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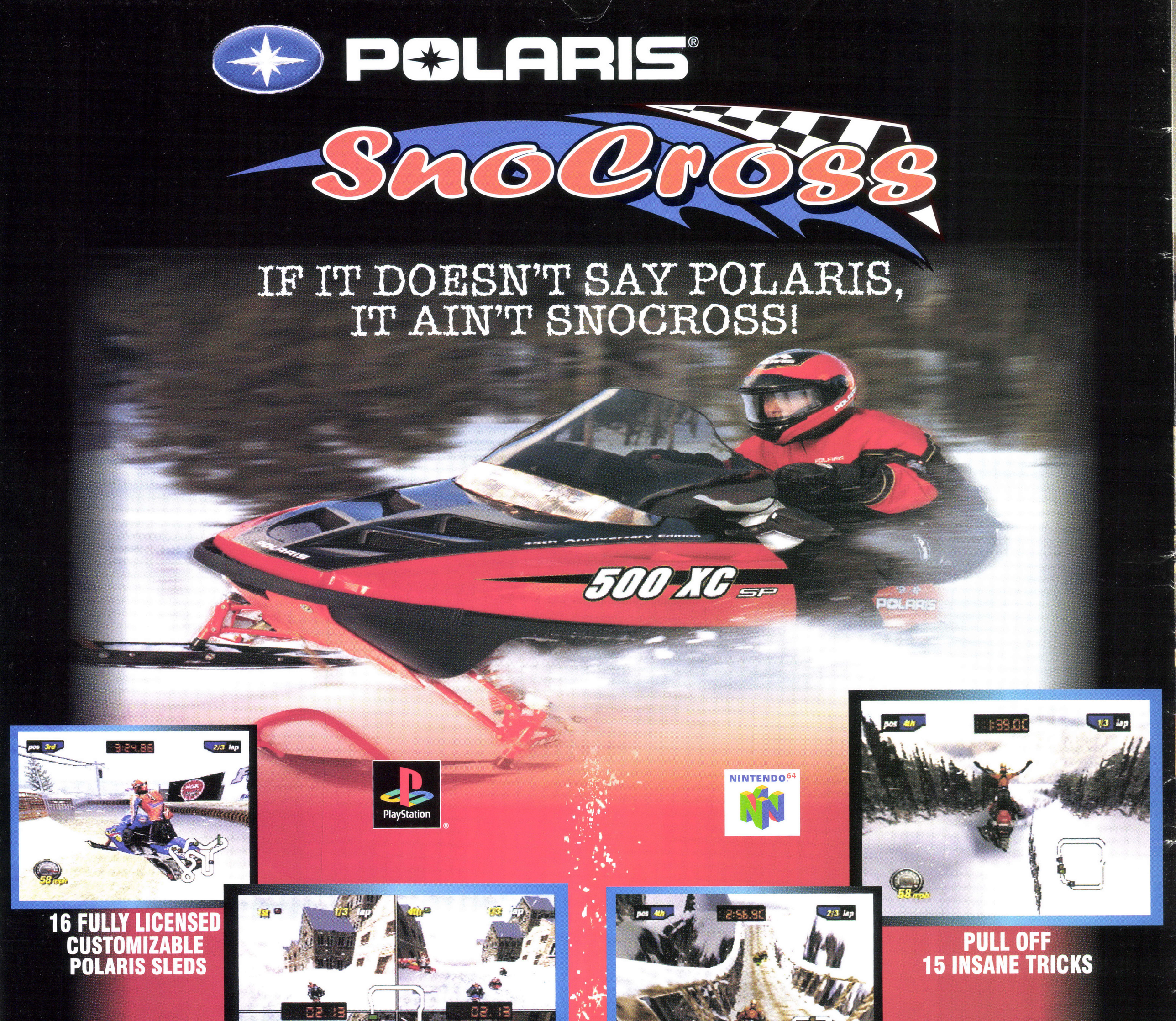

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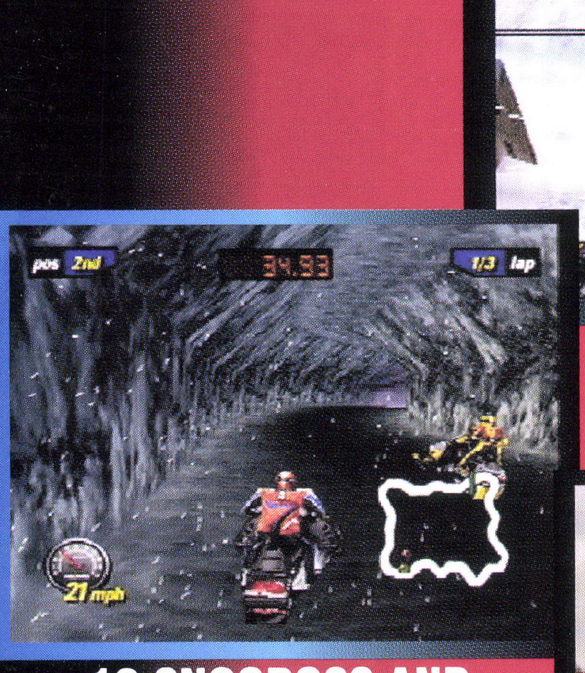

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PS2 Shortage to Create Holiday Phenomenon

Is Sony shortchanging the U.S. market to build consumer demand?

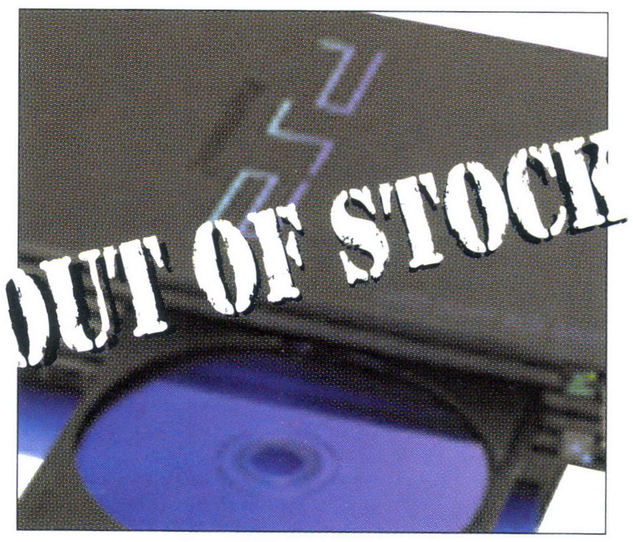
By Ben Rinaldi

Big things are expected for Sony's PlayStation 2 launch. The demand for the versatile, new videogame/DVD movie-playing machine has reached epic proportions. Just about everybody (or so it seems) wants to get their hands on one the day it hits store shelves. There's just one tiny problem that's threatening to rain on Sony's parade come October 26: product shortages.

The allotment of only 500,000 hardware units for North America on day one of launch is a minuscule number that will quickly disappear at, or shortly after launch. This is great news for Sony since it'll cause a consumer frenzy this holiday season that's not been seen since the Cabbage Patch craze, which in turn will result in plenty of free publicity due to intense mainstream media coverage of the story.

For now, Sony is saying and doing all the right things to help offset any negative controversy as a result of the news. The official company line from Sony for the supply problems is a "components supply shortage" which, when taken at face value, is a perfectly logical explanation. However, when *GameWEEK* posed that very question about manufacturing difficulties to Sony executive Phil Harrison only one month before the news of the shortage came out, he told a much different story: "There's never been any question about our ability to manufacture PlayStation 2 hardware and getting the yields [to meet demand]. We've invested over three billion dollars in our own chip fabrication in order to build this device."

Apparently that hasn't been enough. The company says it is tracking approximately one month behind in production but it promises that this lag in manufacturing will in no way impact previous projections of shipping three million units in North America by the end of March 2001. To meet these lofty expectations, Sony plans to ramp up production capacity from 400,000 units a month to more than one million units a month by the end of the year. Following the initial allotment, shipments of approximately 100,000 units per week will be made available to U.S. retailers through the holiday season. That brings the total number of PS2 hardware units shipped in North America



to 1.3 million for calendar year 2000. This marks a bittersweet milestone for Sony: On the one hand, it represents the most successful hardware launch the videogame industry has ever seen. On the flipside, that total still falls woefully short of meeting the overwhelming demand for the new console.

The consensus within the company is that the

(continued on page 3)

In This Issue:

gw Special

PlayStation 2 Launch Guide
Retailers will find everything they need to know here

page 24

gw Interview

Turtle Beach's Seth Dotterer
The art of making high-quality audio on your computer

page 36

Departments:

Editorial 3
Print Report 12
Accessory Market 14
Financial News 16
Reviews 18
Previews 20
Mac Game News 22
Release Schedule 24
Stock Report 26
Tracking Reports.....30
Multimedia News.....40

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NEWSPAPER
October 16, 2000

NEWSPAPER HANDLING

Aggressive U.S. Growth Strategy for Infogrames

By Ben Rinaldi

Infogrames is close to completing a calculated integration strategy that the company deems imperative to its long-term goals to increase efficiencies and centralize operations. The strategy has, among other things, involved the restructuring of corporate functions, streamlining sales and marketing efforts, and consolidating distribution channels.

Recently the company took an important step in its strategy to build a stronger U.S. presence by completing a merger between Infogrames North America, a wholly-owned

(continued on page 6)

Interplay Expands Console Library

by Bryan Intihar

When many people think of Interplay as a game publisher, first and foremost they assimilate the company with the PC side of the interactive entertainment industry. This is not bad, especially since Interplay has had many successful PC titles like *Baldur's Gate*, *Baldur's Gate II: Shadows of Amn*, *Icewind Dale*, *Messiah* and the list goes on. Interplay will continue to grow its PC library with games like Sacrifice, which is being developed by the same people who made Messiah. However, it is safe to say that consoles are becoming more and more popular and really beginning to be a stable in homes all over the world. Just look at

Sony's PlayStation, where it is reported that one out of every four households have the console. In addition, Sony prepares this month to shatter all sales records by Sega and its Dreamcast console with the release of the PlayStation 2. Recognizing this, Interplay has somewhat shifted its focus as a game publisher and

(continued on page 4)

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Continued From Cover

PS2 Shortage to Create Holiday Phenomenon

launch shortage will not affect the long-term success of the PS2. "We currently control two-thirds of the market before the PlayStation 2 launch, so I don't think we have any formidable competition this holiday season," said a confident Jack Trenton, senior vice president for Sony Computer Entertainment of America, during a recent Sony teleconference. The PlayStation 2 will be available at over 20,000 retail outlets, and Sony expects the console and its software sales to generate over $500 million this holiday season, despite the shortage in supply.

But will that be enough for retailers and third-party publishers dependent on Sony's ability to meet demand? How, if at all, will the shortage impact their bottom line? The announcement has already sent ripples throughout the interactive entertainment industry as stocks fell sharply for several companies on the day of the announcement. Sony's stock dropped 9 percent while Electronic Arts' and THQ's stocks fell 11 percent and 14 percent respectively. Many of these companies are rethinking sales projections for their PS2 launch software.

The news doesn't get any better for retail executives like Babbage's president Dan DeMatteo who, despite the bad news, remains cautiously optimistic about PS2's launch. "If the supply is as Sony says and hardware units continue to trickle in through the month of November and December, then at least we won't have an uprising because we'll be able to get units into the hands of a lot of serious gamers. We've been in this business a long time and we're used to shortages. I mean, let's face it, there have always been shortages of hardware at launches," said DeMatteo. **GW**

Babbage's Responds to Pricing Questions

By Bryan Intihar

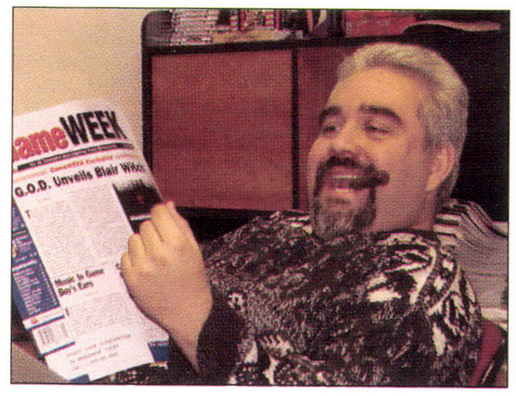
Previously (9.18.00), *GameWEEK* reported that many employees of Babbage's Etc. were seeing that the prices for games traded in for store credit had taken a dramatic drop since the Funco merger. However, we were unable to get comment on the situation from the Babbage's executives before the issue went to print.

Recently, *GameWEEK* was able to get some feedback on the situation from Babbage's president, Dan DeMatteo. He did say that some prices had changed, but not as much as what was earlier reported. DeMatteo stated, "What we had to do was to merge the Funcoland stores into the Babbage's distribution system. As such, we had to reconcile a lot of issues and one of them was pricing. What we did do was that we decided we weren't going to use either one, but we were going to compare the prices, in-stock position, and etc. item by item, and reconcile it SKU by SKU. We did not just plug it the Funcoland pricing. Matter of fact, there are some prices that went up and we are paying more now for some titles than we were previously. I personally did about half of it and reconciled it item by item so we could hopefully come up with the best of both worlds." The whole procedure took about a week, with DeMatteo, John Haes (head of Babbage's used merchandising department) and some Funco employees working on the pricing project.

The previous report also mentioned the dramatic drop of prices for past sport titles (for example: any title that was traded in that was not the current year received a very little amount of trade-in credit value), and DeMatteo did provide an explanation for why this happened. "Yeah, maybe some of those old sports titles we are paying less for them now, but in reality, when we looked at the inventory, it behooved us to lower the prices because we had a much larger supply of those titles than we needed."

DeMatteo also told *GameWEEK* that the company has informed its store managers, assistant managers and sales associates that they can contact the headquarters in Grapevine, Texas with any pricing complaints. He added, "We also put a word out to our associates that if there are some prices that are uncompetitive on, email us and let us know and we will review it." **GW**

GameWEEK EDITORIAL



By Mike Davila
GameWEEK Editorial Director
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The Industry Blues

Recent company layoffs and closings are forcing us to re-examine what is happening industry wide. Within the past couple of months several companies have had layoffs or have shut down. And I remind you, during a period when the economy is suppose to be doing well.

So what's happening to our industry? If you look at the sales data currently available, you'd think otherwise. You'll see that the overall numbers are up again over last year's figures.

What's happening is that we're at a period of platform transition. Both the N64 and PlayStation are at the end of their lifecycle. Game Boy and Game Boy Color being the odd-man systems with Pokémon continuing to push those system's sales through the roof. Consumers, while still purchasing more over last year, are not purchasing as much—in particular, PlayStation owners. Many have opted to wait until the new PS2 hits the shelves before spending any more of their cash.

Another factor is that the price of hardware is at an all time low. System manufactures are getting less for their product now than ever before. But what's interesting is that all of this affects the hardware manufacturers, not the developers and independent software publishers—they are the ones that are being affected the hardest.

The reason for some of these publishers ills, is that they've had to shift manpower and resources to development for the new systems. And many of these companies, just don't have deep enough pockets to survive the long wait. Also, some companies are continuing to dump large amounts of cash into online game development, without seeing any profits from it.

Hopefully the industry will see some reversals over the next few months.

On a more cheerful topic, I would like to welcome onboard the editorial team of Warren Buckleitner, Ellen Wolock and Ann Orr. You will recognize their names from from the pages of *Children's Software Review*, the foremost guide in children's new media. Their expertise is known as the "best" in the industry, and will be a great addition to the pages of *GameWEEK*. **GW**

Continued from the Cover

Interplay Expands Console Library

plans on becoming a major player in the console market.

GameWEEK had the opportunity to speak with a representative of Interplay on the matter at hand. We first asked Craig Relyea, vice president of marketing, why the sudden urge to increase the amount of console titles by Interplay. Relyea responded, "Our increased focus on console titles has more to do with the new hardware reaching a capability level we're (Interplay) comfortable with than anything else. Interplay's primary focus in the past has been on the PC because that's been the superior platform-the playing field for platform superiority has only recently become more crowded." The increased number of powerful next-generation consoles like the PS2, Xbox and GameCube should provide Interplay with a good amount of platform firepower to create some stellar titles.

With Interplay sent to make a major move in the console arena, the next step is to start creating some quality software, and according to Relyea, the company is well on its way. "We're very excited about *Wild Wild Racing* (reviewed in our PS2 Buyer's Guide) which we expect to be one of the only pure racing titles available at the launch of the PS2 in North America," stated Relyea, "We're also working on *MDK 2*, which looks great and will be incredibly fun on the PS2 platform."

Interplay's* Sacrifice *(left) and* Baldur's Gate II: Shadows of Amn *(right).

Interplay also plans on creating a game for the ever-popular survivor-horror genre called *Run Like Hell*. In the words of Relyea, "we expect (*Run Like Hell*) to be a must-own title for every serious PS2 gamer next year." This is definitely not the end of the list, as Relyea added, "We're working on several additional console projects that you'll hear more about soon."

While it looks as if Interplay is focusing primarily on development for the PS2, that is not the way the company will continue to be. "We've already got a solid PS2 line-up which we'll continue to expand," said Relyea, "We're hoping to have an Xbox title before the end of next year as well." As for the Dreamcast or GameCube, the company will continue to "evaluate all the new console platforms and support them if they're right for our projects."

However, don't expect any huge announcements from the company about its move to be a major console force. Relyea laid down Interplay's strategy; "The performance of our products will do that for us. Consumers are interested in satisfying gameplay, not publishers' resume in a particular platform."

Lastly, this move by Interplay does not mean it will forget about the PC. The company is continuing to develop many PC titles that can hopefully live up to past glories. However, from now on as Relyea as stated, "We'll continue to make our platform decisions based on what's best for each individual project." In a nutshell, this means that console gamers now have a chance to get their hands on many of Interplay's projects that used to be designed just for their PC counterparts. **GW**

Markey Sees the Big Picture with Gigex

Bryan Intihar

Throughout the last few years, Infogrames has grown into one of the most successful companies in the industry. Many would love to be an Infogrames employee. Mike Markey was its vice president of sales and marketing since October of 1997. But recently, he decided to leave Infogrames and take the position of vice president of sales at Gigex.

However, Markey did not leave the company because of problems, but due to the fact that he saw new opportunities with a growing company. Markey told *GameWEEK*, "Infogrames is in great shape to continue their amazing growth curve, and they have some of the best brands and people in the industry to help them achieve their goals...I joined Gigex because the company provides a one of a kind service that solves a complex marketing void that exists between publishers and consumers and also retailers and consumers."

Markey believes that Gigex is "the answer for companies who are asking the question: How do I deliver a targeted online message to consumers most prone to buy my product that allows me to build a relationship directly with them, shows me which sites most effectively deliver traffic and shows me with minimal lead time just how "hot" (or not) demand is for my product prior to production or release."

In addition, Markey points out that with publishers using Gigex there are no unnecessary expenses. He claims that production for a one-page advertisement in a magazine can cost up to $20,000, and there is no guarantee that the ad is reaching the targeted audience. With Gigex, "consumers provide their email address and with their permission receive whatever specific information publishers or retailers want them to receive. This can include contest entries, coupons, whatever the publisher or retailer specifies."

Just as Markey sees the potential of Gigex for his career, he also sees the benefits it can do for others. "This (Gigex) is a one of a kind proposition for publishers in the electronic entertainment industry." **GW**

GameWEEK (ISSN # 1097-394X) is published weekly—except Jan. 10, Jan. 24, Feb. 28, Mar. 20, Apl. 10, May 22, Jun. 5, Jul. 10, 24, Aug. 14, 28, Sep. 11, 25, Oct. 9, 23, 30, Nov. 13, 27, Dec. 11 and 25—by CyberActive Media Group, Inc., 64 Danbury Road, Suite 500, Wilton, CT 06897. Copyright 1995, 1996, 1997, 1998, 1999, 2000 CyberActive Media Group, Inc. All rights reserved. Periodicals postage rate is paid at Wilton, CT and additional mailing offices. POSTMASTER: Send address changes to: 64 Danbury Road, Suite 500, Wilton, CT 06897. No part of this publication may be reproduced in whole or in part without express permission from the Publisher. *GameWEEK* is provided free of charge to pre-qualified professional buyers within the interactive gaming industry. One year subscription rate for the United States is $99.00, Europe $149.00, Elsewhere $200.00. Single copy price is $3.95, Canada $6.95. BPA International Membership established June 1999.. Printed in the USA. All software, hardware, characters and the like contained within this publication are copyright and trademarks of their respective corporations. CyberActive Media Group, Inc. may not be held responsible for typographical errors or omissions. Canada Post International Publications Mail Product Sales Agreement No. 1508903. Canadian Mail Distributor information: Express Messenger International, P.O. Box 25058, London BC, Ontario, Canada N6C 6A8. Printed in the U.S.A.

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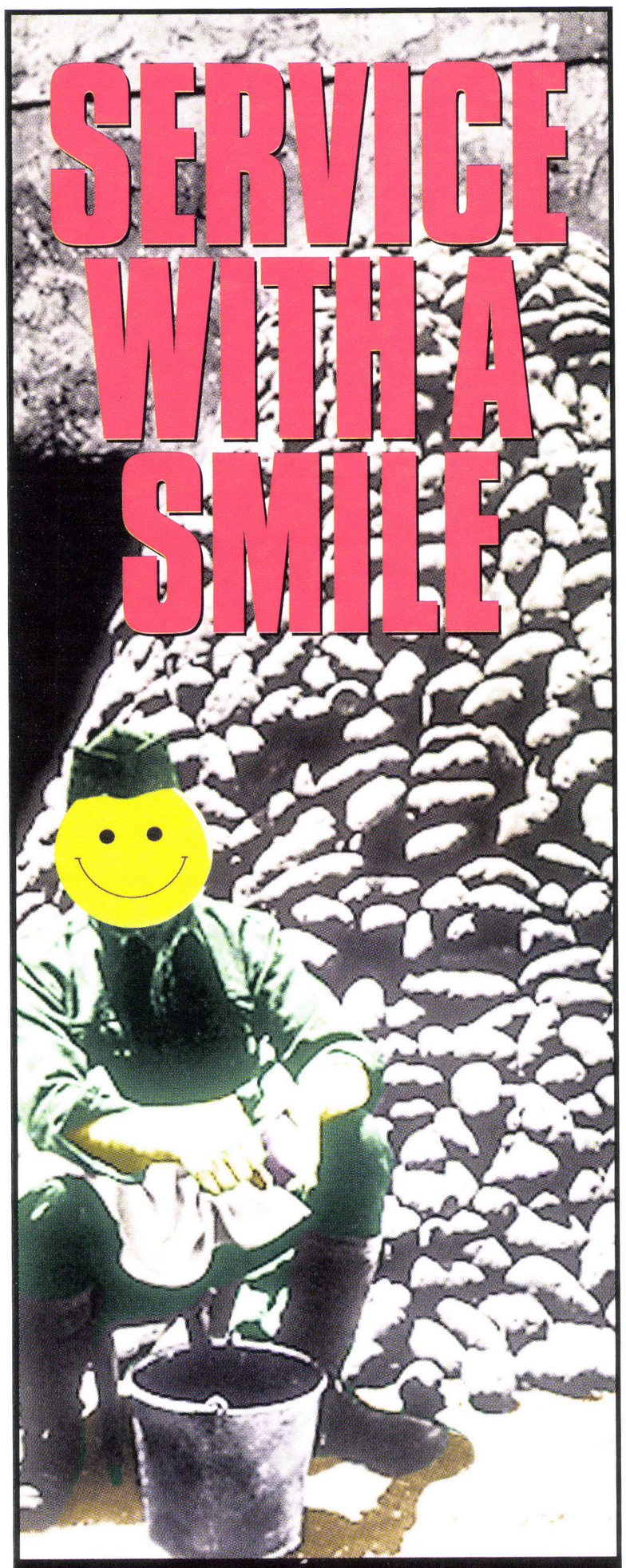


Solid Snake, Crash Head to Xbox

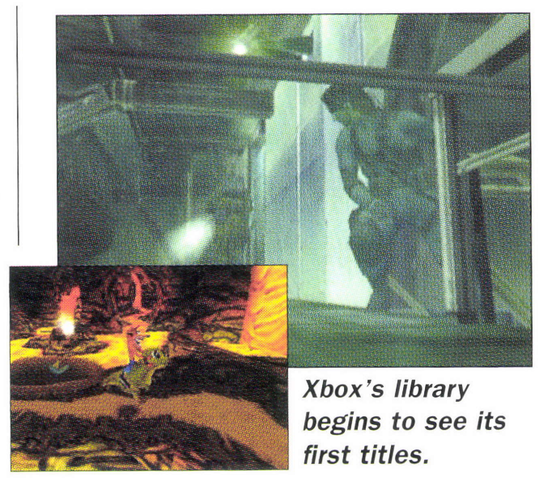
By Bryan Intihar

Last month, Microsoft announced a plethora of game companies- over 150-would support the Xbox console. Successful game publishers like THQ, Namco, Infogrames, Activision and Capcom all pledged their support, but none really indicated what projects each was working on for Xbox. However, we didn't have to wait long for the first to talk about its Xbox titles, as the Konami Corporation is set to put its mark on this new console.

Only one day after a full list of companies supporting Xbox was revealed, Konami announced four titles that are in development for Xbox. Even better, all of these titles are based on game franchises that have been very successful in the console market. First off, the company will publish *Crash Bandicoot X*. For many years, the Crash character has been synonymous with the PlayStation console. While Crash will still make an appearance on the PlayStation 2, he also plans to have an alternate home on Microsoft's Xbox. Dinosaurs will also run amok on Xbox with *Jurassic Park X*, yet it is not known on what movie in the series the game will be based on. Konami will also make sure Xbox has the survival-horror theme covered with *Silent Hill X*, as players are sure to do battle with many gruesome beasts and monsters.

While these games are all fine and dandy, the biggest part of the announcement by Konami is that Xbox will get the ever-popular Solid Snake in *Metal Gear Solid X*. Anybody who was at the last E3 knows how much fans love the Metal Gear series, as creator Hideo Kojima introduced *Metal Gear Solid 2: Sons of Liberty* for the PlayStation 2. It is still unclear whether Metal Gear Solid X will be a based on *Sons of Liberty* or be an entirely new game, but it has been confirmed that it will be a launch title for Xbox.

The CEO of the Konami Corporation, Kagemasa Kozuki, commented on the company's support of Xbox. "At the initial Xbox announcement back in March, I promised to put together Xbox game development teams in order to release a title before anybody. I am delighted to be the first in the industry to announce specific game titles for Xbox, said Kozuki, "We are prepared to include Xbox as one of our target consoles in our multi-platform business strategy. Konami is confident that this announcement will inspire the industry, and will lead to the growth of the consumer game market."



Xbox's library begins to see its first titles.

One person that is definitely happy to hear of Konami's plans is Robbie Bach, senior vice president of Microsoft Games Division and chief Xbox officer. He stated, "Konami's strength in creating great games combined with Xbox's superior technology makes for richer, more intense action-packed game experiences. Many of the world's top games developers are Japanese, and I am confident that we will see news of more exciting Xbox games from these companies in the near future."

In related news, even though Square and Electronic Arts have not committed to Xbox, many have reported that the sides are still in negotiations. However, with these four titles in development and the overwhelming number of companies set to support Xbox, Microsoft is heading up the right path for success with its console endeavors. **GW**

Continued from the Cover

Aggressive U.S. Growth Strategy for Infogrames

Alyssa Padia, Infogrames newly appointed Senior VP of Corporate Communications.

subsidiary of France-based parent company Infogrames Entertainment, with a newly formed wholly-owned subsidiary of Infogrames, Inc. In return, Infogrames Entertainment will receive 28 million shares of Infogrames, Inc. In addition, under the terms of the agreement, $128.6 million in debt owed to Infogrames Entertainment by Infogrames, Inc. will be converted into approximately 20.1 million shares. In conjunction with the closing of the transaction, Infogrames, Inc. will immediately begin trading under the new ticker symbol "IFGM" on the Nasdaq National Market.

"The timing of the merger couldn't be better," said Bruno Bonnell, chairman and CEO of Infogrames, Inc. "With the holiday season around the corner, we are well positioned to efficiently roll out our strongest line-up ever in the U.S. market, including *Unreal Tournament* (PlayStation 2) and Driver 2 (PlayStation). We believe that the completion of this merger and our aggressive U.S. growth strategy will help us firmly establish our presence in the world's largest market and build on our success as the leading independent global videogame publisher."

Infogrames' newly appointed Senior VP of Corporate Evolution, Alyssa Padia concurs, saying: "The Infogrames name has never really been recognized in America. One of my goals for the company is to get the message out there so that people recognize Infogrames as a solid entertainment company."

Padia goes on to explain that a strong U.S. management team is key to the success of the company. "Putting in strong American management will allow us to making sure we are focusing on content for the North American consumer. **GW**

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Rental Outlets Warned on PS2

By Bryan Intihar

Video By Cycling, Inc. (VBC) is warning its customers who rent out interactive-entertainment products to "use extreme caution" when letting PlayStation 2 consoles go out the door because they may not come back. The Dallas-based distributor of movies, game systems and software used its weekly newsletter to warn retailers that, due to the high demand and low supply of the PS2 when it launches on October 26, consumers renting the console might try to keep the merchandise. "We are concerned about customers renting them because of the upcoming shortage that will exist at retail that they may be glad to let you charge their credit cards just to get a system." While charging the consumer for the system would cover the cost of the hardware and software, VBC notes that the shortage might create a situation where it might not "be able to replace the stolen system for up to a couple of weeks." The warning also reminds retailers to charge a sufficient deposit to ensure that the store is "properly covered for the system and software." **GW**

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3dfx Expands Voodoo Line

by Andy Eddy

3dfx Interactive announced a new line of multimedia products that takes it in a different direction from its standard graphic accelerators by offering TV and TV/FM tuner boards to its catalog. According to 3dfx, the trio of multimedia boards are expected to be available as soon as October 17.

- The VoodooTV 100 provides mono TV in a PCI board for Windows-based computers, as well as video conferencing and digital VCR controls. Pricing is expected to be $49.
- The Windows-based VoodooTV 200, which has a shelf price of $99, provides stereo TV, MPEG capture (along with Tivo-like timed program recording), digital VCR, MP3 encoding and stereo FM reception. It also features "tuner on a chip" to enable better reception and performance, even in less-than-optimal conditions.
- The VoodooTV-FM is targeted to the European, PAL-oriented market, and has the same features of the VoodooTV 200. Pricing for this board hasn't been announced yet.

This isn't 3dfx's first foray into multimedia beyond 2D and 3D acceleration. It offered the Voodoo3 3500 TV board last year, which had high quality graphic acceleration as well as TV and FM tuner functions; and its merger with STB brought that company's desktop TV products into the fold. The company also plans on expanding its product line with boards that again merge graphic acceleration and multimedia functions, as well as those featuring HDTV functionality. **GW**

SURFING H30

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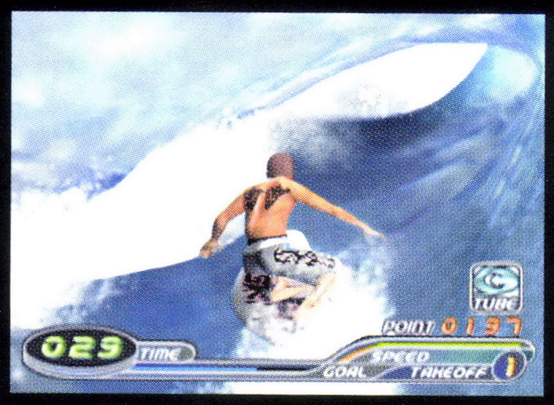

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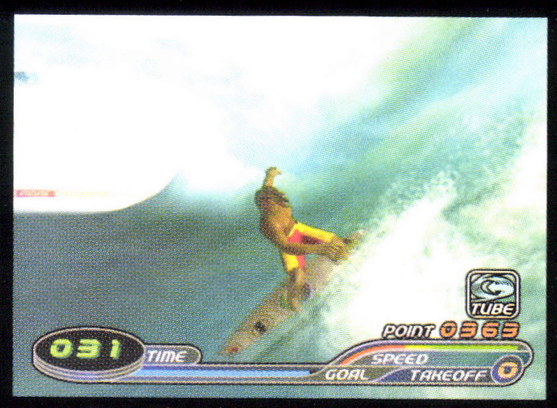
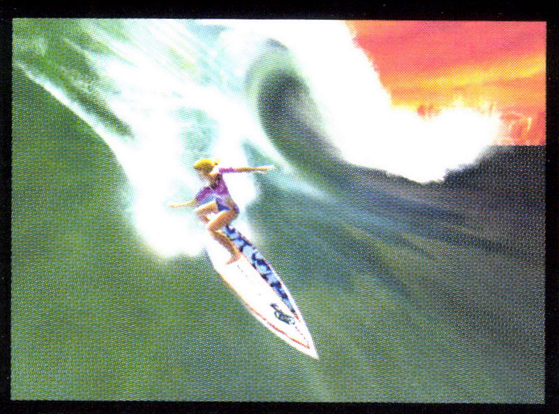


6 epic waves to master



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ASCII

PHOTO BY TOM SERVAIS

MacPlay Brand Acquired, Concept Revived

By Andy Eddy

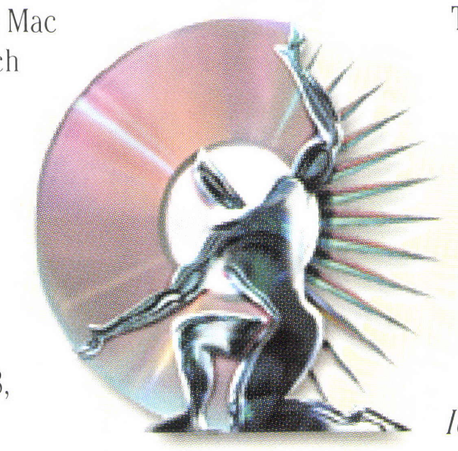
In a move that will undoubtedly boost the viability of the Macintosh as a game platform and provide Mac owners with a rich, new vein of gaming software, Interplay Entertainment Corp. and United Developers, LLC have signed a deal that will revive the dormant MacPlay brand.

Dallas-based United Developers—which was founded by executives from Ritual Entertainment as a way to seed the Mac market with titles ported from the PC while remaining equitable to the developers in the deal—plans to take the formerly popular brand and use it to launch current hits on the Macintosh, which has had its own revival thanks to Steve Jobs' return to the company and the successful introduction of the colorful iMac series, among other things. Ron Dimant, United's CEO and "biz guy," told *GameWEEK* that it's hoped that the MacPlay deal will "get more games onto the Macintosh," something that the original MacPlay accomplished but wasn't able to sustain.

UP FROM THE ASHES

Apple's Macintosh platform has always had its share of enthusiasts—particularly among page-layout and graphics professionals—though the game industry has waxed and waned in its support of the platform. Sure, some big-name titles could be counted on to make the jump from the PC realm, but the Mac was never treated as having great potential to garner a sizable chunk of the game market, and most publishers considered it an afterthought, at best.

In spite of that, Interplay forged on with a Mac-specific line called MacPlay, launched in 1993, which offered such popular game series as *Star Trek*, *Out of this World*, *Wolfenstein* and *Castles*. Unfortunately, it too dried up as the Mac lost more popularity and market share to the exploding Windows market, and the effort to produce Mac titles became less rewarding. As if capturing a moment frozen in time, a recent look at the MacPlay website (which may still be intact) showed how the division stopped pretty much dead in its tracks: The home page had an excited "*Carmageddon II: Carpocalypse Now* for the Mac Has Shipped!!"; the tech support page prompts users to visit an Interplay-specific section on America Online that doesn't exist anymore; and the most recent press release on the site is dated April 1998, with all others on the page from 1996.



As the Mac has seen its own phoenix-like rise from the ashes of the PC market, so too has the desire for those owners to buy compatible interactive-entertainment products. The retail channel is starting to receive more Mac-oriented games, which includes a growing number of ports from the PC side—notable among them are such titles as *The Sims*, *Tomb Raider* and *Quake III: Arena*. Some products are even being marketed with simultaneous or near-simultaneous release on PC and Mac, such as *Diablo II*, which shows the desire to release Mac versions to the consumer base.

This new push with the MacPlay name will only improve on that situation, and it's backed by people who United's Dimant says are long-time and "prominent" Mac backers in the industry. The deal with Interplay will bring two hot titles—*Icewind Dale* and *Baldur's Gate II*—from the PC to the Mac and work has started on those toward 2001 release for both. The first releases under MacPlay will be a trio of games scheduled to ship before the end of 2000: *Majesty*, *Fighter Squadron: Screamin' Demons Over Europe* and a bundle that combines first-person shooter *Sin* and the *Wages of Sin* expansion pack.

Dimant noted that the pact will bring other Interplay titles to MacPlay, though exact products weren't identified, and deals for other publishers' games are being worked out. He also noted that six games are slated for released under the MacPlay banner in 2001, but "we may do more. **GW**

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Sega Sees Dreamcast Sales Increase

by Bryan Intihar

With all the buzz this month being about Sony and the launch of PlayStation 2 on October 26, Sony has not stolen all of the limelight just yet. Over the course of the summer, many had been noting a decrease in sales of Dreamcast hardware. However, this seems to be all changing.

According to PC Data, which tracks sales of products in the interactive entertainment industry, Sega has a lot to smile about. The analysts for PC Data are reporting that the number of Dreamcast console sales "has more than doubled.... Sega's Dreamcast average weekly unit sales volume soared 156.5 percent between July 23 and September 30, 2000." Even better news for Sega is that for that time period the Dreamcast sales numbers "positioned Sega ahead of Nintendo into second place based on revenue." As expected, what caused this was the price cut of the hardware from $199 to $149, and the $150 rebate that is available to consumers who sign up for SegaNet.

Matt Gravett, a game analyst for PC Data, said, "Sega has made a bold yet necessary move in staking its claim on the gaming market in preparation for the upcoming launch of PlayStation 2...PS2 will be huge, but if initial results are any indication, Sega has positioned itself perfectly if speculation of PS2 shortages are realized."

While Sony continues to dominate the console market, Sega has been steadily improving.

Since the beginning of the year, the Dreamcast console has "captured 16.4 percent unit share of the console system market and 27.7 percent of the revenue." Currently, Nintendo is still behind Sony with a unit share of 36.4 percent and a revenue share of 32.2 percent. Sony's numbers are: 47.0 percent of the unit share and 39.9 percent of the revenue share. **GW**

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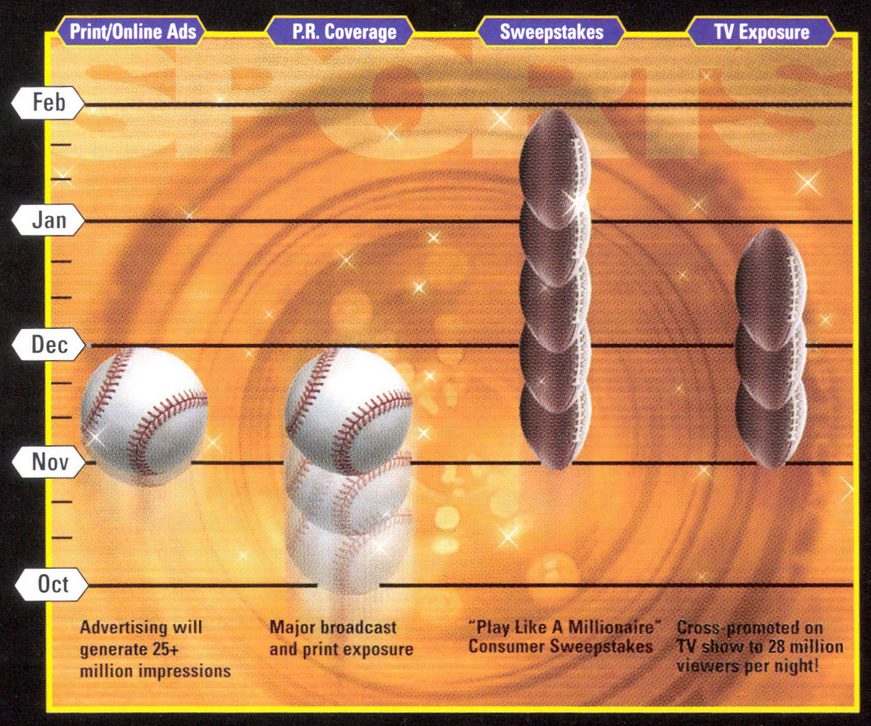

• A Dynasty in the Making

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PRINT REPORT

The Retailers Guide to Game Related Publishing

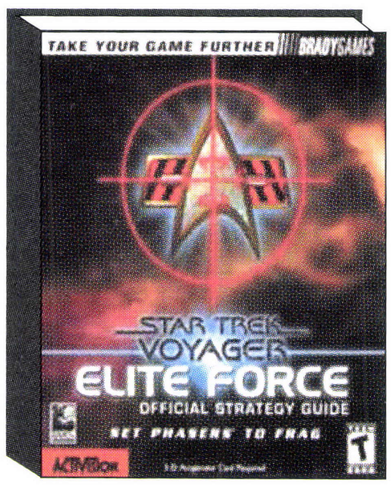
Sponsored by:

SYBEX

by Bryan Intihar

Official Strategy Guide: Star Trek Voyager: Elite Force

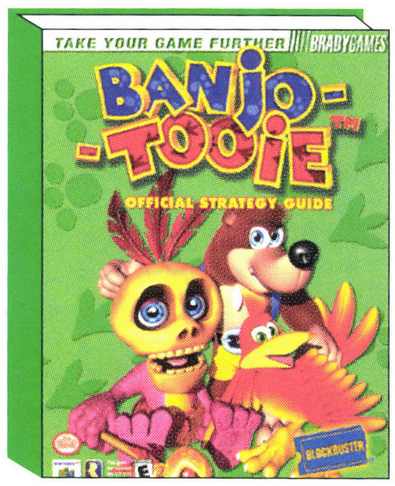
Publisher: BradyGAMES
Platform(s) Covered: PC
Availability: Now
Author(s): Paul Bodensiek
Price: $19.99
ISBN: 1-56686-979-X
Website: www.bradygames.com



Activision brings to consumers a Star Trek title that runs on the *Quake III: Arena* engine, and some will definitely appreciate the strategy guide by Brady. The book includes complete walkthroughs for every level and discusses how to complete each necessary mission objective. As with most strategy guides, there are also lists for all of the game's weapons, items and enemies. Brady even adds information about the Star Trek television show and its characters.

Official Strategy Guide: Banjo-Tooie

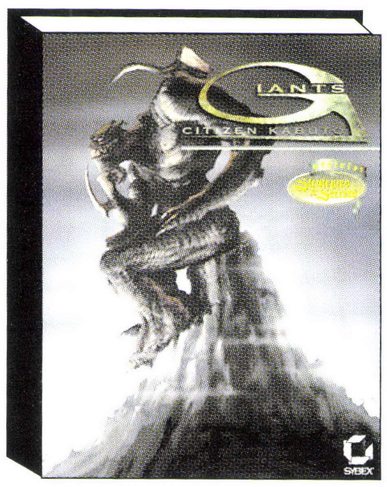
Publisher: BradyGAMES
Platform(s) Covered: Nintendo 64
Availability: November 13, 2000
Author(s): Tim Bogenn
Price: $12.99
ISBN: 0-7440-0006-8
Website: www.bradygames.com



Banjo and his feathered friend Kazooie return for one more stint on the Nintendo 64 in *Banjo-Tooie*. Author Tim Bogenn discusses all of Banjo's intricate levels so that consumers can complete the game in a greatly reduced amount of time. This Banjo title also introduces multiplayer fun to the series, and Brady discusses gameplay tactics for each mini-game. All controllable characters are listed with their bio and moves list. This guide should help everybody with Banjo and Kazooie's latest adventure.

Official Strategies and Secrets: Giants: Citizen Kabuto

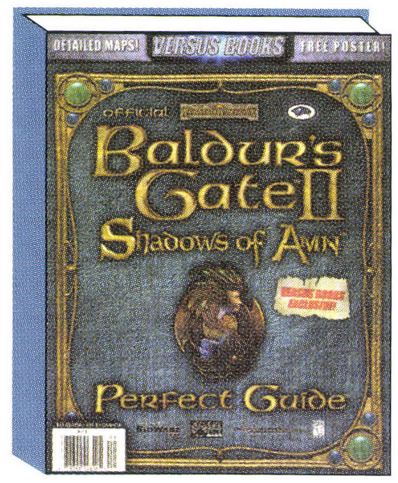
Publisher: Sybex
Platform(s) Covered: PC
Availability: October 2000
Author(s): Bart Farkas
Price: $19.99
ISBN: 0-7821-2674-X
Website: www.sybexgames.com



Giants: Citizen Kabuto comes to consumers from the development squad that created the likes of the original *MDK*. Many gamers will find the strategy guide by Sybex and Bart Farkas to be a necessary purchase due to its challenging gameplay. In the beginning, the guide includes walkthroughs of all of the game areas, including bonus levels. More importantly, Farkas provides guidance on how to solve each of *Giants: Citizen Kabuto*'s several difficult puzzles.

Official Baldur's Gate II: Shadows of Amn

Publisher: Versus Books
Platform(s) Covered: PC
Availability: Now
Author(s): Jim Mazurek
Price: $14.99
ISBN: 0-9703473-1-6
Website: www.versusbooks.com



Versus Books has created a thorough strategy guide for the popular PC title, *Baldur's Gate II: Shadows of Amn*. The first few pages discuss the game's character creation mode and provide hints for all eleven classes. That is then followed by an extensive walkthrough of all seven chapters. In addition, there are complete lists of spells, NPCs, monsters and items. The back of the book contains all of the necessary cheats and a pullout color poster.

GameWEEK Print Report *is an overview of game books that are written for the consumer.* Print Report *is meant to provide current information regarding the book and its potential at the time of its release. It also represents the status of the book's genre and current marketability. While* Print Report *might be critical, it is by no means final judgment on a book and should not be solely used by retailers to base buying decisions on, as the final outcome of a book already previewed here could be completely different at its time of release, if previously unavailable.*

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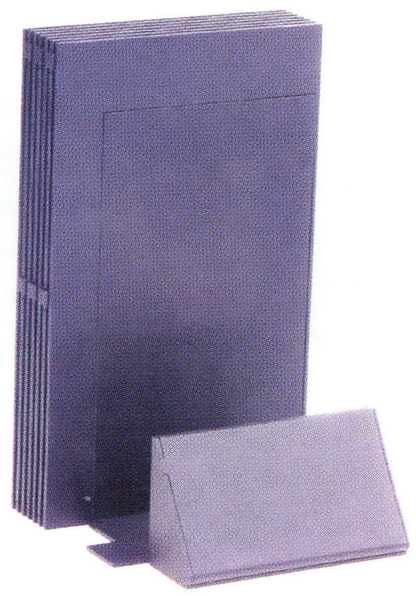
The Retailers Guide to Game-Related Peripherals

Sponsored by: nYko JOYTECH USA

by Ben Rinaldi

PS2 Vertical Tower

Manufacturer: Nyko Technologies
Contact: 888.444.NYKO • www.nyko.com
System(s): PlayStation 2 • **MSRP:** $24.95
Availability: October



If you thought the PlayStation had a lot of peripherals, you ain't seen nothing yet! The PlayStation 2 add-on market is about to blow up with countless new controllers, memory cards, steering wheels and other doohickeys too numerous to list. Leading the way in PS2-compatible add-ons is Nyko who will offer three products at or near launch including the PS2 Vertical Tower, a PS2 remote and the Viper 2 controller. The Vertical Tower is a handy storage unit that holds memory cards and 12 CDs or DVDs via slide out trays. It also doubles as a security stand that provides support and stability to the vertically enabled PS2. Made of high-impact plastic, the Vertical Tower should be very popular with future PS2 owners.

GBC-5

Manufacturer: Case Logic
Contact: 800.447.4848
www.caselogic.com
System(s): Game Boy Color
MSRP: $14.99 • **Availability:** Now

The GBC-5 is Case Logic's largest capacity storage case for Game Boy and other handheld products. Like its previous offerings, Case Logic has thought of just about everything when it designed this bag. It holds a Game Boy, five to eight game carts, plus accessories like link cables, Worm Lights and battery packs. Additionally it features little extras like a key fob, zippered pocket for carrying money or an I.D. and a special back strap for easy transportation.

iSound FPS

Manufacturer: iSound LLC
Contact: 425.891.0339
System(s): PlayStation 2, PlayStation, N64, Dreamcast • **MSRP:** $24.95
Availability: November 2000 (PS2 and PS), Q1 2001 (N64 and Dreamcast)

Now here's a cool peripheral for home consoles that actually makes sense! The iSound FPS (First Person Sound) is a neat little gadget that after connecting to PlayStation, N64 or Dreamcast, allows gamers to experience full range, dual volume controlled, stereo sound through headphones. iSound's mixed signal chip technology is said to provide clear CD quality stereo sound without being distracted by or disturbing others. It plugs directly into a console's AV port making it compatible with standard audio/video, S-video or RF cabling. The unit is powered by two AA batteries and comes complete with a pair of high-quality earphones.

GBC-3 Game Boy Case

Manufacturer: Case Logic
Contact: 800.447.4848
www.caselogic.com
System(s): Game Boy Color
MSRP: $11.99 • **Availability:** Now

Case Logic continues to add to its line of popular Game Boy storage cases with the new compact GBC-3, made to hold a Game Boy, game carts and accessories. The exterior of this case is made of a durable black nylon while the inside features a padded divider to organize and protect contents while in transit. Another added bonus is a back strap that easily clips to belts, backpacks or book bags—or it can be used as a carrying handle. GBC-3's classy design and functionality will make it very popular with portable gaming enthusiasts.

The Spine

Manufacturer: SGRL
Contact: 330.706.0744 • www.sgrl.com
System(s): Game Boy, Game Boy Color • **MSRP:** $19.99
Availability: Now

SGRL is introducing a rather bizarre way of storing Game Boy games via a device it calls The Spine (if the name doesn't scare you, the design will). The Spine looks like an anorexic Christmas tree and like its name implies, it is a skeleton of five vertebras that are made to hold game carts. Five additional vertebras can be stacked on top of the existing ones so that a total of thirty games can be stored at once. The Spine can be rotated for easy selection and grabbing of games (very much like a tie rack). It's a nice concept, but since most folks play their Game Boys in transit and The Spine isn't really mobile, consumers may pass on this one.

Blob Light

Manufacturer: Nyko Technologies
Contact: 888.444.NYKO • www.nyko.com
System(s): Game Boy Color • **MSRP:** $14.99
Availability: November

Nyko really hit pay dirt last year when it introduced the Worm Light for Game Boy Color. To date, this ingenious little light peripheral has gone on to sell more than a million units, easily outpacing every other peripheral product on the market. That success has Nyko understandably excited about the prospects of a newly designed light source for GBC called Blob Light. The Blob Light's appearance is nothing short of bizarre and one look at this thing will have you wondering what its designers were smoking when they came up with the look. Basically, it's a molded, flexible plastic piece in the shape of a weird blob-like creature that attaches to the top of the GBC, illuminating the screen with a white light that protrudes from its center. Retailers are advised to stock up in large quantities because we expect Blob Light to be on every kid's wish list this holiday season and the foreseeable future.

GameWEEK Accessory Market *is an overview of game peripherals for the home videogame and PC market.* Accessory Market *is meant to provide current information regarding the product and its potential at the time of its release. It also represents the status of the product's current marketability.* Accessory Market *is by no means final judgment on a product and should not be solely used by retailers to base buying decisions on.*

Correction: *In the August 21 Accessory Market, we incorrectly listed the price of Saitek's P150 Pad as $39.95. In fact the correct price for this product is $14.99.*

BLOB LIGHT

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Stream Theory Improves Gaming Business

Service attracts publishers looking for a greater conversion rate

by Paul Palumbo

Stream Theory has developed a unique application, service and distribution network that enables "streaming" demos of game product to play on PCs connected to broadband networks without full download and installation, which has attracted the attention of game publishers looking to reduce the rate of software download failure.

End users click a "stream it" button on a particular game or software website powered by Stream Theory, and the software is delivered. There is no software installation required. It's a pure "click and run" model. One of the first announced customers working with Stream Theory is GamePro.com, a site that registered about 303,212 unique users in July 2000, according to data supplied by Nielsen/Net Ratings. Stream Theory will officially launch with GamePro.com and CNET GameCenter in the September 2000 timeframe, with several publishers gearing up their online stores, in conjunction with Digital River, to go "live" during the period with streaming demos from Stream Theory as well. Publishers include Activision, Eidos Interactive and Interplay.

According to Stream Theory research, an average of 51% of gamers who buy games have preceded those purchases with some sort of demo trial with games purchased in the last six months.

"Currently 60% of software downloads end in failure, and that is a publisher's number one sales tool," says Steig Westerberg, CEO of Stream Theory. "It's scary to think that the number one sales tool has a 60% failure rate. It fails because of the process involved. People get 'downloader's remorse.' People realize they will be uninstalling the product at some point as well, and the software is usually not uninstalled properly. With our streaming demo service, the software is never downloaded to the end user's computer in the first place. They don't have to worry about uninstalling it."

Besides decreasing the download failure rate with a streaming approach to game demos, the fact that demos alone have proven to be a successful and even necessary marketing tool is backed up by data. Stream Theory has its own server farm, encodes all the material to "run" in the Stream Theory format, and contracts with Exodus for bandwidth.

According to Stream Theory research, an average of 51% of gamers who buy games have preceded those purchases with some sort of demo trial with games purchased in the last six months. Moreover, the conversion rate of game demos moving to game purchases is averaging about 35%. So, getting the software demos into the hands of gamers in an efficient, hassle-free manner (assuming a broadband connection) is what Stream Theory's pitch to publishers is about.

PUBLISHERS HAVE TO BE "CONVERTED" TOO

While the promise-even hype surrounding residential broadband is for real, attitudes about "click and run" availability of game demos change on a weekly basis inside these organizations, depending on what the competition is doing. Some top tier publishers have tested demo content with Stream Theory, and the data suggests that an average gamer connected at broadband rates (primarily cable modem and DSL) will spend an average of 22 minutes playing a game demo. But, that doesn't mean everyone is ready to jump onboard and start making high-speed streaming demos available anytime soon.

"We have a good chance of working with some of the publishers. These companies want to offer a high quality, media rich experience for their customers. The real question is what companies are excited about this area, and while some are, some aren't, considering the low installed base of broadband subscribers," he explained. "Publishers are watching broadband deployment very closely. They do feel some market pressure, and want to get moving in that direction now. And, it's clear they will need a broadband strategy."

Interplay has also worked with Stream Theory, and does plan to deploy its capability on its company website. "We can provide a sticky experience for using the software that will compel a sale if the process of streaming becomes an embedded experience, and users don't have to close out their browser and install the program to run it," he said. "This way, there is less chance to lose the sale because users remain at the website. This is going to be an attempt to drive sales, and we will increase usage, but we still don't know the real sales factors."

As for marketing positioning, Stream Theory plans to focus on software publishers, e-tailers, portals and application service providers, and the company reports it is actively selling into all segments. The deals vary, depending on what the customer is doing. If it is the delivery of a rented product, then the business model could be a type of revenue split arrangement.

Moving from demo to software download over the course of time, StreamTheory could earn a substantial amount of revenue in the future from customer websites where software is rented. But, the demo delivery model remains a significant part of their business model for the near term. Under the streaming demo model, StreamTheory will bill its customers on a per-click basis, but there is not a published pricing model currently available. **GW**

Average User Streaming Session Time

Average user spent 22 minutes streaming an average demo.

Title	Publisher	Category	File Size In MB	Play Time in Minutes
Thief II: The Metal Age	Eidos	Action	130.5	53
Tomb Raider: The Lost Artifact	Eidos	Action	14.3	42
Nerf Arena Blast	Hasbro	Action	21.8	40
Roller Coaster Tycoon	Hasbro	Simulation	19.5	29
Shanghai: Second Dynasty	Activision	Strategy	13.8	28
Crusaders of Might & Magic	3DO	RPG	27	28

Source: Compiled from Stream Theory test data.

Stream Theory Market/User Data

% Of game purchases preceded by a demo (average)	51%
% Conversion of demos into game purchases (average)	35%
% Rating streaming experience "better than average"	76%
Average time spent streaming a game demo	*22 min.*
% Cable modem connections	65%
% DSL connections	30%
% T-1 connections	5%
% Saying "uninstall" doesn't remove all unwanted files	67%

Source: Stream Theory.

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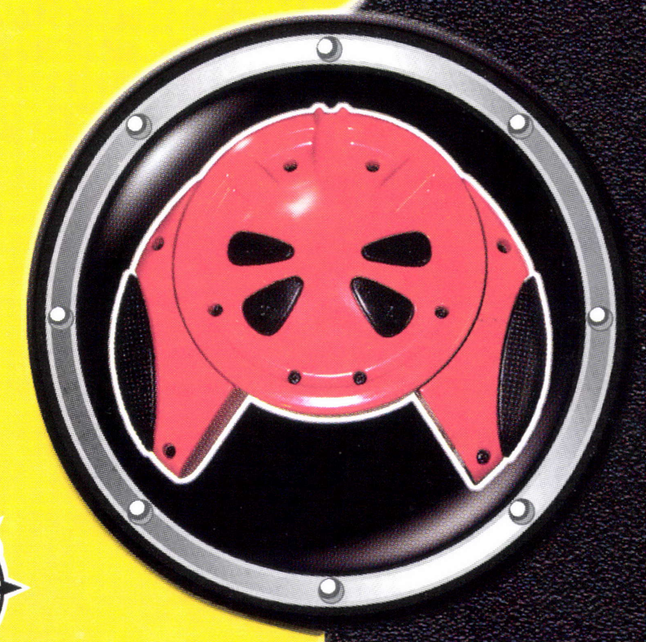


Under-Side Button Design

RETAIL BUYER GUIDE

Picking the Games That Will Bring in the Profits

Sponsored by: Gathering of Developers

GameWEEK RATING SYSTEM

A One of the best selling products for that platform. Strong marketing and word of mouth complement excellent game play and design. A "must have" product.

B Great product, but lacking in some areas. Will sell well and bring in the masses, but not to the extent of an "A" title.

C Good product that will sell average in terms of sales, yet not worthy of a "B." Still a solid seller, particularly in niche categories.

D Either unsupported in terms of marketing, severely lacking in quality or both. This product would have benefited from further development.

F Never should have been considered, much less released. A thoroughly unimpressive product that will sell only at a drastically reduced price.

On-Track Software (Second Series)

PC · Mac · E · GW B+ RATING

Publisher School Zone Interactive
Developer School Zone Interactive
Available December 15
Genre Learning/educational
No. of Players 1
MSRP $19.95 each
Contact Info
www.schoolzone.com
616.846.5030

Rundown School Zone is renowned for its educational software titles and its newest On-Track Software should only assist that reputation. This new line of educational titles—referred to as "Electronic Workbooks" by the company—is a simple concept: workbooks on CD-ROM. Designed for kids to have fun while learning, this follow-up series to the first line released this past summer includes *Beginning Sounds Preschool*, *Thinking Skills Preschool*, *Math 1*, *Math 3*, *Alphabet K-1* and *Reading Readiness K-1*. Each title provides auto-correcting to monitor a child's work, plus it gives kids a variety of fun mini-games between exercises.

Hype & Marketing Some print advertising in family-oriented magazines but the main focus is on special in-store fixtures to help the software stand out.

Sales Pitch "This line of software is an excellent way for young kids to learn the basics of reading, writing and arithmetic."

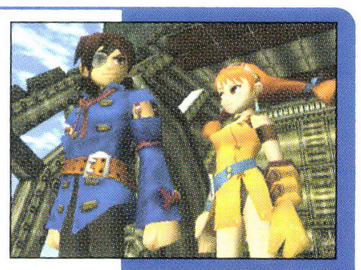
Competition There's plenty of competition in this category but the School Zone brand and low MSRP will help On-Track stand out from the rest.

BOTTOM LINE
A highly recommended form of learning that kids will actually enjoy using has arrived just in time for Christmas. –Ben Rinaldi

Skies of Arcadia

Dreamcast · E · GW B- RATING

Publisher Sega
Developer Over Works
Available November 14
Genre RPG
No. of Players 1
MSRP $49.95
Contact Info
www.sega.com
415.701.6000
Other Two GD-ROM set



Rundown Say hello to the Dreamcast's first legitimate RPG. *Skies of Arcadia* contains an interesting cast of characters and an intriguing "pirate" theme but the game ends up falling short of expectations. In general, the pacing is really off, making the player feel as if they're trudging through one disparaging scenario after another. While the localization team did a fantastic job on the dialog—it's really well translated and fun to read—no amount of stimulating conversation can make up for the uninspired battle scenes, barren settings and long load times. Folks, *Zelda* this ain't, and that's sad, because *Skies* could have been something special.

Hype & Marketing Print: most December and January game pubs. Promotions: Treasure Trip Contest will be promoted online on all of the top-tier gaming sites, and supported with emails to Dreamcast mailing lists. Demo disc is being included with the December issue of the *Official Dreamcast Magazine*.

Sales Pitch "This is a very quality-oriented Dreamcast RPG."

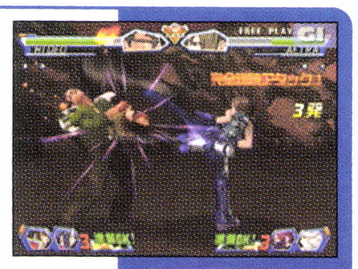
Competition *Shenmue*, *Grandia II*, *Time Stalkers*, *Silver*, *Evolution 1* and *2*.

BOTTOM LINE
Skies of Arcadia is better than most Dreamcast RPGs out there, but that's not saying much. Sega's going to have to do better than this and it had better do it soon. –Jim Loftus

Project Justice

Dreamcast · T · GW B- RATING

Publisher Capcom
Developer Capcom
Available November
Genre Fighting
No. of Players 1-2
MSRP $29.95
Contact Info
www.capcom.com
408.774.0500
Other Arcade Fighting Stick



Rundown Capcom continues its commitment to the Dreamcast by adding to its long list of fighting titles with *Project Justice*. The environments are not fully 3D, but just like Namco's *Tekken* series, Capcom has added a side-step move to enhance gamer's fighting strategies. However, the core of the game lies in how players use their *Rival School* partners in some unbelievable tag-action. It is disappointing though that players cannot toggle between characters during the bout. The character designs are creative and the story mode is a nice bonus, but the control can be sometimes unresponsive.

Hype & Marketing We were unable to get marketing information before the issue went to print.

Sales Pitch "*Project Justice* continues the Capcom fighting magic, but adds a couple new twists."

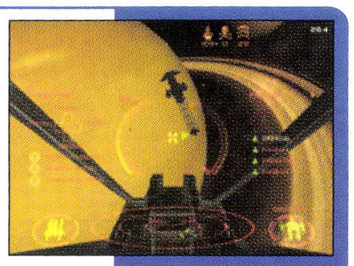
Competition As usual most of the competition comes from Capcom itself, this time in the form of Capcom vs. SNK.

BOTTOM LINE
This is a quality fighting game with some minor flaws. However, it may not get the sales numbers its deserves because of the anticipation for Capcom Vs. SNK. –Bryan Intihar

Starlancer

Dreamcast · E · GW B RATING

Publisher Crave
Developer Digital Anvil, Warthog
Available Now
Genre Action Shooter
No. of Players 1-8
MSRP $49.95
Contact Info
www.cravegames.com
310.661.3000
Other Dreamcast keyboard supported (recommended)



Rundown Serious space combat has at last made its way to the Dreamcast. *Starlancer* slams players into the cockpit one of 12 fully-armed space vehicles. This conversion of the PC hit has turned out nicely, with sharp graphics and fierce gameplay. Single player and 1-4 player split screen modes are here, along with an impressive 1-8 player deathmatch mode that lets users battle online. The only problem facing players will be coming to grips with the complex controls using the DC control pad. This should help build Sega's online gaming credibility.

Hype & Marketing Ads are appearing in most consumer pubs. A demo disc is being distributed to selected stores. A demo is also featured on the next version of Sega's web browser disc.

Sales Pitch "A nice conversion of the PC game and it even lets you jump online to battle opponents."

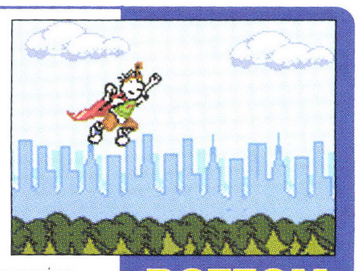
Competition As the only true space combat game for the Dreamcast, *Starlancer* stands alone.

BOTTOM LINE
The Dreamcast could use more titles like Starlancer. The game looks and plays great, and the online component alone makes it an even more attractive purchase. –Jim Loftus

Doug's Big Game

Game Boy Color · E · GW B RATING

Publisher NewKidCo
Developer ImaginEngine
Available Now
Genre Action Adventure
No. of Players 1
MSRP $29.95
Contact Info
www.newkidco.com
212.465.1290



Rundown *Doug's Big Game* lets kids jump into the shoes of Doug Funny, star of the highly popular animated series that has been running on Nickelodeon, UPN and ABC for the past few years. Patti Mayonnaise has disappeared and it's up to Doug—um, make that Quailman—to find her! Users can play as either Doug Funny or Porkchop, his faithful sidekick dog, to collect clues and figure out the mystery. Players can collect power-ups and solve puzzles through 20+ levels. The game looks great and it plays well, but the difficulty level could make it tough for kids under the age of seven.

Hype & Marketing *Doug's Big Game* is primarily targeted at kids and young teens.

Sales Pitch "This really is a great little game for fans of the cartoon show!"

Competition Just about every Game Boy Color game aimed at youngsters, and that's a lot.

BOTTOM LINE
With the popularity of the cartoon series currently at an all-time high, Doug's Big Game should fare well this holiday season, even amid fierce competition. –Jim Loftus

Prince of Persia 3D

Dreamcast · RP · GW C RATING

Publisher Mattel Interactive
Developer Avalanche
Available November
Genre Action/Adventure
No. of Players 1
MSRP $39.95
Contact Info
www.mattelinteractive.com
510.505.6464

Rundown Instead of a direct PC port, Mattel and Avalanche have teamed up to create a whole new engine for the Dreamcast version of *Prince of Persia 3D*. The game has many similarities to the Tomb Raider series with its emphasis on exploration and solving puzzles. All 15 game levels are massive and truly represent the *Prince of Persia* style. Players will also be able to collect a variety of weapons that are essential when battling enemies. However, the control of the character and camera are very awkward, and the in-game graphics are a step behind other Dreamcast adventure titles.

Hype & Marketing As of press time, none was available.

Sales Pitch "Get the same type of adventure in *Tomb Raider* but with a different theme."

Competition Eidos' *Tomb Raider: Chronicles*, which is also releasing this November.

BOTTOM LINE
POP 3D has some strong points, but its control issues could push consumers toward other products in the same genre. –Bryan Intihar

I don't know really how to say this, but I had a few doubts about the buzz on your new RADEON™ gamer boards. I checked out your so-called RADEON™ GPU with its integrated T&L acceleration and ultra-fast DDR to speed up my Quake™ III Arena framerates. Not only does RADEON™ have awesome high-quality performance but it supports more advanced 3D games and upcoming DirectX™ 8.0 features than any other graphics board. The DVD playback feature will come in handy when I need to take a break from gaming. And, I have to admit the video capture and TV-output option on RADEON™ 64MB DDR makes it a must-have. But, just remember, the only opinion of RADEON™ that matters is mine and I have only one thing to say to you ATI

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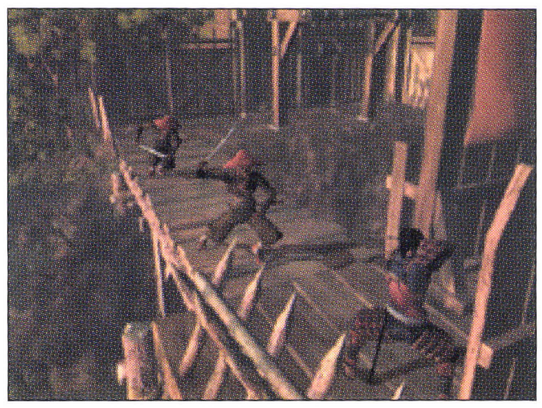
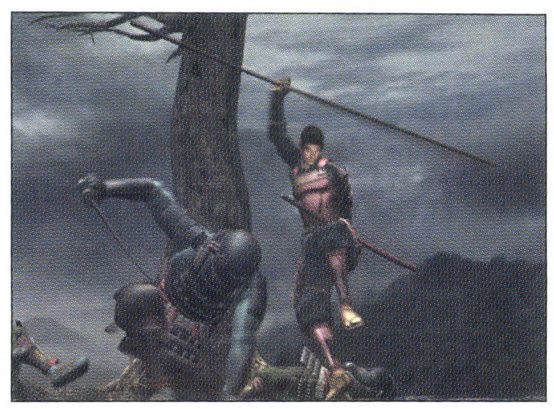
feature pick

Onimusha: Warlords

Publisher Capcom
Developer Flagship
Genre Action Adventure
Available Q1, 2001

By Jim Loftus





It's easy to dismiss Capcom's newest upcoming survival horror entry as just another offshoot of *Resident Evil*, it really is. Much like peeling an onion however, there are more layers to this one than meets the eye. *GameWEEK* recently obtained the latest and most complete playable of *Onimusha: Warlords* and one thing's for certain: the game has evolved into a much deeper piece of work than what was on hand earlier this year at E3.

Set in 16th century Feudal Japan, *Onimusha* does indeed carry with it many traits of games like *Resident Evil* and *Dino Crisis*, and once again the player views the action from a third-person perspective to take on the enemy. There are also plenty of flat-mapped backdrops and those familiar item sub menus, but that's just about where the similarities end. In *Onimusha*, instead of a cap blasting character like Chris Redfield, the player assumes control of a samurai warrior named Samanosuke. In *Onimusha*, instead of shuffling, moaning zombies, there are hordes of sinister, demonic creatures to contend with. Okay, so I'll admit, a lot of the basic survival horror building blocks are the same here, but seriously, *Onimusha* really does look to stand on its own and I'll tell you why. Presentation. Flagship, Capcom's subsidiary development house, is building *Onimusha* into an extremely dramatic experience. The cinemas, the camera angles—even the music, which is being done by a 200-piece orchestra—just screams quality. Flagship also acquired the talent of famed Japanese actor Takeshi Kaneshiro, who is the face and the Japanese voice of Samanosuke.

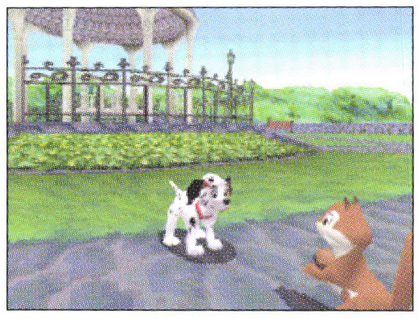
One of *Onimusha*'s most intriguing elements is its weapon system. As the player makes his or her way through the game, they obtain different gem stones, three in all, and equip them into Samanosuke's gauntlet, giving him the power of wind, thunder and fire. The powers have a varying effect on the enemy depending on which weapon is used in conjunction with them. The gem stones are also used to syphon the life force from defeated enemies and vital for reaching certain locations in the game.

Graphically, *Onimusha* does things with polygons no other current PS2 game can hope to touch. Characters come alive with ultra detailed facial expressions and help to put an authoritative seal of quality on the whole experience. In fact, I'd go so far as to say that in some instances, the real-time generated, high-resolution characters are so amazingly detailed and animated, they surpass those seen in Yu Suzuki's mighty *Shenmue* for the Dreamcast…no small achievement by any means (I guess that's what 10,000+ polygons per character will get you). Possibly in response to lukewarm initial reaction to the game's E3 showing, Flagship has injected *Onimusha* with a better overall look as well as a number of flashy new effects, in addition to improved enemy AI routines. Even at a mere 20% complete, the game packs an electricity—an ambiance—that has yet to be felt in a game of its kind. Glowing, blood red skies...wind rippling through the trees...rolling fog...motion-picture like camera angles...it all helps to immerse the player in a truly magical world. When it's all said and done, *Onimusha* could be the PS2's finest hour yet.

102 Dalmatians: Puppies to the Rescue

Publisher Eidos • ***Developer*** Crystal Dynamics
Genre Action/adventure • ***Available*** November 20

By Ben Rinaldi



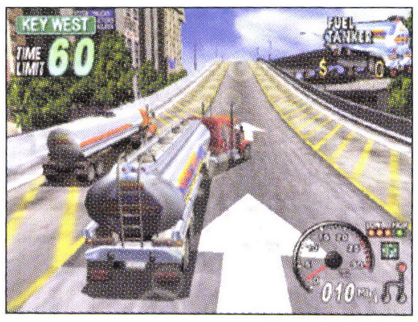
Disney's cute Dalmatian puppies return to theaters this November with a new feature film titled Disney's *102 Dalmatians*. The expected popularity of the movie has Eidos understandably excited about the possibilities for its forthcoming *102 Dalmatians* videogame, which will see a simultaneous release with the movie.

Puppies to the Rescue is an action-adventure romp through 3D worlds filled with the familiar characters and settings from the 101 Dalmatians license. Based loosely on the plot of the movie, gamers can choose to play as one of two puppies, Bandit or Pepper, and use their skills to rescue their brethren from the evil clutches of Cruella De Vil. As you might expect from a game of this nature, everything from the controls to the level designs and storyline have been developed with the younger demographic in mind. As such, lots of friendly, fruity animal characters will entertain and assist the kiddies on their quest through 16 colorful worlds as they try to solve puzzles and discover hidden secrets. Game play objectives are simple yet varied enough so kids won't get bored. Levels include everything from fighting enemy toys in a toy store to the exploration of an abandoned subway station. Graphically, *102 Dalmatians* looks good, but not great (think poor man's *Spyro the Dragon*). The 3D landscapes and character designs are simple, which is okay considering the audience for this type of game. The Dreamcast version is expected to be an exact port of the PlayStation game except for the usual improvements like improved textures and frame-rates.

18 Wheeler: American Pro Trucker

Publisher Sega
Developer Sega AM2
Genre Racing • ***Available*** Spring, 2001

By Jim Loftus



Originally scheduled to ship in time for the 2000 holiday shopping season, the North American conversion of *18 Wheeler American Pro Trucker* was re-routed to early 2001 by Sega so that it would be able to implement full online racing capabilities.

18 Wheeler started life as an arcade title earlier this year. The Naomi-powered coin-op was met with much enthusiasm by players both in Japan and North America, so it was pretty much a no-brainer on the part of Sega to begin work on bringing it home. The game lets players hop into the driver's seat of a huge semi and make their way across the United States to deliver their payload. Once the player chooses which truck to drive (several different types are available), they race against a rival trucker—either controlled by the CPU or a human—to the goal. Along the way, players experience all sorts of craziness. Weaving through traffic and attempting to make the best of hazardous conditions, players will be amazed at the incredible graphics and irresistible gameplay (you can even honk the air-horn! Wheee!) To add replay value to the home version, AM2 is adding extra features and options to the game. Players will be able to race against others online in real-time…none of that half-baked *F355* ghost car stuff to tease us, no sireee! Just a few of the additional goodies being added: the ability to upgrade big rigs with new items and power-ups, a split screen two-player mode, and a parking challenge mode, among others.

Torneko: The Last Hope

Publisher Enix • ***Developer*** Enix
Genre Dungeon Adventure/Strategy
Available November 2000

By Bryan Intihar

While many RPG fans are awaiting the release of Square's *Final Fantasy IX*, Enix is gearing up to give gamers another choice this November.

In *Torneko: The Last Hope*, players assume the role of Torneko, a merchant who bares some resemblance to Nintendo's Mario but is a little more "plump." This version picks up six months after Torneko's first adventure where he discovered the Joy Chest. Strange things have started happening around the kingdom as monsters have begun to show up as surprise guests outside their usual dungeon walls. The king, who originally sent Torneko out to explore the dungeons, asks for his help once again to discover why these monsters are infesting the usually peaceful kingdom. This game should attract many of the Dragon Ball comic book fanatics, as its creator Akira Toriyama designed all of the over 150 characters and monsters. In addition, the setting of *Torneko: The Last Hope* is the Dragon Warrior world. That being said, in this game there are many popular music tracks, monsters, magic and characters from the Dragon Warrior series. The core of *Torneko* is the dungeons. That is where players will spend most of their time battling a wide assortment of monsters and picking up weapons, shields, scrolls, rings, pots, herbs and bread. The battles consist of turn-based combat that gamers of all levels will enjoy. However, don't expect amazing graphics as the game stays true to the look of an old-style RPG.

While this one may not have the hype of a *FFIX*, *Torneko: The Last Hope* could be perfect for those that love past *Dragon Warrior* titles and are novice RPG players.

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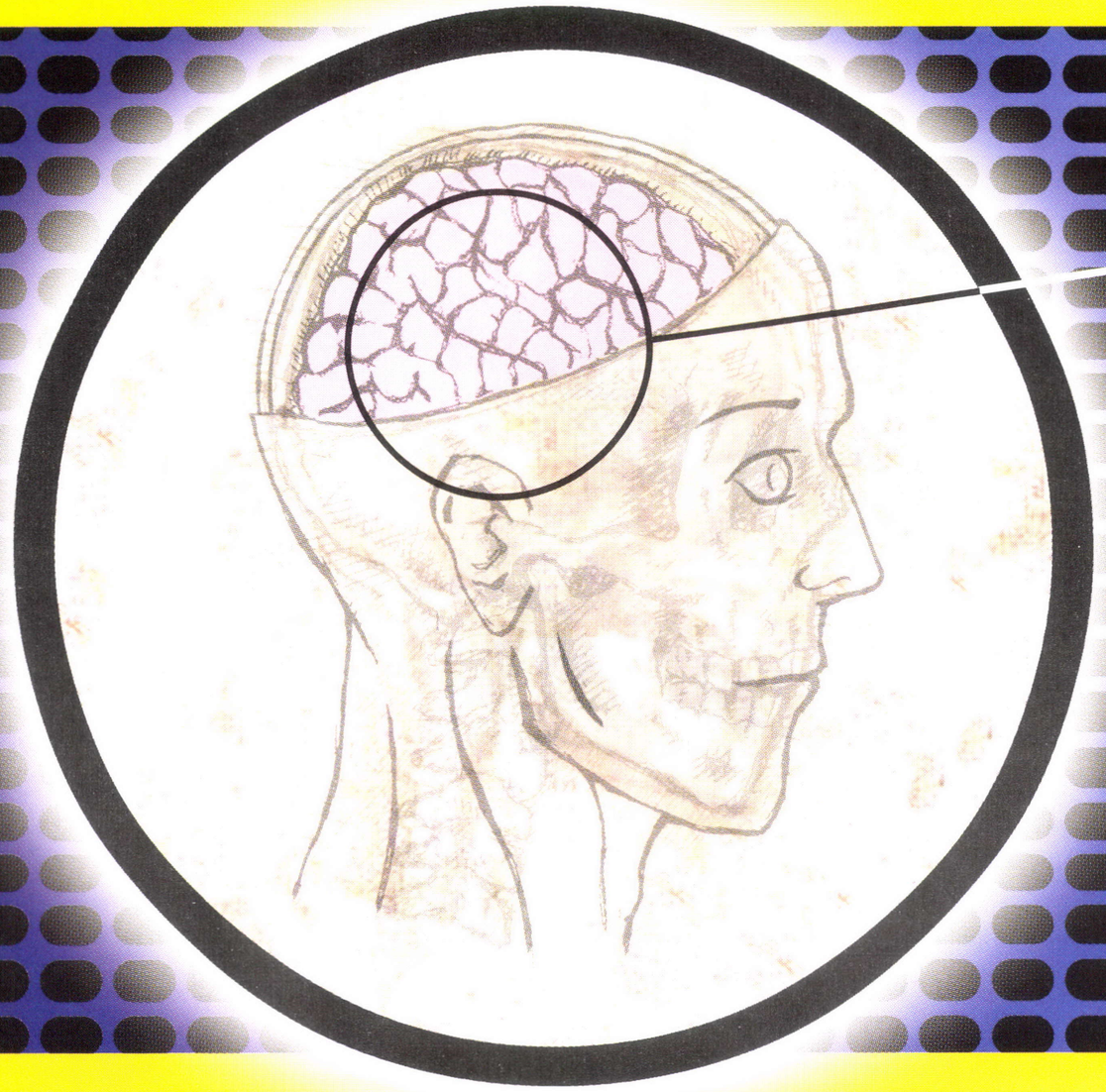


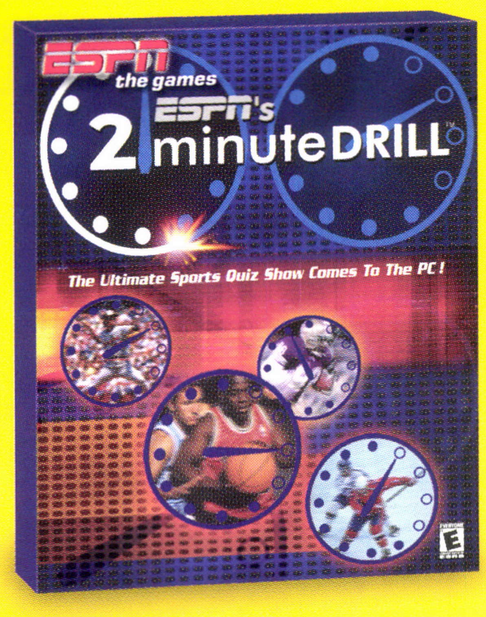
man's brain

a.) A HIGHLY EVOLVED SUPERCOMPUTER OF LIMITLESS CAPABILITY

or

b.) A VAST RESERVOIR OF SPORTS RITED TRIVIA

We're leaning towards *b.)*



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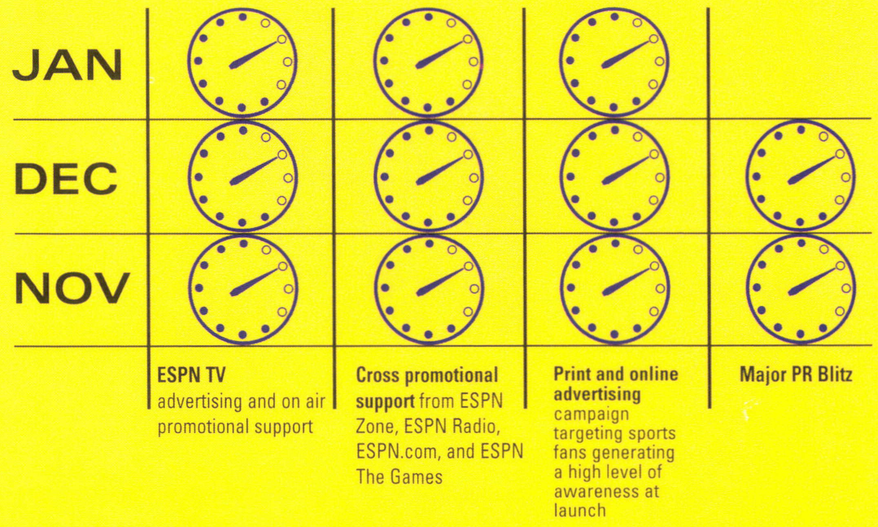

ESPN the games

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Apple Unveils Products to European Market

New OS Beta, Radeon OEMs, and New iBooks

by Mike Dixon

Last month, Apple held their 2000 European Expo in Paris. As expected, a public beta of Mac OS X ("X" pronounced "ten") was made available to anyone at the show or through Apple's online store for a price tag of $29.95. Of the numerous improvements from this ground-up developed, next-generation operating system, the most attractive feature to many was the new user interface called "Aqua." Apple also unveiled brand-new iBook models, which have been beefed up and have new colors.

OS X BETA PROMISES SIGNIFICANT CHANGES, IMPROVEMENTS, AND STABILITY

Apple has been working on this new operating system for quite some time. The current OS (Mac OS 9) is still based on the original Mac OS that debuted in the early 1980's. Apple decided it was time to reinvent the operating system for the changing ways we use computers, and embarked on the difficult task of creating an environment that current Mac users would like, but also an environment that would attract all other computer users...from UNIX to Windows. From early reports, it seems to be doing just that.

Mac OS X features true memory protection, pre-emptive multi-tasking, and symmetric multiprocessing when running on the new dual-processor Power Mac G4 line. Mac OS X includes Apple's new Quartz 2D graphics engine (based on the Internet-standard Portable Document Format or PDF) for sharp graphics and broad font support; OpenGL for 3D graphics and gaming, and QuickTime for streaming audio and video. In addition, Mac OS X features Apple's new user interface named "Aqua," which combines superior ease-of-use with new functionality such as the "Dock," a breakthrough for organizing applications, documents and miniaturized windows. Mac OS X Public Beta includes many applications, including Apple's new built-in e-mail client (IMAP and POP compatible) and new versions of the QuickTime player and Sherlock Internet searching tool, as well as a beta version of Microsoft's Internet Explorer.

"Mac OS X is the future of the Macintosh, and the most technically advanced personal computer operating system ever," said Steve Jobs, Apple's CEO. "We're excited to have our users test drive this public beta version and provide us with their valuable feedback."

The Mac OS X Public Beta is available in English, French and German at the online Apple Store for $29.95. Apple has created a Mac OS X tab on its website at www.apple.com which contains in-depth information on Mac OS X, including regular updates on third-party applications, tips and tricks and technical support information. Mac OS X Public Beta is designed to run on all Macintosh computers using PowerPC G3 and G4 processor chips, and requires a minimum of 128 MB of memory (the original PowerBook G3 and processor upgrade cards are not supported). When the full version is released, it is expected to require only 64 MB of RAM. Mac OS X version 1.0 will be released in early 2001.

"Mac OS X is the future of the Macintosh, and the most technically advanced personal computer operating system ever..."

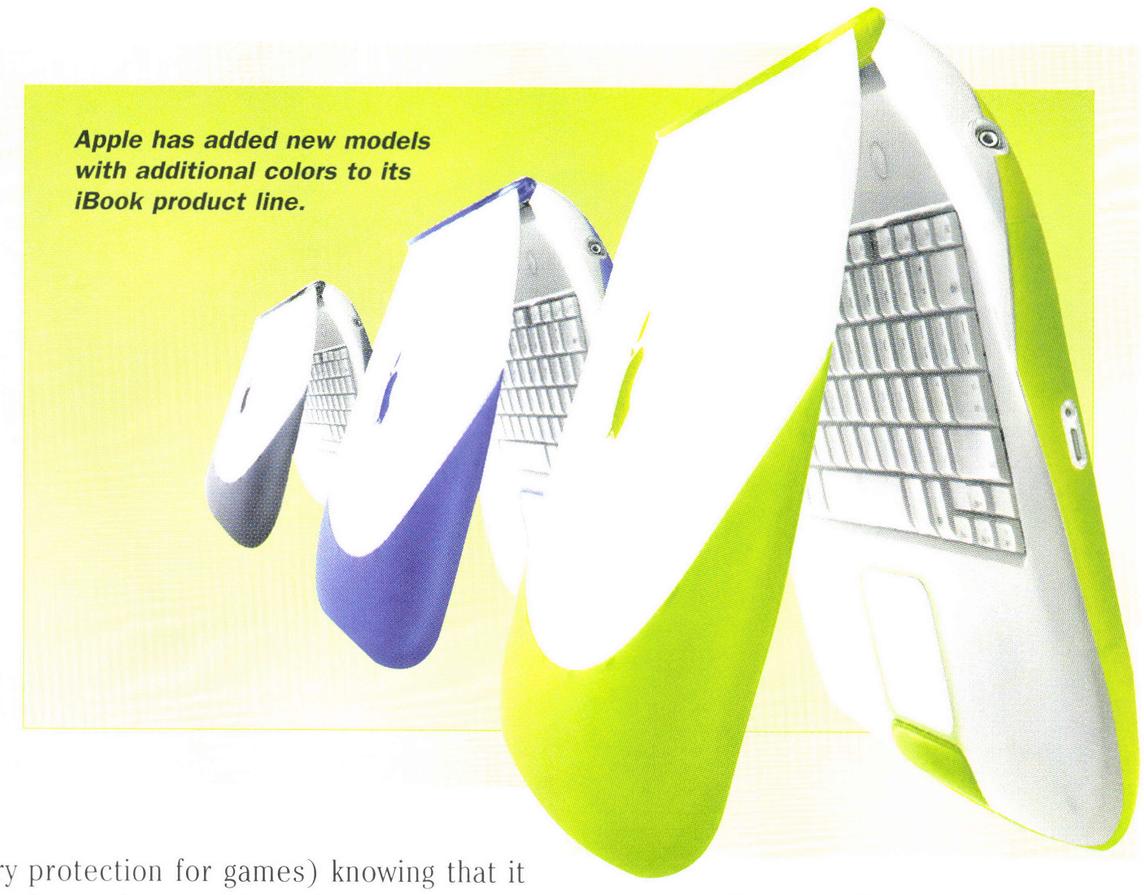
Steve Jobs, CEO, Apple Computer

OS X

OLDER GAMES VS NEW OPERATING SYSTEM

The big question many are asking is how will this new OS run older Mac software, like games. Mac OS X has a "classic environment" what will run applications that aren't carbonized (updated to take advantage of the new memory protection/multi-tasking features of OS X), thus supporting the vast amount of currently available software for Macintosh. Performance of non-carbonized titles will vary, but should run as well as they currently run in Mac OS 8 or later.

Developers and programmers wishing to see how much work it would entail to get their current titles to run natively in Mac OS X can download a free utility from Apple called "Carbon." For example, Adobe carbonized Photoshop in just one week, so Apple is confident that other developers will want to take advantage of the new features in OS X (especially memory protection for games) knowing that it won't require months and months of re-programming or re-packaging of software.



Apple has added new models with additional colors to its iBook product line.

Software makers including Microsoft (Office 2001, released this month), Adobe (virtually all Mac products eventually), Macromedia, and a growing list of others are already preparing Mac OS X native products. Some game developers are complaining that they will have to support three operating systems on the Mac (OS 8, 9, and X) for a few years in order to cover all the Mac users out there playing games. Apple indicates that bringing OS X support to such titles is not difficult at all, and is seeking out developers looking to add such support.

NEW IBOOKS: NEW COLORS, MORE POWER AND EXPANDABILITY

Up until this month, of the four product lines Apple offered (Power Mac, iMac, iBook, PowerBook), the iBook was the weakest and slowest of the pack. At the Apple Expo in Paris, Apple changed that with the introduction of a new iBook line featuring FireWire ports and iMovie 2, Apple's very popular and easy-to-use digital video editing software, and all new colors. The iBook now comes in Indigo (blue) and the iBook Special Edition, which now includes a DVD-ROM drive, comes in Graphite. Both models also come in Key Lime, available exclusively from Apple's online store.

"iBook has been a big hit with consumers, students and educators, and the addition of portable digital video editing with FireWire and iMovie 2 makes it even better," said Apple boss Steve Jobs. "Anyone can now own a portable movie studio for just $1,499."

The new iBook models include a 366 MHz or 466 MHz PowerPC G3 processor; a 10 GB IDE hard drive (configurable to 20 GB); a 400 Mbps FireWire port for connecting high-speed peripherals such as digital camcorders and hard disk drives; CD-ROM drive or DVD-ROM drive; an AV port providing audio and composite video output; and the ATI RAGE Mobility 128 controller with 8 MB of SDRAM for games and graphics on a 12.1-inch (diagonal) active-matrix TFT display. The iBook's battery life is still rated for up to six hours, and comes with Apple's AirPort wireless networking solution. All iBooks come with a 56K modem, USB port, 10/100BASE-T Ethernet, 256K level-2 cache. The Special Edition iBook offers a 6X DVD-ROM drive and 466 MHz PowerPC G3 Processor. The standard iBook is priced at $1499, and the Special Edition iBook starts at $1799.

IBOOK: NOW A GAMING MACHINE?

The iBook has never been a gamer's Mac, and even with these new features, its small monitor will still not win over hard-core gamers. However, the faster ATI RAGE Mobility 128 is a huge improvement, as is the processor speed. *Quake III* or *Unreal Tournament* (and other *UT*-based games) caliber games should run fine on these systems now, assuming you have enough RAM available (they still only come standard with 64 MB, upgradable to 384 MB). The iBook also has a AV port that offers composite audio (stereo L/R and video) output to a projector or TV, so while a VGA port would provide better quality video output, it can at least be used for presentation purposes and mirroring on larger monitors or television screens. **GW**

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RELEASE SCHEDULE

Sponsored by: Gigex SM

macintosh

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	7/00	10/00
Alien vs. Predator	Fox Interact.	TBA	Q3
Anachronox	Ion Storm	TBA	Q4
Black and White	Lionhead	TBA	Q4
Cartoon Combat	Creative Edge	TBA	Q3
Combat Misson: BO	Big Time Soft.	TBA	Q3
C.o.L: InterLock	Deninet Soft.	TBA	Q4
Deimos Rising	Ambrosia	TBA	Q3
Dragon's Lair 3D	Blue Byte	TBA	Q4
Driver	GT Interactive	8/00	11/00
Eternal War	Past Tree, Inc.	TBA	Q2
Experience	The Whole Exp.	TBA	Q4
F/A-18 Hornet: Gold	Graphic Sim.	TBA	Q2
Grimoire	Elysium Digital	TBA	Q3
Halo	Bungie Soft.	TBA	Q4
Heart of Darkness	Infogrames	TBA	Q3
Heretic II	Logicware	TBA	Q3
Interstate '76	Logicware	TBA	Q3
Links LS 2000	MacSoft	8/00	11/00
Monopoly 2	GT Interactive	TBA	Q3
Oni	Bungie	TBA	Q3
Panty Raider	Sim & Shust.	TBA	Q3
Peregrine	Enigma Soft.	TBA	Q4
Pool of Radiance	Mindscape	TBA	Q4
Riddle of the Sphinx	DreamCatcher	8/00	11/00
Rune	Gathering	7/00	10/00
Screamin' Demons	Parsoft	TBA	Q4
Shadowbane	Wolfpack	TBA	Q3
Silver	Infogrames	TBA	Q3
Star Trek: DS9 Fallen	Sim & Schust.	7/00	10/00
Warcraft III	Blizzard Ent.	TBA	Q4

playstation

Game	Manuf./Publisher	Pre-Book Date	Release Date
102 Dalmatians	Eidos	8/00	11/00
Aladdin	SCEA	11/00	2/01
Alone Dark 4	Infogrames	8/00	11/00
Backyard Football	Infogrames	7/00	10/00
Batman Racing	Ubi Soft	8/00	11/00
Blade	Activision	8/00	11/00
Blues Clues	Mattel	7/00	10/00
Breath of Fire IV	Capcom	8/00	11/00
Casper	Sound Source	8/00	11/00
Champ. Mot. 2001	THQ	8/00	11/00
Chicken Run	Eidos	8/00	11/00
Cool Boarders 2001	SCEA	7/00	10/00
Crash Bash	SCEA	8/00	11/00
DarkStone	Take 2	7/00	10/00
Donald Duck	Ubi Soft	8/00	11/00
Dragon Tales	Mattel	7/00	10/00
Driver 2	Infogrames	8/00	11/00
Dukes of Hazzard II	Southpeak	8/00	11/00
Elmo in Grouchland	New Kid Co.	7/00	10/00
ESPN Bass Fishing	Konami	7/00	10/00
Evil Dead	THQ	8/00	11/00
FIFA 201	EA	7/00	10/00
Final Fantasy IX	Square	8/00	11/00
Ford Racing	Take 2	7/00	10/00
Galaga	Hasbro	7/00	10/00
Goofy's Fun House	Mattel	8/00	11/00
Harvest Moon	Natsume	7/00	10/00
HBO Boxing	Acclaim	8/00	11/00
In Cold Blood	Midway	8/00	11/00
Incredible Crisis	Titus	8/00	11/00
Inspector Gadget	Ubi Soft	8/00	11/00
Jungle Book	Ubi Soft	8/00	11/00
Knockout Kings 2001	EA	7/00	10/00
Looney Tunes Racing	Infogrames	8/00	11/00
Lunar 2: E.B.	Working Desi.	8/00	11/00
Martian Gothic	Take 2	8/00	11/00
Med. of Honor: Und.	EA	7/00	10/00
Megaman Leg. 2	Capcom	7/00	10/00
M.H. Pro BMX	Activision	8/00	11/00
Mike Tyson Boxing	Codemasters	7/00	10/00
Moto Racer Wld Tour	Infogrames	7/00	10/00
Muppet Mon. Mach.	Midway	8/00	11/00
NASCAR Heat	Hasbro	7/00	10/00
NBA Live 2001	EA	7/00	10/00
NBA Shootout 2001	SCEA	7/00	10/00
R2R Round 2	Midway	8/00	11/00
Rogue Spear	Redstorm	8/00	11/00
RPG Maker	Agetec	7/00	10/00
Rugrats in Paris	THQ	7/00	10/00
Scooby Doo	THQ	10/00	1/01
Sheep	Empire	7/00	10/00
Speeball 2100	Take 2	7/00	10/00
The Grinch	Konami	8/00	11/00
Tiger Woods PGA	EA	8/00	11/00
Tomb Raider Chr.	Eidos	8/00	11/00
Tonka Sp. Station	Hasbro	7/00	10/00
Torneko	Enix	8/00	11/00
UFC	Crave	7/00	10/00
WCW Back. Asslt.	Electronic Arts	7/00	10/00
WDL	3DO	6/00	9/00
Wild Wild West	Southpeak	7/00	10/00
World Not Enough	EA	8/00	11/00
Worms Pinball	Infogrames	7/00	10/00
WWF Smackdown 2	THQ	8/00	11/00
X-Men: Mutant Wars	Activision	8/00	11/00

pc gaming

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	8/00	11/00
Age of Sail II	Talon Soft	10/00	1/01
Airline Tycoon	Interplay	7/00	10/00
Alone in the Dark 4	Infogrames	2/01	5/01
America	Data Becker	10/00	1/01
Amer. McGee's Alice	EA	7/00	10/00
Anachronox	Eidos	1/01	3/01
Arcanum	Sierra	10/00	1/01
Arcatera	Ubi Soft	8/00	1/01
B-17 Flying Fortress	Hasbro	8/00	11/00
Backstage Pass	Sierra	7/00	10/00
Batman Racing	Ubi Soft	12/00	3/01
Black & White	Electronic Arts	11/00	2/01
Blair Witch 2	Gathering	7/00	10/00
Blair Witch 3	Gathering	8/00	11/00
Breakout	Hasbro	7/00	10/00
Call To Power 2	Activisionq	8/00	11/00
Chessmaster 8000	Learning Co.	8/00	11/00
Commanche 4	Nova Logic	10/00	1/01
Conquest: F.W.	MS	8/00	11/00
C&C: Red Alert 2	Electronic Arts	7/00	10/00
C&C Renegade	Westwood St.	8/00	11/00
Delta Force Lan. War.	Nova Logic	7/00	10/00
Dragon's Lair 3D	Blue Byte	TBA	Q4
Duke Nukem Forever	GT Interactive	10/00	1/01
Dukes of Hazzard	Southpeak	7/00	10/00
Dungeon Seige	Microsoft	5/01	8/01
Echelon	Bethesda	7/00	10/00
Empire Earth	Sierra	TBA	Q2/2001
Escape Monkey Is.	LucasArts	8/00	11/00
Evil Dead	THQ	8/00	11/00
Felony Pursuit	THQ	12/00	3/01
FIFA 2001	Electronic Arts	7/00	10/00
Ford Racing	Empire Int.	7/00	10/00
Freedom: First Res.	Redstorm	8/00	11/00
Giants	Interplay	7/00	10/00
Half-Life: Counter.	Sierra	9/00	12/00
Half-Life: Plat.	Sierra	8/00	11/00
Halo	Bungie	10/00	1/01
Heist	Interplay	8/00	11/00
Heroes: Chronicles	3DO	8/00	11/00
H&D 2	Talon Soft	10/00	1/01
Hired Teams: Trial	Thought Guild	TBA	Q4
Hitman: C.N. 47	Eidos	8/00	11/00
Hostile Waters	Interplay	12/00	3/01
IHRA Drag Racing	Bethesda	7/00	10/00
I'm Going In	Eidos	8/00	11/00
Insane	Codemasters	8/00	11/00
JetFighter IV	TalonSoft	7/00	10/00
Jumbo Jack	Sierra	TBA	Q4
Kingdom Under Fire	Gathering	8/00	11/00
Leg. of Blademast.	Ripcord	10/00	1/01
Leg. of M & M	3DO	8/00	11/00
Links 2001	Microsoft	7/00	10/00
Mafia	Talon Soft	1/01	4/01
Max Payne	Gathering	2/01	5/01
Mech Commander 2	Microsoft	1/01	3/01
MechWarrior 4	Microsoft	8/00	11/00
Monopoly Tycoon	Hasbro	7/00	10/00
NASCAR Racing 4	Sierra	11/00	2/01
N.F.S.: Motor City	Electronic Arts	7/00	10/00
No One Lives For.	Fox Int.	8/00	11/00
Odyssey	Dreamcatcher	8/00	11/00
Oni	Bungie	10/00	1/01
Pac Man	Hasbro	7/00	10/00
Pod Racing 2	Ubi Soft	8/00	11/00
PoR: Ruins of Myth	Mindscape	9/00	12/00
Quake III Miss. Pk.	Activision	8/00	11/00
Rainbow Six Coll. Ed.	Redstorm	8/00	11/00
Real Myst	Broderbund	8/00	11/00
Red Faction	THQ	TBA	Q1/01
Relic Hunter	Octagon	TBA	Q4
Reno Air Racing	Broderbund	8/00	11/00
Resident Evil 3	Capcom	8/00	11/00
Riddle of the Sphinx	Dreamcatcher	8/00	11/00
Rogue Spear Plat.	Redstorm	12/00	3/01
Rune	Gathering	7/00	10/00
Sacrifice	Interplay	7/00	10/00
Second Genesis	Epic Games	TBA	Q3
Shadow Company 2	Ubi Soft	TBA	Q3
Sheep	Empire Int.	7/00	10/00
Silent Hunter 2	Mindscape	8/00	11/00
Skip Barber Racing	Bethesda	11/00	2/01
Squad Leader	Microprose	7/00	10/00
Stars!	Empire Int.	10/00	1/01
Startopia	Eidos	8/00	11/00
Star Trek DS9:Fallen	Sim. & Schust.	7/00	10/00
Star Trek Dominion Wars	Sim. & Schust.	12/00	3/01
Star Wars Obi-Wan	LucasArts	11/00	2/01
Star Wars Online	LucasArts	TBA	TBA/01
Stupid Invaders	Ubi Soft	10/00	1/01
Summoner	THQ	1/00	3/01
Suzuki 2000	Ubi Soft	8/00	11/00
Tank Platoon	Microprose	7/00	10/00
The Settlers IV	Blue Byte	TBA	Q4
Tomb Raider Chr.	Eidos	8/00	11/00
Tony Hawk 2	Activision	7/00	10/00
Tribes 2	Sierra	9/00	12/00
TW & PGA 2001	Electronic Arts	8/00	11/00
WWF With Authority	THQ	7/00	10/00
Warcraft III	Blizzard	3/01	6/01
Warriors of M & M	3DO	8/00	11/00
Werewolf the Apoc.	ASC Games	8/00	11/00
X-Com Alliance	Microprose	10/00	1/01
YDKJ: Dementa	Berkeley	7/00	10/00

gameboy color

Game	Manuf./Publisher	Pre-Book Date	Release Date
Aladdin	Ubi Soft	8/00	11/00
Animorphs	Ubi Soft	8/00	11/00
Army Men 2	3DO	7/00	10/00
Austin Powers	Take 2	6/00	9/00
Batman Racing	Ubi Soft	8/00	11/00
Blues Clues	Mattel	8/00	11/00
Brunswick ProPool	Vatical	7/00	10/00
Bust A Move Mill.	Acclaim	7/00	10/00
Carnivale	Vatical	9/00	12/00
Cruis'n Exotica	Midway	8/00	11/00
Cyber Tiger	EA	7/00	10/00
Dave Mirra BMX	Acclaim	7/00	10/00
Dexter's Lab	Bam	7/00	10/00
Donald Duck	Ubi Soft	7/00	10/00
Donkey Kong	Nintendo	8/00	11/20
Doug: Quailman	Infogrames	7/00	10/00
Dragon Tales	Mattel	7/00	10/00
Ed,Edd, & Eddy	Bam	8/00	11/00
F1 Champ. 99	Ubi Soft	7/00	10/00
Galaxian	Majesco	7/00	10/00
Gauntlet Legends	Midway	8/00	11/00
Godzilla 2	Crave	8/00	11/00
Harley Davidson	Infogrames	8/00	11/00
Hercules	Titus	11/00	2/01
Hoyle Card	Havas	7/00	10/00
Hoyle Casino	Havas	7/00	10/00
J.W. Cue Ball	Vatical	9/00	12/00
Jungle Book	Ubi Soft	8/00	11/00
LEGO Action Team	LEGO Media	8/00	11/00
LEGO Racers	LEGO Media	8/00	11/00
LEGO Stunt Rally	LEGO Media	8/00	11/00
Lemmings Rev.	Take 2	8/00	11/00
Mary Kate & Ashley	Acclaim	8/00	11/00
Mia Hamm Soccer	Southpeak	7/00	10/00
Micro Machines V3	THQ	8/00	11/00
Mission Bravo	Mattel	10/00	1/01
Monster Rancer Ex.	Tecmo	7/00	10/00
MS Pinball Arcade	Electro Source	7/00	10/00
MTV: Pure Ride	THQ	8/00	11/00
NASCAR Heat	Majesco	7/00	10/00
NASCAR Racers	Mjesco	7/00	10/00
NBA Jam 2001	Acclaim	8/00	11/00
NBA Live 2000	THQ	10/00	1/01
Racin Ratz	Mattel	8/00	11/00
Rambler	Mattel	8/00	11/00
Road Rash	EA	8/00	11/00
Robopon	Atlus	8/00	11/00
Rugrats in Paris	THQ	8/00	11/00
Sabrina	Havas	7/00	10/00
Scooby Doo CC	THQ	9/00	12/00
The Grinch	Konami	8/00	11/00
Toca Tour Raing	Southpeak	8/00	11/00
Tony Hawk 2	Activision	8/00	11/00
UFC	Crave	8/00	11/00
VIP	Ubi Soft	12/00	3/01
VR Powerboat	Vatical	9/00	12/00
WDL	3DO	8/00	11/00
WWF No Mercy	THQ	9/00	12/00
X-Men: Mutant Wars	Activision	8/00	11/00
Xena	Titus	9/00	12/00
Zelda Tri-Force	Nintendo	TBA	Q4

dreamcast

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	G.o.D.	7/00	10/00
18 Wheeler	Sega	TBA	TBA/01
Army Men S.H.	Midway	8/00	11/00
B. Pro Surfer	Mattel	8/00	11/00
Dark Angel	Metro 3D	8/00	11/00
Daytona USA Online	Sega	TBA	TBA/01
ECW: Anarch. Rulz	Acclaim	8/00	11/00
ESPN NBA 2Night	Konami	8/00	11/00
Evil Dead	THQ	8/00	11/00
Evil Twin	Ubi Soft	8/00	11/00
GorkaMorka	Ripcord	2/01	5/01
Grandia 2	Sega	9/00	12/00
Half-Life	Sega	8/00	11/00
Heavy Metal FAKK 2	Gathering	7/00	10/00
Jet Grind Radio	Sega	7/00	10/00
KISS: Psycho Circus	G.O.D	7/00	10/00
Leg. of Blademast.	Ripcord	11/00	2/01
Matt Hoff Pro BMX	Activision	8/00	11/00
Max Steel	Mattel	9/00	12/00
Metropolis S.R.	Sega	8/00	11/00
Monster Breeder	Tommo	8/00	11/00
M.O.U.T. 2025	Ripcord	11/00	2/01
NBA 2K1	Sega	7/00	10/00
Outtrigger	Sega	TBA	Q4
Phantasy Star Online	Sega	10/00	1/01
Pod 2	Ubi Soft	7/00	10/00
Ready2Rumble B. 2	Midway	7/00	10/00
Samba De Amigo	Sega	7/00	10/00
Sega Marine Fishing	Sega	7/00	10/00
Shenmue Chapter 1	Sega	8/00	11/11
Silent Scope	Konami	7/00	10/00
Skies of Arcadia	Sega	8/00	11/00
SNK vs Capcom	Capcom	8/00	11/00\
Sonic Adventure 2	Sega	3/01	6/01
Sonic Shuffle	Sega	8/00	11/00
Spawn: In the Demon's Hand	Capcom	7/00	10/00
Spec Ops: Mout	Ripcord	8/00	11/00
Speed Devils 2	Ubi Soft	8/00	11/00
StarLancer	Crave	8/00	11/00
Star Trek: New Worlds	Interplay	7/00	10/00
Star Wars: JPB	LucasArts	7/00	10/00
Stunt GP	Infogrames	8/00	11/00
Stupid Invaders	Ubi Soft	9/00	12/00
Test Drive Le Mans	Infogrames	8/00	11/00
The Grinch	Konami	8/00	11/00
Tony Hawk 2	Activision	8/00	11/00
Unreal Tournament	Infogrames	8/00	11/00

nintendo 64

Game	Manuf./Publisher	Pre-Book Date	Release Date
40 Winks	Infogrames	7/00	10/00
Aidyn Chronicles	THQ	10/00	1/01
Air Boardin' USA	ASCII	11/00	2/01
Banjo Tooie	Nintendo	8/00	11/20
Batman Beyond	Ubi Soft	8/00	11/00
Beast Wars 64	Bam	7/00	10/00
Blues Brothers 2000	Titus	8/00	11/00
Caesar's Palace 64	Crave	7/00	10/00
Carnivale	Vatical	8/00	11/00
Conker's B.F.D.	Nintendo	9/00	12/00
Cruis'n Exotica	Midway	7/00	10/00
Dinosaur Planet	Rare	10/00	1/01
Donald Duck	Ubi Soft	9/00	12/00
Eternal Darkness	Nintendo	11/00	2/01
Greatest Arcade Hits	Midway	8/00	11/00
Hercules	Titus	8/00	11/00
Hey You, Pikachu!	Nintendo	8/00	11/6
L.T. Duck Dodgers	Infogrames	7/00	10/00
L.T. Taz Express	Infogrames	7/00	10/00
Mario Artist	Nintendo	TBA	Q4
Mega Man 64	Capcom	11/00	1/01
Mickey Speedway USA	Nintendo	8/00	11/00
Mia Hamm Soccer	Southpeak	8/00	11/00
Mini Racers	Nintendo	TBA	Q3
Ms. PacMan M.M.	Namco	8/00	11/00
Nightmare Cr. 2	Activision	TBA	Q3
Paper Mario Story	Nintendo	10/00	1/01
Pikachu N64 System	Nintendo	8/00	11/00
Ready2Rumble B. 2	Midway	8/00	11/00
Resident Evil Zero	Capcom	TBA	Q4
Rugrats in Paris	THQ	8/00	11/00
Scooby Doo CC	THQ	8/00	11/00
Seadoo Hydro. 2001	Vatical	10/00	1/01
Spider-Man	Activision	8/00	11/00
Super Bowling	Tommo	7/00	10/00
007: W.I.N.E.	Electronic Arts	7/00	10/17
Tom & Jerry	Mattel	8/00	11/00
VR Powerboat	Vatical	10/00	1/01
WCW Back. Asslt	Electronic Arts	8/00	11/00
Wildwaters	Ubi Soft	TBA	Q3
Winnie the Pooh	Mattel	7/00	10/00
World Lg. Soccer	Southpeak	7/00	10/00
WWF No Mercy	THQ	8/00	11/00
X-Men: Mutant Ac.	Activsion	7/00	10/00
Zelda: M.o.M.	Nintendo	7/00	10/26

playstation 2

Game	Manuf./Publisher	Pre-Book Date	Release Date
Armored Core 2	Agetec	7/00	10/00
Dark Cloud	SCEA	TBA	TBA
DOA 2: Hardcore	Tecmo	7/00	10/00
Driving Emot. Type-S	Square EA	TBA	TBA/01
Dynasty Warriors	Koei	7/00	10/00
EverGrace	Agetec	8/00	11/00
ESPN NFL PrimeTime	Konami	8/00	11/00
ESPN T&F	Konami	7/00	10/00
ESPN X G. Snowb.	Konami	7/00	10/00
Eternal Ring	Agetec	7/00	10/00
Fantavsion	SCEA	7/00	10/00
FIFA 2001	Electronic Arts	8/00	11/00
Gradius III & IV	Konami	8/00	11/00
Gran Turismo 2000	SCEA	TBA	TBA
Gungiffon Blaze	Working Des.	7/00	10/00
Ico	SCEA	10/00	1/01
Kessen	Electronic Arts	7/00	10/00
Knockout Kings 2001	Electronic Arts	12/00	3/01
Madden 2001	Electronic Arts	7/00	10/00
Midnight Club: SR	Rockstar	7/00	10/00
Moto GP	Namco	7/00	10/00
NASCAR 2001	Electronic Arts	8/00	11/00
NBA Live 2001	Electronic Arts	9/00	12/00
NFL GameDay 2001	SCEA	TBA	TBA
NHL 2001	Electronic Arts	7/00	10/00
Oddworld: Munch's	Infogrames	12/00	3/01
Oni	Rockstar	10/00	1/01
Onimusha Warlords	Capcom	10/00	1/01
Orphen	Activision	7/00	10/00
R2R Round 2	Midway	7/00	10/00
Ridge Racer V	Namco	7/00	10/00
Silent Scope	Konami	7/00	10/00
Smuggler's Run	Rockstar	7/00	10/00
SSX	Electronic Arts	7/00	10/00
SW Ep. I: StarFighter	LucasArts	8/00	11/00
Street Fighter EX 3	Capcom	7/00	10/00
Summoner	THQ	7/00	10/00
Tekken Tag Tourn.	Namco	7/00	10/00
The Bouncer	SquareSoft	10/00	1/01
TimeSplitters	Eidos	7/00	10/00
Unreal Tournament	Infogrames	7/00	10/00
Wild Wild Racing	Interplay	7/00	10/00
X Squad	Electronic Arts	7/00	10/00
Z.O.E.	Konami	12/00	3/01

Posting/Contact Information:

Manufacturers: If you have found that your company's products are improperly listed, are not listed, or are in need of updating, please ask your sales or PR department to send all relevant information to CyberActive Media Group, Inc., *GameWEEK*, 64 Danbury Road, Wilton, CT. 06897-4406 USA or fax your weekly updates to 203.761.6184. Questions regarding this section may be directed to Bryan Intihar at 203.761.6154, bryan@gameweek.com. Media: Permission to reprint *GameWEEK* Release Schedule in consumer-oriented enthusiast publications or mass media not dealing primarily in the interactive entertainment industry is granted provided appropriate credit is given.

STOCK INDEX

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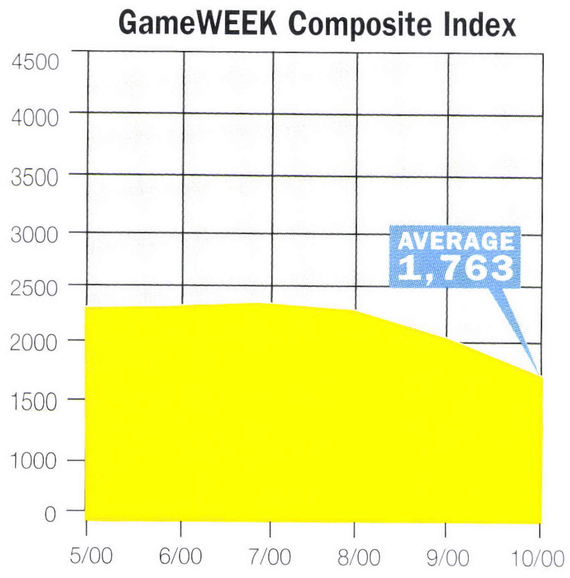
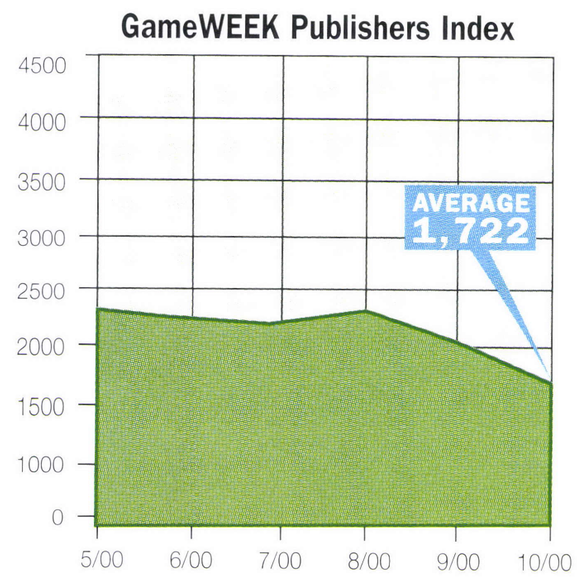
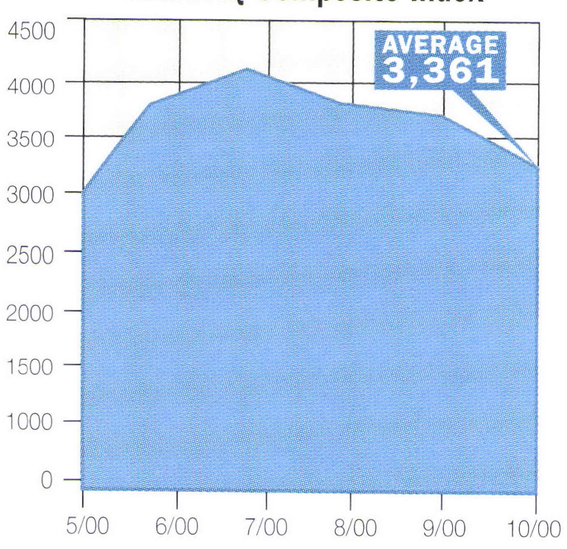
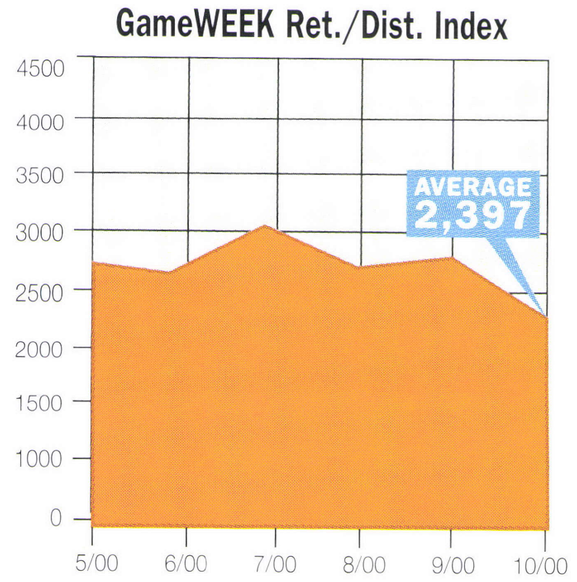
Index Comparisons









Summary of Results

Advances: 6 ***Declines:*** 54 ***Unchanged:*** 3

GAINERS	% CHANGE
Disney	6.37%
Sears	4.72%
IBM	2.65%
Hasbro	2.19%
K Mart Corp	1.04%

LOSERS	% CHANGE
Ames Stores	-24.86%
Immersion	-20.97%
3Dfx	-20.51%
Digital River Inc	-18.45%
Beyond.Com Corp	-18.18%

INDEX COMPARISONS	9.29.00	10.6.00	NET CHANGE	% CHANGE
GameDaily Composite Index	1854.04	1763.35	-90.70	-4.89%
GameDaily Publishers Index	1803.88	1721.96	-81.92	-4.54%
GameDaily Retailers/Distributors	2558.04	2397.15	-160.88	-6.29%
NASDAQ Composite	3672.82	3361.01	-311.81	-8.49%
Dow Jones Industrial Average	10650.92	10596.54	-54.38	-0.51%
S&P 500 Stock Index	1436.51	1408.99	-27.52	-1.92%
Russell 2000	521.36	491.02	-30.34	-5.82%

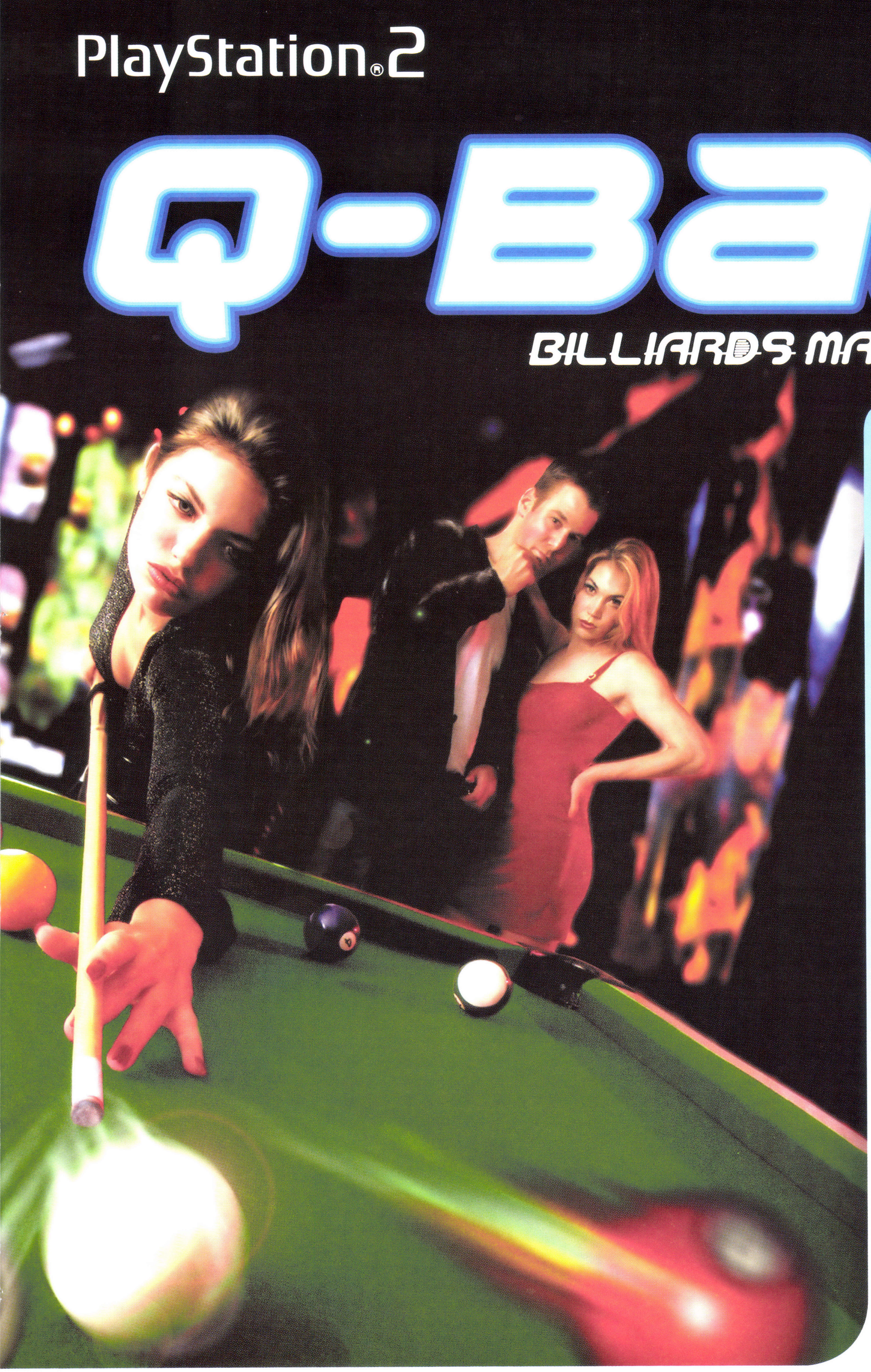
Source: CNET Investor (investor.cnet.com) "This information is based on sources believed to be reliable, and while extensive efforts are made to assure its accuracy, no guarantees can be made." CNET Investor assumes no liability for any inaccuracies."

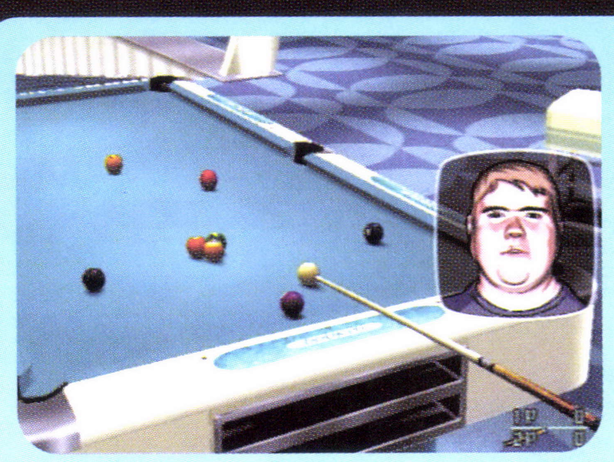
EXCH	TICKER	COMPANY	52-WEEK HIGH	52-WEEK LOW	P/E RATIO	9.29.00 CLOSE	10.6.00 CLOSE	% CHANGE IN PERIOD	% CHANGE IN YEAR
PUBLISHERS AND MANUFACTURERS									
NASD	TDDD	3D Labs Inc Ltd	10.50	2.37	-	2.56	2.50	-2.44%	-57.45%
NASD	TDFX	3dfx	14.50	3.75	-	4.88	3.88	-20.51%	-61.01%
NASD	THDO	3DO	17.12	4.78	-	6.69	6.13	-8.41%	-32.41%
NASD	AKLM	Acclaim	8.68	1.25	-	1.75	1.69	-3.57%	-66.87%
NASD	ATVI	Activision	18.25	5.37	-	15.00	14.88	-0.83%	-2.86%
NASD	MIGS	McGlen Internet Group	15.00	0.50	-	0.88	0.75	-14.29%	-81.54%
NYSE	AMD	Advanced Micro Devices Inc	48.50	8.18	21.2	23.88	22.00	-7.85%	-23.97%
NASD	AAPL	Apple Computer	75.18	21.87	11.0	25.75	22.19	-13.83%	-56.84%
NYSE	BDE	Brilliant Digital Enmt Inc	14.93	2.50	-	3.25	3.25	0.00%	-17.46%
NYSE	CRUS	Cirrus Logic	44.50	9.31	14.2	40.31	36.94	-8.37%	178.77%
NYSE	CPQ	Compaq Comp.	34.87	18.25	36.8	27.52	25.01	-9.12%	-7.58%
NASD	CREAF	Creative Labs	38.81	10.00	10.1	20.75	18.56	-10.54%	6.83%
NASD	DELL	Dell	59.68	25.00	37.2	30.81	25.31	-17.85%	-50.37%
NYSE	DIS	Disney	43.87	23.37	81.4	38.25	40.69	6.37%	39.10%
NASD	EIDSY	Eidos Interactive†††	21.00	3.93	11.0	5.38	4.50	-16.28%	-73.68%
NASD	ERTS	Electronic Arts	62.21	24.50	83.8	49.38	46.94	-4.94%	-44.12%
NASD	GTIS	Infogrames	25.62	4.31	-	7.25	6.91	-4.74%	-16.59%
AMEX	HAS	Hasbro	24.25	10.18	14.1	11.44	11.69	2.19%	-38.28%
NYSE	HWP	Hewlett Packard	155.50	67.00	25.6	97.50	87.19	-10.58%	5.59%
NYSE	IBM	IBM	134.93	89.00	29.3	113.00	116.00	2.65%	7.53%
NASD	INTC	Intel	75.81	32.50	29.8	41.56	39.94	-3.91%	-2.96%
NASD	IENT	Interactive Magic	6.68	0.68	-	1.44	1.25	-13.04%	-35.48%
NASD	INGR	Intergraph	9.00	3.18	-	7.19	6.63	-7.83%	39.47%
NASD	IPLY	Interplay	4.68	1.56	-	3.81	3.31	-13.11%	12.77%
NASD	LOGIY	Logitech	39.00	7.93	34.1	30.75	26.56	-13.62%	-3.63%
NASD	MACR	Macromedia	120.87	39.87	232.5	80.81	69.75	-13.69%	-4.62%
NASD	MVSN	Macrovision	108.25	21.00	184.4	81.00	73.75	-8.95%	99.32%
NYSE	MAT	Mattel Inc	19.06	8.93	-	11.50	11.50	0.00%	-12.38%
NASD	MSFT	Microsoft	119.93	54.50	32.7	60.31	55.56	-7.88%	-52.41%
NYSE	MWY	Midway	24.87	6.06	-	7.00	6.75	-3.57%	-71.80%
NASD	RCOT	Recoton	16.68	5.43	-	15.81	15.63	-1.19%	68.92%
NASD	EGAM	eGames Inc.	4.25	0.53	18.8	1.00	0.94	-6.25%	-70.59%
NYSE	SIII	S3 Inc	24.81	7.62	2.0	10.31	8.75	-15.15%	-23.91%
NYSE	SNE	Sony Corp.	157.37	71.62	78.9	100.94	97.81	-3.10%	-65.65%
NASD	TTWO	Take Two	18.93	8.00	14.9	12.56	12.63	0.50%	-2.42%
NASD	THQI	T-HQ	39.25	7.62	29.4	23.25	23.19	-0.27%	-0.27%
NASD	CSCC	CenterSpan	35.37	8.37	-	10.63	9.00	-15.29%	-71.88%
NASD	UPRO	Uproar	35.00	3.03	-	3.75	3.25	-13.33%	-87.07%
AMEX	VIA	Viacom	76.06	40.31	-	58.50	53.19	-9.08%	-12.00%
NASD	VOXW	Voxware Inc	13.25	0.65	-	2.06	2.00	-3.03%	93.94%
RETAILERS AND DISTRIBUTORS									
NASD	AMZN	Amazon.Com Inc	113.00	27.87	-	38.44	31.56	-17.89%	-58.54%
NASD	AMES	Ames Stores	36.62	4.34	5.1	5.78	4.34	-24.86%	-84.89%
NYSE	BKS	Barnes & Noble	27.50	16.31	13.8	19.69	18.00	-8.57%	-12.73%
NYSE	BBY	Best Buy	88.87	42.56	30.7	63.63	56.56	-11.10%	12.56%
NASD	BYND	Beyond.Com Corp	15.93	0.75	-	1.03	0.84	-18.18%	-89.20%
NYSE	CC	Circuit City	65.18	20.81	13.1	23.00	20.81	-9.51%	-53.81%
NASD	COOL	Cyberian Outpost Inc	15.93	3.06	-	3.81	3.25	-14.75%	-67.30%
NASD	DRIV	Digital River Inc	43.62	5.25	-	6.44	5.25	-18.45%	-84.24%
NASD	EBAY	eBay Inc	127.50	43.50	-	68.69	59.44	-13.47%	-52.52%
NASD	ELBO	Electronics Boutique	25.87	12.75	21.5	21.50	20.44	-4.94%	13.54%
NASD	GGUY	Good Guys	11.00	2.06	-	7.00	6.38	-8.93%	-29.66%
AMEX	GIG	GTR Group	3.75	0.62	16.7	1.06	1.00	-5.88%	-65.22%
NASD	IMMR	Immersion	79.00	9.00	-	15.50	12.25	-20.97%	-68.08%
NYSE	KM	K Mart Corp	12.25	5.06	303.1	6.00	6.06	1.04%	-39.75%
NYSE	MAY	May Dept Stores	39.75	19.25	7.7	20.50	20.00	-2.44%	-38.10%
NASD	NAVR	Navarre	15.50	1.18	-	1.53	1.53	0.00%	-73.37%
NASD	RADA	Radica Games	10.50	2.41	-	2.63	2.41	-8.33%	-66.23%
NYSE	RSH	Radio Shack	79.50	35.06	39.8	64.63	63.31	-2.03%	28.72%
NYSE	S	Sears	43.50	25.25	7.8	32.42	33.95	4.72%	11.77%
NASD	SPLS	Staples	28.75	12.75	19.9	14.19	12.94	-8.81%	-37.65%
NYSE	TOY	Toys R Us	19.25	9.75	8.0	16.25	16.00	-1.54%	11.79%
NYSE	WMT	Walmart	70.25	43.43	33.0	48.13	45.50	-5.45%	-34.18%
NASD	ZANY	Zany-Brainy	14.87	1.75	-	2.00	1.88	-6.25%	-81.60%

PlayStation.2

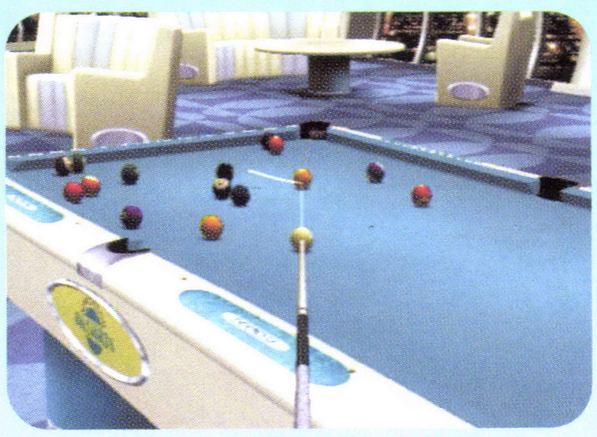
Q-Ball

BILLIARDS MASTER

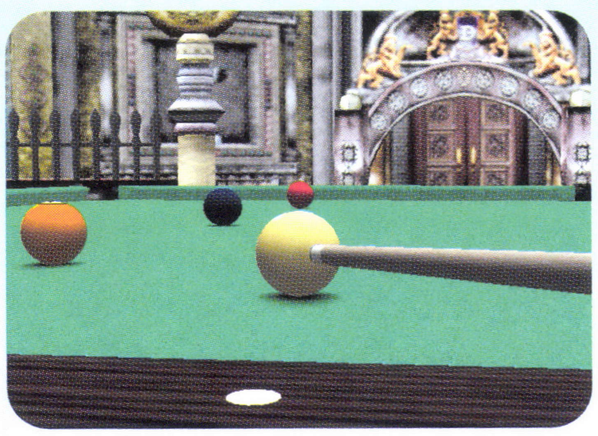




Play alone or with a friend



Master the techniques used by the pros!



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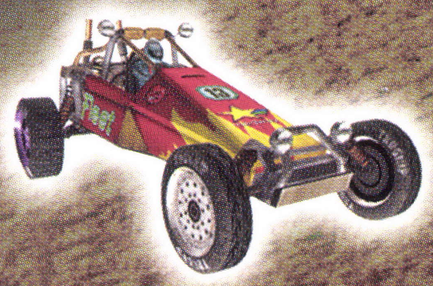
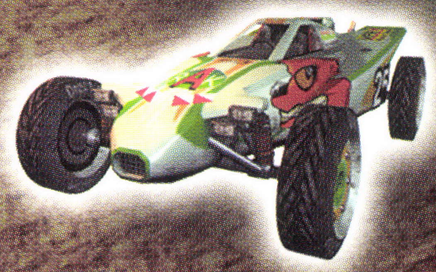
DOUBLE MOON

TYPHOON

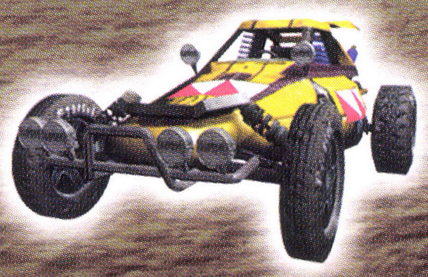


DEMON

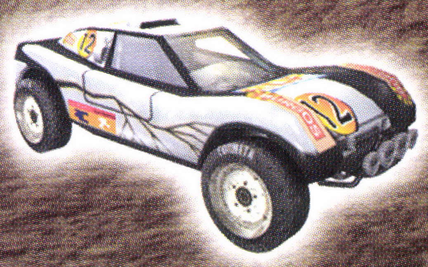


KEMONO

MUD BLASTER

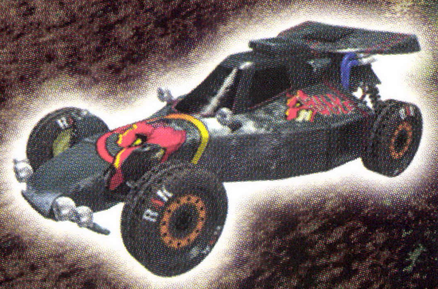


GRIFFON



BLACK LIGHTNING

BEHEMOTH



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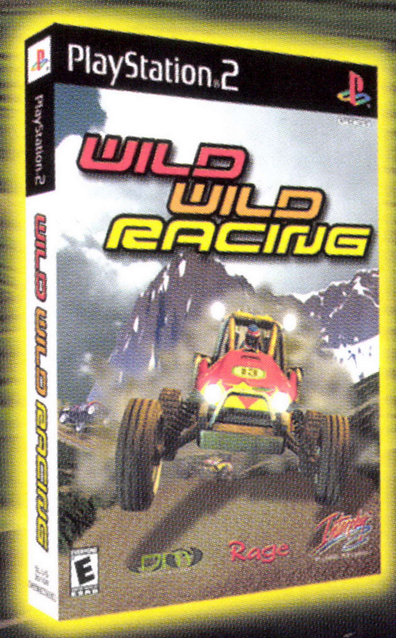
Silicon Magazine



Available at launch

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PlayStation®2

MARKET TRACKING REPORTS

Information Based Upon NPD Data Recorded September 24–30, 2000

Top 10 Video Game Accessories

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/ACCESSORY	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
2	1	CONTROL PAD/DC	SEGA OF AMERICA	SEP '99	$30
3	2	MEM EXPANSION PACK/N64	NINTENDO OF AMERICA	NOV '98	$30
1	3	VISUAL MEMORY UNIT/DC	SEGA OF AMERICA	SEP '99	$25
4	4	GAME SHARK/PSX	INTERACT ACCESSORIES	JAN '96	$43
6	5	MEMORY CARD VALUE PK/PSX	INTERACT ACCESSORIES	DEC '95	$10
9	6	ICE CONTROLLER/N64	NINTENDO OF AMERICA	MAR '00	$27
5	7	MEMORY CARD 2X/PSX	INTERACT ACCESSORIES	JUN '98	$15
10	8	RFU ADAPTOR/PSX	INTERACT ACCESSORIES	JUN '97	$11
**	9	RFU ADAPTOR 2/PSX	SONY COMPUTER ENT.	MAY '97	$15
**	10	RFU ADAPTOR/N64	INTERACT ACCESSORIES	SEP '96	$11

***Not in Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Kristin Barnett-Von Korff • 516.625.2481

Top 10 PlayStation Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	TONY HAWK'S PRO SKATER 2	ACTIVISION	SEP '00	$41
2	2	MADDEN NFL 2001	ELECTRONIC ARTS	AUG '00	$40
3	3	TONY HAWK'S PRO SKATER	ACTIVISION	SEP '99	$26
4	4	GRAN TURISMO 2	SONY COMPUTER ENT.	DEC '99	$27
6	5	DAVE MIRRA BMX	ACCLAIM ENTERTAINMENT	SEP '00	$41
7	6	SPEC OPS	TAKE 2 INTERACTIVE	APR '00	$9
**	7	SPIDER-MAN	ACTIVISION	AUG '00	$41
9	8	DRIVER	GT INTERACTIVE	JUN '99	$23
8	9	WWF SMACKDOWN!	THQ	MAR '00	$40
5	10	PARASITE EVE II	SQUARE EA	SEP '00	$41

*** Not in The Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Kristin Barnett-Von Korff • 516.625.2481

Top 10 Portable Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$25
8	2	FROGGER/GBC	HASBRO INTERACTIVE	DEC '98	$19
4	3	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY '99	$28
2	4	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
3	5	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$30
5	6	POKÉMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$25
**	7	DISNEY'S TARZAN/GBC	ACTIVISION	JUN '99	$19
**	8	DRIVER/GBC	GT INTERACTIVE	MAY '00	$20
**	9	DRAGON WARRIOR MONSTR/GBC	EIDOS INTERACTIVE	JAN '00	$20
6	10	POKÉMON TRAD. CARD/GBC	NINTENDO OF AMERICA	APR '00	$25

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Kristin Barnett-Von Korff • 516.625.2481

Top 10 Nintendo 64 Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	MADDEN NFL 2001	ELECTRONIC ARTS	SEP '00	$50
4	2	SW EPISODE 1: RACER	LUCASARTS ENT.	MAY '99	$10
3	3	MARIO PARTY 2	NINTENDO OF AMERICA	JAN '00	$50
5	4	TONY HAWK'S PRO SKATER	ACTIVISION	MAR '00	$50
**	5	POKÉMON PUZZLE LEAGUE	NINTENDO OF AMERICA	SEP '00	$51
8	6	PERFECT DARK	NINTENDO OF AMERICA	MAY '00	$57
2	7	MARIO TENNIS	NINTENDO OF AMERICA	SEP '00	$51
6	8	NFL BLITZ 2001	MIDWAY	SEP '00	$50
9	9	POKÉMON STADIUM	NINTENDO OF AMERICA	MAR '00	$60
7	10	SUPER MARIO 64	NINTENDO OF AMERICA	SEP '96	$42

*** Not in The Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Kristin Barnett-Von Korff • 516.625.2481

Top 10 Mac Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	THE SIMS/(CD MAC)	ASPYR MEDIA	JUN '00	$49
2	2	SCRABBLE DLX/(MAC 3.5)	HASBRO INTERACTIVE	APR '95	$30
3	3	DIABLO 2/(CD MAC)	BLIZZARD	JUL '00	$56
5	4	DEUS EX/(CD MAC)	ASPYR MEDIA	JUL '00	$41
10	5	DEER HUNTER/(MAC)	WIZARDWORKS	OCT '98	$20
7	6	TRAITORS GATE/(CD MAC)	DREAMCATCHER INT.	MAY '00	$20
9	7	AGE OF EMPIRES/(CD MAC)	MACSOFT	JUN '99	$20
6	8	RAILROAD TYCOON 2/(CD MAC)	GATHERING OF DEVELOPERS	APR '99	$10
**	9	THEME PARK/(CD MAC)	ELECTRONIC ARTS	APR '95	$10
8	10	BALDUR'S GATE/(CD MAC)	GRAPHIC SIMULATION	NOV '99	$49

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Kristin Barnett-Von Korff • 516.625.2481

Top 10 Dreamcast Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	NFL 2K1	SEGA OF AMERICA	SEP '00	$50
2	2	ULTIMATE FIGHTNG CHAMP.	CRAVE ENTERTAINMENT	SEP '00	$51
**	3	TOKYO XTREME RACER 2	CRAVE ENTERTAINMENT	SEP '00	$50
3	4	SONIC ADVENTURE	SEGA OF AMERICA	SEP '99	$22
4	5	NFL 2K	SEGA OF AMERICA	SEP '99	$22
6	6	VIRTUA TENNIS	SEGA OF AMERICA	JUL '00	$42
7	7	SYDNEY 2000	EIDOS INTERACTIVE	SEP '00	$39
8	8	SEGA GT	SEGA OF AMERICA	SEP '00	$41
**	9	POWER STONE 2	CAPCOM USA	AUG '00	$46
**	10	NBA 2K	SEGA OF AMERICA	NOV '99	$24

***Not In Top 10 Last Week*

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MARKET TRACKING REPORTS

THE NPD GROUP, INC.

VATICAL™ ENTERTAINMENT

Top 30 Interactive Software Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	TONY HAWK'S PRO SKATER 2/PSX	ACTIVISION	SEP '00	$41
2	2	MADDEN NFL 2001/PSX	ELECTRONIC ARTS	AUG '00	$40
3	3	TONY HAWK'S PRO SKATER/PSX	ACTIVISION	SEP '99	$26
4	4	NFL 2K1/DC	SEGA OF AMERICA	SEP '00	$50
5	5	THE SIMS: LIVIN LARGE/(CD W95/98)	MAXIS	SEP '00	$28
6	6	GRAN TURISMO 2/PSX	SONY COMPUTER ENT.	DEC '99	$27
12	7	BALDUR'S GATE 2: SHADOW AMN/(CD W95/98)	INTERPLAY PRODUCTIONS	SEP '00	$47
8	8	DAVE MIRRA BMX/PSX	ACCLAIM ENTERTAINMENT	SEP '00	$41
9	9	SPEC OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$9
11	10	THE SIMS/(CD W95/W98)	MAXIS	FEB '00	$44
20	11	SPIDER-MAN/PSX	ACTIVISION	AUG '00	$41
14	12	DRIVER/PSX	GT INTERACTIVE	JUN '99	$23
13	13	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
7	14	PARASITE EVE II/PSX	SQUARE EA	SEP '00	$41
16	15	TEKKEN 3/PSX	NAMCO	APR '98	$23
19	16	BALDUR'S GATE 2: COLL. ED/(CD W95/98)	INTERPLAY PRODUCTIONS	SEP '00	$58
22	17	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$25
**	18	FROGGER/GBC	HASBRO INTERACTIVE	DEC '98	$19
30	19	R.C. TYCOON: LOOPY/(CD W95/98)	HASBRO INTERACTIVE	SEP '00	$25
10	20	MADDEN NFL 2001/N64	ELECTRONIC ARTS	SEP '00	$50
**	21	SW EPISODE 1: RACER/N64	LUCASARTS ENTERTAINMENT	MAY '99	$10
18	22	DIABLO 2/(CD W95/98/2K)	BLIZZARD	JUN '00	$51
**	23	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY '99	$28
17	24	AGE OF EMPIRE 2: CONQUERORS/(CD W95/98)	MICROSOFT	AUG '00	$29
25	25	CRASH TEAM RACING/PSX	SONY COMPUTER ENT.	OCT '99	$25
21	26	NFL GAMEDAY 2001/PSX	989 STUDIOS	AUG '00	$40
26	27	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
23	28	MARIO PARTY 2/N64	NINTENDO OF AMERICA	JAN '00	$50
29	29	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
**	30	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$50

***Not In Top 30 Last Week*

Source: NPD Interactive Entertainment Service • Kristin Barnett-Von Korff • 516.625.2481

Top 25 Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	TONY HAWKS PRO SKATER 2/PSX	ACTIVISION	SEP '00	$41
2	2	MADDEN NFL 2001/PSX	ELECTRONIC ARTS	AUG '00	$40
3	3	TONY HAWK'S PRO SKATER/PSX	ACTIVISION	SEP '99	$26
4	4	NFL 2K1/DC	SEGA OF AMERICA	SEP '00	$50
5	5	GRAN TURISMO 2/PSX	SONY COMPUTER ENT.	DEC '99	$27
7	6	DAVE MIRRA BMX/PSX	ACCLAIM ENTERTAINMENT	SEP '00	$41
8	7	SPEC OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$9
14	8	SPIDER-MAN/PSX	ACTIVISION	AUG '00	$41
11	9	DRIVER/PSX	GT INTERACTIVE	JUN '99	$23
10	10	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
6	11	PARASITE EVE II/PSX	SQUARE EA	SEP '00	$41
13	12	TEKKEN 3/PSX	NAMCO	APR '98	$23
16	13	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$25
**	14	FROGGER/GBC	HASBRO INTERACTIVE	DEC '98	$19
9	15	MADDEN NFL 2001/N64	ELECTRONIC ARTS	SEP '00	$50
25	16	SW EPISODE 1: RACER/N64	LUCASARTS ENTERTAINMENT	MAY '99	$10
**	17	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY '99	$28
19	18	CRASH TEAM RACING/PSX	SONY COMPUTER ENT.	OCT '99	$25
15	19	NFL GAMEDAY 2001/PSX	989 STUDIOS	AUG '00	$40
20	20	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
17	21	MARIO PARTY 2/N64	NINTENDO OF AMERICA	JAN '00	$50
23	22	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
**	23	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$50
**	24	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$30
**	25	SYPHON FILTER/PSX	989 STUDIOS	FEB '99	$20

***Not In Top 25 Last Week*

Source: NPD Interactive Entertainment Service • Kristin Barnett-Von Korff • 516.625.2481

Top 20 Videogame Manufacturers

Based on Units Sold

LAST WEEK	THIS WEEK	PUBLISHER
1	1	NINTENDO OF AMERICA
2	2	SONY
3	3	ELECTRONIC ARTS
5	4	ACTIVISION
4	5	SEGA OF AMERICA
6	6	ACCLAIM ENTERTAINMENT
7	7	MIDWAY
8	8	INTERACT ACCESSORIES
9	9	THQ
11	10	CAPCOM USA
12	11	NAMCO
10	12	SQUARE EA
13	13	EIDOS INTERACTIVE
14	14	INFOGRAMES
**	15	HASBRO
15	16	CRAVE ENTERTAINMENT
17	17	THE 3DO COMPANY
16	18	MAD CATZ
18	19	KONAMI OF AMERICA
**	20	TAKE 2 INTERACTIVE

Not in Top 20 Last Week

Source: NPD Interactive Entertainment Service • Kristin Barnett-Von Korff • 516.625.2481

Top 20 Entertainment Software Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	THE SIMS: LIVIN LARGE/(CD W95/98)	MAXIS	SEP '00	$28
3	2	BALDUR'S GATE 2: SHADOW AMN/(CD W95/98)	INTERPLAY PRODUCTIONS	SEP '00	$47
2	3	THE SIMS/(CD W95/W98)	MAXIS	FEB '00	$44
6	4	BALDUR'S GATE 2: COLL. ED/(CD W95/98)	INTERPLAY PRODUCTIONS	SEP '00	$58
7	5	R.C. TYCOON: LOOPY/(CD W95/98)	HASBRO INTERACTIVE	SEP '00	$25
5	6	DIABLO 2/(CD W95/98/2K)	BLIZZARD	JUN '00	$51
4	7	AGE OF EMPIRE 2: CONQUERORS/(CD W95/98)	MICROSOFT	AUG '00	$29
8	8	R.C. TYCOON/(CD W95/W98)	HASBRO INTERACTIVE	MAR '99	$30
10	9	ST: VOYAGER ELITE FORCES/(CD W95/98)	ACTIVISION	SEP '00	$36
9	10	MADDEN NFL 2001/(CD W95/98)	ELECTRONIC ARTS	AUG '00	$38
**	11	NHL 2001/(CD W95/98)	ELECTRONIC ARTS	SEP '00	$37
11	12	SIM THEME PARK WORLD/(CD W95/W98)	MAXIS	NOV '99	$20
13	13	WHO WANTS TO BE MILL. 2/(CD W95/98/M)	DISNEY INTERACTIVE	MAY '00	$19
15	14	WHO WANTS TO BE MILL./(CD W95/WNT)	DISNEY INTERACTIVE	NOV '99	$10
17	15	CRIMSON SKIES/(CD W95/98)	MICROSOFT	SEP '00	$40
20	16	ST: ELITE FORCE COLL. ED/(CD W95/98)	ACTIVISION	SEP '00	$42
**	17	SLOTS/(CD W95/W98/MAC)	MASQUE PUBLISHING	NOV '99	$14
**	18	DEER HUNTER 4/(CD W95/98)	WIZARDWORKS	SEP '00	$18
18	19	AGE OF EMPIRES II/(CD W95/W98)	MICROSOFT	SEP '99	$45
12	20	DELTA FORCE 2/(CD W95/WNT/W98)	NOVALOGIC	NOV '99	$20

***Not In Top 20 Last Week*

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GameWEEK Interview

Voyetra Turtle Beach's

Seth Dotterer

Taking computer gaming audio to the next level

By Marc Dultz

It's been a long time since gamers heard those annoying little bleeps and buzzes that typified the aural characteristics of first-generation PCs. In just the last few years, audio companies have made great strides to improve the sound quality of the desktop computer, in much the same manner video technology firms have changed the way we view graphic displays. As a result, that drab little box sitting off to one corner is not only more enjoyable to the eye, but also more pleasurable to the ears, in many instances called upon to double as the home stereo system.

GameWEEK spoke with Seth Dotterer, Director of Marketing for Voyetra Turtle Beach, Inc. Now in his sixth year of employ at this audio technology conglomerate, Seth is responsible for all worldwide promotions, which includes advertising, public relations, and direct marketing efforts, as well as the merchandising of both the Turtle Beach hardware and Voyetra software lines. As such, Seth is uniquely qualified to discuss some of the Company's latest offerings and shed light on where this versatile behemoth is headed in the digital audio age.

GameWEEK: *Recently, at the Microsoft Windows Hardware Engineering Conference, Turtle Beach unveiled the AudioTron, which is being billed as the world's first home-networked audio appliance. Why do you believe audiophiles and computer gaming enthusiasts will be interested in this mass-market device?*

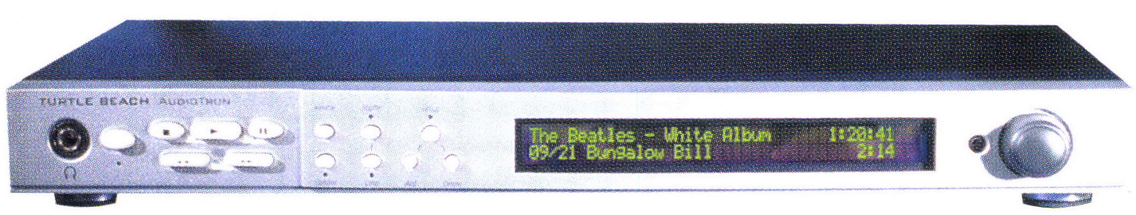
Seth Dotterer: Well, I think it's pretty clear that the PC has some serious limitations as a media playback medium. When was the last time you saw someone sitting in front of their PC watching a DVD movie, or relaxing by listening to music in front of their gaming rig, when they could have been enjoying the experience on a couch in the family room?

Despite its many drawbacks, the PC has a much greater potential for customizing the type of music one might want to hear. With that in mind, the AudioTron was designed to capture the best elements of both the audio and computer entertainment worlds. The user interacts with the AudioTron like a stereo component, although s/he'll soon find that it offers the flexibility and streaming capabilities of a high-end PC. So, whether an AudioTron owner is listening to MP3 or WMA formatted songs stored on their hard drive, or accessing sports or talk radio via live Internet streams, they'll be able to have instant access to their favorite type of audio entertainment right from their PC.

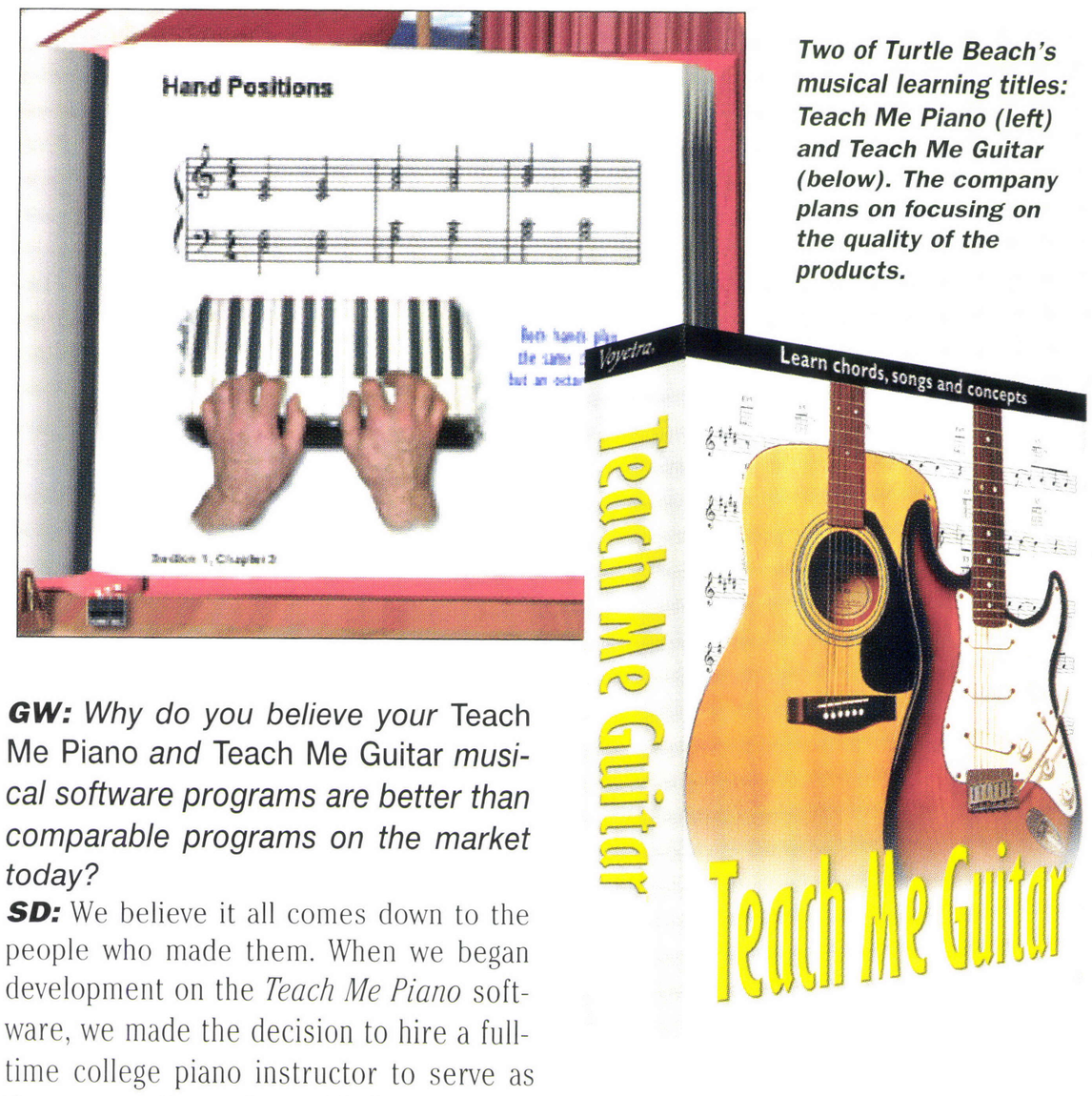
We're also seeing huge growth in digital files as a mainstream music storage format, with distribution increasingly exponentially over the next few years. In many cases, we see the AudioTron replacing home CD players as the main music playback device.

GW: *When will the unit become available and what is its suggested retail price?*

SD: The unit should begin shipping in Septem—in plenty of time for the holiday buying season—and is being priced between $299-399.



The AudioTron: The future of home network audio?



Two of Turtle Beach's musical learning titles: Teach Me Piano (left) and Teach Me Guitar (below). The company plans on focusing on the quality of the products.

GW: *Why do you believe your* Teach Me Piano *and* Teach Me Guitar *musical software programs are better than comparable programs on the market today?*

SD: We believe it all comes down to the people who made them. When we began development on the *Teach Me Piano* software, we made the decision to hire a full-time college piano instructor to serve as the program's producer. Having someone who is intimately aware of the instruction process means that the end user has a better chance of truly benefiting from the program. Moreover, things like digitized video segments, which show how a player's hands should be positioned on the piano keyboard, are just not available in many of our competitor's products.

At the same time, I think that Voyetra Turtle Beach's primary focus—music and audio—plays a critical role in product quality. Since our company's roots and day-to-day existence are centered in the music world, we feel that we produce a better end product than manufacturers with wide-ranging interests.

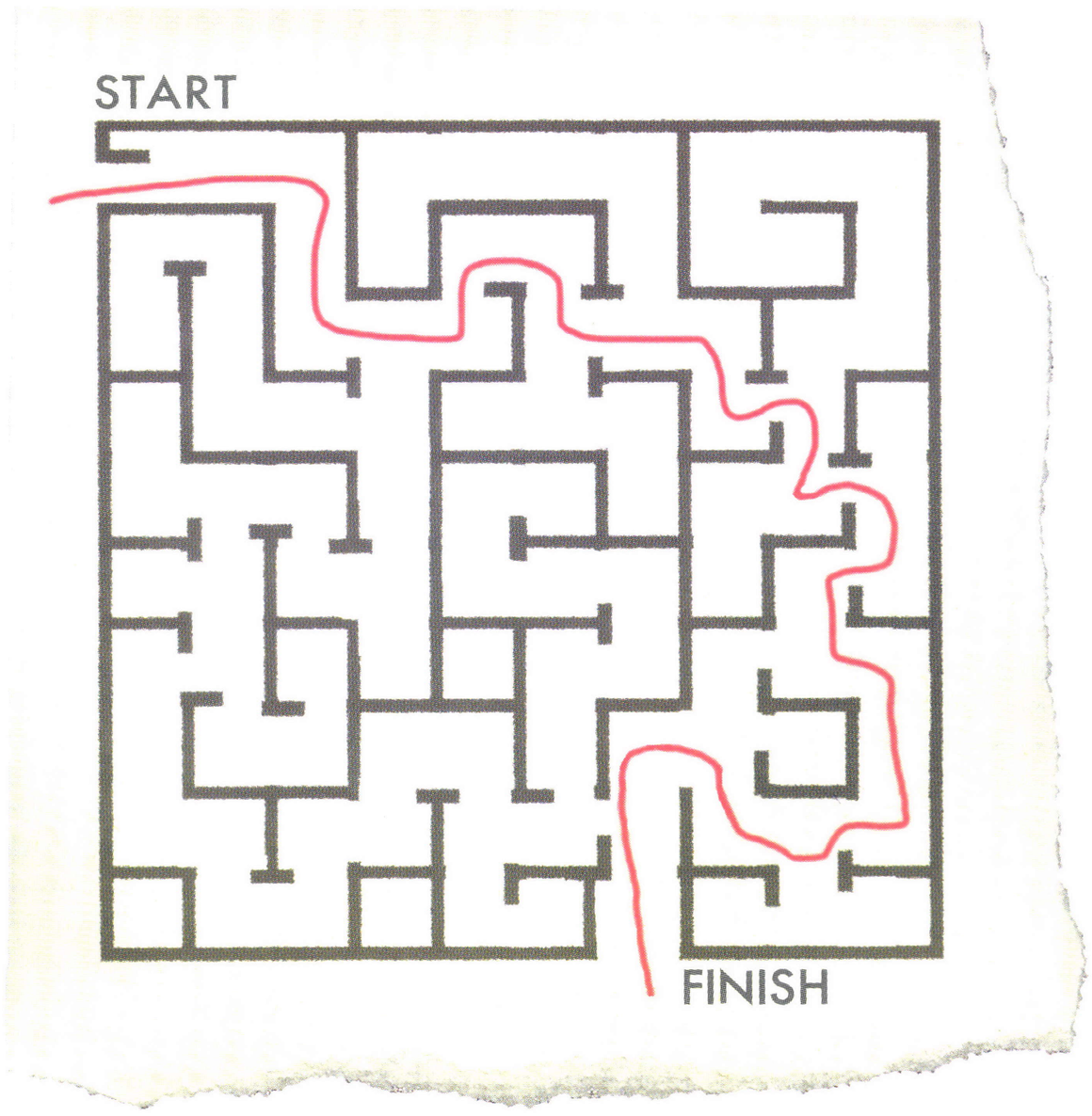
GW: *Would you mind discussing some of the salient features found in your line of eJay products?*

SD: To begin with, eJay is an awful lot of fun. There are loads of people out there who want to create music, but don't know how or where to start. Frankly, many can't afford to spend the time or money it takes to learn how to play 10 or more different instruments just so they can create their own songs. We feel that we've addressed these problems with the eJay system. All of the eJay products have pre-recorded samples of drum tracks, guitars, and bass loops, as well as a diverse array of vocals and sound effects. The user simply drags the pre-recorded samples into their custom-designed song and off they go! The best part is that all the samples work together in unison to create the best possible musical experience.

We've seen a number of different uses

(continued on page 36)

Direct-to-store distribution: We know the way.



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Continued from Page 34

GW Interview: Seth Dotterer

for our eJay products. The primary use, of course, is for entertainment purposes, created by users from and for all types of socio-economic backgrounds. It's also been used to develop hipper business-related presentations. And because all eJay compositions are royalty-free, it's even been used to back tracks on some of the more complex musical works.

The Bottom line? Anyone can create great sounding techno, hip hop, or dance music easily and effectively with the eJay program.

***GW:** Do you plan on extending the line into other categories?*

SD: An updated version of the Hip Hop title is due out in early fall, and we've created a Mega Kit with additional samples as an add-on SKU. We're constantly taking a look at other sectors to see where the market would support them.

***GW:** What are the differences between your Montego I and Montego II sound cards?*

SD: In a nutshell, quality and processing power. The Montego II has a better signal-to-noise ratio, which provides for a much cleaner sound. The Montego II can also perform more 3D audio calculations than its predecessor. This relieves the CPU from having to process multiple audio streams, freeing it up to do other tasks including better video processing.

The eJay product line is targeted at musical novices.

***GW:** What are some of the products currently in development at Voyetra Turtle Beach?*

SD: Aside from the AudioTron, we're currently working on two new products that have been publicly disclosed. One is the Turtle Beach Santa Cruz, an advanced, DSP-based audio accelerator card designed for gaming, music, and business use. That should ship later this summer. The other is the AudioStation 4.0, an application that provides recording, playback, and management of common digital audio file types such as MP3, WMA, WAV, MIDI, etc.

***GW:** How will your DSP-based Santa Cruz audio accelerator card enhance the gaming experience?*

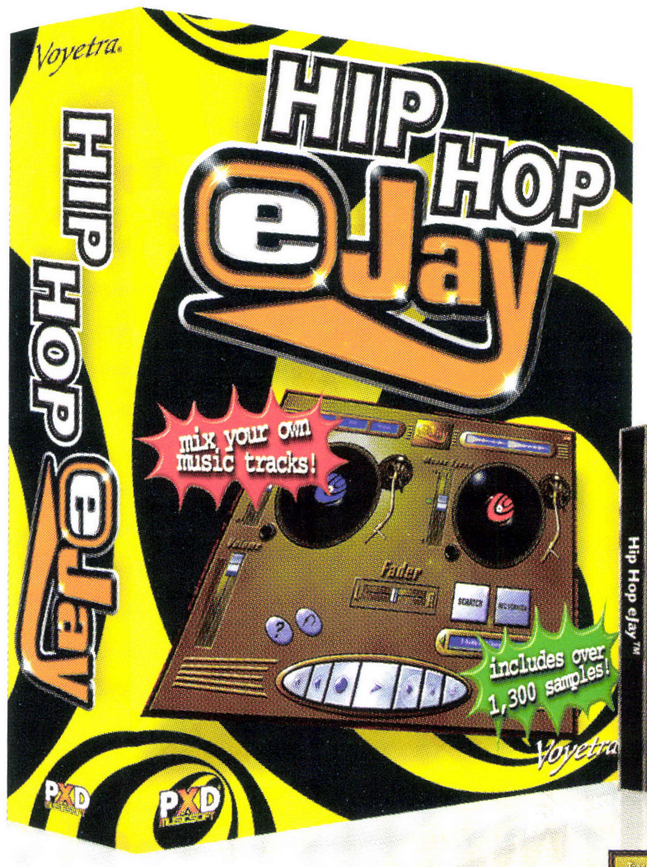
SD: The Santa Cruz card offers true six-speaker output, which makes it the only card we know of that will have this feature. Imagine experiencing the same sound in a game that you would get while listening to a movie through a Dolby Digital-ready home theater. We believe the Santa Cruz is going to change the way the gaming community thinks about in-game audio. Essentially, audio moves from being a secondary element in the game to one that provides the player with a strategic advantage through better awareness of his or her surroundings.

Beyond that, the Santa Cruz offloads even more audio processing from the CPU than previous audio cards. Game designers will therefore be able to incorporate more robust 3D streams—whether it be DirectSound 3D, EAX, or A3D—into a game without worrying about performance degradation, particularly when it comes to video.

***GW:** I understand that you recently struck up a cross-distribution alliance with VideoLogic. How will this strategic partnership increase your share of the PC audio market?*

SD: VideoLogic and Turtle Beach are very similar companies because they're very passionate about audio. They're both driven by a quality-first mission, which makes them leaders in their respective fields. Additionally, both companies have a loyal group of customers behind them as well as a growing base of users that are just discovering the companies' products. This expands our collective reach and makes us much stronger in the marketplace.

Under terms of the agreement, VideoLogic will distribute Turtle Beach hardware in Europe and Australia, and we'll distribute a series of VideoLogic speaker lines in North America. This enables both companies to leverage their strengths in the distribution channels, selling into and through to channels where each company has become a dominant player.



The primary use of the eJay line for pure entertainment value that anyone can create and have fun with. All of the eJay products contain pre-recorded samples in which users can produce musical tracks.

At the same time, this alliance provides potential overseas customers with access to popular Turtle Beach products that to date may have been hard to find and purchase at a local level.

***GW:** From a marketing standpoint, wouldn't it make sense to forge a relationship with one of the major real-time voice communication companies such as HearMe or Shadow Factor?*

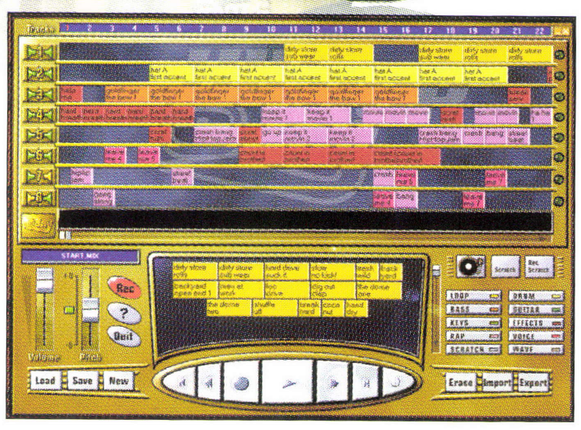
SD: During the past year we've formed relationships with speech recognition companies such as Lernout & Hauspie because we believe quality audio hardware is a critical component of the voice-recognition process. Likewise, we're working with microphone manufacturers like Andrea Electronics to develop an advanced array microphone for the Santa Cruz system. In the not-too-distant future, you'll likely see relationships bloom with other audio-related companies, particularly with voice over IP developers and specialty marketers.

***GW:** What proportion of sales is derived from OEM bundling deals vs. traditional retail and direct-to-consumer channels?*

SD: All channels are vital to the success of our business. However, as a private company operating within a very competitive industry, we don't release specific information regarding our sales figures.

***GW:** Does Voyetra have any plans to introduce a portable MP3 player?*

SD: Not immediately. Having said that,



we're always keeping our eyes open for markets being underserved—or not served at all—by other manufacturers. In fact, as the AudioTron continues to give the Turtle Beach brand strength within the consumer electronics industry, we'll be in a better position to move into other areas of digital audio technology.

***GW:** Looking forward, where do you see the greatest growth occurring within the computer audio hardware business?*

SD: Our thinking is that PC-based audio will be redefined from internal hardware peripherals to external devices such as the AudioTron, with the PC used as a media server. Instead of an end-user focused box located within the "computer room," the home PC will be a powerful information storage and distribution tool for everyday devices. We believe this trend will take on such magnitude that we've recently created a PC2CE group to study it and create a new generation of consumer-oriented audio products. Expect to see some truly dynamic products out of Voyetra Turtle Beach in the not-too-distant future. **GW**

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MULTIMEDIA NEWS

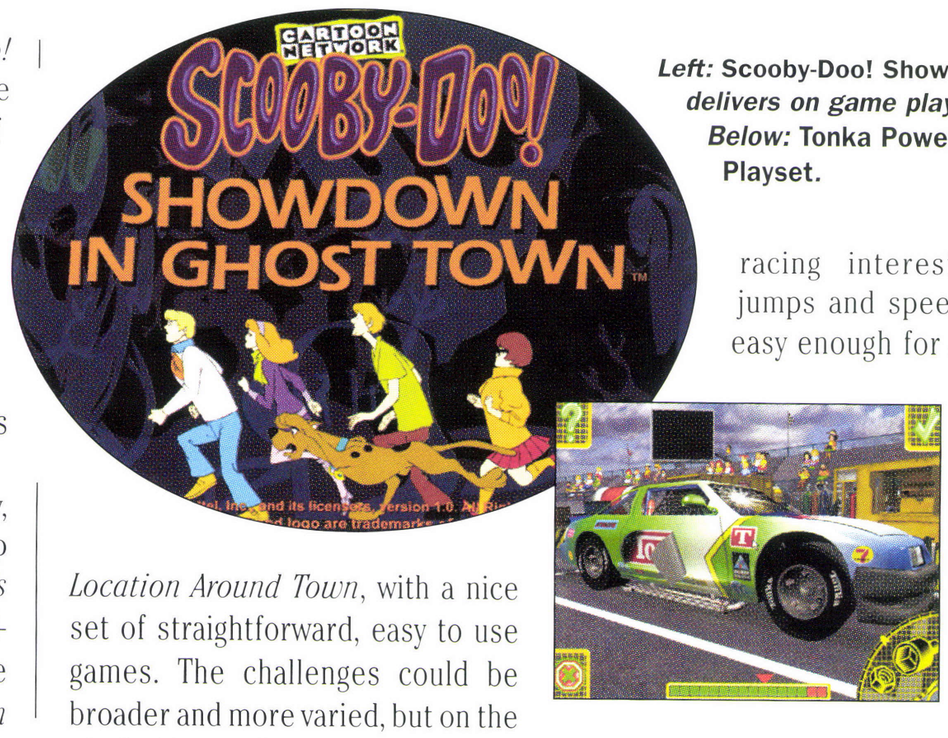
The Latest in Children's and Family Friendly Software

By the Editors of Chiidren's Software Revue

Mattel & Hasbro Enter Licensed Character Heaven

If you've seen it on TV, you'll see it on CD thanks to toy giants Mattel and Hasbro. Nick shows are particularly prominent in the latest Mattel releases. Unfortunately, the pickings in *The Wild Thornberrys: Rambler* are lacking in depth and fun. The five poorly designed arcade games dashed our hopes for a safari with the adventurous family. Perhaps the upcoming *Wild Thornberry's Safari, So Good CD-ROM plus Image Capture Camera* will meet our expectations. Another letdown is Mattel's *Rugrats Totally Angelica: Boredom Buster*. The seven shallow games don't bust the boredom, making this "just for girls" title the weakest in the Rugrats line. Redemption is found, luckily, in *Arthur's Absolutely Fun Day!* for GBC. Also terrific are *Barbie Pet Rescue* and *Scooby-Doo! Showdown in Ghost Town*. Each of these meets or exceeds expectations in terms of game play, kid-friendliness and entertainment value. Regardless of quality, initial sales potential is better than average with such high profile licensing and aggressive marketing. For example, a 30-second *Barbie Pet Rescue* commercial will air on major network and cable TV kids' shows from October 30 through December 3.

For the most part, Hasbro's Barney, Nicktoons and Tonka titles are shaping up nicely. The main disappointment is *Barney's Magical Music CD-ROM Playset*. Slow transitions and a finicky Jukebox activity frustrate preschoolers. Far better is *Barney On Location Around Town*, with a nice set of straightforward, easy to use games. The challenges could be broader and more varied, but on the whole, Barney fans will be pleased. Ad spots will appear on cable channels like Lifetime, Nick at Night and Fox Family. *Parenting* magazine print ads are planned, along with point-of-sale displays in Wal-Mart, K-mart and others.



***Left:* Scooby-Doo! Showdown in Ghost Town *delivers on game play and kid-friendliness. Below:* Tonka Power Tools CD-ROM Playset.**

Though Mattel seems to be cornering the Nickelodeon brand, Hasbro's also getting into the act with Nicktoons Racing. This fun and simple racing sim for PSX and Windows features well-loved characters like Arnold, Chuckie and CatDog. Keyboard, gamepad and joystick controls make the racing interesting with powerups, jumps and speedbursts. The racing is easy enough for a five-year-old and fun enough for us 40-year-old Nick fans. Marketing will feature cable TV commercials and point-of-sale promotions.

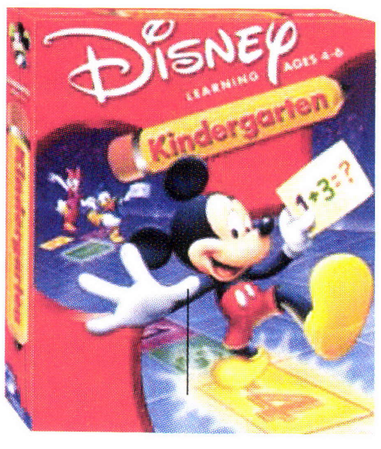
Following the successes of the previous Tonka playsets, Hasbro has released two more. *Tonka Dig 'n Rigs CD-ROM Playset* and *Tonka Power Tools CD-ROM Playset* are both popular with kid testers, but children wouldn't give *Tonka Power Tools* back. This innovative, handheld toy drill plugs into the USB port, acting as a controller. Kids point and click the multi-purpose drill to build cars, playhouses and robots. In addition to ads in parenting mags, marketing support will be kid-directed with pre-holiday commercials on Nickelodeon and Cartoon Network as well as on syndicated programs like *Doug* and *Recess*. **GW**

Disney's Fall Lineup

New Disney Titles Offer Quality, Affordability and Branding

Walt Disney would've been tickled with the brilliant performance put in by his interactive group this year. Take, for example, the nicely priced Mickey early learning titles ($20 SRP). The best are *Disney's Mickey Preschool CD-ROM* and *Disney's Mickey Kindergarten CD-ROM*. Buzz Lightyear also looks great in first and second grade versions of Disney/Pixar's *Buzz Lightyear Learning CD-ROMs*. Strengths include *Toy Story* graphics, sounds and humor, which are on par with the movie (outstanding!). Missing is an overall incentive to play, so kids' attentions might wander. In addition to broad, parent-oriented print, web, radio and television advertising, the marketing blitz includes an 18-wheeler called the Disney Big Rig, which is playing jazzed-up, hands-on demos at Wal-Marts across California.

Keep an eye on *Disney's Little Mermaid II: Return to the Sea*, with ties to the Home Entertainment animated movie. Children can dive for gems, choreograph underwater dances and negotiate mazes, among other things. Though too few in number, the games are responsive and well designed. Advertising plans include radio and web spots along with print ads in *Family PC*, *Family Fun*, *Parents* and *Girls' Life* magazines. There will also be promotion via McDonalds' computer kiosks and General Mills coupons.



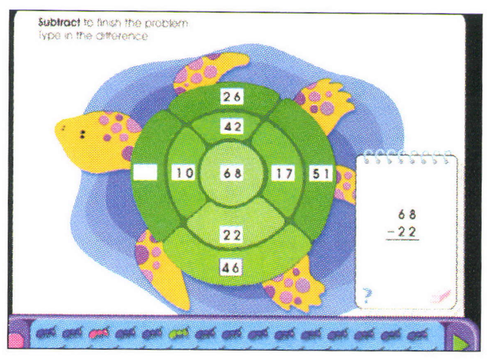
Disney's continues to deliver attractively priced products while maintaining a high level of quality.

Disney's strongest console title—and one of the best kids' console games to date—is *102 Dalmatians: Puppies to the Rescue*, developed by Eidos. This PSX, Dreamcast and GBC game has it all—intuitive game play, great name recognition, a child-oriented theme and strong marketing support. The program will also ride on the heels of the mid-November release of the *102 Dalmatians* movie. Logic games enhance the more traditional game play. According to Chip Blundell, Marketing Director of Eidos, a national television advertising campaign is planned, along with ads in parent- and child-oriented pubs like Nickelodeon, Boy's Life and Family Fun. Rebate and sweepstake promos via Nestles Confections and Hunts Snack Puddings will add further punch. **GW**

School Tools that Raise the Standard

Educational Insights feeds quiz-hungry parents with its recent slew of excellent hybrid releases. Each of the four programs in the *GeoSafari Knowledge Pad* series (*Addition & Subtraction*, *Beginning Math*, *Fractions, Decimals & Percentages* and *Multiplication & Division*) offers fast-paced, extensive elementary math skill practice. Bells and whistles are missing, but the straightforward practice is refreshing. Traditionally marketed toward schools, the company hopes to reach homes through specialty stores including Zany Brainy/Noodle Kidoodle.

Another bright spot on the horizon is the new workbook/CD series from School Zone Interactive. At $19.99 SRP, *Math 2*, *Shapes*, *Same or Different*, *Transition Math* and *Does It Belong?* give parents and teachers lots of bang for the buck. Solid skill practice coupled with fun arcade games makes a great format. School Zone is "small but mighty" according to Barbara Peacock, Managing Director of Software. Ads in *FamilyPC* and *Mac Home Journal* as well as press tours are planned. Three more products will be out December 15, including *Math 1*, *Beginning Sounds* and *Reading Readines*. **GW**



One of the bright spots on the horizon,* Math 2 *will retail for $19.99.

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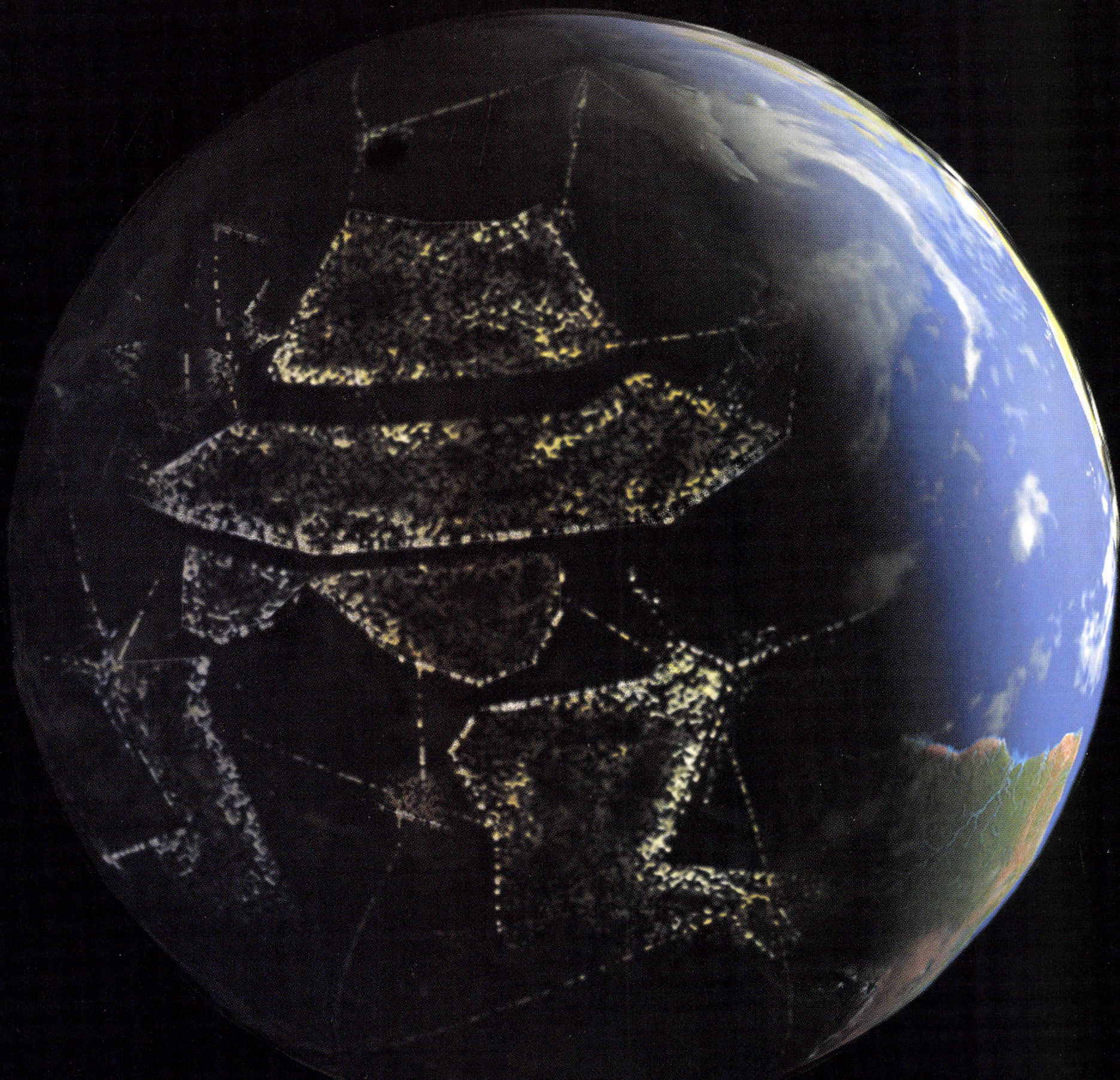

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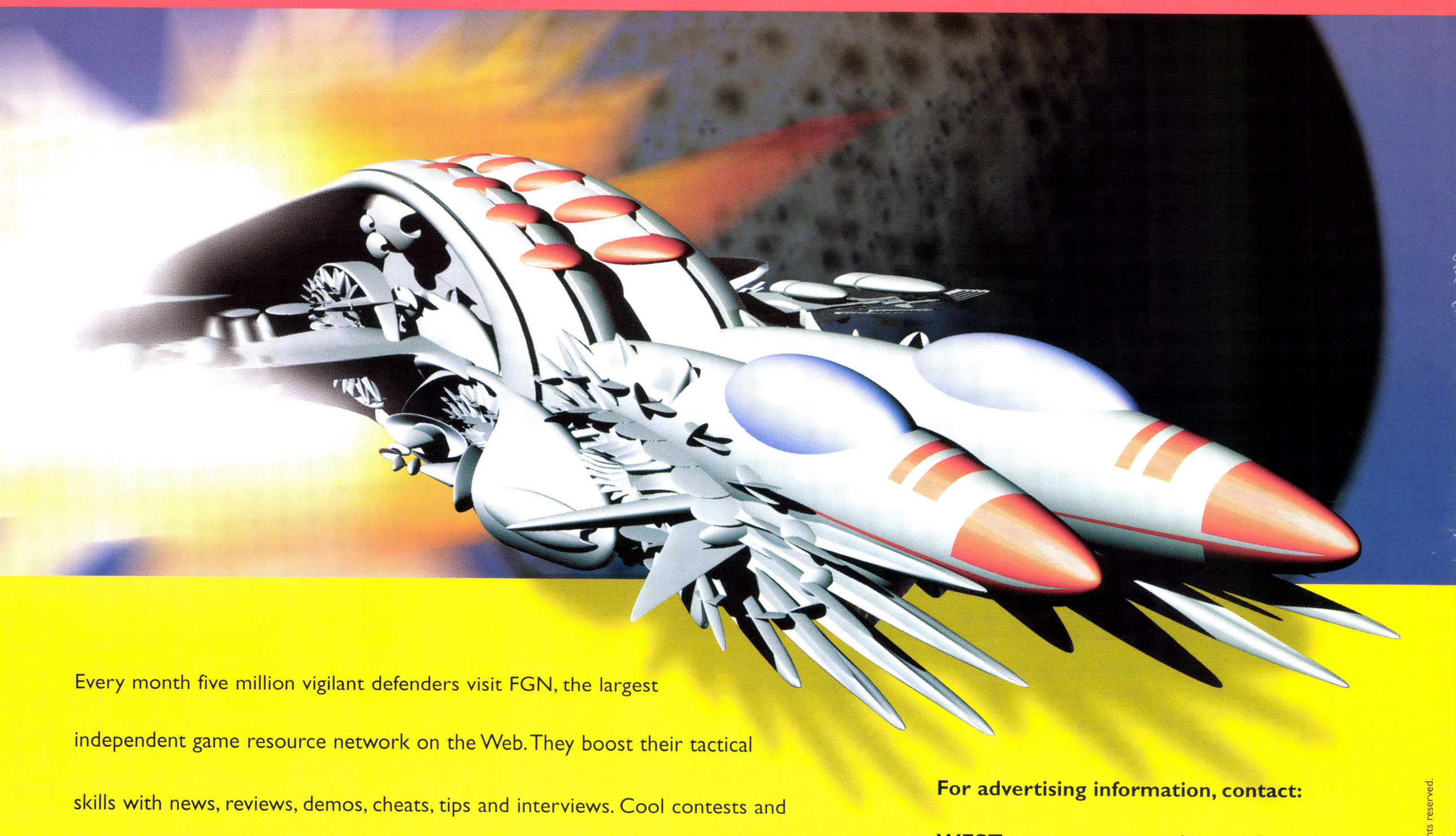

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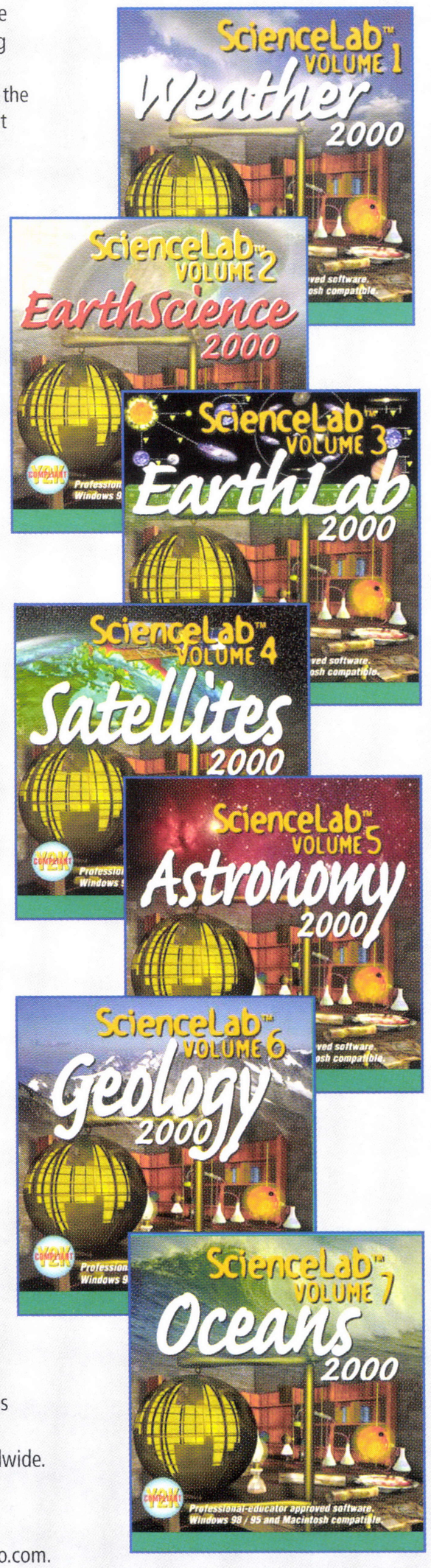

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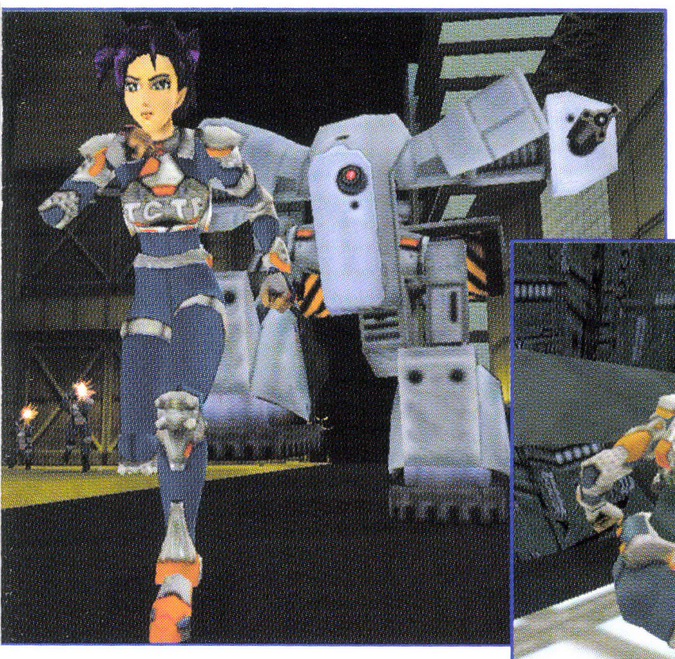

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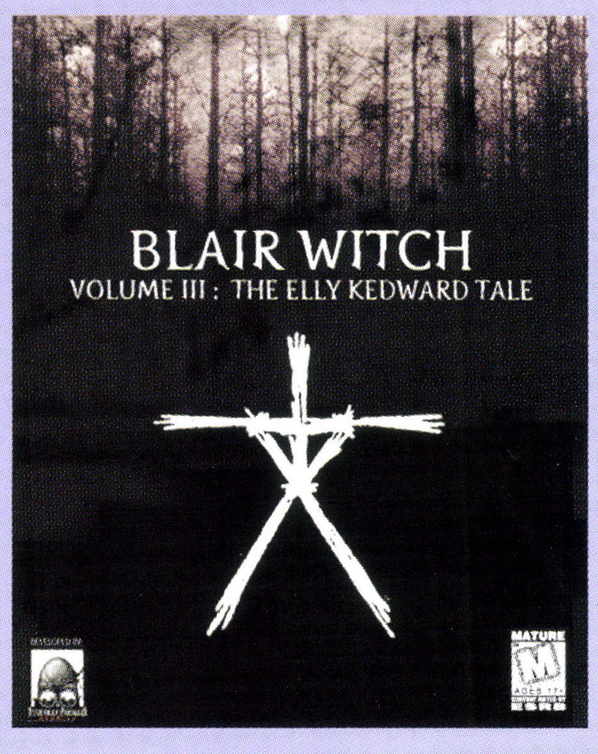
cells as well as the trigger finger."—*GameSpot*



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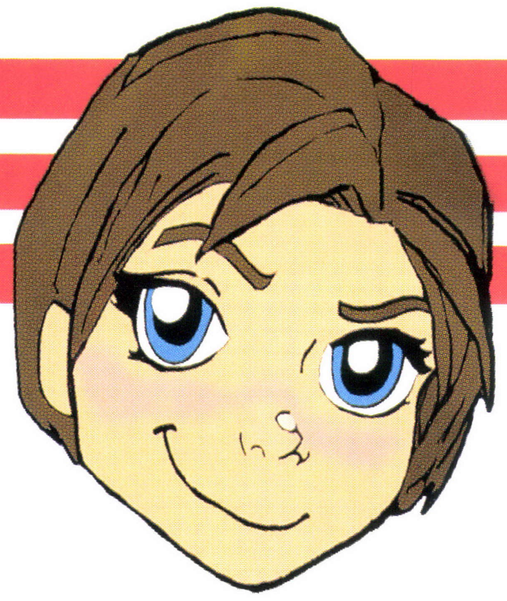

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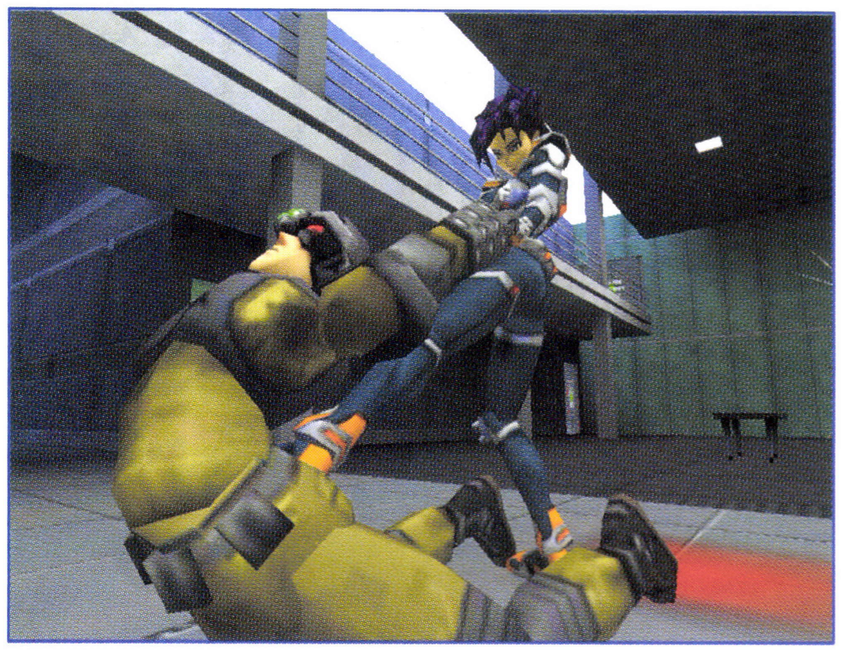

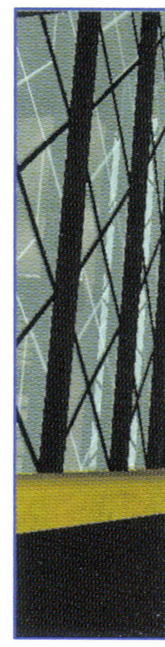

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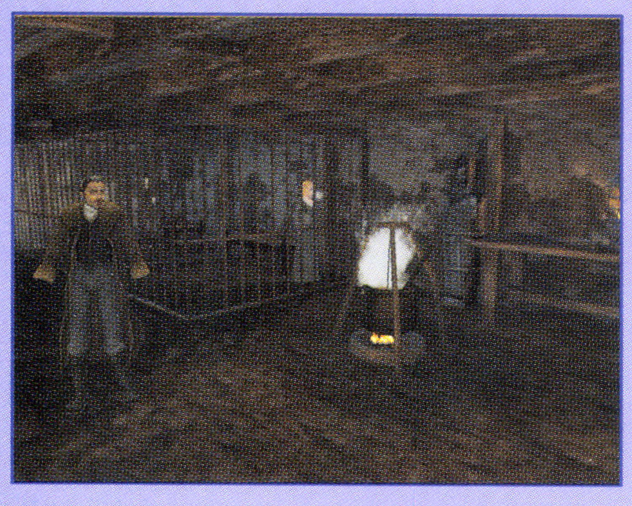

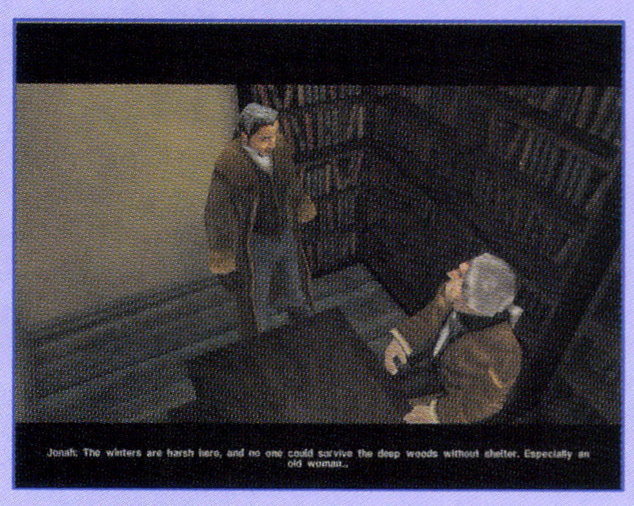

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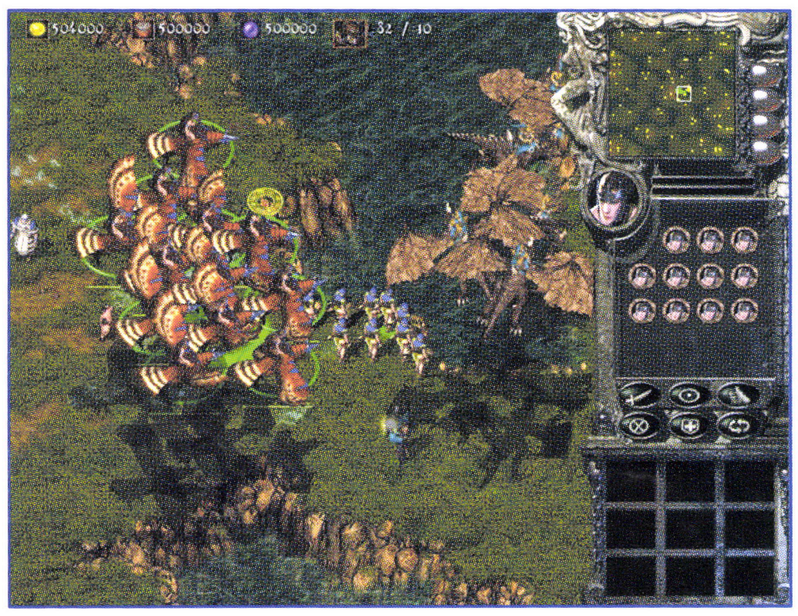
Kingdom Under Fire offers Action RTS and RPG, so you get the best of both worlds. Your character's story shapes your RTS missions. Jenny would like to remind you that it also determines what you'll be wearing. She'll be playing the vampire race as she prefers capes to armor, and will absolutely not be seen in a brown robe.

"You may have the ultimate game that combines the fantasies of RTS and RPG fans alike." *—3dactionplanet.com*



For a good time, check out the latest RTS screens.

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for the PlayStation®2
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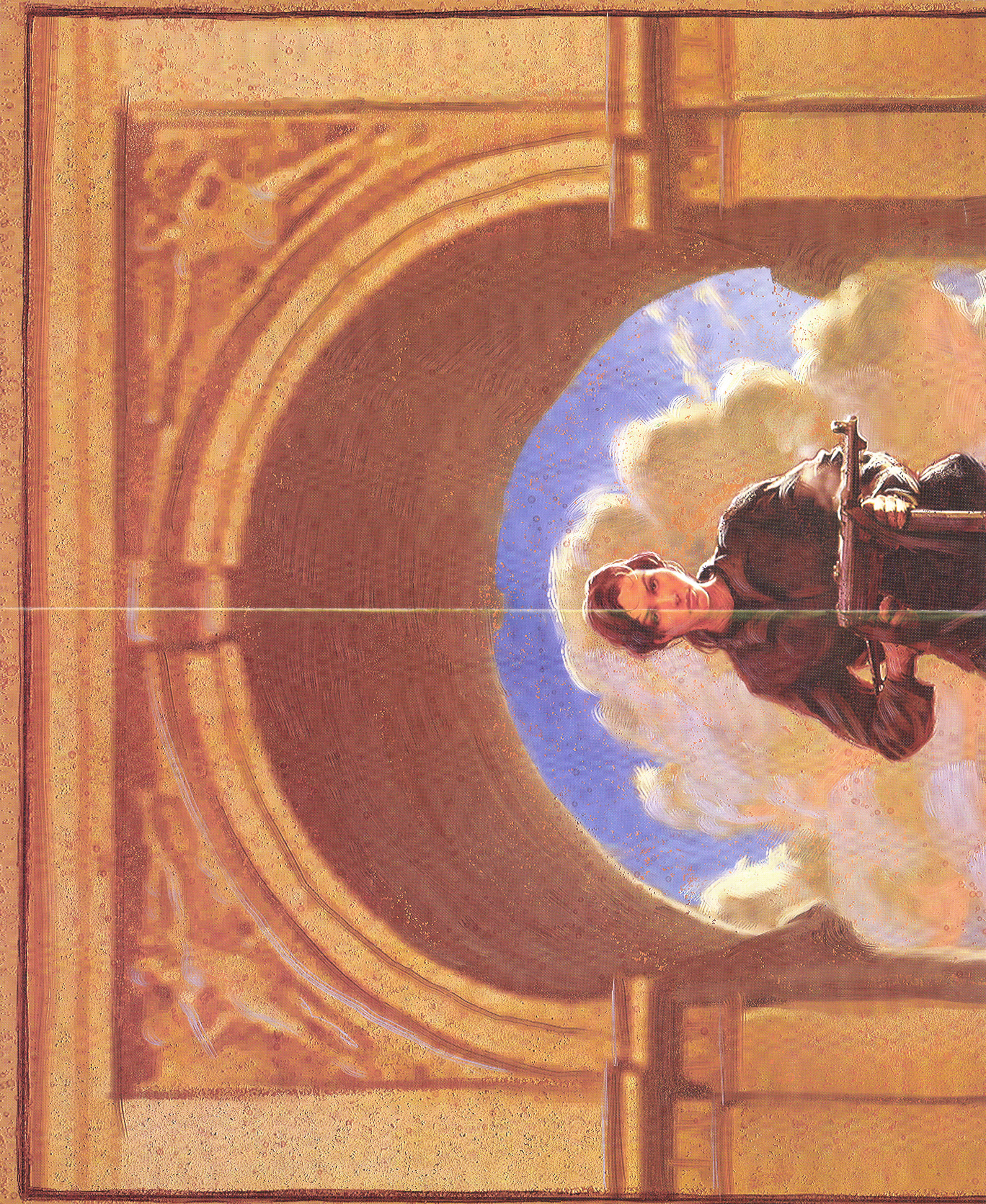

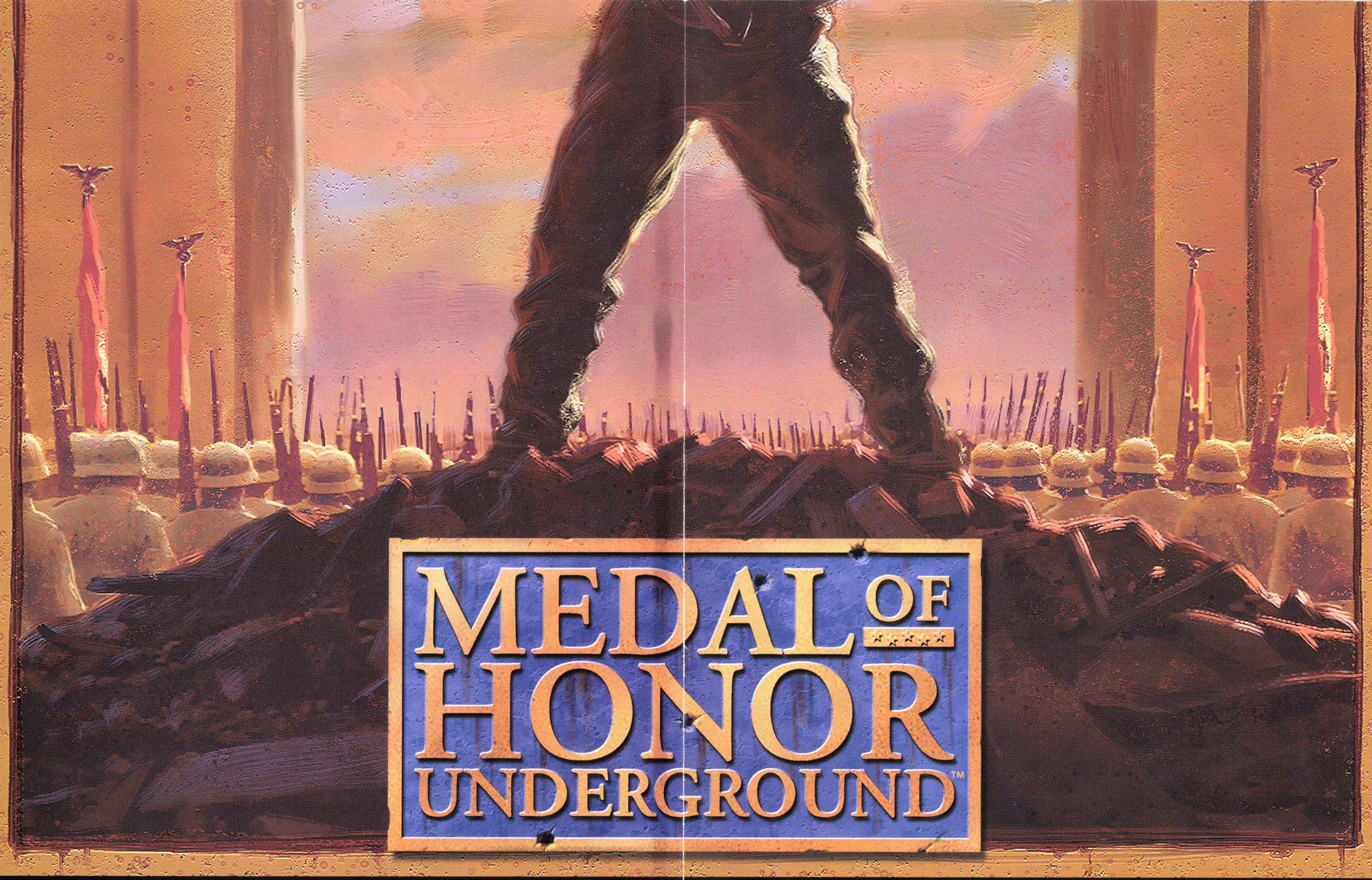

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for the PlayStation® game console

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