

# SILICON

● **MAGAZINE** Episode 29  
January 2001

PS2 • PSX • Dreamcast • Nintendo • Xbox

## Onimusha Warlords

Capcom unveils what  
may be their best game  
yet

**EXCLUSIVE**  
**PS2 Scoops**

Unison  
Winback

**First Review**  
Record Of Lodoss War

**Previewed**  
Oni  
Dragon Warrior III  
High Heat 2002

**Reviewed**  
Grandia 2  
Skies Of Arcadia

**Star Wars**  
Star Wars: Star Fighter  
Star Wars: Battle for Naboo



**A DARK FUTURE...  
AN UNCERTAIN PAST...**

**NO ONE LEFT TO TRUST.**

# ONi™

**AN INTENSE ACTION THRILLER COMES TO LIFE WITH EXCITING ANIME STYLE CHARACTERS AND STORYLINE.**

**REVOLUTIONARY GAMEPLAY BLEND OF HAND TO HAND AND WEAPONS COMBAT.**



**EASY TO LEARN FIGHTING SYSTEM WITH COOL, LIFELIKE AND REALISTIC MOVES.**

**THE ARSENAL OF WEAPONS INCLUDES PISTOLS, ROCKET LAUNCHERS, ENERGY AND PROJECTILE WEAPONS.**



"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2000 All rights reserved.

PlayStation®2



WWW.ROCKSTARGAMES.COM/ONI



Animated Violence



BUNGIE



# Boxes



## Japan



## United States

While even Koei couldn't tell us if the European box would be different from the U.S. or Japanese counterparts, we suspect it will look much like the U.S. box. With that said, this issue's Boxes marks the first time a U.S. box has surpassed a Japanese box in a 5-0 vote.

We don't know why more publishers don't follow Koei's example and really make sure that a title's box does the game inside justice.

In related news, last month's Boxes deadlock (Tekken tag Tournament) has been resolved by your votes sent via e-mail and the results are:

52% for the Japanese box  
48% for the American box

Thus we declare the Japanese Tekken Tag Tournament box better looking than the U.S. box.

# Accessing: the best of 2000

## Game of the Year:

Final Fantasy IX- Square EA  
FFIX isn't just a game. It's art. The story isn't as complex as the last two adventures, but it is nonetheless enthralling. Gripping emotional subplots are revealed through colorful dialogue and accentuated by gorgeous CG work. Miss this experience and you'll get to meet the •SM crew in person- at 3AM with baseball bats.

## Runner Up:

Skies Of Arcadia- Sega

## Best PS2 Game:

Madden 2001- EA Sports

## Runner Up:

Dead Or Alive 2: Hardcore- Tecmo

## Best Dreamcast Game:

Skies Of Arcadia- Sega

## Runner Up:

Resident Evil: Code Veronica- Capcom

## Best PSX Game:

Final Fantasy IX- Square EA

## Runners Up:

Valkyrie Profile- Enix (tie)  
Lunar Eternal Blue- Working Designs (tie)

## Best N64 Game:

The Legend Of Zelda:  
Majora's Mask- Nintendo

## Runner Up:

Perfect Dark- Nintendo

## System Of The Year:

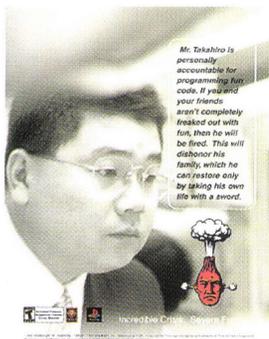
Dreamcast

## Runner Up:

PSX

## Best Print Ad:

Incredible Crisis-Titus



## Runner Up:

Kessen- EA Games

## Best New Publisher:

Enix (well, they're kind of new)

## Runners Up:



Game of the Year

Majesco Sales (tie)

Conspiracy Entertainment (tie)

## Sleeper Hit of the Year:

Championship Surfer- The Learning Company

## Runner Up:

Hogs Of War- Infogrames

## Best Peripheral:

Gamelink 300 S-Video- Monster Cable

## Runner Up:

Worm Light- Nyko

## Buzz-phrase we wish would die:

Jaggies

## Runner Up:

anti-aliasing

We broke out the magic 8-ball and made a few predictions for 2001, take a look:

• Xbox will seriously challenge Playstation 2 for the title of #1. Chances of it winning? 50/50.

• Game Boy Advanced will take off beyond anyone's wildest dreams and establish itself as console and not a mere handheld.

• Dreamcast will hang on thanks to games like Phantasy Star Online.

• Towards the end of the year, 128-Bit software that really does new and innovative stuff will start to hit. Yes, we're thinking Metal Gear Solid 2.

• GameCube will likely not launch.

• Internet gaming (via PS2, Xbox, etc.) will still not be a big deal.

• Expensive peripherals like the PSOne LCD and PS2 hard disk drive will flop if released stateside.

• The big-time mergers and acquisitions we've seen so many of will become few and far between.

# SILICON

MAGAZINE

29 of 100,000 • 01.01

## Contact:

Silicon Magazine  
P.O. Box 9421  
St. Louis, MO 63117

E-mail is preferred. However snail mail is preferred over no mail. Go figure.

## Web:

www.siliconmagazine.com

## Letters:

dialogue@siliconmagazine.com

## Reader Art:

fanfare@siliconmagazine.com

## Publisher:

Ryan Smith

## Editor In Chief:

Wade Monnig

## Conceived, Written and Performed by:

John Price  
Chris Trimiew  
John Cannon  
Brian Wakefield

Silicon Magazine (ISSN: 1524-2471) is produced monthly on Pentium toasting Apple Macintosh Computers (G3s and iMacs), EleMental Publishing Inc., Silicon Magazine, its logo and contents are ®, ™ and/or ©. All other trademarks are the property of their respective owners. Written submissions used in print may be edited for length, clarity and/or style. Opinions expressed in Silicon Magazine are those of the author and do not necessarily reflect the views of the publication and/or the rest of the staff.

EleMental Publishing uses the following products to produce •SM:

## Software:

Quark Xpress 4.11, Adobe Photoshop 4.01, Microsoft Office 98 Gold Edition, Apple Works 6.04, Eudora Pro 4.32, Netscape Navigator 4.7.5, Norton Utilities 5.03, Netfinder 2.11, Adaptec Toast Deluxe 4.1.2, Mac OS 9.0.4

## Hardware:

Apple Power Macintosh G3/450, Power Macintosh 8600/300, iMac (Indigo), IBM P92, Viewsonic A70, Tektronix Phaser 750N, Smart and Friendly 426 CD Rewritable, Iomega 100 MB USB Zip, Epson Expression 636 flatbed scanner, Nikon Coolscan II film scanner



Silicon Magazine is BPA Audited.

# Noticed: catching the details



After months of talking about it and literally thousands of letters asking about it, beginning with the February 2001 issue, •SM will be available for subscription.

A subscription will run only \$9.49 (less than \$10!) for one year

and include twelve monthly issues. Also starting in February the magazine will have even more pages and oodles of other goodies! If you are interested in getting your subscription first, please send a piece of paper with your mailing info (this

is very important!) and payment to: Silicon Magazine  
P.O. Box 9421  
St. Louis, MO 63117

Please e-mail us with any questions:  
subscribe@siliconmagazine.com

PlayStation 2

# Q-Ball

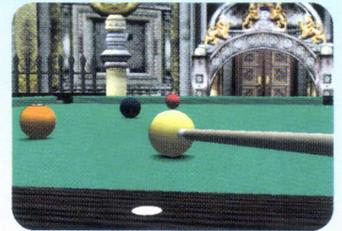
BILLIARDS MASTER



Play alone or with a friend



Master the techniques used by the pros!



The most beautiful pool halls in the world!



9 modes of play, plus 3 hidden pool games!



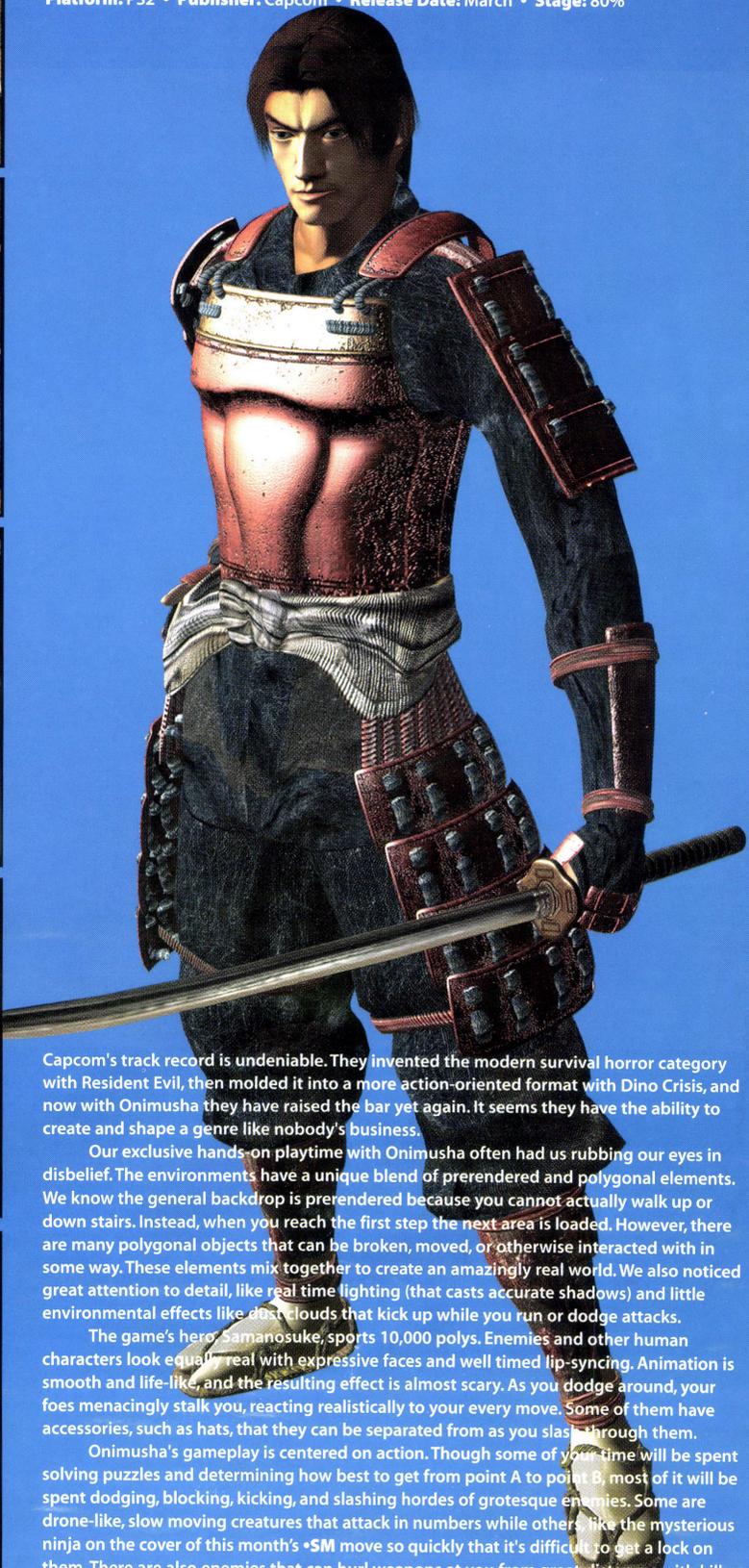
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. ©2000 Take 2 Interactive. All rights reserved. Take 2 Interactive Software and the Take 2 logo are trademarks of Take 2 Interactive Software.  
© 2000 ASK / Shogakukan / SHO-PRO  
All other trademarks and logos are properties of their respective owners.





# Onimusha Warlords

Platform: PS2 • Publisher: Capcom • Release Date: March • Stage: 80%



Capcom's track record is undeniable. They invented the modern survival horror category with Resident Evil, then molded it into a more action-oriented format with Dino Crisis, and now with Onimusha they have raised the bar yet again. It seems they have the ability to create and shape a genre like nobody's business.

Our exclusive hands-on playtime with Onimusha often had us rubbing our eyes in disbelief. The environments have a unique blend of prerendered and polygonal elements. We know the general backdrop is prerendered because you cannot actually walk up or down stairs. Instead, when you reach the first step the next area is loaded. However, there are many polygonal objects that can be broken, moved, or otherwise interacted with in some way. These elements mix together to create an amazingly real world. We also noticed great attention to detail, like real time lighting (that casts accurate shadows) and little environmental effects like dust clouds that kick up while you run or dodge attacks.

The game's hero, Samanosuke, sports 10,000 polys. Enemies and other human characters look equally real with expressive faces and well timed lip-syncing. Animation is smooth and life-like, and the resulting effect is almost scary. As you dodge around, your foes menacingly stalk you, reacting realistically to your every move. Some of them have accessories, such as hats, that they can be separated from as you slash through them.

Onimusha's gameplay is centered on action. Though some of your time will be spent solving puzzles and determining how best to get from point A to point B, most of it will be spent dodging, blocking, kicking, and slashing hordes of grotesque enemies. Some are drone-like, slow moving creatures that attack in numbers while others, like the mysterious ninja on the cover of this month's •SM move so quickly that it's difficult to get a lock on them. There are also enemies that can hurl weapons at you from great distances with killer

• In addition to upping Samanosuke's defensive power, new armor actually changes the way he looks- now that's attention to detail



accuracy. Then there are the gargantuan bosses, like the one that kidnaps your girl at the beginning of the game. If you plan on surviving, you'll need to master skills like dodging, blocking, spinning, and pinpoint attacking with your sword-just like a real samurai. A graceful control layout makes this all possible and most importantly enjoyable.

The button placement may change for the American version, but for now R1 is used to target a specific enemy. Square attacks in combination with the D-pad, with a down and square combination performing a kick that is useful for knocking enemies off balance. By experimenting with the D-

pad, you'll find speed attacks like a quick overhand stab, as well as deadly multiple-hit combos. The triangle button produces a magic-enhanced attack, provided you have enough soul energy. When an adversary is down, you can usually score a quick kill by running your sword through him as he squirms helplessly on the ground. You have to be careful with this, because when there are several enemies on screen at once (and that happens a lot) you sometimes do not have the time to perform the move and respond to additional attacks.

Early in the story, Samanosuke receives a mysterious gauntlet used for stealing soul energy from dead

enemies. In a manner not unlike Legacy of Kain: Soul Reaver, death releases spiritual energy that you collect using the X button. Sometimes your health is restored with yellow energy, other times you will receive blue spirit energy that allows you to attack with a magically enhanced weapon and new super-combos. This adds a whole level of strategy to the fighting, as you try to conserve for the tougher foes. In the first major boss fight, you have to dodge the mammoth-sized creature's club attacks while he chases you around the room. This particular monster releases energy every time you pierce him. Therefore, your strategy is to

dodge, stab or combo, run away, and collect the energy before he gets to you. This entire sequence, by the way, requires more than ten minutes of intense play to complete.

Onimusha is sure to pull An "M" rating by the ESRB. Gore is everywhere you look with piles of rotting dead bodies (complete with feasting crows that abandon their meal when you get too close), blood splashed on walls, and even a maggot-ridden corpse in the opening CG movie. Not for the squeamish, as they say. Due in the spring, this should be your first stop for a PS2 horror fix. We're sure Onimusha will be an instant classic.



• If you stab an enemy when they're down it is usually the bloody end of a battle and also time to take you armor to the dry cleaner-that's part of the Samurai Code you know



• Onimusha is filled with example after example of great lighting effects- note the ninja's eyes in the above screen and the thunder and fire in the screen to the right



## Highlight: Worth Noting

# Record Of Lodoss War

Platform: Dreamcast • Publisher: Conspiracy Entertainment • Article Type: Review

### Mission:

To fill you in on a new release that qualifies as a must buy.

### Best features:

Think Diablo with an anime twist.

### Best hope for a sequel:

This is Kadokawa Shoten's only Dreamcast game in Japan. If a sequel comes, it will probably be for the PS2.

### Closest U.S. Relation(s):

Diablo

### •SM Rating:

82

Conspiracy Entertainment are the new boys on the localization and publishing block. If they had decided to bring over some cutesy 3D platform games, they probably wouldn't have even made a blip on the •SM Radar. However, the

first two games they've announced are Record Of Lodoss War, based on the anime/manga of the same name and Bangai-o, Treasure's sole Dreamcast release.

Record Of Lodoss War really caught our attention because it is a mixture of what is traditionally known as the American RPG standard (adventuring in dungeons and executing real-time combat with a swarms of enemies) and the Japanese standard (anime characters and a real story line).

Record Of Lodoss War loosely follows the anime of the same name. You take control of a newly resurrected warrior who is suffering from amnesia (coming back from the dead tends to

have that effect). Wart, the wizard tells you that you have been revived to prevent an evil from taking control of the island of Marma. You are then thrust into the world of ROLW, to adventure about using a 3D isometric view very similar to that seen in Blizzard's Diablo.

Combat is also reminiscent of Diablo; each weapon has combo attacks. However, a full variety of customization options are also present. Instead of finding and buying magical weapons, you use Mithril to create, upgrade, and engrave powerful magic glyphs into normal weapons. And ROLW doesn't limit you to having just one weapon with +10 to damage, you can also engrave dexterity glyphs into the weapons and even add magic spells

(such as lightning).

During your quest, you will add computer-controlled allies to your party. We would have liked to have been able to pick up a second or third controller and taken control of them ourselves, but ROLW is a single player experience. Following the American tradition, enemies will re-spawn, making plenty of game hours of dungeon crawling if you so choose.

While ROLW does have a few problems, such as slow down when large numbers of enemies swarm your team of adventurers, it is good to see a new company stepping in and taking the chance to give gamers a supply of hardcore titles.

•SM



• Lodoss looks like anime and plays like Diablo- now THAT's cool

## Available: Here & Now

# Klonoa: Door To Phantomile

Platform: PSX • Publisher: Namco • Article Type: Review

### Mission:

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

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

Klonoa just never caught on.

### Best hope for a sequel:

Klonoa 2 will hit on PS2 in 2001.

### Estimated Cost:

\$15

### •SM Rating:

90

Klonoa is a perfect example of the fact that high review marks don't always mean stellar sales. Although many younger gamers have enjoyed this title over the last several years, it never received the recognition it deserves

from the adult gaming community.

Sure, the Saturday morning cartoon atmosphere makes the game look like it was made for kids, but a few levels into Klonoa, and you'll realize this is no kid's game. The 2 1/2D polygonal level structures branch out all over, creating an incredibly large world to explore. You can even find hidden paths by throwing enemies into certain targets or solving puzzles. The game consists of six levels, called "visions," and each is broken up into two parts. Saving all the Phantomilians will release a surprise at the end of the game, so you'll want to play through at least twice to see both endings and more than that if you want to check out all of the secrets.

Each vision is completed after defeating a boss that can be one of Ghadius' (the main bad guy) evil sidekicks or a Phantomilian who is under a spell. The boss fights require you to figure out the enemy's pattern and use unique strategies to defeat them.

Klonoa attacks with a "Wind Bullet," a short-range energy ball that grabs an enemy, giving Klonoa control over it. Snared enemies can be thrown in five directions, including towards the background and away from it. Certain enemies can be grabbed and inflated, ala Dig Dug. Enemy attacking patterns are designed so they can often be useful in reaching hidden areas, therefore it is worth studying each area.

Also, Klonoa has huge, floppy ears that he can flap to remain in the air longer after a jump. You'll need to master this strategy to make leaps over large gaps and successfully hop over larger enemies or projectiles.

We've seen this great game selling for under \$15 making it an excellent bargain. Its challenging gameplay and thoughtful level design will keep you busy for many hours, all the while impressing you with gorgeous visuals.

And for you lucky PS2 owners, Klonoa 2 is on the way. We're hoping the sequel does better sales-wise than the original. If the Playstation wants a new mascot, Klonoa gets our vote.

•SM



• Don't let the cutesy graphics fool you- Klonoa is hardcore and will make even the best gamer sweat a bit

# BUZZ: insider info

**From The On Second Thought, Maybe You Don't Have A PS2 Yet Department:** Square has announced that their upcoming PS2 RPG Final Fantasy X will not support the PlayOnline network. It's currently scheduled for release in Japan next spring. Also, Final Fantasy XI will be postponed until the spring of 2002, to allow the PlayOnline network to be fully engaged.

Capcom announced a new PlayStation 2 survival horror title called Devil May Cry. Originally planned as part of the Resident Evil series, this title will be directed by Hideki Kamiya and produced by Shinji Mikami. The story will center on Devilman (Or Devil Hunter) Dante, who carries the blood of Satan and humans, and is attempting to conquer, or save, the human world. Confused? That is exactly what Capcom wants. J Devil May Cry is currently scheduled for release in Japan during the summer of 2001.

Capcom announced they would be releasing Resident Evil Code Veronica: Complete for both the PlayStation 2 and Dreamcast in Japan this March. Announced as a "celebration of the fifth anniversary of Resident Evil", this enhanced version of Code Veronica will contain new events, dialogue and improved graphics not found in the original. Also, new sequences will be added to give background on Wesker.

Sony has announced a sequel to Ape Escape for the PlayStation 2. The game is scheduled for release in Japan in the spring of 2001.

Square has released more info on The Bouncer. It will feature at least two additional modes of play. The first is "The Bouncer Mode", which will allow up to 4 players to battle simultaneously, with other characters from the story mode being selectable. The second is Survival Mode, where each character will fight until knocked out. The Bouncer is currently set for release in Japan at the end of December and Q1 for the U.S.

Hudson/Namco have announced that a PlayStation 2 version of Bloody Roar 3 will be coming out in Japan next summer. Each character will have a second level transformation called Super Beast. In this enhanced mode, each player will move faster and hit harder. This will allow for new combos not accessible in normal mode.

Conspiracy Entertainment will publish a title entitled Knights. It is an action adventure title for the PlayStation 2 and is due to hit in late 2001. It will also be release for "other platforms" in 2002.

Crash is back- again. While the game is still early in development, the latest in the Crash series is developed by

Traveler's Tales, and is set for release in the U.S. next fall. It is currently planned for the PlayStation 2, Xbox and GameCube.

Tecmo is showing off the latest Monster Rancher title, this time for the PS2. It will feature graphics that look like they are straight from the animated series. This title is due to hit in Japan this spring.

Konami of Japan announced that they would be releasing nine more Playstation 2 games and 24 PlayStation games by the end of March 2001.

Nippon Ichi Software will release Angel's Present: Marl Kingdom Story for PlayStation 2 in Japan this month. While the name may not be familiar to you, the last Angel's Present title was release as Rhapsody in the U.S. The series will keep the 2-D style animation of the characters and will be divided into sub-quests than can be completed in one sitting. (AKA, many small one-hour quests as opposed to one forty hour quest.)

Takara will release J-Phoenix for PlayStation 2 in Japan this January. It is a robot combat action game where you can remodel your robot by adding different frames, parts, armor and weapons. The game itself is mission based and will feature a short anime movie clip after completing each stage.

Namco is working on a "major" new PS2 title. Is it Tekken 4 or Soul Calibur 2? We'll let you know.

From Software has released a new PSX Party game entitled Kuri Kuri Mix in Japan. In an interesting twist, you have to control two characters at the same time, one with each of the PS2 analog sticks. You must progress through each stage, while avoiding traps, obstacles, and attacks. Of course, it has multi-player modes like any good party game should. No fair having two people play on one controller, which would make things too easy!

Sony's PS2 anime adventure game Blood: The Last Vampire is now available in Japan. The story is about a boy who saves a young girl from a vampire attack, only to find that she has the blood of the vampire running in her veins.

Here's an update on the PS2 RPG front. A new RPG entitled Beelzebub (or Devil, depending on the translation) and is scheduled for release in Japan this winter. You play as the hero who is followed by a devil (called Beelzebub). The devil has taken over the hero's shadow. In the game, you will switch between Beelzebub and the hero to solve different puzzles. The shadow form can only solve some puzzles while the hero and his "real" form can only do others.

**From The Dragonball Z: The Full U.S. Invasion Department:**

Infogrames has announced that they will be publishing a new Dragonball Z game in North America next year. This title will be heading to multiple platforms, including the PlayStation 2, PlayStation and Game Boy Color.

Evolution Rally has undergone a name change and become World Rally Championship 2001. It will feature real racing locations, cars and drivers from the World Rally Championship. The extremely life-like graphics can be attributed to using curved surfaces for building the car models, which reduces the amount of polygons needed to render the cars. This title is due out in Europe in May of 2001.

989 is hard at work on Syphon Filter 3 for PS2. Expect it sooner than later.

Here is Sony Of America's official list of Playstation game that will have a problem running on the PS2. No details covering the kinds of problems that will be encountered were released. Its sort of weird that the majority of the games are older arcade ports with sprite based characters.

Arcade Party Pak- Midway  
Arcade Greatest Hits/Atari 2- Midway  
Fighter Maker- Agetec  
Final Fantasy Anthology- Square EA  
Judge Dredd- Activision  
Monkey Hero- Take 2  
Mortal Kombat Trilogy- Midway  
Tombal- SCEA  
International Track and Field- Konami

Stop holding your breath; Psikyo will release the first PS2 ping-pong game entitled Ikuzel! Onsen Takkyu.

Konami is working on a new Mystical Ninja game for PS2.

**From The Dreamcast Analysis Department:** Phantasy Star Online WILL be free to play online; don't believe the rumors to the contrary.

In a business strategy conference, Sega stated they will continue to support the Dreamcast and that many new titles are currently under development, including a sequel to Skies Of Arcadia.

Video System is releasing F1 World Grand Prix II in Japan. It will include all 11 teams, drivers, and courses from the 1999 season.

Wow, another Dreamcast game we will never see! Takuyo is working on a new Dreamcast RPG called Fragrance Tale. The game will center on battles between Angels and Devils on Earth. The main character is an ordinary youth, who stumbles into the wars of Angels and

Devils.

Sega of Japan announced that they would be shutting down the network server for the Dreamcast racing game Sega Rally 2 at the end of February 2001 due to low server usage.

Sega announced that the next chapter of Shenmue would be coming out in Japan sometime in the fall 2001 on 6 GD-ROMs!

From The Portable RPGs Make Old School Hudson has finished work on their Game Boy Color RPG Grandia: Parallel Tripper and should hit in Japan this month on a whopping 32Mb ROM cartridge. The story is based on the original Grandia, however the characters from Grandia have been transferred to a different world. The goal will be to collect keys that have been scattered all over this new world and return them to their original locations. The battle system will be a new synthesis card battle system instead of the traditional turn based combat.

Kemco has announced that they will release two Game Boy Advance titles at launch in Japan. All-Japan GT Championship, a grand touring racing game and a party game called Tuiti: Jewel Of Magic for up to four players.

It looks like Atlus is going to join the fray with a Shin Megami Tensei Card Game, with the translated name being something like Digital Devil Stories. Of course, it will be based on the Revelations series and feature the famous art style on each of the cards.

**From The PSOne, we just like saying PSOne Department:**

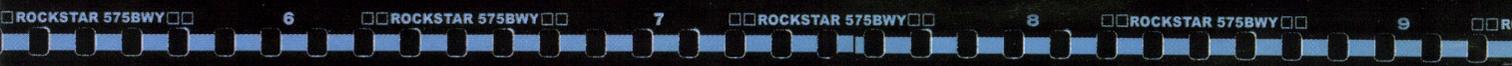
What do you get if you Cross Chrono Trigger with a Final Fantasy IV release? A collection everyone should buy. Oh and it's coming to the U.S. in 2001.

Keiji Honda, the president of Enix of Japan has stated that Dragon Quest VIII will be coming out by 2002. He also noted that they spent too much time and money on the development of Dragon Warrior VII (for those of you scoring at home, was announced at the Japanese launch of the original Playstation!).

It looks like Hudson is going to use their expertise in creating party games to give Bomberman a shot at the genre. They will release a new Bomberman game for PSX in Japan called Bomberman Land. It will be located in a Bomberman Theme Park, that is divided into 5 zones. You will begin with access to a limited number of games, but as you acquire more points, additional games will become available. The mini games will include some of the classics found in old Bomberman games including the overhead racing game, slot machines, and balloon fight.

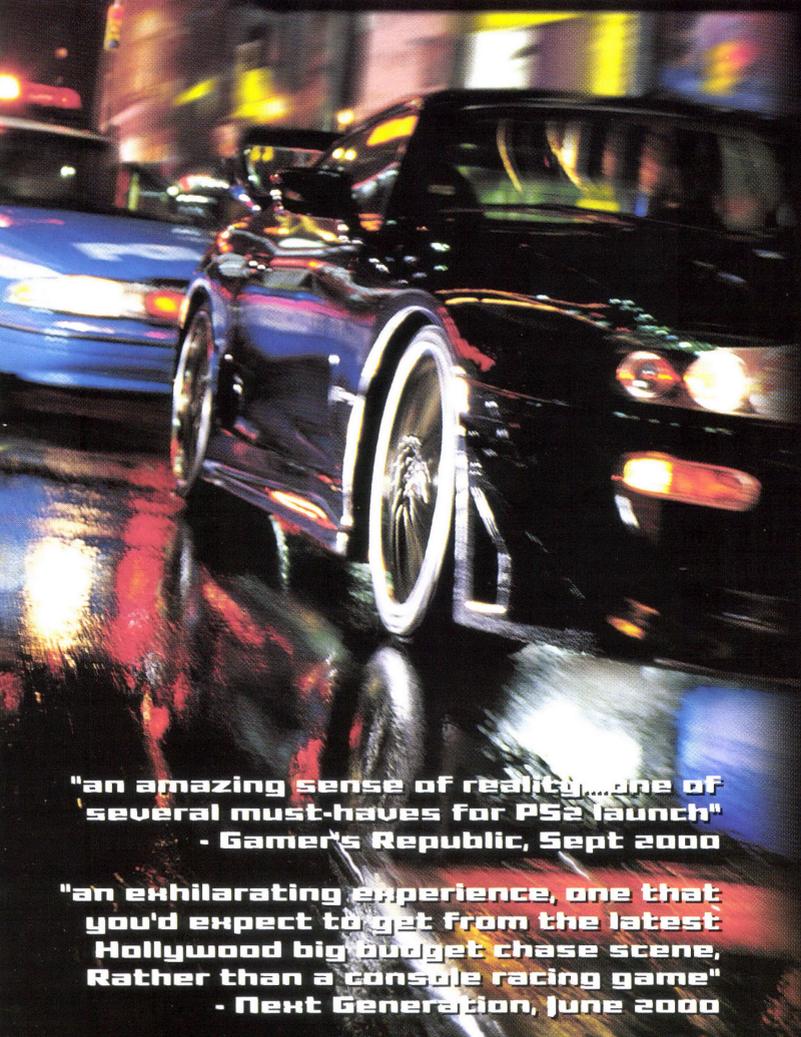


**You know the rules.**



PlayStation®2

# 湾岸 MIDNIGHT CLUB STREET RACING



"an amazing sense of reality...one of several must-haves for PS2 launch"  
- Gamer's Republic, Sept 2000

"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, rather than a console racing game"  
- Next Generation, June 2000

## There are no rules.



In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets; running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!

17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.

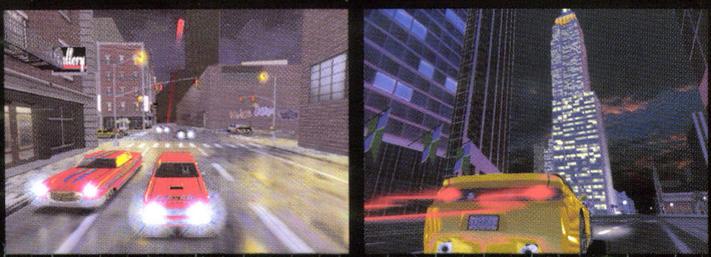
Play in a persistent world - with interactive traffic, pedestrians and law enforcement.

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.

Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

[www.rockstargames.com/midnightclub](http://www.rockstargames.com/midnightclub)

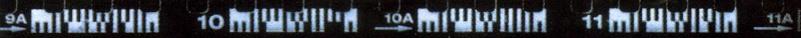
Cutting edge soundtrack from some of the world's leading techno/drum and bass artists - Dom and Roland, Derrick May and Surgeon



"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2000 All rights reserved.



Animated Violence



Ring Of Red  
PS2 • Konami • Q1 2001

The story begins not in the future, but in an alternate past. One where Japan didn't surrender after the atomic bombs were dropped in WWII. Instead, after a land war, Japan is divided, much like Germany. However, the division is accented by outbreaks of fighting between the two sides and the weapons of choice are huge Mechas. Konami has accented this illusion by integrating classic wartime footage with footage of the walking tanks.



Shadow Of Destiny  
PS2 • Konami • Q1 2001

"Death teaches you how to live." Murdered by an unknown killer, Eike is granted the opportunity to go back and unravel the mystery surrounding his death. Sound creepy?

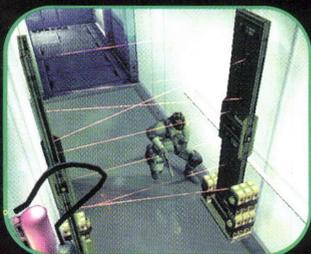
SOD forces you to use your brain to solve puzzles as precious minutes tick away on a real-time clock. Your ability to time travel and change events will help you discover the truth. Can you find Eike's killer and possibly stop the attack?



Metal Gear Solid 2: Sons Of Liberty  
PS2 • Konami • Fall 2001

Here it is, another screen shot to whet your appetite for the upcoming (but not nearly close enough to release) Metal Gear Solid 2.

If this picture has you on the edge of your seat, you only have to wait until this March to try it out. You will be able to pick up a MGS2 demo with the release of Zone Of Enders. Unfortunately, the full MGS2 will not be ready until the Fall of 2001. Good things come to those who wait.



## Dragon Warrior II

Platform: Game Boy Color • Publisher: Enix • Release Date: Q2 2001 • Stage: 50%

Over 5.2 million Japanese gamers can't be wrong. Combined with the Super Famicom version, Dragon Warrior III is the best-selling console RPG ever in Japan, and Enix will bring this wonderfully crafted adventure to the U.S. in 2001.

One of the largest games ever released for a portable system, DWIII features 70 hours of gameplay plus countless hours worth of side quests and mini-games. There's even a monster arena where gamers can place wagers on fights.

This sequel completes the Legend of Loto trilogy introduced in DW1&2. The story chronicles the adventures and tribulations of a 16-year-old hero following in the footsteps of his father, a legendary warrior. You'll be able to control four characters from nine classes at a time, each learning dozens of skills and abilities as you progress. Strategy is emphasized in

the turn-based battle format, in which you'll face 165 different monster types, each requiring specific tactics to defeat. Exploration skills are a must, as you'll need to venture throughout a gigantic world putting together the pieces of the Dragon Warrior legend. Skillful interaction with townspeople reveals secrets and story elements in classic DW style.

Some unique features set this grand RPG apart from others. Time will pass, and different types of monsters will be available for battle at different times of day. Of course, the most unique aspect of Dragon Warrior is its lovable storytelling, and DWIII takes everything a step further.

It's fine games like this that make Game Boy Color tolerable (Pokemon almost killed it for us). The fact that the full DW Loto Trilogy is soon to be portable means there's not an excuse to miss it.



## Mars Matrix

Platform: Dreamcast • Publisher: Capcom • Release Date: February • Stage: 85%

Companies like Capcom and Working Designs have been carrying the shooter flag for the last couple of years, providing twitch game junkies with a fix of frenzied "one tiny ship versus a million baddies" action.

Mars Matrix is the latest shot of arcade shooter madness to make its way to the Dreamcast from Capcom. And at the risk of sounding a little cliché, this baby is pure, unadulterated old school. The action is of the top-down variety with a ship that has a full range of movement around the screen. The enemies come in all shapes and sizes. Both huge capital ships and mini-buzzers flood the screen, along with the dozens of shots they unleash- and you're the target.

The bosses, of course, are screen covering monsters who unleash their attacks in waves of complex

pre-determined shot patterns. That's something every classic spaz gamer will appreciate. As each assault begins, you will soon find yourself praying for the old shooter stand-by, slowdown- some slowdown, any slowdown to help you survive the onslaught. But, this is a next generation shooter, and slowdown is a thing of the past. If you have been waiting for that one title that is classic blasting action and that offers all of the fun and frustration of old without any of the annoying system limitations, Mars Matrix may just be the title you are looking for.

Break out the finger-less gloves, set up the arcade joystick, and hope you can take out all of the enemies before the blisters get the best of you and carpal tunnel syndrome takes out your trigger finger.



## High Heat 2002

Platform: PS2 • Publisher: Sony • Release Date: Q2 2001 • Stage: 60%

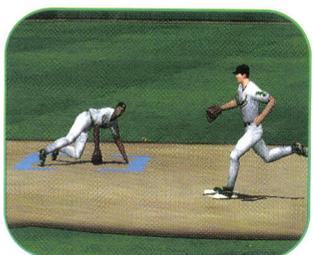
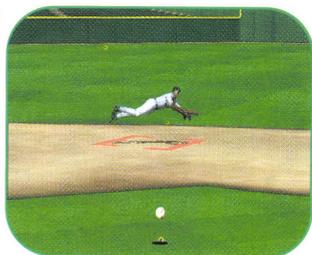
Last year, 3DO's High Heat represented baseball like no other MLB title. Although the graphics were nothing spectacular, the game played like a field of dreams. An intuitive control setup complimented the near perfect AI, and **SM** reported that baseball purists would get the most realistic gameplay out of this title. For 2002, the graphics are getting a dramatic makeover and 3DO is striving to improve upon High Heat's exceptional gameplay.

Player models have a much higher poly count, and dynamic stadium lighting casts shadows on them in a realistic manner. Their animation is much smoother, and consists of dozens of little fidgets like batters digging in or infielders stretching their backs. Batting is marked by the individual's patented swing, upping the realism ante. Stadiums should look even better too, with new background

animations like blowing flags and huge scoreboard monitors.

Although our HH'02 preview is very early, we're already seeing huge enhancements over last year. We really like the new replay feature that displays the pitch trajectory for a strikeout or ball placement of all pitches leading up to a walk. Batting control is extremely realistic, having been designed so that you really have to "look the ball in" if you hope to make contact. Fielding the ball, especially in the infield, is so smooth you'll be turning double plays without even a thought. Most notably, the pitching interface features simple yet thorough single button control over your throws.

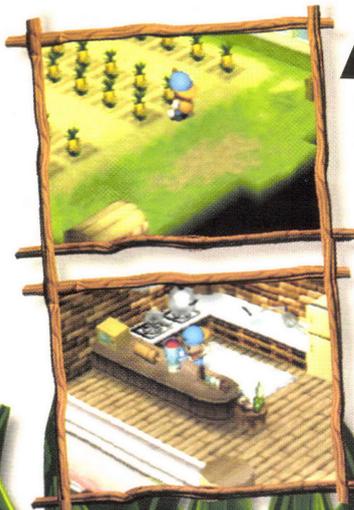
While EA and 989 duke it out, trying to win over fans with flash, 3DO is creating the best playing baseball games on the market.



It's A Different Kind of RPG ....

# HARVEST MOON®

## Back To Nature



**A**s a child you visited your Grandfather's ranch when vacation plans fell through. Return to the farm that holds fond childhood memories and rejuvenate it's long neglected fields. Tend to your livestock and interact with over 50 characters as you struggle to make a life for yourself home on the range.

- Enjoy hours of Non-Linear game play.
- Town festivals and events like The Tomato Festival, Chicken Sumo and Horse Races.
- Prepare a wide variety of dishes in your own kitchen using your harvested items and the recipes you learn from the townsfolk.

Serious Fun™

**NATSUME®**

**Victor**  
Interactive Software



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. Harvest Moon and Natsume are registered trademarks of Natsume Inc. Serious Fun is a Trademark of Natsume Inc. ©2000 Natsume Inc. ©2000 Victor Interactive Software. All rights reserved.



WWW.NATSUME.COM

## Silent Hill 2

PS2 • Konami • 2001

No title has ever matched Silent Hill in creating a disturbing landscape. SH2 picks up right where the first one left off. The lead character, James, is summoned to the town by a strange message; a love letter from his wife-delivered three years after her death.

The look is equally disturbing, with blood-covered walls and grime covered floors dominating the settings. Turn out the lights, the party is about to start.



## Monster Force

PSX • Konami • Q1 2001

What's better than being able to control Frankenstein, Dracula, and The Wolf Man? Playing as super-deformed, ultra powered, versions of the little monsters!

Expect plenty of puzzles, battles, and quests as the monsters mash their way through the game collecting the magical ingredients to reverse an evil witch's curse. As you can imagine, this title won't be falling into the survival horror category.



## Zone Of Enders

PS2 • Konami • March

The MGS2 demo isn't the only reason to pick up ZOE. Being able to command an orbital frame Jehuty (a loud, fast, and furious mecha) and annihilating enemy mechs in the sky above your satellite colony home is also reason enough.

From the precise control to the captivating visuals, ZOE is one of the most impressive pieces of PS2 software we've seen, and should deliver on the PS2's potential.



## NBA Live 2001

Platform: PS2 • Publisher: EA Sports • Release Date: Q1 2001 • Stage: 75%

One of the things that really surprised us about NBA Live 2001 was how familiar it felt. For some reason, don't ask us why, we were expecting a complete reworking of the series and should have realized that since NBA Live includes some of the best AI, spot-on free throw shooting, and overall flow that emulates the NBA, there wasn't any real need for a drastic change.

Instead, EA focused on the one thing everyone expects for a jump to a new system, razor sharp graphics. The players look super smooth and the faces are picture perfect. But what really takes the cake are details, like players actually having muscle definition in their arms and legs. The PS2 also allows for thousands of new frames of animation, so not only do they look life-like, they also move with a grace previously reserved for NBA2Night replays on ESPN.

The flashiest examples of animation (the expertly captured monster jams) are going to get all the props. But if you really want to see the effort that went into the player movements, check out Malone backing down a defender or setting up a pick move. Additionally, you never feel like the players are out of your control (you know the feeling you get when you execute a move, but can't control the player again until he has finished his set of actions).

Even the crowd gets into the game, holding up signs and screaming for their favorite players. Who would have guessed that the corporate crowd that can afford an NBA tickets could be so crazy! Nothing quite beats the sight of a guy in a three-piece suit getting down to the hip-hop soundtrack of NBA Live 2001.



## Oni

Platform: PS2 • Publisher: Rockstar • Release Date: February • Stage: 70%

When Rockstar announced their initial PS2 lineup at E3, one of the highlighted titles was Oni. Just how hot is its developer Bungie? When Microsoft decided they needed some fantastic talent to create games for Xbox system, one of their first moves was to acquire Bungie. Before bidding a fond farewell to all things not Microsoft, Bungie will complete development on Oni, the cyberpunk, anime-inspired, all-in-one action game.

Oni, which is Japanese for ghosts or demons, will attempt to mesh hand-to-hand combat with weapons based fighting. This is something other titles have attempted, usually with mixed results. Bungie is hoping that through the use of interpolation they will be able to overcome some of the problems that have hindered previous attempts. Interpolation is a technology that allows animation

sequences to blend together seamlessly. So, instead of the standard wait-for-the-animations-to-complete delay, you can pull your weapon, pump off a few rounds, and finish off your adversary with a jump kick to the mid-section.

Oni also addresses the monotonous flip a switch/open a door puzzle format that action/adventure titles have fallen into. The puzzles will instead be centered more on tactical challenges. You'll need to ask yourself things like, "Should I use stealth to infiltrate this base?" or "Would a full-on assault draw out the commander I am searching for?"

With dozens of multi-layered levels and both game engine and 2D animated cut scenes, the feeling of immersion in the futuristic world of Oni should be very RPG-like, with the plot taking a front seat right along side of the action.



## Star Wars: Starfighter

Platform: PS2 • Publisher: Lucas Arts • Release Date: January • Stage: 60%

In our humble opinion, the best Star Wars titles have always been the ones based on flight combat (at least since the Trilogy on SNES). Rogue Squadron was specifically responsible for at least one failed relationship at the SM office. In another attempt to destroy our personal lives, Lucas Arts is gearing up Starfighter for release on PS2.

The storyline, though loosely based upon events in the Phantom Menace, is totally original. The central plot revolves around three pilots working together to save the Naboo system from the clutches of the Trade Federation. Taking control of these characters, you'll dogfight your way through 14 missions beginning on Naboo and culminating in a climactic assault on the Droid Control Ship in orbit.

Each of the main characters has a personal vendetta against the Federation,

and will require different strategies as they pilot different starfighters. Rhy is a pilot-in-training who flies the agile N-1 Naboo Starfighter. Vana Sage, an expatriate makes a living as a hired gun, pilots a speedy Guardian. Nym is an alien pirate whose Havoc features a rotating gunnery turret and heavy armor.

You'll be up against more than fifty enemy vehicles, some of which are easily recognizable and others that are completely new. Planet and space based environments will provide well-designed backdrops for battle, with the same freedom of movement that made Rogue Squadron such a blast. The development team is working hard to ensure the most realistic experience possible, with unbelievable graphics that should best anything that's been done with Star Wars to date.



Where Fingerprints  
would be if controller  
wasn't gripped so hard.

Friction burn got  
after getting in  
Hygog's Face.

9 stitches.  
Exactly 12 less  
than I  
gave Qubeley.

Minor blisters  
earned during  
8-hour marathon.

Pepperoni pizza stain  
From all-night  
tournament vs. Hydra.

Gash got going  
toe-to-toe  
against Psycho.

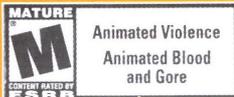
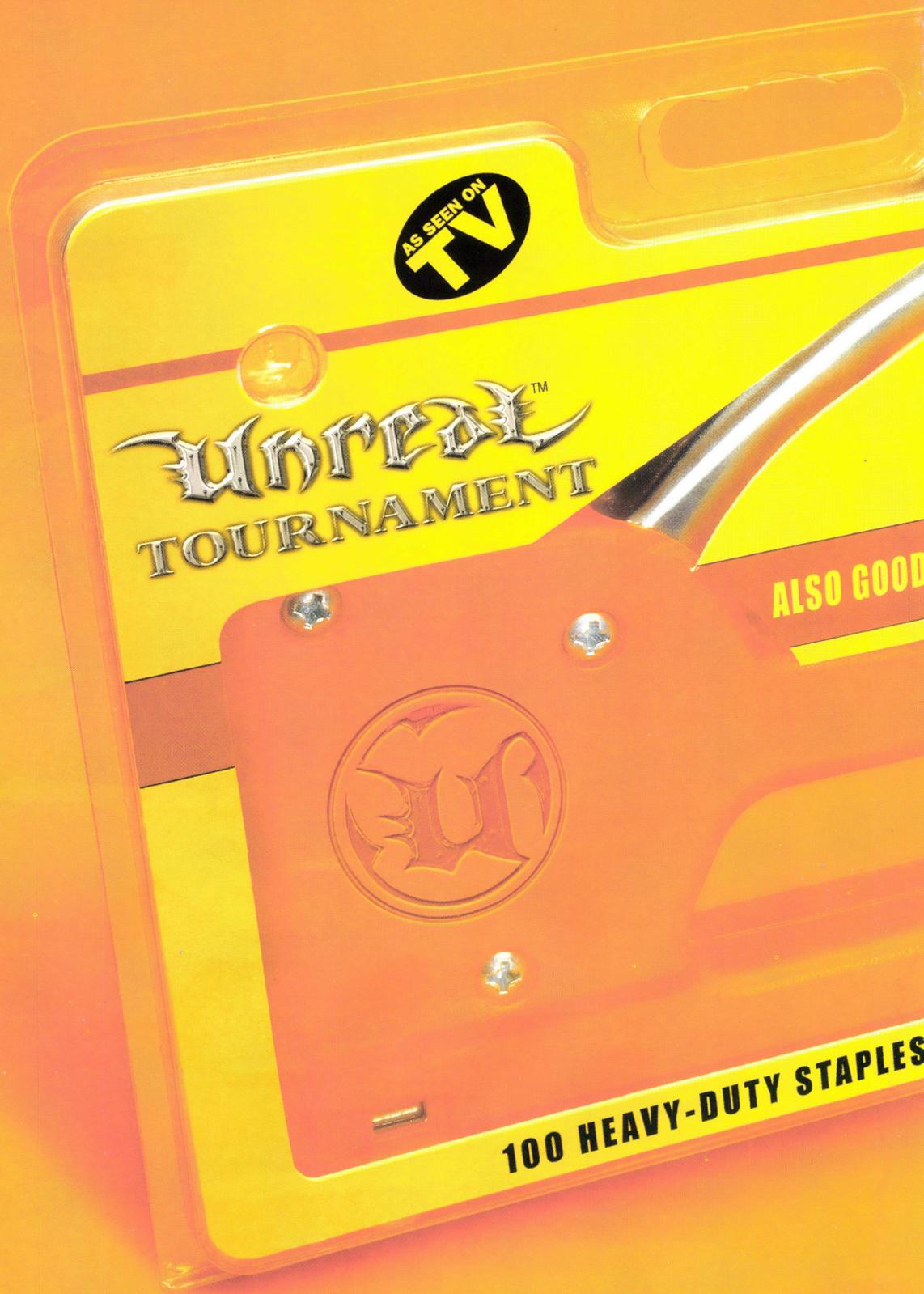
**THE GAME IS IN 2-D. THE PAIN ISN'T.** IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.



**GUNDAM  
BATTLE  
ASSAULT™**



Unreal Tournament © 2000 Epic Games, Inc. All rights reserved. Created by Epic Games, Inc. in collaboration with Digital Extremes. Published by Infogrames, Inc. Infogrames and the Infogrames logo are trademarks of Infogrames, Inc. Unreal and the Unreal logo are trademarks of Epic Games, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. The ratings logo is a registered trademark of the ESRB. All other trademarks are the property of their respective owners.



PlayStation 2

MODEL **UT-00**

# HEAD BLOW'D OFF REPAIR KIT

FOR REATTACHING ARMS, LEGS AND FINGERS!

2 Year  
Limited  
Home  
Use  
Warranty

INCLUDED WITH STAPLE GUN

Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on Playstation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane gameplay. Totally Unreal combat action. Just be sure not to lose your head.



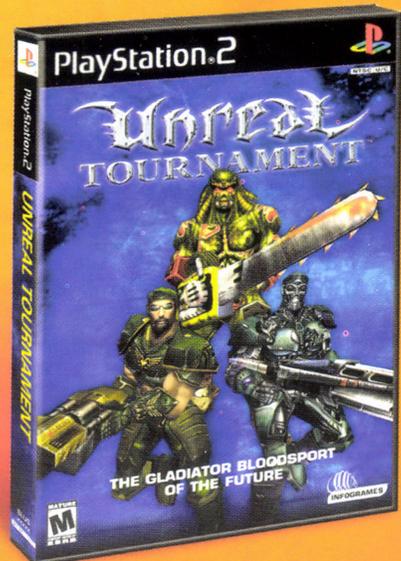
Get up close and personal in the first-person perspective with over 10 weapons of destruction!



Go online with up to 8 players on your Sega Dreamcast. Or play 2 or 4 player split screen with i.LINK™ for in-your-face intensity.



Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.



007 Racing  
PS2 • EA Games • 2001

With the passing of the venerable Q, the mantle of "Head Gadget Guy" has passed to his successor, R. As 007 fans know, Monty Python alumni, John Cleese, plays the R role. So, it makes sense that the PS2 next generation 007 Racing title will feature voice-overs of the next generation gadget master.

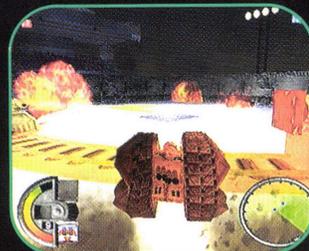
The picture below is a graphical mock up of what EA expects the title to look like. However, we expect the final product to look every bit as good.



WDL: Thunder Tanks  
PS2 • 3DO • Q1 2001

Brace yourself- it's the male soap opera of the future. Before a live audience, WDL pits monstrous tanks against each other across expansive battlefields. Part serious vehicular combat and part cheese humor, this title promises to be the epitome of the vehicular combat game.

With unbelievable lighting and explosions, special "Matrix" deaths and huge selection of characters, this is definitely one to watch.



Warriors Of Might And Magic  
PS2 • 3DO • Q1 2001

Since our first look at this title a few months ago, WOMAM has moved to the beta stage, and we've got a playable.

The story revolves around the hero's quest for salvation after being accused of necromancy. Battles have you blocking, attacking, and casting magic with a deep control system. There are vast numbers of enemies to clash with, and lots of environments to explore. Fans should keep an eye out.



## Unison

Platform: PS2 • Publisher: Tecmo • Release Date: Q1 2001 • Stage: 55%

We admit it; we are unabashed fans of most dance and music based games (which is pretty odd considering that the formula to get almost any **SM** editor out on the dance floor starts with, "Add six to eight alcoholic beverages..."). So, when Tecmo gave us the chance to preview the Japanese beta version of Unison, we were excited. When the first song we got a chance to strut our stuff to was a cover version of the Village People's YMCA with Japanese lyrics, we knew little work was going to get done for the rest of the day.

The main thing we noticed about Unison is the unique approach to controlling the dancers. Moves are not executed with button presses, but with the analog sticks. Upward movements will raise the character's hands in the air (like they just don't care) and side movements move the arms and body in that direction.

So, moving both sticks up in opposite diagonal directions would cause the dancer to execute the world-renowned "Y" in the YMCA dance.

Each song is initially broken up into segments and the mega-afro-wearing dance instructor shows you proper moves to make for each snippet of music. As you watch, the correct moves of each section are displayed on the screen. When the time comes to execute the actual dance, the moves are not seen on the screen, and it is up to you to have memorized the correct steps ahead of time. This makes Unison feel much more like real choreographed dancing instead of a simple "Simon Says" exercise.

As Tecmo decides which songs it should keep for the American release, register your vote now and sing along! "It's fun to play U-N-I-S-O-N!"



## Winback

Platform: PS2 • Publisher: Koei • Release Date: March • Stage: 75%

When Koei's in-house development team Omega Force puts their minds to something, good things happen. The PS2 U.S. launch title Dynasty Warriors 2 was proof of that. But Omega Force had a major success before that, on the N64 system, with a little espionage cart called Winback.

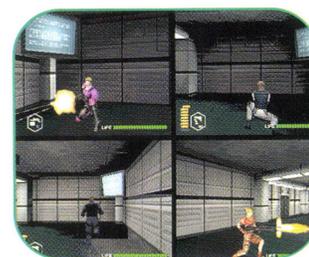
While Winback still holds a place as one of the premier N64 titles, we could not help but wonder what it would have been capable of with the additional power and flexibility of a 128-bit system. Of course, Omega Force took up this challenge and one of the first things they did upon bringing this title to the PS2 was to render each character with over 4,500 polygons, exceeding even the incredible life-like look found in Dynasty Warriors 2.

With its unique flowing plot system, each success and failure changes the

events a player encounters. If you arrive too late to save a fellow Strategic Covert Action Team member, you will not be able to use any information they may have gathered. As each of the key scenes changes the plot subtly, it also leads you toward multiple endings.

The action is executed in the third person perspective and unlike similar third person offerings, features a versus mode where up to four players can compete on the same screen. The Deathmatch mode and Team Battle mode take advantage of the four-player action while Cube Hunt, Team Battle, and Quick Draw allow two players to go head-to-head.

Finally, Koei is also taking into account requests from their Strategy RPG fans by allowing players to select either a subtitled story with the original Japanese dialogue or an English dubbed version.



## MDK2: Armageddon

Platform: PS2 • Publisher: Interplay • Release Date: February • Stage: 70%

Originally created by the makers of Earthworm Jim, the first MDK brought a totally off-the-wall story to the table and mixed it with a unique style of gameplay. It featured blazing action, gobs of sick humor, and a control scheme that had gamers wondering what the developers must have been thinking (until they got into the game and saw that it was incredibly intuitive).

Bioware, MDK2's new developer and creators of the acclaimed Baldur's Gate for the PC, is bringing Max, Doc and the heroic Kurt to PS2 in an all-new adventure. The control set up is virtually the same, as are the general gameplay mechanics. You still bolt around, firing millions of bullets into aliens that make some really strange noises, solve puzzles, and snipe everything from cameras to switches to little green men a mile away. But our early rev of this

sequel indicates bounding improvements over the original in every department.

The graphics will have your retinas burning. The level of detail in the characters, enemies, and environments is just staggering. We were impressed by the sheer size of the levels, which seemed to go on forever before we finally reached a boss confrontation. And it was there that the editors of **SM** were put in their places. All of our days of videogaming prowess came to a screeching halt as we were mercilessly pounded into oblivion. Amazingly, no matter how many times Kurt was killed, we just couldn't put the controller down. Therein lies the charm of MDK2.

Bioware has a great franchise to work with, and judging from what we've played with so far, it appears everything is going in the right direction.



TEEN  
T  
CONTENT RATED BY  
ESRB

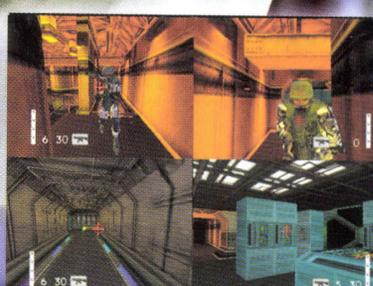
ANIMATED BLOOD & GORE  
ANIMATED VIOLENCE

Tom Clancy's  
**RAINBOW SIX**  
**ROGUE SPEAR**<sup>TM</sup>

INCLUDING: MISSION PACK URBAN OPERATIONS

Dreamcast<sup>TM</sup>

- **FOUR PLAYER DEATHMATCH**
- **NEW ADVANCED WEAPONS & GEAR**
- **10 NEW PLAYABLE CHARACTERS**



DISTRIBUTED BY MAJESCO SALES, INC. - A MAJESCO, INC. COMPANY DEVELOPED BY PIPE DREAM INTERACTIVE - A MAJESCO, INC. COMPANY 160 Raritan Center Parkway, Suite #1, Edison, New Jersey 08837 [www.majesco.com](http://www.majesco.com) © 2000 Red Storm Entertainment, Inc. All Rights Reserved. Rogue Spear is a trademark of Red Storm Entertainment, Inc. Rainbow Six is a trademark of Jack Ryan Limited Partnership, Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD.



**PS2**  
**Unreal Tournament**  
Infogrames

•SM Rating: 89

Due to the ever-evolving nature of PCs and the large number of buttons a keyboard allows, home computer to console ports usually don't quite pull off the quality of, say, an arcade to console conversion. Well, no one told Infogrames this and it looks like PS2 has evened the playing field with Unreal Tournament. One of the major factors in this is that you can use a USB mouse and keyboard to truly recreate the PC experience. But the true blessing is the "Auto-Aim" function (accessed by pressing down on one of the analog sticks) that targets the nearest enemy when you are using the dual analog controllers. This little innovation will make it hard for PC gamers to go back to the old ways.

First Person Shooters have evolved to a point where the multi-player action is the key attraction. Unreal Tournament mastered this aspect on the PC and has done it once again on PS2. UT doesn't push a contrived single person adventure mode on gamers; instead it challenges them with a ladder of progression. Starting with the challenge of Deathmatch, you complete levels and unlock characters and additional tournaments such as Domination, Capture the Flag, Assault, and Challenge.

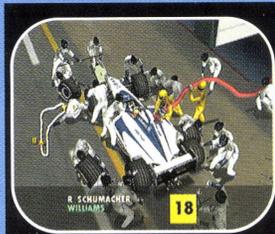
The adjustable difficulty that the player chooses before starting his ascent up the tournament ladder gives everyone a good jumping on point. The Novice difficulty starts a player slowly to build the basics, but advances quickly enough to keep it interesting. The highest difficulty level, Inhuman, is exactly that. It's going to take awhile before even seasoned rocket jockeys conquer its challenge.

The balance of the weapons and map layouts is almost perfect. No single weapon will be preferred by everyone and none are overpowering. The only complaint we have about the map layout is that computer controlled challengers have an advantage on some of the precision jumping and walking areas. You can even the playing field by connecting a couple of PS2s together for some incredible multi-player action, but what are the odds of finding two people who actually own PS2s, much less who are willing to set up a Firewire network?

Still, Unreal Tournament is a masterful port of one of the best multiplayer FPS titles, and is an absolute riot.

## •SM's Rating System:

We rate games from 1 to 99 using units of 1. The average score is 50, so expect a lot of games to score in this range.



**PS2**  
**F1 Championship Season 2000**  
EA Sports

•SM Rating: 90

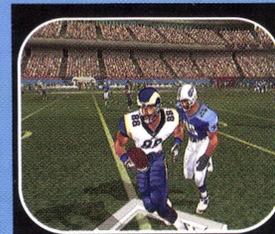
Formula games have never really gone mainstream, and there are a number of reasons for this. Mainly, developers have tried to create a realistic experience, and that makes for frustrating control mechanics. Over the last several years, each F1 game developer has experimented with different



**PS2**  
**Gungriffon Blaze**  
Working Designs

•SM Rating: 83

Gungriffon Blaze allows you to control a fifty-ton mechanized beast in a way only seen in anime. This is done with the blessing of the Dual Shock's analog sticks. No longer are you required to use some cumbersome shoulder buttons to adjust views; instead a quick flick of the analog stick will



**PS2**  
**Gameday 2001**  
989 Sports

•SM Rating: 83

Have you ever heard of the saying "Keeping up with the Joneses?" You know, about how you see something your neighbor has done ("cough" Sega, NFL 2K) and think, "Yes, we can do that!" It looks as if GameDay 2001 took this approach because its similarities with NFL2K seem more

ways to ease the difficulty without losing the real fans of the sport. Many have come close to creating the ideal compromise, but EA got it right with the first F1 title on PS2.

They have included a meaty options menu that lets you customize everything you could possibly imagine. AI difficulty, weather, damage, fuel consumption, failures, and penalties are just some of the adjustable features. Of course, cornering and braking assistance can be toggled as well, meaning the amount of driving realism is up to you.

F1's twitchy control will have you "pumping and tapping" your way through corners, and you'll realize why Formula drivers' heads bobble around so much in those cool car cams.

give you a look at the surroundings. Enemies and high profile structures (usually ones that are primary objectives) are extremely eye-catching. However, lower priority buildings lack fine detail. If this was a compromise that GameArts had to make to assure no slowdown and a blistering frame rate, then it was an extremely successful trade-off, because when it comes to speed, (here it comes) Gungriffon blazes (pun intended).

GB lacks an overhead radar screen and that makes for difficult navigation. Also, the six included levels seem to pass much too quickly. However, if you are like us and want to unlock everything, including the alternate level layouts, hidden weapons, and AWGS, the challenging hours you'll put in will skyrocket. than just a coincidence.

Unfortunately for 989, while they were concentrating on the Joneses, the Maddens from two doors down came over, ate their lunch, kissed their wife, and took home the Lombardi trophy.

Some parts of GD shine. The animated referee calls are excellent, adding to the presentation. The General Manager mode initially had us impressed with the Training Camp option. However, we found a few major flaws, like when Kevin Carter retired at the ripe old age of 28 or the fact that you are given only one chance to sign a player at the salary they request or lose them.

Some may feel comfortable with GameDay, but there is still only one must-have football title on PS2.



**Dreamcast**  
**Grandia 2**  
Ubi Soft

•SM Rating: 87

Have you ever heard the phrase Sophomore Jinx? It usually happens to music groups who put out a debut album, that is just incredible, but their second offering falls short of expectations. It seems that Grandia II has fallen prey to this syndrome.

That is not to say that it is not an awe-inspiring achievement, as it creates picturesque environments and offers delicately detailed characters. It is also not to say that Ubi Soft has not done an extraordinary job with the voice acting and a respectable job with the translation. The faults do not lie with localization, but with in the story and limited length of the actual gameplay.

The story feels like a "connect the dots" version of the typical RPG formula. And just like a connect the dots puzzle, almost from the beginning, you can glance at Grandia II and see the entire story. And while every once in awhile, you end up connecting to a dot you did not see before, the overall picture never changes. It also feels like every town should have a number on it, as you complete each quest, click it off your checklist and move to the next town. Now, we know what you're thinking, "But you gave it a freaking 87!" True, though the plot is almost cookie cutter in execution, that ride is still thrilling. Combat still remains close to the original Grandia, but has rounded off the rougher points that made powering up laborious. It now takes a bit more thinking to come through unscathed, but doesn't penalize you for minor mistakes. The bosses are both magnificent to look at and challenging.

The spells use every trick in the book to create grandiose displays of pyrotechnics. By using a mixture of Anime style renderings and refined polygonal graphics, the visuals have details unlike any other RPG before.

Despite our misgivings about certain aspects of GII, it is still an excellent RPG. We were a bit disappointed because adventure ended too quickly taking only twenty-five or so hours to go from start to finish.

If you own a Dreamcast this and Skies Of Arcadia are essential RPGs to have in your collection, making all other pale in comparison. An additional tip of the hat to Ubi Soft for providing such beautiful packaging and an excellent soundtrack CD.



**Dreamcast**  
**Skies Of Arcadia**  
Sega

•SM Rating: 93

The RPG gods are laughing at us. We've received Final Fantasy IX, Lunar: EB, Zelda, and Grandia II, all in the span of the last couple of months. Now Skies Of Arcadia is here. Someone get us an Ocarina, we need more hours in the day.

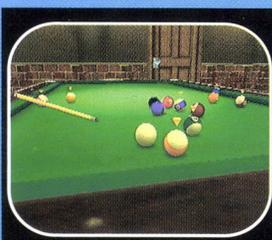
SOA starts off in a way that could be considered cliché. The main plot elements hover around the tried and true formula: An outlaw hero with a heart of gold, crystals of unknown origin with fantastic powers, and floating islands. And if SOA had stayed with this traditional plot, it still would have been a good game, but about half way through the first disc, it takes a tremendous twist for the better. Merge the innovative scenario with a cast of truly likeable heroes and truly detestable villains and you have the workings of a modern day classic.

SOA also manages to work in some unique systems never before seen in RPGs. One of these is the discovery system that actually pays you to explore the rich, expansive environment. When was the last time you actually viewed an RPG over-world as something to explore instead of a required area to progress to the next dungeon? It does this and allows you to sell your discoveries to local adventure guilds.

Hand-to-Hand Combat has a unique twist going for it. It's executed using a central "pool" of a spirit meter. This means there are no worries about conserving Magic Points, as each action is dependent on what move you executed. This eliminates "saving up" for boss battles and gives the player a better sense of controlling the battles.

Ship-to-Ship battles (See? flying ships = great RPGs!) use a more strategic battle system that is not quite as inventive or in-depth as the melee system, but does a fine job of accenting the differences between commanding a galleon and simply swinging a sword.

The graphics in SOA are wonderful and they take everything that the Dreamcast has always promised an RPG could be and put it into action. While not one specific area of the graphics stands out, the total feel is of extremely high quality. If you needed another reason to pick up a Dreamcast, this is it. Skies Of Arcadia has the indefinable something that holds a good RPG together and takes it to the next level. Kudos to Sega for blowing us away.

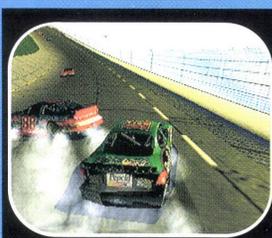


**PS2**  
**Real Pool**  
Infogrames

•SM Rating: 69

Either you're a pool fan, or you're not. If you are, and you're lucky enough to own a PS2, here's your game. Real Pool's strategy and depth make for a realistic simulation, despite some quirks that'll have you asking, "How did the testers miss that?"

Namely, there are camera

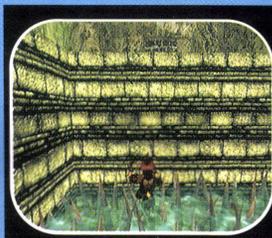


**PS2**  
**NASCAR 2001**  
EA Sports

•SM Rating: 53

If we had to come up with a title for this review it would be "The Devil is in the Details." And the summary would be "How a good title can go to hell because the little things that matter didn't get the attention they deserved."

The first thing every NASCAR fan is going to notice



**Dreamcast**  
**Prince Of Persia: Arabian Nights**  
The Learning Company

•SM Rating: 38

The original Prince Of Persia was a truly innovative 2D side scroller filled with brainteasers and some of the most realistic graphics of the time. The new Prince Of Persia is set in "glorious" 3D. Sadly, it ends up charging headlong into 3D, stumbling over Lara Croft's...ummm...boots, and

problems that sometimes make it impossible to line up your shot. When the cue is against a wall and you want to shoot inward, the back of the stick raises. Problem is, that puts the stick right front of the camera, blocking your view of the shot's angle. Additionally, you are limited to one view distance while setting up shots. If you can't see something, you can zoom in or out, but you can't set the angle from those distances.

As far as physics and depth go, so far no other pool game tops this. An in-game instructional guide teaches you everything you ever wanted to know from basic rules to the execution of special shots.

Real Pool is an enjoyable title. If you don't like pool, or pool videogames, it's not going to change that opinion.

about this title is the finely detailed cars, rendered all the way down to the smallest ad on the ultra detailed bumper.

The problems begin when the race actually starts. Try out this little trick. Start a race and click on the rearview mirror button doubles as a "reduce resolution" button! Lines become jaggy and the frame rate drops horribly.

After you finish each race, you are treated to the Top Five Moments from the race. Unfortunately, these moments are hardly ever the ones we would have chosen. What is the point of having "Days of Thunder" type wrecks with awesome smoke effects if you can only see glimpses of them during the actual race and almost never during the replays?

ending up flat on its face in a bed of spikes.

Prince Of Persia: Arabian Nights suffers from the issues that plague 3D adventure titles and even manages to create a few of its own. POP is missing the most rudimentary assistance that Tomb Raider provides. If you slowly walk up to a jump, you do not stop when you reach the edge. Instead, you simply keep going and fall to your death. It makes you wonder how the Persian Royal Line has survived so long.

The enemy AI is painfully annoying. Attempting to sneak past a guard only to have him spot you through 3 feet of solid rock is ridiculous. This title has abandoned all of the things that made it innovative in the past. It simply comes off as a bad Tomb Raider rip-off.



**Dreamcast**  
**StarLancer**  
Crave

•SM Rating: 71

In the year 2160, our dreams of traveling beyond our solar system have become a reality. Unfortunately, Western Alliance forces have been spread thin by this interstellar advancement, and the greedy Eastern Coalition has seized the opportunity to launch an assault. Outnumbered three to one, the Alliance is recruiting civilian volunteers in the war effort. Having joined the Navy's 45th Squadron, you and your comrades are rookies with a lot to prove.

A lengthy CG movie, complete with stunning camera sweeps and a blockbuster movie style musical score, sets the stage for this better-than-average space fighter. As your inexperienced, but energetic squadron hyper-jumps from mission to mission, you'll either gain the respect of your leaders or go home with guilt. That is, if you go home at all.

StarLancer's extensive control interface is cumbersome at first, but with some memorization you can manipulate ship systems in the middle of a barrel roll. Combat gets pretty hectic, and you'll thank the developers for their attention to the control.

Unfortunately, Training Mode offers only limited practice. It's basically a sim pod where your commander sends waves of enemies at you allowing a specified amount of time to eliminate them. If you don't beat the clock, he aborts, forcing you to start over. This design doesn't give you a chance to really get used to the controls, rendering it more or less worthless.

Each mission is preceded by a video depicting your objectives. From there you'll choose a ship and its armaments. During the missions, sneak attacks often force changes in battle tactics and primary objectives, keeping you on your toes. Sometimes, a simple task such as search and recovery can become an intense bid for survival, when it is discovered the search area is littered with proximity mines.

The game's engine doesn't create a great sense of motion. Other than that, the atmosphere is very believable.

StarLancer's difficulty jacks up after a pivotal event occurs going into the fourth mission. Some frustrating levels hamper the will to continue, but your patience pays off with an entertaining experience in an under populated genre on Dreamcast.

AS A MEMBER OF A RUTHLESS GANG OF SMUGGLERS, IT'S YOUR JOB TO EVADE THE U.S. BORDER PATROL, CIA AND CUTTHROAT RIVALS TO DELIVER ILLEGAL CARGO. IT'LL TAKE COMPLETE MASTERY OF YOUR OFF-ROAD VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AHEAD OF THE FORCES OUT TO DESTROY YOU.

# DELIVER AT ALL COSTS



[WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN](http://WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN)

PlayStation 2

8 □□ROCKSTAR 575BWY□□ 9 □□ROCKSTAR 575BWY□□ 10 □□ROCKSTAR 575BWY□□ 11 □□ROCKSTAR 57



8 8A 9 9A 10 10A 11 11A



Animated Violence

\*PlayStation® and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Guidance Recordings and the Guidance Recordings logo are trademarks of Guidance Recordings Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 1999 All rights reserved.

"...instantly intelligible, mind-bogglingly vast, and a total gas to play...makes for one helluva videogame" - Gamer's Republic, Sept 2000

"Must Buy Playstation 2 Launch Games list" - Nov 2000 EGM

"driving through the spectacular terrain is a blast" - EGM October 2000

"A - ...the best display and truest testament to the processing power of the PS2 to date." - Gamers Republic October 2000

98% Platinum - "the best off-road experience you've ever had" ... "one of the must - buy launch games" - PSE2 November 2000



# SMUGGLER'S RUN

Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.

Choose from 35 different vehicles, each with unique modifications and strengths.

Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.

Maneuver your way through arid desert, icy tundra, or rocky mountain forest.

Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

## SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS





**Dreamcast**  
**Rogue Spear**  
 Pipe Dream Interactive

•SM Rating: 84  
 In an unusual turn of events, the console versions of Rainbow Six have become better known than the Tom Clancy books that spawned them.

The control interface has been ported gracefully from the PC to the Dreamcast keyboard, but don't fret if you don't own one. A controller may be used, but there's a catch. During the Action Phase, when everything happens in real time, you'll need to quickly navigate menus to perform even simple actions. This includes things like crouching, changing weapons, and switching view modes. Basically, it's a matter of memorizing D-pad combinations since looking at the menu and searching for an option will cost valuable time or get you killed.

RS rewards Training Mode graduates (or series vets) with insanely realistic gameplay. Before each mission, you'll receive a briefing outline of the mission. Then, you'll select up to eight operatives. Choose wisely, because anyone who dies is lost for the rest of the campaign. Next, you'll outfit each team member with appropriately colored gear, weapons, and infiltration aids including essentials like grenades and flash bangs.

In the next step, you break down into fire teams and strategically plot out a course of action for each. You'll manually draw each team's infiltration route on a map of the area, designating various actions at tactical waypoints. This is very involving, since the planning done here is directly related to success, failure, or success with loss of life.

In the Action Phase, you pick a fire team and follow the prescribed course of action. This is where the control gets hairy. During mission execution, you'll switch between teams, give orders, and fight the terrorists room to room. This takes a lot of practice, and you can expect to replay missions many times to try to optimize your results.

A few glitches are worthy of note. Drops in frame rate occur often, but this rarely obstructs gameplay. However, we did occasionally experience a complete failure of background rendering. Pausing and unpause will rectify this ugly problem, but it is nonetheless annoying. Rogue Spear provides an enjoyable experience for patient gamers. There's even an excellent four-player deathmatch, increasing this title's value.



**Dreamcast**  
**Dave Mirra Freestyle BMX**  
 Acclaim

•SM Rating: 78

Reviews are essentially opinions. We try to give you the facts, describe what we liked or disliked about a title, put a score on it and hope it helps you pick up a game you can enjoy. But when a title comes out on two separate systems, we want to get a fresh opinion on the game and make

sure we give it to a separate reviewer. And then things like the above score happen.

The long and the short of Dave Mirra Freestyle BMX for the Dreamcast is that it is the Playstation version of the game with better graphics and lesser control. While the initial reviewer found the physics to be realistically represented, this reviewer found them to be a bit floaty. The speed to airtime ratio doesn't seem exactly right. It seems on some levels that the bikes are almost hovering above the pipe. Also, the tendency to reverse direction when you collide with something may be useful in keeping the game flowing, but it can also be maddening.

If you own Dave Mirra PSX, pass on this one. If you don't own either, still get the PSX version.



**Dreamcast**  
**Project Justice**  
 Capcom

•SM Rating: 87

Project Justice is the semi sequel of the PSX Rival Schools. It throws six new battlers into this High School vs. High School brawler and adds three-player fighting via the team up attacks (two player co-operative moves) and party up attacks (three player assaults). The team-up meter builds up quickly,

so the action never gets dull and it seems someone new is always jumping into the melee.

While Project Justice doesn't have the name recognition of a Street Fighter or a "Versus Capcom" title, the wide variety of fight styles help it along. It also plays a bit differently than other Capcom brawlers, not in execution but in style. This is the first time in ages where we had the AI hand our heads to us on a consistent basis. The storyline plays out like a cross between an anime and an angst-filled high school drama.

If you think you have what it takes to take down another Dreamcast fighter, you should meet "My So Called Fight For Life" (AKA Project Justice) behind the bleachers, after school. Just pray the vice-principal doesn't catch you.



**PSX**  
**Freestyle Motocross: Mcgrath vs. Pastrana**  
 Acclaim

•SM Rating: 50

So who's better? 11-time AMA Supercross champ Jeremy McGrath, or X Games gold medalist Travis Pastrana? If you've ever had this debate with anyone, go get this game, so you can settle this once and for all. On second thought, read this review first.

Before you go, consider this.

FM: MVP was developed by Z-Axis, of Dave Mirra Freestyle BMX fame. What we're wondering is, how can these games by the same developer display such a gap in quality? Mirra is fun, challenging, and in spite of some poly popping, has a good graphics engine. But FM: MVP often looks like a half-finished product. Rampant pop-in, choppy animation, and backgrounds that seem to move at a lower frame rate than everything else are all factors that add to some major design problems.

Championship Series mode adds some depth to the gameplay. Also, we liked the ability to adjust the race type (freestyle, race, or combo). But the knocks against this title ultimately lead to a thumbs down.



**Dreamcast**  
**King Of Fighters: Evolution**  
 Agatec

•SM Rating: 80  
 All of the Capcom fans that played Capcom Vs. SNK and were intrigued by the SNK characters and set-up will now have a chance to experience them in their natural setting. What they will be greeted with doesn't quite match up to the quality of Capcom Vs. SNK, but is a good representation of what SNK battlers are all about. Of course, old time SNK groupies will instantly fall in love with the progressions Evolution has over the last KOF Dreamcast offering, Dreammatch 1999.

The biggest innovations in KOF: Evolution lay in the form of three-dimensional backgrounds and the inclusion of the tag-team Strikers.

Much of the gameplay advancements are focused on the Strikers, who are called in for a quick attack with a simple button press. Strikers can be selected from the normal range of fighters or special secret. They can be unlocked via a point system. The higher your difficulty setting the more points you can earn through battle, allowing you to unlock SNK favorites such as Billy Kane. Oddly, points are only earned in arcade mode or by linking to the Neo Geo Pocket. So, all of the additional modes that are included (Versus, Survival, etc.) take a back seat to the traditional arcade mode.

The backgrounds are a great step up from previous releases and even feature alternative level configurations, essentially giving you twice as many backgrounds as before. If you have seen Capcom Vs. SNK in action, you know what to expect. These detailed 3D backgrounds do have one negative effect; they tend to bring out the flaws in the look of the characters. While the animations are passable the pixelated/grainy look is showing its age. Hopefully, whoever takes over the KOF series from SNK will address this issue. Let's also hope that they take the "lost" bosses and give KOF an upgrade in the number of selectable fighters. With the sheer amount of storage on a GD-ROM, there is no reason not to provide gamers with the chance to play Geese Howard or maybe even a Samurai Shodown character or two.

KOF: Evolution could be the last true SNK fighter to reach home platforms and fortunately Agatec is making sure you can get your hot little hands on it.



**Nintendo 64**  
**Star Wars: The Battle For Naboo**  
**Lucas Arts**

•SM Rating: 90  
 This title could have been titled Rogue Squadron: Episode One. After a somewhat disappointing first level that involves flying an armed land speeder through an extremely claustrophobic Naboo town, this title quickly switches to what is essentially "Rogue Squadron With Episode One Starships." Is that a bad thing? No, not by any stretch of the imagination.

With the near perfect formula developed for Rogue Squadron, it looks like Lucas Arts spent their time on diversifying the missions and making fantastic ship models. Control is nearly identical to RS, so while it sometimes feels like a ten-ton starship is flying you instead of you flying it, it is very representative of what it would "really" feel like when behind the throttle. The gameplay is challenging, but not frustratingly so. If you spent a decent amount of time with Rogue Squadron or even if this is your first time behind the controls of a starship, you should be able to squeak by with a bronze rating on your second or third pass in the early levels. Like RS, BFN is more than likely filled with hidden extras thus the challenge to get all golds is there.

A few negatives did crop up during our efforts to save Jar-Jar and company. (Okay, we didn't try that hard to save Jar-Jar.) Due to the similar shape of some of the allies and enemies ships, we accidentally found ourselves laying a few lasers across our wingman's bow. While constant glancing at the heads up radar display will mostly prevent this, we had hoped that the technology in a galaxy far, far away would have developed enough to somehow add a friend or foe readout to the third person perspective cockpit display.

Lucasarts' has once again secured quality voice actors to provide the constant chatter that fills the airwaves and the cut scenes that link the missions. They have also stretched the cart to its limits by including all of the sounds associated with the Star Wars series from a John Williams score to the scream of federation fighters as the fly through outer space.

The N64 has the best console Star Wars games available, but not for much longer as The Battle For Naboo will more than likely be Lucasarts' 64 swan song. This is another need-to-own for fans of the Force.



**PSX**  
**Persona 2: Eternal Punishment**  
**Atlus**

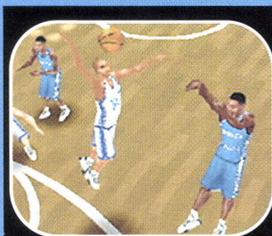
•SM Rating: 71

Persona: Revelations presented a dark, twisted RPG and this sequel falls even deeper into the demonic abyss. Maya Amano, editor of teen magazine "Coolest," is sent to cover a series of horrifying events at Seven Sisters High School. Using their cell phones, the school's teens have

found a way to summon the Joker, a demon who kills by request. Before heading out, Maya receives a threat from the Joker and is plunged into the world of Persona.

P2's story moves along sluggishly, with constant random battles. However, no other RPG comes close to P2's battle options. Many confrontations can end in peace, with the unique ability to interrogate the spirit and attempt to invoke specific moods. Though the graphics don't have the flare of a Final Fantasy, the unique anime feel still pulls you in. It is also worth noting that there are a few minor translation issues.

Over 60 hours of play provide a rewarding experience, if you aren't put off by lengthy dialogue sequences or long periods of questioning characters.



**PSX**  
**NCAA March Madness**  
**EA Sports**

•SM Rating: 81

College hoops fans that enjoyed last year's NCAA March Madness will once again be happy to see this year's release is a step forward.

The most impressive thing about NCAA March Madness 2001 is the top notch AI. It consistently makes sound decisions on both

offense and defense. The smart computer controlled teams will make you pay for poor decisions and passes. However, occasionally a CPU player may step out of bounds for no apparent reason. Despite the aging graphics, the gameplay is fast and technically sound. The TV-style presentation and constant roaring cheers and stomps from the loud crowds relay the crazy college atmosphere.

New additions include the all new coach mode, a feature that allows players to work their way up from a small college to battle for the NCAA title. Scouting reports by Mike Krzyzewski also help to solidify this title.

Building upon an already impressive franchise MM2001 has enough subtle new additions to please just about everyone.



**PSX**  
**Megaman X5**  
**Capcom**

•SM Rating: 83

In the age of 3D worlds and character models boasting 5000 polygons, Mega Man's sprite-based formula remains true to its roots and has been able to keep fans happy (and wanting more). Of course, there's that 3D project known as "Legends," but it's the side scrollers that we really crave.

Although X5 showcases the series' best graphics, it's not going to pop any eyes. That's the nature of sprites these days. Still, it's got great-looking backgrounds, detailed characters that animate beautifully, and an assortment of devastating bosses. The sound and music are standard Mega Man fare, never obtrusive, but not so great that you'll listen them while in your car.

If there's one thing that we don't like, it's that Mega Man can't aim up or down. We would have liked to see that feature as many times, that ability would have saved our hero's life. Other than that, X5 controls like a dream.

There are few surprises or new twists, and that's just fine with us. X5 does the Megaman name justice and offers hours upon hours of great gameplay.



**Nintendo 64**  
**Indiana Jones and the Infernal Machine**  
**Lucas Arts**

•SM Rating: 40

The question isn't "What is Indiana Jones and the Infernal Machine"; the question is "WHY is Indiana Jones in this infernal game?"

Let's not mince words: Lara Croft is a direct rip-off of Indiana Jones. So, why in the world is Lucas Arts lowering themselves to make what is essentially a Tomb Raider knock-off with Indiana Jones and the Infernal Machine? Lucas Arts did try to spice up the stew by mixing a bit of Zelda: The Ocarina Of Time's interface into the stale and crusty Tomb Raider view and gameplay. But that just goes to show, no matter what seasonings you add, a bad recipe is a bad recipe.

Almost nothing is exciting about this title. The graphics are almost passable with the 4-meg expansion pack, but the constant polygon clipping has at least one part of Indy buried into the bland backgrounds at all times. The camera is in a constant state of needing re-adjustment. If that wasn't enough, you have no way of looking up or down. "Don't worry Indy, just let go. There MIGHT be a ledge below you!"

The storyline and cut-scenes are one of the better parts of Infernal Machine. Lucas Arts even used their patented compression techniques to include a large number of voice-overs. They are of very good quality, but (and this is going to sound like a fanboy complaint) Harrison Ford IS Indiana Jones, and whoever does Indy's voice in this title is not. Would Looney Tunes do a game without a real sounding Bugs Bunny voice? We know Mr. Ford is busy, but at least get a passable impersonator please.

The control is another sore spot with this title. Walk up to a 5-foot sheer cliff and Indy will climb right up it. However, walk up to 2-foot step and he'll just stand there, looking confused. Watching him get stuck on an invisible wall is another pastime we can do without. We are also going to have to check the 1948 Olympic records for a Dr. Jones, because Indiana has no problem with performing a running leap and launching himself an inhuman twenty-five or thirty feet. And grabbing onto a rock cliff when finished, of course.

About the only place you are going to find this title is for rent as a Blockbuster exclusive. And you know what? It may be worth renting.

# Decrypted: Codes and Cheats

## Legend:

U=Up  
D=Down  
L=Left  
R=Right

### SSX (PS2):

Unlock everything:

At the options screen, hold L1 + L2 + R1 + R2 and press D, Le, U, R, X, ●, ▲, ■ to unlock everything.

All course hints:

At the options screen, hold L1 + L2 + R1 + R2 and press ●, X, ●, X, ●, X, ●, X to view all course hints before beginning each course.

Maximum attributes:

At the options screen, hold L1 + L2 + R1 + R2 and press X(7), ■. If you entered the code correctly, you will hear a sound. Alternately, hold L1 + L2 + R1 + R2 and press ●(5), X, ▲, ■.

### Final Fantasy IX (PSX):

Quadmist Cardgame Basic Rules:

Here are the basic rules governing the power of each card:

1st digit: Attack Power

2nd digit: Method of attack

Last 2 numbers: Defense Power

The method of attack also determines the type of defense used. For example, if the second digit is a P, then the first digit challenges the opponent's third digit. If the second digit is an M, then the first digit challenges the opponent's fourth digit.

Prepare for the final battle:

Once you reach the fourth disc of Final Fantasy IX, you only required objective is to reach the final dungeon and defeat the bosses. Here are a few tips to help you with this objective:

Make sure your four main characters are equipped with the following skills: Auto-Regen (to automatically help restore hit points during battles), Body Temp (to avoid both freeze attacks and the dreaded mustard bomb attack) and Locomotion (to avoid stop or slow attacks, which are one of the only attacks you can not use a potion to cure). Also make sure at least one has the following abilities equipped: White Wind (this spell allows you to steal MP from enemies and give them to all of your characters, very necessary to restore MP without using the much coveted Ether potions!). Other "Optional" abilities (IE: if you can afford

it) to equip are: Auto-Potion and Chemist (stock up on plenty of potions and hi-potions). Chemist allows you to get twice the usefulness out of potions. A secondary advantage to this is that if you have every character equipped with auto-potion and auto-regen, characters will regenerate hit points while the others use their auto-potion attacks, allowing you to recover as much as 1,500 HP per character after an attack that hits everyone!

### Tony Hawk Pro Skater 2 (DC):

Unlock all cheats:

Pause the game, then hold L and press A(3), X, Y, U, D, L, U, X, Y, A, Y, B, A, Y, B. Then, select the "End Run" option from the pause menu. All extras are now unlocked.

Special meter always full:

Pause the game, then hold L and press A, Y, B(2), U, L, Y, X to always have a full special meter.

Full stats:

Pause the game, then hold L and press A, Y, B, X, Y, U, D to raise your skater's attributes to 10.

Turbo mode:

Pause the game, then hold L and press Down, X, Y, R, U, B, D, X, Y, R, Up, B to increase the speed of the game by 1/4th.

Blood mode:

Pause the game, then hold L and press Right, Up, X, Y to toggle blood mode on and off.

### Unreal Tournament (PS2):

Level skip:

Pause the game and enter U, D, L, R, R, L, ●.

Level select:

Save the game and return to the main menu. Select the "Resume Game" option, then highlight the previously saved game and press U, D(2), U, L, Up, R, D.

Invincibility:

Pause the game and enter ■, ●, L, R, ●, ■.

Maximum ammunition:

Pause the game and enter L, R, ●(3), R, L.

Firewire multi-player mode:

This requires at least a four port Firewire

PC hub. Use the Firewire cables to connect the iLink port of one to three more PlayStation 2's to the hub. Pause the game in two player multi-player mode, then press L, ●, L, R, ■, R. Then have all players press Start at the waiting screen.

### Jet Grind Radio (DC):

Love shockers gang:

Successfully complete all Shibuya levels with a "Jet" rank to unlock the Love Shockers gang.

Noise tank gang:

Successfully complete all Bente levels with a "Jet" rank to unlock the Noise Tank gang.

Poison jam gang:

Successfully complete all Kogane levels with a "Jet" rank to unlock the Poison Jam gang.

Goji Rokkaku gang:

Unlock the Love Shockers, Noise Tank, and Poison Jam gangs, and successfully complete all the Grind City levels with a "Jet" rank to unlock the Goji Rokkaku gang.

### Danger Girl (PSX):

Cheat mode:

At the main menu, press L1, R2, L2, R1, ●, ■, ▲ (2), then hold L1 + L2 + R1 + R2 to unlock all levels and the cheat menu.

### Star Wars: Demolition (DC):

Play as Tamtel Shreej:

Successfully complete the game with at least 10,000 credits with Boba Fett and Wade Vox to unlock Tamtel Shreej.

Play as Pugwis:

Successfully complete the game with at least 10,000 credits with General Otto and Tia & Ghia to unlock Pugwis.

Play as Wittin:

Successfully complete the game with at least 10,000 credits with Aurra Sing and Quagga to unlock Wittin.

Play as Malakili:

Successfully complete the game with at least 10,000 credits with Tamtel Shreej, Pugwis, and Wittin to unlock Malakili.

Play as Boushh, Darth Maul, and Lobot:

Successfully complete the game with at least 10,000 credits with Malakili to unlock Boushh, Darth Maul, and Lobot.

### Dave Mira Freestyle BMX (DC):

All bikes:

At the bike selection screen in pro quest mode, press U, L, U, D, U, R, L, R, Y to unlock all bikes. Note: Each time a new bike is selected this code will have to be re-entered.

All styles:

At the style selection screen in pro quest mode, press L, U, R, D, L, D, R, Up, L, Y to unlock all styles. Note: Each time a new bike is selected this code will have to be re-entered.

### Moto Racer: World Tour (PSX):

Cheat mode:

At the main menu, press ■, ▲, ●(2), U(2), L to unlock all tracks, bikes, and game modes.

Slow opponents:

At the main menu, press D, U(2), R, ▲, ■, R2.

### Sonic Shuffle (DC):

Play as Big the Cat:

Purchase all pictures of Tails in Sonic's room to unlock Big The Cat in versus mode.

Play as Chao:

Purchase all pictures of Knuckles in Sonic's room to unlock Chao in versus mode.

Play as E-102 Gamma:

Purchase the last picture of Amy in Sonic's room to unlock E-102 Gamma in versus mode.

Play as Super Sonic:

Purchase all pictures of Sonic in Sonic's room to unlock Super Sonic in versus mode.

### Banjo-Tooie (N64):

Cheat mode:

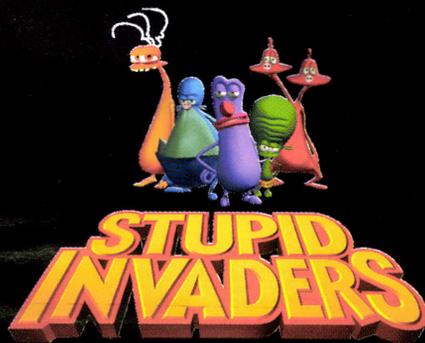
Enter the witch's head on Spiral Mountain to find Cheato. Cheats can be found by collecting Cheato pages and by finding the various mystery eggs hidden throughout the game. The cheats are entered in the Mayahem Temple near Wumba's Wigwam. Spell out one of the following cheat codes inside the temple to activate the corresponding cheat function. Note: Cheats prefixed with "CHEATO" are unlocked immediately without collecting the required number of Cheato pages.

*All cheats are tested on prerelease games and are not guaranteed to work.*

captain's log.



© 2000 Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc./Xilam. Stupid Invaders is a trademark of Xilam Animation. All rights reserved. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All rights reserved.



crash landing  
01. 2001



[www.stupid-invaders.com](http://www.stupid-invaders.com)



## Gear: essential hardware



### All Platforms Playstation 2 System Selector Pelican Accessories

•SM Rating: 95

System selectors provide organization and decrease wear on RCA/S-Video cables. If you own several consoles, we recommend Pelican's box.

Modeled after the PS2's design, it looks fabulous alongside the system. Name plates for multiple consoles mean you'll never forget which system goes with each button. Pelican even had the foresight to provide Xbox and Gamecube plates. With the inclusion of the high-end S-Video inputs, we liked this unit a lot.

### Dreamcast Panther Mad Catz

•SM Rating: 40

The premise of Madcatz's Panther is based upon using the control stick for movement while using the track ball to look around or strafe. However, we used the device with StarLancer (one of the games recommended on the Panther's box), and we couldn't get it to work properly.

We tried several other games, but unfortunately found that it really had no advantage over a regular old DC control pad. Since the product doesn't work as advertised we recommend a pass.

### Playstation Naki

#### Naki Dance Pad

•SM Rating: 87

The Naki Dance Pad is essentially designed for one game, Dance Dance Revolution. And using the Dance Pad with DDR is almost perfect.

While it doesn't really match the arcade experience, it's the best you can do without spending a couple of grand for a DDR machine. The Dance Pad does work well with other games, like the original Bust A Groove, but the lack of L1/R1 buttons hinders its possibilities with some titles, dance oriented or not.

### PS2

#### Interact Storm Chaser

•SM Rating: 68

As the high end of Interact's controller line, the Storm Chaser appears to have enough features to impress even the jaded gamer. Rubberized grips, a six-button fighter pad layout, and a sleek look are some of the highlights.

Every part of the Storm Chaser seems to be targeted at fans of fighting games, except for the terrible digital pad. We found it lacked precision and executing complicated super moves was hit or miss (much like the pad itself).

## Dialogue: e-mail us at [dialogue@siliconmagazine.com](mailto:dialogue@siliconmagazine.com)

Okay first of all, I am a big Dragon Ball Z fan, and I read your article reviewing Final Bout. Since you basically said it's a stinker, and that Dragonball Z Legends was superior, I took your advice and I want to know some information.

1.) About import converters, will the game itself work without the converter and does the converter change the language or do you have to have the converter just to play?

2.) How many different modes are there in Dragon Ball Legends, and what are they?

3.) I am a HUGE Trunks fan, I like his voice, he is crazy cool when he fights, I love his clothes, and his sword is...well, I can't even explain how cool that is. I would like to know what characters are there? Please say that the future Trunks is in it! Does he have his sword?

4.) Oh, and do you have any codes for it? I heard there might be a free-for-all mode in it.

Finally, I have always loved your mag, in fact, I get pissed off when my video game store doesn't have your mag in it (especially when it was supposed to have one of my e-mails in it).

Thank you for publishing info on the DBZ stuff, it seems as if America doesn't realize that Japan makes all the good video games and anime, not them.

James  
ma-pa-shep@juno.com

•SM-Thanks for your Dragon Ball Z inspired letter James! First of all, the good news is that Infogrames has announced they will be developing a whole new line of Dragon Ball Z games for U.S. release on most of the major systems. So, hold tight if you think you might have problems playing the import versions.

28 • [www.SILICONMAGAZINE.com](http://www.SILICONMAGAZINE.com)

The English ones are coming soon!

1.) Import converters are REQUIRED to play import games on U.S. Playstations or Saturns. They do NOT translate the games for you (though that would be nice!). They only allow you to play the games on your systems. If you need help finding a converter, talk to your local store that carries import games; they will be able to help you out.

2.) There are three different modes in DBZ: Legends. Story mode (Also called Z Campaign), Versus mode, and an SP mode which unlocks once you beat Story Mode.

3.) Young Trunks does appear, as does Super Saiyajin Trunks (in Saiyajin battle armor). However, SS Trunks is not a selectable character until after you beat Story or SP mode. There are a total of 35 characters to choose from in Versus mode.

4.) As far as we know, there is no Free-for-All mode. However, there are some Gameshark codes available. They are:

Infinite Life Goku:  
800192D6 0640

801FFB64 0008  
Infinite Energy Goku:

800192D8 2EE0  
8001947C 00A9

Infinite Life Vegeta:  
800183EE 0640

80013D80 0009  
Infinite Life Piccolo:

800183EE 0640  
80013D80 0009

Finally, keep reading as we have the solution to your problem.

Hey, I love your magazine. I think it's the best gaming magazine out. I was wondering if you had any info on the Dreamcast with no territorial lockouts, like if it's coming out. If it is then a guess on the average price and release date would

really be appreciated.

Nick Sweiger  
n\_sweiger@yahoo.com

•SM-It's obvious that great minds think alike as we have talked about that very idea on occasion. In the past we had heard rumors that Sega was going to release a lockout free Dreamcast. Unfortunately, the truth of the matter is that territorial lock-outs are part of the gaming universe and don't look like they'll ever go away.

There are a lot of reasons for their existence (at least when looking from corporate eyes). The two main issues behind territorial lockouts are:

1. Piracy. By making certain games play only in certain DC consoles, they make it much harder for game pirates to do their thing. This is an especially key point as DC games can be copied.

2. To keep sales where they belong. Even though Sega is the same company in Japan, Europe and the U.S., each arm tracks sales separately. While there will always be a limited number of Japanese games sold in the U.S. (U.S. games in Europe, European games in Japan, etc.) if there weren't territorial lockouts, the number of sales "lost" by Sega of America due to imports would skyrocket. After all, the Japanese iterations of MSR, Jet Grind Radio, and Sega GT are perfectly playable and if you didn't feel like waiting for the U.S. version, you wouldn't have to.

Is there a phone number or e-mail address that I could use to start up a subscription to your pub?

John Cassidy  
jccassidy@waxingmoon.com

•SM- Please look at the next column! ----->

## SUBSCRIPTIONS AVAILABLE (Finally!)

After months upon months of talking about it and literally thousands of letters asking about it, beginning with the February 2001 issue •SM will be available for subscription.

A subscription will run only \$9.49 (less than \$10!) for one year and include twelve monthly issues. Also, starting in February, the magazine will have even more pages and oodles of other goodies in addition to the great stuff that's already here. It will also be the first issue with subscription cards in each and every copy.

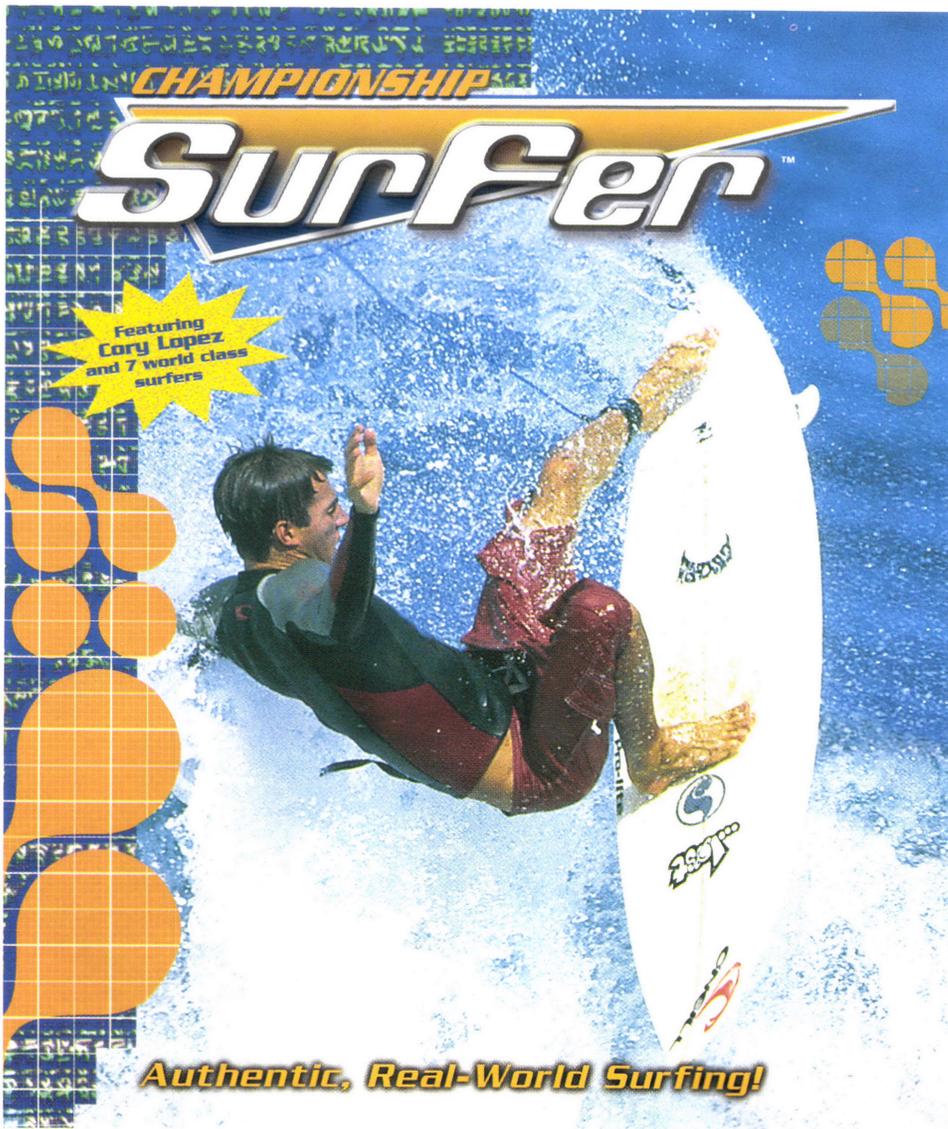
If you are not interested in waiting around and want to get your subscription first, please send us a piece of paper with all of your mailing info (this is very important!) and payment to:  
Silicon Magazine  
P.O. Box 9421  
St. Louis, MO 63117

If you have any questions at all (we'd love to hear from you!), please feel free to e-mail us at:  
[subscribe@siliconmagazine.com](mailto:subscribe@siliconmagazine.com)

With all of that said, we are very sorry for cutting in to this month's Dialogue. Goodness knows, it's our favorite section (it is a well known fact that •SM readers kick ass) of the mag to work on. Still we felt this news was pretty big and we know that everyone will be understanding.

# Win Championship Surfer

Here is your chance to win some very cool stuff in a  
• **SM** exclusive contest



• The Championship Surfer Box Cover

To Enter Fill Out The Card Below And Mail It To:

Championship Surfer Contest, 500 Redwood Blvd., 2nd Floor, Novato, CA 94947. Entries must be postmarked by February 28, 2001.

Please be sure to include all of your info!

First Name: \_\_\_\_\_ Last Name: \_\_\_\_\_

Address: \_\_\_\_\_ Apt #: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Country: \_\_\_\_\_

Home Phone: ( \_\_\_\_\_ ) \_\_\_\_\_ - \_\_\_\_\_ Email: \_\_\_\_\_  
Area Code

## Grand Prize

One Winner Will Receive:

- Magnet
- 1 copy Championship Surfer for PC
- 1 copy Championship Surfer for PSX
- 1 copy Championship Surfer for DC
- 1 Championship Surfer Sunscreen
- 1 Championship Surfer Beach Towel
- 1 Championship Surfer Beach Ball
- 1 Championship Surfer Lip Balm
- 1 Championship Surfer Water Bottle
- 1 Championship Surfer Visor
- 1 Championship Surfer Frisbee

## First Prize

Five Winners Will Receive:

- 1 copy Championship Surfer for PSX
- 1 Championship Surfer Beach Towel

## Official Rules and Restrictions

No purchase necessary. Open to residents of the US and Canada. Enter by completing the entry form and mailing it to Championship Surfer Contest, 500 Redwood Blvd., 2nd Floor, Novato, CA 94947. Entries must be postmarked by February 28, 2001. One entry per household. For official rules send a self-addressed stamped envelope to Championship Surfer Contest, 500 Redwood Blvd., 2nd Floor, Novato, CA 94947. Grand Prize winners must sign an affidavit of eligibility and a liability/publicity release which must be returned within 48 hours of verification of prize. In the event of noncompliance with this time period, an alternate winner will be selected.

Championship Surfer © 2000 Chrome Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Dreamcast and Dreamcast Logos are registered trademarks of Sega. Published and distributed by The Learning Company LLC, Inc.. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks or trade names are the properties of their respective owners.





It Takes Heart To Play.

# VIB-ROBO

What Will



# BLOOD

## Take Youths?



COMING  
IN FEBRUARY!

### Blood Donors Wanted!

Imagine, if you will, a berserk **B**-movie, **HORROR**-film producer with a twisted sense of humor who puts up a million dollars to anyone who can survive his seven, movie-theme worlds of bloody terror. Michael Reynolds is that producer. You could use a million bucks. Couldn't You?

If you are willing to make a blood and guts effort - your blood and guts - to survive the unspeakable **HORROR** that Reynolds has in store for you? A bloody mess of mutant monsters, over 1000 traps and items, abject terror fused with **B**-movie humor - how can you pass up an opportunity like this?

Finally - a **HORROR** game that should require a surgeon general's warning. You're constantly at risk of heart attack, stroke, bleeding to death. A unique sensory feedback system requires that you monitor your vital signs as you face **TERROR** after **TERROR**, brutal attack after brutal attack, shocking surprise after shocking surprise.

You won't really win a million bucks. But you'll get your money's worth - of **TERROR** - in the seven bloody worlds that await you.

**ILLBLEED.** Give blood.

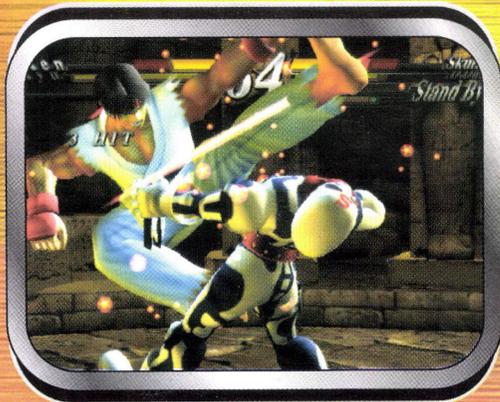


**JALECO**®



[www.jaleco.com](http://www.jaleco.com)

# STREET FIGHTER EX3



Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



PlayStation 2



**CAPCOM**  
capcom.com