IDG.net

All the **BEST GAMES** For the New Year!

Twisted Metal: Black



Onimusha: Warlords





New Section!
GAME BOY ADVANCES!
- Pokémon Puzzle League
- Alone in the Dark

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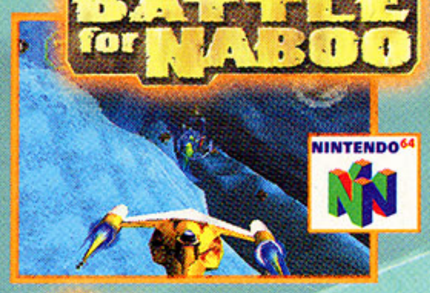
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HANDS-ON PREVIEW!

90+ GAMES INSIDE!

- Gran Turismo 3
- Breath of Fire IV
- NFL GameDay 2001
- Driver 2 • Grandia II

STAR WARS EPISODE I BATTLE for NABOO



Shenmue



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- Battle Realms
- MechWarrior 4: Vengeance

EXPERT STRATEGIES!



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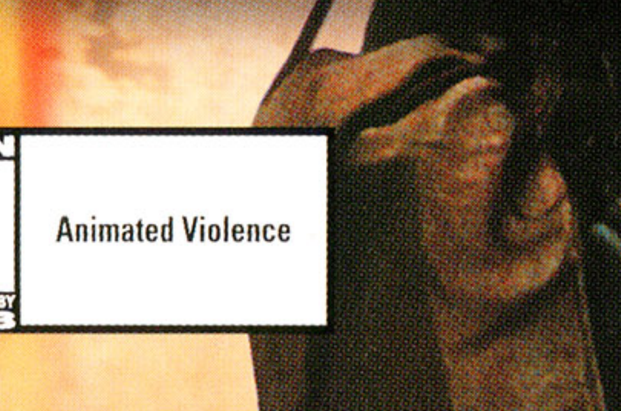


An IDG Communications Publication
PlayStation 2 • PlayStation • Nintendo 64 • Dreamcast • Game Boy • GameCube • PC • Online • Arcade

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Dreamcast.

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Tues. 5:15. Package being delivered.

EVERYONE

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Anytime is a good time for fireworks.

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.



At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. That's how they get you. It starts



by capturing and detonating flare after flare, which triggers chains of fireworks explosions as well as tons of points. Then you advance from one difficult city-scape to the next more difficult one.



And on to even more difficult bonus rounds. But you can handle it, right?

FANTAVISION



Maybe we shouldn't mention FantaVision's two-player mode. Or the real-time lighting effects. Or the fact that once you feel like you've mastered massive combinations, another layer of this intense action puzzle game pulls you in deeper. So be careful. Because before you know it, you'll be looking for any excuse to detonate fireworks.

PlayStation®2

www.scea.com



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Sir Ferdinand I



Sir Pedro II



Sir Charles V

Guess which emperor needs your help?

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EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

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Sir Maximilian I

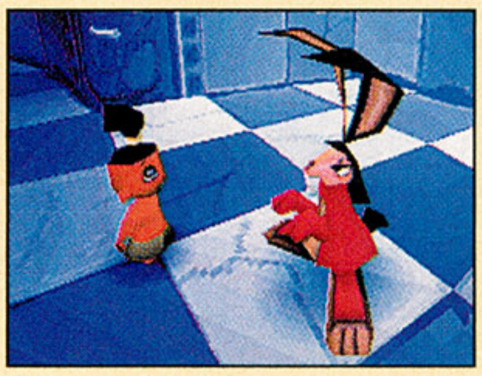


Sir Kuzco (duh...it's me.)



Sir Rudolf II









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



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"...this will indeed be the first epic RPG on Dreamcast."

www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."

GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."

GamerWeb.com

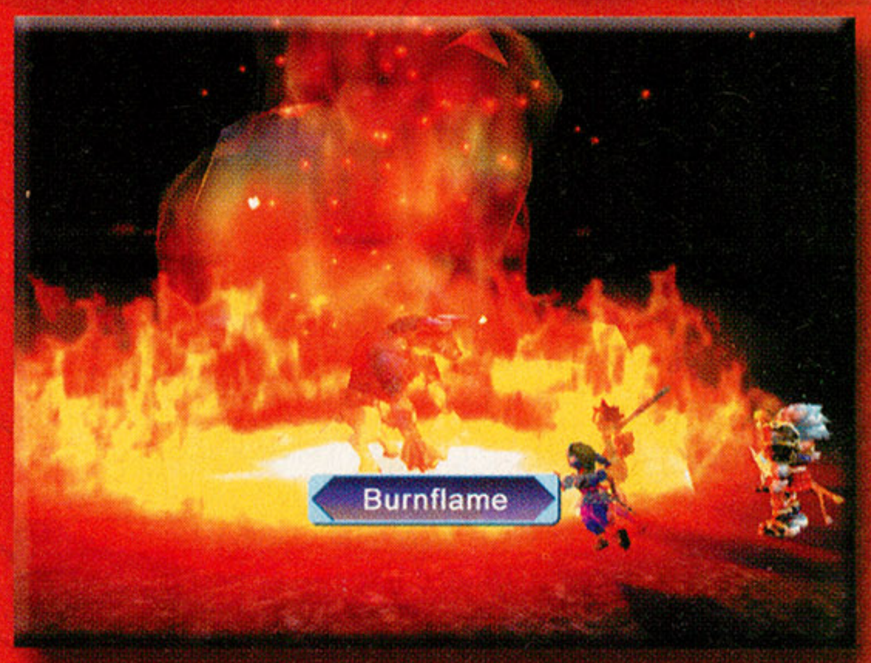
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Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

ESRB Rating System

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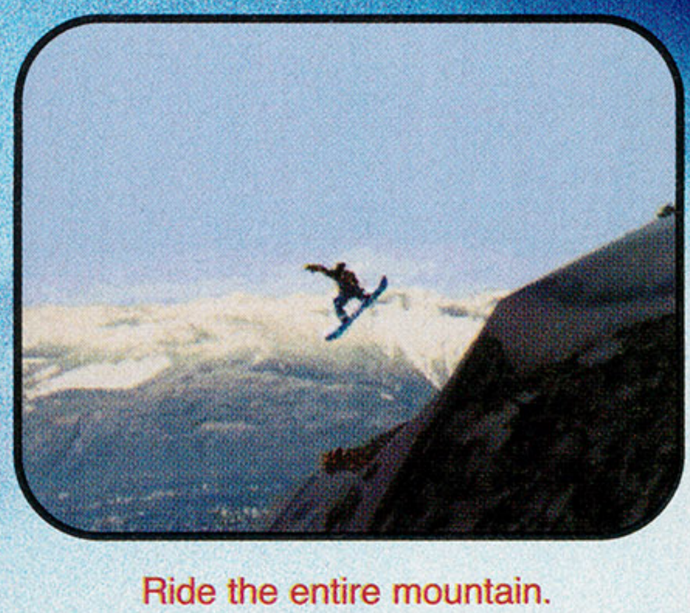
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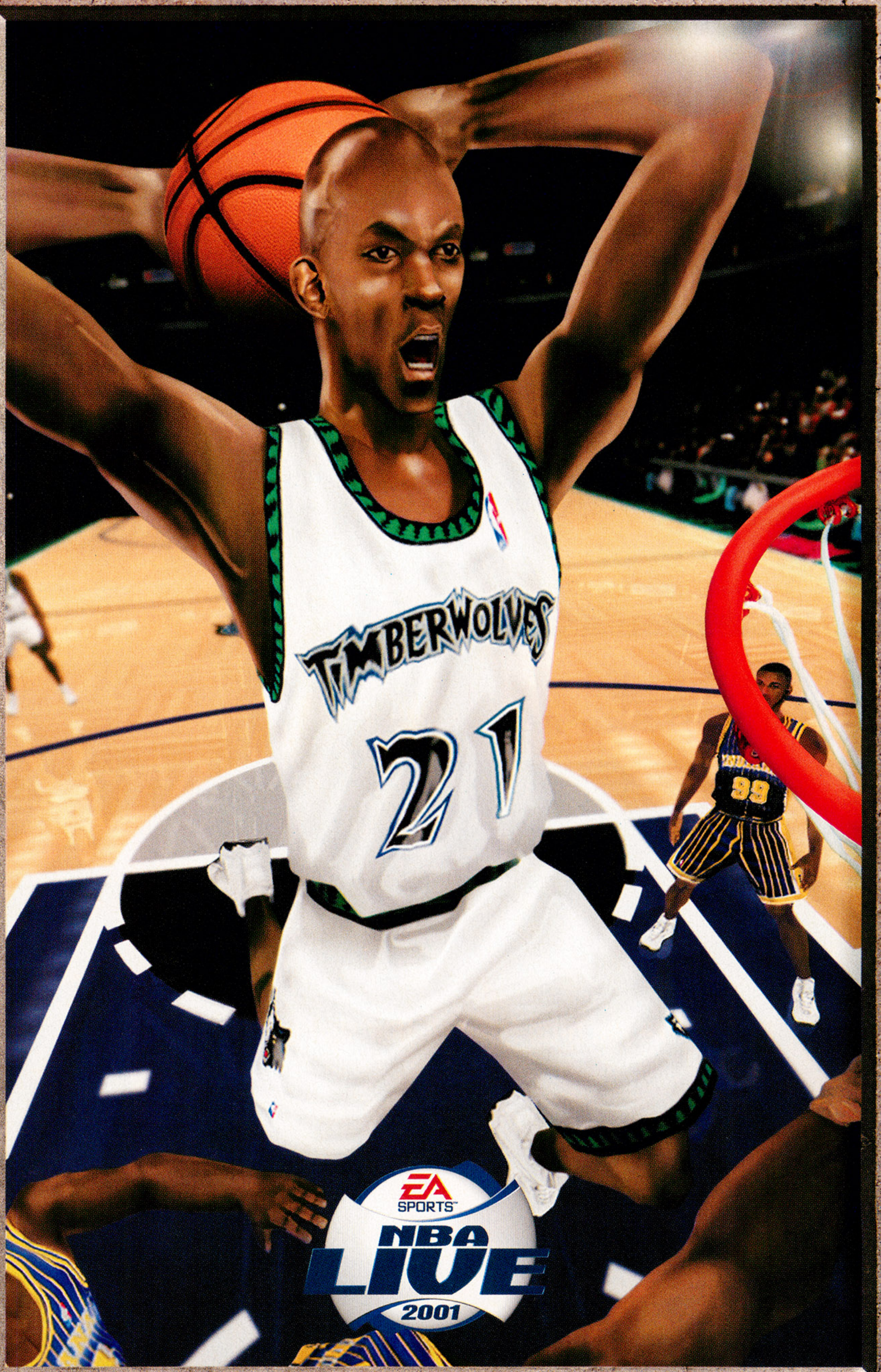
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One of the most intense PC science fiction adventures ever is coming to the Dreamcast and the PlayStation 2! Aliens are busting out all over in this exclusive coverage.

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The *GamePro* editorial staff places its stamp of approval on its favorite games of the year 2000. Don't close out the "old" millennium until you've played them.

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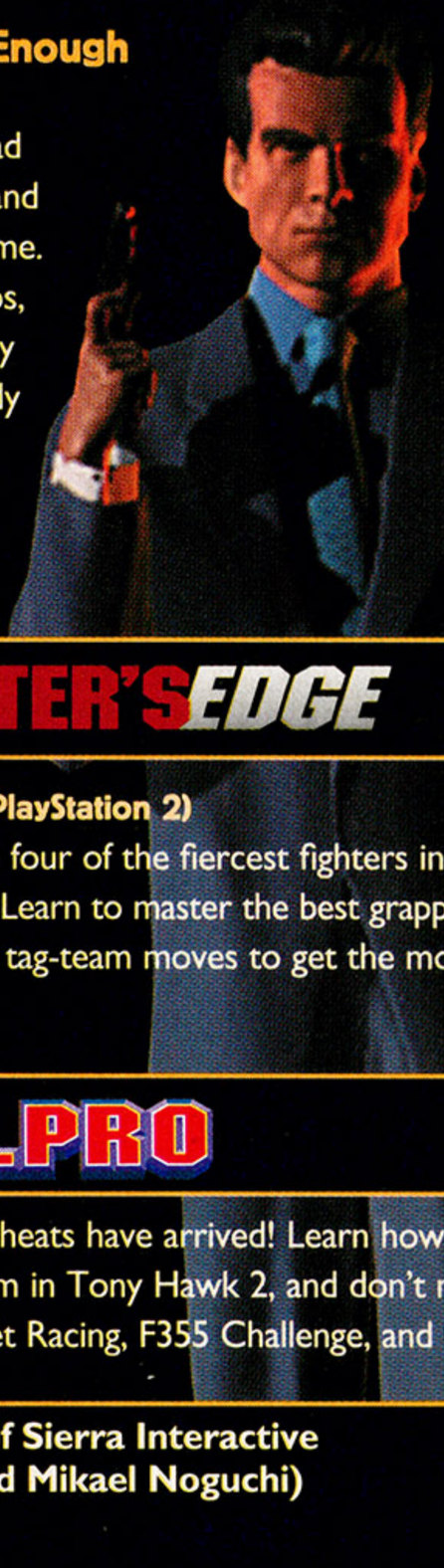


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134 **The World Is Not Enough (Nintendo 64)**

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144 **DOA2: Hardcore (PlayStation 2)**

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S.W.A.T. PRO

150 The first PlayStation 2 cheats have arrived! Learn how to skate as the development team in Tony Hawk 2, and don't miss codes for Midnight Club: Street Racing, F355 Challenge, and lots more!

Cover art courtesy of Sierra Interactive (Joachim Barrum and Mikael Noguchi)

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"Score: 9 out of 10 -
For a truly realistic martial arts game, this one's a knockout."
- ODM

Dream Game Award
Official Sega Dreamcast Magazine

"5 out of 5 stars - Revolutionary!
- Next Generation

DC UFC Ranked #1 Title at Launch*
- NPD TRST Weekly Data

"Crave scores a knock-out: 'Direct Hit' Rating
Easily the most realistic, and definitely one of the most fun fighting games to ever come along."
- DailyRadar.com

"UFC is a great game that could easily stand on it's own merits without this fantastic license."
- Game Fan

"UFC is poised to set the next standard in the fighting genre."
- GamePro



"90 out of 100: The best American-published fighting game in years." *- GameFan*



"The ebb and flow of ground grappling makes for something like a brutal chess match..." *- DailyRadar.com*



"We might be looking at Fighting Game of the Year here." *- GameIndustry.com*

Dreamcast screen-shots shown

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Animated Blood
Animated Violence

Dreamcast.

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*Based on August 27 - September 3, 2000 NPD TRST Video Game Weekly Service

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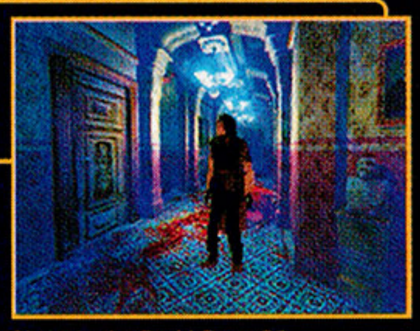
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56 In recognition of the only portable that matters, we're inaugurating a monthly Game Boy section. So take a look at Pokémon Puzzle League, Alone in the Dark, Dragon's Lair, and more.


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110 The big daddy of all GameDays has arrived—NFL GameDay 2001 for the PS2! For hoopsters, we've got NBA 2K1 (Dreamcast) and NCAA March Madness 2001 (PlayStation); and we have lots more!


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120 Breath of Fire IV (PlayStation), Skies of Arcadia (Dreamcast), Grandia II (Dreamcast), Evergrace (PlayStation 2)—and the second part of our Final Fantasy IX (PlayStation) ProStrategy. 'Nuff said.



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This Month

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- Stunt GP (PS2)
- Deer Avenger (Dreamcast)
- Worms World Party (Dreamcast)
- Conker's Bad Fur Day (N64)
- Evil Dead: Hail to the King (Dreamcast)



Entertainment

Check our entertainment channel for the word on comics, anime, toys, DVDs, and new release movies. Be sure to check out New Comics Day every Friday.

This Month

- In Theaters—*Dracula 2000*
- Anime—*Princess Mononoke*
- In Theaters—*The Emperor's New Groove*
- DVD—*Godzilla 2000*
- In Theaters—*Cast Away*

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PL-606





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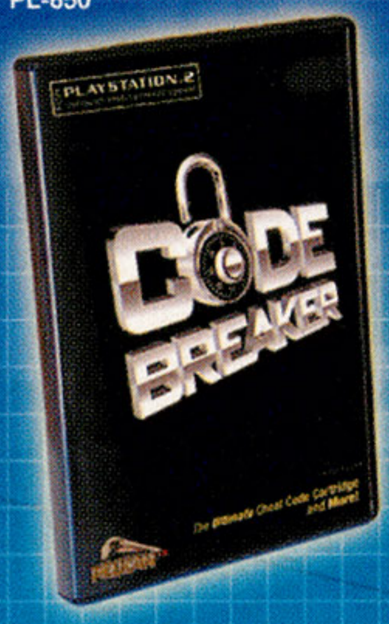
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PL-650



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PL-392



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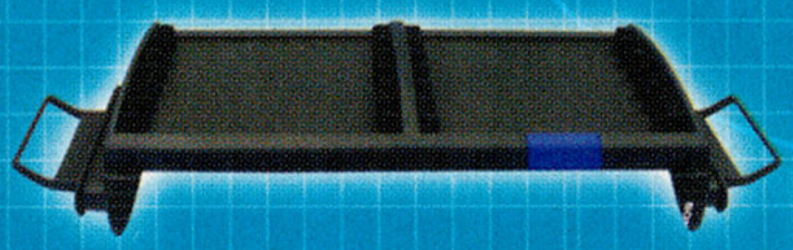
PL-625



SYSTEM SELECTOR

- Cool designer look
- 4 S-Video/AV Inputs
- Interchangeable name plates for identifying each system

PL-637



DVD/CONTROLLER STORAGE

- Cool design
- Holds up to 14 DVD cases and two PS2 controllers

PL-609

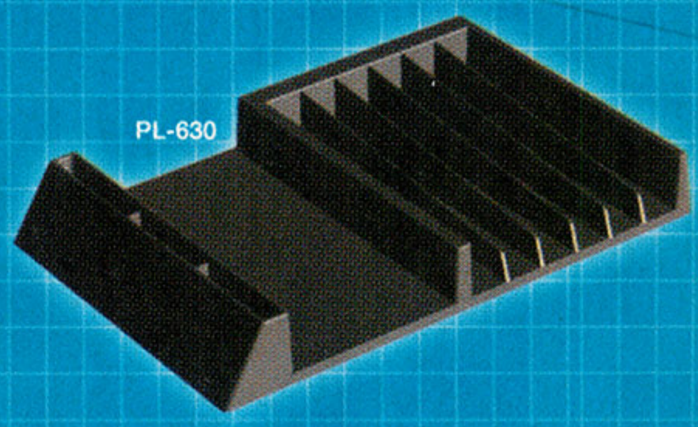


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MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore
Suggestive Themes



PlayStation

KRONOS DIGITAL ENTERTAINMENT INC.

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fear effect 2
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DRIVER A

-Greets colleagues with a firm
self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

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:: :: SAN FRANCISCO :: ::

:: :: LONDON :: ::

:: :: TOKYO :: ::

B

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

sega.com/msr

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EVERYONE
E
CONTENT RATED BY ESRB

BIZARRE CREATIONS

Head2Head

Editor's Letter

GamePro.com

You GamePros are an opinionated crew (just take a look at the letters section this month), but if there's one thing you all agree on, it's that you want *more* information about your favorite games for your favorite game systems—and you want it *now*!

GamePro is ready to placate all of you power-mad gonzo gamers. We are pleased to direct your attention online to our fresh, redesigned Web site: gamepro.com! There, you can find info that's the perfect complement to *GamePro* magazine: additional, in-depth ProStrategies; extra S.W.A.T.Pro cheats and codes; added ProReviews and sneak previews; up-to-the-minute ProNews; and more.

For instance, right now you can score additional cool stuff about great games featured in this issue of *GamePro* magazine: For example, online, you'll find more info about Half-Life, the groundbreaking PC sci-fi thriller coming to the PlayStation 2 and Dreamcast (and the subject of our exclusive cover feature); plus, you'll read game-breaking strategies for Final Fantasy IX (PlayStation) and tips for air warriors trying to dominate Crimson Skies (PC); also, you'll get cutting-edge online insight into the upcoming survival/horror monster, Onimusha: Warlords, and the road-racing champion-in-waiting, Gran Turismo 3—both for the PlayStation 2.

Hey, but that's just the tip o' the iceberg. If you're reading this, you're already one of the gang, so hook up at the gamepro.com community area. You can post your own ProReviews there or drop into the Forum to share your take on the message board. And, if you're really…er, adventurous, you can seek out game info in gamepro.com Chat. You might even find yourself chatting with one of the *GamePro* editors.

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The GamePros
San Francisco, CA
letters@gamepro.com



…And Your Mother Dresses You Funny

I think it's totally insane that readers complain about you guys giving them smartass answers. If my letter was printed in the #1 video game magazine in the country, I wouldn't care what kind of an answer you gave me.

▶ **Mike Shaeffer–Apollo, PA**

Oh, Mike—you give us too many smartass options. Still, most folks took the "It's Nice To Be Nice To the Nice" experiment back in October 2000's Head2Head for what it was: a joke. Or perhaps it was a warning of humorless times to come if some of you don't lighten up. Don't you see? We pick on you because we love you. Except for you, Mike (doofus).

Year of the Dragon Ball

When Dragon Ball Z first came out on the Cartoon Network, I was glad it was showing in the U.S.–and I was even happier when I found out DBZ had a PlayStation game, Dragon Ball GT: Final Bout. I looked for a long time before finding it at Blockbuster, but when I finally got it, I loved it. Sadly, I can't rent it anymore because my Blockbuster no longer offers the game for rent! Will there be another DBZ game for the PlayStation?

▶ **Anthony Page–Myrtle Beach, SC**



We receive many letters just like yours, Anthony, only sometimes "PlayStation" is replaced with either "N64," "Dreamcast," "PS2," "GameCube"…you get the picture. Bottom line, DBZ is hot, and we sadly report that no game companies are taking advantage of this popularity—no new games have been announced featuring the Dragon Ball crew. Bandai published the fighting game you tracked down, Dragon Ball GT, but the license has expired since, and a company spokesperson says any future DBZ games won't come from Bandai. Sounds like you liked Dragon Ball GT more than we did, though—we gave it a 3.5 for Graphics and a 3.0 for everything else (see December '97, page 160).

Safety First, Skating Second

In both Tony Hawk games nobody is wearing any protective gear. No helmets, kneepads, or even elbow pads. In your October 2000 feature [page 52], Tony Hawk and Steve Caballero made gear recommendations for real-life skaters. If that is so-called "valuable advice," then why aren't they wearing gear in the game? Isn't that a bad example for kids?

▶ **Steven Vega–Brooklyn, NY**

Fiction vs. reality, friend. In real life, you should take Tony and Steve's advice before you jump on a board. In the game, you don't have to—but you certainly can if you like. Skaters in Tony Hawk's Pro Skater 2 come with multiple outfits; some of the outfits show the skaters wearing street clothes, and some feature them in full protective gear. When you create a skater, you can build an outfit with or without pads. Dan Elektro chose not to put a helmet on his virtual doppelgänger so he could show off his pretty blue hair in the screenshots. But, as always, a big gap exists between what you can do in a game and what you should do in real life.

Who Wants To Be A Nothingaire?

Are there any rare *GamePro* issues that are worth a lot of money? I plan to sell all the issues that have accumulated in my home, but I need to know how much they're worth. My subscription began in April 1994.

▶ **Matt Gabczynski–Via Internet**



Estimated retail value of GamePro #1: One meellleeeoonnn dollars

Tough luck, dude—March 1994 was the last issue to fetch over six figures at a Sotheby's auction. April '94 to the present are considered "common" issues, since that was when we stopped printing with the editors' own blood in the ink and 24-karat gold borders around every screen shot. You have none of those early issues, so you might be able to trade your old mags to the guy at the recycling depot for a thank you and a smile. Of course, you can consider our sincere gratitude for your loyalty priceless.

Know Your Role (-Playing Games)

My friend and I are having a big argument over what makes an RPG. I say all it takes is to assume the role of a person on a quest. He believes that you must have a turn-based battle sequence. I showed him your Role-Player's Realm reviews of games such as The Legend of Zelda: Majora's Mask [see December 2000, page 180] and Parasite Eve II [September 2000, page 126], which are not turn-based, but I still can't get him to believe me. As masters of video game knowledge, could you clear this up for us?

▶ **Ryan Van Domelen–Eagan, MN**

This is a more controversial question than you might think. The inclusion of Zelda and PE in the role-playing section was, in fact, the topic of much debate here at *GamePro* because they're slightly different from "traditional" RPGs like Final Fantasy IX or the Legend of Dragoon. Our definition of an RPG is a character on

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The heart of a hero.



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an epic quest who builds skills and improves as the game goes on—leveling up, learning new spells or techniques, etc. Many RPGs feature turn-based combat and a fantasy theme—but just because most of them do doesn't mean all of them must.

Since games like Parasite Eve and Zelda offer creative spins on familiar role-playing themes, we ultimately categorize each game on an individual basis. We also listen to the game publishers, who will often state outright that a game is or is not intended as an RPG, as in the case of Parasite Eve II. But with hybrid games like Diablo (skill-building with action gameplay) and the PC hit Deus Ex (character improvement in a first-person shooter context) making things even more confusing, it gets harder to pin down a definition. Ours is subject to review with every new game that comes out.

AND FOUR TO GO

I think there should be a law against game sequels going higher than four. What do you think?

▶ **Ryan Stevens–Richmond, VA**

We think you just made millions of Final Fantasy fanatics very, very angry.

METAL GEAR STOLEN?

I was watching my friend play Resident Evil Code: Veronica and noticed four rip-offs at the beginning, two of which are from Metal Gear Solid. The one guy Claire keeps running into says, "You'll only slow me down." Snake also says that to Otocon. And, when the sniper guy runs the laser up the side of Claire, it looks an awful lot like Sniper Wolf running the laser up the side of Meryl. The third copy occurs when the sniper guy asks Claire, "Who do you work for?" That sounds like Austin Powers in *Austin Powers 2*. The fourth is somebody talking to Claire about a "bullet and butterfly wings," which is a verse in a Smashing Pumpkins song.

▶ **Billy Mount–Richwood, OH**

Funny, your letter reads like a rip-off of a note we got back in 1993, only it was about common elements between Mortal Kombat and Vanilla Ice songs. Come on—you're talking about common phrases and clichés that you can find anywhere, from TV shows to movies to everyday conversations between garden-variety secret agents (or, apparently, whiny rock stars). Coincidence, not conspiracy.

IF WE DON'T LOOK GOOD, WE DON'T LOOK GOOD

I've always wondered how you get your screenshots for the reviews in the magazine. Do you use whatever the company sends you and then write ProTips to match them?

▶ **Brian Carnegie–Normal, IL**

Nope—all ProReview screenshots are lovingly handcrafted by trained *GamePro* professionals. You know those cool hi-res S-video cables you can buy for your game console? We plug one of those into a high-quality (read: expensive) video-capture card in a Macintosh G3, record a movie of the needed gameplay, then pull just the right frame to illustrate the ProTip. Of course, that's only half the procedure—getting those screens to look so good on the printed page is an entirely different matter. And a secret. And our secret. And we're not telling anyone.

SOME WORDS ARE BAD, MMMKAY?

You shold [sic] not put bad words in your Issues [sic] because: Kids mate [sic] say that ward [sic]. So you shold [sic] stop putting bad word [sic] in it!

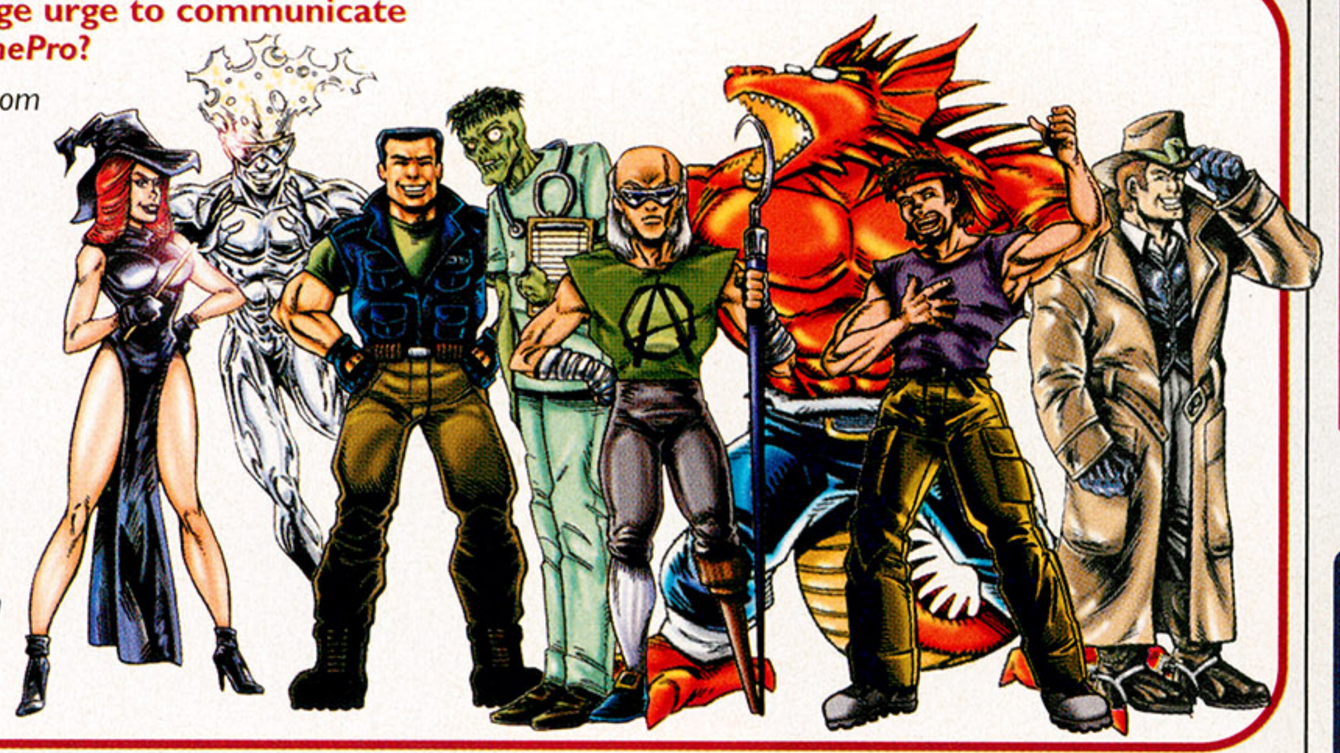
▶ **Brett Pearce–Dayton, TN**

GamePro doesn't use any words you can't hear on TV, and sometimes we don't even use those. As far as we're concerned, Brett, the only bad word is a misspelled one.

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

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brobuzz@gamepro.com
uncle_dust@gamepro.com
major_mike@gamepro.com
airhendrix@gamepro.com
danelektro@gamepro.com
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For more letters, go to gamepro.com!



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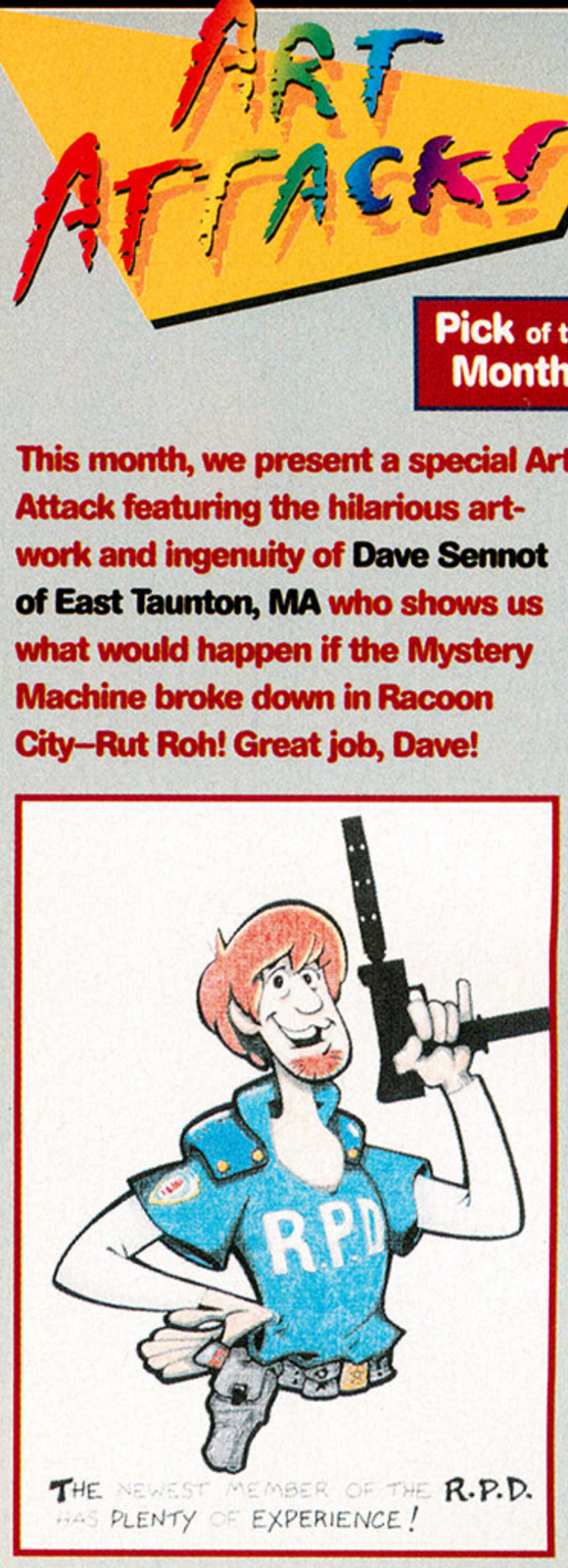
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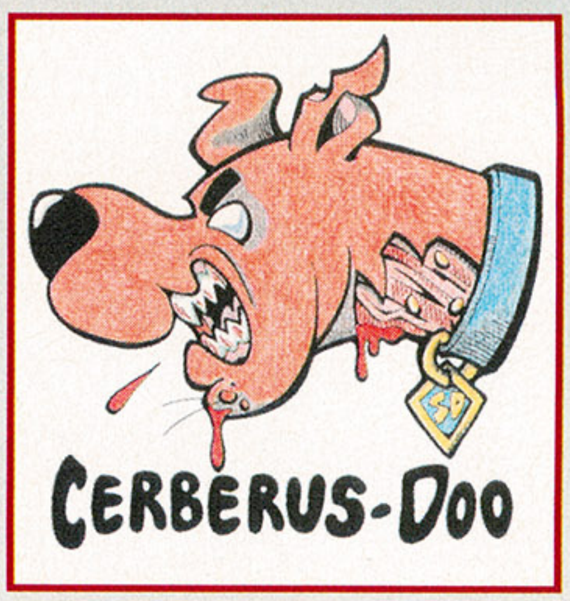
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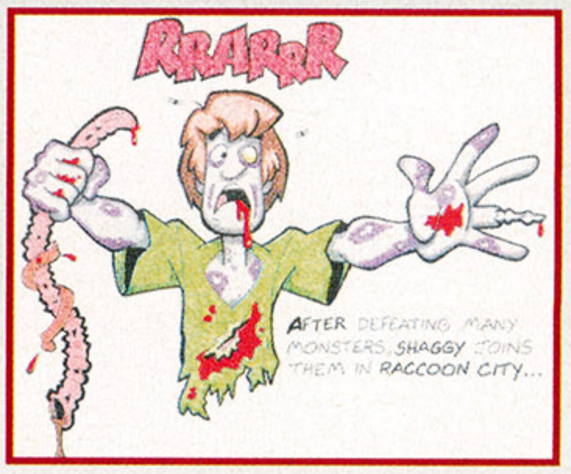
ART ATTACK!

Pick of the Month!

This month, we present a special Art Attack featuring the hilarious artwork and ingenuity of Dave Sennot of East Taunton, MA who shows us what would happen if the Mystery Machine broke down in Racoon City–Rut Roh! Great job, Dave!







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$ BUYERS BEWARE

By The Watch Dog



As we enter the new millennium—for real, this time—the Watch Dog is realizing how little things have changed: Shoppers are still scrambling for the latest holiday craze—which, this year, is the PlayStation 2.

Q I put down a $10 deposit for a PlayStation 2 at Kay-Bee Toy and Hobby. But with Sony shipping only half the PS2s originally promised by launch day, am I still guaranteed to get mine?

Nicolas—Via Internet

A The Watch Dog answers: At some point, you'll get your PS2, if you haven't already. When you do depends on how high you are on the store's waiting list and on when the store receives enough PS2s to fill your order.

Even if a store guaranteed your PS2 by launch day (October 26), or by some other date (and chances are they didn't, unless you prepaid the full price), the store can't fulfill its guarantee until it gets enough PS2s from Sony. And Sony has said it advised stores not to take preorders.

The electronics giant expects to ship 500,000 PS2s by launch day, then 100,000 units a week after that, totaling 1.3 million by the end of 2000. So if you didn't get yours at launch, you might have it by now. If not, call the store and ask where you are on the waiting list and when it expects to fill your order. Don't wait for the store to call you.

And if your PS2 is waiting for you, claim it immediately or it may go to the next lucky gamer on the list. You might ask if the store can sell you a PS2 sooner if you prepay the full price, but make sure you can get your money back if they don't deliver when they promise.

If the store guaranteed you a PlayStation 2 by a certain date, demand that it make good on its guarantee even if it means you move up the waiting list past others who haven't made such a fuss—the squeaky wheel gets the grease.

If you have something in writing that promises you'll receive a PS2 by a certain date, tell this to the store and offer to produce the document; this may have more sway than your belief that you were promised a PS2.

Don't forget that some stores, including Target and Amazon.com, didn't take preorders, so they may have some PS2s available as later shipments come in. But don't think you're the only clever person who has thought of this; call stores and ask when they expect to have PS2s in stock and exactly when they'll go on sale (some stores may even open early on those days). Once you know, plan on arriving early and waiting in a long line. Many stores may not be able to predict how many PS2s they'll obtain or when, so keep checking. Bottom line: Don't wait for your PS2 to fall in your lap; go out and get it.

Prior to launch day, here are examples of what some stores said about PS2 preorders:

- An employee of a Kay-Bee store in Northern California said everyone who put down a $10 deposit is guaranteed to eventually receive a PS2, but not by any particular date. When the store gets them in stock, employees will start from the top of the waiting list and call people whose orders can be filled. Those people will be given 24 hours to claim their PS2, then will be dropped to the bottom of the list.
- The EBWorld.com Web site read, "We believe we will be able to fill most of the PS2 orders that we received prior to July 9th. Orders that we are unable to fill with our initial allocation will have priority as we obtain more PS2 shipments. We will receive shipments weekly after the initial launch and we still believe that we will be able to fill most PS2 orders received before July 24th by mid-December. As for orders placed after July 24th, EBWorld.com will continue to receive additional PS2 consoles throughout the holiday season and beyond, but we don't even want to speculate as to when all orders will be filled."
- The GameStop.com Web site read, "Due to the overwhelming demand for the PlayStation 2 console, we cannot project when we will be able to ship any orders placed."



The Watch Dog was in line at Sony's Metreon center in San Francisco on launch day.

Submissions

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

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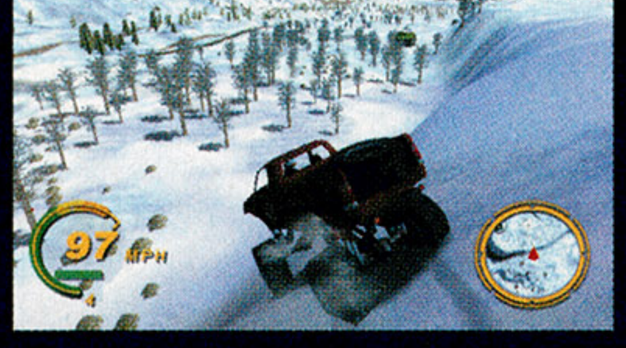
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"Must Buy Playstation 2 Launch Games list" - Nov 2000 EGM

"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

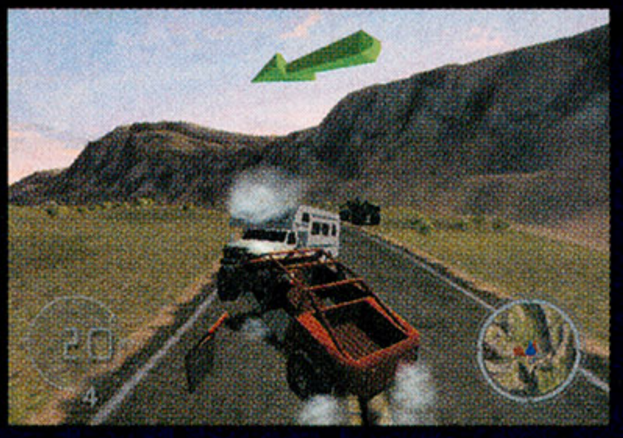
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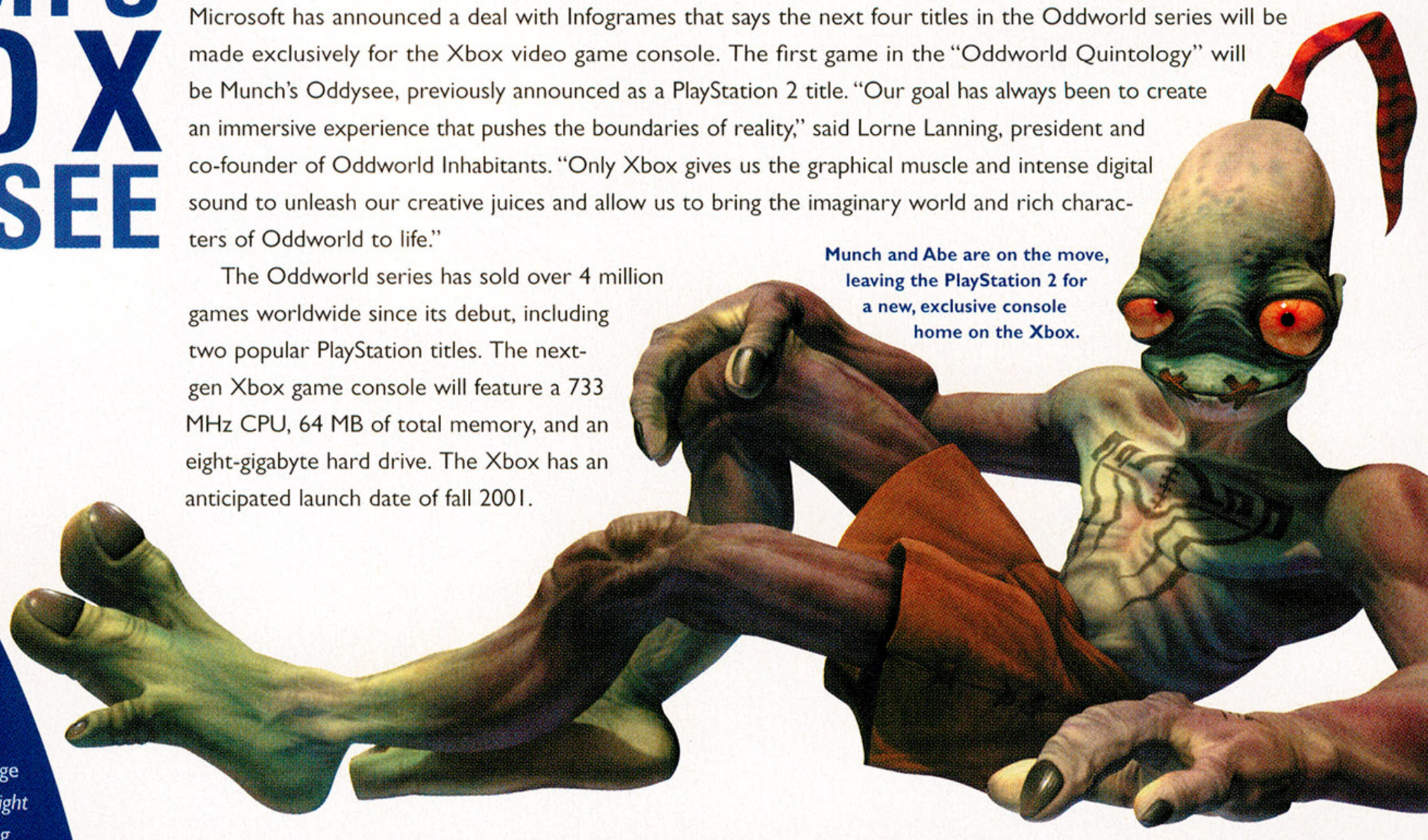


MUNCH'S XBOX ODDYSEE

Oddworld series shifts from Sony to Microsoft; Munch's Oddysee now Xbox-only

Microsoft has announced a deal with Infogrames that says the next four titles in the Oddworld series will be made exclusively for the Xbox video game console. The first game in the "Oddworld Quintology" will be Munch's Oddysee, previously announced as a PlayStation 2 title. "Our goal has always been to create an immersive experience that pushes the boundaries of reality," said Lorne Lanning, president and co-founder of Oddworld Inhabitants. "Only Xbox gives us the graphical muscle and intense digital sound to unleash our creative juices and allow us to bring the imaginary world and rich characters of Oddworld to life."

The Oddworld series has sold over 4 million games worldwide since its debut, including two popular PlayStation titles. The next-gen Xbox game console will feature a 733 MHz CPU, 64 MB of total memory, and an eight-gigabyte hard drive. The Xbox has an anticipated launch date of fall 2001.

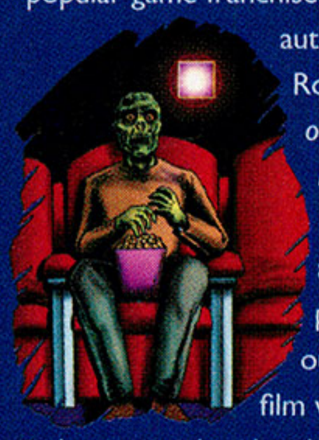


Munch and Abe are on the move, leaving the PlayStation 2 for a new, exclusive console home on the Xbox.

NEWS BITS

RE Movie Back On Track

Paul Anderson, director of the first Mortal Kombat flick, has agreed to write and direct *Resident Evil* based on Capcom's popular game franchise. Zombie auteur George Romero (*Night of the Living Dead*) had intended to write and direct the project, but opted out. The $40 million film will begin shooting in January and is slated for a Halloween 2001 release.



Indiana's Violent Games—On or Off?

The city of Indianapolis was ordered to hold off on enforcing an ordinance that prohibits children under 18 from playing violent or sexually explicit coin-operated video games without parental consent. Under the law, coin-ops featuring graphic violence or sexual content would have to be clearly labeled and at least 10 feet from other games. The ordinance, which was to go into effect September 1, 2000, is now awaiting a new court date.

The Return of AIBO

Sony will begin selling the latest breed of its robot dog AIBO by the end of 2000. AIBO 2nd Generation will feature new touch sensors, a built-in digital camera, memory sticks that contain different personalities, and a PC interface. The new AIBO will also be able to learn to recognize voice commands and sounds, and will respond with its collection of six new red and green LEDs. The price? A mere $1500.



THQ'S NEW LEGENDS ON XBOX

More developers are peeling away the layers of secrecy from their upcoming Xbox games. THQ is the latest to make a public announcement, this time for its action/adventure game, New Legends. Developed by Infinite Machine, the game takes place in a future China divided into old-time feudal lands, with some old-time demons and gods roaming around, too. Inevitably, the heroic Soo Kingdom squares off against an evil Dynasty-in-progress led by Xao Gon.

Using the Unreal Tournament engine, New Legends promises a unique melding of China's ancient history with future technology. Players will wield multiple weapons at once and acquire the Forbidden Blades of Heaven as they progress. The game is slated for release in the fall of 2001 to accompany the Xbox launch.



SIX XBOX CONSOLES ALREADY SOLD

Insane prices for PlayStation 2 consoles on eBay? Old news. You could have bought an Xbox online instead.

In October, Microsoft donated six Xbox units to a Nite to Unite charity auction held on Amazon.com. The machines won't be delivered until the fall, but six charitable game fans scarfed up the first half-dozen machines—well, gift certificates signed by Bill Gates, redeemable for the first Xboxes off the production line—with winning bids ranging from $810 to $2550. The four-figure bid was for a console plus the custom-made Xbox leather jacket Bill Gates wore at the 2000 Game Developer's Conference, autographed by the man himself.

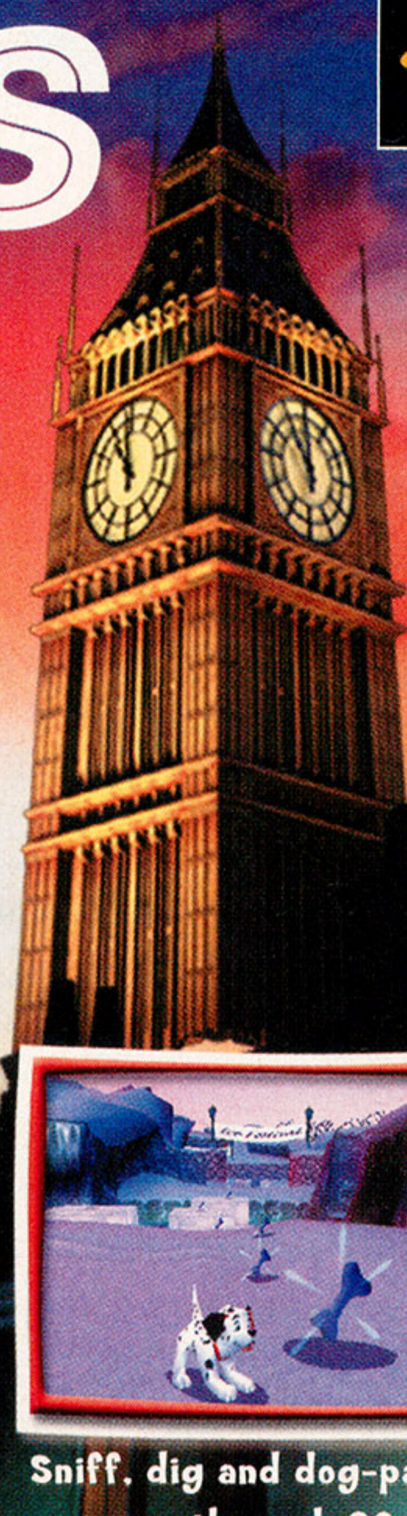
The Nite to Unite charity, sponsored by the Interactive Digital Software Association, primarily benefits the Boys & Girls Clubs of America. In total, the Xbox auctions raised nearly $7000 for the organization.



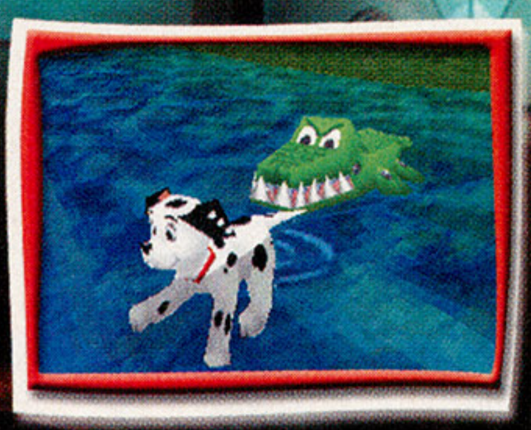
$2550 for a leather jacket and an Xbox gift certificate, both signed by Bill Gates? You bet—and it's all for charity.

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GAMEPRO LABS

InterAct Shark MX

Rating: 4.0

Want the game boy in your life to get organized? The Shark MX cartridge turns the Game Boy Color into a personal digital assistant with a calculator, address book, and calendar. Plug a phone line into the unit, and you can send or receive e-mail on InterAct's GameSharker.com servers. It initially comes with 30 minutes of airtime for these up/downloads, and you can purchase additional hours at $6 each. The only annoyance is "typing" with the directional pad and A button. Overall, the Shark MX is an affordable, all-in-one device for PDA beginners. —*Lamchop*



GBC

Price: $39.99. Contact: InterAct Accessories, 410/785-5661, www.interact-acc.com

Best-Selling Video Game Titles: September 2000

TITLE	PLATFORM	PUBLISHER
1 Madden NFL 2001	PlayStation	EA Sports
2 NFL 2K1	Dreamcast	Sega
3 Tony Hawk's Pro Skater 2	PlayStation	Activision
4 Tony Hawk's Pro Skater	PlayStation	Activision
5 Gran Turismo 2	PlayStation	Sony
6 Mario Tennis	Nintendo 64	Nintendo
7 Spider-Man	PlayStation	Activision
8 JamPack Summer 2K	PlayStation	Sony
9 Star Wars Episode I: Racer	Nintendo 64	LucasArts
10 Spec Ops	PlayStation	Take 2

Source: NPD TRSTS Video Games Tracking Service

PLAYSTATION 2 LAUNCHES IN U.S.

Thousands of people lined up on October 26, hoping to get one of the scant PlayStation 2 consoles (Sony says it shipped 500,000) that sat in closely guarded store stockrooms. Lines formed more than 24 hours before the machines went on sale; Paul Krivola, the first person at Sony's PlayStation store at the Metreon in San Francisco, showed up a full 28 hours early. Most retail outlets maintained relatively orderly lines of patient fans, but with most stores getting only about 20 consoles (it's estimated the Sony store received between 300–500 units, but the store staff wouldn't say), not all fans went home happy the first day. Sony has said it will ship 100,000 units each week until the end of the year, with another 1.7 million consoles expected on store shelves by March.



Sony efficiently managed a crowd of some 500 rabid PS2 fans outside the official PlayStation store at the Metreon in San Francisco.

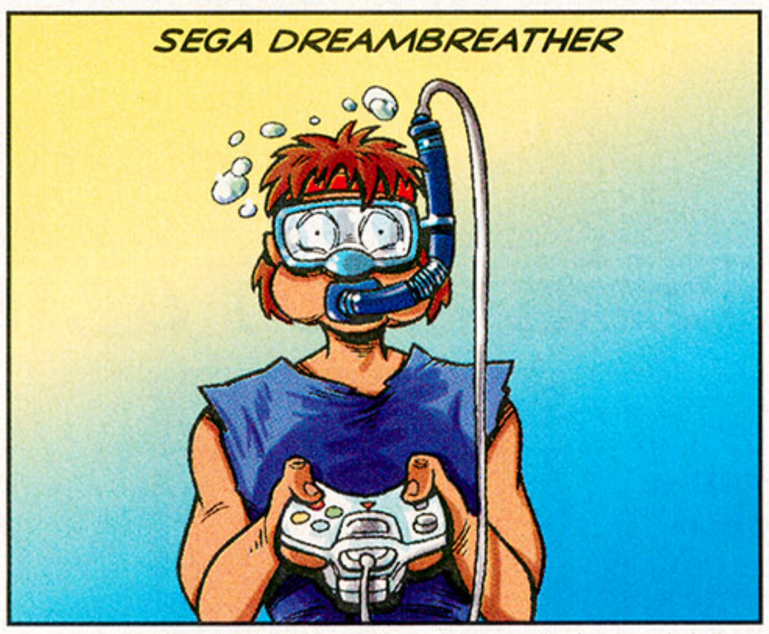
STATIC

isted Metal: Black... Twisted Metal: Black... Jeers to Kay-Bee Toy Stores, who actually had the gall to charge $329 for the PS2—and that's if you preordered. So, for anybody who planned ahead by, say, seven months and wasn't told the final price at the time they placed their deposit, they got screwed—either pay the $30 extra or let someone else move up who was willing to get raked across the coals. And why did Kay-Bee do this? Because they could. Remember with your wallets, folks. • To play Samba de Amigo in all its party-style glory with friends, you need two sets of maraca controllers ($79.99 per set) and a copy of the game ($39.99) for a total of nearly $200. That's more than a Dreamcast. Meanwhile, one pair of real maracas? $10. • Who are you people that are paying $1200 for PS2s on eBay? And do you have any more money? • We've been catching some heat in e-mail for not covering more N64 games. Trouble is, there are no more N64 games to cover. New releases are few and far between, and only Nintendo has any major software in the works. Don't take it as a bias against the machine—just realize that there's a reason we don't cover Saturn, Jaguar, and TurboGrafx-16 any more either. • Dan Elektro was a little sad he gave SSX such high scores—when he went to buy a copy, it was sold out, and the clerk said, "It's been in demand because it's gotten really good reviews." Doh! • Next PS2 shipment... next PS2 shipment... next PS2 ship-

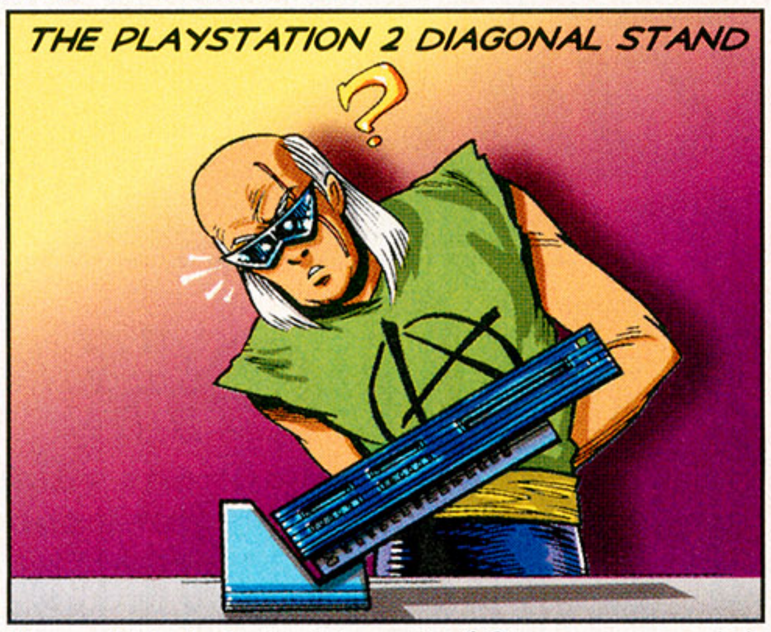
HIDDEN CHARACTERS

"SCROOGED"

GamePro's predictions for this year's least popular holiday gifts:



For use with Ecco the Dolphin on the Dreamcast. The snorkel plugs into the VMU slot—if Ecco doesn't breathe, you don't breathe!



Why go with boring horizontal or vertical? Give your games a whole new tilt by balancing your PS2 at a precarious 45-degree angle!

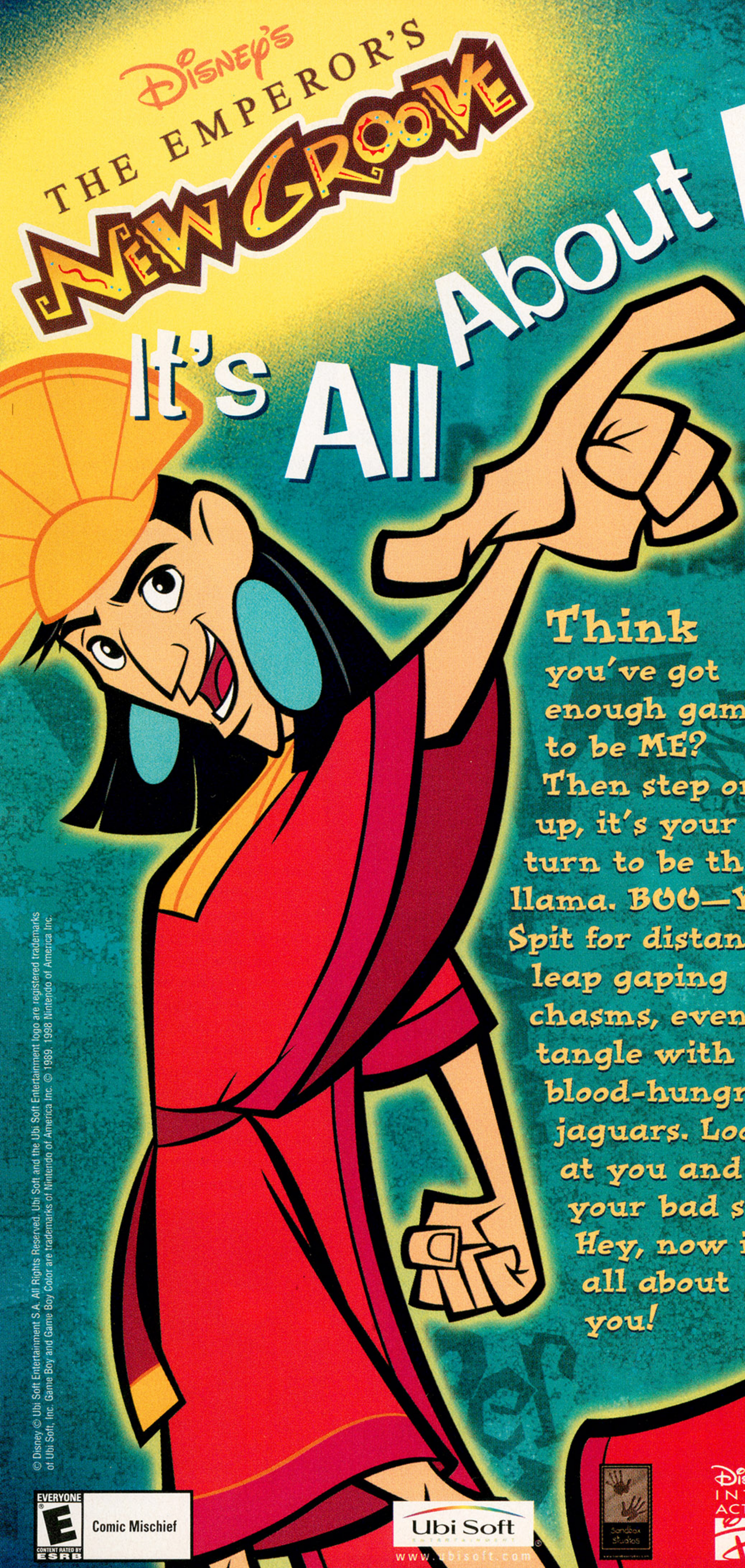


Has dress-up time ever been more fun? No!

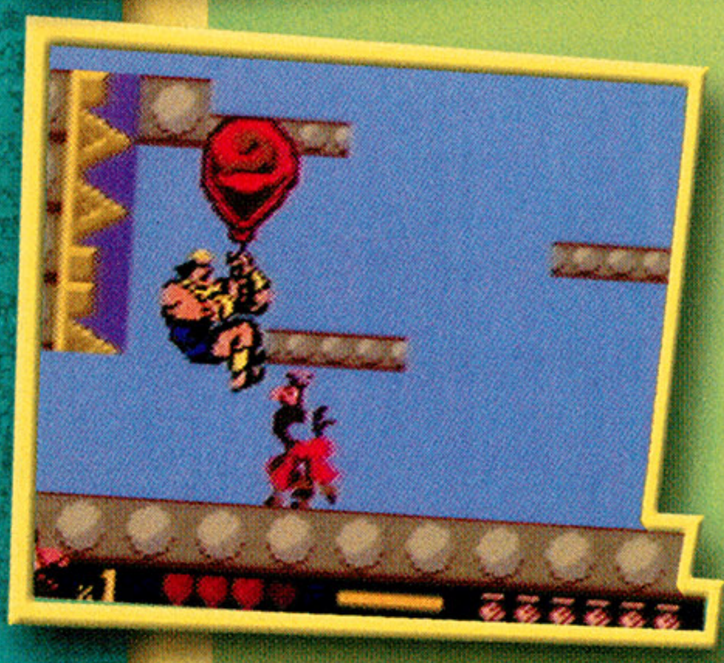
Babble: Auch 'n Amrich Doodles: Mao

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The wild, blue yonder just got tinted a smoky black and a flaming orange! To help you earn your wings, here's *GamePro's* guide to surviving the online world of Crimson Skies.

TEEN T CONTENT RATED BY ESRB

By GamePro's Editorial Flight Squadron, The Killer Gs

CUSTOM PLANES ARE a necessity—and a source of pride for the pilots who build them. Tweak a few planes, keeping in mind that you'll want different vehicles for different matches. The best Deathmatch planes offer a balance of speed, armor, agility, and offensive power. Most standard Devastators and Furies are up to the task, but a little tweaking to match your playing style won't hurt. Removing extra gun banks, for instance, will give you room for a faster engine and better armor.



PROTIP: For increased online game performance, cut down on effects like shadows and clutter damage.

In Capture-the-Flag, you'll want a plane that can outmaneuver the competition, like a Bloodhawk. Throw in a nitro engine, load rear-firing flash rockets or smoke in your sole hardpoint, stock up on armor, and you have a super flag-carrier. For Zeppelin vs. Zeppelin matches, the attackers will want agile planes, like the Fury, with lots of hardpoints (preferably loaded with high-explosive rockets, torpedoes, or seekers & beepers); those defending the blimp will want strong guns and armor-piercing rockets to disable enemy planes. Before takeoff, make sure you've selected your ammo to match the task at hand.

Hoplites are so agile that they aren't fair against common planes (and people will hate you). Turrets are your best weapon against Hoppers, but a lot of pilots hate turrets, too. You may see both these elements restricted by the game host, so don't rely on either of them.

Up, Up, and Away

In multiplayer games, ammo stations reload your weapons and repair your plane. Whether you need them or not, it's worth using them since the doors slam shut on other pilots after you go through, denying them refueling opportunities. Ammo stations are a little different on zeps—look for the two claw-shaped girders underneath your team's airship and fly between them to refuel and repair. Don't refuel at top speed, unless you're being tailed—and, even then, a last-minute barrel roll will probably serve you better as an evasive maneuver.



PROTIP: Speed-obsessed flag carriers should build nitro-based Bloodhawks with heavy armor, light guns, and only one hardpoint.

You can find online opponents through either Microsoft's Internet Gaming Zone (**www.zone.com**) or GameSpy Arcade (**www.gamespyarcade.com**)—both services are free, but require short downloads before you can play. Some players use the Zone only as a matching service for direct IP games. Typing in someone's IP directly will generally give you better performance. You may also see Game Voice IP addresses for folks using Microsoft's Game Voice software (see sidebar).

You can log on for even more Crimson Skies strategy and tips at **www.gamepro.com**!

Microsoft's Game Voice

Hot, new technology!



With Microsoft's Game Voice, you won't have to stop to t-y-p-e. The MGV plugs into your sound card and comes with a comfy headset microphone. With the included software running in the background, gamers will hear you scream in real-time with any game. Channel buttons enable team-only chatter (great for Crimson squadrons!); plus, the command button lets you bark verbal orders to switch weapons, hit nitros, or perform other game tasks.

While the voice quality isn't great and there's a delay in voice delivery, the Game Voice proves very useful and beats typing any day. You can download a sample version at **www.gamepro.com** or **www.gamevoice.com**.



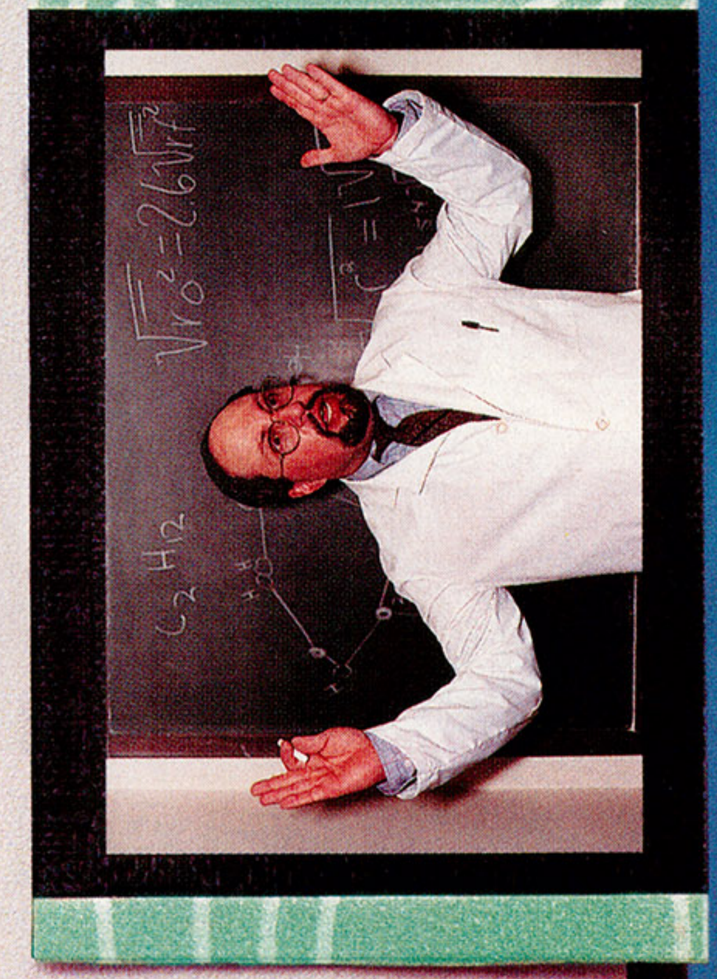
PROTIP: In Zeppelin matches, split your team into attackers and defenders before taking flight.



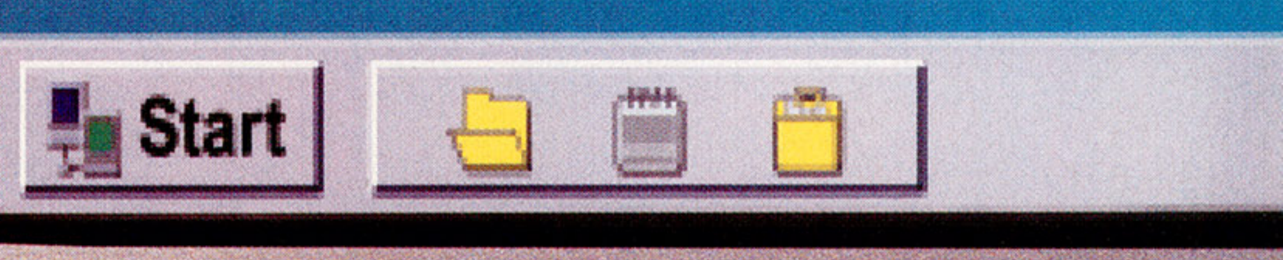
PROTIP: Cutting your throttle and banking for tight turns is useful when you're tailing someone. Watch out for rear turrets!



PROTIP: Zipping through Danger Zones in multiplayer matches will help shake opponents—especially if they crash while trying to keep up!







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— But I'm just going home to make goulash.





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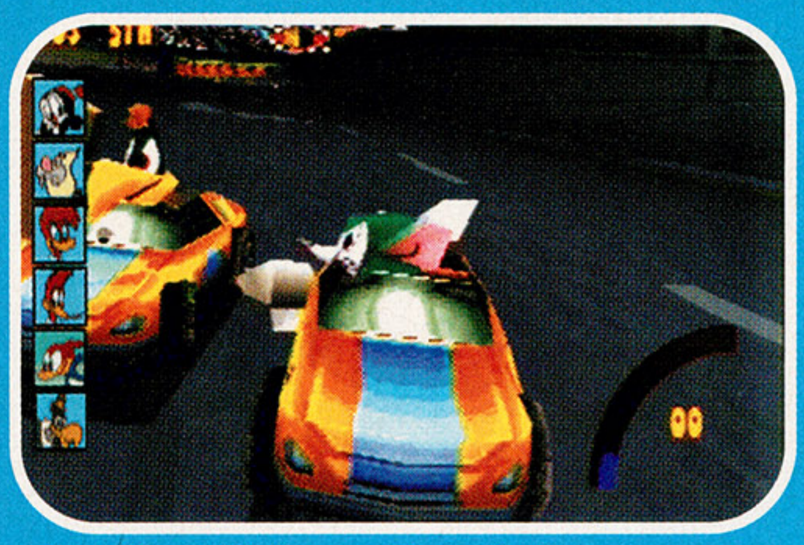
Choose From 4 Wacky Vehicles



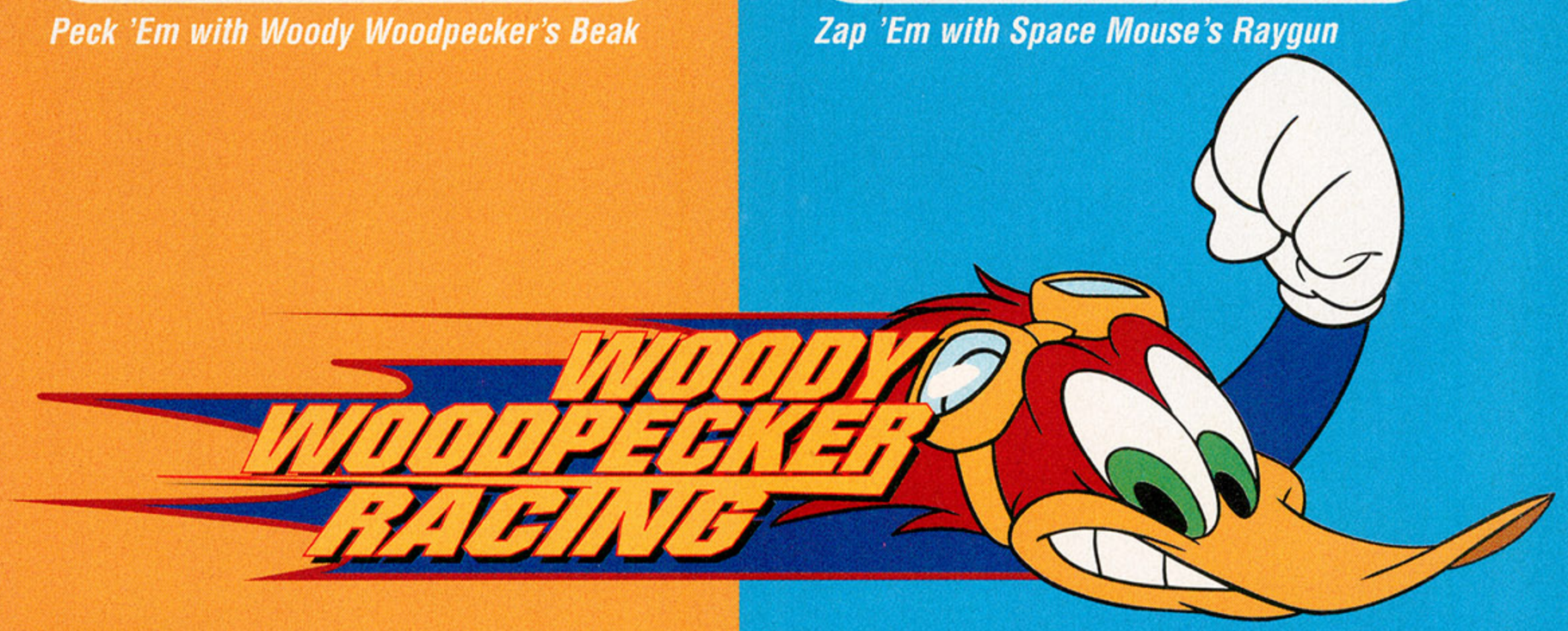
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Avoid the Boxing Gloves



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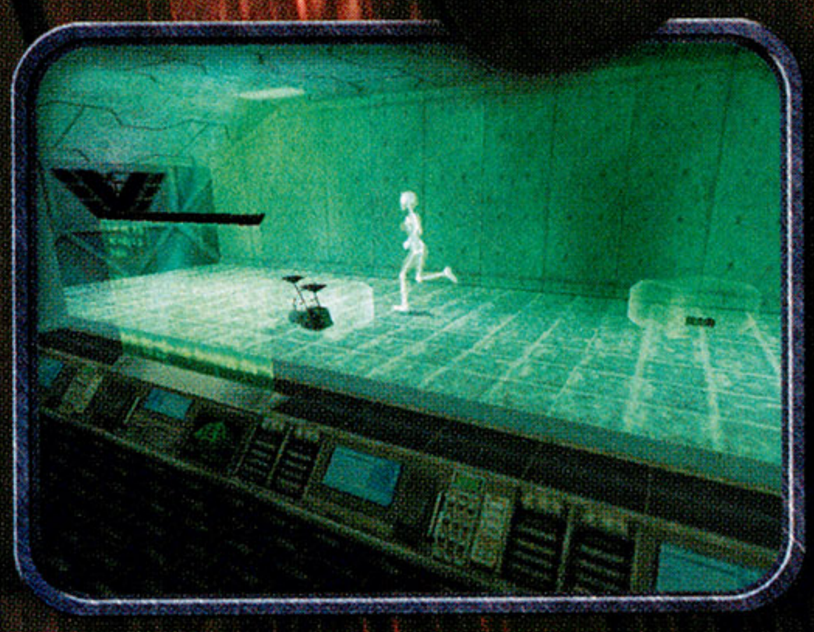
WOODY WOODPECKER

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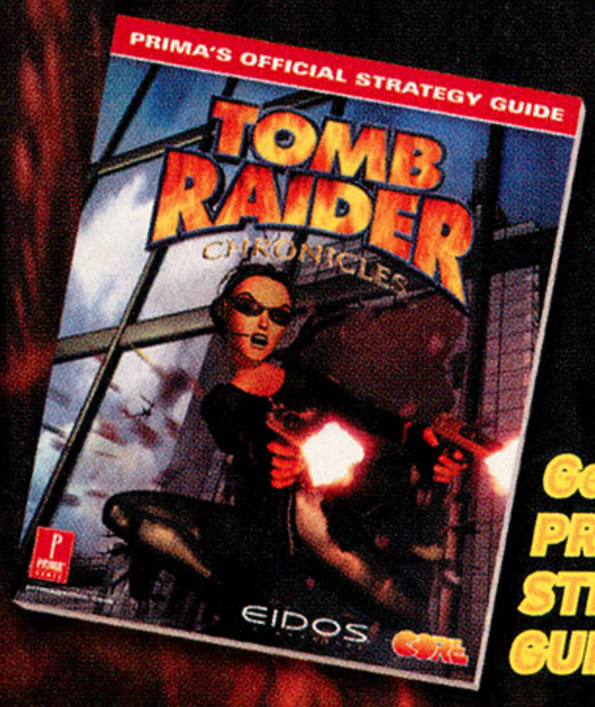


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SONY'S BETTER HALF

MATURE M CONTENT RATED BY ESRB

You didn't know Half-Life was coming to the PlayStation 2? Neither did anybody else. *GamePro* has the exclusive First Look at Half-Life's bold debut on the PS2—and why it could be the most wonderful Life yet.

BY DAN ELEKTRO

IN HALF-LIFE, scientists in a hidden laboratory secretly toil away on dangerous extraterrestrial experiments that could bring chaos and death to humankind. In the real world, a similar scenario has been taking place—only this time, it's a software developer in Texas and the task is even more daunting: bring phenomenal PC hit Half-Life to the PlayStation 2 without telling a soul. Now, however, the secret is out and the truth can be revealed: The new Dreamcast version (see preview on following pages) notwithstanding, Sony gamers should be getting the best version of Half-Life ever. But don't worry—there will still be plenty of chaos and death.



Many monsters are already up and running on the PS2 hardware (note the Sony controller).

GOT THE LIFE

If you overlooked the PC game that over 50 critics dubbed Game of the Year in 1998, you missed a truly incredible PC game. No mere first-person shooter, Half-Life thrusts players into the hazard suit of Gordon Freeman, a lowly research assistant in a top-secret government lab. Deep below the barren deserts of Black Mesa, New Mexico, white-coated scientists are performing hazardous experiments of unknown intent—and when one goes horribly wrong, you're left fighting for your life. Shrieking, violent aliens swamp the now-shattered military base, panicked scientists (the ones that aren't dead, anyway) offer only limited assistance, and the military has apparently been called to clean up the mess. But whose side are they on—and what's really going on here anyway?

DEPTH CHARGE

It might sound like just another one-man-saves-the-world scenario, yet it's anything but. Unlike other Quake clones, Half-Life's main draw isn't its arsenal of cool weaponry or impressive graphics—though they certainly play a part in its appeal. What won the game so many fans and awards is its sense of depth, cinematic storytelling, and a compelling immersion that sucks you in and won't let go. It's this important quality that Randy Pitchford, one of the owners of Gearbox Software, wants to preserve—and improve—on the PlayStation 2.

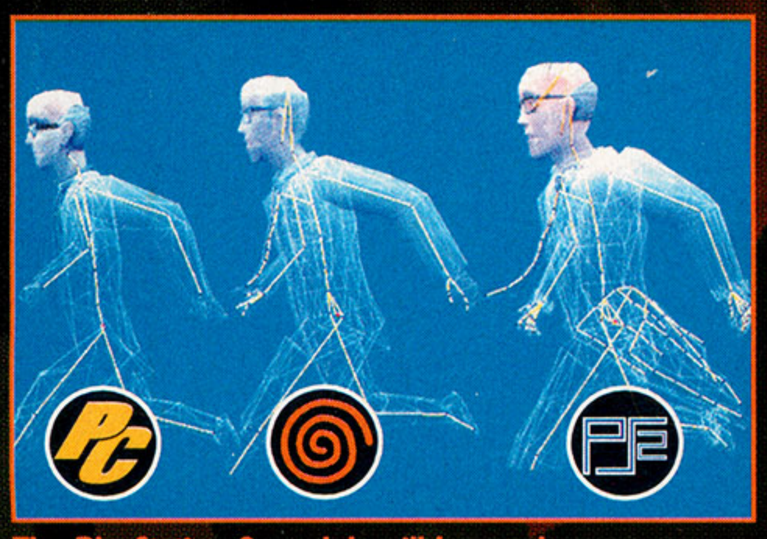
"Half-Life needs next-generation hardware to thrive," says Pitchford, director of the PS2 translation of Half-Life. "The philosophy at [the game's original PC developer] Valve and Gearbox is that if things can't be done better, they shouldn't be done at all. The Dreamcast version of Half-Life is great—it looks better than the original PC version, and it's the only way console owners can enjoy Half-Life: Blue Shift—but the PS2 version is incredible. The PlayStation 2 technically outperforms the Sega Dreamcast, and we take advantage of the fact in the PS2 version at every turn."

LOOK SHARP

While the Dreamcast Half-Life was significantly upgraded, the PlayStation 2 game will feature a version of the original Half-Life that's been improved even further, including another graphical overhaul. "The facial expressions in particular really need to be seen live to be fully appreciated," says Pitchford.



Gearbox engineer Steve Jones (left) tests Half-Life on a PS2 development kit while fellow engineers Sean Reardon and Michael Montague look on.



The PlayStation 2 models will be much more refined--notice how the scientist's lab coat is now articulated in the back so it'll flap as he runs.

"The PS2 has the horsepower to allow us to do some incredible things—like increase the detail of the scientist character to the point where he has facial expressions and can move his eyes to look around. Since Half-Life is about suspense, horror, and action, it's really incredible to finally be able to discern those feelings in the faces of the characters who populate the game." Even the environments will be upgraded in ways the Dreamcast's were not; Pitchford promises a surprise toward the game's climax that will be found only in the PS2 port.

There's more. Just as the Dreamcast version will have its own original side-adventure, Blue Shift, the PS2 version will feature an original single-player and multiplayer game. Pitchford says it will be a cooperative/competitive scenario that takes place parallel to the tumultuous events at the Black Mesa Research Facility. Other than the fact that it is multiplayer in nature (though not necessarily in an online manner—that depends on Sony's Internet plans), Gearbox isn't ready to spill details just yet.

Half-Life in the Fast Lane

By all accounts, Half-Life for the PlayStation 2 is progressing beautifully. Elements as large as major overhauls to the rendering engine, and as small as optional USB mouse and keyboard support, have already been implemented and are running smoothly; because work has been under way since early 2000, the summer 2001 release date looks like a realistic goal.

And now, of course, the cat is finally out of the bag for some very eager programmers in Texas. "The truth is, we've actually been working on the game since early in the year," Pitchford admits. "Months ago, we did a number of tours in our offices to show the Dreamcast version of Half-Life to the press for the first time. Many of them noticed the PS2 development tools everywhere and, of course, wanted to know what we were doing with them."

Now they know.

For a Hands-On preview of the Dreamcast version of Half-Life, see following pages.

Facial animations will be dramatically more detailed in the PS2 version, as seen here with renders of security guard Barney.

The evolution of the soldier from PC to Dreamcast to PlayStation 2 is particularly striking and shows how much of the game is being recreated for Sony's hardware.

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A HALF-LIFE LESS ORDINARY

MATURE M CONTENT RATED BY ESRB

Half-Life for the Dreamcast is no mere port—it's a complete rebuild of the PC original, plus an entirely new Dreamcast-exclusive adventure. *GamePro* goes deep inside with help from developer Gearbox. By Dan Elektro

"Just as Half-Life redefined the first-person action game on PC, Half-Life for the Dreamcast redefines what an extension of a great PC game on a console should be." Those are strong words from Randy Pitchford, director of Half-Life for the Dreamcast—and, frankly, judging by the botched PC-to-console conversions that litter the bargain bins, the odds are against him. But Half-Life is all about beating the odds, and, by all indications, Pitchford and his team at Gearbox Studios—in conjunction with Half-Life's original developers Valve and a third team at California's Captivation Studios—will succeed where others have failed.



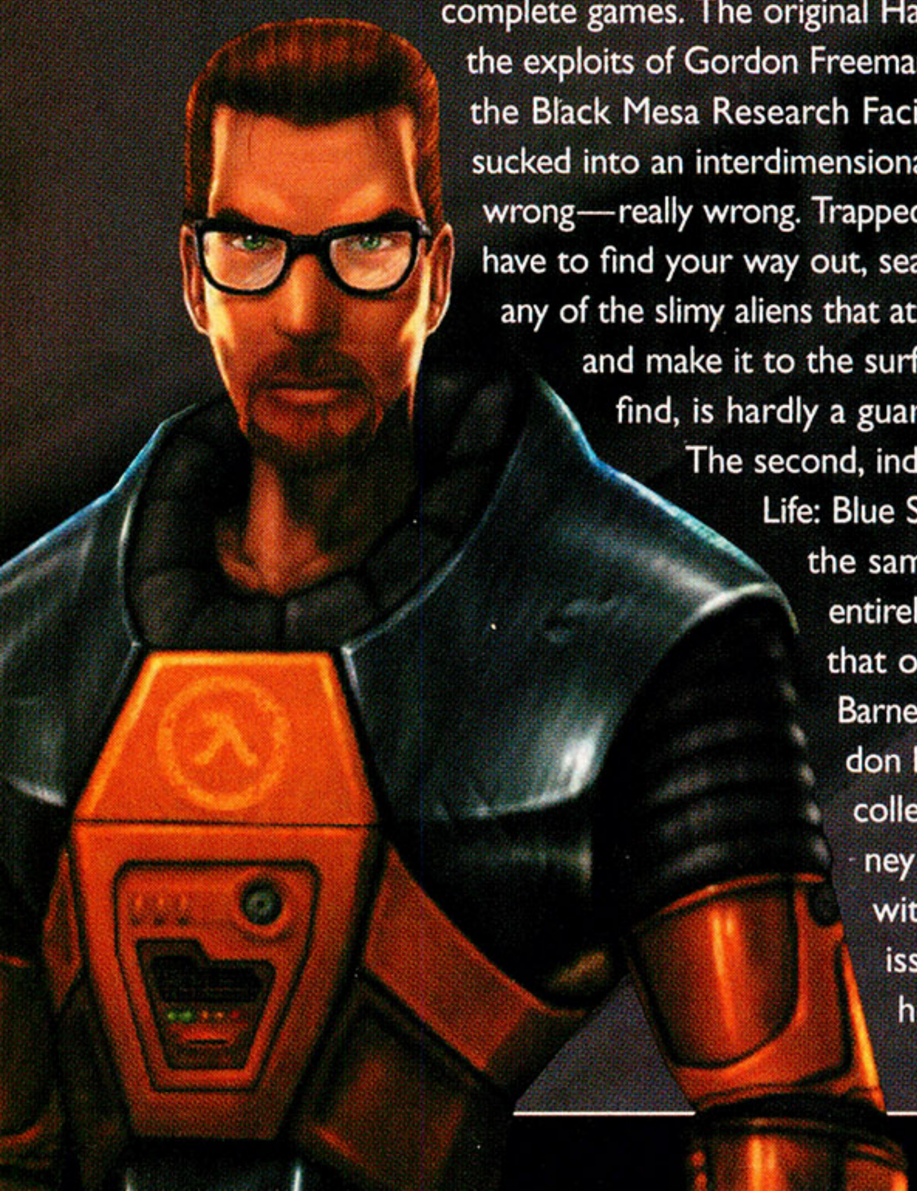
In Blue Shift, Barney must seek out some of the surviving scientists and escape from the Black Mesa Facility.



Portals and science and tentacles–oh my! Half-Life for the Dreamcast promises scary surprises and white-hot action in two separate first-person adventures.

Leading a Dual Life

One of Pitchford's secrets is not merely to meet gamers' expectations, but to exceed them. As a start, Half-Life for the Dreamcast actually contains two complete games. The original Half-Life adventure details the exploits of Gordon Freeman, a research assistant at the Black Mesa Research Facility who is unwittingly sucked into an interdimensional experiment that goes wrong—really wrong. Trapped miles underground, you have to find your way out, search for survivors, blast any of the slimy aliens that attempt to block your way, and make it to the surface—which, you'll soon find, is hardly a guarantee of safety anyway. The second, independent story—Half-Life: Blue Shift—takes place during the same events, but from an entirely different point of view: that of lowly security guard, Barney Calhoun. At least Gordon has a hazard suit and a college education; poor Barney faces the same dangers with only some standard-issue armor, a pistol, and his wits to protect him.



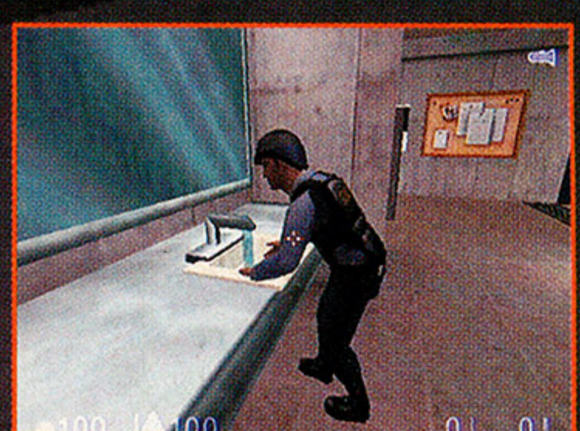
Occasionally, one character will directly appear in the other's story line; otherwise, the goals they seek and the challenges they face are often wildly different. "The end sequence is particularly interesting," teases Pitchford, "especially to players who finished Half-Life first."

Pacing Is a Virtue

In addition to sharing scenarios, both games will feature one very important element: A brisk, exciting pace that won't tax a twitch gamer's patience. "Half-Life is filled with some breathtaking moments," explains Pitchford. "It's impossible to progress for more than a minute or so in any given chapter without seeing something new and incredible. Those 'moments' are the things



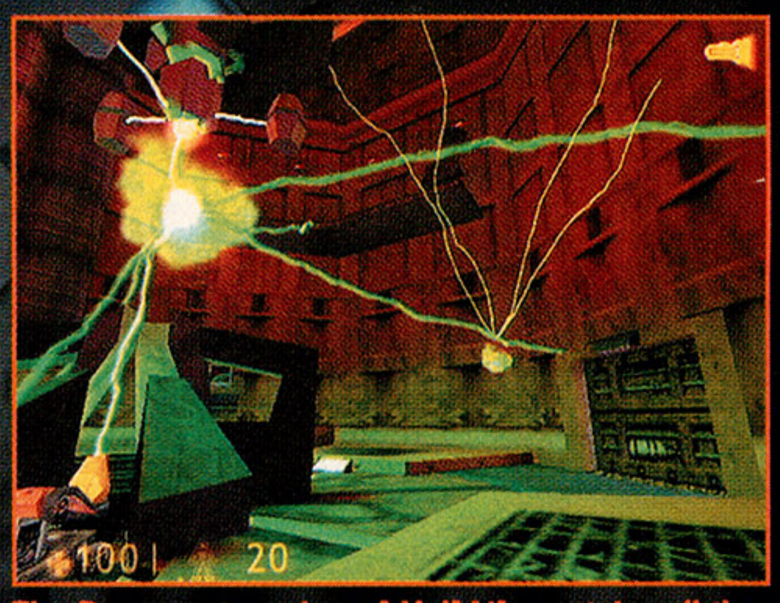
Gordon's day starts with a disaster, but Barney's actually begins with some optional target practice.



Mundane daily details like hand washing help give Half-Life and Blue Shift a satisfying sense of reality.



Whether you play as Gordon Freeman or Barney Calhoun, you'll have to deal with the constant threat of warping, deadly monsters.



The Dreamcast version of Half-Life contains all the elements, characters, and catastrophes that earned its PC predecessor dozens of awards.



Every so often, the plot lines of Half-Life and Blue Shift intersect, such as when Gordon and Barney see each other on their way to work.

you think about at night before you go to sleep or talk about with friends the next day. The single-player experience is so good—so filled with moments—that most players want more."

More, then, is what they'll get—and, with the Dreamcast at $149, they'll get it for considerably less money than for a comparable PC setup. As Pitchford explains: "Half-Life has been enjoyed by more than 2 million people worldwide on the PC. Yet, a very large number of console-only game players have been looking forward to Half-Life coming to a platform that's affordable. We're very proud to bring the game to as many players as possible and want to reward them with an unprecedented experience."

A Day in the Half-Life

A large part of that Half-Life and Blue Shift experience will be the game's attention to detail. Sure, you'll have articulated faces and realistic textures—not to mention completely reworked player models for the Dreamcast. But it's the mundane human behavior, like watching employees wash their hands in the locker room or spotting a scientist banging on a soda machine that stole his money, that will make the surroundings so believable. Little things, like seeing a co-worker tie his shoe, can be just as effective as huge explosions and surprise attacks, once you've been sucked into the virtual world.



Not all the surprises in Half-Life and Blue Shift are pleasant ones, but they're all part of the intense plot.

That world isn't all visual, either. Both Half-Life and Blue Shift will feature immersive audio, everything from the obvious blasts of pistols and clangs of crowbars to subtle effects like crisp footsteps and electrical hums. Even more impressive—especially for a console shooter—will be the controls. The gamepad default setup felt comfortable instantly, with aiming on the analog stick and movement on the X, Y, A, and B buttons. Double-tapping the jump button will now perform a running jump, which was a bit trickier to execute in the PC version. If one of the three default layouts doesn't suit you, you can build a complete custom configuration—or you can plug in a Dreamcast keyboard and mouse for an even more precise setup. This functionality was already implemented in the early build and worked great.



Veteran players of Half-Life know where Gordon's adventure eventually leads...but what will happen to Barney?

Deep Blue

With the game almost finished, the PS2 version on deck, and a multiplayer-focused second Dreamcast game on the far horizon, the only trick will be to keep Dreamcast players just as enthralled as the PC community has been. In all fairness, most console action gamers have attention spans shorter than the average load time, but with source material so engrossing—and two complete adventures on the disc spanning nearly 120 levels between them—Pitchford sees that as no problem. "Good entertainment is always welcome," he asserts. "When people experience high-quality entertainment, their attention spans can be very, very long."

For the complete, unedited, and detailed interview with Gearbox's Randy Pitchford, go to www.gamepro.com!



Both Gordon and Barney can acquire bigger, nastier weapons, but ammo isn't always easy to come by.



Dreamcast's Dramatic Differences

The PC version's graphics (left screens) pale next to the improvements made for the Dreamcast (right screens). Note the scratches on the crowbar, the soldiers' stances, and the improved facial details.

Leave your enemies shaken AND stirred

MAX STEEL™

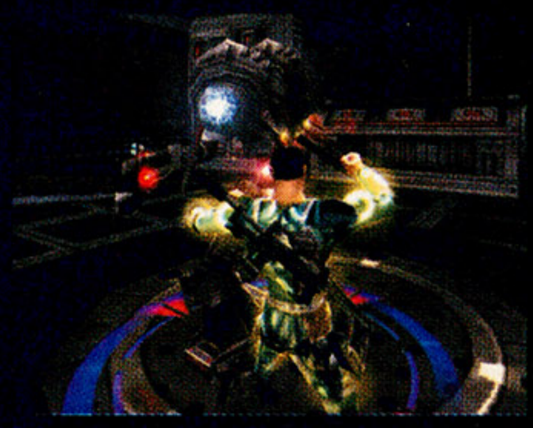
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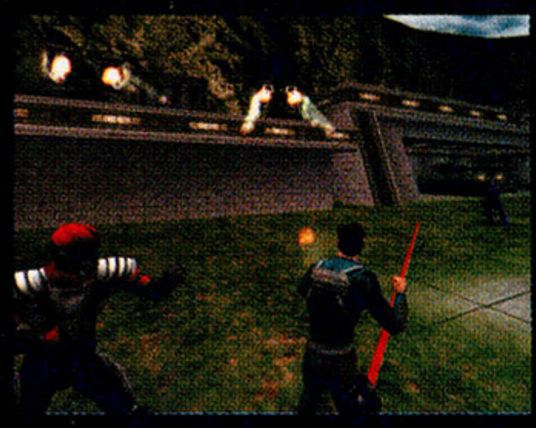
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All screen shots are from the Sega Dreamcast game console.

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

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2000 GamePro

As the world turns toward a new millennium, the editorial staff places its stamp of approval on their favorite games of the year. Don't close out the "old" millennium until you've played these games. *By The Editors of* **GamePro**

FOUR-EYED DRAGON



1. **Virtua Tennis** (Dreamcast)
2. **Ultimate Fighting Championship** (Dreamcast)
3. **Smuggler's Run** (PlayStation 2)
4. **Jet Grind Radio** (Dreamcast)
5. **Vagrant Story** (PlayStation)
6. **The Legend of Dragoon** (PlayStation)
7. **Tony Hawk's Pro Skater 2** (PlayStation)
8. **Medal of Honor Underground** (PlayStation)
9. **Bomberman Party Edition** (PlayStation)
10. **Spyro: Year of the Dragon** (PlayStation)

Biggest Disappointment:

MDK 2 for the Dreamcast—it had all the necessary elements to be Game of the Year, but the gameplay sucked!



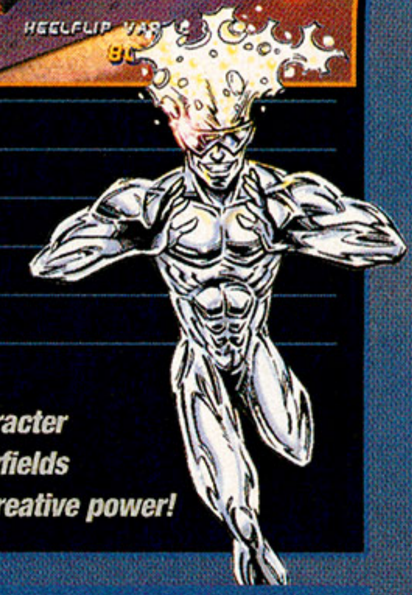
DAN ELEKTRO



1. **Tony Hawk's Pro Skater 2** (PlayStation)
2. **Diablo II** (PC)
3. **Crimson Skies** (PC)
4. **Smuggler's Run** (PlayStation 2)
5. **Deus Ex** (PC)
6. **SSX** (PlayStation 2)
7. **The Sims: Livin' Large** (PC)
8. **Spider-Man** (PlayStation)
9. **Virtua Tennis** (Dreamcast)
10. **NASCAR Rumble** (PlayStation)

Best Emerging Trend:

Console games with level editors. It's great to see that character creation was just the start, because building your own playfields in THPS2 and TimeSplitters kicks ass. Give me even more creative power!



EXTREME AHAB



1. **The World Is Not Enough** (N64)
2. **Spider-Man** (PlayStation)
3. **Jedi Power Battles** (Dreamcast)
4. **The Legend of Zelda: Majora's Mask** (N64)
5. **Medal of Honor Underground** (PlayStation)
6. **Nightmare Creatures II** (PlayStation)
7. **Parasite Eve II** (PlayStation)
8. **Star Wars Episode I: Racer** (Dreamcast)
9. **Ecco the Dolphin: Defender of the Future** (Dreamcast)
10. **Kirby 64: The Crystal Shards** (N64)

Most Watchable Multiplayer Game (Particularly When Four-Eyed Dragon Is Freaking Out):

Virtua Tennis for the Dreamcast



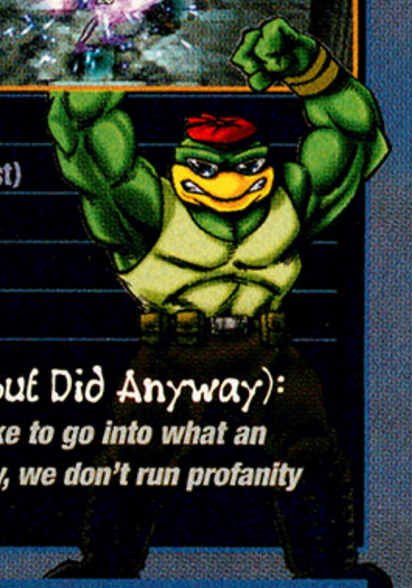
MAJOR MIKE



1. **Vagrant Story** (PlayStation)
2. **Dynasty Warriors 2** (PlayStation 2)
3. **Dino Crisis 2** (PlayStation)
4. **Final Fantasy IX** (PlayStation)
5. **Crazy Taxi** (Dreamcast)
6. **Breath of Fire IV** (PlayStation)
7. **Marvel vs. Capcom 2: New Age of Heroes** (Dreamcast)
8. **The Legend of Zelda: Majora's Mask** (N64)
9. **Power Stone 2** (Dreamcast)
10. **Smuggler's Run** (PlayStation 2)

Game That Should Have Never Happened (But Did Anyway):

Resident Evil Survivor for the PlayStation. I would really like to go into what an incredible disappointment this game was, but, unfortunately, we don't run profanity in the magazine.



DR. ZOMBIE



1. **Madden NFL 2001** (PlayStation)
2. **Virtua Tennis** (Dreamcast)
3. **Tony Hawk's Pro Skater 2** (PlayStation)
4. **Perfect Dark** (N64)
5. **Tekken Tag Tournament** (PlayStation 2)
6. **Syphon Filter 2** (PlayStation)
7. **Dead or Alive 2: Hardcore** (Dreamcast)
8. **NFL Blitz 2001** (Dreamcast)
9. **NFL 2K1** (Dreamcast)
10. **Dino Crisis 2** (PlayStation)

Biggest Disappointment:

Sony shipping only 500,000 PS2s in time for the launch date. Sony's only been planning this for over three years now—how could this happen?



JAKE THE SNAKE



1. **Virtua Tennis** (Dreamcast)
2. **Smuggler's Run** (PlayStation 2)
3. **Crimson Skies** (PC)
4. **Deus Ex** (PC)
5. **SSX** (PlayStation 2)
6. **NFL 2K1** (Dreamcast)
7. **NHL 2001** (PlayStation 2)
8. **Medal of Honor Underground** (PlayStation)
9. **Bomberman Party Edition** (PlayStation)
10. **Dark Reign 2** (PC)

Biggest Surprise:

That we're addicted to a tennis game—tennis! There's no tackling, cross-checking, smack-talking, brawling, guns, explosions, or mayhem of any kind. You can't even berate the line judge or smash your racket. What's happening to video games?



Editors' Choice Awards

LAMCHOP



1. Diablo II (PC)
2. Virtua Tennis (Dreamcast)
3. Command & Conquer: Red Alert 2 (PC)
4. WWF SmackDown (PlayStation)
5. Crimson Skies (PC)
6. Marvel vs. Capcom 2: New Age of Heroes (Dreamcast)
7. Star Trek: Voyager—Elite Force (PC)
8. WWF No Mercy (N64)
9. Blair Witch Volume 1: Rustin Parr (PC)
10. Spider-Man (PlayStation)



Crappiest Game on the Face of the Earth:

Mortal Kombat Special Forces for the PlayStation. Anybody who enjoys playing a shrunk-down version of Jax while running around learning "combo moves" should stop banging his head on walls.

VICIOUS SID



1. Tony Hawk's Pro Skater 2 (PlayStation)
2. Tekken Tag Tournament (PlayStation 2)
3. Deus Ex (PC)
4. Diablo II (PC)
5. Soldier of Fortune (PC)
6. Perfect Dark (N64)
7. Resident Evil Code: Veronica (Dreamcast)
8. Crazy Taxi (Dreamcast)
9. MDK 2 (Dreamcast)
10. Heavy Metal: F.A.K.K. 2 (PC)



Biggest Blunder:

Daikatana for the PC. After endless delays, an army of developers, and a small mint in development costs, we're stuck with a buggy Quake clone? "Suck It Down!" No, thanks.

UNCLE DUST



1. Marvel vs. Capcom 2: New Age of Heroes (Dreamcast)
2. Virtua Tennis (Dreamcast)
3. Diablo II (PC)
4. Final Fantasy IX (PlayStation)
5. Dead or Alive 2: Hardcore (PlayStation 2)
6. Fear Effect (PlayStation)
7. Crazy Taxi (Dreamcast)
8. Capcom vs. SNK (Dreamcast)
9. Vagrant Story (PlayStation)
10. Demolition Racer: No Exit (Dreamcast)



Biggest Disappointment:

Sega's World Series Baseball 2K1, an embarrassment to Sega Sports' stellar lineup that soils the good name of World Series Baseball.

BROTHER BUZZ



1. Perfect Dark (N64)
2. Dino Crisis 2 (PlayStation)
3. Madden NFL 2001 (PlayStation 2)
4. The Legend of Zelda: Majora's Mask (N64)
5. Dynasty Warriors 2 (PlayStation 2)
6. NFL 2K1 (Dreamcast)
7. Medal of Honor Underground (PlayStation)
8. Spider-Man (PlayStation)
9. Age of Empires II: The Conquerors Expansion (PC)
10. Dark Silhouette: Silent Scope 2 (Arcade)



Most Satisfying Moment:

Playing Super Mario Kart on a handheld system: the Game Box Advance. "Next-generation" console hardware comes and goes, but the Game Boy abides. The Advance will be backward compatible, too…all's well for the millennium.

MISS SPELL



1. Diablo II (Mac)
2. The Sims: Livin' Large (PC)
3. TimeSplitters (PlayStation 2)
4. Virtua Tennis (Dreamcast)
5. Crimson Skies (PC)
6. Dino Crisis 2 (PlayStation)
7. Bust-A-Groove 2 (PlayStation)
8. Ecco the Dolphin: Defender of the Future (Dreamcast)
9. Pokémon Puzzle League (N64)
10. Who Wants To Be a Millionaire 2nd Edition (PC)



Silliest Game:

Samba de Amigo. How did we last this long without a maraca game? Without the expensive controllers, Samba is boring—with them, at least you get a nice arm workout….

AIR HENDRIX



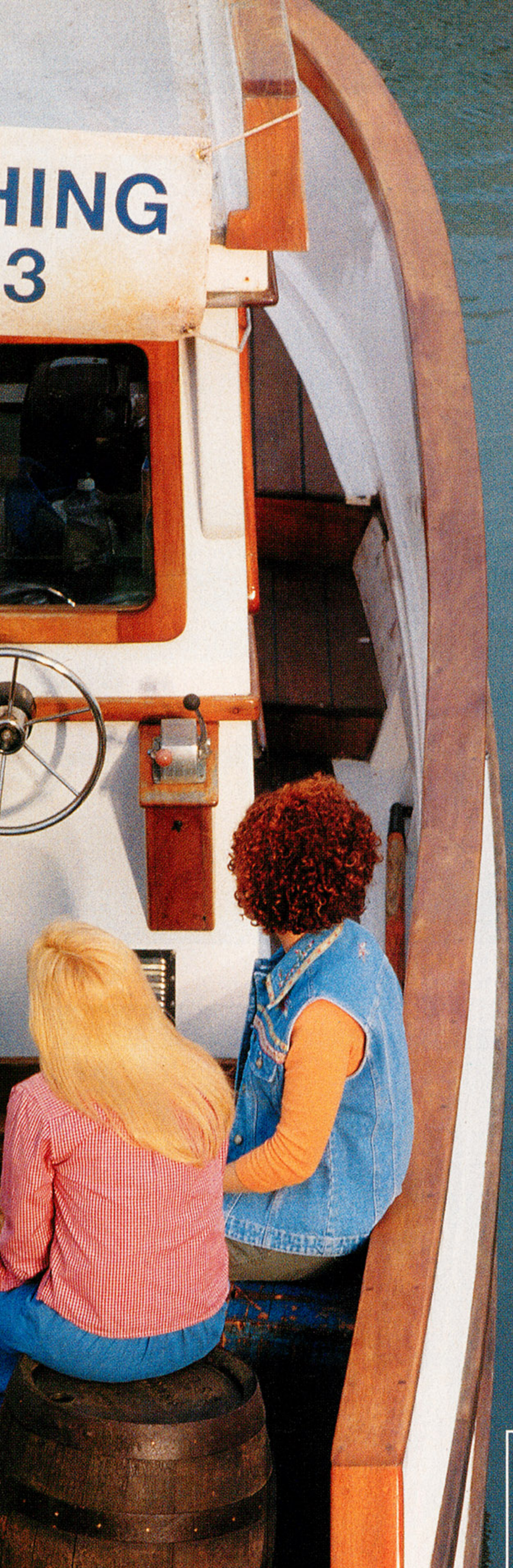
1. Virtua Tennis (Dreamcast)
2. Medal of Honor Underground (PlayStation)
3. NHL 2001 (PlayStation 2)
4. Syphon Filter 2 (PlayStation)
5. Thief II: The Metal Age (PC)
6. Triple Play 2001 (PlayStation)
7. Ecco the Dolphin: Defender of the Future (Dreamcast)
8. Gran Turismo 2 (PlayStation)
9. SSX (PlayStation 2)
10. Knockout Kings 2001 (PlayStation)



Biggest Disappointment:

The cancellation of Sierra's Babylon 5: Into the Fire for the PC. Even if you weren't a fan of the TV show, this game looked like it'd be the best space-combat game ever made….

Relax.
He'll find other work.



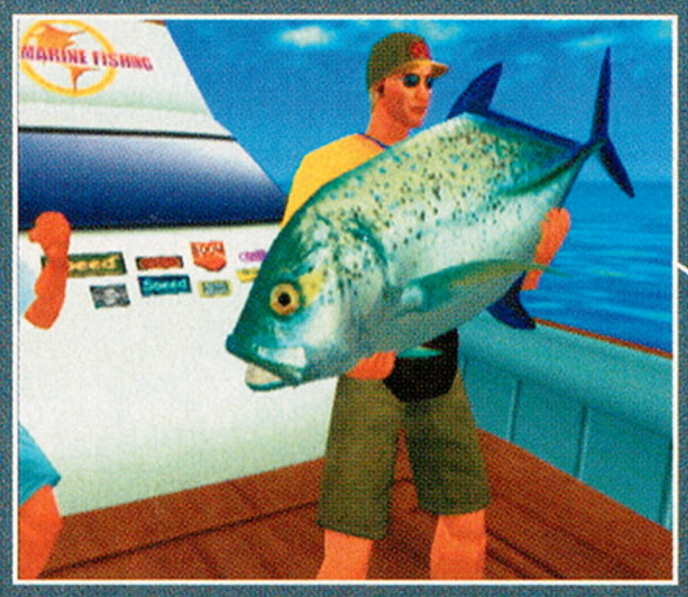
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Poor Captain Jack. Thanks to Sega Marine Fishing, folks aren't lining up to pay top dollar to not catch fish on his tourist troller. Nope, seems all the smart fishermen are out on the Sega Sea matching wits with Sailfish, Tarpon, Blue Marlin, Tuna and Mako Shark. Any wonder things are a little slow down at the docks?

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EVERYONE E CONTENT RATED BY ESRB

MechWarrior 4: Vengeance



BY LAMCHOP

- Developed and published by Microsoft
- Target release date: November 2000

WINDOWS 95/98

HANDS-ON

WHAT'S 40 FEET tall, weighs 80 tons, packs heavy laser cannons, and can run as fast as 90 mph? No, it's not the latest weapon against Saddam Hussein (yet)—it's actually a building-crunching mech. And you'll pilot one of these behemoths as you return to the BattleTech universe in MechWarrior 4: Vengeance.

The fourth installment catapults you into the 16th year of the BattleTech universe. You're the last of your family line in this new story, fighting to avenge your father and retake the home planet from enemies who want to destroy it. The preview version was packed with firepower—you can look forward to customizing your giant robots with rockets, missiles, guns, and more. Piloting the mechs (MW4 will have seven new ones) was intuitive with a joystick, and there's nothing quite like the "thump-thump" of a 40-foot giant lumbering through the subwoofer. MW4 is also looking visually sharp and promises to feature an environment filled with noncombatants and armed allies for a more realistic experience.







If the screws don't come loose in this machine, you can expect more of the same shell-shocking action in another excellent addition to the MechWarrior world.









Battle Realms



BY LAMCHOP

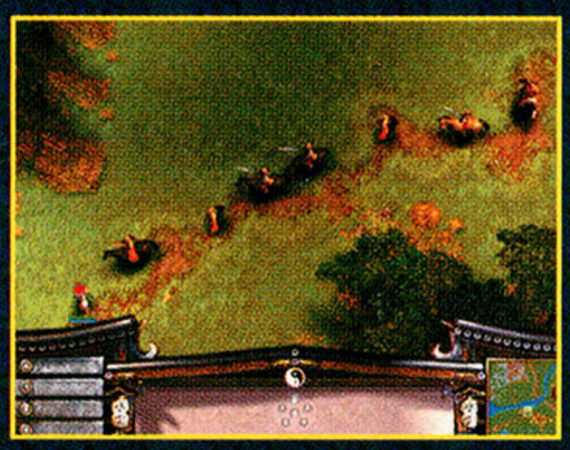
- Developed by Liquid Entertainment
- Published by Crave Entertainment
- Target release date: Second Quarter 2001

WINDOWS 95/98

FIRST LOOK

WHO SAYS LATE-NIGHT kung fu movies can't be productive? Battle Realms, a real-time strategy game based more on those great action films than on history, will bring the mysticism of Asian folklore to your PC later this year.

Players will take on the role of Kenji, the prince of the fallen Serpent Empire. Upon his return from a seven-year exile, he must decide whether to subjugate or free the homeland from the clutches of the Wolf Clan and the Lotus Clan. Accompanied by the usual soldiers and grunts, you'll also take an arsenal of fantastic warriors into battle, including ninjas who can vanish, monks who can leap incredible heights, and Zen archers who can hit sparrows across the battlefield while blindfolded (the archers are blindfolded, not the birds). Graphically, Battle Realms looks to pump up the genre a few notches with a new style of anime-inspired artwork and a more realistic environment where birds fly to treetops, a wise sensei smokes his pipe outside a dojo while students practice, and a geisha bathes in a hot spring. Will the kung fu in Battle Realms be good enough? Patience, grasshopper—you'll find out the middle of next year.















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SimCoaster



BY LAMCHOP

- Developed and published by Electronic Arts
- Target release date: First Quarter 2001

WINDOWS 95/98

FIRST LOOK







SIMCOASTER HAS NOTHING to do with those little things you put drinks on. Instead, in EA's latest Sim game, you'll run an amusement park, deciding where to build roller coasters that come in 18 styles, expanding the boundaries of your park, and keeping guests happy. Your ultimate goal in the linear story is to gain 51 percent of the company's stock and become the new CEO. To do so, you'll have to deal with all the business aspects of maintaining a park—and from the looks of the early version, things can get very intricate indeed. You can buy a ticket for SimCoaster in early 2001.





Insane



BY LAMCHOP

- Developed by Invictus
- Published by Codemasters
- Target release date: February 2001

WINDOWS 95/98

HANDS-ON



JUMP OFF A Yosemite cliff in your 4X4? Why, that's Insane! Yes, Insane is a go-anywhere racing game with over 20 vehicles (like dune buggies, jeeps, and military wheels) that you'll drive in locales like the cliffs of Yosemite and the dunes of Africa. The preview version of this make-your-own-road racer revealed some seriously sharp vehicles and environments. The cars really went anywhere and handled like true road warriors. Because Insane promises more than "floor-it" action, you'll also contend with potholes and obstacles across several game modes, including Jamboree, Gate Hunt, Keep the Flag, and more.









Blair Witch Volume 3: The Elly Kedward Tale



BY LAMCHOP

- Developed by Ritual Entertainment
- Published by Gathering of Developers
- Target release date: November 2000

WINDOWS 95/98

FIRST LOOK

IN BLAIR WITCH VOLUME 3, you'll discover more about the origins of the phenomena that is the Blair Witch. The year is 1786 and you're Jonathan Pyre, a former pastor struggling with his faith. When a local woman, Elly Kedward, is accused of witchcraft and banished from the Blair Township, children begin disappearing—and you must find out why. Blair Witch Volume 3 will feature a third-person perspective with spell-based gameplay in which you'll learn both white and black magic. Can Volume 3 live up to the legend? You'll see in November.



"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"
PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"
Incite, July 2000

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Gamespot, August 2000





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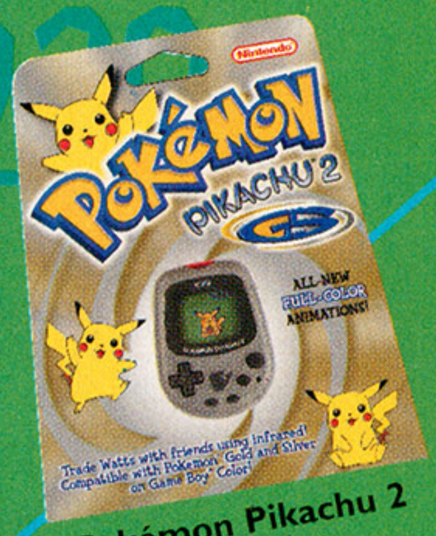
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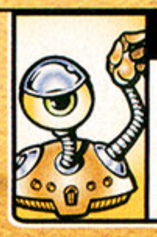
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BY IBOT

- Developed by Intelligent Systems
- Published by Nintendo
- Target release date: December 2000

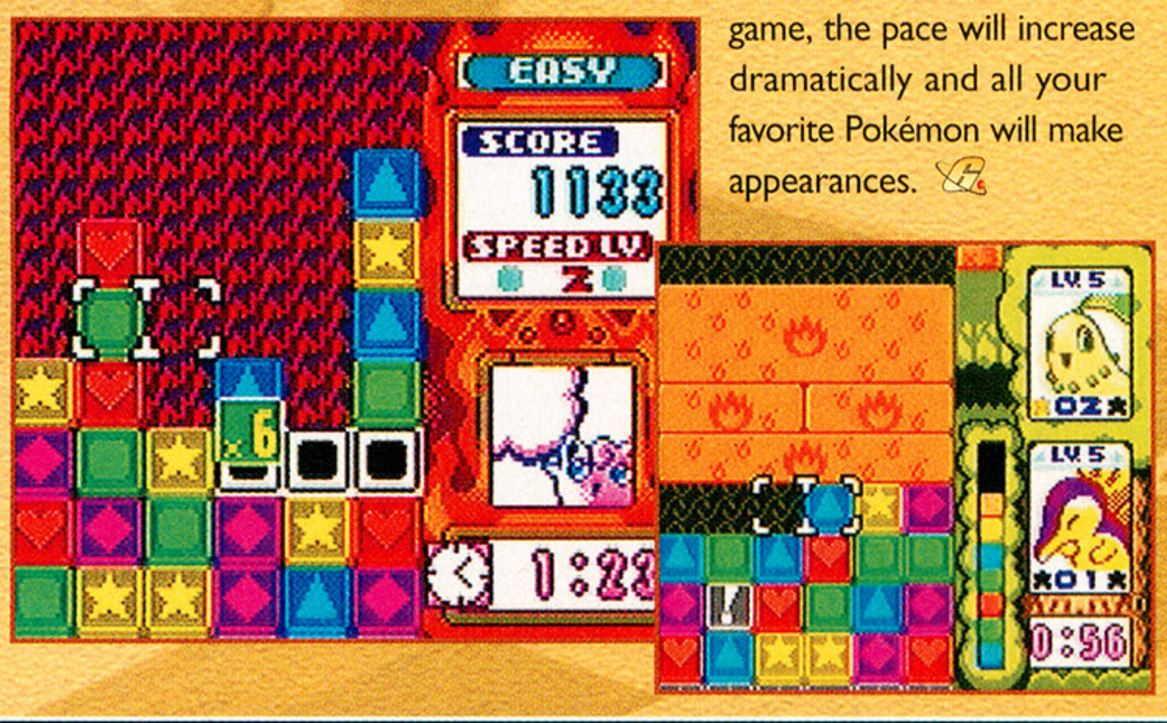
GAME BOY COLOR

FIRST LOOK

Pokémon Puzzle League

THE MOST POPULAR handheld franchise in the world keeps on rolling, this time combining the gotta-catch-em-all hysteria of Pokémon with the ultra-addictive gameplay of Tetris as Ash and friends head to the Game Boy Color in Pokémon Puzzle League, a port of the Nintendo 64 game.

You'll be able to play six single-player modes, or link up with a friend for three more modes of brain-busting fun. Blocks will fall two by two, and you'll have to arrange them in groups of three or more to clear your screen; scoring combos will be the key to victory. As you progress in the game, the pace will increase dramatically and all your favorite Pokémon will make appearances.





BY UNCLE DUST

- Developed by Pocket Studio
- Published by Infogrames
- Target release date: First Quarter 2001

GAME BOY COLOR

FIRST LOOK

Alone in the Dark: The New Nightmare



INFOGRAMES IS TAKING the Alone in the Dark series to new heights of visual splendor with The New Nightmare, not only creating spectacular-looking PlayStation and Dreamcast versions, but also delivering a breathtaking GBC game.

The original survival/horror hero, Edward Carnby, will maneuver through gorgeous environments that are made of up to 2328 colors, and are filled with animations and real-time scaling sprites. This means you'll see Carnby realistically sized in six camera angles as he moves through the backdrops.



The game will share the look and feel of its console big brothers, but it will have its own puzzles and maps. Also, due to technical limitations, Alone will have only one playable character and no flashlight. Look for this pocket-sized Nightmare this winter.

FIRST LOOK

Indiana Jones And the Infernal Machine

FIRST STOP PC, next stop N64, and, finally, Indy will adventure his way onto the GBC in Indiana Jones and the Infernal Machine. This puzzle-solving action game will put you in the role of the famous archaeologist as you race against the clock and the post-WWII Russian army to find the pieces of a time machine built 2500 years ago by Babylonian god Marduk.—*Uncle Dust*

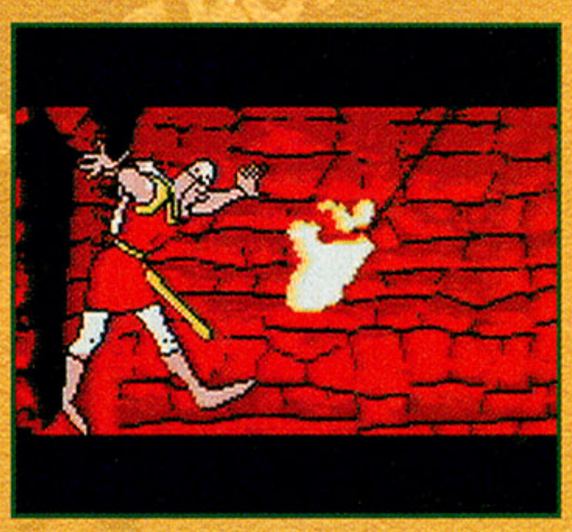


- Developed by HotGen Studios
- Published by THQ
- Target release date: Second Quarter 2001

HANDS-ON

Dragon's Lair

DRAGON'S LAIR WAS a gorgeous, hand-animated laserdisc arcade game. So what the hell is it doing on the GBC? The impossible, apparently. Somehow, Capcom has been able to squeeze a faithful translation of the original adventure onto a tiny GBC cart. Despite losing a few frames, the various rooms and dangers of the castle were accurately reproduced in the preview version, and there was even a training mode to help you learn DL's fast-reflex gameplay.—*Bad Hare*

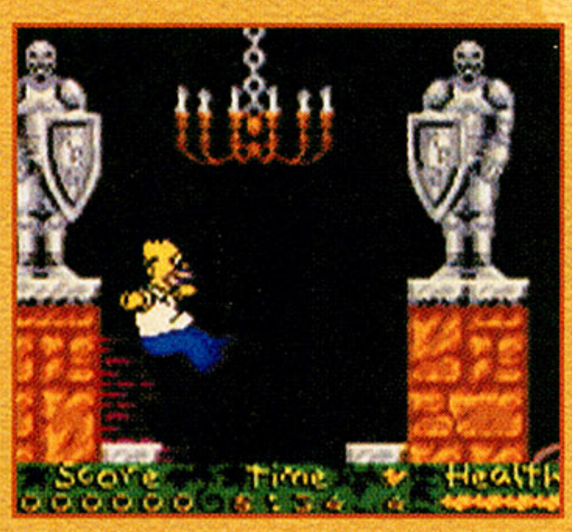


- Developed by Digital Eclipse
- Published by Capcom
- Target release date: November 2000

FIRST LOOK

The Simpsons: Night of the Living Treehouse of Horror

AMERICA'S FIRST FAMILY of animated television will soon bring its patented Halloween high jinks to the Game Boy Color. You'll play as all five members of the Simpson family as you move your way through six levels of arcade fun in locations around Springfield. Based on story lines from the annual *Treehouse of Horror* episodes, this game should be a frightening good time when it rises from the grave in January.—*Uncle Dust*



- Developed by Software Creations
- Published by THQ
- Target release date: January 2001

FIRST LOOK

Marvin Strikes Back!

SPURRED BY THE antics of the despicable Daffy Duck, Marvin the Martian is back, and this time nothing will stop him from destroying the Earth—or so he thinks—in Infogrames' Marvin Strikes Back for the Game Boy Color. You'll collect and trade all your favorite *Looney Tunes* characters, each with its own unique abilities. You'll also be able to challenge other players in real-time games using a link cable. Get ready to get Looney this winter.—*iBot*



- Developed by Infogrames Lyon House
- Published by Infogrames
- Target release date: Winter 2001



BY DAN ELEKTRO

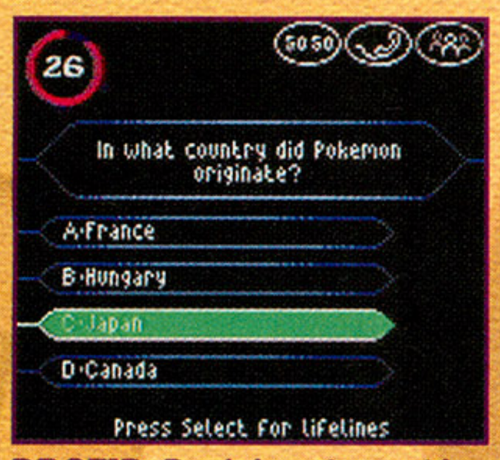
- Published by THQ
- $29.99
- Available now
- Game show
- 2 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

WHO WANTS TO BE A MILLIONAIRE 2ND EDITION

AMERICA'S FAVORITE GAME show goes portable—and you're not going to believe this, but it kicks ass. The handheld version of Who Wants To Be a Millionaire 2nd Edition packs 600 challenging questions in its tiny little cartridge. Plus, it also showcases important show elements, like the distinctive diamond-shaped menus, all three lifelines, a nice 8-bit arrangement of the show's theme music, and even a little video of the famous hot seat and Regis himself—with a speech! It's a great portable trivia game that does its license proud. Now you can take the brain-busting trivia game wherever you go, so go out and grab Millionaire for the Game Boy Color—and that's our final answer.



PROTIP: Don't be stingy with your lifelines when you get stuck. They're there to help, so use all three before the game's end.



▶ Amazingly enough, all the key elements of the TV show are represented on the Game Boy Color.



BY UNCLE DUST

- Published by Activision
- $29.99
- Available now
- Action/ adventure
- 1 player

ESRB: E

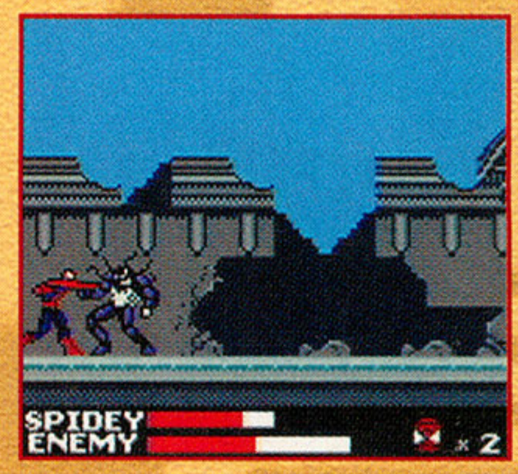
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.5

SPIDER-MAN



PROTIP: Spider-Man's most menacing foes are the bats, sea gulls, and other flying menaces. Take them out before you worry about other enemies.

AWESOME 2D ADVENTURE gaming lives on thanks to Nintendo's little wonder system, as Activision's Spider-Man makes his merry way to the Game Boy Color with this terrific side-scrolling adventure game. The wall-crawler looks great and has all of his world-famous moves at the touch of just two buttons. Occasionally, you'll accidentally get stuck on walls, but the controls are right on for the most part. The sound is nothing spectacular. The game features some of Spidey's best archrival super villains, so this game requires a good amount of skill to beat. Overall, Spider-Man delivers a Marvel-ous adventure for the greatest superhero from the House of Ideas, continuing his string of video game hits. Now let's just hope the movie is as good as the games.



▶ PROTIP: To beat the bosses, learn their simple patterns. Beating Venom requires a quick punch and then a swing to the other side of the board–repeat until victorious.



BY UNCLE DUST

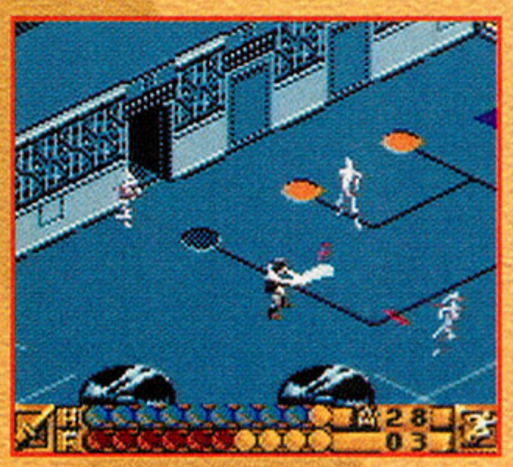
- Published by THQ
- $29.99
- Available now
- Action/ adventure
- 1 player

ESRB: RP (Rating Pending)

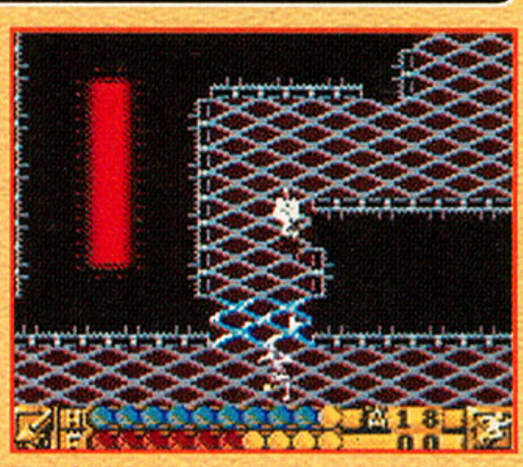
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.5

STAR WARS EPISODE I OBI-WAN'S ADVENTURES

LUCASARTS' HIGHLY anticipated title Obi-Wan makes its debut on the Game Boy Color well before its PC counterpart, thanks to the help of THQ. This third-person action/adventure title resembles Jedi Power Battles for the PlayStation, and plays much like it—without all the platform jumping. Simple puzzles, mazes, and lots of lightsaber slashing keep your thumbs busy during nine levels based on *Episode I*. The diagonal overhead camera makes the graphics look better and less flat than those on most GBC titles, but this view sometimes prevents you from lining up a target in combat. The hypnotic notes of the *Star Wars* theme will put you into a trance. Follow Qui Gon's instructions closely, young padawan, and you'll defeat Darth Maul in this fun *Star Wars* adventure.



◀ PROTIP: Deflecting laser blasts is not an exact attack, as it was in Jedi Power Battles. You'll need to run and attack your enemies.



PROTIP: Use the blaster when enemies hide behind obstructions.



BY LAMCHOP

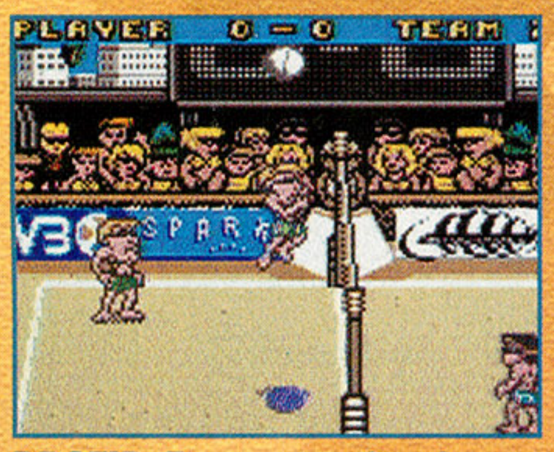
- Published by Infogrames
- $29.95
- Available now
- Volleyball
- 1 player

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

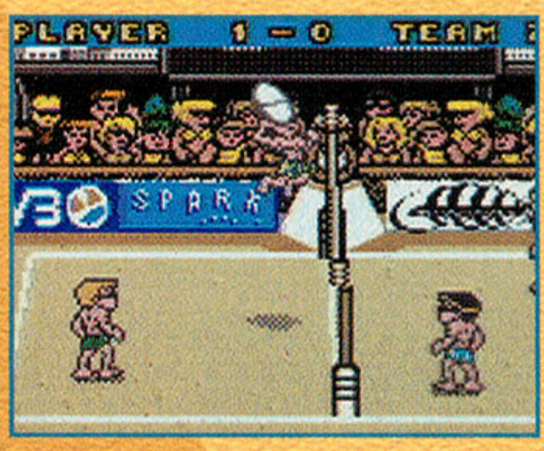
Power SPIKE PRO BEACH VOLLEYBALL

POWER SPIKE PRO BEACH VOLLEYBALL features 20 pros, including Sinjin Smith and Carl Henkel, for some volleyball-spikin' action. You can enter a single match and select from five beaches, such as Los Angeles or Osaka, or you can enter the championship and compete for top honors in a world tour. Gameplay is as blissfully simplistic as the controls—move around and place your player under the ball, and use the A and B buttons to jump and hit. Occasionally, players will dive for the ball, too. The tricky part is timing the jumping and spiking the ball for points. The graphics are colorfully solid, and an upbeat tune keeps the action going. This one is mindless fun for everyone.



PROTIP: Time your spikes. Jump when the ball is at its highest point to hit at the right time.

▶ PROTIP: When positioning yourself for a spike, try to slam the ball in the gap between your opponents.











Yes, you can change your reputation.











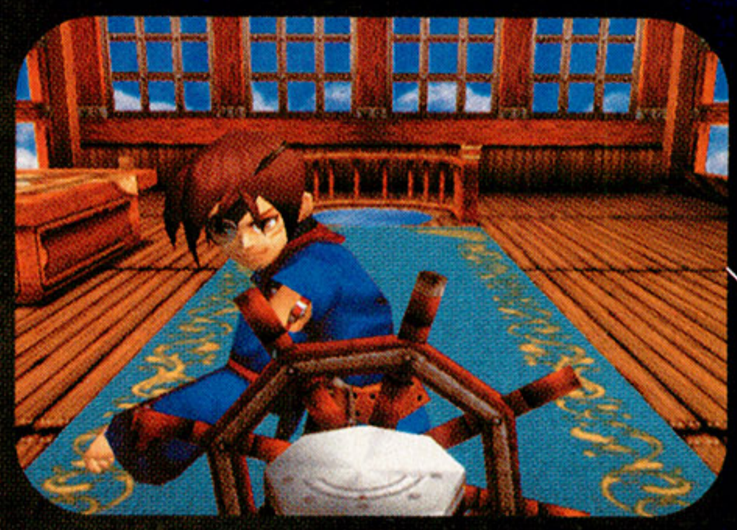


Skies of Arcadia



No, you can't change your clothes.









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Onimusha: Warlords



BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: First Quarter 2001

PlayStation 2

FIRST LOOK

Bringing Out the Dead

Finally…an Onimusha: Warlords preview that isn't all cinema screens! In 1560 feudal Japan, you'll assume the role of Samanosuke, a lone samurai warrior out to rescue a kidnapped princess from supernatural forces. When you aren't fighting hordes of samurai zombies and other members of the undead, you'll be solving challenging puzzles and collecting valuable items. And when you aren't reacting to the onscreen events, you'll simply be watching them, as the game will feature several extensive CG cinemas that help the narrative along and flesh out the various characters.

GO TO THE NEW www.GAMEPRO.com! FIND OUT MORE!









Meet Samanosuke, samurai warrior and hero of Capcom's eagerly awaited Onimusha: Warlords–an action title that will blend the supernatural with hack-n-slash play mechanics.



Samurai Spirits

While the game's plot sounds like something lifted from the next Mario title, Onimusha is hoping to wow gamers with sharp visuals. Onimusha will use a prerendered visual scheme of fixed environments and diverse camera angles; sure, we've seen this before in Resident Evil, but not with such fine details. Interactive elements (such as objects you can move or destroy) will now completely blend in with the surroundings, and each area will be filled with cool lighting effects, like shadows cast from burning torches. The characters will also be handsomely rendered, and you'll spot flowing tunics and other ornate clothing on human characters along with the rotting body parts of your various undead enemies.



Sword of Doom

Onimusha's engaging gameplay will be aided by Samanosuke's vast repertoire of moves and combat techniques. Not only will Samanosuke execute several slash attacks with his sword, but he'll also use magic attacks and imbue his weapon with various attributes, such as fire and lightning. Perhaps Samanosuke's most innovative weapon will be a gauntlet that he wears on his arm. With this item, he will be able to absorb magic and life energy released from defeated opponents and add them to his own stock of energy supplies. Other notable combat techniques will include the ability to block, kick, lock swords, and attack downed opponents. With all these positive attributes, 2001 could be the year of the samurai.

















The Art of Fighting

Here's one of the many ways to defeat foes in Onimusha: Warlords.



Kick an opponent to the ground…



…then immediately stand over the fallen foe and deftly drive your sword into him.



As your defeated enemy dissolves, you'll be able to absorb his life and/or magic energy and add them to your own.

"...the best superhero game ever..."

OPM
August 2000







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Winback





BY AIR HENDRIX

- Developed and published by Koei
- Target release date: March 2001

PlayStation 2

FIRST LOOK

ORIGINALLY AN N64 game, Winback never drew the crowds that GoldenEye or Perfect Dark did, but its high-octane espionage action gained a well-deserved following. Now Koei is porting it over to the PlayStation 2, and, while details were still scarce at press time, Winback has the potential to be a thrilling PS2 mission.

Playing as Jean-Luc Cougar, you're charged with infiltrating the base of terrorists who are threatening the world with laser-equipped satellites. But when your squad's chopper starts coming apart before it reaches the drop zone, everyone parachutes in separately, leaving you alone against the terrorists.

Fans of Syphon Filter will feel right at home with the third-person firefights, which should deliver plenty of action mixed with stealthy infiltration. Cougar will occasionally pair up with squadmates and take on bosses, and Winback will also offer four-player split-screen action. The graphics look like a significant upgrade over the N64 version's, and the game's excellent targeting system, which lets Cougar automatically take cover, will return to duty. All told, Winback looks like a promising covert-ops prospect this winter.





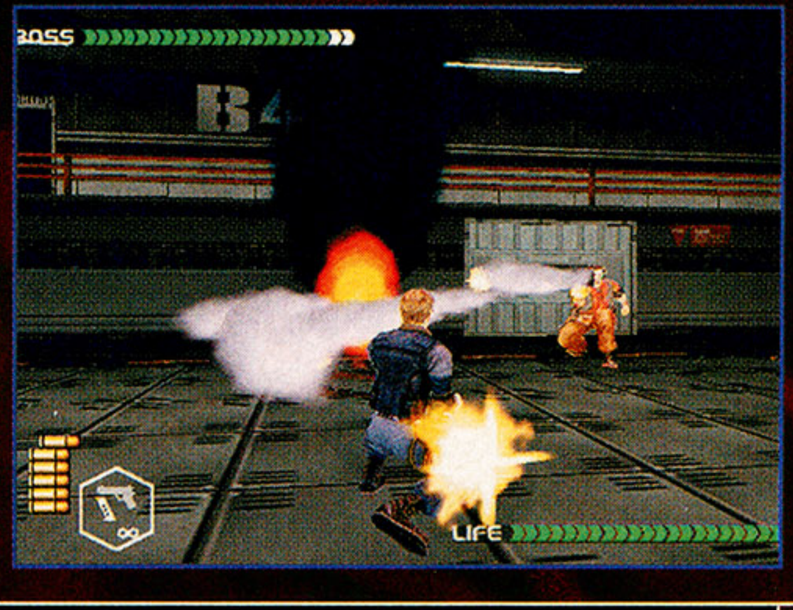












MDK 2 Armageddon

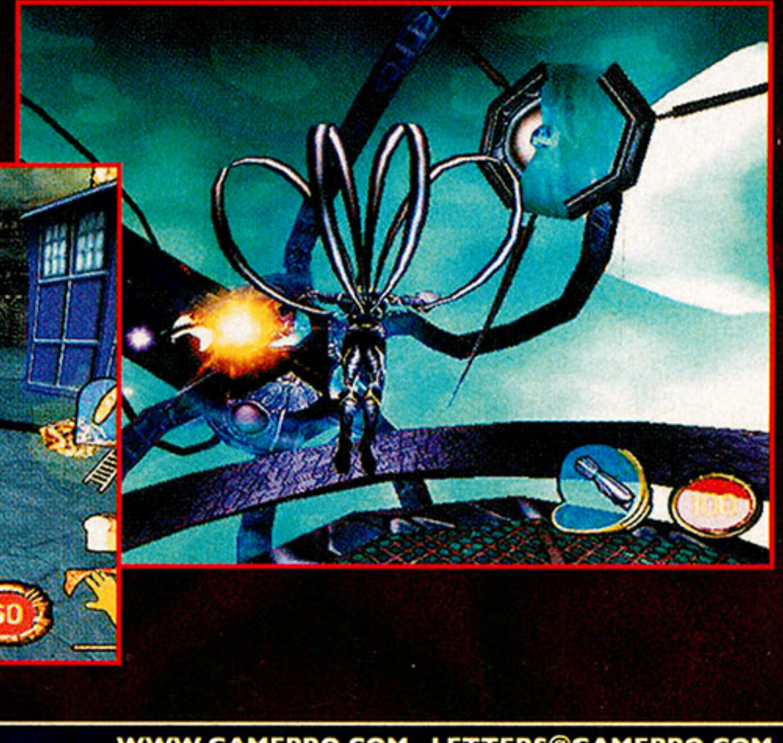
BY AIR HENDRIX

- Developed by Bioware
- Published by Interplay
- Target release date: December 2000

PlayStation 2

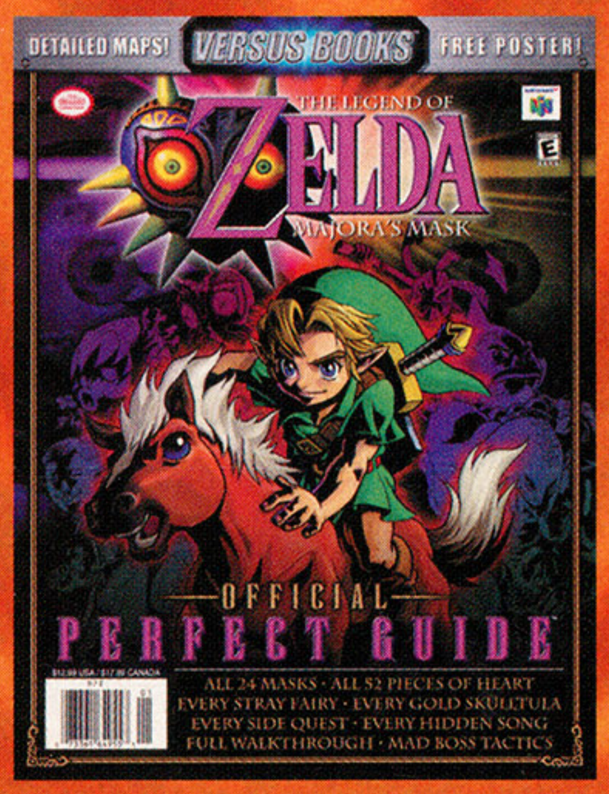
FIRST LOOK

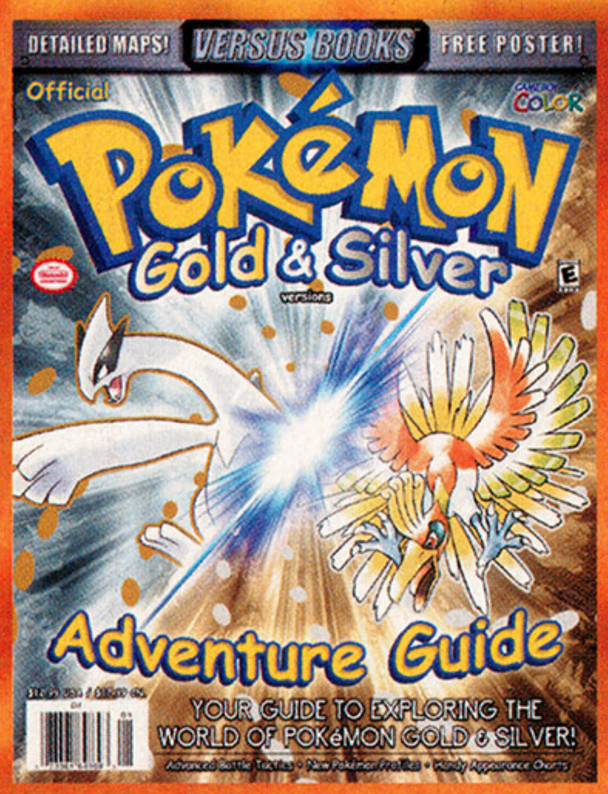
ALTHOUGH THE ONCE-PROMISING Dreamcast version of MDK 2 didn't live up to the hype, this PS2 update might offer redemption. While MDK 2 will largely be a port of the Dreamcast game, its developer, Bioware, is incorporating two huge additions aimed squarely at the original's flaws: adjustable difficulty settings and configurable controls. Beyond that, expect Kurt, Doc, and Max to return for more third-person combat and platform-hopping in lush sci-fi environments when MDK 2 Armageddon locks and loads this holiday season.

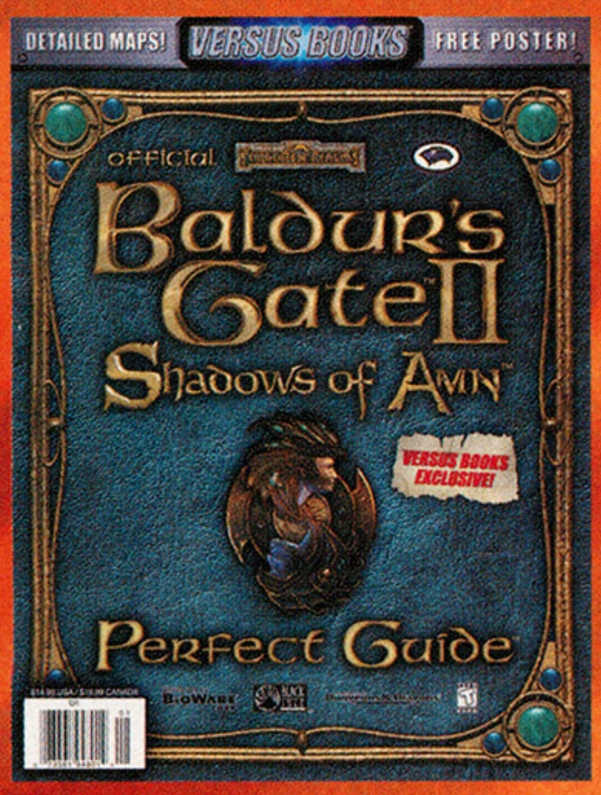


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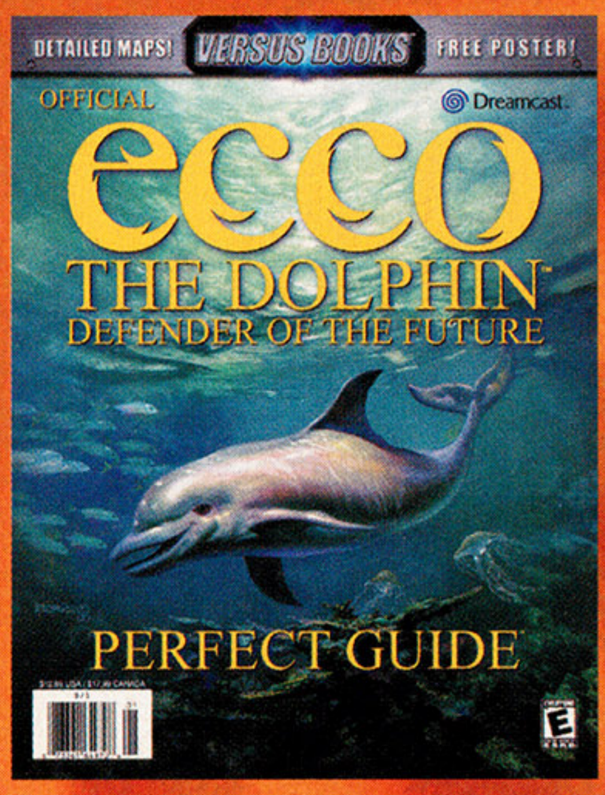


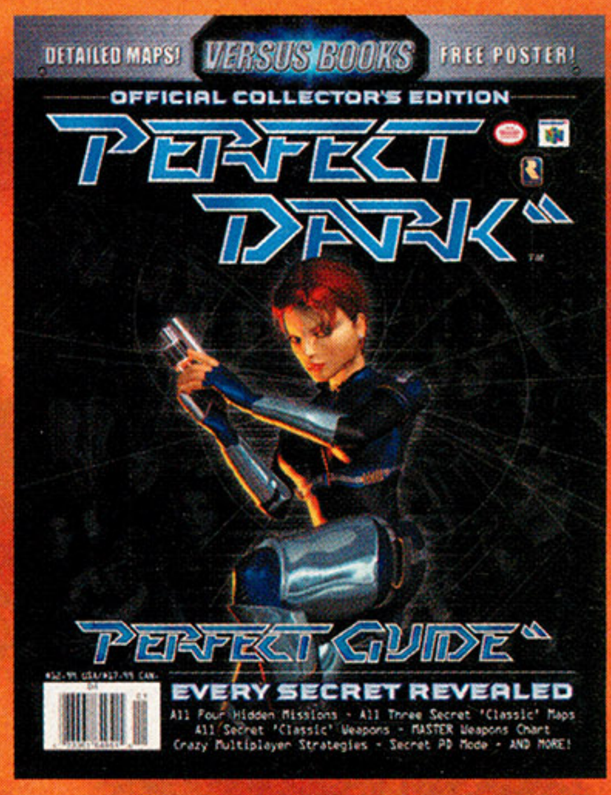












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Gran Turismo 3



BY DAN ELEKTRO

- Developed by Polyphony Digital
- Published by Sony
- Target release date: January 2001

PlayStation 2

UPDATE



THE PLAYSTATION 2 version of Gran Turismo sure has been in the shop for a while, having received both visual and mechanical tweaks. In fact, it has been delayed for so long that Sony had to change the name from Gran Turismo 2000 because the game would not be available by the date in its original title. Here's the payoff: The newly rechristened Gran Turismo 3 looks like it's finally ready to roll out of the garage with serious style and stunning simulation gameplay.





Gran Turismo 3 will offer a whopping 130 vehicles—each composed of a hefty 4000 polygons—tearing around 15 tracks, including the new Monte Carlo and Tokyo Racing Circuit courses. Obsessive details will include completely customizable, utterly realistic vehicles—right down to accurately modeled disc brakes behind the wheels. The changing weather (rain, excessive heat, fog) will make racing difficult, but the other drivers will be even worse; if you cut off an opponent, the vicious A.I. will remember and seek revenge. If that scares you, find a friend and race split-screen or via the i.Link cable. The race is yours to win—finally—in January.

















Twisted Metal: Black



BY DAN ELEKTRO

- Developed by Incognito
- Published by Sony
- Target release date: To be determined

PlayStation 2

FIRST LOOK



TWISTED METAL: BLACK promises to live up to its name with a dark tone inspired by unsettling films like *Seven* and *Jacob's Ladder*. Driven by members of the original SingleTrac design team, TMB's plans call for 14 vehicles fighting on 18 battlegrounds. You can watch for improved physics, environments, and gameplay modes—not to mention Sweet Tooth morphing into a terrifying mech! No release date has been set, but that's okay—fans would prefer that Incognito take its time and do the series right.







Theme Park Roller Coaster



BY LAMCHOP

- Developed by Bullfrog Productions
- Published by Electronic Arts
- Target release date: December 2000

PlayStation 2

HANDS-ON

YOU WANT FRIES with that? Actually, you'll probably want to build several fry stands to keep your customers from starving in this latest sim-park game from EA. Theme Park Roller Coaster will let you make all the decisions for building a park from scratch, from the placement of rides—such as the Crazy Ape—to the number of janitors to hire, to the number of bathrooms and where to put them. There will be eight environments across four themes—Lost World, Halloween World, Space Zone, and Wonder Land—and you'll even be able to walk around the park in first-person mode and ride your creations. The preview version featured easy-to-use controls, and it was a cinch to lay down tracks for rides, select and place structures, and move around in the intuitive menu. The appropriately cartoony graphics didn't take full advantage of the PS2's prowess, but everything was sharply rendered. The screaming rides and patrons sounded just like the real thing; some of the customers even complained. Your ticket to this ride will arrive in December.

















Dance Dance Revolution

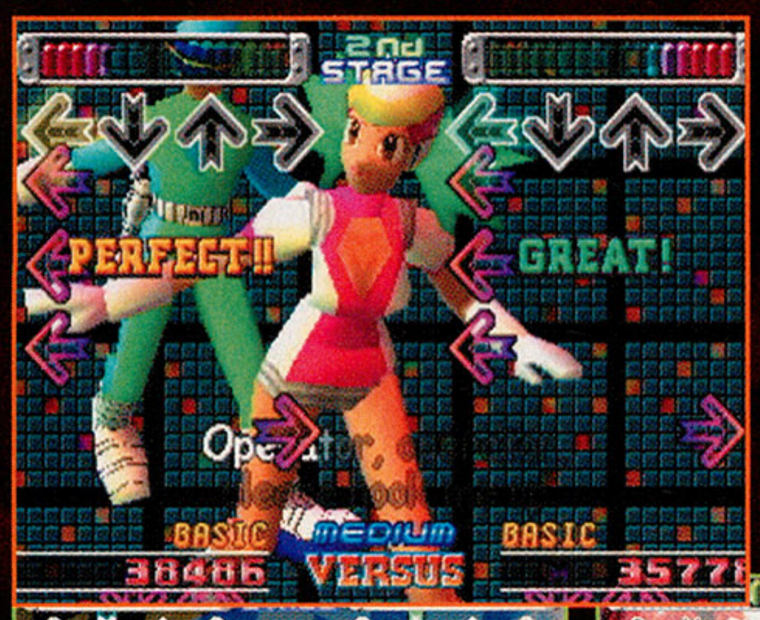


BY DAN ELEKTRO

- Developed and published by Konami
- Target release date: January 2001

PlayStation

FEET-ON



ADMIT IT—YOU'VE seen Konami's Dance Dance Revolution in the arcade and you've always wanted to play…but who wants to get up in front of their friends and prove they're an arrhythmic dork? The PlayStation version will solve that problem, giving you ample time to practice before you go out and strut your stuff for the inevitable crowds.

The American version of Dance Dance Revolution—one of Japan's most popular games—will feature over 30 songs, from laid-back pop to blistering techno. Some tunes will go as fast as 190 beats per minute, so if you have two left feet, you won't last long. The preview version we tried, however, featured a helpful training mode and even a workout mode to help you burn some calories. The optional dance pad controllers will be the key to shakin' your groove thang; get two, and you'll be able to dance cooperatively or competitively with a friend. The Revolution will be televised this January.

















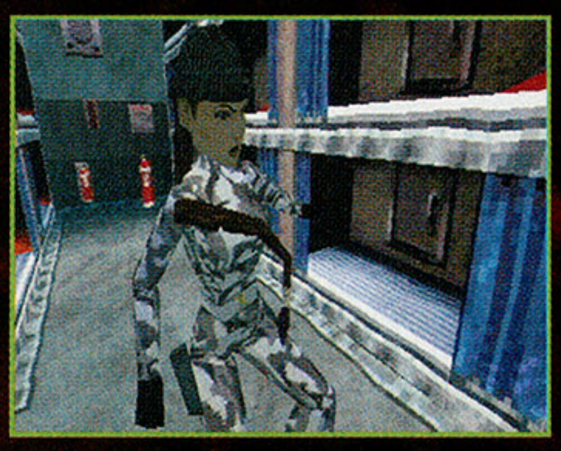
Tomb Raider Chronicles

BY ATOMIC DAWG

- Developed by Core Design
- Published by Eidos
- Target release date: November 2000

PlayStation

HANDS-ON







WILL THIS BE Lara Croft's last dance on the PlayStation? All indications in the preview version of Tomb Raider Chronicles seem to point to that conclusion. The esteemed Dr. Croft appeared to be headed for the tomb at the end of Tomb Raider: The Last Revelation, so Chronicles is basically a sort of Lara's greatest hits CD.

The game will reportedly open at Laura's memorial service where several of her old cronies, like her butler, Jeeves, will gather to reminisce about her adventures. This would seem like the perfect jumping-off point for Lara in several game settings (and outfits), and the preview disc found Lara in four dangerous, but apparently unrelated, adventures. She investigates ancient Roman ruins, sneaks around a Russian sub base, and battles high-tech corporate bad guys. There's also a level starring young Lara on a quest in Ireland.

The 3D gameplay should be classic Tomb Raider adventuring. Ms. Croft will stay true to form with her patented gold-medal sprints, tricky duck and rolls, and impossible leaps of faith. She will also continue to pack her auto pistols, so the rest of the heavy-duty arsenal can't be far behind.



If this is Lara's last run on the original PlayStation, it would seem that Eidos has taken a page out of the something-old-equals-something-new school of game design. Of course, for diehard Tomb Raiders, that ain't bad.







Surf Rocket Racer

BY ATOMIC DAWG

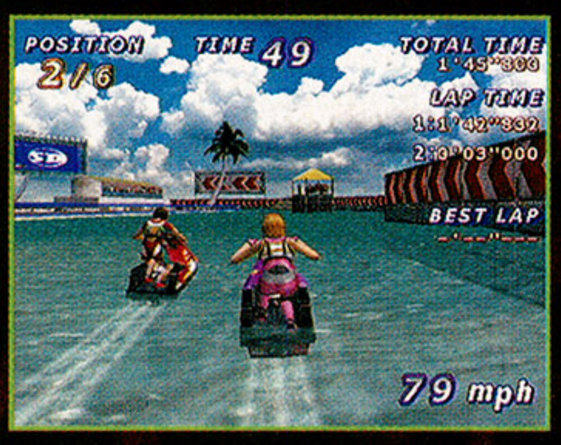
- Developed and published by Crave Entertainment
- Target release date: December 2000

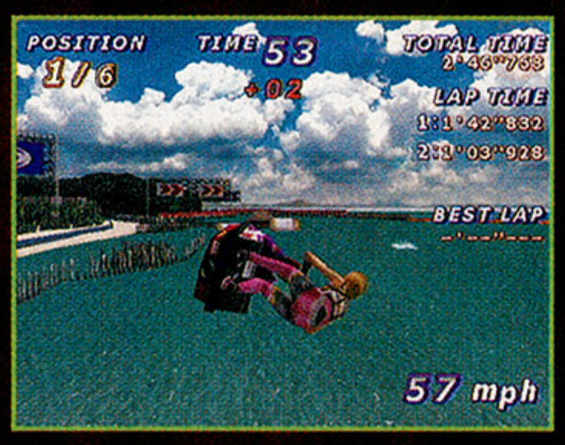
Dreamcast

HANDS-ON

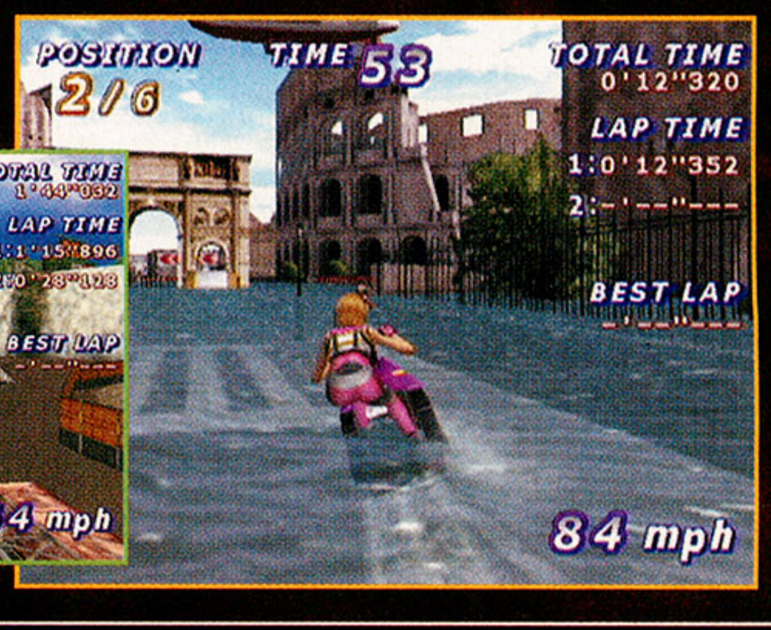


GRAB YOUR TRUNKS and hold on for dear life! That outrageous racket rocketing down your Dreamcast waterways is Surf Rocket Racer, sort of a Hydro Thunder with jet skis. Surf Rocket will be all about the need for aqua speed; you'll pick one of six racers, and then you'll just get after five diverse gameplay challenges. In the preview version, Championships mode raced along seven waterways where the tight controls made it easy to zip between obstacles, side-swipe competitors, and pull slick loops in the air. The preview version had only two-player split-screen racing, but that's all you need to get wet-ski on your jet skis.









Evil Dead: Hail to the King



BY UNCLE DUST

- Developed by Heavy Iron Studios
- Published by THQ
- Target release date: Fourth Quarter 2000

PlayStation

HANDS-ON





ASH'S HIGHLY ANTICIPATED leap from cult movie hero to video game action star crept closer as *GamePro* got its hands on THQ's Evil Dead: Hail to the King for the PlayStation. From the faithful re-creation of the cabin to Ash's smartass quips, the patented Evil Dead aura has been flawlessly captured. The preview version showcased plenty of action and gave Ash ample opportunity not only to hack-n-slash with his numerous weapons—including an axe, chainsaw, shotgun, pistol, and rifle—but also to talk some serious smack. The Resident Evil–style controls worked fine, but, sometimes in the heat of battle, a misstep would get you cornered.

Graphically, the preview version looked terrific. From the CG cinemas to the prerendered backgrounds to the polygonal characters, Evil Dead retained a distinct and eerie visual style: dark, dreary, and downright dangerous. The sound, albeit unfinished, contributed to the strength of the horrific visuals.

With some fine-tuning of character balance and small graphical glitches, Evil Dead: Hail to the King seems ready to ascend the throne of great action/horror games. Fire up the chainsaw and get ready to save the girl, rid the world of evil, and retain your job at S-Mart. Groovy!

















"Oh my God, they killed Lenny!!!"



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Warriors of Might and Magic



BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: December 2000

PlayStation 2

FIRST LOOK

As Alleron, you'll have to save your homeland from the destruction and torment of an evil god with an appetite for flesh and souls. In the tradition of the Might and Magic series, you'll cast powerful incantations and unleash heavy-hitting attacks with over 20 spells and brutal weapons as you journey through nine huge levels. Expect a vivid story line mixed with spectacular visuals, as seen in these early screens of the game.









Unreal Tournament

BY FOUR-EYED DRAGON

- Developed by Secret Level
- Published by Infogrames
- Target release date: First Quarter 2001

Dreamcast

FIRST LOOK



The highly touted first-person PC shooter is about to frag its way to the Dreamcast. Included will be the original armory of weapons—like the Pulse Blaster, Impact Hammer, and Rocket Launcher—and 35 deathmatch levels that will be completely redesigned from the PC version's. Unreal Tournament will have two game modes—Deathmatch and Capture-the-Flag—both of which will be playable online. In fact, up to eight players will be able to duke it out on SegaNet. Prepare for an Unreal challenge with this much-anticipated game.











Ducati

BY FOUR-EYED DRAGON

- Developed by Attention To Detail
- Published by Acclaim
- Target release date: Winter 2000

PlayStation

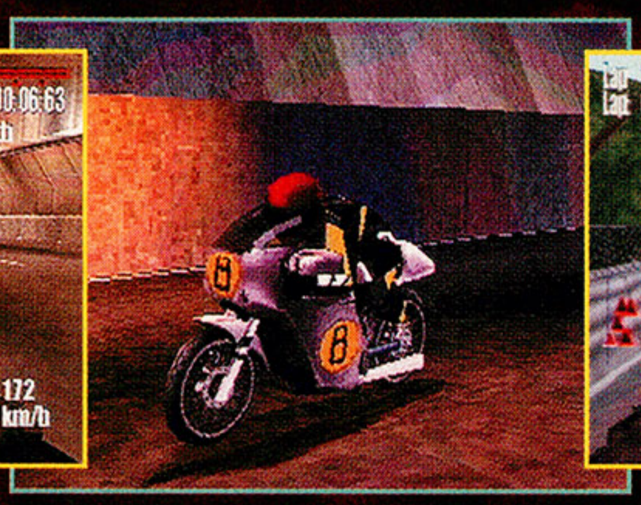
FIRST LOOK



Get ready to race the city limits with Ducati, the undisputed premium motorcycle brand whose two-wheel speedsters are some of the fastest around. Highlighting the game will be the Ducati Life game mode where you'll need to earn money to buy and upgrade classic-to-modern Ducati hot-wheelers, which span the 50 years of the company's existence. Additionally, two players will be able to race against each other; the winner will get to keep both bikes, while the loser will come back empty-handed. Don't blink, or else Ducati might just speed right by you.









TWO WORDS

Shenmue

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language
Use of Tobacco and Alcohol

www.sega.com/shenmue

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EVERYONE E — Mild Animated Violence

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UNREAL TOURNAMENT



BY DAN ELEKTRO

- Published by Infogrames
- $49.99
- Available now
- First-person shooter
- 4 players

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

ASK ANY PC gamer—Unreal Tournament is the gold standard for first-person fraggin'. Unfortunately, a few tech oversights keep UT's mix of hi-res graphics and fun-focused carnage from shining as brightly as it should on the PS2—especially next to its spiffy rival, TimeSplitters.

FIRE, FLEE, REPEAT

Unreal Tournament drops players into a future bloodsport where the person with the fastest trigger finger gets all the glory. Whether it be a free-for-all Deathmatch, a team effort like Capture-the-Flag, the capture-and-defend carnage of Domination, or the storming of various bunkers and bases in Assault, the game's uncanny A.I. plays, shoots, and even insults just like real human players. Over 50 deviously designed maps are yours to explore and survive, 14 of which are new to the PlayStation 2 version. As you progress through the ladders, more characters, levels, and "mutators"—cool gameplay-altering house rules—become available.



PROTIP: Twin Enforcers make good close-range weapons, especially in faster-shooting Alt-Fire mode.

FOUR AGAINST ONE

In single-player mode, UT offers gorgeous and gory level and character graphics (buckets of blood warrant the Mature rating); adrenaline-pumping music; crisp speech and sound effects; and balanced, addictive gameplay. Players can choose from controller presets or plug in a USB keyboard and mouse for a classic PC-style setup. The Target Lock feature tries to make up for the inherent inadequacies of pinpoint targeting with a gamepad, but it can be disorienting.

Each of the dozen nasty weapons features two fire modes—plenty of destructive options—while your A.I. compatriots will automatically cover you in team games (plus, you can give them direct orders). However, one of the game's biggest draws is its multiplayer mode, in which four players can blast it out on the same screen. Senselessly, the bot command menu pauses all play and shows your enemies what your troops are about to do—not good. Even worse, the frame rate takes a fatal shot in four-player matches, unless you happen to have four PS2s, four TVs, four i.Link cables, and a FireWire hub—which, of course, you do, right?



PROTIP: In Hi-Speed Assault, the fastest path to the train's front is over the roof. Use anti-grav boots to get there.

THE UNREAL DEAL

Still, Unreal Tournament's disturbingly real bots make good invisible friends, and its replay value, even for solitary players, is quite high. It faces stiff competition from the silky, speedy TimeSplitters, but if you're looking for straight-up run-and-gun action on the PS2, Unreal Tournament is worth a shot.



PROTIP: The key to deathmatch success? Constant motion and the ability to run backward while firing.



PROTIP: Splash damage—the explosions from rockets and flak shells—can be very effective in tight corridors: Shoot the wall, kill the nearby enemy. Just don't be too close to the blast radius.



PROTIP: Facing Worlds is a sniper's paradise. Camp on the roof of your tower with the sniper rifle and order your team to take the flag.



PROTIP: In Capture-the-Flag games, don't expect your A.I. teammates to be heroes—most of the time, you'll need to be the flag carrier.

GRAPHICS 4.5

Unreal Tournament and its detailed characters keep a fast and furious pace...most of the time. Occasional slowdown in heavy battles with many characters and projectiles mars an otherwise hi-res, high-octane fragfest.

SOUND 4.5

Alternately dark and heroic music complements the digital smack talk of your robotic opponents, who spit epithets like, "Burn, baby!" and "Next!" over simulated headsets. Strong explosion and futuristic gunfire effects keep things flowing, too.

CONTROL 4.0

Several control configs make up for a lack of complete customization, so you're sure to find a setup you like (they're all responsive). PC pros will definitely want to use a USB keyboard and mouse for greater accuracy.

FUN FACTOR 4.0

Despite its multiplayer focus, UT is at its prettiest and fastest in single-player full-screen mode. Frame-rate speed bumps aside, this game is worthy of the Unreal name and your rental dollars—but save the purchase for TimeSplitters.

PlayStation.2

Q-Ball

BILLIARDS MASTER

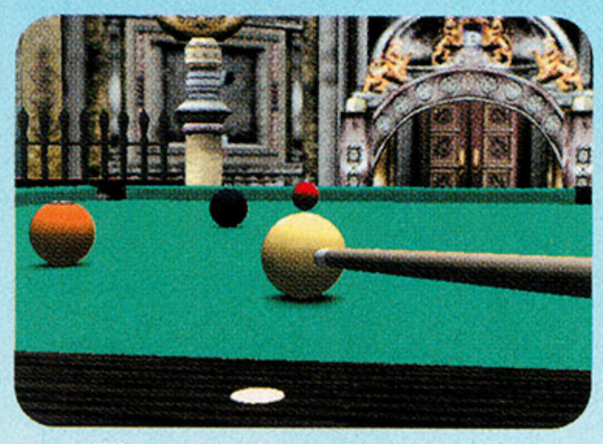




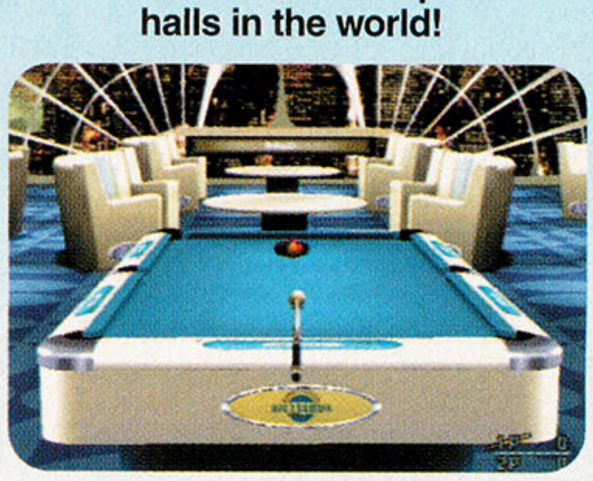
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EVERYONE
E
CONTENT RATED BY ESRB

SURFING H30



BY FOUR-EYED DRAGON

- Published by Rockstar Games
- $49.99
- Available now
- Surfing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	2.5	2.5

DON'T EXPECT ANY Maverick thrills in this disappointing surfer. While it looks like the perfect wave and has an innovative way of controlling your boarder, Surfing H30 fails to stay afloat with fun gameplay.

Surfing H30 comes with a miniature surfboard that attaches to both analog sticks, enabling you to control your surfer more realistically. Turning and whipping into the breaks, however, is difficult—the controls are too loose and overly sensitive. Moreover, the few camera angles restrict your view to the direction you should turn and you can only do tricks in the air, which limits your freestylin' fun.

The best feature of Surfing H30 is its visuals. Impressive wave animations fill the screen, and nonlicensed surfers and boards shine with colorful detail. As for audio, the hard-rock beats fit the atmosphere, but the annoying voices become extremely repetitive.

If you're a surfer nut, rent Surfing H30 before buying. Otherwise, hang loose at another beach.



PROTIP: Novices should start off with Lara Barcella–the most well-rounded rider and the easiest to control.



PROTIP: Save tube riding for the end of the course–it's difficult and you don't get many points.

TOPGEAR Dare Devil



BY FOUR-EYED DRAGON

- Published by Kemco
- $49.99
- Available now
- Driving
- 8 players (alternately)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.0	3.0	2.5

DESPITE THE BEAUTIFUL scenery at every turn, Top Gear Dare Devil steers into awful gameplay.

You'll speed through the streets of Rome, London, Tokyo, and San Francisco—gaining points by careening into signs, wreaking destruction upon other autos, and demolishing storefronts. It may sound fun, but the main objective is to gather coins that are scattered across town within a time limit, which is not fun at all—especially when there's 27 missions of it. On the plus side, you can drive plenty of familiar autos, although they lack their brand names because none of them are licensed. Each vehicle performs differently, but controlling them is no easy task: They're slow to respond and feel sluggish, even at top speeds.

If the gameplay doesn't impress you, the visuals will. Each city is beautifully laid out, complete with bustling streets and sharply detailed landmarks. The soundtrack, on the other hand, includes average techno music and uninspiring audio effects.

All told, steer clear of Top Gear Dare Devil—it's a bumpy road that will have you swerving into an unforgiving headache.



◀PROTIP: To decimate a huge area at once in Rome's Bonus Mission, drive fast and straight, then use your hand brake and skid sideways into target.



PROTIP: Don't worry about avoiding traffic, any auto you drive will quickly push other vehicles aside even if you hit them head-on.

WILD WILD RACING



BY MAJOR MIKE

- Published by Interplay
- $44.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	3.5

WILD WILD RACING has all the standard features of an off-road racer—plenty of tracks, diverse weather conditions, upgradeable vehicles—but a host of technical blemishes and rough edges keep it stranded in the pack of average racing games.

The problems are immediately apparent, with persistent pop-up and draw-in on most tracks. Other annoyances abound: For example, cars have a nasty tendency to get stuck on rails and other roadside objects, which leaves you screaming at the screen as A.I. opponents broadside you. As for the audio, an obnoxious music score—that begs to be silenced in the options menu—is coupled with a typical cacophony of racing engines and squealing tires. WWR isn't a total washout: It does have some cool play modes, such as a stunt track and skill challenge, but, ultimately, WWR is a game that would've benefited from more time in the development shop before release.



PROTIP: On the Iceland tracks, don't steer while driving on frozen lakes–wait until you reach the unfrozen ground on the other side.



PROTIP: Skill Challenge: When moving the ball into the goal, floor it and hit the ball twice, then brake and hit the ball to the goal. If you don't brake after the second time you hit the ball, you'll overshoot it on the second hill.

PlayStation®









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TEEN
T
CONTENT RATED BY ESRB

Realistic Violence

Animated Blood and Gore

SAFFIRE

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BY AIR HENDRIX

- Published by Infogrames
- $44.99
- Available now
- Driving/ action
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	3.5

DRIVER 2



LAST YEAR, DRIVER became one of the biggest surprise hits ever, captivating gamers with thrilling action as they played as an undercover cop posing as a getaway driver. Naturally, expectations are very high for this sequel, but—sadly—Driver 2 is unlikely to meet them. While the graphics have improved tremendously, the gameplay just isn't as fun.

Sophomore Slump?

Driver 2's problems arise from two key hiccups in the gameplay. Collisions are far too bouncy—what should be minor dust-ups send your car cartwheeling through the air. It makes for an entertaining spectacle, but since you're on a tight clock for most missions, the smallest mistake spells disaster.

That tight clock is the other setback. Many of the timed missions have far too little breathing room, particularly the pursuits where you'll often be told you lost the car you're chasing even though it's visible in front of you. The end result is a lot of frustration and repetition that really dampens what should've been the high-octane excitement of fleeing the cops and running down mobsters.



Driver 2's awesome cut-scenes are one of the highlights of the game.

Nice Ride

That said, if you're the patient, dedicated sort—or simply a huge Driver fan—you may find a lot to love about Driver 2. This two-CD game spans four new cities—Chicago, Havana, Las Vegas, and Rio de Janeiro—and features two-player split-screen action, lots of fun new side games, and cool touches like the ability to exit your car to pull switches or even carjack new rides.

Driver 2's huge graphical overhaul is its most impressive accomplishment. Spectacular cut-scenes tell a gripping tale of underworld machinations, and the gorgeous cities just ooze detail and ambiance. Unfortunately, significant pop-up and frame-rate problems mar the show, but the sound sizzles with great mood-setting music (blues in Chicago, salsa in Havana), sharp dialogue, and tight sound effects.

The controls remain the same as they were in the original, which is great news. Laying rubber as the cops notice you or using the handbrake to power-slide is hugely rewarding—these cars are just lots of fun to drive.

Being the Wheelman

All told, Driver 2 definitely isn't a bad game, but its flaws prevent it from living up to its predecessor's huge Fun Factor. If you're a hardcore Driver fan, you'll probably stomach its blemishes and enjoy all the other things that it does well. If not, be sure to take this baby for a test drive before signing on the dotted line.



PROTIP: Never brake for police roadblocks–there's always a hole you can zip right through.



PROTIP: When chasing the mine-dropping truck in Havana, accelerate past it in the opposite lane, then veer in to ram it off the road.



PROTIP: As you chase down the cars carrying the file in Havana, try to set up head-on collisions or side impacts–ramming from behind does too little damage.



PROTIP: If you're pursuing another car, don't stay right on its bumper as it will try to fake you out with sudden but false moves. A little breathing room gives you time to react.



PROTIP: When you're being pursued, never drive in a straight line. Also, occasionally swipe civilian cars so that they wreck and interfere with your pursuers.



PROTIP: If your car is too damaged and time permits, just carjack another one by simultaneously tapping ↑ and △ to exit your car and enter your "new" one.

GRAPHICS 4.0	SOUND 4.5	CONTROL 4.5	FUN FACTOR 3.5
Frequent pop-up and a sluggish frame rate make for a jarring speed bump in the otherwise-sharp graphics. Still, Driver 2's sleek environments and awesome cut-scenes really capture the eye.	Moody music sets the right tone in all the cut-scenes, while the dialogue keeps you informed about the mission. Crisp effects bring every wreck and squealing tire to life.	Half of the fun of Driver was the awesome controls, and this sequel is no exception. Setting up powerslides, whirling through 360s, and laying rubber is just a blast.	Some gameplay glitches mean that Driver 2 isn't as fun as the original title. It's still a solid ride that gets a lot right and delivers plenty of thrills, but, ultimately, it's just not on par with the first Driver.

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WWF SMACKDOWN!2 KNOW YOUR ROLE



BY LAMCHOP

- Published by THQ
- $44.99
- Available now
- Wrestling
- 4 players

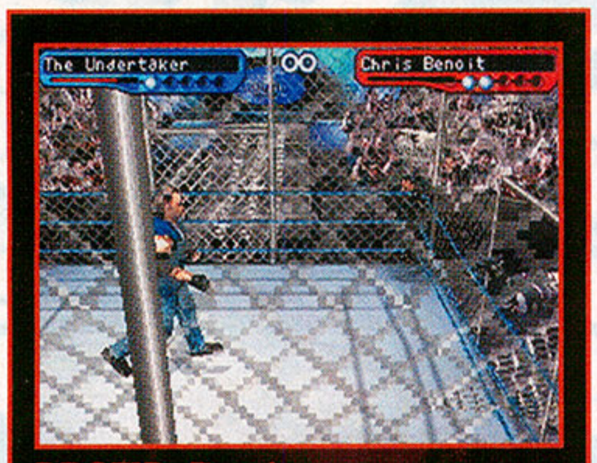
T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.0	4.0	4.5

HOW DO YOU improve the best wrestling game for the PlayStation? Add new backstage areas, a cleaner menu, and over-the-top matches. Though SmackDown 2 falters in several key areas that should have received more attention, the new wrestling game champion has entered the ring to challenge all comers.

LETHAL WEAPONS

With over 50 characters to choose from, you can jump into the skin of Stone Cold Steve Austin, The Rock, or the American Bad Ass Undertaker, and pound some sense into Kurt Angle, The Goodfather, or even Stephanie McMahon Helmsley. Aside from the familiar modes (Royal Rumble, Cage, Hardcore), SD2 adds new ways to destroy your opponent with new match types: Casket, Ladder, Table, and the dreaded Hell in a Cell. You can also take the slaughter backstage in some modes and duke it out in new areas, like a VIP room.



PROTIP: First, throw your opponent through the fence in Hell in a Cell...



...then climb to the top of the fence with your foe and powerbomb them through the cage for extra damage. You can break through only the center piece of the cage at the top.



PROTIP: It's easier than ever to toss your opponent (or get tossed) out of the ring in SmackDown 2. Time your movements, go for the elimination, and get ready for the rest.

JUST BRING IT

In addition to the new matches, SmackDown 2 also gets a prettier menu. Slick-looking wrestlers strut to the ring accompanied by their entrance music videos, while the snazzy crowd flashes its cameras all over the stadium—SD2 has the best graphics in a wrestling game, hands down. The wrestlers' moves and grappling motions are equally fluid and impressive, though clipping problems still abound. The controls haven't changed from the original's, and they're as easy as ever to use: Pressing punch, run, block, or grab in conjunction with the directional pad will execute a move and build up your energy so you can blast opponents with your finishing move.

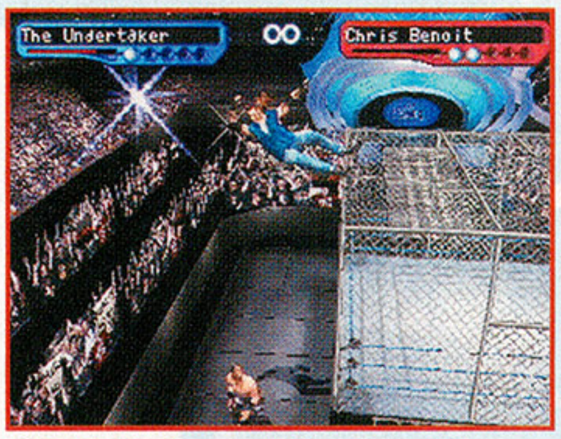
The low blow is in the sounds. Once again, you'll have to make do with reading subtitles in story mode—there aren't any wrestler voices or commentary. An even cheaper shot to the head is the weak story mode: The gamer is subjected to cut-scenes that repeat way too much to be enjoyable (or to even tell a story).

AND THAT'S THE BOTTOM LINE

The new matches are a welcome addition and certainly make the game more lively (you haven't played a wrestling game until you've flown off the top of a cage onto your opponent 20 feet below). Unfortunately, the matches don't ease the pain of the poor story mode or the lack of smack talk.

Still, SmackDown 2 reigns as the supreme wrestling title on the PlayStation—and that's no load of monkey crap. Gamers everywhere will smell (and like) what THQ has cooked up.





PROTIP: Jump off the top of the Hell in a Cell cage to deliver super damage to your opponent.



PROTIP: Almost all the furniture in the backstage areas can be used as weapons.



PROTIP: The easiest way to win the table match is to set it up near a turnbuckle. Then climb the turnbuckle and jump onto your opponent.



PROTIP: Don't throw your opponent into the casket in the beginning: Use it to bash them around a bit–then throw them in.

GRAPHICS 5.0

Cheer along with the excellent-looking crowd as the smoothly rendered superstars strut into the ring. Unfortunately, clipping remains a problem, but the graphics are stunning nonetheless.

SOUND 3.0

You'll have to do your own smack talk again, as voice-overs and commentaries are missing. Gamers highly anticipated the addition of wrestlers' voices, and their omission is a neck-breaker.

CONTROL 4.0

If you know the easy-to-use controls of the first game, you'll pick up the sequel's in a jiffy. Even newbies will learn how to punch-n-grab the first time around with the simple controls.

FUN FACTOR 4.5

It was an event the first time around, and this adrenaline shot in the arm makes the sequel equally fun and impressive. If you overlook the absence of the voice-overs and commentary and ignore the story mode, this is a great wrestling game for everyone.

PlayStation®2

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TEEN T CONTENT RATED BY ESRB — Animated Violence

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WCW BACKSTAGE ASSAULT



BY LAMCHOP

- Published by Electronic Arts
- $49.99
- Available now
- Wrestling
- 2 players

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	3.5	3.5

IF YOUR OPPONENT is giving you lip, hit him with…a sink! WCW Backstage Assault removes the wrestling ring, instead offering seven backstage areas replete with weapons to knock out the bad guy. Unfortunately, the thrill of repeatedly pulverizing someone with a bat isn't enough to warrant a purchase for most gamers.

NATURE BOY

Backstage Assault features over 50 WCW superstars. Gamers can play as Hulk Hogan, Mona, Ric Flair, and others, and can unlock additional characters in the hardcore challenge mode. You'll fight through areas that include a semi-truck arena, locker room, and exercise room. Each environment is filled with an arsenal of trash cans, 2x4s, and more. The ultimate goal is to make it into the Hall of Champions by beating your opponents.



PROTIP: Out of weapons? Throw your opponents into the crates to reveal more.



PROTIP: The higher you get, the more damage they take when you land.

A BLOW TO THE HEAD

At first, you'll take notice when your wrestler knocks out the enemy with an iron bar. After about half an hour or so, though, you'll realize the gameplay is repetitive and isn't all it's cracked up to be. You can do wrestling moves, but when a weapon is so much more effective, that's what you'll resort to. Graphically, the wrestlers are rendered a bit blockily, and there's quite a bit of clipping when they're holding weapons. The controls are simple—grab to do a move or pick up a weapon, or kick and punch. Soundwise, the commentary by Tony Schiavone, Bobby "The Brain" Heenan, and "Mean" Gene Okerlund is on target, flowing well with the action.

If WCW is your hobby, then pick up WCW Backstage Assault for your collection. Others should rent it for a day of mayhem.



Wait a minute. Isn't this the men's room?



PROTIP: The running attack is the best way to knock your enemy down when he has a weapon.

LOONEY TUNES RACING



BY JAKE THE SNAKE

- Published by Infogrames
- $19.99
- Available now
- Kart racing
- 2 players

E for Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	5.0	4.0	4.0

CARROT-HEADS REJOICE: Despite borrowing unashamedly from Crash Team Racing ("CTR," "LTR"—coincidence?), Looney Tunes Racing delivers fun kart-racing action that oozes with that classic *Looney Tunes* flavor.

YA LONG-EARED, FUR-BEARING, FLAT-FOOTED VARMINT...

Gameplay is very close to that in CTR: Power-ups and powerslides are key, and you zoom ahead by running over glowing green-striped speed-burst strips. LTR's new twist is that by driving through gates you trigger traps (made by Acme, of course): falling boulders, pianos, and 1000-pound weights; along with lasers, meteors, trains, and more. The controls are fine and simple, but aren't as smooth as CTR's. And single-player gameplay is a little too easy—it takes only a couple hours to win Championship mode and all the Acme Challenges.



PROTIP: Drop bombs in places that will impede your opponents, such as on a speed pad, in a narrow pass, or in front of a trap-triggering gate.



PROTIP: Trip all the traps you can, such as Gossamer here, so they can't be sprung on you.

...I'M A-BLOWIN' YA TO KINGDOM COME

LTR may play like just another kart-racing game, but its true reward is that it drops you smack-dab in the middle of the *Looney Tunes* universe. The 16 tracks are inspired by specific *Looney Tunes* cartoons (and adhere to the abstract motif of the later Chuck Jones years). You can race as nearly every character, from the famous—Bugs, Daffy, Porky, and Taz—to the esoteric—Marvin the Martian, Pepé Le Pew, Foghorn Leghorn, and Yosemite Sam. Yet, despite the many nice details, the environments and characters are roughly drawn and animated, and don't look nearly as smooth as those in CTR.



PROTIP: Beginning with the Giant's Garden race, you must use the powerslide (press R1 or L1) to make tight turns, or you'll never win.



Only in the *Looney Tunes* world would these boulders not fall from their perches.

The highlight of the game is the sound: Each character's voice is accurately re-created by the official Warner Bros. voice actor. And every course has a great *Looney Tunes*–inspired soundtrack that you'll instantly recognize, such as the riffed William Tell Overture (the *Lone Ranger* song). If you like *Looney Tunes* and kart racing, you'd have to be a nincompoop not to grab LTR for a mere 20 smackers.

007 Racing



BY JAKE THE SNAKE

- Published by Electronic Arts
- $39.99
- Available now
- Driving
- 2 players

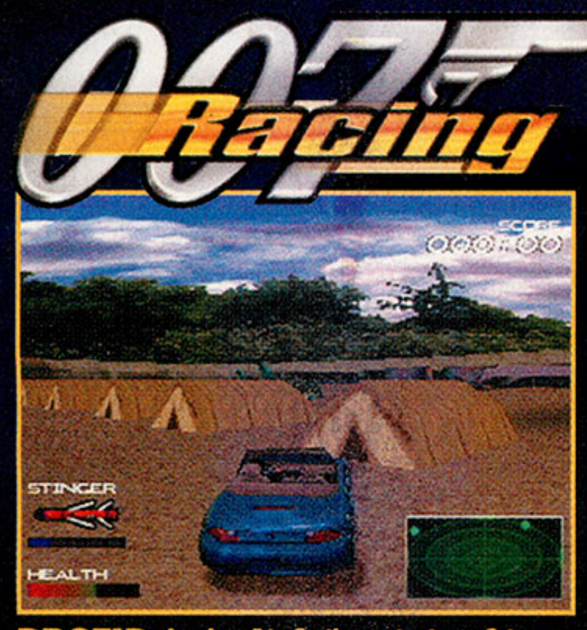
TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

THE TITLE MIGHT evoke images of silly cart racing in which you compete as Sean Connery, Roger Moore, Pierce Brosnan, Dr. No, Jaws, M, Q, or even Miss Moneypenny. But 007 Racing is a Driver-meets-Spy-Hunter, vehicle-based shooter that plays like Vigilante 8, but with gadget-strewn cars from Bond movies new and old.

007's varied scenery—from the streets of New York to the jungle roads of Mexico—is detailed and moves smoothly as you speed by, but the screen is often blurry with pixels. The good sound effects keep you aware of what's going on and include voice-acting by Desmond Llewelyn as Q and John Cleese as R (Q's assistant), who chides you for crashing his cars.

It's a breeze to control your vehicles—including the Aston Martin DB5 and BMW Roadster—yet some objectives are tedious and frustrating, such as setting multiple limpet mines in precise locations within a time limit. 007 Racing offers mild fun that will appeal for sure only to gamers who love both Bond and action-driving games.



PROTIP: In the Air Strike mission, Stinger missiles are hidden in the pup tents, but be sure to have plenty of health before you crash into them.



PROTIP: In the Survive the Jungle mission, the getaway truck is in the village.



Moto Racer World Tour



BY LAMCHOP

- Published by Infogrames
- $49.95
- Available now
- Racing
- 2 players

EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.5

IF YOU'RE LOOKING for an easy-to-handle bike racing game for some quick action, this isn't it. Instead, the latest incarnation of the Moto Racer series, World Tour, features tough controls that will take some practice. That dedication, however, will be richly rewarded when you unlock the various solid races—which ultimately redeem this game.

Moto Racer World Tour features 18 circuits and a host of bikes ranging from 125cc dirt bikes to 500cc speed demons.

PROTIP: At the starting line of any race, rev and keep your engine at the orange zone for a quick start.

You'll tear down the track in different races/stunt modes, such as a cool obstacle course/structure that you'll have to maneuver through (but you'll have to unlock them by winning). The graphics are solid with realistic animation, like the scene of a rider shaking off a nasty spill. The soundtrack sets a frantic rock pace that's perfect for racing. The monkey wrench in this machine is the tough controls, but once you get past them, you'll have fun busting stunts on the stunt track or hitting 400 mph in a dragster. That said, World Tour is a fun racer—just bring your own training wheels.

PROTIP: Hitting your opponents from the side is a great way to slow them down or flip them over.

Star Wars Demolition



BY DAN ELEKTRO

- Published by LucasArts
- $39.99
- Available now
- Vehicle combat
- 2 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.0

SO YODA SAID a Jedi never uses the Force for attack? Shows you what a Muppet knows. Star Wars Demolition's revved-up mercenaries battle for vehicular supremacy in that galaxy far, far away, but graphics and gameplay problems keep the game from shooting for the stars.

The detailed vehicles and characters sport excellent textures, yet severe pop-up dulls the beauty. Distinctive laser blasts join varied musical themes that try to pick up where John Williams left off, but don't always succeed. Control varies depending on what you're driving—Boba Fett's rocket pack is squirrelly, while the snowspeeder feels more stable. Because weapon energy doesn't last long, the once-frantic game degenerates into laborious recharge sessions. What if Luke had gone back to refuel every 45 seconds during the *Death Star* attack?



PROTIP: You can carry only one special weapon at a time, but it will never wear out and you don't have to collect specific ammo–generic weapon energy powers them all.

Star Wars Demolition started as a cool idea, but its flashes of quality are too short to sustain long-term interest. Even the strength of the license can't hold this baby together.



PROTIP: In the Dune Sea on Tatooine, use the sandcrawler for cover, then sneak out behind it and wallop enemies.

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AN EPIC QUEST FOR PEACE.

BREATH OF FIRE IV

After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

PlayStation

TAKE IT TO THE EDGE TAKE IT TO THE EDGE
CAPCOM EDGE

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STAR WARS EPISODE I BATTLE for NABOO



BY EXTREME AHAB

- Published by LucasArts
- Price not available
- Available now
- Flying/ground combat
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	4.5

THE VIRTUAL DESCENDENT of Rogue Squadron, Battle for Naboo shares many traits with its *Star Wars* kin: exciting aerial combat, sturdy controls, and an absorbing story line. *Star Wars* faithful and those just interested in fun gameplay won't be disappointed.

Sykes and Away!

Perhaps you've wondered what was really happening on Naboo while Qui-Gon was busy fulfilling messianic prophecies in *Episode I*—well, Battle for Naboo fills you in. As Lieutenant Gavin Sykes, a Naboo soldier, you'll participate in the plot-twisting Naboo back story, whose players include Captain Kael, Borvo the Hutt, Captain Panaka (voice-overs by Hugh Quarshie from the film), and Queen Amidala.

Battle for Naboo differs from Rogue in that a fair amount of it takes place on the ground (or hovering right above it) in Gian or Flash Speeders, a Heavy STAP, and a Trade Federation Gunboat. Moreover, many of the game's 15 levels (plus three unlockable ones) require you to switch from land to air (or vice versa) by ducking into hangars and coming out in a Police Cruiser, an N-1 starfighter, or an N-1 bomber.

All of Battle for Naboo's levels are larger than those in Rogue Squadron, but, fortunately, invisible checkpoints save your progress along the way. In fact, the game's dynamic difficulty adjustment keeps frustration to a minimum as you garner bronze, silver, or gold medals (depending on your performance) while moving up the ranks from Security Cadet to Palace Guard to…Queen Amidala's Handmaiden (just kidding).



PROTIP: If your aircraft is heavily damaged, take a break from the fighting to allow your droid to effect repairs.



Battle for Naboo takes the fight onto water, in addition to land and sky.

Inkabunga! (Incredible!)

The addition of terrain action also means more visual variety in Naboo's environments, from farms, villages, and the streets of Theed to a Trade Federation spaceship and glaciers; plus, you'll marvel at the luminous glows created by firing weapons—you'll even dogfight while it's snowing. Naboo's audio is all Jedi-quality, from nicely varying music to sound effects and voice-overs. The controls are identical to Rogue's already solid scheme, so veterans will feel like they're right back on Tatooine.

The Nintendo 64 may be lost in the hubbub surrounding the PlayStation 2, but it's still being supported by great games. Battle for Naboo is so much fun that it's possible that the Midi-chlorians were involved in this one!



PROTIP: As in Rogue Squadron, your HUD's orange cone always indicates where you should go (except when you're searching for power-ups).



PROTIP: Play around with your Heavy STAP–you may discover some interesting maneuvers that will give you the upper hand.



PROTIP: Use your R1 button with the analog stick to make incredibly tight turns (the kind that weren't available in Rogue Squadron).



PROTIP: As in Rogue Squadron, if you hear the tell-tale "death-scream" of your aircraft's droid, that means you're about to explode.

INDIANA JONES and the INFERNAL MACHINE



BY UNCLE DUST

- Published by LucasArts
- $49.95
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

THE ORIGINAL TOMB raider—not Lara Croft's dad, but Indiana Jones—is back in LucasArts' Indiana Jones and the Infernal Machine. You've seen all the gameplay elements before in the Tomb Raider series, but this time you get the whip and Indy's trademark charm as you race against the Russians through 15 levels while finding all the pieces to Babylonian god Marduk's time machine.

Graphically, Indy is sharp, sporting clean textures and well-designed environments. You'll enjoy the visuals as you globetrot from Babylon to Russia and from Mexico to Southeast Asia. The sound is the strongest part of the game, which is rare for an N64 title. The voice-acting is excellent, and nothing beats the feeling of accomplishment you get from clearing a tough puzzle and hearing Indy's trademark theme music.

The controls have received a good overhaul since the PC version's, and they work very smoothly—you'll basically be Lara Croft with a whip. The N64's twitchy analog stick causes some accuracy problems, but, overall, Machine provides perfect Indy-style adventure fun.



PROTIP: Even though you can shoot it out with the bad guys, an alternate path is usually the best way–Indy uses his brains instead of his brawn.



PROTIP: Hold the Z button to move Indy slowly, which helps you move along edges and also allows for more accurate jumping.

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SPIDER-MAN



BY AIR HENDRIX

- Published by Activision
- $49.99
- Available now
- Action/adventure
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.5	3.5

TRAILING A FEW months behind the PlayStation version, Spider-Man web-slings onto the N64 with a well-executed port that should please N64 gamers and delight Spidey fans. Still, this game has some irritating rough edges that dull its superhero sheen.



PROTIP: Use the sniper view and some webbing to open switches in tight quarters–you'll get a better view of the action.

SPINS A WEB ANY SIZE

Like many superheroes, Spidey isn't always at his best in video games, but Activision's Spider-Man lets the wall-crawler shine like never before. As Spidey battles villains such as Rhino, Venom, and others across New York, the game's excellent controls enable you to bust every spider move imaginable: wall crawling everywhere, tons of web-slinging moves, and yup, that tingling spider sense. The game really creates the feeling of being Spider-Man like no game before it, and for many Marvel fans, that will be more than enough.

Yet many gamers will be dismayed by the finicky camera and formulaic gameplay. The camera never quite keeps up with Spidey, and although you can eventually learn to wait for the camera to "catch up," you're often blind at crucial moments. Meanwhile, the highly repetitive gameplay sticks to by-the-numbers conventions of standard street brawls, puzzles, bosses, and platform hopping—it's all done well, but it sure tastes like chicken.

CATCHES THIEVES JUST LIKE FLIES

Camera woes aside, the graphics play a big part in the game's fun, showcasing awesome character models for the heroes and villains, along with cool comic-style landscapes and animations. But the terrific audio really steals the show, packing more voices, music, and effects that you'd think the N64 could handle. Stan Lee even introduces each new level.

Spider-Man is hardly a bad game, though it falls a little short of expectations at times. If you're a true Spidey fan, you'll be so in love that you won't even notice, but casual action/adventure gamers can find greener pastures on the N64. G



◀ PROTIP: When you fight Scorpion, don't go at him head on–you'll lose. Toss furniture at him from across the room, then immediately leap away from his counterattacks.



PROTIP: If an enemy in the distance notices you, use the Web Yank move to close the gap (simultaneously tap Up-C and ↓).

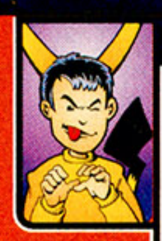


PROTIP: Deal with the bomb at the end of the first level by carrying it into the safe next door. Close the safe to contain the explosion.



PROTIP: When you flee the cops in the third level, don't bother to stop and fight along the way–just run. If you die, remember that the pattern of attacks never changes.

HEY YOU, PIKACHU!



BY POKÉMAXX

- Published by Nintendo
- $49.99
- Available now
- Action
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

HEY YOU, PIKACHU is a cute little cart that enables you to talk to a Pokémon—just don't expect to get into any heavy philosophical debates. If you enjoy any of the Pokémon games, it's kinda fun to try to talk Pikachu into being a 3D pet and the cart understands an impressive grade-school-level vocabulary. However, you have to be a hardcore Pokéfiend to get off on picnicking with Bulbasaur and Charmander or going fishing for Goldeen or a giant Krabby.



PROTIP: When Pikachu goes fishing, tell it to "Pull harder" at the right time, and the big one won't get away.



PROTIP: When Caterpie turns blue, it's hungry, so feed it flowers. Do well, and Pika earns a special reward.

Like last year's Pokémon Snap, Hey You skips the Pokémon fighting and its Fun Factor draws much of its mileage from trying to find other Pokémon roaming throughout the game. However, Snap's graphics are all over this game's jaggy character images. If you're a little kid or a big kid with a little kid's love for Pokémon, Hey You, Pikachu is calling for you. G

PlayStation®2

SURFING H30

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EVERYONE E CONTENT RATED BY ESRB

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ASCII

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PAY ATTENTION, 007. Q-BRANCH HAS RE-ENGINEERED YOUR FAVORITE EXOTIC MOTORCARS AND EQUIPPED THEM WITH WEAPONS AND GADGETS GALORE. YOU'LL NEED THEM FOR YOUR NEXT ASSIGNMENT TO ENSURE THE STABILITY OF THE CIVILIZED WORLD. AND NEED I REMIND YOU 007, TRY TO BRING THEM BACK IN ONE PIECE.

TEEN T CONTENT RATED BY ESRB
Animated Violence

PlayStation.2

Metro Goldwyn Mayer TRADE MARK MGM INTERACTIVE

007 Racing

007.EA.COM
AOL KEYWORD: 007 RACING

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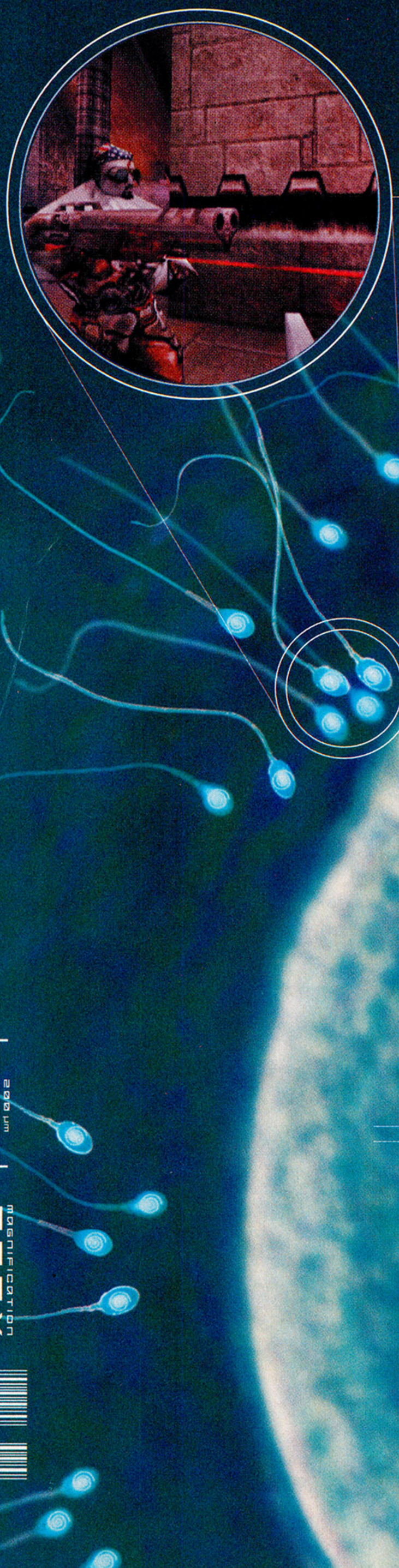
SEGA.COM/QUAKE3ARENA

Q3A-OC 0070



COME ONE, COME ALL.

IT'S BEEN A LONG TIME SINCE YOU WERE INVOLVED IN A FREE-FOR-ALL OF THIS MAGNITUDE. QUAKE III ARENA ON SEGA DREAMCAST IS A PRIMAL STRUGGLE FOR SURVIVAL WHERE THE FIT BECOME CHAMPIONS AND THE UNFIT BECOME STAINS. PRACTICING ALONE CAN ONLY TAKE YOU SO FAR. IF YOU'RE READY TO TRY YOUR CHARM ON OTHERS, TRY A CASUAL ONE-NIGHTER IN THE ARENA. YOU NEVER KNEW IT COULD BE LIKE THIS.



MAGNIFICATION
2239X

BECOME ONE OF OVER 30 SAVAGE GLADIATORS FROM ALL OVER THE UNIVERSE TO MEET IN THE ARENA.

200 µm

MAGNIFICATION
3000X

Q3A
MOTHERSHIP

DIAMETER: 3.14
ATOMIC NO.: 39
DESCRIPTION: OPTIMAL HOST FOR MULTIPLAYER ACTIVITY. ACCEPT NO SUBSTITUTES.

JKSOFO: 798543



MAGNIFICATION
2003X

A FULL ARSENAL OF WEAPONRY HAS BEEN ASSEMBLED FOR EVERY ANGLE OF WARFARE.



ROCKET LAUNCHER: DIRECT HIT= DEVASTATING
[ALSO SEE SPLASH DAMAGE]



MAGNIFICATION
2509X

THE NEXT STATE OF MULTI-PLAYER GAMING EXPERIENCE IS BORN. ENTER THE ARENA ONLINE AND COMPETE WITH PC AND OTHER DREAMCAST OPPONENTS.

MULTIPLAYER



MAGNIFICATION
3030X

GET TO KNOW YOUR SURROUNDINGS. OVER 30 FULLY REALIZED 3-D ENVIROMENTS, AS STUNNING AS THEY ARE DEADLY.

QUAKE III ARENA™

Dreamcast™

ONLINE MULTI-PLAYER

RASTER PRODUCTIONS

id

MATURE M CONTENT RATED BY ESRB

Animated Blood and Gore
Animated Violence

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BY BROTHER BUZZ

- Published by Sega
- $49.99
- Available now
- Action/ adventure
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	4.0

Shenmue

SHENMUE IS LIKE a beautiful work of art: You can recognize its awesome craftsmanship just by looking at it. In fact, the game's graphics and sounds are so good, they even help you enjoy the leisurely pace of the game's action.



PROTIP: Charlie has an important clue, but watch out when you track him down.



PROTIP: The tattoo parlor where Charlie hangs out is upstairs somewhere in Dobuita. Don't get talked into getting a tattoo.



PROTIP: Sparring with Fuku-chan is a good way to practice your free fighting moves.

"Redrum," He Said

You play as Ryo, a Japanese teenager on a mission of revenge. A mysterious kung fu master has killed Ryo's father in an attempt to steal two magic jade mirrors, so now he's tracking down the killer and gradually discovering the secret of the jade mirrors.

Shenmue's 3D gameplay moves along at a steady pace as Ryo finds clues and hidden items by interviewing local citizens, friendly and unfriendly alike. Once in a while, the unfriendlies bust out with bad language, so Shenmue draws a Teen rating from the ESRB.

Person-to-person chats dominate the action, but it's during these that Shenmue's gorgeous graphics and topnotch sounds shine. The face of each character you meet reveals rich artistic details and a lifelike appearance. You can also tell that great care was taken to make every character sound unique, realistic, and emotional. The story takes place in Japan and China, and even the Asian place names are pronounced correctly.

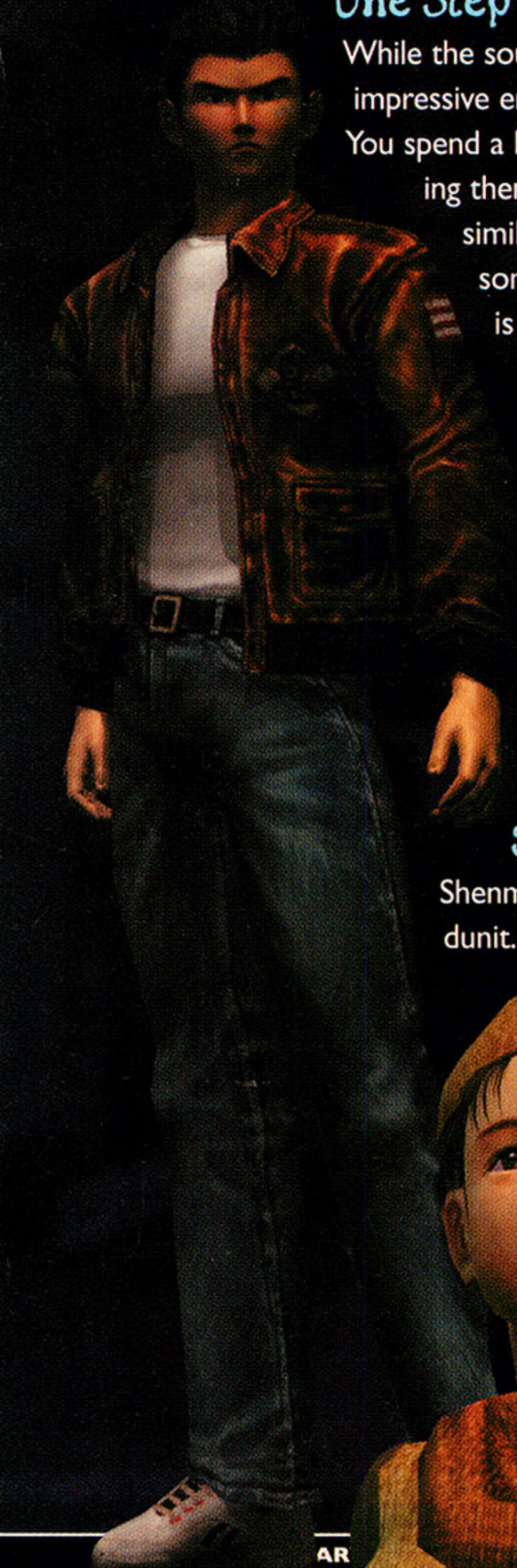


PROTIP: You must talk to everyone, but don't trust everyone.



PROTIP: Of the construction site gang, the dude in green camouflage gear is the toughest.

One Step at a Time



While the sounds and graphics push the story forward with impressive energy, the gameplay is methodical and low-key. You spend a lot of time hunting people down and interrogating them. The directionals control movement in a style similar to that of Resident Evil Code: Veronica, and sometimes positioning Ryo to grab or use objects is imprecise.

Ryo also learns martial arts moves throughout the game, which you control via smooth Virtua Fighter–style button patterns, but the fistfights are few. There are several Quick Time Event challenges, but, much like those of the classic Dragon's Lair, they simply require you to hit the correct button when it flashes onscreen. You can't lose here because, even if you miss, you have several replays.



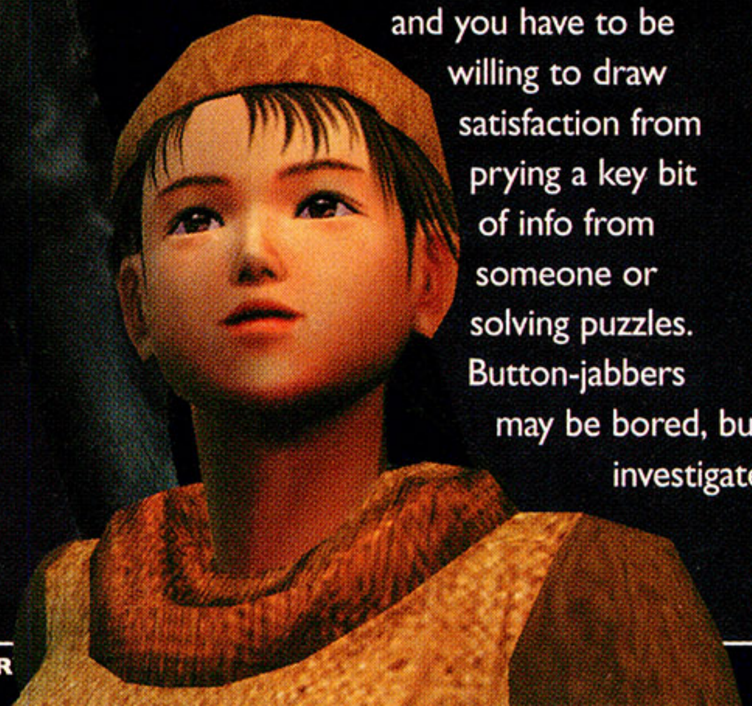
PROTIP: Check with Ine-san frequently. At times, she will know something about the Phoenix Mirror, a family heirloom, and a secret in the dojo.



PROTIP: If you defeat Charlie's crew at the construction site, be prepared for a Quick Time Event challenge immediately afterward.

Shenmue and You

Shenmue is a gorgeous if laid-back whodunit. A lot of brain work is required, and you have to be willing to draw satisfaction from prying a key bit of info from someone or solving puzzles. Button-jabbers may be bored, but, if you're a Dreamcast detective who has a clue, investigate the impressive Shenmue.



GRAPHICS 5.0

Shenmue is a knockout, not so much for dramatic effects as for amazing details in character faces as well as in the background scenery and locations. You can even play classic games in an arcade.

SOUND 4.5

Shenmue's realistic character voices produce drama and tension. Every person you encounter sounds unique. There's even a Japanese dude with a Jamaican accent! The audio effects and the music are subtle, but effective.

CONTROL 4.0

The controls do a lot. You can pick up objects, open drawers, manipulate puzzles, fight Virtua Fighter–style, jam Quick Time Events, and run around. But trying to position Ryo with precision as he walks is a challenge.

FUN FACTOR 4.0

Shenmue is a challenging detective adventure that's about discovery through conversation. The mystery is compelling, even though the action is mild. Once you start, you can't stop playing.

moto racer™ WORLD TOUR









Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

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Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

HANG ON FOR DEAR LIFE.

So Real, It Almost Hurts.



IN STORES NOVEMBER 2000

PlayStation®

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MOTUL

EVERYONE E CONTENT RATED BY ESRB

DSI Delphine Software International™

INFOGRAMES™

TONY HAWK'S PRO SKATER 2



BY DAN ELEKTRO

- Published by Activision
- $44.99
- Available now
- Skateboarding
- 2 players

ESRB: T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	5.0

TONY HAWK'S PRO SKATER 2 flies high on the Dreamcast, offering the same great gameplay as—and better graphics than—its PlayStation counterpart.



PROTIP: To dominate, you must learn how to perform manuals. Tap ↑, ↓ or tap ↓, ↑ as you're going into or coming off a jump or grind and watch your combo meter soar.



PROTIP: Grind up this power line in Philadelphia to knock down the poles and open the hidden skatepark. You can't get 100% on the level otherwise.

Not the Same Old Grind

Fans of the first Dreamcast version of THPS will find plenty to like in the sequel: a create-a-skater mode, a ridiculously easy park editor, tons of new gap bonuses to discover, new techniques, new tricks, new characters…it's a laundry list, and it's all good. Some of the finer Dreamcast visual details include T-shirts that flap in the breeze as skaters build speed, along with subtle foot adjustments on the board; there's a teeny bit of graphic pop-up, but you may never notice it. Instant replays you can save, a pass-the-controller tournament mode, and cool secret characters and parks are just gravy to top the tight gameplay.



PROTIP: To access the secret gym in The School II, grind down the Opensezmee! rail (where the "A" in "SKATE" floats) when you hear the second bell ring. The clock will read 1:41…



…and if you do the grind at the right time, the doors will open on the building across from you revealing a basketball court, a swimming pool, and many gap bonuses.

Excellent level construction makes searching for icons and trick spots enjoyable, and the controls are up to the task, though they're a little less responsive than the PlayStation's. The excellent soundtrack mixes punk and hip-hop from such major names as Rage Against the Machine, Naughty By Nature, and Papa Roach. The high-energy songs complement the topnotch sound effects, which range from the scrape of urethane wheels on wooden quarter-pipes to the groan of pain when you land on your…um, well, let's just say that it's not your feet and it doesn't tickle.

High-Flyin' Hawk

With killer visual details, plenty of custom features, and gobs of gameplay, the Dreamcast port of Tony Hawk's Pro Skater 2 further cements its reputation as the best skating game ever made. Skate or die!

StarLancer



BY AIR HENDRIX

- Published by Crave Entertainment
- $49.99
- Available now
- Space combat
- 1 player

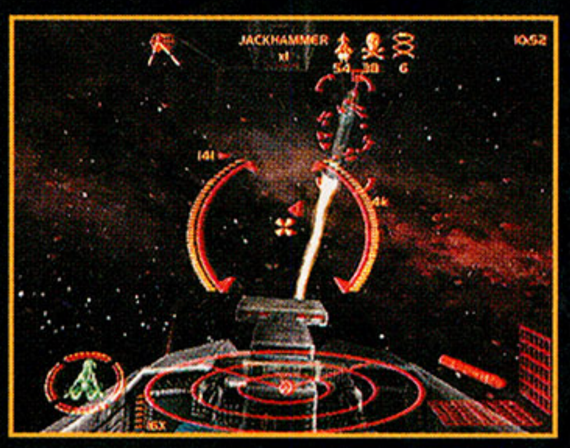
ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

STARLANCER REPRESENTS a rarity in gaming: a PC title that was smoothly ported to a console. If the prospect of some excellent, high-octane space combat snares your attention, scramble over to StarLancer's flight deck.



PROTIP: Incoming missile? Dump chaff (tap ↓ on the directional pad) or hit the afterburners (double-tap R1).



PROTIP: When defending larger ships, shoot down incoming torpedoes and torpedo bombers before taking out the enemy fighters.

In Space, No One Can Hear…

In StarLancer, you sign on as a rookie fighter pilot in a space conflict between warring factions. Crave has done a terrific job of cramming a keyboard and joystick's worth of controls onto the Dreamcast controller, but StarLancer still takes loads of practice to master… and sadly, it has no training mode to help you out.

Your effort really pays off, though, as StarLancer's awesome action sizzles with cool missions and a fairly interesting story. Flying for the Western Alliance, you'll escort supply ships, attack strategic targets like jump gates, and much more in a pitched battle against the nefarious Eastern Coalition.

Gameplay is meatier and more complicated than that of your average console space-combat game: PC aces will feel at home, while vets of Colony Wars will feel pleasantly challenged. The only real downer is the multiplayer side—up to eight can dogfight online, but, offline, it's just you and your Dreamcast.

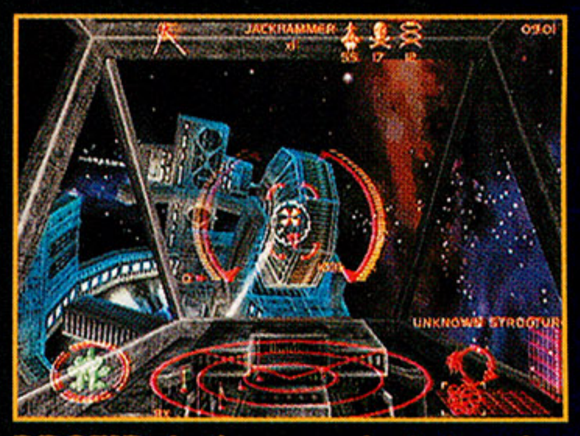


PROTIP: To stay on a target's tail, match its speed. Simultaneously tap L1 and R1 when within range, and your ship will automatically pace the target so you can worry only about aiming and shooting.

…That Lock-On Tone

Visually, StarLancer's slick ships, weapon effects, and space scenery capture the eye, though the cut-scenes are kinda lame. The audio is also impressive, featuring stirring music and great cockpit chatter that varies depending on how well you're doing.

If you've played the PC version of StarLancer, the Dreamcast version offers nothing new—the missions are identical. But StarLancer's thrilling space combat gives Dreamcast pilots a lot to get pumped about.



PROTIP: In the second mission, the jump gate's power supply is this spinning disc–take it out with a Jackhammer missile or two.



BY FOUR-EYED DRAGON

- Published by Sega
- $49.99
- Available now
- Action
- 1 player

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	5.0

SEGA HAS SUCCESSFULLY combined graffiti—an art form that has long been ostracized by mainstream society—with a unique style of gameplay to create Jet Grind Radio, one of the most visually stunning and hip-sounding games for the Dreamcast.



PROTIP: Grinding the rails is faster than simply strolling the streets–do it especially if you're chasing a rival.

the Style in Wild Style

Set in the near future when rival gangs control the streets and the cops are notorious for their brutality on law-breakers, Jet Grind Radio follows a young street group that's trying to take complete control of their city. Similar to today's urban rules, JGR's territorial ownership is determined by the type of graffiti that's posted on the streets. Choosing from 10 characters, you must spray your art to claim your turf. Making your sign is no hard task (you can create your own custom tags, too), though, sometimes, an awkward camera angle can hamper your run from pursuing cops.

The graphics in JGR are just amazing. Unique 2D character drawings and backgrounds make you feel like you're playing in a comic book, yet everything comes to life in 3D as you explore the town. Streets are littered with autos and pedestrians moving in real-time, and the design of the entire city is an engineering masterpiece as it comes complete with sewers, playgrounds, hills, and towering buildings. Even better, levels are complemented by a mix of urban and industrial tunes that add to the overall style of the game.

An Urban Legend

Jet Grind Radio's special gameplay and incredible look are just unforgettable. With JGR, Sega delivers some powerful flavors that spice up the Dreamcast library.



PROTIP: If the 5-0 are on your back, start jumping and roll as fast as you can to get them off.



PROTIP: Tag the big pieces first, so you can easily avoid the police backup when they come later in the level.



The beats never stop in this cool take on the "graf" scene.



BY JAKE THE SNAKE

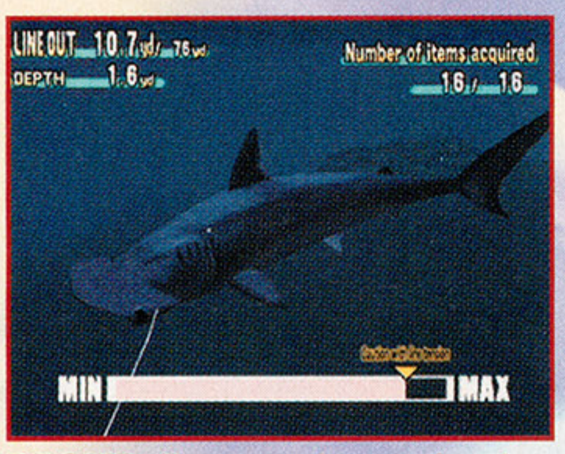
- Published by Sega
- $39.99
- Available now
- Fishing
- 1 player

ESRB: EVERYONE

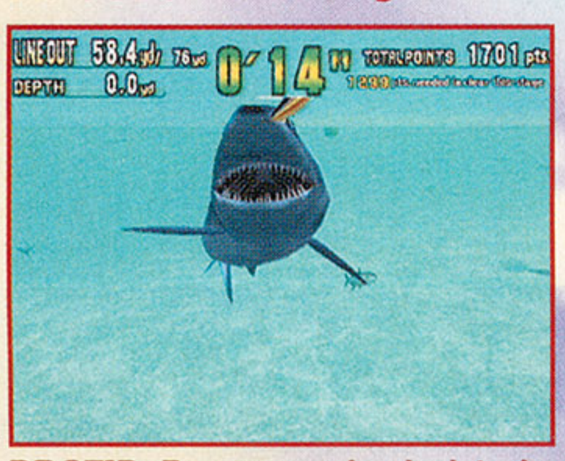
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

SEGA MARINE FISHING destroys the idea that angling is a pursuit for retired schoolteachers. This game is fast, furious, and great-looking as you snare huge sailfish, stingrays, mako sharks, hammerheads, and other denizens of the deep that fight like devils—no meek bass here.

"Not Like Going Down to Pond Chasing Blue Gills or Tommy Cots..."



PROTIP: To snag a hammerhead shark at the Fishing Village stage, use a minnow lure and cast toward the inlet channel with the bridge.



PROTIP: To snag a mako shark in the Shallows stage, use a Popper lure.

You'll feel as if you're on an adventurous vacation, especially in the Shallows stage with its palm trees, crystal-clear water, and white sand. The underwater scenery is no less impressive, filled with eye-catching whales, wrecked ships, coral, and more. Most impressive are the fish, which look and move like their real-life counterparts, down to the silvery yellow stripe on the yellowfin tuna. Mostly cool tunes keep the mood relaxed—until you hook a fish and the heavy guitar riffs kick in.

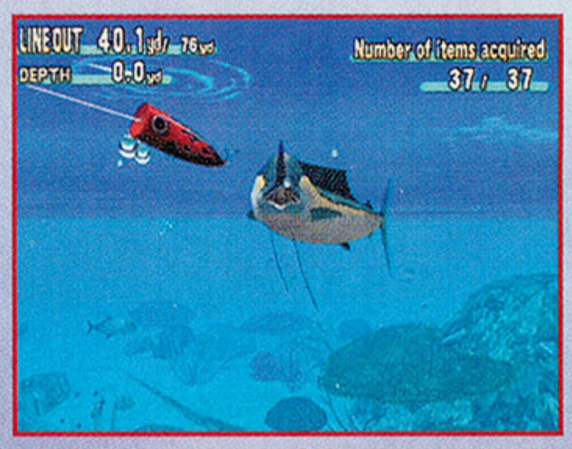
"...This Shark Will Swallow You Whole"

Catching a fish is tricky, but not complicated; this is a port of an arcade game, after all. A fish bites your line almost every cast. Reel in too fast and the line will break; too slow and the hook will come out. Species act differently—sailfish will jump, while tuna will dive. Playing with a regular Dreamcast controller is fine, but using the Sega fishing rod is downright awesome, especially with its vibrations when a fish struggles hard.

Yet, as fun and exciting as it is to land a monster fish, gameplay is limited; it centers almost completely on the under-a-minute-long fights and strategy is not required. Some replay value comes from unlocking lures and eye candy, such as undersea divers and diverse rocks and objects. This is one of the best fishing games out there even though you can beat it too quickly. Even if you're afraid of the water, you'll be glad to hook Sega Marine Fishing.



PROTIP: When a sailfish jumps, reel in quickly for a few turns to prevent the hook from coming out.



PROTIP: To attract fish, repeatedly tap Up to jerk your lure as you reel it in.

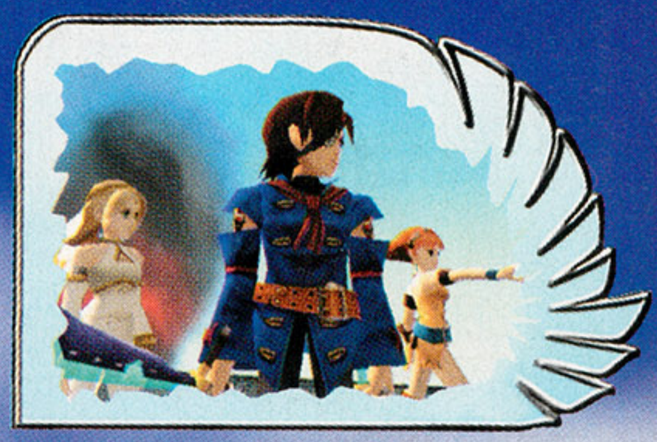
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Skies of Arcadia™

Imagine a world where people live on islands, float through the air, and use masterfully engineered sky-ships to travel from place to place. You are Vyse, a young pirate struggling with your place as a member of the noble Blue Rogues. Begin your journey through uncharted skies to discover new continents and explore mystical ruins. Throughout your travels, you'll fight savage monsters, confront evil pirates, and wage epic battles with a powerful enemy nation.

Skies of Arcadia delivers a brilliantly animated cast of characters, monsters and villains, along with astoundin 3D graphic environments and a wonderfully scripted story line. Incorporating a traditional RPG experience with innovative gameplay elements, Skies of Arcadia i the epic RPG that you've been waiting for. SEGA

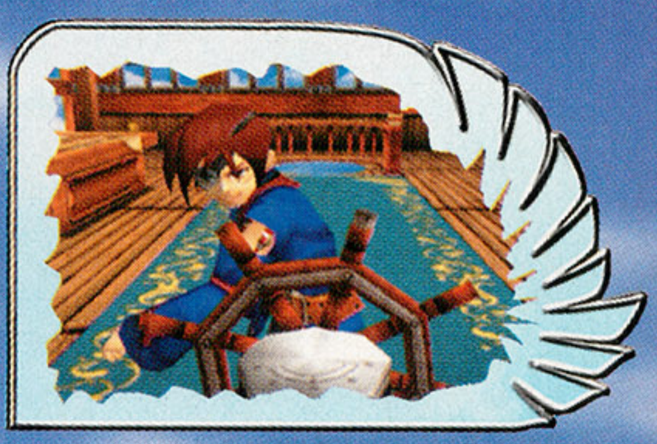
Special Advertising Supplement













Game Features

- Full 3D world with highly imaginative story line, beautifully detailed graphics and stunning gameplay.
- Six enormous virtual lands to explore with expansive landscapes ranging from a massive desert and quaint villages, to sky and space.
- Over 70 weapons available, along with 36 magical skills. In addition, weapons can be customized to take on different magical characteristics.
- Customize your own sky-ship, designed to capture cultural aesthetics of the 16th Century Great Voyage era. Gather up to 22 crew members to help attack or protect against other sky-ships.
- Characters develop not just from a technical standpoint with experience and abilities, but on a personal level as well. Emotions are visible in facial expressions and are integrated into the development of the story.
- The combat system features spectacular spell effects and special attacks, whether the battle is hand-to-hand or ship-to-ship. The unique Spirit bar lets characters perform various techniques.

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Dreamcast

QUAKE III ARENA





BY JAKE THE SNAKE

- Published by Sega
- $49.99
- Available now
- First-person shooter
- 4 players

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	5.0	5.0

PC-STYLE FIRST-PERSON goodness finally comes to the Dreamcast with Quake III: Arena, a faithful port of the classic PC game and easily one of the Dreamcast's best first-person shooters—if not the best.

HAVEN'T I KILLED YOU SOMEWHERE BEFORE?

The story...there is no story, just lightning-fast kill-or-be-killed bedlam in wild arenas. Choose a gruesome-looking character, enter one of the many tightly designed levels (including some exclusive to the Dreamcast), and destroy your opponents. Single-player mode offers plenty of trigger time against challenging bots, but the real action is online against human opponents (Quake III comes with 50 free hours on SegaNet). Some lag exists and you're limited to four players per game, but online play is still loads of fun.

IS THAT A ROCKET LAUNCHER IN YOUR POCKET?

Beautiful graphics keep pace with the soaring action: Darkly styled 3D arenas ooze with nightmarish details, yet you'll zip around without a hint of slowdown. Your weapons—machine gun, rocket launcher, shotgun, and more—scuff your surroundings and obliterate your enemies in graphic detail, hence the game's Mature rating. As for the audio, the sound effects are pleasing and the music keeps you pumped, but the voice-acting is sparse and mediocre.

Quake III's controls should serve as the model for all future console shooters. They're completely—completely!—configurable, so you have no excuse for not fragging your enemies...except if you suck. Playing with the Dreamcast controller works fine, but, if you like shooters, three words of advice: Buy a mouse. Using the Dreamcast mouse to look and aim is pure butter, and, in combination with the Dreamcast keyboard or controller, you'll shoot and scoot like a commando. If you own a Dreamcast and like blasting stuff, put your sights on the superb Quake III Arena.



PROTIP: Don't stop to admire the scenery: Keep going and move erratically or you're a sitting duck...and a camper–ouch.



PROTIP: Use the zoom view while wielding the railgun for some deadly sniping.



PROTIP: Learn to lead a moving target with your rocket launcher. Aim at your enemy's feet so even a near-miss causes splash damage.

4x4 EVOLUTION



BY JAKE THE SNAKE

- Published by Gathering of Developers
- $39.99
- Available now
- Racing
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

4x4 EVOLUTION HAS plenty of cool features—beautiful tracks that let you roam freely, nearly every pickup and SUV on the market, adjustable steering—yet the racing is straightforward and, because of wimpy sound effects and a limited number of opponents, sometimes even dull.

Virtual Showroom

The coolest part of this game is that you can drive anywhere, but this is deceptive since you still must hit every checkpoint—and the checkpoints all straddle the road, so 4x4 is really a straightforward racer in off-road clothing. And, while the later tracks are challenging, career mode requires that you race the same handful of tracks again and again, with only the daylight and weather changing—sometimes.

The 16 tracks are beautiful, however, and are replete with interesting objects—oil wells, bomber planes, hangars, and much more, though draw-in mars the presentation. The dozens of real-life trucks and SUVs look good, but they never take damage, which limits the game's challenge and fun.



PROTIP: Follow the computer-controlled cars to learn the best shortcuts.



PROTIP: If the arrow diverges from the road, follow the road, unless you know a specific, reliable shortcut. The road will always take you to the next checkpoint.

Gearhead's Delight

Evolution's controls are logical, and your vehicles handle nicely, especially since you can adjust the steering sensitivity. You can play online, too, but races are limited to four competitors even in single-player, so you're often the only vehicle in sight.

Perhaps the biggest downers are the cheesy, repetitive music and the lack of human voices, which would have added some much-needed excitement—there's not even a "Go" at the start of a race. 4x4 is a fun, good-looking ride, but it could've been much better with more opponents, a little smack talk, and gameplay beyond checkpoint racing. Nevertheless, if you're gearhead, you'll love the virtual showroom full of customizable vehicles.



4x4 Evolution has an impressive array of real SUVs and pickup trucks you can drive and customize, such as this GMC Yukon.

MSR METROPOLIS STREET RACER



BY FOUR-EYED DRAGON

- Published by Sega
- $44.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.0

SEGA'S LONG AWAITED racing sim delivers remarkable visuals and realistic driving techniques like it promised, but tough gameplay makes MSR a difficult ride to enjoy on a long road trip.



Postcard-perfect scenery will dazzle your eyes as you race the streets in Metropolis Street Racer.

I Left My Engine in San Francisco

MSR takes you through the wicked streets of San Francisco, London, and Tokyo in over 40 fully licensed autos. Your goal is to get as many points as possible by taking first place on different tracks; the more points gained, the more cars and tracks open up.

The most frustrating part of MSR is how hard it is to advance to the next level—points are deducted for even the smallest fault and tracks can become very hard to maneuver through, even though controlling your car is simple. Moreover, the training level doesn't even have a tutorial to help improve your driving and you can't make any modifications to the cars you own.



PROTIP: Turn off the ABS. Your brakes won't lock up if you immediately need to brake on a turn.

Street Knowledge

Graphically, you'll immediately notice the attention to detail on the speedsters, the sharp backgrounds, and the realistic layout of city streets. Soundwise, the eclectic library of tunes ranging from dance, rock, jazz funk, and country can get annoyingly repetitive; you can, however, arrange the soundtrack of over 20 songs to play to your liking.

While MSR has some great features, it certainly isn't every racer's dream. Access to more cars in the beginning, customizing, and level advancement should have been tweaked. Nevertheless, MSR is a solid racer for the Dreamcast—check it out.



PROTIP: Remember: B.L.T.–brake before turning, look to where you want to turn, then let off the brake and turn while slowly applying gas.



PROTIP: Use the MGF in the One-on-One challenges in the first two chapters–it has the best acceleration, so you can get in front right away.

XTREME SPORTS



BY AIR HENDRIX

- Published by Infogrames
- $29.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	4.0



PROTIP: Good transitions put you ahead of the pack. Aim right at your next vehicle's parking spot (it's always the same) and starting pounding the A button as soon as the computer controls your character.

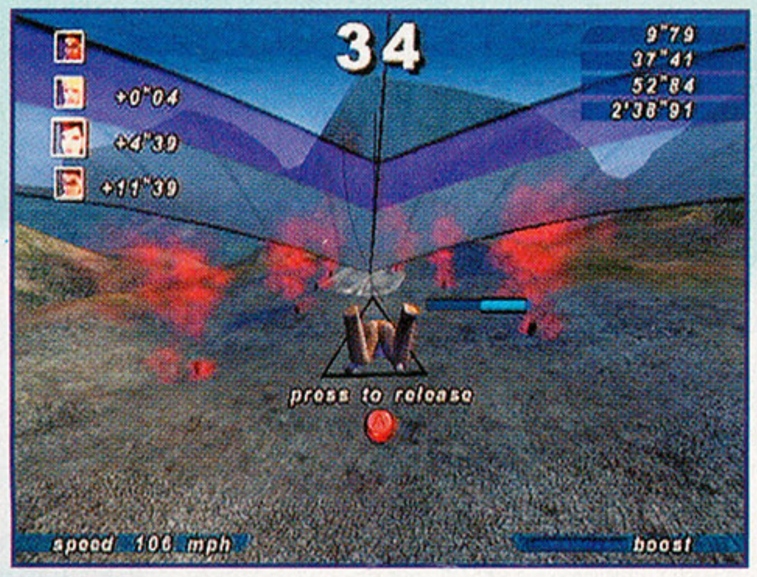
THESE DAYS, EXTREME sports are about as edgy as the polka, but Infogrames has managed to come up with a surprisingly edgy and fun detour into this worn genre. If the prospect of a fresh, unique take on racing intrigues you, don't let the bland name stop you: Xtreme Sports is a blast.

Totally Rad!

Xtreme Sports' originality comes from its triathlon-style approach, where competitors use three different sets of equipment in each race, and transitions between events (you run from, for example, your snowboard to your mountain bike) are part of the action. Gamers must master six events (ATVs, bungee jumping, hang gliding, sky surfing, snowboarding, and mountain biking) on 18 tracks in championships, single races, or two-player split-screen matches.



PROTIP: Speed boosts win races, so pull tricks or punch opponents to fill your meter whenever possible.



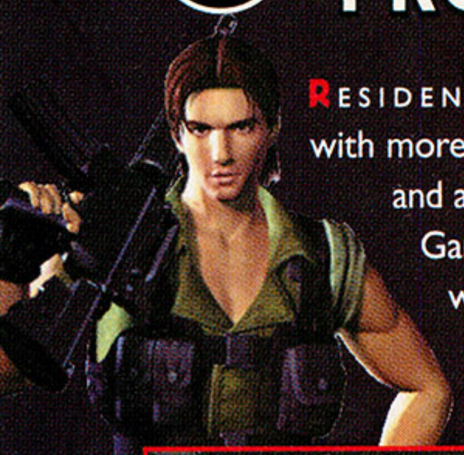
PROTIP: Landing your glider on the mark can mean a huge jump on the competition. Come in very low and tap A to release the cord as you draw even with the smoke markers.

The gameplay is exciting and enjoyably tough, and the challenge and variety of tackling all the diverse events really spices things up. The controls feel stiff at first and aren't configurable (lame!), but racing pros will like learning to finesse tight responses from the controller. Some gamers might not have the patience to climb the learning curve, though.

Cowabunga!

Visually, Xtreme's cool lighting and landscapes look sharp from a distance, yet, if you squint, you'll notice some repetitive textures and angular polygons. The respectable sounds and music don't have a huge impact or anything, but they get the job done just fine.

All told, Xtreme probably won't appear on anyone's "Top 100 Games" list. Still, its combo of exciting action and a fresh approach to racing means everyone should at least rent it, while racing buffs will probably get hooked enough to spring for a purchase.



RESIDENT EVIL 3: NEMESIS



BY MAJOR MIKE

- Published by Capcom
- $19.99
- Available now
- Action/ adventure
- 1 player

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	5.0	4.0	4.5

RESIDENT EVIL 3 NEMESIS arrives on the Dreamcast with more character costumes than in the PlayStation version and an up-front Mercenaries mini-game…but that's about it. Gameplay is pure, traditional Resident Evil: You proceed while collecting weapons, destroying monsters, and solving puzzles. Additionally, a towering, indestructible titan—Nemesis—is hot on your heels.



PROTIP: When you battle Nemesis, don't be fooled when he falls to the ground; he'll get up in a few moments to resume his attack.

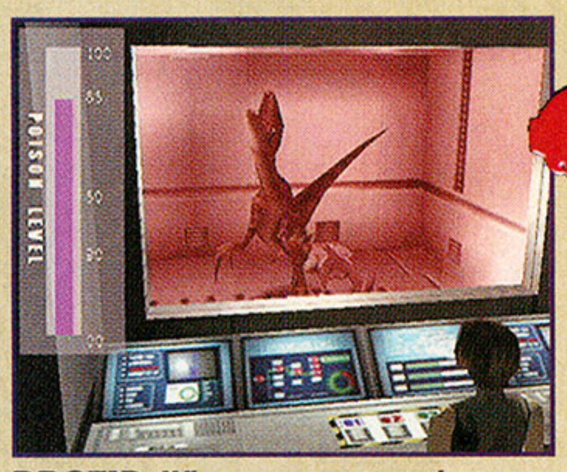
RE3 delivers the necessary goods—a strong audio track, responsive controls (for-the-most-part), and arresting gameplay additions—plus, its dodge maneuver and nonlinear story are new to the series. Unfortunately, the visuals aren't all they should be: The sharp atmospheric environments perfectly convey the game's themes of doom and terror, but characters and creatures are rife with breakup and distortion, and lack the fine details present in, say, Resident Evil Code: Veronica.

If you're looking for an enjoyable Resident Evil post-Veronica time-waster, Nemesis is worth playing. The game packs a punch, but the less-than-stellar visuals diminish the impact.



PROTIP: Use the auto-aiming feature to zero in on zombies and other monsters that are playing "dead."

DINO CRISIS



PROTIP: When you capture the raptor in the gas room, repeatedly press the red button to gas it to death.



BY MAJOR MIKE

- Published by Capcom
- $19.99
- Available now
- Action/ adventure
- 1 player

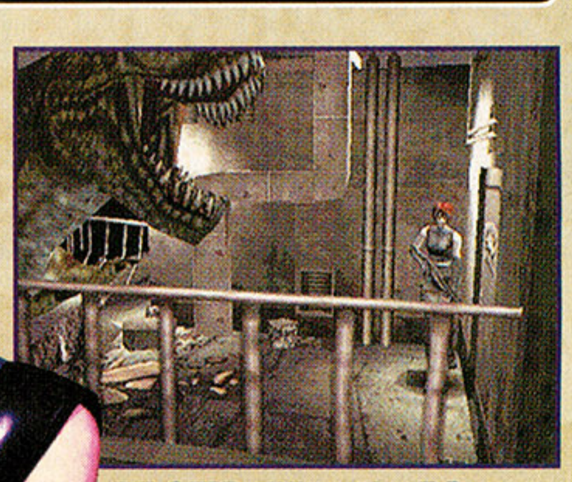
MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.5

JURASSIC PARK COMES to life in Dino Crisis, an interesting mixture of Metal Gear Solid with Resident Evil. As a member of an elite special-forces team trapped on a dino-infested island, you'll rely on your wits and very limited firepower to survive the T-Rexes, Raptors, et al. There's little ammo on dino island, which means you'll do more running than gunning—especially with your adversaries' advanced A.I.

Unfortunately, the drab graphics don't match the game's intriguing premise. Characters and—especially—dinos alike suffer from blocky-polygon syndrome, and most of the game takes place in dark locales that all look the same. The bland music score and marginal sound effects add little flair, though solid controls round out the package. If you're looking for a deliberately paced adventure, Dino Crisis nicely fits the bill; others will be more satisfied with any of the Resident Evil titles.





PROTIP: When the T-Rex traps Regina at the end of the catwalk, don't shoot at it. Instead, dodge its snapping jaws until Rick unlocks the door.



BY LAMCHOP

- Published by Ubi Soft
- $39.99
- Available now
- Racing
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	3.0	3.5

UBI SOFT TAKES Speed Devils online on the Dreamcast for some multiplayer action. Unfortunately, the vehicles prove to be speed-less devils that spawn only anemic racing.

You'll start with enough cash to buy a junker, then, by winning races against online opponents (up to 5), you'll earn money to buy and customize 22 cars to sell or even wager. The action online is very playable, with little or no lag (your experience may vary). But the cars handle like boats and go nearly as slow; they're very sluggish and create a floaty feel. You definitely won't mistake this for the likes of Sega GT. Meanwhile, excellent graphics with interactive environments (like swinging blades to avoid) and solid car renders attempt to make up for the lackluster gameplay—but to little avail. The vehicle sound effects and upbeat techno music is also decent. Ultimately, you'll want to hang with these Devils just for the weekend.

SPEED DEVILS ONLINE RACING



PROTIP: If you take the bridge shortcut on the Mexico track, make sure you build up enough speed to hurdle the gap.



PROTIP: Save your nitros and follow the crowd to learn the track during the first lap, then hit the boost to pass them on the next one.

POD SPEEDZONE



BY LAMCHOP

- Published by Ubi Soft
- $39.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	4.0	4.0

POD: SPEEDZONE LANDS on the Dreamcast for some futuristic car-combat racing and exciting action. Players jump into the pilot seat of one of eight vehicles to tear through six tracks, picking up power-ups and weapons along the way. Gamers can also hop online to duke it out with three human opponents on SegaNet.

Unfortunately, the cars don't exactly turn on a dime. With a little practice—and if you learn the tracks—you'll be able to expertly guide your speedster to success. The small variety of power-ups is disappointing, but they work well, adding flavor to the game. The beautifully surreal graphics, meanwhile, paint a desolate picture of the future, with rugged landscapes and misty tracks for the sleek, smooth autos to race across. You won't get too much in terms of sound, though—no music, no voices—just basic vehicle revs and whines. If you're looking for some racing-combat fun, this pod is for you.



PROTIP: When you see hazards, like this giant plant, immediately hit the speed boost and fly right by it.



PROTIP: Choose power-ups carefully. Don't pick up a mine if shields are so low that a bump will disable your car.



PROTIP: Bumping and grinding in this game takes down your shield, which can eventually destroy your car.

SAMBA DE AMIGO



BY MISS SPELL

- Published by Sega
- $39.99
- Available now
- Music/party
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	3.0

HOT LATIN HITS, real maracas, and a dancing monkey add up to a smash video-game hit—not!

In Samba, you shake maracas (or press buttons) at different heights that correspond to the beat of modern Latin hits, such as Cup of Life and Tubthumbing, while inventive characters and lush backgrounds reflect your rhythmic success.

The key to Samba is its special maraca controllers—sold separately for $79.99—that enable you to really shake along with the music. Fun for the first couple of tunes, shaking the maracas entertains the onlookers and is good upper-body exercise. Unfortunately, the maracas occasionally get "stuck" and don't register their actual position, causing false "misses."

Without the maracas, however, Samba is a snooze. And for two-player party-mode glory, you'll need to buy two sets of maraca controllers, a mighty big chunk of change—around $200 (more than the cost of a Dreamcast). Besides, how many maraca games do you need? As Samba de Amigo proves, less than one.



PROTIP: Set your height one higher than your real measurements–the maracas will feel more comfortable.



PROTIP: Try out this party mode that lets you test your compatibility with another player.

STAR WARS DEMOLITION



BY THE BAMBOO CARABAO

- Published by LucasArts
- $39.95
- Available now
- Shooting
- 4 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	3.0	3.0

DEMOLITION IS LUCASARTS' bid for a Vigilante 8–style game. Despite its inspiring soundtrack and voice-overs, this shooter misses with boring gameplay, frustrating controls, and disappointing graphics.



PROTIP: On the Dune Sea of Tatooine, use the tractor beam power-up or a similar special weapon to move your opponents into the Great Pit.

Initially, Demolition's visuals look like a cut from the movie series. After some gameplay, however, draw-in and clumsy camera angles become annoyingly apparent. Moreover, loose controls and poor collision detection send you crashing, rather than flying, toward your destination. Also, the lack of a jump function for land-based characters, combined with the lack of a reverse, makes it easy to get trapped in a corner and pounded on. Targeting is also frustrating, as the computer locks onto the closest ship rather than allowing you to focus your firepower on one craft. Worst of all, the constant need to recharge shield and weapon power drags out the gameplay.

After a few hours of Demolition, fun is the only thing that gets demolished.

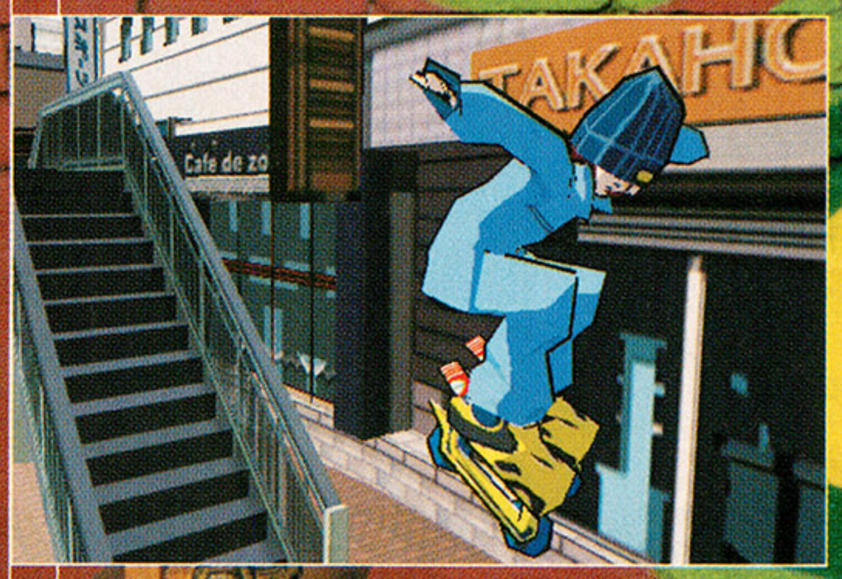


PROTIP: On Hoth, destroy the black probe drones to reveal a power-up.









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TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

Dreamcast™

sega.com

Stopping is a bad idea.

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

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

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

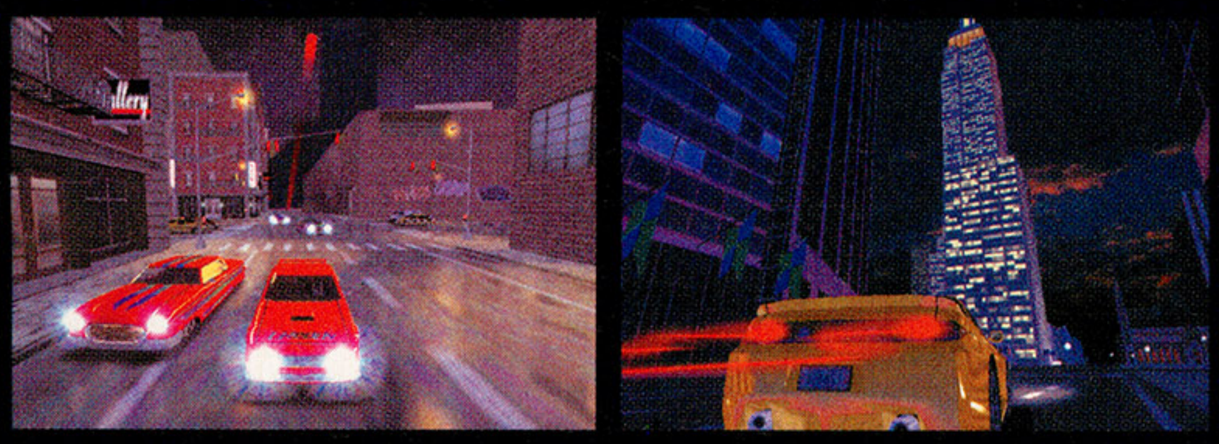
"an exhilarating experience, one that you'd expect to get from the latest Hollywood big budget chase scene, Rather than a console racing game"
- Next Generation, June 2000

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

There are no rules.



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

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TEEN T CONTENT RATED BY ESRB — Animated Violence



BY THE HUMAN TORNADO

- Published by 989 Sports
- $49.99
- Available now
- Football
- 8 players (with multitap)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5

NFL GameDay 2001: Second-String PS2 Football

PLATFORM
PlayStation 2

SPORT
Football

THE GAMEDAY FRANCHISE often seems to be chasing EA Sports' Madden series, and this GameDay is no exception. GameDay 2001 missed the PS2 kickoff on October 26—in fact, Sony didn't unveil the game to the press until an unheard-of one month prior to its release. GameDay 2001 does manage to deliver fun football action in that familiar GameDay style…but Madden still owns the PS2 turf.

Roster Report

Backed by a bench full of options, gamers can pick from preseason, full season, and tournament action for up to eight players. A General Manager mode with a full draft and good assistance from the computer lets you round out a team to your liking.

On the field, the game plays a lot like GameDay for the PlayStation. Player moves are a bit exaggerated, but the overstatement lends a little spice to the game. Establishing a consistent running game is tough, however, and the game definitely favors a passing offense.

Gridiron Graphics

Graphically, players are scaled to their real-life sizes, and uniform details—like specific face masks and visors—are nice. Some animations, especially hard tackles, are a bit over the top, but they're fun to watch. The frame rate is quite high, but a good number of the animations aren't linked together well, and there's a noticeable pause between hits and tackles. In addition, some of the player movements look stiff. Overall, GameDay can't touch Madden for graphics.

GameDay 2001 has excellent controls that are packed with special moves that are a little hard to learn. Holding down the L2 button juices up your player's moves, and there's a lot of fancy footwork like double spins. Advanced armchair quarterbacks will love the touch passing, but it's very easy to overthrow the ball accidentally.

As for sounds, the commentary by Phil Simms and Dick Enberg sometimes hits the mark, and sometimes misses. Sony has also added the voices of players and coaches talking—and smack-talking—on the sidelines, but it feels forced.

Two-Minute Warning

GameDay 2001 for the PS2 looks and plays like a souped-up version of its PlayStation predecessor. If you're a GameDay fan, that's good news, yet EA's great version of Madden for the PS2 makes this GameDay look like a second stringer. Still, GameDay scores some points for its solid game options and a larger-than-life style that injects plenty of action into the gridiron game.



PROTIP: Mix up plays and formations, like passing from the I Form or running with three wide receivers.



PROTIP: Pump fake to the opposite side of the field to draw the defense away from the intended receiver, then make your pass.



First and 10 to go!



PROTIP: Timing passes is essential to connect with receivers, especially on slant patterns and buttonhooks. Practice these until you get the timing right.



PROTIP: Special moves can mean the difference between winning and losing. Stiff arms are particularly useful.



PROTIP: For a devastatingly effective run strategy, if no hole opens up in the middle, cut to the outside.



PROTIP: Jumping for the ball in tight coverage can increase your chances of making the catch.

GRAPHICS 3.5

Some of the tackle and special-move animations are great, and the frame rate is solid, but the animations aren't linked together well.

SOUND 3.5

Commentary from Phil Simms and Dick Enberg runs hot and cold, and the player trash-talking doesn't really fit.

CONTROL 4.5

GameDay offers a great set of controls that's a bit complex, but lets you deliver precision strikes and over-the-top tackles. A solid set of options rounds out the package.

FUN FACTOR 3.5

NFL GameDay 2001's wild football action plays like a promising rookie on the PS2. Still, Madden has the PS2 Super Bowl clinched—only GameDay fans should kick off here.

NBA 2K1 Hoops It Up With the Best of 'Em



BY UNCLE DUST

- Published by Sega Sports
- $49.99
- Available now
- Basketball
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.0	5.0

PLATFORM
Dreamcast

SPORT
Basketball

SEGA SPORTS' **NBA 2K1** delivers a slam-dunk combination of gorgeous graphics and fun arcade-style multiplayer gameplay, along with deep sim modes and online play. It's another championship contender from Visual Concepts.

In Your Face

Sega Sports blew away the competition visually last year with its 2K series, but now the PS2 has entered the fray and heightened the competition. So Sega has made some key off-season acquisitions, including a Franchise mode, Street Ball mode, historic All-Star teams, improved graphics, smarter A.I., up-to-date rosters (Ewing's on the Sonics, etc.), and, most importantly, online play.

It's not a noticeably overhauled game, yet these additions create a stronger all-around package. Online gameplay is affected by lag a little more than NFL 2K1 (with shot and jump timing), but once you get it, online play is very fun.



PROTIP: The best way to play a gambling defense is to always double-team off the weakest scorer on your opponent's team–force him to beat you instead of the star.



PROTIP: In a Street Ball game, there are two rules–always go for the steal and blocked shot (there are no fouls), and never let the offense get behind you for an easy dunk.



PROTIP: Don't do a crossover move when you're close to a computer controlled defender, they'll take the ball from you almost every time.



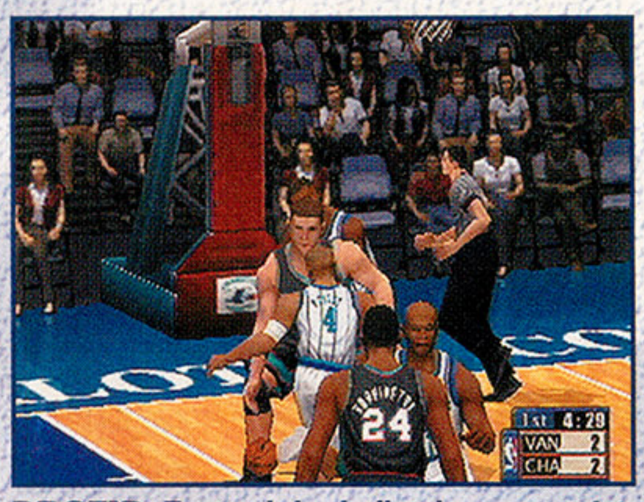
PROTIP: When you have the height advantage inside, let go of the L trigger when you get ready to shoot, you'll knock down a nice, easy jumper instead of a fade-away or hook shot.

Takin' It to the Hole

Basketball has never looked better in a video game than in NBA 2K1. The player models have even more details than before, moving fluidly through the motion-captured animations of tricky dribble moves, awesome dunks, smooth fade-away jumpers, and solid jump-hooks. The stadiums are also impressively re-created, and you have even more control over the camera angles.

The sounds don't match the quality of the sights. Commentary is lackluster and repetitive, while crowd noise is good, but not spectacular. The best part of the soundtrack is the hilarious trash talking in Street Ball mode.

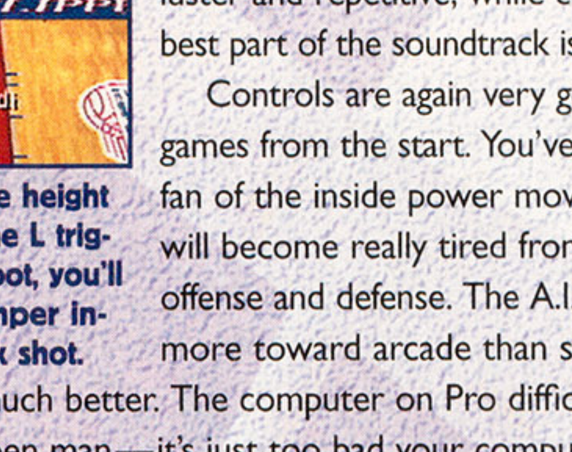
Controls are again very good, enabling you to put up Grant Hill–caliber games from the start. You've got all the moves you need whether you're a fan of the inside power moves or outside shooting. Your hand, however, will become really tired from constantly holding the left trigger on both offense and defense. The A.I. is definitely improved, but the gameplay still leans more toward arcade than simulation. It's harder to block shots, and face-up defense is much better. The computer on Pro difficulty does a great job of help-side defense and finding the open man—it's just too bad your computer-controlled teammates don't do the same thing.



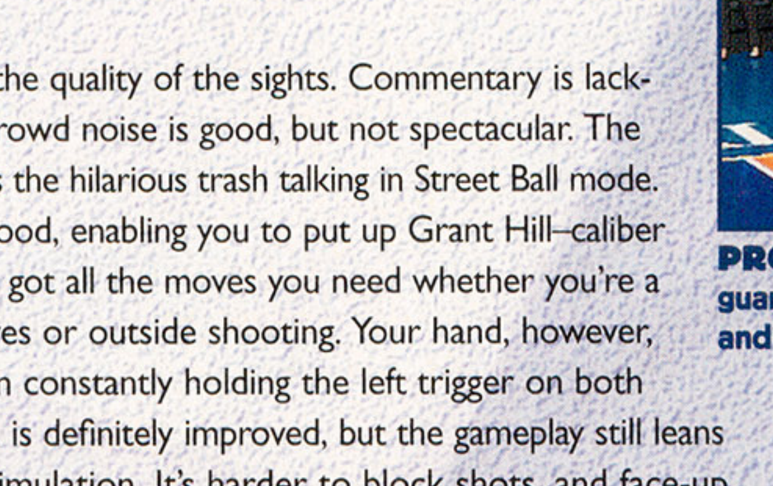
PROTIP: To steal the ball, take your point guard down to the block after an entry pass and swipe it out of a big man's hands.

Roundball Heaven

With a deeper array of options, sharper graphics, and better A.I., NBA 2K1 is a solid improvement to an already great game; add the option of online play, and you have yourself a tough game to beat—on any system.



PROTIP: Refs now call Illegal Defense accurately, so stick to your man or double-team; don't wander in-between.



It may be a little chaotic, but online multiplayer games, with a few friends from another part of the country, are really a blast.

GRAPHICS 5.0

Terrific details on the player models and arenas make the game sparkle. The motion-captured animations are simply awesome.

SOUND 4.0

Not the best commentary—it's often repetitive and lifeless—but the smack talk in Street Ball mode is golden.

CONTROL 4.0

Easy-to-grasp controls offer players mastery over offense and defense, yet the awkward controller layout can give you sore hands.

FUN FACTOR 5.0

A great game is even greater. Many more options in gameplay, even better graphics, more realistic A.I., and online play create another winner for Dreamcast owners.

Ready 2 Rumble Boxing: Round 2



BY FOUR-EYED DRAGON

- Published by Midway Home Entertainment
- $49.99
- Available now
- Boxing
- 8 players (alternately)

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

PLATFORM
PlayStation 2

SPORT
Boxing

THE FAST-PACED arcade boxer that put on a clinic for bruisers everywhere with its whimsical and hard-hitting gameplay is back—and the PS2 ring has never looked and felt better.

A Fist of Fate

For the uninitiated, Ready 2 Rumble isn't your typical boxer. You duke it out with 23 off-the-wall brutes, including high-profile celebs Michael Jackson and Shaquille O'Neal, mixing the usual jabs, body blows, and uppercuts. The gameplay is fast, and once you connect enough hits to spell out "Rumble," you can do major damage with a super move. Modes include Arcade for straight fighting; Championship for different workouts and scheduled fights to build a prize fighter; Tournament for up to eight players; and Team Battle.



PROTIP: Mama Tua may be slow, but her body blows are just plain vicious. Throw them as much as possible.



PROTIP: To defeat Rumbleman, use your special combo as he starts to taunt you. He taunts often, so you have plenty of chances to soften his chin.

As in the original, stunning visuals and dynamic sounds highlight Round 2. Each pugilist wears colorful threads, performs hysterical celebratory dances, and punches with fluid animation in their unique style. If a fighter is being slammed in the face, he'll get bruises and cuts. Adding to the visual excellence is the trademark voice of Michael Buffer, who announces each fight; other vocals lend a well-quipped tongue for funny taunts as well as hilarious intros and endings.

Are You Ready To Rumble?

The controls have been kept faithfully intact from the first Ready 2 Rumble. You can easily tap in an arsenal of offensive and defensive moves, and performing each character's combo is a snap. In a heated battle, however, the buttons may respond slowly.

If you're craving a nonheavy, nonstrategic PS2 brawler, Ready 2 Rumble should be your first contender: It contains all the right elements for just having a lot of fun.

Ready 2 Rumble Boxing: Round 2



BY DAN ELEKTRO

- Published by Midway Home Entertainment
- $39.99
- Available now
- Boxing
- 8 players (alternately)

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

PLATFORM
Dreamcast

SPORT
Boxing

AFRO THUNDER, LULU VALENTINE, Big Willie Johnson, Iron Chin, and the rest of Ready 2 Rumble's wacky pack are back for another arcade-style slugfest in Round 2. Fans of the original game will eagerly line up to take a beatin'—just don't expect many surprises.

Suckers Punchin'

New characters—like huge Hawaiian Mama Tua and unlockable celebrity guests Shaquille O'Neal and Michael Jackson (who boxes with one sparkling white glove, natch)—give the game even more cartoony personality, but the silliness might prove to be a bit much for fans of more traditional fare, such as Knockout Kings.



PROTIP: Rumble Aerobics builds endurance and dexterity without causing strength or stamina to fall–a rare all-positive workout.



PROTIP: As your opponent stumbles to the mat, throw in a taunt for a few extra RUMBLE letters.

What may appeal to those serious boxing fans, though, is championship mode, which offers strategy and gameplay depth in the form of training sessions. Mini-games range from follow-the-leader button pressing to reaction tests; if you don't want to sweat those details, you can train automatically, but with slightly less character advancement. Arcade mode, of course, is a simple slugfest to the top with no training at all.

Ali Babble

Graphically, Round 2 looks sweet, with more of the smooth textures and slightly disturbing, rubbery facial animations that made the first game so distinctive. While the prematch taunts are opponent-specific, the voices occasionally sound a bit distorted, and are almost always goofy and overacted. But, hey, this game isn't about subtlety! Fortunately, the controls are equally bold, offering plenty of varied attacks and that crucial crisp response.

Round 2 isn't a major leap forward from last year's ring rocker, but the championship mode has evolved enough to make it worth considering for a purchase.



PROTIP: When training with the jump rope, you can press and hold the button before the beat to make sure you don't miss.

NCAA Final Four 2001



BY UNCLE DUST

- Published by 989 Sports
- $39.99
- Available now
- College basketball
- 8 players (with multitaps)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.0	3.5	2.5

PLATFORM
PlayStation

SPORT
College basketball

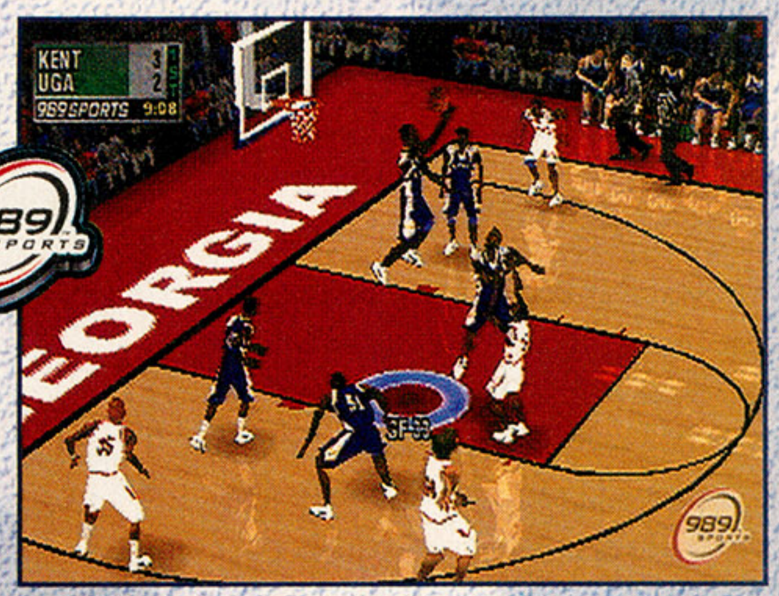
989 HITS THE hardwood with a revamped NCAA Final Four 2001, which still languishes behind EA's March Madness in both presentation and gameplay. All the ingredients are there, but this package just can't beat the competition—or even stand on its own as a good basketball game.

Newer, Not Better

Graphically, the models and arenas are all new—the arenas look great, though the players are still a little rough. It doesn't help that the animations are incredibly jerky and don't transition smoothly into one another. Some dunk animations, however, are downright impressive.

Sound is the real weak spot in this game: Crowd and player sounds are weak, but not nearly as annoying as Quinn Buckner's repetitive commentary. He really needs a play-by-play man to go with his color commentary—something to mix it up a bit.

As always, 989 delivers pretty good controls, but their accuracy is hurt by the rough animations this time around. Touch-shooting is fun once you get the timing down, and it's nice to have control over that last second three-point shoot. The A.I. is spotty at times, frequently forcing you into unrealistic gameplay.



PROTIP: You need to anticipate your opponent's shot to block it. Press × a moment before he goes into his shooting motion to get the swat.



PROTIP: Don't jump after a rebound, block your man out–it's the best way to get possession of the ball.

N.I.T. Bound

Final Four just doesn't re-create the passion and intensity of college hoops well enough to cover up for its gameplay weaknesses. When the first jump ball of the year is thrown out for college hoops, be sure to tap the ball over to March Madness.



◀ PROTIP: If you need to catch up, go to your best player again and again–you can hit several three-pointers in a row with touch shooting.



PROTIP: When in zone defense, play one of the big guys and go for the block on every attempt.

Tiger Woods PGA Tour 2001



BY JAKE THE SNAKE

- Published by EA Sports
- $39.99
- Available now
- Golf
- 4 players (alternately)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0

PLATFORM
PlayStation

SPORT
Golf

TIGER WOODS PGA TOUR 2001 combines simpler old-school–style gameplay with smoother graphics to show that the reigning king of real-life golf wants to be a "hot shot," too. As good as it is, Tiger's latest offering still doesn't have the polish and pick-up-and-playability to overtake the genuine champ of PlayStation golf—Hot Shots Golf 2.

Hot Shots! Part Deux

Though the game still has plenty of depth, gameplay moves along much faster now, and, if you're in a groove and don't hit off the fairway, you can sit back and play mostly by pressing X (as you can in Hot Shots). The most noticeable change in Tiger 2001 is that the weird, round power meter from the previous games has been replaced by the old-school, straight power meter from earlier EA Sports golf games (and which is found in both editions of Hot Shots Golf). A new arrow on the power meter shows you exactly how hard you should hit the ball—very handy, but it can't be turned off and makes the game a little too automatic. No more seat-of-your-pants guesses.



PROTIP: Don't trust where the computer aims for you, especially on your tee shot. Make a habit of pressing △ before you swing to zoom in and see where your ball will land.

Hear Tiger Roar...Or Not

The motion-captured golfers look better than ever, as do the six pro courses. Yet the biggest visual improvement is the faster frame rate. The ball now flies smoothly through the air and over the fairway as the camera changes angles to give you the best view. The background noise—mostly planes, crows, and crowds—are decent, but Tiger's obnoxious voice-overs don't match his real-life modesty.

Golf fans who don't like the cartoon style of Hot Shots Golf 2, or who want to play on real courses against real players, will enjoy taking a swing with Tiger Woods PGA Tour 2001. For pure pick-up-and-play fun on the links, stick with the Hot Shots series.



PROTIP: Use a little extra power when hitting with a wedge from the rough or the sand.



Each of the eight playable motion-captured pro golfers celebrate in their own unique way.

NCAA March Madness 2001



BY UNCLE DUST

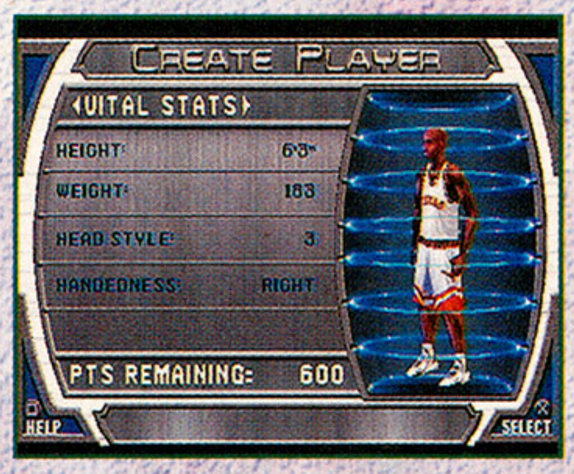
- Developed by Black Ops
- Published by EA Sports
- Target release date: November 2000

PlayStation

HANDS-ON

Feeling Blue

EA Sports had a monster season with last year's March Madness and hopes to create a Blue Devil–like dynasty with the 2001 version. The newest iteration plans on adding to the elements that made the first game so exciting, then pushing the realism even further with deeper controls and more realistic A.I.



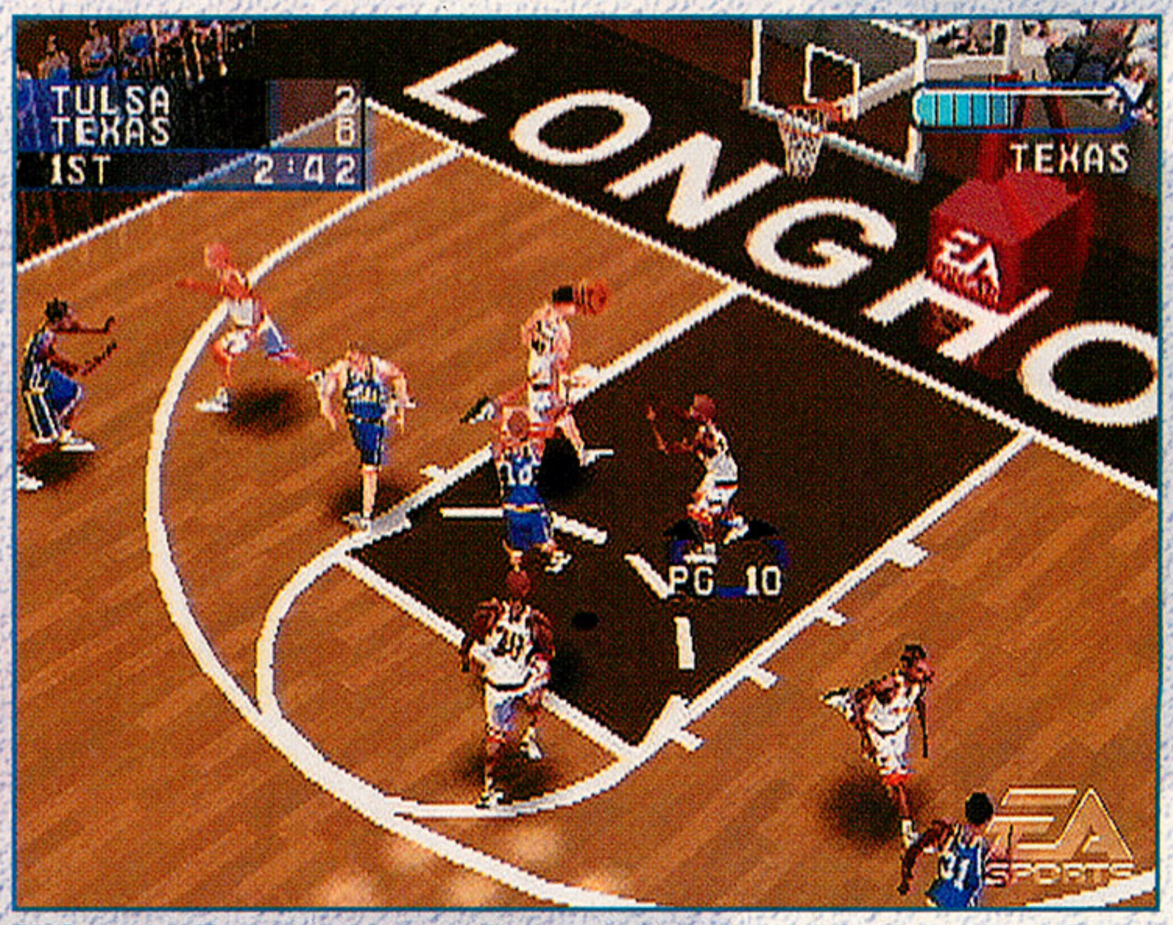


Going Man-to-Man

MM2000 captured the fast-paced, high-intensity action of college basketball like no other game before it, with smooth animations, terrific controls, and smart A.I.—but 2001 wants to raise the bar even higher. Steve Francis will be back again, providing motion-captured moves for even more incredible dunks and nasty crossovers. Dynamic Ball Control will be deeper this year with killer moves that you must unlock to use. Plus, team playbooks and A.I. will be specific to the schools, thanks to the help of Duke's hoops guru, Mike Krzyzewski, a.k.a. Coach K.

The preview build showcased many gameplay aspects from last year—intelligent A.I., realistic animations, and very quick gameplay. The physics of the ball and the ambient sound from the crowd were both right on. There were still some bugs to be fixed in the commentary, and EA reports that it's plugging away on some of the troublesome transition shots and animations.





EA Sports' NCAA March Madness 2001 is gearing up to defend its title as the best college hoops game out there.





Road to the Final Four

Overall, the preview version looked and felt great. EA should have enough time to polish this game and make it even better than last year's—which is bad news for the competition. You should look for NCAA March Madness 2001 as it fast breaks to stores in time for Thanksgiving.





















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Screens shown were taken from the PC version of the game.



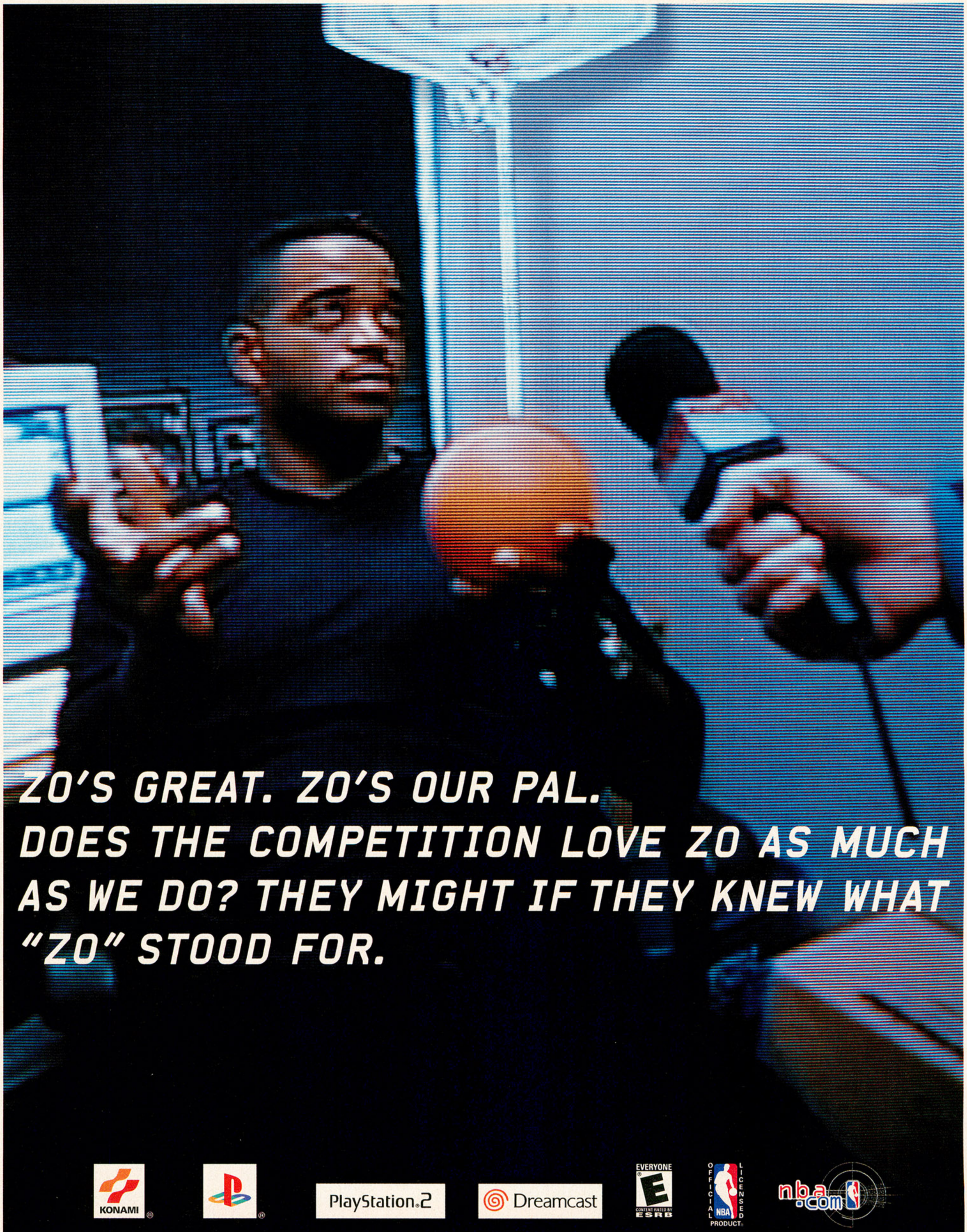






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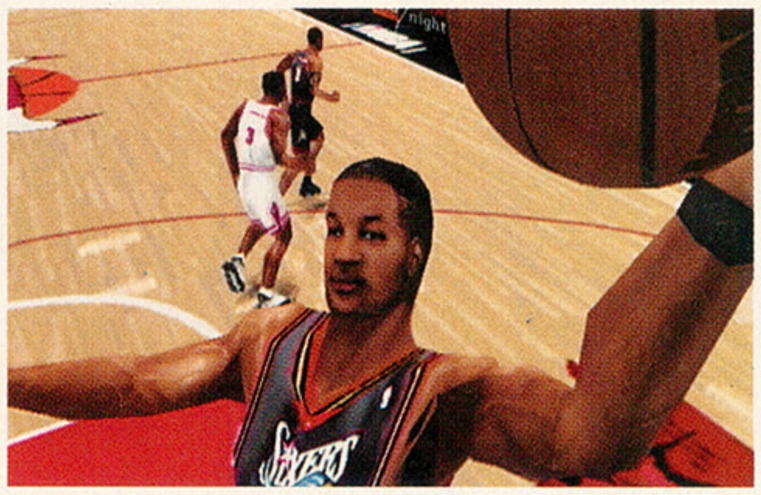










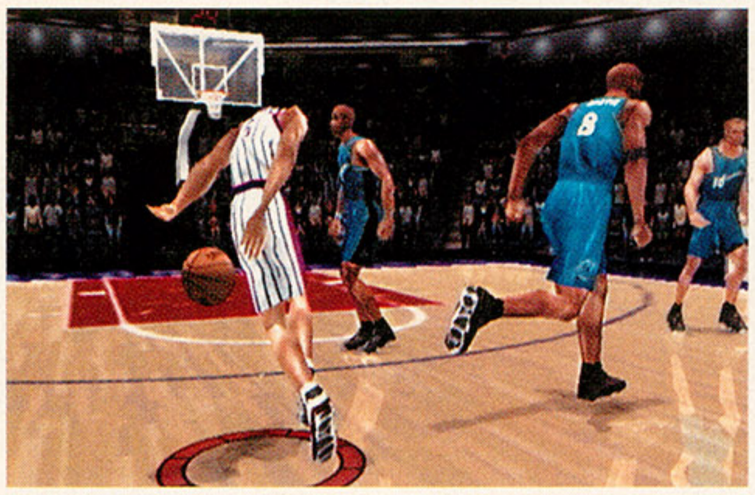


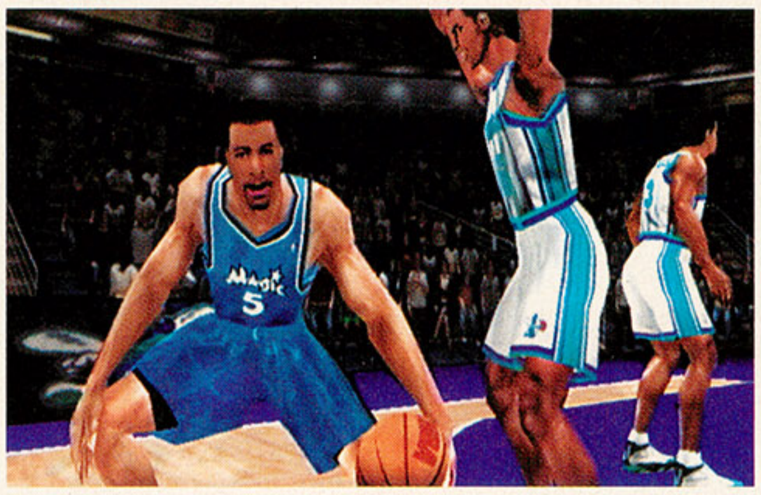
INTRODUCING

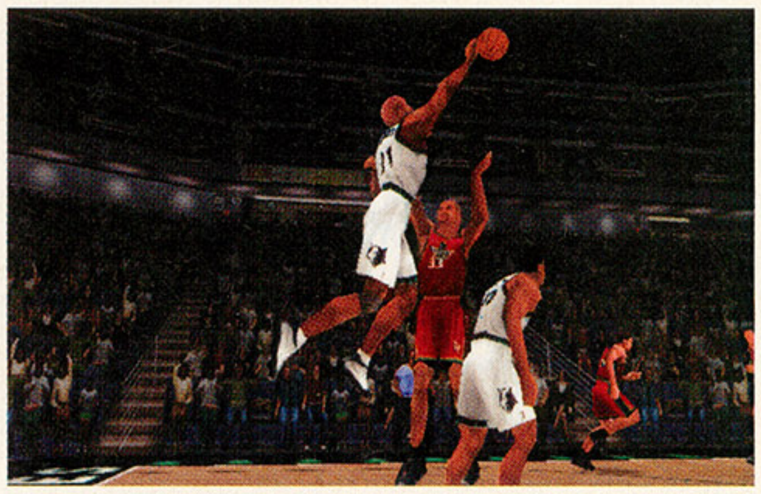
NBA 2NIGHT

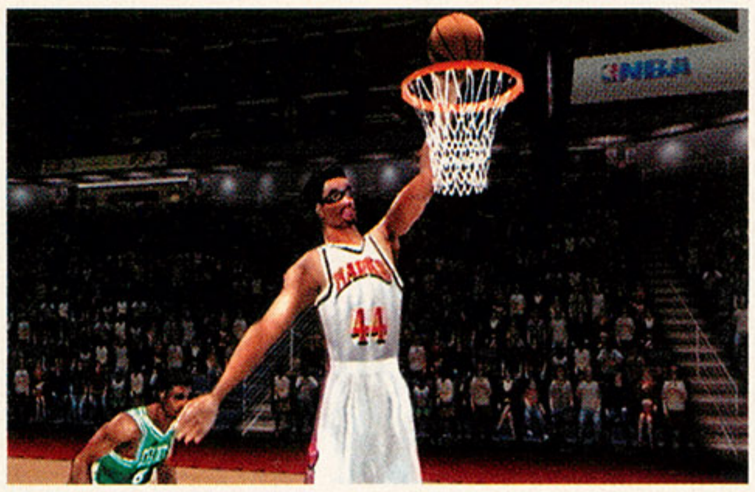
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PLUS COMMENTARY BY STUART SCOTT.

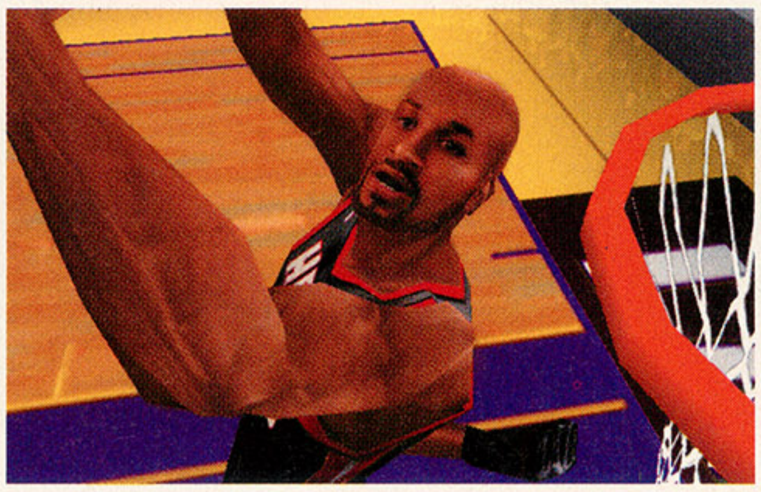






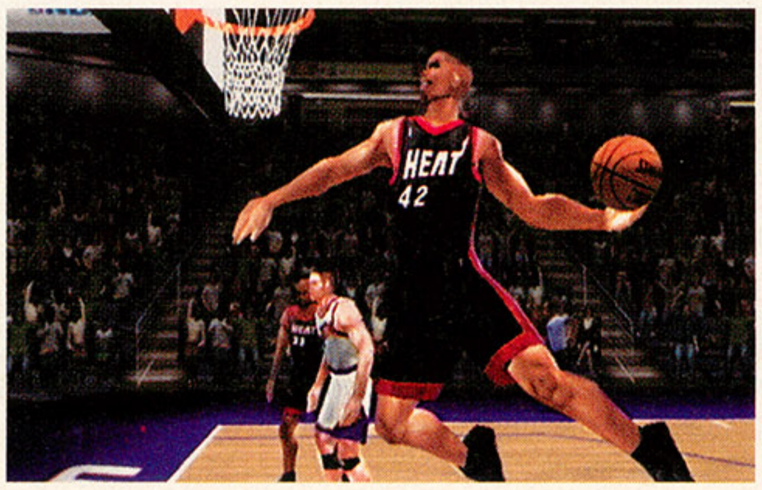














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NINTENDO 64

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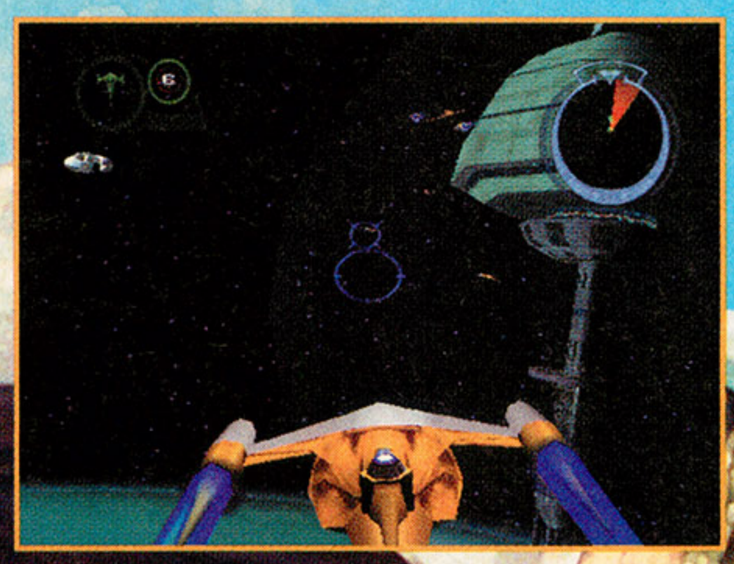
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LUCAS Arts®



BY MAJOR MIKE

- Published by Capcom
- $39.99
- Available now
- Role-playing game
- 1 player

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	5.0

PLATFORM
PlayStation

BREATH OF FIRE IV

THE PLAYSTATION GETS its second wind, er, breath, of Capcom's long-running adventure series that started—courtesy of SquareSoft—on the Super NES. If you believe Final Fantasy IX is the last word in RPGs this year, think again: Breath of Fire IV's fantastic voyage and cool play techniques will keep fans of the series and newbies alike riveted for days.



PROTIP: When playing as Fou-Lu, don't take treasure-chest items; if you do, they'll be unavailable for the main party later in the game.



PROTIP: After passing through the Tomb, return to Mutko and make Ershin head-butt the wall to reveal a secret passage. You can find two things at the end of the passage: a valuable item, Dragon Tear...and the toughest monster in the game, Rider.

All That Glitters Isn't Gold

BOFIV is awash with beautiful pastel-colored sprite graphics and a chapter-spaced narrative that give the game a storybook feel. Despite the friendly exterior, this tale is much darker than other entries: The truly evil and sadistic don't always get their just desserts, and the kind suffer the most gruesome of fates. The plot starts with a missing-princess search, but quickly focuses on a dragon-transforming figure who seeks to discover his origins. In keeping with tradition, several colorful characters join the trip for their own noble—and ignoble—reasons. The absorbing story will have you hooked right up to the final battle...although occasional mandatory mini-games prove an annoying distraction.



Deis from Breath of Fire III makes an appearance; you can find another familiar face inside the windmill at Wyndia.

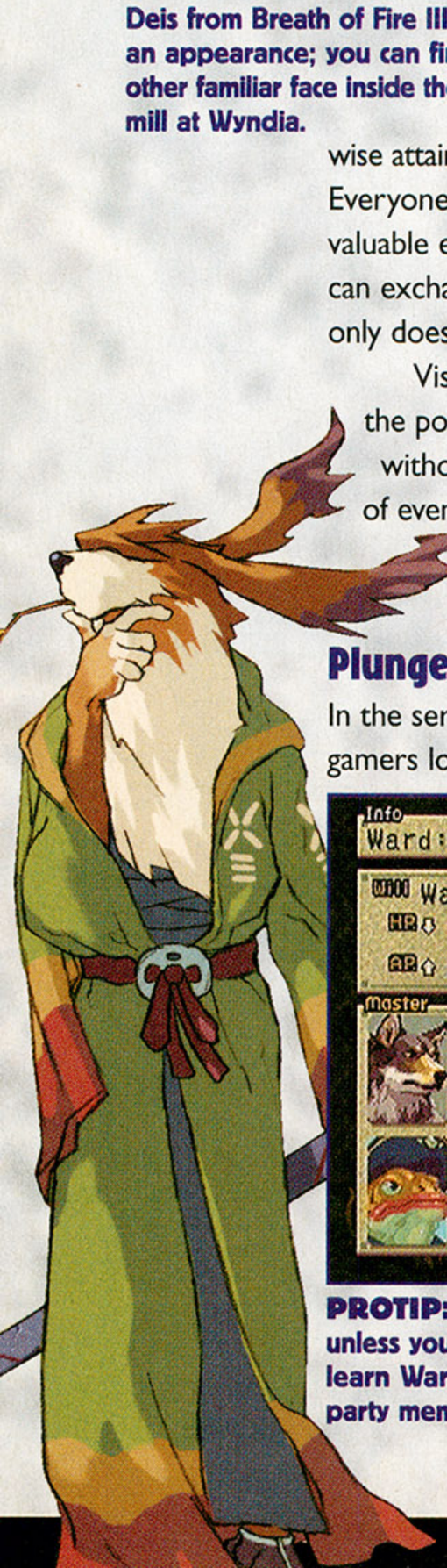
Role-Playing Game...Combos?

BOFIV retains several key features from earlier games, yet cool, new elements keep it from the "more of the same" doldrums. Foremost is an awesome new combo system that enables spell-throwers to create unique, heavy-hitting spells—not otherwise attainable—by casting certain magic in succession. Another improvement is the six-character party: Everyone travels on this quest, and no one is relegated to sitting on the sidelines at the expense of valuable experience points. The full party also has a clever twist during combat: Only three characters can exchange blows with enemies, but you can insert any character from the rear ranks anytime. Not only does this give you a fighting edge against tough bosses, but it also adds a fun strategy aspect.

Visually and sonically, BOFIV delivers. Colorful sprite-based characters integrate perfectly into the polygonal surroundings, and the battle scenes are filled with graphic fireworks...although not without some distortion. Beautiful, but repetitious, music pieces perfectly accompany each turn of events, while excellent sound effects adequately fill out the remaining audio. Rounding out the options are solid controls, but the analog lacks precision; fortunately, you can simultaneously use the directional pad.

Plunge Into the Fire

In the series overall, BOFIV falls just short of II's remarkable scope, but is solidly on par with III. RPG gamers looking to add some meat to their playing diet should get wind of this Breath.





PROTIP: Some masters will not teach you anything unless you know certain skills. For example, you must learn Ward from Gyosil before Lyta can make any party member her apprentice.



PROTIP: To the northeast of Chek is a "?" area with near-invincible monsters, Trean, who hardly ever counterattack. Visit this place and use the monsters to practice your combos and magic attacks.



PROTIP: The Golden Plains travel sequence is one of the most time-consuming and frustrating events in the game. To find Cray's mother, travel east until your path is blocked by the big rock with three white stripes; then go southeast until you find her camp.

GRAPHICS 4.5

The visuals deliver a healthy dose of effects—in peace and war. The sprite-based characters and polygonal surroundings are well illustrated, but occasional big-pixel distortion is distracting during combat.

SOUND 4.5

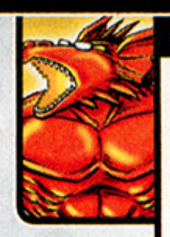
BOFIV delivers a beautiful musical score and impressive audio effects. Overall, though, the music lacks variety as symphonies repeat throughout the game.

CONTROL 4.0

The Dual Shock effects are a welcome addition, but the analog controls are too squirrelly—especially during tight sequences that require precise movements. Lack of a custom-controller configuration also hurts the score.

FUN FACTOR 5.0

Breath of Fire IV delivers enough fresh and familiar elements to provide a memorable RPG experience. There is life after Final Fantasy, and BOFIV is the next big quest.



BY FOUR-EYED DRAGON

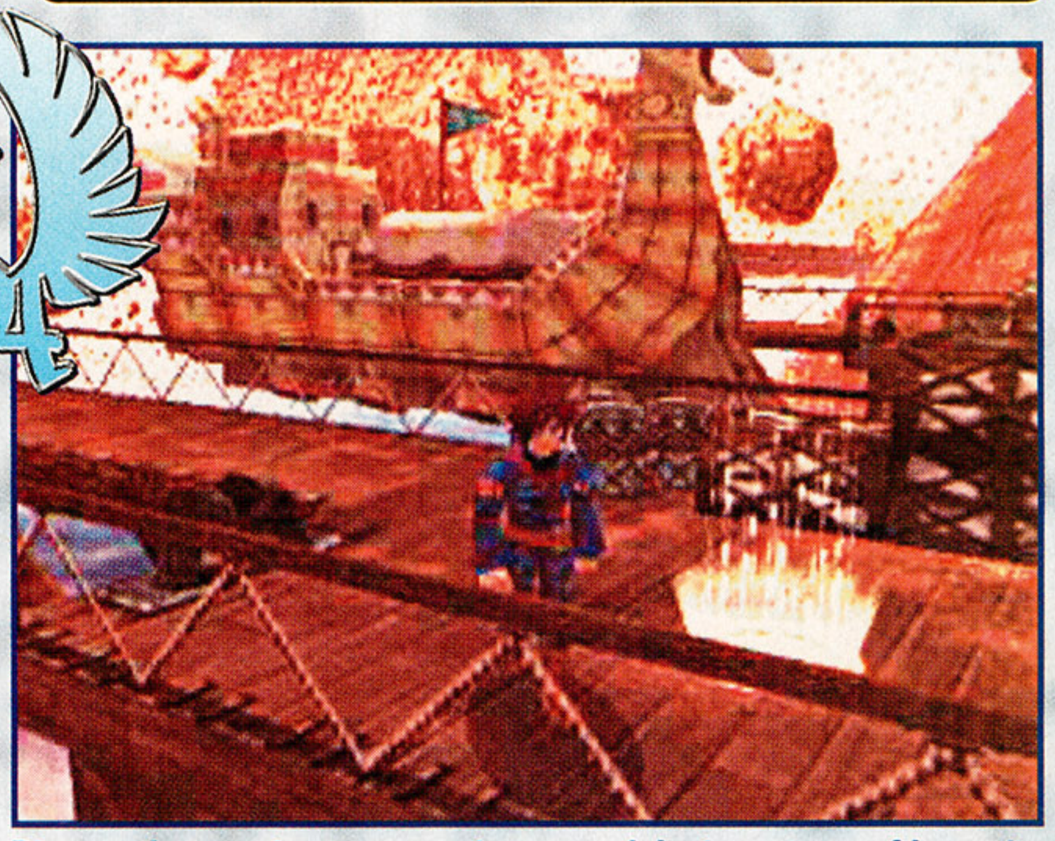
- Published by Sega
- $49.99
- Available now
- Role-playing game
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

PLATFORM
Dreamcast

SKIES OF ARCADIA

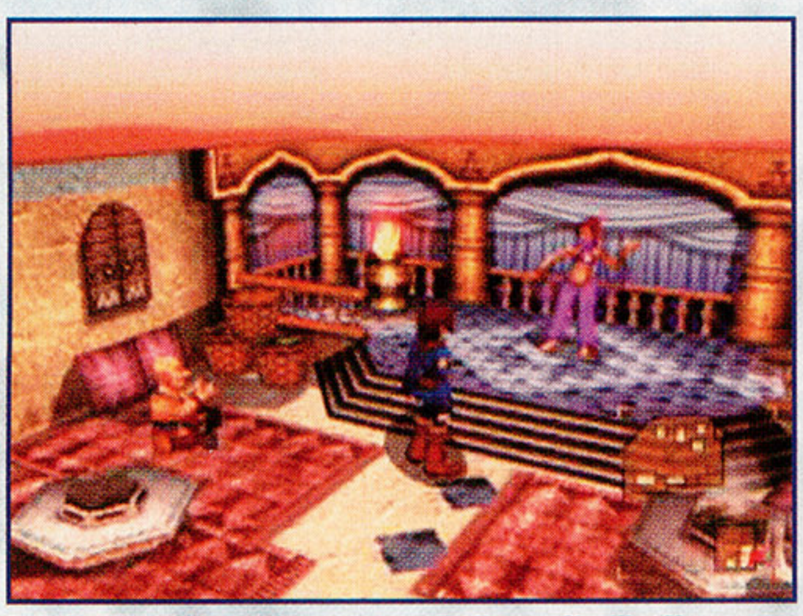
SIMPLY PUT, THE Dreamcast has never had a well-executed, fun role-playing game in its short history—until now. Skies of Arcadia mixes several unique styles of gameplay with traditional RPG elements to create an immersive adventure that no Dreamcast owner should miss.



Discover the meaning to your existence and the importance of humanity as you explore the rough skies.

One Order of Fish and Ships

In an era when people live on floating islands and airships rule the skies, an overzealous nation is bent on wielding absolute power by obtaining mysterious and ancient stones that were originally used as weapons of destruction. Caught in the middle of this predicament is Vyse, a young member of the Blue Rogues, a group of noble pirates who help those in need. In a race to obtain the stones, you must guide Vyse and his friends through a journey of discovery, using airships to travel the vast, uncharted skies as you discover new lands and uncover the mysteries of your world.



PROTIP: Talk to the dancer, Bellena. She'll offer you a ride on her airship.



PROTIP: As soon as you can, learn Super Moves that affect an entire group, like Fina's Lunar Blessing and Vyse's Rain of Swords–they'll turn the tide of battles to your advantage.

Guiding your ship through the perils of air travel is a key gameplay feature of Skies of Arcadia, and you can choose your ship's armaments, engine, and crew. You'll also battle other floating craft, so you must constantly perfect your air combat strategy.

Is It Ship Shape?

Battles take place in traditional RPG style, with turn-based action among your party. Each character can find and buy weapons, and learn magic attacks that have their own elemental properties like fire, water, earth, and lightning. You can switch your element on the fly, but trying to figure out which element is most effective against an opponent is almost impossible—something that can make fighting a frustrating experience.

The audio and visual elements shine throughout the game. Your voyage will be truly epic, taking you to exotic, colorful locales filled with wondrous creatures and unbelievable people. The enormous fleet of boats you encounter is amazing—each having their own unique design and layout. Additionally, beautiful melodies play harmoniously in the background, though Arcadia could have done without the terrible voice-overs.

Flying First Class

Finally, a Dreamcast role-playing game worth playing to the very end. Despite some small blemishes, Skies of Arcadia won't disappoint during your flight through the role-playing skies.





PROTIP: West of King's Hideout in the Ixa'taka Kingdom, you'll find the Golden Man.

GRAPHICS 4.5

A strong color palette fills the immense levels and detailed monsters. There's also a lot to explore in the well-designed worlds, which boast a variety of cool environments and weather effects.

SOUND 4.5

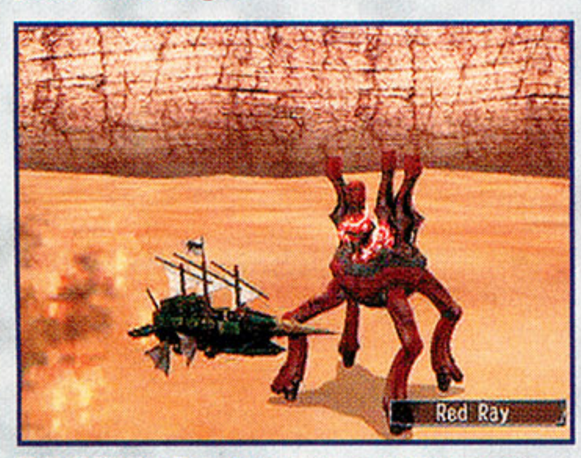
A rich score containing a mixture of beats and styles plays brilliantly. The few annoying voice-overs, however, could have been left out.

CONTROL 4.5

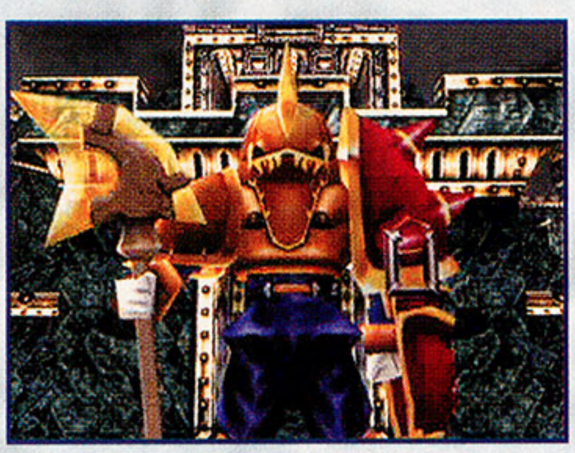
It's easy to mix and match your attacks with a combination of swiping blades, powerful magic, and useful items. But determining what element to use on particular opponents is difficult to figure out and can become frustrating.

FUN FACTOR 4.5

Sit back and enjoy this engaging adventure in the clouds. Skies of Arcadia offers a journey of wild discovery, intense battles, and fun gameplay. This is the best Dreamcast RPG to date—it should not be missed.



PROTIP: Don't waste your cannon attacks on the Red Gigas, Recumen. Retreat when given the choice, so you'll be ready to battle Belleza's airship.



PROTIP: Before entering the Coloseum, max out your HP and MP–you're about to face a bad meanie and two henchman packing serious attacks.



PROTIP: When battling another ship, start on the defensive and build spirit points with Focus. You'll have a bigger offense at critical points of the fight.



BY BROTHER BUZZ

- Published by Ubi Soft
- $49.99
- Available December
- RPG
- 1 player

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0

PLATFORM
Dreamcast

If Shenmue or Skies of Arcadia didn't already do it for you, Grandia II will convince you that the Dreamcast is a lean, mean RPG machine. Grandia debuted on the PlayStation, and fans will recognize the original much like you recognize the Ford pickups in a monster truck rally. With its sometimes stunning visuals and on-the-money controls and gameplay system, Grandia II supercharges a traditional role-playing game system and pushes it to the next level.

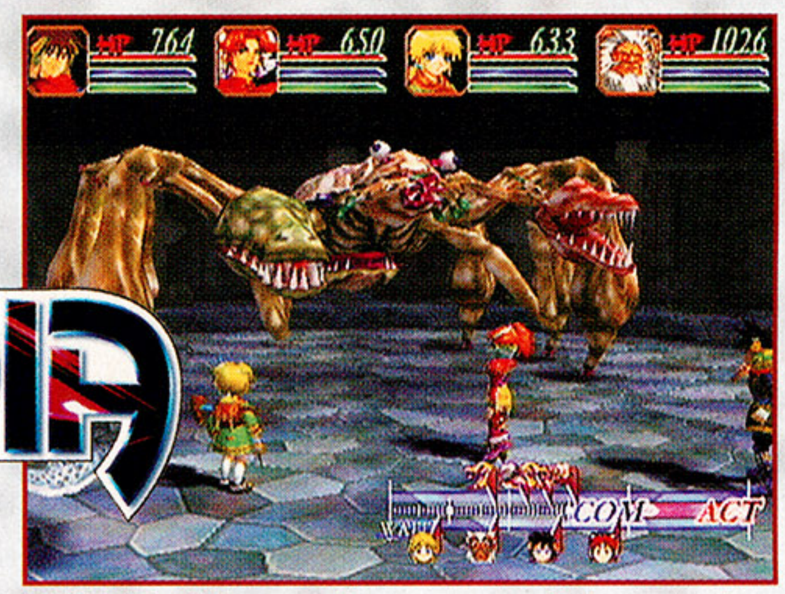


Have Sword, Will Travel

The tale centers on Ryudo, a wandering sword-for-hire who thinks he's making easy money by escorting a young priestess to a religious ceremony. Soon they become the focal point of an epic struggle between good and evil.

The drama unfolds as the four main characters reveal secrets about themselves, as told through spectacular cinemas and melodramatic, but compelling, dialogue boxes with a smattering of nicely acted voices. Sparse, but crystal-clear, audio effects help set the mood.

Grandia II, at its core, is a solidly built, traditional, party-style 3D adventure. The excellent menu system makes managing your heroic quartet a breeze. You can easily flip through recovery items or attack items, change weapons and armor, and swap magic between characters.

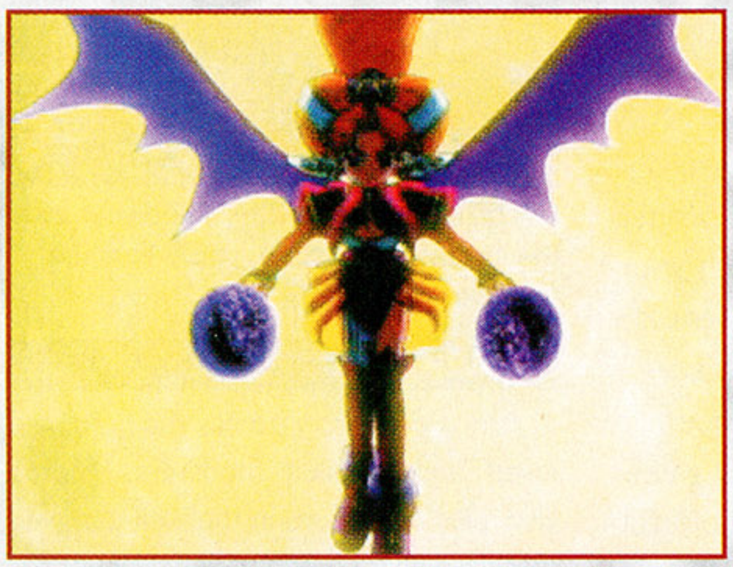


PROTIP: Make one character a medic by powering up their healing spells. Use them to heal wounded comrades during epic boss battles, such as Gadan in Liligue Cave 3 and Airia's Eye boss. And remember: Elena's powers change when she becomes Millenia.

Taking the Initiative

Grandia II's ingenious combat system combines real-time and turn-based combat with a premium on strategy and tactics. First of all, when you encounter monsters, you can position your party with the joystick for an advantageous attack. Of course, the monsters try to outmaneuver you, too. When the game shifts to the combat screen, a sort of sliding scale called the Initiative Point (IP) bar indicates which enemies or heroes are about to bust an attack. The IP bar enables you to select offensive or defensive moves, depending on a character's strengths or their proximity to a particular foe.

This all breaks out in wild and excellently illustrated gang fights. The monster designs are imaginative, and the boss creatures are…well, freaky and disturbing. Magic and special moves explode in devastating, but spectacular, fashion.



PROTIP: Attack magic that zaps several foes simultaneously burns mucho MP. Save them for critical battles, which usually occur at the end of key areas. Millenia's Fallen Wings, for instance, helps you save Roan in Durham Cave.

PROTIP: Use the game cam's 360-degree viewing capability to search for power-ups and other items hidden among the scenery.



A Grandia Adventure

Grandia II is one rip-roaring RPG. Grandia fans must play this game, even if it means you have to beg, borrow—or buy—a Dreamcast.



PROTIP: If creatures ambush you, quickly press the joystick toward your adversary. That prevents them from getting in the first hits when the game switches to combat mode.



PROTIP: When your party is on the offensive, try a one-two attack strategy. Lead with a Critical counterattack by one character and follow up with a Combo attack by another.



PROTIP: During combat, the IP gauge indicates the order in which enemies are preparing to attack, but sometimes it pays to strike the closest enemy instead.



PROTIP: Sometimes you can use a special attack, like Ryudo's Tenseiken Slash, to counter an enemy attack–if you can land the hit on your foe before he hits you.

GRAPHICS 5.0

Primo! Spectacular story cinemas reveal sweeping, panoramic backgrounds. Dazzling magic spells and devastating special attacks explode across the screen. Even the weird, freaky monsters look razor sharp.

SOUND 4.5

Cool background noise and sound effects add lush atmosphere to the fantasy landscape. The occasional character voices are well acted, adding emotion and drama to the dialogue.

CONTROL 5.0

The tight controls enable you to easily manage gear and goodies while quickly picking among them even in the heat of battle. Grandia's unique IP attack system gives every fight real-time flair while preserving the strategy and tactics of turn-based combat.

FUN FACTOR 5.0

Here's a solidly built game with an epic challenge, gorgeous graphics, and a compelling story. If you can't have fun with this role-playing game, you don't know what fun is. The good times will roll in grand fashion as you add Grandia II to your RPG résumé.

TIME TO SETTLE THE SCORE ONCE AND FOR ALL.



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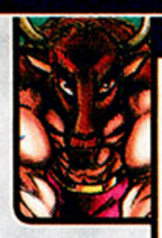
TEEN T CONTENT RATED BY ESRB

Animated Violence
Suggestive Themes

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BY TWO-BARREL FUGUE

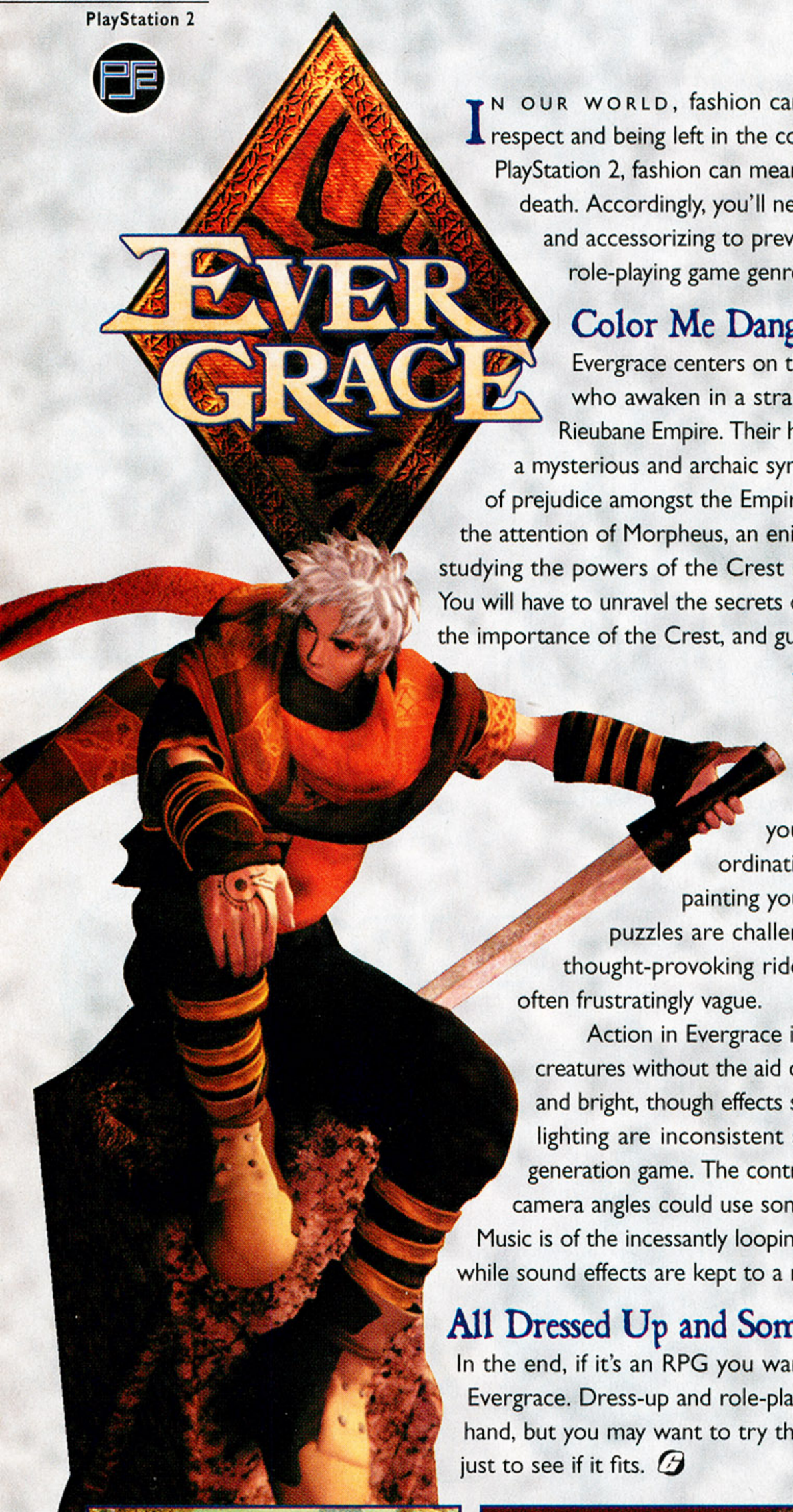
- Published by Agetec
- $49.99
- Available now
- Real-time RPG
- 1 player

T for Teen — Content Rated by ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

PLATFORM
PlayStation 2

EVER GRACE



IN OUR WORLD, fashion can mean the difference between respect and being left in the cold; in Agetec's Evergrace for the PlayStation 2, fashion can mean the difference between life and death. Accordingly, you'll need to master color coordination and accessorizing to prevail in this interesting twist on the role-playing game genre.

Color Me Dangerous

Evergrace centers on the travails of Sharline and Darius, who awaken in a strange, hostile land known as the Rieubane Empire. Their hands are marked with the "Crest," a mysterious and archaic symbol that makes them the target of prejudice amongst the Empire's natives and brings them to the attention of Morpheus, an enigmatic little man who has been studying the powers of the Crest in his giant, offshore laboratory. You will have to unravel the secrets of each character's past, discover the importance of the Crest, and guide them back to their own world.



PROTIP: What you see here is ice, not an unbreakable crystal hiding a secret you can return to later. Hit it with fire to find something nice that upgrades into something better.

Dressed to Maim

Proper fashion sense is key to progressing toward your final confrontation with Morpheus: Solving most puzzles requires wearing your clothes in the correct combination or coordinating colors according to clues given, such as painting your armor red to get past a red statue. The puzzles are challenging, however, not because they involve thought-provoking riddles, but because the clues are often frustratingly vague.

Action in Evergrace is lean, and you can defeat most creatures without the aid of magic. The graphics are clean and bright, though effects such as flowing water and level lighting are inconsistent and clearly represent a first-generation game. The controls are easy to master, but the camera angles could use some work, particularly in battles. Music is of the incessantly looping, synthesized Muzak persuasion, while sound effects are kept to a minimum.



PROTIP: Check the tall grass around Saramad when playing as Sharline—you'll find mushrooms and more.

All Dressed Up and Somewhere To Go

In the end, if it's an RPG you want, it's an RPG you'll get with Evergrace. Dress-up and role-playing have always gone hand in hand, but you may want to try this game on as a rental first—just to see if it fits.



PROTIP: If you're hard up for currency, stay in this first room on the Soaring Tower Upper Part level. The foes are easy to kill and keep coming.



PROTIP: When you're starting as Darius, turn around and immediately grab this sword.



PROTIP: Don't try this on the lava anywhere else, but you need to float across here for the Red Sphere.



PROTIP: To find the Azure Sphere as Sharline, return to the cave where Darius starts the Abandoned Road level and slay the creature. Don't forget the Red Fruit against the wall.

GRAPHICS 4.0

While not groundbreaking by any means, Evergrace is a bright and colorful game filled with creatively designed levels and creatures.

SOUND 3.5

The sound just isn't where it should be, given the medium, the new millennium, and, let's never forget, the power of the PlayStation 2.

CONTROL 4.0

The controls are simple and straightforward, with only the occasionally sporadic camera angles throwing a wrench into the works.

FUN FACTOR 4.0

Evergrace has the fun of exploration mixed with the intrigue of a masquerade party gone awry as well as enough variety to keep you engaged.

Lunar 2: Eternal Blue Complete



BY FOUR-EYED DRAGON

- Developed by Game Arts
- Published by Working Designs
- Target release date: November 2000

PLAYSTATION

HANDS-ON

THANKS TO WORKING DESIGNS, the RPG that became a legend on the ill-fated Sega CD system is back. With a revamp of its sound and graphics, which feature new cinema cut-scenes mixed with traditional RPG gameplay, Lunar 2 already looks, sounds, and feels like a can't-miss adventure.

You'll follow the journey of Hiro and his companion, Ruby, as they seek to unlock the mystery behind the Blue Spire, a crystal that strangely encapsulates a young girl. Of course, evil is never too far off, and you'll be challenged by dark forces who will stop at nothing to revive Zophar, a menacing entity that would plunge the Lunar world into eternal darkness.

The preview version had graphics that were already polished to a cleaner sheen than in the original—everything from the cut-scenes to gameplay looked fantastic. Additionally, the soundtrack contained great voice-overs, and the original symphonic melodies were elegant.

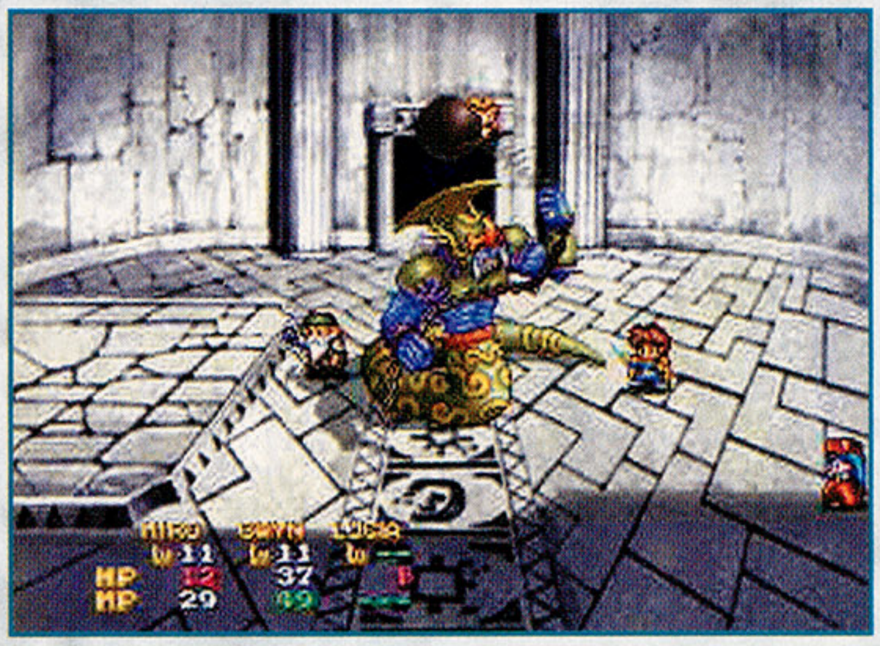
Fans of the Lunar series and RPG newbies alike should definitely keep an eye out for this born-again three-CD journey—it has "classic" written all over it...again.





















Aidyn Chronicles: The First Mage



BY FOUR-EYED DRAGON

- Developed by H20 Entertainment
- Published by THQ
- Target release date: Fourth Quarter 2000

NINTENDO 64

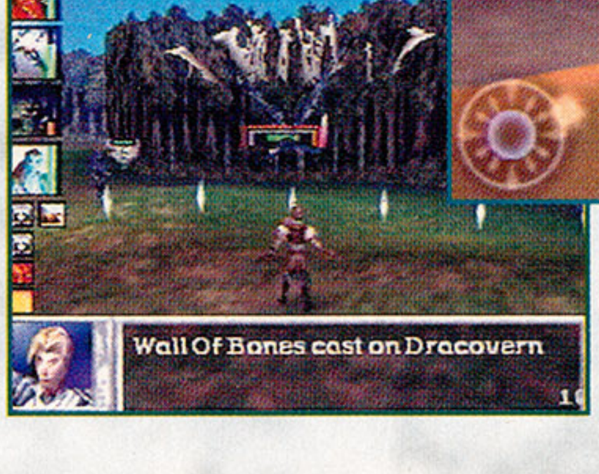
HANDS-ON

IN AIDYN CHRONICLES: THE FIRST MAGE, you'll guide an orphan named Alaron on a quest for personal growth in which he seeks to discover his true name and heritage. Throughout his journey, Alaron will encounter mysterious creatures, travel to distant cities, and join with a myriad of personalities who will help him with his quest. Though promising an enthralling story, Aidyn Chronicles instead features less than stellar visuals and a bland soundtrack. If THQ can fix Aidyn's preliminary maladies, it could have an interesting game and a much-needed N64 RPG.











T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



1000's of Real BMX Trick Combos



Huge Dirt, Street and Vert levels



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RATING PENDING RP Visit www.esrb.org or call 1-800-771-3772 for more info CONTENT RATED BY ESRB

GAME BOY COLOR

PlayStation

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Fuzzy Hall
Jamie Bestwick
Colin Winkelmann
Brian Foster
Chris Doyle
Mike Ardelean
Dave Freimuth
Chris Duncan
Matt Beringer

Music By:

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Ghoul spoon
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T.J. Lavin's actual backyard

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T.J. LAVIN'S ULTIMATE BMX

MTV SPORTS

TEEN T CONTENT RATED BY ESRB
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FINAL FANTASY IX Part 2

Sure, the first half was easy. But in discs three and four, it's time for huge bosses, random encounters with powerful enemies, and even a few tricky puzzles. Our brief walkthrough gets you all the way to the crystal, where you'll finally take on, and hopefully defeat, Kuja . . . and that's not all. *By Uncle Dust*

• Disc Three •

Alexandria Castle



Return to Alexandria Castle in a boat; get out of the boat and enter the castle.

Alexandria



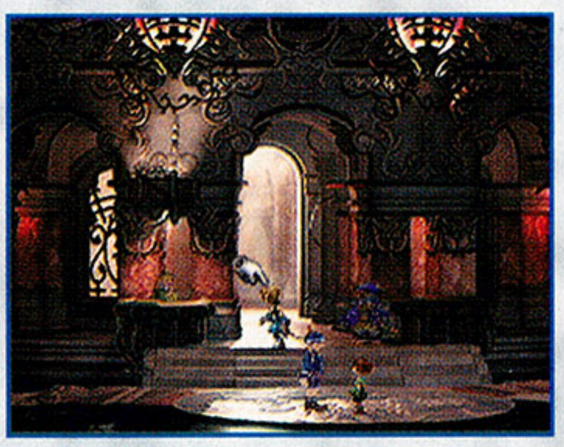
As Vivi, head left to the mini-theater and talk to Blank. Go downstairs to watch Ruby's play.

Alexandria Castle



Control Eiko, meet up with Dr. Tot, then head to town. Don't forget to save at the Moogle in the room on the right side before you leave the castle. Return from town with Zidane, Vivi, Amarant, and Freya to see Dagger.

Treno



Descend the spiral staircase to leave the tower, then advance to the Card contest hall. Speak to the penguin on the right for information, and buy cards from the person on the left if you need them. After you win the first two rounds of the tournament, save your game because you have only one chance to beat the champion. If you win the final match, you'll receive the Rebirth Ring.

Alexandria



Kuja sends Bahamut to attack Alexandria. As Dagger, give orders to soldiers. Next, Beatrix and Steiner battle several mist monsters throughout Alexandria. Move right toward the town exit.

Alexandria Castle



Take Dagger to the top floor of Alexandria Castle via the staircase on the left before the queen's chamber. Eiko meets her up there. Next, as Zidane, go up to Eiko and Dagger on the castle roof.

Lindblum Castle



Go to the top floor to the telescope to see Dagger, then proceed to the Throne room and talk to Cid. Go to the bedroom to find Dagger, then return to the Lindblum Business District to find the potions that will return Cid to human form.

Lindblum Business District



Head up, then to the right toward the fountain. Alice has the Beautiful Potion and is standing behind the fountain. Next, take an air taxi to the Theater District.

Lindblum Theater District



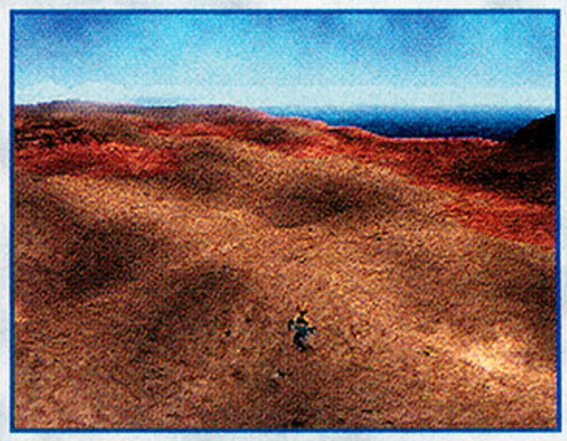
Go to the left toward the theater, where you see Marcus. Talk to him, and he gives you the Unusual Potion. Now return to the air taxi station and go into the building on the lower right of the screen. It is the house of an artist. Talk to him, then look through his home to find the Strange Potion. Head back to Lindblum Castle where you obtain the new airship, the Blue Narciss. Sail it to Black Mage Village.

Black Mage Village



Advance to the far left toward the graveyard. Head right to the Chocobo shack. There, you're told the location of Kuja's secret palace.

Kiera Desert



Sail the Blue Narciss to the far east of the world map. Head up to the four quicksand pits. Enter the one farthest north (clue—it doesn't have white smoke coming out of it) to enter Kuja's Palace. You'll fight tough beasts if you enter the other sand pits.

Kuja's Palace



Kuja asks you to run an errand for him. Accept his offer and you get to form

Disney's

DONALD DUCK

"GOIN' QUACKERS"*!

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PlayStation®2 computer entertainment system compatible



PlayStation® game console compatible



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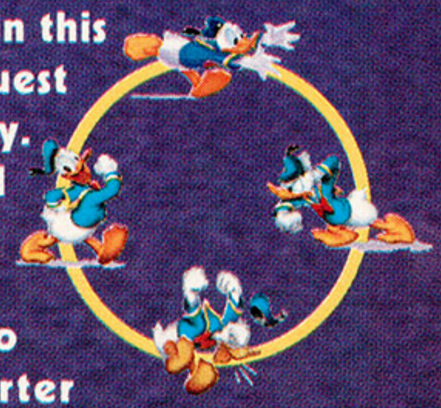
Nintendo® 64



Game Boy® Color

Donald is Goin' Quackers

Donald runs amuck, goes berserk, and gets hyper across 24 levels in 4 cartoon-like worlds in this hilarious quest to rescue Daisy. Defeat the evil magician, Merlock, then collect all the pieces of Gyro Gearloose's teleporter to send Merlock to a new dimension!



Available November 2000

EVERYONE E CONTENT RATED BY ESRB — Mild Animated Violence

Dreamcast™ · PlayStation · GAME BOY COLOR · NINTENDO 64 · Disney Interactive · Ubi Soft Entertainment

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a four-person party. Pick a team that doesn't rely heavily on magic—like Zidane, Steiner, Freya, and Amarant—because you won't be able to use magic while inside Oeilvert.

Oeilvert

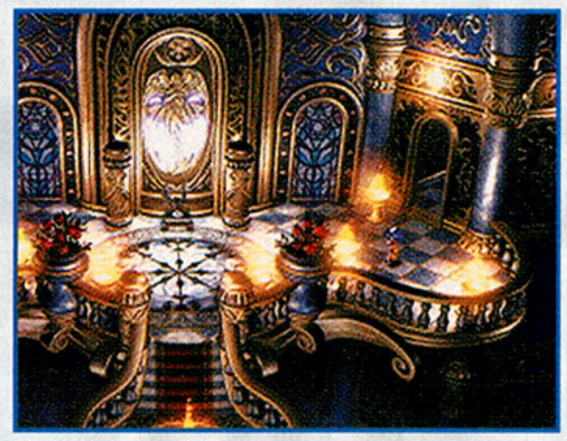


If you hit select twice while on the world map, you'll see a point that will tell you exactly where Oeilvert is. Enter the building, ascend the stairs, then turn left. Check the blue sphere and backtrack to the entrance. Proceed left, then move through the entire building, checking all the lighted spheres. After you've checked them all, enter the room with the Moogle to see the final part of the story. Advance to the right and ride the elevator. Battle the Ark to receive the Gulug stone.

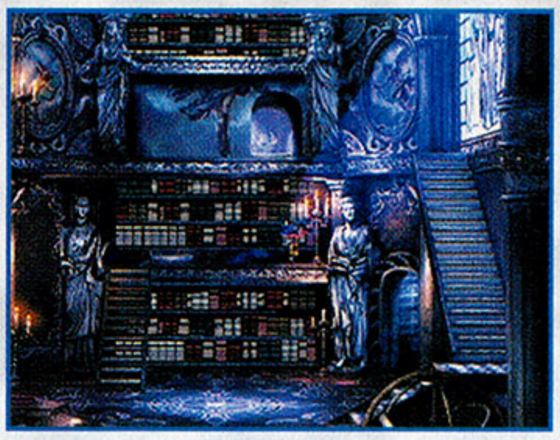
Kuja's Palace



As Cid, go down and to the right to find the hourglass. There, to get the key, you must tap ○ while the monster is looking away. Next, you have to put three weights on the scale to reach the hourglass. Use the sand, stone, and iron weights. After you've turned over the hourglass, everyone reunites outside of the cells. To escape the palace, inspect all of the candles to light the way. Proceed left and light the lamp on the left to make the glass sphere disappear. When you advance forward, transparent stairs appear at the right end of the path. Ascend the stairs, go right and light the lamp. Then descend the stairs and head left.



Next, go up the spiral stairs and light the three lamps in the triangle formation. When the glass door opens, advance right toward a similar room. Light the candle on the bottom left. Go through a short hallway to the glass door where a woman statue disappears, then light the candles on the right and left. Return to the room on the right and light the remaining two candles; then descend the middle stairs to a lamp, light it, and the farthest right door opens. Continue up the stairway, lighting candles along the way, until you get to the room with the bookshelves.



Light each candle in the room; as you do so, the bookshelves open to reveal secret paths. Go down each path, lighting the candles at the end. After lighting all the candles, head left through the stained glass where you can find a Moogle to save your game.



Proceed left from the Moogle, and you find two balconies with candles on each of them. On the first balcony, light the right candle then the left candle, then blow out the right candle so the shadow of the gargoyle goes to the left. Next, go to the other balcony with three candles. Light them all starting with the one on the right. Then blow out the middle candle. Transparent stairs will appear at the first balcony. Ascend the transparent stairs, then light the candle and return to the platform. There, you have a boss battle. After that battle, light the furthest candle and the floor will flash. Teleport up to meet Kuja. Kuja steals the Gulug stone and kidnaps Eiko. Use the left transporter to get to a dead end; pull the lever, and you go to the world map.

Esto Gaza



Enter Esto Gaza and talk to the priest. Then proceed up the stairs to the left. There is a Moogle on the left to save your game. Go down the stairs on the right, then advance forward to Mount Gulug.

Mount Gulug



Go to the right, then go down at the well. Check the left side of the well, push up, then push down a few times. Then, descend for a boss battle with two Red Dragons. Continue left to meet Kuja and Eiko. First, battle Zorn and Thorn; then battle them as one monster. Continue, and you find Cid's wife Hilda.

Lindblum Castle



Head to the conference room on the top floor, where Hilda reveals Kuja's plans. Dagger is missing, so Steiner searches for her—ask Tantalus for help. As Zidane, head to Alexandria.

Alexandria Castle



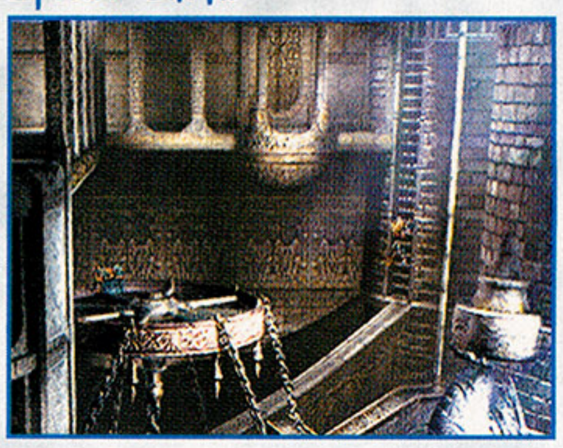
There, you are reunited with Beatrix, who gives you the garnet stone. Head to Brahne's grave to find Dagger and give her the garnet stone.

Hilda Garde 3



Choose a party. Then, while in the world map, press Select twice to see the large map, move the cursor to a location, and press × to go directly to that location. Select Ipsen's Castle.

Ipsen's Castle



Ascend the narrow stairs and enter the entrance on the right. There, you find a Moogle to save your game. Descend the pole to the basement. Climb the left ladder, advance to the left and enter the furthest door. Then, enter the top right entrance and climb the ladder. Take another left, then take the elevator up to Amarant. Go to the back wall and get the Fire, Water, Earth, and Wind mirrors. Battle the boss. After that, take the elevator back down to the entrance of the building—beware of trap doors in the floor.

Stick the landing
and they'll call you a champion.

Don't
and they'll call you
an ambulance.

freestyle MOTOCROSS: McGrath vs. Pastrana™



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Undefeated Freestyle Champion

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Developed by Z-AXIS

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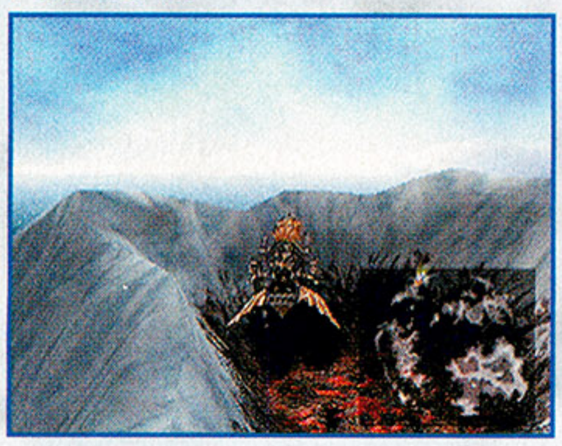
Freestyle Motocross: McGrath vs. Pastrana™ and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Z-Axis. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screen shots taken from the PlayStation® game console.

Water Shrine



Head directly south of Ipsen's Castle to find the whirlpool that is the Water Shrine. Leave Dagger and Eiko there.

Fire Shrine



Head to the mountains northeast of Esto Gaza, flying over the volcano. There, you find the Fire Shrine. Drop off Amarant and Freya.

Wind Shrine



Head to the hills southeast of Oeilvert to find the wind shrine. Drop off Vivi and Steiner.

Earth Shrine



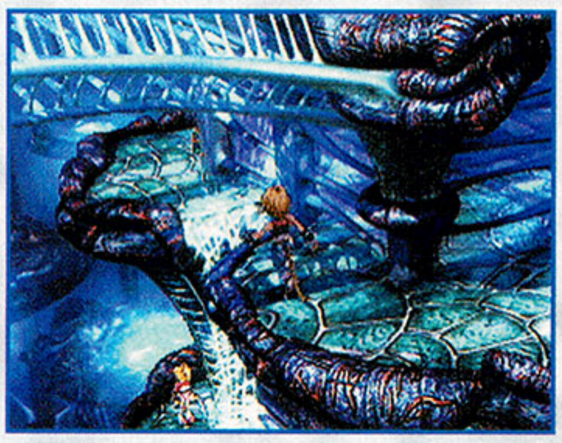
Proceed southwest of the Desert Palace to find the Earth Shrine. Zidane and Quina enter this one. Make sure to jump when the exclamation point appears above your head to avoid the first two traps. Move forward and place the mirror in the proper place. Next, battle the Earth Guardian.

Hilda Garde 3



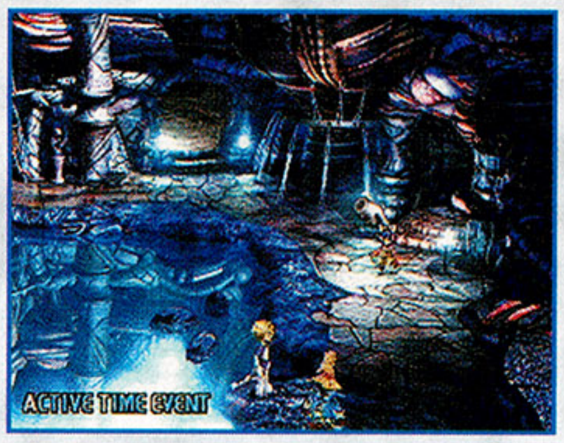
Head to the island south of Esto Gaza. It is the Shimmering Island. Head directly into it to get to Terra.

Terra



Talk to the old man, then select party members. After that, go right and chase the girl. Cross a bridge, then proceed right and down a glowing spider web. Advance left, jump to the other side, then move down another glowing spider web. Follow the girl to the left and go across a long bridge. Go up the stairs to enter Bran Bal.

Bran Bal

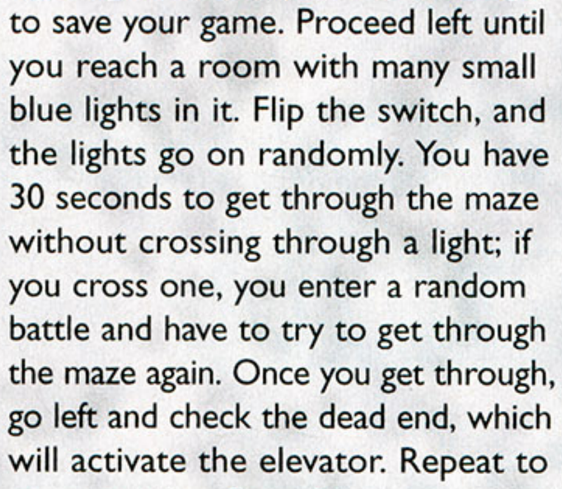


Head down the left stairs. Enter the first building on the left. Enter the furthest room and go down the stairs on the right side. Talk to the girl on the very bottom of the screen. Next, controlling Eiko, head to the building on the far right where there's a Moogle stuck in a pot. Save your game. Go after Zidane. As Zidane, move further to meet Garland.

Pandemonium



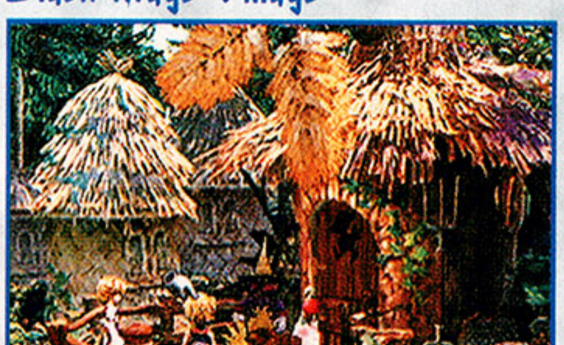
Follow Garland, jumping at the appropriate time. Battle three Dragons. Go through the door to the right and go right again. There, you find a Moogle to save your game. Proceed left until you reach a room with many small blue lights in it. Flip the switch, and the lights go on randomly. You have 30 seconds to get through the maze without crossing through a light; if you cross one, you enter a random battle and have to try to get through the maze again. Once you get through, go left and check the dead end, which will activate the elevator. Repeat to go up another floor. Next, go toward the bottom of the screen and teleport, then move right and teleport again. Advance to the right and find a Moogle to save your game.



Go to the right and talk to Garland, then battle a Silver Dragon. After that, battle Garland. Next, battle Kuja, who transforms to Trance Kuja and defeats you. Awaken and gather the residents of Terra; go right, then toward the screen to escape on the Invincible.

• Disc Four •

Black Mage Village



Stock up on supplies (make sure you have plenty of tents and go to the synth shop), pick your party, and head to the Iifa Tree to battle the Dragon God. Once it's defeated, you advance to the Tower of Memory.

Tower of Memory

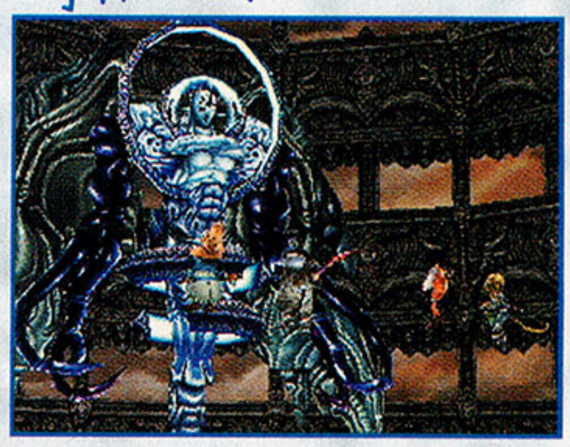


Ascend the long stairs toward the castle. You're able to save at the floating colored balls. The next four bosses are powered by the elements, so equip your party to counteract their powers. Advance, then cross the bridge to the right to meet the first boss, Maliris, the Wind Chaos. Ascend the spiral stairs, go right across the bridge and up the stairs toward the eye to battle the Fire Chaos, Tiamat. Continue up the stairs, then left, then follow the bell. Go up the blue stairs, cross the bridge, and enter the next building.



Traverse the waterfall. Go up the stairs on the left, then the stairs on the right, next battling Kuraken, the Water Chaos. Following that, go to the platform on the right to save. Ascend the stairs to the left and go through the door. Next, climb two ladders and enter the room. Battle Rich, the Earth Chaos.

Crystal World



Walk toward the light to hear the story of the crystal. Keep advancing, then save. After that, battle Deathguise. After you defeat it, go back and save. Next, you face Trance Kuja and Necron, the Eternal Darkness—back-to-back without being able to save in between. These bosses use spells of all elements. Good luck!

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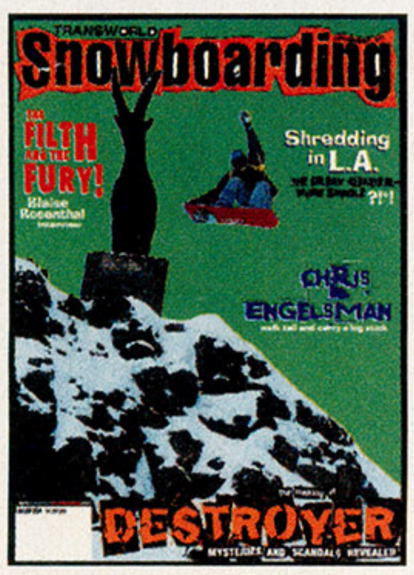
TERJE HAAKONSEN & KEIR DILLON ON THE BIGGEST 1/4 PIPE OF THE YEAR. LOFOTON, NORWAY.



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The World Is Not Enough

007

Nintendo 64

TEEN
CONTENT RATED BY ESRB

Our ProStrategy should be enough to get you through all of this great espionage/action adventure, from MI-6 Headquarters to a highjacked submarine. We give you tips and key maps—and show you where to find the all-important body armor. **By Extreme Ahab**



BASIC BOND

This ProStrategy Guide assumes you're playing on the medium difficulty level (Secret Agent). Because the first few missions are fairly straightforward, we provide only some pointers for getting through them. As the missions become more difficult, however, we give you play-by-play tactics. In general, it's a good idea to keep the following in mind as you guide Bond to 00-bliss:

- As usual, head shots will do away with enemies quicker.
- As each mission begins, your inventory is pretty much empty. As you nail nasties, you'll pick up heavier artillery, so check your inventory often to see what you've found.
- Always read the messages from "R" at the beginning of each mission as they often contain valuable tidbits.
- If you get through certain levels beating the preset times for completion, you'll receive 007 Award Points, which, eventually, should lead to special multiplayer modes, arenas, weapon modes, and multiplayer skins.
- Whenever you see this icon, it means the text below the screen shot will tell you where to find some useful body armor.

Courier



In the lobby, go through the double doors on the right. Then proceed into the safe-deposit room where, in the first room on the right, you can obtain your appointment card and flash-bang gun. Go back to the lobby and use your appointment card on the guard at the metal detector to trigger a cut-scene.



After the cut-scene, retrieve your gun and be sure to shoot the man in blue on the floor; if you don't, he'll pop up later and take a few pot-shots at you.



Now, move through the rooms taking out enemies until you find the safe. Use your safe cracker to open the safe and obtain the security swipe card.



There are two doors you can open with your swipe card: In one room, you'll destroy the VCR with your data scrambler. In the other, your keypad decrypter will open the vault door, then you'll retrieve the suitcase full of money. To exit, simply take the stairs down to the ground floor and go through the revolving door.

King's Ransom

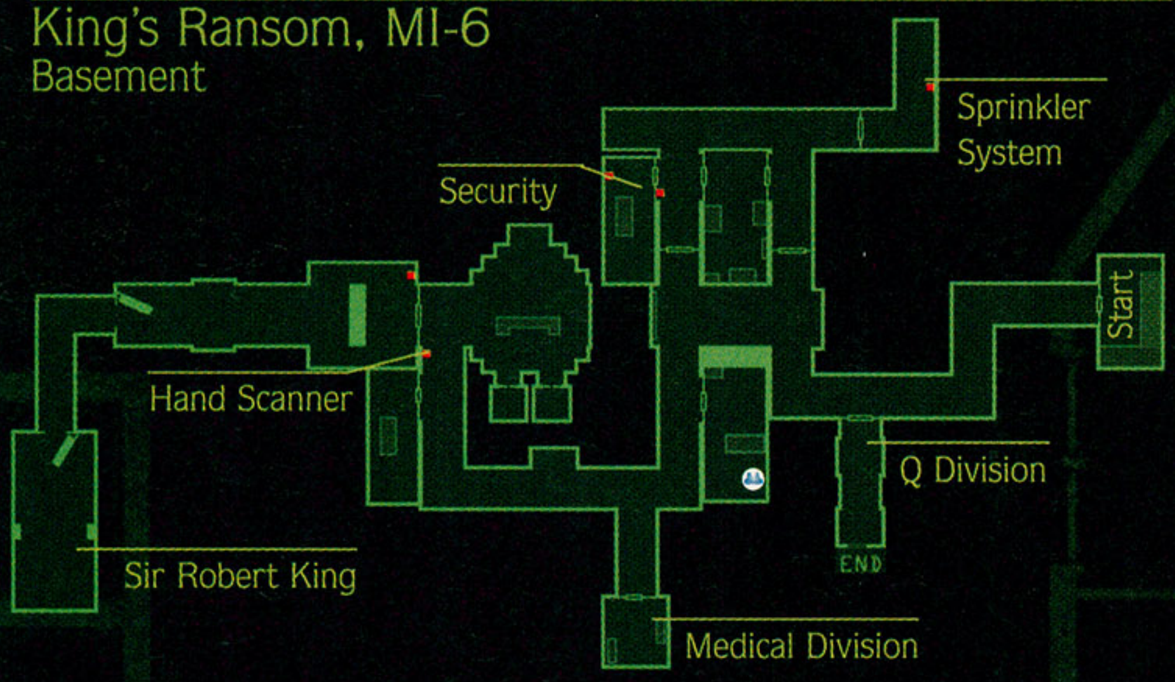


At MI-6 Headquarters, London, when you exit M's office, follow the signs for the stairs, then enter the meeting room opposite the fire extinguisher to find some body armor.



Proceed to the Security Center, use the scanner to get in, and use your security clearance to effect the lockdown. Go back and save M, eliminating the terrorist standing to the right of her, then, as you chaperon her back to the Security Center, clear out any terrorists.

King's Ransom, MI-6
Basement





Next, take the stairs, but be careful: The stairwell is a veritable beehive of terrorists before, during, and after your descent (watch out for sneaky baddies on ropes after the explosion). On the basement floor (consult King's Ransom, MI-6 Basement map), in the room next to the 1st-floor sign, you'll find some more body armor and two bad guys. You'll have to, in this order, enable another lockdown, turn on the sprinkler system, open the vaults, do some more chaperoning—a doctor, this time—and find Sir Robert King. Just move about destroying all who would destroy you, and, pretty soon, it's mission over. The map shows you where to go.

Thames Chase



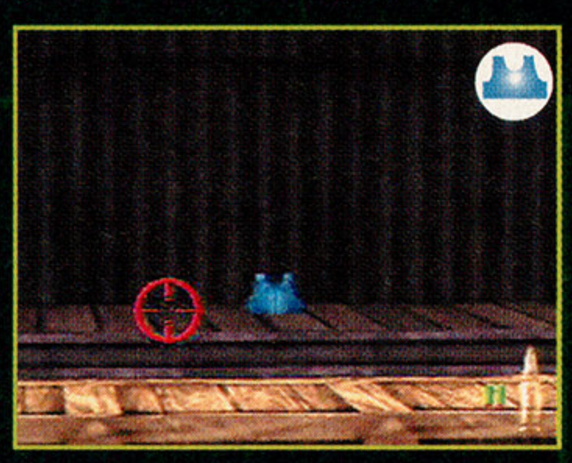
This is a run-and-gun mission. After taking care of the first half-dozen thugs, descend some stairs and use your sniping gun to free the hostages in the warehouse.



In the tunnel, after eliminating the frogmen, crouch down and take out the sniper on the roof; move forward out of the tunnel, taking out the one on the docks on the left and another behind you on the pier.



When you enter the warehouse with boxes as shown above, be careful. First, shoot the lone gunman, then watch the entrance. A slew of bad guys will run in; gun them down as they enter and pick off any stragglers. As you climb the boxes, be careful; two more will run in, so crouch and get them before they get you.



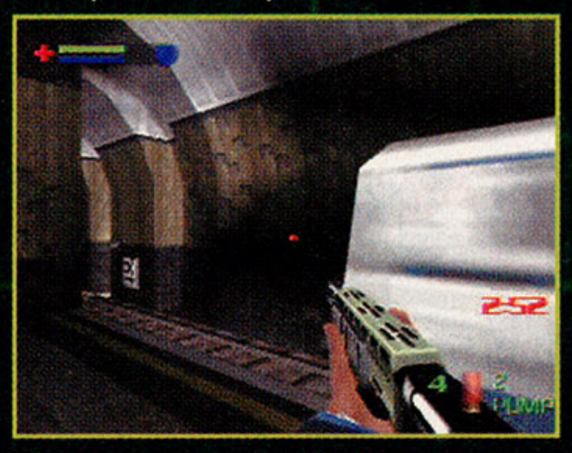
In the next warehouse with the shipping containers, shoot the enemy on the ledge, then turn to the left and shoot another, freeing the last of the hostages. Then grapple up, but don't exit yet; turn around and look back over the shipping containers, and you'll see some body armor. To get it, jump back across the containers.

With the armor, all you have to do after exiting the warehouse is run forward and eliminate about 10 more enemies.

Underground



This mission is timed, so you'll have to move fast. Aim well and quickly when dispatching terrorists standing next to hostages; if you dally, they'll execute the innocent. Shoot the terrorists in the office and head left toward Platform 1 where you'll find some nasties, some hostages, and the all-important body armor.



Now move toward Platform 2, eliminating deterrents and freeing hostages as you go. Once you've secured the area and you're standing on the platform, you'll see a recess opposite you. Wait for a train to go by, then jump over to the recess; then wait for another train to go by and move to the second recess to the right (assuming you're facing out toward the passing trains).

Run through the room and the stationary train. When you emerge on the tracks, shoot the bad guys from there; if you mount the platform, the hostages will invariably get in the line of fire, ending the mission.



After eliminating the bad guys, jump up and proceed to the men's restroom; in the last stall, you'll find the bomb. To defuse it, use your bomb disposal kit, making sure not to defuse the bomb too quickly, or it will go off (just keep the red bar from filling up and press Z regularly). Continue in the direction you were going, shoot the lock off the door, and enter another treacherous stairwell. First eliminate all the baddies you can see, then grapple up using your grapple watch—but be careful: More terrorists will target you as you ascend.



Shoot the lock off this last door, then run up and grab the rope dangling from the balloon. Up, up, and away.

Cold Reception



As you ski down the mountain, stay to the sides as the middle course is the path of the sitting duck. For some useful body armor, veer to the left after the tunnel. You'll make a big jump and land on, or near, the armor.



To destroy the first oil well, stay on the left and slow down to get a good shot at the explosive barrels. Shoot them and watch the fireworks.



For some even more useful body armor (you may feel like a pin cushion during this mission), make sure you stay to the left at the juncture, then take the jump onto the roof of the cabin…



...to snag the body armor there.



To destroy the second (and last) oil well, stay on the right and shoot the barrels.



Just before the "finish line," a row of explosive barrels blocks your way, so blast them from afar if you don't want to be blown to espionage heaven.

Night Watch



First, tap your own phone. Then, go out on your balcony and jump onto the ledge on your left, then onto the ground. Hug the wall, then shoot the lock on the gate.



Go through the gate if the guard isn't there and move immediately to the wall on the left. At this first station, three guards are lurking. Using your stun watch, disable the guard that patrols the path, then knock him out with your fists. The same method will work on the guard outside the station, and the last within the station. Your data scrambler will destroy the workings of the white machine in the station. Make your way back up the hill and through the gate. Turn left, taking cover between the wall and the hedges. You can always use your x-ray glasses to see if guards are about. You'll arrive at an archway where a guard is patrolling; after verifying that he's not around, go through the archway and shoot the guard by the pool using your dart watch (which is enormously useful during this mission). Remember, you'll have an easier time if you conserve at least three darts for the end of the mission.



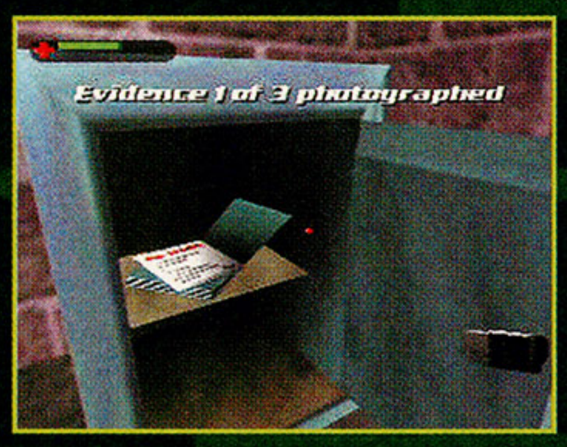
Go quickly across this open area to the garden of stealth—i.e., you'll have to move through this part quickly, not attacking anyone, to the doorway in the far-right corner that is diagonally across from where you enter. Use your x-ray glasses to keep as far from guards as possible so they won't hear you.



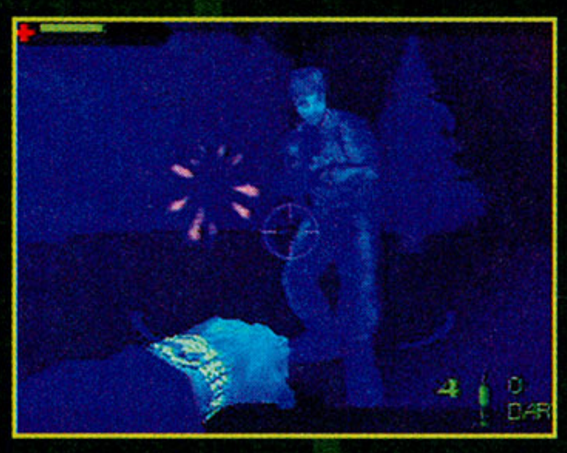
Once you've found the door, go through it and two more doors quickly (the guard outside invariably sees you and fires, but don't worry about him). Drop the guard in the hallways with a dart and tap the phone you'll find in one of the rooms (that's two phone taps).



Find this door, exit, stun the guards with watch and fist, enter the second station, and knock out the video cameras with your data scrambler. Go across the courtyard, through the archway, and turn left. Shoot the lock on the gate, subdue some more guards, enter the station, and disable the third (and last) group of video cameras with your data scrambler.



Now go back to the other door near the gate and shoot its lock. Enter and go to the room where you'll take out two more guards using the stun/punch technique. Open the safe and photograph the first incriminating document. Leave through the door next to the office.



Now you're in a forest facing three patrollers. You should have three darts left, so use them. Find the station at the end of the path and enter it. When you do, a cut-scene plays—that means you have a few seconds to photograph the last two pieces of evidence (on the two tables) and to tap the third phone. If you're quick enough, you'll have time to exit the station and hide behind it. Using your x-ray glasses, watch till Davidov enters the station and the door closes. Then sneak over to the rear of his car and enter it to end the mission.

Midnight Departure



At the fork, go right (consult Midnight Departure map for more info); get rid of the soldier, then dispatch the one who comes from the right and the two from the left. Switch to one of your sniping weapons and your night-vision goggles. Two snipers are way down the road up among the rocks. You know what to do.



Go forward a bit and take to the woods on your left. You'll find the cabin with Dr. Arkov's ID badge. Go back to the main road, but stay on the ridges to its sides for protection and better shots. At the fork in the road, go right. There's a sniper ahead, so beware. If you get lost, don't worry: All roads on this level lead to the airport (consult the map and have fun—but the shortest route leads to guards and a wooden fence that blocks the way).



Once at the airport, climb the ridge to your left to scope out the field and sentry towers. Using your Suisse SSR 4000, eliminate the soldiers in the towers and on the ground.



Now advance to the building on the right with the trucks parked inside it. In one, you'll find the sports bag necessary to bribe the pilot. Enter the hangar and take out the two there.



It's time to tackle the control tower—but don't shoot the lone civilian of this level, whom you'll find in the hallway, or it's "Abort Mission." On the other hand, it's okay to eliminate Davidov, who's nearby, and take his phone.





Go back to the trolley and continue to move forward. At a certain point, the trolley gets stuck between two doors. Jump on the crate to jump over the trolley and continue moving forward.



As soon as you approach Renard in the elevator, he triggers a bomb. That means you have only six real-life seconds to get out! To escape, jump on the yellow, hanging machinery.



As soon as the cut-scene is over, be ready for some action around the pit. Now it's time to escort Dr. Jones to freedom. Of course, diverse bad guys block your way—but the only difficult ones are on the other side of these flames. So jump on the ledge to your right and take out the baddies on the left; then jump over the flames and take out those on the right. After a few more skirmishes, you'll find Jones and an elevator to safety.

City of Walkways I

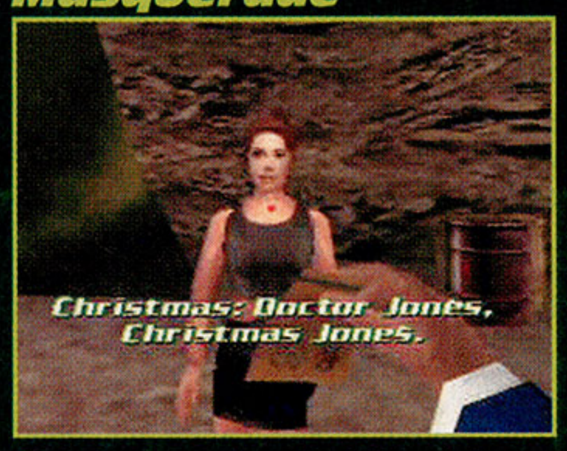


This is a tricky mission in so far as the enemy is really gunning for you (consult the City of Walkways I map for more details). First, go up the ramp, enter the warehouse, and shoot



Go upstairs, clearing the way of undesirables. Talk to the controller, who will then tell the pilot to land. Descend the stairs, exit the building, and go to the plane. The pilot will notice your bag of goodies, and it's mission complete.

Masquerade



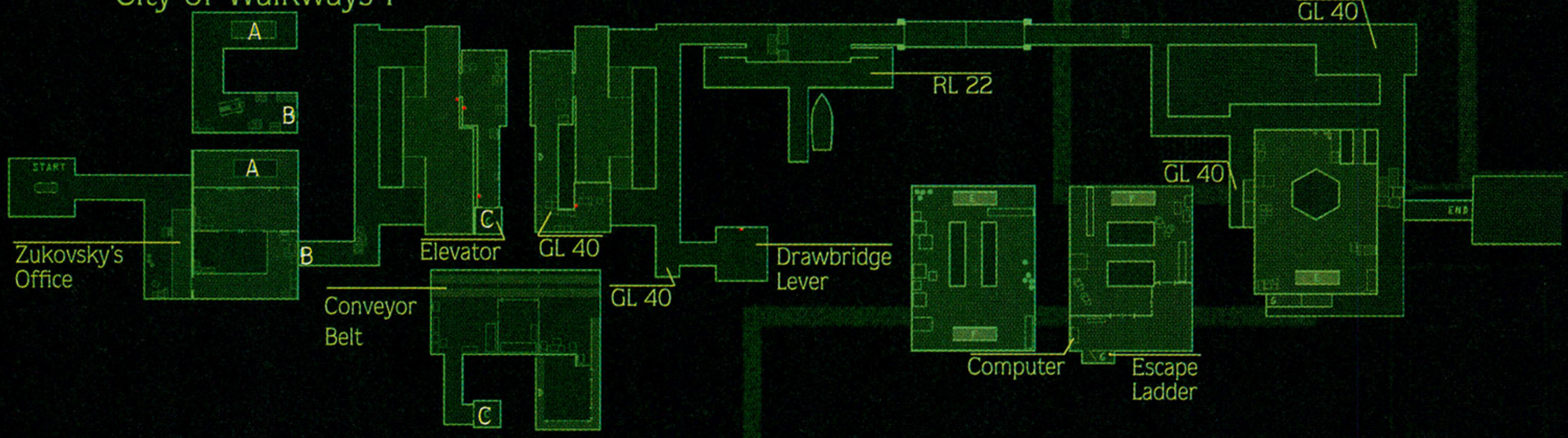
Find the general to the left and show him your papers. Next, go all the way to the right to find Dr. Christmas Jones and show her the papers. Find the elevator and take it down.

Open the first set of doors and go to your right. After opening the next door, you'll trigger a cut-scene. Afterward, eliminate baddies from the pit and use your grapple watch to get out.



Move to the opening and crouch down behind the trolley for protection. Move forward, pushing the trolley ahead, collecting ammo, and obliterating your foes. When you approach the room on the right, shoot the guard within and retrieve the Locator card.

City of Walkways I



the lock to trigger a cut-scene. Go out the other door in the office, and the fun begins.



First, run down the ramp and do away with the two thugs. Then move outside and take cover behind the crates, then the posts, to eliminate the four outside. Go up the ramp and use the lever to open the door.



From in between the pallets, you can shoot the three who are standing in front of the elevator. Use the lever to bring down the elevator, but immediately take cover behind the crates—the elevator is filled to the brim with bad guys, so take them out as they come down. Take the elevator up and shoot the two who are waiting for you around the corner.



Take the conveyor belt to avoid the room-of-death. Unless you're really in need of ammo, don't try and storm this room—it's not worth it.

As soon as the conveyor belt dead-ends, hop off and hop onto the second belt, which will take you back down. However, a foe awaits at the bottom of the belt, so run down the belt, shoot him, keep moving forward, and take cover behind the crates. On the other end of the hallway is an enemy with a GL 40—i.e., a rocket launcher!



If you move out and face him, staying out of range, he'll eventually blow himself up, so don't waste ammunition. As soon as the firing stops, move forward and collect the GL 40.



Beware. Four bad guys are lurking among these crates, so move stealthily and take them out. Find the lever that opens the door, which is back where you were hiding moments ago, and exit.



Descend the ramp to the left and shoot the guy in front of the boxes. Fire the GL 40 over and to the right of the boxes; you should take out another significant enemy on the other side. Next, crouch down and shoot the guy on the boat below. Run down to the boat and shoot another who's hiding there. Proceed to the other side of the boxes where you should find the weapon of your slain foe: an RL 22 (missile launcher). (If you failed to take him out, you can still shoot him before he annihilates you—if you're quick and accurate.)



Make sure you have on your night-vision goggles. Retrace your steps, but don't go back up; instead turn to your left and proceed until you see another GL 40 bad guy. Shoot him before he shoots you. You'll find one more opponent in the covered area, so take care of him and then pull the lever to lower the bridge.

Return to the bridge where you found the RL 22 and prepare for more flack. Crouch and stay to your left as you advance because one determined foe is shooting at you at all times. If you use your night-vision goggles, you should see him after a bit; take him out and take cover behind the crates.



There are two heavily armed nasties near you now: one to your right and one on the other side of the crates. Fire a GL 40 round in the air to your right to get rid of one; then run forward firing to take out the second. You'll have only a few seconds, so try and be accurate.



Follow the walkway to Zukovsky's multitiered offices, but be very careful: Enemies are lurking everywhere. Keep a wall behind you when possible and look up often as they're sometimes shooting at you from above. Pay particular attention when you first enter, or they'll definitely get you from above. Once you've made it to the top floor, you'll find Zukovsky's computer. Use your modem to download the files. Don't go back down the way you came; instead, find the ladder in the room to the left of the computer. After you descend the ladder, one more is hiding around the corner just waiting to ruin your day. Eliminate him, and it's cut-scene time.

City of Walkways II



Collect your ammo and sacred body armor and move forward; after lowering the bridge, go across, avoiding the center of the bridge and eliminating the two baddies on the other side (for more details, consult the City of Walkways II map).



Enter the warehouse and wait—while you do, two allies on the other side of the boxes will do your dirty work for you. Now round the corner and the shoot the henchman with the GL 40 upstairs in the window. Go up the ramp, eliminate the two/three enemies in the room, and be sure to collect all the ammo in the room. Exit by the other ramp. Just before the exit, two more bad guys jump down, so be prepared.



Run outside, turn right, and take cover behind the boxes. With the night-vision goggles on, take out the pest on the roof and the pest on the other side of the vats of caviar.



Enter the next warehouse after proceeding across the vats, but don't shoot your friends—but don't follow them either. Go straight where they go right, then eliminate the bad guys, collect the ammo in the shipping container, then proceed forward to take out some more bad guys. Before exiting, turn around for the body armor that you'll find across from the shipping container that had the ammo.



Advance to the next enclosure and take cover against the right wall; you'll hear the helicopter shoot a few rounds, then move away. Quickly round the corner going to the right and take cover behind the enclosure. Again, you won't see the helicopter, but you'll hear it fire everything it's got in a lame effort to fry you. But all you have to do is stay put for about 30 seconds until the bad old helicopter moves away. When the noise stops, continue across the enclosure.



At the next vat field, jump over the rail and take cover among the vats. Go down the center aisle till you see a bad guy above to your right; take him out with the GL 40. Return whence you came and use the ladder to get out. One more gunner is waiting across the center walkway, so get him and proceed across the vats.



In the next warehouse, move slowly till you see some explosive barrels to your left; shoot them, then turn right and shoot more explosive barrels. Move down the aisle and eliminate henchmen next to the door. As soon as you're outside, run for your life.



Whatever you do, don't shoot or you'll kill your allies—just run until you turn left, then locate the ramp that leads down to Zukovsky's car. In the vehicle, you'll find your salvation: a laser-guided missile launcher. There's also some body armor near the car if you need it (and you will).



The helicopter is the only real boss in the game, but it's not all that tough. Ascend the ramp and quickly eliminate the bad guy on the shipping container. Continue forward to the corner to the right of where the bad guy was (next to the railing)—this is the spot where, for some reason, the helicopter can inflict only minimal damage on your person. From here, use your weapon, making sure to keep the laser right on the helicopter until the missile impacts; three or four shots should do it. If you need to reload, there's more ammo in the car. Next, descend the ramp, but beware of bad guys who are still lurking around. Proceed across the now-lowered bridge, take out the two on the bridge, enter the warehouse, and it's mission over.

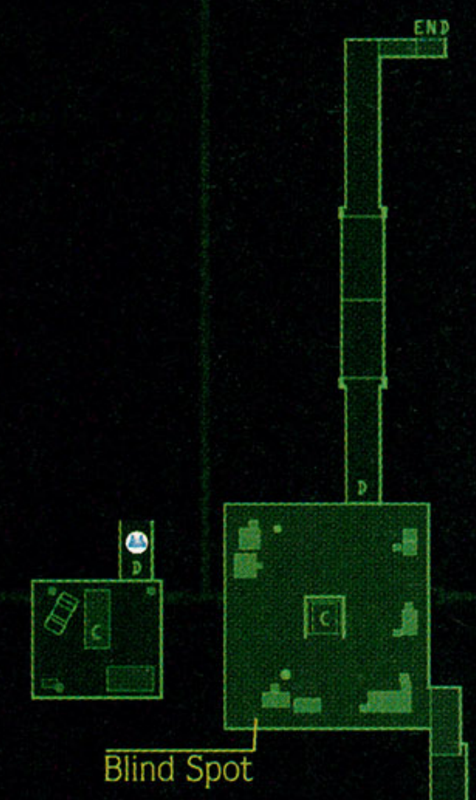
Turncoat



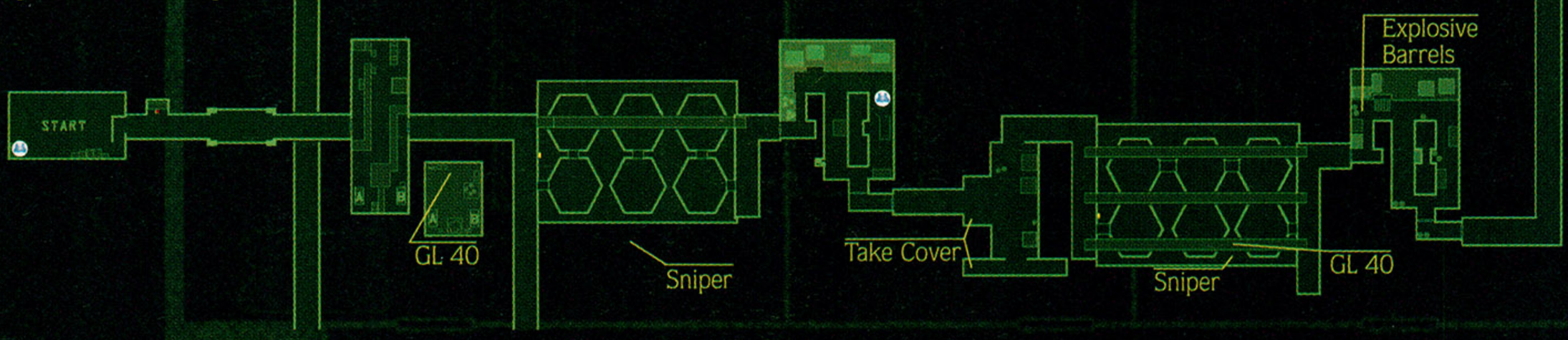
Go after Bullion, the turncoat, and climb the scaffolding to your left; you'll find a gun up there. Jump down and move—in fact, you're going to have to keep moving at all times while shooting accurately, or it's "Abort Mission." To get rid of the first two, switch to your watch-stunner, stun them both, then shoot them. As soon as you have the Magnum, use its sight to shoot the next three by the wall. Then proceed—as you face the next three, wait till they line up single file, then take them down one after the other.



Now run through the streets taking out baddies and reloading between skirmishes. At the bathhouse, switch to your Deutsche and, before entering,



City of Walkways II



shoot the guy at the far end of the room; wait for the girl/hostage to run out of the bathhouse or she'll wind up getting killed. Enter and turn left, shooting two other henchmen and freeing another hostage. Don't forget to pick up the body armor in the last stall to your right. Three snipers are on the first floor of the bathhouse; you can take them out now or later, but keep moving.



Exit through the other door in the bathhouse and up the stairs to the second floor of the bathhouse; follow the interior balcony till you find the door to more stairs (careful, there's one waiting for you on the stairs). At this point, you don't have time to get rid of everyone, so just keep moving and shoot those who directly block your path—in this case, the henchman running right at you when you arrive on the roof. Turn left and jump across at the break in the railing.



Immediately turn right, go through the drying laundry and turn right down the ramp. Take out the two across the way, then hop on the boxes, run, and jump across. Take out the next thug and go through the door into the hallway and shoot another baddie; go forward and open the door; quickly shoot the thug standing there. Advance toward the wall to get out of the line of fire. Shoot the thug behind the box, then the enemy on the balcony. Sometimes, another is hiding on the balcony, so be careful.

Go across the planks and turn right. Knock off any baddies in your way and ascend the ladder. Proceed on the roof with skylights—the last on the right is broken. Jump down and switch to a rapid-firing gun—down the hall to the right is a swarm of nasties with a hostage. Get them, but not the hapless hostage.



Down the stairs is a lone gunman with another hostage. Do what you must, then take the door. In the next room are usually three thugs and another hostage. The same is true for the next room: You have only a few seconds to shoot the bad guy in front of you and turn to the right to shoot the baddie and free yet another hostage.



In the final room are three more guys; take care of them, go up the stairs—and it's Zukovsky time.

Fallen Angel



Take the gun on the floor and head up the stairs—don't shoot your ally! Upstairs, get rid of the henchmen and pick up the ID scanner. Destroy all the video cameras.



Go back downstairs, through the double doors, and out onto the balcony—immediately turn right and fire. Move left to the edge of the balcony (don't go down the hill) and, again, turn right and fire at the guard below (sometimes, he won't be there). Switching to your sniping gun, first target Bullion behind the sandbags; then target the explosive barrels to create a pleasant chain reaction.



Move down the hill to the wooden terrace and go all the way left. You'll find an opening there; do a U-turn and look down while crouching. You should be able to take out two guys from up there. Jump down—you should land in some body armor (if you don't, just move backward till you find it)—and start shooting. After you've eliminated the unholy congregation, advance. There are two/three in the room to the left and two at the bottom of the ramp. Move through the empty room and onto the pier.



At the end of the pier are sandbags; go behind them and immediately crouch—bad guys are sneaking up behind you! Take them out and use the ID scanner on Bullion.

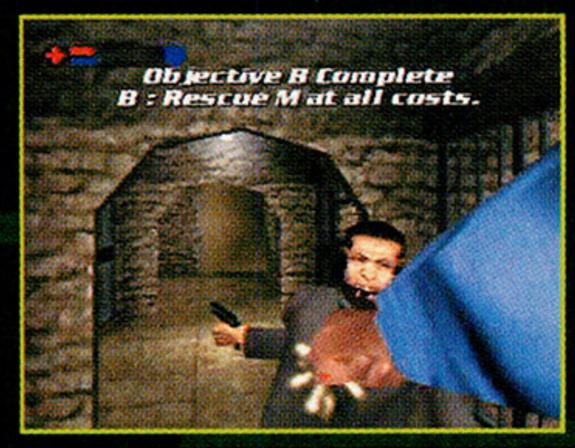


Then go back up the ramp and do another U-turn out the door and up the footpath. Be on your guard, though, baddies are still lurking. As soon as you enter the house, shoot the sniper on the first floor.



Go back upstairs to the locked room, past your immobile ally. Use the ID scanner on the fingerprint scanner and enter. Attention—if you don't want to die by poison gas, be sure to shoot the two video surveillance cameras here before taking even one step into the room. Move to the opening in the ceiling and use your grapple-watch. By climbing up here, you avoid using the stairway and encountering more thugs.

Ascend the ladder, shoot the video monitor, and go to the last cell on the right to find M. Shoot the lock and enter the cell to trigger a cut-scene.



After the scene, punch out your would-be assassin. Recover the revolver and head out, taking care of the two henchmen hiding to your left just outside the cells. Use the door facing you, but be careful of the two bad guys on the stairs.



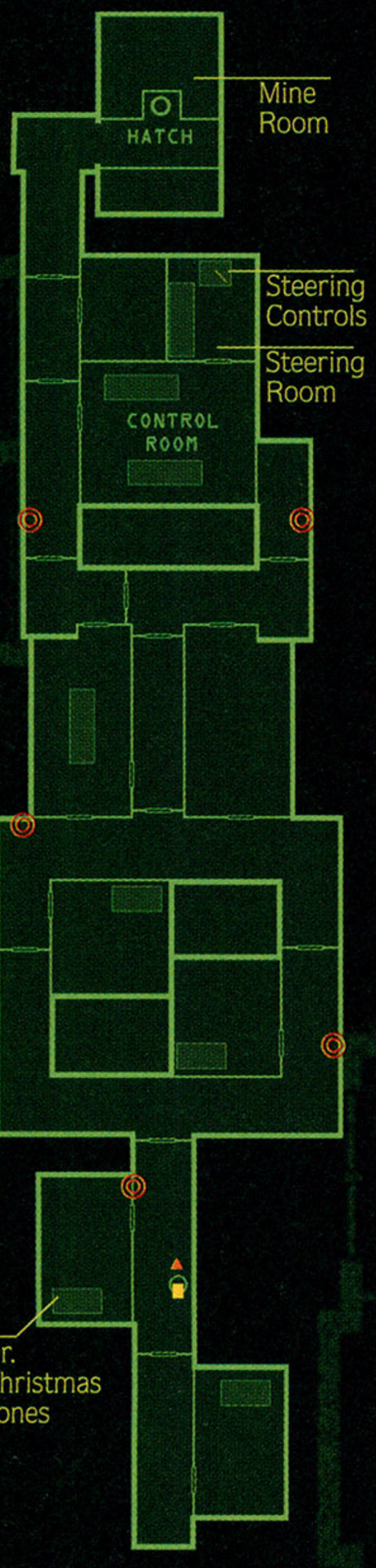
Don't shoot Elektra (as Bond does in the film); instead, use your stun-watch as soon as you enter the room, knocking her out before she can alert Renard.

A Sinking Feeling



Move to your left till you see the guard standing by the alarm (consult A Sinking Feeling map on opposite page for more info). When the guard is all by his lonesome, move forward rapidly, taking him out. Go into your inventory, choose your laser-watch, and quickly render the alarm useless. As soon as sparks fly out, it's done. Switch back to a firearm and prepare for two more attackers. Depending on how quick you are, you'll take either some or a lot of damage, but it shouldn't matter as the mission is fairly easy.

A Sinking Feeling





Jump down, then take the ladder; while on the ladder, look down and fire on the guard below—a second may come, so be prepared to fire on him as well.



You can find Christmas Jones in a room off the room with the ladder, but you may want to clear out the sub first. Otherwise, she may be killed by crossfire. The ladder room has two exits. Take the one that leads to a dead-end—in the room on the left is a guard with a hostage. Backtrack to the other exit and turn right. On your left is a room with a hostage and a guard. Take care of the latter and continue as you were going, moving through the door and turning left. Guards will come out of two or three rooms.



Go to the third room, the one with maps and books. Take the other door and proceed straight to the next door. As soon as you do, it's massacre time as about five to eight guards slowly stumble out of the Control Room. When they're through getting killed, continue straight past the Control Room.



Using the recovered Suisse SSR 4000, snipe the two on the ramp that leads to the sub. Move forward slowly and snipe the guard who's usually next to the second alarm; another one is patrolling nearby, so get him, too. Disable the second alarm. Finally, move to the right of the second alarm to find the last bad guy; eliminate him with whatever weapon you want and disable the third alarm.

Cross the ramp and find the ladder that leads to the top of the sub and the opening hatchway.



To your right is another room with a hostage and a guard. Pass through the next door in the hallway, turn right and into a room with a reddish hue. You'll see a hatchway that leads to the Mine Room. If Christmas is with you, stow her in the Mine Room; if she's absent, go back and get her and stow her in the Mine Room.



Now return to the Control Room and through the only door to the Steering Room. The steering controls you need to shoot are facing you. Do so, exit the room, and it's mission complete.

Meltdown



This level is in two parts: swimming and grappling. You'll have to move fast, too—if you don't, you'll either run out of oxygen, or Renard will have enough time to convert the sub into a nuclear bomb and nuke Turkey. First comes the aquatic part (use Meltdown maps I and II for help). Drop through the hole into the water. Turn the valve behind you to extinguish the steam and swim forward to the only opening in the room. From this point, navigation is difficult as up, down, left, and right become highly relative. If you consult the Meltdown I map, you should make it okay (it's a good idea to swim through once without worrying about air just to get a feel for the path; the next time, you can collect ammo and oxygen without worrying about which way to go).

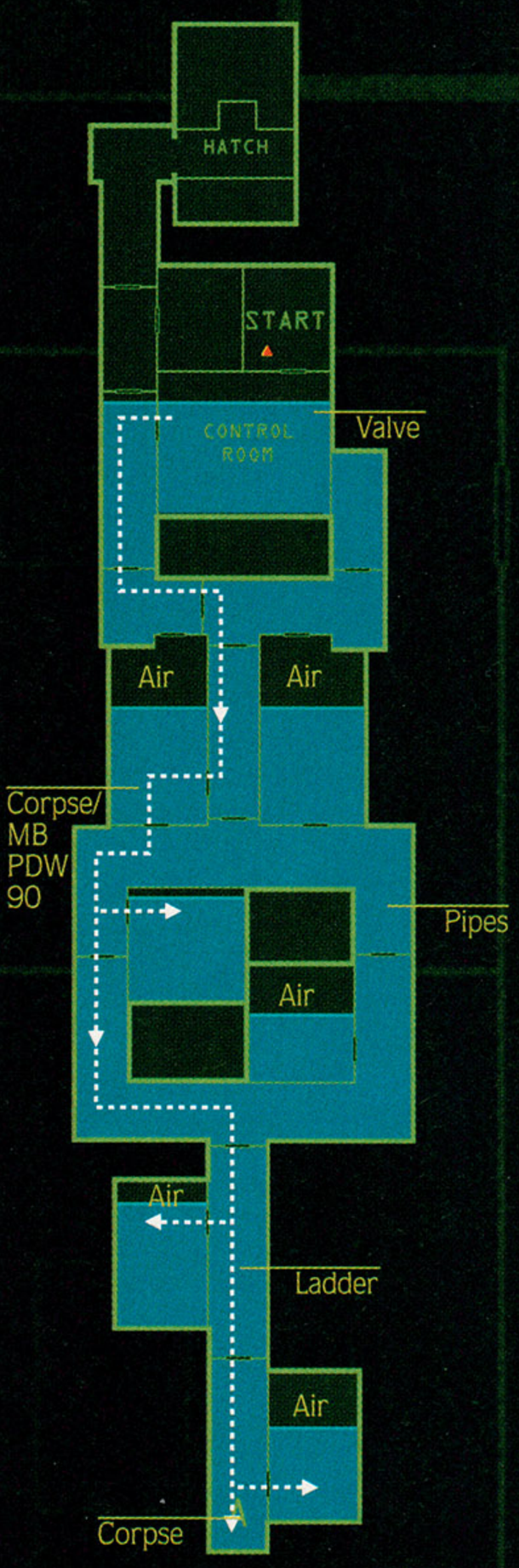


Look down, turn left (the only way you can turn), swim through the opening—but don't go straight, turn into the right entry as pictured above. You'll find on your right an opening to a room with a corpse, a table, air, and an MB PDW90 (you'll find ammunition in the rooms with air). Leave through the other door in the room and veer right and then left (if you can't do this, you're going the wrong way!).



Continue along the main corridor till you spot a ladder through one of the doors (it should be on your right)—this is your next point of navigation. There's air in a room before and after the ladder itself. Next, go straight till you find another corpse; there, you'll find the difficult-to-find entry-

Meltdown I



way that continues your path to Renard. Go through the portal and turn right. Follow the hallway till you see a fan, your next landmark. Near the fan is a room with air.



Now move forward past the fan, staying in the main hallway till you see an overly large entrance. Way "up" in the distance, you'll see some surface water. Ascend rapidly and be sure to switch to your MB PDW90.

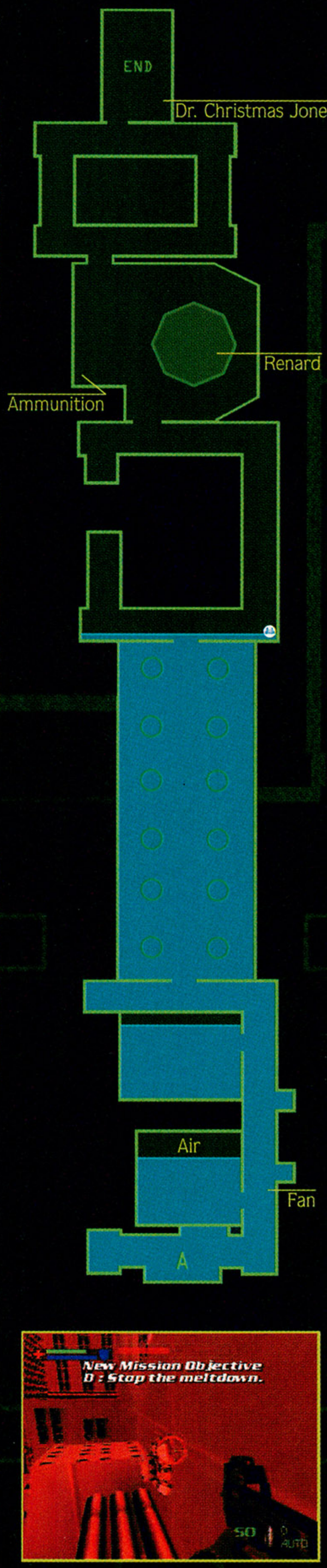


As soon as you surface, you'll have to shoot two henchmen; if you're low on health, immediately back pedal to find the body armor (consult Meltdown II map for more info).

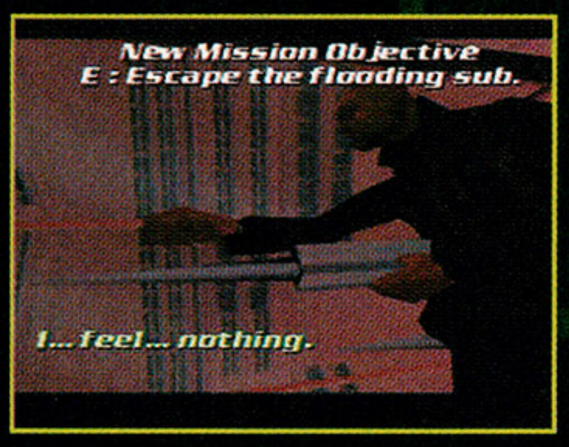


Above you is an opening and a grapple point. Use your grapple watch. It's a very good idea as you start these successive climbs to move slowly as you reach each successive "level" hatchway because baddies are almost always waiting for you; if you move slowly and just peek over the rims of the hatches, you should be able to pick them off before they pick on you. Using this technique, blast away at the two in the reddish room. Turn the valve to shut off the steam, go to the open door above where the two baddies were standing, then grapple up.

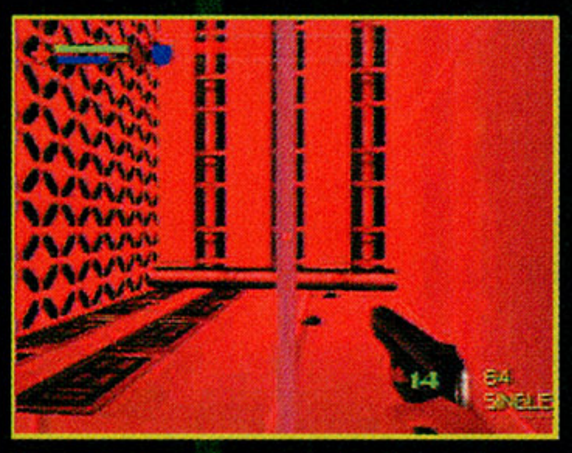
Meltdown II



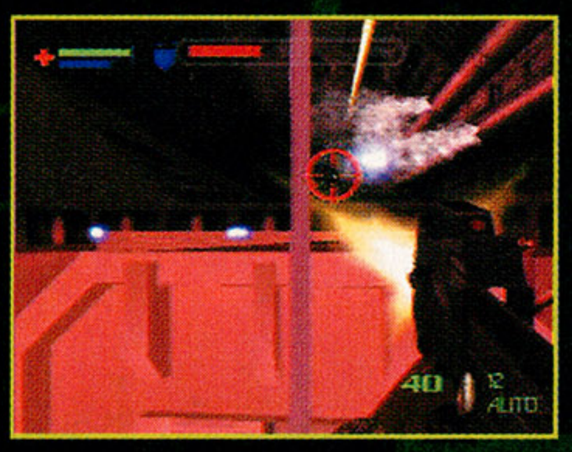
Now you're in the room you've been trying so hard to get to (sometimes, another foe is waiting for you).



In order to stop Renard, find the button in this room and press it—the sub will become friendly again and Renard will meet his end. Your new mission objective is to exit the sub with Christmas Jones. If you're low on ammo, stand by the button and wait for hapless cannon fodder to come down a rope on the other side of the room; shoot a few, then waltz over and collect any needed ammo.



To exit the room, go back to the door you came through and grapple up to the ledge where the spent ammo should be. Look up, and you'll see your next grapple point.



Ascend again and prepare to fire as soon as you enter the next room. Find the valve, turn it, and proceed across the room to the next grapple point above. You'll still find one last diehard bad guy in the next room.

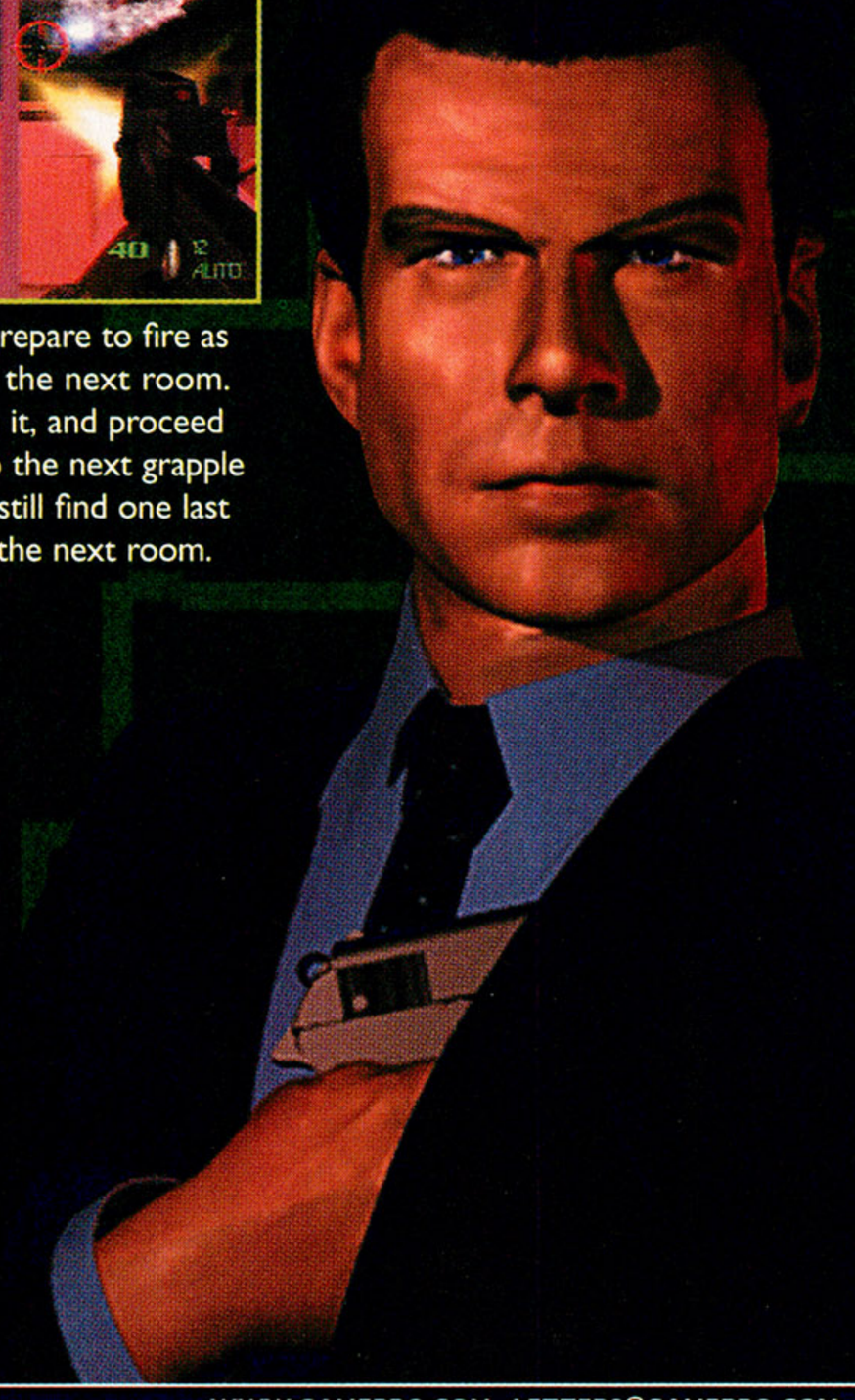


Do away with him, and, in the middle of the room above your head, you'll find the last grapple point—and Christmas Jones.



Cue cut-scenes, fireworks, and the much-appreciated message:





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WIN

OVER $25,000 IN PRIZES



Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entries must be post marked by July 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

PRIZE PUZZLE

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
~~HAPPY~~	- O	FIELD	- B
SHARE	- Z	BLADE	- D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater

☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

Mailing Address Apartment #

City State Zip

Area Code Phone Number

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 44213 **DEPT 953, EDEN PRAIRIE, MN 55344**

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than December 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

TEEN
CONTENT RATED BY ESRB

DOA2 HARDCORE

GamePro tackles Tecmo's flashy new PS2 brawler Dead or Alive 2: Hardcore and gives you the lowdown on four of the fiercest fighters in the game. Learn to master the best grapples, counters, holds, throws, and tag-team moves to get the most out of this spectacular fighter.

By Uncle Dust

Basic Skills

All of the fighting action in Dead or Alive 2: Hardcore basically takes place on a two-dimensional plane, but Free Movement is a big part of the strategy as well. If you use the analog stick or hold either L1 or L2 and use the directional pad, characters can move in any direction within the level—except off of edges. Free Movement can be used for dodging attacks or setting up an offensive. Here are some other skills you should know when you start the game. The following moves apply to all fighters.

Basic Moves

Block
Hold ←

Low Block
Hold ↙

Jump Back
Tap ↖

Jump
Tap ↑

Jump Forward
Tap ↗

Forward Dash
Tap →, →

Run
Tap →, hold →

Backward Dash
Tap ←, ←

Stage Moves

Wall Smash



When you attack your opponent with their back close to a wall and the force of the blow knocks them into it, you do extra damage. This also works with throw moves. Some walls have Danger Zones that deal even more damage with explosive results.

Stage Breaks



Stage Breaks are Wall Smashes that either knock your opponent through a wall or over an edge into a different part of the arena.

Downed Opponent Moves

Note: These work only when your opponent is lying on the ground.

Jumping Down Attack



Tap (↑ PK)

Down Attack



Tap (↓ P) or (↓ K) depending on the character

Throws

Note: Each player has various throws and crouching throw moves.

Throw



When in close, tap (FP)

Throw Crouching Opponent



Tap (↓ FP) or Tap (↙ FP)

Evade Throw
When your opponent goes in for a throw, tap (FP)

PlayStation 2 Holds

Note: These holds work in PlayStation 2 control mode.

High Hold
When opponent attacks high, tap (↖ F)

Middle Hold
When opponent attacks your midsection, tap (← F)

Low Hold
When opponent attacks low, tap (↙ F)

Arcade Holds

Note: The following hold moves work in Arcade control mode.

Arcade High Hold
When opponent attacks high, tap →, ↖, F

Arcade Middle Punch Hold
When opponent attacks your midsection, tap →, ←, F

Arcade Middle Kick Hold
When opponent attacks your midsection, tap ←, →, F

Arcade Low Hold
When opponent attacks low, tap →, ↙, F

Ground Moves

Note: The following moves work only when you are lying on the ground. Pressing → or ← and tapping F will make you roll forward or backward depending on your character's location on screen.

Roll Back
Hold ↑, repeatedly tap F

Roll Forward
Hold ↓, repeatedly tap F

Get up with Middle Kick



Repeatedly tap K

Get up with Low Kick



Hold ↓, repeatedly tap K

Tag-Battle Moves

Note: The following moves work only in Tag-Battle mode.

Tag-in/Tag-Out



Tap (FPK)

Double-Team Attack



Tap →, →, (FPK)

Teammate Assist



Tap ←, (FPK)

Controller Legend



Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

( ) = Execute commands in parentheses simultaneously.

All deadly attacks are listed starting with the most powerful first.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

Kasumi



Kasumi is a well-balanced fighter who, much like her male counterpart in the game, Hayabusa, relies on long-range, powerful kick attacks combined with short, quick bursts of punches. Her ability to string four hits with her quick jabs at any time makes her great for tag-battle fights, allowing her to set up and deliver with her partner. She's not great at countering offensive attacks, but her throws, especially Oboro, are quite effective. Overall, Kasumi is one of the best fighters in the game.

Deadly Attacks

Getsurin



Tap (↖ K)

Getsuei



With your back to an opponent, tap (↑ K)

Roga



Tap →, →, K

Tenshu



Tap (↗ K)

Busen



Tap ↘, ↘, K

Sen



Tap (PK)

Vicious Throws

Oboro

Tap ↘, ↘, (FP)

Hien



Tap (↑ FP)



Tap (← FP)

Ibara Otoshi



Tap →, →, (FP)



Tap (↓ FP)

Rogai



Motion ↓ ↙ ← (FP)

Urahien



When in close to your opponent's back, tap (↑ FP)

Tsuzumi



Motion ↓ ↘ → (FP)

Tenryu 2



Tap (← FP)

Killer Combos

Six-Hit Big-Start Combo



Tap ↘, ↘, K



Tap ↘, ↘, P



Tap P, P, P, P for four hits

Six-Hit Punching-Flip Kicker



Tap ↘, ↘, P



Tap P, P, P for three hits



Tap (↑ K)



Tap (↖ K)

Eight-Hit Punching High-Kick Combo



Tap (↑ K)



Tap P, P for two hits



Tap (↑ K)



Tap P, P, P, P for four hits

Ten-Hit Punch Flurry



Tap P, P, P, P for two hits



Tap P, P, P, P for three hits



Tap (↑ K)



Tap P, P, P, P for four hits

More Killer Combos

Six-Hit Slap and Punch Combo
Tap (PK), (↑ K), P, P, P, P

Ten-Hit Mixed-Punch Spin-Kick Attack
Tap (↗ P), P, P, P, ↘, ↘, P, P, P, (→ P), K, (↓ K)

Ayane

She is the quickest and most elusive fighter of the DOA2 bunch. Her spinning punch and kick attacks aren't powerful individually, but add up because they are so easy to combo with. Also, her moves can be deceptive: She often turns her back to her opponent (by throwing a punch)—but she has an entirely different arsenal of effective attacks in that position, especially her back-facing throws. She isn't good at counter moves and is susceptible to good grapplers.



Deadly Attacks

Fujinsai



Motion ↓ ↘ → (FK)

Ryubi



Tap (↗ K)

Kokuso



With your back to an opponent, tap (FK)

Shugetsu



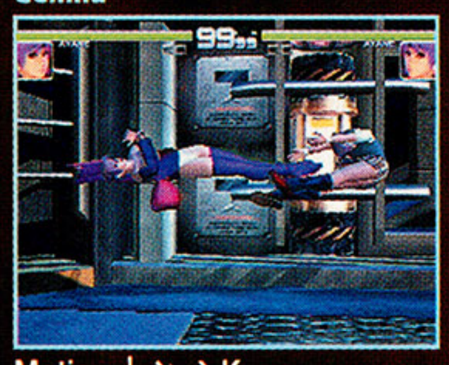
Tap (↖ K)

Double Rijin



Tap (← PK), (← PK)

Genmu



Motion ↓ ↘ → K

Retten



Tap (FK)

Vicious Throws

Tsurara



Tap →, →, (FP)



Tap (↑ FP)

K. Ranmu



Motion ↓ ↙ ← (FP)

Yamigarasu



With your back to an opponent, tap (→ FP)

K. Gengi



Motion ↓ ↘ → (FP)

Tsubaki



When in close to your opponent's back, tap (→ FP)

Tosenka



Tap ←, →, (FP)

Killer Combos

Five-Hit Double-Whammy Combo

Tap (↑ K)

Tap (↑ K)



Tap P, P for two hits



Tap K

Seven-Hit Charge-In Combo



Tap (→ P)



Tap P



Tap P, P, P for three hits



Tap (→ K)



Tap K

Seven-Hit High-Kick Combo



Tap (↑ K)



Tap P, P for two hits



Tap (↑ K)



Tap P, P, P for three hits

Eight-Hit Spinning-Punch Attack



Tap (→ P)



Tap (→ P)



Tap P, P, P for three hits



Tap (PK) for three hits

Another Killer Combo

Seven-Hit Spinning-Punch Barrage

Tap (→ P), P, (→ P), P, (PK) for three hits

Leifang

Not as quick as Ayane or as dynamic as Kasumi, Leifang uses powerful attacks in short bursts to do her damage. What she lacks in speed she makes up for in defense and strength. She is especially dangerous when in close with moves like Chisun and her wide variety of powerful throws. But her attacks are deliberate and some are very easy to counter, so concentrate on starting short combos with a few punches and finishing with a more powerful move.



Deadly Attacks

Chisun



Tap ←, →, P

Haiseki



Tap (↓ PK)

Kinkel



Tap (PK)

Niki



Tap (↗ K), K

Senpu



Tap (FK)

Tenshin



Tap (↖ K)

Shaorin



Motion ↓ ↘ → P

Bunkyaku



Tap →, →, K

Vicious Throws

Rentai



Motion ↓ ↘ → (FP)



Tap (← FP)



Tap →, →, (FP)

Rinei



Motion ↓ ↙ ← (FP)

Token



Tap (↘ FP)

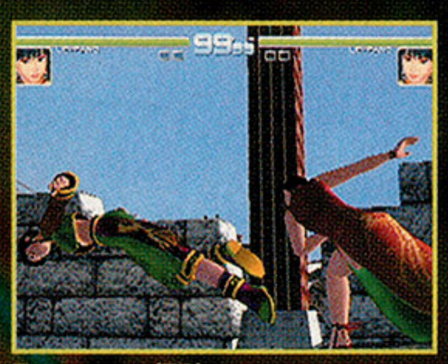
Kenpi



Motion ↓ ↘ → (FP)



Tap (← FP)



Tap ←, →, (FP)

Heishin



Tap ←, →, (FP)

Killer Combos

Four-Hit Big-Kick Combo



Tap (↗ K), K for two hits



Tap K



Tap K

Four-Hit Face-Breaker



Tap (→ K)



Tap P, P for two hits



Tap ↓, ↓, K

Four-Hit Kick-and-Punch Attack



Tap (→ K)



Tap P, P, P for three hits

Four-Hit Big-Finish Combo



Tap (→ K)



Tap P, P for two hits



Tap ←, →, P

Six-Hit Gut-Puncher



Tap P, P, P for three hits



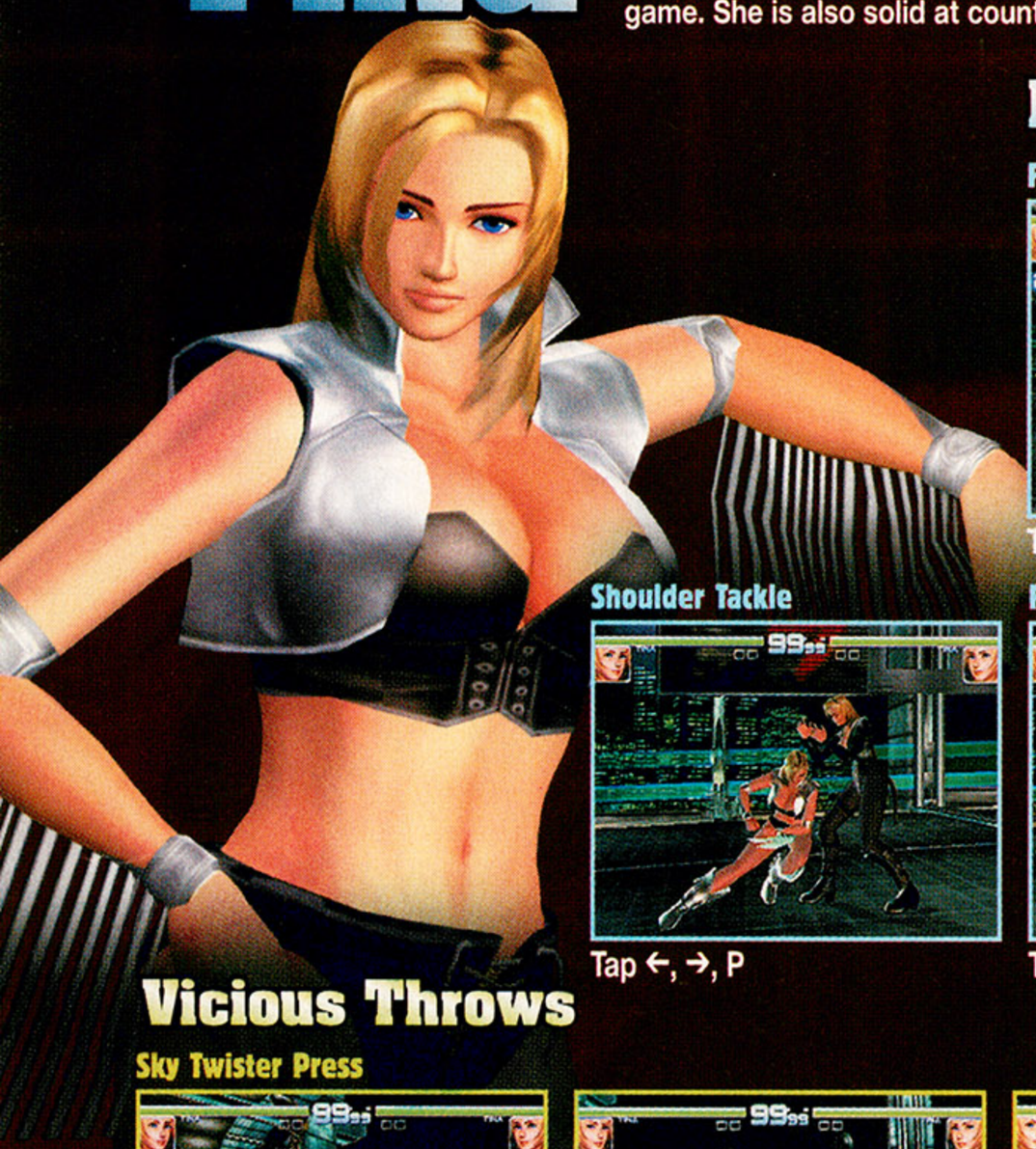
Tap (PK)



Tap P, P for two hits

Tina

Tina was taught the art of grappling by her professional wrestler father, Bass. Use Tina's diving attacks to get close to your opponent, and then use kick attacks to set up grapples and throws. Tina doesn't chain long combos together well; however, she has several combo throws that are among the most deadly attacks in the game. She is also solid at countering, so play defense until you find a good opening for an attack.



Deadly Attacks

Flying Butt Attack



Tap →, →, (PK)

Back Brain Kick



Tap (↖ K)

Drop Kick



Tap (↑ K)

Shoulder Tackle

Tap ←, →, P

Front Step Kick



Tap →, →, K

Elbow Suicide



Tap (→ PK)

Moonsault Press



Tap (← PK)

Vicious Throws

Sky Twister Press



Tap →, ←, (FP)



Tap (↓ FP)



Tap ↓, ↑, (FP)

Giant Swing



Tap ←, →, (FP)



Motion ← ↙ ↓ ↘ → (FP)

J.O.S.



Motion ↓ ↙ ← (FP)

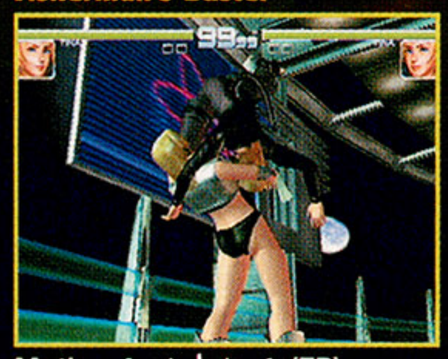


Tap →, ←, (FP)



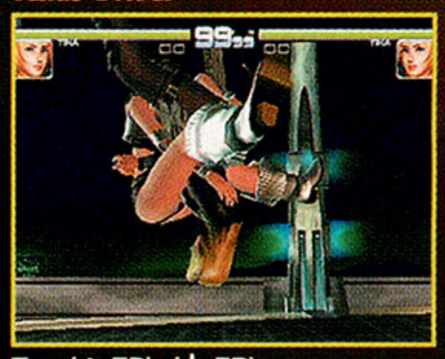
Tap ↓, ↑, (FP)

Fisherman's Buster



Motion ← ↙ ↓ ↘ → (FP)

Texas Driver



Tap (→ FP), (↓ FP)

Killer Combos

Five-Hit Big-Kicks Combo



Tap (↗ K)



Tap P, P for two hits



Tap (→ K)



Tap K

Five-Hit Knee Finish



Tap (↗ P)



Tap P, P, P for three hits



Tap (→ K)

Six-Hit Power-Knee Attack



Tap ↘, ↘, K



Tap P, P for two hits



Tap (→ K)



Tap P, P for two hits

Nine-Hit Punch-Kick Combo



Tap P, P, P for three hits



Tap P, P for two hits



Tap (→ K)



Tap P, P for two hits



Tap K

Another Killer Combo

Four-Hit Dive-In Combo

Tap (← K), P, P, (→ PK)

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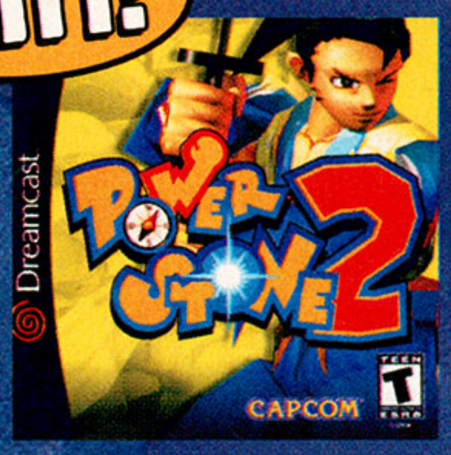
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P.O. Box 193709
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Please include your name, address, and phone number so we can award you your prize.



PlayStation 2

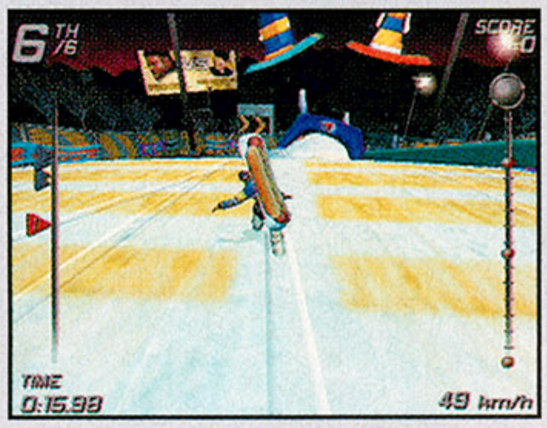
SSX

Running Man Mode and View All Hints



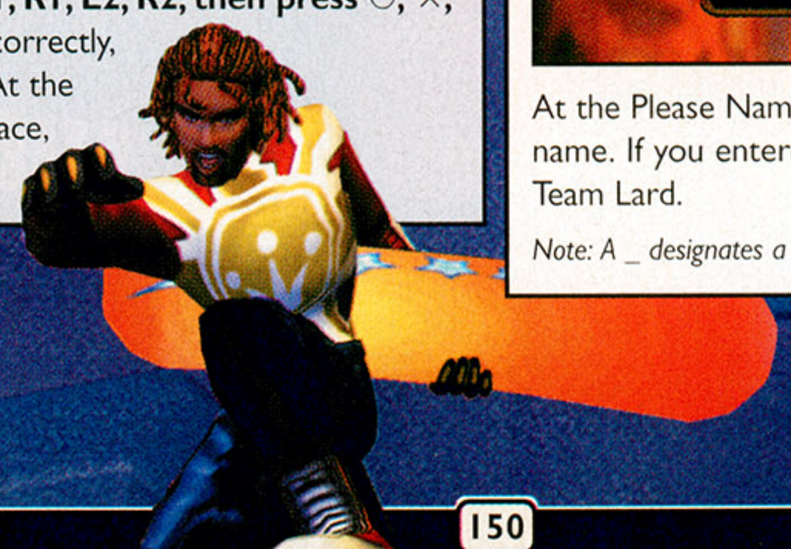






Running Man Mode: At the Select Mode screen, **press** □ to enter the Options screen. At the Options screen, **simultaneously press and hold L1, R1, L2, and R2, then press** □, △, ○, ×, □, △, ○, ×. If you entered the code correctly, you'll hear a sound. Start a game as normal. Instead of riding a snowboard down the hill, your player will run down the hill. Repeat to disable the cheat.

View All Hints: At the Select Mode screen, **press** □ to enter the Options screen. **Simultaneously press and hold L1, R1, L2, R2, then press** ○, ×, ○, ×, ○, ×, ○, ×. If you entered the code correctly, you'll hear a sound. Start a game as normal. At the loading screen, just prior to the start of the race, all hints will be displayed.



PlayStation

Jarrett & Labonte Stock Car Racing

READER TIP OF THE MONTH

Exploding Kerbs, Motion Blur, Nitro Button, and More









At the main menu, choose "Options," then select "Bonuses." At the Bonuses screen, choose "Enter Cheat Code." Input the corresponding passwords to unlock the following cheats. If you entered the password correctly, it should appear on the Activate Bonuses screen. To use the Nitro button, once it's activated, **simultaneously press and hold × and L1**.

Note: These cheats do not work in Championship mode.

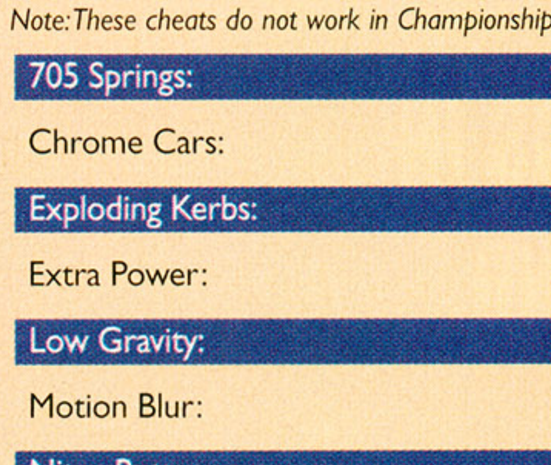
705 Springs:	VANISHING
Chrome Cars:	T2
Exploding Kerbs:	KERBKRAWL
Extra Power:	GRUNTSOME
Low Gravity:	EUROPA
Motion Blur:	ETHANOL
Nitro Button:	GLYCERINE

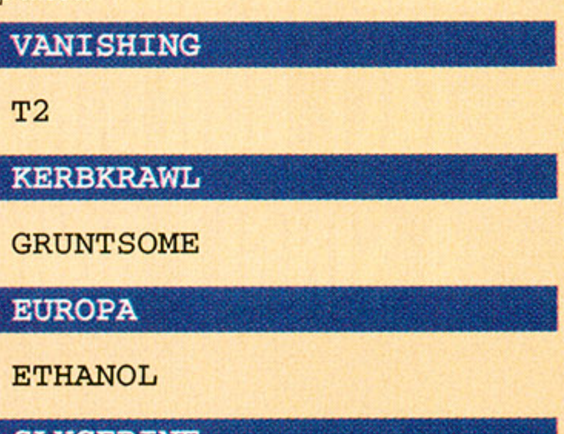
Jarad Taylor
Baltimore, MD

PlayStation

Hogs of War

Team Lard





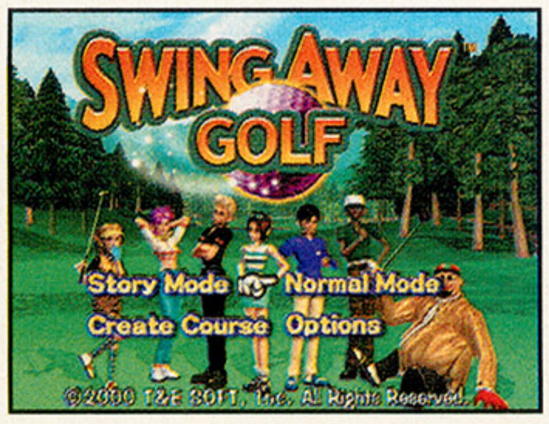
At the Please Name Your Team screen, input MARDY_PIGS as your team's name. If you entered the password correctly, you will automatically play as Team Lard.

Note: A _ designates a blank space.

PlayStation 2

Swing Away Golf

Unlock All Characters





At the main menu, **press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**. If you entered the code correctly, you'll hear a chime. Select "Normal Mode," then choose "Stroke." All characters will be available.

PlayStation

Tony Hawk's Pro Skater 2

Skate As Neversoft Development Team





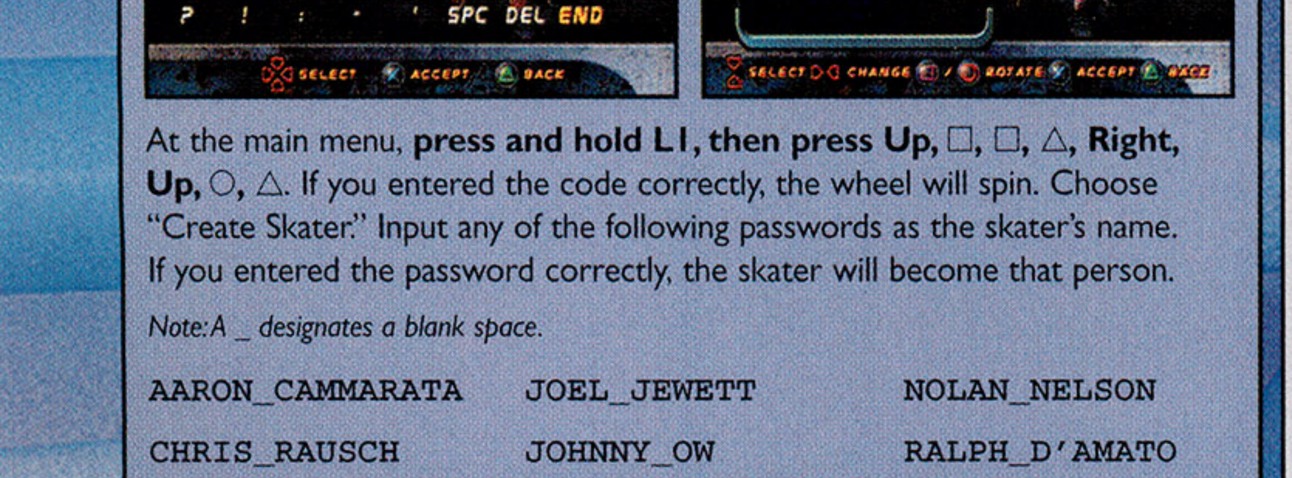




At the main menu, **press and hold L1, then press Up, □, □, △, Right, Up, ○, △**. If you entered the code correctly, the wheel will spin. Choose "Create Skater." Input any of the following passwords as the skater's name. If you entered the password correctly, the skater will become that person.

Note: A _ designates a blank space.

AARON_CAMMARATA	JOEL_JEWETT	NOLAN_NELSON
CHRIS_RAUSCH	JOHNNY_OW	RALPH_D'AMATO
DARREN_THORNE	JUNKI_SAITA	RYAN_MCMAHON
GARY_JESDANUN	MICK_WEST	SCOTT_PEASE
JASON_UYEDA	NOEL_HINES	



PlayStation 2

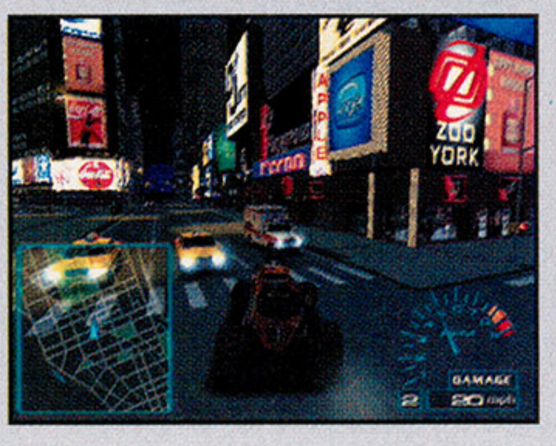
Midnight Club: Street Racing

Drive the Dune Buggy From Smuggler's Run And Drive on the USS Enterprise









Drive the Dune Buggy From Smuggler's Run: You need a copy of Smuggler's Run to use this cheat. Before starting Midnight Club: Street Racing, insert a memory card that has a save-game file from Smuggler's Run. (To create a save-game file, choose "Smuggler's Mission" at the Smuggler's Run main menu. Then select "Create Directory" and input a file name.) At Midnight Club's Vehicle Select screen, **press Left or Right** to select the Dune Buggy.









Drive on the USS Enterprise: Choose the New York map. From the starting point, go forward one block; take a right; take the second left; go one block; take a soft right. Go as fast as you can for one block. Go straight through the stoplight, into the building that sits beside the water, up the ramp, and into the opening in the side of the aircraft carrier. A ramp at the far end of the hangar leads to the top of the ship.



Dreamcast

F355 Challenge

Unlock Tracks









At the main menu, choose "Options." At the Options screen, **simultaneously press and hold X and Y**, and a Password option will appear. **Still holding X and Y**, choose "Password." Input any of the following passwords to unlock these tracks. If you entered the password correctly, the screen will read "1 new course is now available."

Note: Passwords are case-sensitive.

Atlanta Course:	`DaysofThunder`
Fiorano Course:	`CinqueValvole`
Laguna Seca Course:	`Stars&Stripes`
Nurburgring Course:	`LiebeFrauMilch`
Sepang Course:	`KualaLumpur`

PlayStation

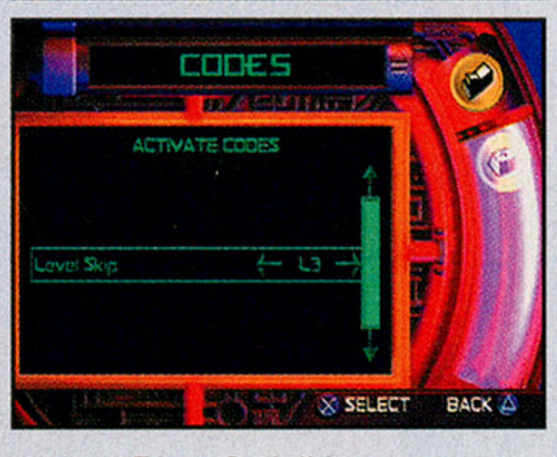
Power Rangers Lightspeed Rescue

Level Skip









At the main menu, choose "Codes," then select "Enter Code." Input `OMEGA` as the code. If you entered it correctly, the screen will read "New Code Activated." Choose "Activate Codes," then **press Left or Right** to select a level.

Dreamcast

San Francisco Rush 2049

Cheats Menu, Invisible Track, and More









At the Start Game screen, highlight "Options," then **simultaneously press L, R, X, and Y**. You must **press all four buttons at exactly the same time**—it may take a few tries. If you did it correctly, a Cheats option will appear at the bottom of the screen. Enter "Cheats," highlight any of the following cheats on the Cheats Menu, and then **press the appropriate button combinations as quickly as possible** to unlock that cheat. If you entered the cheat correctly, you will now be able to toggle it on and off.

Note: If a cheat doesn't work, you probably need to press the buttons faster.

Brakes: Press Y, Y, Y, then simultaneously press L, R, A, and X.

Demolition Battle: Simultaneously press and hold L and A, then press Y, X. Release the buttons, simultaneously press and hold R and A, then press Y, X.

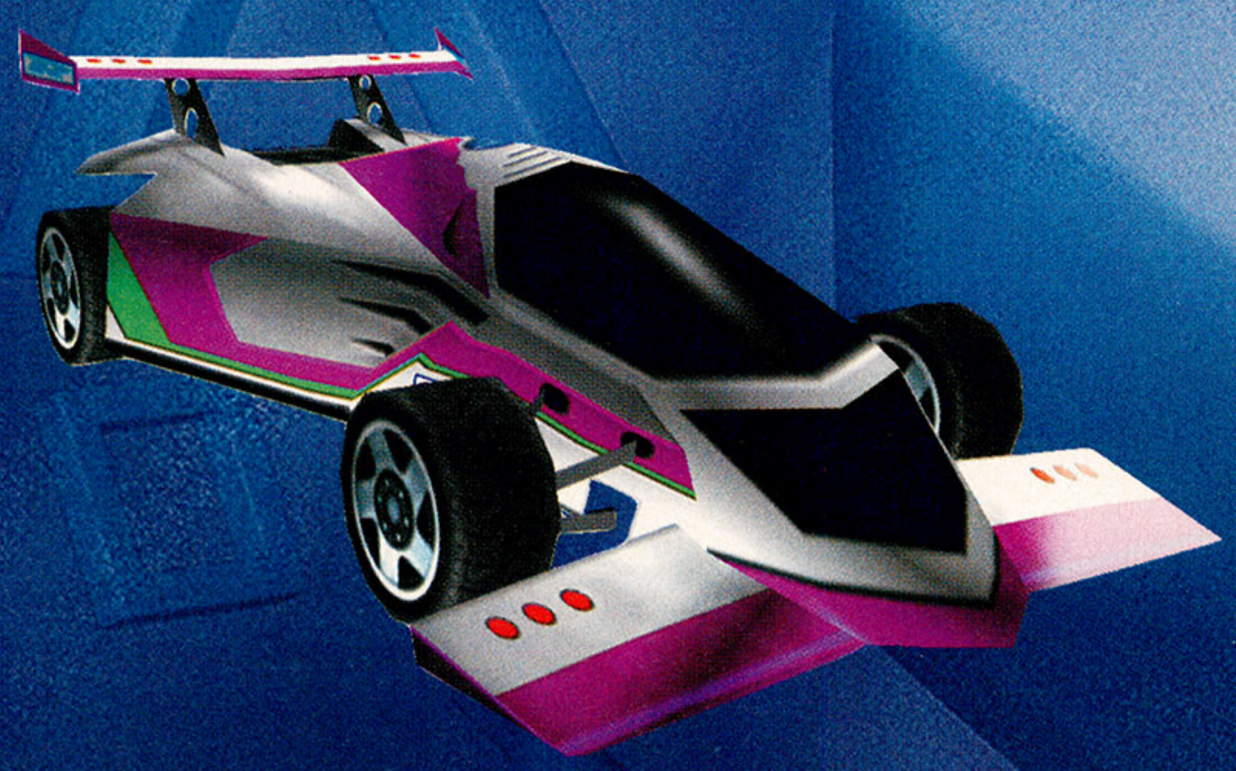
Invisible Track: Tap R, L, Y, X, A, A, X, Y, simultaneously press and hold L and R, then press A.

Mass: Press and hold A, then press X, X, Y. Release A, then press L, R.

Random Weapons (in Battle Mode): Simultaneously press and hold L and A, then press X, Y. Release the buttons, simultaneously press and hold R and A, then press X, Y.

Super Tires: Press and hold R, then press X, X, X. Release R, press and hold L, then press A, A, Y.

Track Orientation: Simultaneously press and hold L and R, then press X. Release the buttons, then press A, X, Y. Simultaneously press and hold L and R, then press X.

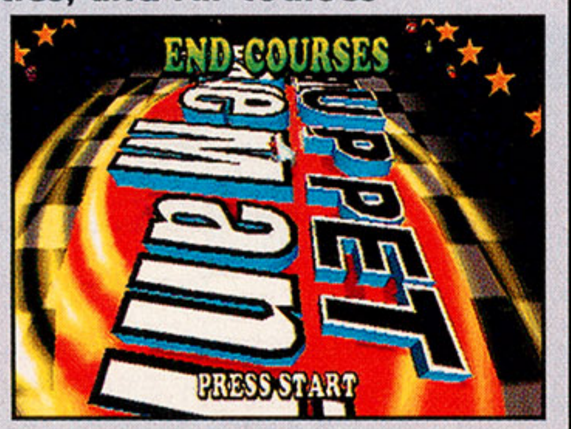


PlayStation

Muppet Race Mania

Unlock All Muppets and Vehicles, and All Courses





At the Press Start screen, press the following buttons to unlock these cheats. If you entered the code correctly, the name of the cheat will appear on the screen.

All Muppets and Vehicles: Press △, ○, △, □, △, ×, △, △, ×, ○.

Arches Course: Press □, ○, ×, ○, □, △, ○, ×, ○, △.

End Credits and End Courses: Press ○, △, □, △, ×, △, □, ○, △, ×.

Fraggle Rock Course: Press ×, □, ×, □, ×, □, △, ○, ×, □.

Reset Cheats: Press △, ×, ○, ×, □, □, ×, ○, ×, △.

Studio Course: Press □, □, ○, ○, ×, ○, △, ○, △, □.









Play End Courses: To access the End Courses after you have unlocked them, choose "Options" at the main menu, then select "The End." While the credits are rolling, **press Start** to open a list of End Courses from which you can choose.

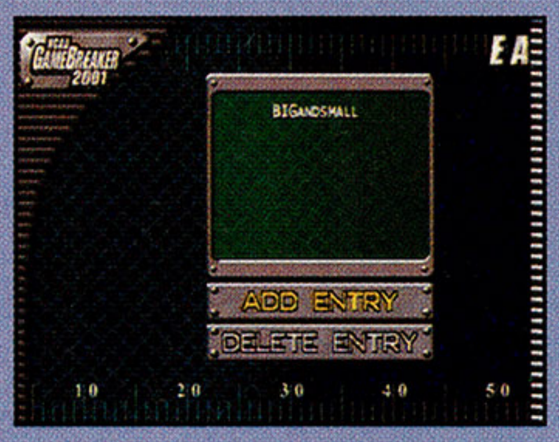
PlayStation

NCAA GameBreaker 2001

Better Passing, Super Stats, and More









At the main menu, choose "Customize," then select "Easter Eggs." Choose "Add Entry," then input any of the following passwords. If you entered the password correctly, it will appear on the green screen.

Note: Passwords are case-sensitive, and a _ designates a blank space.

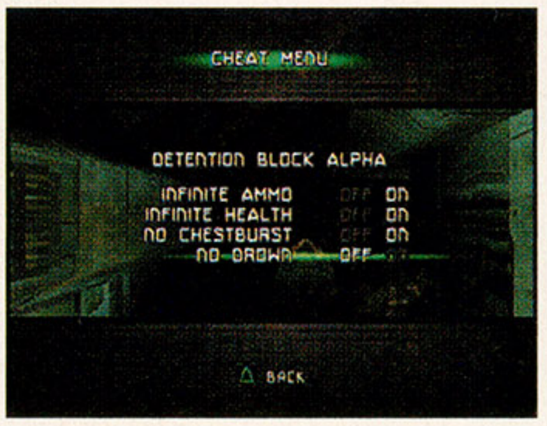
All Player Attributes to 99:	BEAT_DOWN
Better Passing:	GO_DEEP
Better Stiff Arm:	HAMMER
Big Team Versus Small Team:	BIGandsmall
Get All Blue-Chip Players:	motivate
Stronger Defense in Season Mode:	PHYSICAL
Super Running Stats:	REAL_ESTATE
Super Stats:	Vers
Super Walk-On Players:	FRANKENSTEIN
View Credits:	HOLLYWOOD

PlayStation

Alien Resurrection

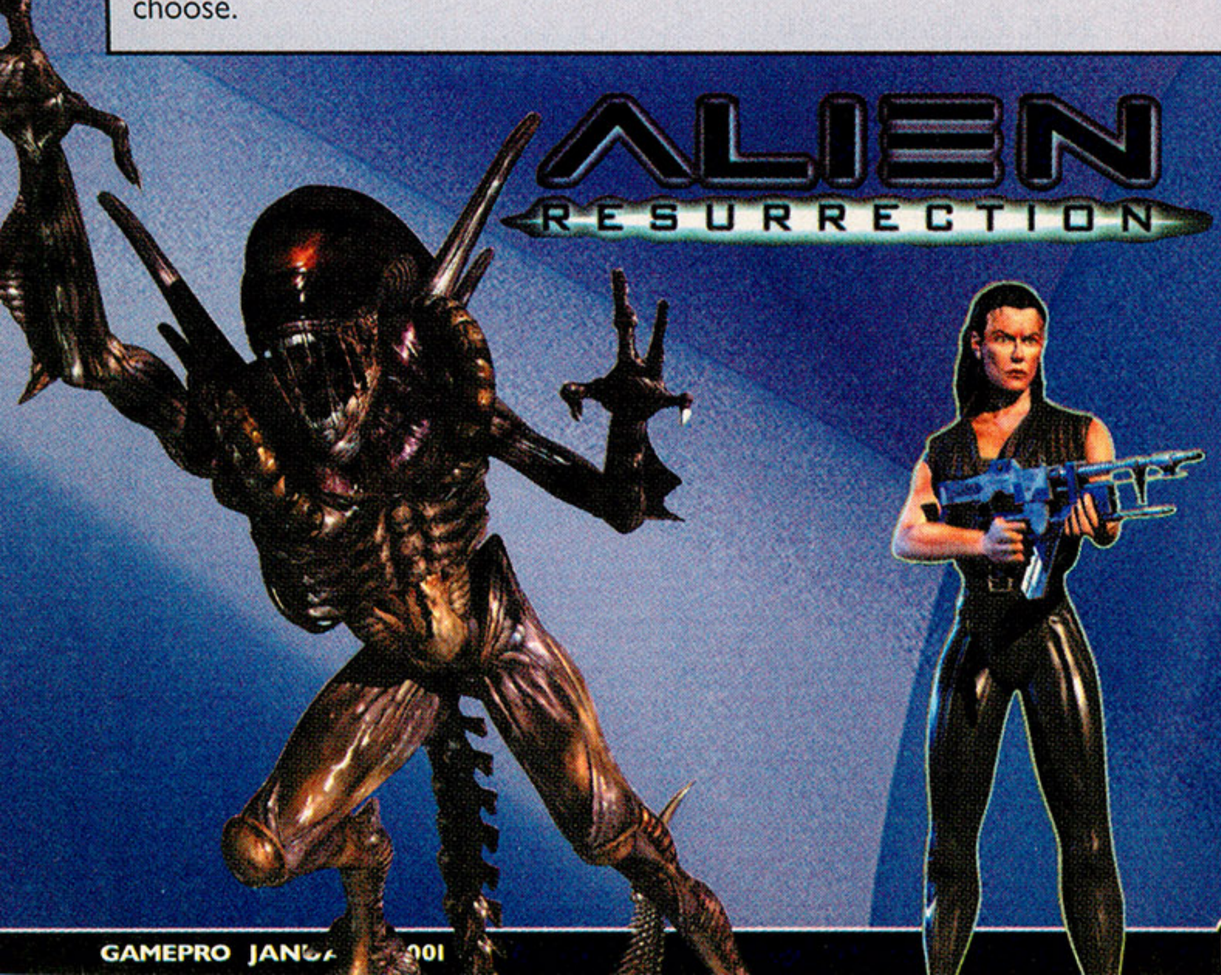
Cheat Menu and Research Mode





Cheat Menu: At the main menu, **press** ○, **Left, Right,** ○, **Up, R2**. If you entered the cheat correctly, you'll hear a sound. Choose "Options," then select "Cheat Menu" to turn on the cheats.

Research Mode: At the main menu, **press** □, **Up, Down,** ○, **Left, R1**. If you entered the cheat correctly, you'll hear a sound. Choose "Options," then select "Research" to choose Research mode.



GAMEPRO®

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

By now, all you regular *GamePro* readers and visitors to GamePro.com know that the ESRB (Entertainment Software Rating Board) ratings are prominently displayed in *GamePro* ProReviews, ProStrategy Guides, and even in special features. The ESRB ratings are there to help you enjoy your games, and the ratings couldn't be easier to understand. These days, an underage gamer really has no excuse for purchasing a Mature-rated game, parents and adults have no excuse for purchasing Mature-rated games for underage gamers, and certainly game stores have no excuse for selling such games to them. But it just might be that some of your friends, your parents, or a younger gamer you know are still not aware of the ESRB ratings. You can help them make their gaming experience fun and exciting by sharing your knowledge and encouraging them to use the ESRB ratings responsibly—just like you do. After all, you're a GamePro.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

The interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at **www.esrb.org** or call 800/771-3772 for more information.



Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



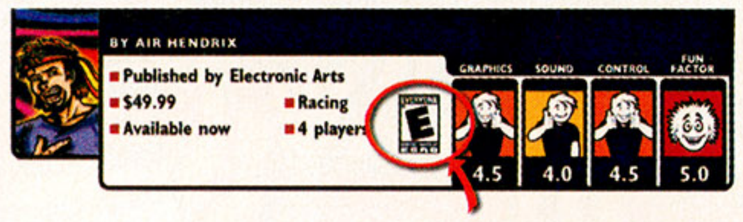
Games rated **EVERYONE** are fine for ages six and up. They may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help**



readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

JANUARY 2001

Below is a list of games reviewed in the January issue of *GamePro* along with each game's ESRB rating:

Dino Crisis	M
Half-Life	M
Quake III: Arena	M
Resident Evil 3: Nemesis	M
Unreal Tournament	M
007 Racing	T
Breath of Fire IV	T
Crimson Skies	T
DOA2: Hardcore	T
Driver 2	T
Evergrace	T
Final Fantasy IX	T
Grandia II	T
Indiana Jones and the Infernal Machine	T
Jet Grind Radio	T
Ready 2 Rumble Boxing: Round 2	T
Shenmue	T
Star Wars Demolition	T
Tony Hawk's Pro Skater 2	T
WCW Backstage Assault	T
The World Is Not Enough	T
WWF SmackDown 2: Know Your Role	T
4x4 Evolution	E
Hey You, Pikachu!	E
Looney Tunes Racing	E
Metropolis Street Racer	E
Moto Racer World Tour	E
NBA 2K1	E
NCAA Final Four 2001	E
NFL GameDay 2001	E
Pod: Speedzone	E
Power Spike Pro Beach Volleyball	E
Samba de Amigo	E
Sega Marine Fishing	E
Speed Devils Online	E
Spider-Man	E
StarLancer	E
Surfing H3O	E
Tiger Woods PGA Tour 2001	E
Top Gear Dare Devil	E
Who Wants To Be a Millionaire 2nd Edition	E
Wild Wild Racing	E
Xtreme Sports	E
Skies of Arcadia	RP
Star Wars Episode I: Battle for Naboo	RP
Star Wars Episode 1: Obi-Wan's Adventures	RP

M=Mature, T=Teen, E=Everyone, RP=Rating Pending

Note: Ratings on reviewed games are subject to change without notice.

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4. Tony Hawk's Pro Skater 2
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5. NFL 2K1

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- Banjo-Tooie!
- Bang! Gunship Elite!
- Herdy Gerdy!
- NCAA March Madness 2001!
- Persona 2!
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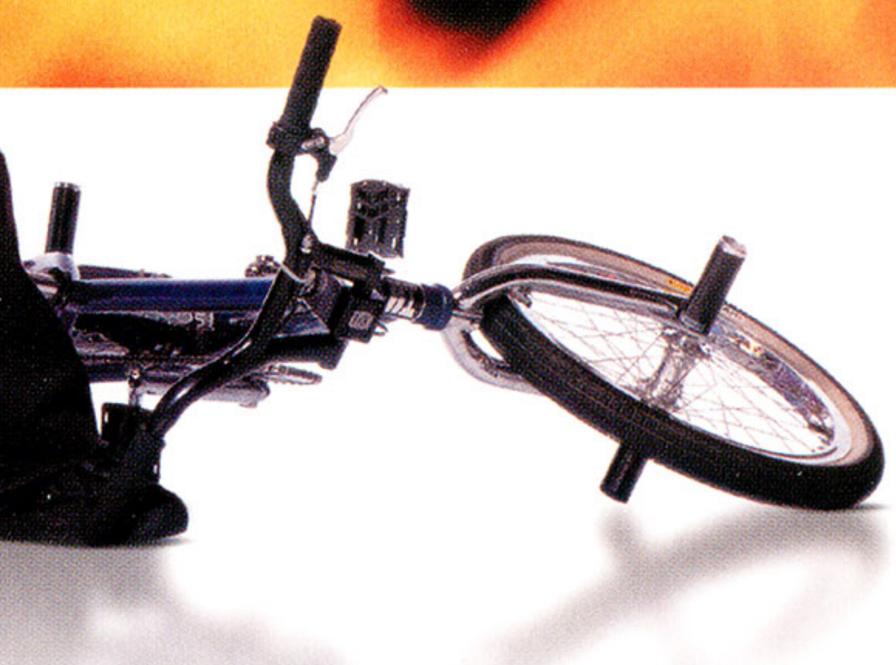






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FASTER,

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AND RIGHT

BEHIND YOU.

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MATURE
M
CONTENT RATED BY ESRB

Animated Blood and Gore
Animated Violence

PlayStation

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