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# POJO'S SPECIAL EDITION VIDEO GAME



## Review 2001

### PLAYSTATION 2 BLOWOUT!

- THE HOTTEST MUST-HAVE PS2 GAMES
- DETAILS ON UPCOMING PS2 TITLES
- SONY'S SECRET ONLINE GAMING PLANS



# PS2



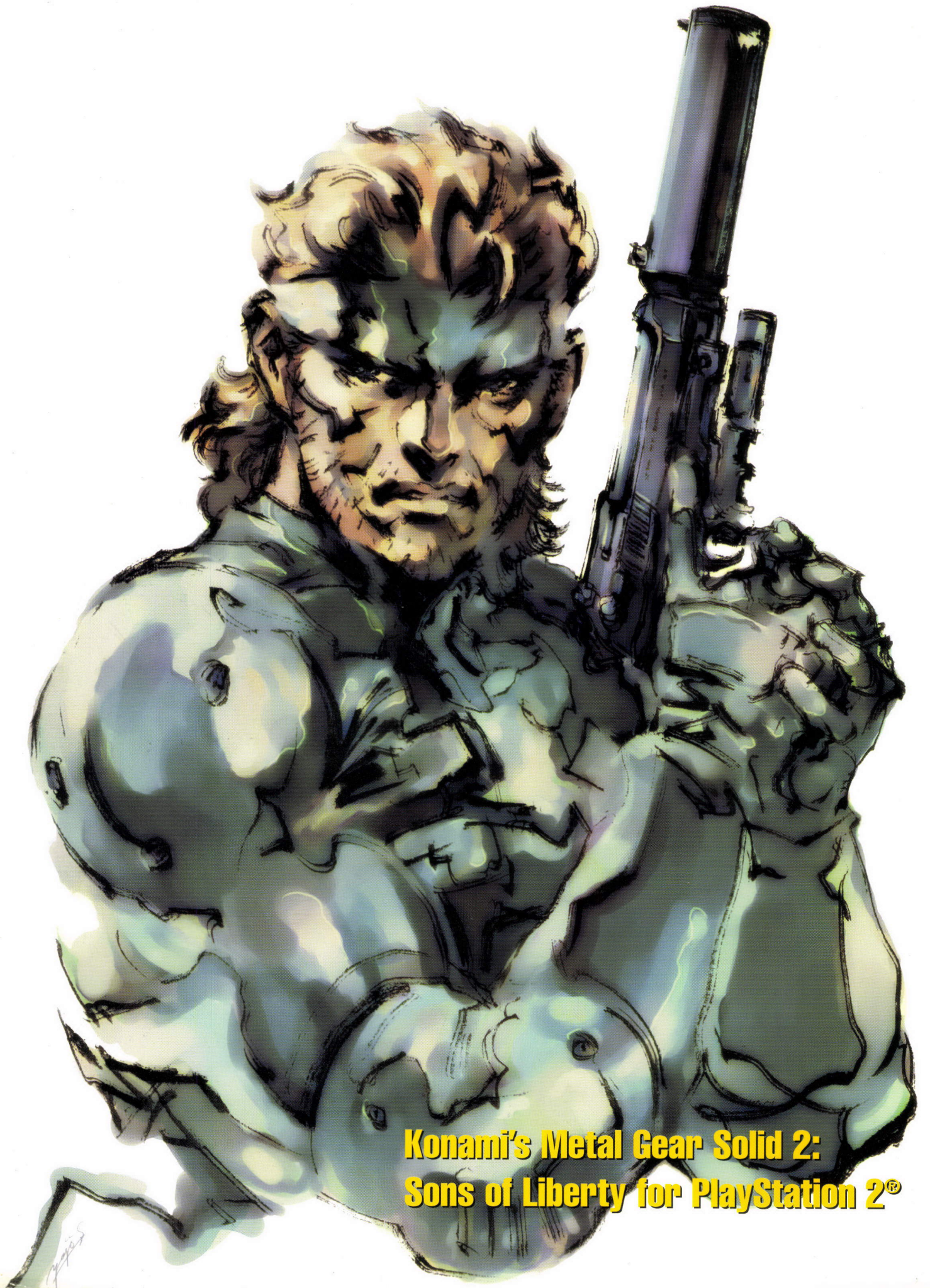
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First News on Microsoft's and Nintendo's Next-Gen Super Systems

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**Konami's Metal Gear Solid 2:  
Sons of Liberty for PlayStation 2®**

# 2001: The Year of Video Games

**T**he year 2001 is going to be a great year for gamers. As four new systems from Sony, Nintendo and Microsoft join such current favorites as Sony's PlayStation, Sega's Dreamcast, and Nintendo's Game Boy Color and N64, gamers will have an unprecedented number of choices on which to spend their gaming dollar.

While the cyclical arrival of next-generation video-game systems is met with enthusiasm by most gamers, it inevitably causes some grumbling on the part of others. "I just shelled out \$300 for a PlayStation a couple of years ago, and now they're forcing me to buy another one?!" these malcontents can be heard muttering. "What a rip-off!"

**"If you're so attached to your current systems, keep playing them. Nobody will be collecting them at gunpoint in the dead of night."**

We have two things to say to these people: First, if you're so attached to your current systems, keep playing them. Nobody will be collecting them at gunpoint in the dead of night. And given the extraordinarily high installed base of most of these systems — there are about 70 million PlayStations and 100 million Game Boys worldwide — the supply of new games isn't going to dry up overnight, so relax.

Second, your gaming dollar buys you more today than ever before. The Atari Video Computer System (VCS) debuted in 1977 at a price of about \$200. It had a whopping 4K of memory and played a bunch of games that all looked pretty much alike. ("Which block am I?")

Flash forward to the year 2000. The same \$200 will buy you a 128-Bit Dreamcast — with a built-in modem — and a great game like NFL2K1, which looks so realistic, it could easily be mistaken for a *Monday Night Football* broadcast.



And instead of throwing the same three or four levels at you over and over, today's games cost millions of dollars to develop, and require weeks — if not months — of playing to complete. Arcade conversions cost about \$50 and are virtually impossible to distinguish from their coin-swallowing cousins, which cost arcade owners anywhere from \$2,500 to \$15,000!

Still think video games are a rip-off? If you do, then put this magazine back on the rack — you won't like it. If you're somebody who wants to know about all of the upcoming systems, as well as which games to buy today, then read on — we think you'll love it.

— The editors

*Got a question or comment? Cheesed off because we left your favorite game out of the buyer's guide? Drop us a line at [gmlollohan@hsmedia.com](mailto:gmlollohan@hsmedia.com), so we can respond in a future issue.*



# POJO'S *SPECIAL EDITION* Video Game *Review*

Robert W. Baker .....Vice President/Publishing Director  
Linc Wonham .....Executive Editor  
Ray Ramos .....Creative Director  
Nancy Davies .....Managing Editor  
Mark Styczen .....Managing Art Director  
Gary Mollohan .....Senior Editor  
Robert Wyszowski.....Senior Graphic Designer  
Tom Caestecker, Aaron George .....Assistant Editors  
Liz Coats.....Graphic Designer  
Gregg Hollander.....Editorial Assistant

## Contributors

Kit Kiefer, Hal Hintze, Edward Hrzic III and Ron Smalec

2121 Waukegan Road, Suite 120, Bannockburn, IL 60015

Phone: (847) 444-4880 • Fax: (847) 444-1153

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Konami's Metal Gear Solid 2:  
**Sons of Liberty**

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# Bleem me up!

New emulation software lets you play PlayStation games on your Dreamcast

**W**anna give your Dreamcast an identity crisis? New emulation software from bleem, inc. can dupe your Dreamcast into thinking that it's a PlayStation, quadrupling the number of games available for play. Sound too good to be true? It's not, and it gets better — bleem! for Dreamcast actually makes your PlayStation favorites look better than ever before!

## How it works

The software will be available in four planned "bleempaks," each of which will retail for \$19.99 and will allow you to play 100 specific PlayStation titles.

All you have to do is pop a bleempak into your Dreamcast console and close the lid. Bleem! loads into local memory and then

prompts you to insert a compatible PlayStation disc. Then you remove the bleem! disc, insert the PlayStation game, close the lid and press start.

Rather than going alphabetically or by genre, each pak allows you to play a mix of top-selling games from a variety of categories, including sports, role-playing, action, fighting and more.



Bleem! for Dreamcast

On the down side, if a specific PlayStation game you'd like to play isn't listed on the back of the bleempak, you're out of luck, so do a little investigating first. You can also find out which games each pak supports by visiting the company's Web site ([www.bleem.com](http://www.bleem.com)).

## Super-charged graphics

Bleem! takes advantage of Dreamcast technology to improve the look of PlayStation games, rendering game graphics at 640 x 480 pixels — four times the normal resolution. Furthermore, the Dreamcast's built-in full-screen anti-aliasing and bi-linear filtering softens jagged edges and smoothes out textures, further improving the overall look of PlayStation games.

"Enhanced graphics is what sets bleem! apart," says Randy Linden, chief technical officer and creator of bleem!. "If all [it] did was play PlayStation games



The so-called "bleempod" will allow you to use PlayStation controllers and memory cards with your Dreamcast.

at PlayStation resolutions, there wouldn't be much point — you could just get a PlayStation. That's why we concentrated on using the Dreamcast hardware to unlock the true potential of these games. We wanted to deliver the best of both worlds by adding the Dreamcast's superior graphics to the proven gameplay in these titles, for a seamless — and better — gaming experience."

The company goes so far as to claim that compatible PlayStation games look better running on the Dreamcast than on the backwards-compatible PlayStation 2; however, we can't substantiate this because neither is currently available in the U.S.

It should also be noted that unlike bleem!, PlayStation 2 will play virtually all existing PlayStation games, instead of only 100.

### Other cool gadgets

"But wait," you astutely say. "A Dreamcast controller has fewer buttons than a PlayStation one. How will I be able to play games that require those extra buttons?"

The company is compensating for this by mapping multiple button combinations for the Dreamcast controller to make up for the extra buttons, kind of like of the way gamers can change the button configurations of their favorite games by going into the options menu.

What's more, the company plans to release a special "bleempod" controller adapter that lets you use a PlayStation controller with the Dreamcast. The pod reportedly has a port for VMU units, so gamers can even save their PlayStation games on Dreamcast memory cards. An adapter for PlayStation memory cards will also be included in the device.

Additionally, the company will be launching a PlayStation-style controller that plugs directly into the Dreamcast called — imaginatively enough — the "bleempad."



Dreamcast owners also have the option of buying look-alike PlayStation controllers, called "bleempads," that plug directly into your Dreamcast.

### Availability

Like it did with bleem's earlier PlayStation emulator for the PC, Sony has tried to block the release of bleem! for Dreamcast but has been unsuccessful as of this writing.

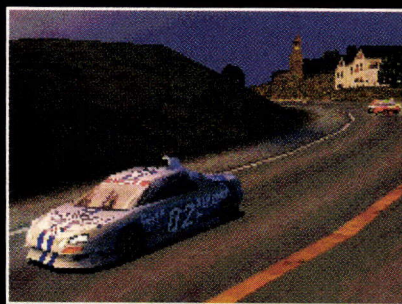
Barring any last-minute legal wrangling by Sony, the first two bleempaks are expected to ship in the third and fourth quarter of 2000. At least two more are expected next year. ■

## Enhanced Graphics

Does bleem! for Dreamcast really improve the graphics of PlayStation games? Judge for yourself by comparing these sample shots of Namco's Ridge Racer IV, provided by bleem!, inc.

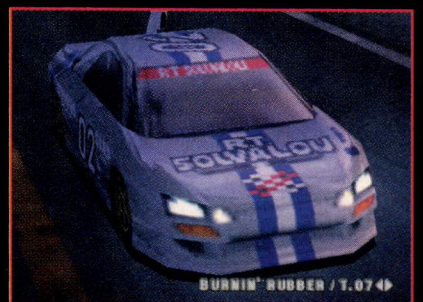
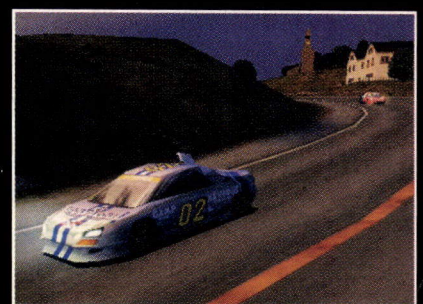
### PlayStation

Ridge Racer IV on PlayStation



### "Bleemcast"

Ridge Racer IV on "bleemcast"



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# Konami gets jiggy

How a new video game is transforming arcades across the country into dance clubs

It's Saturday night, and dozens of club kids are getting their groove on under flashing lights to the sound of a thumping base track. A scene at a popular bar or dance club? Nope — chances are it's your local arcade, where a new video game is swallowing quarters like a frat boy swallows goldfish.

The game is Konami's Dance Dance Revolution, or "DDR" as those in the know call it. Best described as karaoke meets Twister, the game is played by stepping on light-up panels in time with the music.

In addition to a makeshift dance floor, a DDR machine — which retails for a cool \$15,000 — contains a monitor that prompts players to upcoming steps, a pair of chrome

speakers that would make rapper Sisco jealous, and a mini light display.

Winners must "dance" correctly to about 70 percent of the moves to win, which ain't easy, given the fact that a minute-long routine can have more than 250 steps.

Like most video game-related crazes, DDR began in Japan, where there are entire arcades filled with nothing but the machines. As with

ARE YOU UP FOR THE CHALLENGE??

TOURN IT UP! Dance Dance Revolution

FREE ENTRY

THE EVOLUTION OF THE REVOLUTION

VANCOUVER'S OFFICIAL DANCE DANCE REVOLUTION TOURNAMENT

FRIDAY AUGUST 18, 2000 7:00PM

TECHNICAL TOURNAMENTS

Participants will compete online in a VIRTUAL mode. The winner will move on to the next round. Scoring will be based on total score.

Must be a minimum 3 participants per tournament.

5 tournaments will occur as follows:

BASIC - \$20 playcard TRICK - \$20 playcard MANIAC - \$40 playcard DOUBLE - \$40 playcard

FREESTYLE TOURNAMENT

Time to show off your skills. Participants can do anything they like to play a song. Players can't choose their song and perform alone or with another.

The choices are YOURS.

Scoring will be based on originality, costliness, overall performance, routine, timing and kicks. The most important thing is that you are having fun. Scoring will be based heavily on overall performance. \*Song must be changed to quality.

1st place - \$20 playcard, silver medal 2nd place - \$40 playcard, silver medal 3rd place - \$20 playcard, bronze medal

Prizes and rules subject to change.

To Register sign up at [playdium.com](http://playdium.com) or email your full name, playcard # and tournament you would like to enter to: [ddr@playdium.com](mailto:ddr@playdium.com) registration ends at 4:00pm August 18, 2000

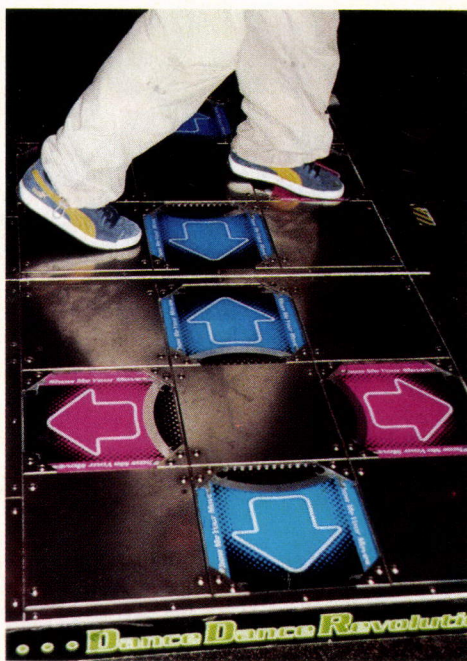
Many arcades are fueling the Dance Dance Revolution craze by sponsoring contests.

American kids, Japanese youngsters like the game because, unlike most arcade games, it is played to be seen as well as for the challenge.

There's also a home version of the game available for PlayStation and Dreamcast in the Land of the Rising Sun, but it's mainly played for practice. After all, what's the point of looking good on the dance floor if nobody sees you?

Back in the States, DDR is starting to catch on, inspiring dance contests and boosting sagging arcade revenues.

For gamers with two left feet, Konami offers a number of other music-themed arcade games, including Guitar Freaks, Pop'n Music and Hiphop Mania: Complete Mix 2. To see these games, in addition to DDR, check out Konami on the Web at [www.konami-arcade.com/Music](http://www.konami-arcade.com/Music). ■



Arcade patron and aspiring Lord of the Dance, "Mixmaster" Mike B, busts a move at GameWorks in suburban Chicago. Dance Dance Revolution's "controls" include simple up, down, left and right arrows.



PlayStation 2

1 MEMORY CARD  
2 MEMORY CARD  
MAGICGATE

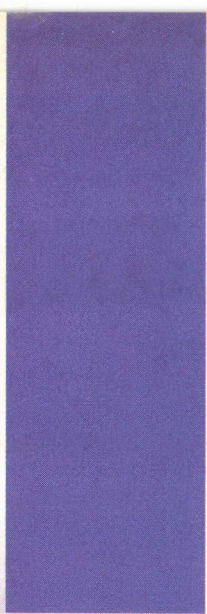
SONY

PlayStation

SELECT ANALOG

Sony Computer Entertainment





# The Future Is Now

How Sony's PlayStation 2 will revolutionize electronic entertainment as we know it

**By Kit Kiefer**

All that's been said and written about PlayStation 2 boils down to this: Any game system powerful enough to guide genuine nuclear missiles must be taken pretty seriously.

Whether you could actually stick a PS2 in the nose of a Tomahawk missile, point it toward an undisclosed location and have it play a couple quarters of Madden 2001 on the way to its target is debatable.

The Japanese government certainly thought so when it banned PS2 exports for several weeks, supposedly to see if the PS2 could do for multimillion-dollar, state-of-the-art weapons what it did for Ridge Racer V. But the bureaucrats were satisfied PS2 posed no threat to world peace or they got tired of playing Drum Mania, since PS2 was cleared for takeoff and no missiles have shown up with a game console in their nose cone...yet. →

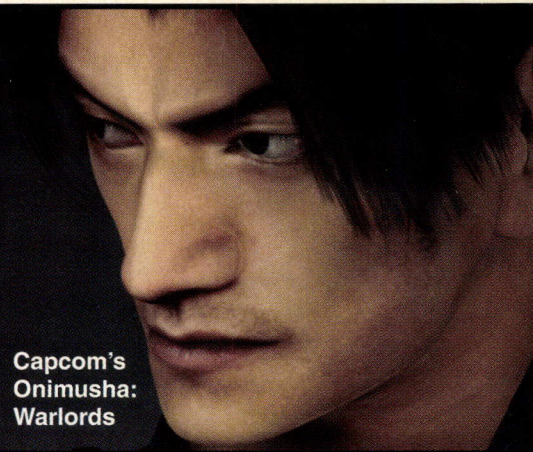


PlayStation 2

# The Future Is Now



PlayStation 2 made its North American debut in May at the mammoth Electronic Entertainment Expo (E<sup>3</sup>).



Capcom's Onimusha: Warlords

# Playstati

## The Video-Game System That Ate Tokyo

The whole guided-missile thing obscures what has been a phenomenally successful product introduction for Sony.

PS2 went on sale in Japan on March 4. Two weeks before that, preorders for the PS2 on Sony's online site so overwhelmed the site that it had to shut down shortly after opening. Stores stopped taking preorders soon after that.

As launch day approached, people began camping out in front of stores in the Akihabara, Tokyo's fabled electronics district. At zero-hour minus 12, thousands of people were in scores of lines throughout the district. Naturally, the lines were orderly and things went smoothly because it is, after all, Japan. But this was not your typical launch.

By launch weekend's end, more than 1 million PS2 units had been sold at more than 26,000 outlets. (18,500 of those outlets were, of all things, convenience stores. PS2s at Tank 'n' Tummy? Only in Japan.) That's a record, and it beats the number of PlayStation units sold

during the three-day release period in 1994 by about 10 times.

More than 380,000 PS2s were sold through the Web site alone — another record. Sales haven't really slowed, either; total PS2 sales in Japan are approaching 2 million.

There was never any question that PS2 would be launched in the United States sometime after the Electronic Entertainment Expo (E<sup>3</sup>), the immense springtime video- and PC-game show. The only questions were exactly when and precisely what would be in the American version of the PS2 box.

The when was pushed back a little by the whole guided-missile export flap, but not far enough that the units wouldn't be ready for Christmas. The what was answered at E<sup>3</sup>.

## The Need for Speed

The heart of PS2 doesn't change from the Japanese version to the American. It's a first-of-its kind "Emotion Engine" — a full 128-bit CPU, something that five years ago would have barely fit on a desktop, smooshed onto a single chip. The chip itself is a mind-blowing engineering marvel, and the stuff around it isn't shabby, either.

For instance, the memory supporting the Emotion Engine performs four times better than the memory on most PCs. The CPU calculates at about the same rate as most supercomputers. The graphics technology is about 20 times more powerful than PC-based graphics accelerators.

And this is a \$300 piece of consumer electronics we're talking about, troops. No wonder the loudest sound heard at E<sup>3</sup> was the sound of jaws dropping at the Sony booth. And no wonder Nintendo pushed back the Japanese release of its Game Cube console to summer 2001 shortly after seeing what the Sony machine (and its equally scary Microsoft counterpart, the X-Box) could do.

## What's New

The differences between the North American and Japanese PS2s are in the details. In addition to built-in DVD playback, the North American version has a bay for a combination 3.5-inch, hard-disc drive and Ethernet adaptor. These are nice add-ons (though they are add-ons; if you want a hard drive and network capability in your PS2, you'll have to buy them separately some time next year). →

# The Lowdown

**What it is:** PlayStation 2

**What it'll play:** PlayStation and PlayStation 2 games, DVDs and audio CDs.

**Props:** Fastest console on the market. Large library of launch games. Can use older PlayStation controllers and memory cards. Doesn't require special memory card to play DVDs (like Japanese version).

**Slops:** Difficult to program for. No built-in modem — Sony, unlike Sega, is waiting for broadband. Only two controller ports.

on  
2



The PS2's 128-bit CPU calculates at about the same rate as most supercomputers, allowing more lifelike characters than ever before, as these images from Capcom's *Onimusha: Warlords* illustrate.

# The Future Is Now

Sony announced that a hard drive and expansion unit would be added to the PS2 after Microsoft said the X-Box would contain a hard drive and a network interface for online gaming. The PS2 may redefine game playing for all time, but that doesn't mean it's not looking over its shoulder.

And make no mistake: PS2 has more than enough capability to redefine game playing for all time. Its 3-D graphics are of movie quality. The DVD player is as good as any stand-alone unit and can be hooked up to your stereo. Better yet, it can be continually updated by loading new programs from upgrade discs, so it'll be able to play whatever forms of disc-based multimedia come along (assuming Sony doesn't do something strange but characteristic like reinvent

the disc). Its USB and high-speed I.Link/IEEE 1394 ports will eventually let you add a keyboard, a mouse and broadband Internet access.

If PS2 isn't currently the fabled "black box," the one system that delivers all your entertainment, information and communications needs, it might soon be — and if it's not, then the X-Box, with all that Microsoft power behind it and a Pentium III chip inside, might be. There's a Battle of the Boxes shaping up that has a whole lot more at stake than Battle of the Boxes I, which pitted VHS against Beta in a fight to the death. In that tussle, Sony's Betamax beat JVC's VHS in every category but one — consumer acceptance. Sony's determined not to finish on the losing side again.

To make sure it's the winner, Sony has enlisted almost every game company on the planet to create games for the PS2. (Not that you have to buy new games for the PS2 if you don't want to. One of the best things

about the PS2 is that it's backwards-compatible, meaning you can play all your old PlayStation games on the PS2 — with slightly improved graphics to boot. It's inconceivable that you'd buy a groundbreaking new system just so you could play your old games, but it's nice to know that you can if you want to.)

## Are You Ready for Some (Virtual) Football?!

Among the new games is the first of the "killer apps" for the PS2 — a game so cool, so earth-shatteringly awesome, that you have to buy the system just to get the game. And, for a change, the killer app isn't a fantasy game with swelling dragons and swirling mists but rather a football game.



Raise the roof with player-specific touchdown dances.



OK, it's not just a football game. It's EA Sports' **Madden 2001**, and calling Madden 2001 just another football game is like calling Old Faithful just another plumbing leak, or Jim Carrey just another guy who makes faces, or Britney Spears just another ex-Mouseketeer...you get the idea.

Madden 2001 is one of the first games to really take advantage of the PS2's incredible graphics capability. Wristbands, visors, facemasks, tape, pads, body hair and even veins are custom designed for each player and rendered in glorious 3-D detail.

Each team's coach looks and acts like himself. A zooming camera does tricks no HelmetCam would ever dream of attempting, getting you as close to the action as humanly (or computerly) possible.

And what action! The PS2's ultra-quick calculating ability is used to factor into collisions each player's weight and height to help determine how many yards a ballcarrier gains. Small D-backs now get eaten alive by fullbacks, while lighter and quicker wide receivers get leveled by linebackers if they run short routes over the middle.

Other innovations include:

- Create-a-team, which lets Madden fans create their own team by adding

new and retired players and changing the team name and stadium.

- Hundreds of all-time-great NFL players, including all the All-Madden teams picked since 1984, including the All-Super Bowl and Millennium teams.

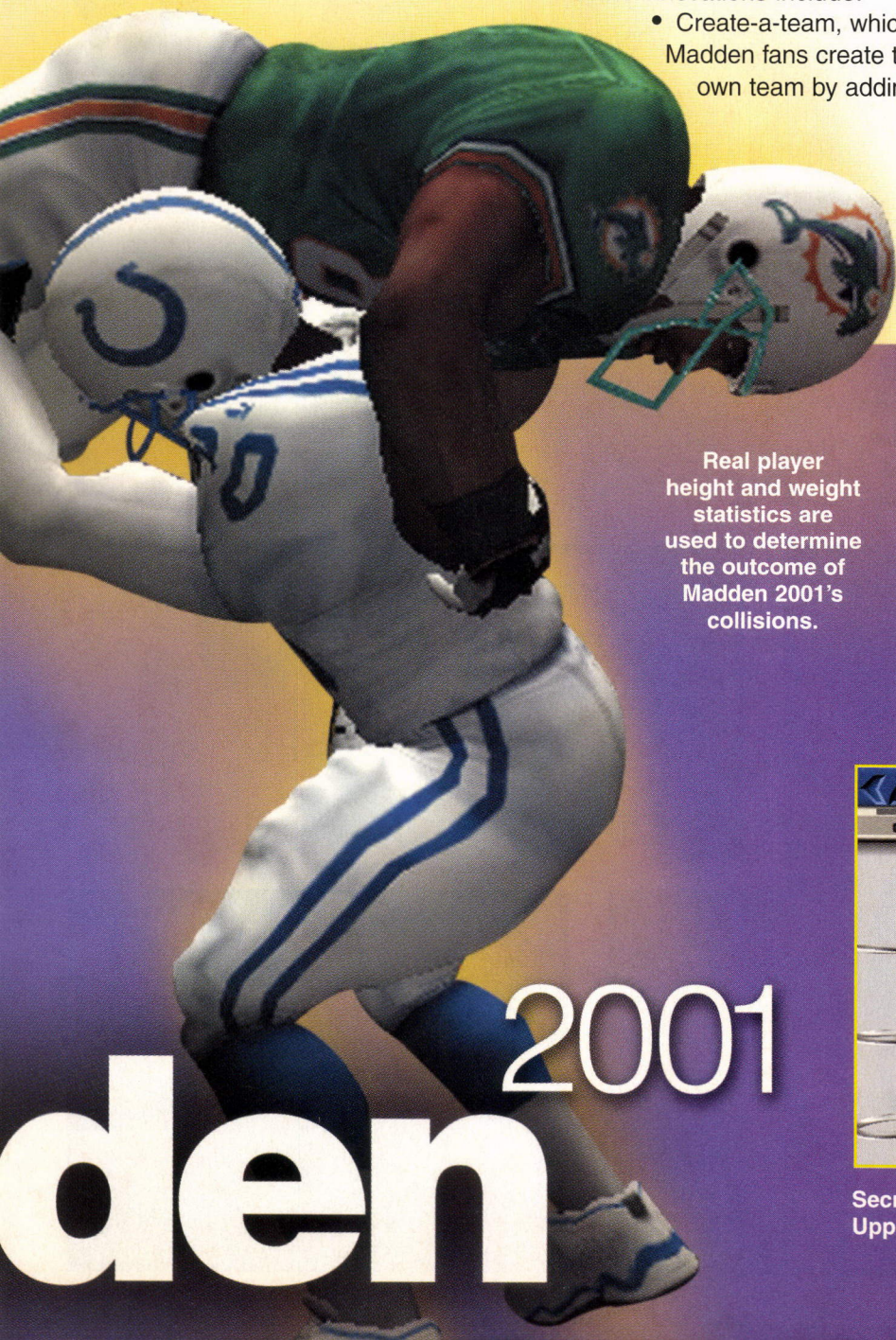
- Player-specific touchdown celebration dances and taunts (minus the slash across the neck, of course).

- New defensive controls that let players read the offensive set at the line of scrimmage and adjust pass-rushing routes, linebacker drops and pass coverage.

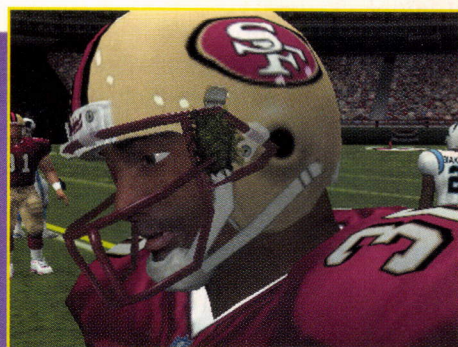
- A two-minute drill that lets up to 10 players compete for high score.

- Interactive trading cards that unlock legendary teams, players and stadiums, and create special abilities in certain players and teams. Players can collect "Madden Cards" by performing certain tasks, and trade or risk Madden Cards via memory card.

"It's like playing football on TV," says EA PR Director Charlie Schibetta. →

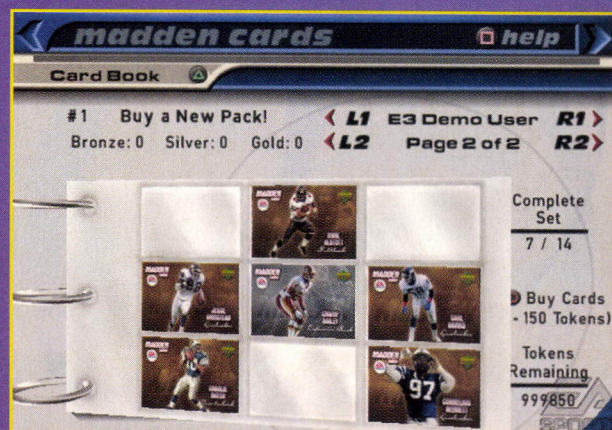


Real player height and weight statistics are used to determine the outcome of Madden 2001's collisions.



Looking for detail? Check out the piece of turf stuck in this player's facemask.

# den 2001



Secrets are unlocked by collecting "virtual" Upper Deck trading cards.

# The Future Is Now

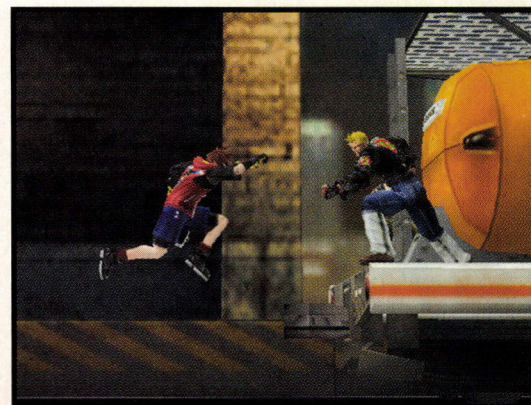
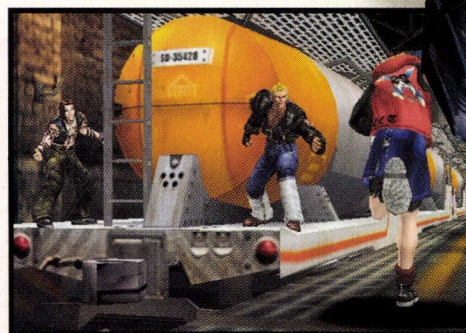
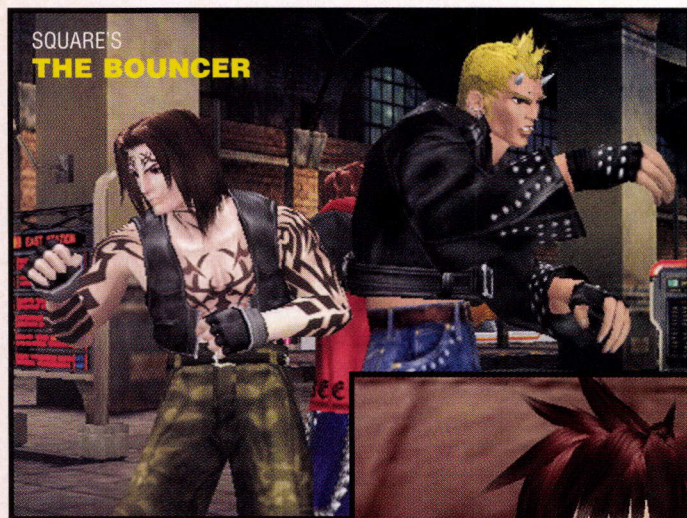
## Other Must-Have Games

Great as Madden 2001 is, it's just one of several great new games built around PS2's next-generation capabilities. EA's **FIFA 2001 Major League Soccer** features an intuitive, responsive and almost scary artificial intelligence — plus a soundtrack by Jamiroquai.

Yet another EA Sports title, **SSX**, promises to do for snowboarding what Activision's Tony Hawk Pro Skater did for skateboarding. Based on the extreme sport of boardercross, SSX combines high-speed snowboard racing with insane big-air tricks on what is best described as an exaggerated snow-covered motocross track. The game is so good, in fact, many are already calling it the sleeper hit of the PS2 launch titles.

Square's **The Bouncer** lets multiple players and multiple enemies fight simultaneously — unthinkable in a pre-PS2 video game. In fact, Square doesn't even call The Bouncer a video game; instead, it's a "Playing Action Movie."

Meanwhile, **Capcom's Onimusha: Warlords** calls itself "the most anticipated, technically advanced video game ever conceived" and touts its motion-picture-quality production values — just the ticket for the PS2. The game doesn't lack for bullet-point boasts:





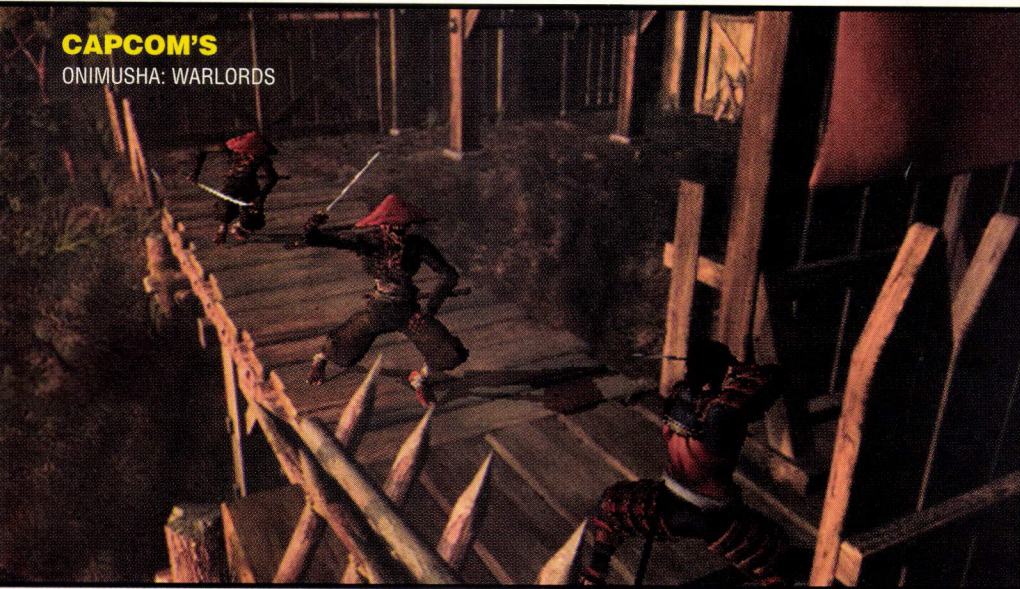
Its script is written by Resident Evil storyliners Flagship; a 200-piece orchestra performs the original musical score; and famed Japanese actor Takeshi Kaneshiro stars as the lead character. The game opens with a five-minute movie sequence — certainly not the last time that'll happen in a PS2 title.

On the lighter side, LucasArts offers **Star Wars: Super Bombad Racing**, a wacky cross between Mario Kart and Episode I's pod races that lets players race on tracks

as Crazy Taxi meets Vigilante 8, Smuggler's Run requires players to deliver contraband across the border while ditching cops, the border patrol and rival gangs.

Agetec's **Armored Core 2** lets players build and customize their own giant rock-'em, sock-'em robots and pilot them into battle. In addition to the one-player missions, which range from destroying opposing robots to rescuing artifacts, the game includes both split-screen and link-cable two-player battles.

**CAPCOM'S**  
ONIMUSHA: WARLORDS



throughout the Star Wars galaxy as caricatured versions of their favorite characters. Lucas will also have the more serious **Star Wars: Episode I Starfighter** game ready for the PS2 by fall, with more than 20 3-D starships and 14 fully detailed space environments.

Namco's **Ridge Racer V** — one of the most popular games for the Japanese PS2 — uses the PS2's state-of-the-art 3-D polygon-rendering power to create translucent glass; landscapes reflected on car bodies; smoking tires; shimmering heat waves; improved distance perspective; and sparks from cars rubbing against each other. Namco's major fighting game, **Tekken Tag Tournament**, will also get a PS2 version.

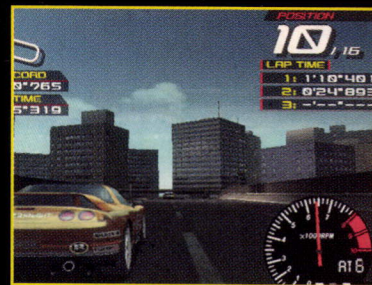
Another driving game, Rockstar Games' **Smuggler's Run**, enables players to break away from standard course-based racing. Best described

If you're looking for something in the blood 'n' guts department, Eidos' **TimeSplitters** fits the bill nicely. Described as the fastest console first-person shooter to date, the game allows up to four players to battle it out in intense, gore-filled deathmatches. The game also contains a simple, intuitive mapmaker that allows players to create their own deathmatch levels.

Sony's own 989 Sports line gets a full complement of PS2 titles, including **NFL GameDay 2001**, **NCAA GameBreaker 2001**, **NHL FaceOff 2001**, **NBA ShootOut 2001** and **NCAA Final Four 2001**. Naturally, they feature eye-popping graphics and artificial-intelligence factors, physics-based outcomes and super-smooth motion. But they throw in feel-the-game effects through Sony's DualShock controller.

You can see the designers of all these games playing with the PS2 →

**MUST-HAVE PS2 GAMES**



**RIDGE RACER V**  
(RACING, NAMCO)



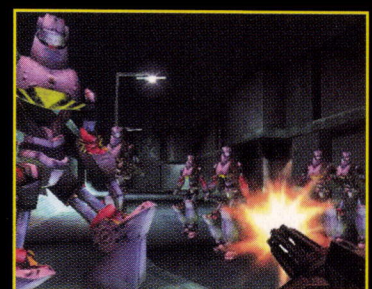
**MADDEN 2001**  
(FOOTBALL, EA SPORTS)



**SSX**  
(SNOWBOARDING, EA SPORTS)



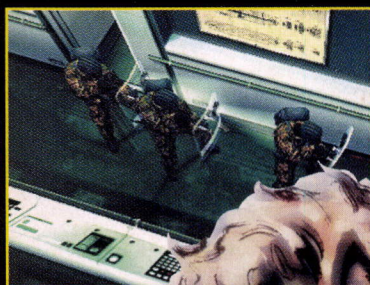
**SMUGGLER'S RUN**  
(RACING/ADVENTURE, ROCKSTAR GAMES)



**TIMESPLITTERS**  
(FIRST-PERSON SHOOTER, EIDOS)

# The Future Is Now

## METAL GEAR SOLID 2: SONS OF LIBERTY



like it was the Hammer of the Gods, the ultimate tool for their ultimate creations. But all their creations' advanced rendering and lifelike action will look like they were made by kindergarteners with crayons when the next PS2 killer app, **Metal Gear Solid 2: Sons of Liberty**, hits early next year.

Simply put, MGS2 may be the greatest video game ever. It really is a Playing Action Movie, with frighteningly real characters, staggering special effects, nearly jerk-free motion, super-deep 3-D images, and gameplay that shows the highest level of deductive reasoning ever put into the hands of a 13-year-old. The thought of MGS2 on a PS2 had people's heads swimming at E3; if you don't buy a PS2 for the swoopy head-banging of Madden 2001, you'll definitely want it for the action anime of MGS2.

And lots of people in North America want the PS2. Lots of people. So many people, in fact, that many electronics stores have stopped taking preorders because they know they won't have enough units available on launch day to meet demand. Forget about preordering a PS2 at Electronics Boutique, Babbage's, Gamestop, Funcoland or Toys "R" Us (though most of their online stores are still taking orders but not guaranteeing Oct. 26 delivery). You might be able to get a unit at one of those stores before Christmas — maybe, assuming there aren't any production glitches or chip shortages.

If you haven't preordered and can't wait until Christmas, don't despair; all's not lost. Wal-Mart and Target will be selling the consoles on Oct. 26 on a first-come, first-served basis.

But you'd better line up early. You're going to have to beat the Pentagon to the draw on this one. →

# Other



# Stuff

## MULTI-TAP ADAPTOR

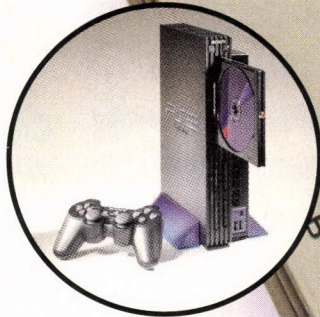
**Suggested Price: \$34**

Increases the number of controllers and memory cards that can be connected to the PlayStation 2. Plug in one multi-tap for four players or two multi-taps for up to eight. (Note: The photo to the right is a PlayStation multi-tap. The PS2 tap may vary.)

## STAND

**Suggested Price: \$9.99**

Allows you to play your PlayStation 2 vertically, which doesn't change its performance — it only makes it look cooler.



# You'll Want

## DUALSHOCK 2

**ANALOG CONTROLLER**

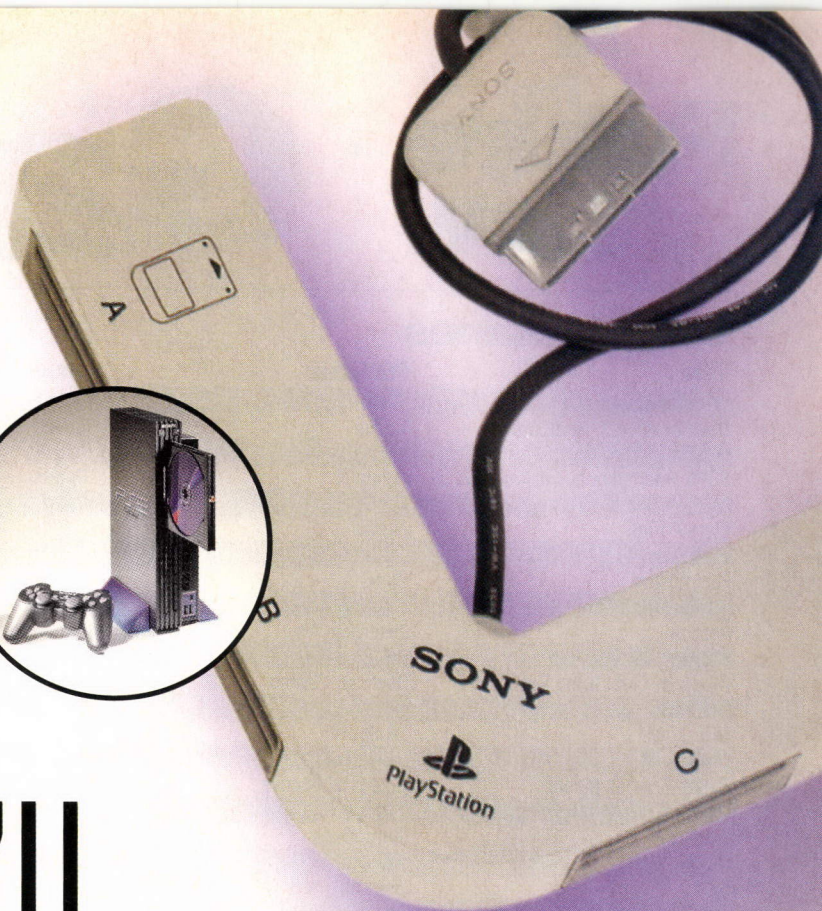
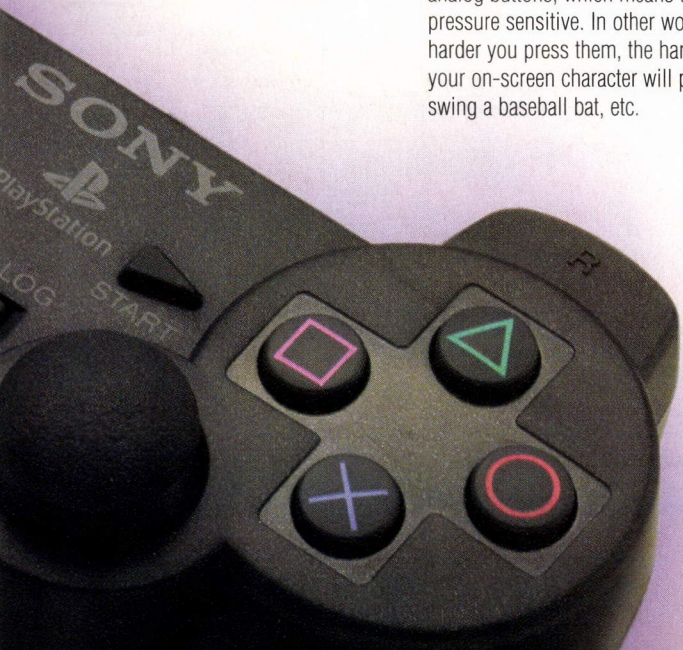
**Suggested Price: \$34**

The new DualShock controller is pretty much like the old one, except it has analog buttons, which means they're pressure sensitive. In other words, the harder you press them, the harder your on-screen character will punch, swing a baseball bat, etc.

## MEMORY CARD (8MB)

**Suggested Price: \$34**

The new memory card has a storage capacity of 8MB of data and a data transfer rate up to 250 times faster than the current PlayStation memory card. In the interests of security for potential future network applications, the memory card incorporates the authentication and encryption security system "MagicGate."



## Launch Games

Title	Publisher	Genre
Armored Core 2	Agetec	Action
Dead or Alive 2: Hardcore	Tecmo	Fighting
Dynasty Warriors 2	Koei	Action
ESPN International Track & Field	Konami	Sports
ESPN X Games Snowboarding	Konami	Sports
Eternal Ring	Agetec	RPG
Evergrace	Agetec	RPG
FantaVision	Sony	Puzzle
Gun Griffon Blaze	Working Designs	Shooter
Kessen	Electronic Arts	Action/Adventure
Madden NFL 2001	EA Sports	Sports
Midnight Club:Street Racing	Rockstar Games	Racing
Moto GP	Namco	Racing
NHL 2001	EA Sports	Sports
Orphen	Activision	Action/Adventure
Q-Ball Billiards Master	Take 2 Interactive	Billiards
Ready 2 Rumble Boxing: Round 2	Midway	Sports
Real Pool	Infogrames	Billiards
Ridge Racer V	Namco	Racing
SSX	Electronic Arts	Extreme Sports
Silent Scope	Konami	Shooter
Silpheed: The Lost Planet	Working Designs	Shooter
Smuggler's Run	Rockstar Games	Racing/Adventure
Street Fighter EX 3	Capcom	Fighting
Surfing H30	Take 2 Interactive	Extreme Sports
Summoner	THQ	RPG
Swing Away Golf	Electronic Arts	Sports
Tekken Tag Tournament	Namco	Fighting
TimeSplitters	Eidos	First-Person Shooter
Top Gear Daredevil	Kemco	Racing
Unreal Tournament	Infogrames	First-Person Shooter
Wild, Wild Racing	Interplay	Racing
X-Squad	Interplay	Action

## November

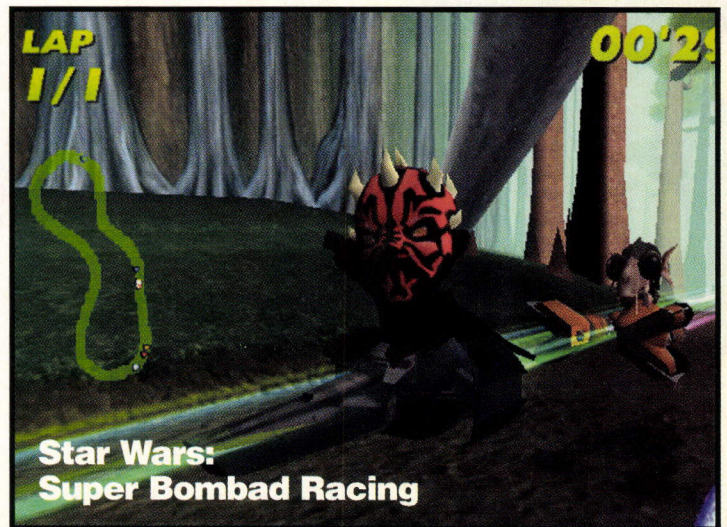
Title	Publisher	Genre
Disney's Donald Duck Goin' Quackers	Ubi Soft	Action/Platform
FIFA 2001 Major League Soccer	EA Sports	Sports
F1 Racing Championship	Ubi Soft	Racing
Gradius III & IV	Konami	Shooter
NASCAR 2001	EA Sports	Racing
Rayman 2 Revolution	Ubi Soft	Action/Platform
Super Bust-A-Move	Acclaim	Puzzle
The Sky Odyssey	Activision	Action
Theme Park Roller Coaster	Electronic Arts	Simulation
World Destruction League: Thunder Tanks	3DO	Action

## December

Title	Publisher	Genre
Army Men — Air Attack 2	3DO	Action
Army Men — Sarge's Heroes 2	3DO	Action
Carrier: Morphed	Jaleco	Action/Adventure
Formula 1 2000 CE	EA Sports	Racing
MDK 2: Armageddon	Interplay	Action/Adventure
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Action
Star Wars Starfighter	LucasArts	Shooter
Warriors of Might & Magic	3DO	Action/Adventure

## Q1 2001

Title	Publisher	Genre
4 X 4 Evolution	Gathering of Developers	Racing
All-Star Baseball 2002	Acclaim	Sports
Army Men — Vikki's Adventures	3DO	Action/Adventure
Dark Angel Vampire	Metro 3D	Action
Driving Emotion Type-S	Square EA	Racing
ESPN MLS Game Night	Konami	Sports
Fur Fighters	Acclaim	Fighting
Gauntlet: Dark Legacy	Midway	Action
Gran Turismo 3	Sony	Racing
High Heat Baseball 2002	3DO	Sports
Kengo	Crave	Action
NBA Hoops	Midway	Sports
Onimusha: Warlords	Capcom	Fighting/Action
Star Wars Super Bombad Racing	LucasArts	Racing
The Bouncer	Square EA	Fighting
Tiger Woods PGA Tour 2001	EA Sports	Sports
Ultimate Fighting Championship	Crave	Fighting
World Destruction League: War Jetz	3DO	Action



**POJO's**  
*World*

# Dragon Ball

*Special Edition*

**POJO EXCLUSIVE**

# 100%

**Dragon Ball,  
Dragon Ball GT &  
Dragon Ball Z**

**FREE!**

**on sale  
12-5!**

- Character
- Cartoon
- TCG Strat
- Collector



# Holiday Buyer's

Don't get ho-ho-hosed this holiday season — add these can't-miss games to your wish list

By Gary Mollohan

# Guide



## **PlayStation**

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## **Dreamcast**

Pages 38-51

## **Nintendo 64**

Pages 52-61

## **Game Boy Color**

Pages 62-69

# Sony PlayStation





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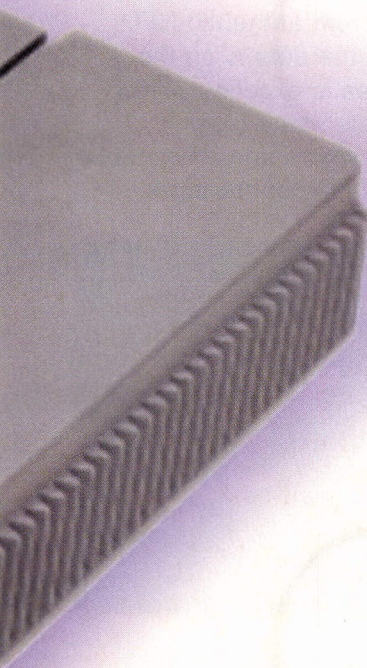
By Gary Mollohan

**D**UE IN NO SMALL PART TO CONTINUING PRICE CUTS — a PlayStation can be had today for a mere \$99, a fraction of its original \$399 price tag — Sony's 32-Bit home console continues to sell well in 2000. But the 5-year-old system is really beginning to show its age.

When viewed next to comparable Sega Dreamcast games, PlayStation titles look blocky, pixellated and surprisingly unrealistic. However, Sony has a very big ace up its sleeve in the form of PlayStation 2, currently breaking all sales records in Japan.

While the PS2 grabs all the headlines, a few standout games for the original PlayStation, like Spider-Man and Final Fantasy IX, continue to trickle through the pipeline, as the following pages reveal. And given PlayStation's North American installed base of 26 million units — plus the recent release of PS One (a smaller, more mobile version of the original PlayStation) — that software spigot won't be shutting off entirely anytime soon.

Still, the original PlayStation's days, as any 8-year-old with a PS2 on his or her holiday wish list will tell you, are numbered. →

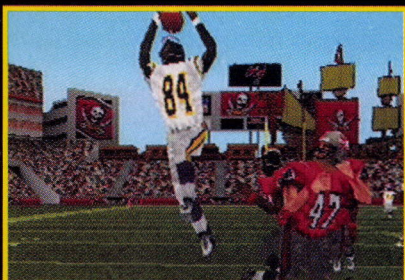
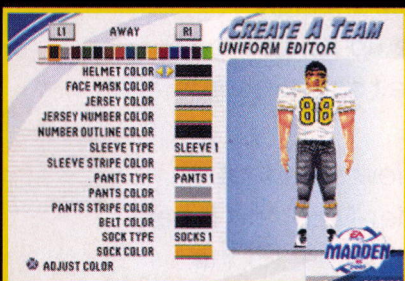


# Madden NFL 2001

○ ○ ○ ○ ○ Publisher: EA Sports

○ ○ ○ ○ ○ Players: 1-4

○ ○ ○ ○ ○ Genre: Sports



**M**adden NFL 2001 is without a doubt the best football game money can buy. Bold words, yes, but believe us, it's true. Eleven years of video-game heritage have made this franchise the king of all pigskin sims. And not surprisingly, Madden 2001 is the finest edition yet.

You won't believe how smoothly the players move around the field. Improved animation makes every dive, juke and run look as fluid as the real thing. The tackles are especially fun to watch. The players' size and weight actually determine how much power they have. In other words, you'll have a tough time tackling a 250-pound tight end with your puny 175-pound safety. But should you take him on with a 300-pound lineman, you'll witness a bone-jarring collision.

If you like challenges, you'll love the Madden Cards feature. To earn a card, you must fulfill a certain task, such as a 30-yard run, 60-yard pass or a host of other assignments. Earning cards opens up secret teams, players and stadiums. In addition, you can trade your cards with friends using the memory cards.

The game is top-notch in the graphics department as well. Everything from authentic NFL stadiums to the details on the players' faces is excellent. They even wear the same tape, wristbands, visors and elbow pads as their real-life counterparts.

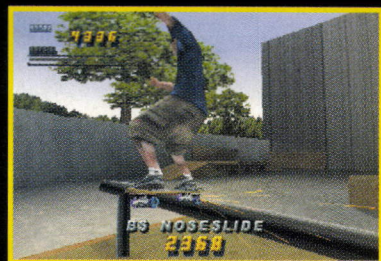


While pretty graphics are great, nothing is more important than gameplay — and Madden has got it in spades. When you forget you're playing a game because it has you completely captivated, you know it's something special.

Sports fans should definitely add Madden NFL 2001 to their video-game library. ■

# Tony Hawk's Pro Skater 2

○ ○ ○ ○ ○ Publisher: Activision  
○ ○ ○ ○ ○ Players: 1-2  
○ ○ ○ ○ ○ Genre: Extreme Sports



**T**ony Hawk's Pro Skater is the heavyweight champ of all skateboarding games. Not surprisingly, Pro Skater 2 is every bit as good, and then some.

Neversoft, the game's developer, did the smart thing by retaining the same seamless gameplay that made the original such a smash hit. Instead, the company focused its attention on new features and improvements suggested by Pro Skater nuts everywhere.

What could be better than playing as Tony Hawk? How about putting yourself in the game. Yes, it's possible to create a custom skater, complete with special gear and skill attributes you select.

The customization doesn't stop there. An awesome 3-D course editor lets you build your dream skate park. Take your pick of bowls, ramps, rails and a ton of other objects.

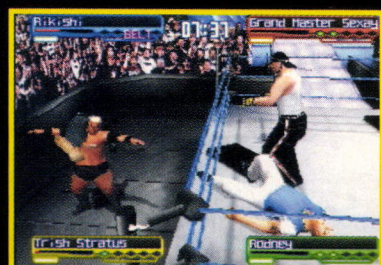
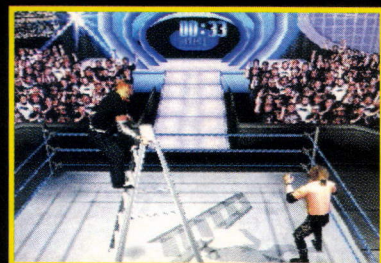


While the new customization options are great, it's the awesome gameplay that takes the spotlight once again. Beyond the huge selection of maneuvers, a new feature allows you to score huge points by linking tricks together.

If you can only buy a couple games a year, Tony Hawk Pro Skater 2 should be one of them. You won't be disappointed, even if you already own the original. ■

# WWF Smackdown! 2: Know Your Role

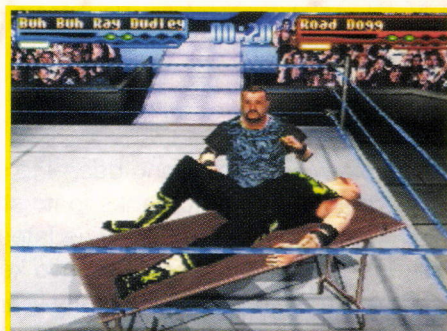
○ ○ ○ ○ ○ Publisher: THQ  
○ ○ ○ ○ ○ Players: 1-2  
○ ○ ○ ○ ○ Genre: Wrestling



**L**ike pro wrestling in general, wrestling video games are extremely hot right now. One of the best, WWF Smackdown!, gained its following by including the showmanship and backstage theatrics that were missing from most of its competitors.

Smackdown! 2 builds on the lunacy by including new Ladder Matches, Casket Matches and Tornado Tag Team events. You won't believe how far the wrestlers fall — and fly, for that matter. Bodies literally bounce around everywhere. In addition, backstage fighting extends to the VIP Room, parking lot and even New York's WWF theme restaurant.

The game's roster includes 50 of the federation's most popular stars, including newcomers Rikishi and the awesome Dudley Boys. (We want wood!)



It's obvious Smackdown! 2 has the flash and firepower to corner the wrestling market yet again. The question is: Can you smell what THQ is cooking? ■

# Driver 2

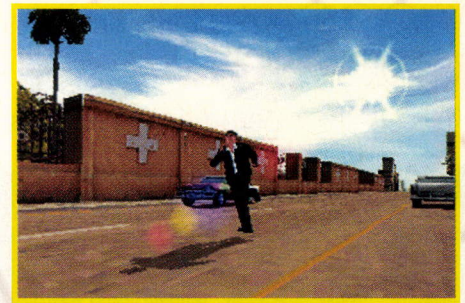
- ○ ○ ○ ○ **Publisher:** Infogrames
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Driving/Adventure



If you didn't play Driver, here's what you missed: excellent '70s cop show-inspired driving missions peppered with car chase after car chase through several major cities.

The missions were cool, but the real treat was driving the muscle cars. A lot of time was taken to ensure they would handle like the real thing. And to the developer's credit, no other driving game has captured the feel and performance of the muscle car. Driver 2 builds on that success in several interesting ways.

Tanner, the game's main character, now has the ability to commandeer any car he wants. His role has expanded to include more than simply driving to different points in a city; he can hunt people down on foot as well as chase them with



his car. In addition, you may select from a larger pool of vehicles, including a few '50s-era "lead-sleds."

The cities feature more hazards like twisty roads, pedestrians galore and service vehicles to avoid. We're also really excited about the new multi-player feature. Two players can play cops and robbers as well as several cooperative games.

If you loved Driver, you must check out Driver 2. It offers the same world-class gameplay with even more missions and mini-games. ■

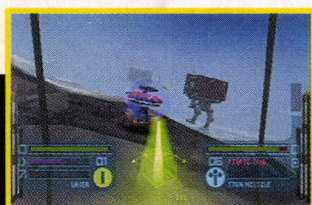
# Colony Wars: Red Sun

- ○ ○ ○ ○ **Publisher:** Psygnosis
- ○ ○ ○ ○ **Players:** 1
- ○ ○ ○ ○ **Genre:** Shooter



Colony Wars has long been *the* space flight sim on the PlayStation, thanks to its stunning visuals and engrossing gameplay. The latest installment is no different. In fact, it improves on two key problems most gamers had with previous Colony Wars games: specifically, the inability to save after every mission and the linear structure of the missions. Now you can save after every space- and ground-based level and pick where you go next.

One word of caution: Red Sun is as wickedly difficult as previous Colony Wars titles, so only top joystick jockeys need apply. ■



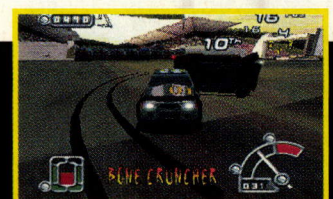
# Destruction Derby Raw

- ○ ○ ○ ○ **Publisher:** Midway
- ○ ○ ○ ○ **Players:** 1-4
- ○ ○ ○ ○ **Genre:** Racing



Regardless of the last effort, this once-popular Destruction Derby series is back on track again. The big breakthrough comes in the form of vehicles that control like the hulking, '70s-era beasts they are. Power-sliding around corners, performing 180-degree reverse turnarounds and catching big air are as fun as they sound. The control is similar to GT Interactive's hit Driver, which is the best part.

A close second are the diverse play modes — Wreckin' Racing (race and wreck others for points), Smash 4 Cash and multi-player Battle. With 31 tracks, 24 cars and a kicking soundtrack, smashing the competition has never been so much fun. ■



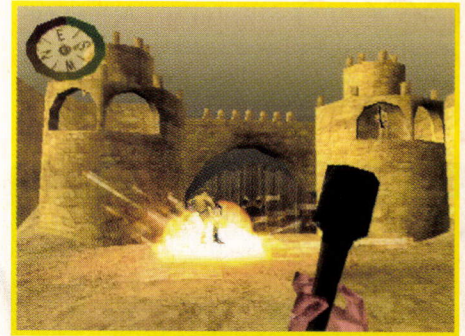
# Medal of Honor **Underground**

○○○○○ **Publisher:** Electronic Arts  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Action

**W**orld War II fanatics will be hard-pressed to find a video game that so accurately represents war as the Medal of Honor series does. The combination of gameplay, sound, music and visuals (however pixelized they are at times) creates an ambience that is unmatched in the first-person shooter genre.

This sequel, which puts you in control of a female member of the French Resistance, is no different. Set in a variety of European and North African locations, the game takes place shortly before the Normandy invasion in 1944.

Missions include destroying a series of Nazi tanks occupying a key city, getting behind enemy lines incognito for some sabotage and retrieving sensitive documents from a vault deep inside a German base.



Bullets fly at you from every direction, Nazi troops yell in German and mortar shells explode in the distance. So strap on your helmet and crank up the surround sound. ■



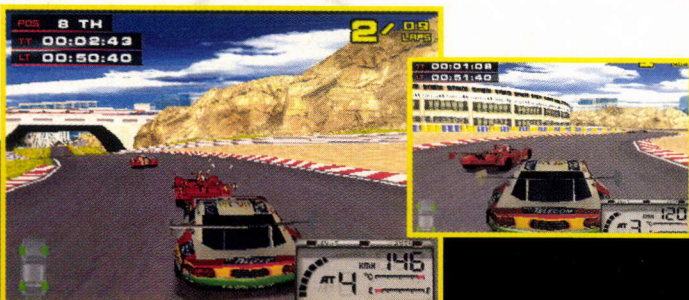
## **Test Drive** **Le Mans**

○○○○○ **Publisher:** Infogrames  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Racing



**E**ventually, every type of racing will be represented by a video game. Infogrames has wasted no time capturing the great 24-hour race at Le Mans.

Race more than 50 real GT1 and GT2 cars plus several prototype vehicles on the actual Le Mans track. (Several other courses are available, as well.) For the true racer, there's even an option to race for 24 hours! (Better check with your mom first.) Even if you don't go the distance, Test Drive Le Mans offers fast gameplay, authentic sound effects and great racing action. ■



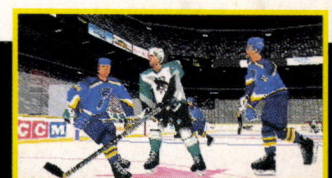
## **NHL** **2001**

○○○○○ **Publisher:** EA Sports  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Sports



**A**sk any hockey fan what his favorite game is, and chances are he'll say EA's NHL series. The developers have logged countless hours perfecting every nuance and detail in their latest offering, and we're happy to report their hard work has paid off.

If the smoothly animated and lifelike player models don't impress you, the scoring options surely will. A newly implemented "cannon shot" puts enough velocity on the puck to send it into orbit. In addition, one-footed wristers put the bisquit in the basket like never before. A momentum meter and two new expansion teams also are included, allowing NHL 2001 to retain its title of King of the Ice. ■



# Spider-Man

○ ○ ○ ○ ○ **Publisher:** Activision

○ ○ ○ ○ ○ **Players:** 1

○ ○ ○ ○ ○ **Genre:** Action



It's OK if you're a little hesitant about action games based on Marvel superheroes — Acclaim screwed up that genre years ago. The team responsible for this superhero-based 3-D action game, however, is Neversoft — the same talented folks who gave us *Tony Hawk's Pro Skater*.

Now that your mind is at ease, we're here to tell you *Spider-Man* is worth its weight in web fluid. Never before has a video game so accurately presented the Marvel universe (specifically Spider-Man's). From attacks to costumes to character history, the game is totally faithful to the comic that spawned it.

You'll take on Venom, Dr. Octopus, Carnage, Rhino, Mysterio and a variety of other villains. Of course, you'll also run into some of Spidey's super chums.

The story is set up just like a comic



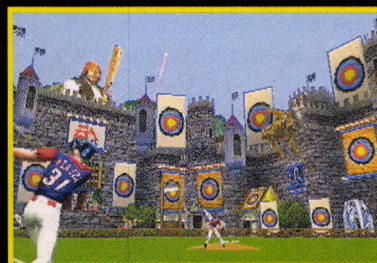
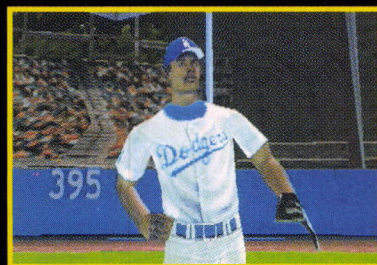
book, which means there's nonstop action from beginning to end. Comic artist and Spider-Man creator Stan Lee even acts as the game's narrator. How cool is that, true believers?! ■

# Triple Play 2001

○ ○ ○ ○ ○ **Publisher:** EA Sports

○ ○ ○ ○ ○ **Players:** 1-2

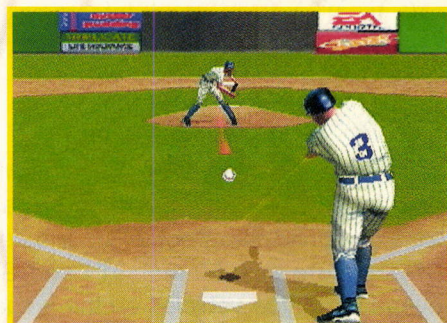
○ ○ ○ ○ ○ **Genre:** Sports



The knock against *Triple Play 2001* is that it's too arcade-like and not a serious baseball simulation. We say, if you want an ultra-realistic baseball experience, round up your buddies and head for the baseball diamond. We like our games to be fun, and *Triple Play 2001* delivers.

The overall presentation is just awesome. The players look fantastic, move in an extremely fluid manner and control about as well as any sports game out there.

Putting bat to ball is as sweet as it gets. You can see exactly where the connection takes place and, if you're lucky, you'll witness a rocket-like trajectory complete with missile sound effects and a vapor trail. Several different camera angles follow the ball's flight, making it even more gratifying to witness. It's the most



exciting part of the experience by far.

It may stretch reality just a tad, but for our money, *Triple Play 2001* is the most entertaining baseball game on the market. ■

# Matt Hoffman's Pro BMX

- ○ ○ ○ ○ **Publisher:** Activision
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Extreme Sports

**T**he most important thing to know about Matt Hoffman's Pro BMX is that it uses the same game engine as Tony Hawk's Pro Skater. What's a game engine, you ask? Essentially, it's the computer code that enables action and movement to take place on screen. And for those who don't know, Tony Hawk's Pro Skater has one of the best in the land.



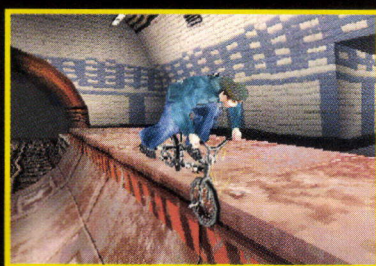
Knowing that, you can rest assured that the same natural feel and responsive control found in Pro Skater I and II are present in Pro BMX.

Smooth transitions from the air to the ground are guaranteed. That is, of course, if you land your trick. No worries — you'll have plenty of time to master all 300-plus tricks as you rip the vert ramp, street and dirt courses.

In addition, a comprehensive 3-D track editor allows you to create your dream course in just minutes.

Two-player action includes trick contests, H.O.R.S.E., Destruction Derby and one-on-one competitions.

Fans of Pro Skater — along with anyone else who enjoys extreme sports — must buy this awesome game. ■



## F-1 2000

- ○ ○ ○ ○ **Publisher:** EA Sports
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Racing



**F**or Formula One fans, no feature or detail is too small. EA Sports has answered the call by including all the real F1 drivers, teams, cars and venues of the 2000 season in one entertaining game.

The cars have a good balance of realistic control with just enough arcade flash to keep things on the fun side. In other words, you don't have to be a hardcore F1 fan to enjoy this game. If you prefer realistic racing games, F1 2000 is right up your alley. ■



## RPG Maker

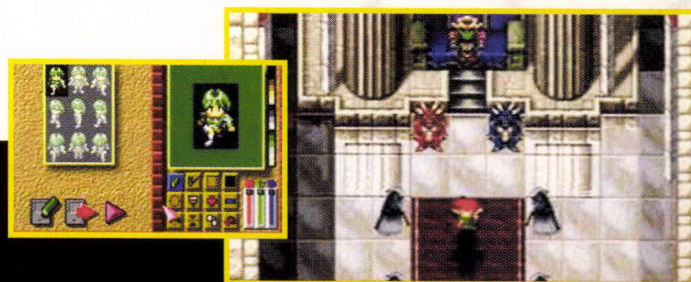
- ○ ○ ○ ○ **Publisher:** Agetec
- ○ ○ ○ ○ **Players:** 1
- ○ ○ ○ ○ **Genre:** RPG



**T**hink you could make a better role-playing game (RPG) than Square or Enix? Here's your chance.

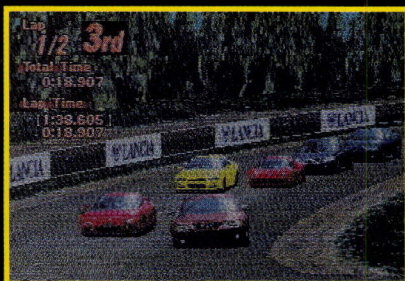
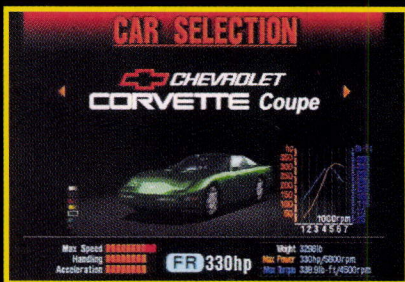
This mouse-compatible title allows you to build your own RPG from the ground up, making it as simple or complex as you want. Pick the music, sounds, title-screen graphics and basically anything else you can think of. You can even draw and animate your own characters, if it tickles your fancy.

Be aware: The game's a bit tricky to figure out at first but well worth the trouble if you're feeling creative. ■



# Gran Turismo 2

○ ○ ○ ○ ○ **Publisher:** Sony  
 ○ ○ ○ ○ ○ **Players:** 1-2  
 ○ ○ ○ ○ ○ **Genre:** Racing



If you missed the phenomenon that was Gran Turismo, don't worry — Gran Turismo 2 is even better! If you're even the least bit interested in racing games, this is the one to own.

Three things allow it to stand head and shoulders above the competition: amazing depth (almost 600 cars, tons of play modes and 40 tracks), beautiful graphics, and last but not least — addictive gameplay. Believe us, you'll be playing it for months on end. The great part is, it'll take you that long just to complete the game. That's a lot of bang for the buck, racing fans.

You expect most driving sims to have 10 to 25 cars, but 600? That's truly amazing. And these aren't pretend cars, either. You'll find just about every make and model you can think of: Honda, Toyota, Chevy, Jaguar, Volkswagon — the list goes on and on. Vintage vehicles are available, as well. The '69 Corvette Stingray is especially cool.

The meat of the game dictates that you pass a series of driving tests and challenges. As you progress, you are awarded new cars

and money. Use the money to hop-up your vehicles with after-market goodies. The add-on parts are as realistic as everything else. Select header exhaust systems, big-bore motors, special transmissions or even an ultra-light racing chassis.



Modified cars allow you to better compete with the computer vehicles and post quicker time-trial results.

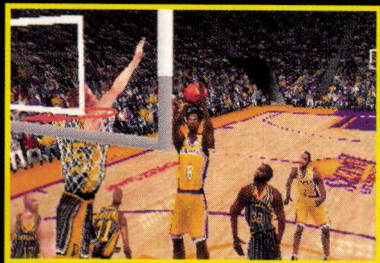
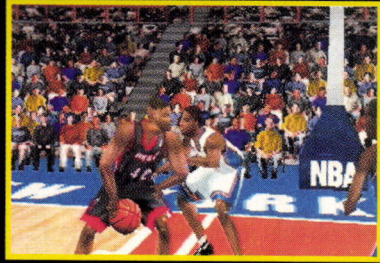
So it has a ton of cars. Do they all handle differently? Yup — each car handles just like its true-life counterpart. It's a testament to the hard work and attention to detail that went into this gem.

We've played every racing game that's come out this year, and nothing comes close to the quality of this one. ■



# NBA Live 2001

○○○○○ **Publisher:** EA Sports  
○○○○○ **Players:** 1-4  
○○○○○ **Genre:** Sports

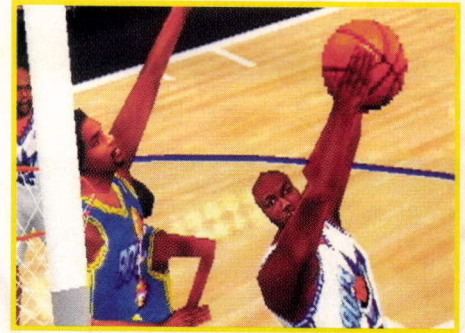


**W**ith 989 Sport's NBA ShootOut struggling to keep pace, the obvious choice for basketball lovers this season is NBA Live 2001.

Last year, EA surprised the gaming public by including the long-absent (in a video game) Michael Jordan. It's tough to top that, but fortunately for us, they still have a few tricks up their sleeves.

Beyond the great gameplay we've come to expect from this series, unique new features personalize the experience. For instance, it's now possible to assign personalities to individual players. In return, they react to situations with real facial expressions.

To bring the challenge directly to you, a new reward system awards points for achieving certain tasks. The assignments start out easy — such



as scoring four three-pointers in a game — but get harder later on.

In years past, the Achilles' heel of NBA Live was the defensive artificial intelligence. In other words, it was too easy to score on the computer. Usually, it was just a matter of weaving your way to the basket for an easy jam. Thankfully, it's been tightened up a lot. It takes passing and special moves to score consistently in this worthwhile sports simulation. ■

## Need for Speed Presents: V-Rally 2

○○○○○ **Publisher:** EA Sports  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Racing



**V**-Rally 2 has adopted EA's all-encompassing "Need For Speed" moniker — but more importantly, it captures the flash and flare of the original V-Rally, without the control problems.

After choosing from the huge selection of licensed cars, take your turn on several twisting European courses. You race on everything from loose gravel to thick mud in this rally-cross masterpiece. Unlike the original V-Rally, brushing up against other cars or objects won't spell disaster. It's a precise yet forgiving racing game geared toward novice as well as hardcore rally fans. ■



## Rayman 2: The Great Escape

○○○○○ **Publisher:** Ubi Soft  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action



**W**hen a 2-D game makes the leap to 3-D, something often is lost in the translation. This isn't the case in Rayman 2: The Great Escape. In fact, the jump does even more to bring the solid gameplay and lush, cartoon world of Rayman to life.

The game is filled with all sorts of mini-games and quests, and there's enough stuff to collect to keep you busy for quite some time. The sequel also provides a rich story, imaginative characters and surprisingly witty dialogue. ■



# Jarret & Labonte Stock Car Racing

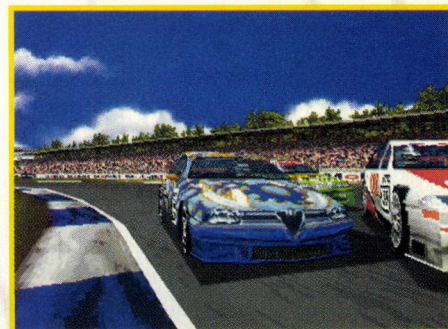
○ ○ ○ ○ ○ **Publisher:** Codemasters  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Racing



**T**his game has an identity crisis of sorts. It features up-and-coming Busch series drivers Jason Jarret and Justin Labonte, but it's not a traditional NASCAR game. It's actually based on touring cars, a brand of racing popular in Europe.

So why does it feature American Busch series drivers? Well, Codemasters has a great racing series called TOCA Touring Car. Both Touring Car and its sequel are big in Europe, where gamers crave realistic racing simulations. Naturally, Codemasters wanted its titles to sell well in the States, but Americans aren't familiar with touring car racing.

To solve the problem, the company modified its latest touring car game to include several American tracks (Leguna Seca and Watkins Glen, to name a few), drivers Jarret and Labonte and over 40 brand-name



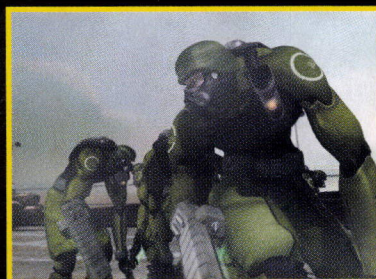
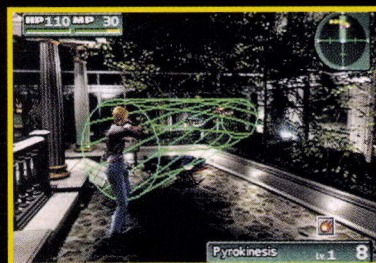
vehicles. It's a little confusing, but rest assured, it's a good racing game.

The emphasis is on skillful racing, in-depth car modifications and, believe it or not, defensive driving. With up to 20 other cars jockeying for position, the "paint-swapping" gets pretty intense. Luckily, it moves well. So, having several cars on screen at once won't slow the action any.

If you liked Gran Turismo or TOCA Touring Car, take Jarret and Labonte Stock Car Racing for a spin. ■

# Parasite Eve II

○ ○ ○ ○ ○ **Publisher:** Square EA  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** Action



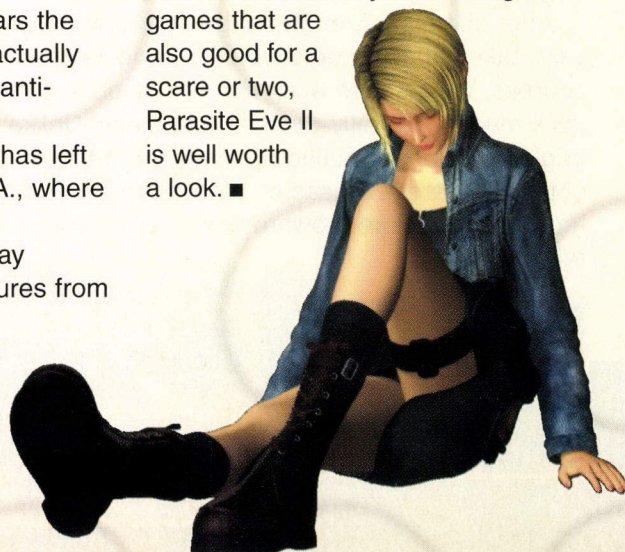
**U**nlike the first Parasite Eve, which had an RPG feel with some Resident Evil-like elements, the sequel to the popular Parasite Eve is mostly like Resident Evil with a few RPG elements. But don't worry — the change in genre works perfectly.

The game once again stars the beautiful Aya Brea, who is actually younger now, thanks to the anti-aging effects of her special mitochondria. It seems Aya has left the NYPD and moved to L.A., where she has joined the Feds to investigate and clean up stray Mitochondria-effected creatures from the New York incident.

Suspiciously, new types of creatures are popping up across the United States. And that's where the adventure begins.

There are a load of different areas to explore, plenty of plot twists and puzzles to work through, more intense battle sequences, excellent new weapons and much more.

The grotesque cinemas that made the first Eve so enjoyable are also back in full force. If you like tough games that are also good for a scare or two, Parasite Eve II is well worth a look. ■



# NCAA Football 2001

○○○○○ **Publisher:** EA Sports  
○○○○○ **Players:** 1-4  
○○○○○ **Genre:** Sports



**T**here are several reasons why NCAA Football 2001 is the best college football game in the land, only one of which is the lack of competition beyond 989 Sports' NCAA GameBreaker. But that's beside the point.

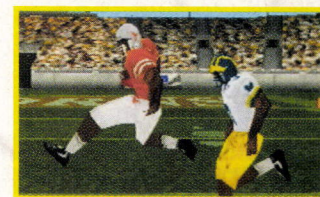
While not dramatically changed from last year, the game still stands up well. It'd be foolish to tamper with the winning formula anyway. After all, many of the same traits that make its big brother, Madden Football, great are present in NCAA as well — smooth animation, great artificial intelligence and engrossing gameplay, to name a few.

This year it's possible to control any player on offense. Before the snap, simply toggle through, pick a position and go. If you choose a receiver, for example, it's just a matter of getting open and calling for the ball. All of this



adds an exciting new dimension to the ol' favorite.

It's no secret we're eagerly anticipating the PlayStation 2 release of NCAA Football. But in the meantime, we're more than satisfied with this fine title. ■



## Need for Speed: Porsche Unleashed

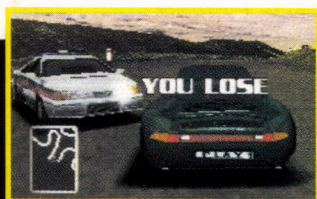
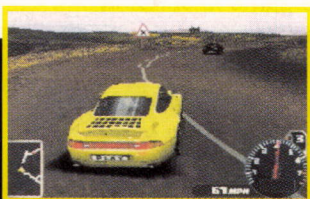
○○○○○ **Publisher:** EA Sports  
○○○○○ **Players:** 1-4  
○○○○○ **Genre:** Racing



**T**he original Need for Speed put you in the driver's seat of the world's most exotic sports cars. Since then the series has taken on a few different themes, but nothing as specific as this latest all-Porsche lineup.

Every Porsche (more than 50) from as far back as 1948 are available. To greater appreciate these fine machines, an Evolution Mode lets you methodically race each in 40 separate circuit events. Surprisingly, not all Porsches are quick. Some older models barely break 80 miles per hour. Thankfully, the majority are super-fast and nimble.

Porsche fans will love this game. ■



## Front Mission 3

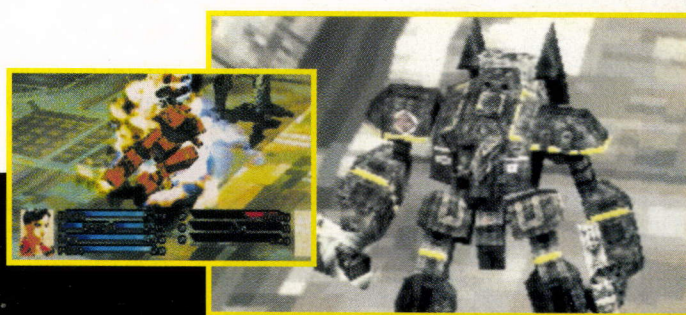
○○○○○ **Publisher:** Square EA  
○○○○○ **Players:** 1  
○○○○○ **Genre:** RPG



**I**f you like RPGs, anything made by the Japanese developer Squaresoft is almost guaranteed to be great. Front Mission 3 is no exception.

While not exactly an RPG, the game features turn-based strategy with cool mech robots that you pilot. It's sci-fi all the way. With 131 missions and battles galore, you'll be playing this one for a very long time.

One warning: The story is complex and meant for older gamers, as reflected by its Teen rating. ■



# The World is Not Enough

○○○○○ **Publisher:** Electronic Arts  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Shooter

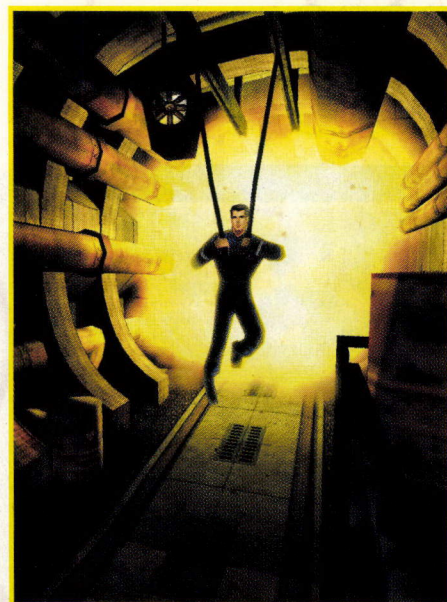


**T**here aren't many first-person shooters on the PlayStation, so when a decent one comes along, it's worth checking out.

Such is the case with *The World is Not Enough*. This film-inspired interactive experience features missions chock full of seemingly impossible objectives, excellent graphics for a PS first-person shooter, Bond-inspired gadgets and weaponry (did somebody say sniper mode?) and, of course, a harem of sexy ladies — sorry, no direct interaction here.

It seems *Black Ops*, the developer of the lackluster *Tomorrow Never Dies*, has learned from its past mistakes. This Bond game doesn't have any extraneous stuff that takes away from the overall gameplay experience.

In fact, *Black Ops* went as far as to completely remove the multi-



player mode because it wasn't up to snuff — it seems the PlayStation doesn't have the power to support a four-player split screen.

How's that for quality control? ■

# Chrono Cross

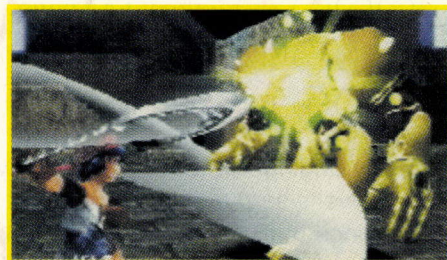
○○○○○ **Publisher:** Square  
○○○○○ **Players:** 1  
○○○○○ **Genre:** RPG



**W**hen someone thinks of the RPG genre, chances are a game from the *Final Fantasy* series comes to mind. However, there's another RPG from the Super NES days that was just about as successful as any of the *Final Fantasy* games, namely *Chrono Trigger*.

Square's dream team, which is made up of members of both the *Final Fantasy* and *Dragon Quest* development teams, has brought us this sequel of sorts (although the two aren't directly connected). And it's quite an epic — without the visual fluff found in the newer *Final Fantasy* games.

We're talking about 40 playable characters; beautifully rendered, colorful 3-D graphics (a big change from the 2-D, "super-deformed" style of the first game); unbelievable music; and much more.



While this game is certainly geared toward the hardcore RPG fanatic who knows the game's deep history, most anybody will appreciate *Chrono Cross*' rich story and numerous battles. ■

# Final Fantasy IX

○ ○ ○ ○ ○ **Publisher:** Square EA  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** RPG



**W**hile more recent Final Fantasy installments have strayed far from the series' fairy tale roots, FFX takes it back to the old school, while maintaining the sharp graphics, cinematics, developed characters and intricate plot we've come to expect.

The game's set in the land of Gaia, which is broken up into four continents. It seems a wicked Queen from one of them is attacking nearby towns in peaceful Lindblum.

So Zidane, FFX's main character, is sent out by the king to kidnap the queen's daughter in the hope that she'll know what's going on with her mom.

You meet up with a total of eight characters, four of whom can be in your party at one time. Like old FF games, each character has a different class and unique abilities.



The game also includes more than 260 weapons and items and the same "Active Battle System" from previous games.

All in all, the game's filled with about 70 blissful hours of twists, turns, battles and over-the-top magic attacks. ■

# Worms Armageddon

○ ○ ○ ○ ○ **Publisher:** Hasbro Int.  
○ ○ ○ ○ ○ **Players:** 1-4  
○ ○ ○ ○ ○ **Genre:** Strategy



**I**magine this: cute cartoon worms armed with pistols, nuclear warheads and almost anything else you can think (even sheep). Warfare has never been so weird — or so fun.

The main challenge of the game is figuring out the proper trajectory and velocity based on weapon selection, terrain and wind.

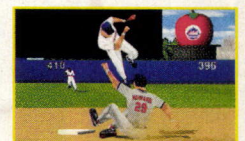
Go with one of the many one-player modes or invite three of your chums over and choose up teams.

The game's only major shortcoming is the lack of multi-tap support. ■



# MLB 2001

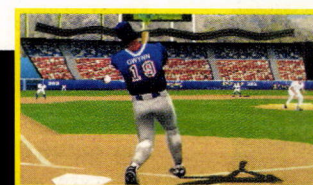
○ ○ ○ ○ ○ **Publisher:** 989 Sports  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Sports



**T**he PlayStation has never had a shortage of baseball games, but it seems like it always boils down to EA's Triple Play and 989 Sport's MLB.

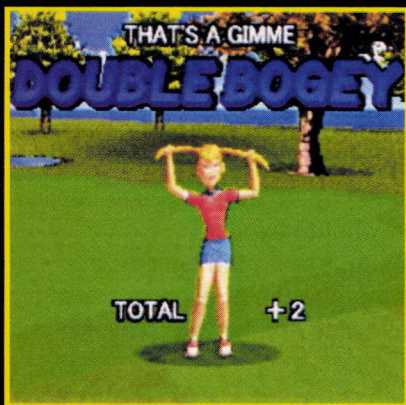
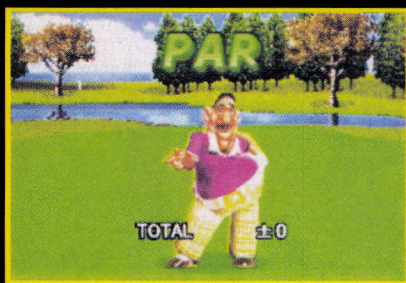
989 takes its competent MLB game engine to new levels by including more features and options than ever before. Sharper graphics and a deeper Create-a-player Mode are just a few. The classic MLB batting and pitching interfaces are as strong as ever. If you're familiar with the series, you know what to expect.

As the final romp before making the jump to the PS2, MLB 2001 has reached the top of its form, when it comes to control, authentic play and fun two-player action action. ■



# Hot Shots Golf 2

○ ○ ○ ○ ○ Publisher: Sony  
 ○ ○ ○ ○ ○ Players: 1-4  
 ○ ○ ○ ○ ○ Genre: Sports



If you think a golf game has to be serious to be good, you're in for a big surprise. Hot Shots Golf 2 may feature goofy characters, but it's all business when it comes to the things that really matter: great gameplay and tons of replay value.

Why is it so good? Because it plays like real golf, only faster and more entertaining. Line up your shot, take a swing and watch it fly. The premise is simple, but once you dig in you'll find it's packed with detail. Vibrant, sharp graphics, smooth animation and accurate golf physics are just a few examples.

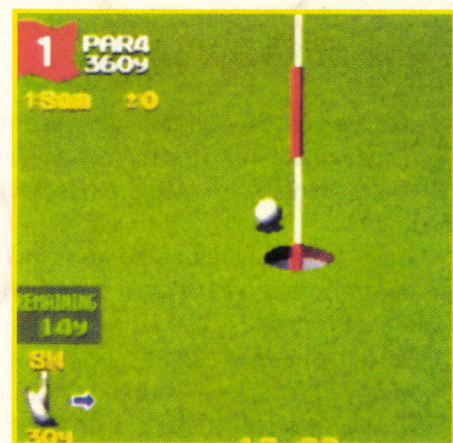
Good physics are a key component in any golf game. They determine how realistically it will play. For example, if you hit the ball off the tee using backspin, it should hit the ground and stop quickly. Or, if the wind is blowing, your ball should drift a little. Hot Shots Golf 2 accounts for these factors and many more.

Most telling are the putting greens. The ball reacts to the gentle slopes and dips just as it would in real life.

The game includes seven wacky characters, each with his or her own

talents and abilities. Some drive the ball far, others hit very straight, while others are just great at putting.

Game modes include Skins, Tournaments and One-on-One Challenge. Beating the computer players opens up many additional courses and secret characters from



other Sony games. You'll be surprised by who they are!

Still not convinced Hot Shots Golf 2 is for you? The game's creators also made Mario Golf for the N64 and the Game Boy Color, considered the best on their respective systems. ■

# Vagrant Story

○ ○ ○ ○ ○ Publisher: Square EA

○ ○ ○ ○ ○ Players: 1

○ ○ ○ ○ ○ Genre: RPG



A wildly successful melding of the action and RPG genres — with a comic-book flair — awaits in the gorgeous Vagrant Story. In fact, there are times when the game plays more like, say, Metal Gear Solid, than a standard RPG. This is due to the cinematics, control and overall epic proportions of this title.

You assume the role of Ashley Riot, a member of an elite unit of knights, who's hot on the trail of Sydney Losstarot, the leader of the evil Mullenkamp Cult. This chase leads Ashley through a number of impeccably designed dungeons, where he encounters countless enemies and gigantic boss characters.

The battle system is quite different than other games — when an enemy draws near, a wire-frame battle sphere can be opened.



Enemies lying within the borders of this matrix can be attacked. You can even hit specific body parts of larger creatures.

In addition, there are chain attacks which inflict more damage and can even restore some of Ashely's abilities.

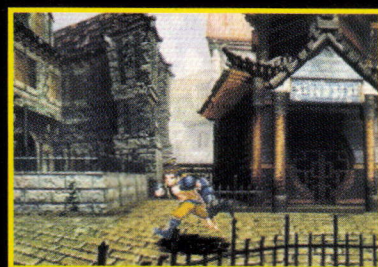
Impressive, indeed. ■

# Valkyrie Profile

○ ○ ○ ○ ○ Publisher: Enix

○ ○ ○ ○ ○ Players: 1

○ ○ ○ ○ ○ Genre: RPG



Valkyrie Profile is discernible from most RPGs by its retro 2-D graphics. The frames of animation are actually hand-drawn, giving the game the appearance of a moving painting. It's a painstaking process for the developers, but the outcome is a beautiful, vibrant-looking game.

In general, the gameplay is a throwback to the old Super Nintendo days, when RPGs enjoyed great popularity. The story is complex and a little dry, but eventually gains momentum. It's rooted in Norse mythology, so you might want to bust out the history books if you really want to understand it — just kidding.

When all is said and done, it's the battle system that steals

must time your attacks between several members of your party. Two attackers are better than one. The trick is getting them to move at the same moment. It's a unique way to battle, but it pays off with big dividends.

If that's not enough to win you over, the fact that it has several different endings should. ■



# Sega Dreamcast

By Gary Mollohan

**S**EGA HAS QUIETLY SOLD MORE THAN 2 million of its Dreamcast consoles in the U.S. since their September 1999 release, making Dreamcast the company's biggest success since the Genesis. While initial software offerings failed to impress, second-generation efforts like NFL2K1, Ecco the Dolphin: Defender of the Future and Jet Grind Radio have silenced even longtime Sega bashers.

The September launch of SegaNet, the company's high-speed gaming network, offered console gamers something they've never been able to do before: play their favorite titles against other gamers around the country. This fact — plus the \$150 the company is offering consumers to sign up for two years of SegaNet — undoubtedly will increase Dreamcast's installed base even further.

Unfortunately, all is not well in Sega-land. Due in part to the cost of promoting Dreamcast, the company posted another staggering financial loss this year. What's more, the Dreamcast never really caught on in its native Japan, a fact that seldom bodes well for fledgling systems.

Still, as the following pages show, there will be no shortage of great Dreamcast games this holiday season. Whether the system will continue to flourish next year in the face of stiff competition from Sony, Nintendo and newcomer Microsoft, remains to be seen. →



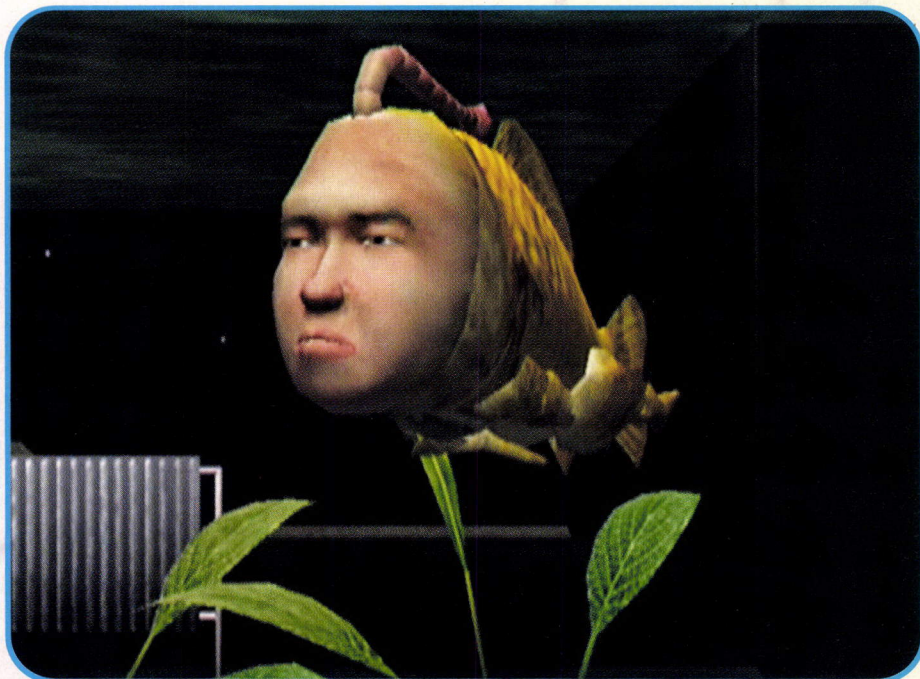
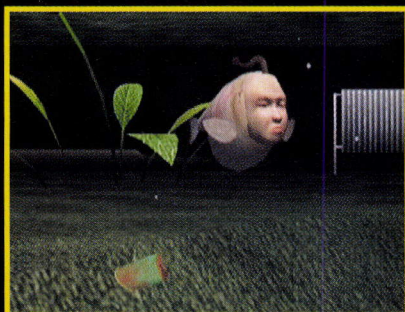
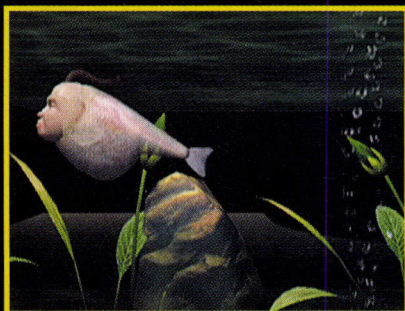
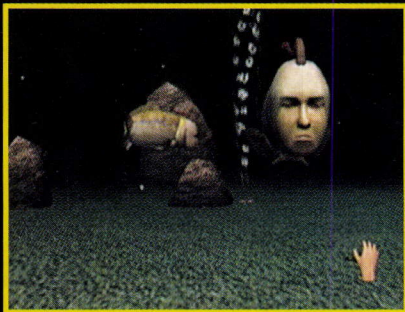


# cast



# Seaman

○○○○○ Publisher: Sega  
○○○○○ Players: 1  
○○○○○ Genre: Virtual Pet



**S**eaman defies categorization. It's not like any game ever made. In fact, it's more like a virtual pet than a game.

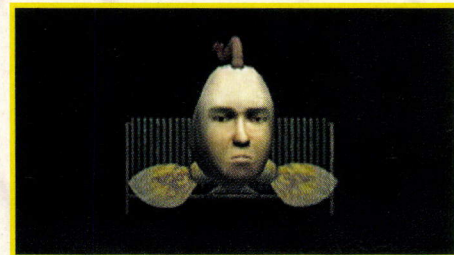
The game's title character is an experiment that you raise from nothing more than a squid-like creature protruding from a shell. His fate is in your hands because you nurture, feed and ultimately determine his personality through your actions.

The cool part is, you actually talk to Seaman...and he answers back.

Seaman's environment is a sparsely decorated aquarium. Initially your goal is to keep the water's oxygen and temperature in the proper range for Seaman to hatch. Once he's out, it's simply a matter of keeping him fed and entertained. The speech comes into play later.

Like a child, Seaman can't talk until he reaches a certain age. It's up to you to teach him by repeating words and phrases into a special microphone that comes packaged with the game.

In time, he'll begin saying simple words. This is when the real fun begins, because now it's your job



to interact with Seaman as much as possible.

Once he begins to recognize simple questions, he'll answer — often with a bizarre nonsequitur. You see, Seaman's charm stems from his smart-aleck attitude. His irreverent sense of humor and sly wit will have you busting at the seams.

The only thing funnier than Seaman's one-liners is his appearance. The face of a man grafted onto a fish is not something you see every day.

Of course, the trick is giving Seaman enough attention so he turns out happy. If you don't, he grows up nasty and rude. (Kind of like Howard Stern with gills.)

If you have a taste for the bizarre and don't mind talking to your Dreamcast controller, Seaman is one crazy experiment you just might love. ■

# Half-Life

○○○○○ Publisher: Sierra  
○○○○○ Players: 1  
○○○○○ Genre: Shooter



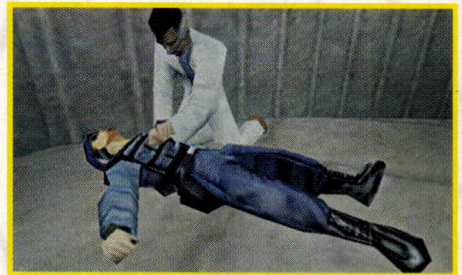
If you're a fan of first-person shooters (FPSs), you've no doubt at least heard of Half-Life. After all, it was named 1999 Game of the Year by a number of prominent PC-gaming publications.

This masterpiece has come to consoles by way of Dreamcast, with a number of DC-exclusive additions and enhancements.

First and foremost, the game includes a never-before-seen, 25-level add-on pack called Blue Shift, designed by Gearbox Software, the same folks behind the highly acclaimed Opposing Force add-ons for the PC version of Half-Life.

In addition, the game looks better than ever before, with higher polygon counts and new visual effects.

Unfortunately, the Dreamcast version of the game doesn't support online play, which is weird, given

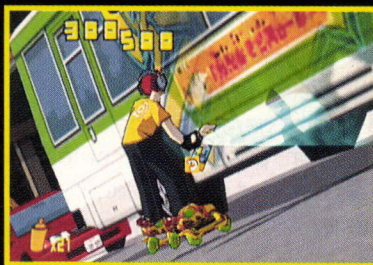


Dreamcast's built-in modem.

Luckily, the one-player game is robust enough to make Half-Life a worthy purchase. ■

# Jet Grind Radio

○○○○○ Publisher: Sega  
○○○○○ Players: 1  
○○○○○ Genre: Action



If you buy just one Dreamcast game this holiday season, make it Jet Grind Radio. There's just something about this game that screams, "Play me!"

The basic idea is to skate around town marking your territory by spraying graffiti (or tags) on different objects, collecting paint cans, doing crazy tricks and avoiding the fuzz — all to a funky hip-hop soundtrack.

As the game progresses, the cops call in paratroopers, helicopters and even tanks. Urban-based levels are huge and littered with a ton of obstacles to avoid, cars to skitch, people to flip over and more.

Although the moves aren't nearly as technique-driven as those found in, say, Tony Hawk's Pro Skater, they are impressive, nonetheless.

Even though the game has no multi-player mode, there's still plenty

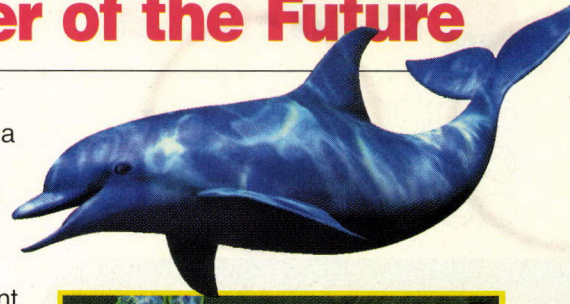


to do to keep you occupied. For instance, you'll occasionally be challenged by local gang members. Beat them in a variety of trick tests/races, and they can be persuaded to join your gang.

One more thing: If you get tired of the game's standard tags, you can create your own with an in-game graffiti editor or — better yet — download an image off of the Web. (Did somebody say Pamela Anderson Lee pictures?) ■

# Ecco The Dolphin: Defender of the Future

○○○○○ **Publisher:** Sega  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Adventure



If you've been playing games for a while, you might remember the previous editions of this unusual undersea title. Ecco: The Tides of Time, released in 1994 for the ill-fated Sega CD, was the most recent. It featured simple (by today's standards) 2-D graphics but engaging gameplay.

This Dreamcast update is related to previous Ecco games by name only. Its lush, detailed 3-D environments are anything but simple and recreate the undersea world in marvelous fashion.

Despite the complex plot and occasionally obscure objectives, Ecco delivers some of the most gratifying play the Dreamcast has to offer. The controls are tight and easy to master, and the soundtrack is great.

The only negative might be the difficulty level — it's tough but fair, if



that makes any sense. Still, solving some of the game's 25 levels can be a formidable task.

Thankfully, it's the kind of challenge that'll keep you captivated no matter how long it takes to solve. ■

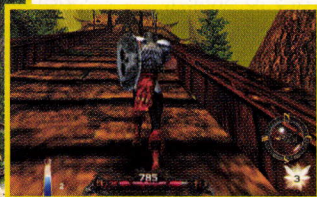
## Draconus: Cult of the Worm

○○○○○ **Publisher:** Crave  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action



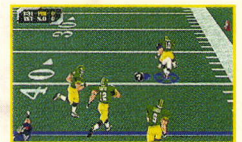
Best described as Gauntlet meets Tomb Raider, Draconus has amazing graphics, loads of satisfying hacking and slashing and a healthy dose of adventure. Toss in a storyline with surprising depth, two playable characters and outstanding voice acting, and you have yourself one Dreamcast action game worth owning.

Sci-fi fans should also take note: Actor George Takei (*Star Trek's* Sulu) provides the voice of one of the main non-player characters. ■



## NFL Blitz 2001

○○○○○ **Publisher:** Midway  
○○○○○ **Players:** 1-4  
○○○○○ **Genre:** Sports



If you're only a casual sports gamer, you probably don't appreciate all the bells and whistles of a true simulation. Most likely, it's fast action, an easy learning curve and adrenaline-fueled excitement you're after.

Blitz 2001 is exactly that sort of game. It excels as a no-rules, 20-yards-for-a-first-down, pass-happy contest.

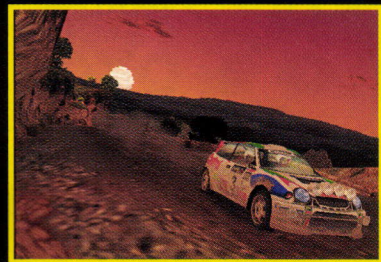
Midway has increased the number of plays and tackle animations, making the 2001 edition even deeper than last year's.

Fans of the series will be very happy with this excellent update to an awesome arcade game. ■



# Test Drive V-Rally

○ ○ ○ ○ ○ **Publisher:** Infogrames  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Racing



If you believed the hype surrounding Sega Rally, you might think no other rally racing game could ever touch it. Surprise — Test Drive V-Rally is even better.

How does Infogrames' little-known racing sim top Sega's vaunted racing game? It's simple — V-Rally has a faster, more consistent frame rate. When you think about it, that's the most important element in any racing game.

So it's fast — that's great. But do the cars handle well? Yeah, they sure do. Imagine flying down a narrow country road, competitors breathing down your neck. Your car narrowly avoids tree branches, walls and other protrusions as you aggressively power-slide around long, sweeping corners.

It's a real thrill, especially when driving the more powerful cars.



As a bonus you can build an infinite number of courses using the game's track editor.

When you factor in all the great features — real cars, a track editor, two- to four-player capabilities, etc. — Test Drive V-Rally is *the* rally game to own for Dreamcast. ■

# Quake III Arena

○ ○ ○ ○ ○ **Publisher:** Sega  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Shooter



First-person action has never been this furious. Quake III is one of the first of an onslaught of Dreamcast games that will take full advantage of SegaNet. That means insane online deathmatches with a slew of other DC and PC Quake III owners. Need we say more?

Better still, a Dreamcast mouse is hitting stores right around the same time as Quake III.

Buy the game, the mouse and a keyboard, and you're set. They're must-haves. ■



# Ready 2 Rumble Round 2

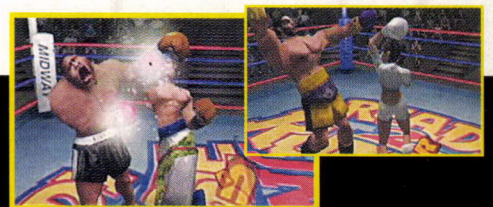
○ ○ ○ ○ ○ **Publisher:** Midway  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Sports



Ready 2 Rumble Round 2 takes Midway's lighthearted boxing game to new heights. Not only does it include all of your favorites from the first game, but it also includes seven new characters — including some surprise pugilists who have to be seen to be believed. (Pardon the pun, but do the words "king of pop" ring any bells?)

Improved visuals include 3-D corner coaches and new ring girls. The crowd is more animated in this version, as well.

Of course, the real draw of Ready 2 Rumble Round 2 is the fast and furious fighting. New combos and block maneuvers give it quite a bit more depth than last year's game. ■



# Samba De Amigo

○ ○ ○ ○ ○ **Publisher:** Sega  
 ○ ○ ○ ○ ○ **Players:** 1-2  
 ○ ○ ○ ○ ○ **Genre:** Music



**T**his highly addictive music game features a maraca-playing, sombrero-wearing cartoon monkey with a huge smile plastered on its face.

Need we say more?

Like most music games, Samba De Amigo is all about keeping in time with the music, in this case, by shaking a pair of special maraca controllers at three different heights.

Once you've gotten your groove thang on, you're given points which go toward a final grade.

The finished game will have a variety of popular licensed tunes which have yet to be announced, in addition to special Internet downloads that unlock secret songs.

As you've probably gathered, this title can be rather wacky at times. No doubt, it's one to play with a group of friends — close friends.



Unfortunately, the price for the special maraca controllers, which will most likely be sold separately, also was not available at press time. ■

# NHL 2K1

○ ○ ○ ○ ○ **Publisher:** Sega  
 ○ ○ ○ ○ ○ **Players:** 1-4  
 ○ ○ ○ ○ ○ **Genre:** Sports



**I**f you play sports games, you're probably more concerned about gameplay than graphics. After all, if a game doesn't control well, what's the point?

That's why 2000 is such a great year for video games. Not only do NBA 2K1, NFL 2K1 and Virtua Tennis lood great, they play just as well.

NHL 2K1 treats hockey fans to the most realistic hockey experience to date. Zoom-in replays reveal incredible detail on the players' faces — they look just like their real-life counterparts.

Gameplay is just as impressive. Players glide, turn and perform special moves effortlessly.

The artificial intelligence, while a little quirky at times, also holds up well. We played on the highest skill level, which provides more than enough challenge.



As fun as playing against the computer is, one-on-one and multi-player games are the bread and butter of NHL 2K1. ■



# Virtua Tennis

- ○ ○ ○ ○ **Publisher:** Sega
- ○ ○ ○ ○ **Players:** 1-4
- ○ ○ ○ ○ **Genre:** Sports

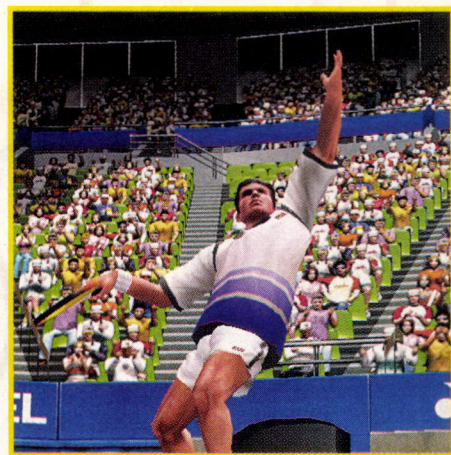


**V**irtua Tennis is the kind of game you should have just to impress your non-video-game-playing friends — it looks that good. The players appear, move and react in such a realistic way, you'd swear you were watching a real match.

Of course a beautiful presentation is only part of the game's charm. The other is gameplay. Volleying is a breeze; you just have to run to the appropriate spot and swing. The computer will correctly position your player's body to slam it home.

As you become more comfortable with the controls, advanced techniques come into play. Huge overhead smashes, perfectly placed returns and Boris Becker-style dives are only some of the maneuvers you can master.

Mini games help train you for the tougher matches. One has you



returning rapid-fire serves while another lets you beat back giant balloons. Sounds weird, but it's really fun.

Virtua Tennis is so easy, even beginners can excel right away. At the same time, the game offers intermediate sports gamers plenty of challenge. ■

## Rayman 2

- ○ ○ ○ ○ **Publisher:** Ubi Soft
- ○ ○ ○ ○ **Players:** 1
- ○ ○ ○ ○ **Genre:** Action



**W**hen a 2-D game makes the leap to 3-D, something is often lost in the translation. Thankfully, this isn't the case with Rayman 2. In fact, the jump does even more to bring the solid gameplay and lush, cartoon world of Rayman to life.

The game is filled with all sorts of mini-games and quests and enough stuff to collect to keep you busy for quite some time. The sequel also provides a rich story, imaginative characters and surprisingly witty dialogue. ■



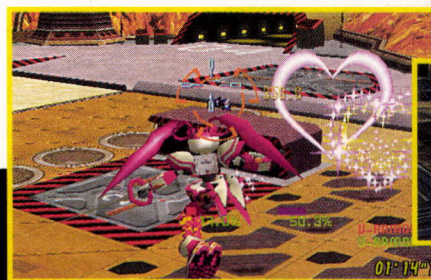
## Virtual On: Oratorio Tangram

- ○ ○ ○ ○ **Publisher:** Activision
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Action



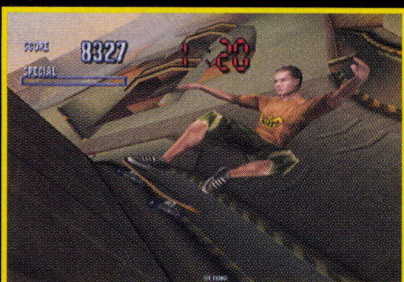
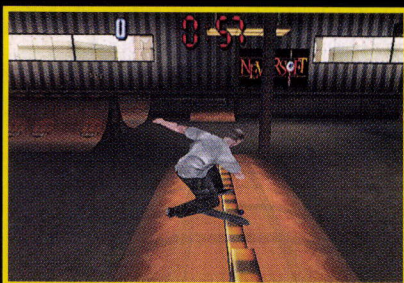
**D**on't let the goofy name fool you — this arcade-perfect sequel to Sega's Virtual On is as fast-paced and intense as the original, if not more so. It features more than 10 hulking robots battling each other in 20 different arenas.

Like the first game, every battle has lots of obscenely big weapons and flashy explosions. And while the one-player mode will surely be a blast, the two-player head-to-head mode is where it's at. ■



# Tony Hawk's Pro Skater 2

- ○ ○ ○ ○ Publisher: Activision
- ○ ○ ○ ○ Publisher: 1-2
- ○ ○ ○ ○ Publisher: Extreme Sports



**T**ony Hawk 2 for the Dreamcast is essentially a carbon copy of the PlayStation edition. It's smoother and better looking, but beyond that, it's the same deal.

We were actually relieved that this is the case, however, because the game's intuitive gameplay and endless replay value can't be topped.

Among other things, the best new features are the create-a-skater and park editor options. Building your own skater involves selection of size, build, ability and name. You can even outfit your creation in the latest street wear.

If that's not your bag, there's a good selection of real pros from which to choose. The original cast plus three new "grinders" bring the grand total up to 12. In addition, each character mirrors the skills of his real-life counterpart. Some are capable of catching massive air (and we do mean massive), while others are better versed at specific moves. Of course, Tony Hawk is the all-around best skater.

The park editor is the second part of the game's one-two knockout

combination. Because it's modeled in 3-D, putting a course together is very simple. You start with a large open area and select from a bank of objects, including bowls, ramps, benches, rails, and tons of other stuff. All you have to do is pick an item and drag it into place. You're only limited by your imagination.

The regular environments within the game are huge. The airplane hangar, for example, boasts such obstacles as chopper blades and airplane wings. After you grind across the blade, the helicopter actually takes off and crashes through the roof, producing a huge shower of glass. (Don't worry, no one gets hurt.)

Each area is divided up into several sub-sections. Often hidden turf is nestled away behind a window or high fence. The trick is finding everything.

Last but not least, a nifty new feature lets you score huge points by connecting tricks. It's just a matter of balancing on two wheels as you go from one trick to the next.

This is a no-brainer, kids. Go buy this awesome sequel! ■



# Street Fighter III: Double Impact

○○○○○ **Publisher:** Capcom  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Fighting



**S**treet Fighter is the all-time favorite among fighting game enthusiasts. Its simple, 2-D graphics and great control have kept its legions of fans hooked for years. Simply put, Double Impact combines Street Fighter III and Street Fighter: Second Impact into one game.

A selection of 19 characters — including Chun Li, Akuma, Ryu and Makoto — comprise the lineup. Each is well-animated and fully charged for special moves galore. Fans of the series will notice a hefty increase in action animations.

In addition, Capcom's trademark 2-D graphics look as vibrant and colorful as ever.

We'll see how their next edition, Third Strike measures up when it's released later this year. In the meantime, Double Impact will definitely satisfy your fighting needs. ■



## MDK 2

○○○○○ **Publisher:** Interplay  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action/Adventure



**M**DK 2 is a hair-raising experience that joins action-packed gameplay with stunning visuals and lastly...toilet humor. As you might guess, the game's not your run-of-the-mill action shooter. The strange combination makes for some of the most bizarre themes since Abe's Oddysee for the PlayStation.

At its heart, MDK 2 is a competent 3-D shooter. It can be played using three different characters, each capable of solving the mystery of the game in their own way.

One warning: Because of its mature humor and sight gags, the game is rated "T" for teens. ■



## Ferrari F355 Challenge

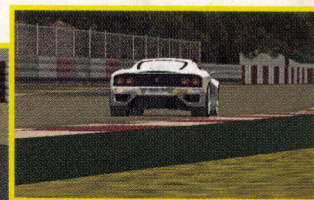
○○○○○ **Publisher:** Acclaim  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Racing



**Y**ou have two reasons to buy this game: First, it looks awesome. The tracks, cars and environments are exquisitely detailed, down to the smallest object.

Secondly, the frame rate scoots along at a consistent 60 frames per second. That means it's fast — very fast.

With looks and speed taken care of, the only thing left is gameplay. Acclaim has that nailed down as well. Don't expect a loose, arcade driving experience — F355 is a pure simulation all the way. The cars handle about as close to the real thing as you can get in a video game. ■



# Legacy of Kain **Soul Reaver**

○○○○○ **Publisher:** Eidos  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action/Adventure

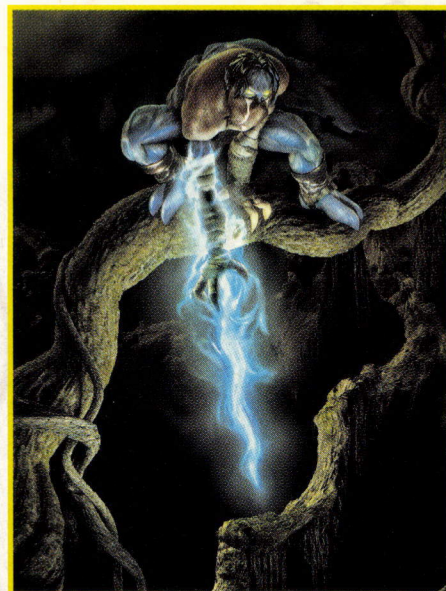


**S**oul Reaver is an action/adventure game that draws you in so completely, you might forget how long you've been playing. That could be trouble because on the average it takes about 25 hours to solve.

The game, while complex, boils down to a short list of activities — solving puzzles, fighting monsters and harvesting souls. That last one is especially weird. After you defeat an enemy, you must draw his soul into your body. Don't worry: It's not as gross as it sounds.

The environments are tailor-made for exploring. Secret passageways, monstrous drops and mysterious portals are just some of the elements you'll encounter.

Raziel, the main character, must explore the levels mainly by foot but also has the ability to glide in the air and swim underwater.

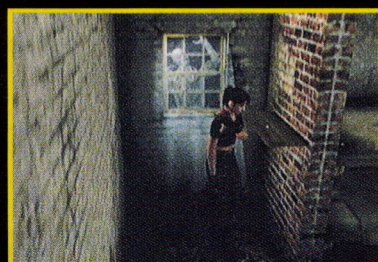


Of the handful of adventure games released thus far for the Dreamcast, Soul Reaver's beautiful graphics and an intriguing story make it a standout. ■

## Resident Evil

# Code: **Veronica**

○○○○○ **Publisher:** Capcom  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action/Adventure

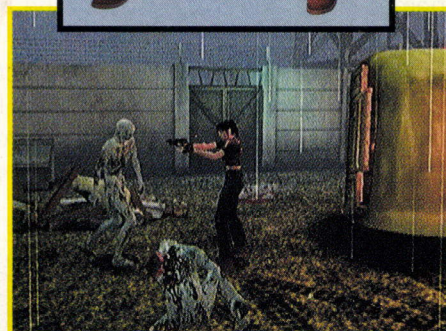
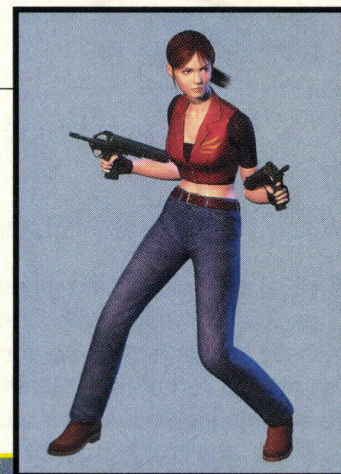


**I**f you've never had the pleasure of playing the Resident Evil (RE) games, do yourself a favor and get Code: Veronica this instant. Now, crank up the volume on your stereo, dim the lights, grab a comfy seat and get ready to crap in your pants — the game is that scary.

On top of that, it's one of the best games on the system and has unbelievable visuals.

Playing as Claire Redfield (of RE 2 fame), you find yourself trapped on a remote island compound where all hell is breaking loose. It's you against a bunch of zombies and other mutated creatures.

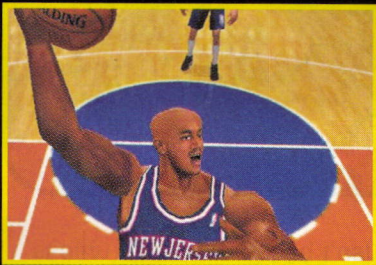
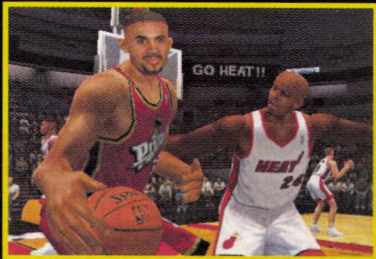
Luckily, you come across all manner of weaponry and even a few allies who aid in your journey across, under and eventually off of the island. And like other Resident Evil games, there are plenty of disturbing scenes,



weird plot twists and dozens of interesting puzzles to noodle your way through. ■

# NBA 2K1

- ○ ○ ○ ○ **Publisher:** Sega
- ○ ○ ○ ○ **Players:** 1-4
- ○ ○ ○ ○ **Genre:** Sports

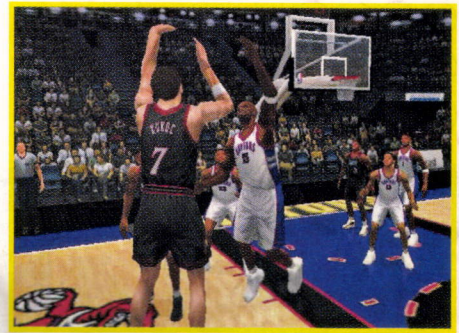


**W**hen the original NBA 2K came out last year, we were amazed by the incredible graphics. Never before had players looked and moved so realistically. It was so convincing, in fact, that at first glance it looked like an actual TV broadcast.

NBA 2K1 takes this winning formula a step further by slipping in more animation, improved artificial intelligence and even sharper graphics, if that's possible.

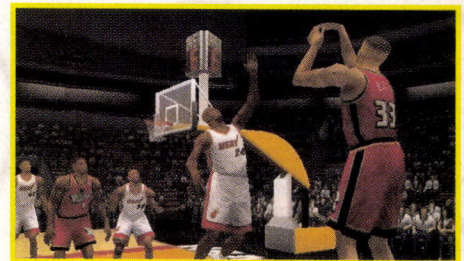
The ability to play the game against a friend online is the most exciting new feature of all. It's the future of multi-player gaming, and NBA 2K1 is one of the first sports games to offer this exciting new feature.

Having witnessed a demonstration of the game's online capabilities at E<sup>3</sup>, we can report that everything looked great. It moved fast — with no



hiccups or latency problems — and really got us pumped.

No self-respecting hoops fan should be without this groundbreaking new game. ■



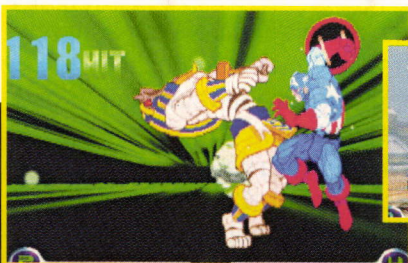
## Marvel vs Capcom 2

- ○ ○ ○ ○ **Publisher:** Capcom
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Fighting



**T**his game has more of what you've come to expect from the Marvel vs. Capcom series, which is a good thing.

Although the U.S. version, unlike its Japanese counterpart, doesn't sport online play and can't be used in combination with the arcade version to unlock secret characters, the game does have its share of features. Some new additions include three-on-three battles, more than 50 playable characters and an interesting VMU character time-release function. Basically, the longer you play, the more characters you'll have to choose from. ■



## Star Wars: Episode 1 Racer

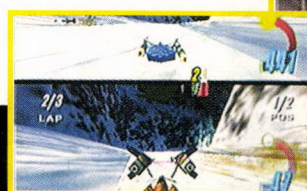
- ○ ○ ○ ○ **Publisher:** LucasArts
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Racing



**N**o buyer's guide would be complete without at least one Star Wars game. Episode I Racer is essentially a racing game — no more, no less. You won't find any light-saber duels or space dogfights in this one. Instead, you'll be treated to incredible, hair-raising velocity.

Whether you saw the movie or not, you'll enjoy racing and upgrading these unique pod racers. Their design is taken directly from the movie — drivers and all. In addition, there are dozens of tracks and secret pods to unlock.

This blazing-fast game will appeal to Star Wars fans and racing nuts alike. ■

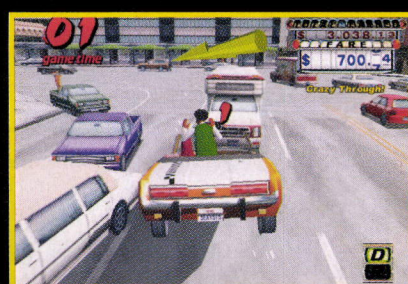
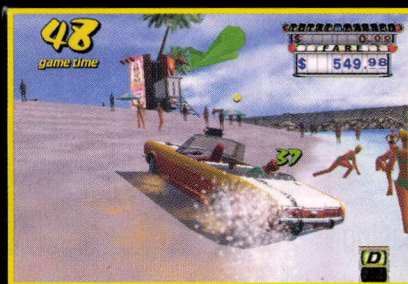
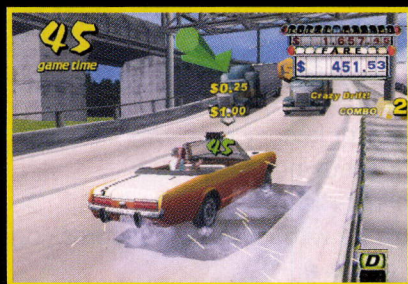


# Crazy Taxi

○ ○ ○ ○ Publisher: Sega

○ ○ ○ ○ Players: 1

○ ○ ○ ○ Genre: Action



As most of you know, the games found in video arcades are designed to impress with eye-catching graphics and furious action. They're easy to learn, for obvious reasons. If they're too complicated, people won't play.

When Sega "ports" an arcade game, it means they've adapted it to their home console system: the Dreamcast. That's exactly what they've done with this blockbuster.

In a nutshell, Crazy Taxi puts you in control of a taxicab wherein you pick up and deliver as many fares as possible in a time limit. Your goal is to make all the money you can.

Sounds simple right? Well, it's not that easy. The cities are large and filled with obstacles. Cars and buses are constantly swerving in your path, forcing you to seek alternate routes. Luckily, the cabs are fast and extremely maneuverable.

It takes patience to learn the ins and outs of each city. But once you do, finding the quickest route becomes second nature. There are tons of non-traditional ways of going — like underwater, up stairs and even in the subway. Obviously the

game isn't based in reality (unless you live in New York City).

Riders often comment on your performance — if you're driving like a maniac, they tell you so. Take too long to get them to their destination, and they'll simply jump out.



Overall, the game's premise is simple and easy for beginners to understand. More importantly, it has loads of replay value. With so many alternative routes and hidden shortcuts, you'll always want to give it one more try.

Whether you've played it in the arcades or not, Crazy Taxi is a great title to add to your collection. ■

# NFL 2K1

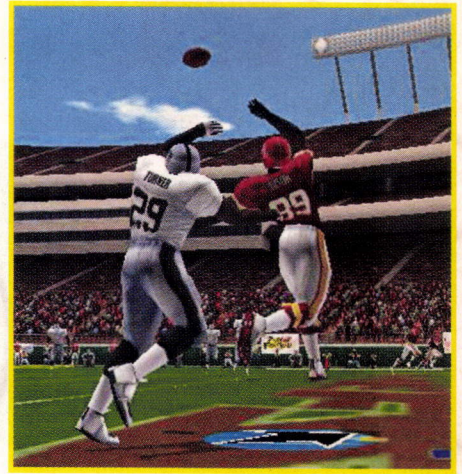
- ○ ○ ○ ○ Publisher: Sega
- ○ ○ ○ ○ Players: 1-4
- ○ ○ ○ ○ Genre: Sports



**Y**ou've read our glowing review of NBA 2K1. Now, just apply all the good things we said about that game to this one. It's by the same developer and features the same level of quality in just about every way.

The only knock on NFL 2K1 is its appearance. Unlike most sports sequels, it's not as pretty as the first version. The players sometimes look blocky and out of proportion. Their arms look like Lincoln Logs hanging from their sleeves — it's actually kind of funny.

There's an easy explanation for the drop in visual quality; in order to play the game over the Internet at a reasonable speed, the Dreamcast must be at optimal performance. High-resolution graphics take up a lot of memory, so it's only logical that Sega dropped things down a notch.



The good news is, it's much quicker than before. Unlike last year, it's possible to throw bullet passes. That's a major improvement, as "floaty" throws almost always get heavily defended.

You might as well buy this one and NBA 2K1 at the same time — they're both fantastic. ■

# NBA Showtime

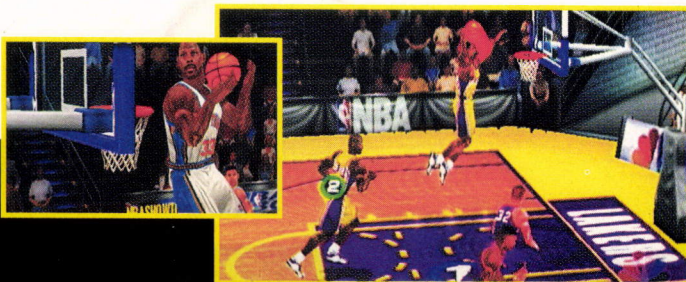
- ○ ○ ○ ○ Publisher: Midway
- ○ ○ ○ ○ Players: 1-4
- ○ ○ ○ ○ Genre: Sports



**H**ave you seen this game in the arcades? It's a wild, no-rules, two-on-two challenge similar to NFL Blitz. It's really a lot of fun.

Midway did a great job of porting the rapid-fire gameplay and sharp graphics of the arcade version to the Dreamcast. The controls are easy to learn, so anyone can pick it up and immediately have fun. It's blazing fast, too, which is unusual for graphically intense games.

Fans of NFL Blitz or anyone looking for fast-paced arcade action should buy this gem. ■



# Test Drive Le Mans

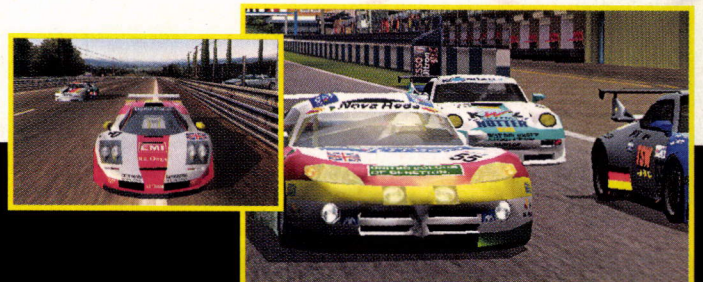
- ○ ○ ○ ○ Publisher: Infogrames
- ○ ○ ○ ○ Players: 1-2
- ○ ○ ○ ○ Genre: Racing



**Y**ou won't believe how fast the cars go in this game. The sensation of speed is just awesome! The surface of the track is a blur, the trees and buildings that line the roads whip by at lighting speed. In fact, it creates the elusion of speed better than any other racing game to date.

The car models are fantastic, as well. More than 50 real GT1 and GT2 cars are meticulously detailed right down to the wear marks on their tires.

We can't say enough about this title, except it's every racing fan's dream come true. ■



# Ninten



# do<sup>64</sup>



By Gary Mollohan

**D**EPENDING ON WHOM YOU BELIEVE, THE N64 IS America's top-selling video-game console, capturing 46 percent of all console sales, compared with 43 percent for the Sony PlayStation. This recent surge in sales is due in part to the March introduction of the "Funtastic" series of transparent, candy-colored system housings. Yet another price drop — like PlayStation, an N64 can now be had for \$99 — probably didn't hurt either.

While Nintendo may have dressed its 4-year-old workhorse in new clothes, the N64's insides remain the same. As a result, its graphics, like PlayStation's, are beginning to show their age when compared to the likes of Dreamcast and PlayStation 2. Though Nintendo games continue to be populated by vibrant, well-animated characters, the games' blurry backgrounds and limited textures don't quite cut it anymore.

Even worse, the games' music generally sounds like something you'd expect to hear pumping out of a \$15 Casio keyboard, thanks to Nintendo's stubborn adherence to the cartridge format. Dreamcast and PlayStation games, in contrast, have CD-quality music, often recorded by big-name artists.

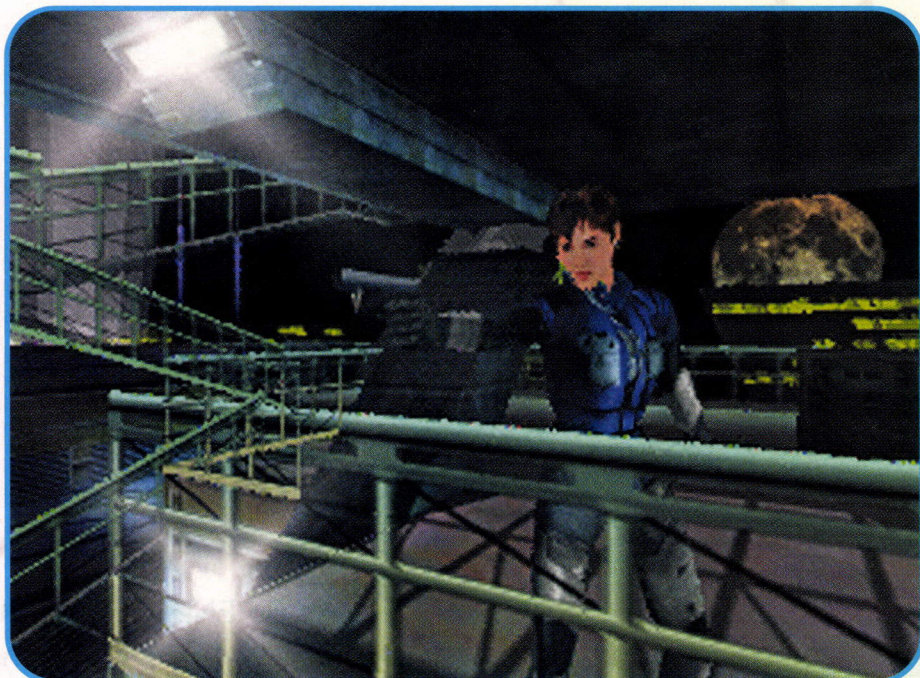
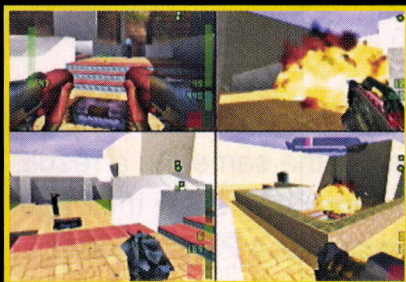
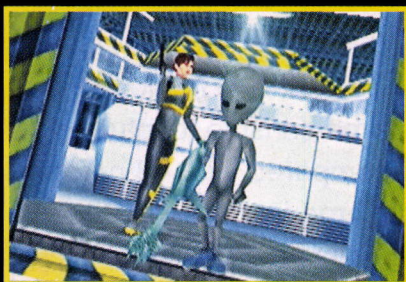
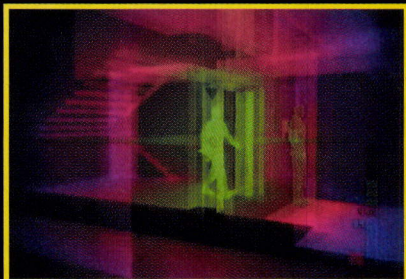
Still, a number of high-profile sequels, including *The Legend of Zelda: Majora's Mask* and *Banjo-Tooie*, ensure the "Big N" will have yet another merry — and profitable — holiday season this year, as the following pages reveal. →

# Perfect Dark

○ ○ ○ ○ **Publisher:** Nintendo

○ ○ ○ ○ **Players:** 1-4

○ ○ ○ ○ **Genre:** Shooter



**S**ultry ladies in skin-tight outfits with high-powered weaponry — now that's our idea of a fun Saturday night.

Rare's amazing first-person shooter (FPS) follow-up to GoldenEye 007 will keep you at home for days, especially once you finish the single-player game and invite your pals over for some multi-player shenanigans.

You play as Joanna Dark, a take-no-mess kind of chick from the esteemed Carrington Institute (a secret-agent training facility), tasked with stopping the evil DataDyne corporation. The game's cinematic story is filled with action, plot twists, awesome weapons and gadgets, strange characters and more fun than you can shake an analog stick at.

Like GoldenEye, the one-player game is only the tip of the iceberg. Once your friends arrive, you can get into a load of multi-player stuff, as you find new weapons, arenas and other secrets by completing different multi-player modes.

There are the standard death-match modes, of course, complete

with customizable scenarios and surprisingly smart AI 'bots. There's also a variety of two- to four-player challenges to work through, each progressively more difficult. Finally, there's a co-op mode in which Joanna teams up with her sis for some covert action.



Thankfully, the frame rate stays consistent in nearly all of the modes. And get this: If by chance you own a Transfer Pak and the Game Boy version of Perfect Dark, you can unlock more N64 secrets.

Suffice it to say, Perfect Dark makes the perfect addition to your N64 library. ■



# Legend of Zelda: Majora's Mask

- ○ ○ ○ ○ **Publisher:** Nintendo
- ○ ○ ○ ○ **Players:** 1
- ○ ○ ○ ○ **Genre:** Action/Adventure



This is the one every Nintendo fan is waiting for. The Legend of Zelda's long heritage and reputation for quality is legendary among the gaming community.

Last year, Ocarina of Time passed the Zelda torch to the N64 in grand fashion. Now, Majora's Mask takes Link's abilities to new heights by allowing him to change forms and travel back in time.

The game mechanics are similar to Ocarina of Time, because both share the same engine. That means the way you control Link and the way he animates are basically the same.

Without revealing too much of the story, we can tell you that the masks play a major role in the story. They allow Link to transform into four unique characters. While none are stronger than Link overall, they do a few things very well.

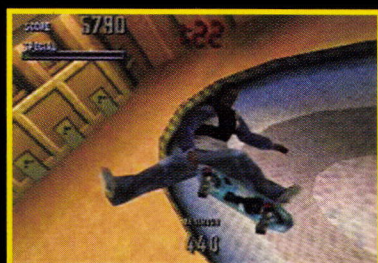


Another welcome feature lets you return to previously defeated bosses and fight them again. You couldn't do this in the last edition.

There are so many great things about Majora's Mask, we couldn't possibly mention them all — we don't want to ruin the story. But, by all means, get started on this intriguing action/RPG as soon as you can. ■

# Tony Hawk's Pro Skater

- ○ ○ ○ ○ **Publisher:** Activision
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Extreme Sports

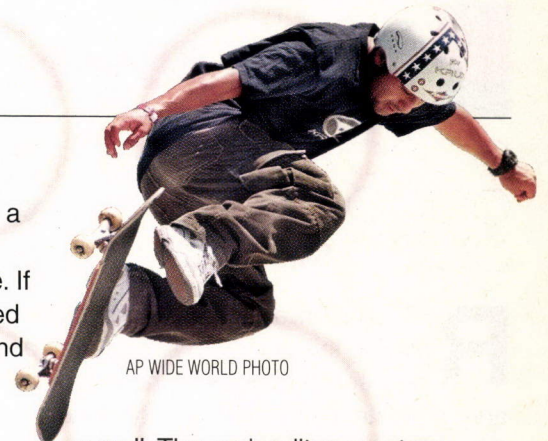


Sometimes a title doesn't translate well when ported to a new system. That's not a problem with this outstanding game. If you're keeping track, we've endorsed it for the Dreamcast, PlayStation, and now the N64. The DC version is a tad smoother, but other than that, they all play exactly the same.

The joy of catching massive air on the game's half-pipes is indescribable. The skaters seem to fly 20 feet above the lip of the ramp. It may not be realistic but the intense airtime lets you pull off some incredible maneuvers.

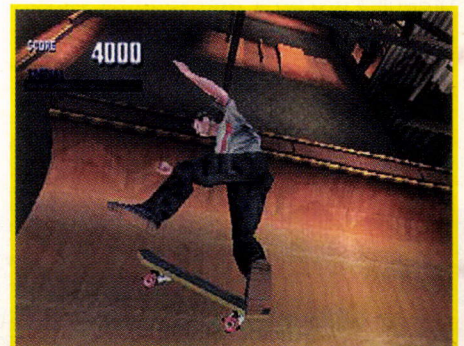
There are literally hundreds of trick combinations to master. Even if you never crack the manual, it's possible to jam just by mashing random buttons. Just be sure to line up the landing, and you're golden.

The game's replay value is high,



AP WIDE WORLD PHOTO

as well. The park editor, create-a-skater and trick modifier features add even more depth to an already outstanding game. ■



# Donkey Kong 64



- ○ ○ ○ ○ **Publisher:** Nintendo
- ○ ○ ○ ○ **Players:** 1-4
- ○ ○ ○ ○ **Genre:** Action



America's favorite digital gorilla has finally made the jump to 3-D, and he's bringing some Banjo-Kazooie-inspired gameplay and four of his closest primate pals along for the ride.

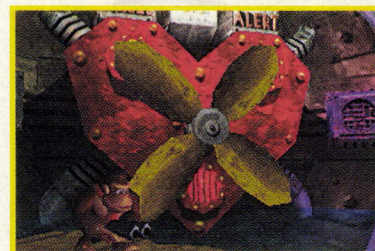
But these chums aren't just in the game for show — like the big ape himself, each of the stars of DK 64 has unique abilities which allow them access to certain areas to complete a variety of tasks. In other words, you'll be working back and forth between stages, collecting a slew of items, including blueprints, bananas, keys, medals and more.

Chances are you'll be playing the game for about 60 hours in order to truly finish it. But in case you get tired of the regular one-player stuff, there are several multi-player games to fiddle with and a number of fun-filled mini-games to play



throughout the adventure.

Developer Rare wanted to make something bigger than anything before, and it looks like they've achieved their goal. ■



# Paper Mario

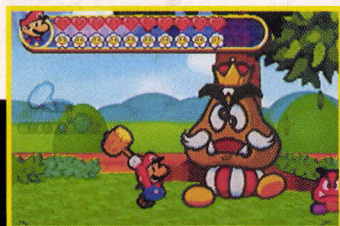
- ○ ○ ○ ○ **Publisher:** Nintendo
- ○ ○ ○ ○ **Players:** 1
- ○ ○ ○ ○ **Genre:** RPG



RPG fans have been salivating at the prospect of playing this little gem since it was announced over a year ago. Its unique blend of 2-D and 3-D graphics and guaranteed Nintendo quality make it a contender for RPG of the year.

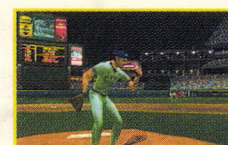
Why did Nintendo opt for paper-thin, 2-D characters when the N64 is capable of much more? We're not 100 percent sure, but we do know the Yoshi's Story-style graphics are a hit with younger players. Apparently, older gamers like it, as well.

Paper Mario is a must-buy for any RPG fan. ■



# All-Star Baseball 2001

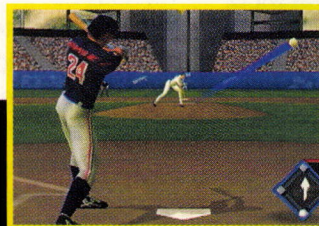
- ○ ○ ○ ○ **Publisher:** Acclaim
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Sports



There's no better baseball game for the N64 than Acclaim's All-Star 2001. As the first title to truly exploit the N64's processing power, the game's graphics are outstanding. The lighting effects, textures and colors are excellent. The player models, while not perfect, are very realistic and true to the pro players they represent.

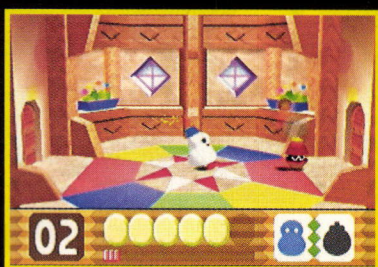
In addition to great looks, the game is blessed with superior gameplay and artificial intelligence.

While the N64 has always lagged behind PlayStation in terms of sports simulations, a great game like All-Star Baseball 2001 goes a long way to bridge the gap. ■



# Kirby 64: The Crystal Shards

○○○○ **Publisher:** Nintendo  
 ○○○○ **Players:** 1-4  
 ○○○○ **Genre:** Action



**W**e realize Kirby is a big, pink puffball, but that doesn't mean he can't kick butt.

The basic idea of Kirby 64, as in all Kirby games, is to swallow an enemy and use its powers for your own purposes. For instance, if you swallow an enemy who shoots fire, Kirby will be able to shoot fire.

Furthermore, if Kirby swallows another enemy with a different ability while able to shoot fire, the two abilities combine to form a new power.

All of these combinations introduce an interesting twist to an otherwise straightforward action title, especially when you use certain powers to gain access to secret areas. It's this sort of depth that makes Kirby games so much fun.

But if you're still not convinced of this cartoony blob's coolness,



chances are your girlfriend will love playing through the game. ■

# StarCraft 64

○○○○ **Publisher:** Nintendo  
 ○○○○ **Players:** 1-2  
 ○○○○ **Genre:** Strategy



**S**tarCraft is a PC game that's been adapted to play on the N64. Its excellent real-time strategy game engine and compelling story line propel it to the top of its genre.

You control a race of beings that must accomplish several missions to ensure its survival. You direct each unit to perform a specific task on the battlefield — hence the strategy element. The fun part is sending your troops into action and then sitting back to watch the resulting action. It's every budding general's dream come true. ■



# Madden NFL 2001

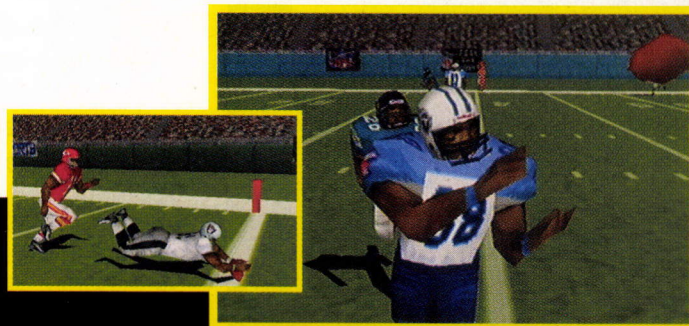
○○○○ **Publisher:** EA Sports  
 ○○○○ **Players:** 1-4  
 ○○○○ **Genre:** Sports



**T**he great thing about this game is that both the N64 and PlayStation versions are virtually identical. That way, no one gets left out of the action. And when it comes to action, Madden 2001 is top dog.

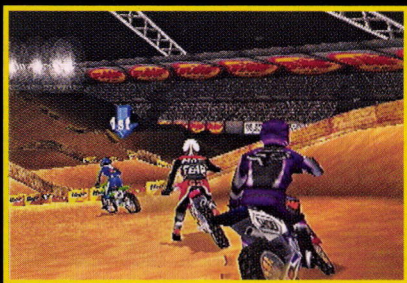
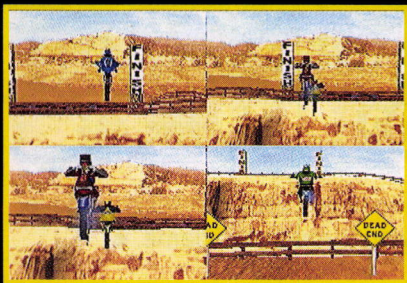
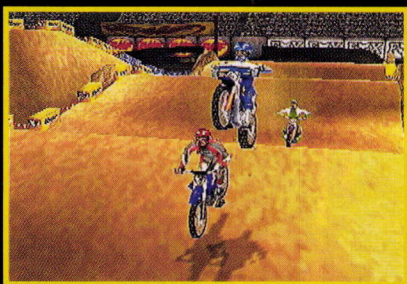
Every portion is as solid as a rock. The gameplay is smooth and intelligent. The graphics are sharp and realistic, but most importantly, it's just a blast to play.

If you only buy one sports title a year, make it this one. ■



# Excitebike 64

○ ○ ○ ○ ○ Publisher: Nintendo  
○ ○ ○ ○ ○ Players: 1-4  
○ ○ ○ ○ ○ Genre: Racing



**T**he fact that Excitebike 64 is the only motorcycle game in our buyer's guide should tell you something. It's by far the best two-wheeler to hit the market in a long, long time.

Remember the original Excitebike? It ruled the arcades with classic side-scrolling gameplay and simple 2-D graphics. All you had to do was maneuver your bike over ramps, logs, mud and the occasional downed rider. The thrill was timing your jumps to land on the down-slope of the next ramp without losing momentum. The premise hasn't changed a whole lot, but the presentation and gameplay sure have.

The graphics, while good, aren't what you should get excited about. It's the smooth control and mini-games that seal the deal.

Maneuvering the bikes, even while in the air, is fluid and natural. The game even has a tutorial to help you tame the triple jumps, rocket around corners and other essential moves. Mastering these fundamentals is key to victory. Missing a landing or shooting wide around a curve is often the

difference between placing first and being an "also ran."

The mini-games are icing on the cake. Not only is the original NES game hidden within the game, but a cool 3-D version is also available. A hill-climb and desert race offer even more two-wheeled fun.



Most entertaining of all, however, is an addictive one-on-one soccer match, played atop motorcycles. The soccer game is so much fun, in fact, that it almost justifies buying the game all by itself.

If you buy only one N64 racing game this year, make it Excitebike 64. ■

# The World is Not Enough

- ○ ○ ○ **Publisher:** Electronic Arts
- ○ ○ ○ **Players:** 1-4
- ○ ○ ○ **Genre:** Shooter

**T**hanks to UK-based developer Eurocom, we're finally getting a proper sequel to GoldenEye 007, and that's saying a lot. In fact, The World is Not Enough (TWINE) is arguably as good as Perfect Dark.

As you'd expect, the game pretty much follows the plot of the film but goes off on enough tangents to keep things fresh.

But to simply call it a movie-based action game wouldn't be right — TWINE is chock-full of the stuff that makes great games great. It's got a robust one-player mode filled with finely-crafted missions; a ton of cool weapons, including a watch laser, a sniper rifle with night vision and many more; a number of Q-engineered gizmos that you actually use time and time again and a variety of customizable multi-player modes. These modes even feature



computer-controlled 'bots.

When you throw in the impressive visuals, realistic sound effects and copious amounts of excellent voice work (especially for a cartridge), you have a very special first-person shooter. ■



# Hey You, Pikachu!

- ○ ○ ○ **Publisher:** Nintendo
- ○ ○ ○ **Players:** 1
- ○ ○ ○ **Genre:** Virtual Pet

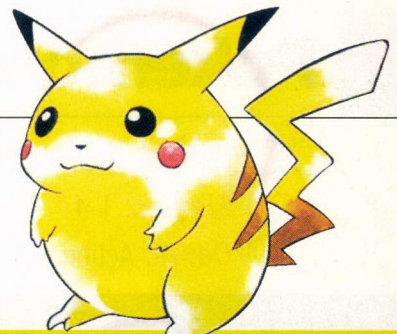
**T**his one is best described as Seaman on the N64. But instead of creepy half-fish/half-man in an aquarium, you communicate with the adorable Pikachu in an open environment via a special microphone that plugs into your N64 controller.

Yup, it's voice recognition on the N64, and it works surprisingly well.

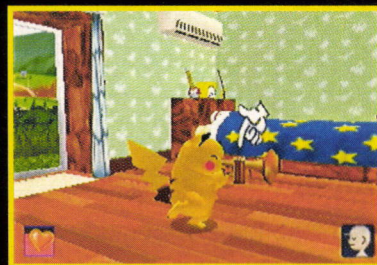
"Missions" take place in a variety of locations, including the player's house, a beach, a forest, a garden and more. However, your first task is gaining Pikachu's trust — it is a wild Pokémon, after all.

In some areas, your job is to find and feed some hungry Pokémon. In others, you have to help some Pokémon out of a bind.

Like all virtual pet games, your overriding goal is to keep your main man Pikachu happy.



While this game is geared toward younger gamers who lack the hand-eye coordination to play more advanced Pokémon games, we suspect more than a few older brothers and sisters (not to mention parents) will be grabbing the controller during nap time to give the game a (Poli)whirl. ■

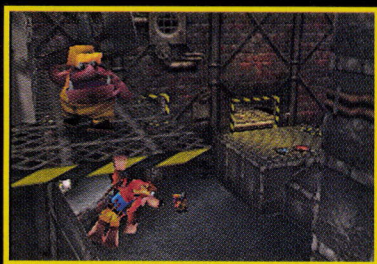
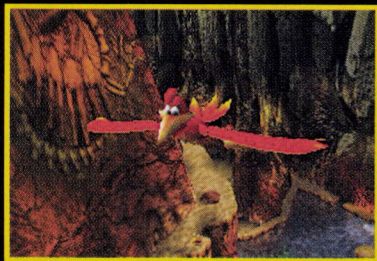


# Banjo-Tooie

○○○○○ **Publisher:** Nintendo

○○○○○ **Players:** 1-4

○○○○○ **Genre:** Action



If you were talented enough to beat Banjo Kazooie about three years ago, you learned about Banjo-Tooie, the game's sequel. Now, after a few delays, the game is just about here. And in typical Rare fashion, it looks like the game's visuals and gameplay make it more than worth the wait.

In this sequel, Banjo (the bear) and Kazooie (the bird) can separate to take on various character-specific levels, similar to the character-swapping feature in Donkey Kong 64. In addition, the popular Mumbo Jumbo is now a playable character.

As you'd expect, there are a slew of huge new levels and ridiculous things inside and outside of the animal kingdom for Banjo to transform into, including a backpack-wearing washing machine. Also, look for a variety of multi-player mini-games.



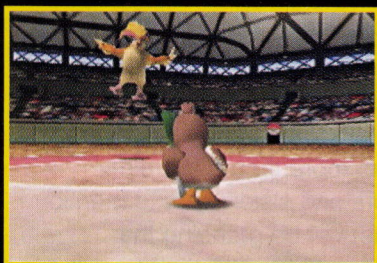
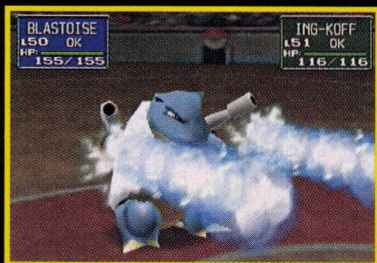
So what about the talk of the original and this sequel somehow working together? Unfortunately, that has yet to be announced. ■

# Pokémon Stadium

○○○○○ **Publisher:** Nintendo

○○○○○ **Players:** 1-4

○○○○○ **Genre:** Action

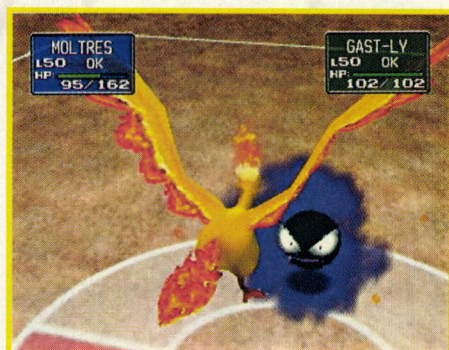
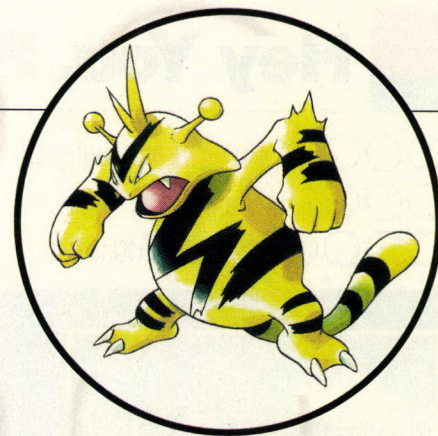


Part of the reason we've included Pokémon Stadium in our guide is to clear up any misunderstandings you may have. Obviously, we love everything Pokémon, but before we get too far, you should know it's not like the other pocket monster games.

Essentially it's a showcase for viewing your Pokémon in 3-D. The familiar RPG elements you know and love are not present. It's simply a matter of uploading your catch into the game and watching it fight.

You can go head-to-head with a friend or work your way through a tournament. The battles are fully animated, so for the first time, you can see your favorite characters in action, which is nice.

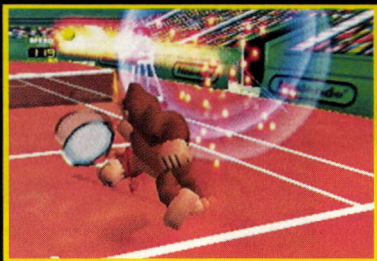
In addition, a "Pokédex" lets you view your collection at any time during the game.



Beyond that, there's not much more to Pokémon Stadium, making it reserved for Poké-fanatics only. ■

# Mario Tennis

- **Publisher:** Nintendo
- **Players:** 1-4
- **Genre:** Sports



**J**ust like Mario Golf, Mario Tennis features a healthy load of cute Nintendo characters. Among others you'll find Donkey Kong Jr., Mario, Wario, Boo and Luigi.

Just like the cast, the atmosphere is classic lighthearted, Nintendo fare. But don't let cute players and cheerful atmosphere fool you — Mario Tennis is all business when it comes to gameplay, control and multi-player fun.

If you've experienced Mario Golf, you know what to expect here. The emphasis is on special moves and the personal attributes of each player. Just when you get used to slamming the competition with Donkey Kong Jr., a finesse character like Boo comes along and beats you with pinpoint accuracy. That's the beauty of the contest; no single character completely dominates the rest.



While challenging the computer players is great, nothing beats the multi-player action this game has to offer. Up to four people can team up for exciting doubles play.

Even if you normally don't appreciate "cute" games like this, you're going to change your mind in a hurry once you play this challenging tennis simulation. ■

# Mario Party 2

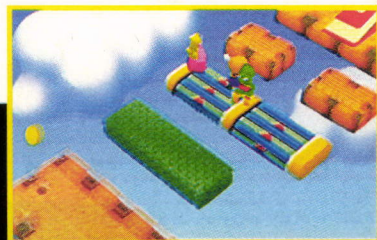
- **Publisher:** Nintendo
- **Players:** 1-4
- **Genre:** Party



**I**f you're into having friends over for a night of seriously fun gaming, then you really need to get your hands on a copy of Mario Party 2.

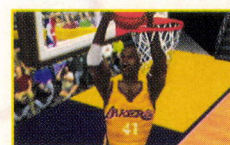
You can play as all of your favorite Nintendo characters and compete in what's best described as an interactive board game. Each square reveals a different type of mini-game, some being every-man-for-himself, while others pit two against two, three against one and so on.

Most of the mini-games are easy to learn, yet incredibly addictive, making Mario Part 2 one of the N64's best party games. ■



# NBA Courtside 2

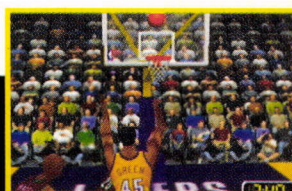
- **Publisher:** Nintendo
- **Players:** 1-4
- **Genre:** Sports



**T**he cornerstone of any sports title should be rock-solid gameplay, and NBA Courtside 2 definitely has that wrapped up. Factor in the smooth animation, fast action and a great multi-player mode, and all the bases are covered.

In addition, the game has a great arsenal of special moves. Driving the lane is tough, so spinning, crossover dribbling and head-fakes are essential. Without them, you'll be bouncing off defenders like a pinball and get few good looks at the hoop.

Once you master the controls, however, it's a really fun game. ■



# Nintendo Game Boy



By Gary Mollohan

**T**HE LITTLE-HANDHELD-THAT-COULD continued to shock and amaze in the big Y2K, selling more than 1.3 million hardware units in the first three months of the year alone.

What continues to fuel interest in this 11-year-old system? The answer can be provided in one word: Pokémon. In March, four of the 10 best-selling video games were pocket monster titles, three of which were for play on Game Boy. (The other one, Pokémon Stadium, is an N64 game.) What's more, the new Pokémon Gold & Silver for Game Boy promises to be the hottest-selling game of the holiday season and possibly the entire year.

But is the end finally near for the best-selling video game system in history? In August, the "Big N" unveiled a new handheld, Game Boy Advance, at a Japanese trade show. The system, which is powered by a 32-Bit CPU and is backwards compatible with all existing Game Boy games, is slated for a July 2001 North American release.

Still, as the following pages reveal, there are plenty of games for present-day gamers on the go to enjoy. →

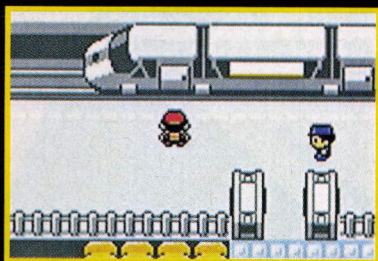


# Boy



# Pokémon Gold & Silver

○ ○ ○ ○ ○ **Publisher:** Nintendo  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** RPG



If you were one of the few gamers who didn't jump on the Pokémon bandwagon the first time around, you now have a "golden" opportunity to join the fun with the release of Pokémon Gold & Silver.

This long-awaited sequel to Pokémon Red & Blue sold more than 5 million units in Japan within five weeks of its release, and it's not hard to understand why; in addition to an entire new world to explore, the game contains 100 new pocket monsters, two new Pokémon types (Dark and Steel) and eight new Gym Leaders to battle.

If that weren't enough, it also has a built-in clock and a new monster breeding feature. All you have to do is capture male and female Pokémon of the same type, put them together in a special pen, and presto — you'll get a special egg. Hang onto the egg

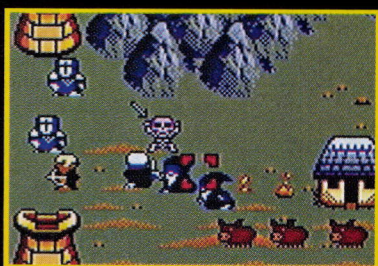


long enough, and a new pre-evolution will hatch.

While many dismiss Pokémon as kids' stuff, Gold & Silver has enough secrets and depth to challenge even the most experienced gamers. ■

# Warlocked

○ ○ ○ ○ ○ **Publisher:** Nintendo  
○ ○ ○ ○ ○ **Players:** 1-2  
○ ○ ○ ○ ○ **Genre:** Strategy



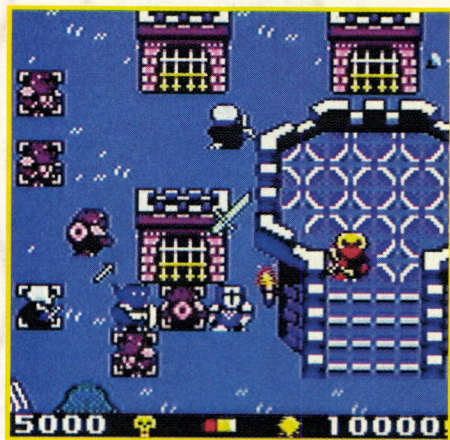
Real-time strategy on the Game Boy? You must be joking.

Believe it or not, Warlocked is solid enough to compete with many PC strategy games. You control either the humans or the beasts in approximately two dozen missions, taking on a variety of objectives. Some are as simple as retrieving a bag of gold, while others require you to destroy an entire army.

You can enlist grunts, knights and archers; capture dragons; rescue wizards and more.

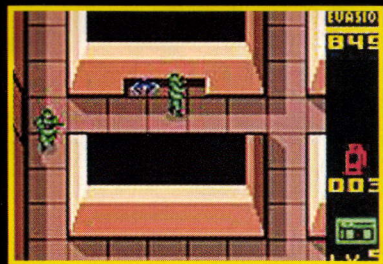
And that's just the one-player stuff. Plug in a link cable, and you and a chum can pit your armies against one another in a variety of two-player contests. You can even trade wizards (a la Pokémon) via the Game Boy Color's seldom-used infrared port.

Even though the controls take some getting used to, the game's more than worth it. ■



# Metal Gear Solid

- ○ ○ ○ ○ **Publisher:** Konami
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Action

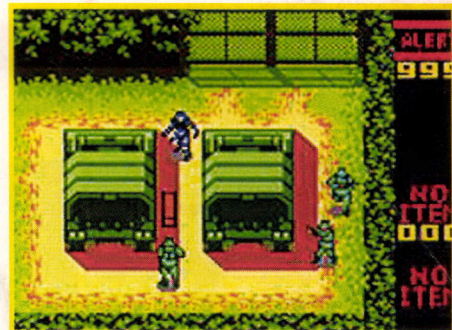


**Y**ou may be asking yourself, "How in the heck can Konami cram the world of Metal Gear Solid into a little Game Boy cartridge?" The answer: By imitating the look of the old Nintendo Entertainment System (NES) versions while maintaining the control and feel of the award-winning Metal Gear Solid for PlayStation.

Believe it or not, it all works surprisingly well on Game Boy's three-by-three-inch LCD screen.

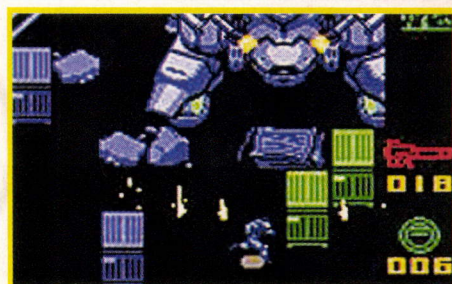
As everyone's favorite tactical espionage specialist, Solid Snake, you have access to nearly all of the items found in the PS version. You also meet up with a number of old allies and still have to avoid laser wires and being detected by enemy soldiers. You can even peek around corners.

Better still, the game includes a two-player mode (via the Link Cable)



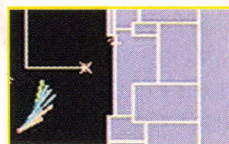
and a VR Training Mode.

Anyone who wants to enjoy a little tactical espionage while on the go should check out this little gem. ■



## Qix Adventure

- ○ ○ ○ ○ **Publisher:** Natsume
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Puzzle



**A**s many gamers will recall, Qix began life as a deceptively simple '80s arcade game. The premise was simple: Starting with an empty rectangle, you drew a single straight line across the frame. When the line reached the opposite side, the newly cordoned space filled with a color. You're only concern was a lethal, slow-moving spark that methodically tracked your movement. The object was to fill as much space as possible within a given time limit, while avoiding the spark.

Qix Adventure basically adds some RPG and building elements to this tried-and-true play mechanic, making it one enjoyable game. ■



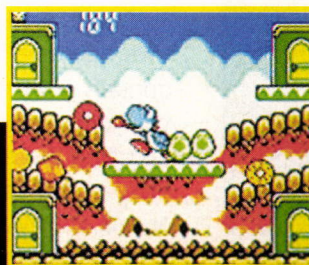
## Game and Watch Gallery 3

- ○ ○ ○ ○ **Publisher:** Nintendo
- ○ ○ ○ ○ **Players:** 1-2
- ○ ○ ○ ○ **Genre:** Puzzle



**G**ame and Watch Gallery 3 is another collection of simple, yet addictive, mini-games based on old Nintendo handhelds. Most involve a few simple objectives and have more to do with repetition than riveting gameplay. For example, the Egg Game requires you to run back and forth, catching eggs before they break on the floor. Another is a simple Mario Bros. conveyer belt contest.

The list of ingenious little time-killers goes on and on. As a bonus, most can be played by two players simultaneously via GameBoy's Link Cable. ■



# Donkey Kong Country

○○○○○ **Publisher:** Nintendo  
○○○○○ **Players:** 1  
○○○○○ **Genre:** Action



The best thing to happen to Game Boy Color in recent years — beyond Pokémon — is the parade of NES classics being released for it. Essentially, Nintendo has been taking its greatest hits of the 8-bit era and porting them directly to the Game Boy. It's a really smart idea because these classics have more entertainment value than many of today's games.

Because Donkey Kong Country originally was a 16-bit game and the GBC is an 8-bit system, the translation is not exact. Luckily the developers at Rare have figured out a way to squeeze it into the lower format.

They've even included previously unreleased "lost" levels and mini-games. In addition, link-cable support lets you and a friend go head-to-head. The game even supports the Game Boy printer, allowing you to



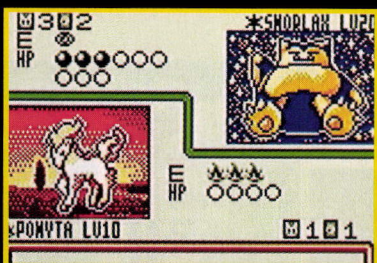
create special banners, etc.

It may not be exactly like the SNES version, but it comes darn close. Its multiple levels, challenging puzzles and classic 2-D gameplay make it a must-buy GBC game.

One warning: The game won't work with older, black-and-white Game Boys. If ever there was a reason to pick up a Game Boy Color, however, this is it. ■

# Pokémon Trading Card Game

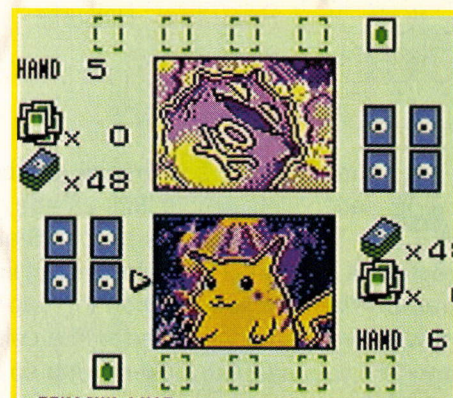
○○○○○ **Publisher:** Nintendo  
○○○○○ **Players:** 1-2  
○○○○○ **Genre:** Trading Card Game



If the prospect of getting your butt kicked by an 8-year-old has prevented you from trying the Pokémon trading-card game (TCG), now's your chance. Nintendo has packed all the fun of Wizards of the Coast's successful TCG into an easy-to-learn, and addictive, Game Boy title.

You begin your adventure with two things: a relatively weak starter deck and the dream of winning the "Legendary Cards," a collection of Pokémon cards unrivaled in both rarity and power.

As you rack up victories, you'll be awarded free booster packs, which contain powerful new cards to add to your deck. After a little while, you'll be using the sum total of your Pokémon card-training experience to create your very own "killer deck," the true challenge of the game.

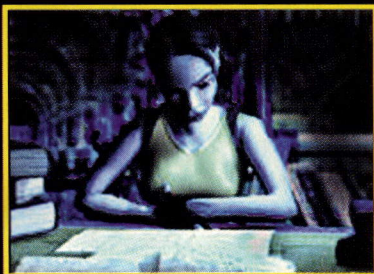
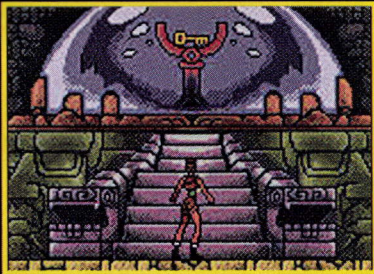


On the down side, the game doesn't contain any cards from the popular Team Rocket or Gym Heroes series, and the artificial intelligence is a little suspect at times. (Many opponents seem to roll over and admit defeat prematurely.)

Still, the game is a great introduction to TCGs and an excellent way for would-be Pokémon masters to fine-tune their decks. ■

# Tomb Raider

○ ○ ○ ○ ○ **Publisher:** THQ  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** Action/Adventure

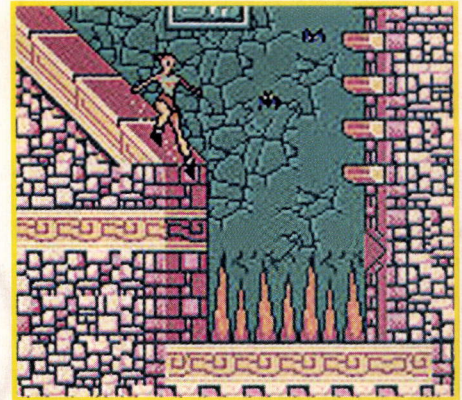


**O**K, we admit it — we were more than a little bit nervous when we heard about a planned 2-D, Game Boy adaptation of Tomb Raider. After all, the game pretty much defined 3-D gaming on the PlayStation.

Fear not, Lara Croft fans — like Konami's Metal Gear Solid, Tomb Raider has lost surprisingly little in the translation to the small screen.

The game's pint-size heroine can perform all the trademark moves that made her an international sensation, including running, jumping, shooting, swimming, climbing and swinging from vines.

The game also has a surprisingly deep plot for a Game Boy title. Lara (and you) must enter an ancient Peruvian temple and retrieve a magical stone before it falls into the wrong hands. Of course, you'll meet



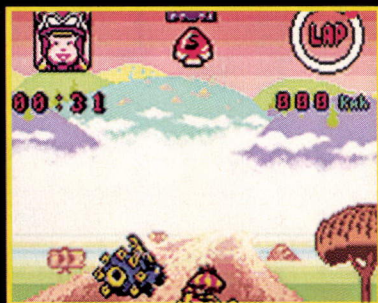
up with plenty of shady characters and experience a number of plot twists before your adventure is through.

On the down side, there's virtually no music, and Lara will be subjected to many unnecessary deaths before you master the game's controls.

Still, the game is more than worthy of the Tomb Raider name and a fine little Game Boy title in its own right. ■

# Wacky Races

○ ○ ○ ○ ○ **Publisher:** Infogrames  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** Racing

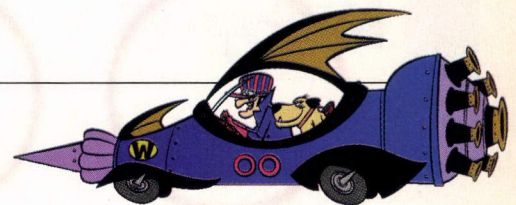


**Y**ou're probably wondering why we're talking up this seemingly insignificant game. Yeah, we'll admit it looks goofy, but underneath the cartoony exterior lurks a solid racing title.

If there's one thing the GBC doesn't do well, it's 3-D graphics. Limited 8-bit power and a smaller selection of colors make it tough for the little system. But despite the limitations, Wacky Races' "3-D" graphics look pretty good.

The scrolling roadway moves along at a brisk pace, creating a decent sensation of speed. The cars, while wacky (hence the name), are easy to control and responsive.

Racing isn't the only thing going on here; full car-to-car combat is the other notable feature. The roads are littered with weapon power-ups. Gather them up and unleash your weapons on



the bumbling competition.

If you're looking for a lighthearted combat racer, Wacky Races is a good choice. ■

# Dragon Warrior I & II

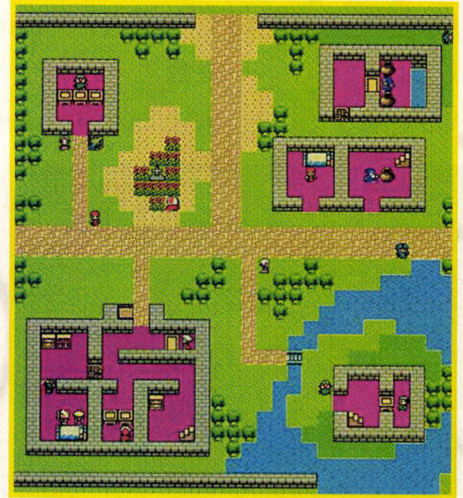
○ ○ ○ ○ ○ Publisher: Enix  
○ ○ ○ ○ ○ Players: 1  
○ ○ ○ ○ ○ Genre: RPG



**Y**ou may remember the Dragon Warrior series from Nintendo's 8-bit days. If so, you know what to expect from this old-school cult classic. If not, there's still plenty of stuff in this two-game cartridge for the Dragon Warrior newbie.

Although Dragon Warrior I & II is standard RPG fare (going from town to town, collecting stuff, talking to people, battling monsters, etc.), it does have that special something that makes it stand out from the pack.

In particular, this new handheld version has a number of aesthetic and gameplay improvements over the original versions. First, you now have the ability to save at any point, a feature any RPG player can appreciate. In addition, the enemy artificial intelligence (AI) has been tweaked to bring it up to present-day difficulty levels, the overall pace

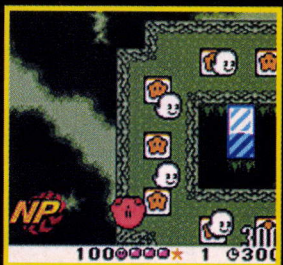
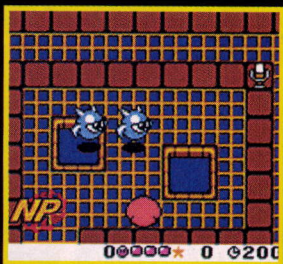


has been picked up, and the game's interfaces are much more user-friendly.

If you are a fan of today's best RPGs and would like to explore the genre's roots, Dragon Warrior is one of the handiest — and most fun — ways to do so. ■

# Kirby Tilt 'N' Tumble

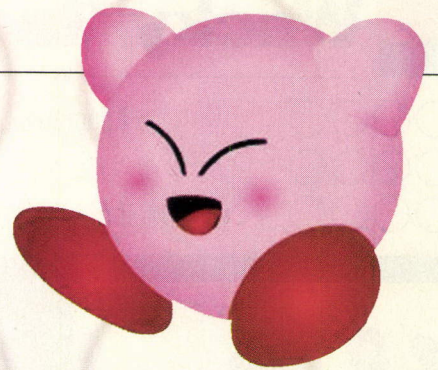
○ ○ ○ ○ ○ Publisher: Nintendo  
○ ○ ○ ○ ○ Players: 1-2  
○ ○ ○ ○ ○ Genre: Puzzle



**H**opefully you've noticed a trend within the GBC section of this guide: Games made by Nintendo are usual really good. It's a good rule of thumb many long-time gamers go by. Kirby Tilt 'N' Tumble is no exception.

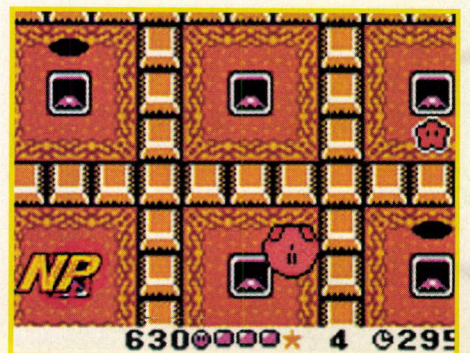
The game is challenging for several reasons, not the least of which is the innovative technology used to make Kirby move about the screen. You see, you direct the little pink puffball by tilting the Game Boy in the direction you want to move. It's similar to balancing a marble on a piece of cardboard. Tilt it too fast or extreme, and the marble will roll off before you can stop it.

The game is comprised mostly of obstacle-laden mazes. The tricky part is getting Kirby through gates, traps and other deceptive objects. Power-ups help, but true success comes



from developing a steady hand.

Kirby has been around for several years, but this is his most innovative incarnation yet. ■



# Wario Land 3

○ ○ ○ ○ ○ **Publisher:** Nintendo  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** Action/Adventure

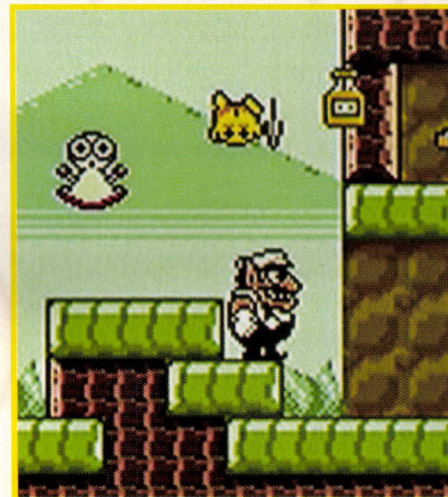


**K**ind of like Bizarro Superman, Wario is an evil version of Nintendo's loveable Mario. He has a maniacal grin, buggy eyes and an evil laugh. The guy is just plain mean...or is he just misunderstood?

However you view him, his third game for the GBC is the greatest yet.

As a side-scrolling platform game, Wario delivers a colossal amount of action and adventure. The game's 25+ stages are packed full of clever puzzles, great jump-and-stomp gameplay and no less than 11 bosses.

Like previous Wario games, the maniacal, mustached one is invincible. Yes it's true, Wario cannot be killed. You might think that makes the contest too easy, but that's not the case. Instead of worrying about health, your focus is simply making it to the next level. You can be impeded

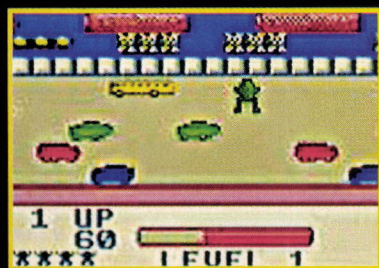
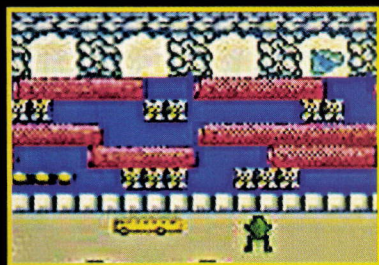


by temporary injuries but never banished to a starting level. It's a different approach to a platform game, but it works surprisingly well.

The game's depth, original play mechanics and bonus mini-games make Wario Land 3 yet another solid offering from the "Big N." ■

# Frogger 2

○ ○ ○ ○ ○ **Publisher:** Majesco  
○ ○ ○ ○ ○ **Players:** 1  
○ ○ ○ ○ ○ **Genre:** Action

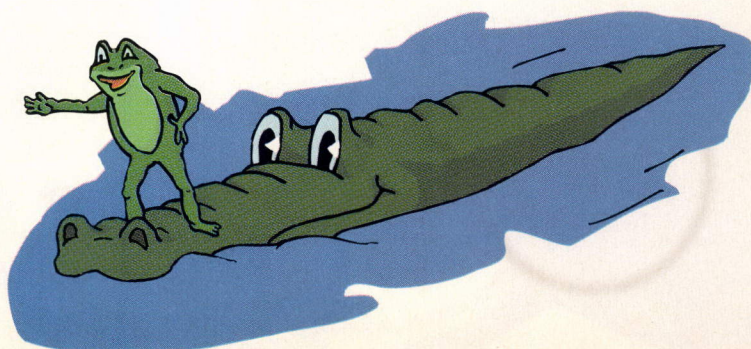


**F**rogger is a great example of the "keep it simple" game philosophy that was so popular in the early '80s. What could be more straightforward than navigating a frog across busy streets and rivers? Avoiding crocodiles and the occasional Mack truck was the only thing you had to worry about.

As simple as it sounds, the game was, and still is, quite addictive. The

more streets and rivers you cross, the faster the cars and logs come at you. It's more about dexterity and hand-eye coordination than complex plots and action. That's why Frogger, even in this GBC incarnation, continues to sell like gangbusters.

Frogger 2 introduces more levels and a couple of other twists, but beyond that, it's the same tried-and-true formula. ■







# Game On!

With SegaNet, Sega's newly launched high-speed console gaming network, opponents truly are everywhere

**By Hal Hintze**



Sega Vice President Greg Thomas plays NFL2K1 against Martinez Pope of the Cleveland Browns (seen on the smaller monitors), 571 miles away in San Rafael, California. The game was showcased during the April unveiling of Sega.com.

AP/Wide World Photo

**In** the battle for interactive gaming supremacy, Sega's spent much of the year 2000 preparing and firing one heckuva big shot.

It's called SegaNet, and the folks at Sega are betting b-i-i-i-i-g bucks that it's going to blast all its rivals out of the water. SegaNet is the central piece of the company's new Internet-focused division, Sega.com, and as

of its September 7 rollout, it's grabbing fans by the thousands.

Maybe you've already found the SegaNet site (<http://www.sega.net>) and have already started to enjoy your Dreamcast favorites via the Net. Maybe you haven't yet. Maybe you don't even own a Dreamcast, despite the fact that Sega has slashed the price (to about \$150 in the U.S.) as part of the SegaNet campaign. But no matter what your status, read on — you'll get the skinny on the latest evolution in the gaming experience.

## Let's Get Virtual

What is SegaNet? Just this: the best way to enjoy all the capabilities of your Dreamcast console or PC, but in ways never before realized. Via SegaNet, which is both a "virtual" ISP (we'll get to that in a moment) and a gaming hub site, Dreamcast and personal-computer users will now be able to enjoy their favorite titles online, competing interactively — individual, head-to-head, or in groups — yet still enjoying all the technical bells and whistles that the advanced Dreamcast console provides.

Does it cost money? Sure it does, but Sega's offered plenty of incentives and value-added deals, and they're hoping to have 5 million gamers signed up by this time in 2001.

SegaNet users will be able to play many of their favorite titles right away, including NFL 2K1, NBA

2K1 and many others. Dozens more titles will arrive in the coming months (see sidebar).

SegaNet works like this: Users must register as a SegaNet member, with memberships costing \$21.95 per month, though many incentives and rebates are available in conjunction with related

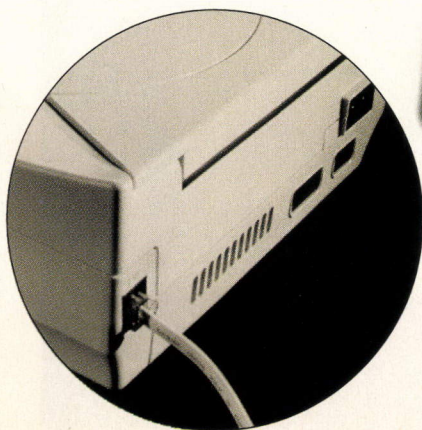
purchases. In fact, Sega's offering \$150 checks and free keyboards to existing Dreamcast users who sign up for SegaNet, and PC users can get a free Dreamcast console and keyboard (the preferred way to enjoy the games) with their enrollment.

In addition to the games, SegaNet serves →

Unlike Sony's PlayStation 2, Sega's Dreamcast comes with a pop-out, upgradable modem.



Your analog phone line plugs right into the back.



as an ISP (Internet Service Provider). An ISP is the business entity that lets you connect to the Internet, via your modem or cable connection. America Online (AOL) is by far the largest, but just in the U.S. there are thousands. You get SegaNet e-mail, chat areas, online help, news and features related to Sega and SegaNet, cheat codes, tournaments and much more.

Aside from games, SegaNet offers members e-mail, online shopping and original content.

However, SegaNet is a "virtual" ISP. That is, you can't dial up direct to SegaNet. Instead, you already have to have an Internet account with another ISP, whether it's Compuserve or Joe's Internet Hut, then connect with SegaNet once online. Once you've linked to SegaNet, you log in and enjoy the fun.

### SegaNet versus other gaming sites

But wait, you're asking, "What's the big deal? How

does SegaNet differ from all the other online gaming sites?" And the answer is, not that much...if you're simply using your PC to access SegaNet. In that case the deal is pretty straightforward: You purchase the game discs for whichever titles you want to play, then you pay your \$21.95 a month, play the games interactively, online, and hang out with a bunch of like-minded gamers. That's not bad, y'know. But let's go back to the Dreamcast for a deeper look.

SEGA.NET

SEGA.NET

GAMING MEMBERS EVENTS EMAIL STORE ACCOUNT HELP

MEMBERS

THE INSIDER

ARCADE

CONTESTS

TOURNAMENTS

DOWNLOADS

» **Yoot Speaks**  
The Insider gets inside the head of Yoot Saito, creator of Seaman.

» **Phantasy Star Screens**  
Exclusive screenshots of this upcoming title.

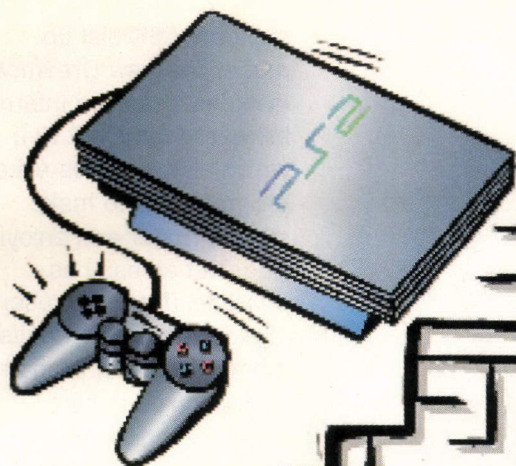
» **Ozzy schwag-fest!**  
Win an Ozzy-signed DC, tour memorabilia, and more!

Dreamcast

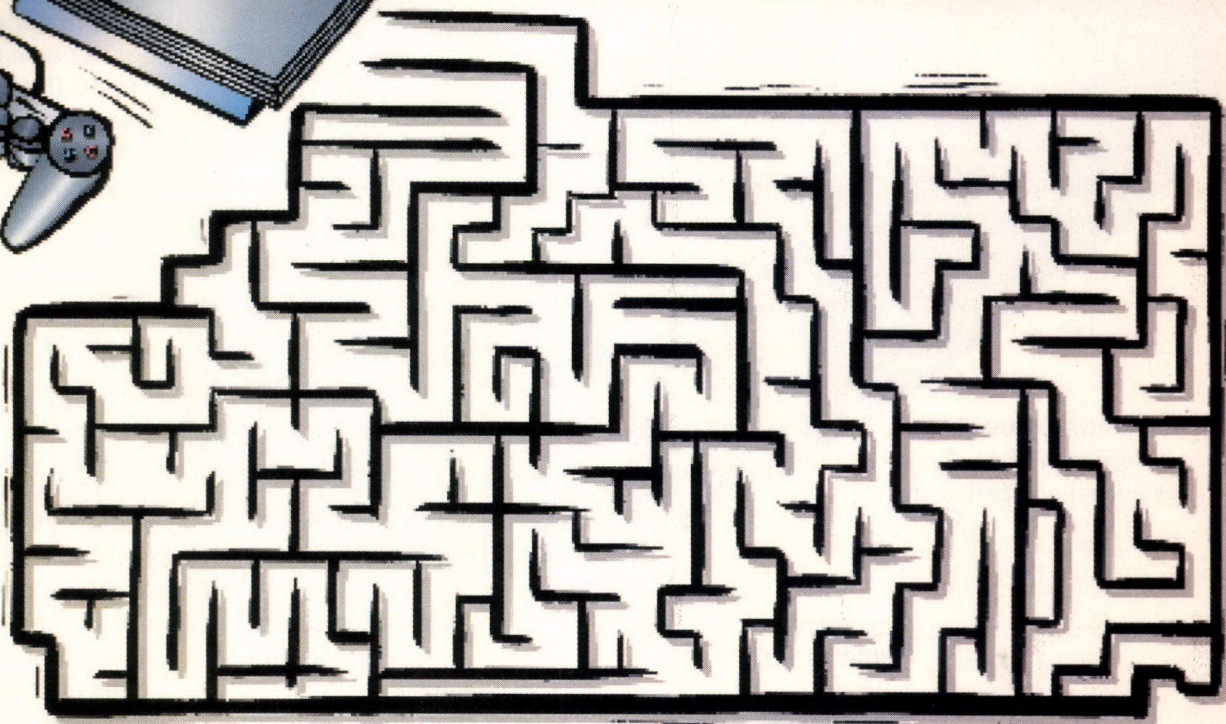
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## HELP THE PLAYSTATION 2 FIND ITS MODEM.



The main reason for purchasing an advanced console such as the Dreamcast is for the added gaming capabilities it provides: kick-butt graphics, sound, force-feedback — you know the drill. And that goes right to the biggest problem with playing games over the Internet: Since you're limited to the bandwidth that your phone line can carry, the games you play are likewise limited; only so much information can be transmitted from the game site to your machine. Traditionally, you lose a chunk of graphics, get minimal sound (audio is a bandwidth gobbler),

and as for those special effects...forget about it.

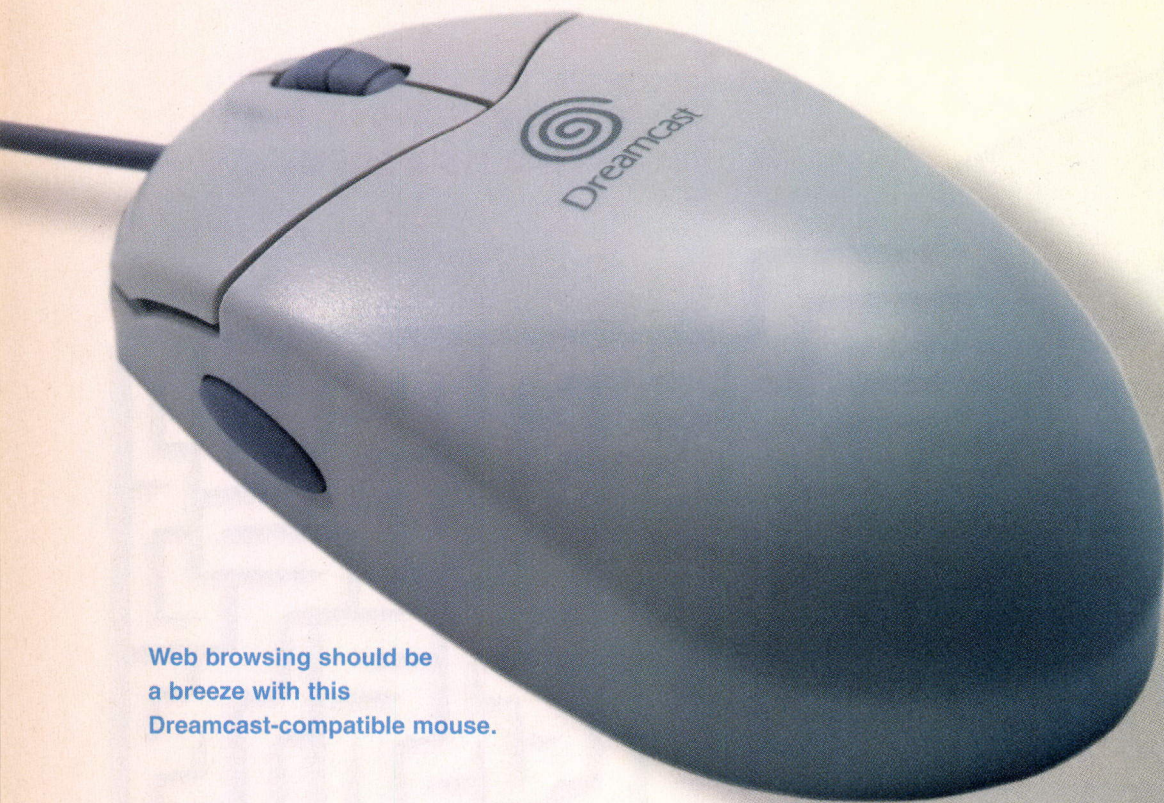
Worse yet is when your connection stalls — if the game doesn't crash outright, you sit there doing nothing while a stupid "Waiting for Data" banner or similar dead-time occupier takes control.

According to Jenny Rees, one of the folks at Access Communications who handle Sega.com's public relations, solving the problem with "latency" — the term that describes these delays, the lag time between hops in any Internet communication — is one of the keys to SegaNet's burgeoning popularity.

SegaNet has, in fact, positioned itself in a lofty spot within the infrastructure that makes up the Internet, partnering with a firm called SoftAware Networks to host SegaNet on their high-speed Global Server Network (GSN). Such GSNs are designed specifically for rapid-response purposes (such as multi-player gaming), and once the Dreamcast adds "Voice-over-IP" (letting players talk with one another over the Internet), SegaNet will be able to handle that, too.

Of course, you'll still be limited to the 56K speed of the Dreamcast's dial-up →

**Known for its in-your-face ads, Sega called attention to the PS2's lack of a built-in modem with this sly maze "game."**



Web browsing should be a breeze with this Dreamcast-compatible mouse.

standard 56K dial-up mode. The new Dreamcast includes a revised Internet browser (Version 2.0+), which also includes extra programming to make signing up for and enjoying SegaNet as easy as possible. (Note: For users of older Dreamcast units, the new browser program is scheduled to be available online at SegaNet shortly after the site's debut.)

### The "New" Dreamcast

The peripherals being designed as part of the new Dreamcast include the muscle necessary to let you truly immerse yourself in the game. It does a whole lot more with a finite amount of interactive game data, and SegaNet game

modem, but Sega's solving that as well.

### Broadband

Soon (meaning sometime this fall), an

whistles in broadband (that is, "cable modem") mode, meaning response times up to 20 times faster than anything possible through a

"We've got the **Internet** playing field all to ourselves for at least the **next 18 months...**"

— Peter Moore, Sega of America's president and COO

Ethernet card will be available that pops into the same slot as the Dreamcast's modem, replacing it. And connecting through another SegaNet partner, 2Wire, Dreamcast gamers will be able to enjoy all of SegaNet's bells and

dial-up connection.

That's going to be something to see. The updated and expanded Dreamcast, becoming available in stores just as this article reaches you, helps make the most of the data it receives from SegaNet, even in the

titles are designed to maximize the new Dreamcast's capabilities.

Including the peripherals, some of which will have to be purchased separately, here's what the revised Dreamcast console will include:

- 128-bit processing — allowing for high-speed gaming action.
- 56K Internet modem — the standard for most current dial-up connection.

• Ethernet card — the adaptable, snap-out piece from Sega which will be available later this fall, this will allow broadband users to ditch the 56K dial-up connection and enjoy a transmission speed as much as 20 times faster. One cautionary note: If you're in an area lacking broadband Internet connectivity, you'll just have to wait.

• MP3 player — allows gamers to download all their favorite MP3-format tunes into a small player that fits easily into the Dreamcast.

• Zip Drive — allows for easy storage of extra files downloaded from the Internet via the Dreamcast.

• Sega Dreamcast Camera — this allows Dreamcast users to view their online opponents. As a bonus, users can use the equipment to conduct teleconferences, sending audio and visual signals over the Internet in realtime. The camera also captures still images for transfer.

• Sega Dreamcast Microphone — developed specifically for use with the new, popular (and weird) title Seaman, the microphone allows gamers to →

# Games, Games, Games

## SegaNet Debuts 15 Titles, with Dozens More to Come



**Quake III Arena**

Were you one of the first enrollees at SegaNet who tried to find (and play) the hot new Dreamcast title Phantasy Star Online, only to discover it wasn't to be found? Well, buck up, kiddo, as that and many of the other popular titles will be arriving shortly.

SegaNet has announced a three-phase release of games, covering the rest of the year 2000, and many more of the Dreamcast titles, featuring all the extra play features the Dreamcast provides.

The problem, all pretenses aside, is that Sega's been so far ahead of the curve on this one that a few of the titles they'd hoped to have onboard at the SegaNet debut had to be delayed due to technical glitches. In fact, only one of the Dreamcast titles, NFL 2K1, made it to a fully working stage in time for the September 7 rollout. All the other titles available at the SegaNet debut were actually PC titles that were significantly easier — as if anything about SegaNet were technically easy — to adapt to the needed Internet-ready format.

SegaNet's debut lineup included a total of 15 games, with three of those being demo versions of later, enhanced releases. Not a bad lineup:

### Dreamcast Games:

- **NFL2K1**

### PC Games:

- **10Six**
- **Kingpin**
- **Quake III Arena**
- **Unreal Tournament**
- **Quake II**
- **Baldur's Gate**
- **Quake III Arena Demo**
- **Age of Empires II**
- **DeathDrome**
- **Evolva**
- **Unreal Tournament Demo**
- **Baldur's Gate TotSC**
- **Age of Empires II Demo**

In addition to the popular NFL 2K1, the Quake titles seemed to have received some of the most early play, although the Quake III Arena title initially available was the PC version, not the modified Dreamcast version.

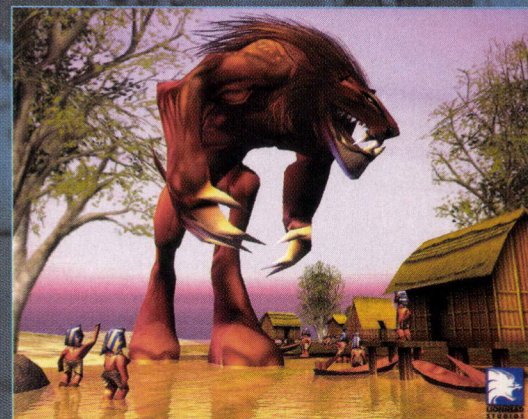
Of particular note was the initial absence of such favorites as NBA 2K1, Phantasy Star Online (one of the titles on which SegaNet

seems to be pinning its biggest hopes), Black and White and others.

In fact, Sega.com debuted early versions of 16 interactive titles way back in May, at the L.A.-based Electronic Entertainment Expo (E<sup>3</sup>). Of the 16 titles, only NFL 2K1 made it through to the SegaNet debut, though the rest should be expected to arrive soon. Here's that list, the one that really excited Dreamcast users over the summer:

- **Alien Front**
- **Black and White**
- **Chu Chu Rocket**
- **DC Bomber Man**
- **Sierra Sports**
- **Kiss Psycho Circus: The Nightmare Child**
- **Magic: The Gathering**
- **NBA 2K1**
- **NFL2K1**
- **PBA Tour Bowling**
- **4x4 Evolution**
- **Phantasy Star Online**
- **Quake III Arena (Dreamcast version)**
- **Railroad Tycoon II**
- **Worms Armageddon**

When combined with all the additional PC games also to be added to SegaNet in the coming months, the gaming hub's list of titles will be impressive, indeed. SegaNet continues to add to its impressive array of games and related information. And like millions of other gamers, we'll be enjoying the mix.



**Black and White**

communicate verbally with the game's sophisticated artificial intelligence.

- Dreamcast Mouse and Keyboard — makes navigating the Internet a breeze, especially when checking game scores or downloading special game augmentations from SegaNet.

- Colored Controllers and Visual Memory Units (VMUs) — a splash of color! Gamers can choose from Sonic Blue, Zombie Green, Knuckles Red, Tails Yellow and Robotnik Black. The colored VMUs make distinguishing saved games easier than ever.

As you can see, a Dreamcast plus all these

peripherals adds up to one impressive interactive gaming machine. The folks at Sega talk about the way the package works as a complete "triple threat." They've got (1) the game content, (2) the hardware that plays the games, namely the revised Dreamcast, and (3), with the debut of SegaNet, the delivery vehicle — the way to get those games into the players' hands.

According to Peter Moore, Sega of America's president and COO, "We've got the Internet playing field all to ourselves for at least the next 18 months, during which time we will become

ingrained in consumer's lives via SegaNet and our compelling online content, introduce them to the online gameplay experience via a console and further cement their loyalty to Sega — a brand they already know and love."

We suspect they're right. SegaNet's soon to be in a dominant position in terms of interactive gaming. It's a good thing their games are so much fun. ■

# Phantasy Star

Quest-seeking gamers eagerly await the first fully networked, console-based RPG





# Frequently Asked Questions

## Q: Where will SegaNet be available?

A: SegaNet will be available in the 48 contiguous United States, and the District of Columbia. SegaNet won't be available in Alaska, Hawaii, Puerto Rico or Canada at launch.

## Q: Will a SegaNet subscriber need a Dreamcast to play online?

A: No. A SegaNet subscriber will be able to use his/her PC to play PC games on SegaNet.

## Q: Will Dreamcast games be available for download?

A: No. Dreamcast games cannot be downloaded because there is no storage device in the Dreamcast console. While there will be special features available for download, you must purchase the actual Dreamcast game discs in order to play the games online.



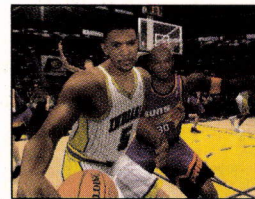
## Q: Will players in different locations both need to have the Dreamcast game to play it online?

A: Yes. Players in different geographical locations each need a copy of the Dreamcast game in order to play the game online.

## Q: How will I get matched with another gamer to play online games?

A: Each game will have details and specifics on how to find matches, and this feature is dependent upon the game design.

Source: SegaNet



# Online

While scoring touchdowns in cyberspace is all well and fine, NFL 2K1 isn't the game that has many long-time Sega fans salivating. Rather, it's Phantasy Star Online, the first fully networked, console-based role-playing game.

Back in the late '80s, when Sega's 16-Bit Genesis was considered cutting-edge technology, one game amazed gamers with its detailed labyrinths, free-roaming

landscapes and hours of non-linear gameplay. That game was Phantasy Star, which single-handedly introduced thousands of American gamers to the role-playing genre.

Building on this legacy, Phantasy Star Online will allow up to four gamers from around the world to go dungeon crawling together. Using their own ID numbers, players will use a special feature to

alert and attract other players who want to partake in a proposed quest.

Don't speak Japanese (or German or Klingonese)? No worries — the game uses a translation-based "keyword" system using a standardized set of phrases and symbols which enables players of all nationalities to interact with one another without a language barrier impeding gameplay.

Need one last reason to play the game? It's developed by the world-famous Yuji Naka and his Sonic Team, whose members include some of the original Phantasy Star developers.

While the game wasn't available for play by SegaNet's September 7 launch date, the company hopes to have it on store shelves some time this holiday season.

**SPECIAL! Hop Aboard Japan's Pokémon Train!**



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# W

## Your Face

As you already know, one of the coolest things about video games is the artwork. Computer graphics have improved so much in recent years that they've become almost photo-realistic. For your viewing pleasure, we've rounded up some of the hottest game art we could get our hands on and applied a special 3-D process. Just strap the included pair of 3-D glasses to your mug and enjoy.

*Midway's Gauntlet Legends  
for N64, PSX, DC and GBC*





Sega's Shenmue  
for Dreamcast





Infogrames' *Duke Nukem — Land of the Babes*  
for PlayStation



















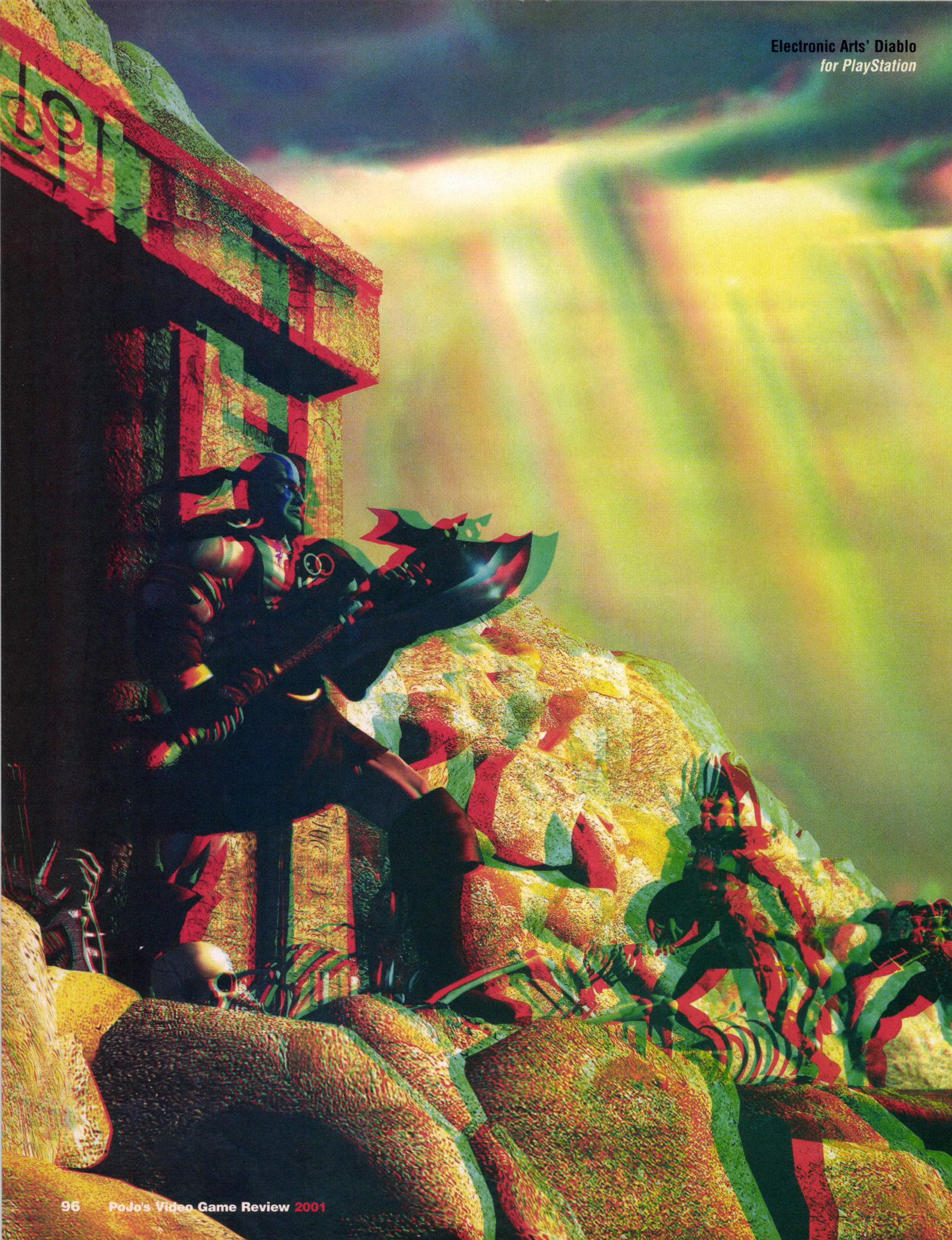
Tecmo's Dead or Alive 2  
for Dreamcast







Midway's Rampage through Time  
for PlayStation



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# Guide to U.S. Pokémon

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# Back to the Top Charge!

## **Nintendo plans to return to the top of the electronic entertainment heap with not one, but two new video-game systems**

By Gary Mollohan

At a dramatic magic- and smoke-filled press conference held before the company's annual Japanese trade show, Nintendo finally removed the veil of secrecy surrounding its two long-awaited next-generation systems: Game Boy Advance and Game Cube.

Of course, gamers around the world already knew the new systems were in the

works — you didn't expect the "Big N" to sit back and allow Sony, Sega and newcomer Microsoft to reduce its slice of the interactive entertainment pie to a wafer-thin sliver, did you? However, nobody outside of Nintendo knew what the new systems or their games would look like until the conference, when the company finally laid its cards on the table.



# Back to Charge

## Game Boy Advance

Since its introduction 11 years ago, Nintendo's Game Boy family of products — which includes the original Game Boy, Game Boy Pocket and Game Boy Color — has sold more than 100 million units worldwide, making it the most-popular video-game system ever. During its enviable lifespan, Game Boy has faced competition from the likes of Atari, Sega, Tiger Electronics and SNK; however no competing handheld could topple Nintendo's mighty mite from its position of dominance.

Truth be told, the system probably would have died a natural death two or three years ago if it weren't for the runaway success of one particular Game Boy game, Pokémon, which single-handedly breathed new life into the aging handheld. In fact, more than 1.3 million Game Boy Color units were sold in the U.S. during the first quarter of 2000 alone.

Still, gamers on the go have hungered for something newer and more powerful, and Nintendo has finally delivered.



## Nintendo's Game Boy Advance

Slated for a July 2001 North American release, the Game Boy Advance is powered by a 32-Bit processor and boasts a screen that's 1.5 times larger than the original Game Boy's. While Game Boy is a vertically aligned system with the screen at the top, Game Boy Advance is played horizontally, much like Sega's Game Gear or SNK's NeoGeo Pocket Color.

The system's housing also sports a couple of extra buttons, the so-called left and right "shoulder" buttons, located on the top of the unit. The buttons are similar to those found on a Super Nintendo Entertainment System (SNES) controller and offer gamers a finer degree of control than the traditional Game Boy.

Aside from these relatively minor differences, Game Boy and Game Boy Advance look remarkably similar. Their cartridge slots are even exactly the same width. Coincidence, you ask? Nope — much to the delight of Game Boy owners with extensive cartridge libraries (not to mention their parents), the Game Boy Advance is backwards compatible with its famed predecessor, meaning it can play both Game Boy Advance and older Game Boy titles. This is particularly important



Unlike E<sup>3</sup>, Nintendo's Space World show, held annually in Japan, is open to the public.

AP/World Wide Photo

when you consider the fact that almost 200 new Game Boy games were released this year alone.

On the down side, Game Boy Advance's screen isn't backlit, meaning you can't play it in the dark. The main reason for this is battery life; the device reportedly can operate for approximately 20 hours on 2 AA batteries, comparable to the current Game Boy.

### Game Boy Advance Games

Despite the fact that it's a 32-Bit system, Game Boy Advance's games are said to more closely resemble those found on the 16-Bit SNES than the 32-Bit Sony PlayStation. While the system is capable of rudimentary 3-D graphics, most Game Boy Advance titles will be two-dimensional, like such SNES classics as *Super Mario World* or *Donkey Kong Country*.

The reason for this, according to the company, is that most people are hard-pressed to tell the difference between 2-D and 3-D graphics on a Game Boy-size screen. Plus, the company has a rich history of developing 2-D games that dates back to the original *Donkey Kong* it would like to preserve. This is good news to many 20-something gamers who feel that despite their whiz-bang 3-D graphics, many of today's games aren't as much fun as their old-school counterparts.

Expected to be among the first crop of Game Boy Advance Games are Nintendo's **Mario Kart Advance** and **F-Zero Advance**, Konami's **Silent Hill**, Capcom's **Mega Man EXE** and Hudson's **Bomberman Story**. A bit later, a few U.S. software publishers like Classified Games and UbiSoft will be getting into the act with **Vigilante 8: Second Offense**, **Star Trek: Invasion**, **Tenchu** and **Rayman**.

### Other Cool Game Boy Advance Features

Like the original Game Boy, up to four Game Boy Advances can be daisy-chained together via a special cable (sold separately, of course) for multi-player games.

Even more exciting, it can be connected to the company's next-generation home video-game console (more on that in a second), allowing data to be swapped between the two. This would let gamers download their favorite Pokémon or other characters to their Game Boy Advances, allowing them to gain experience points while on the go.

While connected to the home console, the Game Boy Advance can also be used as a rudimentary controller — with its own screen. This feature could be used by sports gamers to call football plays, etc. with greater secrecy.

### Game Cube

As cool as Game Boy Advance is, the system that really has gamers salivating is the company's aforementioned next-gen home console, Game Cube.

Unlike Sony's PlayStation 2, which can play DVD movies and audio CDs, Game Cube, according to the company, is built for one purpose: playing games. →



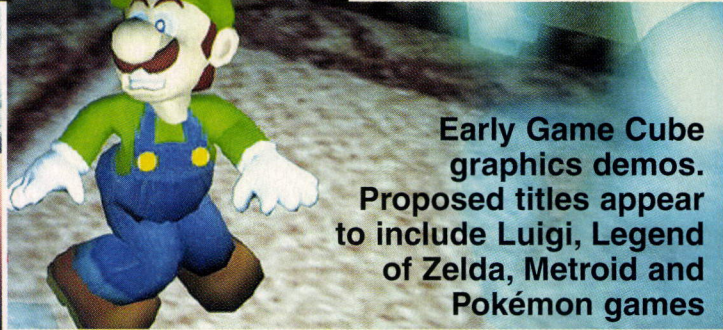
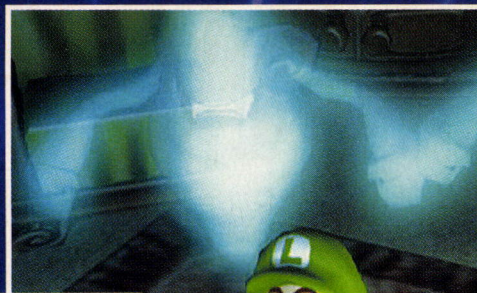
Game Cube's unique-looking controller has seven buttons, two analog joysticks, a digital directional pad and a built-in rumble motor. Better start exercising your thumbs today.



AP/World Wide Photo

A 7-year-old gamer intently studies Nintendo's forthcoming Game Cube video-game console at the company's Space World trade show in Makuhari, Japan.

# Back N Charge



Early Game Cube graphics demos. Proposed titles appear to include Luigi, Legend of Zelda, Metroid and Pokémon games

At the heart of the unconventional-looking 6 x 6 x 4.3-inch system is an IBM-designed 405MHz processor, based on IBM's Power PC architecture.

Much to the relief of many gamers, Nintendo has finally abandoned the cartridge format in favor of 8cm mini-DVD discs created by Matsushita. Despite their small size, the discs can hold far more information than an N64 cartridge, allowing CD-quality music, full-motion video cut scenes and more-varied background textures.

The mini-DVDs are also far less expensive to manufacture than cartridges, which will allow Nintendo to charge third-party software publishers lower licensing fees. While this may not seem like a big deal to gamers, one of the reasons the original PlayStation took off like it did was the relatively low fee Sony charged software publishers for each game they manufactured. This caused many long-time Nintendo backers like Square, maker of the Final Fantasy series of role-playing games, to jump ship, and the rest, as they say, is history. With their more attractive business model, Nintendo obviously hopes to draw key software publishers like Square back into the fold.

## The Game Cube Controller

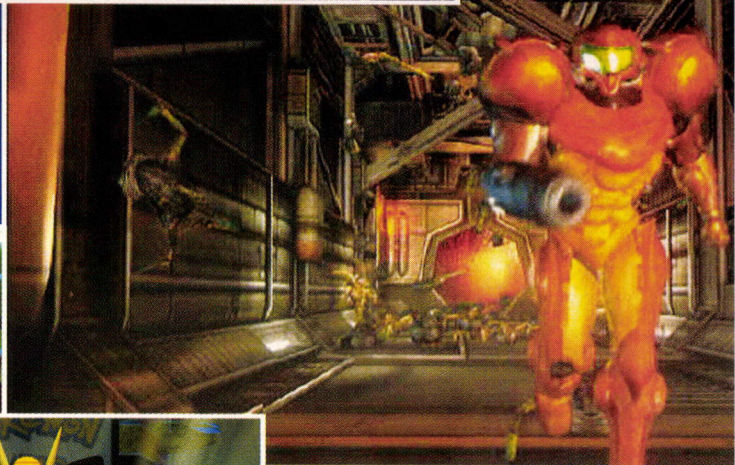
Aside from the unconventional shape of the console itself, another one of Game Cube's most eye-catching features is its unique-looking controller. The device looks like a cross between an N64 and a PlayStation controller, with an extra





joystick thrown in for good measure. According to the company, this analog stick replaces the four "C" buttons found on an N64 controller and will primarily be used to control the camera in 3-D games. There's also a big, blue "A" button, located above and slightly to the right of the camera joystick, that will be the primary action button in most games.

While those who've held the controller insist that it's comfortable and intuitively designed, gamers who've only seen pictures of it on the Web have used less charitable words to describe the device, such as "bizarre," "toy-like," and even "ugly." As most gamers know, however, the true measure of any controller is not how it looks but how well it works. Accordingly, most prudent Nintendo fans are withholding judgment until they have the chance to actually play the system.



### Game Cube Games

While, unlike Game Boy Advance, no Game Cube games were playable at Space World (Nintendo's aforementioned annual Japanese trade show), the company did show demo footage of several upcoming titles, including Luigi's Mansion and as-yet-untitled Legend of Zelda, Metroid, Pokémon and Star Wars games. The company added that five titles will be available on the system's July 2001 Japanese launch date.

So when will Game Cube hit the States, you ask? In October of next year, barring any unforeseen chip shortages or other delays.

### Other Cool Game Cube Features

Like PS2 owners, Game Cube owners will eventually be able to buy a 56K modem or broadband adapter for online play. Nintendo also will offer the now-standard assortment of optional memory cards, wireless controllers and digital video cables.

One thing it won't be selling is a Rumble Pak-like force-feedback peripheral; the Game Cube controller has the function built in. What's more, it doesn't require any extra batteries, eliminating the extra weight.

### The Next-Gen Console War

Despite Game Cube's impressive specifications, the system undoubtedly will face stiff competition from the likes of PlayStation 2, which will have been on-sale in the U.S. for an entire year by Game Cube's release date, and Sega's Dreamcast, which will have been available for two years.

Making matters worse, the real wild card in the next-gen system wars, Microsoft's X-Box, will be hitting store shelves around the same time as Game Cube.

Still, Nintendo has plenty of Yen in the bank thanks to Pokémon and an impressive array of games based on proven franchises in the pipeline. In fact, the company's future is so bright, Mario's already wearing shades. ■

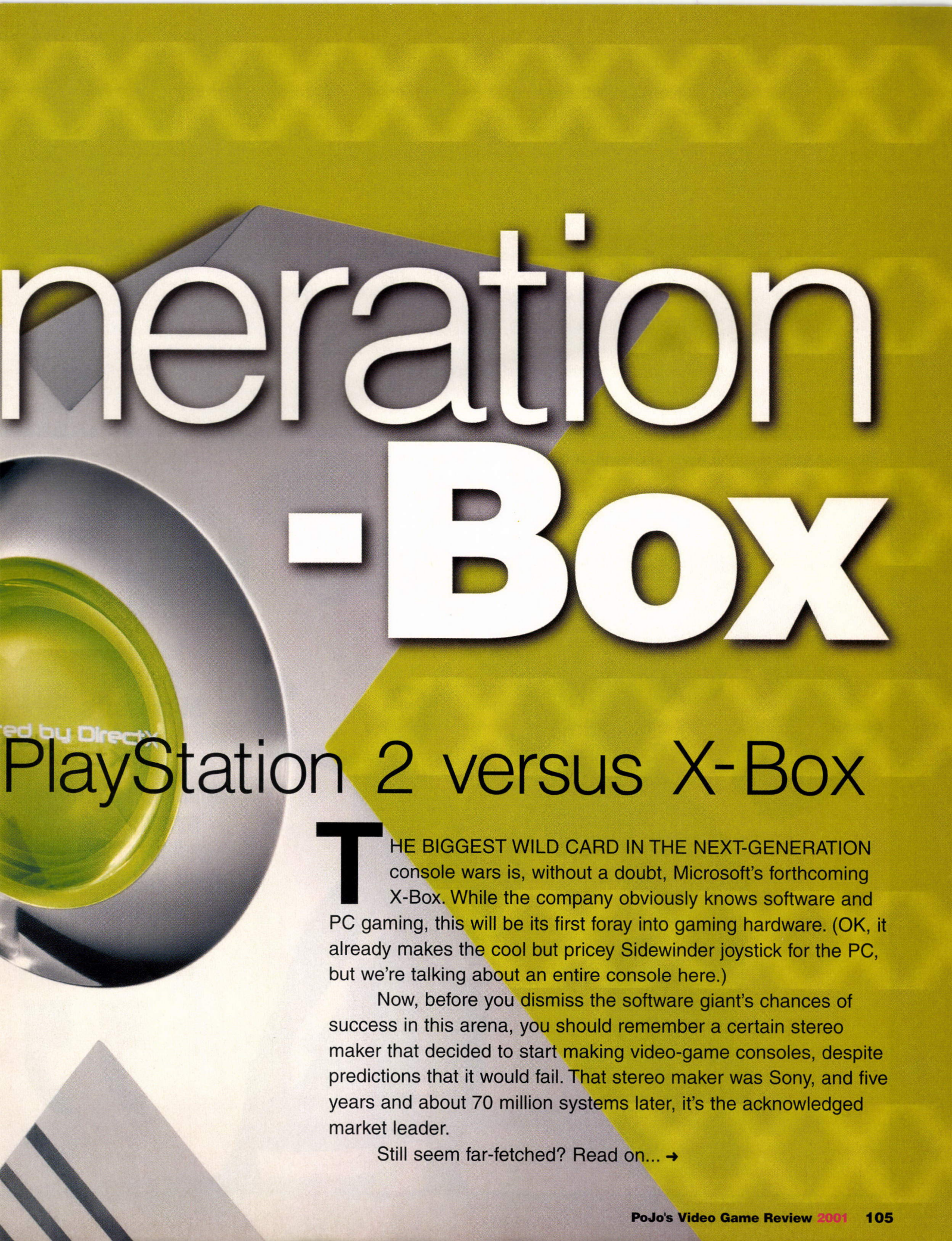


# Ge

● Thought The People versus Microsoft was a slobberknocker?

## Wait until you see

By Gary Mollohan



# neration -Box

## PlayStation 2 versus X-Box

**T**HE BIGGEST WILD CARD IN THE NEXT-GENERATION console wars is, without a doubt, Microsoft's forthcoming X-Box. While the company obviously knows software and PC gaming, this will be its first foray into gaming hardware. (OK, it already makes the cool but pricey Sidewinder joystick for the PC, but we're talking about an entire console here.)

Now, before you dismiss the software giant's chances of success in this arena, you should remember a certain stereo maker that decided to start making video-game consoles, despite predictions that it would fail. That stereo maker was Sony, and five years and about 70 million systems later, it's the acknowledged market leader.

Still seem far-fetched? Read on... →

## What's in the Box?

Perhaps the easiest way to describe X-Box is to explain what it's not. It's not a stripped-down PC minus the keyboard and monitor that plays PC games.

Rather, it's a dedicated, DVD-based video-game system that plays software created exclusively for it and little else (besides DVD movies, of course). In other words, if you were planning to use X-Box to do your taxes or write a letter to Aunt Edna, you're out of luck.

If you're looking for a gaming experience that pushes the limits of current technology, however, the console certainly shows potential. The company says its Pentium III processor will deliver three times the graphics performance of

the latest game consoles, such as PlayStation 2 or Dreamcast. And X-Box's custom-designed graphics chip, co-created by 3-D graphics semiconductor company NVIDIA, will deliver more than 200 million polygons per second.

X-Box will also be the first video-game console with a built-in hard drive and broadband Internet connectivity. A USB modem will be sold separately at launch.

While the need for Internet connectivity is pretty much self-evident — it'll make online play and downloading extra levels and characters possible — understanding the need for a hard drive requires some knowledge of how disc-based video-game systems work.

Do you know how exiting one room in Resident Evil for PlayStation and entering another causes a brief break in the action? That's because the PlayStation must access the disc to retrieve the next room's data. Adding an 8 GB hard drive, such as the one found in X-Box, creates a temporary holding bin for such information, reducing disc access and creating a more seamless gaming experience.

Impressed? Sony was. In fact, the company was so impressed that it hurriedly announced plans for an add-on hard drive/network interface for its PlayStation 2 after X-Box's specs were announced.

Microsoft game character Raven and friend, as they might appear on X-Box.



“

Before you dismiss **Microsoft's** chances of success in this arena, you should remember a certain stereo maker that decided to start making video-game consoles...

”



"Raven" stands in front of the X-Box logo at the Electronic Entertainment Expo (E<sup>3</sup>).

AP WIDE WORLD PHOTO

## Software Support

While attracting developer support is always tricky for makers of fledgling systems, X-Box has a couple of things going for it. First is its raw power, which cutting-edge game makers always find sexy.

Second, X-Box uses existing PC architecture and development tools, meaning game developers won't have to start from scratch when creating games for the system. PlayStation 2, in contrast, has been described a programmer's nightmare.

In addition to Microsoft's own in-house developers, more than 18 prominent development studios, including UK-based Lionhead Satellites, have signed on to create exclusive content for X-Box under the Microsoft label. "By providing the industry's best game developers with X-Box's future-generation technology, Microsoft is ensuring intense, action-packed X-Box experiences for gamers at launch," said Ed Fries, vice president of games publishing at Microsoft.

In addition to Lionhead Satellites, the company has enlisted the expertise of such companies as Stormfront Studios, creator of the popular **NASCAR** series and **Madden Football** games; Kodiak Interactive, best known for the **WCW Mayhem** series of wrestling games; Totally Games, founded by Lawrence Holland (creator of LucasArts' **X-Wing** series); Rainbow Studios, known for Microsoft's own **Motocross Madness** titles; and Universal Interactive Studios, which has had

great success in the console arena with such games as **Crash Bandicoot** and **Spyro the Dragon**.

If that weren't enough, Microsoft recently bought hotshot developer Bungie Software. This gives Microsoft the exclusive publishing and distribution rights to select Bungie-developed titles, including the highly anticipated sci-fi action epic, **Halo**, which took home an armload of awards at this year's Electronic Entertainment Expo (E<sup>3</sup>). This makes an X-Box adaptation of the game a virtual shoe-in.

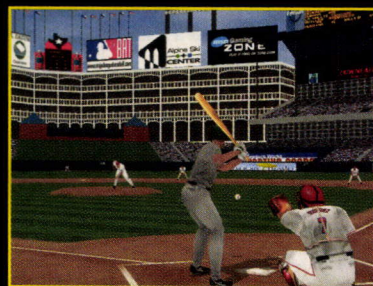
## Outlook

While it has enviable specs, a growing list of developers and Microsoft's deep pockets going for it, X-Box still faces an uphill climb. When it arrives on store shelves in the fall of next year, PlayStation 2 will have been available in the U.S. for an entire year, and Dreamcast will be celebrating its second birthday. What's more, Nintendo's next-gen super system, Game Cube, will be arriving around the same time as X-Box, most likely with a stable of bankable launch titles, including Mario, Legend of Zelda, Metroid and Pokémon sequels.

Still, Microsoft has been known to go after new markets with a vengeance. In fact, that's how it got into legal hot water in the first place. If the company squares off against current console makers with the same tenacity that it showed against Web browser maker Netscape, Nintendo, Sony and Sega are in for one helluva fight. ■

## POSSIBLE PC ADAPTATIONS

While no titles have been announced, it's likely that Microsoft will develop X-Box adaptations of some of its biggest PC hits, including:



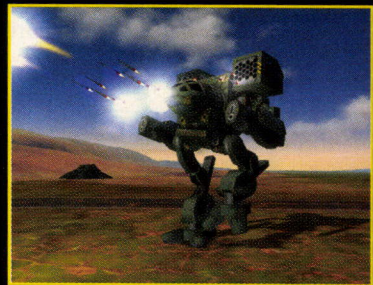
### MICROSOFT BASEBALL



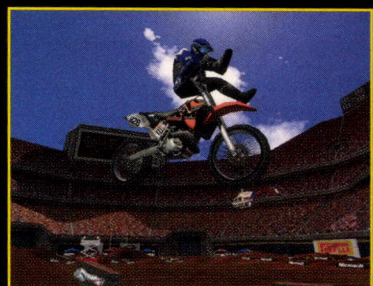
### DUNGEON SEIGE



### HALO



### MECHWARRIOR



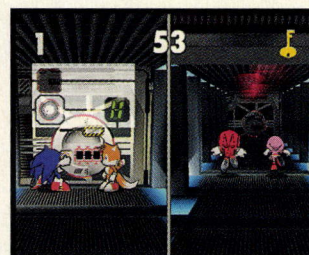
### MOTOCROSS MADNESS

# Coming Soon

## Sonic Shuffle

**Publisher:** Sega  
**Platform:** Dreamcast  
**Availability:** November

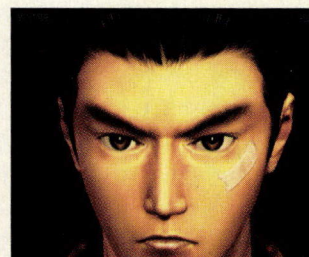
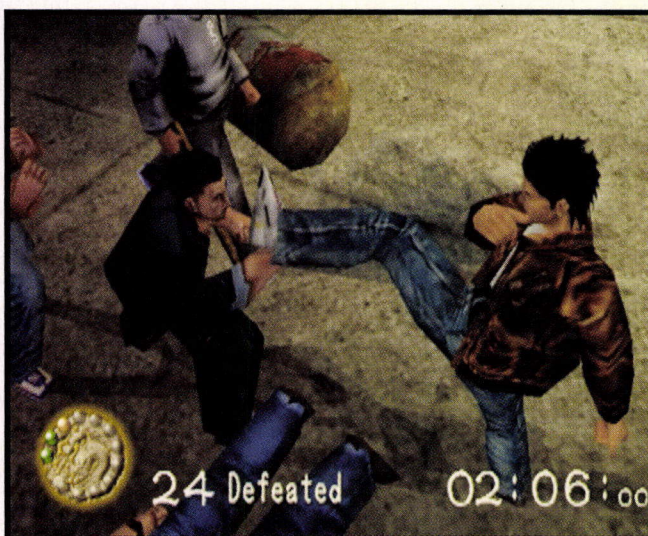
**Description:** Compete against up to three friends in this Mario Party-style interactive board game. Loads of characters, mini-games and trivia questions (Is that your final answer, Dr. Robotnik?) provide tons of replay value. ■



## Shenmue

**Publisher:** Sega  
**Platform:** Dreamcast  
**Availability:** November

**Description:** Interact with more than 300 characters or spend the afternoon in the in-game video arcade in this new breed of role-playing game. Changing weather, an orchestral soundtrack and beautifully choreographed fight scenes are just a few of the highlights. ■



## Skies of Arcadia

**Publisher:** Sega  
**Platform:** Dreamcast  
**Availability:** November

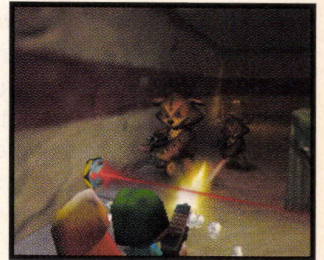
**Description:** Journey to a world of floating cities and sky-ships in this high-flying RPG from the makers of the original Phantasy Star. Expect plenty of intense hand-to-hand and ship-to-ship combat in this one. ■



## Conker's Bad Fur Day

**Publisher:** Nintendo  
**System:** N64  
**Availability:** January

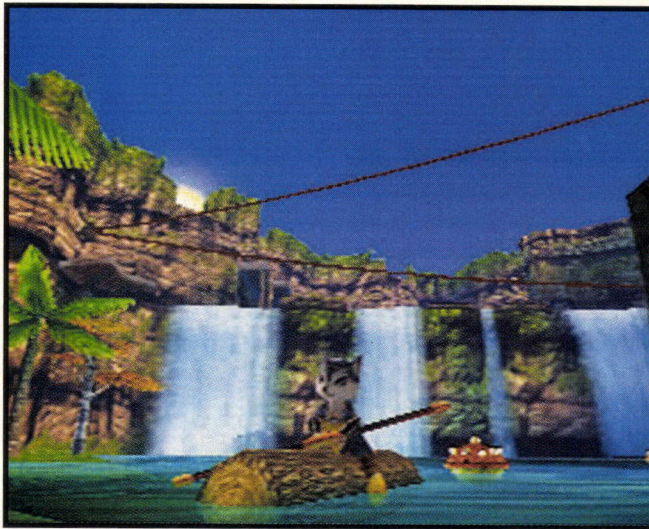
**Description:** What kind of warped game has a shot-for-shot parody of *Saving Private Ryan's* beach landing, starring machine gun-toting squirrels? Despite its cartoonish looks, this 3-D action/adventure ain't for the kiddies. ■



## Dinosaur Planet

**Publisher:** Nintendo  
**System:** N64  
**Availability:** Q4, 2000

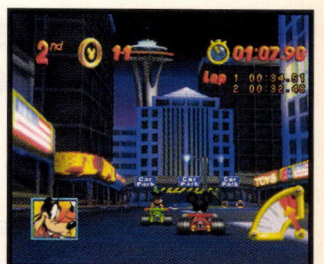
**Description:** Play as two different characters, each with his or her own dinosaur sidekick in this action/adventure from the makers of *Donkey Kong 64*. Hours of speech combined with realistic facial expressions give the game's 50+ characters uncommon personality. ■



## Mickey's Speedway USA

**Publisher:** Nintendo  
**System:** N64  
**Availability:** November

**Description:** "It's-a me, Mickey-o!" Help Mickey and his pals save Pluto from some crooked weasels in this Mario Kart-style racing game. Expect lots of Disney characters and hidden tracks to unlock in this light-hearted racer. ■

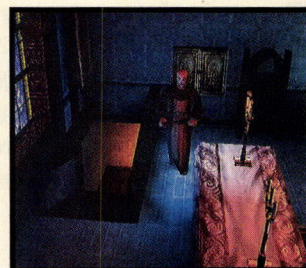
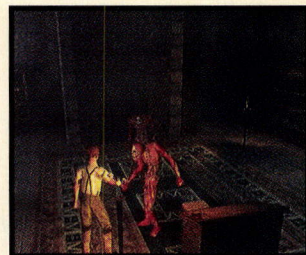


# Coming Soon

## Eternal Darkness

**Publisher:** Nintendo  
**System:** N64  
**Availability:** Q1, 2001

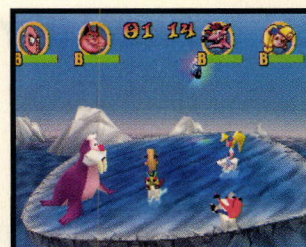
**Description:** Battle evil beings throughout time in this dark action/adventure, developed by UK-based Silicon Knights. But watch out — as your “insanity meter” increases, your perception of reality becomes more and more warped. ■



## Crash Bash

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

**Description:** Compete against up to three friends in this intense, arena-based battle game. Look for all your favorite characters — including Crash, Coco, Tiny and the nefarious N Cortex — and plenty of Crash-style special moves and humor. ■



## Spyro: Year of the Dragon

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

**Description:** In addition to Spyro the dragon, gamers can play as a kangaroo, a yeti, a penguin and a blaster-toting chimp in the third installment of the excellent Spyro series. The game is also packed with plenty of addictive mini-games, including skateboarding, sharp shooting and more. ■

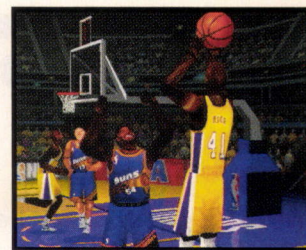




## NBA ShootOut 2001

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

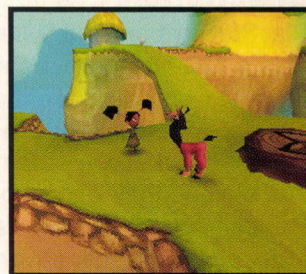
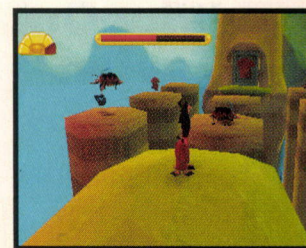
**Description:** Change dribbling styles on the fly and create your own dunks in the final PlayStation installment of NBA ShootOut. The game also has all-new player models scaled to the correct height and weight in addition to a 450-play playbook. ■



## Disney's The Emperor's New Groove

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

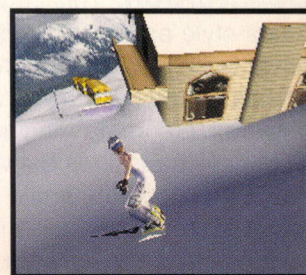
**Description:** Any game with a sniper-spitting llama is OK in our book. Navigate 30+ levels in this 3-D action/platform game based on Disney's upcoming animated film. The game also features movie clips, characters and voices from the film. ■



## Cool Boarders 2001

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

**Description:** Cool Boarders 2001 takes the best-selling snowboarding franchise to new heights with 10 world-class professional boarders, all-new mountains and courses, real snowboards and insane new tricks. The game also includes more than 20 authentic events, from downhill races to big-air competitions. ■



# Coming Soon

## NCAA Final Four 2001

**Publisher:** Sony  
**System:** PlayStation  
**Availability:** November

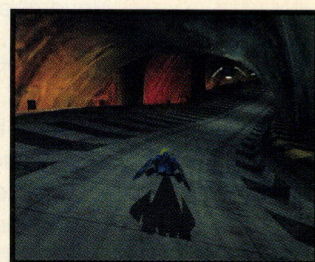
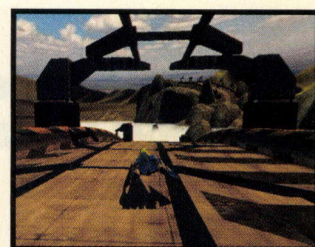
**Description:** The final PlayStation installment of NCAA Final Four has all of NBA ShootOut 2001's bells and whistles, in addition to a "6th man meter" that gives added momentum to the home team. The game also has an exciting TV-style presentation and plenty of real fight songs and chants to add to the collegiate atmosphere. ■



## WipeOut Fusion

**Publisher:** Sony  
**System:** PlayStation 2  
**Availability:** TBD

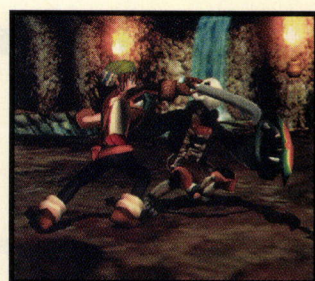
**Description:** One of PlayStation's original "killer apps" gets a 128-bit facelift, courtesy of Studio Liverpool, makers of the original WipeOut. While the original craft had just seven parameters that defined their handling, these babies have 48 and are capable of true anti-gravity maneuvers. ■



## Dark Cloud

**Publisher:** Sony  
**System:** PlayStation 2  
**Availability:** TBD

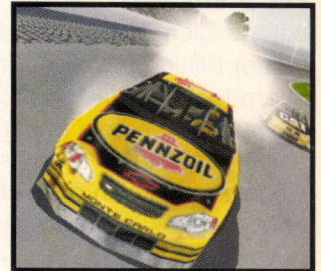
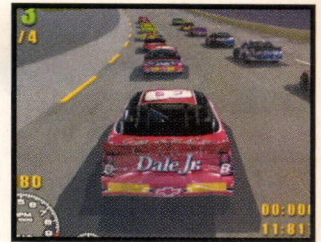
**Description:** This Legend of Zelda-style action/RPG offers a novel twist: Players can create and populate their own towns via a powerful "Georama" engine. Seamless transitions between the game's exploration, battle and creation modes will allow for uninterrupted gameplay. ■



## NASCAR 2001

**Publisher:** EA Sports  
**System:** PS and PS2  
**Availability:** November

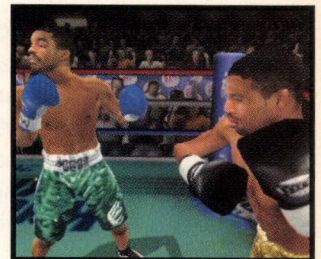
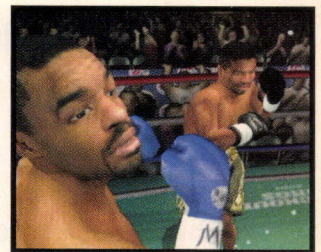
**Description:** Swap paint with more than 30 real NASCAR drivers in EA Sports' first racing game for the PlayStation 2. In addition to enhanced graphics, the game's advanced physics engine and artificial intelligence push Sony's new super system to the limits. ■



## KnockOut Kings 2001

**Publisher:** EA Sports  
**System:** PS and PS2  
**Availability:** Q4, 2000

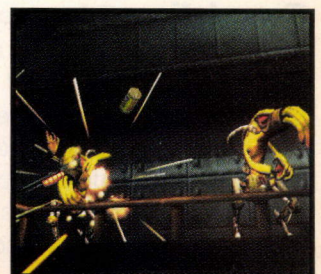
**Description:** The best-selling boxing game ever comes to PS2. Play as an all-time great — like Muhammad Ali, "Sugar" Ray Leonard or Rocky Marciano — or create and train your very own fighter. In addition to female pugilists, the game also has improved speed and control. ■



## Oddworld: Munch's Oddysee

**Publisher:** Infogrames  
**System:** PlayStation 2  
**Availability:** Q2, 2001

**Description:** Following on the successes of Abe's Oddysee and Abe's Exoddus, the Oddworld Quintology continues with Munch's Oddysee. This genre-bending game combines action, adventure, role-playing, strategy and simulation into one action-packed — and offbeat — title. ■



# Coming Soon

## The Getaway

**Publisher:** Sony

**System:** PlayStation 2

**Availability:** TBD

**Description:** Explore 70 square kilometers of London on foot or behind the wheel in this sharp-looking Driver knockoff. Players will be able to perform astounding stunts such as two-wheel races down back alleys, jumps and skids in the game's 50+ mean machines. ■



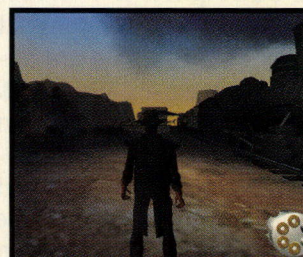
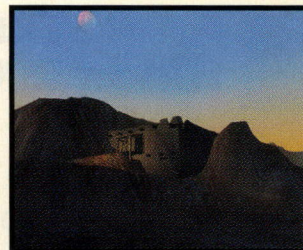
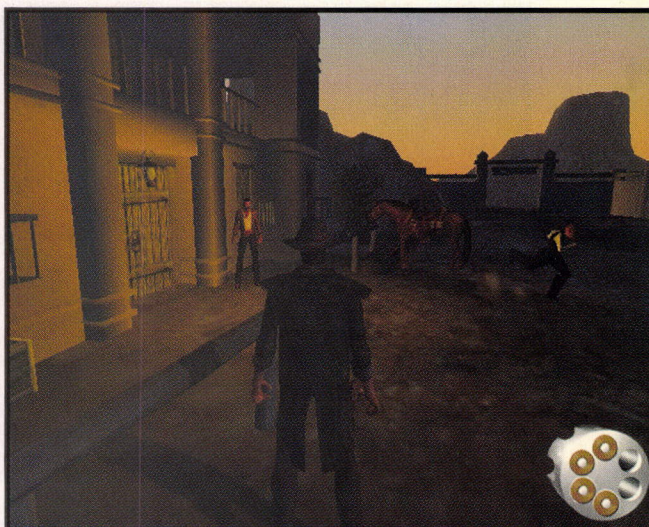
## Gunslinger

**Publisher:** Activision

**System:** PlayStation 2

**Availability:** Spring 2001

**Description:** This unconventional action/adventure lets players choose between being a hero or an outlaw of the Wild West. Among other missions, players can hijack stagecoaches, duel other gunfighters, play in high-stakes card games and rescue prisoners from town jails. ■



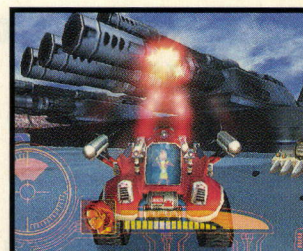
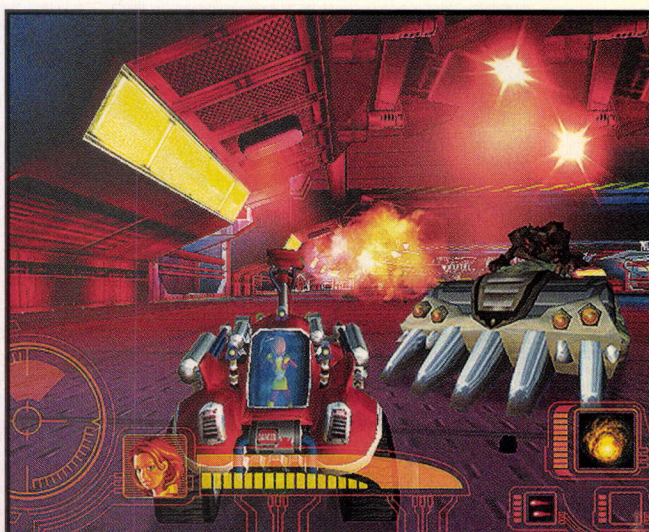
## Motor Mayhem

**Publisher:** Infogrames

**System:** PlayStation 2

**Availability:** Q2, 2001

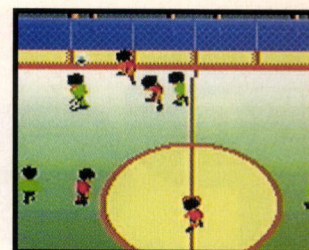
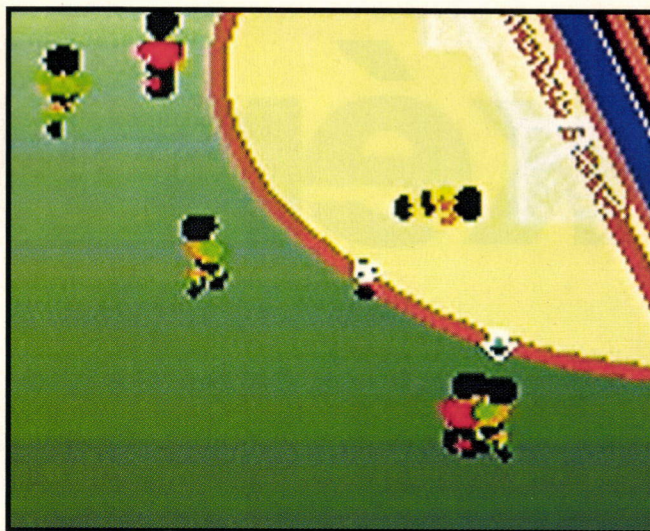
**Description:** This one ought to hold car-combat fans over until Twisted Metal hits the PlayStation 2. Among other features, Motor Mayhem has nine highly animated characters, eight destructible environments, power-ups and a variety of play modes, including a two-player, split-screen mode. ■



## Pocket Soccer

**Publisher:** Nintendo  
**System:** Game Boy Color  
**Availability:** TBD

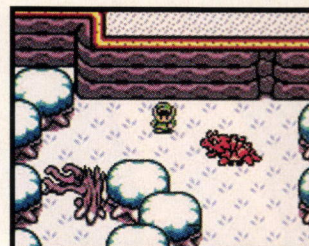
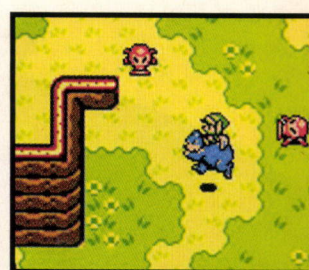
**Description:** While the Game Boy isn't exactly known for its sports simulations, the ones published by Nintendo tend to be really special. Look for whimsical graphics and easy-to-learn gameplay in this one. ■



## The Legend of Zelda: Mystical Seed of Power

**Publisher:** Nintendo  
**System:** Game Boy Color  
**Availability:** TBD

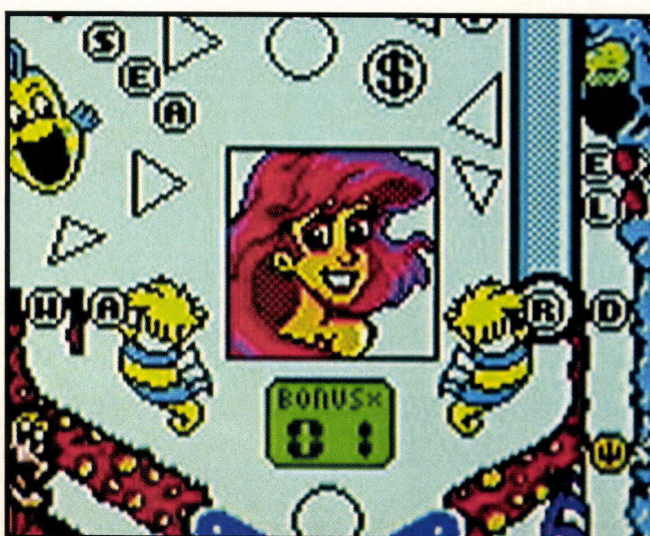
**Description:** While the last Legend of Zelda Game Boy game was merely a color update of an older title, Link's Awakening, Mystical Seed of Power promises to be a brand-new adventure. Old-school Zelda fans definitely do not want to miss this one. ■



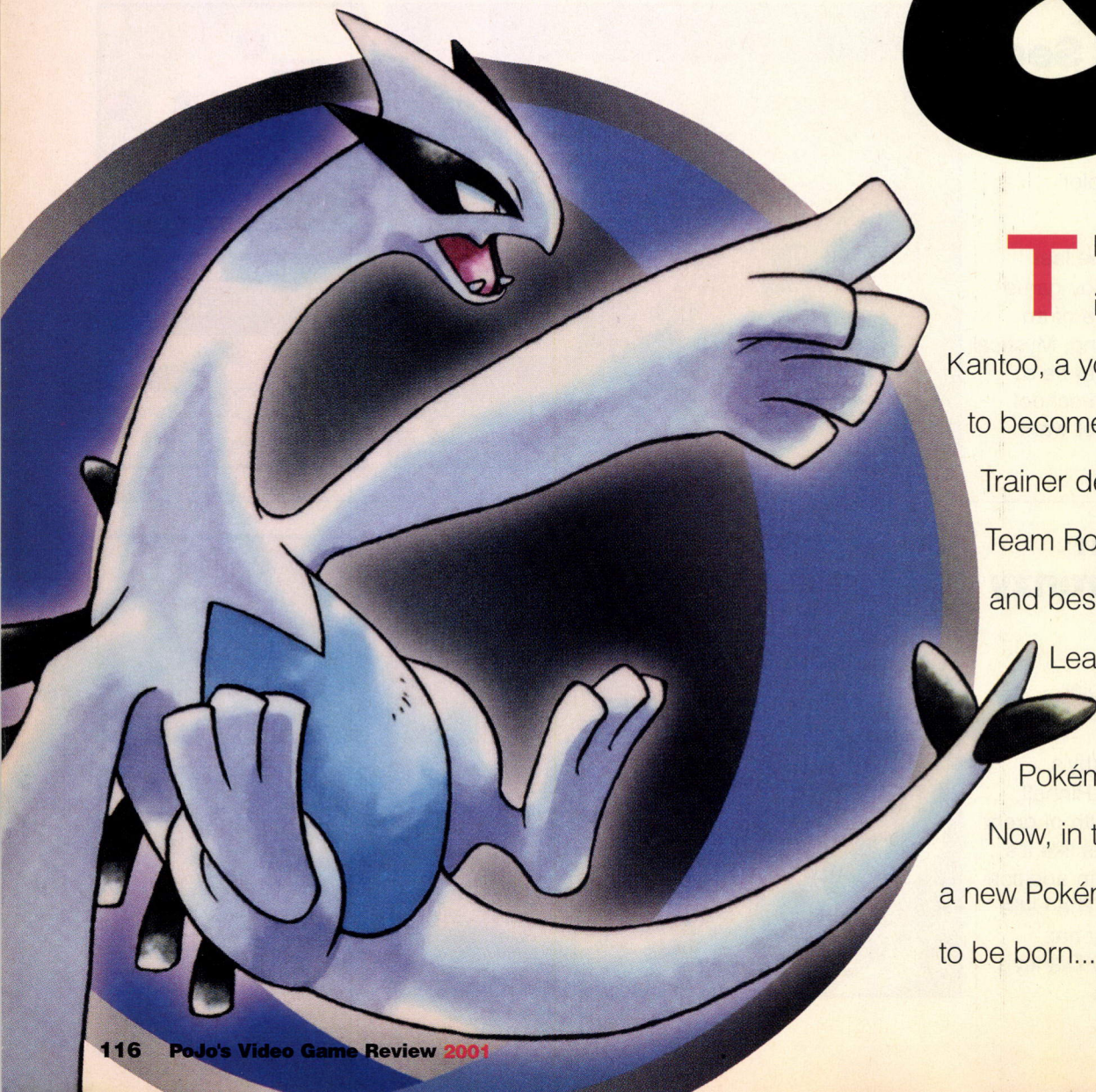
## The Little Mermaid 2: Pinball Frenzy

**Publisher:** Nintendo  
**System:** Game Boy Color  
**Availability:** Fall

**Description:** From Kirby's Pinball Land to Pokémon Pinball, the Game Boy has a wealth of great pinball games, and it looks like it's about to receive another. In addition to realistic pinball action, The Little Mermaid 2: Pinball Frenzy has multiple tables inspired by Disney's latest direct-to-video hit. ■



# Pokémon Gold &



**T**hree years ago in the region of Kantoo, a young man aspiring to become a Pokémon Trainer defeated the evil Team Rocket organization and bested the Pokémon League to attain the title of Pokémon Master.

Now, in the region of Jyouto, a new Pokémon legend is about to be born...

**Warning:** This walk-through is based on the Japanese version of Pokémon Gold & Silver. Character and location names — in addition to item locations, maps and play mechanics — may be changed for the North American version. If you haven't bought an import copy of Gold & Silver and don't want to spoil your enjoyment of the game, don't read this walk-through!

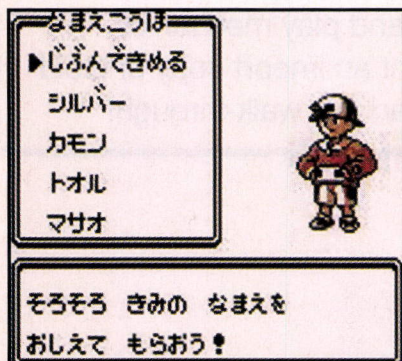
# Silver

By Edward Hrzic III

# Walk-through

Welcome to the world of Pokémon Gold & Silver, the long-awaited sequel to the original Pokémon Game Boy games. Gold & Silver broke all sales records in Japan and is expected to do the same in the U.S. upon its release. This guide was based on the only version available at press time: the Japanese one. Please note that the U.S. version may differ slightly. →





## Wakaba Town

When you start the game, a little box appears on the right side of the screen. This is where you will set the time of day. Without making it difficult, if the left-most Japanese symbol in the little box appears to be an oblong circle, then it will be "night." The other symbol will be "day." Pressing up and down will change the hour.



When you have decided, press A, and it will ask you if that's OK. The top-most selection will be "Yes." The box will be the minutes.

Why bother with all of this? Well, some of the game's Pokémon can be caught only in the day, others at night. The internal clock will keep track of time automatically, so when you play the game at night before you go to bed, the time of day in the game will also be night.

After a rousing pep talk from Professor Oak, you'll be asked to enter your name. The choices are:

- Your Own Name
- Gold (Silver in the Silver version)
- Hiroki
- Tetsuo
- Takashi

Choose one of the last three so you won't have to input a name (unless you can read Japanese).

Now, go to the house all the way up and to the left.

This is Professor Utsugi's lab. Once you go inside, Utsugi will give you the choice of three Pokémon on the table. The left one is Cyndaquil (a Fire Pokémon), the middle one is Totodile (a Water Pokémon) and the right one is Chikorita (a Grass Pokémon).

If you're a beginner, choose Chikorita. It learns Razor Leaf at level 8. Its chance for critical hits is good, making it a nice starting Pokémon. It can also learn Flash and Cut.

Before you leave, Utsugi's assistant will give you a Potion (you can't avoid it). Don't worry about Poké Balls just yet; they'll be given to you later.

## Yoshino City and the Pokémon Elder



Your destination is Yoshino City to the west, but you should take time to raise your Pokémon up to level 10 just outside Wakaba town. You'll have an easier time this way.

If you need to heal your Pokémon, go to Utsugi's lab and use the computer. It acts as a Pokémon Center.

Once you've built up to level 10, go west. Don't bother going north because you won't be able to get very far. Keep going until you get to Yoshino City. Talk to the old man at the entrance of the town. Answer "Yes" to his question, and he'll take you on a tour of the town.

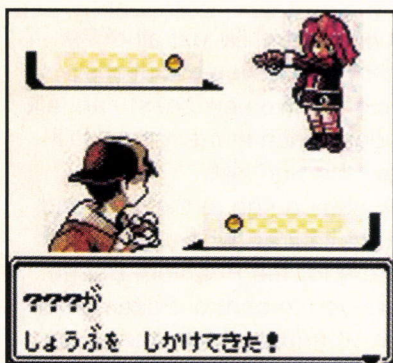
When the tour ends at his house, he will give you a Map Card. It will allow you to access a map from your PokéGear.



Go north and into the house. Here, a man will give you a nut. There are many different types of nuts in the game. Some heal, cure poison or paralysis, etc. You can get them from the large flowers that appear during the game (there is one outside his house).

The good thing about Spirit Fruit is that you can equip it on a Pokémon, and whenever the Pokémon is low on Hit Points, it will automatically use the fruit. Additionally, the large flowers replenish themselves at regular intervals.

Keep going northeast to the Pokémon Elder's house. He will give you a mysterious egg. Plus, Professor Oak will give you a Pokédex and tell you to go to Kogane City. If that weren't enough, he will heal all of your Pokémon.



### Back to Wakaba

Once you step out of the house, Utsugi will tell you there is trouble at the lab and that you should return immediately.

Return to Yoshino City and use the Pokémon Center. Just before you leave town, you'll encounter a young man who uses one of the Pokémon that you could have chosen in the beginning.

You should be at a high enough level to defeat him easily, even though your Pokémon will be weak against his.

Heal at the Pokémon Center if you need to, then go to Utsugi's lab. The police will be there, and you'll have to name the young man whom you fought.

That man will then be your rival for the remainder of the game. He will marvel at your egg and take it for a time to study. Just as you are about to leave, Utsugi's assistant will give you five Poké Balls.

The first man you see outside of Wakaba Town will instruct you on how to use the balls.



### Kikyou City and the Wing Badge

At this point, you may want to catch some Pokémon to add to your collection. A good choice would be Sentret, the flying raccoon, which can be caught only during the day. It can learn Cut and, strangely enough, Surf.

Another good one is Pidgey, which can learn Fly. While you're at it, pick up a Geodude (in the area I previously advised you not to enter because you couldn't get very far) if you want to learn Strength. Keep at least one slot open in your party. I'll explain why later.

Make your way to Kikyou City, then beat Hayato at the gym. The gym members and leader use Bird-type Pokémon and should be relatively easy to defeat if you built up your levels. Defeat Hayato to get the Wing Badge. It increases the attack of all your Pokémon, and it allows you to

use Flash at any time. He also gives you TM 31, Sand Hell, a high-damage Sand Attack.

Utsugi will call after you exit the gym. Your egg is now ready. Go to Kikyou City's Pokémon Center, where you will find Utsugi's assistant. Answer "Yes" to his question, and you'll be given your egg back, but this time it will be in your party. It cannot attack but will eventually hatch into Togepi!

Now, go to the northern part of town to the Bellsprout Temple. Battle your way to the top, and defeat the temple master for the Flash HM.

### Hiwada and the Insect Badge

Go south through the cave to Hiwada Town (if you try going west, you'll be blocked by some sort of tree). Enter the Pokémon Center and talk to the fisherman to get the Fishing Pole. Talk to Gantetsu, the Poké Ball maker, at the northern end of town, and he'll ask you to save the captive Slowpokes. He'll then leave the house.

Now go to the front of the town and into the hole previously blocked by a man. Gantetsu will be there. Defeat all the Team Rocket members, and Gantetsu will give you a Lure Ball.

Next, go to the gym and defeat the leader for the Insect Badge. It allows you to control Pokémon up to level 30 and enables you to use Cut. The leader also gives you TM 49, Power Slash. It's the Slash attack that she used against you earlier.

Heal at the Pokémon Center, then go west through the gate. Just as you are about to leave, your rival appears again. This battle is a little tougher but shouldn't be too difficult if you have built up your Pokémon. →

## Kogane City and the Regular Badge

Go through the forest and play a game of "Catch the Farfetch'd" to get the Cut HM from the grateful man. Cut your way north into Kogane City. Explore the town but don't go into the gym yet. You should be able to find a Coin Case in an underground tunnel (you won't be able to go into the door yet) and a Bicycle in the Miracle Bike Shop. Both are free.

Go to the radio tower (the large building to the west end of town) and talk to the woman at the right end of the counter. Answer her questions correctly, and she'll give you the Radio Card. You'll now be able to access the radio from your PokéGear.

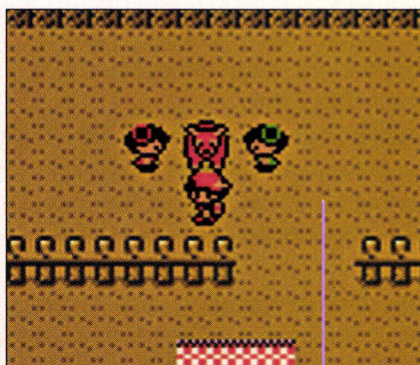
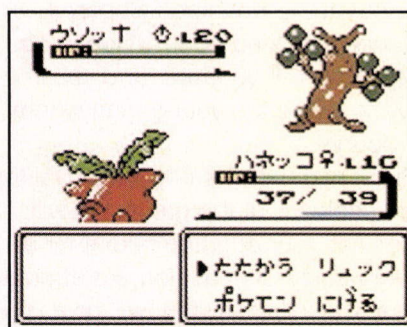
You can go to the gym now, if you want. However, you may want to build up each of your Pokémon to at least level 25. This is because the gym leader, Akane, uses a Pokémon called "Mirutank." The "tank" part is accurate, because it has massive HP and can easily wipe out low-level Pokémon.

Not only that, it has an attack called "Mellow Mellow," which charms Pokémon of the opposite gender of Mirutank into not attacking. If that weren't bad enough, it has some Milk equipped, so when you reduce its HP, it automatically heals! This will be one of the most difficult battles you have faced up to this point.

Win, and you'll get the Regular Badge. At first, Akane won't give it to you, but one of the club members will coax it out of her. It allows you to use Strength. She also gives you TM 45, Mellow Mellow.

## Enju City and the Phantom Badge

Exit the gym and go to the house on the top-right. Talk to the lady next to the flowers, and she'll give you some Squirtle Liquid. Go north



through the gate and all the way around until you get to something that looks like a tree.

If you have the Squirtle Liquid, examine the tree, then answer, "Yes." (Normally, if you examined the tree, it would simply shake). The tree will then turn into a Pokémon, Usokii, and attack you. You can catch it if you want; it may be a good time to use that Lure Ball.

Before you do, however, walk a little bit to the right and encounter the pudgy man. Defeat him, and he'll give you TM 08. You need this to destroy the broken rocks that you encounter within the game.

Now enter Enju City. You'll encounter but not fight your rival at the Pokémon Center. Go to the house to the left of the center and answer "Yes" to get an Item Finder.

Now go to the house filled with dancing girls that's north of the Pokémon Center. Defeat all of the girls (they use Eevee evolutions, including the two new ones) and talk to the gentleman in the room. He'll give you the Surf HM.

Now you can go to the gym and defeat the leader (who uses Ghost Pokémon) for the Phantom Badge. It allows you to control Pokémon up to level 50 and enables you to use Surf. He also gives you TM 30, Shadow Ball.

Go to the smaller temple in the northwest portion of town. You will encounter your rival there. Break the rocks and walk around until you discover a pit to fall down. Walk to the stairs, and the three Pokémon that are there will jump away.

## Asagi City

Go west to Asagi City. You can stop by the Mirutank farm if you want. One of the Mirutank is sick. Feed it eight to 10 nuts, and it will get better. Then you can talk to the mother in the



house, and she will give you a TM. Plus, you'll now be able to buy milk from the father, which heals a substantial amount of HP. Note: You don't have to complete this little side-quest if you don't want to.

In Asagi City, you'll notice that the gym is empty. Climb the lighthouse (the large building) and talk to Mikan at the top. Her Pokémon is sick, and you will need medicine to cure it.

Exit the lighthouse and go to the last house just before the beach. Talk to the sailor to get the Strength HM.

### Taban City and the Shock Badge

Surf over to Taban City (the city over the sea) but avoid all of the little caves that you see along the way — you won't be able to do anything about them at the current time. Defeat the gym leader to get the Shock Badge. It will allow you to control Pokémon up to level 70. He also gives you TM 01, Explosive Punch.

Talk to the woman just outside of the gym to get the Fly HM. Go into the very last house at the bottom of Taban City and talk to the man. He will give you some medicine.

### Back to Asagi City and the Steel Bridge

Now, go back to Asagi City and climb the lighthouse again. Talk to Mikan, and she will go down to the

gym. Defeat her for the Steel Badge, which increases your Pokémon's defense. She also gives you TM 23, Iron Tail, for the massive attack that her Haganeru uses.

### Choju Town and the Ice Badge

Go west from Enju City to Choju Town. There is a man blocking the gym door, so you can't go in just yet. Go north and defeat/capture the Red Gyarados. Once you do, look for the sign in the same area. Lance will be looking at it. Talk to him, and he will disappear.

Go back down to Choju Town and enter the shop. Lance will be there, and he'll show the way into Team Rocket's HQ.

Go into the HQ. Defeat the researcher at the computer and examine the computer to turn on a switch. On the next floor, you will meet Lance again. He will heal your Pokémon. Defeat all of the Team Rocket members on the remaining floors to get passwords. (Don't worry: you don't have to write them down or anything.) Those passwords will allow you to open up the gates.

Enter the boss's room at the top and defeat him. Talk to the bird to get the final password.

Go back down to the floor that had the large machine behind a gate. Defeat the Team Rocket members with Lance's help, then go into the generator room. Defeat the three Electrodes on

your side (the left one). Lance will then give you HM 06, Whirlpool, used to fill in whirlpools.

Once outside, you will see that the man is no longer in front of the gym. You can now enter and defeat him for the Ice Badge and TM 16, Numbing Wind.

### Kogane City and the Radio Tower

At this point, you should have seven badges. Professor Utsugi will call and explain that there is trouble at the Kogane City radio tower. Enter the radio tower and defeat all of the Team Rocket members. There will be a gate on one of the floors. Ignore it for now and continue to go up the stairs to defeat the boss at the top. You will then get a key.

Exit the radio tower and go just north of it to the underground passage (the place where you got the Coin Case). Unlock the door, and go in. Your rival will then enter and attack you.

You will have to manipulate the switches at the top part of this room in order to open the gates. If that weren't enough, you will have to defeat the Team Rocket members who are waiting for you. →





Get the card key from the guy who is trapped on one of the floors. Then enter the elevator, and you'll end up in the shop.

Re-enter the radio tower and go through the gate that was previously locked. Defeat the remaining Rockets, and the tower is free!

## Fusube City and the Raging Badge

Now that Team Rocket's taken care of, go back to Choju City, and east to Fusube City through a cave. The cave is basically one big puzzle. The ground is slick with ice, and whenever you take a step, you will continue in

that direction until you hit a wall or block. The goal will be to get to the top and push the blocks through the floor. Then drop to that floor as well. The blocks will help you get to the ladder in the middle. Also, HM 07, Waterfall, is in this cave (in an Item Ball). You need it!

In Fusube City, defeat Ibuki at the Gym, but she won't give you your badge yet. Surf in the area behind the gym and through the cave. Find the Item Ball with the feather in it, and Ibuki will show up. She will then give you the Raging Badge. It allows you to control all Pokémon. She also hands you TM 24, Dragon Blizzard.

## Preparing for the Pokémon League

After getting the badge and exiting the cave, Utsugi will give you a call. Go to him, and he will give you the infamous Master Ball.

Now that you have all eight badges, you can go to the Pokémon League. Access it from Wakaba Town (the first town). Surf to the right, and a man will

give you a new Map Card (to see the second map).

However, you may need some firepower. You should start your quest for one of the two new legendary birds. If you are playing the Gold version, you can get Ho-Oh first; if you're playing Silver, you can get Lugia. Whichever one it is, it will be at level 30.

## Ho-Oh and Lugia

Ho-Oh is in the Legendary Temple. Go back to Enju City and into the double-wide house with a door. Follow it around until you get to a temple. Ascend to the top, and Ho-Oh will be there.

Lugia, on the other hand, is in the set of caves to the east of Taban City (the network of caves will remind you of Seafoam Islands). Go into the middle-right cave. You will be nearing Lugia's area, if you go down a waterfall. Enter the cave, and Lugia will be there.

## To the Pokémon League

Once you have received the second map from the man, go into the cave and walk all of the way through. Prepare for a long walk up to the league.

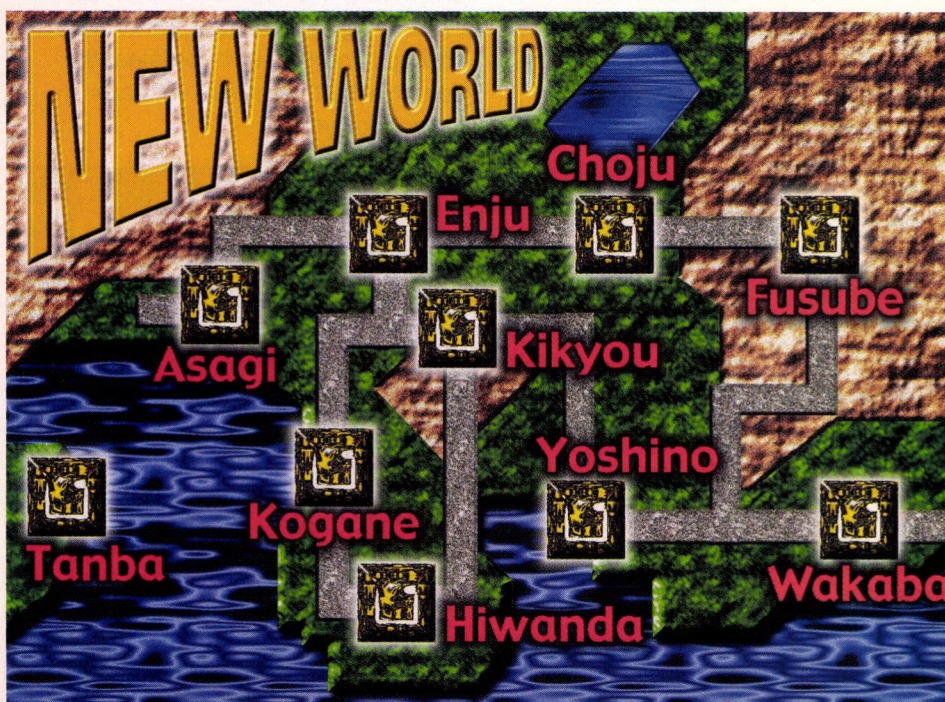
Go through the very last cave (it's not very long), and your rival will confront you for the last time. Defeat him and enter the league.

Defeat the Elite Four — Itsuki (Psychic), Koga (Poison), Bruno (Fighting) and Karin (miscellaneous) — and finally the current champion, Lance, who uses Dragon-type Pokémon.

## Vermillion City and the Thunder Badge

Press "continue" after the credits roll and the title appears. Surprise — and entire second quest awaits!

Utsugi will call you. Go to him and get a Boat Ticket.





Go to Asagi City and down the pathway until you get to the boat. Enter it and go to your room (the one with the sailor standing in front of it). Look at the bed to heal if you need to.

Enter all of the rooms and talk to the man in one of them. His daughter is missing. Go up the stairs and talk to the sailor who won't let you through. Go back down to the room on the right of yours and defeat the sailor.

Go back up and defeat the passengers and sailors on that floor. Ascend the stairs and talk to the little girl with the captain. You will both be warped back to her cabin.

At this time, you should be at your destination, Vermillion City! Go to the gym and defeat Lt. Surge for the Thunder Badge, which increases the speed of your Pokémon.

### Saffron City and the Marsh Badge

Go north to Saffron City and defeat Sabrina for the Marsh Badge.

Now go east to Lavender Town and into the radio station there. Talk to the men, then exit. Go north from that town and around. Surf down until you get to the power station. Talk to the man in the generator room, then leave.

### Cerulean City and the Cascade Badge

Return to Saffron City, and go north to Cerulean City. Enter the gym. A

Team Rocket member will bump into you, then leave. The gym is empty.

Exit the gym and go north up the trail, where you will find the Rocket. Defeat him, and he will tell you about an item that he hid in the gym. This item is the component that they are missing at the power station.

Go back to the gym and to the little pool in the middle of it. Examine the upper-left corner of the pool for the item.

Go north again and fight the string of trainers. You should then see a young lady (Misty). Talk to her, and she will go back to the Cerulean City Gym. Return to the gym and defeat her for the Blue Badge.

Return to the power station and give the item to the man. He will give you a TM in return. Now, go back to the town on the second map with the Radio Tower. Talk to the man, and he will give you a Radio Upgrade.

Return to Vermillion City and visit the Pokémon Fan Club. Talk to the plump man at the table, and he will give you a Clefairy Doll.

Go back to Saffron City and into the copycat's house. Go up the stairs and talk to her. She will give you the Linear Motorcar Ticket. You can now go back and forth between the maps much more easily.

### Celadon City and the Rainbow Badge

Go back to Saffron City and journey to the west to Celadon City. Defeat Erika at the gym for the Rainbow Badge and TM 19, Giga Drains.

### Fuchsia City and the Soul Badge

Go west down Cycling Road to Fuchsia City. Enter the gym and defeat Anju. She is the girl on the lower left. She will give you the Soul Badge.

### Pewter City and the Boulder Badge

Return to Vermillion City and up to the Snorlax. Enter your Radio screen, and go to the last tunable station (the one with nothing but music). Exit the menus and examine the Snorlax. It will wake up and attack you.

Once the Snorlax is dealt with, go through Diglett's Cave and emerge near Pewter City.

Next, go to Pewter City and defeat Brock at the gym for the Boulder Badge.

A trainer's house can also be found in this town. You can go into the basement to fight a high-level trainer. You can only do this once per day, though.

You can also go right to Mt. Moon (a very short cave). You will fight your rival for the very last time here. At the top is a shop (people are in it only during the day) and an open field.

### Viridian City and Pallet Town

Now, go south to Viridian City. The gym is empty. (Sense a pattern here?). Go south to Pallet Town and talk to Professor Oak in his lab.

Surf south from Pallet Town to a little island. There will be a young man examining a rock. Talk to him and he will leave. →



## Cinnabar Island and the Volcano Badge

Surf to the right into a little cave. This is the Cinnabar Island Gym. Defeat Blaine and get the Volcano Badge.

## Viridian City and the Earth Badge

Return to Viridian City and defeat Green (also known as Gary) to obtain the Earth Badge.

You should now have all 16 badges!

Good news: Now you can go back and catch the other new legendary bird. Talk to everyone in Pewter City again. One of them will give you another feather. This will allow you to go to the other location to grab the bird.

However, this bird will be at level 70! A good way to capture it is to run it out of attacks.

## Shirogane Mountain

But wait — there's still a little more.

Go back to Pallet Town and talk to Professor Oak. He will tell you about Shirogane Mountain, which has some strong Pokémon.

Return to Viridian City (again) and go west. Go through the small cave to emerge by some grasslands. Warning: This area contains some of the most-powerful wild Pokémon in the game, with levels of 40 or greater. This is a good place to build up your Pokémon's levels.

Here's some good news: There is a Pokémon Center there. What's more, you can fly to this center here from locations on the first map.

## Red (Ash)

There is also a cave. Go through it (it isn't very difficult) to find someone at the end. This is Red, also known as Ash. He has the game's most-powerful Pokémon.

He has a level-81 Pikachu, and his Blastoise, Venusaur, Charizard, Eefi and Snorlax are all level-77.

Can you defeat this Pokémon Master?

## Other Cool Stuff: Pokémon Breeding

Pokémon breeding is a way to increase your stockpile of Pokémon. What's more, it's the only way to get the much sought-after "pre-evolutions" of certain Pokémon.

Take two Pokémon of the same type but different genders to the house to the south of Kogane City. Here, you will find two people. Give the male Pokémon to the old man and the female to the old woman.

Now, go out and explore, fight, walk around, etc. After an hour or so, return to this house. If done correctly, you should see the old man in the pen, where the two Pokémon are. He will have an egg for you. Make sure you have an open slot in your party! There is a computer in the house, where you can make room.

Go and talk to the old man to get the egg. You can then get your Pokémon back by paying a certain amount of money.

Certain Pokémon have pre-evolutions and hatch in the normal way (after an hour or so). Here is a sampling of the pre-evolutions:

Jigglypuff	Pupurin
Clefairy	Pii
Electabuzz	Elekid
Pikachu	Pichu
Magmar	Bubii
Jynx	Muchuru

## Aref's Monument

If you've been to the pyramid with the strange writing on the walls, chances are you've encountered the

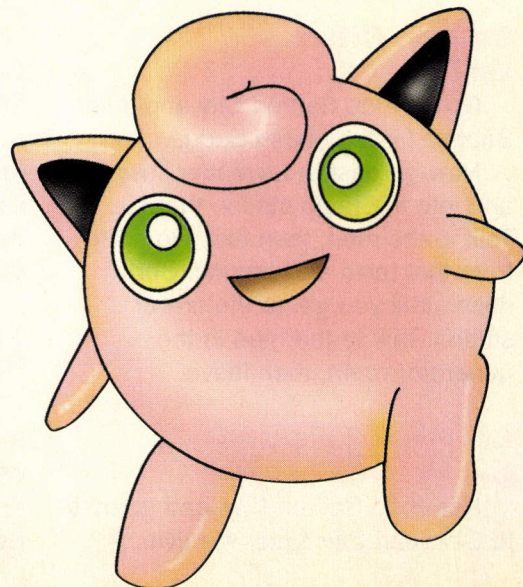
Annon Pokémon. They are the Pokémon with more than one "shape." (If you capture and use one, it will never evolve or learn more than one attack.)

The goal of this special little area is to catch all 26 different shapes of this Pokémon — one for each letter of the alphabet.

After catching two different types, exit the monument, and a scientist will be outside. Talk to him, and he will take you into the small lab to get a Pokédex upgrade. This can be used to view the Annon that you have already captured. To view this upgrade, go into your Pokédex and hit Select. It will be the last option.

At first, you will only be able to catch a few of them. This is solved by completing four puzzles hidden in similar caves. You should be able to immediately find and solve the Kabuto and Aerodactyl puzzles.

To complete the other two, exit the area to the right, then go south into the cave that leads to the "Slowpoke" town. You will need Surf to get to the other ladders in the cave. These ladders (after a little exploring) will lead to the other two puzzles:



Omanyte and Moltres. Once you solve them, they unlock another set of Annon for you to capture.

Once you have all 26 Annon, go into the small lab and use the machine in the upper-right corner of the room. It allows you to print out the Annon as stickers via your Game Boy Printer.

### The Three Legendary Dogs

In Enju City, if you go into the temple in the northwest corner of the city and smash the blocks, you eventually will fall into an area that has three Pokémon sitting there. Once you step onto the stairs, they will jump away, leaving the temple.

These are the three new legendary Pokémon, which have been nicknamed the "legendary dogs."

Capturing these elusive hounds is extremely difficult. The first time you encounter them in the wild will be completely random; in fact, you may never even see one.

The good news is that after you encounter one of them for the first time, its location will appear in your Pokédex, but they will jump to a new, random place each time you enter a new area (like a town or cave). Try entering and exiting a town until it's in a location near that town.

The bad news? They're almost impossible to catch, since they run at the very first chance they get. However, if you manage to damage one of them, its HP remains damaged the next time you encounter them. Just try to put them to sleep or immobilize them in some way.

If you really want to capture one of them, try using your Master Ball. ■

## Frequently Asked Questions

By Ron Smalec

### Q: How do I get past the "shaking" tree?

A: Check the section "Enju City and the Phantom Badge."

### Q: How do I get the Radio?

A: Check the section "Kogane City and the Regular Badge."

### Q: Where is the Pokémon League?

A: Go back to Wakaba Town (the first one), and surf to the right. You will need Flash and Waterfall to get through the cave there.

### Q: How do I move Snorlax?

A: You have to get your Radio upgraded in the town to the east of Saffron City. Then check the section "Pewter City and the Boulder Badge."

### Q: Where is HM 07?

A: In the cave between Choju Town and Fusube City. It's in an Item Ball.

### Q: How do I breed Pokémon?

A: Check the "Pokémon Breeding" section.

### Q: Where's Pikablue?

A: There's no such Pokémon. If you're talking about Marril, then read on.

### Q: How do I get the Pokégods in G&S?

A: There are no such things as Pokégods. These were rumors that circulated before the release of the game.

### Q: Where's Pichu?

A: Breed two Pikachu.

### Q: Where's Pikachu?

A: In a small patch of grass south of Pewter City. It has about a one-in-15 encounter rate.

### Q: How do you evolve (Pokémon name) into its new Evolution in Gold and Silver?

A: Most require you to equip an item on them and then trade them. For example, to get Haganeru, equip a Metal Coat to an Onix, then trade it.

### Q: Where is Marril?

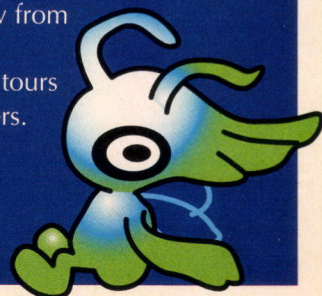
A: Marril is in the cave to the right of Enju City. It is rare, so you'll have to keep walking around until you find it. (It is not found by fishing.)

### Q: Where are Charmander, Squirtle and most of the Pokémon from the old game?

A: You need to trade from a version of Red, Blue, Green (only in Japan) or Yellow to get most of the old Pokémon; however, the cartridge must be of the same language. In other words, you will only be able to transfer from Japanese to Japanese.

### Q: Where's Serebii?

A: Serebii is the Mew of G&S. This means there will be special ways of getting this Pokémon, in much the same way that Americans received Mew from places like tournaments, tours and store offers.



Rating System: \* = useless \*\* = poor \*\*\* = okay \*\*\*\* = good \*\*\*\*\* = incredible.  
The rating is based on the move's effectiveness in (not outside of) battle.

# HM and TM Locator

HM/TM	Name	Location	Rating
HM 01	Cut	Ubarne Forest (chase Farfetch'd)	**
HM 02	Fly	Obtain from a woman after beating Shijima.	***
HM 03	Surf	Beat the five dancing sisters and their father will give it to you.	*****
HM 04	Strength	Obtain from a man in Asagi City.	*****
HM 05	Flash	Defeat the monk your rival was beating up in Bellspout Tower.	*
HM 06	Whirlpool	Obtain from Lance after clearing TR's HQ.	*
HM 08	Waterfall	Ice Caverns	***
TM 01	Explosive Punch	Obtain from Shijima after beating him.	**
TM 02	Headbutt	Obtain from a kid with green hair in Ubarne Forest.	***
TM 03	Curse	Go to where Eevee was in R/B/Y and a man will give it to you.	*****
TM 04	Squish (a.k.a. Roll)	Route 35, on the road.	***
TM 05	Roar	Route 32	***
TM 06	Toxic	Obtain from Anzu after beating her	*****
TM 07	Thunder Blaster	Give the guy in the power plant the missing cog.	**
TM 08	Rock Smasher	Obtain from the man near Usokki after beating/catching Usokki.	*
TM 09	??????	Whereabouts presently unknown	???
TM 10	Awakening Power	Buy it in Celadon Department Store (CDS).	*
TM 11	Clear Skies	Same as Awakening Power.	*****
TM 12	Sweet Aroma	Somewhere in Ubarne Forest.	***
TM 13	Snoring	Heal the Mirutanku in Asagi City by giving it nuts.	***
TM 14	Blizzard	Kogane City's game corner.	**
TM 15	Hyper Beam	Celadon City's game corner.	*****
TM 16	Numbing Wind	Obtain from Yanagi after beating him.	***
TM 17	Defender	Can be bought in CDS.	***
TM 18	Rain Dance	Can be bought in CDS.	*****
TM 19	Giga Drain	Obtain from Erika after beating her.	**
TM 20	Defend	Whereabouts presently unknown	???
TM 21	Anger	In Kogane DS, there is a girl who will give it to you if your Pokémon is unhappy.	**
TM 22	Solar Beam	East of Wakaba. In other words, Route 27. Surf around and you'll see an Item Ball.	***
TM 23	Iron Tail	Mikan gives it to you.	***
TM 24	Dragon Breath	Ibukki gives it to you after you pick up the Item Ball in the cave north of her gym.	*****
TM 25	Thunder	Kogane's game corner.	***
TM 26	Earthquake	Victory Road. Explore every ladder and you will find it.	*****
TM 27	Happiness Pokémon is happy.	The girl in KDS gives it to you if your	**
TM 28	Dig	In the nature park, there is a part with no fence. Go southwest, and you'll find Dig.	***
TM 29	Psychic	Same as in R/B/Y. You can also get it in the Celadon game corner.	*****
TM 30	Shadow Ball	Obtain from Matsuba after beating him.	*****
TM 31	Mud Cover	Obtain from Hayato after beating him.	**
TM 32	Double Team	Can be bought in CDS.	***
TM 33	Ice Punch	Can be bought in KDS.	*****
TM 34	Boast	Cave between Kikyuu and Hiwanda.	*****
TM 35	Insomnia	Ground floor of KDS (behind some boxes).	***
TM 36	Sludge Bomb	Obtain from a man on Route 43.	*****
TM 37	Meteor Shower	Whereabouts presently unknown.	???
TM 38	Fire Blast	Kogane game corner	*****
TM 39	Swift	Near the cave south of Kikyuu. Cut a bush, a man will give it to you.	**
TM 40	Defense Curl	Cave between Enju and Kogane.	*
TM 41	Thunder Punch	Can be bought in KDS.	*****
TM 42	Dream Eater	Same as in R/B/Y.	*****
TM 43	Dodge	Whereabouts presently unknown	???
TM 44	Rest	Ice Caverns (east of Choji).	*****
TM 45	Lovey Lovey	Obtain from Akane after defeating her.	*****
TM 46	Scoundrel	TR's HQ in Choji.	**
TM 47	Steel Wings	Rock Mountain (you will need Flash).	*****
TM 48	Fire Punch	Can be bought in KDS.	*****
TM 49	Rapid Cut	Obtain from Tsukushi after beating him.	*****
TM 50	Nightmare	Obtain a Spearow from a bellhop near the exit north of Kogane and give it (with mail) to a man on Route 31.	***



# Strength and Weakness

Anybody who's played the previous Pokémon games knows that it's important to learn each monster's relative strengths and weaknesses. This remains true for Gold & Silver; however, there's an added wrinkle: There are two new Pokémon types (Evil and Steel). To help you keep 'em all straight, we prepared this reference chart. Keep it handy — it may mean the difference between victory and defeat.

## DEFENSE

**+** = Strong

**-** = Weak

**X** = Can't Hit

**ATTACK**

	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Evil	Steel
Normal													-	X			-
Fire		-	-		+	+						+	-		-		+
Water		+	-		-				+				+		-		
Electric			+	-	-				X	+					-		
Grass		-	+		-			-	+	-		-	+		-		-
Ice		-	-		+	-			+	+					+		-
Fighting	+					+		-		-	-	-	+	X		+	+
Poison					+			-	-				-	-			X
Ground		+		+	-			+		X		-	+				+
Flying				-	+		+					+	-				-
Psychic							+	+			-					X	-
Bug		-			+		-	-		-	+			-		+	-
Rock		+				+	-		-	+		+					-
Ghost	X										+			+		-	-
Dragon															+		-
Evil							-				+			+		-	-
Steel		-	-	-		+							+				-

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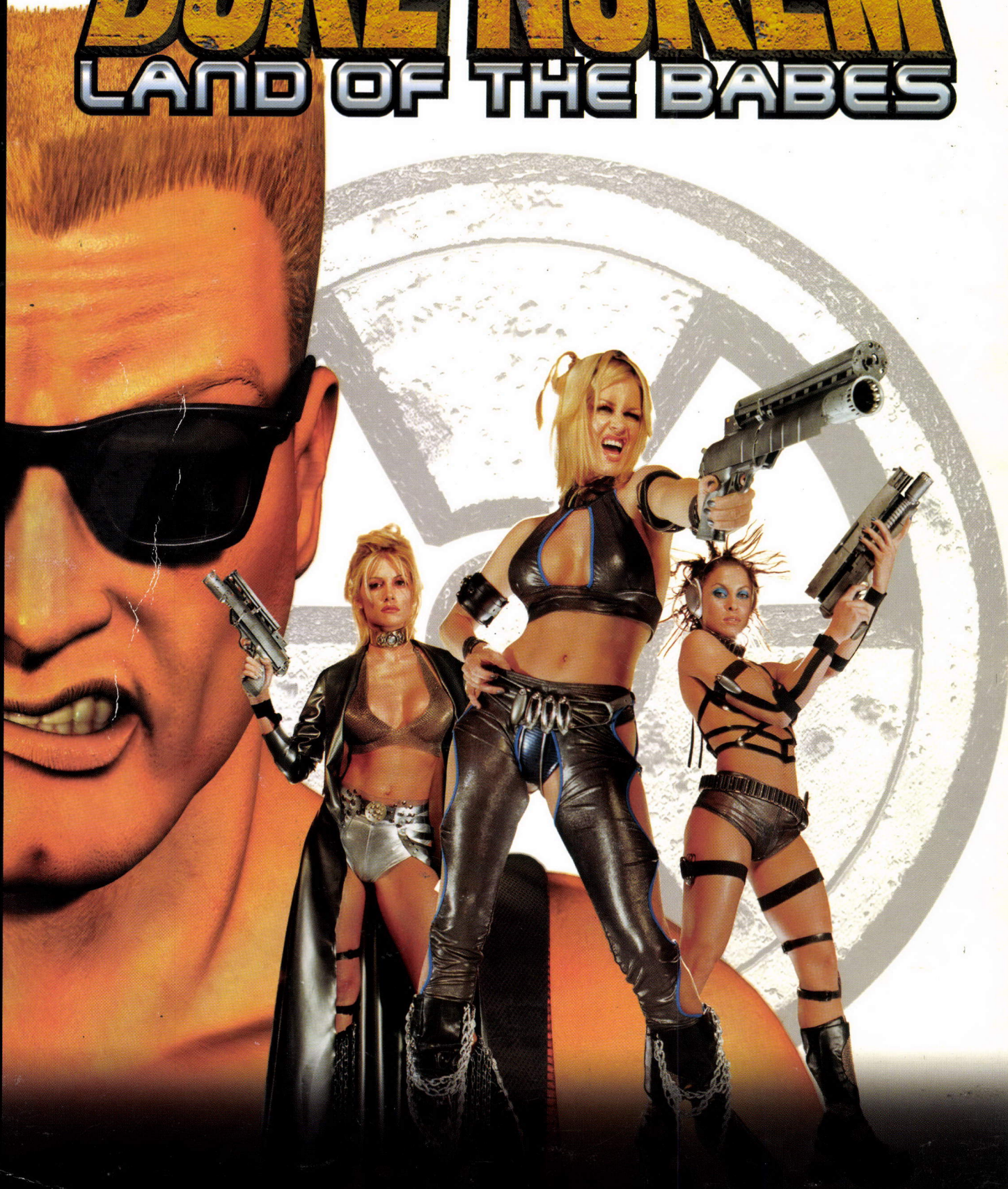
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