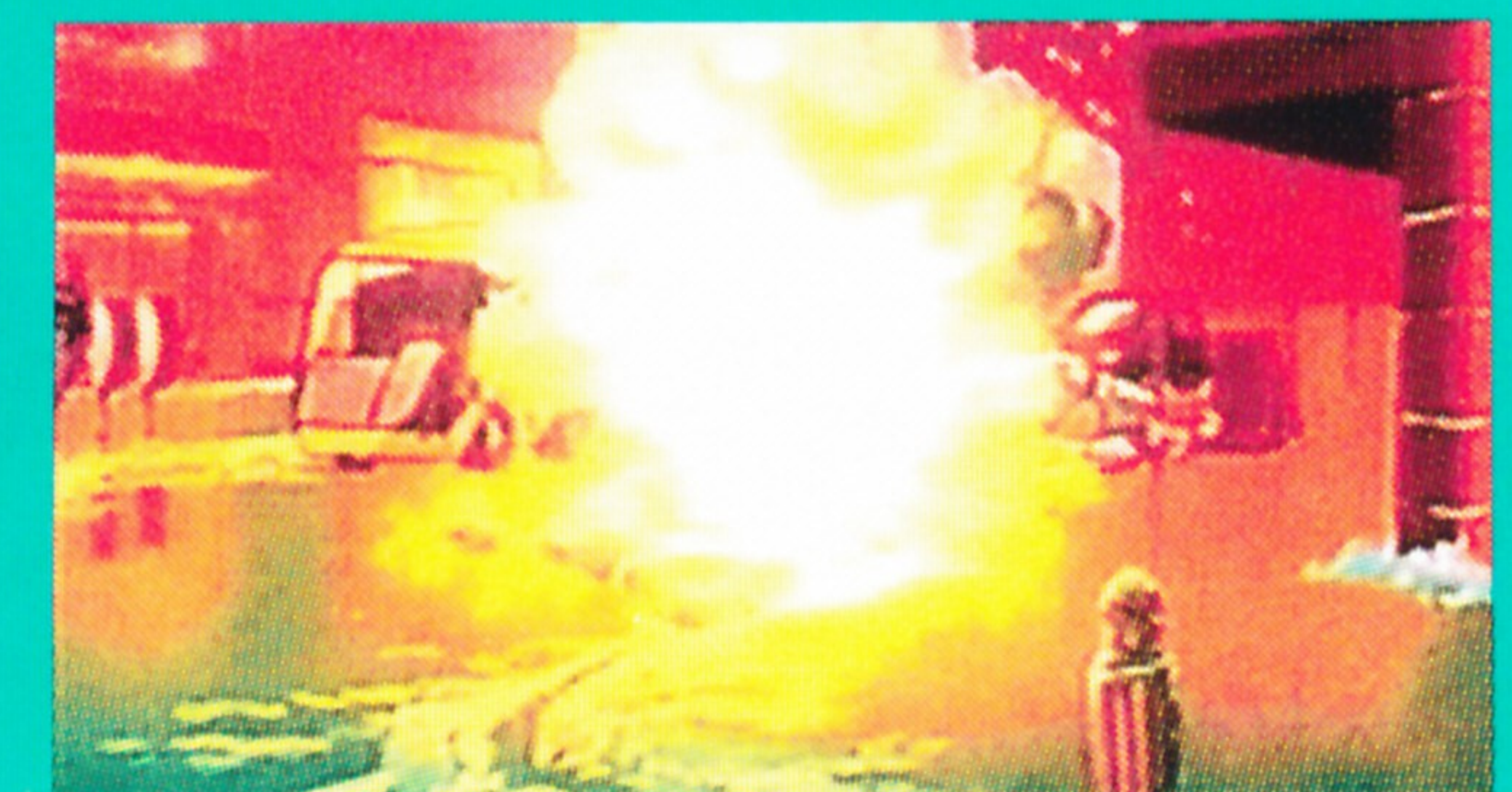
Released on the 3DO, Saturn, and Playstation in Japan, Policenauts was a smash hit. (It is currently in the Japanese Playstation bargain priced "greatest hits" series.) While preceding Snatcher in the series' timeline, Policenauts was released after Snatcher and reflects the advancement in videogame technology. Overall, the scenes in Policenauts are far more detailed than those found in Snatcher. The menu system has been updated with a modified point and click interface that lets you pick an item, click on it, and bring up a menu for each individual interaction.

The name Policenauts refers to the cross between Policeman and Astronauts that patrol the first space colony known as Beyond Coast. The game's main character, Jonathan Ingram, was one of these first Policenauts. During his tour of duty, he encounters an unfortunate accident that leaves him deep-frozen and drifting through outer space for twenty-five years. After he is found, Jonathan returns to earth where everything and everyone he knows has changed.

Unconfirmed rumors state the

Saturn version of this game was fully translated, but never released. The reasons given range from the controversy caused of the lead character smoking (the main reason also rumored to have stopped the Playstation release) to the disappointing sales of Snatcher on the Sega CD. SM finds it hard to swallow that the disappointing sales of Snatcher on the Sega CD would stop any game from being released. Snatcher was released after the Sega CD had already begun its death knell when even dedicated Sega CD fanatics (such as the staff of SM) had already dumped the console in search of newer systems.

Konami should release Policenauts or Snatcher for the Playstation in the next few months. With the Playstation's huge established user base, the time is right. •SM



Available In The U.S.

Tecmo Stackers

Platform: Playstation • Publisher: Tecmo • Release Date: Now

Mission:

To fill you in on some great games that are out and you probably don't own.

Reason(s) you probably don't own this game:

Puzzle games tend to be ignored by the mainstream press. Tecmo's advertising didn't hit the core audience.

Best hope for a sequel:

The 'Quads' (a.k.a. the colored blocks) break out of stackers, start a chain reaction, and take over the world.

Closest U.S. relation(s):

Super Puzzle Fighter II Turbo, The Next Tetris

Somehow one of the most popular genres, the puzzle game, has been largely ignored on the Playstation. This has caused most puzzle hungry game fans to gobble up every brainteaser that comes their way. However, for some reason the majority of gamers overlooked the release of Tecmo Stackers. Silicon Magazine wants to rectify that.

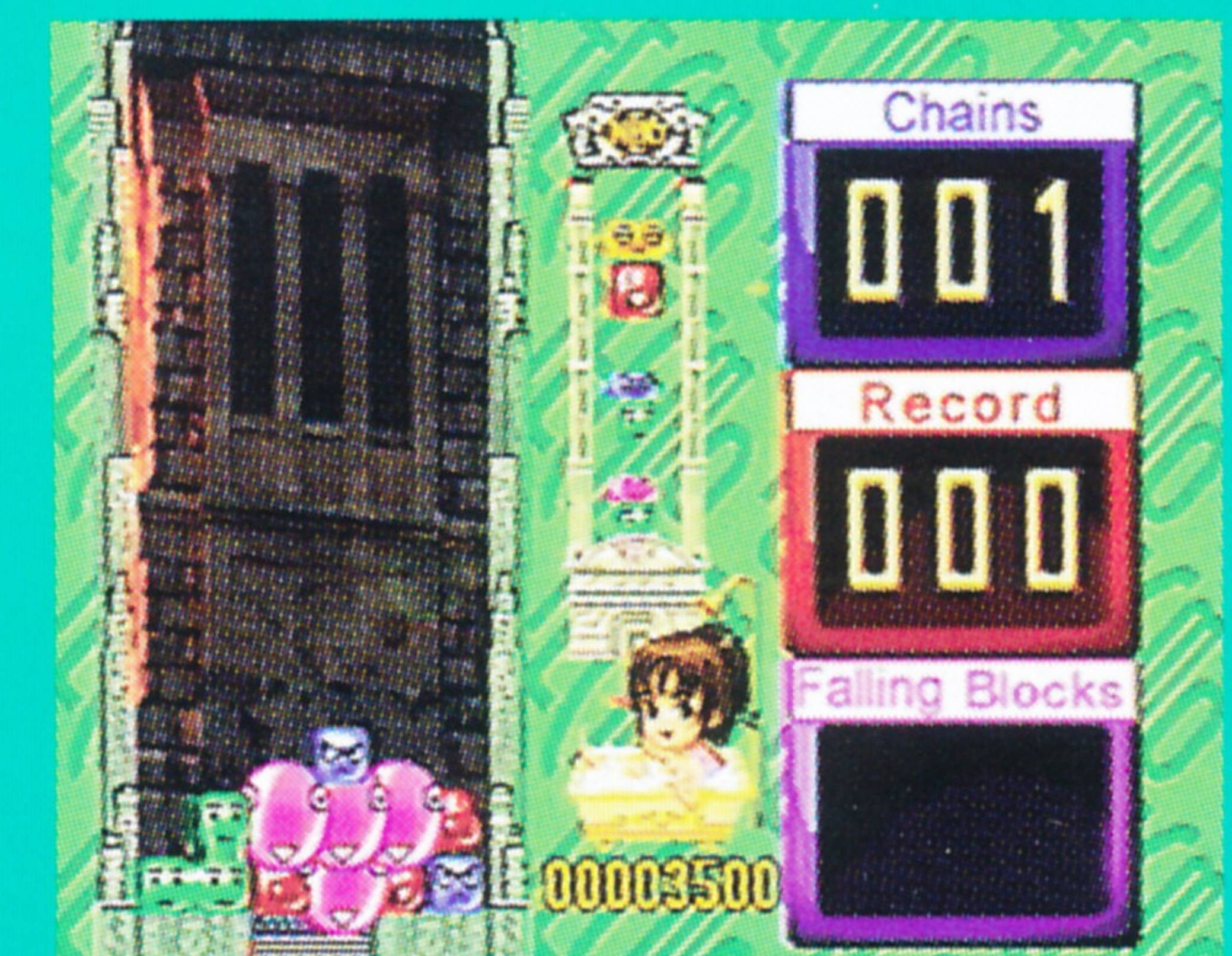
Stackers makes use of the venerable puzzle motif, the colored block. However, Stackers adds a little personality to those hued cubes by giving them the ability to reach out and

touch someone. Stackers adds to the build and break mentality of most games by giving the blocks the ability to (literally) stretch. When you break a set of 4 like-colored blocks, the surrounding blocks will extend left and right in an effort to find more of the same colored blocks. If they do and these blocks add up to more than four, a chain reaction starts, causing these blocks to break and the whole cycle to start all over again. With a sufficient chain reaction, you will, in turn, drop special obstacle blocks on you opponent, which can only be broke by a stretching block of their own. Depending of the which end of rain of obstacle blocks you are on, the giving or the receiving, this act of creating a chain reaction takes either a fair amount of skill or a large amount of luck.

Like most puzzle games, Stackers looks deceptively simple, and in a way it is. If you just want to play the game as "put 4 blocks together and break them", this works fine, making it a perfect game for younger players. On the other hand, if you want to build huge block monstrosities that create unbelievable level 5 or more chain

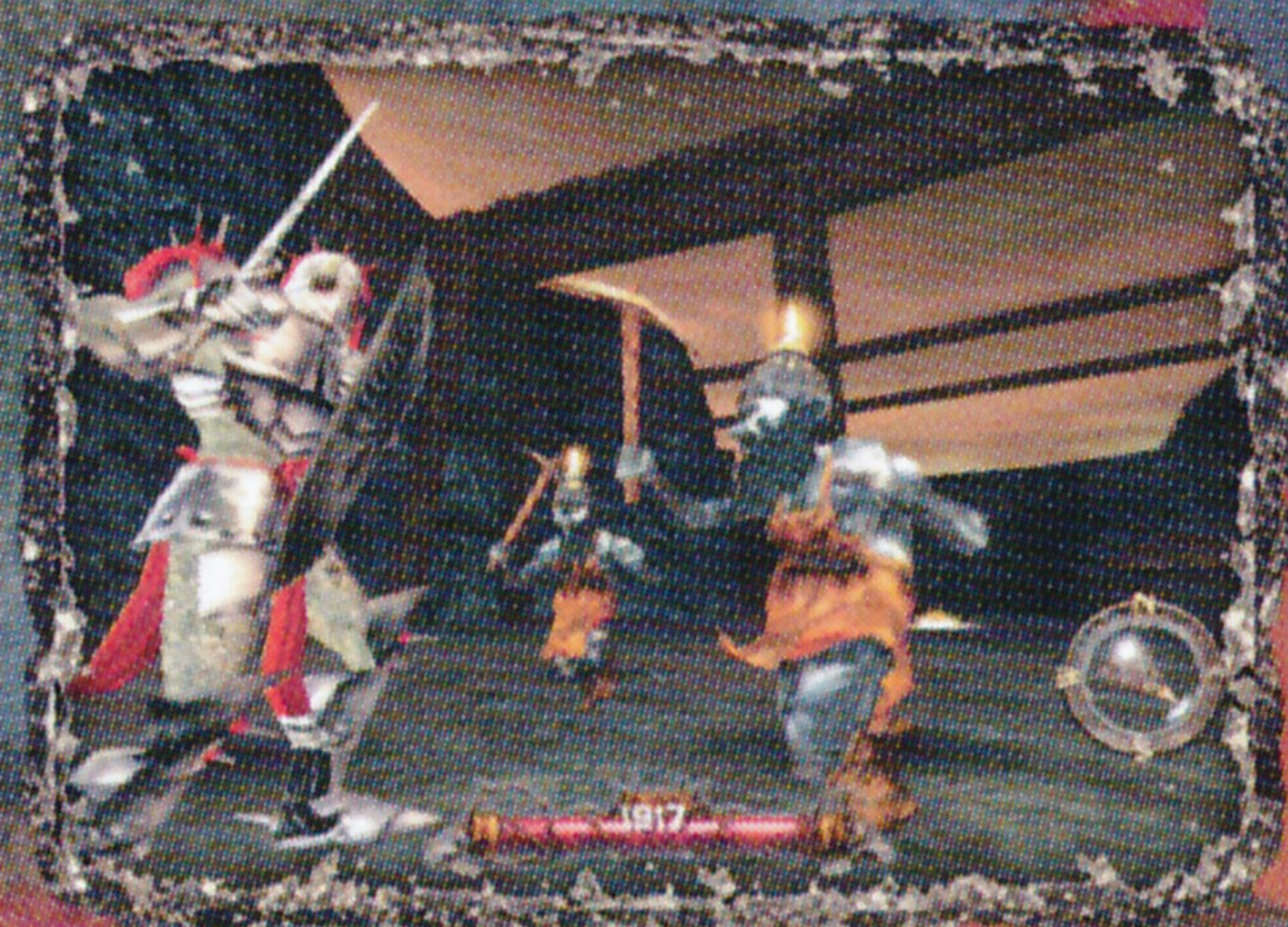
reactions when destroyed, Stackers provides that challenge also.

Stackers is a great puzzle game on many levels and lives up to its rating of "from Kids to Adults" in more ways than one. If you see Stackers at your local store, don't be afraid to pick it up. You will be pleasantly surprised. •SM



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Sega Dreamcast



We know what you
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ENTERTAINMENT

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From The You Would Think We Ran A Neo-Geo Fanzine In A Past Life Department:

SNK of Japan has started a new magazine called SNK Hot Press; it is a free biweekly online magazine, with SNK news, event and secret information. Can you IMAGINE anyone wanting to steal our FREE magazine idea? What a BLOCKBUSTER of an idea! Just remember that SM REALLY made you a Games Insider.

SNK of Japan announced Evolution for the NGPC is on its way. The game will be a spin-off of the DC game developed by Sting

SNK is working on the sequel of their classic action game Ikari Warriors for Neo-Geo Pocket Color

SNK of America has confirmed that they will be release SNK vs Capcom: Card battle and SNK vs Capcom: Match of the Millennium for NGPC. As a matter of fact, check out the review of Card Clash in this issue! It is an incredibly addictive game.

From The Return Of The Sequel Department:

This whole Pokemon this is overrated. Just look at the top five console titles last month. Pokemon Yellow, Pokemon Red, Pokemon Blue, Pokemon Snap, and Pokemon Pinball. Sick.

Square's update of the classic Chrono Trigger launched at number one on the Japanese charts selling over 100,000 copies in its first week. The U.S. isn't the only country with a taste for nostalgia.

Capcom is planning to port Strider 2 to the Playstation. This 2 CD set will include the original arcade version of Strider.

More news and a name change on a title we reported months ago. Namco USA is working on a Playstation exclusive Time Crisis Alpha. This is the long rumored Time Crisis 1.5.

Activision is working on both Playstation and PS2 sequels to Tony Hawk Pro Skater.

Konami announced that they will be bringing the latest Metal Gear action game to Game Boy Color. It will be a return to 2D and the roots of the series.

Enix has decided to port Dragon Quest 1 - 4 (that would be Dragon Warrior to us) to Playstation next year. It will feature enhancements over the original versions.

Sony of Europe is working on Medieval II for Playstation.

From The Ongoing, Never-Ending, Still-Continuing, Ever-Enduring, Let's-Just-Get-It-Over-With, Playstation 2 Hype Department:

Sega may have Ecco the Dolphin coming to the DC, but Sony has the Playstation 2 title Virtual Ocean. Developed by the creators of Ecco the Dolphin, you will be able to play as a Dolphin or a Whale. Just like Ecco, you can use songs to communicate with other animals. AndNow (the game's developer) is hoping to have the game completed in time to make it an U.S. Playstation 2 launch title.

From Software has announced their new action RPG title EverGrace will be a Playstation 2 title.

Konami will be providing Japan a couple of Sports titles for PS2. Jikkyou World Soccer 2000 and Jikkyou Powerful Pro Baseball 7. Both are expected this spring.

Ubi Soft currently has 6 Playstation 2 titles in development. They are also rumored to have some Project Dolphin stuff in the works too.

Sunrise Interactive announced t it will release Kikou Seiki G-Breaker for PlayStation 2 (that would be Armored Squad of the Century G Breaker for the Japanese Impaired). The game will feature mechs (called GTs) designed by such artist as Shoji Kawamori (Macross), Junya Ishigaki (Xenogears), and Kunio Okawara (Gundam).

Kessen, Koei's PS2 title, will be using the DVD format.

From The Sweet Dream(s)cast Department:

How hot is the Dreamcast? Sega has established a toll-free number to help everyone find the system. The number is 1-800-232-9000.

Sega has confirmed they will release Chu Chu Rocket and Space Channel 5 in the U.S.

Capcom has confirmed that they are working on a brand new RPG title for Dreamcast

Have you ever heard of the company Red Lemon? They are working on a first person shooter called Take the Bullet for the Dreamcast and it is looking pretty sweet.

While the U.S. is just getting Evolution for the Dreamcast, Evolution 2 has just hit the streets in Japan.

Konami is working on a new Dreamcast basketball game called ESPN NBA Tonight.

Ripcord has announced they will be bringing their RPG title, Legend Of The Blademasters, to the DC. However, if you want to look up this title on the Internet, it resides at www.blademaster.com not www.blademasters.com. (Unless, of course, there is a dog grooming RPG is in the works that we are unaware of.)

Activision is taking a big chance porting a small, unknown game called Quake III Arena to Dreamcast. Expect this game to put DC network capabilities to the test.

If you are wondering just what exactly IS Shen Mue, maybe we can shed some light on the subject. The story will go a little something like this... During the winter of 1986, Shen Mue's Hero Ryo's father Iwao brings back a mystical mirror from China. A ninja comes to reclaim the mirror, captures Ryo and forces Iwao to give him the mirror. After Iwao hands over the mirror, Iwao is then murdered by the Ninja. Ryo begins his adventure to track down the mysterious Ninja and find out the secret of the mystical mirror.

Sega of Japan says will distribute over 300 titles from the Sega Genesis and the NEC Turbo Grafx 16 for the Sega Dreamcast console! Wait, it is not as cool as it sounds. Titles like Sonic, Columns and Pac-Man. will be downloaded using a special GD-ROM for about 1.00 to 3.00. However, they can only be stored in the Dreamcast Memory for about a week, making it just a rental.

From The It's Gotta Go Somewhere Department:

Sony is working on a new game called Chase the Express. It is set on an express train in Europe traveling between 12 countries. The three main characters are Jack Morton, Christina Wayborn and Boris Zugoski. Jack is on a mission to rescue the French Ambassador and his

family who were captured by the terrorist. The gameplay is said to be a mix of Syphon Filter and Resident Evil. Expect this game to reach Japanese shores this winter. The game will feature over 50 minutes of CG movies along with high-resolution 3D sequences throughout the game.

Victor Interactive will release Harvest Moon for Playstation this December in Japan. Pocketstation support and few other items have been added to the Playstation release. Let's hope Natsume picks up this title for the U.S.

Just when we thought LucasArts was going to cancel EVERY Playstation game they had planned, they reveal that they are planning to release Star Wars: Jedi Power Battles on the PSX! This title will be modeled after Super Star Wars. Hopefully it will carry the fun and playability of that classic title also. (And hopefully, the trilogy of Super Star Wars hidden somewhere within it!)

If you read our preview of Eternal Eyes (then called Muppet Monster) from Sunsoft last month, you will probably be just as excited as we are when we found out The Scenario Director is Mr. Kenji Terada, the writer of Final Fantasy I, II, and III!

From The Games That Sound MUCH Too Cool For The U.S. To Ever See Department:

Global A Entertainment is working on a Dreamcast Strat/RPG title entitled Innocent Tears. While we told you about this last month, here is some more information and reasons we will never see it. The plot revolves around a war between angels and fallen angels in futuristic Tokyo. You will play as the fallen angel. You go to Earth to search for an angel who used to be your girlfriend. During your quest, you discovered a angel conspiracy against humans. Using a turn based battle system; you will send 5 characters to the battles. During the battles, the battlefield will be fully interactive allowing you to hide behind obstacles and different items.

Konami announced that they are porting their hit arcade music game Dance Dance Revolution 2nd Mix to Dreamcast

From The And You Think We Get Screwed Department: The Australia launch of the Sega Dreamcast was delayed until November 30. Why? Because of the high demand of the system in North America and Europe there just were not enough units to supply the Australian launch. However, the system finally hit the streets...for about \$350 U.S. Dollars. This awesome price launch was supported by 5 whole games, none of which were Sega games (all were from Acclaim and Activision.) Also missing was the 56K modem (replaced with a 33K), Internet support, and any extra controllers or VMUs.

Speaking of snafus, did anyone else notice that Babbages/Software Etc. pulled Games Insider from their shelves? We guess its not as easy as putting a bunch of screen shots in a magazine, slapping a color cover on it, and calling yourselves legit is it?

From The Viva Le Resistance Department:

French software publisher Infogrames has reached an agreement to acquire control of GT Interactive with an investment of \$135 million. Once completed, the complicated transfer of stock and funds will provide Infogrames with 70% of GT Interactive's outstanding common stock. Does this mean we will have to drive on the left side of the road in Driver from now on? :P

The first blast wiped out your Space Center.

In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.



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Syphon Filter 2

Platform: Playstation • **Publisher:** 989 • **Release Date:** March

Set to launch this March, SF2 is packed with enough new features to satisfy any and all fans of the series.

The first thing we noticed is that the game is two disks long, and has 20+ levels. (While the original was tough, it could have been longer.) There are ten new weapons to use. Our favorites are the flame thrower (barbequed bad-guys, anyone?) and automatic shotgun (evil grin). Possibly the

most interesting new aspect of this title is the high level of interaction between Gabe and all of the game's other characters.

Getting people to talk to you often reveals the vital bit of info needed to finish a level.

A few more evolutionary features include the ability to walk and jump, more save points (thank you very much!), and an advanced hand to hand combat. You can rest assured that SM will keep you up to date.

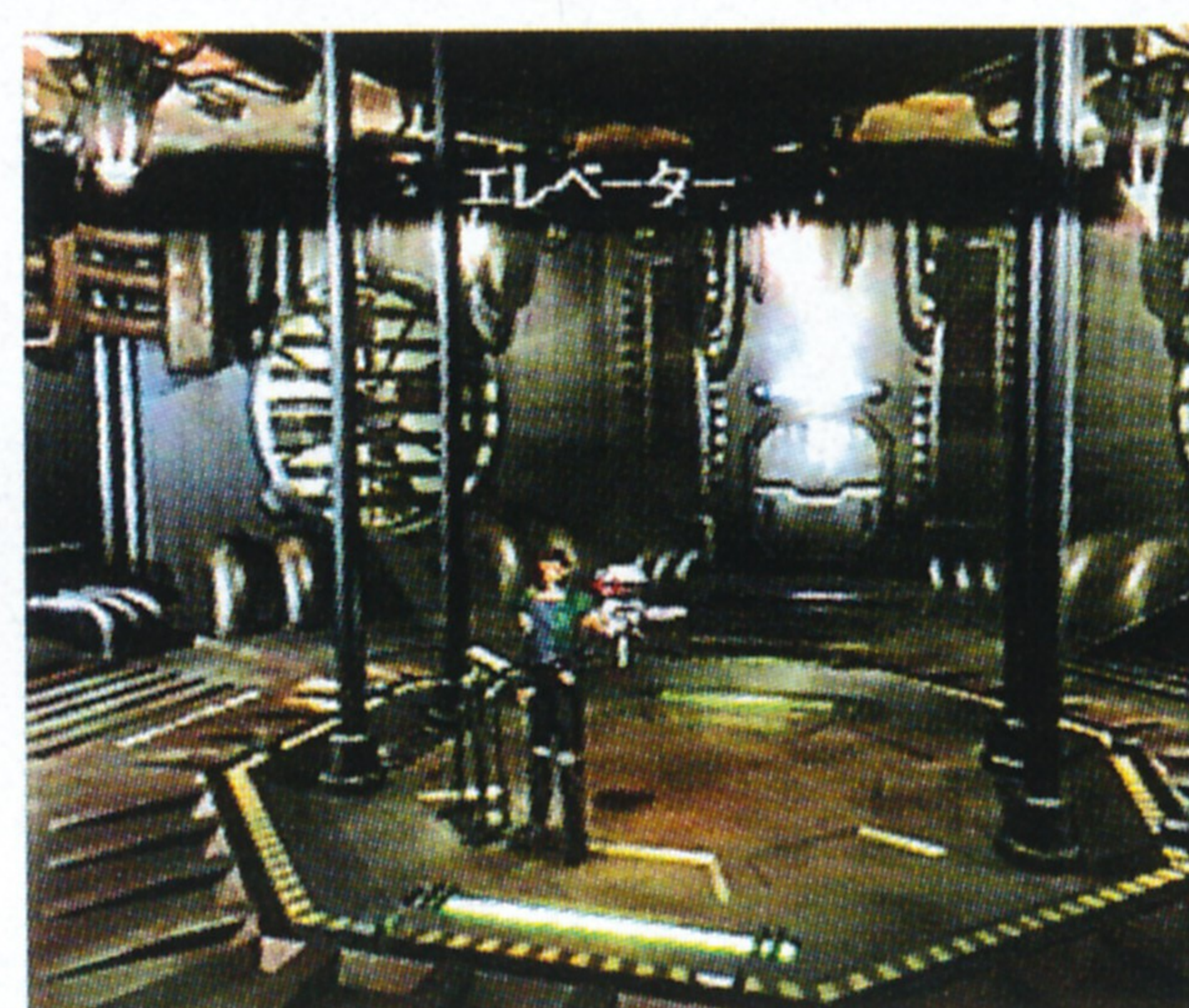


Astro Trooper Vanarch

Platform: Playstation • **Publisher:** Jaleco • **Release Date:** March

After watching this title's incredible introduction we had no clue what to expect. After the first scene dropped us onto a space station with a 3rd person view, we were even more confused. After we reached the launch bay, entered our gleaming fighter, and descended to a nearby planet, it all became clear. ATV is a shooter in the vein of Panzer Dragoon. The view is a behind the ship affair and the enemies look like 3D versions of

some classic shooter enemies. The planet and enemy graphics were crisp and the control easy to grasp. Like most shooters, the default weapons you start with are relatively weak, but can be upgraded. One of the default weapons is the venerable lock-on missile that will bring back memories of watching Robotech and Star Blazers when you send a hail of armaments crashing into a group of enemies.



Romance: ROTTK VI

Platform: Playstation • **Publisher:** Koei • **Release Date:** January

Luckily for us, Koei has regrouped and with the help of the thousands of devoted Romance of the Three Kingdoms fans has managed to get approval for the release of ROTTK VI.

This series still holds the crown for most depth in a simulation title, and has some added battle improvements and more personalized player goals that should make the game just as appealing to someone

stepping into the historical simulation genre for the first time as it does for hard core fans. Simulation veterans can tell you, a full campaign can be very time consuming. The inclusion of "short" scenarios will allow you to get your feet wet and still keep get the feel of the full game.

While Rome was not built in a day, ROTTK fans should be able to conquer China in just a few short weeks.



Elemental Gimmick Gear

Platform: Dreamcast • **Publisher:** Vatical • **Release Date:** December 28, 1999

Which came first, the Dreamcast or E.G.G.? Oddly enough, it was Elemental Gimmick Gear (or, as it is known, E.G.G.).

Originally planned as a Saturn game, E.G.G. is a classic action RPG at heart. Most of the action takes place in beautifully hand drawn world that just screams out "old school" while boss battles are executed in glorious 3D environments that you will have to see to believe. The basic punch, block, and

dash moves you would expect from an action RPG are all present in E.G.G., and it doesn't stop there. Fireballs and lasers are just a few of the power-ups you can secure to equip your Gear for battle. This game is a valiant attempt at marrying the classic action RPG with the future that is Dreamcast; this is one to watch. E.G.G. is slated to hit in 1999, but may slip into 2000 a bit.



Ridge Racer V

Platform: Playstation 2 • **Publisher:** Namco • **Release Date:** March 4, 2000 (Japan)

It's an understatement to say that RRV looks like playable cinema. There isn't a hint of boxiness to the cars, and it runs at 60fps even when there are ten other vehicles on screen. Amazingly, the graphics will be further improved as the game is finalized.

Now for the sad news. Reiko Nagase has handed her position as racing's #1 babe over to a newcomer simply named, Ai. Does Ai have the right stuff? You be the judge.



• Reiko is best described as sweet, while Ai seems to be more naughty than nice. Check out that look :)



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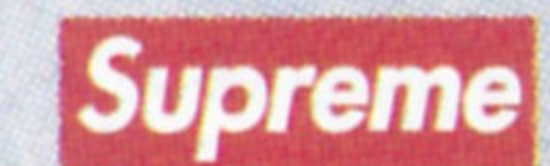
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Striker Pro 2000

Platform: Dreamcast • **Publisher:** Infogrames • **Release Date:** March

Infogrames has taken the challenge of providing an excellent Soccer simulation for Dreamcast. Striker Pro 2000 is the result of their hard work and the fruit of their labor is simply (pardon the pun), striking.

When you look at the numbers behind SP, you can't help but be impressed. 200 different player moves, 9,000 frames of motion-captured animation, over 70 different professional teams, and 9 different play

modes. This title just plain looks better than any other soccer game out there. Not only are the player graphics fantastic, but the backgrounds, stadiums and fans also look incredible.

The Ultra-Fast gameplay is accompanied by play-by-play from English football (um, soccer) greats Jonathan Pearce and Ron Atkinson. Infogrames looks well on their way to (one last pun) scoring.



Rollcage Stage II

Platform: Playstation • **Publisher:** Psygnosis • **Release Date:** Spring

Watch out Martha, the good thing is back (see the review of the original in SM #8 for that joke to make more sense). Rollcage is making a quick return to the Playstation in the new, improved form of Rollcage Stage II. Following the old adage of bigger, better, more and faster RSII comes though on all accounts.

It's bigger because there are a variety of new modes, over 16 in all. It's better

because the race engine has been tweaked and the psychics are now easier to deal with. More is covered by the fact that there are over 20 different cars and 65 tracks to unlock in this go around. Faster is checked off the list because this title simply blazes. Rollcage Stage II looks like a solid upgrade, SM will keep you posted on its progress.



Alundra 2

Platform: Playstation • **Publisher:** Activision • **Release Date:** March

To begin with there is no Alundra in this game. This title merely builds upon an established franchise. Fortunately, that's the extent of the bad news.

This time around the graphics are polygons as opposed to the hand drawn sprites of the past. For even the 2D purist, the real time rendering and colorful visuals really help bring this title into the here and now.

For an action RPG, Alundra 2 has a

good story line filled with revenge, grudges and, of course, a princess. Many of the important events are played out in beautiful FMV that adds depth and entertains at the same time.

There are 20 worlds in total, and ten side-games (in the form of classically-styled arcade games like darts and an RC car game) that are knit into the storyline in some inventive ways.



Legend Of The Blade Masters

Platform: Dreamcast • **Publisher:** Ripcord • **Release Date:** March

Normally we avoid direct comparisons, but when we first saw LOBM, we thought, "Could this be Draconus' long lost brother?" Both games have a "Dungeons and Dragons" look to them, and are action-based RPGs, but otherwise they are different beasts. In other words, the answer to our questions is, "Nope."

The gameplay will be action based, and play somewhat like the Gauntlet series, and SM assumes that means multiple

(possibly as many as four) people can be playing at one time. There are five characters to choose from, and all have varying degrees of physical and mythical strength to draw upon. The main goal with the control is to make it very easy to pick up and play, and at the same time not lose any of the sophistication one would expect from a RPG. SM will keep you posted with the latest news.



Vanguard Bandits

Platform: Playstation • **Publisher:** Working Designs • **Release Date:** Spring

Looking to add more depth to their line up, Working Designs is hoping to have their next title Detonator Gaunt... um, we mean, Vanguard Bandits ready for a spring release.

VB is somewhat of a departure from the WD standard. It's part RPG and part strategy game. All of the combat takes place in 3D using some sweet looking mechs. Additionally, the battle-scenes can be rotated and viewed from a good number of angles

during combat, allowing for better response to your opponent's moves. In all, there are 56 playable scenarios, 5 different endings, and tons (and we do mean tons) of really great cinemas.

SM first previewed the Japanese version about six months ago, and the huge number of positive changes made to an already good game is nothing short of what we'd expect from Working Designs.



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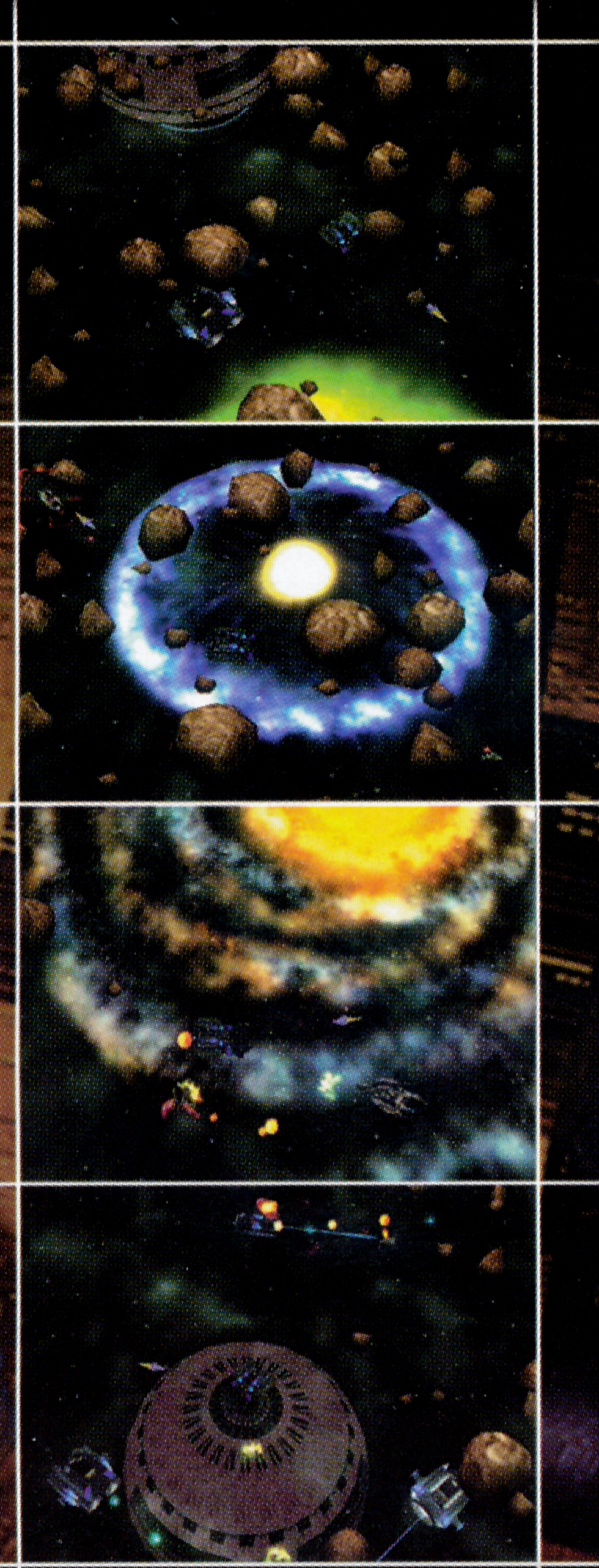
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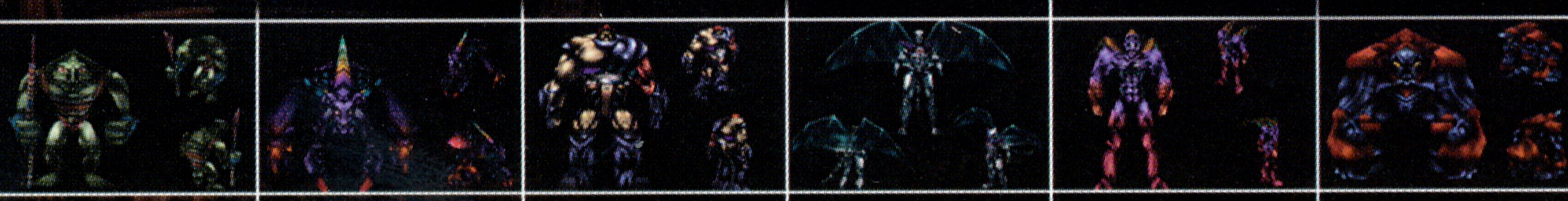
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Test Drive Le Mans

Platform: Playstation • **Publisher:** Infogrames • **Release Date:** April

The 24 Heures du Mans, or as some of us know it, Le Mans 24 Hours is the ironman event of all races. It's 24 straight hours of hardcore racing through any and all weather conditions, day and night, and no bathroom breaks are allowed.

Fortunately for us the 24-hour race is played in compressed time. Watching the race move from day-to-night-to-day gave us a true appreciation of the how it must feel to

drive a car for a full day. The time of day is not the only variable to deal with. Real-time weather and surface effects have to be conquered also. Besides the Le Mans endurance race Test Drive Le Mans features arcade and simulation modes as well. All three competition classes: GT2, GT1 and the powerful Prototype class are included too.

Bathroom breaks are allowed in this version. :P



Kagero: Deception 3

Platform: Playstation • **Publisher:** Tecmo • **Release Date:** Q1

Now this is a pleasant surprise. SM's always loved Deception, and this looks like it's going to be the very best the series has yet offered. For those not familiar with Deception, this game is half RPG and half Spy vs. Spy. You need to set traps for your enemies to either walk into or trigger when they get near by. In some of the later levels the sheer number of traps is mind-numbing.

Most of the issues we had with the

previous games have been fixed. This includes higher frame rates, and better graphics. SM also likes the fact that there are multiple endings, and an improved interface. All of which should add to the replay value. Our absolute favorite aspect of this game? Once you've finished a level, you get a chart showing how each opponent died. Creepy? Certainly, but it's still very cool. D3 will almost certainly get a Mature rating.



Colony Wars: Red Sun

Platform: Playstation • **Publisher:** Psygnosis • **Release Date:** Spring

Rarely do we get to see a series provide two defining games. Colony Wars, the first title, showed exactly what the Playstation was capable of and firmly established itself as the system's definitive space-based shooter. Colony Wars: Vengeance had the distinction of showing players what the definitive unbelievably steep learning curve looks like.

All kidding aside, Colony Wars: Red Sun has addressed the steep learning curve of

Vengeance and done away with its frustrating save setup and has adopted a friendly, "save after each mission" system (and to be sure there was much rejoicing on our end). By not restricting you to the League or the Navy in the great war, CW:RS lets you freelance as a Mercenary and play both sides of the coin, and is even more addictive than previous renditions. Prepare to engage this March.



Team Buddies

Platform: Playstation • **Publisher:** Psygnosis • **Release Date:** April

Following in the footsteps of the classic party game, the title currently known as Team Buddies is sheer multi-player entertainment. Team Buddies should be undergoing the second name change of its life at any moment now. Luckily, we think we have talked Psygnosis out of calling this game, Bang Gang. (No joke!)

Trying to explain Team Buddies is really a challenge. You start out with one

'buddy', a building area, and plenty of stackable blocks. You begin by picking up a block and running it to the building area. As you stack blocks, the size and shape of what you build determines what you will receive when you break it. The items you can earn include another buddy, a rocket launcher, or even a tank. This title is 80% action, 20% strategy, and despite what you may think, 100% hardcore.



Carrier

Platform: Dreamcast • **Publisher:** Jaleco • **Release Date:** February

Chapter 26: Even more things we love about Carrier.

As a survival horror title, Carrier brings more than a few new ideas to the table. One that has really impressed us is the realism. There is no "Magic Box" that you load all of your keys, cards, and weapons into and then miraculously find this same box in a different place later in the level. In Carrier, you take what you can carry, period. If you need

something, it is because logic dictates that you would. For instance, when the ship itself is in red alert and the central computer locks down each deck, you must find the disks needed to override it to progress from deck to deck. The only thing that isn't logical about Carrier is that we have to wait a little bit longer until we get our hands on a final copy.



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Retrospect

Dreamcast

Soul Fighter Mindscape

Soul Fighter is an attempt at bringing the classic beat-em-up type fighter to Dreamcast. Unfortunately, it is plagued by some classic problems.

Soul Fighter's graphics are some of the best to grace a beat-em-up in the DC's short lifespan. However, the honeymoon is over when they start moving. The timing on some moves is too slow while others lack defining detail. When you combine this with the loose control that also curses Soul Fighter, it makes the player feel out of control.

SF also suffers from our personal pet peeve, 3D Action Camera Syndrome. It is hard to beat the bad guys when you cannot see the bad guys. While a "reset the camera behind you button" is included, you end up using it way too much and it can be a tad bit disorientating. The sound effects are typical stuff with the noted exception of the exceptional opening monologue by a Sean Connery sound alike.

In a final disheartening twist, Soul Fighter also lacks any multi-player options whatsoever. A beat-em-up, no matter how good, without the ability to bring along a friend is almost unforgivable. In the end, this game just does not have what it takes to be anything besides an average title.

•SM Rating: 50



Vigilante 8: Second Offense Activision

The sequel to the game that dethroned Twisted Metal as the reigning king of car combat is making its debut on the DC and it is just the type of game that the system has been craving. V8: SO has taken everything done well in the first title and brought it into this sequel. Fantastic level layout, fully interactive environments, and easy to control vehicles are the rule, not the exception.

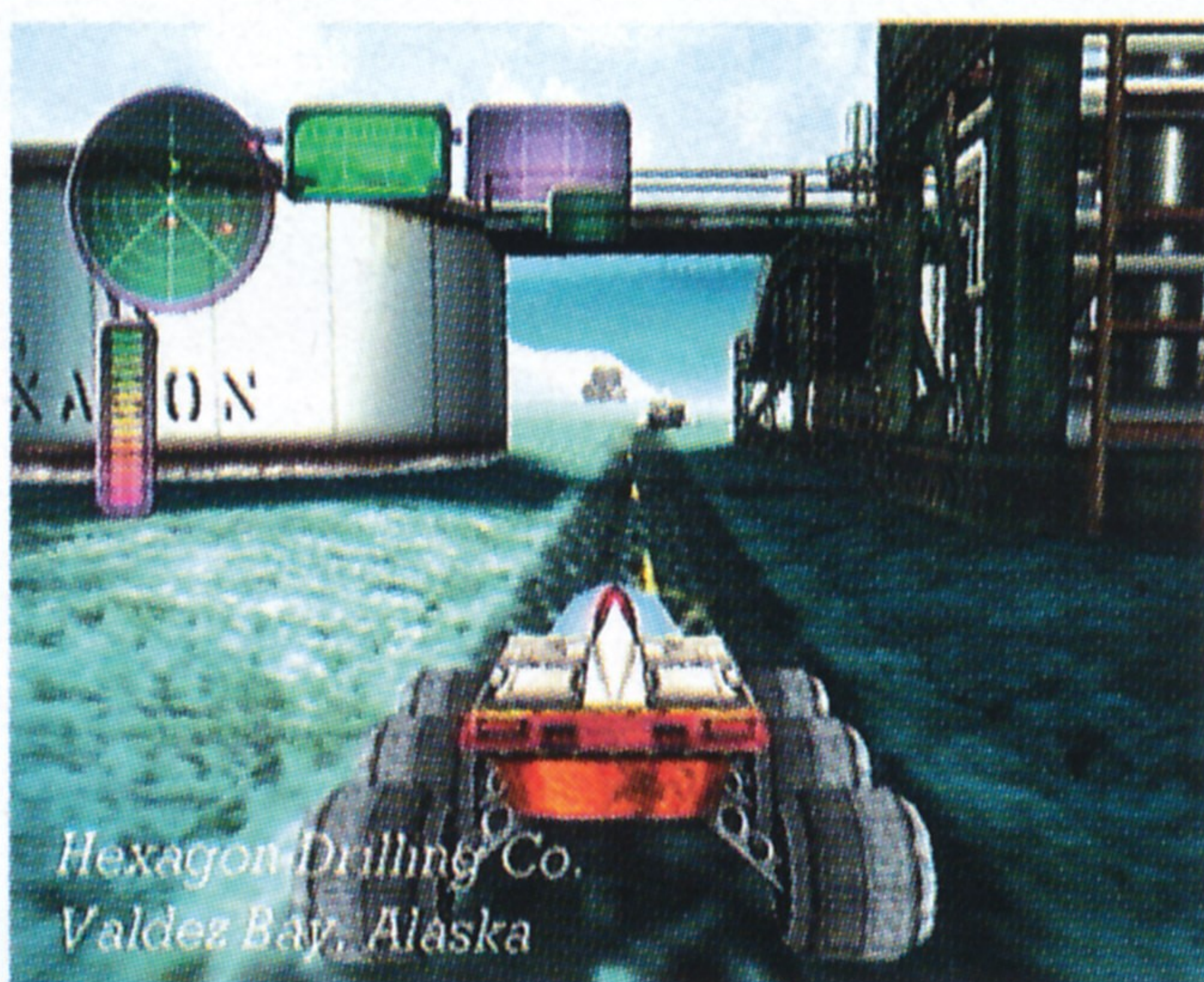
V8: SO also tried to add a few new twists and turns to the genre with mixed results. The new destroy a car/take their powers addition works fantastically. Also new are vehicles equipped with a hovering ability. However, aiming weapons while flying is virtually

impossible and mushy hover control can take some getting used to.

During the regular one player game or co-op two player games, V8: SO has added a lot more depth and more objectives to complete. Unfortunately, the game doesn't show you which of the tasks you have completed and you can sometimes be left guessing which one (or ones) you haven't accomplished. However, that isn't a problem in the 4 player deathmatch games, where it's simply kill or be killed.

V8: SO graphics look great. The vehicles are the best looking ever to appear in a console car combat game. With fantastic 70's styled music keeping up the high quality of this title, it is easy to see why we whole heartily recommend this game for Dreamcast owners who want a great game.

•SM Rating: 86



Test Drive 6 Infogrames

A console is simply not a console until it gets its first Test Drive game. TD6 is the DC's first and is filled with vehicles ranging from classic muscle cars to unreleased prototypes, and each one performs the way it would in real life. So, no matter how much you like that Dodge Charger and how much you soup it up, it's never going to compete with the Dodge Viper. (Trust us, we tried.)

While each vehicles handles differently, this fact will most likely get lost in the arcade styled gameplay of TD6. This game plays FAST, almost too fast. Racing at such an outrageous clip makes the control seem twitchy. Factor in some unbelievable wrecks and "bouncy" psychics and it is easy to lose track of the simulation aspects.

The graphics in Test Drive 6 are first-rate. The look of the cars is nice, but the programmers went a little crazy with the reflections. Who knows, maybe Turtle Wax is a sponsor :)

The sounds and music in TD6 is incredible. Each crash, bump, and scrape sounds fantastic. Every song in TD6 is first rate. We really enjoyed watching the included video of "Cars" by Fear Factory/Gary Numan. With single,

tournament, and challenge races, TD6 screams replayability. It also includes a fantastic Cop Chase mode that lets you slap lights and a custom paint job on any of the cars and chase down your fellow racers. Test Drive 6 is lots of Tabasco laden fun.

•SM Rating: 75



Playstation

Thrasher: Skate & Destroy Rockstar

Remember the feeling you got the first time you stepped on a skateboard? The concrete seemed a little further away than usual, but you pushed off anyway and soon thought you were the meanest hot-dog in the neighborhood. As you gained confidence you probably started looking at your surroundings in a whole new way. The planters in the park became grind stations, curbs (and later trash cans and construction horses) became obstacles for jumping, and then there were those steps, with the smooth little railing down the middle...oh, nostalgia.

Remember your first spill?

Thrasher recreates it all, from the 80's rap blaring out of your boombox to the bitter, painful crashes. With a good mix of sim-type control and arcade elements, Thrasher excels at being technical and fun. Not many developers have successfully walked that line, but Z-Axis has done it with style. It's inevitable this game will be compared to Tony Hawk's Pro Skater. That is a mistake, because Thrasher is going for a whole different feel.

Mastering the tricks takes many long hours of practice, just like the real thing. Technical use of six different buttons is required to complete a successful run. Trick commands are input before you launch, so your mind has to work quickly. The "land" button is an innovative way to balance your skater before touching down, or if you sense disaster you can bail. Gravity plays a role in control as well, as skaters swing their arms wildly trying to maintain balance.

The rap-funk soundtrack enhances

the street punk atmosphere. Run-DMC, Sugarhill Gang, and Public Enemy top the list of an exceptional collection. Thrasher was meant to be played loud, and if you don't, you're a lamer.

The large, curvy skaters give the game a somewhat cartoony look, and the environments could benefit from more color. Polygon clipping is evident in some areas. However, the animation is exceptional. Wrecks are a bit floaty, but the many ways to eat concrete keep things fresh. Speaking of wrecks, you will not find more heinous destruction of the human body. Limbs flop around like rubber as the victim bounces and rolls across the pavement. Just wait till the first time your skater gets struck by a car, or worse, by a subway train. It's a riot.

With its technical control scheme, Thrasher's difficulty level soars until you get the hang of it, but the fun involved in that process make it all worthwhile. This is a skateboarding title that can be enjoyed even by those who never had the guts to grind that smooth little railing.

•SM Rating: 90



Formula One '99 Psygnosis

Breathe deeply, count to ten, then unpause the game and try again. This simple exercise is crucial for anyone wanting to play F199 without smashing their controller. The control is almost too realistic, and that hampers the fun a bit.

Realistic control in a Formula game means it will have a steep learning curve that is difficult to overcome. There are options for steering and braking assistance, but utilizing them defeats the purpose of a racing game. Players will need to be patient, and learn to stay in the raceline except when passing. Memorizing the 15+ tracks is vital, as there is no way to react fast enough to corners as they come on screen.

The almost limitless options make for an extremely customizable experience. Players will want to turn off the annoying commentary. From there, the game can be tailored from arcade to serious sim. The options for fine-tuning cars are somewhat reminiscent of Gran

Continues on page 18...



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Retrospect

Turismo. Racers can also set conditions such as weather, damage effects, and lap count. The race screen is customizable with four views and several ways to view the map.

The incredible visuals are marred by questionable physics. Formula cars never go from 120mph to 0 in less than a second without considerable damage, but it happens in this game. However, several features allude to realism like CPU drivers getting knocked out, life-like damage, and real-life racing strategies.

Although it's not perfect, this is definitely the best Formula racer on PSX in terms of graphics and features.

•SM Rating: 77



SaGa Frontier 2 Square

While Final Fantasy is Square's crown jewel, SaGa Frontier 2 shows what can be done when you make a different cut. The SaGa series had its share of ups and down, but SF2 easily graces the upper echelon.

The backgrounds are unprecedented when it comes to sheer beauty. The hand painted watercolors make you feel like you have been dropped into a classic fairy tale. The only difference is that this one is filled with assassination and intrigue.

SaGa Frontier 2's story twists and turns and hooks the player almost from the very beginning. You follow the life of Gustave XIII, a young prince born without the ability to use even the most rudimentary magic. One of the most unique features is that SF2 lets you play all of the scenarios in non-linear fashion. While this freedom can lead to some spoilers, it ends up working rather well, and is different.

The combat system in SaGa Frontier 2 is three pronged. It features a one on one duel, a classic RPG styled Team Mode, and a Strategic Mode that resembles a large-scale military simulation. The gameplay system also has a different flavor, with breakable weapons and an intricate combo system. While some of these systems take some getting used to, all are very well laid out.

SF2 is a fitting addition to the Square catalog of excellent RPGs.

•SM Rating: 89



Silhouette Mirage Working Designs

Silhouette Mirage proves that 2D platformers can survive and even thrive in the 3D polygon world. Working Designs has tweaked this masterpiece from Treasure (the blaster-minds behind Radiant Silvergun and Gunstar Heroes) into a title that finally brings a caffeinated challenge to the Playstation.

The graphics in Silhouette Mirage are the cutesy-come-surreal look that Treasure is famous for. From the blush-inducing Polly Peepers to the demented Guardian Angels, every character is big, bright, and downright gorgeous. The sound and music are top-tier. However, hearing Shyna (the main character) yell "Power Punch!" for the 50th time in the span of five minutes can and does get a bit annoying.

In what is quickly becoming a Working Designs tradition, you won't find an easy difficulty setting in this title. As a matter of fact, Working Designs even added an U.S. exclusive "spirit stealing" system. While this may upset some of the rent-it-and-beat-it gamers, dedicated players will appreciate the increased difficulty and the sense of accomplishment that comes with the challenge.

Once you finally do conquer Silhouette Mirage, the game is far from over. With 5 different paths to beat and loads of bonus items (including a 2 player versus mode) to unlock, you won't be putting this title down any time soon.

Despite the fact that it took so long to hit the streets, this title stands as a definitive action PSX platformer. If you are ready for some action and can stand the sting of a little difficulty, Silhouette Mirage will pay off in abundance.

•SM Rating: 90



Track and Field 2000

Konami

On your marks, get set, now go grab some friends to compete for the gold against in more events than you can shake a javelin stick at in Track and Field 2000.

After recruiting several wannabe jocks/editors from the SM gym, we all sat down to compete for the gold medal. The premise is simple enough, choose your favorite country, select from the available events and then battle your opponents for the glory of victory. Whether you are into the testosterone bearing events like weightlifting or if you are like the one SM editor that appreciates more the fine art of say horse vaulting, don't worry everyone will be a happy camper because all the events are included in this one. Some of our personal favorites were the canoeing and spring-boarding events.

Unfortunately after playing TF2000 for a couple of hours, several editors quickly began to develop blisters on their fingertips from the constant button pounding. Yep, you guessed it, nearly every event in this title suffers from the, "hit the buttons as fast as you can" syndrome. It's a shame because this is well known issue. The various events became stale and monotonous for that very reason. We wish they would have been more about skill and precise timing, and not so dependent upon button smashing. TF2000 may keep you and your friends entertained for a few hours, but this one earns only the bronze medal.

•SM Rating: 63



Konami Arcade Classics

Konami

Reviewing classic arcade compilations is one of our oddest jobs. Unlike 95% of other game reviews, buyers generally know what they are getting when they purchase one. The questions are, "Is a decent selection of games included?" and "Are the arcade to console conversions good?" The answer for Konami Arcade Classics is a resounding, "Yes!"

KAC contains 10 different games. Pooyan, Gyruss, Time Pilot, Road Fighter, Super Cobra, Circus Charlie, Shaolin Road, Scramble, Yie Ar Kung Fu, and Roc 'N Rope. While some of the names may not

be familiar, you will probably recognize most of them once you fire them up. (We personally recognized 8 of the 10 from the arcades or previous conversions.) The shooter fan in all of us rejoiced when we played arcade perfect conversions of Time Pilot and Gyruss, two of our all time favorites from the '80s. We did have mixed feelings when we saw Super Cobra was also included. While the conversion is excellent, it was one of the most frustrating, quarter-munching games we have ever played. This collection was worth playing for the nostalgia value of Yie Ar Kung Fu alone. While fighting games have progressed 1000 fold since its release, it was scary how quickly we remembered the old patterns.

KAC is a great collection and the bonus Dual Shock Analog Control support is priceless. (All of this is available in a game that you can pick up for fewer quarters than you pumped into Super Cobra.)

•SM Rating: 88

Neo Pocket

SNK vs Capcom Card Clash

SNK

Card Clash, gotta catch..um..collect them all! SNK vs. Capcom Card Clash comes in two different versions (not red and blue thank goodness!), the SNK version and the Capcom version. The main difference between each one is the type of cards you prefer to collect (SNK or Capcom) and the ones you start out with. Of course, if you like one version, you will end up wanting both. And if you have a friend with a link cable, you will want to play and trade cards using the multi-player option.

The gameplay in Card Clash is very similar to the Magic/Pokemon card craze of the last few years. How does this translate to the handheld market? Very well actually. By combining role-playing aspects with the natural collection facet of card games, SNK has struck gold. Using the name and recognizable faces of their biggest franchises, Card Clash bypassed the biggest hurdle by giving us characters we already are familiar with and care about. Ryu Fans will want all of the Ryu cards and the Bogart brothers will be the most sought after cards for the SNK enthusiast.

The card rules may seem a bit difficult at first, but it is easy to catch on after a few tries. The look and gameplay of these titles are incredible. While some may consider this game just a warm up to the upcoming fighting title, Card Clash has what it takes to be the main event. Recommended.

•SM Rating: 90

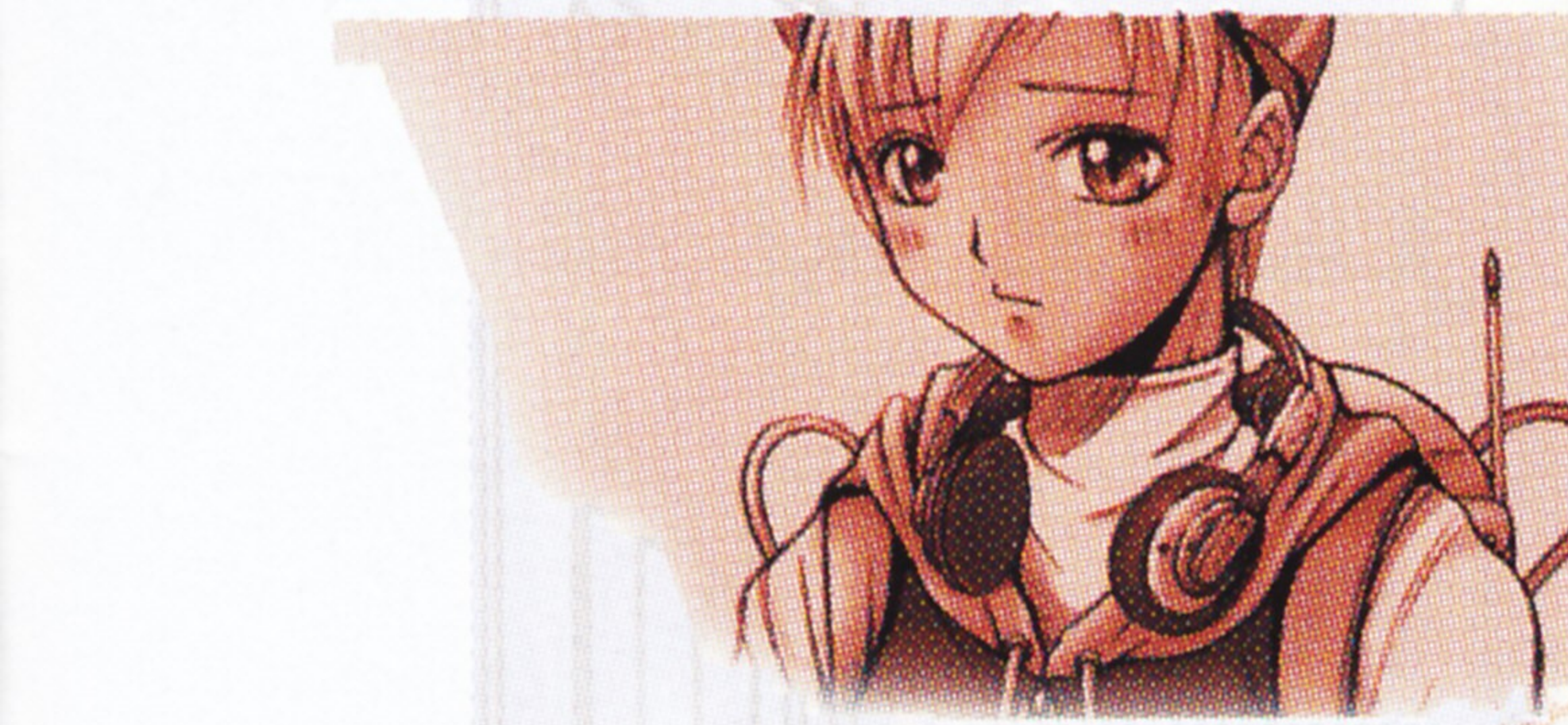
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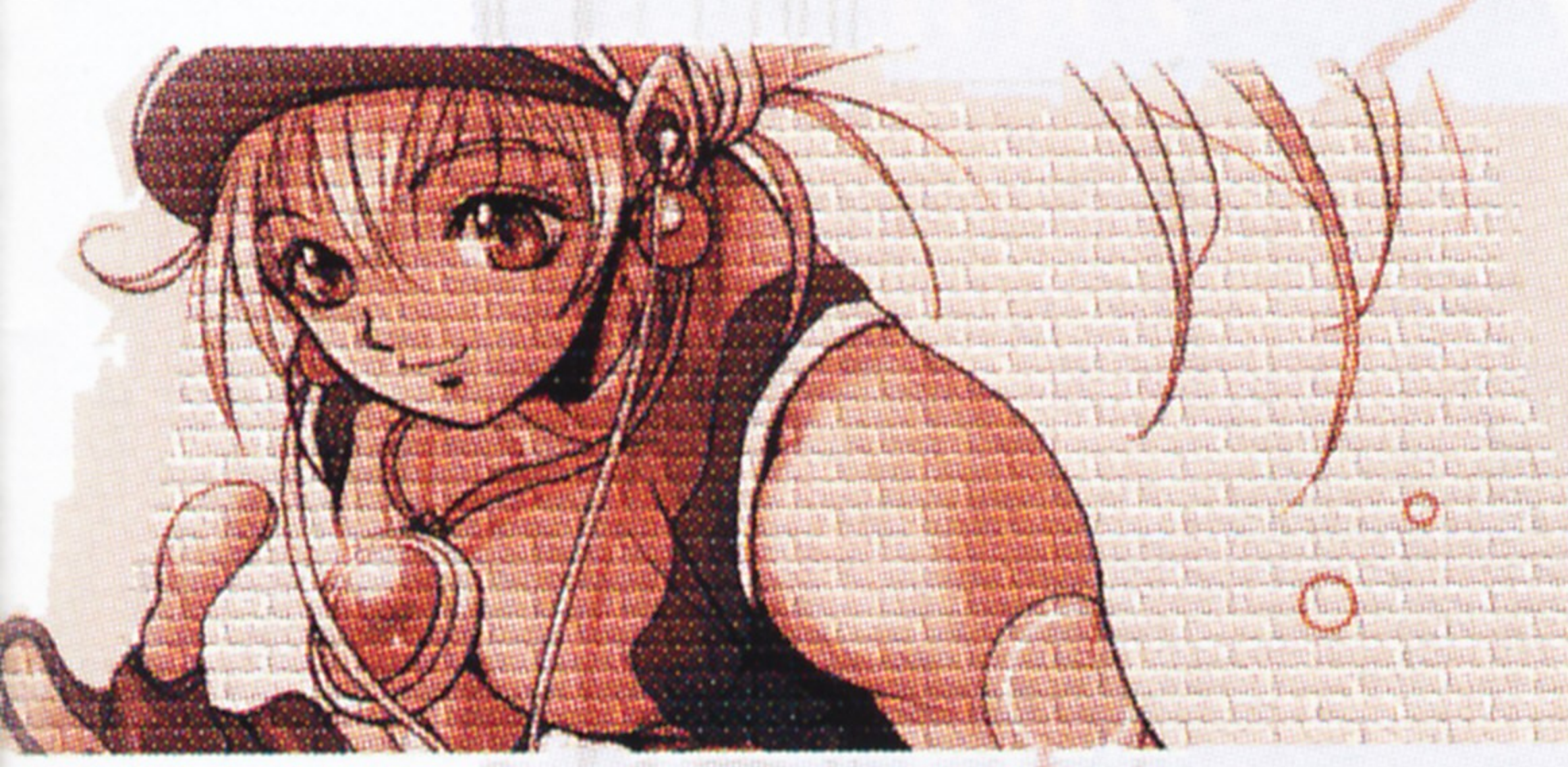
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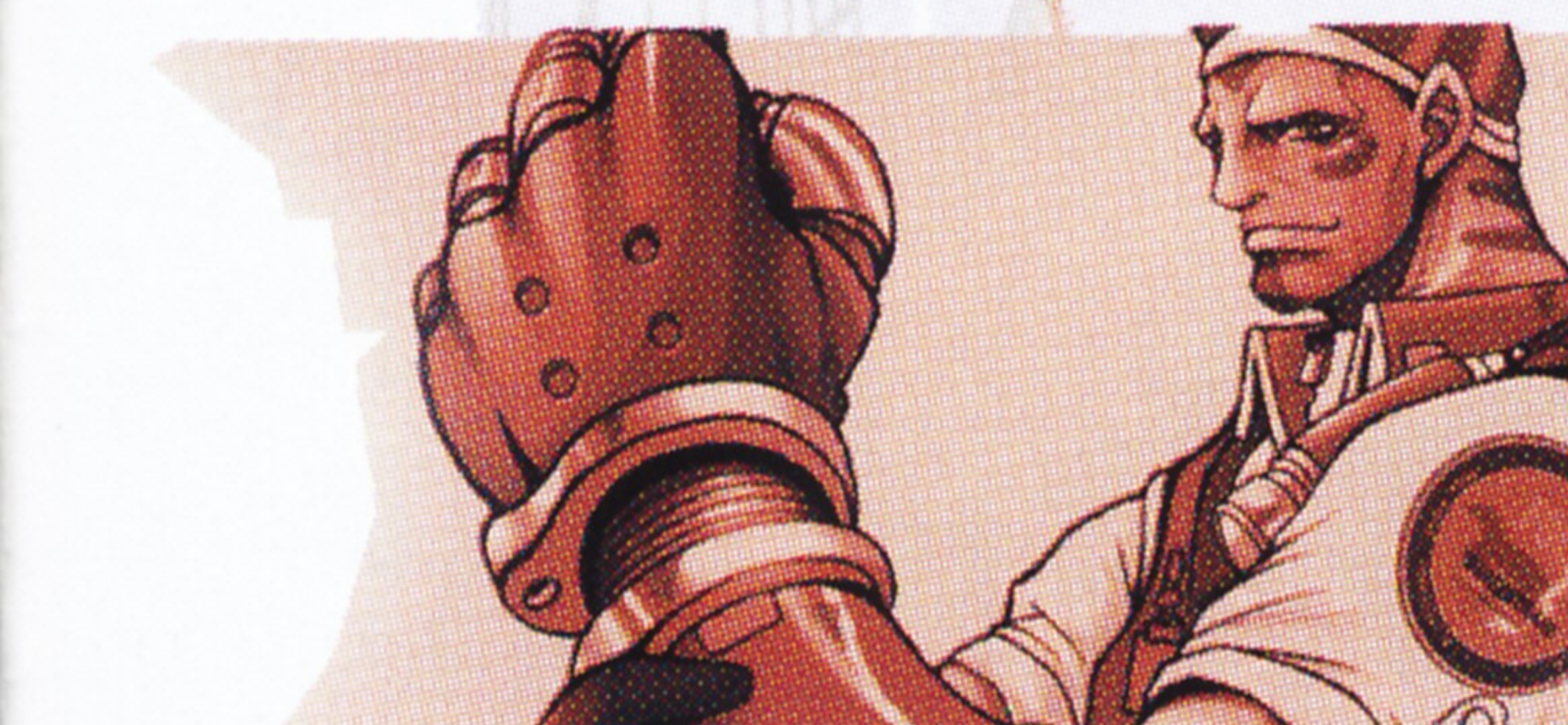
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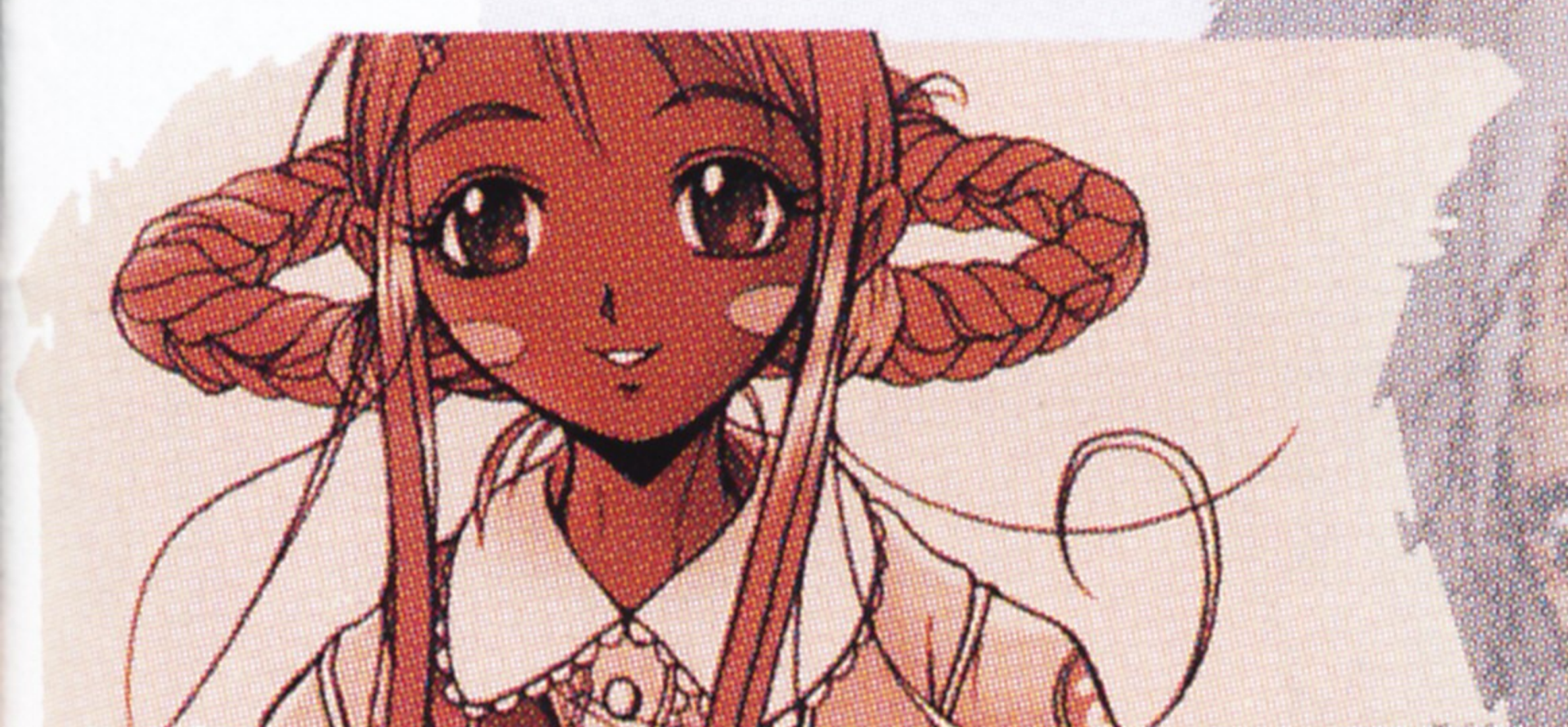
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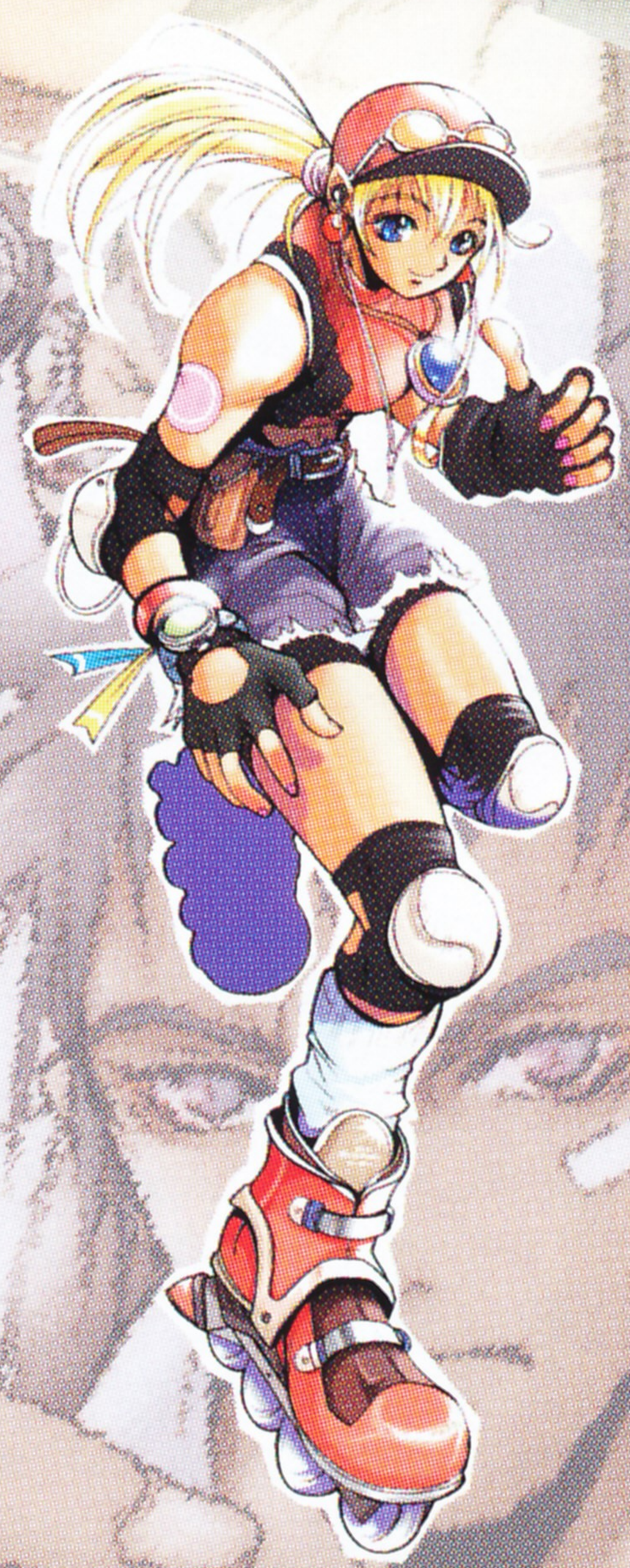
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KLEC87352ISPY957



FALL87352ISPY958



Name: Sarah "Rocket" Luria
Code Name: Bullet Girl
Speciality: Rollerblading
(In-line skater, fast and swift in getting out of difficult situation).
Age/Sex: 21/Female
Nationality: USA
Height: 5'7"
Weight: 114lb.



For more information on:
Industrial Spy: Operation Espionage
visit: www.ufointeractive.com

As the new millennium approaches, the world is getting more chaotic. While large enterprises are taking over the nation. A group of Industrial Spies call "ESPION-AGENTS" were formed to steal secrets from the enterprises. Their goal is to stop the enterprises from gaining more power and control of the nation.

Get ready for the first Spy simulation game for the Sega Dreamcast.



Legend:

U=Up

D=Down

L=Left

R=Right

Silhouette Mirage (PSX):

Press and hold L1 during the boot up sequence until the Super Sweet hidden Lunar 2 movie starts.

Toy commander (DC):

To get all of the maps, pause the game, then hold L and press A, Y, X, B, Y, X. If you entered the code correctly, you will hear music.

Heavy weapon:

Pause the game, then hold L and press X, A, Y, B, A, X. If you entered the code correctly, you will hear music.

Switch machine gun :

Pause the game, then hold L and press B, A, Y, X, A, B. If you entered the code correctly, you will hear music.

99 heavy ammunition:

Pause the game, then hold L and press A, B, X, Y, B, A. If you entered the code correctly, you will hear music.

Fix toy:

Pause the game, then hold L and press A, X, B, Y, A, Y. If you entered the code correctly, you will hear music.

Resident Evil 2 (N64):

Rating System:

Normal difficulty

Under 1 1/2 hours, no saves, no first aids, no mixed herbs, no infinite weapons = "S"

1 1/2 - 2 1/2 hours, 1-3 saves, 1-2 first aids, no infinite weapons = "A"

2 - 3 hours, 1-7 saves, 1-4 first aids, no infinite weapons = "B"

2 - 3 hours, 1-5 saves, 1-3 first aids, infinite weapons = "B"

3 - 4 1/2 hours, 1-7 saves, 1-7 first aids, no infinite weapons = "C"

3 - 4 hours, 1-7 saves, 1-6 first aids, infinite weapons = "C"

4 1/2 hours or higher, 7 saves or higher, 6 first aids or higher, no infinite weapons = "D"

4 1/2 hours or higher, 8 saves or higher, 6 first aids or higher, infinite weapons = "D"

Final stage bonus room:

In the first scenario, have Leon or Claire use the red lab key card to enter the room with the moth. Find the keyboard attached to the wall, kill the larvae on it and type your name as "GUEST." Register your fingerprint. Go to the first floor of the lab and find the thumbprint reader panel. Use your fingerprint, and the panel should then ask for a second "fingerprint verification."

Complete the game, and save the second scenario to any file. In the second scenario, Find the room on the first floor of the lab where the plant vines are blocking the vent. The red lab key card should be here. Take it and go to the moth room with the keyboard. Enter your

name as "GUEST" and register your thumbprint. Finally, go to the first floor and find the thumbprint reader. It should ask for the "secondary fingerprint verification." Do it, and the bonus room to the right of the panel should be unlocked.

Need For Speed: V-Rally 2 (PSX):

All cars and trophies

At the game progress screen, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select. If you entered the code correctly, you will hear a sound. Then, highlight an empty square and press X to unlock the car or trophy.

Faster acceleration:

Enter "LDN" as a driver name.

Tomorrow Never Dies (PSX):

Unlock all missions:

At the main menu, press Select (2), Circle (2), L1 (2), ●, L1 (2). If you entered the code correctly, you will hear a sound.

Fifty med kits:

Pause the game and press Select (2), ● (2), ▲, Select. If entered code correctly, the game will automatically return from the pause screen to normal game play.

All weapons fully armed:

Pause the game and press Select (2), ● (2), L1 (2), R1 (2). If you entered the code correctly, the game will automatically return from the pause screen to normal game play.

Successfully complete current mission:

Pause the game and press Select (2), ● (2), Select, ●. If entered correctly, the game will automatically return from the pause screen to normal game play.

Twisted Metal 4 (PSX):

Infinite specials:

Enter ▲, L1, D, ▲, U as a password to have an unlimited amount of your character's special weapon. If you entered the code correctly, you will hear laughter.

All weapon pick-ups are napalms:

Enter R, L, R1, R, ● as a password. If you entered the code correctly, you will hear laughter.

Play as Bosses:

Complete the game with any character. After Sweet Tooth is defeated, save the game. Now all of the Bosses will be unlocked.

Deathmatch levels:

Successfully complete any tournament mode level and then save the game to unlock a deathmatch level.

Special moves :

Freeze L, R, U, U

Rear Freeze L, R, D, D

Massive attack U, D, U, D, U

Rear massive attack U, D, U, D, D

Rear attack R, L, D, D

Jump U, U, L

Shield U, U, R

Invisibility D, D, U, U

Gallop Racer (PSX):

If you have the type of horse that comes from just off the pace or from mid pack, start moving it into position with around 4-4.5F to go with a single forward tap (NOT A WHIP). Do another forward tap for each 1/2F you get to the end. Next, with 2-2.5F left, start tapping quick and whip the horse 2-3 times. Finally, continue tapping forward as rapidly as you can and (if needed) start whipping continuously with 1F to go. If the pace is SLOW, start your move earlier. If the pace is FAST, wait longer.

GameShark Cheats

Dune 2000 (PSX):

Infinite Spice 800E091C FFFF

Max Spice

800E091C 967F

800E091E 0098

Instantly Build Structures

800E0632 5A00

Buildings Cost Nothing

800E062C FFFF

Build Units Instantly

800E0642 5A00

Building Units is Free

800E063C FFFF

Instant Upgrades

800E06E2 59FF

Resident Evil 3: Nemesis (PSX):

Infinite Health:

800CCC90 00C8

Condition Fine:

300CCC97 0004

10 Slots:

800D225E 000A

All Maps:

300D2127 00FE

300D212B 00FE

All Files:

800D212C FFFF

800D212E FFFF

Start with everything:

800D1F32 FFE0

All Pictures In the Epilogue:

800D1F3E 0008

All codes are tested on prerelease game and are not guaranteed to work, but they should. :)

"...a playground
for the more
twisted
imagination"

"The mother of all
urban turf wars"

- Official US PlayStation
Magazine

GRAND THEFT AUTO IS BACK

GTA2

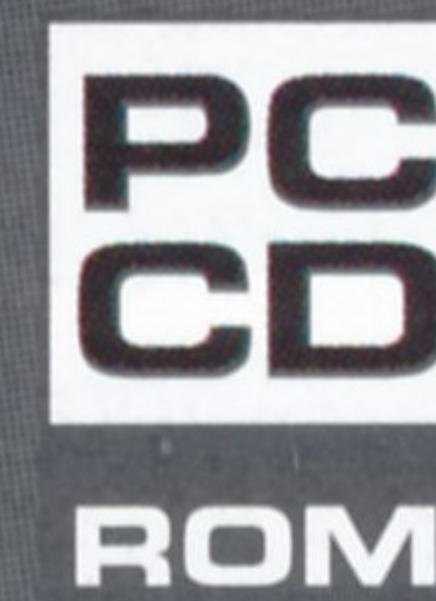
RESPECT IS EVERYTHING.

GET THE DEMO AT:
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www.rockstargames.com



*One year numeric service contract required PLEASE NOTE: Credit card payment for twelve (12) months prepaid numeric air time service at \$10.33 per month (total of \$124.00), plus \$10.00 shipping/handling and all applicable taxes and FCC charges required at time of order (non-refundable). No activation fee. Free pager must be claimed by 12/31/00. Offer good only where service coverage and local numbers are available. Where local number is unavailable, a toll-free number may be offered for an additional charge. Alphanumeric service available at an additional charge. Purchase subject to standard terms and conditions of service provider. Occasional promotional messages may be sent by sponsor. Offer good in U.S. only. Void where prohibited. Offer available while supply lasts. FLEX technology not available in all areas. Motorola, FLEX, Wordline are trademarks or registered trademarks of Motorola, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc. © 1999 Rockstar Games. All rights reserved.

Playstation GT2 Racing Wheel Pelican Accessories

The GT2 Racing Wheel is a compactly designed wheel that takes up much less space than a full sized wheel and offers almost the same level of useability.

As you can probably tell from its name and, Gran Turismo is the game to play with the GT2 Wheel. The Traction Control

System and great sensitivity settings are made for Gran Turismo. With analog gas and brake peddles, GT was a total treat to play with this wheel. Initially, its compact design and small buttons made playing with a manual transmission difficult, but after a few tweaks from within Gran Turismo, we found that using the up/down d-pad buttons to shift worked well enough.

The smallish X/O buttons and

somewhat hard to reach L1/R1 buttons were the biggest drawback for games like CTR and Driver, where you routinely use more than just the gas and brake buttons. If a title does not allow for button re-assignment, you may find the game virtually unplayable.

The GT2 Wheel excels with simulation racing titles, and stumbles on some arcade titles.

•SM Rating: 81



Playstation Memory Card X72 Nyko

Jumping on the bandwagon to offer not 2, not 4, not even 10, but 72 memory cards in one, is Nyko with their new Memory Card X72. That's 1080 slots folks! Physically larger than the Sony memory card, the X72 also sports a LCD screen that displays which

page (card) is currently selected. Navigating through the card is done through the Playstation controller and save screens. It works well, albeit slowly.

In SM's tests X72 seemed reliable enough, though we noticed that it became a hassle to keep searching through pages and pages to find games as the card filled up. While not a problem with the product,

it's still annoying.

On the whole, though, the card did its job. While SM can't help but prefer the convenience of single memory cards to this big clunker, for someone with a lot of games that require blocks and blocks of memory, this might be just what your games, and wallet were asking for.

•SM Rating: 75

Dialogue: Smart Mail From Smart Gamers

send us a letter: dialogue@siliconmagazine.com

My brother just showed me your December issue and in the back there was an article about the StarFire LightBlaster. I just got a Dreamcast and I was thinking about getting House of the Dead 2. The only thing stopping me is I have heard from numerous places that there are no good guns for the DC due to the fact that it is too realistic and the theory is that shooting games make kids more violent. Anyway, I was just wondering if you could tell me if there are going to be any more light guns coming out for the DC and if they will be any good.

Eric
MrNiCeGuY03@aol.com

•SM-The light gun issue on the DC has been nagging at us for awhile. We ran a tidbit on the problems with the light guns in Buzz a few months back. No formal announcement has been made by either of the two 3rd party companies currently manufacturing guns for the DC. Mainly, because neither company has officially announced their is a problem. However, just a few weeks back a third company (Nyko) announced they will be releasing a gun that will fix all the calibration problems that have occurred with the DC. We can't wait to see if Nyko can put their money where their mouth is. Look for a review in an upcoming Gear section.

As far as the violence issue, SM thinks it's over-blown, and really not an issue. The kind of person who would act violently after playing a video game is the same person who would act our violently after watching a movie or television show. Blame the person not the medium! The people who attack videogames almost always don't know the first thing about them, and really have too much time on their hands..

I was wondering how I could get your magazine sent to my house. Your guys magazine is the best ever made ever and I would be willing to spend 8 billion dollars to get it. Let me know asap. Thanks. Peace.

Luke Gibb
Scruffis@webtv.net

•SM-Thanks for the kind words, Luke! While SM is a free magazine, we are considering make a special limited 1 of 1

edition of the mag with an 8 billion dollar cover price just for you. We figure, at that price, we only have to sell one :). As for getting SM sent to your house, look for some interesting news in an upcoming issue.

I would like to make a 'zine, and I notice that Silicon Magazine is a free gaming magazine, of the same genre I would also like to create. What you all is really high-end, but I figured I'd ask anyway. I was wondering, how much does it cost to print each issue? What type of paper do you use (type of paper, length by width. etc.)? What is BPA Membership? Just a few questions I had, thanks for your time.

Daniel Grizzard
nikeair@tampabay.rr.com

•SM-Keep reading...

Hi! I read your magazine every month and I have to say it's really, really good. I too use macs and have lots of the creative software you use. My question is this: I am starting a fanzine called Conveyer. We are a music 'zine covering all types of musique from punk, electronic, indie and anything experimental or new. What I need to know is how much it costs to print how ever many issues you do in color on the same paper and some possible resources I could use to make this some what affordable.

How much does it cost to ship how ever many issues you make? Sorry this letter is so lengthy, but it seems like you have a grip on what your doing and I could use all the help I could get. Any help will be appreciated, thanx!

Nathan
nemo44x@yahoo.com

•SM-We're going to answer these letters as though they were one, since some of the questions overlap. First, we are flattered, that you think so highly of us as to ask for advice.

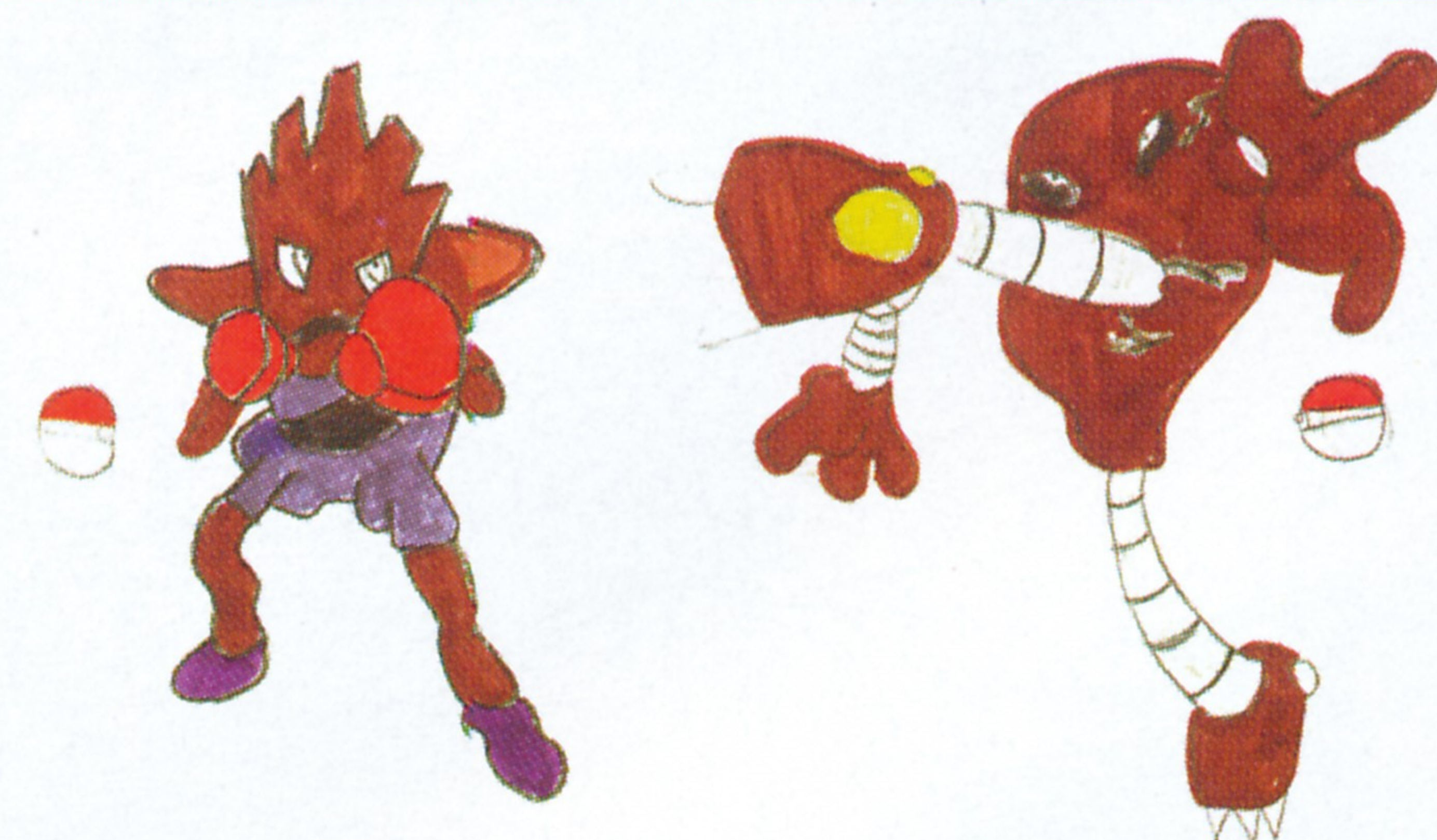
The cost of shipping is determined by how fast you want your magazines to ship and how many you send. Since

your volume would be relatively low, running to the post office and buying a roll of stamps is probably the best way to go. However, if you send more than 200 pieces, you could get a bulk permit, and that would save you a lot of money.

Our advice is pretty straight forward: Get your fanzine designed and written up, run to Office Depot or a similar office supply store, and have 150 copies printed up. There are other 'zines out there, and you should send them copies of your magazine and ask if the editor(s) of the other magazines to trade with you when they have new issues.

BPA is a company that verifies circulation numbers through a detailed and very expensive auditing process. BPA Membership isn't needed or practical for a 'zine. A fanzine won't ever make you any money, but you can do things the way you want to and leave your mark on gaming. Thanks for the great questions!

Fanfare: Reader Art



This Pokemon-inspired drawing was e-mail to us by an unknown reader. This illustrates a point: be sure to include your name so we can give you credit for your work!

SEND IN YOUR ART! Here's how:

E-mail:

fanfare@siliconmagazine.com

Regular mail:

Fanfare
PO Box 9421
St. Louis, MO 63117

ARK Came!



CARRIER

If You Can Hear It... You're Already Dead!

ARK Saw!



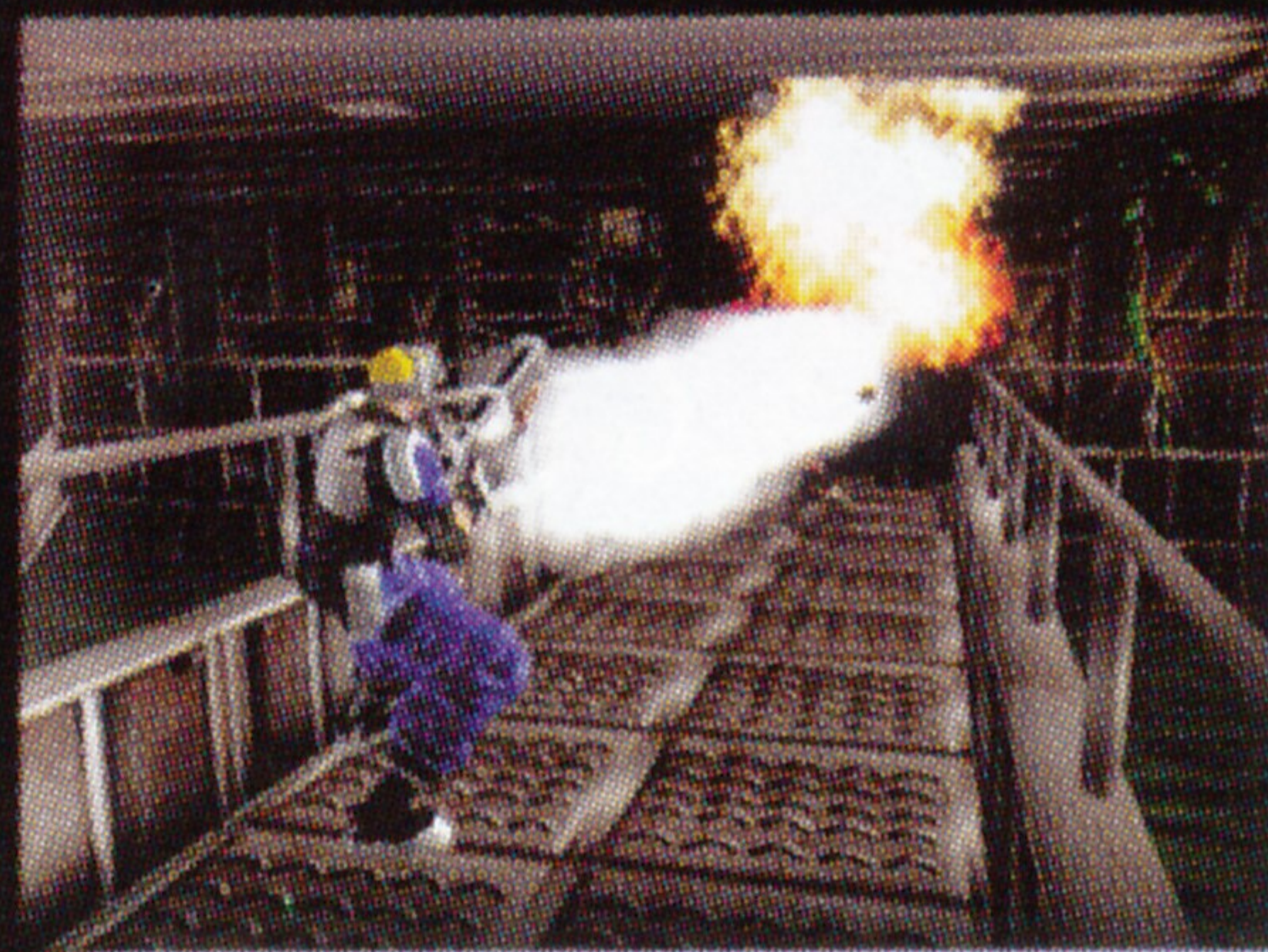
ARK Got Its Ass Kicked!

In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world - savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

To control Earth, the Southern Cross bombs the Heimdal, setting free ARK - a prehistoric organism. ARK implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, it may be an ARK drone.

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal before it reaches land. You must blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you.



www.jaleco.com

Sega Dreamcast



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one quick breath
 of fresh air

30 dream convertibles with multiple engine configurations
 and modifiable parts— four different game styles plus instant replay
10 different tracks with changing weather conditions



ROADSTERSTM
 blowing road racing wide open