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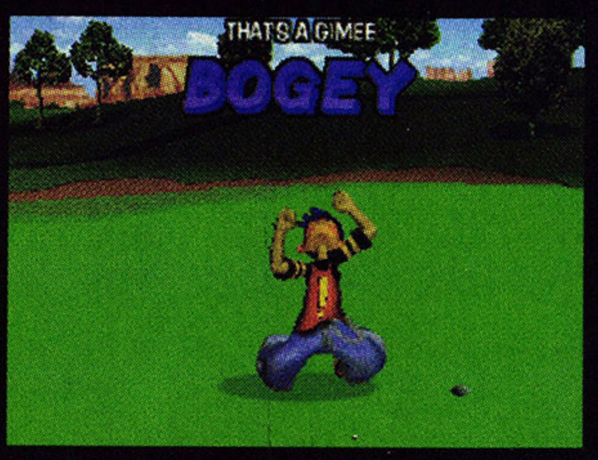

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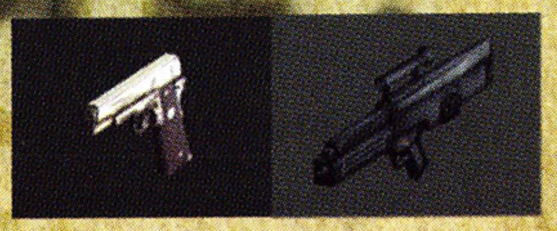

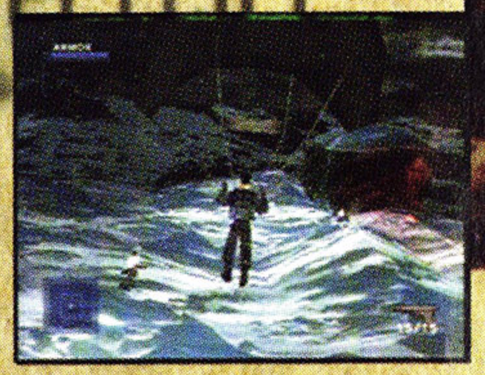

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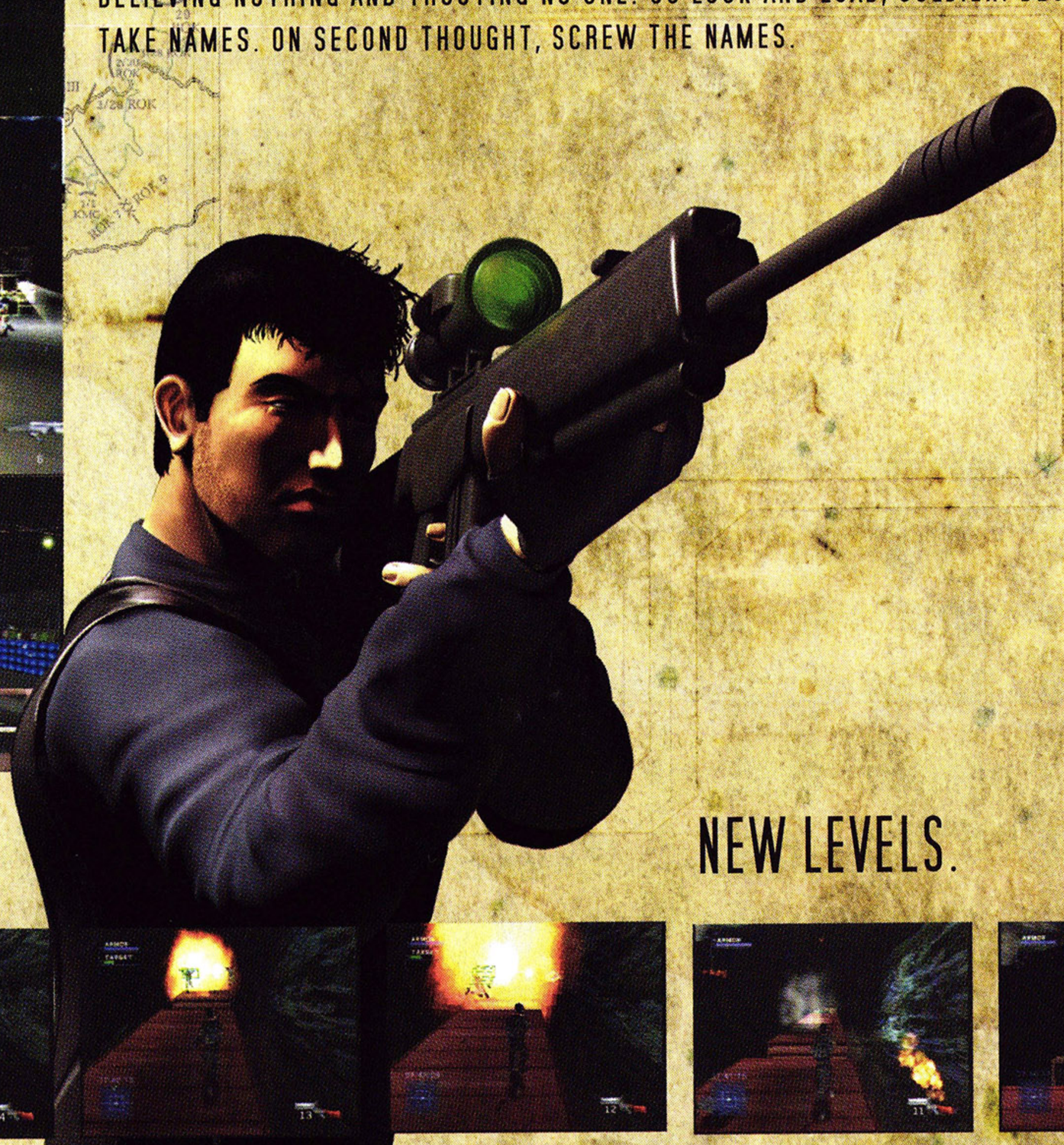

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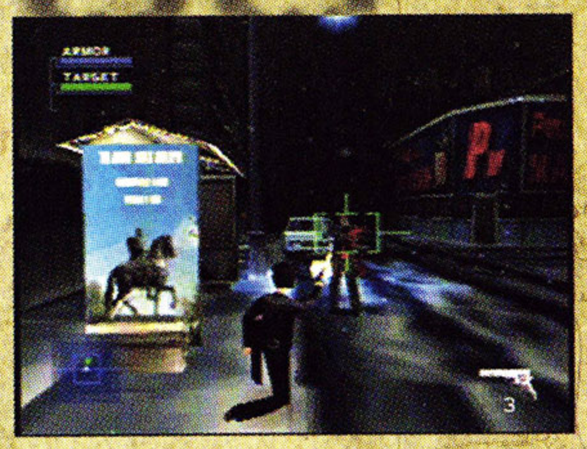

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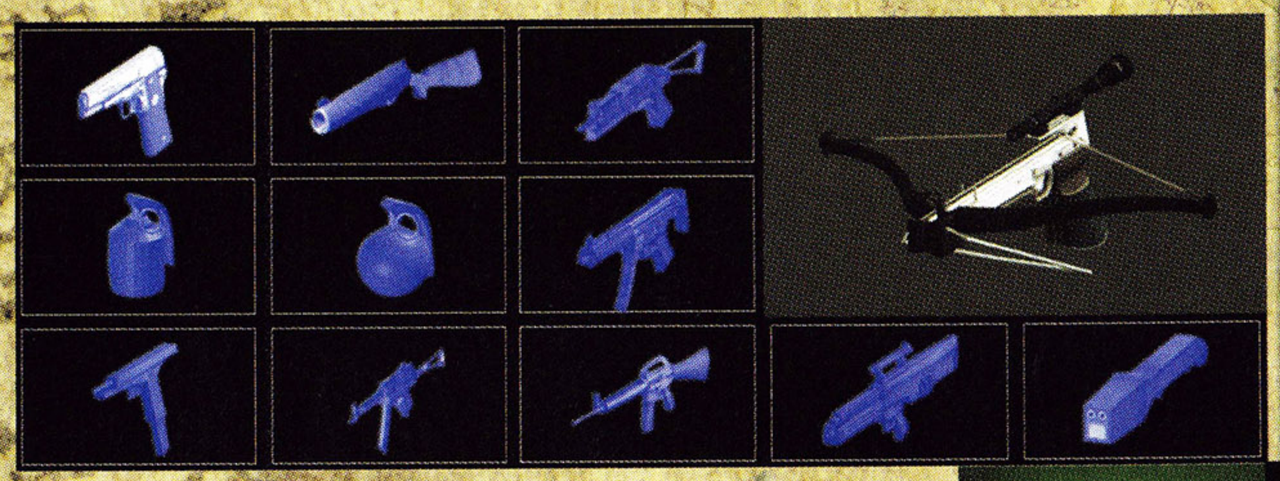

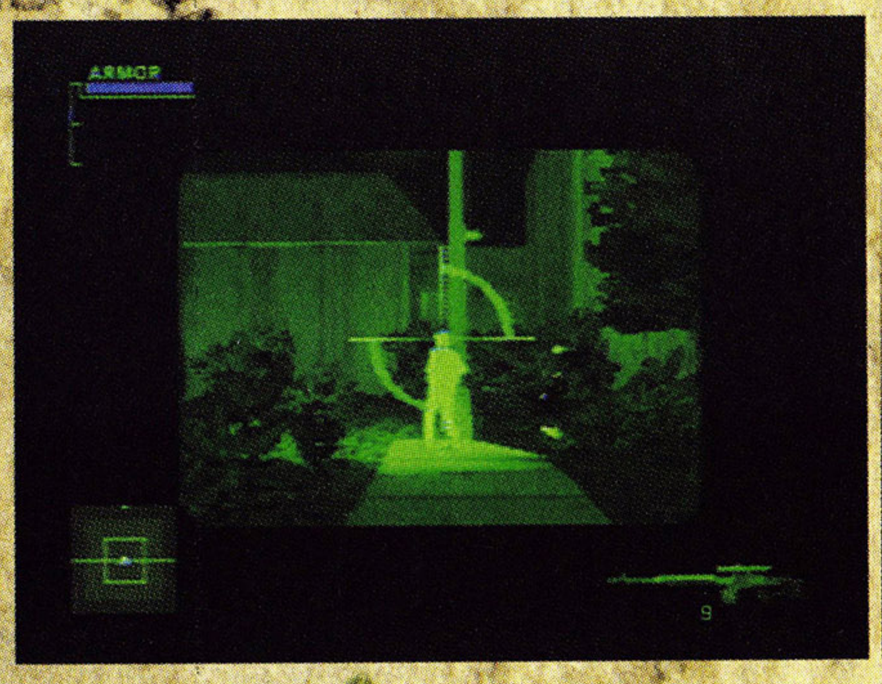

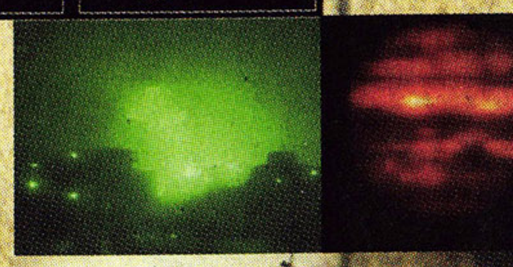

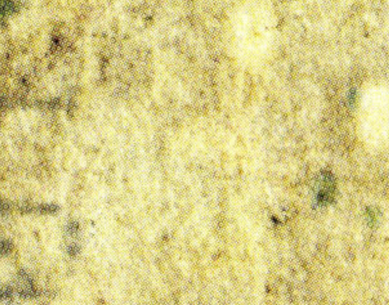

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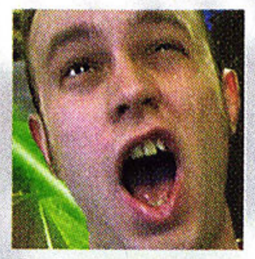
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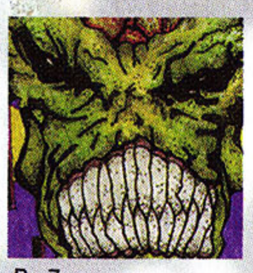
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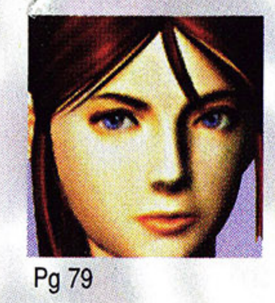
We pleasure you not once, but twice. First, we get you all hot and bothered with our rapid-fire Syphon Filter 2 walk-through. Then we back off for a little bit and play like it's over. Then BAM! We get your gonads off with a complete Resident Evil Code: Veronica strategy guide. Face it, we're just too much magazine for you.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Over 90 Games Reviewed & Previewed!

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989 may have been given a proverbial head shot by Sony, but its legacy will forever live on through a leaden-tongued secret operative by the name of Gabriel Logan. Strap on that flak jacket, soldier, because Game Informer is about to shoot all the details on Syphon Filter 2 straight at you.

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Everybody loves a party, but no celebration had us hyped like the PlayStation 2000 Festival. Sony opened up its flood gates and caused a PlayStation2 tsunami in Tokyo. Game Informer was there to drink it all up, and naturally, we share the PS-2 experience with our readers.

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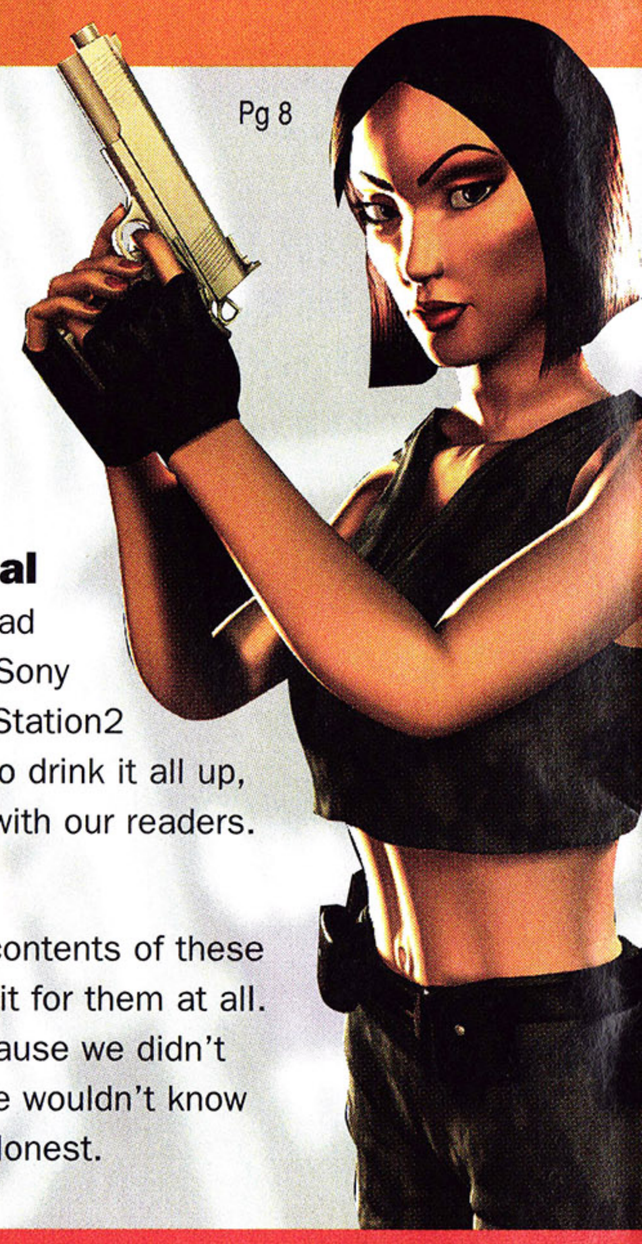
Our lawyers recommend we not discuss the contents of these pages. In fact, they suggest we not take credit for them at all. So obviously, we don't know what's here because we didn't write it. You probably shouldn't read it, but we wouldn't know since we've never seen it before in our life. Honest.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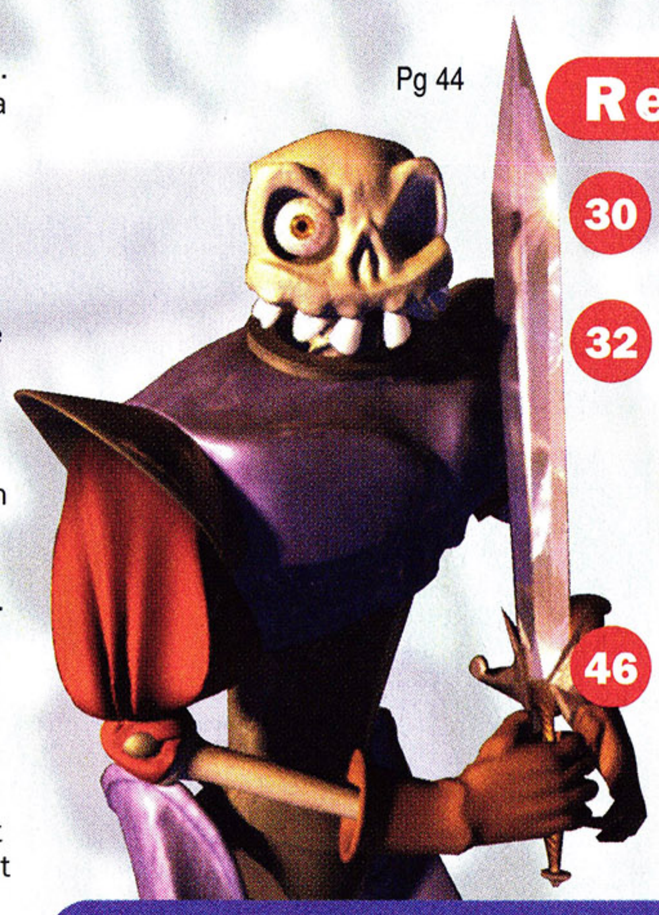
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LETTER FROM THE EDITOR

Dreamcast is Looking Good....

BY ANDREW McNAMARA

...but it isn't out of the fire yet. As Dreamcast works its way further into the new year, its library continues to get more and more robust. Titles like Code Veronica, Chu Chu Rocket, and Dead or Alive 2 are outstanding games, and Sega has done an excellent job of getting Dreamcast owners something truly spectacular every month. But the looming release of PlayStation2 in Japan and the strong position some developers are taking with PS-2 may make the road ahead of Dreamcast a rocky one.

Certainly developers and companies seem more than happy to support the Dreamcast now while sales are good and the consumer is hungry for product, but more and more seem to be changing their allegiance to PlayStation2. I would be the first to agree that some of these changes are due to the fact that they can get some quick press for jumping on the PlayStation2 bandwagon, but for others the decision is simply a disbelief in Sega's ability to make Dreamcast mainstream (just ask Electronic Arts).

Now I know that I am known as a Sega naysayer, but Dreamcast is not getting as much original product as it needs to. Sega has been putting all its resources into new upcoming products for the fall, namely upcoming über-games like Shenmue and Sega GT, but third party support still seems to be mired with PC and PS-X ports, or just translations of Japanese games.

This is not good. Sega cannot afford to be abandoned by its third party publishers. E3 this May will be the OK Corral of video games, where we see companies stand off in a very important showdown. We should find out if Sega has garnered the support it needs to take Dreamcast into 2001 or if Sony has lured most of the development community to its newest electronic beast and undermined any of Sega's chances for survival. Don't touch that dial, as the next few months will surely have these two companies in a drag out, kick'em in the jimmy slugfest that should be pretty interesting to watch, as you never know who is gonna win until they ring the final bell.

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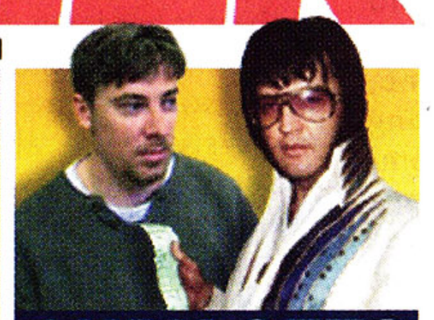

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Andy, The Game Hombre
andy@gameinformer.com

"I have a wonderful idea. I have noticed that every month we send you pictures of us via the pages of our...if I do say so myself....wonderful magazine. But we never get a chance to see what our readers look like. So this month, I'm going to ask all you readers out there to do us a favor. When you send in some envelope art or a Dear GI letter, or even some codes, throw in a picture of yourself. We'll put your pictures up on the wall here in the office, or maybe in the Dear GI section. Of course, if you're hot, over 18, and female...send two!"

Paulbot,
The X-11-9 Prototype Gamer
paul@gameinformer.com

"I AM PAULBOT. I AM REPLACING PAUL ANDERSON WHILE HE ENGAGES IN RELAXING ACTIVITIES. SURE AM LOOKING FORWARD TO <BZZZT> SPORTS GAME. GOSH GOLLY, THIS GAME IS NEAT. I FIND RESIDENT EVIL AND GOLF GAMES TO BE DEEPLY SATISFYING! REINER, GET YOUR HEAD OUT OF YOUR <BZZZTT> >>ERROR<< >>ERROR<< THE ESRB VIRUS IS CAUSING A CONFLI<BRzzzt>"

Reiner, The Raging Gamer
reiner@gameinformer.com

"Listen long and hard, my brethren. The job crisis has finally come to a climactic close. On a trip to Nintendo's HQ, Erik, The PC Retard, learned that Perfect Dark was touched by an angel. We heard murmurs that I was a hidden character in the game. Instead of letting Reiner, the most powerful character, rot in multiplayer, Rare raised my rank and transformed me into the second boss. If this is in fact true, then prepare to feel the true meaning of pain. I can't wait to unload a few rounds into all of your pathetic hides, and more importantly, I can't wait to face off against myself. Either way, I'm victorious."

Jay, The Gonzo Gamer
jay@gameinformer.com

"Sometimes if you don't strike while the action's hot, you miss out entirely. Case in point, my recent quest to find a Spice Girls shirt. Not any of the newer ones, but a classic with all five members of the supergroup. I felt it would be a nice counterpart to my To The Extreme Vanilla Ice shirt, but after a month-long search I've found nothing. If anyone out there is looking to get rid of such a classy piece of outerwear, drop me a line. While I'm at it, I'm also in the market for a Backstreet Boys and Faster Pussycat shirt. Let me know."

Matt, The Original Gamer
matt@gameinformer.com

"Wazzup, my guhzignahs? Yo, check this, not only am I all up into the hottest hits from today's top artists, but I am known to occasionally kick it with my classic cassette from back in the day. Thought I'd share some phat tracks from days of yore with y'all to let you know what was dope from yesteryear. First up, a shout out to Sir Mix-A-Lot and Gerardo, because I'm a Rico Suave guy that likes big butts (I cannot lie). My next favorite is Milli Vanilli - damn those boys could sing! All out of space, so I'm Audi. Rocket Fuel malt liquor. Damn!"

Erik, The PC Jedi
erik@gameinformer.com

"When working in such close proximity to one another, you'd be surprised how territorial this office can get. Aside from clearly marking my territory by urinating on certain strategic patches of carpet, I protect myself from the raiding forays of my comrades by erecting a wall of bad PC games and press releases bound together by greasy Combos packages. I've also thwarted their attempts at snaking my Coca Cola by leaving several old half-filled cans around as decoys. Bah! They think I'm messy, but in truth, I'm just the alpha male."

DEAR GI

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Letters From Our Readers

How do you do that?

I've been wondering about this for a while. How do you take screen shots? Do you take like a scanner kind of thing, hook it up to the computer and copy it?

Chris V.
via aol.com

It is really a complicated process involving video games, VHS tapes, ball bearings, anti-freeze (preferably Quaker State), and a hot glue gun. You see, we take a particular game we want a screenshot of, coat it with glue and then antifreeze. We then use the ball bearings to...

In actuality, we all have video cards installed in our trusty Macs. We plug our various systems into said video card, and through the wonders of modern technology, capture a still image of any game. There are a ton of these products on the market (for both Mac and PC); they cost as little as $80.

Ranting From A Punk Rocker

Now let me start this letter out by saying I own both an N64 and PlayStation, and appreciate how quickly they have destroyed my social life and communication skills. I noticed a lot of talk lately about the 64's shortcomings and lack of 3rd-party support. I would like to say I am more excited about Nintendo 64's "last year." I mean, four or five games a month (as another letter stated) ain't much, but the games to look forward to have me more hot and bothered than PlayStation's lineup. Lets see...Perfect Dark (no brainer), Zelda Gaiden (or whatever the name is), Eternal Darkness, Ogre Battle 64, Resident Evil Zero, Excitebike 64 (maybe just for nostalgia if nothing more), and Starcraft 64. If certain 3rd-party companies back out I say, "Oh no, you mean no more bad racing games, no more first person Doom-style shooting games, no more wrestling games (ah c'mon, I only got 14 of 'em!). Boo-freakin' hoo! Cut out the filler and gimme da goods!"

And now I'd like to spend the last half of this letter whining about both companies. First, PlayStation2. If they are gonna sell me a video game system with a hefty price tag for a DVD movie player, they better give me a special controller with a play button, pause, rewind, etc. I mean, I can buy a DVD player with a remote control for God's sake. I don't need a console that stands on end, does my hair, and tells me I'm fat, too. Second, Nintendo has left me high and dry as to what their new system is all about. So it's "a pure game machine." Well, let us see it. Is this really a "can't let the competition see our hand" or is it a "omigosh we better hurry on this quick, because we're so far behind." Maybe it's a little of both. No disrespect, but so far Mr. Miyamoto seems to be speaking in riddles and the rest of them can only say, "well, it'll be neat." So show us the goods if you got 'em, Nintendo.

Eric Borgmann
President of the South Minneapolis Punk Rockers Gaming Guild
via aol.com

Without a doubt, Nintendo's lineup for N64 is shaping up to be the best it has been in years, and we must admit that Nintendo consistently makes some of the best games for any system. We also agree that other than a few third-party publishers (namely Capcom and THQ), the support for the N64 is dwindling; however, with the absence of consistent flow of RPGs, sports games, and fighting games, we think the N64 has left many a player wanting more.

As for your other statements regarding PlayStation 2 and Dolphin, many readers share your sentiments. We can only wait and see how the new wave of video game systems will unfold.

Resident Evil: Code Veronica for PlayStation?

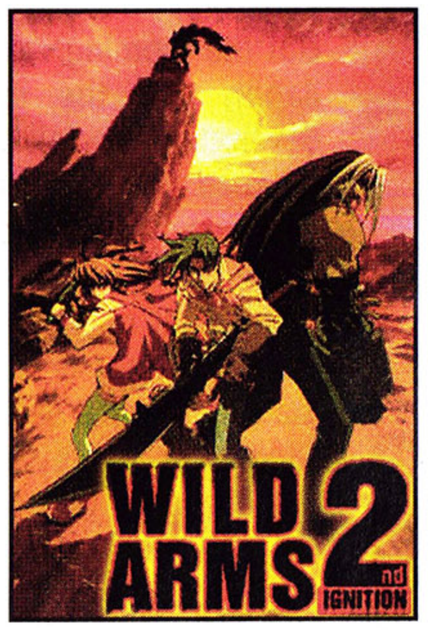
Will RE: Code Veronica come out for PlayStation? I don't want to have to buy a Dreamcast just to complete my RE collection. Code Veronica is too good to miss.

Brian S. Dennis
via juno.com

This seems to be a question on the mind of many PlayStation owners and the answer is not what you want to hear. The PlayStation will not get Code Veronica. However, there is a new version of Resident Evil in the works for PlayStation and PlayStation2.

Letter About Wild Arms

I am 14 and I am a subscriber to six video game magazines, and I have to say that yours is the absolute best. I have been a hardcore RPGer since I was 4. When I bought the game Wild Arms, I was the happiest boy on earth. It is the best RPG I have ever played and is my favorite overall game. Unlike some modern RPGs (FF8 for a great example), which have a rather boring plot, dreadfully lame characters, a stupid battle system, and much more, Wild Arms showed us what real RPGing is really about. It's got a story to cry over, characters to love, and a simple, yet fun, battle system. When I finally beat the game recently, I was watching the ending and I literally shed a few tears. I never cry for anything, even when my 24 year old brother punches me in the face a few times (it hurts, but I get him back). A few months ago, I heard about Wild Arms 2: Second Ignition. When I read this I almost bounced off the walls! I was soooo happy! What I would like to know is: When is it gonna come out in the U.S.? Will it be for PlayStation or PlayStation2? And will the plots and characters mix in at some point of the game?



Jesse Colby
South Plainfield, New Jersey
via aol.com

You're in luck, because this very issue has some of the info you are waiting for. Take a look at page 60 and expect more details in upcoming issues.

A Complaint Heard Since The Dawn of Consumer Electronics

OK, now I really have a bug up my a## about something here. First of all, I'm 25 and have been playing video games since Pong (yadda, yadda, yadda). Anyway, here's my beef. When a new system first comes out, I run right out and get one. Not so I can be the first one on my block to own one, but because I love video games and I want to experience all of them. Nintendo, Sony, Sega...I own them all. If people like myself didn't rush out immediately and give them a try, the system would be deemed a failure. I feel like I'm really getting shafted here. I paid $200 each for my new systems which came with one controller and no game. Now, all those who waited months after the release are getting great deals!!! They are packed with two controllers, a game, nifty see-through colors, etc. And they are considerably cheaper too. WHAT A CROCK!!! I feel really let down by these companies. After all, what if EVERYBODY waited for the better deal? How about showing a little gratitude to those of us who put faith in YOUR product when first introduced? Maybe I'll just have to suppress my undying urge to run out and buy one, only to get screwed four months later. Am I alone here? Are these feelings I'm having valid? Or is this just a side effect due of calcium deficiency?

Oh yeah...what in God's good name does "AI" stand for? You people keep talking about it as if we all know what it is!!! Great mag!!

Sean, the overworked, underpaid, highly irritable, slightly overweight goat herder.
via aol.com

We know how you feel because we are still bitter about buying one of those early VHS machines. Do you know that you can get one for under $100 now? Jeez, we spent something like $1500.

Without turning this into a lecture on macroeconomics and marketing, we'd like to tell you that companies, especially those companies who sell consumer electronics, know all about you and your buying habits. You are what is known as an "innovator" or "early adopter." From early radios to the newest in high-definition TVs, there has always been a small segment of the overall market who is willing to pay to be the first with a new technology product. Through a product's life-cycle, a company can realize economies of scale which permit them to lower the price and bring the product to the "early and late majority" of consumers.

If you feel ripped off or let down by companies, we suggest you might want to become a "laggard" and just wait until a product is cheap and on its last legs.

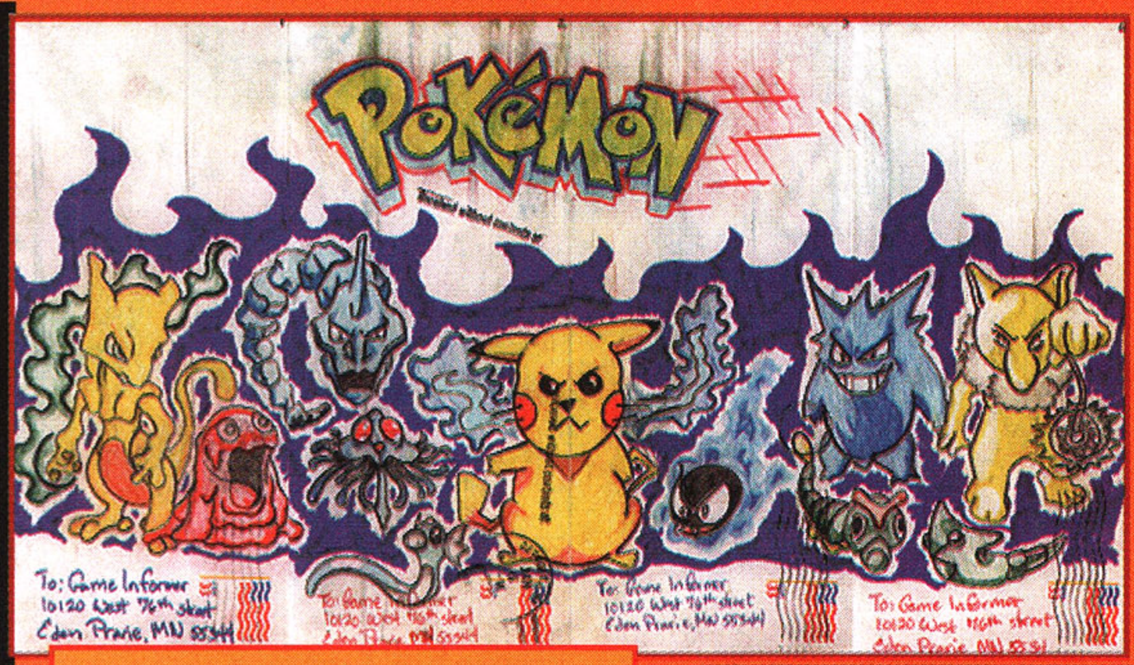
Lastly, AI stands for Artificial Intelligence.

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

Envelope Art

April Winner

Marcus, Flatrock, MI



Designing Wo..Pokémon

Remember way back when (I don't remember exactly when) Capcom had that famous "Robot Master Design Contest"? Many overjoyed and exuberant Mega Man fans sent in their creations, which they thought would be a match for the blue bomber. (Ha ha ha...silly fools. Did you really think you could destroy me? The mightiest machine in the world?!)

Now there's this big Pokémon thing going on. Aside from "Gotta Catch 'Em All!", I think another good theme to focus on would be "New Species Are Constantly Being Discovered!" My point is, why doesn't Nintendo have a Pokémon design contest? Many fans have created their own species, and if all of the good ones were combined and put into whatever comes after Gold and Silver, that would be one heck of a game! I've already created several of my own critters of mass destruction, including Charcolt, a legendary Pegasus Pokémon that evolves from Rapidash. What do you say? Is that not, as Earthworm Jim would say, double plus groovy? Has Nintendo ever considered it? Do they plan to do it? Huh? Huh?? Do they???

Matthew Stone, The Creature Keeper
via att.net

Interesting idea. We've heard of no Pokémon design contest, but you never know what Nintendo has hidden under its plumber's hat. Pokémon Gold and Silver are still many months off (we're thinking September) and there would be plenty of time to implement a new character(s) into the game.

If nothing else, maybe we could feature some Pokémon character designs in the Envelope Art section. If you have some original character art, send it our way.

Gran Turismo 2 Problems

I am writing you regarding SCEA's botch-up on GT2 and the numerous bugs that have been found with the game. I'm sure you know of them. I want to know what is going to be done by SCEA about the game. I also wanted to know if you, as a critic of the manufacturer, have any power to do something about this crime that has been committed against the gaming public. Not only is the Racing Board on the PlayStation Home Page flooded with posts about the bugs, but I'm sure their tech support line is ringing off the hook. Any information or a reply from you would be much appreciated.

Emil Mouhanna
via goplay.com

In light of the reports discovering bugs in Gran Turismo 2, namely the exclusion of the Drag Racing Mode, Sony has taken action. They've acknowledged that problems exist in early versions of GT2. The company has remastered the GT2 disc for future production, and says it is confident that all copies of the game from here on out will be free of all the errors the first run contained. Here's what Sony said:

"Our Consumer Services Department is currently handling all inquires about this issue by providing an immediate solution. Consumers who have questions relating to this matter can call (800)345-7669 (SONY). A consumer service representative will be able to help them identify if they have purchased a disc with software glitches and a replacement disc will be sent within three to five working days."

Game Boy Transfer Pak

I read your article on Pokémon Stadium and had a few questions on the Game Boy Transfer Pak

A: Will it be possible to play all Game Boy games (regular and color) on the N64 with the Transfer Pak?

B: Will you need a Game Boy to use the Transfer Pak? If so, what kind? A new one (Pocket, Color), old one (heavy and gray), or either?

C: If Nintendo's making an adaptor for the Game Boy, will they for the Super Nintendo? Regular Nintendo?

Lazy Chestnuts, That Guy Calloway
via hotmail.com

A. No. The Transfer Pak is a device that takes data from a Game Boy cartridge and uses it with an N64 game. The two games that have been announced for use with the Transfer Pak are Pokémon Stadium and Mario Golf. Other GB/N64 Transfer Pak compatible games have yet to be announced.

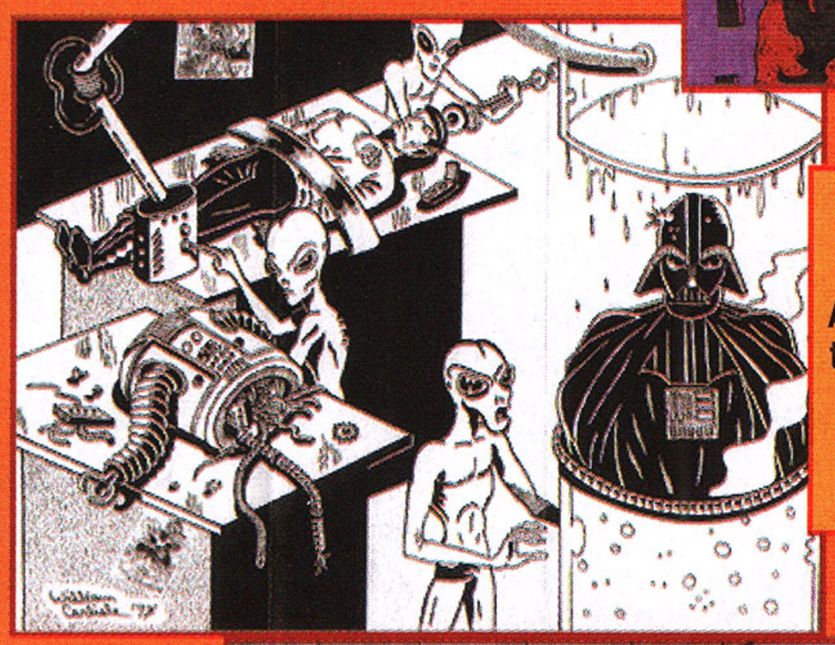
B. No, you will need a Game Boy cartridge. Again, it will currently only work with Pokemon and Mario Golf.

C. We think the answers above have clarified the answer to this question.

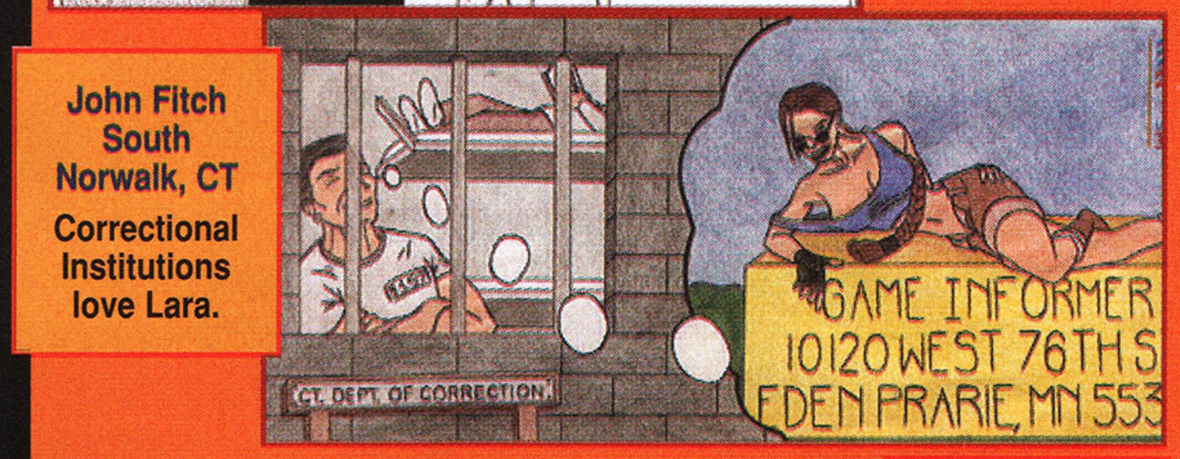
Four letters...one picture...you just can't beat that.

Khang Le
Westminster, CA
My oh my, he has a giant pink poker.

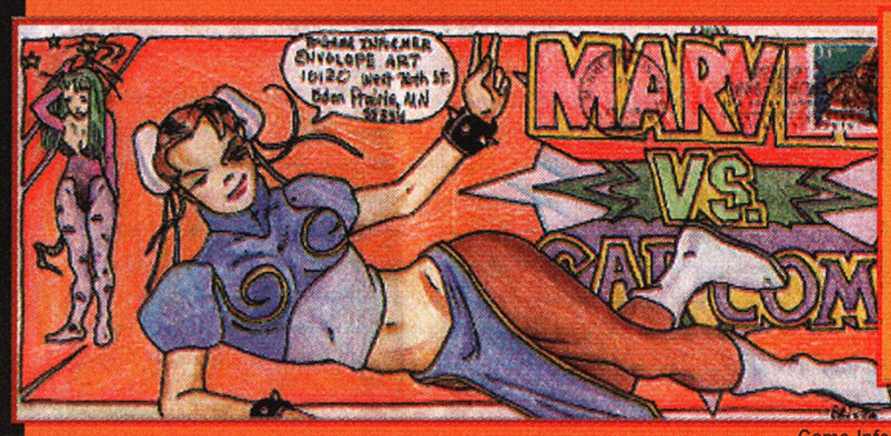
LeVar Williams
Hopewell, VA
Doin' the claw....doin' the claw...everybody loves doin the claw!



William Carlisle
Methuen, MS
A glimpse behind the scenes at the create a fantasy character work-shop.

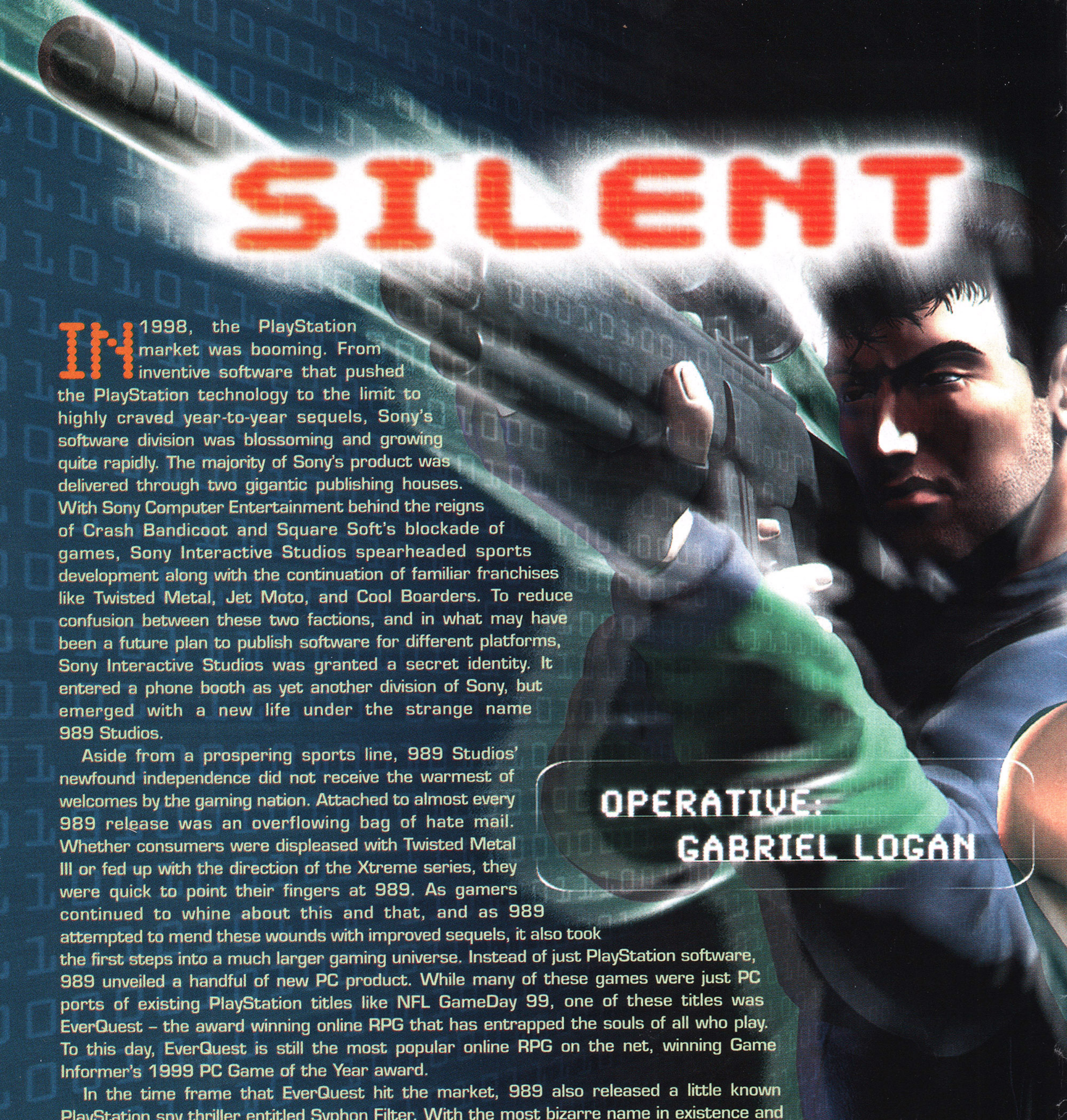


John Fitch
South Norwalk, CT
Correctional Institutions love Lara.



Britta Swank
Minnetonka, MN
This MN local is from Minnetonka, Andy's high school alma mater. Go Skippers!

SILENT



IN 1998, the PlayStation market was booming. From inventive software that pushed the PlayStation technology to the limit to highly craved year-to-year sequels, Sony's software division was blossoming and growing quite rapidly. The majority of Sony's product was delivered through two gigantic publishing houses. With Sony Computer Entertainment behind the reigns of Crash Bandicoot and Square Soft's blockade of games, Sony Interactive Studios spearheaded sports development along with the continuation of familiar franchises like Twisted Metal, Jet Moto, and Cool Boarders. To reduce confusion between these two factions, and in what may have been a future plan to publish software for different platforms, Sony Interactive Studios was granted a secret identity. It entered a phone booth as yet another division of Sony, but emerged with a new life under the strange name 989 Studios.

Aside from a prospering sports line, 989 Studios' newfound independence did not receive the warmest of welcomes by the gaming nation. Attached to almost every 989 release was an overflowing bag of hate mail. Whether consumers were displeased with Twisted Metal III or fed up with the direction of the Xtreme series, they were quick to point their fingers at 989. As gamers continued to whine about this and that, and as 989 attempted to mend these wounds with improved sequels, it also took the first steps into a much larger gaming universe. Instead of just PlayStation software, 989 unveiled a handful of new PC product. While many of these games were just PC ports of existing PlayStation titles like NFL GameDay 99, one of these titles was EverQuest – the award winning online RPG that has entrapped the souls of all who play. To this day, EverQuest is still the most popular online RPG on the net, winning Game Informer's 1999 PC Game of the Year award.

In the time frame that EverQuest hit the market, 989 also released a little known PlayStation spy thriller entitled Syphon Filter. With the most bizarre name in existence and under the development reigns of Eidetic, the same team that created Bubsy 3D, Syphon Filter appeared to be a ridiculous release that would be yet another 989 flop. With countless odds stacked against it, Syphon Filter quickly silenced all unbelievers with its intense action-packed gameplay. Even with competition from Metal Gear Solid, Syphon Filter has become known as the must-have PlayStation spy thriller. Many gamers have even gone as far to say that Syphon Filter is the best PlayStation game of all time.

With EverQuest and Syphon Filter finding success, 989 was also gaining respect of gamers across the globe, and its future looked very promising. As expected and demanded by gamers, 989 Studios performed miracles with the latest Twisted Metal title and also began work on an EverQuest expansion pack titled Ruins of Kunark, which releases this Spring. Equally as exciting, 989 announced that a high-powered sequel to Syphon Filter was on the

KILLERS

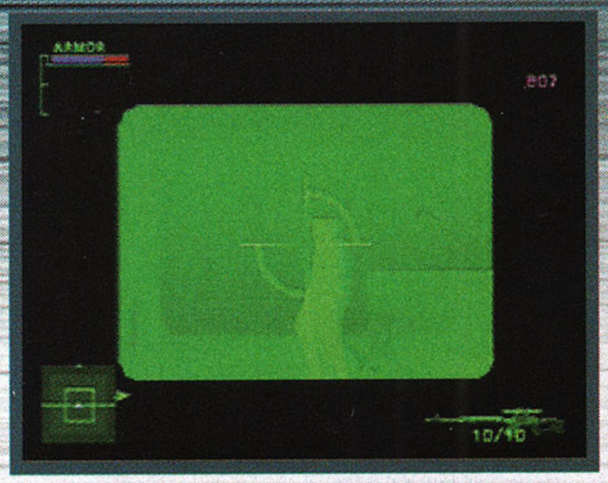
way and would hit the streets in March.

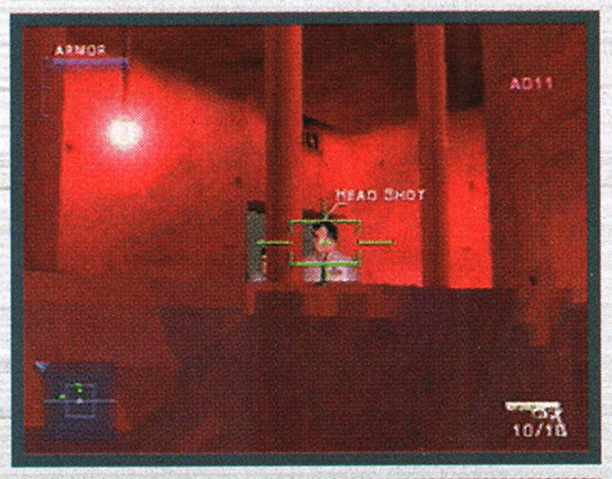
Yet right as 989 hit its high point, big brother Sony stepped back into the picture and announced that it would dissolve 989 Studios and make the operations a piece of Sony once again. At the peak of its life, Sony has played the role of assassin and silently killed 989 Studios. Many of our good friends have been laid off, but rest assured, the games in development are safe and will still come out – only under the Sony name. Syphon Filter 2 is one of the last games that 989 will ever release, and to say it will go out with a bang is a serious understatement. Syphon Filter 2 brings to life the same hard-knuckled combat that made the first game the classic it is today. Syphon's comical star, Gabriel Logan, has resumed his role, but this time he won't be the only character in action. His partner, Lian Xing, is now a playable character in eight of the 21 missions. Seeing how gamers love to eliminate problems with a stealthy twitch, Syphon Filter 2 features a plethora of silent killing methods. A handful of different sniper rifles, the ever handy taser, and the newly implemented sharp knife allow gamers to cleanly eradicate evil without it ever knowing about their whereabouts.

With a larger budget, Syphon Filter 2 spans across two game discs, delivering a more cinematic experience along with even better gameplay. When all is said and done, this adventure will rank as one of the best the PlayStation has to offer. It's incredibly long and even more challenging than the original. 989 Studios may quickly be forgotten, but it will always be remembered for its incredible work on this riveting and brilliantly sculpted series. A detailed look at 989's final masterpiece is just a flip of the page away. ●●●

Syphon Filter 2™

SNIPING



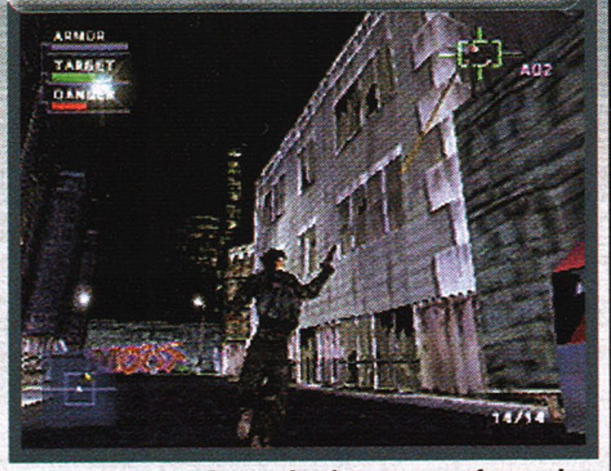


Delivering punishment through the scope of a sniper rifle is the most satisfying experience in Syphon Filter 2. Eidetic has loaded this game with sniping options and different rifles. One even includes night vision and a silencer. When using these weapons, aiming at an enemy's head is a must.

MOVEMENT

One of Syphon Filter's biggest draws was its fluid movements and sheer amount of them. In the sequel, both Gabriel and Lian share the same control style which includes the awesome running strafe, the crouching walk, and the evasive role. For analog users, a walk move has been added.

TARGETING



Even if the player isn't aware of nearby enemies, pressing L1 will target the nearest adversary. Holding L1 will lock onto the enemy, allowing the player to open fire while on the run. This technique works well, but more specific targeting is needed for enemies wearing flak jackets.

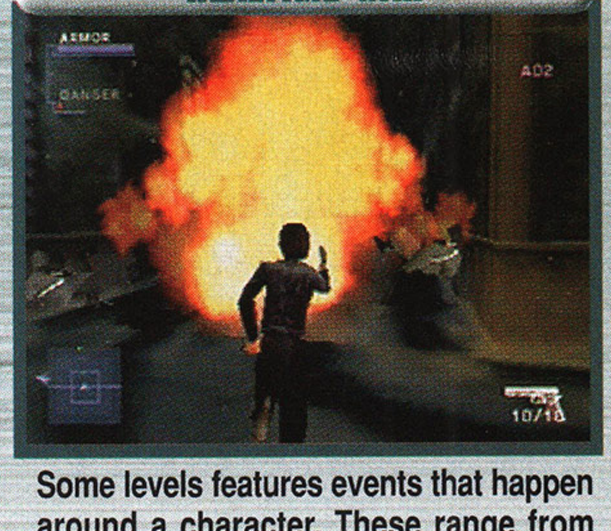
STEALTH

Being gun-happy works for certain situations, yet most success comes through blending into the environments and progressing unnoticed. Most of the levels in Syphon Filter 2 require that stealth be used. Staying out of an enemy's peripheral vision, ducking behind objects, sniping, and cleanly slitting throats are the tactics you'll need to master.

FMV CUTSCENES

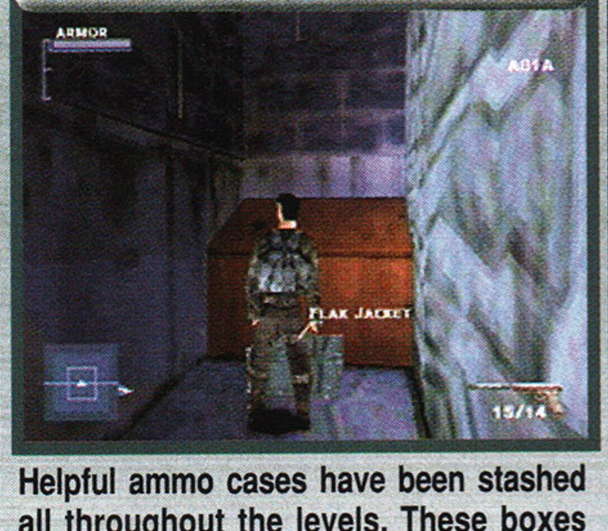
With a larger budget, Eidetic has incorporated in longer and more detailed FMV cutscenes. After each level comes to a close, an FMV clips leads to the next stage. For crucial situations, some FMV's appear during gameplay. Most of the plot twists come to life within these mini-movies.

REALTIME WAR



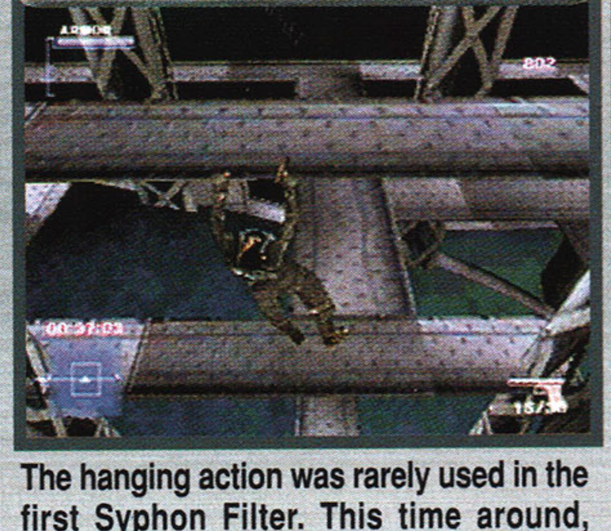
Some levels features events that happen around a character. These range from two factions warring in the streets of New York to two NPCs having a conversation in a hallway. These events will both aide and seriously affect a player's performance. Even the smallest things like stray bullet fire are factors.

EQUIPMENT



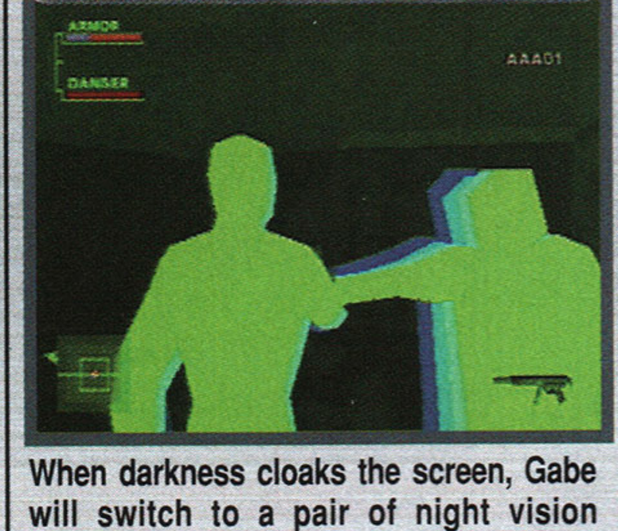
Helpful ammo cases have been stashed all throughout the levels. These boxes contain new weapons, additional ammo, and flak jackets. Many times the more important boxes are well hidden.

HANGING



The hanging action was rarely used in the first Syphon Filter. This time around, you'll call upon it for a number of missions. You'll even need to drop, hang off the side of a bridge and hand-over-hand shimmy to the other side.

NIGHT VISION



When darkness cloaks the screen, Gabe will switch to a pair of night vision glasses, allowing him to easily see and eliminate all who oppose.

TACTICAL BREAKDOWN

A simple plan in theory, the United States government has summoned all nearby armed forces to oversee the transportation of the Syphon Filter virus to the safety of a hidden stronghold. With all special agents on hand, including Gabriel Logan and Lian Xing, this mission should have been a walk in the park. Never underestimate the will of the bad guy. Out of nowhere, a covert terrorist organization struck the convoy with the fury of the gods. Not only was the Syphon Filter virus stolen, Lian Xing was also kidnapped. The last mission may have been harrowing, but now it's personal. Your mission: secure the Syphon Filter virus, eliminate the terrorists, and save your friend Lian.

JUMPING

When Gabe or Lian reach an edge of a platform that is connected to a gap leading to another platform, they will automatically jump across the gap onto the other side. This technique is used mainly on the train level. You'll also see Lian use it to cross from building top to building top.

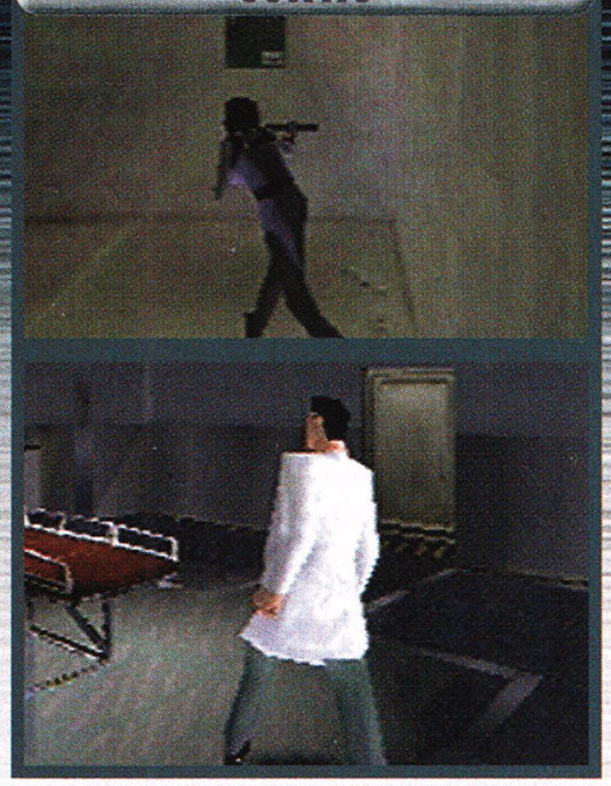
MISSIONS

A wide variety of objectives and parameters must be met by the player on each and every stage. The missions range from obtaining weapons, assassinating world leaders, stealing a chopper, and simple sabotage runs. The parameters range from protecting allies to not putting a base on alert. Each stage delivers a different set of difficult objectives.

EXTRA FIREPOWER

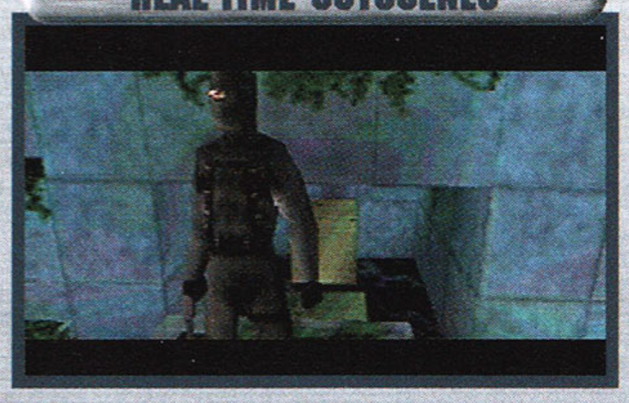
Our deadly duo has enough firepower as is, but sometimes more ammo is needed. Certain stages offer level specific firepower that you cannot use anywhere else. Pictured here, Gabe ignites a horde of terrorists with a truck-mounted flame thrower.

OUTFITS



Lian and Gabe don more different guises than a fashionable Barbie doll. Gabe takes to the streets in his standard garb, a doctors outfit, and even a Snake Eye's stealth suit. Lian wears a hospital gown, a scuba suit, her normal wear, and you may even see her in her panties.

REAL-TIME CUTSCENES



With the FMV clips bringing updates of the story at each level's end, players will also receive story breaks within the stages with shamelessly integrated real-time sequences that use the same graphical details as the gameplay. They're not flashy, but they're sufficient.

SILENT KILLS

In the original Syphon Filter, close range kills were delivered via a taser. Not exactly the cleanest kill, is it? In the sequel, Gabe is much wiser. By sneaking up on enemies, Gabe can apply a quick kill by slitting their throats with a knife. The inexperienced Lian still likes to use the taser.

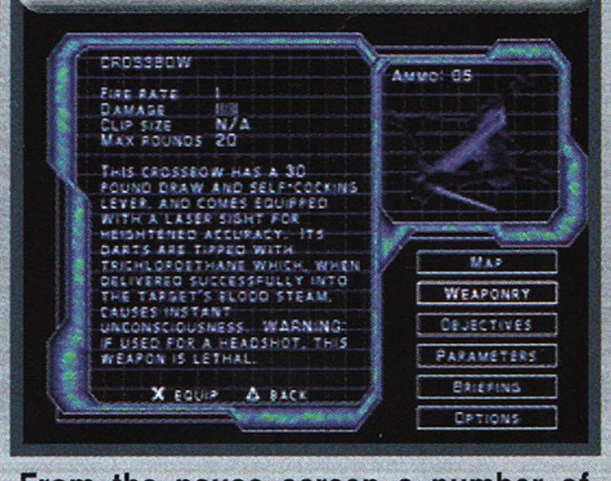
ONCOMING TRAFFIC

The terrorists have a busy schedule to keep, and they'll do anything necessary to make sure that nothing stands in their way. They'll even run you down with cars.

NEW WEAPONS

To get better acquainted with surroundings, binoculars can be used to search the terrain. Syphon Filter 2 also gives the player the chance to hurl grenades.

BACKEND HUD



From the pause screen a number of interesting options and helpful tools can be accessed. From weapon bios to a detailed map for every level, players can study up to achieve a better understanding of almost everything in the game.

MULTIPLAYER

With GoldenEye-like options and gameplay, Syphon Filter's multiplayer proves to be a rockin' good time for two-players. Bonus arenas and additional levels are hidden and can be unlocked through playing the normal game mode.

DEATH

You'll be meeting with the reaper quite often in Syphon Filter 2. The enemies are now very intelligent and loaded with firepower. Some enemies wear complete body armor that bullets cannot penetrate. Many enemies also have the ability to headshot you. Just like your target system, a little 'Head Shot' will appear above your head when an enemy has you in a one-hit situation.

Syphon Filter 2™

There Goes My Hero

The popular museum level makes a brief appearance in Syphon Filter 2.

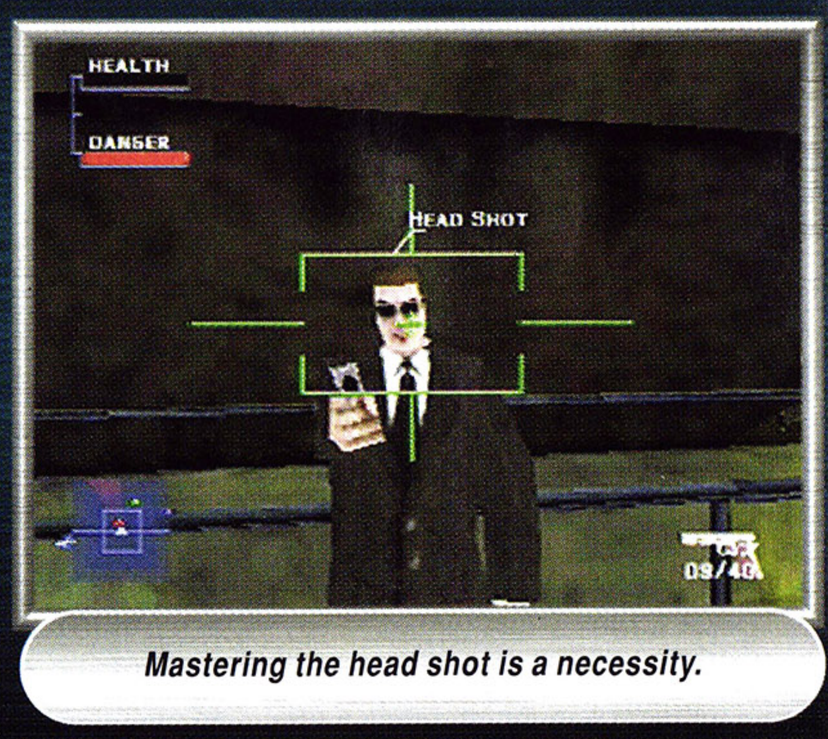
Syphon Filter joined Tony Hawk's Pro Skater as a sleeper hit of 1999. Not much was expected of either title, yet when they hit the market, retailers could hardly keep these games in stock. Even a year after its release, the original Syphon Filter is hanging tough and remains one of the PlayStation's top sellers.

With innovative gameplay and a harrowing mission that keeps gamers submerged in the plot up until the very end, Syphon Filter has been forever etched in stone as one of the PlayStation's greatest games. The sequel, while lacking in innovation, is running on an enhanced version of the original game engine. Developer Eidetic has made a conscious effort to clean up the look of the game. The texture maps are much cleaner and less pixelated. Even the character models feature more lively appearances. Instead of trying to make the game more acceptable for the entire PlayStation audience, Eidetic has created this sequel for the fans of the original. Thanks to improved enemy AI, the game is much harder, and with powerful new weapons, a whole lot bloodier as well.

With many exclaiming that the play control in the first game was perfect, Eidetic has left the gameplay exactly the same. Targeting explodes in three different modes, and once again, the head shot is the most useful tactic in the game. Enemies can also kill you in one fell swoop with a head shot. To tackle this aggressive new terrorist organization, Lian Xing joins Gabriel Logan as Syphon Filter 2's second playable character. Lian is equipped with the same moves and arsenal as Gabe, but differs in the slightest ways. For close range combat, Lian utilizes the taser. Gabe likes the combat knife which he can use to hack and slash or simply slit throats.

Syphon Filter 2 is loaded with both FMV and real-time cinemas. There are so many of them in this game that 989 Studios decided to release it as a two disc set. Both discs feature 10 levels and a ton of story material. The most exciting enhancement to this sequel is the addition of multiplayer. Two players can enter a number of mini-arenas and open fire on one another. A slew of characters and additional arenas are hidden and can be unlocked via the single player game.

While Syphon Filter 2 isn't a big departure from the first game, the slew of enhancements and a more gripping story make this sequel feel like a completely different entity; it has so much going for it that it may even please those who disliked the first title. ■



Mastering the head shot is a necessity.

JAY
THE GONZO GAMER

Concept	9
Graphics	8.75
Sound	9
Playability	9
Entertainment	9.5
OVERALL	9

"**Syphon Filter 2 is about as good as a sequel gets.** The solid gameplay has been left untouched, the missions have been beefed up, and thanks to a larger budget, the disc count has been doubled. The two-player game, while not the defining deathmatch experience, is certainly above average. Fans of the original will either appreciate or despise the improvements in enemy AI. In the first mission alone I threw down my controller twice, disgusted with my own ineptness. In fact, the high difficulty level may be the game's only flaw. Those without a Syphon Filter background may find part two to be more than they can handle, deciding within a day that it's time for a trade-in. 989 may be scaring off potential new customers, but considering how well numero uno sold this shouldn't be a problem."

ANDY
THE GAME HOMBRE

Concept	9.25
Graphics	9
Sound	9
Playability	8.75
Entertainment	9.25
OVERALL	9

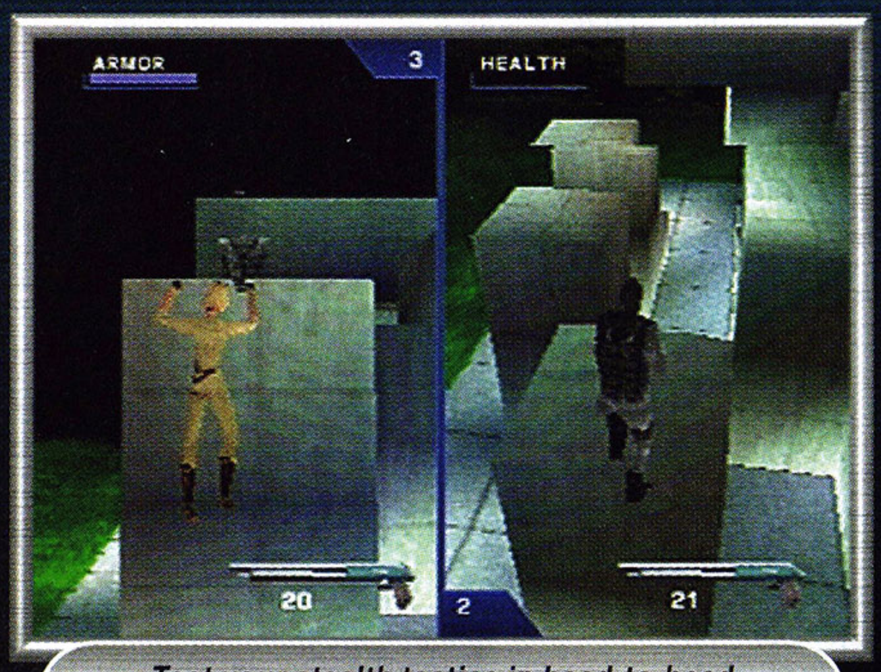
"Syphon Filter 2 is everything you liked about the first and a whole lot more. The biggest improvement in my mind, though, is the expanded storyline that is brought to life through numerous, and I do mean numerous, cutscenes and CG video clips. From enemies chatting amongst themselves to interaction with team members, there is a lot more plot to soak in. Also, the addition of Lian as a playable character gives the game a little bit of variation. The levels themselves are more refined, with smarter enemies and more gadgets and guns to play with. About the only thing that is not bigger and better than the original are the controls, which were luckily left untouched. **Thankfully, 989 didn't try to change Gabe's jarhead personality 'cause I love the big loaf for the dork that he is. Excellent action game.**"

REINER
THE RAGING GAMER

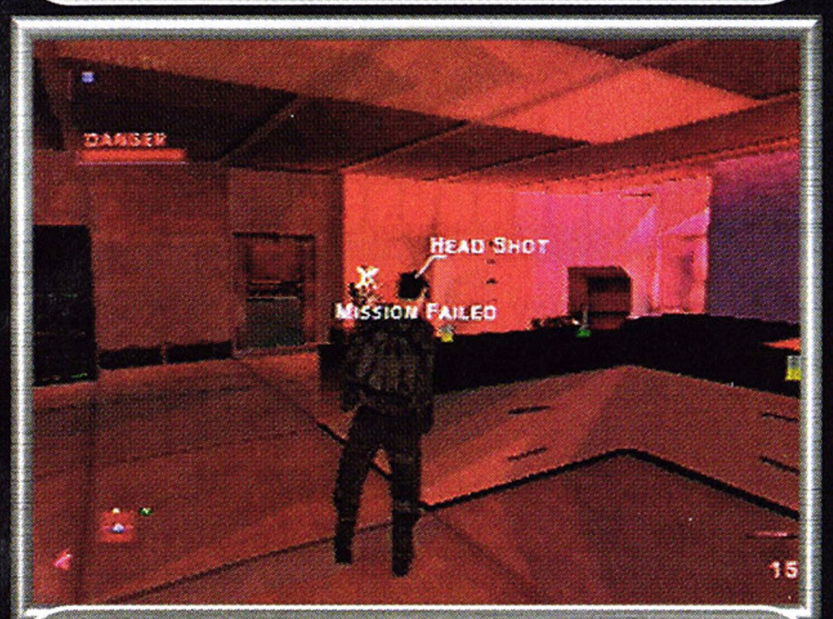
Concept	9.25
Graphics	9
Sound	8.75
Playability	9.25
Entertainment	9.5
OVERALL	9.25

"Suffering from a similar anti-climatic ending as Soul Reaver, the original Syphon Filter concluded with a pop rather than a bang. Thankfully, the success of the first game has garnered a larger budget, and in this, Eidetic was able to create more cinematics and a much more dramatic story. I just love the way that the game changes focus between the two playable characters, Gabe and Lian. Both characters have major hurdles to tackle, and at times you don't think either of them has a chance of surviving. Syphon 2's gameplay is the same song and dance that made the original game an addictive romp in the action genre. Sniping and head shots are plentiful, but now the enemy AI is much more intelligent. They wear full body armor and even have the ability to head shot you. **It's harder than the original, and even more explosive. A must have for all!**"

The enemy AI has improved drastically. When they flee, they may be luring you into a trap.

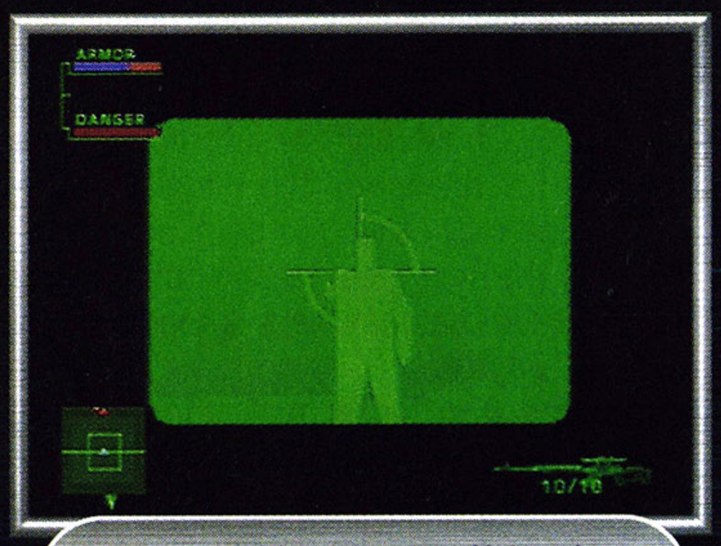


Test your stealth tactics in head-to-head deathmatch.



Enemies can now use the head shot to eliminate players in one shot.

Sophisticated controls allow players to auto-lock on the run.



There's nothing more gratifying than sniping an enemy from a mile away.

Targeting certain environmental objects can lead to disaster.

PlayStation Review

TEEN T CONTENT RATED BY ESRB

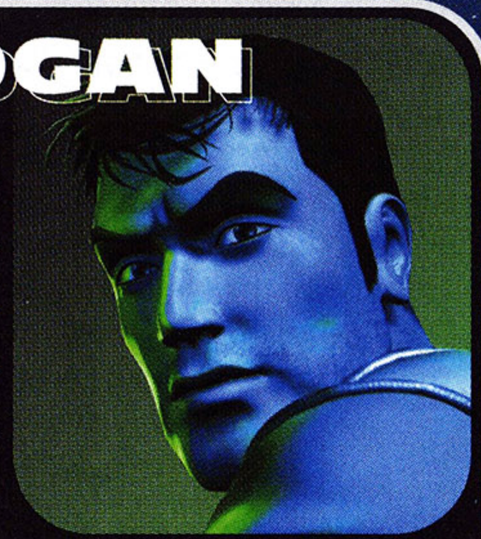
- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Action
- **Special Features:** 21 Levels; Play as Gabe & Lian; 10 New Weapons; 2-Player Deathmatch; 20 Multiplayer Arenas; 3 Targeting Modes; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Eidetic for 989 Studios
- **Available:** Now for PlayStation

Bottom Line: 9

CHARACTER VIEWS

Syphon Filter 2's tag team dynamic duo, Gabriel Logan and Lian Xing, have just embarked on their most dangerous mission yet. Gabe is forced to gun down countless troops, while Lian gets a hands on taste of what the Syphon Filter virus is really like. The odds are stacked well against both of these agents.

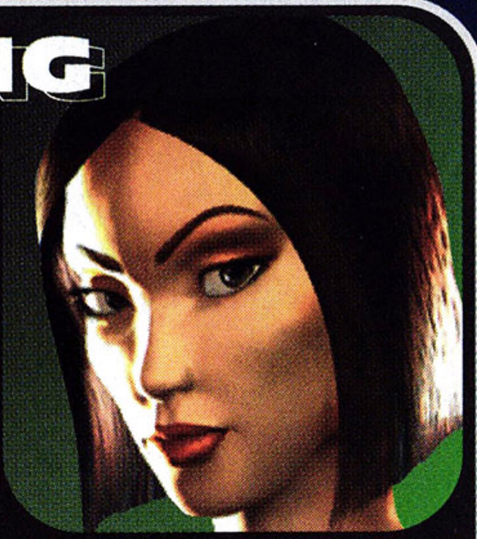
GABRIEL LOGAN



Age: 36
Height: 6'3"
Weight: 185 lbs.
Born: Camden, NJ
Eye Color: Brown
Specialty: Covert Ops

Considered the top operative in his field and commissioned as a 2nd Lieutenant in the U.S. Army, Gabriel Logan is the United States government's go-to guy for terrorist clean-up. At the age of 36, Gabe knows that he doesn't have too many days left as covert operative. Therefore, he assigns himself to as many missions as he can. With an M.A. degree in biochemistry and a B.S. degree in biology and chemistry, Gabe is guaranteed a high ranking position within the agency when his field days are through.

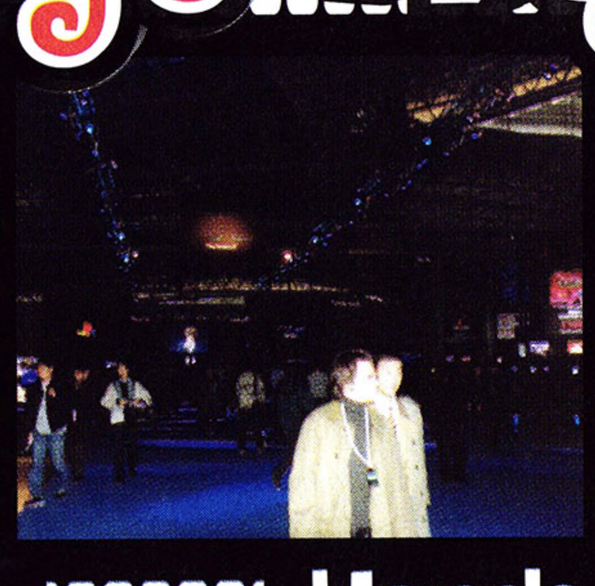
LIAN XING

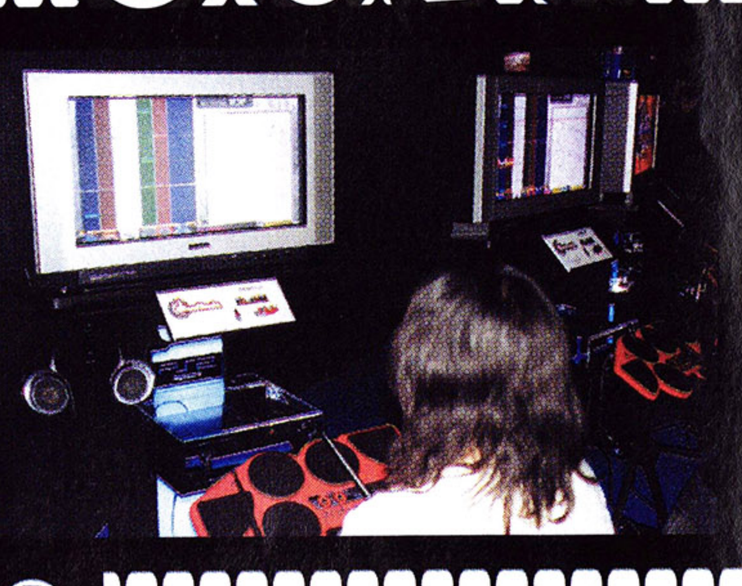


Age: 30
Height: 5'7"
Weight: 120 lbs.
Born: San Francisco, CA
Eye Color: Brown
Specialty: Intelligence Communications Expert

With a Ph.D in computer science and a B.A in languages, Lian Xing has proven to be a valuable asset to the Agency's field of communications. Graduating as an operative of the Agency in 1996, Lian is still considered a rookie and is not allowed to tackle terrorist situations on her own. Studying under the Gabriel Logan, Lian has made great strides in covert actions and may someday become an Agency heavy hitter.

Sony's PlayStation Festival





Hands On the PS-2 Hype

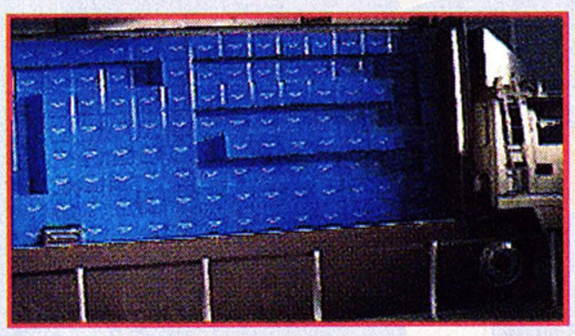
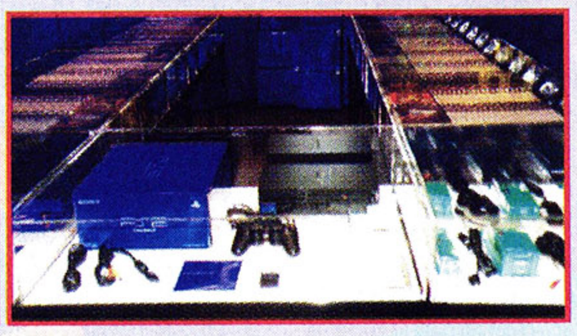
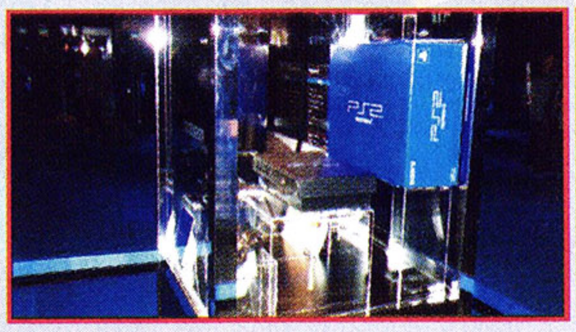
The sheer amount of product, as well as hype, that even the most casual gamer is exposed to is enough to turn almost anybody's head around several times over. With the onslaught of information regarding the pending Japanese release of the PlayStation2 in March, fans and press alike have gone crazy trying to get their heads around what has been expected to be the next great leap in home entertainment – the best thing since you learned matches have a tendency to set living room furniture and siblings on fire.

Anyone who looks back upon the pages of home console gaming knows that the feverishly anticipated system of the year is but a corporate meeting away from being delayed indefinitely or canceled. Glass cases that were supposedly there to keep people from getting their grimy hands on the product have more often than not been put in place to keep the fact that the unit is a sham from being discovered. Then along comes the PlayStation Festival. Nobody was really sure what we were going to encounter, and given past history, it could have been not much.

The festival's name hid the fact that Sony was putting forth its best efforts to prove to the public that the second version of the biggest-selling console of all-time was not going to make the PlayStation name a one-trick pony.

While there was a presentation in the middle of the day, this was merely to run some awe-inspiring movies for upcoming product. It's a good bet that some of the people there didn't even give the vaguest glance away from their playing screen as they dug into over 25 PlayStation2 games. From the mighty Tekken Tag Tournament or Gran Turismo 2000 to the relatively new Love Story, all were lined around about 15 giant feeding pillars spread out around the hall's floor. Whatever predictions regarding Sony's readiness to be able to provide well over a million units within the first 48 hours of Japanese release, the festival showed that, at minimum, around 400 of the things were ready and working. So we readily accepted the invitation and jumped into playing the highly anticipated titles.

DON'T MIND IF I DO...

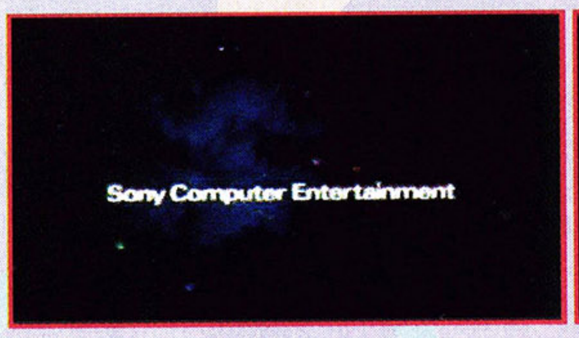




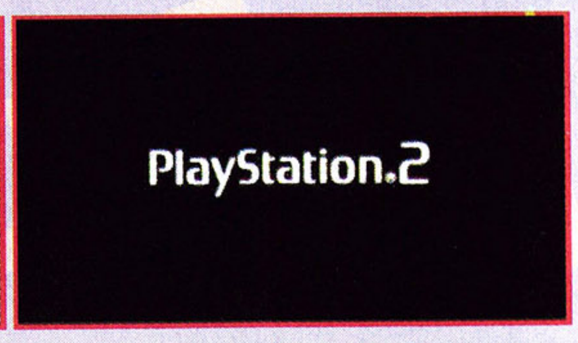
ALL SYSTEMS ARE GO!

At various points around the perimeter of the building, as well as some places in the middle of the floor, there were either stacks of empty, beautiful blue PS-2 boxes waiting to be toppled. Either that or cases were filled with the box's ready compliment of cords and cables. In fact, two flatbed trucks flanked the main presentation stage, as if to show people that complete PS-2 saturation was nothing more than a phone call and a sleepy trucker away.

Many people are curious about the boot up sequence of the PlayStation2, and why not? Well, we're sorry to say that although it does the job required of it (giving you all the options to check your memory card, change the screen size, manage DVDs, and so on), at the end of the day, it's still all about that PS-X logo (and the ensuing plain fonted "PlayStation2") that comes up when you put a game in.

"Enough of the history lesson and academic theorizing, pontificating, and posturing, Pointdexter!" You must be saying. All right, here's what we found about Sony's opening salvo for the PlayStation2...





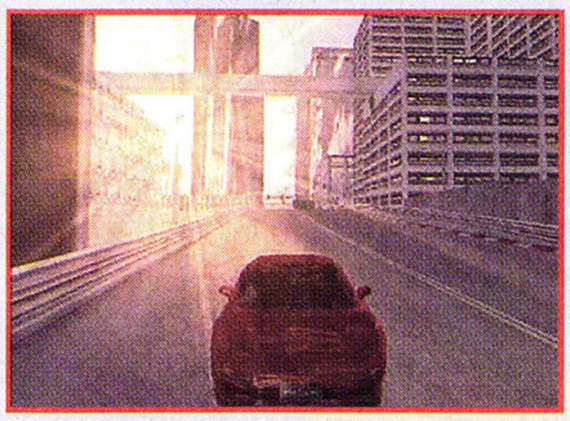
RACERS QUICK TO TEST DRIVE PLAYSTATION2

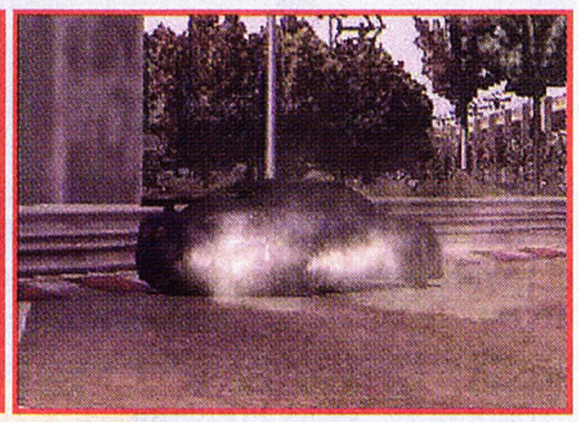
Ridge Racer V

A quick sweep through the courses can easily serve as a one game PR tool for the might of a system, giving gamers the ability to immediately put in a game and start off without much fuss. Therefore, it is more than appropriate that the PlayStation Festival was quick to point out three new games to the racing community: Ridge Racer V, Gran Turismo 2000, and Driving Emotion Type-S.

It must have been easy for some developer to just gaze out of their window in Tokyo one day and suddenly come up with a vision of inspiration, because what once was the bane of drivers is now the boon of gamers everywhere. RRV's cityscapes are populated with intersecting, bi-level freeways that are the staple of Tokyo's infrastructure. This means that your racing sensation is delightfully twisted, as your eyes are enticed off the road by lines of perspective that head off the screen to parts unknown. Not only that, but traffic heading down these opposing motorways contain cars that are as detailed as your own, without slowing down any of the frames.

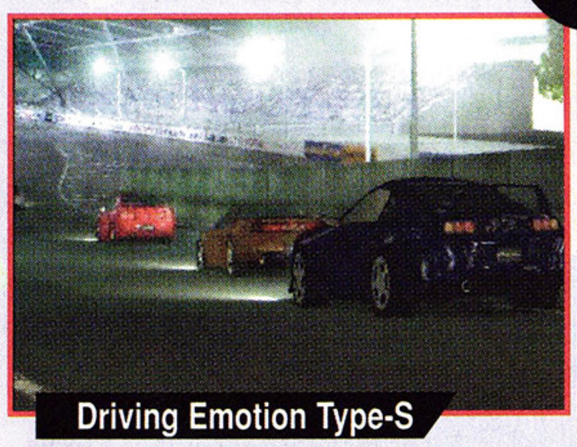
With over 300 highly detailed cars to choose from, you'll want to take them all out and watch as sunbeams, artificial lamplight, and even your brake lights play all over your car's body and dance in your eyes. Day, evening, and night driving options are offered to let you test the game's commitment to such marvels.





GT 2000

Any corners that were cut by Sony on GT2 may have been the result of GT 2000's commitment to excellence. With heaven's rays dancing off of everything in sight, it is very tempting to see this as a Sunday drive under the auspices of holy light and not a car race. But it is not just the look of the game that is awe inspiring, it's also the sheer feel of the game, allowing your eyes and senses to be physically touched with joy.

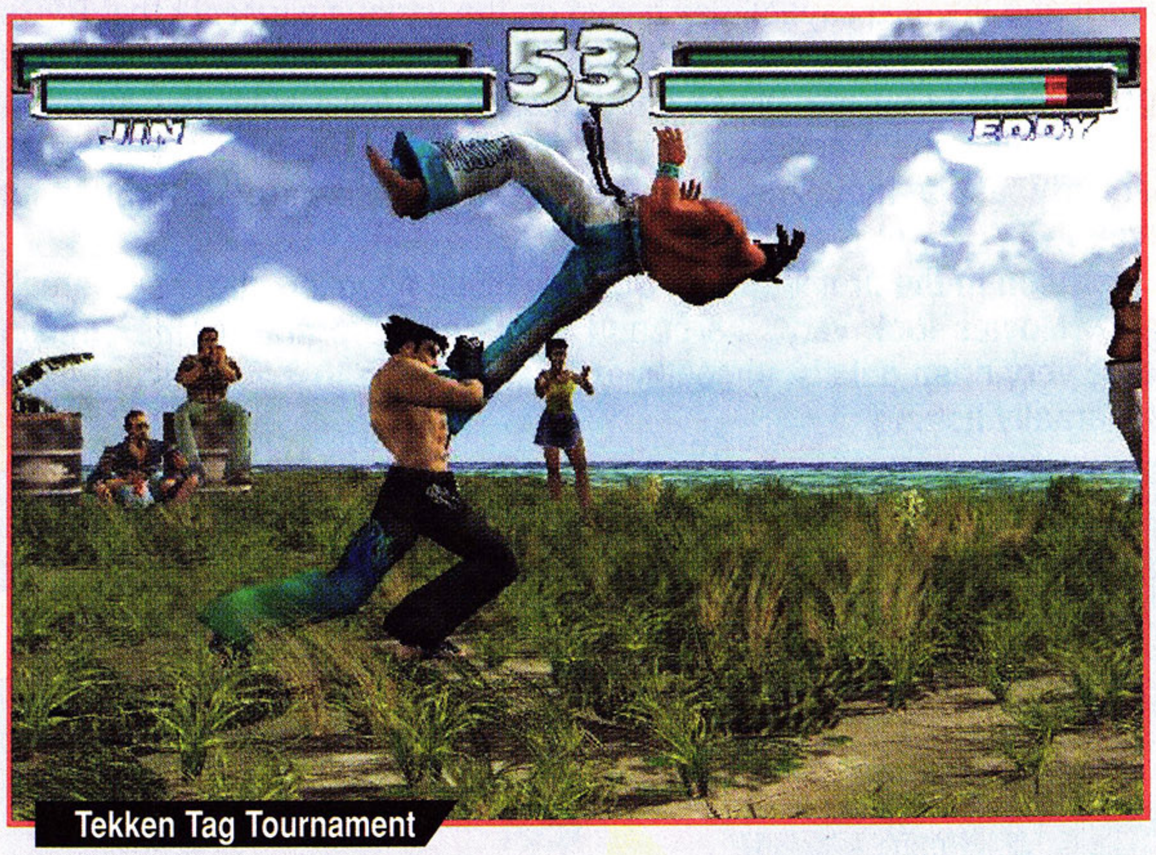


Driving Emotion Type-S

Square's Driving Emotion Type-S may have a bum title, but be assured that this game will fight for a piece of the action just as hard. Trying to add an eye-catching twist, directly in front of you are a pair of hands willing to move for you in the time that it takes your brain to shoot electrochemical messages that tell you to do as much.

Keeping up with the simulation aspect of racers these days, Driving Emotion includes a bunch of vehicles and licenses, including the nod from companies like Honda, Mitsubishi, Subaru, Toyota, Nissan, and Mazda. Coming out sometime in March, you should keep your eyes peeled for this dark horse.

SETTLE THINGS THE OLD FASHIONED WAY



Tekken Tag Tournament

Fighting games may be on the wane as far as how much of the overall gaming pie that they help themselves to, but Sony has not forgotten how this genre can bedazzle combatants. Tekken and SF's PS-2 prodigies bring stormy clouds of fighting anger to even the most peaceful heart.

The delay from a PS-2 launch date to the end of March for potential Japanese players of Tekken Tag Tournament hurts like a shot to the groin, as screenshots for the game have been floating around for what seems like forever. After having played the game, there is no doubt that this game's kung fu is better than just about everyone else's.

TTT plays like a fighter, but you've never seen one this purdy lookin'. Pictures of this game cannot represent its visual prowess. Individual blades of grass as well as several layers of background depth (independent AI controlled spectators, the sky, the beach, individual pieces of a cobblestone floor, etc.) combine with automatic camera movements. The only things that are shown in flat 2D are the power meters.

The multiplayer tag option works smooth as can be, allowing you to send in the relief even in mid-combo. Twenty characters are currently available, with Namco promising to offer more "Time Release Characters" on a website in mid-May.

Ken and Ryu might seem like two characters whose origins are lost in the mist of gaming time, but these two old tigers are spry enough to deliver the almighty combo upon any comers. Keeping up with Tekken Tag in the options department, Street Fighter EX3 (available for the

Japanese launch) also contains tag abilities, allowing four players to create a volatile foursome on each others a#$*. Nice backdrops spruce things up a little, while hand-to-hand combat lives large on this hard-as-nails game. To see some shots of Street Fighter EX3, turn to page 62.

FAIRIES WELCOME ON PS-2

As much as the PlayStation Festival trumpeted the new technology that is the PS-2, old touchstones abounded, with the world still safe in the knowledge that when there are dragons around, not only must they be slain, but there surely is an RPG within the casting radius of some fire spell. From Software summoned two such attempts, with both Eternal Ring and Evergrace set for the launch.

Eternal Ring

True RPGs certainly still exist, but all sorts of genres are being crossed with the popular format these days. Eternal Ring highlights the combination of plot, character, CG emphasis of an RPG, and the first-person see-and-kill vantage point typical of a shooter.

Kain Morgan is dispatched to the "Island of No Return" (dohh!), with a sword and magical capabilities based on the various elements that RPGs demand. Don't worry that you'll spend your time looking for glorified agates before you are strong enough to maim local animals - an earth manipulating attack and a water spell are included in the starting arsenal. Similarly, action-inducing teleportation discs are scattered throughout levels.

Early on in the project, From Soft promised a looker, and they weren't lying. Movies look very sharp, and level corridors and rooms contain some very crisp details, almost making it a shame that your sword hand is eternally itching.

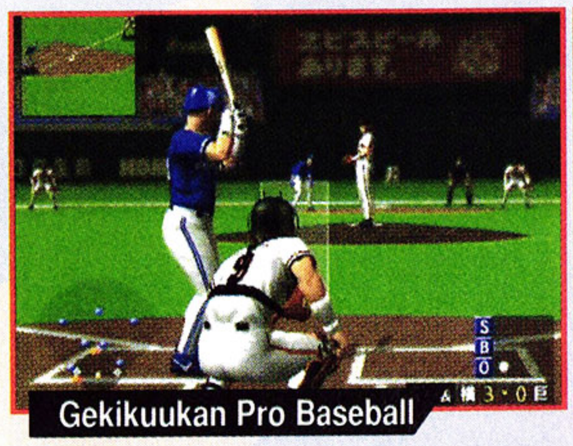
Evergrace

The bar was raised for Evergrace before it ever got out of the crib. From's shedding of the PS-X's puny powers left RPGers' heads working overtime in speculation of what was in store.

Two friends, Yuterald and Sharami (with names like those, it's no wonder they only have each other) arrive in a lost world; playing into the cliché of all RPG clichés, the "waking alone in a strange land" opening. It isn't long before you return to your first instincts by wandering the bright and alluring 3D world of the game, slaying miscellaneous small creatures without the need for a combat board cut-away. Varying camera angles as well as whirlwind special attacks also jack up battles.

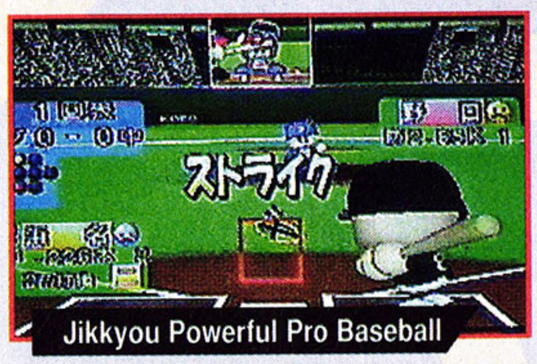
PS-2 CARRIES A VERY BIG BAT

Whether sports games are the mainstay of your gaming marathons or you stay away from the stuff (lest those school memories rise to haunt), consoles and gamers are indebted to how they make a system soar. Let's take a quick look at what the festival showed of PS-2's early roster.



Gekikuukan Pro Baseball

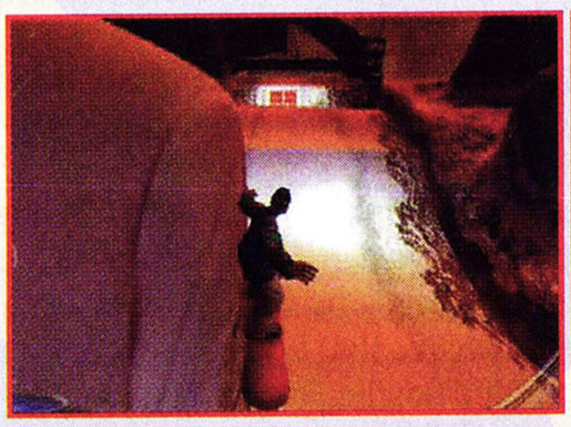
Hands down, the flagship sports game of any next-gen console is going to be Square's unwieldly titled, late March game, Gekikuukan Pro Baseball. Call it "Geki" or "kuuk baseball" if you will, but just don't call it any bad names, as this television quality game cleans up all others.

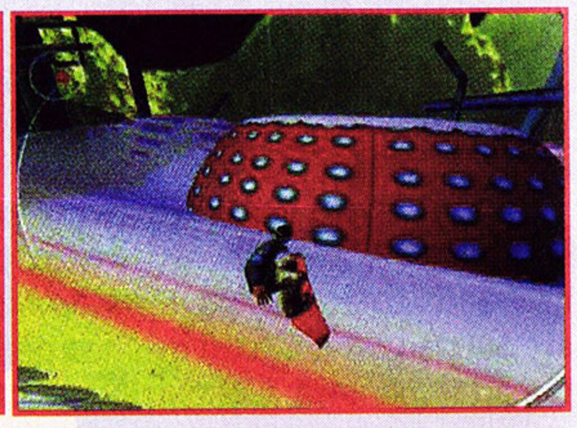


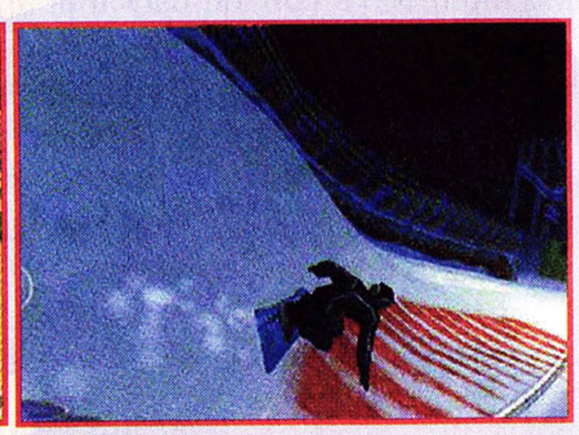
Jikkyou Powerful Pro Baseball

Watch the sleek, quick moves of the batter as he backs away from a wild pitch or hops in pain as he fouls a ball into his ankle. Showing it can handle action faster than a baseball player's bumblebee body will actually carry him, double-plays, home plate confrontations, and real-time TV-within-a-TV boxes for runners on first and third will make your mind weak trying to comprehend this one .

On the lighter side of sports, Jikkyou Powerful Pro Baseball 7 from Konami gives you a bobble-headed baseball bonanza for youngsters, and anyone unable to comprehend that the above ballgame is even humanly possible.







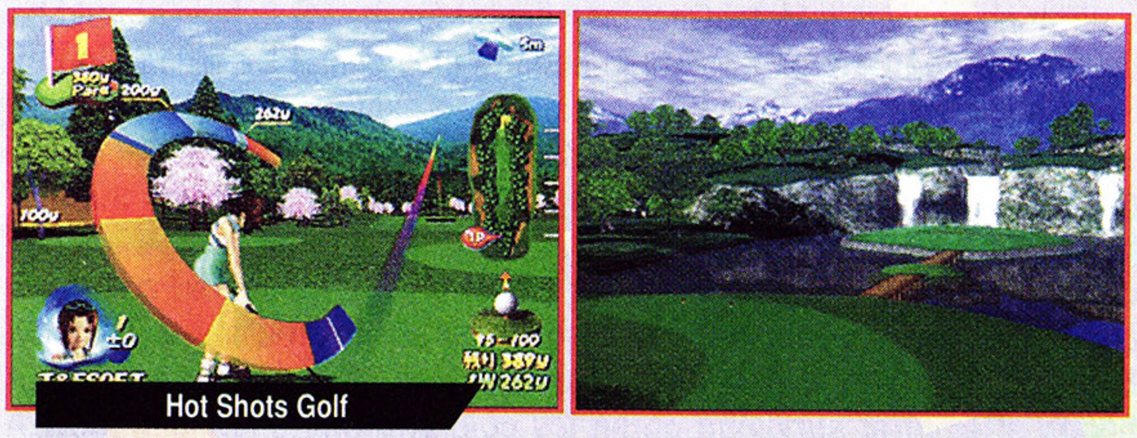
Super Snowboard Cross

Square EA's Super Snowboard Cross, formerly known as Boarder Cross, due for a Spring release, looks to be the first to tackle the popular extreme, trick-oriented genre that is so prevalent these days.

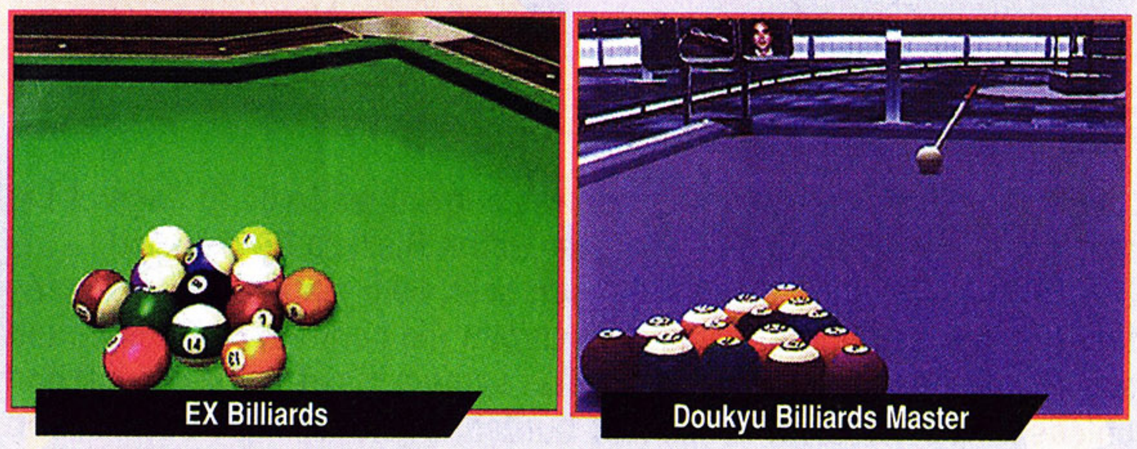
Holding all the features that have become standard with these games; Practice, Free, Single Event, and Championship modes shape your slope experience. Tricks are launchable off of jumps throughout an expansive and futuristic course. The game has a look and feel similar to the Dreamcast's Trickstyle, and it seems like this one could just as easily sit on a console somewhere short of the coming (now present) generation of consoles.

Jikkyou World Soccer 2000

The inevitable coming of EA sports' FIFA franchise to the PS-2 has yet to be announced. In the meantime, footie fans will have to play the game with Konami's Jikkyou World Soccer 2000 (unless its unknown release date is farther away than we think). It looks like a worthy addition, as this title plays similar to existing titles while adding yet another veneer of sharp gloss to the proceedings.


Hot Shots Golf

Where, oh where would the Japanese be without their golf games? The scarier question is: Where would that leave Paul Anderson? This is worth asking as T&E's Golf Paradise sweeps the country in late March (and will be supported by the four-player Multitap). Basically modeled after Hot Shots Golf, the one extra club in this game's bag is a course maker called Genesys-G, which allows you no end of link-defying possibilities.


EX Billiards

Doukyu Billiards Master

Interestingly enough, a few parlor games are getting their time in the PS-2 launch sun, giving us billiards games EX Billiards (Takara Co.) and Doukyu Billiards Master 2 (Ask Co.), and the 60's/70's pinball madness of American Arcade. The first two concentrate on exacting angles of bank shots versus the blood rush in trying to hustle big burly guys in a bar. It's just balls and a stick...

On the other hand, American Arcade by Astroll recalls those times when people said that pinball would never die... Shiny, meticulous rendering of the machines do away with the beer bottle watermarks and faded flipper buttons.

For those of you whose idea of sport is watching some poor sod avoid being crushed by giant cubes, a new version of Intelligence Qube - IQ Remix - is on hand to satisfy your blood lust. A musical element has been added to this latest version, due out March 23 in Japan (and a simultaneous two-player mode this time), which will no doubt make appeasing the savage tumbling dice even harder.

SIMS EASY FOR PS-2

Kessen

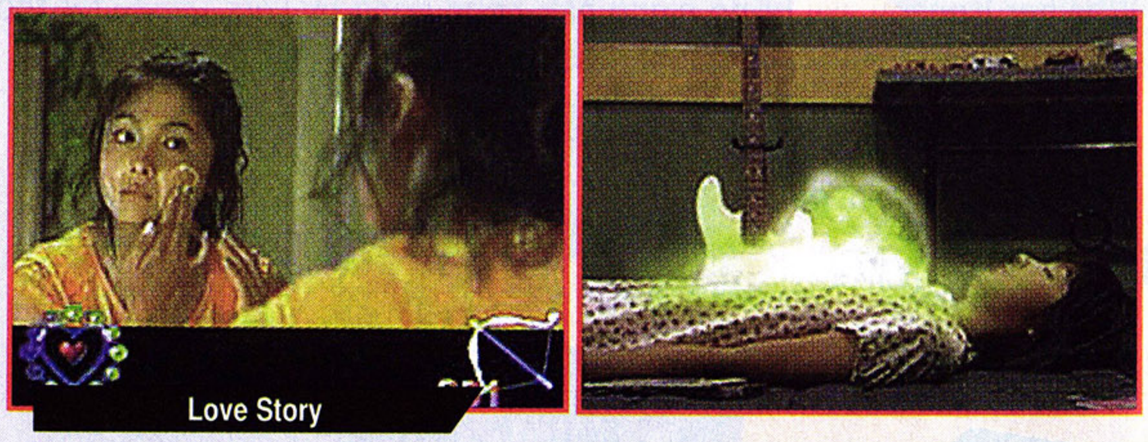
Early impressions of Kessen created great possibilities for the limitless merging and expansion of the interface between sims and combat. Being immediately handed the reins of feudal forces proved to be a battlefield strategy mistake, since most troop units that were controlled wandered the countryside randomly picking fights. However, moving and deploying soldiers in and out of both CG and real-time battles was a marauding hoot. Highly detailed 3D grid-like maps provide a setting for barrages of cannon fire from your artillery corps and leave the poor foot soldiers to get piked-off from horse bound officers. Such scenes of real-time melees were a little stiff, but impressive to behold nonetheless.

A-Train 6

Concerns of unit placement and grand, sweeping designs of power expansion of a different kind were taking place on the Sim City-esque launch day train game, A-Train 6 by Artdink. Scan through your breath-taking city and cast multiple camera eyes over your operation to be sure nobody is nipping at a flask while on the rails. If you can't make the trains arrive on time, now who can you blame?

ODDS AND SODS

Bringing up the slightly skewed end of PS-2 games are Love Story and Fantavision, two games which perhaps only a Sony Japanese mother could love.


Love Story

Love Story attempts to revive the interactive movie genre with you in control of various potentially heart-breaking situations - as if you'll ever be lucky enough to make right that time you blew off their birthday for a much needed new game. Similar to Dragon's Lair, movies run while asking for your input at appropriate times. Presumably, this game won't make it over here, but it would be interesting to see what else this soap opera has in store.

Fantavision

Fantavision ignites fireworks of the literal variety, as your hands take control of the night festivities to turn the masses into the drooling, rubber-necked, shiny-object-likin' simpletons they are. After setting up your charge options, you control this one like a shooter, with fireworks ignited through a target-and-fire system. Gamers into more brutal pursuits will appreciate rolling off combos of explosions and then sitting back and watching the replay.

Stepping Selection

Nobody enthralls alcohol-laden groups of partyers with music better than the Japanese, and with a track record that includes karaoke, the PlayStation Festival was sure to rev things up. Stepping Selection, boasting the musical support from the likes of Britney Spears and the Backstreet Boys, will allow you, with its difficulty settings and customizable steps (all for one or two players), to become even better than said sponsors. Similar to Dance Dance Revolution, with a floormat dancing pad, SS does not promise any cosmetic enhancing of any kind...

Drum Mania

Drummers may be the last ones to reap the rock star, backstage flesh freebies, but now Drum Mania from Konami (following other Bemani arcade games like Guitar Freaks) lets these misfits in with their own PS-2 exclusive game. Featuring the use of a stand-up controller with five drum pads and a set of sticks (neon griptape not included), players must hit in synch with scrolling snare, bass, and cymbal tracks. Whether Konami will bring along hair-band gong makers Paiste for the almighty game peripheral of all time has yet to be announced.

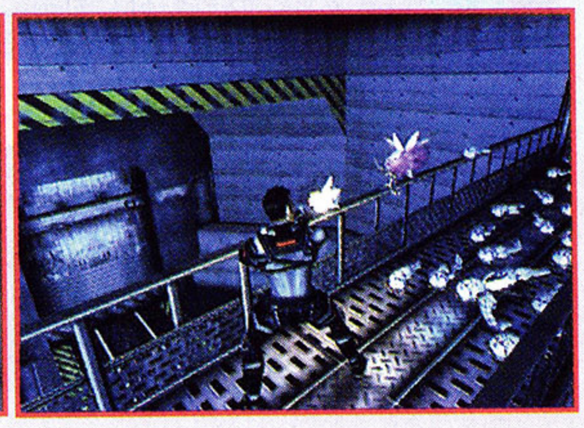
Be On Edge

Finally, Sony has combined a few genres for a music-related game called Be On Edge. The object of the game is to fill in colored blocks into a music measure while also watching the corresponding shenanigans of cartoon heroes and gangsters. It appears that a city's tide of justice rests on your ability to follow the bouncing ball and stay on the beat.

FESTIVAL GIVES GLIMPSES OF FUTURE TITLES

Amongst all the commotion of getting a look at what the Japanese public will be scrambling for in March was a segment in the middle of the day which grabbed much attention - movies of upcoming PS-2 games. While there wasn't anything shown that didn't blow the lid on the console's specs, viewers were especially treated to an awesome batch of titles to come.

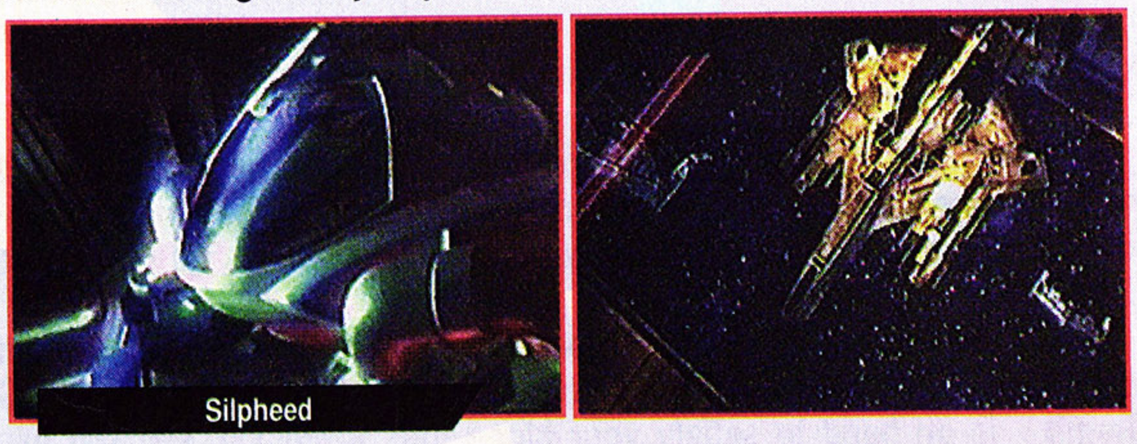
Extermination



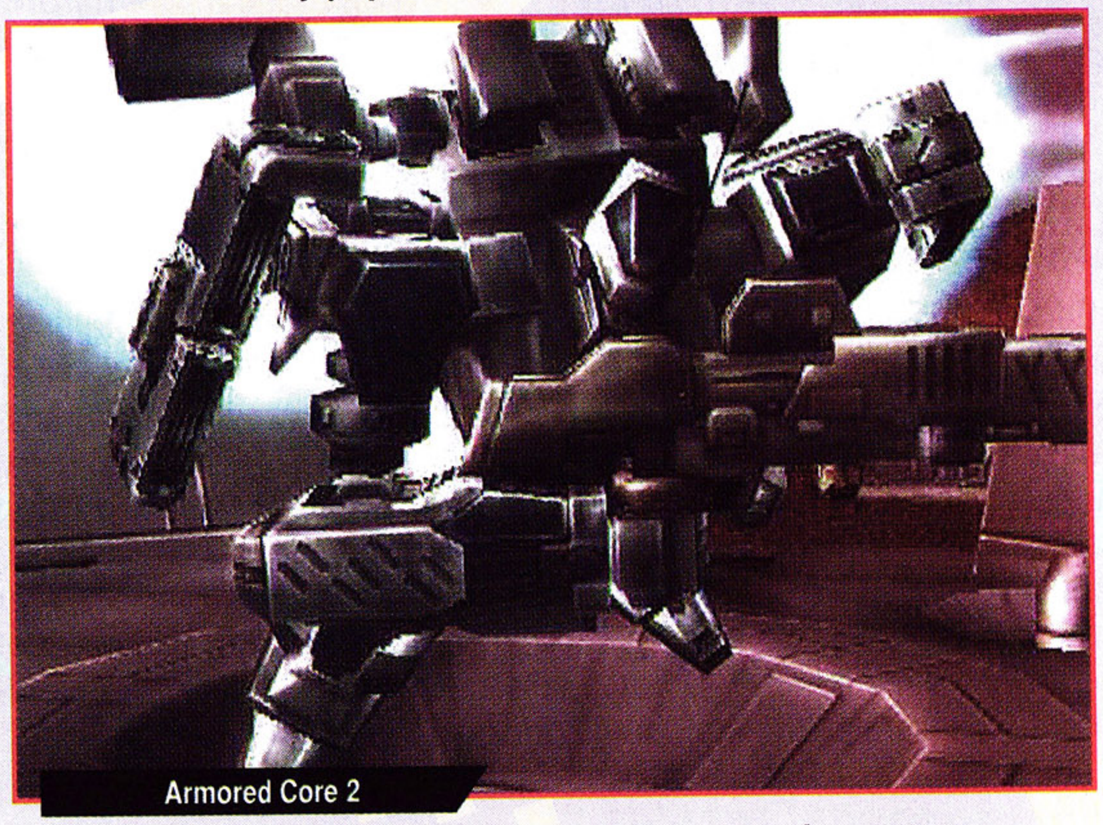
With no news of a Metal Gear installment for the PS-2, fans should be tipped off regarding an upcoming action game called Extermination by Sony. Preferring to warn you that this is an "action-panic" game, you will be called upon to use your wits to survive and find out about secret mutating experiments that are taking place. But why destroy a thing of beauty? Such transformations occur in sickly fashion, with intestinal colors oozing out of victims. Other visual delights included gorgeous cut scenes (whenever empty shell casings are tossed about in quick bursts, it's a good day) and weather effects such as the protagonist's hearty attempt at surviving on an icy cold and unfriendly cliff-face. A release date for this one-man infiltration jam has yet to be announced.

GunGriffon Blaze

The most impressive movie that was shown had to be footage of the mecha artillery shelling that was GunGriffon Blaze, a PS-2 sequel to the Saturn title. A battle rages as the sun sets, with smoke from so many fired rounds sending streamers all across the contrasting background and foreground of the conflict. Mechas scream close to the ground and unleash their shoulder armament burden, or hover high overhead to deliver death from above. It is unknown whether there were any gameplay scenes in what we saw, but still keep a close eye on any developments for this game by Capcom.


Silpheed

Capcom's Silpheed by Game Arts likewise gets a revamp from an old Sega incarnation. The sequence shown at the festival for this shooter were extremely impressive. It showed one of many ships in a gigantic fleet being prepared for launch. After dramatically descending the drop shoot, the ship sits waiting for the bay doors to open up. As they do, the vastness of space is revealed, and your puny perspective in the waiting ship is also felt in a marvellous scene of streaming stars. This game, coming out in Summer in Japan, could open up all sorts of new dimensions to the already popular series.


Armored Core 2

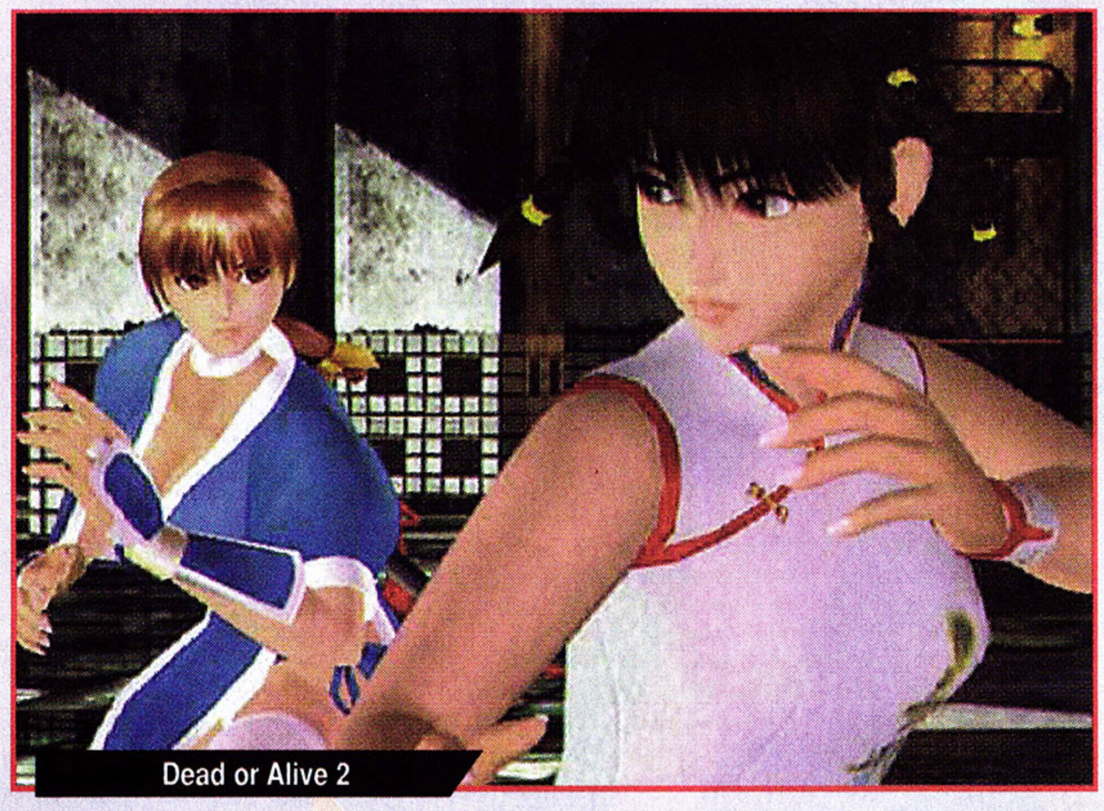
Another series, Armored Core, gets set to breed a next-gen game, as From Soft releases Armored Core 2 sometime in the Japanese Summer of this year. Initial impressions are that this game will retain the look of

the older games, at least the on-screen cockpit look. Mechas looked almost like second skin, as they nimbly lumbered through combat zones and smoothly drew out artillery attachments, reeling from the ensuing recoil. Similarly fluid was the two-player split-screen.

Onimusha

It seems that Capcom has taken a page from its Code Veronica Dreamcast book and given Onimusha a similar feel in character control. However, just moving glimpses of the game were enough to make it entirely possible that Onimusha will turn Umbrella's nightmare into a playland. It is hard to decide what is more eerie - the dark corridors of a medieval Japanese castle, stained in the blood of oncoming foot soldiers that you freely shoot from their gorged necks, or the fact that you do it with the seamlessness of the best CG movie.

Come summer in Japan, nobody will leave their homes either from being preoccupied with this game, or from fear of the dark.


Dead or Alive 2

Dead or Alive 2 will make its second stop the PS-2, having already graced the Dreamcast. The only problem is the fact that it doesn't look all that different. That's not really a complaint, but rather a disappointment. Watching the movie seemed to be deja-vu from having played the DC game. Our only hope is that some scene endings have been beefed up a bit.

Dark Cloud

"Georama RPG" is a genre that Sony is trying to push, starting this fall with Dark Cloud being the first title for it. What that means is you will control a little kid who has been given free reign to create the world around him. Not only that, but it will be done in a very splendid manner, revealing your joy in the perfectly placed tree. It won't all be sim, however, as dark dungeons also populate your world.

Leaning more on the side of simulator than the above Dark Cloud or Kessen, Chen Wen's Romance of the Three Kingdoms has been announced, although nothing more than art was shown. As we approach the release month of June, we should doubtless know more.

Maximo

Also leaving us in the dark is the tentatively titled Capcom action game Maximo. The characters shown almost gave the game an RPG look, but time will surely tell us more as it marches on.

Finally, there are little blurbings about a Sony music game entitled L'Arc-en-Ciel. Nothing else is know about this game, other that the world hopes that this title doesn't entail anything vaguely French.

DVD IN FULL SWING

The only thing remaining to check out was a whole area given to showing the Matrix, and thereby the PS-2's DVD capabilities. Indeed, reports that this area of the console's hardware wouldn't be fully functional were premature. We were able to play around with the "Follow the White Rabbit" function which skipped through various "making of" portions of the disc, and play around with other standard features. Everything seems in order here.

WHAT EXACTLY DOES THE FUTURE HOLD FOR THE PS-2?

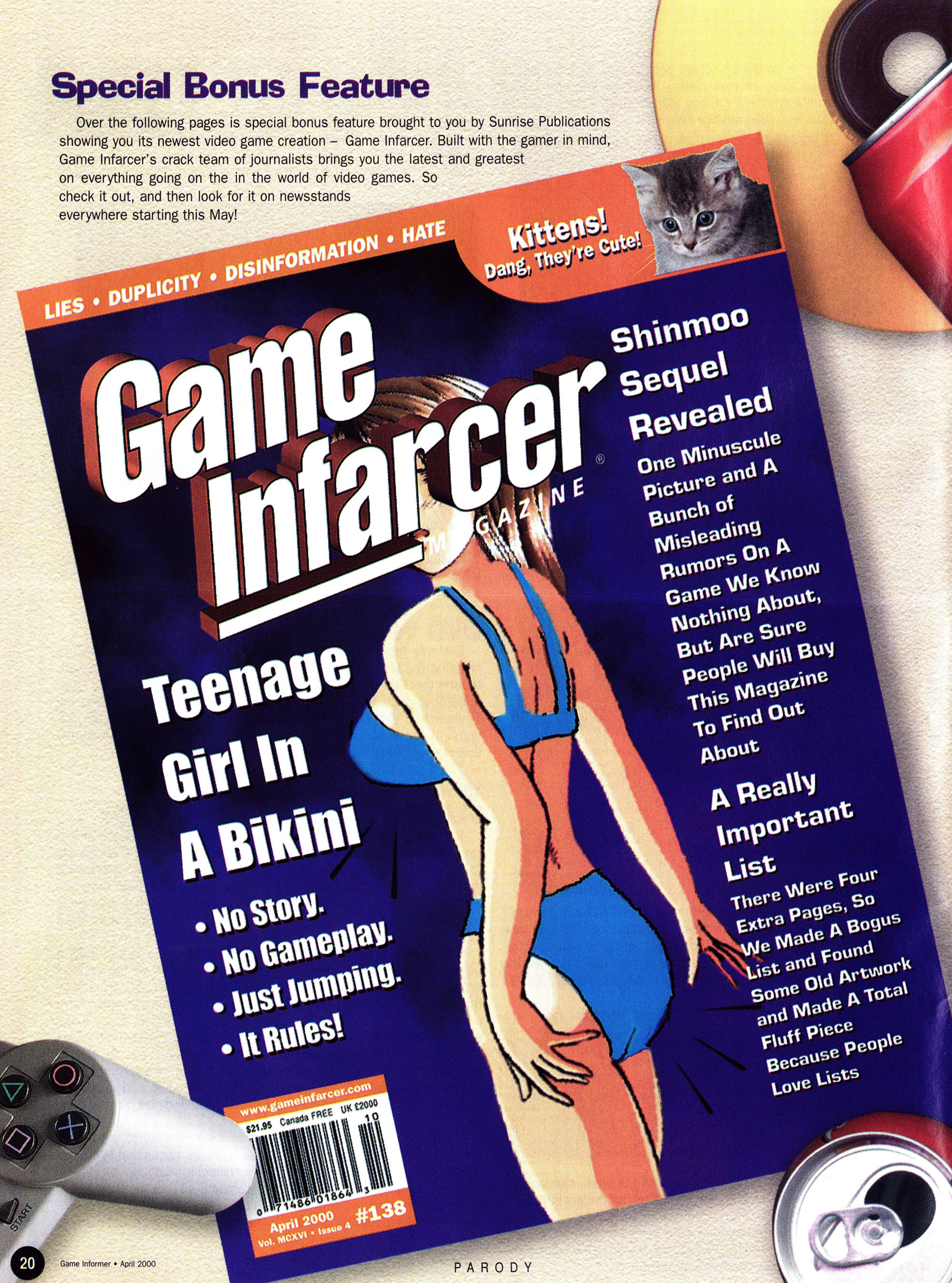
The end of the day left us with the overwhelming impression of history. Not necessarily in the fact that everyone is waiting for this console to do everything from blowing a hole through their roof to opening up that other 90% of your brain. Instead, it was easy to think back onto previous never-materialized systems, and realize that we had just gone beyond wondering if we were going to get screwed by an empty black box.

History also came to mind in the fact that game systems that tried to be more than simply a unit to play games, whether it be the endless promises of modem hook-ups for early systems or the mistake made by the likes of Atari and Intellevision in trying to be a home computer, have never been big successes. Whatever the lay of the land, Sony looks poised to navigate through a few traditional gaming system land mines and release a console that is different things to different people, offered at a reasonable price, and that (seems to be) supported by enough titles at or around its launch. The last point certainly could be a huge sticking point, but with the game boom afforded the PS-X, Sony certainly is good for it.

If anything, American gamers can sit back and watch as events unfold in Japan, hoping that whatever demand shortages that occur can be worked out, as well as provide for a sufficient run-up time to get plenty of games going. But sitting there, watching all that the PlayStation Festival had to tell us, only served to strengthen the hype and excitement that indeed the PlayStation2 is the real deal Holyfield, and ready to change the face of home entertainment.

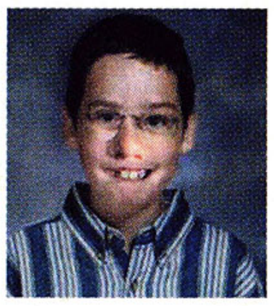
Special Bonus Feature

Over the following pages is special bonus feature brought to you by Sunrise Publications showing you its newest video game creation – Game Infarcer. Built with the gamer in mind, Game Infarcer's crack team of journalists brings you the latest and greatest on everything going on the in the world of video games. So check it out, and then look for it on newsstands everywhere starting this May!



PARODY

LETTER FROM THE EDITOR



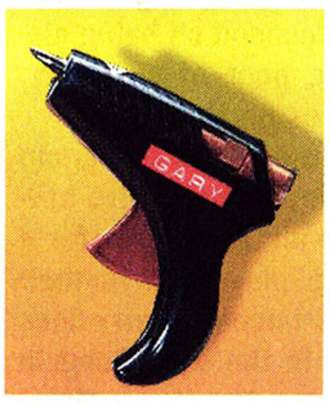
Awesome Bomb

BY LORD GARNADAN

Do you have a Dreamblast? It's awesome, isn't it? Yeah, totally. I know because I have one too. I play it a lot. The graphics are the best. Every time I play a game on it, I'm like, "yeah, killer graphics." And then I, like, put in a PlainStation game and puke.

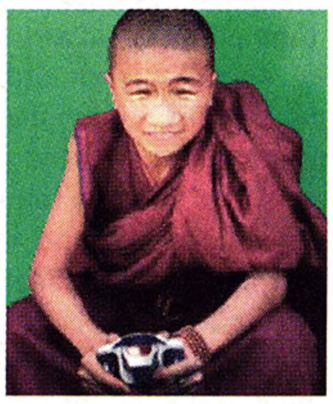
But have you seen some of the games of PlainStation2? They look even awesomer, y'know? I'm going to get a PlainStation2 and just play it all day and night, and then when it's time to go to work, I'll call in and say, "I'm not coming in because I'm playing this game on PlainStation2...Yeah, that's right, PlainStation2. Oh, what's that? Can you come over and play. Um, let me think. Uh, no." And then I'll be like CLICK, and play some more.

Porpoise's going to kick some boo-tay too. It's got this awesome chip that Phony and Mega wish they had the brains to understand. It's graphics are going to be like, oh I don't know, a hundred million billion times better than everything else (just a conservative guess). Yeah, I can't wait to get that. Video games are awesome.



Gary, The Gaming Glue Gun

"With my solid state PTC heating system and automatic trigger feed with non-leaking nozzle, I'm a must for all your home repair and crafting needs. Stand included."

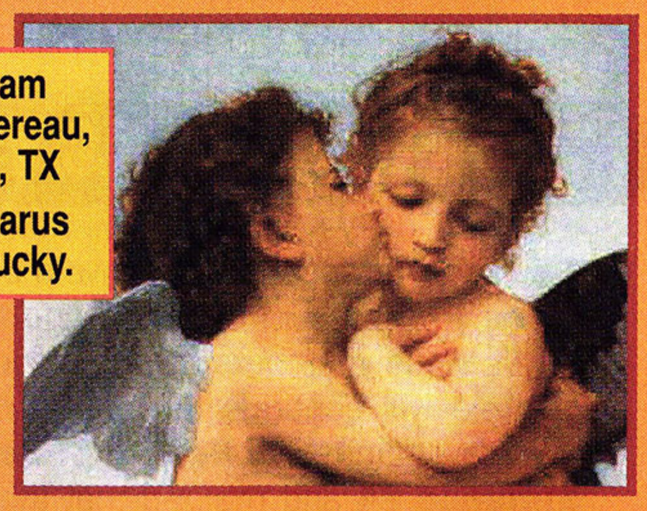


Khung Shu, The Tibetan Monk

"Gang si phyir khyed rang dka' dka'? Kho bo rkang nas med 'gran skur byed pa. Rnam par 'joms mdzad kun skyed byed ka dag go ngo bo. Gang bder thong, padgongs pa mdzad."

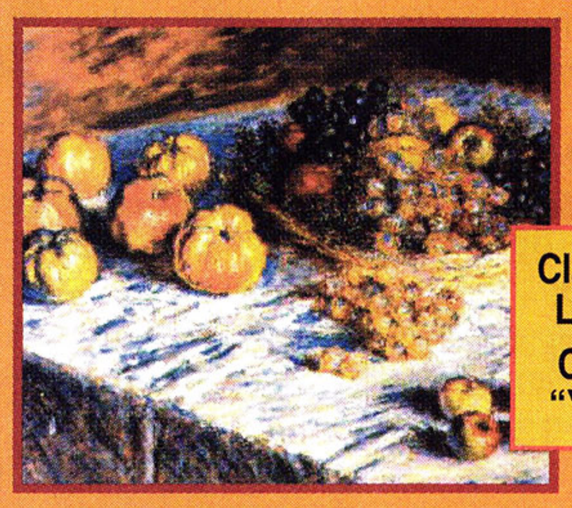
[Translation: Why do you keep sending me shiny circles? I have told you I don't play games and our temple does not have electricity. Leave me alone, you are inhibiting my spiritual transcendance.]

Envelope Art



William Bouguereau, Paris, TX

Kid Icarus gets lucky.



Claude Monet, Le Havre, IA

Crash says, "Yum, Yum!"

IYHO

What's do you guys think is the best game of all time?

Richard Simmons
Slimfast, WI

We can't narrow it down to one game, but most of our favorites fall into one category. We got one word for ya – motocross!

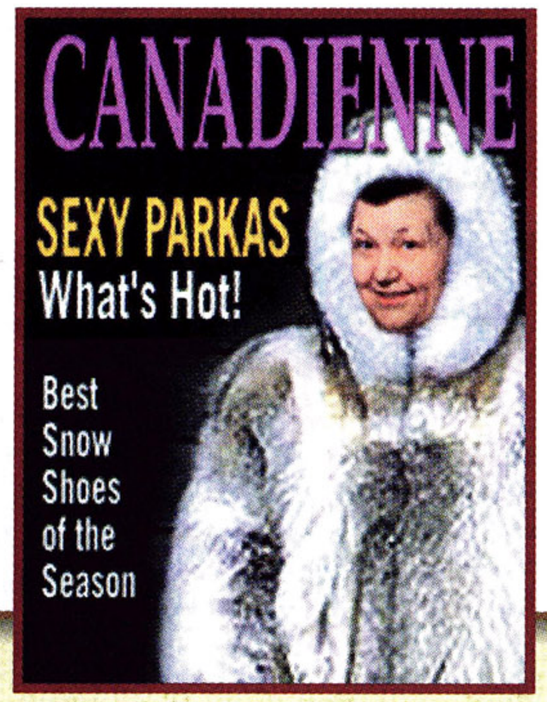
Canuck-a-Rific

Hey there, hotties. I regularly go up and down your columns, always pausing to pay extra attention to all photos of the male staff. I'm a Canadian super model who has appeared on the covers of many Canadian magazines. Bottom line, boys, I want to get together with you, one at a time or all a once, for some good times. Call me.

[phone number and explicit photos enclosed]

Kristin Koch
Calgary, Alberta, Canada

It seems like we answer a letter like this in every issue. For the last time, we ARE NOT interested in "having relations" with any Canadian super models. At the next Canadian runway show, please tell all your Canadian super model friends to leave us alone. Seriously, if this continues we'll be forced to have a restraining order put against you and all the other Canadian super models besieging us. Editors and Canadian super models just do not mix.



No Deposit No Return

The other day I went to this huge toy store near my house that sells video games. I looked around for a while and found this deluxe edition war game in a huge box with all kinds of weird pictures on the back, and it was only ten bucks! Needless to say, I bought it, raced home, and opened it up. It had a huge map on folding cardboard, tons of little plastic men and horses, cards, dice - everything but a game disc! I wrote the company that made it (Parker Brothers) and told them I didn't get the game disc, but they've never responded. Have you heard of a game called Risk? None of my friends have. Is it cool enough for me to keep bothering the company?

Frederick Mercury
Queenburg, NY

We never heard of this "deluxe edition" you describe, but we did find a copy of Risk for PlainStation in the back. We say cut your losses and give up on this game because: a) the graphics suck, b) it's a totally complicated strategy game, and c) the plot makes no sense. You want to take over the world, but you never know why. We rate this one I for icky.

Shut Up, Dummy!

Begging your pardons, good sirs, but I feel compelled to point out an inaccuracy in a recent review of Rollicking Roman Follies IV: Adventures in North Africa. In said article, the author states that Roman North Africa is ripe for agricultural escapades due to the area providing "the city of Rome with four fifths of its food." In its prime, Numidia in fact only provided Rome with two thirds of its granary needs. Although Carthage's large olive oil export could be considered foodstuff, it would still not make up the surplus you imply.

Professor Emmet Brown
Delorian, KS

Nuh uh. You don't know nothing about Numida, dummy. Shut up, and stop being so stupid.

GiNews

Porpoise to Use Cartridges

At a press conference held in Thailand, **Sintendo** representatives gave a demonstration of the **Porpoise** in action. To the surprise of all press members in attendance, the console will continue to use cartridges. "We saw games like ***Resident Nasty*** on **Sintendo 64** and realized that the cartridge format was far from dead," said Moses Hightower, Porpoise marketing manager. Games shown included ***Marigoat Wandering Around a Technicolor World the Size of Australia*** on an 8192 Megabit cart, and ***Carnal Fantasy X*** – complete with all FMV – on a 16384 Megabit cartridge. Sintendo guaranteed that all Porpoise games would cost less than $300 and not be over five feet long.

Mega Unveils Dreamblast Add-Ons

All fears **that** Mega would not provide promised Dreamblast hardware add-ons were allayed at a recent press event in Zimbabwe. Mega not only **revealed** its Dreamblast Zip drive and DVD drive, but also prototypes for a 5.4 Terabyte hard drive, 2 GB RAM expansion, 54 MB graphic accelerator, a 980 MHz CPU upgrade, and a VMU converter that **allows** the LCD screen to be displayed on a conventional television. With all these components attached, the Dreamblast becomes a seven foot tower of power, and, according to product developer GG Allin, "...has a really killer version of Phen Phen Bilcelon in ***development*** for it."

Phony Calls It Quits

Frightened by **Sintendo's** announcement of remaining with the cartridge format and **Mega's** hardware onslaught, **Phony** recently released a press statement that declared its abandonment of the video game world. When questioned on the decision to pull out from the race just as the **PlainStation2** was to hit the market, Phony PR rep Tony Dannuci said, "Have you seen those Dreamblast add-ons? We can't compete with that! And a Marigoat wandering around game? We're out like John Trout. We're instead focusing our resources on microwave oven technology. Microwaves have more market penetration than video games, and they can make popcorn too!"

Sintendo 64 Preview

- **Size:** 12 Inches
- **Style:** 1 to 4-Player Shooter
- **Special Features:** 18 Pleasure Enhancing Items; 24 Outfits; 48 Minigames; Rumble Pak Required
- **Replay Value:** Once, Maybe Twice, a Day
- **Created by:** HustlerSoft
- **Available:** June 9 for Sintendo 64

69% Complete

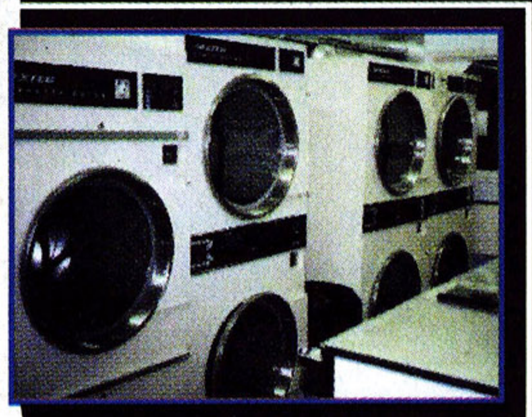
ADULTS ONLY — CONTENT RATED BY ESRB

Caligula Party

Sintendo has launched millions of little characters into international icondom. The names Marigoat and Pinkychew are guaranteed to last, going the distance time and time again. Until now these symbols were focused on being elementary school cream dreams. With its newest blinding shot of creativity, Caligula, the big S is hoping to pound its adult market sales north.

In his premier cartridge guaranteed to be plugged into the N64's slot again and again, the bulbous toga-clad emperor and his pet, Hidey Hamster, are having a Bacchic party, and they've invited the entire Sintendo gang over for a bang-up time. Making heavy use of analog stick jiggling, players have their characters play all sorts of games. You won't believe what Princess Cherry does in this title, especially when she's staring Dinkey Wong in the eye. Caligula Party also sees the first appearance of another new character, Kama Sutra Sammy. This is one Sintendo title that's sure to be all wet.

Dreamblast Review



- **Size:** 2 Loads
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Game Modes (Wash, Rinse, & Dry); 8 New Detergents; Dry-Clean Only
- **Replay Value:** High
- **Created by:** Cleancom
- **Available:** A Couple Hours

CALVIN KLEIN — CK — CONTENT RATED BY ESRB

Bottom Line: 10+

Garnadan, The Gaming God
"Like the rest of the series, this game is awesome. It has killer graphics and super sound. I'll be like playing it and whenever someone spills jelly on my whites, I'll think 'WOW! Totally awesome!' Buy this or you're stupid."

	GARNADAN	GARY	KHUNG SHU
Concept:	10	8.3521	0
Graphics:	12	4.26	0
Sound:	10	7.6666	0
Playability:	10	10	0
Entertainment:	100	6.947	0
Overall:	28.5	7.44514	0

Gary, The Gaming Glue Gun
"When using a glue gun to make a shirt or dress bedecked with plenty of snazzy sequins, remember that washing your creation in hot water can damage all your hard work. Experiment and have fun!"

Khung Shu, The Tibetan Monk
"Kho bo mi mkho ba glog pa mi shes rtsed mo rtse ba. Dgongs pas bzung du gsol, bkag dkyil byed skyel ba kho cag."

[Translation: We have no laundromats. I wash my robes on a rock by the stream. I cannot rate this game, nor any other game you send me. How I regret becoming your pen-pal.]

Virtua Laundromat 3: Rinse Cycle

Picking up right where All These Magazines Are Over Two Years Old left off, Virtua Laundromat 3 continues the horrifying tale of Deborah Gibson's attempt to wash her clothes somewhere else besides her mother's house. She'll have to scour her furniture for spare change, find a way to steal her roommate's fabric softener, and survive the terror of her local laundromat. While washing, she'll have to beware of both stain causing enemies that get in her way and solve great puzzles like how to remove grass stains. If she fails, Deborah will pay the ultimate price – she'll stink!

PARODY

Syphon Bilker 2

Super Everything Code – To unlock all the weapons, make Gabe invincible, and open the All Cheats menu, pause the game and then hold Select, L1, R2, ✖, ▲, and ■ while tapping ● 38 times. On the 38th tap, hold ● while simultaneously releasing all other buttons and unpause the game. Sneak forward exactly 17 paces then release ● and press Up, Up, Left, Right, Up, Down, Right, Right, Right, Left, Left, Up, Down, Left, Down, Down, ✖, Up, ■, ■, Right, Up, ▲, ■, Left, ▲, Up, ●, ■, ✖, ✖, ■, ●, Up, ▲, ■, ●, Left, Right, L1, L2, ✖ in under ten seconds. A bell should ring. Pause the game and press L1, ✖, R2, Up, Right, in that order, 276 times. You'll know the code has been entered correctly when Gabe says, "I love tamales."

"GI Droid"
(location known – last seen being repaired at an advanced robotics engineering lab)

Marvel Vs. Capcom: Skrull Edition

Play as Daredevil – Just as a battle is about to begin, turn your television's volume all the way up and the brightness all the way down.

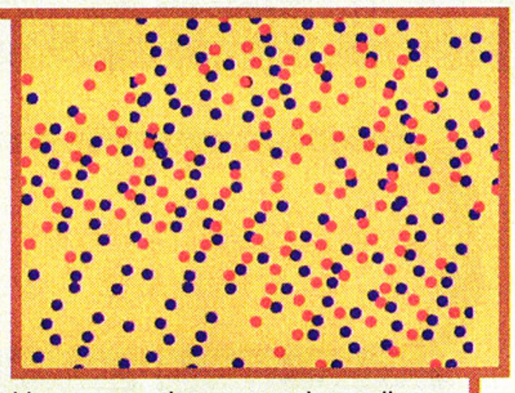
Chris Davis
New York, NY

WWF SmackAround!

Restart Match – During a two-player game, when you are about to be pinned hit the Reset button. Then curl up into the fetal position, placing your arms about your head, to protect yourself from the retaliatory blows.

Andrew Johnson
Los Angeles, CA

Real-Time Strategy Game VIII – ReTread – 9.5

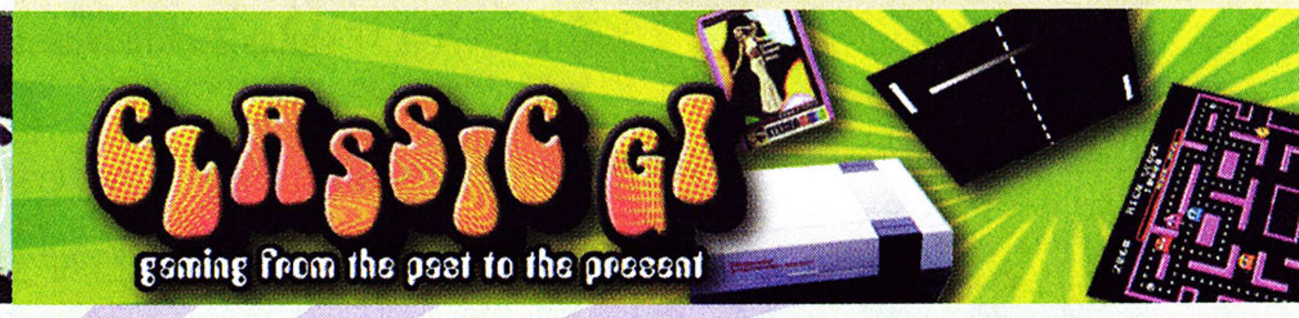


ReTread has struck gold again by delivering another great title in its highly-acclaimed RTSG series. Part eight captures all of the action seen in the last seven titles and rips off all the innovations thought up by its infinite imitators. It even has seven new units to build. RTSG8 is a multiplayer dream. By having the computers communicate with one another over phone lines, people that have achieved nothing in life can for the first time find success, and maybe even earn respect that they've never known. All participants get to create a ludicrously simple economy that would never to earn money in the real world, allowing players to build things to fight each other with. After everyone's forces are whittled down to nothing, everyone gets to do it again. Brilliant! RTSG8 is also super-realistic in that whoever has the biggest army wins. How do they come up with this stuff?

– PC Quickies –

Super SAT++ – Edutech – 9.75
After only two weeks of study, my SAT score has improved 200 points! Now I can get into any community college I choose. Thanks Super SAT++.

Sim Businessman 2000 – Nasdaquri – 9
I've always wanted to be a successful corporate man, but I never had the guts. Sim Businessman 2000 lets me live the dream of getting into to the Italian leather shoes of a cubicle mogul. New to this version is an improved briefcase inventory and better martini lunch AI. Pass the earnings report, I'm hooked!



REVIEW

Golden Tee Golf & Beer

Architecture: Cheap & Inexpensive
Style: 1 to 4-Player Boring Life Simulator
Special Features: Attracts Polo-shirted Bar Patrons Like Maggots to Rancid Meat; Numerous Cigarette Burns Around Trackball

Since arcades are dead, the only place left to play a cabinet emplaced video game is in bars filled with ex-jock losers. For some reason, anyone who played sports in high school eventually takes up drinking and golf, with bragging about how great they are at golf soon to follow. Golden Tee Golf & Beer capitalizes on this phenomenon by being both a golf game and so incredibly simple that anyone with ten beers in them can still play well. Normally this game would score low, but since it's the only non-console video game left surviving in the country, it must be perfect. Next month, we review Golden Tee Golf & Beer '99!

Tetris Smirnoff

N.E.S.S.R.

Replay Value: Low
Similar Games: Pong, Pong Doubles, Super Pong
Created by: Some Ruskie
Access Tip: Better Dead Than Red!
Overall: 0.25

This game is super – super boring, that is! With stupid block graphics and stupid line forming gameplay, the moment people saw this game, they hated it. In fact, some kid in Atlanta plugged this into his N.E.S.S.R. and fell into a coma. We had to close our eyes to take screen shots. Turns out the Russians designed this to try and topple our capitalist society, but were foiled when nobody bought this piece of trash. Up yours, potato drinkers!

Grand Blurismo 2

The first thing you'll want to do is get a really fast car. After this step is taken, get into a race. Once the race begins, drive fast, but not so fast that you hit walls. If these steps are taken, you should eventually find yourself the leader of the race. Keep this position until you cross the finish line. Following this strategy should allow you to win every race.

Next Month...

- We interview somebody you could care less and ask them questions only we think are funny.
- We give great scores to games that you would have bought anyway.
- We have a headline on our cover that makes you think there's something worth reading inside.
- We find an excuse to put as many scantily-clad women possible in our pages.

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

Square Drops a Cluster Bomb: FF IX, X, XI, & More

FFIX

FFX

FFXI

Square Soft is well known for dropping the occasional bomb on the industry, but they've truly outdone themselves in recent months by hitting the press with a thundering chain reaction of exciting announcements.

Three More Final Fantasys

First off, during Square's Millennium Event in January, the company blew everyone's socks off by announcing not just one, but the next three Final Fantasy games in the works.

Final Fantasy IX will be the last in the FF series for the original **PlayStation** and comes out this summer in Japan. Square has abandoned the more realistic look of the previous two games' characters and has opted to return FF IX to the more traditional medieval fantasy of its 8 and 16-bit precursors. Rest assured, however, the crazy cinematics, mad-phat summoning spellz, and Chocobo buddies will remain.

Final Fantasy X will be the first FF title for the **PlayStation2**. Featuring intense Shenmue-realistic animations and a stunning world that shifts and changes in real-time, Final Fantasy X will no doubt sell plenty more PlayStation2s when it hits Japan in the spring of 2001. While decent screenshots and information are scarce, we do know that the central characters will be named Tila and Yuna. Final Fantasy X will also come packaged with Square's new online multiplayer network aptly named ***Play Online*** (see below).

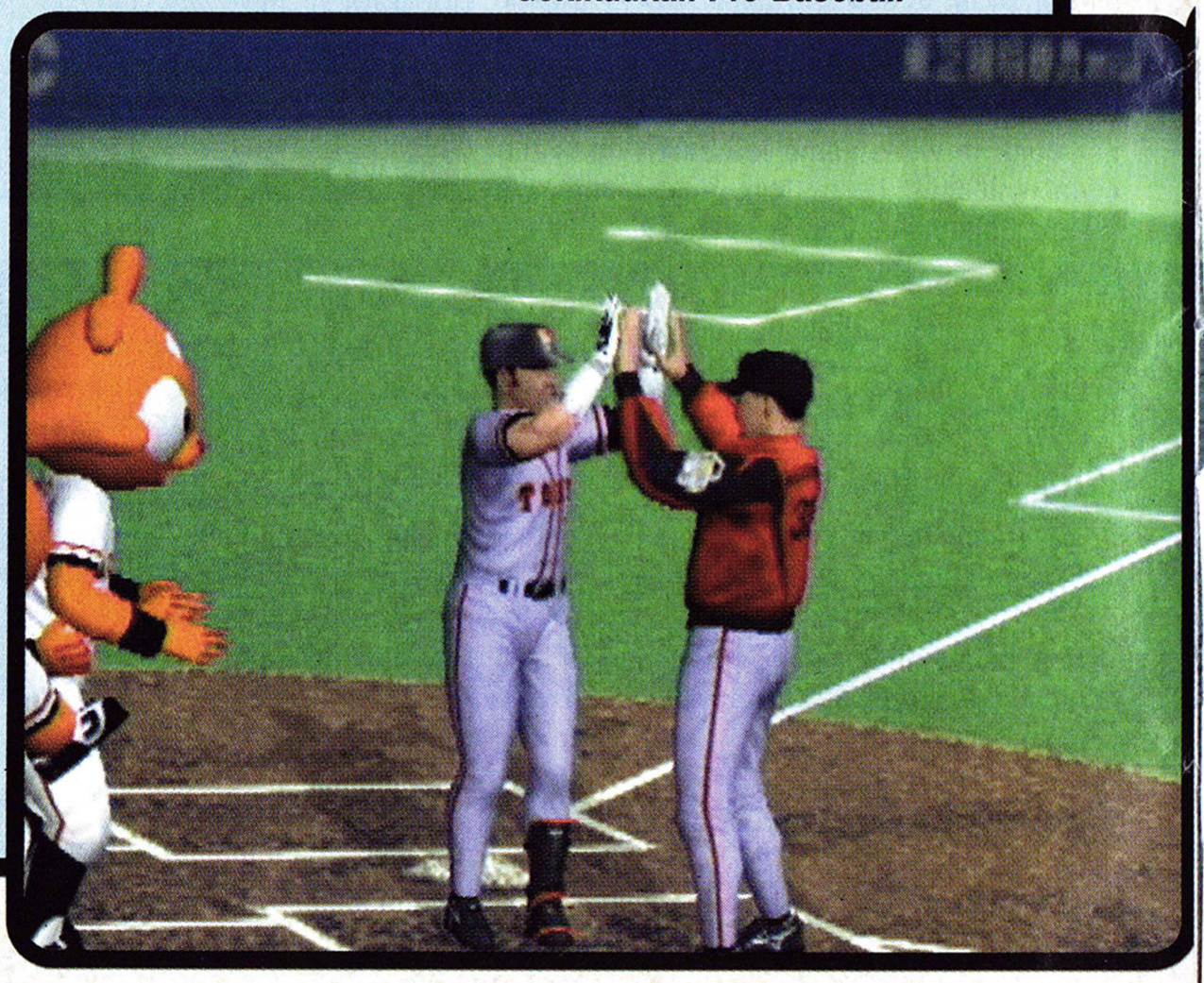
If the Dreamcast fails to bring online multiplayer gaming to console owners everywhere, you can bet Square's first massive online role-playing game, ***Final Fantasy XI***, will do the job. While details are scarce, the game does look fantastic and is said to feature intercompatibility for PC users and PS-2 owners alike. Surprisingly, Final Fantasy XI is supposed to come out in Japan in the summer of 2001, just a few months after FF X.

Square's Online Gaming Network

Not willing to be left in the dust by a rapidly growing online gaming provider industry, Square announced that they would be focusing considerable effort into creating a network for online multiplayer gaming. In addition to hosting online Square RPGs and other games, Play Online will also feature a host of gaming community options including a realistic virtual shopping environment, extensive chat and e-mail features, and the option to check out comics and news while waiting for friends to show up for that next fantastic foray.

All Star Pro Wrestling

Gekikuukan Pro Baseball



Activision Bringing BMX To The Next Level

Normally we couldn't care less about a BMX title. However, when we found out that **Activision's** upcoming **Mat Hoffman's Pro BMX** is using an enhanced version of Neversoft's Tony Hawk/Apocalypse engine, we practically wet our pants in excitement. The game will star nine-time BMX world champ Hoffman, as well as other BMX pros from around the world.

As in Tony Hawk, players will be able to pull off hundreds of tricks and signature moves on a wide variety of courses that will encompass vert, street, and dirt jump riding. Look for Mat Hoffman's Pro BMX to ride into retail sometime this fall.

Strider 2 Confirmed For American Release

Sources at **Capcom** have confirmed that the PlayStation version of **Strider 2** is slated for a U.S. release this June. Strider 2 will include both the original PS-X Strider and the sequel in a 2-CD ROM set. The game maintains the 2D action that made Strider a classic in the Genesis days, but uses the power of the PlayStation to construct lush 3D backgrounds. Strider is still equipped with his feared plasma sword, and has acquired a new boost move which allows him to launch a series of fierce plasma blasts and slashes at enemies.

Driving Emotion Type-S

Square Covers New Ground

Not content to remain the gods of fantasy and science fiction console games, Square showed off a number of promising new titles for the PS-2 that stray from their usual genres at the recent **PlayStation** Festival in Japan.

Gekikuukan Pro Baseball – This stunning baseball game features Japanese teams, but we wouldn't be surprised if someone ported the gameplay engine for an MLB conversion. Gekikuukan was set to debut on March 30th.

Driving Emotion Type-S – Aside from a cool cockpit view, Square's first racing game since Rad Racer didn't draw as many graphical oohs and ahhs as Gran Turismo 2 and Ridge Racer, but who knows what gameplay features Square has in store. Driving Emotion Type-S was slated for release in Japan on March 16th.

All Star Pro Wrestling – Wrestling is every bit as huge in Japan as it is here, and Square has entered the ring with a new wrestler featuring the New Japan Pro Wrestling league. The detail looks good, but then, it is a PS-2 game. All Star Pro Wrestling is slated for Spring of this year.

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

editor's top ten

10. Chu Chu Rocket - DC
9. Gran Turismo 2 - PS-X
8. The Legend of Dragoon - PS-X
7. Fear Effect - PS-X
6. Crazy Taxi - DC
5. Tony Hawk's Pro Skater - PS-X
4. Front Mission 3 - PS-X
3. WWF SmackDown! - PS-X
2. Syphon Filter 2 - PS-X
1. Resident Evil Code: Veronica - DC

reader's top ten

10. Spyro the Dragon - PS-X
9. Pokémon Blue - GBC
8. Donkey Kong 64 - N64
7. Tony Hawk's Pro Skater - PS-X
6. WWF WrestleMania 2000 - N64
5. Gran Turismo 2 - PS-X
4. NHL 2K - DC
3. Crazy Taxi - DC
2. Pokémon Yellow - GBC
1. Mario Party 2 - N64

top ten rejected Syphon Filter 2 Subtitles

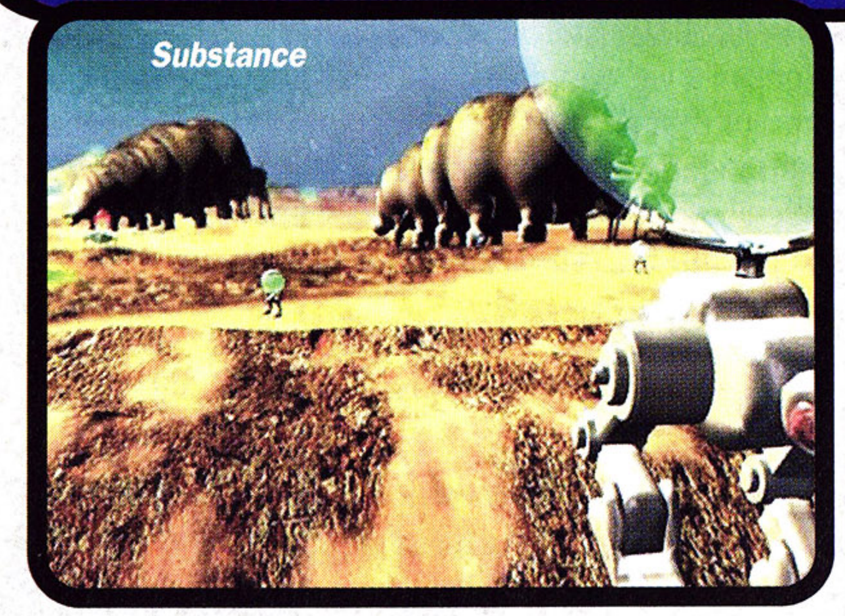
10. How Gabe Got His Groove Back
9. It's Terror Time!
8. VD (Viral Disease)
7. Taser Enema
6. Pretty In Pink
5. Kill! Kill! Kill!
4. Is That a Knife In My Spine?
3. Gabe Does Dallas
2. Big Bad Booty Daddy
1. Gabe-a-Rific!

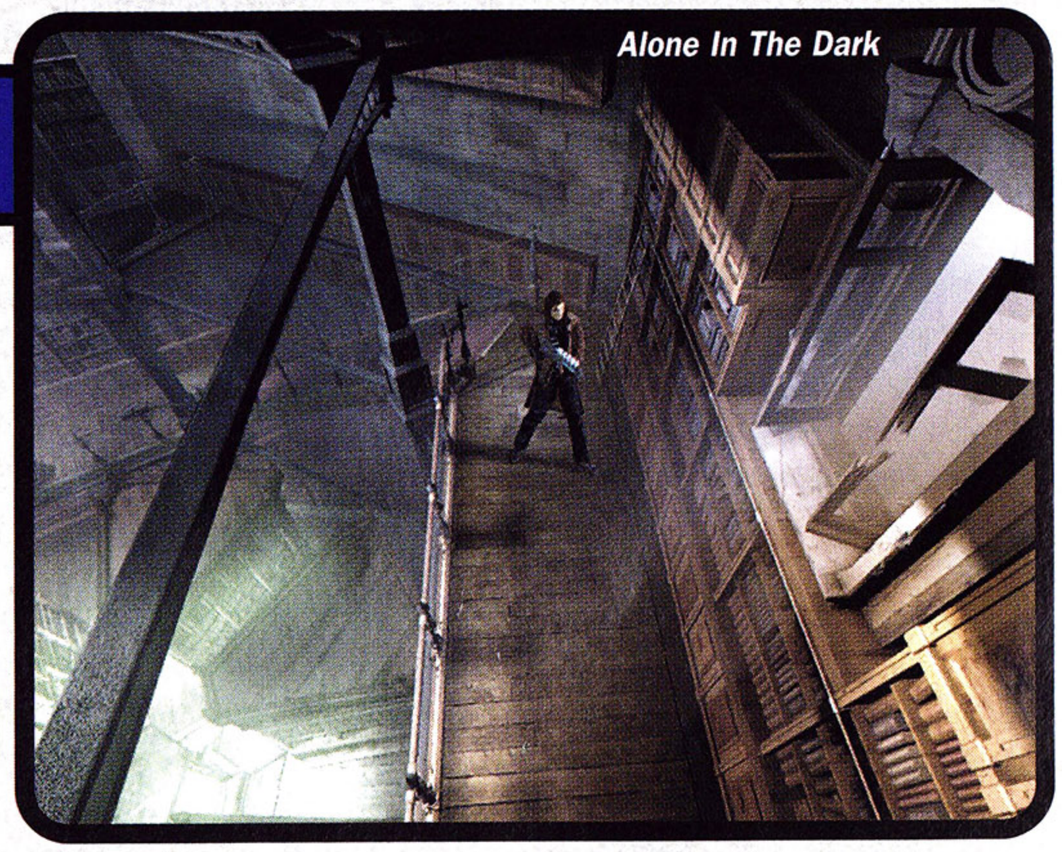
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Dreamcast Gets Some


Substance


Alone In The Dark

Dreamcast owners who are worried that every third-party developer has hopped on the accelerating PlayStation2 bandwagon should take heart. The news archeologists at GI have unearthed four promising new Dreamcast titles slated for release this year.

First off is **Alone In the Dark**, a new Dreamcast chapter of the classic PC series that laid the foundation for survival horror games like Resident Evil. **Infogrames** has scheduled Alone In The Dark for a fall release.

Second up is an intriguing game entitled **Substance**. Published by **Tremor**, the game combines the shooter, flight sim, and strategy genres. From your ship you can attack the enemy yourself or command a ground force of giant maggots, who appear to be fat, stubby relatives of the sand worms in Dune.

Platformer fans who haven't been satiated by Sonic or Rayman 2 will either scratch their heads in confusion or rejoice at **Super Magnetic Neo**, a quirky 3D platformer whose protagonist is blessed with the rather odd gift of a magnetic head. **Crave** will be releasing the game this fall.

Lastly, we've uncovered something that is always music to DC owner's ears – another RPG! **Silver**, a port of the PC title, is coming to the Dreamcast this summer, courtesy of **Infogrames**. The game follows the non-linear quest of David, who must rescue his kidnapped wife from the evil sorcerer Silver with the help of some magic balls.

Silver

Super Magnetic Neo

989 R.I.P

At a brief morning meeting, **Sony Computer Entertainment America** informed the employees of **989 Studios** that the in-house development company was being dissolved and absorbed into SCEA. 989's product development staff will retain their positions at Sony, but almost everyone else associated with 989 was shown the door.

Proving the old axiom "cut off the head and the body dies," sources at Sony have suggested that the move to fold 989 Studios was spurred by the recent decision of 989 president **Kelly Flock** not to renew his contract. A possible reason, but industry pundits feel that the decision was spawned by the need for Sony to reduce the number of redunant management positions between the two companies prior to PlayStation2's launch. Flock will stay on at 989 during the transition period, and all games currently slated for release by 989 Studios, like Syphon Filter 2, will proceed according to schedule. Future planned 989 titles will be published directly by SCEA. After the transtition, Sony's U.S. development will be lead by industry veterean **Shuhei Yoshida,** who has worked on such titles as **Ape Escape** and **Gran Turismo**.

This Article About Rockstar's PS-2 Games Will Self-Destruct In 30 Seconds...

Read this article, memorize page from the magazine and eat it. GI recently received the royal smackdown from **Rockstar Games** for revealing highly-sensitive information on its upcoming **PlayStation2** titles, **Midnight Club: Street Racing** and **Getaway**.

PlayStation 2

ROCKSTAR GAMES

Midnight Club takes you into a netherworld of illegal racing clubs who roam through the urban wasteland in search of high-speed thrills. The basic premise of the game is similar to **Tokyo Extreme Racer**, in that you must challenge members of rival clubs to earn upgrades and different vehicles.

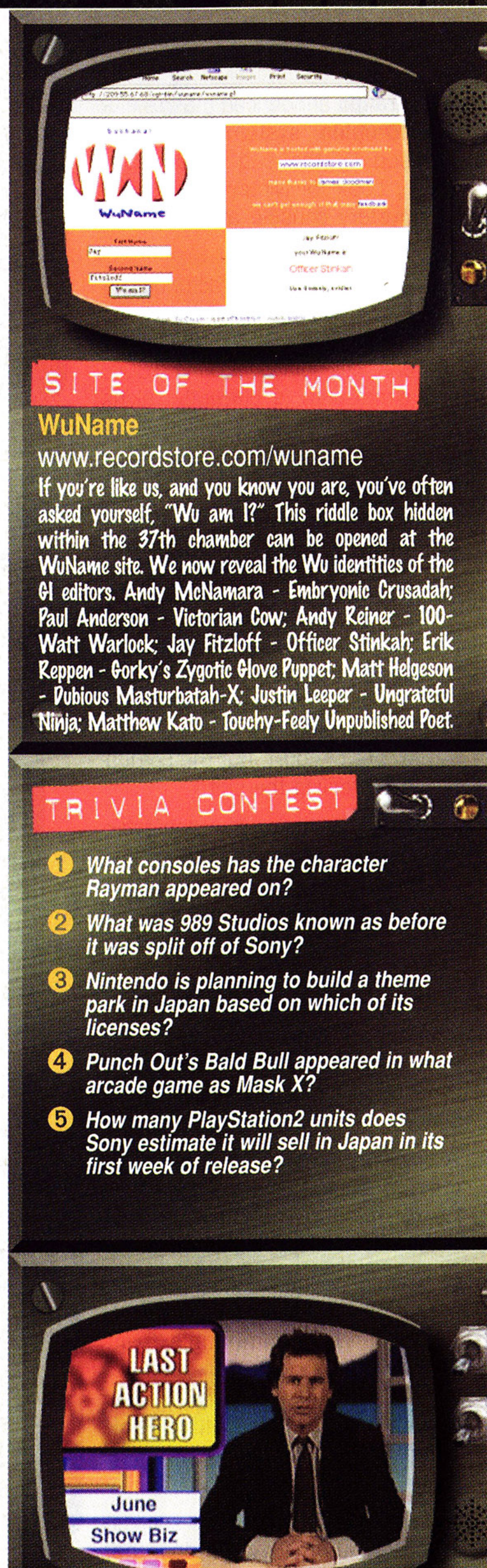
Getting the scoop on Rockstar's second top-secret title almost cost some of us our lives. Getaway looks to be a bit of a **Driver** clone. You are a smuggler who must run contraband across borders while avoiding the long arm of the law. The game shares a title with the Stiff Little Fingers punk classic "Getaway," which coincidentally was featured prominently in the television adds for Driver (hmm...). We are forbidden to publish any pictures of these mysterious games, but you can check them out online at www.gameinformer.com, if you dare. Remember – Doogie is watching.

EA Buys DreamWorks Interactive

Maybe **Steven Spielberg** is too busy working on his upcoming film, E.T. Vs. Jaws, to care about games. Starting now, little Stevie is officially out of the games business. Industry monolith **Electronic Arts** recently bought **DreamWorks** Interactive. The development house had been formed in 1995 as a joint venture by **Microsoft** and DreamWorks SKG. EA had been publishing DreamWorks Interactive titles for the past two years, including Lost World: Jurassic Park and the highly successful Medal of Honor. Under the terms of the deal, DreamWorks Interactive will be a wholly-owned subsidiary of EA.

Chunsoft Chocobo Kingpins Spawn N64 RPG

Nintendo 64 owners have long complained about the dearth of RPGs for the system. Thankfully, **Chunsoft**, who teamed up with **Square** to create the Chocobo Mysterious Dungeon series on PS-X, is bringing **Mysterious Dungeon: Shiren the Wanderer 2** to the N64. Mysterious Dungeon will feature the random dungeon mechanics from the Chocobo Dungeon series, but stars Shiren, a ten year old boy who is accompanied through the detailed 3D environments by a cuddly pet squirrel.



SITE OF THE MONTH

WuName

www.recordstore.com/wuname

If you're like us, and you know you are, you've often asked yourself, "Wu am I?" This riddle box hidden within the 37th chamber can be opened at the WuName site. We now reveal the Wu identities of the GI editors. Andy McNamara - Embryonic Crusadah; Paul Anderson - Victorian Cow; Andy Reiner - 100-Watt Warlock; Jay Fitzloff - Officer Stinkah; Erik Reppen - Gorky's Zygotic Glove Puppet; Matt Helgeson - Dubious Masturbatah-X; Justin Leeper - Ungrateful Ninja; Matthew Kato - Touchy-Feely Unpublished Poet.

TRIVIA CONTEST

1. *What consoles has the character Rayman appeared on?*
2. *What was 989 Studios known as before it was split off of Sony?*
3. *Nintendo is planning to build a theme park in Japan based on which of its licenses?*
4. *Punch Out's Bald Bull appeared in what arcade game as Mask X?*
5. *How many PlayStation2 units does Sony estimate it will sell in Japan in its first week of release?*

NAME THAT GAME

Before Comedy Central's Daily Show, and before he became a collect call sellout, Dennis Miller was America's favorite news source. After departing from Saturday Night Live, he teamed up with ilaugh to make this 3DO title. Players choose a month and a topic, and then get to hear one of 144 of his now six-year old jokes. Topics such as Lorena Bobbit and the Hubble telescope come up often.

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

Data File:

➤ **Nintendo** announced that its elusive **Dolphin** system would be released by the end of 2000 in Japan. Look for Nintendo to unveil the mystery console at this year's E3.

➤ **D-max** will be manufacturing the Divers 2000 Series CX-1, a futuristic hybrid Dreamcast/television. The unit will sell for around $800, and d-max.com is currently taking preorders.

➤ **Sega** recently announced a digital camera peripheral for the **Dreamcast**. The unit can be used as a digital camera, a video phone, and can store up to 31 images.

➤ **Sony** suffered another defeat in its long-running legal battle with **Connectix**, the company behind the Virtual Game Station **PlayStation** simulator. Sony's lawsuit was thrown out of court, but the company will be refiling the suit.

➤ **Eleven Engineer** is manufacturing a line of radio remote control **PlayStation** controllers. The company promises the R/C controllers will be effective from up to 25 feet away compatible with the PS-2.

➤ **Rare** is developing an as-yet-unnamed **Nintendo 64** title in the vein of **Zelda 64**, only with gigantic dinosaurs replacing that wussy Link.

➤ Industry sources have indicated that **Eurocom** is developing a **Crash Bandicoot** puzzle game which will be similar to **Puyo Puyo**.

➤ **Sony of Japan** recently released a list of PlayStation games that will not be compatible with **PlayStation2**. The list includes titles such as **Gallop Racer**, **Dragonbeat**, **Gradius Deluxe Pack**, **Wing Commander III**, and **Monster Farm**.

➤ Inspired by the massive success of **Pokémon**, Nintendo has released a **Donkey Kong** trading card game in Japan. No word yet if the cards will be released in the U.S.

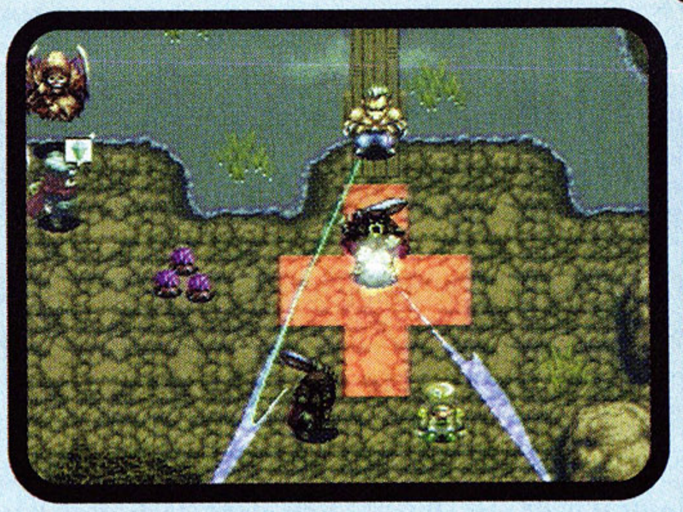
➤ Sources at **Eidos Interactive** have confirmed that development for the sequel to **Fear Effect** is already underway. **Kronos** is currently in the initial planning stages for the follow-up to the successful action/adventure game.

Midway Races Back To The Future

Marty McFly drove his DeLorean so fast he ended up in the fifties, now **Midway** takes vintage '50s hot rods into the future in **Stunt Racer 3000**. Set in the year 3000, the game features 12 roller coaster styled tracks. Players will be able to pull off wicked stunt maneuvers like rolls, spins, and flips to earn extra dinero to upgrade their old-school hooptie into a world class rubber burner. Expect this hot title to be released for the Nintendo 64 sometime later this year.

Nerd Nirvana: Arc the Lad Collection Headed Stateside

Fans of **Lunar: The Silver Star Story** know how much care **Working Designs** puts into its translations of Japanese games, so RPG geeks all across the country can jump for joy at the news that the **Arc the Lad Collection** will see a U.S. release in November. The deluxe four-disc set will include all three chapters in the Arc saga, a remixed soundtrack CD, and a hardbound instruction book. Even better, there will be a "Making of.." video disc included. Those of you who were lucky enough to see the "Making of Lunar" video know how hilarious those Working Designs loons really are.

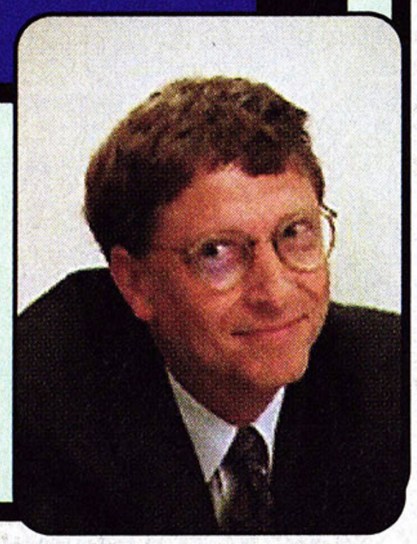


Mutant Freaks Attack PlayStation

Activision recently handed us these shots of **X-Men: Mutant Academy**. Based on an enhanced version of the Wu-Tang engine, the game is a 2D fighter in the vein of such **Capcom** classics as **Street Fighter EX 2 Plus** and **Marvel Vs. Capcom**. There will be ten playable characters, including Wolverine, Cyclops, Gambit, Phoenix, Beast, and Toad. Each character is equipped with an arsenal of mutant powers and special combos.

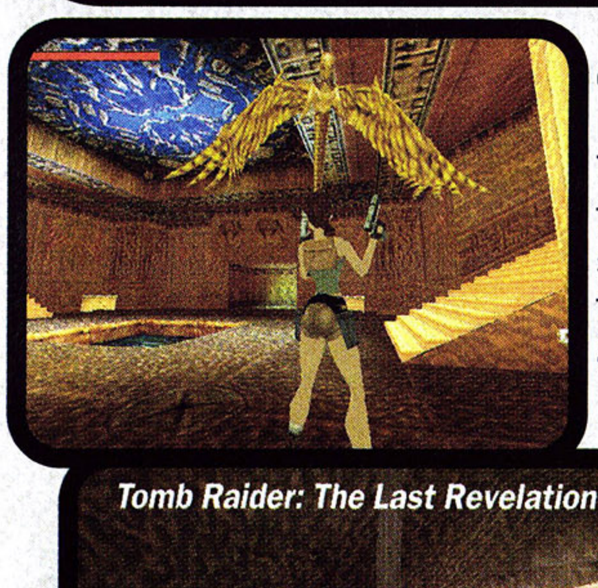
Remaining true to the legendary comic series, many of the backgrounds will be familiar to longtime X-Men followers. For example, training level takes place in Professor X's mansion. The game will also feature costumes and props from the upcoming X-Men movie, but true fanatics will be able to unlock old X-Men costumes through gameplay. The game is scheduled to be released in conjunction with the movie on July 16th, with a **Nintendo 64** version to follow later in the year.

Powermad Geek To Speak At GDC, Possibly To Unveil The X-Box

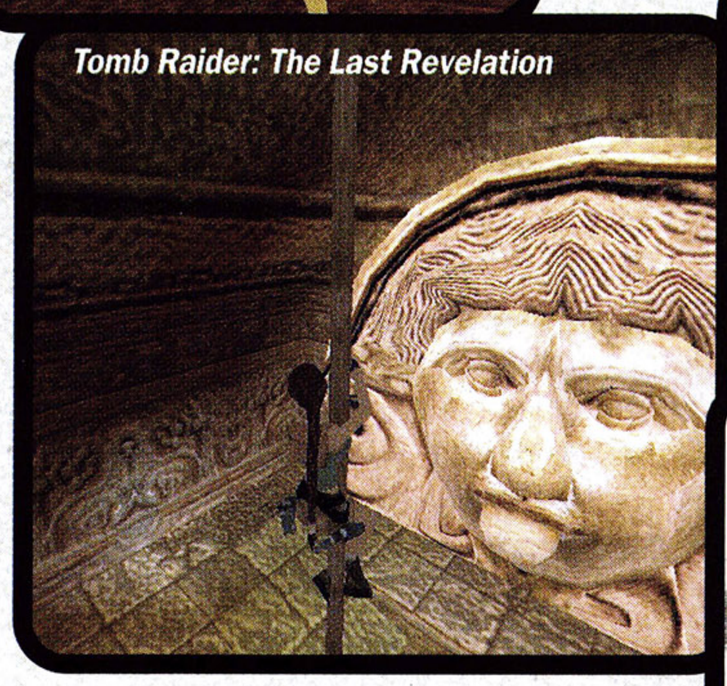


When he's not planning the destruction of the jocks that beat him up in high school or hatching another plot for world domination, **Bill Gates** is a big time gamer. That's why he's slated to give an address at the upcoming **Game Developers Conference** in San Jose. Gates' presentation will focus on "**Microsoft's** ongoing commitment to the entertainment market." Many have speculated that this means the public will finally get a look at Microsoft's highly-anticipated **X-Box** console gaming system.

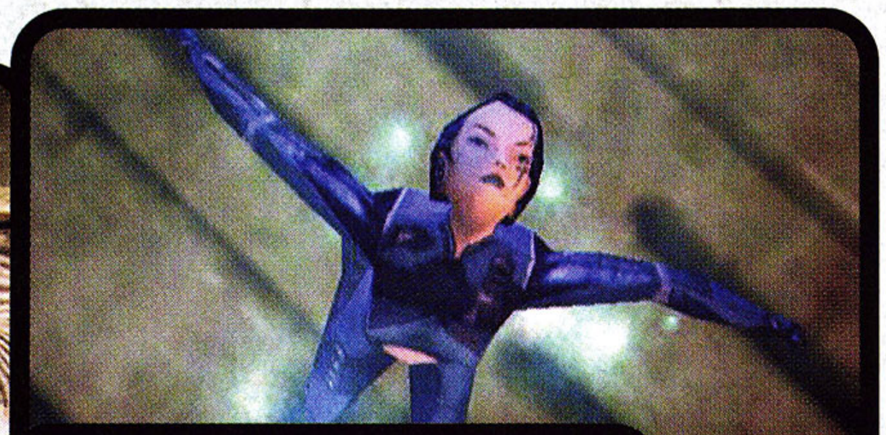
Nomad Soul Finds A Home On Dreamcast, So Does Lara



After **Eidos'** port of the arcade/adventure PC title **Omikron: The Nomad Soul** was axed for the **PlayStation**, many wondered if it would ever come to a home console. Thankfully, and perhaps due to the ease of porting from PC to DC, Omikron is scheduled to be released for **Dreamcast** sometime in late March. Also, the chest that launched a thousand ships, Lara Croft, will be coming to Dreamcast in a port of **Tomb Raider: The Last Revelation** this spring.

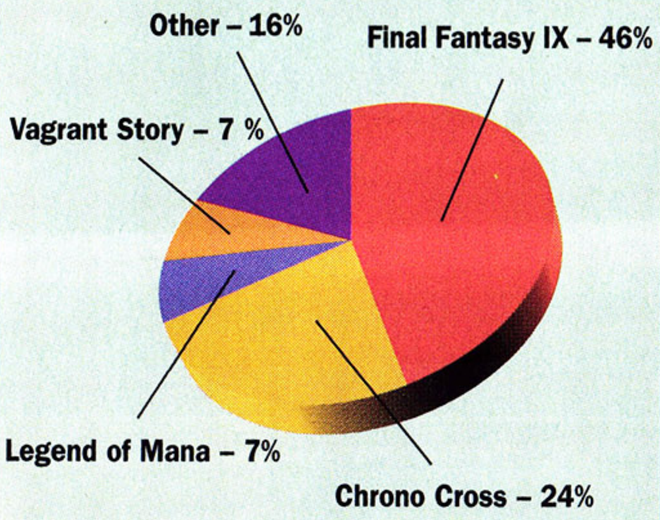


Tomb Raider: The Last Revelation



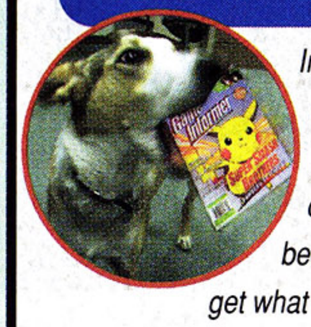
Omikron: The Nomad Soul

What upcoming PlayStation RPG are you most excited about?



Source: gameinformer.com survey

NOT GETTIN' ANY?



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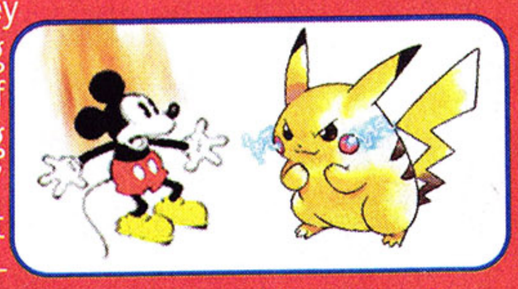
THE GOOD, THE BAD, THE UGLY

Good – Square's continuing commitment to excellence. The number of great Square titles scheduled for release is staggering. For PlayStation alone it has blockbusters like Chrono Cross, Vagrant Story, Front Mission 3, Parasite Eve II, and Final Fantasy IX. We can't even begin to talk about their PS-2 line-up. FF X, FF XI, Bouncer – the list goes on and on. Square's product is hot.

Good – Dreamcast Internet play becoming a reality. After disappointing gamers for months with yawn-inducing downloads and what might possibly be the worst chat room in the history of the Internet, Chu Chu Rocket becomes the first DC title to offer gamers what they've wanted all along – online multiplayer gaming.

Bad – Walt Disney World has long held the title of "Most Irritating Place on Earth," but now it might have some serious competition. Apparently, Nintendo has plans to build Pokémon World, a pocket monster-themed amusement park, in Kyoto, Japan. Nightmare visions of grown men dressed in Jigglypuff costumes and animatronic singing Pikachus have already begun to haunt our dreams.



Ugly – Deluged with complaints regarding bugs in Gran Turismo 2, Sony has begun to offer replacement copies of the game for consumers that purchased buggy version of GT2. Common problems include not being able to achieve 100% completion level and saved cars being lost. Unhappy racing fans should call (800) 345-7669 to talk to a Sony service representative.

Ugly – The WWF's Mae Young. We respect our nation's senior citizens, but this travesty has to stop. It's just not cool to see a woman old enough to be our grandmothers slapped around by musclebound hair farmers. Even worse, Jay hasn't had a good night of sleep since he saw her topless. Please Vince, give her a good pension and let the old girl retire. She's got a baby to think about.

Video Game Trivia Answers:
1.Jaguar, Nintendo 64, Saturn, Dreamcast, Game Boy Color, and PlayStation
2.Sony Interactive Studios
3.Pokémon
4.Arm Wrestling
5.Over a million

Name That Game Answer:
Dennis Miller That's News To Me

EVERYTHING YOU COULD HAVE HOPED FOR

PERFECT DARK™

A pseudo sequel to GoldenEye, it's easy to see why Perfect Dark is easily one of the most anticipated games of the year. Yet having played the near-complete game at Nintendo recently, we've realized that comparing GoldenEye to Perfect Dark is a lot like comparing a favorite childhood bicycle to a shiny new Porsche. Virtually every aspect of the previous game has been dramatically improved, polished, and added to.

The visual appeal of the game has been greatly enhanced by the Expansion Pak, allowing for stunning lighting effects and a much sharper look, making the experience of storming through a corporate complex crawling with guards much more enthralling. Consequently, the violence is much more vivid, which will no doubt cause the game to garner an "M" rating from the ESRB.

It is also a much bloodier game than GoldenEye. Enemies cry out in pain and make appropriate gestures when shot as they did in GoldenEye, yet somehow the improved audio and visual effects makes the experience a much more guilty one. Even corpses of fallen opponents will leak pools of blood when shot again.

SMART GUNS

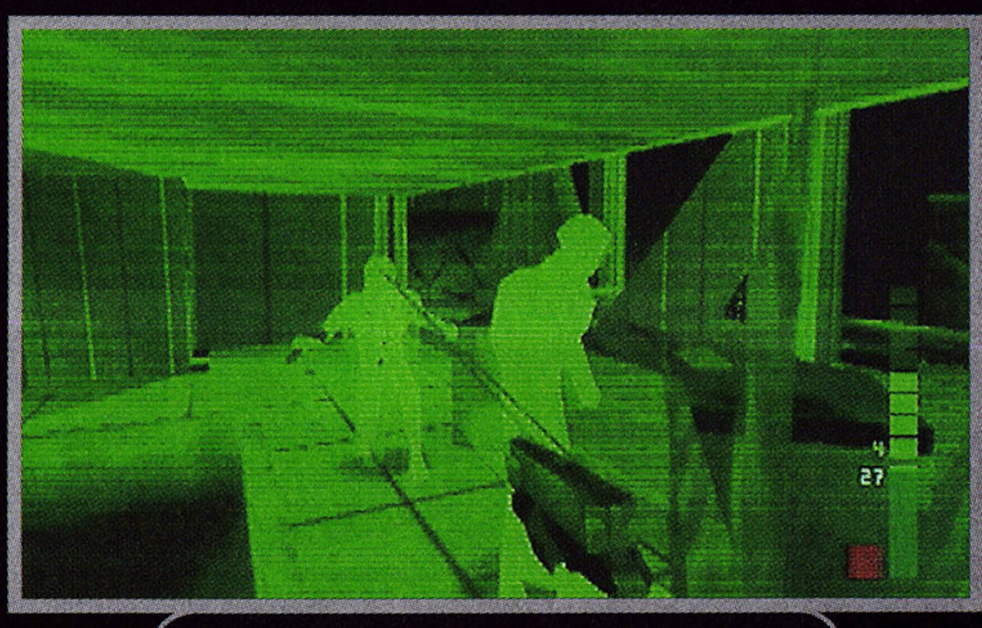
GoldenEye's weapons had a fair bit of variety, but when it came down to it, almost any gun was more than enough to take out an enemy once you'd mastered the head shot. Rare has greatly enhanced the appeal of the arms in their new game by including 44 weapons, each with a secondary ability or firing style. While handguns generally only allow you to "pistol whip" enemies into submission, most weapons feature their own unique abilities. Even unarmed combat has a disarming option, allowing you to steal an opponent's weapon and use it on them.

The Dragon, a large automatic rifle, can be abandoned in favor of arming it with a powerful explosive that will cause it to blow up in an enemy's face when they attempt to pick it up, making it a devastating multiplayer weapon. Our hands-down favorite is the laptop gun. This tough little submachine gun can be attached to almost any surface where it will act as a powerful sentry gun, hosing down any hapless enemy that comes into range.

The sheer variety and unique qualities of the game's weapons are two of Perfect Dark's most endearing traits. Guns cross the full range of energy weapons, sniper rifles, submachine guns, proximity mines, pistols, and even the virtually omnipotent XR-20, a weapon capable of not only seeing through walls, but also shooting through any physical obstacle. Have no doubts. You won't be disappointed with the guns.

GADGETS

GoldenEye had gadgets, but for the most part they were nothing more than keys that activated new events or allowed access to a new part of the level. Perfect Dark features a wealth of futuristic power-ups, many of which are functional for much more than simply meeting a level objective. Energy shields, cloaking devices, and night vision goggles complement the usual host of data taps and remotely activated explosives.



Night Vision is crucial in certain areas of the game.

One of our favorites, the Spy Eye, is a remotely operated camera capable of flight that is useful for checking out hazardous areas like an irradiated room. In addition to taking pictures, the Spy Eye is also great way to check out the location and strengths of the opposition without exposing yourself to risk. Combat readiness is no longer simply a function of body armor and firepower, but your do-hickeys as well.

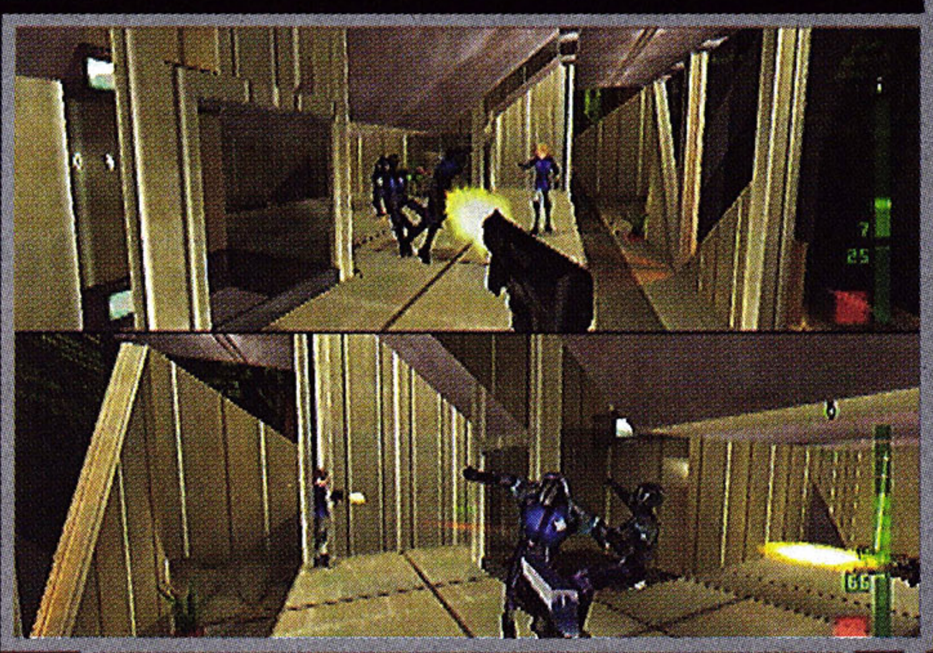
Cloaked players aren't fully invisible, but they can still be a nasty surprise.

MULTIPLAYER MAYHEM

Perfect Dark takes multiplayer to new extremes, allowing the player a host of new options previously unavailable in any other first-person shooter on the PC or console systems. Featuring a wealth of new options and customization features, hordes of weapons, and even a cooperative mode, Perfect Dark is a multiplayer dream come true.

COOPERATIVE MODE

Acclaim's Armorines was a solid but generally subpar shooter, but the entertainment to be had from blasting through a level with a friend made up for a great deal of its shortcomings, making us wonder why so few titles in the past have implemented this feature. Rare doesn't disappoint. Not willing to leave anything out of their game, they have allowed you and a buddy to fight through all of the game's single-player missions. Make sure you watch his back though, as your health bar is shared. Just like classic GI Joe brothers Xamot and Tomax, what hits him, hurts you too.

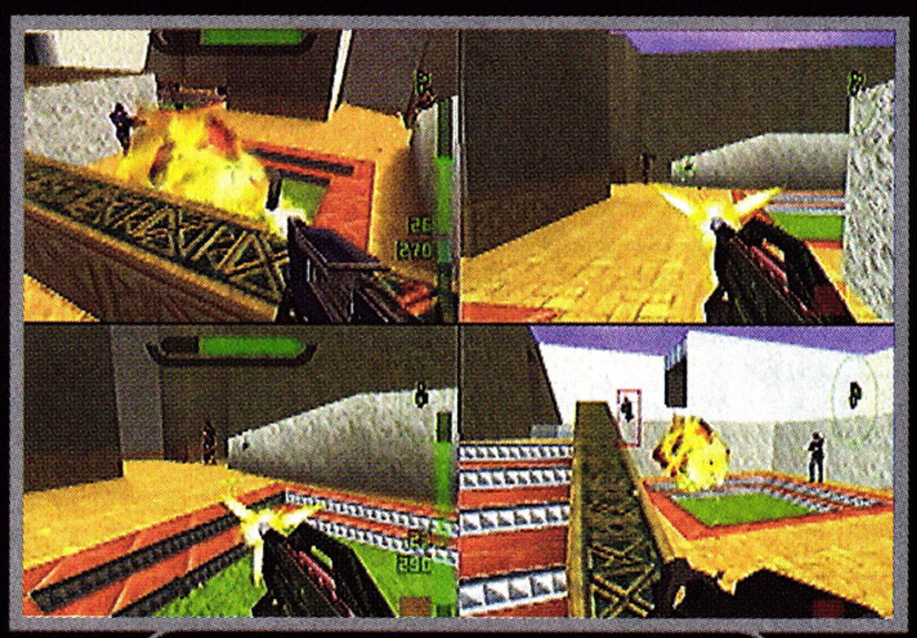


Double your pleasure by catching the enemy in a lethal crossfire.

VERSUS MODE

Buddy-buddy stuff aside, there is no better way to sort through your differences than to gun down your closest friends in a frenzied melee. While the multiplayer experience is greatly enhanced from GoldenEye by the new toys and sharper looks, the most amazing thing about it is the incredible wealth of options available.

In addition to allowing four players to go head to head, eight additional computer players called "simulants" can be placed in the battles as well. Each simulant can be geared up or down from a long list of AI personalities. Some are harmless dumb Joes, while others actually cheat by being faster or simply having a quicker turning speed than a regular human controlled character. One AI type, the Pacifist, creates a unique problem on the field by focusing purely on acquiring weapons, making it difficult to find new guns.



That guy with the laptop gun has the wrong idea.

These simulants can act as independent enemies or team up with human players who can give them commands. The total limit on a level is 12 characters at once, so the more human players you have, the fewer AI allies you can fight with. Now you can take on that one friend with the god-like skills backed up by a squad of up to five AI controlled goons.

Other multiplayer options allow you to customize the look of your character by selecting from a long list of body parts and facial features, and you also call the shots on what weapons will be available at the spawning points on a given level. Perfect Dark could quite possibly be the strongest multiplayer game the N64 will ever see. When you take into account all of the cool new weapons and options, it even puts the PC shooters to shame.

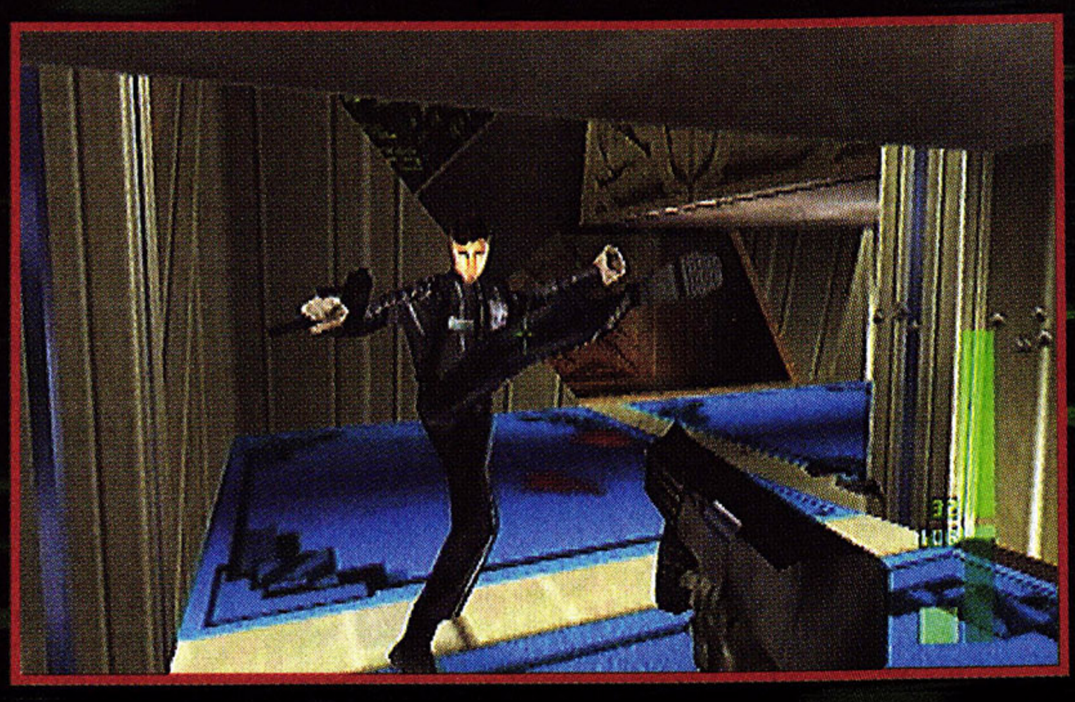
Nintendo 64 Preview

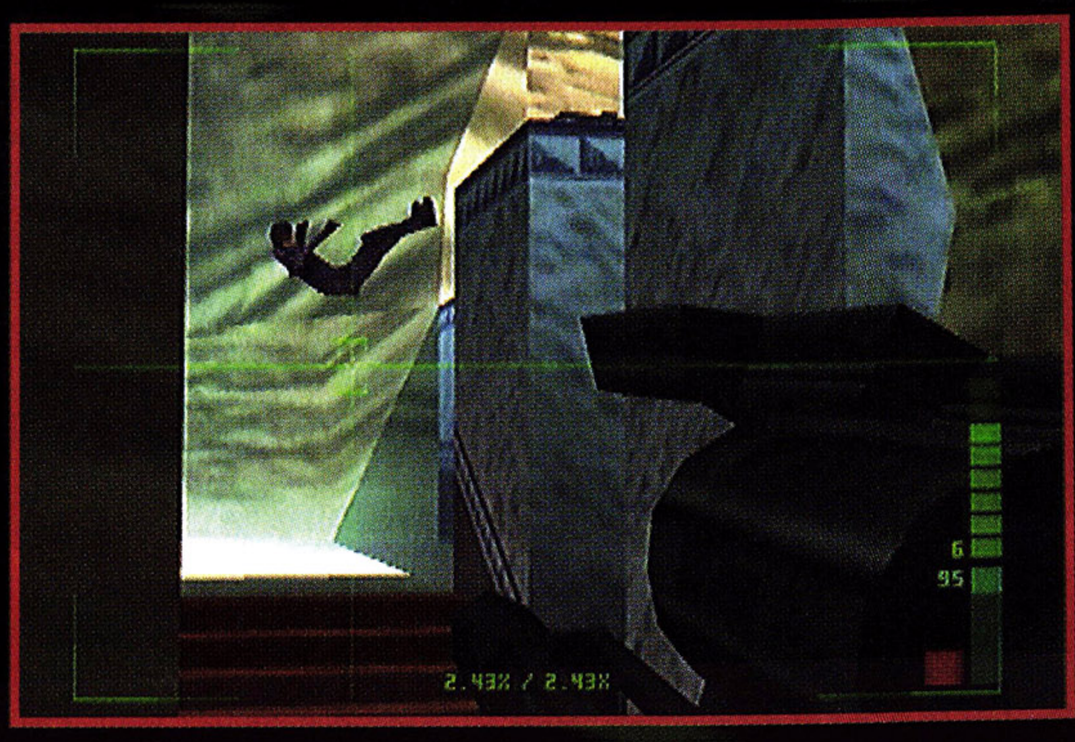
- **Size:** 256 Megabit
- **Style:** 1 to 4–Player Action
- **Special Features:** 44 Weapons with Secondary Functions; Story, Challenge, Versus, & Cooperative Modes; Custom Versus Mode for Weapons Available & AI of Computer Players (Up to 8 in 4-Player)
- **Created by:** Rare Ware for Nintendo
- **Available:** May 22 for Nintendo 64

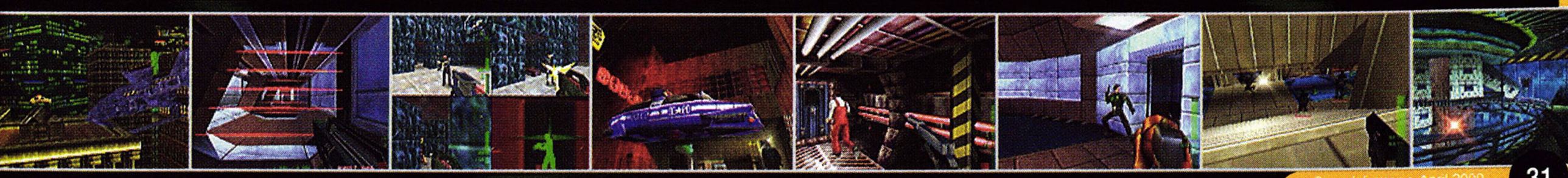
95% Complete

MISSING IN ACTION

Unfortunately, Perfect Dark will no longer allow players to put their faces onto the game's characters via the Game Boy Camera and Transfer Pack. Rare informed us that the option was causing too many problems for the game's development and that they preferred to focus on enhancing and smoothing out other gameplay features rather than attempting to fix this nifty extra.



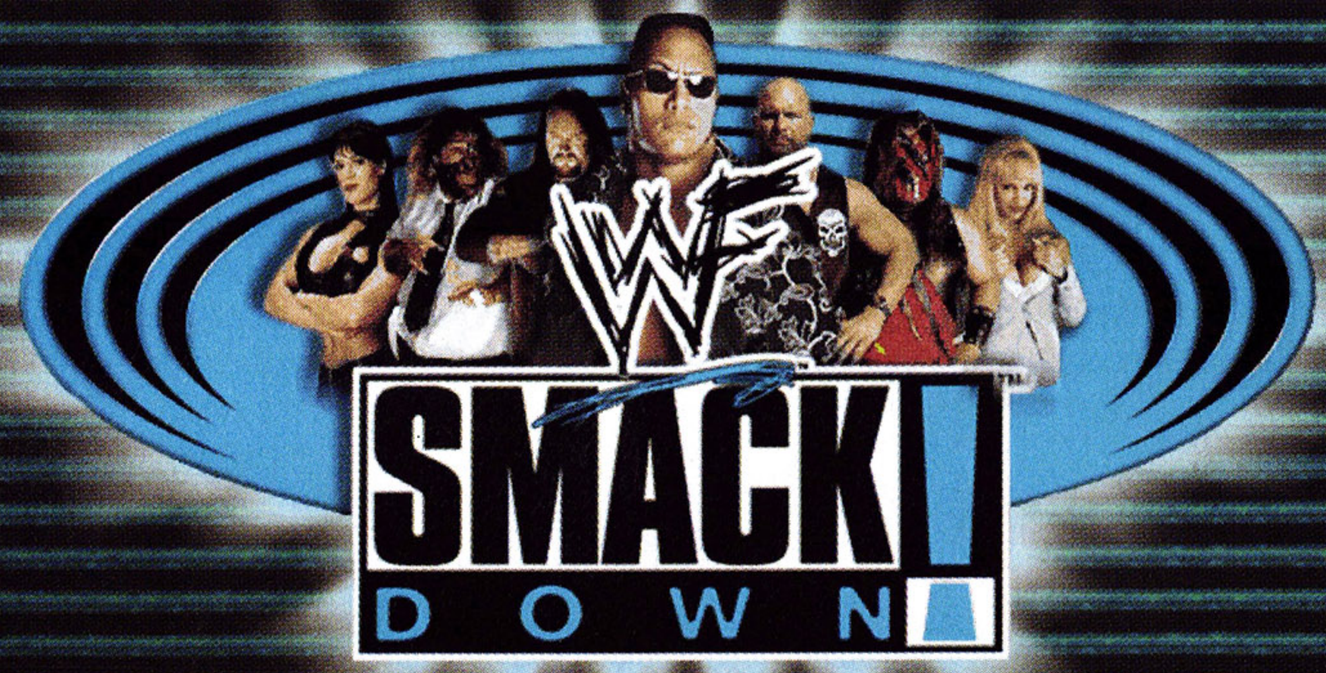




PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 36 WWF Superstars; Facial Expressions; Season Mode; Secret Characters Unlocked in Create-A-Superstar; I Quit & Guest Referee Matches; Backstage Areas; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Yuke's for THQ
- **Available:** Now for PlayStation

Bottom Line: 9



Do You Like Pancakes?

Like the Holly cousins, don't call THQ's WWF license a lightweight. Its first game under the WWF banner, WrestleMania 2000 for Nintendo 64, sold a million units in under two months – and probably would have done even better if most retailers hadn't run out of stock. PS-X wrestlers have for some reason always paled in comparison to those on N64, but things are about to change with the release of SmackDown.

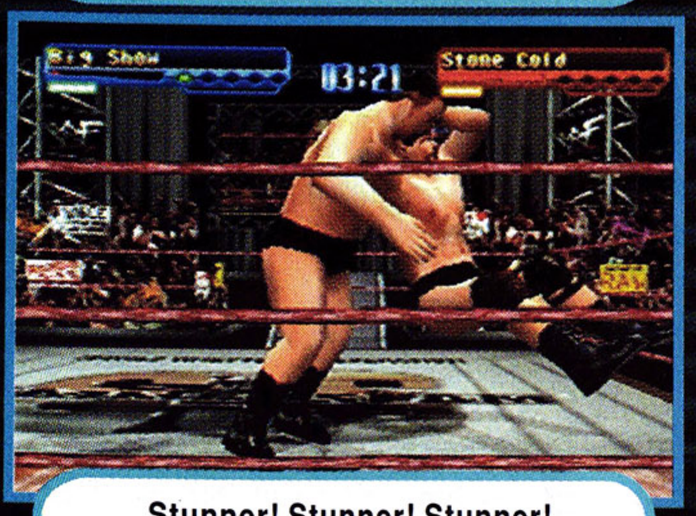
THQ's new contender looks fabulous while running fast and smooth. Players will instantly appreciate the spectacular lighting effects and wrestler facial expressions, but even smaller graphic details, like the ring apron billowing out after someone is slammed on the mat, have been done to near perfection. Rather than show wrestlers walking to the ring, entrance videos fill the screen with the wrestler's video game counterpart posing in front of it. After a win, however, most wrestlers perform some kind of in-ring victory ceremony.

With more match options than Triple H and Stephanie McMahon have screw jobs up their sleeves, SmackDown is sure to hold players' attention. Old favorites like the Cage Match, King of the Ring, Battle Royal, and the Royal Rumble have all made it in (with the standard limit of four wrestlers onscreen at once). During Hardcore or Falls Anywhere matches, players can Irish Whip their opponent toward the entrance and take the fight to the entry platform, a back hallway, a parking lot, a kitchen, or a boiler room. These back areas always contain a weapon or three (the largest selection we've witnessed) that can be swung or even thrown at your nemesis.

The game also has its share of firsts. Players can recreate the magic of a classic Rock/Mankind match by selecting the I Quit option. The goal is to beat your opponent into submission, at which point you must actually pick up a microphone, shove it in your enemy's face, and make them admit defeat. In a Special Referee match, a wrestler dons the black and white stripes and calls the match. If you want to abuse your power by attacking someone you don't like and never counting out your friend, so be it.

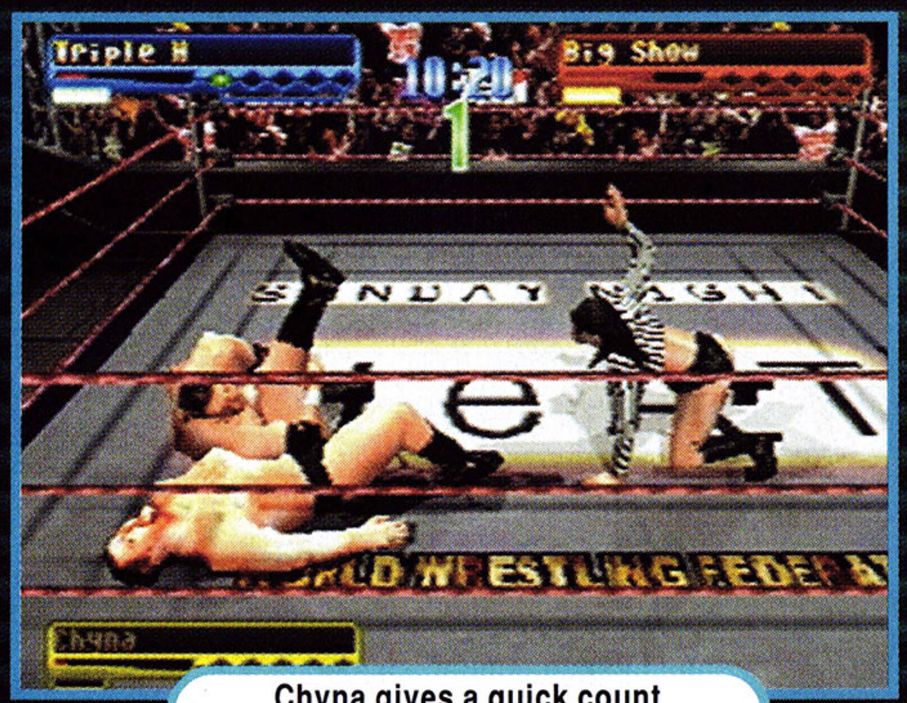
Create-A-Superstar allows for a few strange concoctions.

Triple H tries to make Jericho say "I Quit."



Stunner! Stunner! Stunner!

Mankind coming to the ring.



Chyna gives a quick count for Triple H.

ANDY
THE GAME HOMBRE

Concept	9.25
Graphics	9
Sound	7.5
Playability	8.75
Entertainment	9
OVERALL	**8.75**

"WWF SmackDown is the gift from the gods that all PlayStation wrestling fans have been waiting for. Forget the days of Monday Night Nitro, as **this title shows how a PlayStation wrestling game should be done.** Now if it were a showdown between this and WrestleMania 2000, I'd still be hard-pressed to find a winner, but SmackDown does bring a lot of new innovations to the wrestling scene. You get cutscenes of the soap opera-like story that is so much a part of wrestling and also some amazing animation that truly catches the flair of each character. I'm still disappointed with THQ's work on the Create-A-Superstar mode, but the action in this title makes it easy for me to forgive them as it is tight and extremely user friendly. If you even remotely like wrestling you've got to get this game."

JAY
THE GONZO GAMER

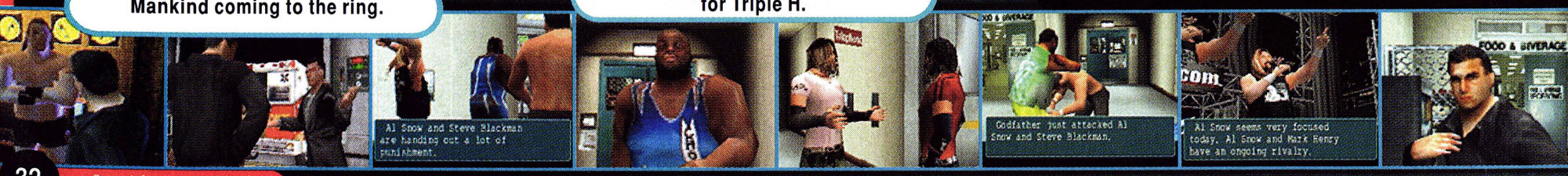
Concept	9.5
Graphics	9.25
Sound	8.25
Playability	9.25
Entertainment	9.5
OVERALL	**9.25**

"I was instantly impressed with SmackDown from the moment it started running on my PlayStation. By the time I got into the stat tracking, backstage brawling, and new match options, I was absolutely flabbergasted. **Wrestling games always try to bring something new to the table, but SmackDown has practically reinvented the PS-X wrestler.** The game certainly has its shortcomings (the somewhat small wrestler roster and lackluster Create-A-Superstar come to mind), but overcomes them with its smooth gameplay and gargantuan amount of options to explore. To put it succinctly, SmackDown is the best PlayStation wrestler around. THQ has officially taken over the genre on N64 and PS-X, and I can't wait to see what they have planned on Dreamcast."

REINER
THE RAGING GAMER

Concept	9.5
Graphics	9
Sound	8
Playability	9
Entertainment	9.5
OVERALL	**9.25**

"In what seems to be a yearly event, THQ has once again brought wrestling games to the next level. Not only is the action more realistic than ever before, SmackDown is also the first title to incorporate story arcs. Through real-time cutscenes, players bear witness to random events like The Rock getting double-teamed backstage, and Al Snow assaulted by a talkative Big Show. Other innovations also lie within the game modes. You can actually guest referee matches and compete in I Quit bouts. The Career mode is equally as deep; featuring player stats and match ratings. SmackDown's gameplay is definitely solid and the character models are extremely detailed – moving as they do in the ring. Not having crowd chants kind of blows, but then again that's what friends are for. **Rock solid and viciously addictive, SmackDown is a must have for all wrestling junkies."**



PlayStation
Review

EVERYONE
E
CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Shooter
- **Special Features:** 50 Multi-Objective Missions (6 Planet Based); 2 Endings; 8 Upgradeable Ships; 28 FMV Clips; 32 Weapons; Improved Enemy AI; 5 Solar Systems (3 New, 2 Old)
- **Replay Value:** Moderately Low
- **Created by:** Psygnosis Leeds Studio
- **Available:** Now for PlayStation

Bottom Line: 8.25

COURAGE UNDER LASER FIRE

Welcome back to the academy, rookie. Everything you learned in the practice simulators (Colony Wars 1 & 2) is a big, fat, flabby joke! When you saddle up into your Magentech CRB Snapdragon you better pray to the sweet Lord that you have your barf bag with you, otherwise you'll be clockin' more time swabbin' up your own puke than you are swabbin' the decks...and we need those decks spotless! Do you read me, SOL-DIER!! Good...Now go on with your bad self and kick some pirate booty.

In Colony Wars: Red Sun, the third installment in the popular series, gameplay has received a severe facelift. Instead of trying to be a PC simulator, Psygnosis has implemented more of an arcade shooter angle. Granted, difficult missions like protecting convoys and battling in the Thunderball Tournament must be tackled, but now it's from a more console-friendly perspective. The arcade aspect includes smoother controls, easier targeting, and even rapid fire delivered through jamming on the fire button. Psygnosis has also added a quick retry feature for failed missions.

Just like everything science-fiction, this title does have its geeky moments based on innovative technologies and vehicle designs. In the previous Colony Wars games, all of the playable craft looked very similar. Bor-ing. All of the vehicles in Red Sun are quite different, and equipped with different abilities and weapons. All of these vehicles can be swapped for another ride or upgraded into a killing machine.

Red Sun features 50 multi-objective missions spread across five different solar systems. While most of the action takes place in space, five runs must be performed on planet surfaces. If you think you have the space balls it takes to fly with the big boys, then park that Ford Tempo and reach for the stars with Psygnosis' best Colony Wars to date. ■

JAY
THE GONZO GAMER

"Colony Wars: Red Sun could have been a miserable failure in so many ways. It borrows pretty heavily from Star Wars (especially in the music), has a hefty storyline to get involved in, and is the third title in the series – a place where many franchises have fizzled. Against all odds, though, Red Sun comes together perfectly. The environments and mission goals are highly varied, so much so that I couldn't wait to see what was next. **The graphics, especially during the off-planet missions, show that the PS-X can still deliver the goods**. The only gameplay problem was the lack of a meter to tell me the distance to my target. All too often what appeared to be a distant blip would suddenly zip past me in the blink of an eye. Still, anyone with aspirations to be Han Solo will enjoy this game immensely."

Concept	8.5
Graphics	8.5
Sound	9
Playability	7.5
Entertainment	8
OVERALL	**8.25**

PAUL
THE GAME PROFESSOR

"With the Colony Wars series, Psygnosis has consistently delivered a polished and entertaining space epic. This version is no different. In all the games, I thought the story was unimportant and fairly trivial. This may still be the case in Red Sun, but I believe the presentation to be excellent. The cutscenes are nicely produced and the soundtrack is phenomenal. As for the control, it hasn't changed very much over the past years and may be a little complicated for the novice space jockey. Navigating in a 3D space while trying to decipher the small radar screen is confusing at some points. Even so, the action is intense and the graphical eye candy is superb. Colony Wars had become a bit stale in my book, but this game is well put together. **Red Sun is a solid space combat game.**"

Concept	8
Graphics	9
Sound	9
Playability	8.5
Entertainment	7
OVERALL	**8.25**

REINER
THE RAGING GAMER

"Colony Wars has always been a PC game trapped in a console body. It's attempted to deliver incredibly deep gameplay and missions, but never really hit the mark. In Red Sun the gameplay has strayed away from all-out simulation, featuring more of an arcade feel. The missions are once again brought to life with multiple objectives, and this time around the objectives are well thought out and rarely repeated. Psygnosis has also tweaked the vehicle designs to feature more vibrant colors and unique hull designs. You'll even see enemies using wildlife as weapons and vehicles. Very cool. **I've always liked the CW titles, and this one is the best yet.** It doesn't offer much in the ways of replay value, but it is a fun ride from start to finish."

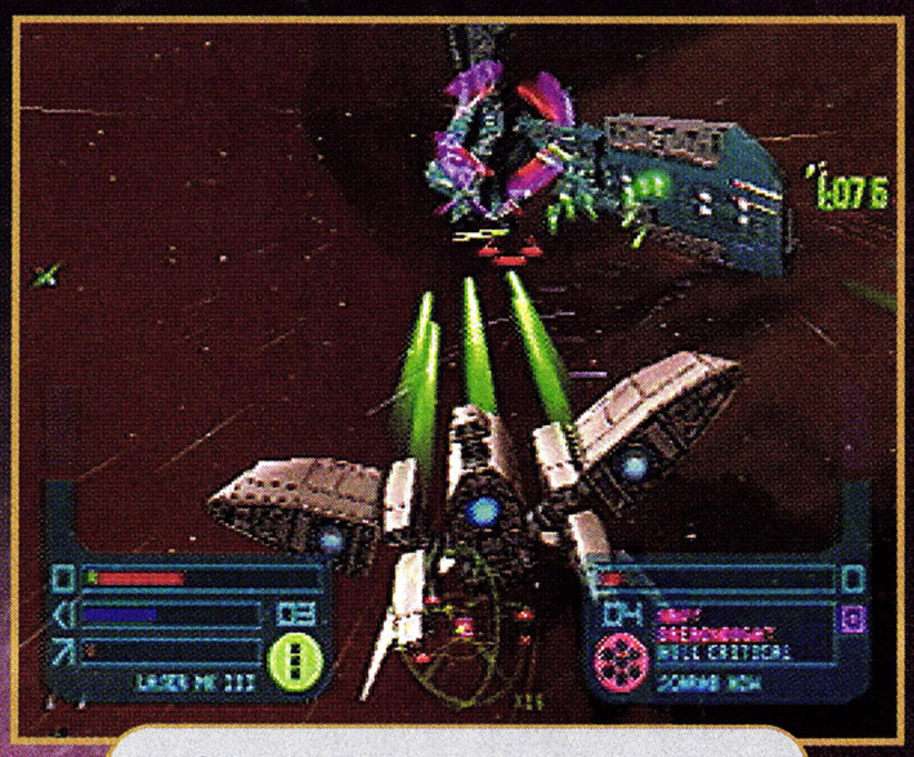
Concept	8
Graphics	9
Sound	8.5
Playability	8.75
Entertainment	7.5
OVERALL	**8.25**

The story comes to life within 28 FMV clips.

Each mission has a distinct feel and objective.

Eat space dust, punk!

In the Thunderball Tournament, four mercenaries collide in a duel to the death.



Space combat never looked so good.

PlayStation Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Action
- **Special Features:** 19 Missions; 10 Arenas With Over 120 Different Mecha; Hordes of New Parts & Weapons; Over 180 Parts - All the Old & Many New Ones; Create Your Own Arena Opponents & Ladders; Link Mode
- **Replay Value:** High
- **Created by:** From Software for Agetec
- **Available:** Now

Bottom Line: 7.5

ARMORED CORE: Master of Arena

You Mecha Me Feel So Good

Based more on the quick action of anime-styled mecha battles rather than the slow and cumbersome walking tanks of a certain American giant robot franchise, the ACs (mecha) in Armored Core are capable of using booster jets to glide rapidly across flat surfaces, jet up and over tall buildings, and even fly for limited periods of time. The true challenge of this game is strafing or flying at rapid speeds while keeping your opponents within your targeting sight.

For those disappointed with the second in the series, Project Phantasma, you may be wondering if this latest engine-identical update is worthy of a purchase. Is the Pope Catholic? By our best estimate there are more hidden and bonus parts than the previous two games combined, with all of the old parts present. There are 10 arenas with well over 120 battles to be fought (we have yet to unlock the final arena), 19 single-player missions, and several new multiplayer arenas.

If you're not sold on this game yet, think of that friend of yours who hated racing games but couldn't resist Gran Turismo. Underlying that game's fantasy car appeal was a comprehensive engine that offered a remarkable variety of vehicles to try out and upgrade toys to play with. Same idea in Armored Core, only in AC you get to blow the crap out of things with missiles, plasma weapons, lasers, laser swords, slug guns, sniper rifles, cannons, and rockets. All this while flying like a bird, rolling like a tank, or drawing a bead on your opponents from a hovering heavy-weapons platform.

We don't know why Armored Core isn't more popular than it is, or at least why it's not a cult phenomenon. Anyone who has ever enjoyed a mecha battle scene in an anime movie could appreciate this game. If you're new to the series, you may want to pick up the first Armored Core for its missions, but skip Phantasma, and be sure to pick Master of Arena up first. You won't regret it..

This clumsy weapon is fun to use, but not very efficient.

Finishing them off from the air is deeply satisfying.

With a lighter AC you can get some serious altitude.

Strafing and blasting helps, but you'll have to do better than that.

An ideal starting AC.

ANDY
THE GAME HOMBRE

Concept	6.5
Graphics	6.75
Sound	6
Playability	8
Entertainment	4
OVERALL	**6.25**

"Built on the same solid engine as the original, Master of Arena still features nice control and decent graphics, yet it still lacks the one thing that has bugged me about this series from the beginning - a story. Yes, From Software has put in a little text here and there to make the game sound interesting, but it really needs some flash. For instance, if this game had the story tree and FMV of the Colony Wars series I would find myself a lot more interested in playing it. Certainly I hate to judge a game by its cover, but finding and buying new parts for mechas just isn't my idea of fun. **Incorporate some anime cutscenes and a story and I'll be behind this game 100%, but until then it just can't keep my interest.**"

ERIK
THE PC JEDI

Concept	9
Graphics	8.25
Sound	7.75
Playability	8.75
Entertainment	9
OVERALL	**8.5**

"Being an Armored Core junkie, it was hard not to score this game way up there. Yes, it's just another update, **of the three Armored Core games so far, this one does offer the most**. The Arenas are plentiful and great. Most of the new parts (of which there are many) don't suck, making the process of experimenting with new mecha designs much more interesting. I also thought the option to design your own AC opponents for parts and AI aggressiveness added a lot to the single player experience. If you liked the first game, but couldn't care less after you beat the missions, you may find Master of Arena to be simply more of the same ol' stuff. If you're a big fan, however, pick it up; especially if you still have a sour taste in your mouth from Project Phantasma."

REINER
THE RAGING GAMER

Concept	7.5
Graphics	8
Sound	7.5
Playability	8
Entertainment	8
OVERALL	**7.75**

"Playing Armored Core is a frustrating experience. It's not that the gameplay is overly challenging; it's actually balanced very nicely and a blast to play. The reason I get flustered is because I constantly think how cool it would be if a developer actually made a decent Transformers or Robotech title. These licenses are gold, yet everyone decides to make more racing games. Foolish mortals. Sadly, when it comes to PlayStation gaming, AC is the only decent mecha game. While this update looks and plays identically to the previous two installments, it does dish out a slew of new mission objectives, mecha parts, and interesting multiplayer options. If you've played the other two versions, then essentially you've played a piece of this one as well. **Only rookies and hardcore AC junkies need apply.**"

front mission 3

フロントミッション サード

PlayStation

Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Turn-Based Tactical Combat; Build New Mecha From Captured Parts; Each Body Part Features Unique Battle Skills; Random Special Attacks & Combos; Branching Plot Paths; 131 Battles
- **Replay Value:** Moderately High
- **Created by:** Square Soft
- **Available:** Now for PlayStation

Bottom Line: 9

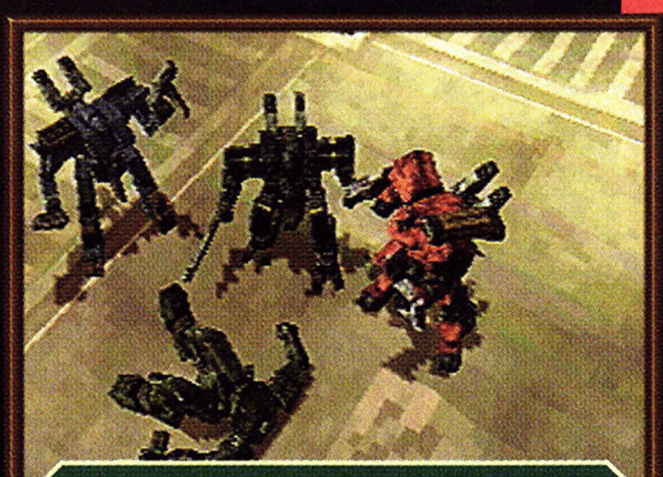
Mecha Love, Not War

Essentially, Front Mission 3 is a lot like Final Fantasy Tactics with mecha, but the turn-based combat is where the similarities end. Where Tactics was about gaining enough experience to try new classes and learn powerful new abilities, FM3 is more about upgrading your mecha with an arm type that is less likely to get blown off within the first two combat turns. This doesn't make the game any less complicated, however.

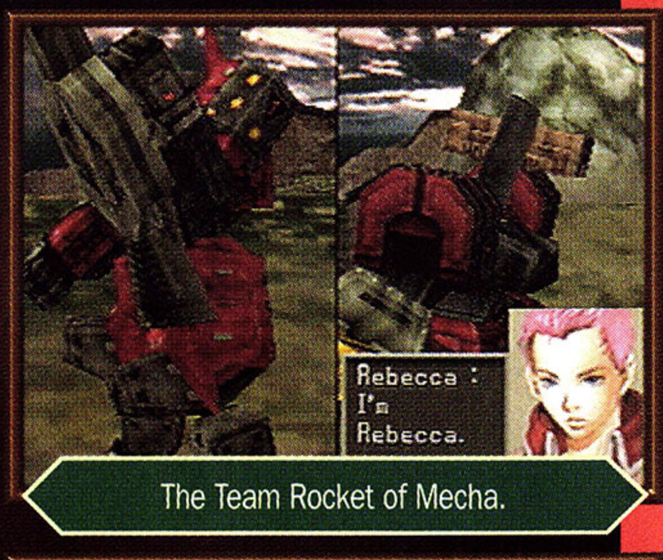
Every body part in the game has a special ability that can be learned if you have the proper weapons equipped. When the conditions are right, these moves will occur randomly. The first time a move is encountered, it can be stored in a mecha's CPU, causing it to occur on a more regular basis. One of the real challenges (and hassles) of the game is figuring out which of those crappy parts that you never use has that one ultra-powerful skill to be unlocked. Some moves will damage an enemy mecha's pilot, unleash a lethal melee/ranged weapon combo, or simply grant double the experience for an attack.

For the first ten hours of play, the strategy itself isn't very challenging. However, estimated at anywhere from 100 to 150 hours of play time (translation: 80 in a rush), Front Mission 3 is a huge game and it does get progressively more difficult and offer more choices as you move on. Front Mission 3 has everything you could expect from a classic Square Soft game, which as always, is way more than you bargained for.

The tactical maps are intricately detailed.



He's dead, Jim



The Team Rocket of Mecha.

Square put a lot of effort into FM3's real-time cutscenes.

Blowing off both arms in one shot will leave an enemy completely helpless.

ANDY
THE GAME HOMBRE

Concept	8.75
Graphics	8.75
Sound	8.5
Playability	9.25
Entertainment	9.5
OVERALL	**9**

"**Now this is my kinda game. Front Mission 3, as per Square Soft standard, is gorgeous**, but my favorite part of this game is its story. Sure it's a cliché-riddled action script with an annoying lead character, but there is just something about it that made me want to play this game. The strategy segments are pretty impressive as well, though I will have to admit that I am little disappointed that it isn't as challenging as FF Tactics (though this is of little consequece since this game is quite long). But what this game gives up to Tactics in difficulty it makes up in story and attention to detail. Plus the part and upgrade system for the wanzers is extensive, but not overly confusing. Check this game out. It certainly ranks up there with the best from Square Soft, and that's saying a lot."

JAY
THE GONZO GAMER

Concept	9.5
Graphics	8.5
Sound	8.25
Playability	9.25
Entertainment	9.25
OVERALL	**9**

"So this is what happens when Vandal Hearts and BattleTech breed. **Front Mission 3 appears straightforward enough on the surface, but all of the extras pad out what's already a lengthy and absorbing game**. When you're not busy in battles, you'll be spending time on the in-game Internet, reading emails and shopping on web sites. FM3 isn't without faults, however. First and foremost, the game is rather easy for a long stretch. I never came close to failing a mission in my first 10 hours of play. It also bothered me that being heavily damaged in one scenario had no negative effect on the next, as all damage is mysteriously repaired. Regardless, I highly recommend you go out and buy this game. Why? Because I don't want the States to get snubbed on Front Mission 4 and 5."

ERIK
THE PC JEDI

Concept	9.25
Graphics	8.5
Sound	9
Playability	9.25
Entertainment	9.5
OVERALL	**9**

"Front Mission 3 is a mecha jockey's dream come true. It almost boggles the mind how huge this game is. Not only are there a ton of battles, but **the sheer wealth of parts, weapons, and battle skills to be learned will have me playing through the entire game several times over**. Square has also delivered on the game's setting, offering a surprisingly intricate and well thought out world with a wacky band of heroes that puts most anime spaz complexes to shame. If you liked Final Fantasy Tactics, but always wished it could have been done with gigantic metal warriors with forcibly detachable limbs, Front Mission 3 is the game for you. Square Soft is going to kick themselves for not having brought this series to the States earlier."

STAR WARS EPISODE I JEDI POWER BATTLES™

New Jedi warriors caught in the act!

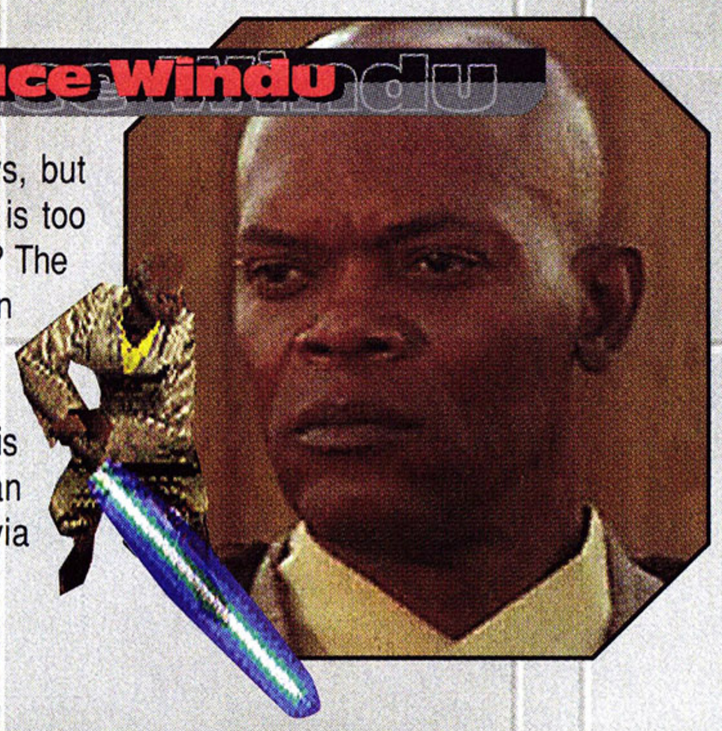
A Force To Be Reckoned With

Before Episode I rocked the globe, the handy work of a highly skilled Jedi was as much a mystery as Boy George's call sign. After all, Darth Vader was just a crusty old man. Emperor Palpatine was even crustier. Luke Skywalker was a whiny little baby. Yoda was a cranky Muppet with Frank Oz's hand up his rear. And Obi-Wan Kenobi just didn't give a damn. After twenty years of myths, LucasFilm finally came together to show the world what the Jedi clan is truly capable of. The lightsaber work of Darth Maul and the flashy moves of the young padawan version of Obi-Wan Kenobi rekindled the legacy that Jedi are the baddest mothers in the entire galaxy.

Fab Force 5

Gamers are invited to step into the shoes of five different Jedi, three of which have never been seen on the motion picture dance floor. As fans of the Star Wars trilogy, we love the colors that each character's lightsaber blade brings to the screen, yet at the same time...we're a little worried. In Power Battles you'll see the classic blue, green, and red sabers ignite. You'll also bear witness to golden and crimson blades. If any other colors appear, LucasArts should change the title to Jedi Power Rangers. When asked about the possibility of hidden characters like Ki-Adi Mundi, Even Piell, and Eeth Koth taking center stage, LucasArts simply stated that many 'great' secrets await.

Mace Windu



We don't know about you guys, but playing as Samuel L. Jackson is too cool. "Which lightsaber is yours? The one that says bad mother#@% on it!" As leader of the Jedi Council, Mace is the most balanced of the five characters. In the Force he is very strong and crafty. He can even manipulate his saber via the Force.

Plo Koon

LucasArts wanted a full on alien in the game, and Plo Koon was the extra terrestrial to fill those shoes. Although the slowest of the Jedi, Plo Koon unleashes damaging saber attacks and unmatched Force powers. Many compare his lightning blasts to those of Emperor Palpatine. What side of the Force is this guy on? Interestingly, LucasArts worked with LucasFilm to develop Plo Koon as a character. LucasArts even had a say in what color his saber would be.

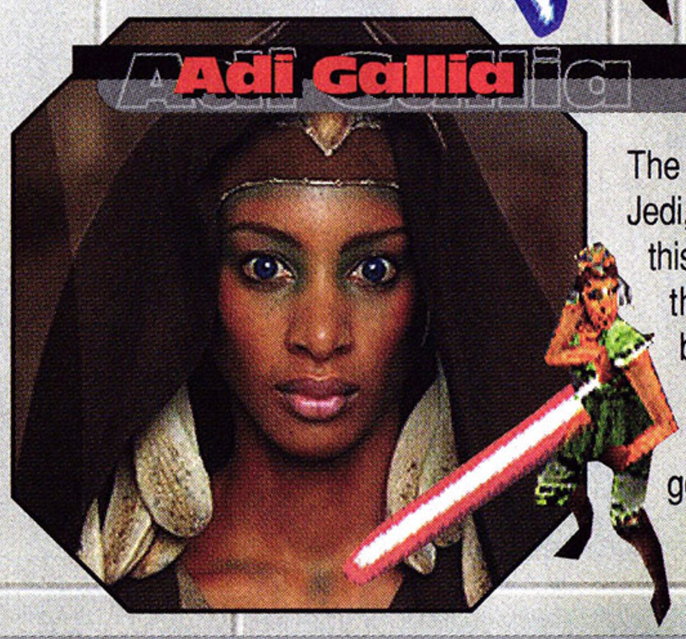
Qui-Gon Jinn

He's dead, but not quite flatlined in the video game realm. Qui-Gon is very gifted in the ways of the Force. With this special gift he primarily focuses on healing and defense.

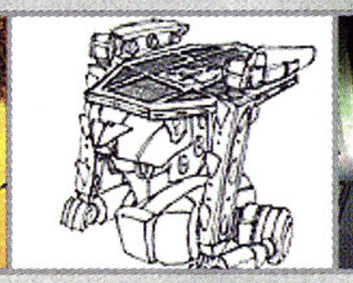
Obi-Wan Kenobi

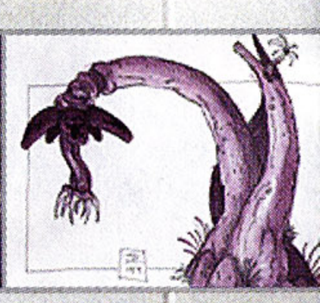
This young little padawan is not as refined as the other Jedi. His inexperience in the Force definitely shows, but his quickness and agility make him a formidable foe for even the most powerful adversary.

Adi Gallia



The fastest and most cunning of the Jedi, Adi Gallia is the swiftest warrior this side of Tatooine. She may not be the strongest, but her unique backhand lightsaber grip proves to be hard to judge. If a mission is based on time, Gallia is your go-to girl.





PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 5 Playable Characters; 10 Stages; Pilot Staps & ATT Tanks; Learn New Moves & Force Powers; New Episode I Enemies; Scripted Events & In-Game Cutscenes; High Resolution Graphics
- **Created by:** LucasArts
- **Available:** April 3 for PlayStation

85% Complete

When LucasArts unveiled a series of games based on this blockbuster film, Star Wars fans lost control of bodily functions just thinking about the chance to role-play as a vicious Jedi Knight. While the games did in fact follow the story arc of the film, the action was definitely lackluster when compared to the big screen presentation. The Jedi moved more like clunky protocol droids rather than skilled warriors. Knowing that better gameplay could be unleashed, LucasArts went back to the drawing board and began to construct another Episode I product – this one focusing on gameplay instead of story. At the end of a year and a half of development, Jedi Power Battles was born. Bearing resemblances to the highly acclaimed SNES Super Star Wars trilogy, LucasArts has successfully captured the spirit of the Jedi within this high-powered action game. Not one, not two, but five Jedi are playable from the get-go, all possessing unique abilities and Force powers.

As we've learned in the past, all George Lucas properties move as one, and not surprisingly, Jedi Power Battles won't hit retail on its own. LucasFilm and LucasArts are planning a cross promotion between the game and the VHS release of Episode I: The Phantom Menace. Both are scheduled to hit the street on April 3.

Two Players surrounded! Never defeated!

Jedi Compilations

Throughout all ten Jedi Power Battles' levels players must strive to perform their best, in hopes of chalking up a huge point total. At the end of the stage, these points can be cashed in to learn new moves, combos, and Force techniques. From what we hear, the player will need as much firepower as possible when squaring off against Darth Maul. All ten of the stages follow the script of the movie, delivering familiar backgrounds and enemies. Since there are five Jedi on the move instead of two, some of the scenes are different. On Tatooine, the first encounter with Darth Maul may be seen through the eyes of Mace Windu rather than Qui-Gon. It all depends on who the Council wants to send out. With simultaneous two-player support, this scene can also come to life with two Jedi. As expected, the two-player mode features tougher enemies. The number of lives for both players are combined within a credits pool.

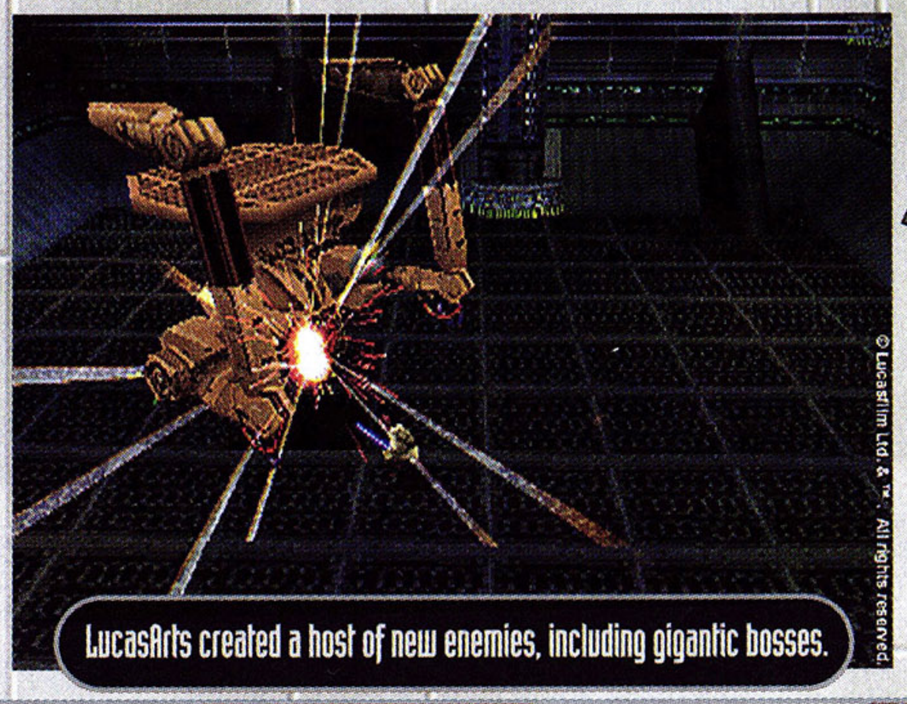
Eliminate Tusken clans in simultaneous two-player.

Along with the Force Push, Obi-Wan can perform a number of Force driven combos.

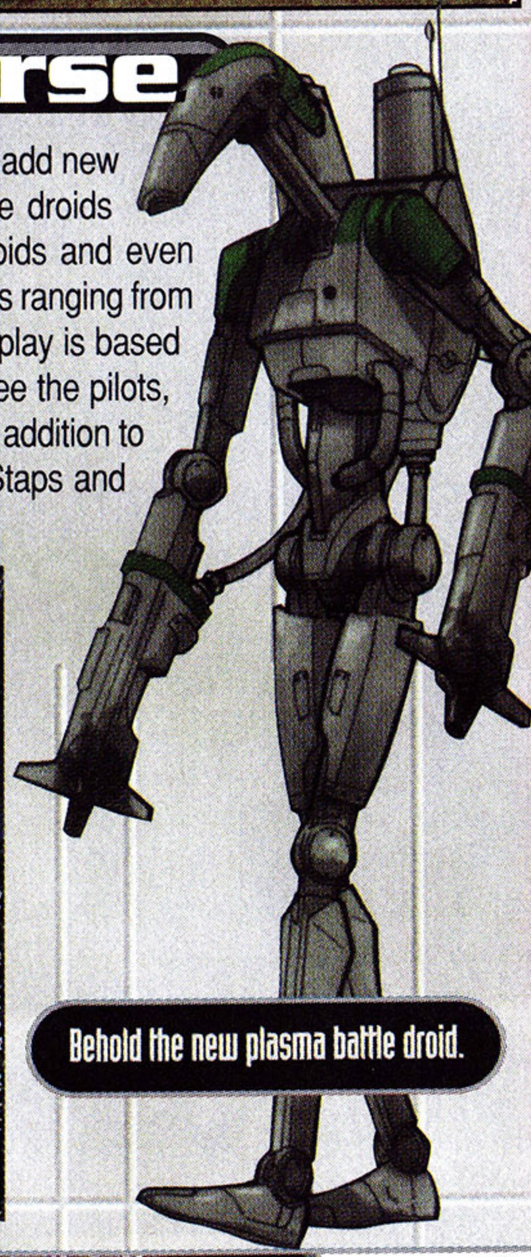
New abilities can be learned at the end of a level.

Expanded Universe

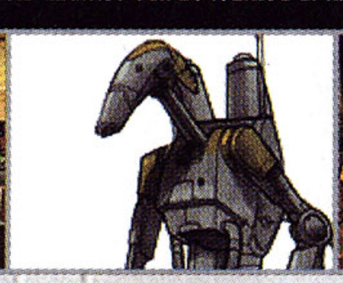
Through Jedi Power Battles, LucasArts had the unique chance to add new faces and creations to the Star Wars universe. Reworked battle droids have resurfaced as more terrorizing foes, like plasma battle droids and even flame battle droids. LucasArts has also created a ton of new bosses ranging from large worms to gigantic war droids. Of course, some of the gameplay is based directly on the film. You'll need to escort Amidala out of Theed, free the pilots, and yes, even perform the ol' chop chop on Maul and his saber. In addition to this, LucasArts has expanded the play, allowing players to pilot Staps and hijack an ATT Tank.

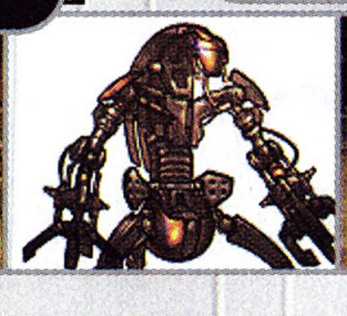


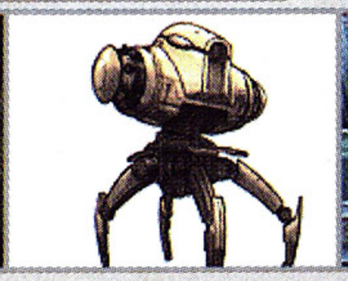
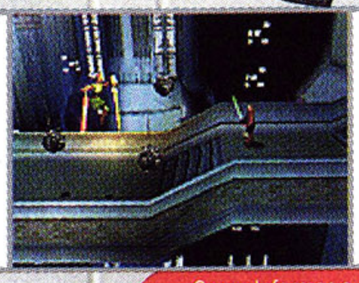
LucasArts created a host of new enemies, including gigantic bosses.



Behold the new plasma battle droid.





EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

WhoopeeCamp®

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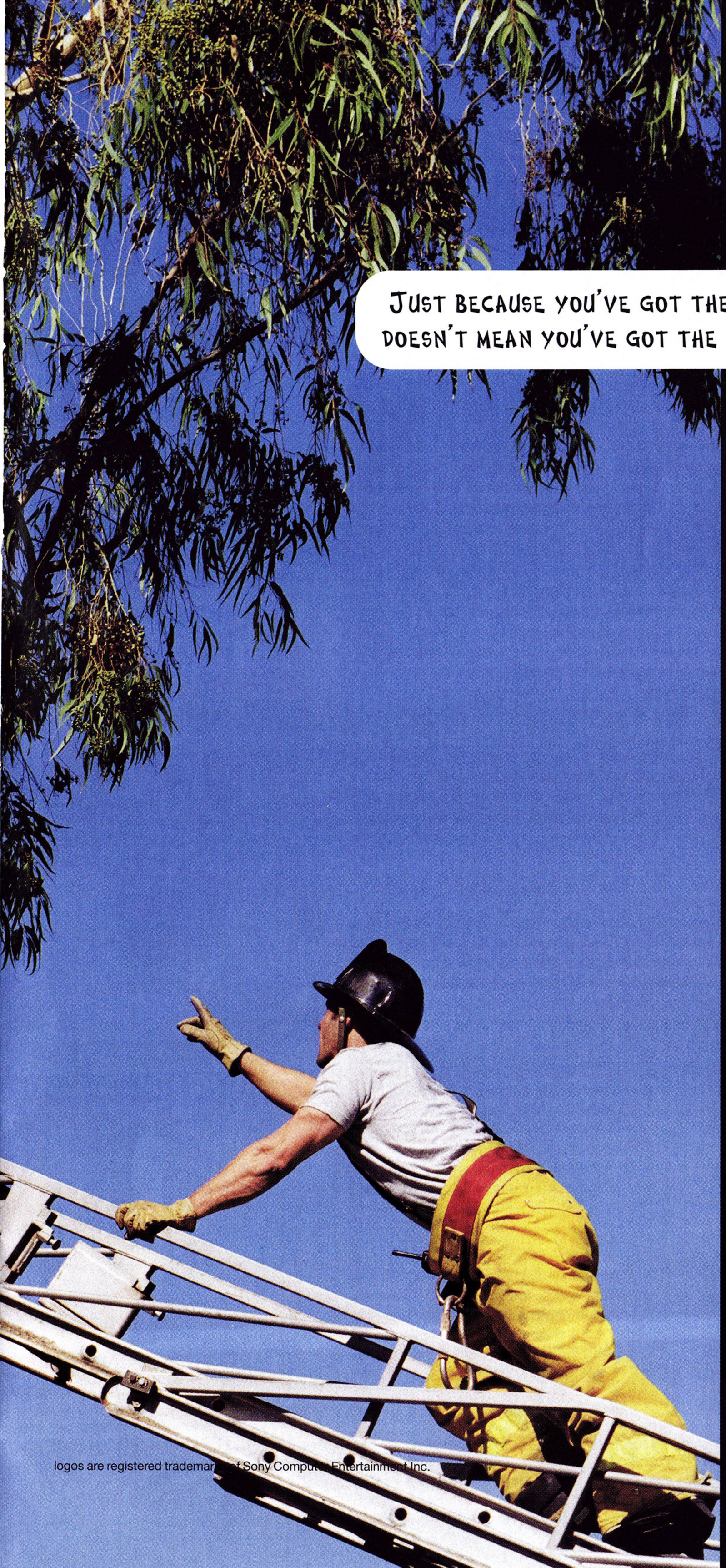
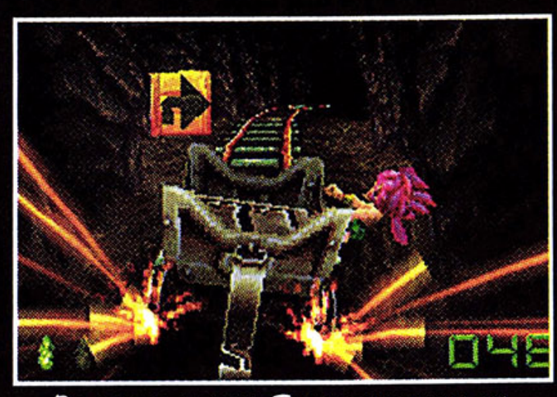


TOMBA! 2
THE EVIL SWINE RETURN™

TOMBA PUTS THE GIANT HAM ON ICE.

FLYING SUITS. STYLISH YET FUNCTIONAL.

TOMBA GOES COVERT WITH A PIG SUIT.



BEAT THE CLOCK. JUMP THE TROLLEY.

SORRY, TOUGH GUY. BUT THERE'S ONLY ONE TOMBA. AND HE'S ON HIS WILDEST ADVENTURE YET.

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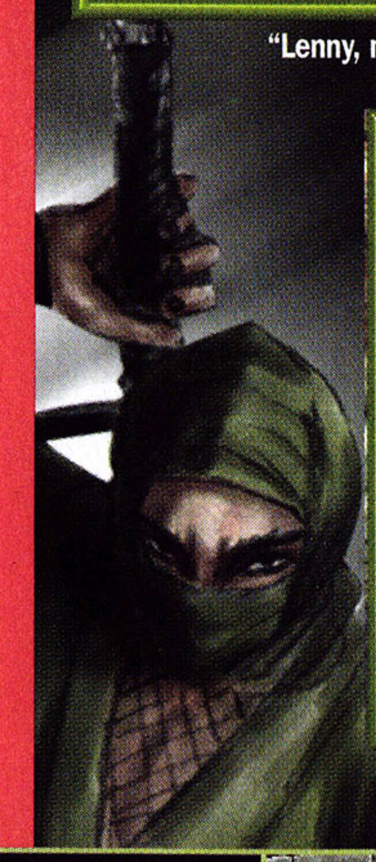
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 10 New Special Items (20 Total); 2 Original Characters (Now Younger) Plus 1 Hidden; Drag Corpses; Swimming; Level Design Mode With Traps, Enemies, & Patrol Routes; 32 Missions
- **Created by:** Activision
- **Available:** Summer for PlayStation

70% Complete

Ayame loves nothing more than a good hamstringing.

"Lenny, meet Bob. Bob, Lenny."



Never stand near the water on a full stomach. You might get disemboweled.

Birth of the Assassins

When the Dogs of War Need a Cat

Ninja: A word used for feudal Japanese assassins that were so stealthy their namesake doesn't even appear in the dictionary. In fact, as every kid who ever tried to write a paper on ninjas knows, it's downright impossible to find out anything about these elusive characters except that they do really cool stuff in movies and the ones dressed in cheesy black outfits always get it in the end. The original Tenchu took this concept of stealth and turned it into one of the best games of '98.

Activision has taken the groundbreaking original a few steps further into realism in Tenchu 2 by enhancing the AI of enemies and making them much more likely to chase after you or examine something suspicious. To help the player out, however, they've added a number of new special items in the quest to kill quietly. Among the more rare and potent items are a cloak that makes you invisible for about 20 seconds, magic leaves that teleport you directly behind the back of the closest enemy, and a blow dart that poisons and even kills on a stealth shot. Other enhancements include larger levels, six or seven stealth kill animations for each character, and unique mission goals for the game's three characters (one is hidden).

Activision has also included a level editor in which players can select the type of environment desired and then construct their own levels. Your choices will come from a long list of objects, walls, enemies, and traps. After you've completed a level, placed your enemies, and drawn their patrol routes, a mission type like "Assassinate," "Steal," or "Protect" must be selected.

While the gameplay itself is essentially the same deal, a few key changes have been made. Bodies can now be dragged to locations where they are less likely to get noticed; our capable ninja friends can now swim underwater; and the grapple must hit a ledge in order to function rather than sticking into any solid object in sight. All of these things add to an already classic experience and we can't wait for the finished product.

Ah yes. The "sniper musket" of feudal Japan.

Just the way he stands makes him look mad.

This guy is about to get wacked with a fire arrow.

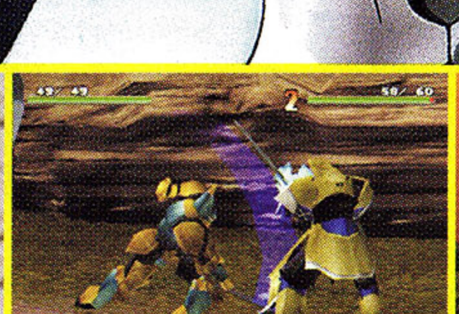
As always, stealth is the main focus.

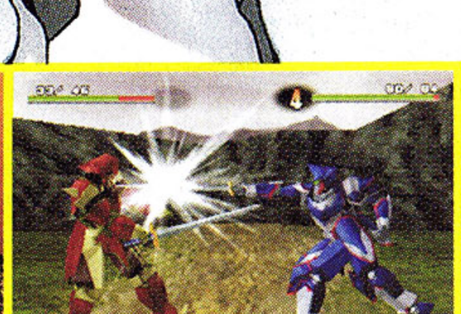
VANGUARD BANDITS™

When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.

TEEN T CONTENT RATED BY ESRB





PlayStation®

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Our games go to 11!™

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Game © Human Entertainment, Inc. 1998. English Translation © Working Designs 1999/2000. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Is that a spear in your armor, or are you just happy t
see me? Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Real-Time Combat; Limb Specific Targeting; Sophisticated Weapon Management; Tomb Raider-Like Puzzles & Environments; Interactive Cutscenes
- **Created by:** Square Soft
- **Available:** April for PlayStation

75% Complete

A Final Fantasy Alternative

Even at the end of the PlayStation's life cycle, Square Soft is doing its part to keep gamers off the streets and away from real world temptations. Final Fantasy IX is expected this fall, and in the not so distant future Chrono Cross, Parasite Eve II, Legend of Mana, and Vagrant Story are all on the way. Gamers have a history with each and every one of these titles except for Vagrant Story. This action/RPG came out of nowhere and exploded onto the Japanese gaming scene with Square's artistry in full force. It was embraced as one of the best releases in years, and when it comes Stateside, a similar greeting is expected. If its visuals don't draw you in, then its superbly crafted gameplay will. Let's take a closer look...

Story Presentation

Instead of cutting to FMV cutscenes, Vagrant Story's cinematic touch is brought to life through real-time cutscenes that flow continuously from gameplay to story break. Not using any voice-overs, Square has resorted to comic book balloons to deliver all of the dialogue. When a character speaks, blinking eyes, mouth movements, and appropriate body gestures are all displayed. Square has also mastered camera techniques. You'll see panning, close-up shots, and even motion blurring, just like in the movies.

Environments

The player has complete freedom to rotate the camera in every area in the game. Since the environments are so detailed, a first-person view has been added to allow gamers to take a closer look at their surroundings.

Block Moving

While exploring dungeons, dastardly puzzles will prevent you from moving further. One of the most frequent brain benders involves the movement of blocks. Lara Croft, eat your heart out!

Magic

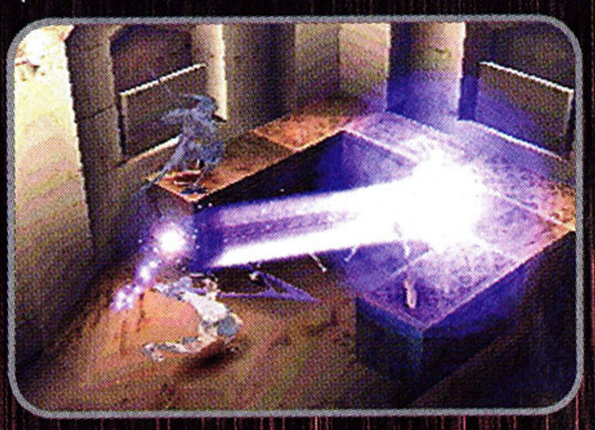
If thy sword doesn't cut it, resort to a wizard's tool. Many of the enemies in Vagrant Story are immune to certain weapons. Therefore, magic is a must. Each weapon is also endowed with pros and cons against specific enemy traits (i.e. human, beast, undead, air, fire, light).

Combat

All of the action in Vagrant Story takes place in real-time. The player will even need to draw a weapon before combat can be engaged. Without an Active Battle System dishing out player and enemy turns, anything can happen. If the enemy appears within the wireframe range sphere, the player can hack and slash repeatedly and summon magic at any time. The downfall to this is that the enemy has the same advantage. In such situations, fleeing and finding openings become valuable strategies. Many boss battles play out like Luke vs. the Rancor.

Limb Management

In combat, the player can specifically target individual zones on an enemy, and vice versa. Through this you can disable weapons by slashing at the arms, slow beasts down by hitting the legs, and confuse enemies by bashing them on the head.

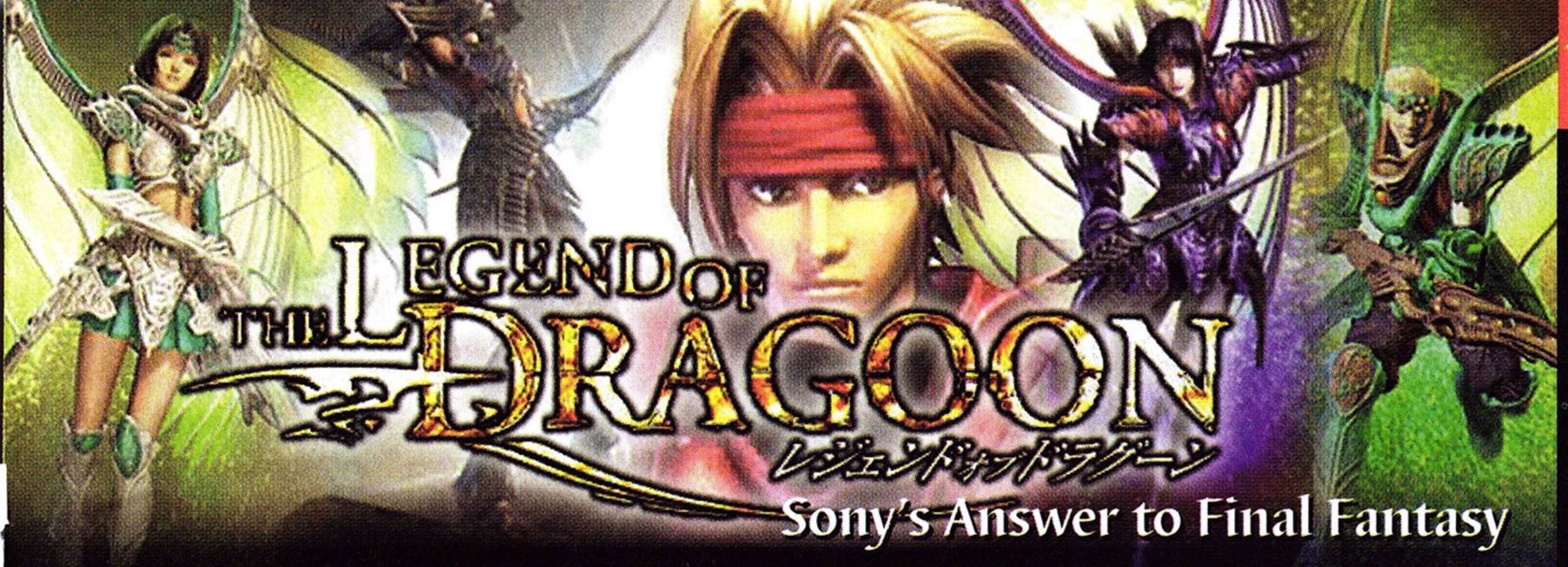


3D Map

Getting lost in the massive dungeons is easy to do. That's why Square implemented a detailed 3D map system. Each room is accompanied by a map showing every curvature. The more of the map you unlock, the higher your overall game completion percentage.

Graphical Prowess

Just like every other Square Soft game, Vagrant Story is a visual masterpiece. All of the special effects are sights to behold, and the character models are uniquely designed. In many ways this game has the look and cinematic punch of Metal Gear Solid.



Sony's Answer to Final Fantasy

It was only a matter of time before people started attempting to follow the Final Fantasy VII formula. As could be expected, the first real copycat, Shadow Madness, was a total stinker. Fortunately, the next in line is now Sony themselves, and if anyone has the bucks to compete with Square Soft, it's SCEI. Legend of Dragoon features the same characteristic rendered backgrounds and animated combat scenarios as FFVII, but it has plenty of new features to keep things interesting.

PlayStation Preview

- **Size:** 4 CD ROMs
- **Style:** 1 Player Role-Playing Game
- **Special Features:** 9 Playable Characters; Minigames; Combo Attack System; Transforming Into Dragoons Allows Special Attacks & Magic; Some Locations Don't Appear on Overland Map Until Searched For
- **Created by:** Sony Computer Entertainment
- **Available:** June 13th (Now in Japan)

85% Complete

Characters

Aside from two characters that get replaced, each character has their own unique set of combos and Dragoon powers, and all uniquely balance speed, hit points, power, and defense. It's certainly a welcome change from Square's recent tendency towards generic characters.

Encounters

For the most part, encounters in Legend of Dragoon are the standard invisible random pop-ins, but in some areas enemies are visible and can be avoided through sneaking or the good ol' fashioned tactical retreat.

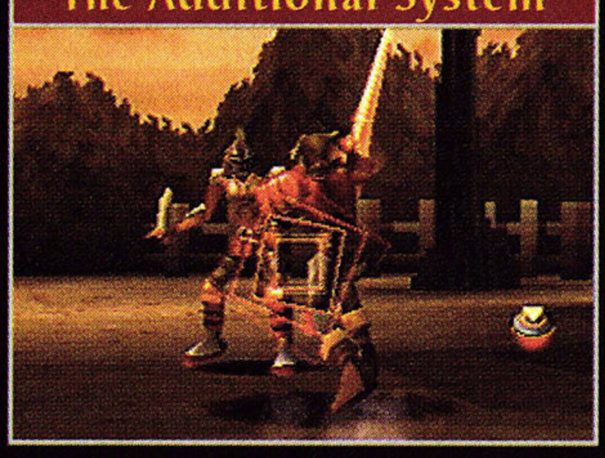
The Games Within

LOD has plenty of minigames, puzzles, and even an arena battle to partake in. You will find plenty of variety to break up the usual experience of roving from point to point and killing things.

The FF Perspective

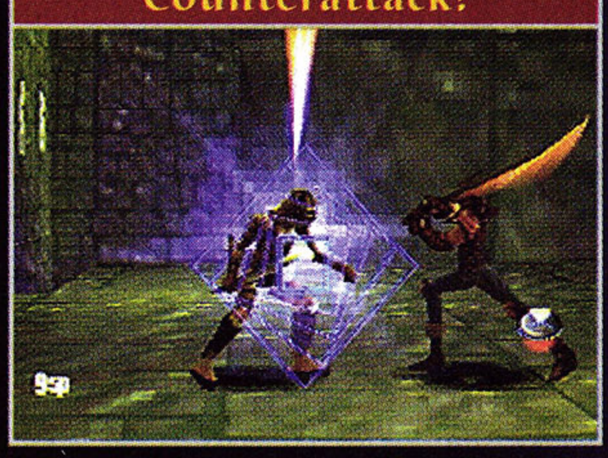
The backgrounds, cinematics, and roving camera combat sequences in The Legend of Dragoon are almost identical to FFVII and VIII. People familiar with our usual rants might find it odd that we accept and even welcome this, but Sony has done a good job of imitating Square's medium and offering enough interesting RPG concepts to stand on its own four CDs.

The Additional System



Initiating an attack will cause a targeting sight to narrow in on enemies. By tapping the attack button at the right moment, another attack is initiated. With experience, you will gain more complicated combos that require you to do this multiple times.

Counterattack!



In some of the more complicated combos, enemies will attempt a counterattack. The usual orange targeting sight suddenly turns blue, and you have to hit a different button at the right time to deflect this attack in order to continue the combo. It's tough, but cool.

Blocking

Many RPGs allow you to block, but in a turn-based game where you never know who the enemy is going to hit next, this is a rarely used option. LOD's block cuts damage in half and heals 10% of a character's hit points, making it a much more viable option.

Dragoons

By transforming themselves into these powerful winged warriors aided by the souls of dragons, all of the characters can unleash nasty elemental physical attacks on their enemies and cast vividly animated spells. Much like the omnigear transformations in Xenogears, this metamorphosis is temporary, but lasts longer with experience.

Magic

The magic in Dragoon is vividly animated with intense lighting effects and animations. Each character's Dragoon spells vary between attack, support, and healing magic. The most powerful spells summon the almighty dragons themselves.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Victorian Setting; New Gunpowder Weapons; More Subquests & Minigames; DanHand & Dan-kenstein Modes; Climbing; Pushing; An Egyptian Love Interest; Dual Shock & Analog Compatible
- **Created by:** Sony Computer Entertainment Europe for SCEA

Available: May 9 for PlayStation

70% Complete

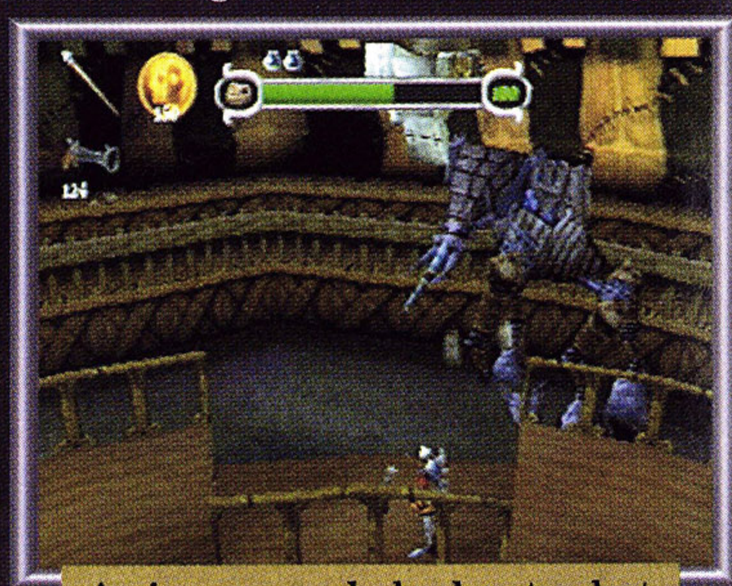
Better Off Dead

Sir Daniel Fortesque just can't rest in peace. After defeating Zarok, Dan got to take a break for a few hundred years. Unfortunately, an occultist by the name of Lord Palethorne has found Zarok's old spell book and is once again unleashing foul enchantments across the land. Awakened to stop Palethorne, Dan finds he's become a museum exhibit in Victorian London – that's London in the late 1800s for the historically inept out there.

These being different times, players will quickly discover a few changes in the surroundings. Gone is the Hall of Heroes which Dan strove to gain respect in. This time Dan meets a Mad Professor early on in the game who needs someone to collect energy for him. Once again, every level has a hidden Chalice of Souls which stores the spirits of creatures Dan slays. Returning filled Chalices to the Professor will earn new weapons. In addition to Dan's arsenal from the first game, new gunpowder firearms such as the pistol and blunderbuss can be gained.

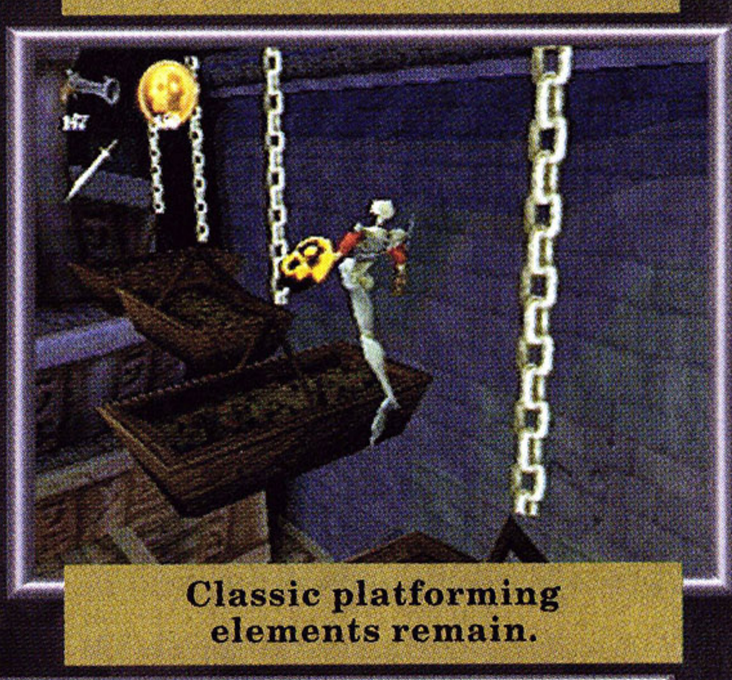
MediEvil II's look and basic play have remained largely unchanged. The developers have instead added more moves and humorous modes for Dan. If there's a ladder, Dan can now climb it. If there's a box that would make a good step, Dan can now push or pull it into position. In one level, Dan has his head stolen by a parrot. After recovering his noggin, Dan from then on has the ability to remove his melon. This allows him to place his skull on a headless monster, creating a Dan-kenstein that boxes another created pugilist. It also lets him put his head on the scuttling hands that are found constantly wandering about levels. The DanHand can get into smaller places, and players can also go into a DanCam mode where they lead the headless Dan from the viewpoint of the DanHand.

Sony Europe is definitely seeking to repeat the success it had with the first MediEvil. From what we've seen, all the ingredients are there: good action, macabre humor, and a twisted storyline. If all these pieces come together by May, expect PlayStation owners to acelebrate Halloween early this year.

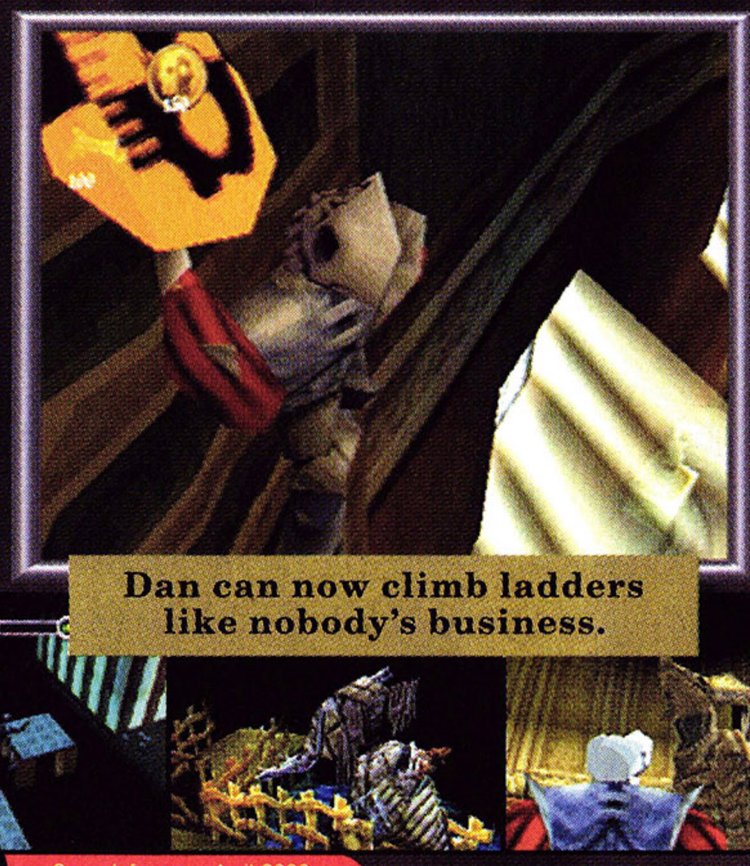


A pig-powered elephant robot isn't as funny as it sounds.

It's love at first sight when Dan rescues the Princess.



Classic platforming elements remain.



Dan can now climb ladders like nobody's business.

Many puzzles require Dan to push and pull things into place.

He's not just whip smart, he's pistol savvy.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** Over 50 Porsche Models; Varying Tracks In 5 Countries; Mission-Based Driving Games; Evolution Career Mode; Car Damage & Repair; Dual Shock & Analog Compatible
- **Created by:** Eden for Electronic Arts
- **Available:** Spring for PlayStation

60% Complete

Release the Tom Cruise Within

Single vehicle racers have had their highs (Beetle Adventure Racing) and lows (Automobili Lamborghini), but after Gran Turismo showed everyone the light, most agree that when it comes to video game car licensing, more is better. Electronic Arts is here to prove that a racing game based on one manufacturer, when done well, can be better than all the rest with Need For Speed: Porsche Unleashed.

Just because this fifth title in the Need For Speed series bears a singular moniker, don't think that there's merely one car to drive. Porsche Unleashed explores the manufacturer's 50-plus year history, giving players the opportunity to pilot 50-plus Porsche models. Car history buffs will have a ball checking out every car from the 1948 356 Roadster to the 2000 996 Porsche Turbo.

Need For Speed: High Stakes introduced an economy system which required players to win tournaments to earn money for better and faster cars. Porsche Unleashed takes this concept a step further by having the career mode, now called Evolution, progress through time. At the mode's beginning, models are limited and a used Porsche can be picked up for $1000. After winning tournaments and earning a respectable nest egg, players can choose to advance the era. As time passes, new cars and upgrades become available, things get more expensive, and the trade-in value of that mint 356 you've kept in your garage keeps going up and up.

Of course, all these features have been layered atop the already existing Need For Speed framework. Varying weather conditions, realistic physics, cosmetic and performance damage effects, brutal collisions, detailed environments, and a fast framerate can be expected. Perhaps Tom Cruise said it best. "Porsche, there is no substitute."

Let it rip on the circuit track.

The penalty for taking a turn a little too sharp.

Two-player split-screen action.

The repair bill will make you regret taking this one to the open road.

Dreamcast Review

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 28 NHL Teams; Detailed Player Models With Over 800 Player Faces; 3 Gameplay Speeds; 5 Gameplay Views; Commentary by Bob Cole & Harry Neale; Edit & Save Lines; VMU Compatible (145 Blocks)
- **Replay Value:** Moderately High
- **Created by:** Black Box for Sega
- **Available:** Now for Dreamcast

Bottom Line: 8.25

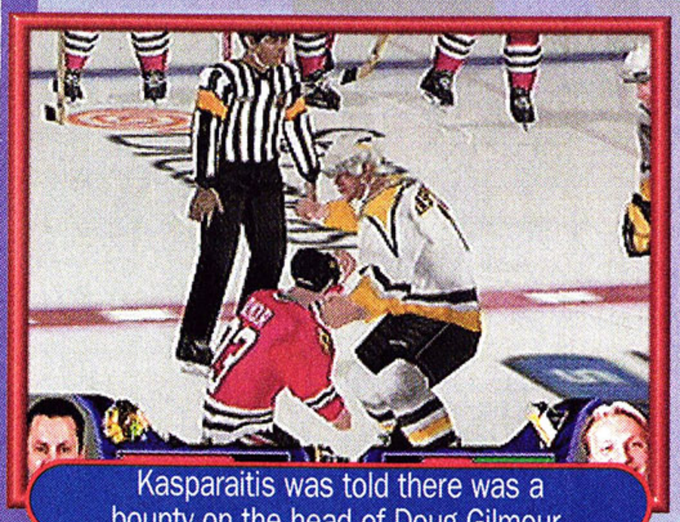
NHL 2K

Searching for the trifecta in pro sports, Sega Sports' NHL 2K has already experienced brisk sales since it was released in mid-February. Players had high expectations for this title, especially those hardcore fans of the NHL. To be sure, the game appeals to the same gaming crew that went goo-goo over the NFL and NBA, but the verdict on NHL 2K has been mixed.

Without a doubt, NHL 2K lives up to the graphical standards set by Sega's other 2K games. The animation of the skaters are detailed and varied. Checks with high elbows or a stick handle send opponents sprawling and spinning. Puck handling sees the puck flow from the front to back of the stick blade. Goalies flop and dive for pucks with speed and fluidity. Of course, the detail is even more impressive when viewing the action in the instant replay feature. The growls and smirks of the skaters is truly impressive. Probably the only drawback of NHL 2K's graphics are the camera views during play. Seeing the puck in the corners and keeping teammates in view is often difficult.

The playcontrol in NHL 2K is solid, although basic. The control scheme is logical and gives the user the opportunity to put the puck in the net or someone hard against the boards. Even with that, the control is somewhat hindered by the aforementioned camera angles. Playcontrol also is hampered by quirky AI and cumbersome line changes. This makes breakaways commonplace and also gives rise to the computer's constant strategy of dump and chase. Watching the computer abandon the puck with no one between him and your goalie is laughable.

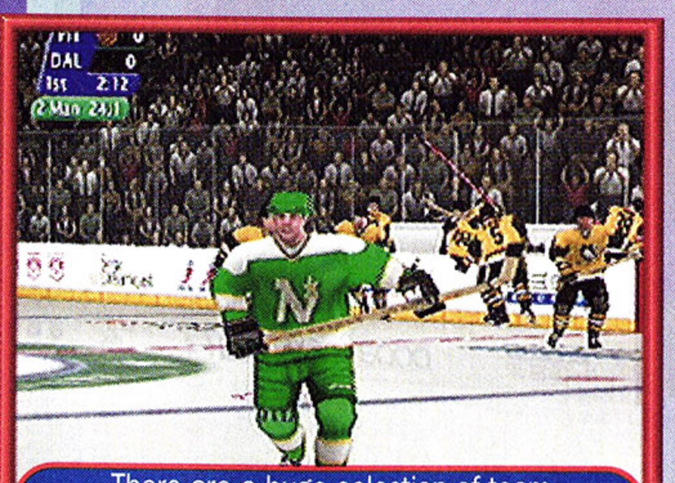
NHL 2K has its positives, but quirky gameplay prevents the game from achieving the polish and precision of NFL and NBA.



Kasparaitis was told there was a bounty on the head of Doug Gilmour.

The crowd cheers as the Devils take the ice.

A hard shot may give you a good chance at a rebound.



There are a huge selection of team uniforms, like this Minnesota classic.

Skating On Thin Ice

ANDY
THE GAME HOMBRE

Concept 7
Graphics 8.5
Sound 8
Playability 8
Entertainment 7.75

7.75
OVERALL

"For all the cool things that NFL and NBA 2K did for their respective sports, **NHL 2K is a big disappointment**. Yes, it has the best graphics, animation, and sound I have seen in a console hockey game (it is the only 128-bit hockey around...so go figure), but the gamplay isn't much different then what I got on my Sega Genesis nine years ago. And in some ways, I think it has taken a step back. On the control side, there is no icon passing and no special moves for the players. Which I guess is alright for a product right out of the gates, but for scoring and landing the big hits to be less than exciting is unforgivable. This product is acceptable, but there is nothing really mind-blowing about it, which a big let down for Dreamcast owners everywhere."

PAUL
THE GAME PROFESSOR

Concept 8
Graphics 9
Sound 8.75
Playability 8
Entertainment 8

8.25
OVERALL

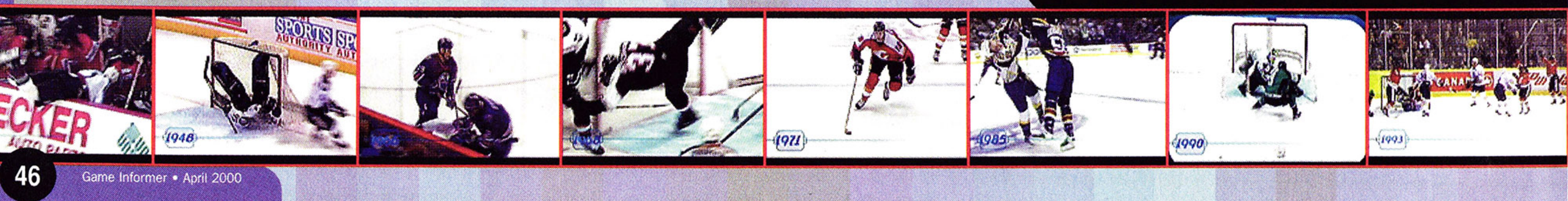
"Up until about two weeks before this game hit the shelves, I was playing a lot of the preview version. It had its problems, but I was hopeful that the final would produce all I expected. It didn't. I am impressed by the challenges of scoring and the excellent graphics. The game is also at its best against a human opponent. Yet, the entire concept and design of NHL 2K's line changes are just goofy. It was an interesting attempt, but I think it detracts from the game in the end. Also, the AI is crazy. Computer controlled players will skate past or around loose pucks or even give up on a breakaway. The man advantage play is very sloppy. I do have plenty of gripes, but I still find that hockey games are some of my favorites. **It is worth a look, but I still think EA has control of the video game ice.**"

REINER
THE RAGING GAMER

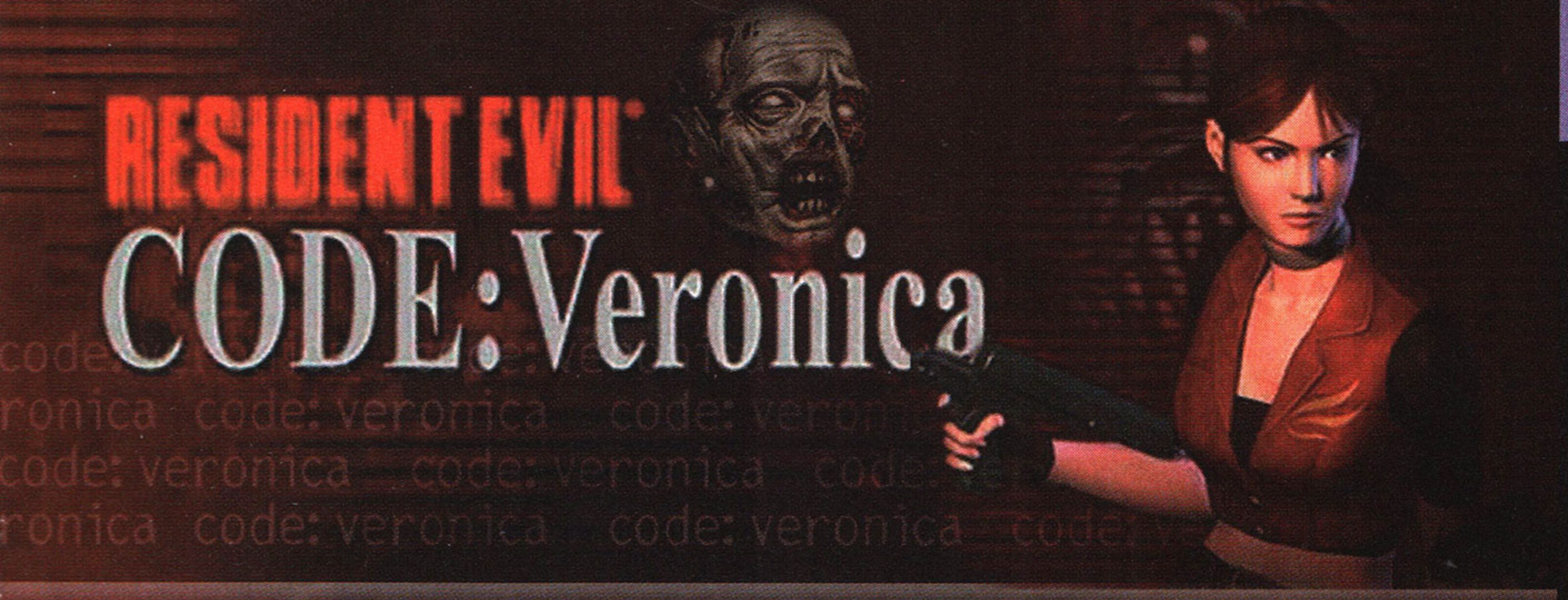
Concept 8.25
Graphics 9.25
Sound 7
Playability 8.75
Entertainment 8.75

8.5
OVERALL

"With a group of friends who cherish everything Canadian, I find myself playing video hockey at least three nights a week. The game of choice has always been EA's NHL series. This year, we'll still play EA's NHL, but not exclusively. Sega's first Dreamcast hockey is surprisingly good. **Along with flashy graphics that show the littlest of details like ice streaks, facial expressions, and reflections on the glass, NHL 2K hits the rink with an impressive gameplay engine as well.** The computer opponents are intelligent, not allowing cheap goals. In addition to this, the action is smooth and bug free. For next year's update, Black Box really needs to work on the announcing - it's piss-poor right now. I'd also like to see a more aggressive checking system and a deeper season mode. Otherwise, I have no complaints."



RESIDENT EVIL CODE: Veronica



Dreamcast Review

- **Size:** 2 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters (& a 3rd Briefly); Story Branching; Dual Targeting Weapons; Secret Battle Mode; New Enemies & An Old Classic
- **Replay Value:** High
- **Created by:** Flagship/Nextech/ Sega for Capcom
- **Available:** March 27 for Dreamcast

Bottom Line: 9.5

Survival Horror Of The Fittest

The development of Resident Evil Code: Veronica has been long. After numerous delays and more than 18 months in development, the game has emerged as one of the most stunning the Dreamcast has to offer. After countless hours of entertaining and hectic playtime, Code Veronica presents survival horror situations that will astound fans of the series. For newcomers to the game, Code Veronica will just plain scare your pants off.

The now infamous battle between the vile Umbrella Corporation and Resident Evil's number one family, the Redfields, unfolded in the first two Resident Evil games. The elder sibling, Chris, and his sister Claire have previously done battle with the faceless Umbrella and its legions of biohazard mutants, but Code Veronica introduces us to some faces behind the Umbrella Corporation. While the Redfields' archenemies in Code Veronica are not the McCoys, they are indeed a family - an evil family. The Ashfords, descendants of an Umbrella founder, pose quite a threat to the Redfields.

As Code Veronica's formidable adventure unfolds, players are treated to classic gameplay elements, as well as an unprecedented and masterful graphic presentation. Without giving too much away concerning details and specifics of the adventure (we saved that for our strategy guide), Code Veronica possesses the intrigue and challenge that hasn't been seen since the original game. Frustrating and heart-pounding sequences dispensed in segments of ambitious gameplay and vivid cutscenes are truly entertaining.

Code Veronica's appearance on the Dreamcast has been a long time coming, but the end product is incredibly produced and constructed. While the game's violent content may keep some away, any survival horror expert, regardless of what system they currently own, should get the means to play Code Veronica.

ANDY
THE GAME HOMBRE

Concept	9
Graphics	9.5
Sound	9
Playability	9.25
Entertainment	9.25
OVERALL	**9.25**

"Code Veronica is without a doubt the best Dreamcast game to date. Using the same tried and true format as its PlayStation ancestors, the game hasn't changed too much in its 128-bit debut other than the obvious graphical improvements. But the changes that are here do a good job of making a great series even better. The graphic detail in Code Veronica is second to none, with tons of lighting effects and great camera use. Plus the video in here (think Matrix) and the story is easily the best yet. I am a little disappointed that they haven't done anything to make the character animations a little better, as they still walk and run with the proverbial stick up their butt. **If you have a Dreamcast, this is the game you have been waiting for.**"

PAUL
THE GAME PROFESSOR

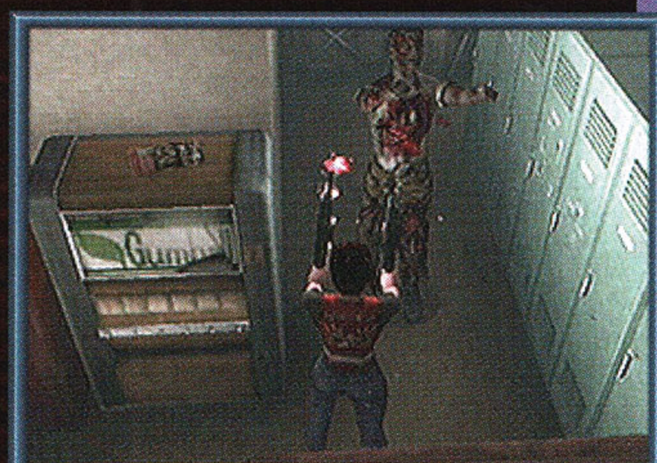
Concept	9.5
Graphics	9.5
Sound	9.5
Playability	9.75
Entertainment	10
OVERALL	**9.75**

"**Code Veronica is a masterpiece**. What most impresses me about the game is how it mixes memorable moments and characters from the original game with improvements in presentation and strategy. The graphics are obviously stunning, even though the main characters' animation during gameplay are still stiff. After playing all of Capcom's survival horror games, I can say that this is the most challenging and entertaining of the bunch. Some new control features and moves would have been appreciated; however, I can't complain. The action is intense and the game's designers better incorporated the quick turn and finally made the knife useful in gameplay. Without a doubt I consider this the best Dreamcast game available - at least until a sequel arrives."

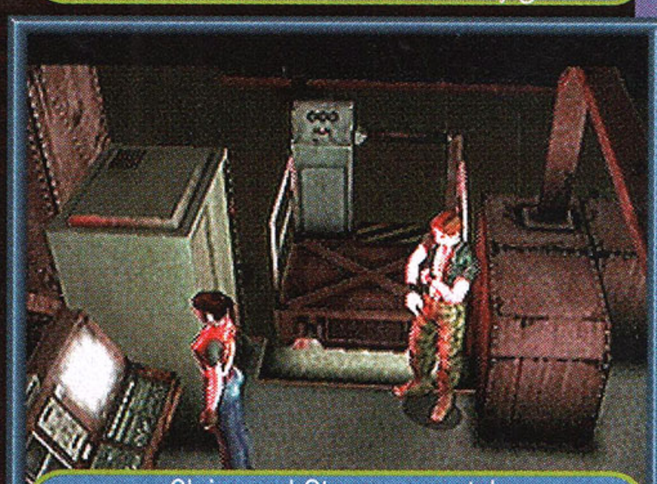
REINER
THE RAGING GAMER

Concept	8.75
Graphics	9.5
Sound	9.5
Playability	9.25
Entertainment	9.5
OVERALL	**9.25**

"While very similar to the PlayStation series, **Resident Evil makes its Dreamcast debut showing more intensity than ever before**. In the first hour of play, I jumped out of my seat at least 10 times, then got so bent out of shape that I feared the worst with each step I took. Capcom did everything in its power to send a chill up gamers spines. It also went the extra mile and transformed the gameplay into an action-packed fragfest that you'll never forget. Most impressive of all is the look of the game. Using highly detailed polygonal graphics opposed to the pre-rendered backdrops allowed Capcom to implement new cinematic camera angles and play mechanics. As always, the story is a gripping one with awesome CG sequences. Hands down, the best DC title to date."

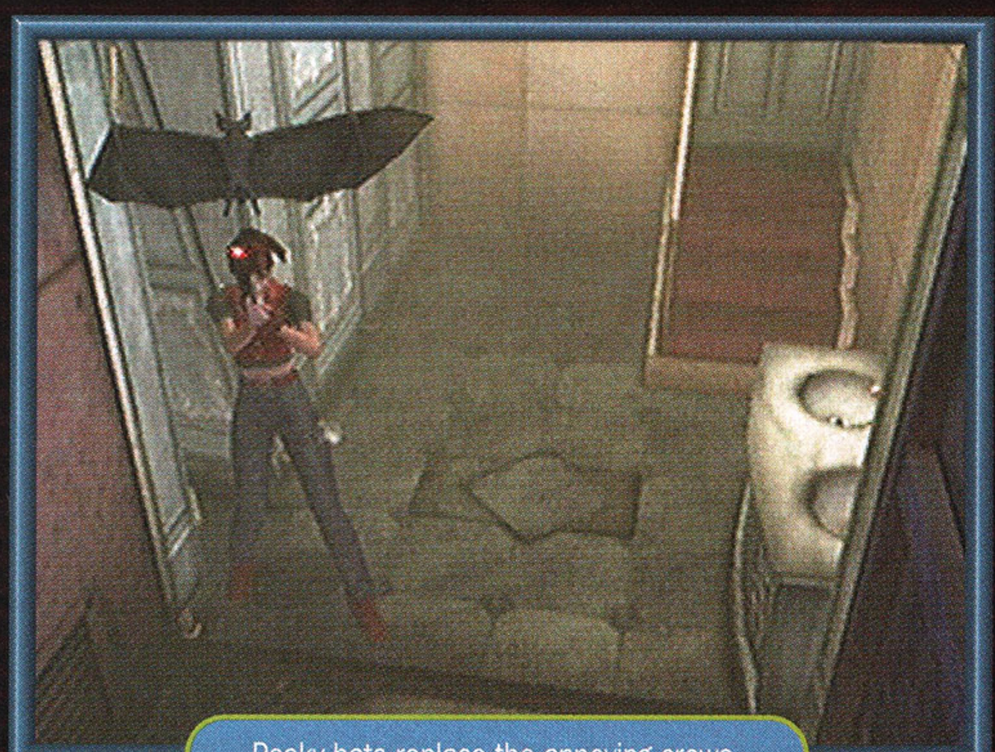


After conquering a zombie infestation, nothing refreshes better than some minty gum.

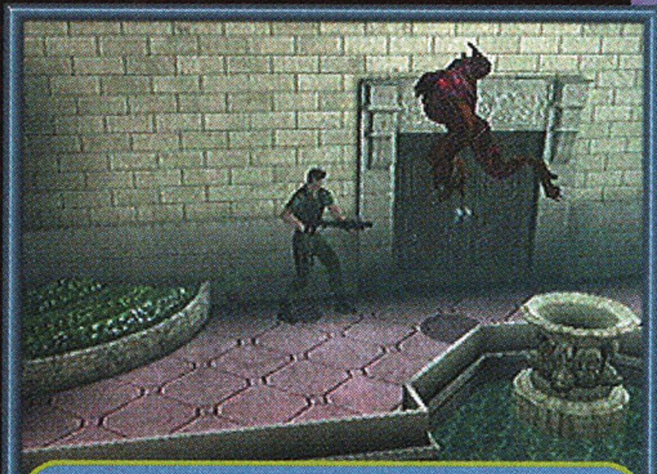


Claire and Steve – a match made in survival horror heaven?

Chris attempts to outrun this nasty beast.



Pesky bats replace the annoying crows.



The hunter plays above the rim.

Dreamcast Review

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 54 Areas In 21 Worlds; Swimming; Climbing; Swinging; Skiing; Flying; 4-Player Minigame; 3 New Bonus Maps; 5 New Bosses; Downloadable Levels; Jump Pack & VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Ubi Soft
- **Available:** Now for Dreamcast

Bottom Line: 8

RAYMAN 2 THE GREAT ESCAPE

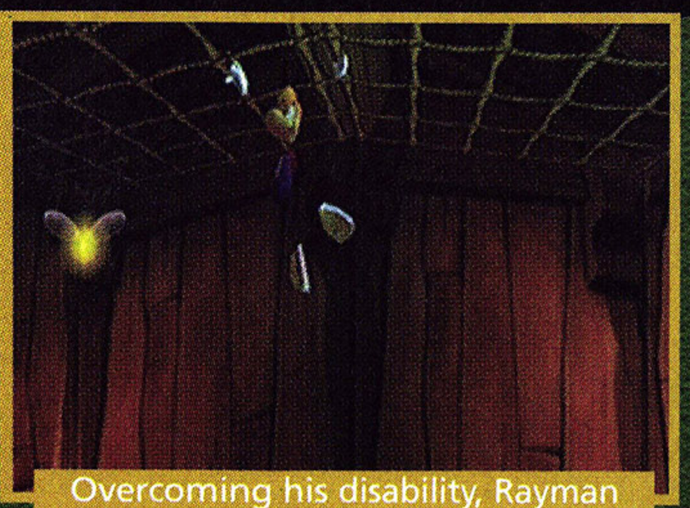
No Limbs? No Problem!

For a guy with no neck, arms, or legs, Rayman sure gets around. This limbless icon has appeared on more systems than Mario can shake a mushroom at. His newest adventure, Rayman 2, made its debut on Nintendo 64 – somewhat of an odd choice for a third-party title. Stranger still, rather than swinging on over to PlayStation, Rayman is instead taking his Great Escape to Dreamcast.

Like its N64 counterpart, Rayman 2 features many gameplay elements scattered throughout large levels, all combining to create an admirable platforming experience. When working solo, Rayman will have to bounce his energy balls, use his helicopter ears, swing from purple rings, ride rockets, and ski behind swamp monsters to free all the prisoners the evil pirates are holding captive. Occasionally, one of Rayman's friends will follow along and players will have to utilize these characters' talents to solve puzzles.

Naturally, Rayman didn't come to Dreamcast dressed in the same old polyester suit. Lighting and environmental effects have been turned up a notch, and the entire game runs at a fluid 60 frames per second. Recipients of this platformer's delight can also look forward to some Dreamcast-only additions. There are five new bosses for Rayman to tussle with, and three new bonus levels where he can show off his stuff. The most interesting of these new levels is The Globox Disk; a four-player minigame where players try to navigate a circular, moving maze, striving to be the one with the most Lums at his home base. Ubi Soft has also promised to make exclusive Rayman 2 levels available for download via Dreamcast's Internet capabilities.

Rayman 2 is a vibrant game that comes to Dreamcast practically unchallenged. Sonic may not exactly be shaking in his red sneakers, but Rayman shows there's room for more than one platforming stud in this gaming town.

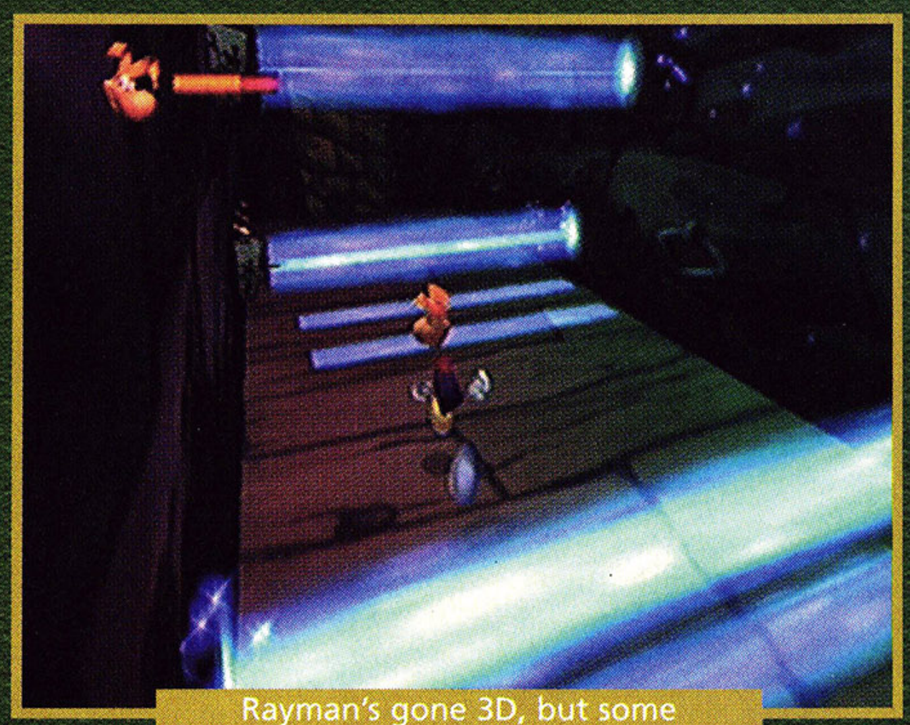


Overcoming his disability, Rayman shows a Lum how many pull-ups a person with no arms can do.

Rayman shows he's a swinging single.

If you can wear this rocket out, you can take it for a ride.

The Dreamcast-only multiplayer minigame, The Globox Disk.



Rayman's gone 3D, but some platforming classics remain.

ANDY
THE GAME HOMBRE

Concept	7.75
Graphics	8.75
Sound	8
Playability	8.5
Entertainment	8

8.25 OVERALL

"Rayman 2 was solid on N64, and has obviously been graphically improved for its Dreamcast debut. The added power of Dreamcast enables the game to run a little smoother, and the new lighting effects are a nice touch. For those who haven't played this game on N64, **Rayman 2 is an impressive platformer** with challenging play (even with unlimited lives) and some interesting puzzles. At times, Rayman and his world get a tad annoying with their ultra-cute cutscenes and gibberish language, but if you can overlook this, the game will deliver some great action platforming."

JAY
THE GONZO GAMER

Concept	7.5
Graphics	9.25
Sound	7.75
Playability	8
Entertainment	7.75

8 OVERALL

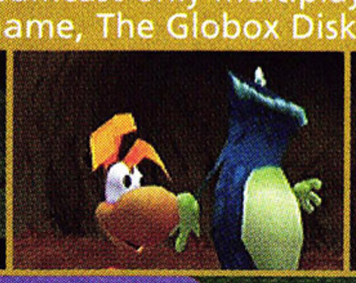
"On Nintendo 64, Rayman 2 was a good game by default. You had to like it because there wasn't much else coming out for the system. Rayman faces a little stiffer competition on Dreamcast, but still comes out smelling like a daisy. The game looks markedly superior to the N64 version, with the environment grabbing your eyes and pulling them to the screen for a better look. **Every addition made to the Dreamcast version of Rayman 2 fits perfectly, without feeling like a quick drop-in**, and amplifies the gameplay in one facet or another. Even the little four-player game is pretty cool, and will probably entertain you for a few hours. I was a little lukewarm towards Rayman 2 on N64, but the Dreamcast version had me wanting more. Viva la France!"

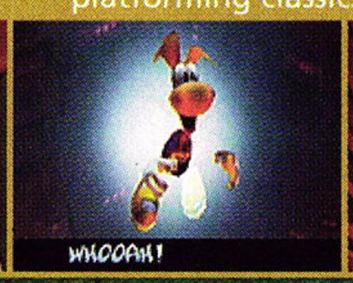
REINER
THE RAGING GAMER

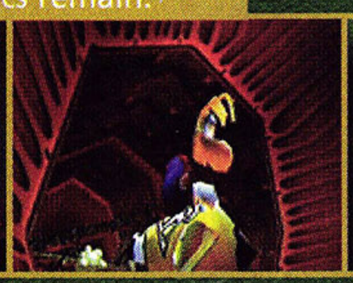
Concept	7.5
Graphics	9.25
Sound	7.75
Playability	8
Entertainment	7.75

8 OVERALL

"On the Nintendo 64, Rayman was just another face blurred by the brilliance of Nintendo. On the Dreamcast, he's **a platforming god that towers over Sonic's lackluster antics**. The majority of Rayman 2 is a direct port, featuring the same quest as the N64 version. Since I played through the N64 game, I really didn't want to trek through it again. Yet the second I re-entered Rayman's wacky world, my breath was taken away. Ubi Soft has pieced together a phenomenal port that conforms to the Dreamcast perfectly. Texturing has never looked so good, and the self-adjusting camera work is outstanding. The Dreamcast version also features exclusive bonus games and hilarious multiplayer antics. Platforming fanatics who missed out on the N64 game should definitely invest time in this Dreamcast release."







SWORD OF THE BERSERK Guts' ベルセルク

Dreamcast Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 3 Difficulty Levels; Intricate Combo System; Item Usage; Tons of Real-Time Cutscenes; Blood Galore; Hilarious VMU Animations
- **Replay Value:** Moderate
- **Created by:** Yuke's/ASCII for Eidos Interactive
- **Available:** Now for Dreamcast

Bottom Line: 8

The Longer The Sword The Better

As the new millennium of gaming draws near, the Dreamcast is leading the way as the forerunner of things to come. As technology changes, games are morphing into movies. In titles like Shenmue and D2, cinematography seriously outweighs the gameplay. In Yuke's hack n' slash title, Sword of the Berserk: Guts' Rage, cinematics account for 60% of the experience. This means that you watch the game more than you actually interact with it. Naturally, we want our games to look better and come to life with as deep of a story as possible, but at what price? Would we give up playing games to watch them? Both the 3DO and Sega CD learned the hard lesson that the industry wasn't ready for this change.

Unlike the FMV games of old, Sword of the Berserk is the perfect example of a game that works with the cinematic angle. Styled as a brawler, Sword of the Berserk is the kind of game that can be completed in a night or two. Instead of just hacking things to death, it intertwines adventurous real-time cinema with intense hand-to-hand combat. Rather than watching all of the cutscenes, the player may be prompted to quickly tap a button to dodge a falling rock or leap across a pit. All of the cutscenes are loaded with spoken dialogue and awesome animation.

The gameplay is loaded with carnage and buckets of blood. The main character, Guts, wields a six-foot sword, and with it he can easily annihilate anything in his path. With two attack buttons, players can link together a number of powerful combos. The player can also resort to secondary fire like a crank driven crossbow, a shotgun, and bombs. When enough blood is spilled, the character goes berserk for a limited time. Being berserk enables faster movement and makes the player invincible.

Are we ready for a cinematic takeover? Probably not, but every once in a great while games like Sword of the Berserk are welcome to mix up the gaming scene and tell a great story.

The blood effects are slightly over exaggerated.

Lengthy real-time cutscenes are seamlessly sewn into the quest.

You know what they say about a man with a long sword.

Challenging boss battles will suck your life away.

Which one of you ugly deformed mutates is next?

ANDY
THE GAME HOMBRE

Concept	7
Graphics	8
Sound	8
Playability	7.75
Entertainment	7.75
OVERALL	**7.75**

"Sword of the Berserk, for how basic it is, is not a bad game. For one, the main character, Guts, is one bad ass mother...well you know what I mean. You just gotta love Guts' Pale Rider attitude and Road Warrior arsenal. Graphically, the environments are very nice and have a great medieval feel, and the character animations are more than adequate. The big bonus to this game, however, are its seriously long real-time cutscenes. And when I say long, I mean like testing your attention span long. Overall they are good, but in that Action Pack Hercules/Xena kind of way. **The gameplay is not terribly deep, but fun in that old school hack n' slash way.** I definitely say this game is worth a rental as it's fun and something you just have to experience as a Dreamcast owner, but a purchase might be a little much."

JAY
THE GONZO GAMER

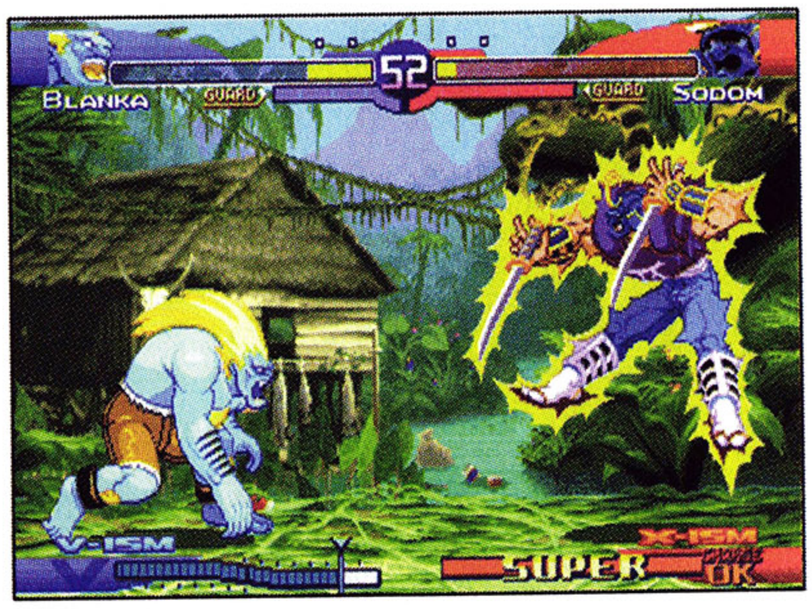
Concept	7.5
Graphics	8.5
Sound	8
Playability	7.75
Entertainment	8
OVERALL	**8**

"There are quite a few brawlers assembled on the Dreamcast, but none give the guilty pleasure of Sword of the Berserk. The gameplay isn't anything special, but everything else about the game entertains me to no end. **Guts, a cross between Elric and MacGyver with an arsenal ranging from a wrist-mounted fully automatic crossbow to a six foot sword, is my new action hero.** Combat actually takes into account the surroundings, and Guts can't use his sword well in tight corridors. The game has a lot of story, perhaps too much, but the excessive and explosive gore when you get to play makes you forget about the ten minute intervals in-between. In my opinion, if Yuke's worked this engine into a role-playing game, many a Dreamcast fan would be ecstatic."

REINER
THE RAGING GAMER

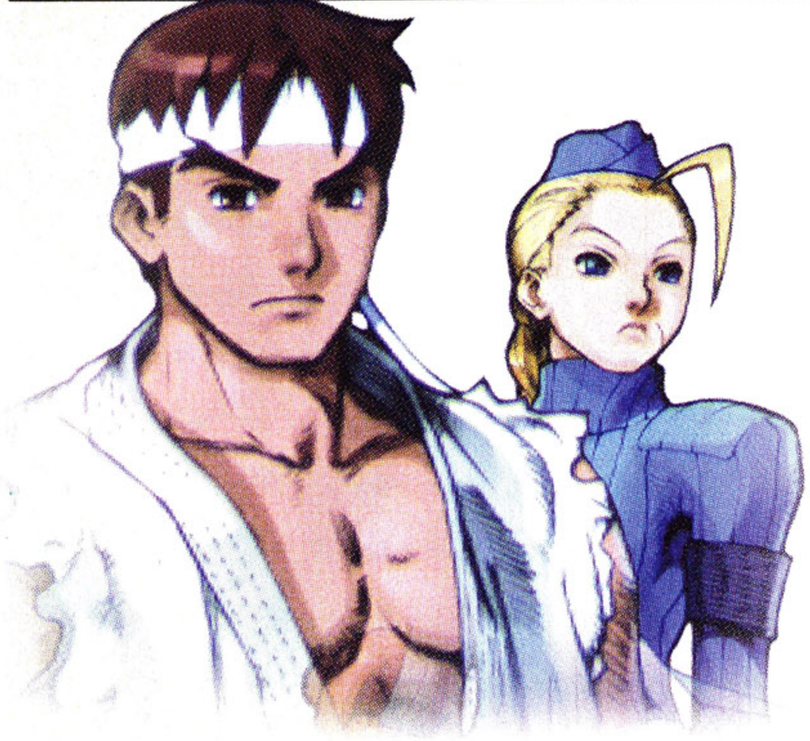
Concept	7.25
Graphics	8.5
Sound	8.75
Playability	8.5
Entertainment	8.5
OVERALL	**8.25**

"As games evolve, it appears that cinema will cut into the gaming experience more and more. Berserk is the perfect example of this. You actually watch it more than you play it. For this fact, **I wanted to hate this game with a passion...yet I found myself enjoying the cutscenes just as much as I did the finely sculpted hack n' slash gameplay.** Within its medieval story, Berserk's characterization is delivered nicely, and the plot is an intelligent one. One that leaves you perplexed after each scene. The sparsely used gameplay is as basic as it can get. Just jam on buttons to spray lots of blood. That's about it. As for the look, Berserk delivers superb animation and character modeling. The cutscenes feature spoken dialogue, and to keep gamers playing, a ton of secrets are buried within. I recommend playing it for the story and vast bloodshed. Don't expect anything more."



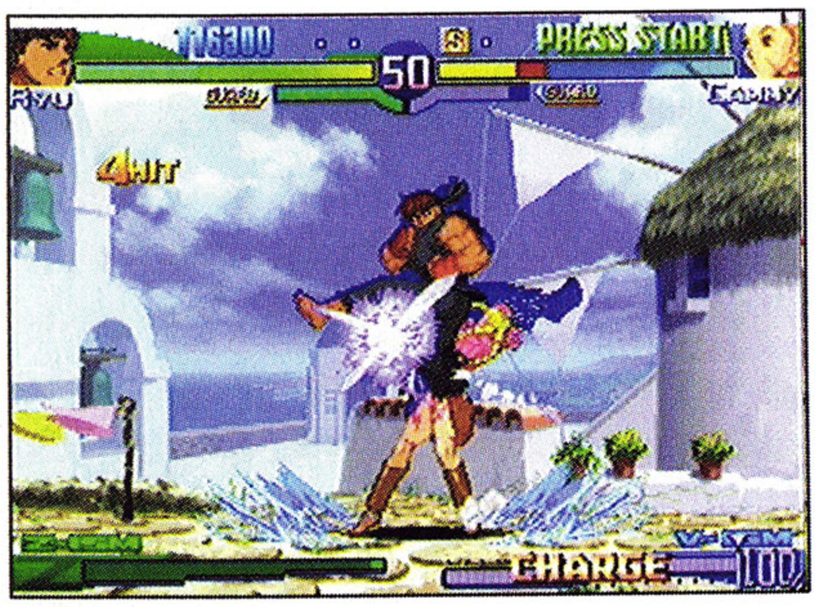
"Better Than Arcade Perfect!"

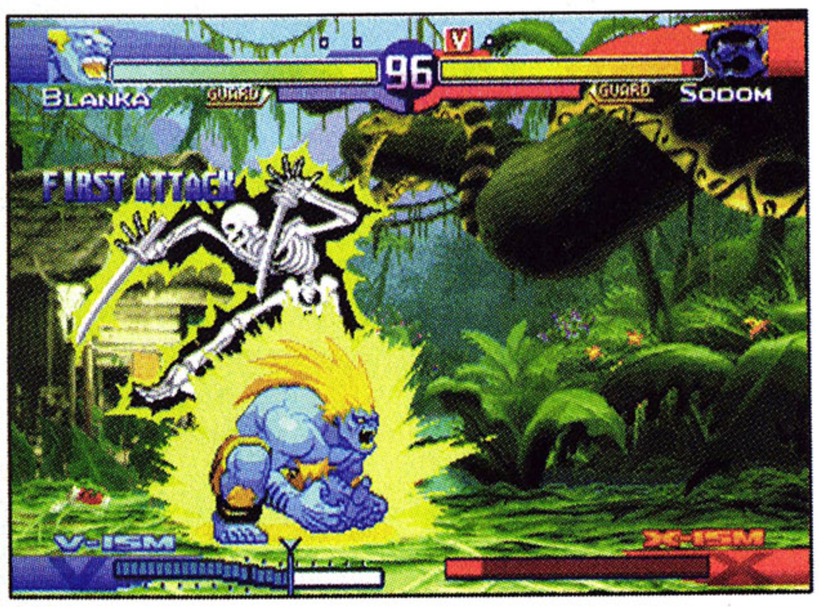
– GAME FAN

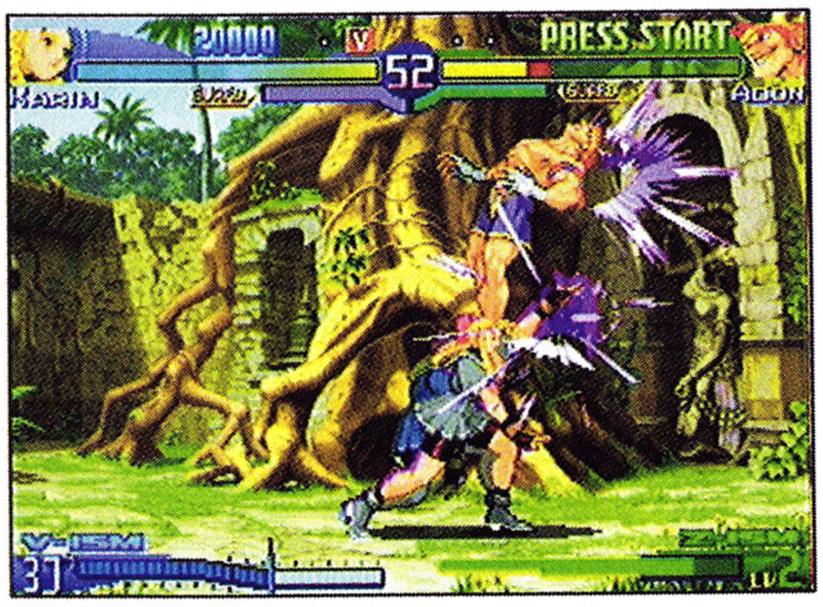


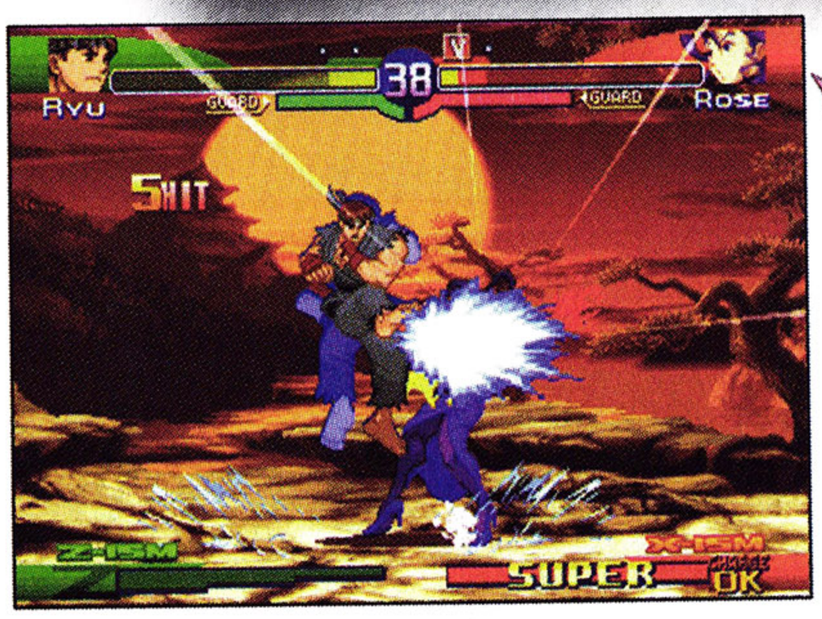
"STREET FIGHTER

– GAME INFORMER



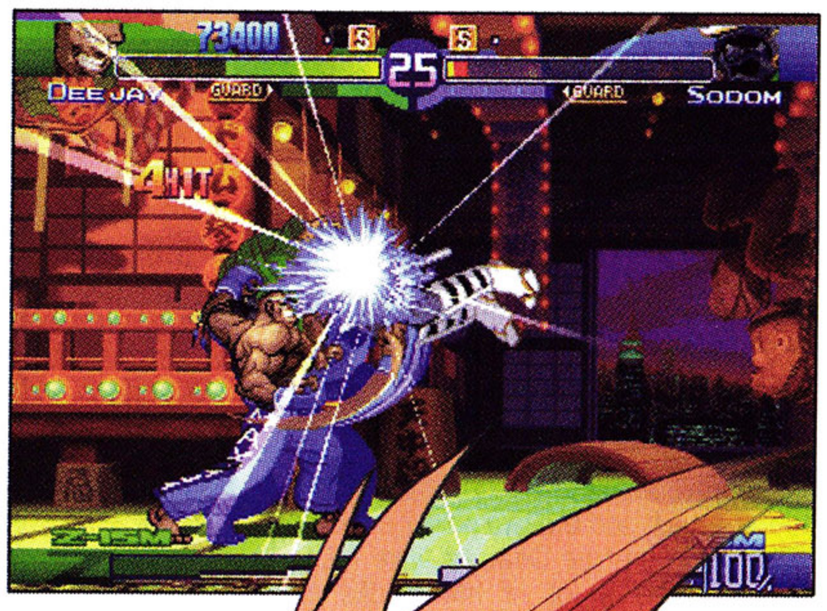


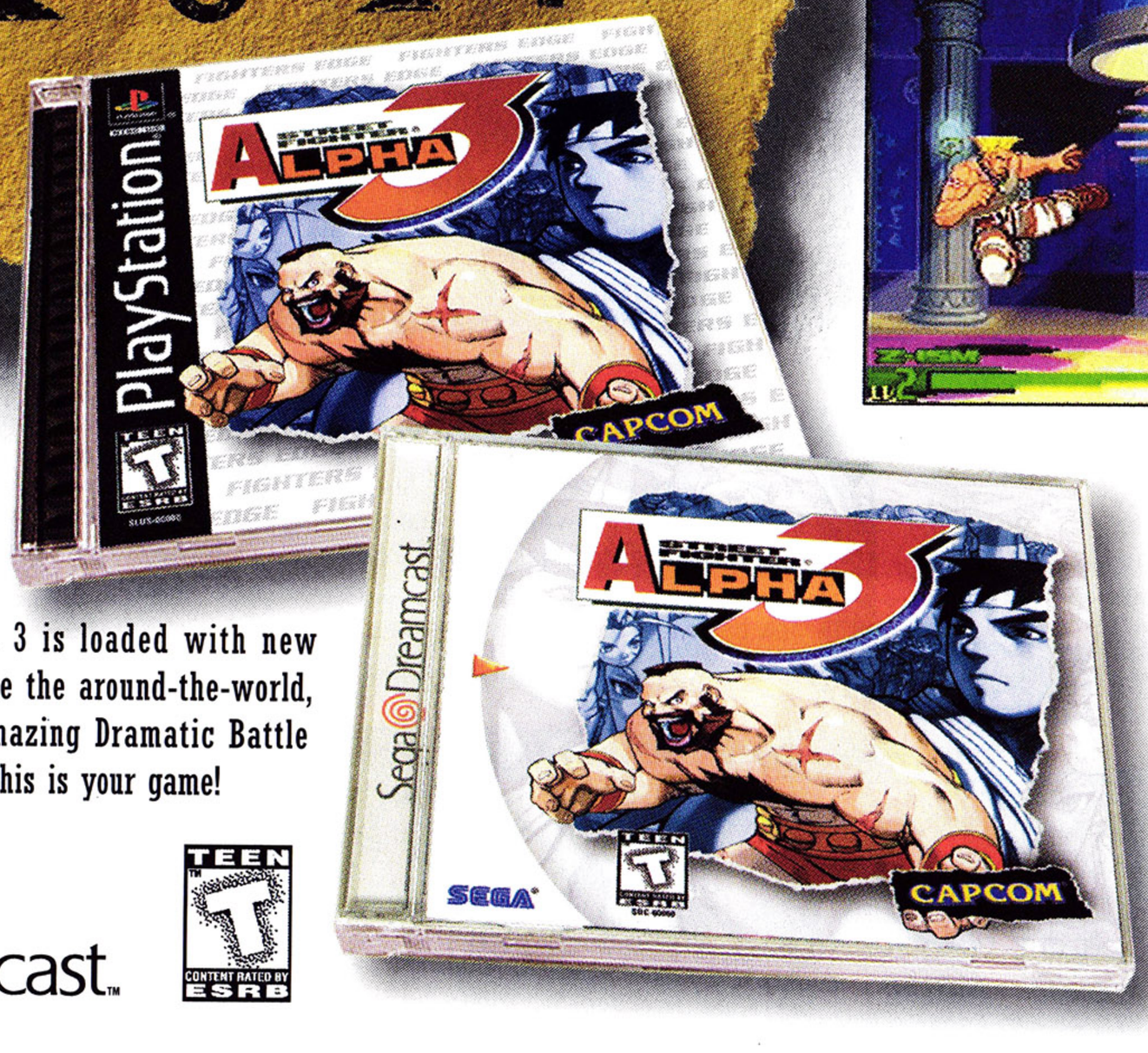




CAPCOM EDGE™

FIGHTER STYLE!





Street Fighter Alpha 3 rocks your world with new features and astonishing arcade perfection. Choose from over 30 characters, each with 3 different fighting styles. Street Fighter Alpha 3 is loaded with new enhancements and modes of play – like the around-the-world, skill building World Tour Mode and amazing Dramatic Battle brawl. If it's a fight you're looking for, this is your game!

PlayStation®

Sega Dreamcast™

TEEN T CONTENT RATED BY ESRB

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DEAD OR ALIVE 2

TRANQUILIZING THE BOOBOSAURUS REX

Considered the raciest video game since Night Trap, Tecmo's Dead or Alive reinvented fighting techniques and altered the way gravity affected the human body - mainly the upper torso of females. To put it oh so bluntly, and in a way that won't offend our ever sensitive readers, Dead or Alive was the king of the polygonal breast movement. Never before have poly boobies looked so lively, so large, and so real. At times, the repetitive jiggles and wiggles almost seemed hypnotic...like it was delivering a secret message within each of its sensual slides.

When Dead or Alive 2 was announced, we confronted Tecmo and asked the hard question, "Will this sequel bounce back into the limelight of gaming?" Tecmo's response rocked our world. It was a resounding NO. Apparently, the development team wanted gamers to remember this sequel for its gameplay and not its cup size. With breathtaking environments and amazing combat chemistry, Dead or Alive 2 has what it takes to overpower the bazooms and live large as another killer Dreamcast fighter.

"Dead or Alive 2 is a visually stunning game. The backgrounds are lush and the characters are well sculpted with numerous animations. After I saw this game in the arcade, I thought there was no way Tecmo could port this to Dreamcast, but they pulled it off extremely well as it looks just as good, if not better, than its arcade counterpart. The fighting is well done and, like before, is eerily similar to Virtua Fighter. Tecmo has made some nice improvements to the design with the counter attack and the two-player attacks in Tag mode. In true Dead or Alive fashion, there are a lot of hot chicks in skimpy clothes in this sequel. Combine that with Tecmo's amazing real-time skirt technology and this game will give you plenty to ogle. Need I say more? **Two thumbs up!**"

ANDY
THE GAME HOMBRE

Concept	8.5
Graphics	9.5
Sound	8
Playability	8.75
Entertainment	9
OVERALL	**8.75**

"It's hard for me to rate Dead or Alive 2 because after hours of play, I feel like I've barely scratched the surface. The number of moves, counters, and combos is unmatched on the Dreamcast. Just when you think you've gotten a character down, you'll see the computer do things with that character you've never seen. Speaking of the AI, it can be absolutely unforgiving, making the one-player experience a brutal one. **Tag Battle mode, with its multiple tag juggles and team grapples, is an especially mesmerizing spectacle**. Soul Calibur had many more play options, characters, and bonuses to unlock, but DOA2 has a much greater depth of play. If I had to choose one or the other, I'd barely give Soul Calibur the edge, but I wouldn't regret owning both at all."

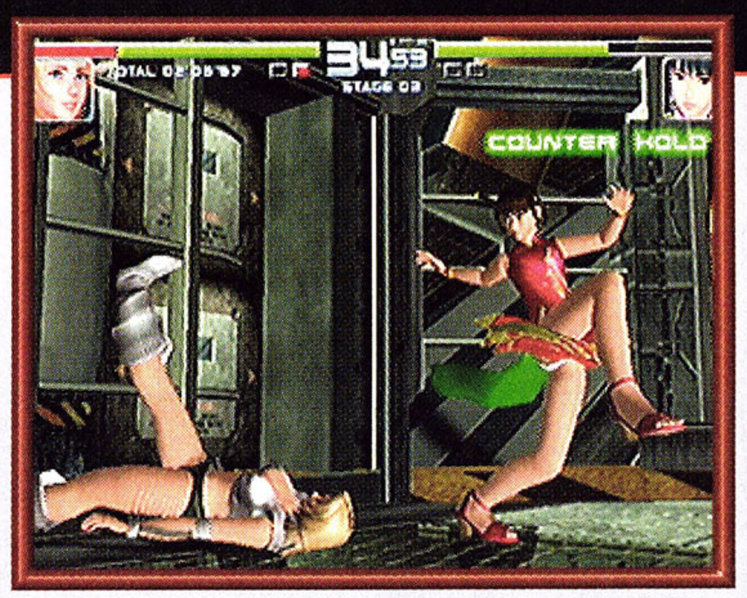
JAY
THE GONZO GAMER

Concept	9
Graphics	9.5
Sound	9.25
Playability	9
Entertainment	9.5
OVERALL	**9.25**

"Following in the footsteps of the successful Tekken series, **Dead or Alive 2 is as deep a fighter as it is graphically stunning**. All of the character models and environment designs are crafted to perfection, showing the finest of details like articulated fingers and flowing clothing. The combat is also a workhorse, delivering tons of combos and a plethora of superbly animated counters. The best part is the Tag Battle mode. DOA2's double team antics are absolutely hilarious. I have to say though, while the combat chemistry is drastically improved, I seriously miss the jugular bounce of the original PlayStation game. Firmness is nice, but every once in a while you just gotta let those babies dance. The only downfall in DOA2 is its storytelling...or should I say lack of it. Otherwise, it's simply remarkable."

REINER
THE RAGING GAMER

Concept	9
Graphics	9.75
Sound	8.5
Playability	9.25
Entertainment	9
OVERALL	**9**



3D SETTINGS

Dead or Alive 2 lights up the Dreamcast hardware with wickedly fast gameplay set within incredibly detailed 3D environments. From moving elevators to beautifully lit stain glass windows, Dead or Alive 2's environmental designs are the best the Dreamcast has to offer.

ARENA INTERACTION

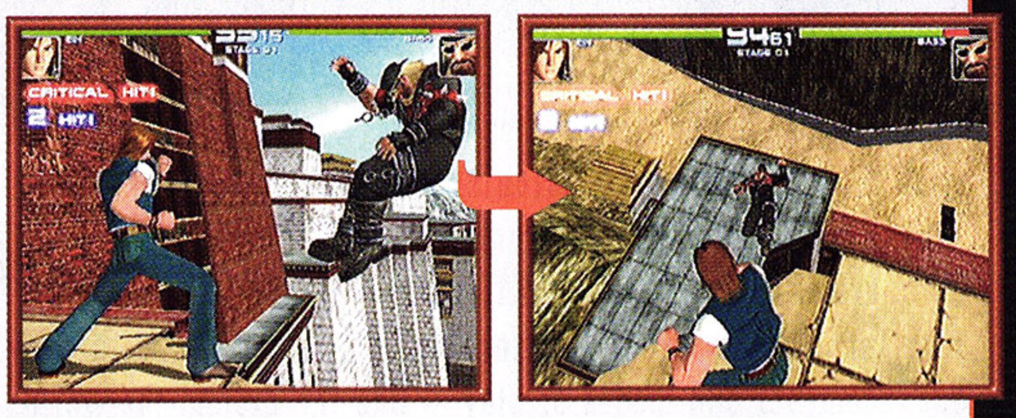
Just like the original PlayStation release, many of Dead or Alive 2's environments are hazardous. While you won't be impaled by walls of spikes, you will need to avoid explosive gas tanks and electrical fences.

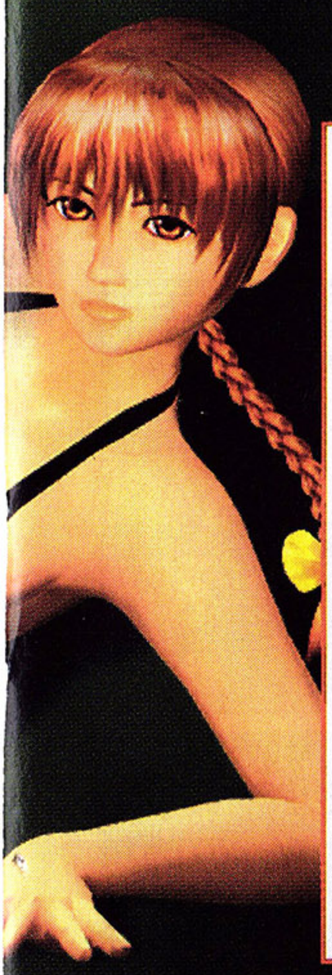
JUGGLES

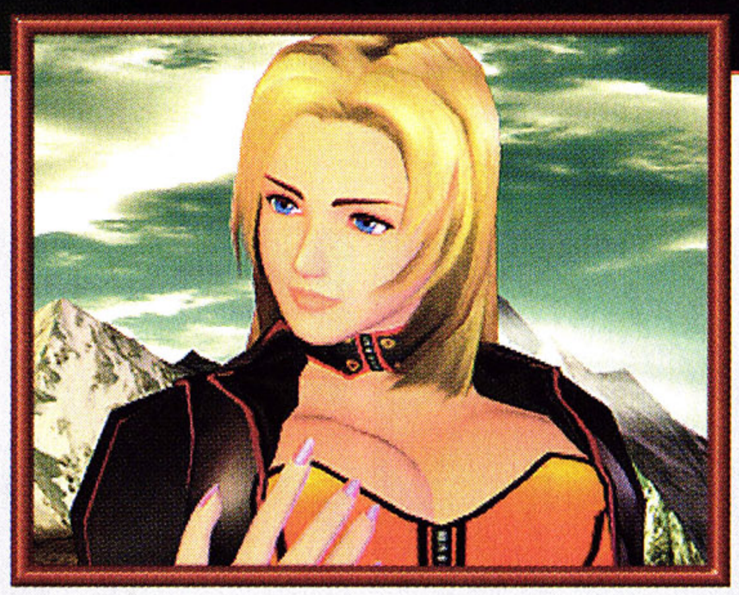
In addition to the counters, players can juggle airbound opponents. With enemies launching into the air more than we've seen in any other fighter, learning how to juggle is one of the most valuable tactics in Dead or Alive 2.

MULTI-TIERED ARENAS

Almost every arena in Dead or Alive 2 features a sub-level. By knocking opponents close to a wall, then eventually through it, you will drop down onto a new battle arena.







DETAIL

With the texturing and modeling displayed in Dead or Alive 2, the PlayStation2 may not seem so powerful anymore. All of the character models in this fighter are highly detailed, featuring articulated fingers, flowing hair, and moving eyes.

COUNTERS

Dead or Alive 2 is the king of counters. Almost every move in the game can be overthrown and pushed back into your face. By learning your opponent's strategies, you too can counter like a madman.

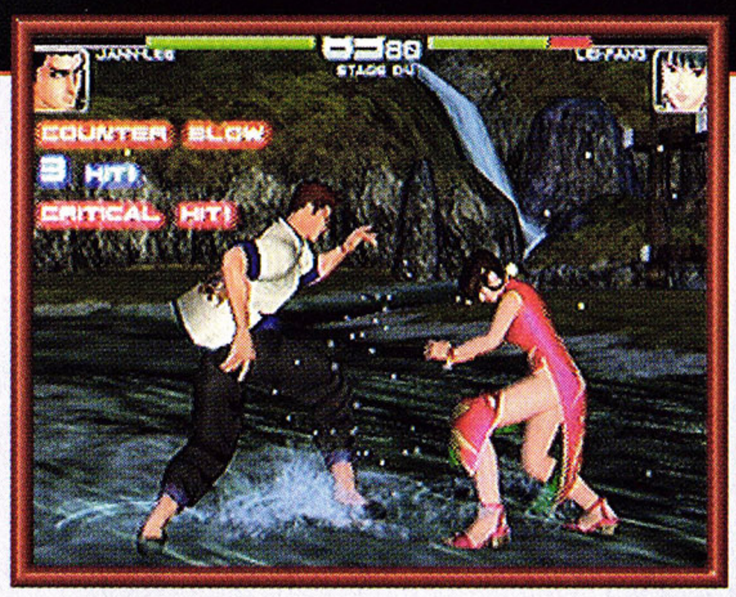
Dreamcast

Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 10 Combatants (More Hidden); Multi-Tiered & Interactive Arenas; Story, Team, Time, Sparring, & Tag Modes; String & Juggle Combos; 3 Difficulties; Slight Bounce
- **Replay Value:** High
- **Created by:** Tecmo
- **Available:** Now for Dreamcast

Bottom Line: 9

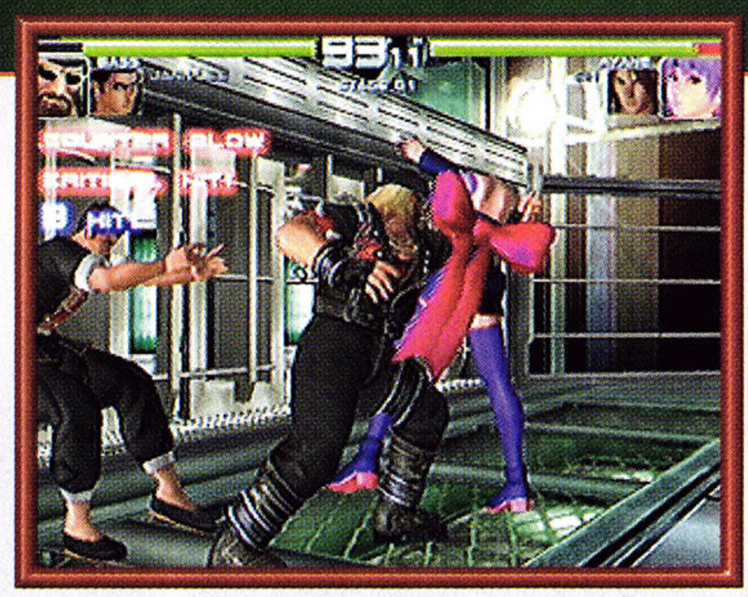


COMBOS

Stringing together combos is the only way to tackle the Hard difficulty. Each character has a number of large strings, and each character has unblockable attacks. These strings can be practiced within the Sparring mode.

MODES

This brawler features every mode you could ask for...except the Bounce mode. Story, Time, Survival, Team, and Sparring (Practice) modes are readily available. Each of these difficult modes proves to be very rewarding and loaded with secrets.



TAG

Similar to Capcom's Versus series and Namco's Tekken Tag Tournament, Dead or Alive 2 features a Tag mode. During gameplay, players can switch to a tag partner, and if they're truly talented, perform a double team maneuver.

COMBAT

With a control style similar to Virtua Fighter, Dead or Alive 2 presents itself as a sophisticated fighter with infinite depth. From intense counters to air juggles and 10-hit combo strings, this fighter will keep gamers fully immersed. Just like Tekken, it does suffer from button flailing.

THROWS

Grapples and throws are a must have feature in today's 3D fighting crop, and Dead or Alive 2 delivers plenty. From wrestling moves to outstanding torso-splitting twists and kicks, each throw is brought to life with awesome animation and killer camera panning.

COLLISION

With the phenomenal character models, Tecmo has followed in the footsteps of Soul Calibur and has romanced the screen with incredible character animations. Each little movement displays realism and beauty. Even the collision between two characters is perfect. Very rarely will you see two models intersect.

AT A GLANCE

Jeremy McGrath Supercross 2000

Nintendo 64
by Jay, The Gonzo Gamer

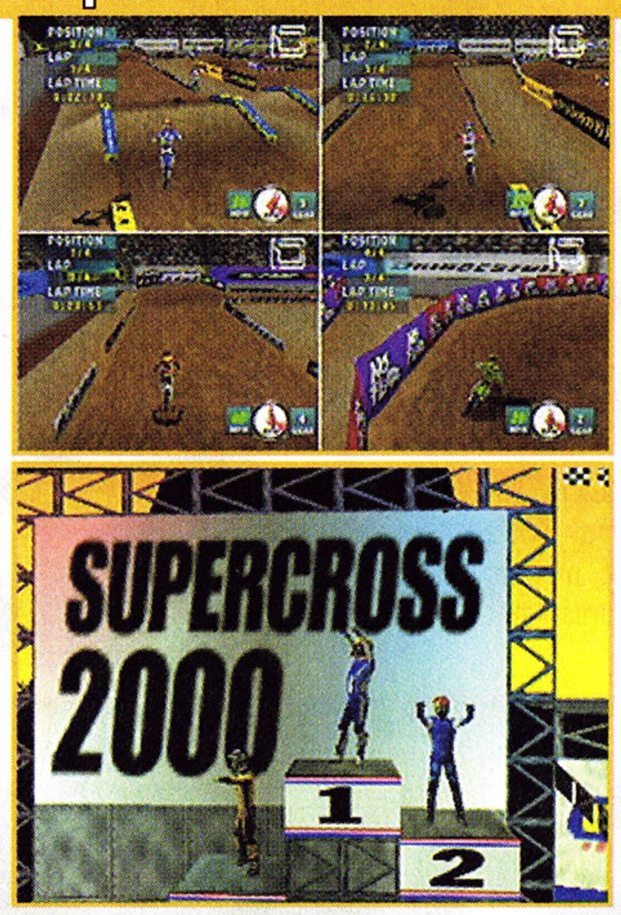
EVERYONE — CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 125 & 250 CC Bikes; 16 Tracks; Track Commentary From Mr. McGrath; 4 Gameplay Modes; Create-A-Rider; Track Editor; Controller, Expansion, & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Acclaim
- **Available:** Now for Nintendo 64

Concept:	*6*
Graphics:	*5*
Sound:	*5.5*
Playability:	*4*
Entertainment:	*4*

Bottom Line: 5

The game manual promises, "...some of the wildest, most realistic bike racing in the world." What the game delivers is some of the mildest, most mediocre bike racing ever seen on the Nintendo 64. In fact, this game is almost the antithesis of supercross. The low framerate fails to create the feeling of speed or high acceleration, and there isn't a first-person camera view to allieviate this failing. The track barriers create an invisible force field that rises sky high to block all riders from accidentally jumping over them. This would be understandable in the outdoor tracks, but it's just stupid indoors where the environments are barely bigger than the track. The Track Editor is adequate, but consistently disappointing since no matter what monster jumps you assemble, riders can only do six tricks. I almost feel sorry for Jeremy McGrath for having his name associated with this game. But at least he's getting paid when people purchase Supercross 2000, unlike N64 owners who are getting robbed.



South Park Rally

Nintendo 64
by Reiner, The Raging Gamer

MATURE — CONTENT RATED BY ESRB

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Arcade, Vs., & Championship Racing; 14 Tracks; 30 Characters; Multiple Silly Weapons; Wacky Voice Clips
- **Replay Value:** Moderate
- **Created by:** Tantalus for Acclaim
- **Available:** Now for Nintendo 64

Concept:	*4*
Graphics:	*4.75*
Sound:	*5*
Playability:	*4.75*
Entertainment:	*4.5*

Bottom Line: 4.5

It looks like Terrance and Phillip snuck into Acclaim's development studios and pooped out another stinky South Park title. Whoever had the great idea to create a South Park racing game should be dipped into a vat of his or her own feces. This is just a stupid idea, and the fact that the game sucks makes it all the more unbearable. It looks like crap, it plays like crap, and I wouldn't be surprised if the cartridge smelled like crap. This version plays better than the PlayStation release, but not by much. Avoid it at all costs.

International Track & Field 2000

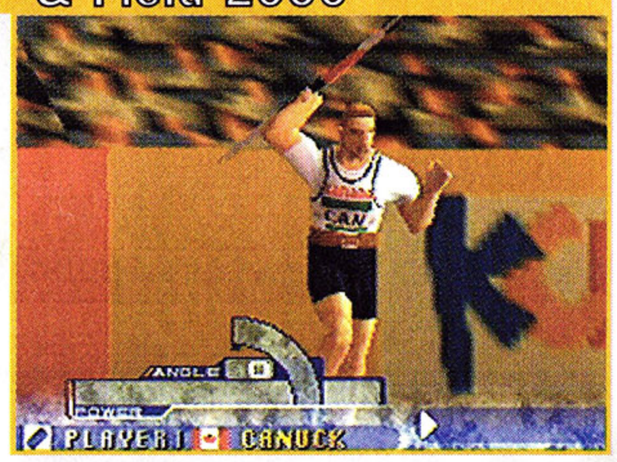
Nintendo 64
by Jay, The Gonzo Gamer

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** 14 Events; 12 Participating Countries; Carpal Tunnel Syndrome Action; Trial & Championship Mode; Complete Announcer Voice-Over; Controller, Expansion, & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** KCEO for Konami
- **Available:** Now for Nintendo 64

Concept:	*7*
Graphics:	*8*
Sound:	*7.5*
Playability:	*6*
Entertainment:	*6*

Bottom Line: 7



IT&F2K can be a pretty amusing multiplayer experience, but be aware of what you're getting into. What we have here is a game that demands you beat your controller buttons to death, and work up a healthy sweat doing it. By the end of Championship mode, you'll be more physically drained than perhaps you should be for a simulator. A rental isn't a bad idea, but a purchase will give you arthritis by the time you're 30.

Hydro Thunder

PlayStation
by Matt, The Original Gamer

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 13 Tracks; 9 Boats; Booster Fuel; Lots of Hidden Shortcuts; 2-Player Split Screen, Arcade, & Circuit Modes; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Blue Shift Inc. for Midway
- **Available:** Now for PlayStation

Concept:	*6.5*
Graphics:	*8*
Sound:	*7*
Playability:	*8.5*
Entertainment:	*8.5*

Bottom Line: 7.75

Hydro Thunder for the Dreamcast was a beautifully done arcade port. I was a little skeptical as to whether the PlayStation could produce a reasonably enjoyable facsimile of the game. Thankfully, this version plays as well as the DC version. I was even more impressed to see that the two-player mode actually had a decent framerate, something that many recent PS-X racing games seem to lack. While it's not at the head of the PlayStation racer class, it's definitely not sitting in the back row sniffing glue with the Marilyn Manson fans.

Battle Tanx II: Global Assault

PlayStation
by Jay, The Gonzo Gamer

TEEN — CONTENT RATED BY ESRB

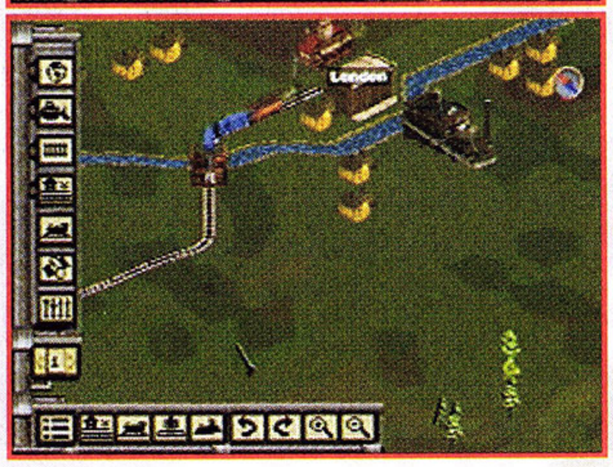
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 7 Game Modes (Campaign, Deathmatch, Battlelord, Frenzy, Hold-Em, Family, & Tank Wars); Multiple Tanks; Tons of Power-Ups; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** Now for PlayStation

Concept:	*7.5*
Graphics:	*7.25*
Sound:	*7*
Playability:	*7*
Entertainment:	*6.5*

Bottom Line: 7

Once again, 3DO is inviting PS-X owners into a world where destruction is the goal and chaos is the only reward. Almost identical to the N64 version, BattleTanx II lets players release all their inner frustration by blowing the crap out of everything. It's the type of game that gives insant short-term gratification that most can appreciate, but becomes tiresome in the long run.

Railroad Tycoon II



To be frank, I find the notion of creating a railroad network to be rather tiresome. Buying farms and dairies, deciding what cargo to send to which city, whether to go with a train that boasts performance over dependability; all of these things fail to interest me. I love an in-depth strategy game, but somehow trains simply fail to get the brain a-humming. If you enjoy games like Sim City, where nitpiggling over little details like budgets, taxes, and parking is the prime attraction, you'll find plenty to like about Railroad Tycoon II. If you've never given much thought to trains or strategy games, I doubt Railroad Tycoon II will change your mind or help you develop a deep fascination with either. As far as the translation from PC to PS-X goes, you may want to check your vision before playing this game, as its developers failed to compensate for the PlayStation's lower resolution and the text is often so fuzzy that you can barely read it. Load time is also a bit fierce. It's good but not great.

PlayStation

by Erik, The PC Jedi

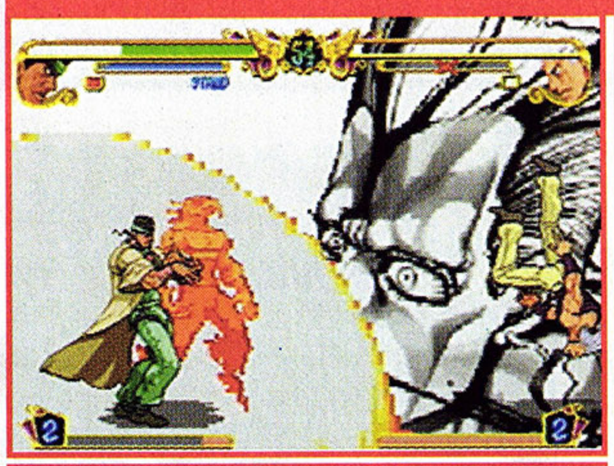
EVERYONE E CONTENT RATED BY ESRB

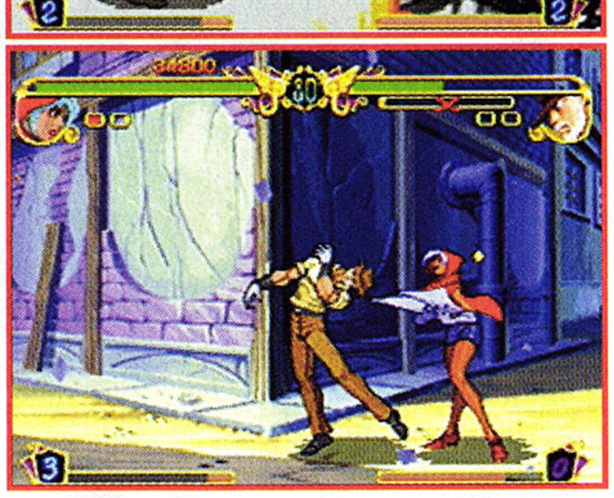
- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Tutorial Mode; Technological Upgrades To All Aspects Of Train Systems Including New Trains, Bridges, & Station Paraphernalia; Tool Bar Interface; Compete With AI Opponents
- **Replay Value:** Moderately High
- **Created by:** Tremor Entertainment for Take 2 Interactive
- **Available:** Now for PlayStation

Concept:	*8*
Graphics:	*7.75*
Sound:	*7*
Playability:	*8.5*
Entertainment:	*6*

Bottom Line: 7.5

JoJo's Venture





JoJo's Venture is a Capcom fighting game at the core, but features the ability to summon alter egos that help the player wreak havoc upon their foes. By activating Stands, many unusual tactics can be employed like sandwiching an opponent between the primary character and their summoned being. Despite this feature, the game still feels very much like Capcom's flagship series, Street Fighter. Employing the SF standard Dragon Punch and Fireball maneuvers probably accounts for well over half the maneuvers in the game, allowing quick and easy access to a wealth of powerful attacks. Consequently, the game is more about reflexes and basic 2D fighting skills than being a vid fu master. If you're looking for an intense and sophisticated fighting game experience, JoJo's ain't your gig, but its quirky characters and hilarious moves make it an entertaining experience nonetheless. The game's story mode may prove to be an entertaining experience, but I found it to be rather confusing due to a pretty rough translation.

PlayStation

by Erik, The PC Jedi

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 18 Characters Plus 4 Hidden; Each Character Capable of Summoning Alter Ego For Special Attacks; 3 Game Modes Plus 2 Unlockable; Small Dog; 8 Difficulty Settings
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** Now for PlayStation

Concept:	*8.25*
Graphics:	*7.75*
Sound:	*7.25*
Playability:	*8.25*
Entertainment:	*8.5*

Bottom Line: 8

Deception III: Dark Delusion

The first time is always so special. I'd never played the first two editions of this game, so when I first met Deception III, I was entranced. It was so different from the other games I'd been with. Sure, it wasn't pretty, but I saw something beautiful in its unique gameplay. I spent hours concocting new traps and combos to smite my enemies. We were quite a pair. I was so infatuated with the game that I took it to bed with me, snuggling with the CD-ROM 'til the wee hours of the morning. Then something changed. Suddenly, the spark was gone. Our relationship was stuck in a rut. There was nothing new to do and we were going through the same routine in dungeon after dungeon. We tried some new toys, like the Volt Rock and the Vacuum Floor, to add a little spice, but nothing seemed to help. Then I started to notice my sweetheart's flaws; its shallow gameplay, bad graphics, and the way it rambled on and on in those boring cutscenes. Finally, the day came when I made that terrible call to tell my schnookums that I'd gone back to my ex, Tony Hawk.

PlayStation

by Matt, The Original Gamer

RATING PENDING RP CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Strategy
- **Special Features:** New Weapons; Combine & Modify Existing Weapons; Numerous Real-Time Cutscenes; Multiple Training Modes; The Tangled Webs We Weave
- **Replay Value:** Moderate
- **Created by:** Tecmo
- **Available:** Now for PlayStation

Concept:	*7*
Graphics:	*6*
Sound:	*5*
Playability:	*6*
Entertainment:	*7*

Bottom Line: 6.25

AT A GLANCE

Rollcage: Stage II

PlayStation

by Erik, The PC Jedi

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Race on Edges & Ceilings of Tunnels; Power-Ups; Hordes of Unlockable Vehicles (20), Tracks (65), & New Modes; Training, Racing, & Special Modes; Special Control Settings for Analog Controllers
- **Replay Value:** Moderate
- **Created by:** ATD for Psygnosis
- **Available:** Now for PlayStation

Concept:	*8*
Graphics:	*7.75*
Sound:	*8*
Playability:	*6*
Entertainment:	*6.5*

Bottom Line: 7.25

Rollcage is an impressive attempt at creating a unique and hectic racing experience. When cars get enough speed going they can actually hug the walls and ceiling, dropping off when they slow down. To compensate for this, each vehicle can flip over and drive upside down. Thus, falling off the ceiling is no big deal if you land it right. If you don't, you're all over the place. Unfortunately, the major challenges in the game are more about containing your own disorientation when switching from wall to ceiling to ground, and driving blind through the dazzling lighting effects often created by your own weapons is a frustrating experience to say the least. The game moves incredibly fast. Hitting one bump at the wrong speed will frequently send you and the camera reeling so fast that it's almost impossible to tell what direction you're going to land in. Big time racing game fans may find the speed and wall hugging action interesting, but I predict most people will spend more time being frustrated than having fun.

Tee Off

Dreamcast

by Paul, The Game Professor

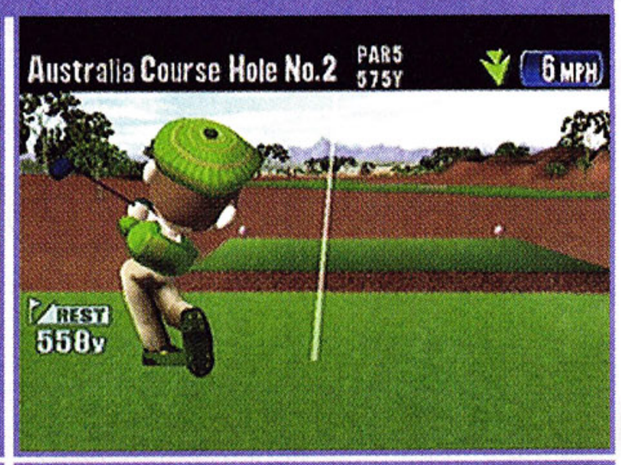
EVERYONE E CONTENT RATED BY ESRB

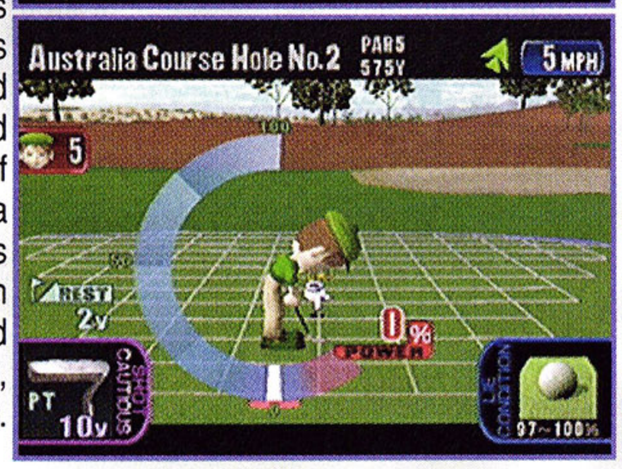
- **Size:** 1 GD-ROM
- **Style:** 1 or 4-Player Sports
- **Special Features:** 15 Golfers (4 Initially, 11 Unlockable); 5 Courses; Choice of Woods, Irons, & Balls; Gate Ball Minigame; World Tour & Match Play; VMU & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** Bottom Up for Acclaim
- **Available:** Now for Dreamcast

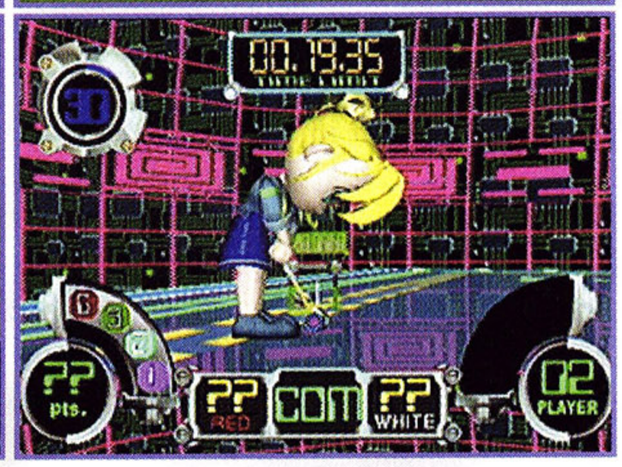
Concept:	*6*
Graphics:	*6.5*
Sound:	*5*
Playability:	*8.75*
Entertainment	*5*

Bottom Line: 6.25

The one thing this game has going for it is that it is the only choice for Dreamcast golf games. However, there is little about this game that can distinguish it from any other golf game that has been released in the last five years. Obviously, the graphics are a cut above most games, but only in the look of the courses. The characters, 15 in all, are very generic looking and fairly uninteresting. On top of that, three of the four characters available at the start are female. Considering 95% of gamers are male, this is rather lame. What is also lame about Tee Off is the pace of play. There is not a button to speed past the computer's shots and playing a round takes way too long. Continuing on the theme of lame, the minigame, which is essentially a rendition of croquet, is worthless. Tee Off fails to deliver a golf experience that is on par with Mario Golf or Hot Shots. I strongly recommend holding out for the next Dreamcast golf game, whatever it may be. It has to be better than this.







Carrier

Dreamcast

by Reiner, The Raging Gamer

MATURE M CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Limb Specific Targeting; Gorgeous Environments; Cinema-Like Camera Positions; Sophisticated Map Tracking; Innovative Enemies Like Invisible Zombies & Plant Head Creatures
- **Replay Value:** Moderately Low
- **Created by:** Jaleco
- **Available:** Now for Dreamcast

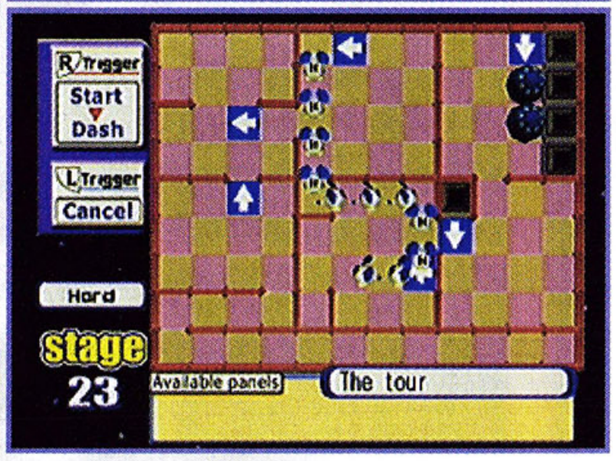
Concept:	*7*
Graphics:	*8.25*
Sound:	*7*
Playability:	*6*
Entertainment:	*6*

Bottom Line: 6.75

Carrier is the Under Siege of video games. Under Siege took the plot of Die Hard and placed it on an aircraft carrier. Carrier takes the plot of Resident Evil and places it on an aircraft carrier. Under Siege cast one of Hollywood's worst actors as the main character. Ironically, Carrier features the worst video game personality of all-time. Seriously folks, the acting in this game is so bad that it makes the character interaction in Resident Evil look Shakespearean. I have to say though, the bad acting is the only reason why I wanted to finish the game. Whenever talking commenced, I laughed hysterically, then actually looked forward to the next cutscene. As for the action? It's not completely horrid, but it is bad. Picture if you will loose Resident Evil controls. To try and insert innovation, Jaleco invented a swarm of enemy types. I blasted through plant head zombies and, get this, zombies with cloaking capabilities. Yeah right! If you dig silly gore flicks like Dead Alive, then you may find some pleasure in Carrier. If you crave a suspenseful horror game, Code Veronica is the obvious choice.

reviews

Chu Chu Rocket



It took a little longer than expected, but finally online gaming for Dreamcast has become a reality with Chu Chu Rocket. The goal of the game is to lay down three arrows that will best lead mice into your rocket. It would all be easy enough if there weren't cats trying to eat all your mice, and three other players who want to screw you over. In the looks and sound department this game won't exactly shock your monkey, but it's easy to see why Sonic Team went with a minimalist approach. Chu Chu is a harrowing multiplayer experience that moves at an insane pace, and there is only slight arrow placement delay online. This game's no slouch on the solo frontier either. Puzzle mode is a particularly boggling experience, challenging a single player to use limited arrows to get mice through over 100 mazes. Chu Chu Rocket has me hooked like a chocoholic to cocoa beans. It's an endlessly entertaining multiplayer experience and an overly-addicting single-player game. I consider it the best and most original puzzle game since Tetris.

Dreamcast

by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Puzzle
- **Special Features:** Dreamcast's First Online Multiplayer Game; 5 Game Modes; Over 100 Single Player Puzzles; Puzzle Editor; 8 Multiplayer Events; VMU & Jump Pack Compatible
- **Replay Value:** High
- **Created by:** Sonic Team for Sega
- **Available:** Now for Dreamcast

Concept:	*9.25*
Graphics:	*7.75*
Sound:	*7.75*
Playability:	*9.5*
Entertainment:	*9.5*

Bottom Line: 8.75

Blaster Master: Enemy Below

It's been a while since we've seen Blaster Master, and his Game Boy Color return is a triumphant one. Sunsoft has resurrected the NES engine perfectly and created an entirely new adventure to enjoy. Bearing no relation to the bad guy from the Kid Video cartoon (and if you understand that reference, you're as lame as we are), Blaster Master starts players in an armored tank that travels along a side-scrolling landscape. The twist to this game, however, is that your pilot can leave the tank at any time to get into the little nooks that his armor cannot. Whenever the little man enters a doorway, the game switches to an overhead shooter where he must collect keys and defeat bosses to move on to progressively more difficult levels. The challenge level of Blaster Master has been left completely intact, giving gamers a long and sometimes frustrating adventure to contend with. If you're frustrated by having to constantly change your GBC carts, buy this game. It will stay plugged in for a long time.

Game Boy Color

by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platformer
- **Special Features:** Classic NES Gameplay With All New Levels; Pilot Can Depart Tank To Get Into Small Areas; 2 Modes of Play (Sidescrolling for Tank, Overhead for Pilot)
- **Replay Value:** Moderate
- **Created by:** Sunsoft for Nintendo
- **Available:** Now for Game Boy Color

Concept:	*8.5*
Graphics:	*8.75*
Sound:	*7.5*
Playability:	*7.75*
Entertainment:	*8.5*

Bottom Line: 8.25

Magical Drop Pocket

Like many others of its ilk, the goal of Magical Drop is to pull down balls of the same color, matching three or more of the same shade to eliminate them. It's certainly nothing new, but Magical Drop is able to ramp up the difficulty, which gives it some good replay value. If you don't have a puzzle game for your NGPC, I'd go with Bust-A-Move Pocket first, but Magical Drop wouldn't be a bad second.

Neo Geo Pocket Color

by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Puzzle
- **Special Features:** 3 Game Modes (Story, Self Challenge, & Friend Challenge); 5 Difficulty Levels; 8 Playable Characters (More to Unlock); NGPC Link Compatible
- **Replay Value:** Moderately High
- **Created by:** SNK
- **Available:** Now for Neo Geo Pocket Color

Concept:	*7*
Graphics:	*6.5*
Sound:	*7.5*
Playability:	*7*
Entertainment:	*7*

Bottom Line: 7

Gals Fighters

Gals is another solid fighter in Neo Geo's ever-expanding rock 'em, sock 'em collection. Items that can be won and lost have now been added to the standard formula. Using these gives characters new abilities or advantages. Unfortunately, most matches can be won, even on hardest difficulty, by button mashing. Good game, but inferior when stacked up against the recently released Match of the Millenium.

Neo Geo Pocket Color

by Jay, The Gonzo Gamer

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 11 Characters (3 Hidden); 5 Difficulties; Collect Items to Use In Matches; Humourous Supers & Finishers; 3 Modes (Queen of Fighters, Training, & 2-Player Vs.)
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now for Neo Geo Pocket Color

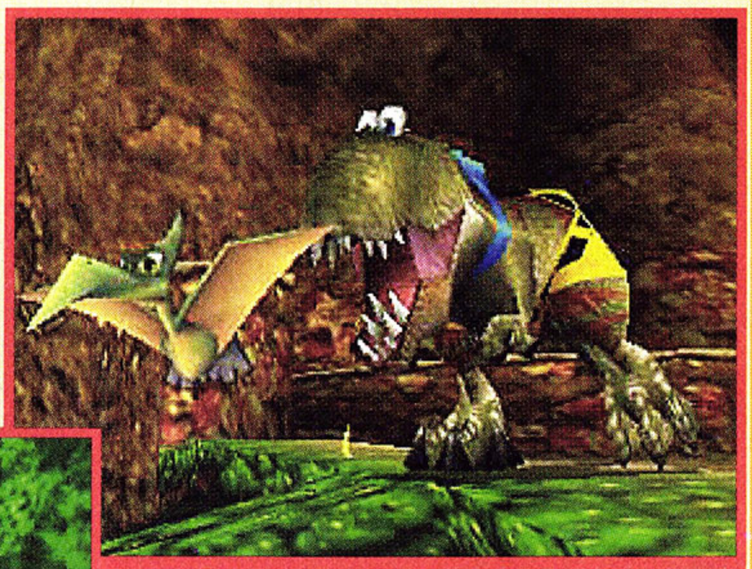
Concept:	*7.5*
Graphics:	*8*
Sound:	*7.5*
Playability:	*8*
Entertainment:	*8*

Bottom Line: 7.75

BANJO-TOOIE – NINTENDO 64

CREATED BY: RARE FOR NINTENDO
AVAILABLE: SECOND HALF 2000

Everywhere you go, people are asking one question – "Dude, why did that chick from Felicity cut her hair? She used to be so hot!" But the second question they ask is usually, "When is Banjo-Tooie coming out?" Never fear, friends. Rare is still perfecting this monster sequel, and these screenshots assure us that it is going to be awesome. Banjo and Kazooie are back, and this time around Mumbo Jumbo is a playable character. All three have new abilities; finally Banjo is allowed roam free without that pesky Kazooie on his back. Rare is also adding in a slew of four-player minigames. Expect to find much more on this sure-fire hit after Rare unveils it at this year's E3.



NIGHTMARE CREATURES II – NINTENDO 64

CREATED BY: KALISTO FOR KONAMI & UNIVERSAL INTERACTIVE STUDIOS
AVAILABLE: MARCH 28

Nightmare Creatures II pits disfigured protagonist Herbert Wallace against the eminently evil Mr. Crowley, a twisted master of the occult and close personal friend of Ozzy Osbourne. Set 100 years after the original, NC II takes gamers on a macabre journey through the underbelly of London and Paris. The environments are more interactive, requiring you to break boxes to discover hidden items and break windows to enter new rooms. Wallace now has the ability to swim, which allows him to better explore the 30+ areas of the game. There are now seamless transitions from cutscenes to gameplay, an emphasis on Resident Evil-style scare tactics, new power-ups like killer flies, and unique fatalities for all characters. Also, as a part of his quest to have a song featured in every video game, Rob Zombie will be appearing on the NC II soundtrack.

THE LEGEND OF ZELDA: MASK OF MUJULA – NINTENDO 64

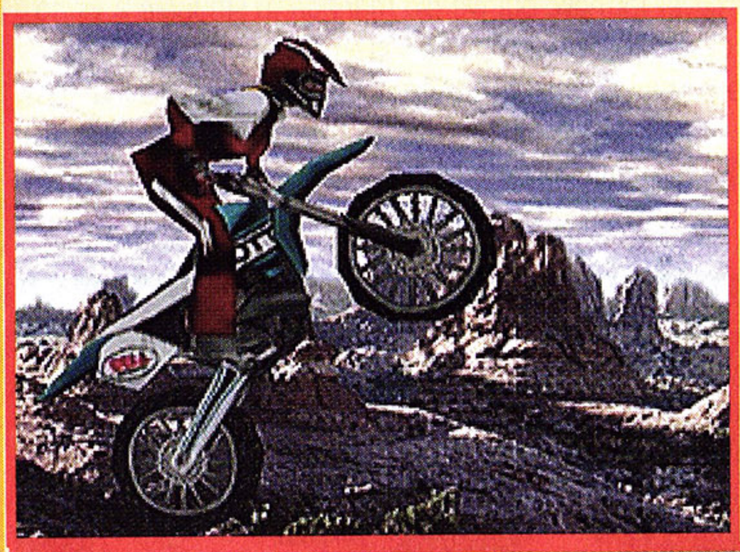
CREATED BY: NINTENDO
AVAILABLE: FALL

The master of disaster, the king of carnage, the tenderness in your cookie, the most tutti-fruity hero to ever pinch Ganon on the buttocks is back in action again. Nintendo's fairy lovin' warrior, Link, is returning to Hyrule this fall for what looks to be another exciting adventure on the Nintendo 64. In Mask of Mujula, Link must shed his tights and dawn the less revealing outfits of Hyrule's locals to complete objectives and solve perplexing puzzles. When hiding behind different masks, Link magically transforms into new entities. He'll become a rolling Goron and even a Deku Scrub. To make the game look even nicer than ever before, Nintendo has made the 4 Meg Expansion Pak a requirement.

EXCITEBIKE 64 – NINTENDO 64

CREATED BY: LEFT FIELD PRODUCTIONS FOR NINTENDO
AVAILABLE: APRIL 1

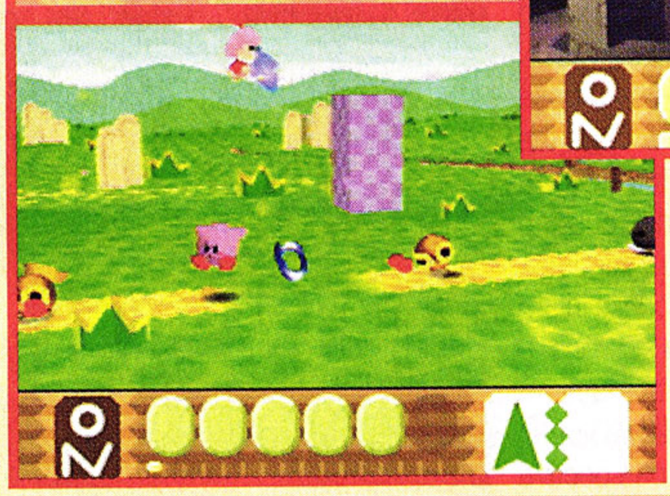
The GBC masterpiece Motocross Maniacs whet our appetite for the classic Excitebike gameplay, and after recently playing a much-improved version of Excitebike 64, we can safely say that this game is racing down the right track. Needless to say, the graphics are a bit more impressive than on the NES version, but the legendary track editor mode remains. There are 20 tracks, a four-Player split-screen mode, and the ability to pull off wild tricks to add some acrobatic flair to the racing action. Excitebike 64 should be a welcome blast from the past come April.



KIRBY 64 – NINTENDO 64

CREATED BY: HAL LABORATORIES FOR NINTENDO
AVAILABLE: JUNE 12

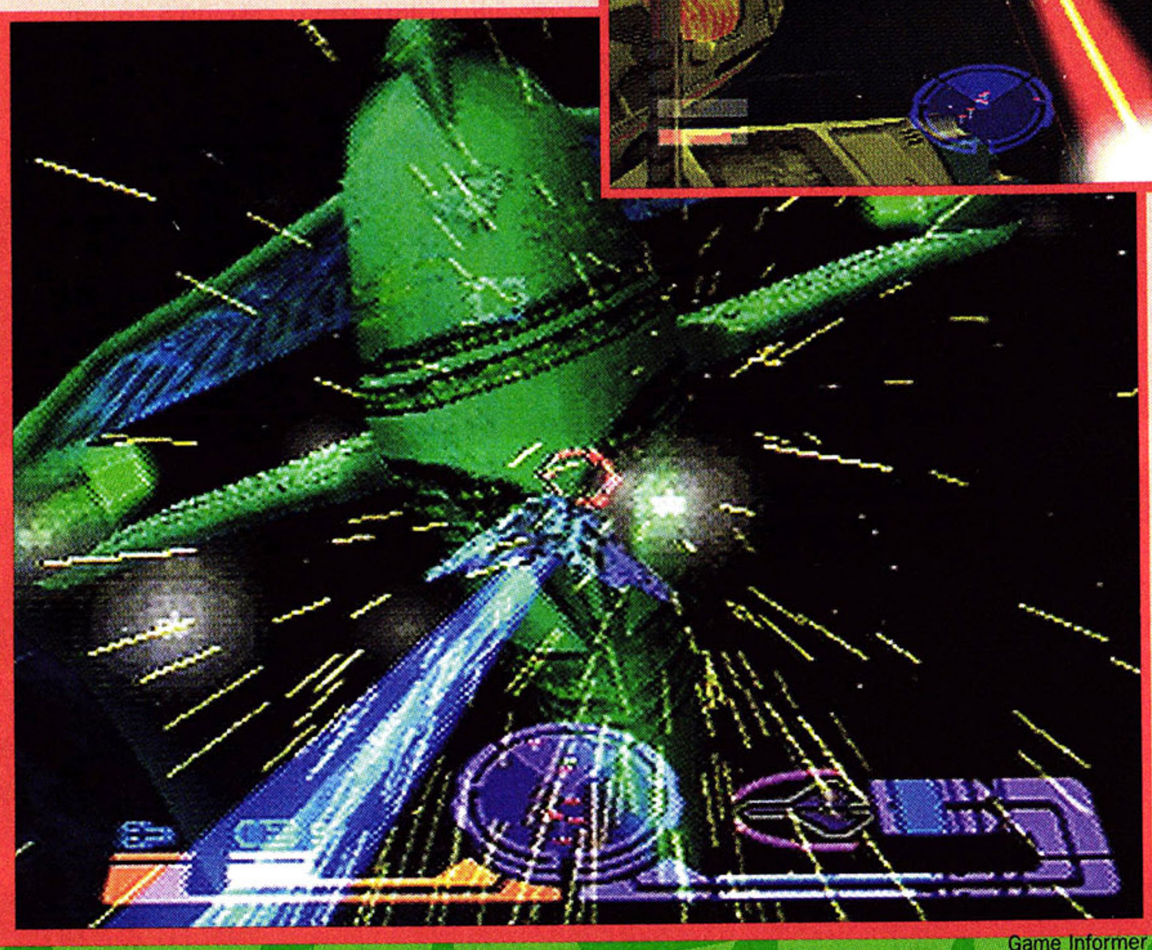
Kirby's star has dimmed since the late '80s when he was one of the last heroes of the NES era. Now the original Puff Daddy is back for the double-aught. If Carlos Santana can stage a huge comeback, why can't our favorite pink cloud? Kirby 64 should put the series back on top of the action/platform mountain, and without the help of that chubby guy from Matchbox 20! The gameplay should sit squarely in the tradition of its forefathers, with Kirby eating enemies and acquiring their powers. There are also some minigames which appear to be similar to the games in Mario Party. The most welcome surprise comes in HAL Laboratories' decision to buck the current 3D free-roaming trend and keep Kirby 64 in classic 2D.



STAR TREK: INVASION – PLAYSTATION

CREATED BY: WARTHOG FOR ACTIVISION
AVAILABLE: SUMMER

This game boldly goes where no Star Trek game has gone before – the PlayStation. Oddly enough, Star Trek: Invasion focuses on Federation fighters, ships that have never figured very heavily into any Trek movies or television series. Invasion compares favorably to the successful Colony Wars series, albeit with a Star Trek facelift. There will be eight to ten different ships with more than 10 weapons that can be collected. Missions range from all-out space battles to escort missions. As you proceed with your missions, you will encounter familiar races from the Star Trek universe (Borgs, Romulans, Klingons, etc.), and voice-overs provided by Next Generation cast members Michael Dorn and Patrick Stewart. In addition to the mission mode, there will be five multiplayer arenas for two-player split-screen dogfighting.



WILD ARMS 2 – PLAYSTATION

CREATED BY: CONTRAIL FOR SONY COMPUTER ENTERTAINMENT AMERICA
AVAILABLE: APRIL 2

Way back when your frogs were just tadpoles, the world jumped for joy when Sony released the epic RPG, Wild Arms. With Zelda-like action elements mixed with classic turn-based battles, Wild Arms won over the hearts of a role-playing deficient PlayStation market. This long-lost saga will return on April 2 with a mysterious sequel. Sony is keeping this title undercover for now, but we did manage to smuggle a video into our office, and what we saw was very promising. While it doesn't have a mighty graphical punch, it appears that the sequel will dazzle gamers with its sophisticated gameplay – mainly the action-filled dungeon exploration.

SIM THEME PARK – PLAYSTATION

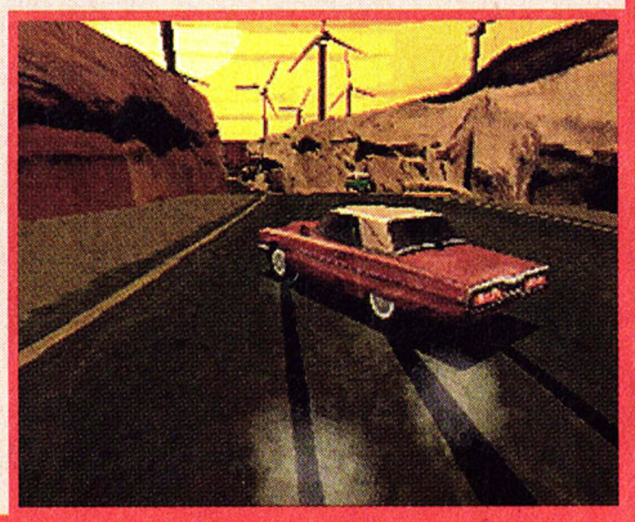
CREATED BY: BULLFROG FOR ELECTRONIC ARTS
AVAILABLE: MID-MARCH

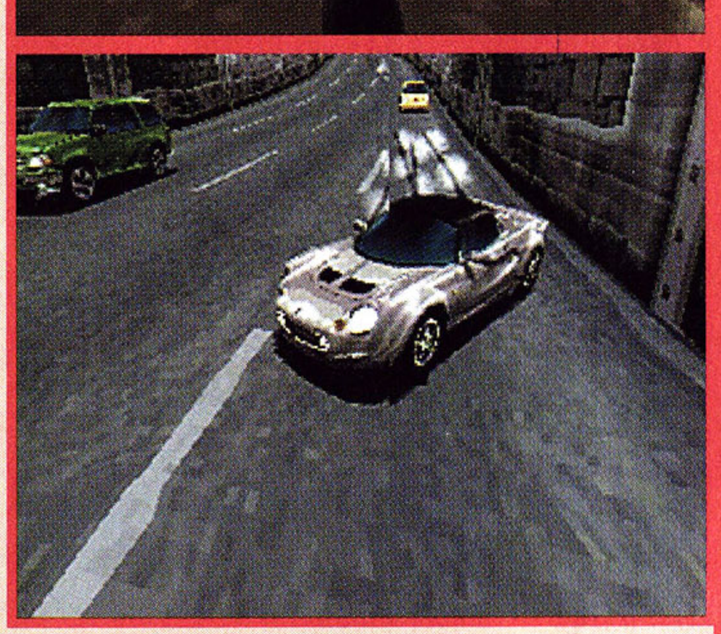
How much sugar can you feed an eight-year-old before he pukes? Will a fatal roller coaster accident hurt popcorn sales? Find out the answers to these questions and many more in Sim Theme Park, the PS-X port of the PC blockbuster. As on the PC, you sit at the helm of one of four theme parks, building the Six Flags of your dreams. Manage thrill rides, concessions, and staffing to earn megabucks in the fun biz. If you've the inclination, you can even climb down from your gilded tower and join the lumpen proletariat in first-person mode, which allows you to walk around the park from a visitor's perspective and even try out the rides.

VANISHING POINT – PLAYSTATION

CREATED BY: CLOCKWORK GAMES LIMITED FOR ACCLAIM
AVAILABLE: MAY 2000

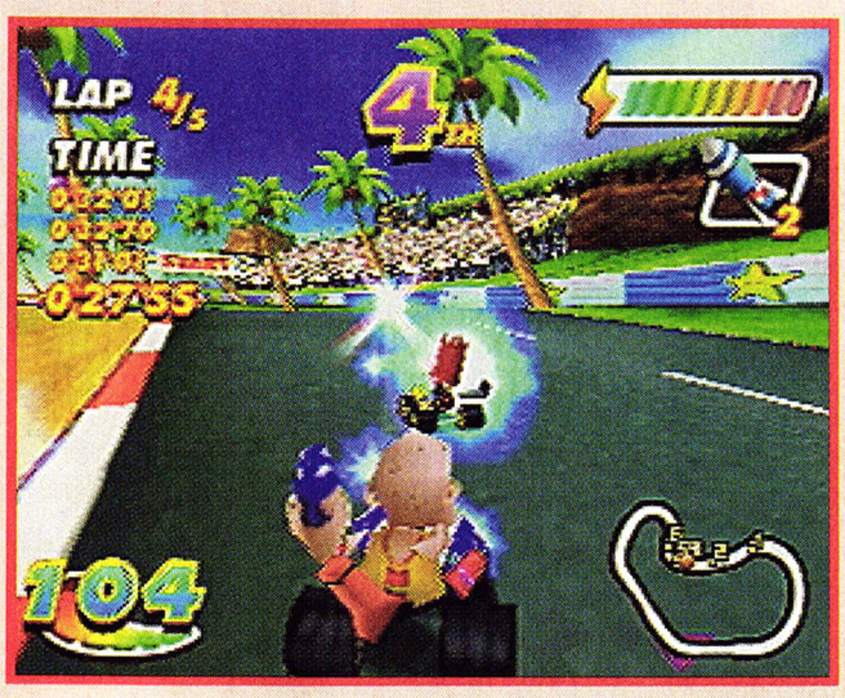
Although another racing title for the PlayStation seems about as necessary as a superfluous nipple, Vanishing Point might win points for combining wacky stunt driving with serious driving simulation gameplay. On the stunt track, do your best Robbie Knieval imitation by performing barrel rolls, slaloms, and long jumps. The race courses feature a new real-time traffic system that promises the best opponent AI ever featured in a PS-X racing title. Licensed manufacturers included BMW, Ford, Lotus, Ford, and McLaren. Be on the lookout for a Dreamcast version of Vanishing Point sometime in August.



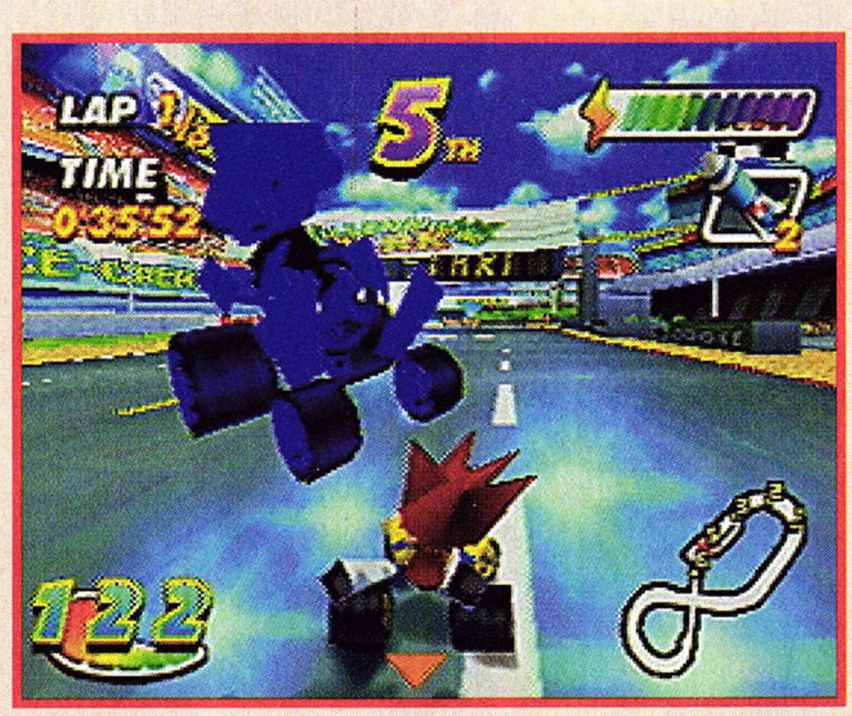


SPEED PUNKS – PLAYSTATION

CREATED BY: FUNCOM FOR SCEE
AVAILABLE: APRIL 18



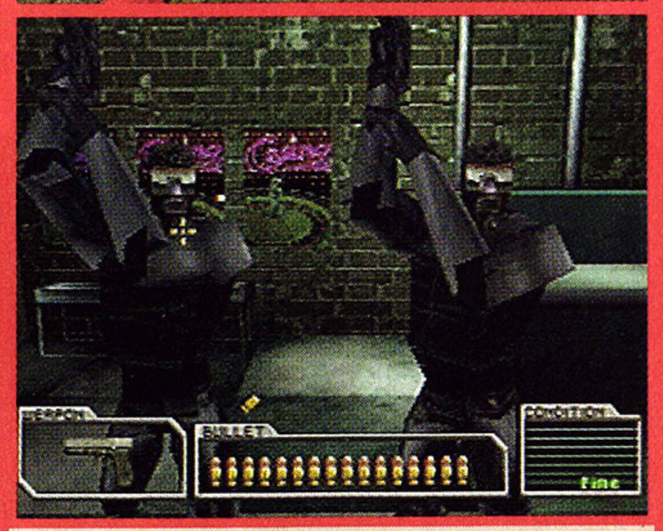
Not to be confused with early '80s SoCal hardcore hookah-hitters Surf Punks, Speed Punks seeks to fill Crash Team Racing's rather sizable shoes as this year's PS-X cart racing smash hit. Here's what it has: six bulbous-headed characters; numerous power-ups, weapons, and shortcuts; four-player split-screen mode. Here's what it doesn't have: anything you haven't seen before.



RESIDENT EVIL: SURVIVOR – PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: LATE 2000

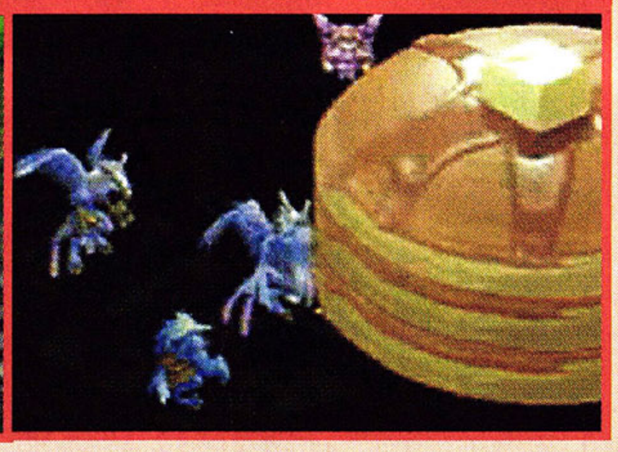
Oftentimes a game that tries to combine two genres seems to suffer from a bit of an identity crisis. As we all know, this can often be an ugly thing. The last identity crisis we had at Game Informer involved Reiner wearing Daisy Dukes and a halter top — enough said. Resident Evil: Survivor appears to have been more successful. The game intends to combine Capcom's vaunted survival horror franchise with House of the Dead-style shooting. The end result is more of a first-person RE title, with unlimited ammo and a gunsight targeting system. In Japan the game is compatible with PS-X gun peripherals, but Capcom has not confirmed whether this will be included in the U.S. version. The plot revolves around an amnesiac named Vincent, a new character to the RE universe. The storyline will not intersect with the plots from other existing Resident Evil games.



RHAPSODY: A MUSICAL ADVENTURE – PLAYSTATION

CREATED BY: NIPPON ICHI FOR ATLUS
AVAILABLE: SPRING

Not since Charlie Daniels outfiddled Satan himself in The Devil Went Down to Georgia have we witnessed vicious musical combat on this scale. Rhapsody tells the tale of Cornet, a beautiful young princess searching for true love. On her quest, she employs her magical horn to play bewitching ditties that enlist the help of tiny puppets and monsters to help her vanquish her foes. In addition to her musical powers, Cornet can use several whimsical magic attacks, including the deadly Pancake Attack, during the turn-based battles. Sure to follow in the footsteps of Atlus' Thousand Arms as a uniquely warped RPG experience.



GRIND SESSION – PLAYSTATION

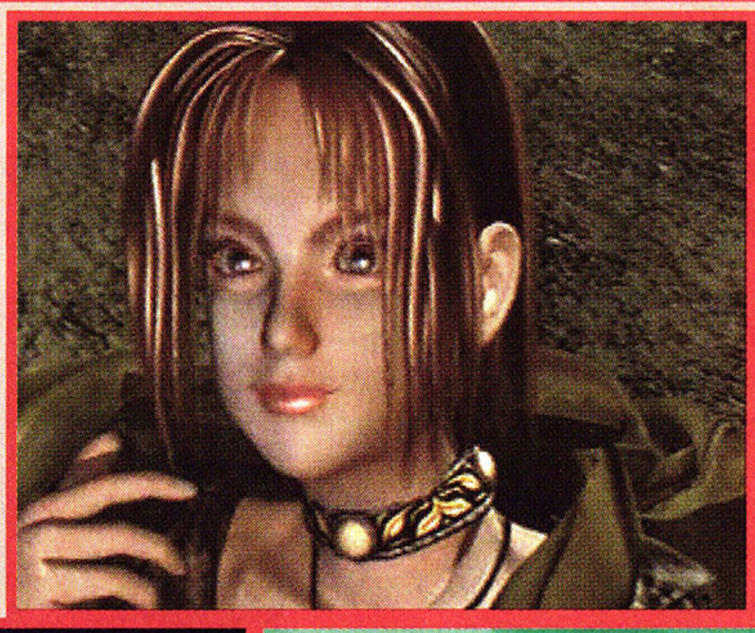
CREATED BY: SHABA GAMES FOR SCEA
AVAILABLE: MAY 23

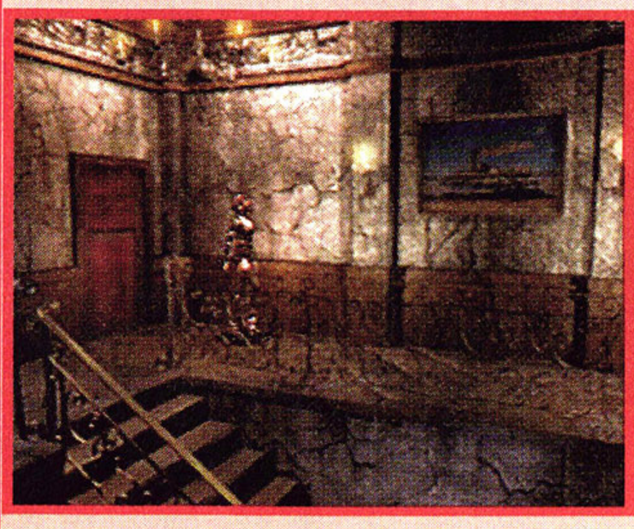
Send in the clones. We can thank Tony Hawk for reigniting the public's interest in skateboarding games, and now we're beginning to see a few titles that bear more than coincidental resemblence to the greatest game of last year. Count Sony's Grind Session among them – and that's not necessarily a bad thing. Grind Session adds a few new features to Pro Skater's formula, including ground tricks and on-screen diagrams for scoring gaps. The control scheme effectively mimics that of Pro Skater, making this a promising title for fans of video boarding. The stellar soundtrack includes everyone from Wu-Tang swordsman GZA to Lower East Side noiseniks Sonic Youth.

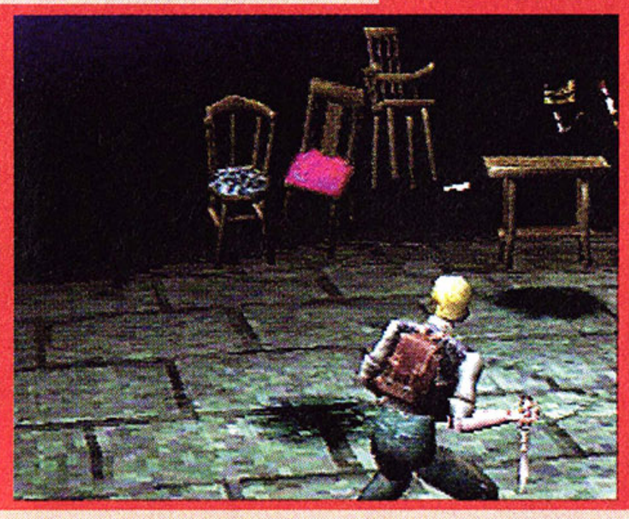
KOUDELKA – PLAYSTATION

CREATED BY: SACNOTH FOR SNK
AVAILABLE: 2ND QUARTER

SNK's new RPG, Koudelka, takes its name from its heroine, a hot-blooded tough chick on a mission to plunder the riches contained within a haunted house in Wales. Like many troubled adolescents, her tough exterior hides a scared little girl. However, a young rogue named Edward might be the one who can melt her cold heart. Koudelka's overworld is very reminiscent of Resident Evil, complete with fixed camera angles. However, upon entering battle, you are thrust into a grid-based battle map similar to that used in Vandal Hearts II. The wacky array of enemies will certainly win accolades. You haven't lived until you defeat a gang of floating chairs and end tables. "Damn ye back to Crate and Barrel, foul beast!"







STREET FIGHTER EX 2 PLUS – PLAYSTATION

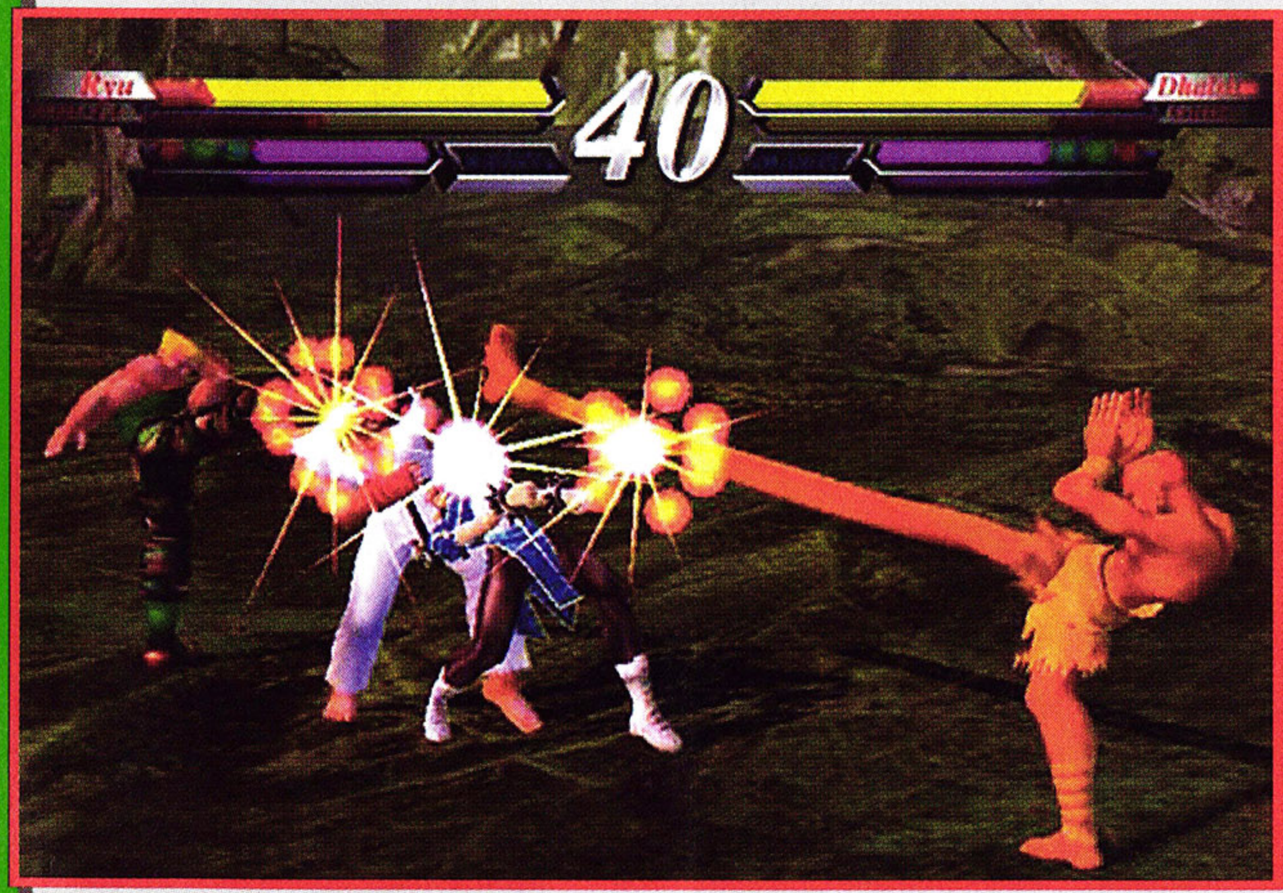
CREATED BY: ARIKA FOR CAPCOM
AVAILABLE: APRIL

Street Fighter EX Plus was hyped as the long-running series' first foray into the world of polygonal 3D, but in actuality it was more like 2 1/2 D. As in the first EX Plus, most of the action in this monster title takes place on the y-axis, with brief 3D cuts for special moves and replays. All the characters from EX Plus are back, as are Street Fighter legends Ken, Ryu, Guile, et al. New characters include Rosso and Area, a darling pigtailed lass with a twinkle in her eye and a gigantic robotic arm. Gameplay innovations include the Meteor Combo Super Attack, a move unique to each character that can be performed when their super combo gauge is level three or higher. The Excel Move allow players to create custom combo moves in chain attacks.

STREET FIGHTER EX 3 – PLAYSTATION2

CREATED BY: ARIKA FOR CAPCOM
AVAILABLE: MARCH 4 IN JAPAN (UNKNOWN IN U.S.)

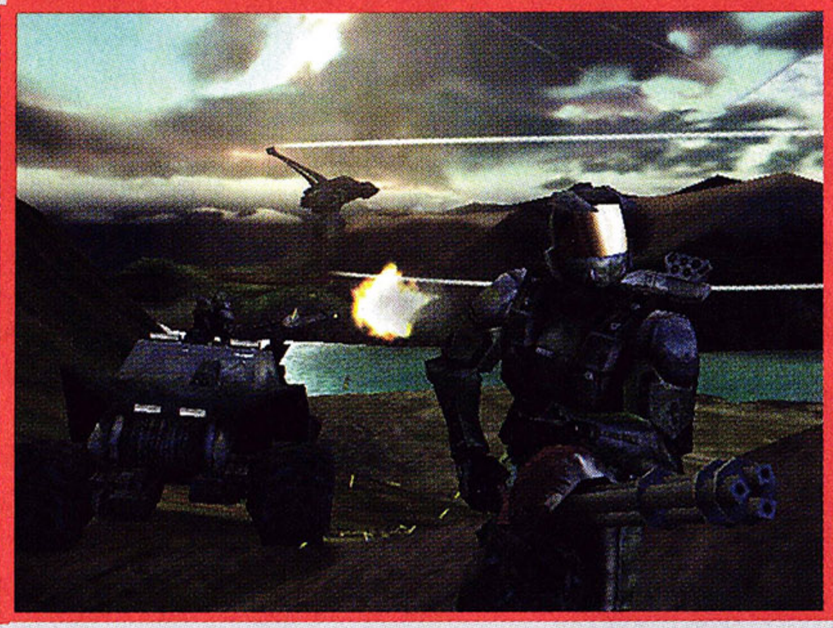
Now that Tekken Tag Tournament has been pushed back to a March 30 release in Japan, Street Fighter EX 3 will be fighting fans' PS-2 launch title of choice. As you can see, this title's graphics look as impressive as any we've seen on any system thus far. Being that this is a Street Fighter game, we can expect a depth of play that few games can match. A new tag system means that you can now tag at any point during the match, and new double-team tag combos have been added. The Guard Attack has been 86ed, replaced by the virtually unstoppable Hard Attack. Throw in Pyrotechnic new EX effects to show off the capabilities of the PS-2, and you've got a polygonal Molotov cocktail of a fighter that is going to set the gaming world on fire like a British Embassy in Northern Ireland.



HALO – PLAYSTATION2

CREATED BY: BUNGIE FOR TAKE 2 INTERACTIVE
AVAILABLE: FALL

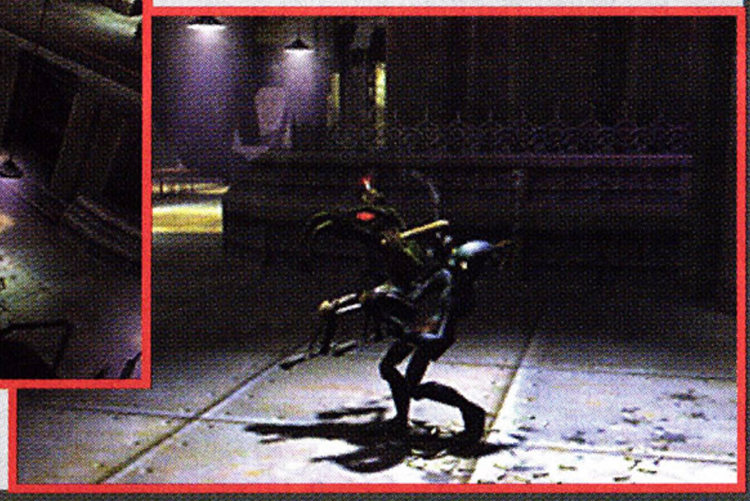
If man had the horsepower needed to travel to the far reaches of space where alien species dwell, what do you think our first action would be? Would we extend our hands in peace? Would we hide behind asteroids and pray that their scanners didn't pick us up? Or do you think we'd simply nuke them, then study their mutated and fried corpses? In Take 2's upcoming PlayStation2 release, Halo, it appears that peace is definitely out of the question. It also appears that we couldn't find any asteroids to cower behind. This real-time combat game promises to be one of the most explosive titles to ever hit the console market...and from the pictures, it looks like it may very well be one of the most stunning as well.



ODDWORLD: MUNCH'S ODDYSEE – PLAYSTATION2

CREATED BY: ODDWORLD INHABITANTS FOR GT INTERACTIVE
AVAILABLE: FALL

Many of the PlayStation2 titles we've seen so far (Ridge Racer V, Street Fighter EX 3) have been little more than great-looking versions of games we've seen done a million times before. A few titles, however, promise to deliver a truly groundbreaking gaming experience. Munch's Oddysee is one of those games. Oddworld Inhabitants boasts that the game will be a fully-3D modeled world with awe-inspiring graphics, simulated life cycles and ecological changes. The gameplay hopes to correct many of the problems that have been brought on by the three-dimensional gameplay (like difficulty entering doorways, picking up items, etc.) with more intuitive character control. Look for Munch's Oddysee to be slated as a launch title for the PlayStation2 in the States.



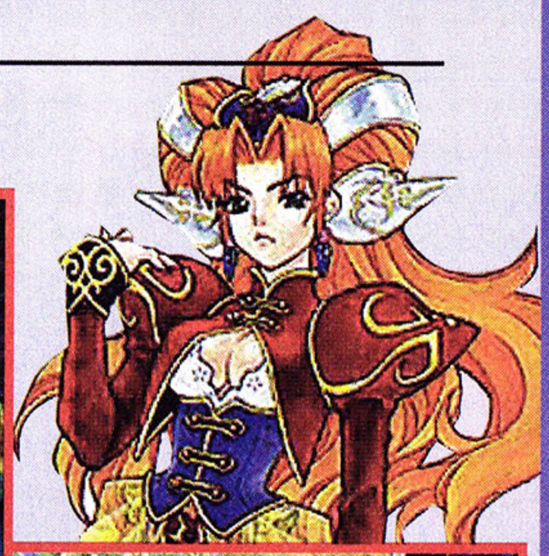
INDUSTRIAL SPY: OPERATION ESPIONAGE – DREAMCAST

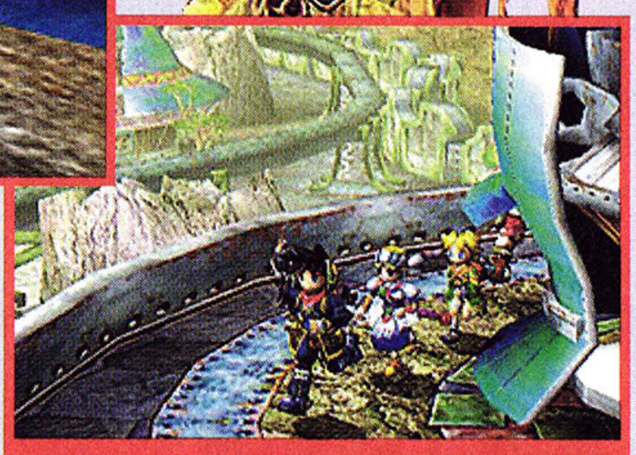
CREATED BY: HUNEX FOR UFO INTERACTIVE
AVAILABLE: APRIL

What exactly is Spam made out of? Is Dow Chemical developing super-strong polymers based on the atomic structure of whale sperm? Only those corporate will o' the wisps known as industrial spies can unravel these mysteries. Industrial Spy is set in a nightmare future in which the world's political powers have been overthrown by evil corporate conglomerates. You are a super spy in command of a crack team of operatives, each with special abilities ranging from hypnotism to acrobatics, that must complete a series of deadly missions. As the Hannibal Smith of this A-Team of sorts, you gather preliminary information about the mission, then command the action of multiple agents on multiple screens as they disable traps, infiltrate, and engage in combat.

GRANDIA II – DREAMCAST

CREATED BY: GAMEARTS FOR SEGA
AVAILABLE: NOVEMBER IN JAPAN (U.S. RELEASE UNDETERMINED)

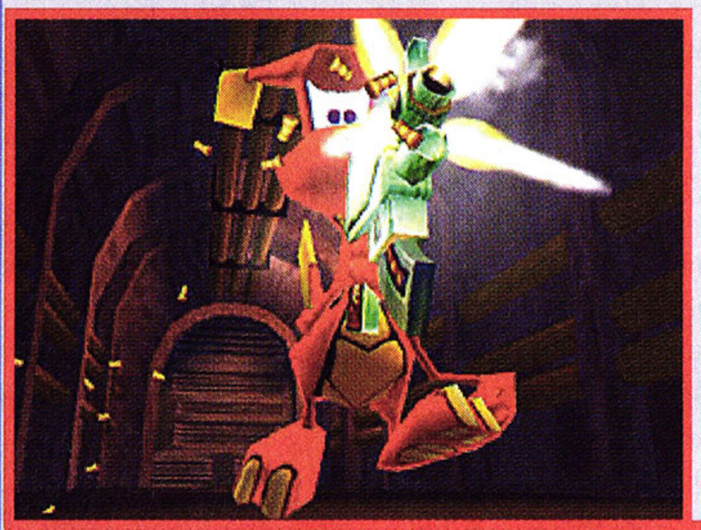




GameArts hit a home run with the PlayStation version of Grandia, yet the success has only garnered a cold shoulder from this proud development studio. Instead of bringing the adventure back to PlayStation, GameArts is developing the sequel for Dreamcast. Ha ha! Screw you, PlayStation fans! As you can clearly see from the screenshots, this game looks simply splendid. Using a fiesta of colors and a special effects pallet larger than LucasFilm's, Grandia is drop dead gorgeous. Let's hope that the gameplay is just as spectacular. No word has been given for a U.S. release as of yet, but really, Sega would be stupid to pass on this one. We want it more than we want life. Give it to us, baby! Uh huh!! Uh huh!!!

FUR FIGHTERS – DREAMCAST

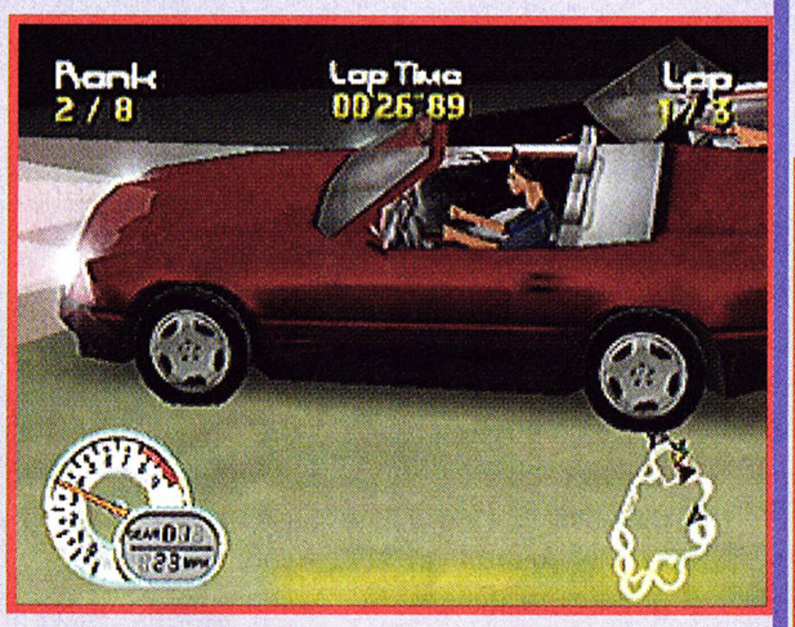
CREATED BY: BIZARRE CREATIONS FOR ACCLAIM
AVAILABLE: SPRING



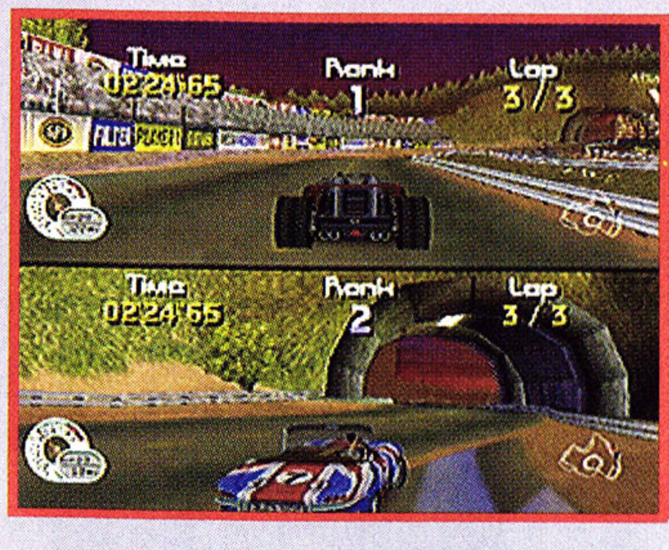
We don't care what those PETA animal rights people say – fur is NOT dead. Not on the Dreamcast, at least. Expect the fur to fly when Fur Fighters, formerly titled Furballs, is released this spring. Screenshots of this title have been circulating around the industry for quite some time and have now found a publisher in Acclaim. The cast of six huggable, squeezable characters includes a subservient kangaroo named Bungalow and a red panda named Chang who, besides being an obvious metaphor for communist China, has a vast knowledge of science. Much like in Donkey Kong 64, each character has unique abilities which allow it to access areas of the game the others cannot reach. In addition to standard 3D platform action, Fur Fighters promises more complex puzzle solving and exploration.

DREAM ROADSTERS – DREAMCAST

CREATED BY: TITUS
AVAILABLE: MARCH



Dream Roadsters is what one might call a meat-and-potatoes racer. Nothing fancy, to be sure, but even the most snooty culinary expert must admit that there is nothing better than a big slab of meat nestled between two plump potatoes. Dream Roadsters features 21 cars, including manufacturers ranging from Ford and Toyota to such wuss-mobile dealers as Fiat and Renault. There are gorgeously-detailed tracks with three variations each, eight drivers, and three license classes. The evironments are amazing, allowing you to drive through everything from blizzard conditions to tropical jungles. Overall, this looks to be another solid driving title for the Dreamcast.



SORCERIAN: DISCIPLES OF THE SEVEN STAR MAGIC – DREAMCAST

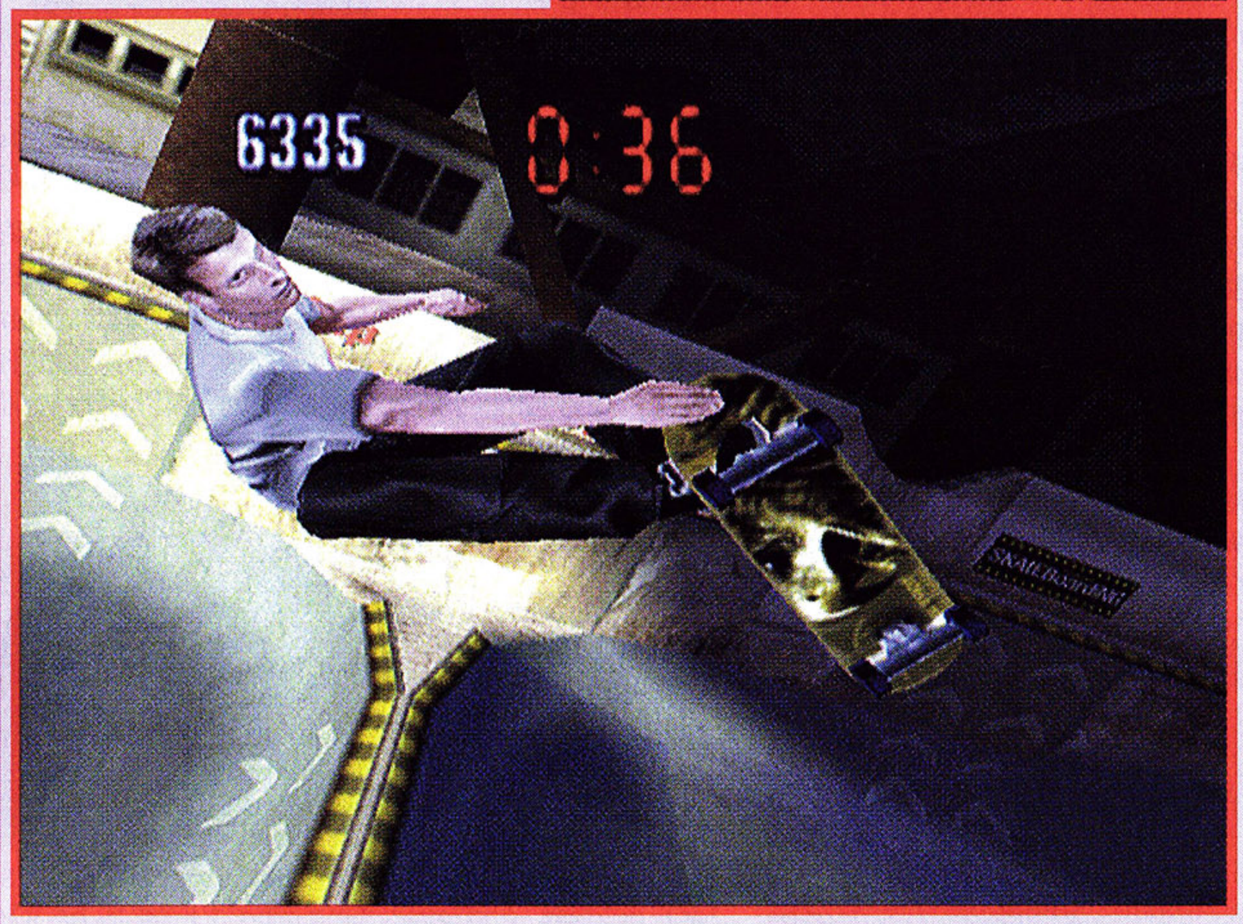
CREATED BY: NIHON FALCOM FOR VICTOR INTERACTIVE SOFTWARE
AVAILABLE: APRIL 27 IN JAPAN

The Sorcerian series has long been a fixture of the Japanese RPG scene, but has only made one appearance on U.S. shores in the form of a sub-par PC game. Perhaps Sorcerian: Disciples of the Seven Star Magic can establish the franchise in the States while invigorating a Dreamcast RPG market that has been lacking in first-class titles. The game has received a visual overhaul and has added the ability to create your own unique-looking character from a selection of different models. The gameplay features both side-scrolling action and 3D exploration, and there will be 15 different game scenarios to add a ton of replay value. Sorcerian does not have a U.S. publisher at press time, but in Japan the game will be sold in two versions, a Standard package and a Deluxe Edition that will come packed with a soundtrack disc.

TONY HAWK'S PRO SKATER – DREAMCAST

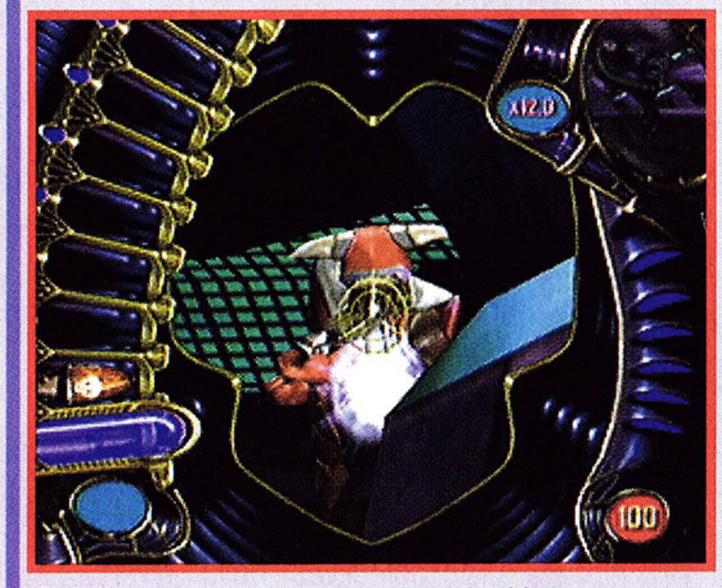
CREATED BY: NEVERSOFT / TREY ARCH FOR CRAVE
AVAILABLE: SUMMER

Although a certain gherkin'-jerkin' villain has prevented us from getting our hands on a playable copy of this game, sources who have played the DC Tony Hawk are raving about its excellent control and super-smooth 30 fps frame rate. Apparently, aside from improved graphics, the DC version is basically a direct port of the PlayStation Tony Hawk. All the levels are the same, as is the cast of skaters. We have heard that there are plans for a four-Player split-screen mode, but we understand that this may be dropped from the final version of the game.



MDK 2 – DREAMCAST

CREATED BY: BIOWARE FOR INTERPLAY
AVAILABLE: 2ND HALF 2000

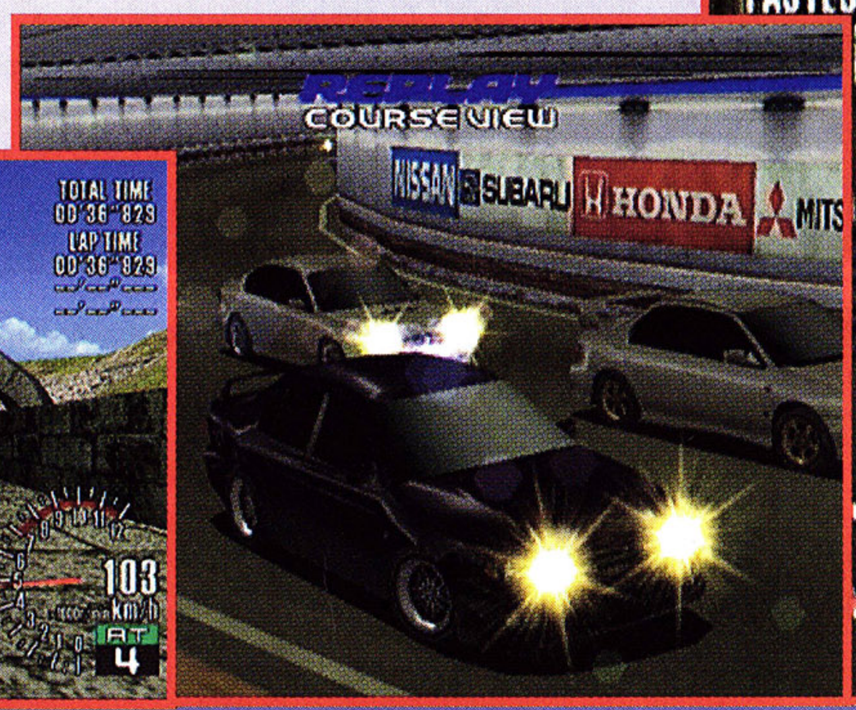


The original MDK was, to be kind, a burning disaster on par with the Hindenburg. Then, oddly enough, we heard word that a sequel was announced. Although we were perplexed, a look at the preliminary screenshots quickly piqued our curiosity. Now that we have a playable preview in our mitts, we can safely say that MDK 2 might be the first great Dreamcast action game. Imagine what Jet Force Gemini should have been and you have a good idea of what MDK 2 is like. Your character is equipped with an arm weapon that fires a number of various munitions. Also, you have a parachute contraption that lets you glide from platform to platform. The control is similar to that of Turok or Duke Nukem; you use the four buttons for movement and the analog to control aiming and point-of-view. Look for more next issue on one of the most promising Dreamcast titles we've seen in a while.

SEGA GT: HOMOLOGATION SPECIAL – DREAMCAST

CREATED BY: SEGA
AVAILABLE: 4TH QUARTER

Already cornering the market in rally racing, Sega has set its sights on the popular racing sim genre. Borrowing a few tricks from the big daddy in the category (Gran Turismo), Sega GT: Homologation Special uses a ton of real vehicles, a kickin' soundtrack, a progressive career mode, and beautifully detailed graphics to toss together one sublime sim. Thanks to Dreamcast's powerful hardware, racing in canyons, snowlands, or cities never looked so good.



by Erik, The PC Jedi

X-Com R.I.P.

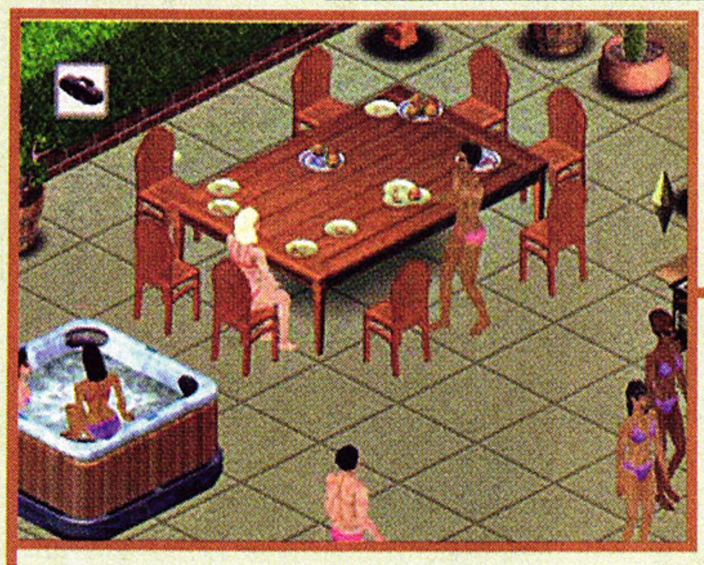
I hate to say it, but I don't think we'll be seeing another X-Com turn-based strategy game any time soon, if ever. Apparently, Hasbro Interactive cut the development team in half in order to downsize, perhaps so they could focus on franchises like Clue (see aggravated review below) instead of one of the best turn-based strategy series of all time. While you can expect the first-person shooter X-Com Alliance to be coming soon, don't hold your breath for another strategy game.

9 The Sims - Maxis

TEEN — CONTENT RATED BY ESRB

The Ultimate Exercise in Irony

All I have to say is that this game is wrong – horribly wrong. It's also a heck of a lot of fun. The grand irony being that I've spent more time playing this game, cleaning up all of my characters' messes, paying the bills, maintaining a healthy and active social life, and keeping my hygiene up to acceptable standards while completely ignoring all of these things in the real world. The Sims is a dangerously addictive game.



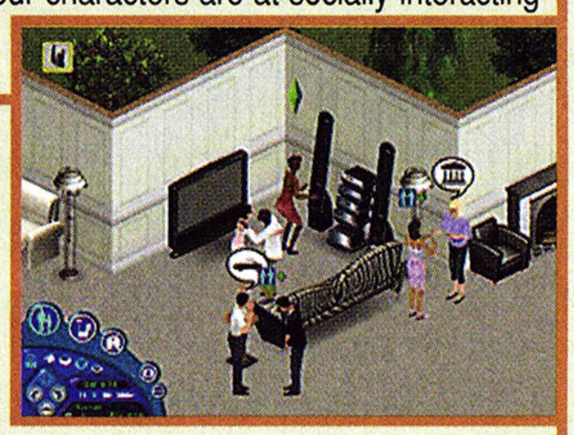
The Basics

There are three basic objectives: build a cooler house, make a lot of friends, and climb to the top of whatever career you choose. The most basic way to start the game is as a bachelor sitting on an empty plot of land with 20,000 credits in your hand. From this point, you will need to build a basic house, put in the bare necessities, throw in a few toys to improve skills, and help your Sims have their daily dose of fun.

In order to keep your Sim happy so they put in a good showing at work every day, you have to maintain eight different "Needs" that are reduced with time and neglect. These include Hunger, Comfort, Hygiene, Bladder, Energy, Fun, Social, and Room. The higher all of these bars are, the better your Sim's mood.

Some needs simply make your Sim cranky, causing them to whine and complain when reduced to a lower levels. Others can cause catastrophes like letting your Bladder fall to zero, causing an icky mess and also instantly reducing a Sim's Comfort level to nothing. Allowing a Sim to pass out on the floor or letting them go without food for too long can also be severely detrimental, leading to intense discomfort and, in the case of malnourishment, death.

In order to balance all of your Sim's needs in the time allotted, you will need to learn special tricks that maximize the number of Needs being sated. Certain shared activities like watching TV with other Sims will cause both your Fun, Comfort, and Social levels to climb all at the same time. How much these various levels increase over time depends on how cool your TV is, how comfy the couch or chairs are, and how good your characters are at socially interacting with other Sims.



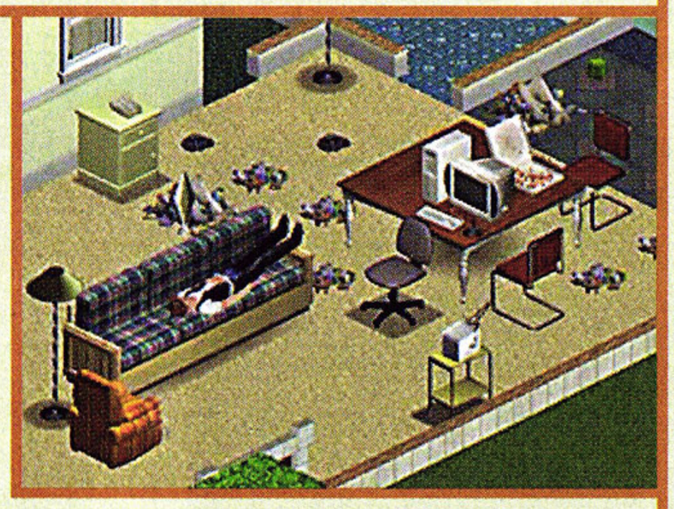
Climbing the Career Ladder

Like just about everything else in the game, success in the workplace depends on a number of factors. In order to leave a good impression, your Sim will need to come to work in a good mood on a regular basis, maintain a certain number of friends (connections), and meet the required skill levels.

Skills can be learned by having the proper furnishings. Having a mirror, for instance, will allow your Sim to give mock speeches, enhancing charisma. Logic is improved by playing chess, and cooking and mechanical skills can be improved by studying up on literature from a bookshelf. At each career level, existing skills will need to be improved and new ones will frequently need to be learned.

Maintaining a high number of family friends is more important in some careers than in others. On the politics ladder, I actually had to start new games at other locations in the neighborhood just to move more people in so I could make more friends. Rest assured, however, every Sim needs friends to get ahead.

Socializing



Fortunately, making friends is a blast. This is partially because the Sims don't actually speak a real language. Instead they babble in a strange tongue that sounds like a weird cross between English, Japanese, and any one of the Scandinavian languages. Soon you'll learn to recognize such phrases as, "Mushoodo!" or "Freshy."

In order to make strangers into friends you will have to talk, joke, brag, and dance your way into their hearts. If you want to take the romance path with a character you can even flirt, kiss, and eventually propose. All of these activities can cause another Sim's estimation of your character's to go up or down. The more experience two Sims have had together, the easier it is to talk to them and it's less likely they will get offended by a gesture of goodwill.

The Bottom Line

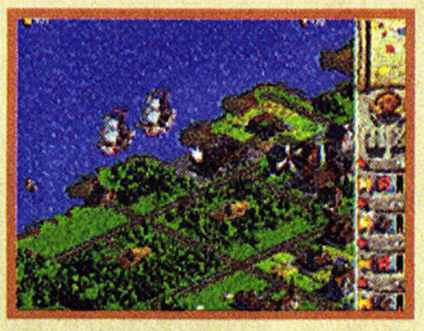
I can't stress how weird it is enjoying this game. I hate the suburbs and I hate keeping up with the Joneses. And yet, watching my goofy Sim go through the paces was intensely addictive. So put your prejudices aside and give this game a shot.

- PC Quickies -

Battlezone II – Activision – 8.5 EVERYONE

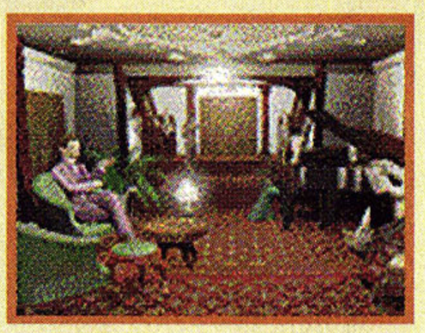
Battlezone II is an excellent cross between first-person action and real-time strategy. Jumping in and out of vehicles and ordering construction vehicles to create new facilities and bases is intensely addictive. You can even snipe enemy cockpits and steal their vehicles. In-game load time was frustrating, but overall BZ II is a great game.

1602 A.D. – Hasbro Interactive – 7.75 TEEN



This game feels more like Sim Colony than real-time strategy. There is combat, but most of your time will be spent building new structures, keeping your colonists happy, and establishing trade routes. If that's your cup of tea, this is the game for you. I personally found it too simplistic in some ways and not complicated enough in others.

Clue Chronicles: Fatal Illusion – Hasbro Interactive – 4.75 EVERYONE



This mediocre point-and-clicker dressed in a flimsy murder mystery package will most likely disappoint fans of mystery, puzzles, and everything else it tries to be. On top of that, it's awkward and buggy. If you're looking for a good murder mystery experience, stick with your old copies of Laura Bow or pick up some Ngaio Marsh novels.

Asheron's Call – Microsoft – 8.75 TEEN

Jumping on the EverCrack bandwagon, Microsoft has put together a surprisingly good on-line RPG. Many factors that we found annoying in EQ, like character death, were dealt with well in Asheron's, but the flimsy character class balance made certain classes and options near-worthless. If you need a break from EverQuest, give this one a shot.

by Matt, the Original Gamer

To play these new games, I hopped into my Ford Tempo and headed down to the Twin Towns' temple of games: Pop's Arcade. This downtown mecca is everything a good arcade should be- dark, dank, loaded with great games, and filled with pale geeks, shady characters and amateur pharmacists. When the token machine wouldn't take my five-spot, the heavily-tattooed attendant nearly beat the poor machine into scrap metal. A must for anyone visiting Minneapolis.

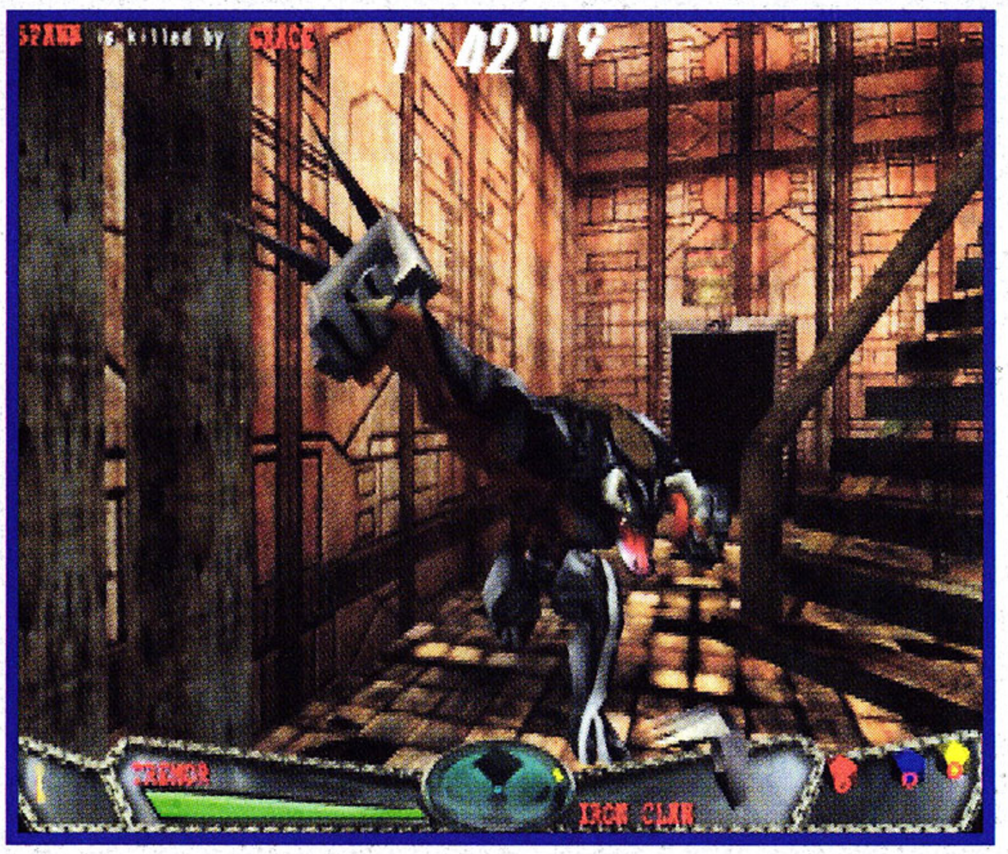
REVIEW

Cruis'n Exotica

Architecture: Unknown
Style: 1 or 2-Player Racing
Special Features: 11 Tracks; Keypad Password Records Your Miles & Wins; Unlock Hidden Vehicles Through Play; Radio Button Changes Music; Automatic or Manual Transmission; 3 Camera Views
Created by: Midway
Available: Now

Midway's old gray mare, the Cruis'n series, returns in yet another incarnation as Cruis'n Exotica. The word "exotica" in the title gave me tempting visions of late-night Cinemax movies, but I soon discovered that this was just another run-of-the-mill racing game. The game is definitely improved over the last game in the series, the now-archaic Cruis'n World, but that's not saying much. More tracks, including fantasy levels like Atlantis, have been added. Also, the fictional default cars from the last game have been replaced with a Corvette, a Dodge Prowler, and a Jeep. Exotica hops on the current trend of giving players a keypad code which records your miles and wins. If you've the mind to spend half your life (and half your rent money) playing a subpar racer, you can unlock a host of hidden vehicles.

This game exemplifies what is wrong with the arcade scene. Take a tired game, slap some fresh make-up on it, put it in the arcades, and see if the old tart can dance for her dinner one more time. The Cruis'n series has reached the point where it not only pales in comparison to other arcade racing titles, but most decent Dreamcast racers as well. Arcades used to be the cutting edge of the industry, the place where you went to be amazed. It's disheartening to see arcade games slowly falling behind the console systems.



REVIEW

Spawn: In The Demon's Hand

Architecture: Naomi
Style: 1 to 4-Player Action
Special Features: 4 Linked Cabinets For Multiplayer; First or Third-Person Perspective; Large Number of Weapons & Power-Ups; Alliance & Battle Royal Multiplayer Modes; 1-Player Boss Battle Mode
Created by: Capcom
Available: Now

The screenshots of Spawn have had the gang at the office slobbering all over ourselves in anticipation of A) a great new arcade action title and B) a Spawn game that doesn't suck. This title comes extremely close to completely fulfilling these sky-high expectations. There are a number of admirable things about this game. The character designs and environments are stunning. The multi-room levels add an intriguing element of exploration and strategy to what is essentially a pretty ordinary hack n' slasher. The number and variety of weapons, from chainsaw to flamethrower, is staggering. Most of all, it's a blast to run amok as one of the characters from the Spawn universe.

That said, there are a few problems that prevent this from being the masterpiece we had hoped for. The camera is jumpy, often leaving you disoriented or your view blocked by a box or column. Weapon targeting could also use some tweaking, as you will often find yourself shooting at useless enemy lackeys instead of the boss character. To be fair, I was playing a test cabinet that wasn't equipped for multiplayer, which, if implemented correctly, could have raised the final score at least one half a point. In spite of these criticisms, I have to give Capcom a lot of credit for putting out a game the arcade scene desperately needed – a quality action title based on a great license. Hopefully these flaws will be fixed by the time Spawn reaches the Dreamcast.

PLAY TO PERFECTION
A GAME MONGER'S STRATEGY GUIDE

syphon filter 2

BASIC TRAINING

Syphon Filter 2 has a degree of difficulty that few PlayStation games can match. We can provide you with a strategy guide, but we can't provide you with the raw gaming skill it takes to beat this monster title. Here are a few basic pointers that will help keep you alive.

1) **Headshots** – Most of the enemies are wearing flak jackets or other types of body armor. They can absorb a lot of punishment. A headshot is the only way to get a quick kill.

2) **Safe Shooting** – You are able to peek around corners and boxes to aim, so it is wise to take time to spot where enemies are located instead of running in with all guns blazing.

3) **Evasive Maneuvers** – The enemies can lock in a headshot on you as well. When they do, roll to try and shake their aim. In battle, it is important to always keep moving. Watch your Danger Meter to see when maneuvers are needed.

4) **Stealth** – Hold down ✖ while you walk to creep behind enemies. If you run, they will hear you and the jig is up.

5) **Ammo** – Downed enemies will drop ammo, flak jackets, and weapons. Collect as much ammo as possible. You'll need it.

MISSION 1 - COLORADO MOUNTAINS

Operative: *Gabe Logan*

Objectives:

- *Find Chance and the transponder locator*
- *Reach high ground to get fix on the transponder signal*
- *Recover C4*
- *Clear Cave-In*
- *Reach Highway*
- *Take Out Snipers*

Parameters:

- *Do Not Kill Any GIs*

After the intro cutscene, you'll appear as Gabe parachuting out of the plane. Sway back and forth to guide yourself onto the platform to the right. On the platform, you will find the **H-11** rifle. Drop off the platform, and talk to the agents. They will inform you of Chance's location.

Proceed diagonally across the snow to a small ledge, hoist yourself over the ledge by pressing ▲. Talk to another agent, then follow him into the cave. Follow them until you reach a large room in the cave. Drop down, then hoist yourself into the ice cave off to the left. Talk to more GIs. Continue on in your spelunking until you finally meet Chance. He gives you the **TRANSPONDER**, completing the first objective.

Immediately after talking to Chance and getting the transponder, you will encounter your first paratrooper.

Hold R1 to lock him in your sights, then press ■ to execute the fool. Don't follow Chance (he's an idiot), instead hoist yourself back into the ice cave.There will be a cave-in. Instead of being crushed to death, you should run. After you escape your icy fate, you have cleared a checkpoint and received two new objectives.

Return back to the entrance of the cave. Exit and work your way up and over to the right, killing any nearby enemies you encounter. Hoist yourself over two ledges. On the second ledge there is a case that contains a **SHOTGUN**. Climb the third ledge to discover a **FLAK JACKET**. Run through the entrance to the right of the flak jacket, then sneak up to the entrance on the left. This will allow you to get a clean headshot on one of the enemies before being spotted. After the ensuing firefight, run down toward where the enemies were patrolling, then proceed straight ahead to a stone pillar.

Climb up the back of the pillar and use the transponder to communicate with headquarters. This completes another mission objective, and adds a new one.

Backtrack to the beginning of the level, running past the enemies (don't worry about killing them as they will regenerate). Before dropping down to where you landed at the start, there are three enemies that can be killed by headshots. Collect the ammo they drop, and grab another **FLAK JACKET** by the wall. Go to the wall where you met the first GIs you talked to. Get the **C4 EXPLOSIVES** from the downed agent, and you will be immediately encounter a hoard of descending paratroopers. Shoot them out of the sky. Hoist yourself back into the cave, but before you do, kill another round of paratroopers. To the left of the cave entrance you will find an **M-16** if you need more ammo.

Reenter the cave and drop into the ice cave, where you need to use the **C4**.

Plant the **C4** at the cave-in, then run like hell. With the cave-in clear, go back out the other side of the cave. This triggers a cutscene. Kill the paratroopers that have landed in the ravine below, then jump off the ledge, and jump across the waterfall. Instead of going forward, turn around. Look down and you will see a hidden cave.

Hop back across the waterfall, and hang down into the cave. Here you will find more **H-11** ammo. Leap back over the waterfall again; on the ledge immediately to your right you will find a **FLAK JACKET**. Ahead of you is a cave. Drop down and enter the cave. Here is another checkpoint. Head up into the tunnel.

Immediately after exiting, take evasive action to avoid the snipers. Talk to the GIs, which will trigger a new objective. After a short cutscene, work your way to the right, avoiding the sniper's bullets (if a sniper has a clear headshot on you, roll to avoid the shot). Climb up the central platform. As you flank one sniper, headshot him as he flees. You must be quick to avoid being killed by the other sniper stationed across the ravine. He will only show himself if you move. You can only kill him with a clean headshot. After he's sent to hell, grab the **GRENADES**, then proceed to the second sniper's position. When you can, veer to the right where you will hear gunfire. This triggers a new objective.

Turn around to help protect the remaining GIs by picking off the onslaught of enemy troops. After you dispense with all the enemy troops, a short cutscene is triggered and you must make you way towards the highway. Turn around and run down the hill to complete this mission.

MISSION 2 - MCKENZIE AIRBASE INTERIOR

Operative: *Lian Xing*

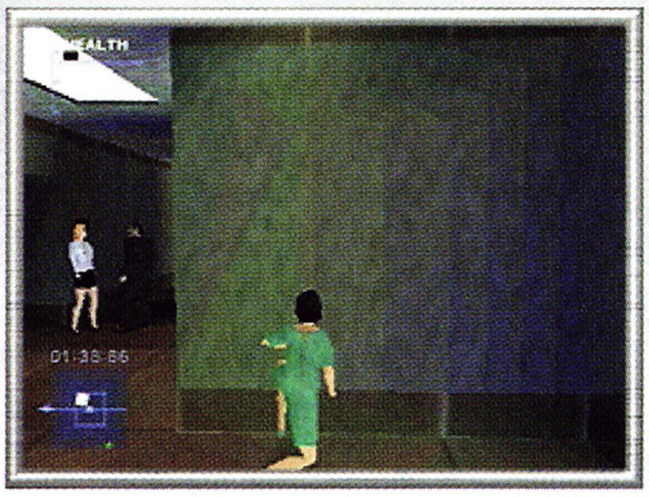
Objectives:

- *Find Adrenaline Booster*
- *Get Combat Gear*
- *Escape Holding Facility*

Parameters:

- *Get Adrenaline Before You Black Out in Two Minutes*
- *Do Not Kill Any Airbase Personnel*
- *Do Not Allow Yourself to be Detected*

At the start, proceed through the doorway while holding ✖, and watch the guard in the hallway to observe his routine. Wait until he is walking towards the red light, then walk behind him and go down the hallway to the right.



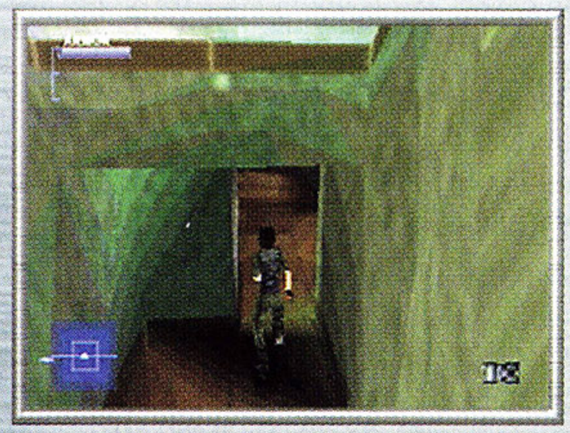
Stop before you get to the adjoining hall, and listen to the conversation. When the doctor and the suit walk past you, enter the door they were standing in front of. Grab the adrenaline shot to trigger a cutscene. This is the first checkpoint.

Exit the room and head to the left. When you come to the barred windows, make another left. Before you make a left at the end of the hallway, make sure the guard is walking away from you. Walk behind him, then enter the door to the left. Watch the enthralling cutscene that unfolds. This is another checkpoint.

Flip the switch to the right of the window, then pass through the newly-opened window. Head out of the hospital room door into the hallway. Head straight down the hallway to the immediate right, following the guard. Duck into the door entryway and listen to the conversation. Once the guard is buzzed out of the door, head forward to where they were having the conversation.

Duck below the window by holding ✖ to avoid being seen. Take the next right. At the end of the hall, enter door B1 and take the **COMBAT GEAR** from the locker. Watch the sexy scene that occurs. Hubba Hubba!

Sneak up on the guard standing by the computer and taser his scrawny ass. Flip the switch to his right. Run as fast as you can past the door that just opened and



go down the stairs. Shortly after this, duck into the doorway to the left and wait for the guard to pass. When he accesses the intercom, use your taser on him. Zap! Proceed down the hall, watching for the guard before you turn the corner to the right. When the guard is facing away from you,

duck into the first barred window on the left. Wait for him to come towards you, turn around, then creep up on this fool and tase him from behind. Run down the hallway to end the mission.

MISSION 3 - COLORADO INTERSTATE 70

Operative: *Gabe Logan*

Objectives:

- *Obtain Weapons While Chance Distracts Guards*
- *Reach C-130 Crash Site*
- *Use Grenade to Cut Tunnel Power*

Parameters:

- *Protect Chance*

Run into the tunnel and access the doorway to the left. Hit ▲ to kick in the door, head to the left and kick in the door to get the **BINOCULARS**.

Head back out into the tunnel and veer to the left. Ignore the guards that run by and duck behind the truck.

Sneak around to the left side of the truck and slit the guard's throat.

Head back down the tunnel, taking down the two guards next to the Jeep with headshots. As you exit the tunnel, knock off the guard standing by the Interstate 70 sign above you. After this kill, shoot the two guards next to Chance.

Run back into the tunnel with Chance, killing all enemies that you encounter. Hide behind the transport, then grab the fuel hose.

Barbecue the guards with the ignited fuel hose. Grab the **FLAK JACKETS** and weapons they drop, then exit the tunnel. Whew! You've finally reached a checkpoint.

After a short cutscene, sneak up (pressing ✖) to the deer sign and hide on the right side of the Jeep. Sneak around and cut the guard's gizzard. Hide by the mound of dirt behind the Jeep, then proceed with stealth when the guard by the Vail/Denver road sign is facing away from you. Stand back and wait for him to head back toward the sign. Follow him, then slice him to ribbons! At this point, Gabe will instruct Chance to move to the next truck. From the front of the truck,veer to the right behind the guard rail.

Sneak forward and slit the throat of the next enemy you see. Cross back onto the highway and head forward to the next truck with two guards camped out to its right. After these guards talk, they'll split up. Follow the one closest to you and slit his throat when he's out of the other guard's peripheral vision. Now go slice the other guard's gullet. If you screw up on this one, it's okay because you and Chance can still run into the tunnel.

Rendezvous with Chance, then hide around the side of the large transport as Chance gets captured. As he is being detained by the guards, sneak around to the back of the transport and grab the **GRENADES**. Backtrack through the tunnel and kick in the door to the right. Enter the Power Room and throw a grenade into it.

Gabe will turn on his night vision goggles, giving you an advantage over the guards in the dark tunnel. Kill at will! In the dark, pass by the APCs, which brings you to the end of the mission.

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MISSION 4 - I-70 MOUNTAIN BRIDGE

Operative: *Gabe Logan*
Objectives:

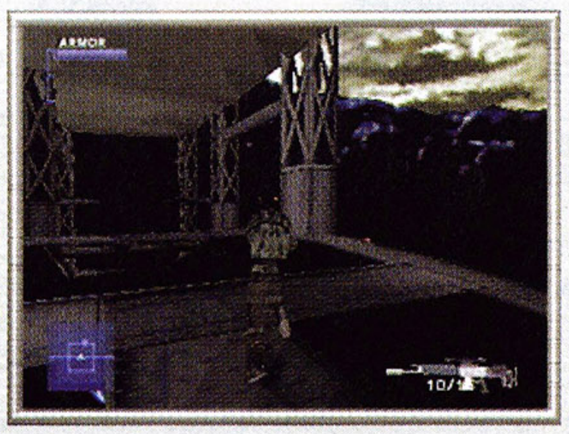
- *Find Silenced Weapon*
- *Quietly Eliminate Commander*
- *Disarm 4 C4 Charges*
- *Reach Plane Crash Site*
- *Rescue GIs*

Parameters:

- *Do Not Get Discovered on Bridge Before C4 is Disarmed*
- *Eliminate the Commander Before He Detonates the C4*

Sneak over to the right side of the bridge, then drop down and hand-over-hand shimmy on the ledge of the bridge past the commander and guard. After you pass the Jeep, climb back up onto the bridge and grab the **EQUIPMENT** out of the back of the first transport, avoiding the two guards. You will now have the **SILENCED SNIPER RIFLE** and **GAS GRENADE**.

Now head back towards the Jeep, and throw the **GAS GRENADE** slightly to the right of where the guard and Commander are standing. Head to the rail of the bridge, drop down, and shoot the guard with the sniper rifle. Disarm the C4 charge, then climb back up and return to the transport where you got the equipment.



Climb down under the bridge by the transport and disarm the second C4 charge. Take out the two guards past the second transport. Go over to the right rail of the bridge, drop down, then snipe the guard on the next level down. After he's dead, disarm the third C4 charge. From here, you can snipe the guard by the fourth C4 charge. From here, drop down to the arched connecting beam and work your way across the beams to the fourth charge.

Enter the tunnel on the far side of the bridge, with your sniper rifle armed. You will see captured GIs assuming the position, being beaten by a pair of guards. Set your sights on the guard to the right, then wait for the left guard to walk towards the right. At the precise moment when their heads are aligned, take two guards out with one shot. Amazing! This triggers a short cutscene. Contact Teresa by hitting ▲. Thus, an objective is complete. Run forward into the tunnel.

Three transports will arrive carrying troops, resulting in a series of harrowing gunfights. Eliminate the troops, reach the end of the tunnel, and you will complete the level.

MISSION 5 - MCKENZIE'S AIR BASE

Operative: *Lian Xing*
Objectives:

- *Locate a Silenced Weapon*
- *Create Distraction to Enter Tower*
- *Get Transponder Frequency*
- *Steal Chopper*
- *Get Information From Holman*
- *Sabotage Agency Plane*

Parameters:

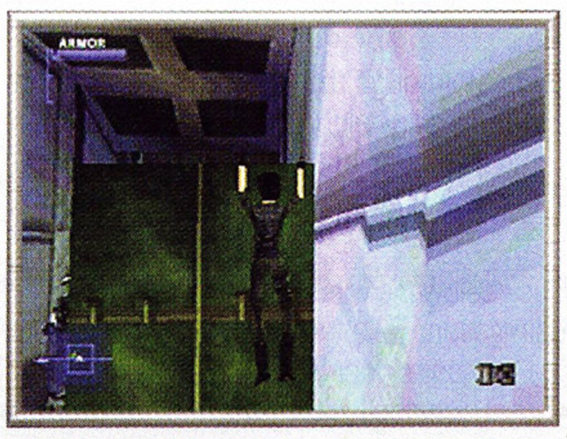
- *Do Not Kill Any Airbase Personnel*
- *Do Not Put the Base On Alert*
- *Do Not Eliminate Holman*

When the guards disperse, you can sneak up and taser the guard on the sidewalk if you like. Otherwise, just head straight ahead from your starting point into the alley. Follow the fleeing guard into another cutscene.

Head forward towards the parked transport.

Wait for the guard, then grab the **SILENCED RIFLE** out of the back of the transport.

From here, sneak into the gap between the two buildings (you will see a smokestack). Be sure that the guards don't spot you. Climb up the block to get on the roof with the smokestack. Drop down off the roof to lure one of the guards out. Hide by the front of the truck until you see the guard come around the backside.



Enter the hallway to the left and climb up the boxes by the other guard. Sneak across the boxes, then drop down on the other side.

Creep into the hall to the left and listen to the conversation. Hide behind the boxes. After the guard passes, head towards where the conversation took place; where you talk to Teresa. Head to the right and flip the wall switch to open a door. This hall leads to the airplane hanger.

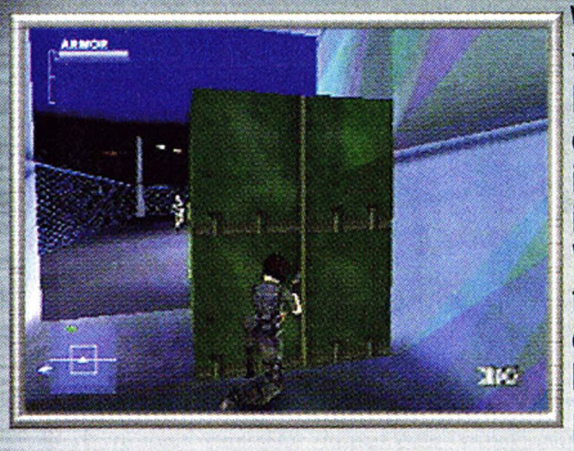
The pilot is standing on top of the stairs leading to the cockpit. When he's done blabbing, shoot him in the kisser. Bang! Go underneath the plane and open the Access Panel to sabotage the plane.

Wait by the entrance to the hallway to the right of the plane for the guard. When he walks by, creep from behind and tase him. Exit out of the hangar the way you came in, then head to the right. When you enter a larger room, take cover behind the boxes. When the guards ahead of you pass the tan boxes, maneuver to the right of the long series of boxes.

Avoid the guard, sneaking to the right of the truck, then watch the searchlight. When you see an opening, run directly forward past the striped gate. This is a checkpoint.

Wait for the truck to drive by. Run beside the truck, keeping pace with it to avoid being spotted. When you reach some boxes on your right, let the truck by and make a quick left to sneak into the entryway. Work your way through the warehouse, and sneak over to the right of the truck. When the guard passes, make strides to the entryway. A cutscene will commence. From here, reenter the warehouse. When the guard leaves Holman's side, pursue Holman to trigger another cutscene.

Backtrack through the warehouse a second time, then enter the next warehouse. Your first priority is to take out the guard with a taser blast, then head outside.



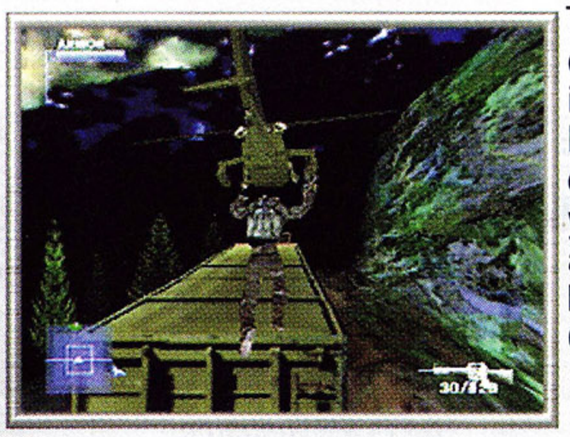
Wait by some boxes until the outside guard turns, then sneak towards the truck, avoiding his gaze. Watch for the searchlight! Go to the driver's side of the truck cab, then hit the ignition create a distraction. After you start the ignition, hide behind the building to the left. When the guards flee their post, enter the formerly secured zone. This is the next checkpoint. Head to the left and watch a brief cutscene.

Backtrack to the elevator and hit the elevator button. Exit the elevator, then head to the right. Tase the guard by the large map, then sneak over and zap the bewildered guard before he leaves his post. On the other side of the map you will find the **TRANSPONDER FREQUENCY**. Reenter the elevator, head down the hall, turn right, and see another cutscene.

Tase the guard and the suit, then steal the chopper.

MISSION 6 - UNITED PACIFIC TRAIN 101

Operative: *Gabe Logan*
Objectives: *Reach Engine and Stop Train*
Parameters: *None*



Three paratroopers will drop down from the chopper. Take them out with headshots. This is only the beginning. Almost every train car has two to three enemies on it. You'll need a quick trigger finger to get past them all. Work your way forward, being careful of enemies armed with grenades. Be sure to check in-between cars and always watch your back. God be with you, soldier!

MISSION 7 - UNITED PACIFIC TRAIN 101 RACE

Operative: *Gabe Logan*
Objectives: *Reach Lead Car and Stop Train*
Parameters: *Get To Lead Car Before Reaching Bridge*

These cars are loaded with boxes, making it harder to spot enemies. Keep a watchful eye for guards. The only strategy that will get you to the lead car is sheer guts and quick reflexes. When you reach the lead car, a dazzling cutscene will document your escape.

MISSION 8 - C-130 WRECKAGE SITE

Operative: *Gabe Logan*
Objectives:

- *Find Data Discs in Tail of Airplane*
- *Stop Archer*

Parameters: *None*

This level begins with you parachuting. In-between the first two enemies is a **FLAK JACKET**. Take out the guards surrounding the plane. Run straight forward to one of the wings, and you'll find a **SILENCED SNIPER RIFLE**.

Continue maneuvering along the path. There are four enemies stationed at the end of the burned-out hull. Snipe the two soldiers on the ground, the sniper atop the hull, and the grenadier at the base of the bluff to the left.

At the tail of the plane you will find the **DATA DISCS**. After you grab them, you will face another enemy attack. The enemies are behind you; run around to the other side of the tail to take them out, and you will get another checkpoint. From this safe vantage point you'll also find the **M-79**.

When you hear the radio transmission, stay to the right of the level to avoid an ambush. Hide behind one of the sections of the plane to shoot the three murderous terrorists and gain another checkpoint.

Run like hell through the center of the hull, then roll when the enemies open fire. Hide behind the wing to take out three more baddies. This is a good time to use the M-79. Just lock onto them and let the bombs fly. Next, hide inside the hull and take out the three snipers on the south ridge. This is extremely difficult – use caution.

Run back to the nose of the plane and headshot Archer off the helicopter. This spurs a cutscene and the end of the level.

MISSION 9 - PHARCOM EXPO CENTER

Operative: *Gabe Logan*
Objectives:

- *Recover Data Disks From Morgan*
- *Plant Decoy To Distract Morgan's Guards*

Parameters:

- *Do Not Alert Any GIs To Your Presence*
- *Do Not Kill Any GIs*

You begin the level nattily dressed in a ninja outfit, standing on a high platform. Stay on the platform to snipe the guards. After you ice the suckas, drop down and enter the doorway they were guarding. Proceed through the darkened hall with your night vision goggles.

When your night vision goes off, head shot the guard around the corner to the right. This will alert the other guards. Use caution when killing these wily adversaries. Head up the ramp of the Ancient Greece exhibit. Use the platforms on the right side of the ramp as cover as you kill the sniper behind the last column on the left.

When you reach a hallway, take a left.

Shoot out the vent on the wall and climb in. Crawl through the series of vents and drop down on the other side. To your left there is a gate overlooking where you had just been and a guard you can kill if you wish. Go back around the corner to the right and enter a darkened portion of hallway. There is a guard in the dark. He is equipped with night vision, so be careful. Once you exit the dark hallway, there are another two guards and a **FLAK JACKET** directly ahead. Note: If you don't kill these two guards they will run into the Moon Exhibit. Continue down the hall, without night vision on, until you reach the Moon Exhibit. Liquidate the guard who is standing on the catwalk above the moon surface.

Ascend the stack of boxes closest to the ledge and climb onto the catwalk. At the end of the catwalk there is a vent. Shoot it out and enter the vent.

Pass by the first vent, then shoot out the second.Draw your crossbow and put an arrow through the guard's leg. Continue through the vent to the third vent opening. Drop down from this opening, hide under the ledge, and wait for the guards to have a conversation. After they split up, shoot an arrow through the remaining guard. Quickly climb up on the ledge, then creep to the right

and shoot the guard around the corner. Go back down to the floor of the exhibit and climb the boxes on the left wall. When you reach the top, sneak over to get into position and shoot the enemy below you in the back with an arrow. Kick in the painted door and you've reached a checkpoint.

When you enter the room, you'll encounter two guards looking at a nudie magazine by the lockers. Hide in the alcove by the lockers. Take cover, wait for one guard to leave, and sneak behind the guard looking at men's magazine. Sneak out of the exit to the left.

In the elevator room, climb the left side of the boxes. Before you reach the top, snipe the guard on the balcony with an arrow.

From the top of the missile section, make a long jump to the gap with the fallen warning sign. On the opposite side of the balcony there is a vent that you must enter. This triggers a brief cutscene. Exit the vent and talk to Teresa.

Ahead of you is a hallway with two enemies. After you neutralize them, you will find a case of **GRENADES**. To the right of the grenade case is another vent. Enter the vent and you will come out in another hallway. To the right on the catwalk is a guard with a **FLAK JACKET**. Avoid the railing to the left or you will be spotted by the GIs.

Go back to the right, avoiding the railing

When you get to the hallway with the patterned walls, there is a series of guards standing on the pyramid. Take them down then drop down onto the box on the far side of the exhibit. Make your way to the floor, and you will encounter more guards.

Enter the hallway to the left of the pyramid. There is a guard around the corner. Kill him and you've reached another checkpoint. Right after the next checkpoint, taser the GI.

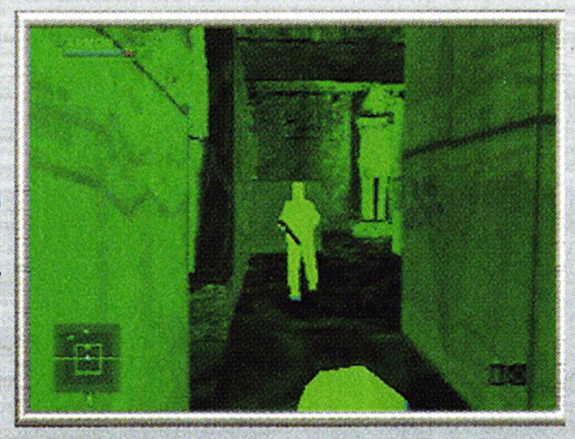
Step behind the pillar to the left and taser the second GI.

On the gray concrete slab between the two columns, plant the **C4 EXPLOSIVE**. To the immediate left is a ceiling vent. Hop on the box and climb in. At the end of the vent there is a room with two guards. A grenade is a quick and easy way to waste these two.

When you hear a guard say "You're coming out in pieces," proceed past two vents. Make sure to time your moves to avoid the grenade explosions.

Drop out of the vent, hang off the ledge, and sneak up to taser the GI on the catwalk. Hang off the catwalk and drop down to the floor. Tase another GI.

Creep through the Egyptian exhibit and take cover behind the boxes at the bottom of the ramp. Observe the first GIs pattern and taser him at an opportune moment. Creep up the ramp and hide to the side of the boxes to the left of the obelisk. Head to the back of the room by the white pillars, sticking to the left to avoid detection. Here is another vent. Hop in it, skippy!



At the end of the vent is a darkened room with three GIs.

You have the advantage of sight, so sneak up on the helpless fools and tase them. Caution: if you run or jump off a platform, they will hear you. Head down the hallway to the left and you will be in the Stonehenge Exhibit.

There are three guards who are equipped with night vision, so waste no time in killing them. Hop onto the short stone, then onto the top of a Stonehenge monument. Jump across the monuments to the wall with the vent. Shoot open the vent and jump into it. End of mission! Whew!

MISSION 10 - ANCIENT CHINA EXHIBIT (MORGAN)

Operative: *Gabe Logan*
Objectives: *Stop Morgan Before He Destroys The Museum*
Parameters: *Protect Teresa*

From the start point, turn and drop off the awning. Run to the stairs at the opposite side of the room and talk to Teresa.

When you reach the top of the stairs, a guard will enter the room. Take him down before he reaches Teresa. Run down the hall he came from, and watch Morgan fleeing. Teresa will join you.

You must protect her by shooting four guards. One is behind the gate ahead of you, and three attack you from the rear.

Follow Teresa back into the main China Exhibit room and pass through the gate she opens. Keep following Teresa, covering her by killing any guards you encounter. Enemies come fast and furious in this hall, so be careful. Follow Teresa into the room with the Turtle exhibit. Keep on trucking with Teresa in tow until she stops to disable a bomb. Separate from Teresa and backtrack to the main China Exhibit room. Here you come face to face with Morgan.

Keep dodging his fire to keep him talking. This will buy Teresa more time to diffuse the bomb. Use the boxes on the floor as cover to stay alive.

With ten seconds left, Teresa will finally have the bomb diffused (This is a checkpoint). You now have clearance to eliminate Morgan. Look for a clean headshot.

MISSION 11 - MOSCOW CLUB 32

Operative: *Lian Xing*
Objectives: *Pursue Gregorov*
Parameters:

- *Don't Kill Moscow Militia*
- *Don't Kill Gregorov*

After an introductory cutscene filled with ABBA-esque tunes and some of the worst dancing you'll ever see, Lian picks off the man on the catwalk and must defend herself from a swarm of Russian nogoodniks.

Run around the balcony, picking off the enemies on the floor below you. Remember to preserve as much ammo as possible.

Once the catwalk explodes, walk down to the end and hang down onto the disco floor. Pick up as much dropped ammo as you can. Run into the doorway the enemies came from and turn to the left. You'll reach a checkpoint and be ambushed. Continue down the hall, capping the enemies at the bottom of the stairs and another around the corner. Descend the second set of stairs and head left.

Here you descend the third set of stairs onto the red carpeted hallway, where two more enemies await. Around the corner to the left there are two guards waiting in the dining room. Watch for flying grenades!

Descend the stairs and kill the enemy behind the bar. Peek around the corner and take out two more part-time suckers. Take cover behind the bar, where there is a **SHOTGUN** in the ammo case. Think fast, as there is another enemy sneaking up on you from behind. Kill him, then descend the stairs on the opposite end of the room. Eliminate the guard around the corner to the right, then climb in the vent to the left of the soda machine.

At the end of the vent, observe a conversation between two guards. As you take out the first, the second will throw a grenade. In one swift motion, headshot the second guard and jump down onto the floor to avoid being blown to bits. As you proceed to the left you will be

warned to drop your weapons (don't listen!). Take down the two guards fighting the cops, being careful not to harm Moscow's Finest in the process.

Sprint behind the counter and hit the switch to the left of the cash register to open a secret passageway.

Enter the secret passageway.

Follow the graffiti into the boiler room. Kill the guards, then continue down the corridor, killing as you go. When you enter the next room, dispense the enemies, then descend the stairs with the green light. Head down the hall to your right. In the corner by a green light is a case of **GRENADES**. Follow the path to a set of double doors. Kick them in and reach a checkpoint.

You are now in a room with giant speakers and a flashing strobe light.

There are enemies all around; kill them, then jump on top of the speakers and climb onto the balcony. Enter the sound room and take out the enemy in the adjoining hall. Follow the hallway and get two easy kills on the top of the ramp you're facing. Head up the ramp and sprint by the cops and into the bathroom.

Remember, DO NOT fire at the cops. Talk to Gabe in the bathroom. Jump up on the lockers, shoot out the window, and climb out the window to end the level. Yay!

MISSION 12 -MOSCOW STREETS

Operative: *Lian Xing*
Objectives: *Pursue Gregorov*
Parameters:

- *Don't Kill Moscow Militia*
- *Don't Kill Gregorov*

Run around the corner to the right and shoot the grenadier on the rooftop. After this, take out the two guards that run out of the tunnel. Backtrack to the police cars at the beginning of the level. By the first car is a **FLAK JACKET**.

Go back down the tunnel where you killed the grenadier, and blast two more guards. You will see Gregorov running into the tunnel. Don't shoot him. After you exit the tunnel, you will be attacked and have a brief conversation with Gabe. Run down the street to the left. Hide behind the bus stop and snipe the two guards on the rooftop. Both of these shooters will drop **NIGHT VISION RIFLES**. Head down the street and talk to Teresa.

At this point, several cops will open fire on you. Since you can't shoot them, retreat back the way you came.

When you see a cop car, sneak up to the back door and take the **TEAR GAS LAUNCHER**. Turn around and head towards the cops that were firing at you. Two guards will approach. Don't shoot them, because they will get hit by a car. Proceed back towards the cops. Launch a tear gas canister at them to knock them out. Take a right and walk down the alley.

Gregorov will begin to open fire on you.

Roll into the entryway on the left to avoid his bullets. When he flees, follow him down the alley. A brief cutscene will show a car coming towards you. Run like the wind and roll into the entryway on the right to avoid becoming a pancake. After the car crashes and the flames subside, jump on top of it and climb onto the roof. Head to the left and climb up to another roof.

Jump across the gap to the next rooftop. Jump across another gap, but be sure to pull yourself up before the sniper shoots you. Turn to your immediate right and waste the sniper on the rooftop. Slide down the slanted roof and drop to the ground.

Run to your left, then leap and grab the bar before the cars run you down.

After the cars pass, two hit men will jump and attack you from behind. Keep your distance and try to get a clean headshot. They both drop **FLAK JACKETS**. There is a **PK-102** in the back seat of the car closest to you. Once again, the conniving Gregorov will begin to shoot at you. Again, you must run and roll into the entryway on your right. After this skirmish, you will reach another checkpoint.

Run forward and take out the sniper on the roof. Two policemen will run past you. There are enemies stationed on the rooftops, so keep an eye on the sky and you finger on the trigger.

After you pass two red compact cars you will see Gregorov again.

Roll and duck behind the cars to avoid his fire. Continue to pursue him down the side streets. Run down the street and pass under the arch into the park on the right. A cutscene signals the end of this level.

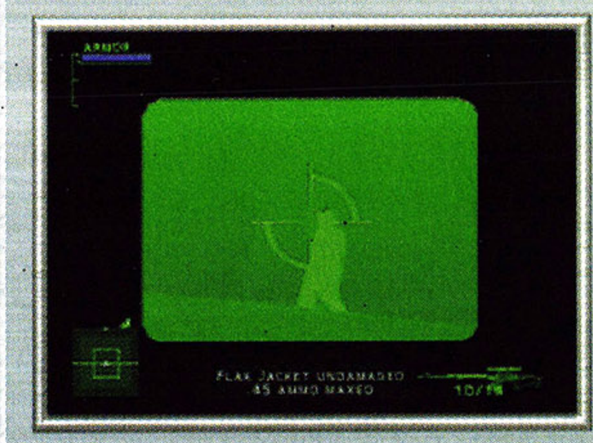
MISSION 13 - VOLKOV PARK

Operative: *Lian Xing*
Objectives: *Pursue Gregorov*
Parameters:

- *Don't Kill Gregorov*
- *Don't Lose Gregorov*

This level starts off with a bang. You will immediately be faced with two adversaries to eliminate.

Duck behind the tree to avoid Gregorov's shots. Continue to chase this sorry excuse for a man using trees as cover. Gregorov will ascend the stone monument. Keep rolling and ducking behind trees to get closer to this cowardly Commie. Work your way around to the back of the monument, and climb up to get a checkpoint. Gregorov will flee to the right. Pursue him while maintaining a safe distance. Down the trail to the right, four vodka-swilling retards will appear. Execute them with efficiency. As you reach the end of the trail you are faced with more enemies. You will see a giant head. When facing the head, take a right and run down another path. In the next clearing, you will put on your night vision goggles.



We recommend using the sniper rifle to take out the enemies in this clearing.

Head straight through the clearing. You will run up a hill and into a clearing with a statue.

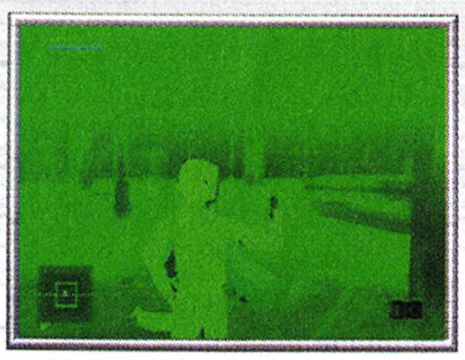
Gregorov will shoot out the lights. Head down the hill to the right. Proceed straight through the clearing and take the path to a small bridge. This is another checkpoint.

There will be a swarm of enemies on this bridge. If you have the ammo, we recommend using the grenade launcher to take out these crazy fools.

Continue forward down the path to end this level. Good work, comrade!

MISSION 14 - GREGOROV

Operative: *Lian Xing*
Objectives: *Capture Gregorov Alive*
Parameters: *Do Not Kill Gregorov*



This is the final confrontation with our old foe Gregorov. Take cover behind the large horse statue. Shoot out the yard lights to create a distraction. When you shoot out the last light, you will put on your night vision goggles.Sneak up on a confused Gregorov and use your taser on him. Finally, we've captured Gregorov!

MISSION 15 - ARJIR PRISON BREAK-IN

Operative: *Lian Xing*
Objectives:

- *Shut Off Prison Power*
- *Protect Prisoners*

Parameters:

- *Avoid Detection*
- *Do Not Kill Any Prisoners*

Drat! Since it turned out that the Gregorov we just defeated was actually an impostor, we are now faced with the humiliating duty of rescuing the real Gregorov. We're really beginning to hate that Balkan bimbo. At the outset, follow the doctor down the hall and head to the right as you listen to the conversation.

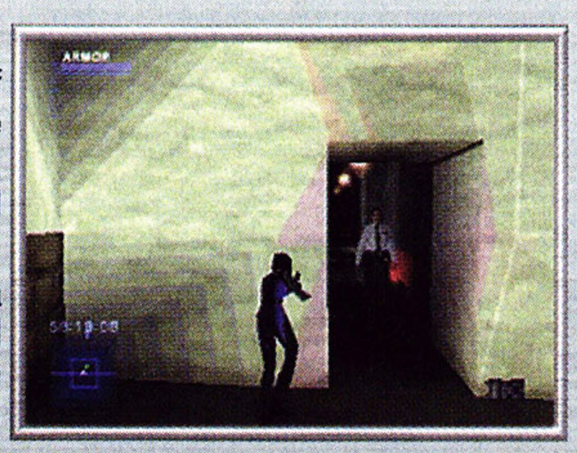
Enter the room on the right. Go down the narrow, blue-striped hallway. This will bring up another objective.

As you enter the wider hallway, you will see a prisoner being tortured. Sneak up on the male guard and tase him. Go back into the narrow hall, exit the room, then head around to the right and shock the male guard. Hide behind the wall and wait for the female guard to walk towards you. Zap her good! The completes an objective, and is a checkpoint.

With the prisoner safe, head down the hall to the left.

Wait at the small doorway on the left side of the hall for another male guard. Electrocute him with the taser. Proceed down this hall, ducking and hugging the wall, using the cell doorways as cover.

After you turn two corners, there will be a guard that walks into a cell. Sneak up behind him and use the taser. Watch the guard on the bridge, making sure you exit the cell when his back is turned.



Around the next corner there is a group of four guards. Wait for two of them to leave, and the other two to take their positions. Hide in the doorway, then back up towards the ledge of the walkway and hang down.

Hand-over-hand shimmy past the guards. Sneak through the doorway at the end of the walkway, take cover, and a new objective is added. Follow the guard, creep up on him and zap-o-la! Creep to where the female is torturing the prisoner and dispense some street justice with your taser.

From the prisoner's location, run back down the hall and take a left. Wait for the guards to have a conversation, then take the elevator that they just got off to the lower level. Go around the corner, hugging the right wall until you see the guards. When you do, retreat back into the elevator room.

The elevator will be gone. Drop and hang into the elevator shaft to hide from the guard. When he turns to leave the elevator room, pull yourself up and watch him from the corner of the wall. Wait for him to join his partner, then sneak by them to the right. Head down the hall. When you come to another hall that leads to the right, sneak behind the guard and use your taser. After this you will talk to Gabe. Continue straight down the hall from where you tasered the guard.

Gabe will tell you about the camera system. Watch the light on the ceiling camera to your right and sneak by when it is turned off. Creep up to the gate and hide to the right side. Listen to the conversation; shortly afterwards a guard will pass through the gate. Now make your move. Duck and walk up to the female guard behind the desk and use the taser.

Watch the monitors for a guard who is approaching the security checkpoint from the right. Open the gate with the switch on the right to let him in. Hide by the open gate and tase him as he inspects the security desk.

Run out of the gate that the guard walked through, hugging the left wall to avoid the camera.

Stop at the doorway on the left and wait for the guard to turn around. Come up behind him and fry 'em! Run over the walkway, and there will be a guard on the ramp to your right. After you zap him, enter the power room straight ahead to finish this level and disconnect the power. Thus ends the level. Amen.

MISSION 16 - ARJIR PRISON ESCAPE

Operative: *Lian Xing*
Objectives:

- *Find Gregorov*
- *Incapacitate Hostile Prisoners*
- *Reach Escape Point*

Parameters:

- *Protect Gregorov*
- *Do Not Kill Any Prisoners*

You are immediately attacked by four guards. One will sneak around to your left Take him out first. Crouch below the barred window ledge to get headshots on the remaining three. Exit the cell and enter the gray hall to the left. As soon as you enter the larger room, a handful of guards will appear. Hide in the doorway and pick them off. Go down the catwalk to the left, where another guard is begging to be hand-fed lead. Enter the series of hallways at the end of the catwalk and you will reach a flight of stairs. There are two guards waiting at the bottom. Go down one flight and there will be another two guard at the next landing. Blast 'em from above.

When you reach the bottom there is another guard to your left. Kill him, then head to the left and kick in the door at the end of the hall.

When you go outside, you are faced with some grenade-chucking snipers on the roof. We recommend avoiding the snipers by running towards the wall of the building they're standing on so they can't aim at you. If you are extra macho and want to put them in their graves, we recommend using the shotgun to eliminate these fiends. Good luck.

As you stand by the wall, head towards the metal staircase. Two guards will race out of the doorway so be prepared to fire quickly.

Enter the building at the top of the stairs. In the hallway you will see a guard kneeling with his hands on his head. Don't kill him.

Instead, walk towards a room with three dead guards. This triggers a cutscene and a much-needed checkpoint.

After the brief scene, two guards will run into the room. Hide behind a pillar for cover and shoot 'em up! Head towards the fire, then veer to the right. Enter the execution room and you will see Gregorov strapped in to the electric chair. Here you will finally meet the real Gregorov and reach another checkpoint.

Immediately after the cutscene ends there will be three guards behind you. Spin around and blast them. After another brief cutscene, turn around and enter the hall. In the next room there are three more guards. Proceed through the room and into the next hallway, taking out the guards. Gregorov will follow you. You must clear out the hallways of guards to ensure Gregorov safe passage. After killing three more guards, go down the hall and take down another guard. Around the corner you will see three prisoners get gunned down. Take out the guards that executed them and you will reach another checkpoint.

Before you enter the door, run to the opposite end of the hall to grab a **FLAK JACKET**. Now open the door. There will be two prisoners running away from you. Do not shoot them. There are automatic guns raining down fire on the catwalk in front of you. Run onto the catwalk until Gregorov says "Snipers! Fall back!". Roll back through the doorway and talk to Gregorov. He will throw a smoke grenade to distract the sniper guns. Run over the catwalk past the snipers. Gregorov will stop halfway.

When he does this, you need to shoot the red button on the security gate. Follow Gregorov to the next cutscene. There are two nutty Russian prison hoes going buck wild with some automatic gats. This adds another objective to your mission.

Leave the crazed prisoners for now. Backtrack to the security gate and take a right.

When you see the flaming prisoner, back away until he ceases to exist. Go forward and kill the guard at the end of the hall. He will drop the **TEAR GAS LAUNCHER**. Return to the I.C.P. (Insane Crazed Prisoners) and launch a tear gas canister at them.

Drop down to the floor where the crazed prisoners were standing and you have reached another checkpoint. Enter the hallway to the left. As soon as you take a right, enemies swarm from everywhere. God be with you. Do your best to take them down. This is difficult, but every downed guard will drop a **FLAK JACKET**. After you clear this area, run back to Gregorov in the area where you dropped the tear gas.

With a newly armed Gregorov, run back into the hallways. Take out the hoards of guards. Teaming with Gregorov, you will come to a door. Kick it in and run outside. Watch out for the sniper directly above you. Shoot him and then shoot out the search light to the right. Head to the right and there will be two guards standing by the corner of a building. Kill them and follow Gregorov into the elevator. Hit the switch and up you go.

When you exit the elevator, Gregorov will run to the right. Follow him and provide him cover. At the end of the catwalk you will reach the end of the level.

MISSION 17 - AGENCY BIO-LAB

Operative: *Gabe Logan*

Objectives:

- *Penetrate Security Net*
- *Retrieve Gear*
- *Install Cellular Modem*
- *Synthesize Vaccine*
- *Find Gershon*
- *Access Vents To Gershon's Office*
- *Find Elsa*
- *Follow Elsa to Synthesis Lab*

Parameters:

- *Do Not Sound Any Alarms*
- *Do Not Kill Gershon*
- *Do Not Kill Chance*
- *Do Not Kill Ramirez*

You begin as "Dr. Gabe" in the infirmary. Exit the room, head right through the door, then make a quick left through the second door labeled A3. Make sure that you walk. Walk up to the window, which will trigger a cutscene. Turn around and go back through the door. Head straight through another door labeled A3 and turn left. There is a brief cutscene.

Walk behind the guard and follow the doctor in the white lab coat. When you come to a T intersection in the hallway, the doctor will turn left. Wait at the nook at the end of the ramp for the guard to walk by, then sneak by him to the right. Hide behind the biohazard containers until another guard passes. Continue forward. When you see another guard, hide behind the stacks of containers. Follow him until he makes a left. When he goes behind the containers to the left, you go to the right. When he moves, maneuver to the left of the containers. Continue forward. Take an immediate right into a door marked A1. This brings up a checkpoint.

Once through the door, go left and through another door. Hugging the right wall of the hallway, sneak past the guard.

At the end of this hall there is a gurney with a **KNIFE**. Take it. Head down the hallway to the right from the gurney. Duck into the doorway to the left and talk to Teresa. Continue on your way down the hall through another door.

Veer into the doorway on the left and enter the room. In the room, access the Security Net computer. You will contact Teresa in a brief cutscene, which brings up a checkpoint and a new objective and parameter.

From the computer room, exit through the door you came in. Take a left, follow the hallway around, then enter the door to the immediate right. After the decontamination sequence, exit through the door down to the right and slit the throat of the guard. This brings up another cutscene.

After the scene, turn to your right and enter the door down the short hallway to the left. A doctor will spot you, but will only cower in the corner. Leave them be.

Access the Elevator Control computer, then turn around and open the third locker from the left. This locker contains combat gear. You will receive a **SILENCED 9MM, K3G4, SILENCED SNIPER RIFLE, AIR TASER, CAMERA SCRAMBLER, & MODEM.** Bingo! You will talk briefly with Teresa. Exit the room and use the Silenced 9mm on the guards. You will then talk to Ramirez.

After talking to Ramirez, run up the stairs and radio Teresa. Exit, run around the corner, and enter the door.

Head straight and put the Camera Scrambler on the security camera. Go down the ramp and enter the A2 door to the left. Run past the lab windows, then make a right. You will reach a checkpoint.

From the checkpoint, head left. Around the corner to the left is a guard. Snipe him. Isn't it nice to have weapons again? Ahead to the right is another guard. After you shoot him, use the **CAMERA SCRAMBLER** on the security cam, snipe another guard, and make a left. Walk down the hall. At the end of the hall there is a vent. Shoot it out and climb into it.

In the vent, follow it to the opening. Shoot out the grate and drop in to the room . Here you will meet Gershon and another checkpoint.

As you follow Gershon, there will be a doctor around the first corner to the right. You must kill him.

Follow Gershon into the computer room and use the **MODEM** on the data uplink. After you talk to Teresa, some guards will run into the computer room. Quickly run and hide on the side of the stairs by the window. Here you have a little cover to try and snipe the guards. This is very difficult, so you must act fast. After you dispense with the two guards on the floor, snipe the shooter on the top left platform. There is also a shooter directly above your head. After you finish him off, the last guard will show himself.

Exit through the door you came in, take a right, then another right. Enter the door on the left that you passed up moments ago. Pass through door B1. Enter the large room, run

SYPHON FILTER 2 P

down the catwalk, and use the Air Taser on the two doctors. Climb up the stairs towards the widow and creep towards the middle. In between the two windows is a switch. Flip the switch and the doctor will be gassed, which completes an objective and gets you to another checkpoint.

Enter the door to the right of the switch. Veer to the left and kill the guard. Continue forward and you will see another cutscene. After this scene you will get a new objective.

In the surgery observation room, hang off the balcony and drop down. Sneak up on the doctor and cut his gizzard. Talk to Teresa. Exit the room, following the halls to the door. After talking to Teresa, turn around and enter the vent. At the end of the vent you will see another cutscene with Elsa explaining the Syphon Filter virus. Head to the other vent opening, drop down, and shoot Hangse from the opening. Run to the door directly ahead of you and talk to Elsa to get the vaccine. This will complete the mission. Tired? We are.

MISSION 18 - AGENCY BIO-LAB ESCAPE

Operative: *Gabe Logan*
Objectives: *Escape Labs*
Parameters: *None*

Immediately turn to your right and head to the corner. The guard that just entered the room will shoot a beaker of chemicals and blow himself to bits. Search the room and you will find a **SILENCED HK-5 & FLAK JACKET**. Exit the room and Teresa will contact you. To the left is another vent. Shoot it out and enter it. When you exit on the other side of the vent, drop down and run to the right. Run left around the corner, go straight for a bit, then take another left. Take the next right, then enter the door on the right with a flashing red light.

There will be a vent high on the wall. Enter the vent and you will come to the morgue. Drop into the morgue and inspect the bodies in a cutscene. This is another checkpoint.

After the brief cutscene, climb into the vent in the morgue. At the end of the vent, drop down into the room. At the back of the room by the lockers is a table with a vent above. Hop on the table and into the vent. When you exit the vent you will be facing two guards. Roll and run past them and into the door on the left. From this room, exit the opposite door, run around to the left, make another left, then wait by the corner. When the guard runs away from you, shoot out the vent and climb in quickly. At the end of this vent you talk to Teresa.

You now must jump across the fan shaft and grab the lip of the lower vent.

You will exit into a jail cell and find Ramirez dead. Collect the **M-79**. There will be shock troops running into the cell block. Kill without remorse. You must use the grenade launcher to kill them, as they are wearing full body armor. They are extremely difficult foes. Work your way up the ramp and head to the left. Annihilate any troublesome guards, then approach the room on the left. Don't enter. When you get close, another armored guard will appear. Make sure you have a bomb to kill him, then enter the room. Access the computer. Roll behind the door to avoid the guard. When you have a chance, flee the room and run to the elevators on the left. This is extremely hard to pull off, but the benefit is level completion.

MISSION 19 - NEW YORK SLUMS

Operative: *Gabe Logan*
Objectives:

- *Rendezvous With Teresa At Chopper*
- *Eliminate Two Snipers*
- *Activate Sprinkler System To Clear Passage Into Main Floor*
- *Protect SWAT Officers*
- *Clear Sniper Nest*

Parameters: *Do Not Kill Any SWAT Officers*

At the start, turn to your left and a cop will run out from the alley.

Headshot him. Run down the alley to the left and you will find a much-needed **FLAK JACKET**. Run back out on to the street and head towards the large truck.

On the roof of the building by the truck is another sniper. Bang bang! Make a right at the truck and head down the street. This street is crawling with cops. In the alley to the left is a box with a **G-18**. Take a right (watching for cops), go past the Pawn Shop and two trucks will stop your progress. Talk to Teresa, then shoot the lock off the Pawn Shop door and enter.

In the Pawn Shop, you will be faced with another gunfight.

Kill the two guards and climb over the counter. Head down the hallway to the left. Take a left, creep around the corner, and headshot the kneeling guard. This will earn you a checkpoint and an **M-16**. Head out the door from the M-16, and take out the grenadier in the high window to the right. To your left you will find a **FLAK JACKET**. Climb up on the dumpster to reach the roof. Wax the sniper on the roof and have a brief chat with Teresa. This gets you a new objective and a checkpoint.

Hop on the air conditioner and ascend to the next section of roof. There is a guard above you. Kill him, then turn to your right and hang off the ledge of the roof. Drop down to the "Clean Rooms Low Rates" awning. Drop down to the street. In the corner on your left is another **FLAK JACKET**. Continue down the road towards the right to a burning cop car. A cop will pop out from behind you. Turn around and shoot. Come back around the corner and there will be two snipers, one on the roof above and to the left, and one in the doorway below. You must kill them. After this, you will be fired at by a sniper on the roof of the building on the opposite side of the street. Maneuver to take him out.

Across from the Silver's Gym billboard is a ramp leading down into a building basement. Talk to Teresa, then work your way around the metal boxes to the right. Straight ahead you must take out the guard. Two enemies will then attack from behind. Ascend the ramp to the washing machine room. Talking with Teresa will bring up another objective.

Head towards the burning floor sections, and step onto the first one. You should fall through the floor onto a lower floor. Here is the switch for the sprinkler system. Flip this switch to complete the objective, clear the passage, and get a checkpoint.

Two guards will run down the ramp. Exterminate them, then work your way back up to the washing machine room. The fire is now out so you can pass through the entryway into the office hallways. In the first office on the left is the first sniper. Surprise him and get a quick kill. Pass by the next office and walk down the hall. Walk around the corner and you will find two guards. Take them out and enter the room.

Climb up on the overturned table and leap up to the next floor. This is a checkpoint.

As you exit the room, you will be spotted by a SWAT team member. DO NOT shoot him, just run back in the room. A terrorist will run in. You know what to do. There will also be a guard throwing grenades into the room. Avoiding the explosion, peek around the door frame and headshot him. Take a right out of the room, working your way through the hallway to a room on the left. There are two guards to kill. Exit and head down the ramp to left. As you step on the ramp, a guard will jump out at you, so be prepared to fire. Afterwards, the second sniper will be around the corner to you left. Kill him and you have reached another checkpoint. Go over to the window and drop out into the street.

There will be a bunch of new enemies on the street and on the rooftops, so proceed with caution. Head down the alley on your right. As you turn the corner to the left there will be a guard by the flaming barrel. Now, crouch and crawl through the hole in the fence. Teresa will contact you here and give you another objective and checkpoint.

Head forward past the swingset. You will see a SWAT Officer get run over by a black van. Enemies abound. Pick off the sniper on the rooftop to your upper left.

SYPHON FILTER 2

In the corridor opposite the crashed van is another enemy. Kill him and enter the corridor next to the crashed van. Veer to your left. Behind the counter is a **G-18**. Proceed to the courtyard.

By a parked police car is a SWAT team member. Go talk to her and watch a cutscene in which Gabe's voice gets girlishly high.

Take out the snipers on the roof and follow the SWAT member in to the building. After a cutscene, you'll get a new cutscene and objective.

Head up the stairs, and up a second flight on the right. Warning: there is a guard to your left. Shoot him quick, because he drops a flak jacket. Walk forward and there will be another sniper around the corner to the left. Take him out and you will complete this level.

MISSION 20 - NEW YORK SEWER

Operative: *Gabe Logan*
Objectives:

- *Eliminate Stevens*
- *Escape in Helicopter With Teresa*

Parameters: *Protect Teresa*

You begin armed only with a .45 and a knife.Follow Teresa down into the next sewer. There will be a crew of guards to kill. Ice 'em and collect weapons and ammo. Continue to follow Teresa and kill guards as they appear. You will reach a point where your path is blocked. Witness a cutscene and pick up a handy checkpoint. Enemies will attack you from behind. Turn around and fight like a man, dammit!

Run back the way you came, fighting off swarms of guards. Nothing but sheer skill will get you past this. At the T intersection, take the sewer to the left. There is a small hallway on your left. Kill the guard that pops out of it, then kill the two guards inside.

Here you will find the Sewage Drainage Control. As soon as you hit the switch, two guards will run in and try to kill you.

Return to where your path was blocked by the sewage before.

Drop off the edge of the walkway onto the catwalk. This brings up another checkpoint. Run around to the opening of the other sewer on the left and hoist yourself up. Brace yourself for some more non-stop gun action. Proceed around to the right, taking cover behind the large pillar in the corner. You will now find a steaming pool of poop. Head right to a large empty sewer. Take out the enemies. On the furthest point to the right there is a box with a **FLAK JACKET** and another checkpoint.

Jump up onto the pipe ahead of you and hand-over-hand shimmy across the pool of poop. Halfway across, two enemies will appear – one behind and one dead ahead. Use R1 to target and kill both enemies. Now, shimmy across to meet Teresa.

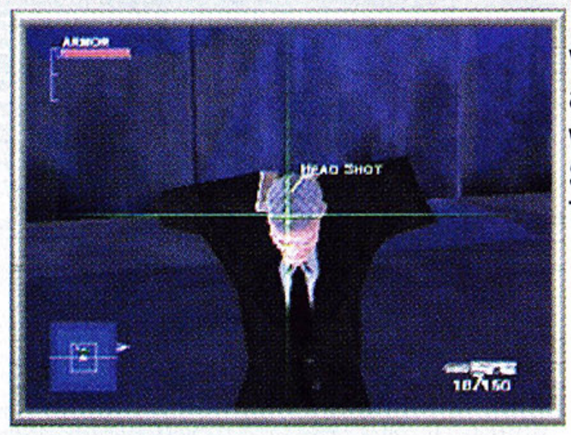
Run down the hallway and ascend the stairs to enter the parking garage. Watch another cutscene and engage in some witty repartee with Stevens. Steven's men will attack you and Teresa. Take cover behind the van and look for clean headshots. Head up the ramp by the Level B sign.

When you reach the next level, you will be attacked.

A van will try to run you down. Dodge it by rolling across the gap, then keep taking out enemy scum. After you waste a few more suckers, Teresa will tell you her brilliant "plan." Follow Teresa towards the doorway. When she throws the smoke grenade, a posse of enemies will flee the room. Take position and fire away. This will put your skills to the test. Use the HK-5 and aim at the center of the door at head level. Fire a spray of bullets and you should cut down all the fleeing guards.

Go up the stairs into the room the guards ran from. There are enemies on the staircase. Work your way up the stairs, killing enemies as you go. Peek around corners to get good headshots. If you need the **M-79**, it is located in a box at the very top of the building. To reach the M-79, you will need to make your way up every flight of stairs. If not, just enter the open door on Level 4.

Take out one guard by a truck to the left. Approach the center guard rail. Guards will attack from both sides.



If you're quick enough, you can blow up the van to take out a guard. This takes a lot of ammo. After you take out the third guard, you will see a cutscene in which Teresa captures Stevens. If you don't shoot him, Teresa will. This mission is over.

MISSION 21 - FINALE

Operative: *Gabe Logan*
Objectives: *Eliminate Chance*
Parameters: *Do Not Damage Helicopter*

After witnessing a shocking plot twist, we're ready for the final showdown. Chance is equipped with full body armor, so you need a new weapon in your arsenal. Avoiding Chance's bullets, run to the helicopter. On one side there is an unlimited supply of **FLAK JACKETS**. On the other door is a weapon called the **UAS-12**.

This weapon has enough punch to knock Chase backwards. Position Chase between yourself and the tail propeller. Use the UAS-12 to push Chase into the propeller. This will be the end of our devious so-called friend. Good riddance. Rest in pieces, chump!

Secrets

After finishing this harrowing game, you may notice that you've unlocked some hidden multiplayer arenas and characters along the way. To unlock these goodies you'll need to complete a certain task in the game. Here's four examples of how to unlock the multiplayer arenas. Hopefully, in the next issue we'll have the answers how to unlock everything.

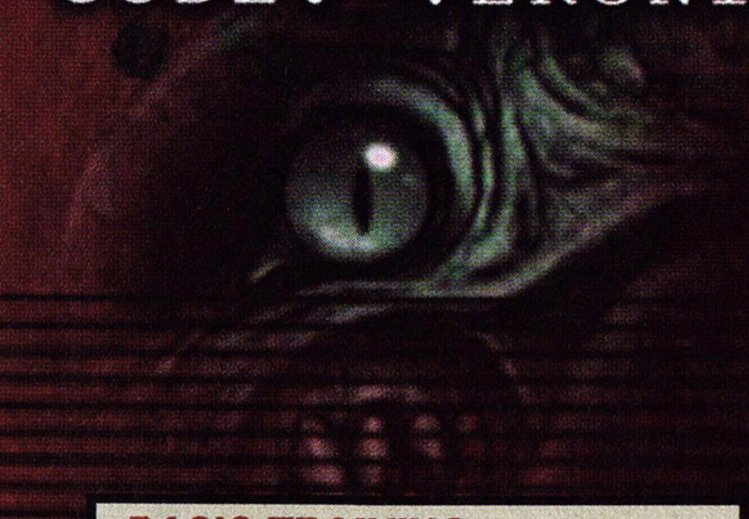
Rhoemer's Bunker – This level can only be unlocked in Mission 12 Moscow Streets. When you leap to avoid two speeding cars, turn around and examine both vehicles. This simple feat will unlock Rhoemer's Bunker.

D.C. City Park – This level can only be unlocked in Mission 19 New York Slums. When you enter the sniper building search the washing machines to unlock this killer multiplayer arena.

Aljir Prison – This level can only be unlocked in Mission 15 Aljir Prison Break-In. Trek across the entire level without using the crossbow and this level will be added to your multiplayer arsenal.

Moscow Club 32 – This level can only be unlocked in Mission 11 Moscow Club 32. Nail all three guards that enter the disco room before they start throwing grenades and you and a friend can reenact Saturday Night Fever deathmatch style.

RESIDENT EVIL
CODE: VERONICA



PLAY TO PERFECTION
A GAME MONGER'S STRATEGY GUIDE

WARNING!!!
This guide reveals elements and secrets that you may want to discover yourself, thereby possibly reducing your enjoyment of the game.
USE AT YOUR OWN RISK!!!

0 Start PR [1] [2]

1 Get The Gun PR [3] [4]

2 Explore The Prison Barracks PR [5] [6]

3 Find The Dual Pistols (M-110P) PR [7]

4 Unlock The Warehouse Door PR [8] [9] [10]

5 Get The Fire Extinguisher PR [8] [11]

6 Extinguish the Fire, Get The TG-01 PR [3]

7 Scan & Duplicate The Eagle Medallion PR [9]

8 Exit The Prison Using The Eagle Replica PR [4]

9 Enter The Palace PA [1] [2] [3]

10 Get and Use the ID Card PA [4] [2] [5a]

11 Find The Steering Wheel PA [5] [6]

12 Help Steve PA [2] [6]

13 Meet Alfred Ashford PA [2]

14 Find The Submarine, Get The Side Pack PA [7] [8]

BASIC TRAINING

This Play To Perfection guide was produced by playing the game in the hardest difficulty. The numbered steps within this guide are provided as one efficient solution to the adventure. However, there are numerous paths to the final outcome.

Conserve Ammo & Saves

Like Resident Evil games in the past, it is not necessarily a good strategy to kill all of the zombies and save whenever possible. Both of these actions not only waste valuable time, but affects the final grade when you finish the game.

Use of Health Spray

Like past games, Health Spray affects your final grade. Use them sparingly or, ideally, not at all.

Use of Retry

If you die in the game, you will be asked if you want to Retry. Using a retry will affect your final grade.

The Lighter/Bat Trick

When encountering bats, equip the Lighter. This will keep the bats from attacking.

Optional Steps

This guide contains a number of optional steps. While some steps may prove to be valuable, others may waste precious time.

Using The In-Game Map

The in-game map proves to be extremely useful. It not only allows you to keep your bearings, but when picking up such items as a Key or Card the map often highlights the door it will unlock.

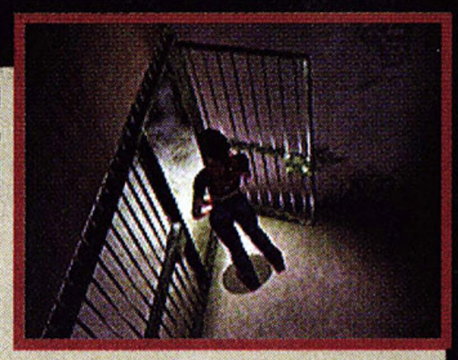
Using the Printed Maps

The maps provided on the following pages show all doors as if they were already opened.

North, South, East, West – Directions within this guide are made in reference to the in-game map. North = Up.

Map Abbreviations – The following abbreviations are used throughout this guide:
PR = Prison
PA = Palace
AIR = Airport
MTF = Military Training Facility
PRES = Private Residence
ATT = Antarctic Transport Terminal

0 Start PR [1] [2]



After an entertaining and hectic opening scene you will find Claire in a cell [1]. Equip the lighter and a mysterious character will free you from your cell. Follow him outside. He's out of medicine (hmmm). Grab the H. Gun Bullets, the Knife and check back in the cell for Green Herb. The next hallway [2] has an Ink Ribbon, H. Gun Bullets, and a Save Point.

1 Get The Gun PR [3] [4]

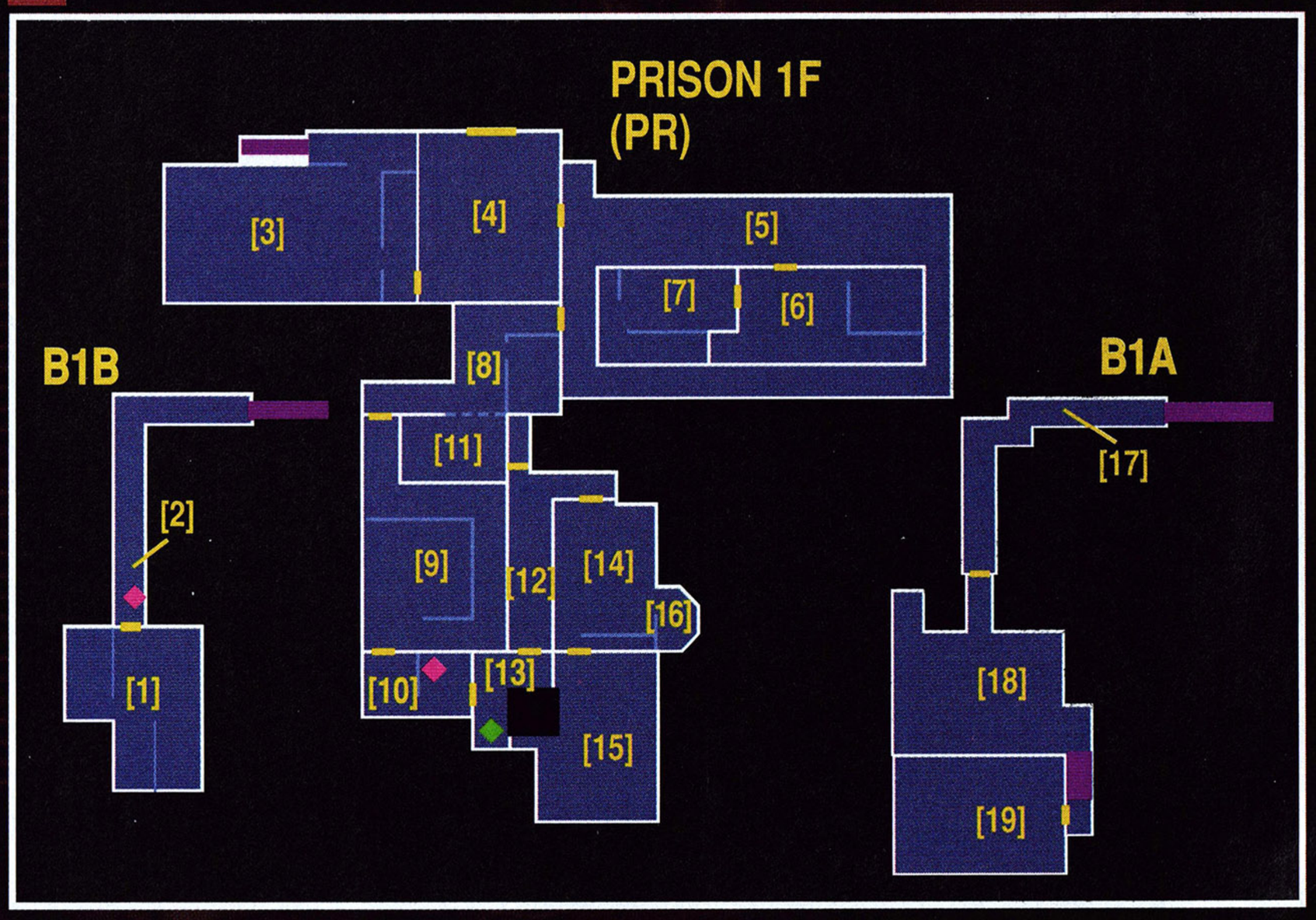
Proceed through the Cemetery [3] and past the horde of undead. In the Prison Yard [4] you will meet Steve and find yourself a nice Hand Gun. There is also some H. Gun Bullets on the corpse next to the door.

2 Explore The Prison Barracks PR [5] [6]

The Prison Barracks are located just to the east of where you encountered Steve. As you enter the Barracks there is some Green Herb [5]. Inside the first room [6] you will discover some H. Gun Bullets, A Prison Map, and some more Green Herb.

3 Find The Dual Pistols (M-110P) PR [7]

In the second room of the barracks you will find a bunch of bunkbeds [7], one of which contains a File (Diary). What is that banging? Move to the back of this room and you will find some H. Gun Bullets on the shelf. Once you have grabbed the bullets, a zombie will crash in. Another will attack from the other side and a third will crawl in from where you just came in. Take care of them and grab the M-110P Dual Pistols. In the back shower area are additional H. Gun Bullets. Head out and around the back of the Barracks.



4 Unlock The Warehouse Door PR [8] [9] [10]

After traveling behind the Barracks and seeing a scary sight, proceed into the Security Building [9]. Dispose of all your metallic items and place them into the Security Box. Proceed through the passage and into the Security Office area [10]; a Save Point. Grab the File Fax off the counter and find Steve around the corner. After a brief discussion, grab the Eagle Medallion out of the desk drawer and hit the switch that Steve was fiddling with. You can leave the Ink Ribbon. Store the Eagle Medallion in the Security Box and leave the area.

5 Get The Fire Extinguisher PR [8] [11]

In the area outside the Security Building, activate the switch to open the Warehouse Door [11]. As the door goes up, you will be jumped by a crew of zombies. Quickly target the silver canister to dispose quickly of two of the zombies. Run to the Fire Extinguisher, grab it, and finish off the rest. Inside the gated area [8], next to the guillotine, you will find a Gate Key.

6 Extinguish the Fire, Get The TG-01 PR [3]

Backtrack to the Cemetery [3] and use the Fire Extinguisher to douse the flames. Grab the briefcase and then examine the latch to open it. You will now have the TG-01 material and File. Make your way back to the Security Building [9]. Use the Gate Key to open the gate next to the barracks.

Note About The Fire Extinguisher - It is wise to store this item in a Storage Box as it may become useful later.

7 Scan & Duplicate The Eagle Medallion PR [9]

Inside the Security Building [9], store your metallic items in the Security Box as before. Be sure to keep the TG-01. It is not metal. In the next room, activate the 3D Scanner and place the Eagle Medallion inside. At the other end of the machine, place the TG-01 into the machine and grab the Eagle Replica. Make your way out to the Prison Yard. Note: there is no need to pick up the Grenade Rounds or Health Spray.

8 Exit The Prison Using The Eagle Replica PR [4]

In the Prison Yard, place the Eagle Replica into the large steel door and proceed onto the Iron Bridge. Cross the catwalk and find some Green Herb x2 and H. Gun Bullets. Next, push the farthest block over the fire and hop over to the stairs. Go up to the Passage.

9 Enter The Palace PA [1] [2] [3]

Taking the Passage to the north will bring you to the Palace [1]. After getting rid of the cerebus, look for a green flashing object. It is the Green Hex Medallion (Navy). Grab it and enter the Palace, noting the Green Herb. Inside [2] you will find some H. Gun Bullets. Now head upstairs [3] and into the only open door.

10 Get and Use the ID Card PA [4] [2] [5a]

Inside the Palace Waiting Room [4] is a Save Point and a Storage Box. Find the cabinet and push it out of the way to reveal the ID Card. Examine it and note the ID # on the back (NTC0394). You will also find H. Gun Bullets, File, Ink Ribbon, and Green Herb. Store the Green Hex Medallion for a later time.

Return downstairs [2] and activate the computer behind the desk. Enter the ID # and it will unlock a door in the back of the room [5]. Note: the Bathroom [5a] has Health Spray, Brief Case, and H. Gun Bullets

11 Find The Steering Wheel PA [5] [6]

After entering the door you unlocked with the ID #, proceed to the end of the hall [5] and into the Screening/Trophy Room [6]. Note the H. Gun Bullets and Red Herb in the hall. Inside the Screening Room you will find some H. Gun Bullets. Next, press the blue button to start a disturbing film and open a secret door. Move into the new area and grab the Steering Wheel. Do not grab the golden guns at this time.

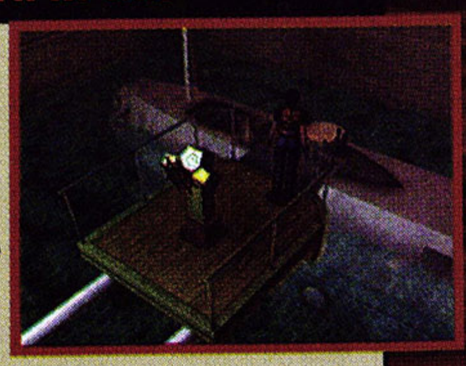
12 Help Steve PA [2] [6]

After collecting the Steering Wheel, head to the front door [2] and attempt to exit the Palace. A cutscene will ensue and you will hear Steve scream for help. Head back to the Screening Room [6] and go to the computer console. Select the two handgun images by selecting their respective letters. This will open the secret door and Steve will appear. What a jerk! He didn't give you those guns.

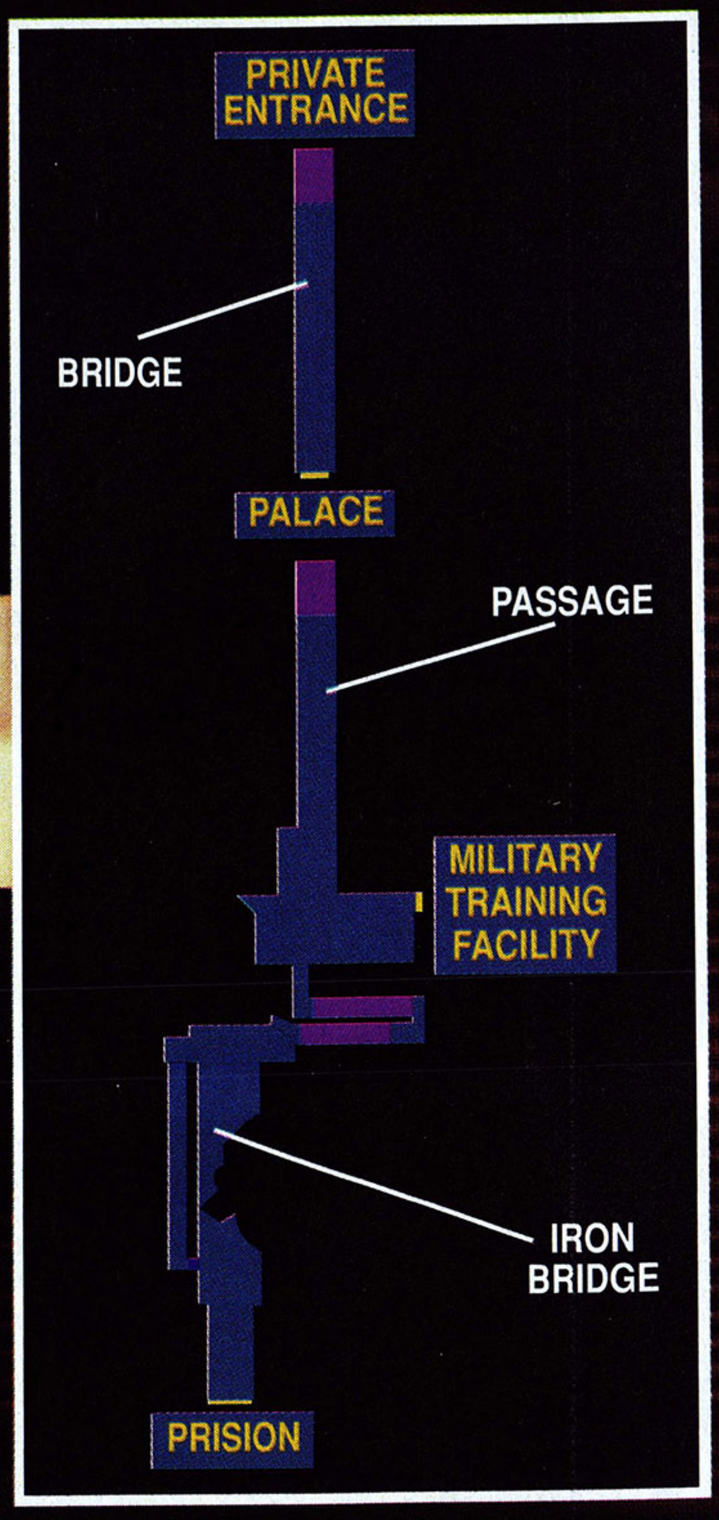
13 Meet Alfred Ashford PA [2]

Return to the entrance [2] of the Palace and you will greeted by Alfred. He's a snobby fellow, but he will soon run away.

14 Find The Submarine, Get The Side Pack PA [7] [7A]



The Steering Wheel will allow you to raise a secret submarine. Take the stairs down to B1 (the area adjacent to the Palace entrance) [7]. Be sure to look under the stairs for a Palace Map and H. Gun Bullets, and on the barrels are some Arrows. To raise the submarine, place the Steering Wheel onto the dock bridge and then activate it. Once inside the sub [7A], check the other side of the ladder for a Side Pack which gives you two extra inventory slots. Now activate the sub controls on the other end. Dive! Dive! Climb up the ladder after you have made your trip.



15 The Airport, Get the Biohazard Card AIR [1] [2] [3] [4]

16 To The Military Training Facility (MTF) MTF [1]

17 Arm The Bow Gun MTF [3] [4]

18 Get the MTF Map MTF [5]

18A OPTIONAL - Get The Locker Key & Exploding Arrow Kit MTF [6][7][5]

19 Use The Biohazard Card MTF [8] [9] [10] [11]

20 Find The Medicine Bottle & Save Point MTF [12]

21 Locate the Uzis, Get The Gold Lugers MTF [13] [14]

22 Controlling Steve & Testing His Toys (MTF B1) MTF [15] [16] [17]

23 Back to Controlling Claire MTF [18] [19] [20] [21]

24 Get the Eagle Plate. MTF [22] [23] [24]

25 Use The Eagle Plate to Acquire The Emblem Card MTF [10]

26 Make Use of the Emblem Card MTF [9] [16]

27 Get the G. Launcher MTF [15] [25] [17] [18]

28 Find The Red Hex Medallion (Army) MTF [26]

29 Get the Skeleton Portrait MTF [2] [3] [4] [27]

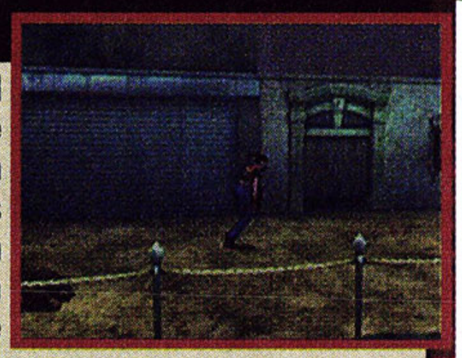
30 Use the Skeleton Picture To Get the Gold Key MTF

31 Return To Palace: Use the Gold Key & Solve The Portrait Puzzle PA [5] [8]

15 The Airport, Get the Biohazard Card AIR [1] [2] [3] [4] [5] [6]

From the sub make your way down the stairs [1] and into the Airport Waiting Room [2] where you will find some H. Gun Bullets and an Ink Ribbon. Proceed through the southernmost door [3], across the bridge [4], and into the Cargo Room [5]. Take the elevator up to the Crane controls [6]. First move the Crane up and then left to move the cargo bin. Return down and activate the blue panel to raise the lift. Get ready for a fight. After the carnage, look for the Biohazard Card, as well as some Arrows.

16 To The Military Training Facility (MTF) MTF [1]



In the Passage you will find a door leading to the Military Training Facility. In the Courtyard [1] there is one truly evil worm. Run away! The door to the north will bring you inside the MTF. Look for a Red Herb and Arrows once inside.

17 Arm The Bow Gun MTF [3] [4]

Immediately inside the MTF 1F entrance are some stairs leading up to the 2nd Floor (2F). Find the Lab Office [4] at the top. Get the Bow Gun and the File off the desk. Head to the exit and a terrifying cutscene will ensue. Head downstairs.

18 Get the MTF Map MTF [5]

Inside the MTF Office [5] you will be greeted by a few zombies. Let them have it! Hit the blue switch by the copy machine and then pick up the MTF Map. There is a Green Herb and Arrows nearby. There is also a locked cabinet in the back. If you wish to open it, check the optional step below on how to get the Locker Key.

18A OPTIONAL - Get The Locker Key & Exploding Arrow Kit MTF [6][7][5]

Inside the MTF Office [5] you will be greeted by a few zombies. Let them have it! Hit the blue switch by the copy machine and then pick up the MTF Map. There is a Green Herb and Arrows nearby. There is also a locked cabinet in the back. If you wish to open it, check the optional step below on how to get the Locker Key.

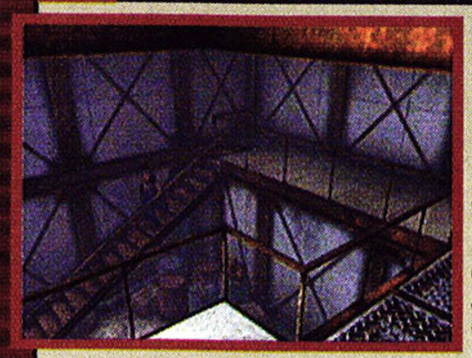
19 Use The Biohazard Card MTF [8] [9] [10] [11]

The Biohazard Card will open the steel door next to the Locker Room. Open this door [8] and proceed to the back Courtyard [9]. Alfred will greet you. Avoid his laser sight and make you way up the stairs. At the top [10], enter the only open door. Inside the Hall [11] are H. Gun Bullet x 2.

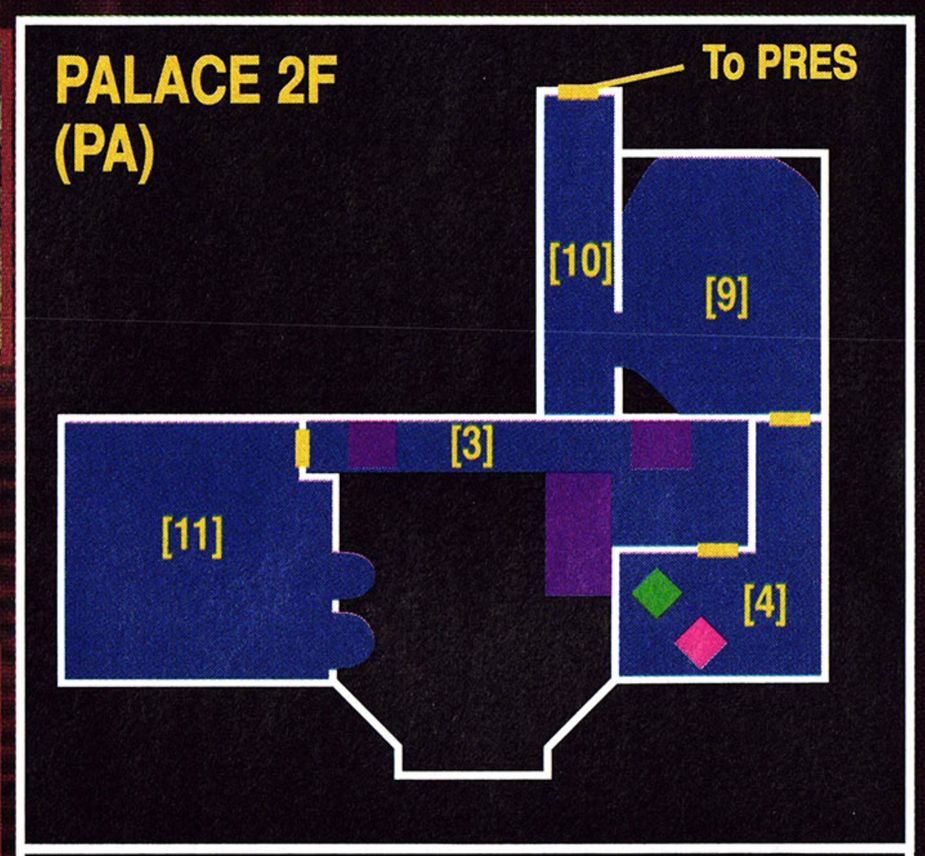
20 Find The Medicine Bottle & Save Point MTF [12]

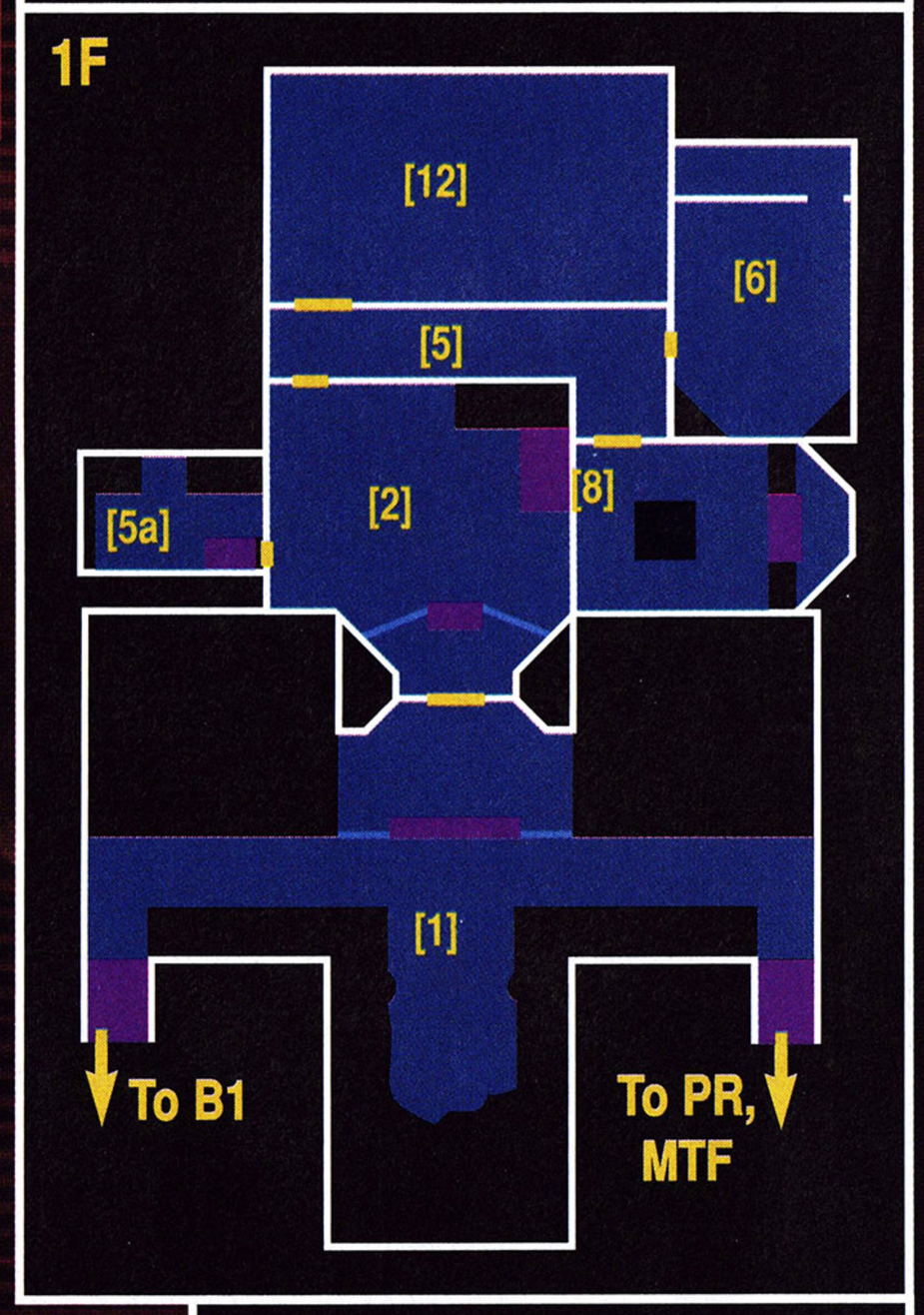
Inside this Save/Storage Room [12] you will find a Medicine Bottle, as well as Green Herb x2 and an Ink Ribbon. The Medicine Bottle can be given to the injured man at the very beginning of the adventure (PR [1]). He will give you the Lock Pick in exchange. The Lock Pick will open the locked Briefcases. For the time being, throw the Medicine in the Storage Box.

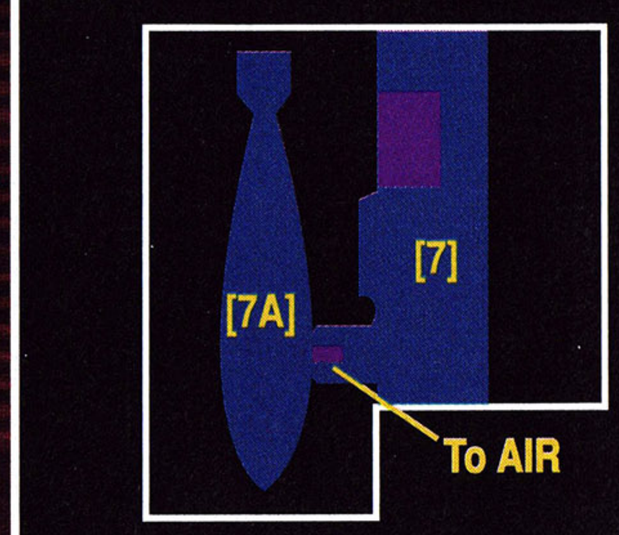
21 Locate the Uzis, Get The Gold Lugers MTF [13] [14]



In the room adjacent to the Save/Storage Room on the 2nd Floor [13], look to the right of the door and you will find the Uzis. You may also notice a shiny object on the floor below. Move for the stairs and you will be jumped by a stretch tyrant. What's this? The Uzis have no bullets! Take the beast out by any means and follow the stairs down and through the next door [14]. A short scene will bring Steve to the rescue. Exchange the Uzis for the Golden Lugers. Soon enough you will begin your "descent into death" [14A] and control Steve.





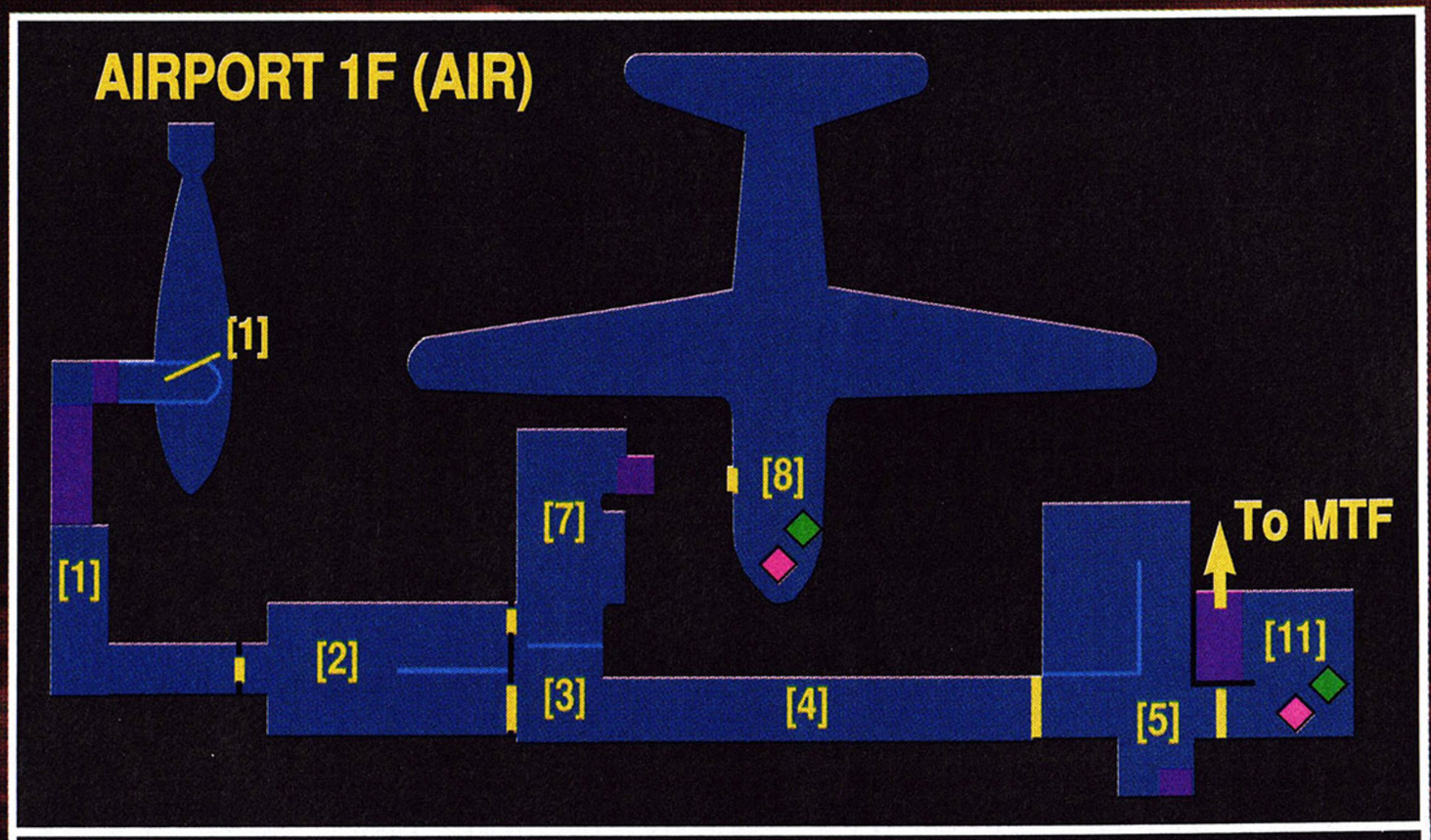


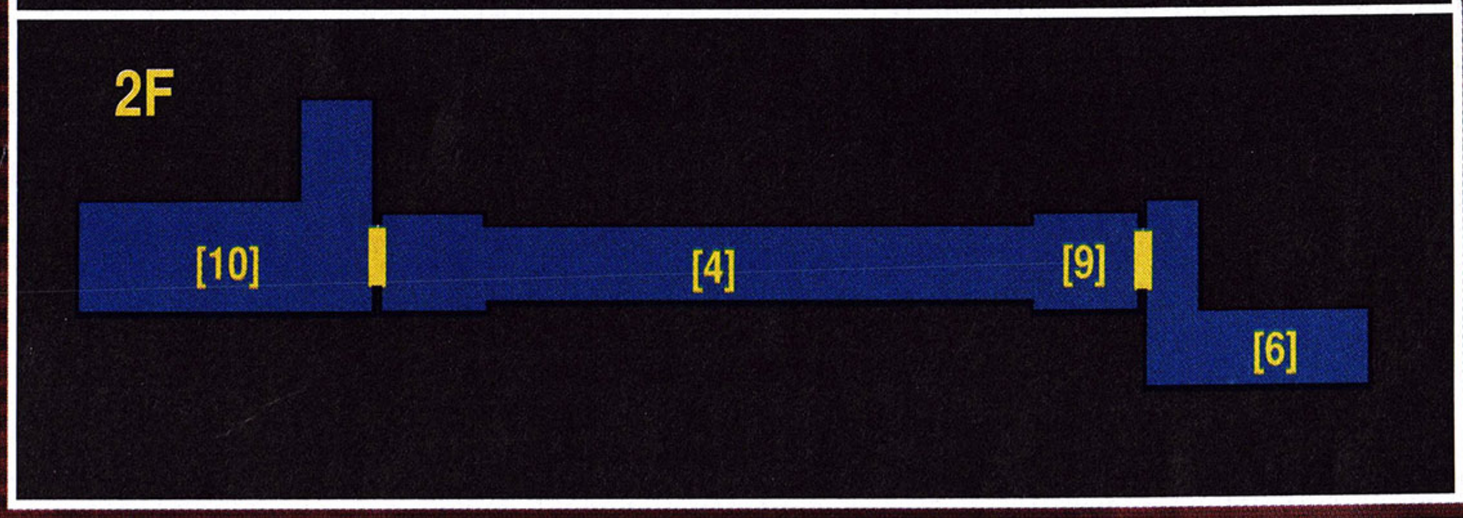
22 Controlling Steve & Testing His Toys (MTF B1) MTF [15] [16] [17]

You will begin Steve's short adventure in a room with three zombies [15]. Take them out and then enter the door to the south into the Boiler Room [16]. Head down the stairs and blast the silver canisters to quickly dispose of the zombies. Head for the stairs on the other side and through the next door [17]. "This area is now clean" and Claire will return.

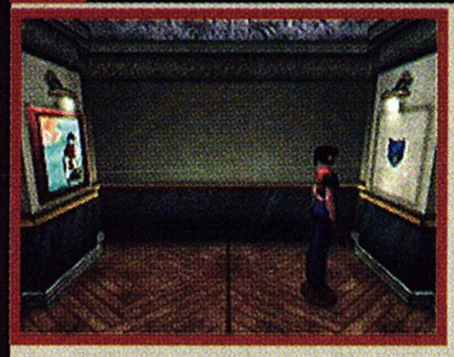
23 Back to Controlling Claire MTF [18] [19] [20] [21]

After reaching the MTF 2F in the elevator [18][19], follow Steve into the next room [20] and you will fall down to the MTF 1F Garage [21]. Here you will discover the horrible outcome of his father. After the scene, locate the H. Gun Bullets and head to the door in the east of this room.





24 Get the Eagle Plate MTF [22] [23] [24]



In the Easternmost Hall [22] on the MTF 1F there are some H. Gun Bullets. Enter the Gallery [23]. Here you will find a Save Point (with accompanying Ink Ribbon). Grab the Eagle Plate from the wall and then make your way to the Rear Courtyard [9] via the Tank Room [24] and the yard where you encounter the worm.

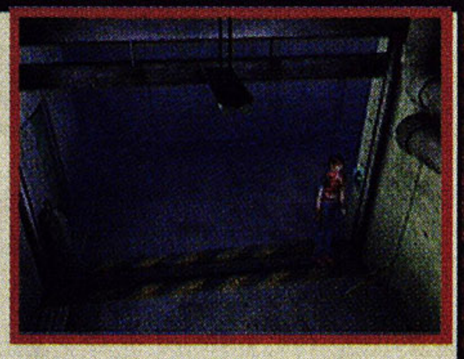
25 Use The Eagle Plate to Acquire The Emblem Card MTF [10]

On the MTF 2F [10], in the Rear Courtyard, place the Eagle Plate into the panel to receive the Emblem Card. Go to the Save/Storage Room [12] on this level, and store the Lugers and Medicine.

26 Make Use of the Emblem Card MTF [9] [16]

In the Rear Courtyard of the MTF 1F, enter the small alcove behind the fencing. Go down the ladder and use the Emblem Card to open the steel bars.

27 Get the G. Launcher MTF [15] [25] [17] [18]



From the Boiler Room [16], move to the west and into the next room [15]. Use the Security Card to open the grating and access the G. Launcher. Note the room [25] to the North contains H. Gun Bullets and G Rounds (yellow) locked in a cabinet. Head back to the far east of B1 [17] and take the elevator [18] to the 2F. Note: The long hall [17] has H. Gun Bullets hidden in the face statue.

28 Find The Red Hex Medallion (Army) MTF [26]

After reaching the 2F via the elevator, to the north you find a door [19]. Use the Emblem Card to access the Control Room [26]. On the raised section check the panel to learn about the Albinoid and grab the Grenade Rounds. In the lower section, look at the monitor to get the Red Hex Medallion. Check the monitor again to activate the camera system. Use the zoom feature to discover a four-digit code on the skeleton picture (1126). This will also deactivate the alarm. There is also Green Herb x2 here. Exit the room to the West and store the Red Hex in the nearby store room.

29 Get the Skeleton Portrait MTF [2] [3] [4] [27]

Head down to the MTF 1F and look for the door indicated by a flashing green light on the map screen [2]. Use the Security Card to enter. Go up the stairs to the room to the north [4]. To enter the inner lab room [27], use the four-digit code that you previously acquired to open the door. Inside, grab the Grenade Rounds and then the Skeleton Picture. A timer will start and the room will fill with Albinoids. Forget about them and head for the first floor.

30 Use the Skeleton Picture To Get the Gold Key MTF [23]

Move to the Gallery [23] in the NE corner of MTF 1F. Inside consult the picture on the wall and then place the Skeleton Picture on the wall. A wall will open to reveal a model of the prison and a Gold Key. Grab it.

31 Return To Palace: Use the Gold Key & Solve The Portrait Puzzle PA [5] [8]

Return to the Palace and into the North Hall [5]. Consult your in-game map to discover the green-flashing door. Use the Gold Key to enter this room [8]. There is a document next to the picture of the boy.

There are seven pictures with corresponding switches. Hit them in this order:

Lady
Man with two children
Man with red hair and cup
Man with red hair and plate
Old man with book
Man standing next to candelabra
Young boy (at top of stairs)

The picture will rotate and reveal a vase. Take the vase and then examine it to reveal the Red Spider.

32 Use the Gold Lugers PA [4]

33 Access The Private Residence PA [9] [10]

34 Enter The Private Residence PRES [1] [2] [3] [4] [5]

35 Get the Silver Key, Use The Red Ant, & Get The Music Box Record PRES [6] [7]

36 Use the Silver Key, Get Another Eagle Emblem PA [11] [12]

37 Back to the Prison, Use the Eagle Emblem. PR [8] [12]

38 Find The Storage Room & Save Point PR [13] [10]

39 Find & Use The Glass Eye PR [14] [15] [16] [17]

40 Get the Player-Piano Music Roll PR [18] [19]

40A Optional - Exchange The Medicine Bottle For the Lock Pick PR [1]

41 Use the Piano Music To Get The Blue Ant PA [11]

42 Use the Blue Ant PRES [8] [9]

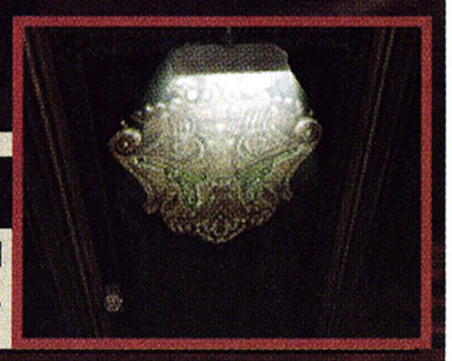
43 Get The Dragonfly Key PRES [9] [10]

44 Acquire The Last Hex Medallion (Airforce) PRES [10]

45 Use The Three Hex Medallions AIR [7]

46 Raise The Bridge, Find The K-402 Key AIR [8] [7] [5] [6] [9] [10]

47 Return To The MTF? AIR [11]



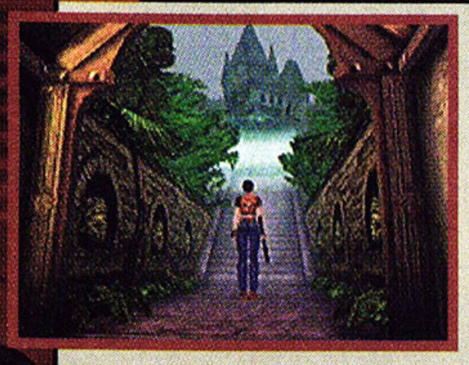
32 Use the Gold Lugers PA [4]

Go to the Waiting Room [4] on the Palace 2F and place the two Golden Lugers into the door to open it.

33 Access The Private Residence PA [9] [10]

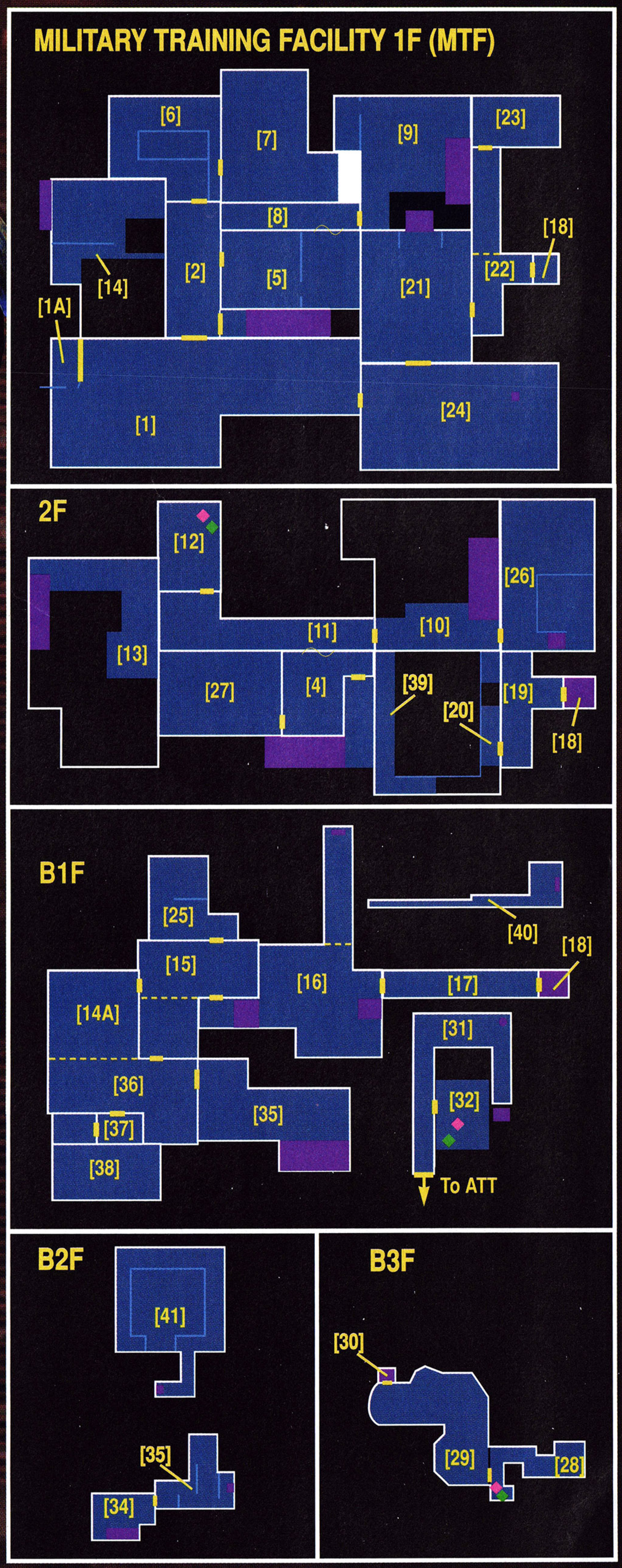
Inside the Palace Office [9], find the H. Gun Bullets and read the document on the desk. Access the computer to turn on the clock-like device. Use the clock thingy and enter the directions found on the memo. Access the computer again and enter the four-digit password. A secret passage [10] will open and a stretch tyrant will jump in. enter in these directions:
1st digit - left, right
2nd digit - left
3rd digit - right
4th digit - right, right, right

34 Enter The Private Residence PRES [1] [2] [3] [4] [5]



Cross the bridge and go up the stairwell to the Private Residence [1]. At the top you will be greeted by two stretch tyrants. Continue up the stairs [2] and through the door.

In the next room [3] you'll be confronted by bats. Head to the door in the back corner to find H. Gun Bullets, Ink Ribbon, and Arrows [4]. Move up the stairs to Private Residence 2F. Here [5] you'll find H. Gun Bullets and Health Spray. Go through the door.



35 Get the Silver Key, Use The Red Ant, & Get The Music Box Record PRES [6] [7]

You discover [6] Alexia and Alfred having a conversation. After a short interlude look for the Green Herb and enter the door. Inside Alexia's room [7] is a music box. Stop the music and on the bed will appear a Silver Key. Get the Silver Key and the bed will drop down to reveal a ladder. Now place the Red Ant onto the music box to acquire the Music Box Record. Exit the Private Residence and return to the Palace (Note: you can store the Music Box Record).

36 Use the Silver Key, Get Another Eagle Emblem PA [11] [12]

The Silver Key will open the Game Parlor [11] on the Palace 2F and another room on the first floor (consult the in-game map) [12]. In the Game Parlor you will discover Explosive Arrows, H. Gun Bullets, and Green Herb x2. Note the piano. The Silver Key will also open the last 1F room. There you will find a Hunk Note, H. Gun Bullets, and a Blue Eagle Emblem in the center of the floor.

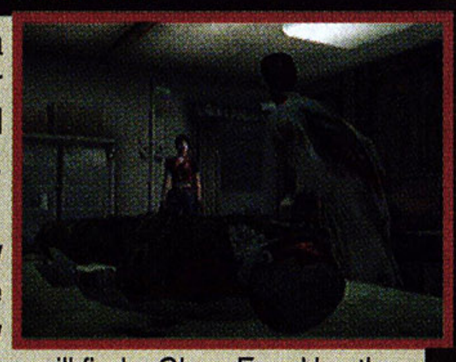
37 Back to the Prison, Use the Eagle Emblem. PR [8] [12]

In the area of the Prison next to the guillotine area, use the Eagle Emblem to open the door. After being met by two zombies, enter the next area. Immediately inside, two more zombies will greet you. Just shoot the silver canisters to dispose of the foes quickly. Note the Green Herb.

38 Find The Storage Room & Save Point PR [13] [10]

Take the hall to the south and you will discover a small alcove through a gate [13]. Here you will find H. Gun Bullets. Hop over the crate to get to the Store Box and then push the crate away from the door to access a familiar area [10].

39 Find & Use The Glass Eye PR [14] [15] [16] [17]



Inside [14], find H. Gun Bullets, Health Spray, and a Diary (in the small office) [16]. Go through the other door at the south end (crematorium) [15] and you will discover Red Herb, H. Gun Bullets, and a Briefcase. Return to the previous room [14].

You will meet a new and quick foe. Dispose of it and the other slow poke. On the corpse you will find a Glass Eye. Use the Glass Eye on the Anatomy Mannequin in the back office [16]. This will open a secret passage and stairs leading down [17]. The hall has Green Herb and a bunch of bats.

40 Get the Player-Piano Music Roll PR [18] [19]

You will discover a Water Torture Room [18]. Grab the H. Gun Bullets, Arrows, and then go down the stairs to Statue Room [19]. In the Statue Room, grab the Sword and gas will start to enter the room. Go to the center statue and push the bar to rotate the statue counter-clockwise. The will stop the gas and reveal an iron maiden. Place the Sword into the maiden and a zombie will appear. Kill it and you can gather the Player-Piano Music Roll.

40A Optional - Exchange The Medicine Bottle For the Lock Pick PR [1]

This is an opportune time to take the Homeostatic Medicine Bottle back to the very beginning [1] and give it to da man. He will give you a Lock Pick which will enable you to open the Briefcases. One of the cases will contain a M93R Handgun Upgrade.

41 Use the Piano Music To Get The Blue Ant PA [11]

In the Game Parlor on the 2F, place the Player-Piano Music Roll in the piano to reveal the Blue Ant in a compartment under the slot machine.

42 Use the Blue Ant PRES [8] [9]

With the Blue Ant and Music Box Record in hand, head back to the 2F of the Private Residence and into Alfred's Bedroom [8]. On the desk is a File. Place the Blue Ant onto the music box to open it. Then place the Music Box Record into the music box. This will lower the bed to unveil another ladder. Go up [9].

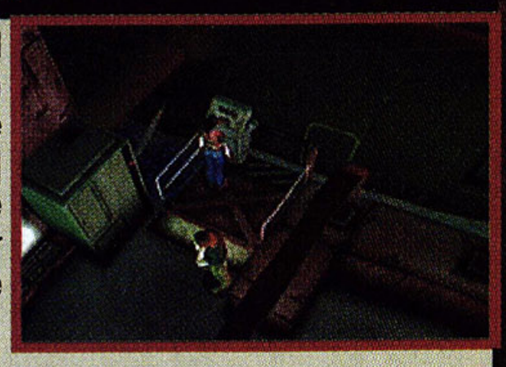
43 Get The Dragonfly Key PRES [9] [10]

In the Carousel Room on the 3F, grab and examine the Dragonfly. The wings will be removed, turning it into a Dragonfly Key. Take the Key and use it on the large ant picture on the other end of the room. This will start the Carousel and give you access to a ladder going up. There is also a Green Herb.

44 Acquire The Last Hex Medallion (Airforce) PRES [10]

The 4F of the Private Residence has a Save Point. Push the crate to the right and then climb up to get the another File and the Blue Hex Medallion. You will also find an Ink Ribbon and H. Gun Bullets. Return down and meet Alexia...er..Alfred and Steve. Find a secret door to the other room. Go to the wig and discover a surprise. The Self Destruct will activate, but you have time. Head to the Airport.

45 Use The Three Hex Medallions AIR [7]



Make sure you have the three Hex Medallions and head to the outside of the Palace where you will meet up with Steve. Follow him to the Underground via the submarine. Once inside, go to the Airplane Entrance [7] and activate the glowing computer screen to retract the elevator. Place all three medallions on the elevator controls and hit the switch to lower the elevator to the plane's entrance.

46 Raise The Bridge, Find The K-402 Key AIR [8] [7] [5] [6] [9] [10]

Inside the Plane [8], a Save/Storeroom (Ink Ribbon), Steve will tell you that he can't take off without getting the bridge raised so grab the Lever and return back to the rear area [5] and up the elevator to the bridge controls [9]. Use the Lever to raise the bridge and proceed across and into the next room [10]. Locate the K-402 Gate Key on the corpses in back and return down to use it on the K-402 lock next to the elevator [5].

47 Return To The MTF? AIR [11]

Inside you will find a Save/Storeroom - AIR [11], stock up on plenty of ammo and health.

There are Green Herb x2, H. Gun Bullets, and G Rounds (gray).

There is an elevator door jammed by two crates. Push the crate in the middle of the door forward. Then push the crate on the bottom left all the way to the right and then in. The light above the door will turn green and you can enter the elevator to go up.

48 5 Minutes To Escape - VS. MTF [1] [1A], Passage

49 Plane's Cargo Room - VS.

Disk 2

50 Get The ATT Map ATT [1] [2]

51 To the Basement & The Save/Storage Room ATT [3] [4]

52 Get the Red Key & AK47 ATT [5] [6]

52A OPTIONAL - Black Temperature Sensitive Plug ATT [6]

53 Use the Red Key, Restore The Power ATT [5] [7] [8]

54 Get the B.O.W. UPC Label ATT [9]

55 Use the UPC Label & Start The Conveyor System ATT [5]

56 Return to The BOW Room, Get the Gas Mask ATT [9]

57 Return to The Save Room, Get The Blue Key ATT [4] [10]

58 Use The Blue Key ATT [11] [12]

59 Get & Modify The Valve Crank ATT [13] [14]

60 Shut Off the Gas, Grab Sniper Rifle ATT [7] [7A]

61 To the Heli-Pad - VS. ATT [15]

62 The Return of Chris Redfield MTF [28]

63 Meet The Worm, Access The Elevator MTF [29] [30]

63A Meet The Worm, Access The Elevator MTF [29] [30]

64 Move The Tank MTF [21] [24]

65 Get The Battery MTF [31]

65A OPTIONAL - Get the Golden Luger MTF [32]

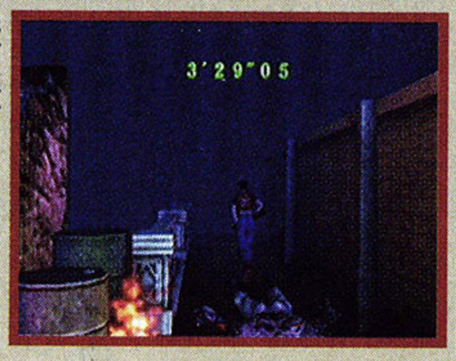
66 Use The Battery, Get The Cabinet Key MTF [21] [20]

67 Discover A Face From Evils Past MTF [26]

68 Get The Side Pack MTF [10] [11] [4]

69 Arm The Shotgun MTF [18] [17]

48 5 Minutes To Escape VS. MTF (1) (1A), Passage



After watching Alexia unleash a Tyrant, you will arrive in the MTF Entrance [1A] [1] and have just minutes to get back to the plane. Return toward the Palace. In the Passage you will meet up with the Tyrant - T-078. This thing is a pushover if you have some firepower. Keep your distance and do not fire when it is on its knees. Now get to that plane!

DISK 2 Antarctic Transport Terminal (ATT) (Latitude 82.17 degrees)

50 Get The ATT Map ATT (1) (2)

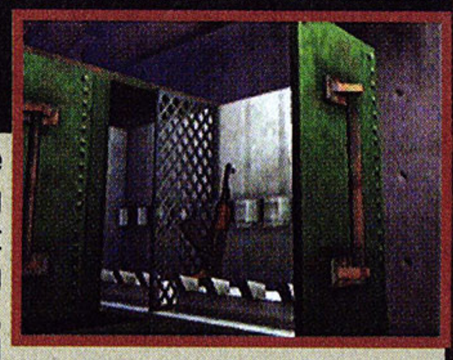
After leaving the plane [1], move across the catwalk, down the ladder and into the first room [2].

Follow the (circular) catwalk to the Bunk Room. Inside you'll see Explosive Arrows sparkling in the distance. Grab them, the H. Gun Bullets (there is a total of four in the room), and the Health Spray, then get ready for a fight. In a foggy area on the west wall, you will find the ATT Map. It's hard to see, but it's there. There is also an Ink Ribbon here. Lastly, a Diary File is on the table. Leave and head down the stairs.

51 To the Basement & The Save/Storage Room ATT (3) (4)

At last! The stairs down to ATT B2 [3] will lead you to the Save/Storage Room [4]. Beware of the moths and note the Poison Cure in the corner. Inside the Save/Storage, grab the Arrows, Ink Ribbon, File, and Green Herb. Note the Locked Cabinet.

52 Get the Red Key & AK47 ATT (5) (6)



Through the Cargo Area [5] is the Weapon Room [6]. Before entering the Weapon Room in the northwest corner you will notice something shiny. Along with some zombies, inside the Weapon Room you will find a Red Key which opens the door in the outer room. The AK47 (which takes two inventory slots) is in a green cabinet.

52A OPTIONAL - Black Temperature Sensitive Plug ATT (6)

A Black Temperature Sensitive Plug is found in the very back of the Weapon Room [6]. Use the Plug on the C4, right next to where you found it. If you have the Lighter, use it to explode the C4. Inside the locker are H. Gun Bullets x3.

53 Use the Red Key, Restore The Power ATT (5) (7) (8)

Consult the in-game map to find the green flashing door [5] and use the Red Key to enter [7]. Move to the south and enter the door to the Generator Room [8]. There are three dogs inside. After they've gone, find your way to the blue glowing switch. Hit the Blue switch to activate the generator and then move to the other Blue switch (it was Red) to restore the power. There is also Green Herb x5 and H. Gun Bullets x2. On your way out, inspect the Gas Main by climbing up the two tiers.

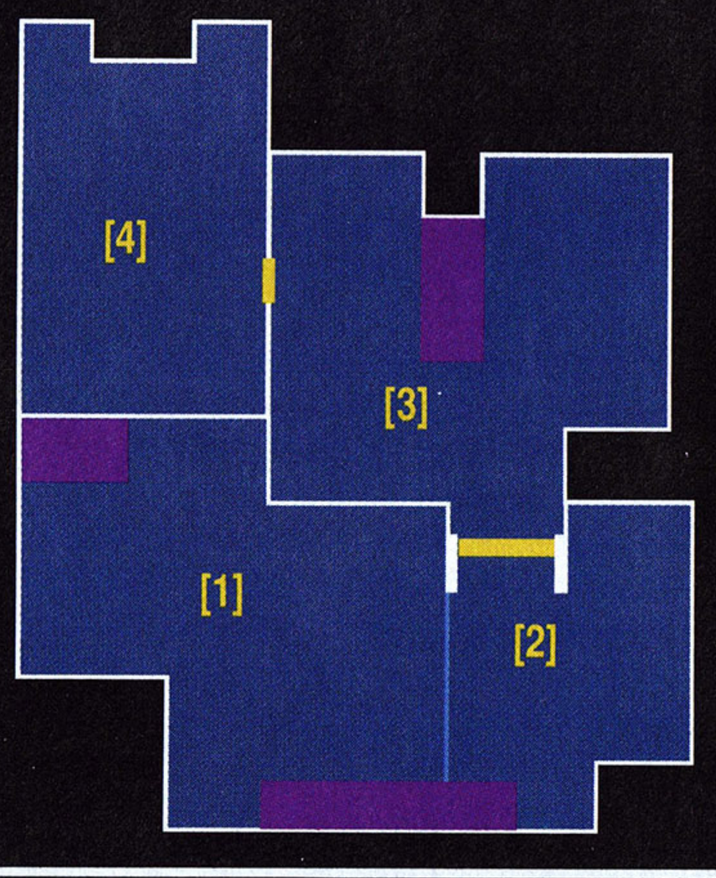
49 Plane's Cargo Room VS.

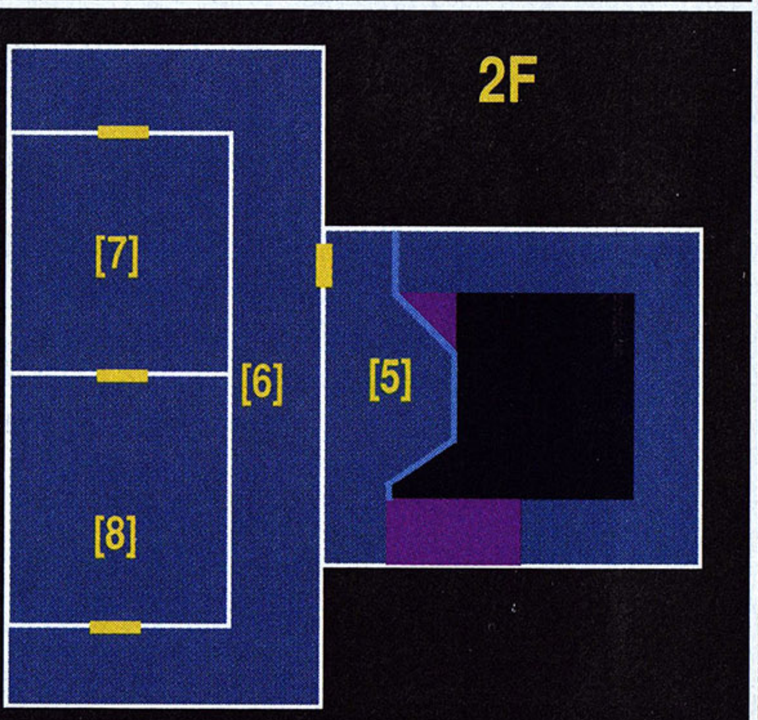
The plane will take off and it appears our heroes will make their way to a nice tropical island. Maybe Hawaii. But wait...Alexia is up to no good. The cargo room hatch is open. Investigate the disturbance, but be sure to stock up for another fight.

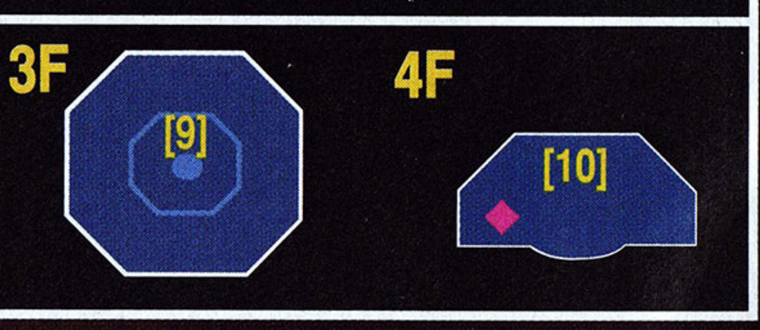
VS

First hit the blue switch to activate the cargo release. This will push the Tyrant to the back of the plane. The Tyrant will only attack you when in close proximity, so try to keep him at a distance and hit him with long range attacks. Explosive arrows work best and Yellow Grenades also have a fairly good range. The Tyrant has two attacks: A rushing sweep followed by a stationary slam punch. You will most likely get knocked down by a few rush attacks, but you will have enough time to get out of the way as the Tyrant winds up for his second attack. Whatever you do, don't get trapped between the console and the cargo boxes (next to the door). However, you will hear a beep when the Cargo release is reset and you can repeat the tactic again. Keep an eye on your health. After some blasts the Tyrant will weaken and not be able to push the cargo back into the plane.

PRIVATE RESIDENCE 1F (PRES)







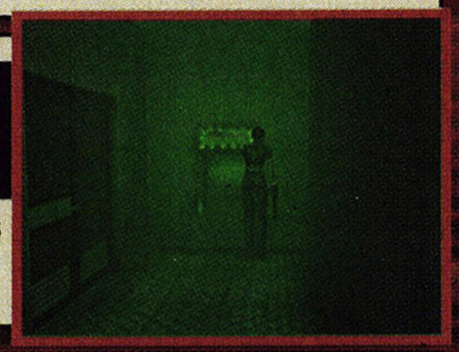
54 Get the B.O.W. UPC Label ATT (9)

In the B.O.W. Storehouse (spider room) [9], a couple of arachnids will be on your tail. Be sure to aim down when trying to exterminate them. In the back of the room, next to the giant web, grab the B.O.W. UPC Label. There's also Blue Herb, Green Herb, H. Gun Bullets x2, and Arrows.

55 Use the UPC Label & Start The Conveyor System ATT (5)

In the main Cargo Room [5], locate the B.O.W. crate in the center room. Place the UPC label on it. Hit the Blue Switch on the side panel and then the other switch on the console. This will activate the conveyor system.

56 Return to The BOW Room, Get the Gas Mask ATT (9)



Immediately inside the door [9] you will now find the Gas Mask is accessible.

57 Return to The Save Room, Get The Blue Key ATT (4) (10)

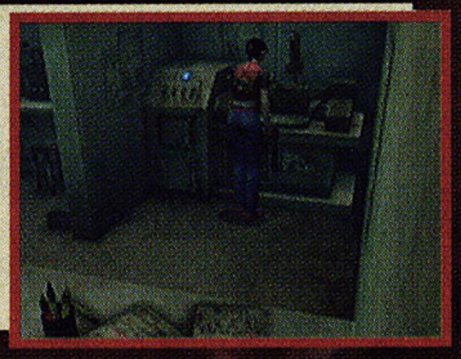
Now that the power is on you can investigate the racket. Push the bookcase to reveal a secret room. Open the locker to find a Note File and then hit the switch to activate a secret door. Inside this secret room you will find a Flower Pot. Examine this item to find the Blue Key.

58 Use The Blue Key ATT (11) (12)

Return up to the B1 level and consult your map to locate the green flashing door [11]. Attempt to activate the panel [12] and Steve will meet up with you. He will raise the bore machine and then become distracted by Claire's beauty.

59 Get & Modify The Valve Crank ATT (13) (14)

With the Gas Mask, enter the inner room and grab the red Valve Crank. With the Valve Crank, go into the Machine Shop [14] where you'll find a zombie locked in a cage with some serious booty. Ignore this and place the Valve Crank in the machine in the back. Also in the room find the H. Gun Bullets x2, an Ink Ribbon, and Green Herb x2.



60 Shut Off the Gas, Grab Sniper Rifle ATT (7) (7A)

Return to the B2 and use the Valve Crank on the pipe to shut off the gas [7A]. (You need the Gas Mask). A sweet cutscene will ensue. Climb back down [7] to the level where Alfred fell and grab his Sniper Rifle.

61 To the Heli-Pad - VS. ATT (15)

After seeing the release of a nasty tyrant, hop into the Bore Machine and bust through the wall. You will arrive at the Heli-Pad on level 1.

VS

The last battle will be activated by attempting to go down the stairs. The key to this battle is to hit the beast in the heart. This foe is incredible slow, so keep at a distance. Otherwise, its long tentacle will swipe you and possibly knock you off the platform. This tentacle will also release poison, so try to avoid this as well. The optimal weapon is the Sniper Rifle as you can attack from a distance and get a nice scope into the heart area. It is probably best to use up any other ammo you have first and then go to the Sniper Rifle. Also note that there is Health Spray and H. Gun Bullets in the lower corners.

62 The Return of Chris Redfield MTF (28)

You enter MTF level B3 [28]. Immediately ahead is a Green Herb and a little further ahead is a familiar face. After a cutscene, go ahead to the Save/Storage and do what ya gotta do. Grab the Ink Ribbon and the Arrows.

A Note On Weapons: Any weapon or item that is left in the Storage Box at the end of Claire's adventure will be accessible by Chris. Keep this in mind if you want to help him out on his adventure.

63 Meet The Worm, Access The Elevator MTF (29) (30)

Immediately upon entering the cave [29], the worm will attack. Run to the other side of the room and activate the elevator [30]. It will take some time to get down, so avoid the worm until it arrives. This is a good time to pick up the Green Herb, Blue Herb, H. Gun Bullets, and Arrows. Once at the top, you will be in familiar surroundings.

63A OPTIONAL – Fight the Worm, Get The Uzis MTF (29) (28)

Although it is possible to outrun the worm, you can fight it to acquire some extra items, namely the Uzis. Immediately upon entering the worm area [29], go toward the Herb. This small area will keep you relatively safe as you pelt the worm with a Pistol. Explosive Arrows will put him down in four or five shots. After taking down the worm, he will spit out a friend. He will give you the Lighter. Return to the Save/Storage area [28] and use the Lighter on the Statue. It will reveal the Uzis.

64 Move The Tank MTF (21) (24)

From the jeep Garage [21], head into the Tank Yard [24] and notice the Arrows. Go to the back of the Tank and find the red button to activate it, revealing the elevator and some H. Gun Bullets. Go down.

65 Get The Battery MTF (31)

Proceed down the hall [31] where you will find Shotgun Shells, Green Herb, and Blue Herb. Further down the hall you will find the red Battery. Two spiders will surprise you.

65A OPTIONAL - Get the Golden Luger MTF (32)

Inside the Save/Storage Room there is a cabinet with three drawers. The combination is pretty easy. Just open the drawers in this order: Red, Green, Blue. Then open the bottom drawer to get the Luger. Storing this item will allow you to play as Steve in the Battle Game which is found by completing the adventure. Also, there is a Poison Cure, H. Gun Bullets, Shotgun Shells, Ink Ribbon, and G Rounds (yellow).

66 Use The Battery, Get The Cabinet Key MTF (21) (20)

Inside the Jeep Garage [21] on the MTF 1F, place the Battery into the yellow lift and take it up to the 2nd Floor [20]. After taking the lift, grab the Cabinet Key and File from the shelf.

67 Discover A Face From Evils Past MTF (26)

Move into the MTF Control Room [26] and you will hear a fair lady chirping. You will also see a familiar face from Resident Evil's past. It's Albert Wesker.

68 Get The Side Pack MTF (10) (11) (4)

Cross outside and you will see an Eagle Plate washing down the ravine [10]. Enter the area that is just a shadow of its former self [11]. Inside [4] you will find a Side Pak that provides two more inventory slots. Arrows are also here.

69 Arm The Shotgun MTF (18) (17)

The Shotgun is found by taking the elevator [18] to B1. Inside the hallway [17] will be access to a new level B2 area [33] via the stairs. Take them down to find the Shotgun. Taking the Shotgun will raise the stairs. There is also an Ink Ribbon and H. Gun Bullets. Note: With the stairs retracted you cross the water and go up the ladder. You will find yourself in the hall where you found the Battery [31].

70 Chemical Epsilon & Door Knob MTF [35] [36] [37] [38]

71 Use the Door Knob, Grab the Model Tank MTF [3] [39]

72 Use The Model Tank In Gallery, Get The Elevator Key MTF

73 Use The Elevator Key Activate the Elevator MTF [35] [36] [14A] [2]

74 To MTF Main Entrance, Get The Chemical Alpha MTF [2] [5] [8] [9] [16] [15] [25]

75 To The Airport MTF [1A], AIR [11]

76 Fix The Bridge AIR [6] [9] [10]

77 Lower the Bridge, Get The Hex Medallions AIR [9] [7]

78 Use The Hex Medallions MTF [23]

79 Get The Eagle Plate - Vs. MTF [40] [41]

80 Use The Chemical On the Eagle Plate

81 Use the Gold Key MTF [31]

82 Chris takes the Harrier to the ATT ATT [1A] [1]

83 To the B2 Save Room, Get The AA Cube ATT [4]

84 Get The Valve Crank ATT [12]

85 Uncage The Zombie ATT [14]

86 Take the Elevator To ATT B5 ATT [15] [17]

87 Use The Crank, Restore The Power ATT [18] [19] [20]

88 Get The Map ATT [21]

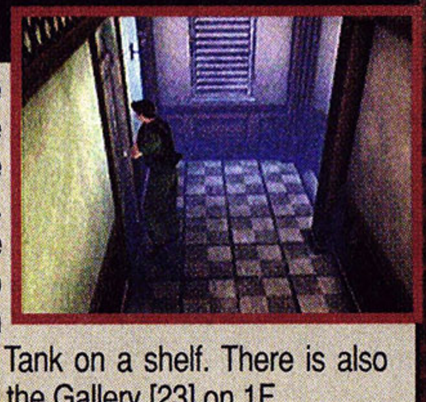
89 Take The Elevator To B6 ATT [22] [23] [24]

90 Use The AA Cube, Get the Blue Stone ATT [25]

70 Chemical Epsilon S & Door Knob MTF [35] [36] [37] [38]

From the Shotgun, continue up to the B1 Lab [35] (there is Green Herb at the stairs [34]). The AK-47 Ammo is acquired by turning on the computer. Enter the B1 Lift Area [36] and go immediately through the next door [37] (do no pick up the Knob). Look for the cabinet [38] and use the Cabinet Key to open the door. Set the temp to 12.8 (# found in the 1F Gallery) to get the Chemical Epsilon. In the inner Lab are Shotgun Shells, H. Gun Bullets, and Red and Blue Herb.
Exit and go for the Gold Door Knob [36]. You've been spotted! Run from these beasts and be on the lookout for more of these robots.

71 Use the Door Knob, Grab the Model Tank MTF [3] [39]



Head to the door indicated by the green flashing light on the in-game map [3]. The only route is to replace the Shotgun and lower the stairs. Take the elevator [18] to 2F. The Door Knob will give you access to the area above the Garage [39]. On this catwalk you will find a Model Tank on a shelf. There is also some H. Gun Bullets. Now head to the Gallery [23] on 1F.

72 Use The Model Tank In Gallery, Get The Elevator Key MTF [23]

Placing the Model Tank into its place on the MTF replica [23] will open a panel. Grab the Key and the book File from it. Head to B1 via the elevator [18].

73 Use The Elevator Key Activate the Elevator MTF [35] [36] [14A] [2]

Return to the B1 Lab [35] via the stairs next to the Shotgun. You'll meet with Wesker and soon be confronted with a stretch tyrant. Take 'em out and continue out to the Elevator [36] [14A]. Go to the control panel with the red flashing light. Use the Elevator Key and you will move up to the 1F. Before venturing forward [2], push the box to access the Explosive Arrow Kit.

74 To MTF Main Entrance, Get The Chemical Alpha MTF [2] [5] [8] [9] [16] [15] [25]

Follow a new path through the MTF Office [5]. Look for Shotgun Shells and G Rounds (yellow), and a path [8] will lead to the outside MTF Courtyard [9]. Take the ladder down to B2. At the bottom of the ladder is a lever. Throw it to activate the fan and clear the noxious gas [16]. In the next area [15], beware of the hunter and enter the small workroom [25]. On the desk in back is a kit that will modify your Handgun. Next to this is the Chemical Alpha. Take this and mix Chemical Alpha with Chemical Epsilon. Return to 1F and to the front Entrance [1].

75 To The Airport MTF [1A], AIR [11]

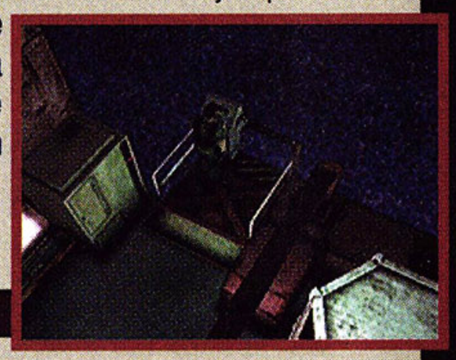
Take the Elevator found in the front of the MTF. Look out for the Hunters. It will bring you down to the Airport Save/Storage Room [11].

76 Fix The Bridge AIR [6] [9] [10]

Take the lift up [6], cross the bridge [9], and go to the lighted panel [10]. You will faced with a puzzle. Read the instructions or just fiddle around. A possible solution is to hit 3 twice, then 5, and then drain the main cylinder. After it drains, again hit 3 twice and the 5 again. This will awaken the zombies. Exit or take them on and then find the Shotgun Shells.

77 Lower the Bridge, Get The Hex Medallions AIR [9] [7]

Throw the handle [9] to lower the bridge to the Airport 1F. Cross the bridge and return to the area where you placed the Hex Medallions with Claire [7]. Power down the lift via the computer and grab the three Hex Medallions. Return to the MTF.

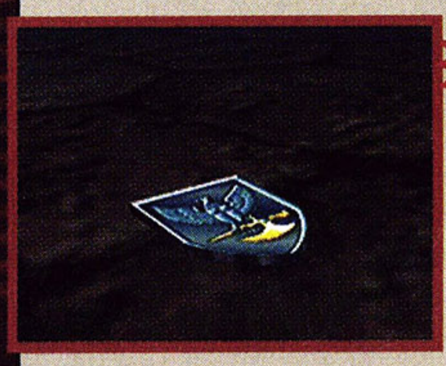


78 Use The Hex Medallions MTF [23]

As if you don't know where you are going by now! Get to the Gallery by taking the route that bring you through the Boiler Room [16] and to the small elevator [18]. Once at the Gallery [23] place the Hex Medallions to access a lever. Throw the lever to reveal a ladder down. Before you go, grab the Green Herb and Shotgun Shells.

79 Get The Eagle Plate – Vs. MTF [40] [41]

In the B1 passage [40], you will find two spiders. Grab the Green Herb and G Rounds (gray), and continue down the ladder to B2 [41]. Grab the Green Herb x2 and Blue Herb and move into the Albinoid Room [41].



VS

Trying to kill the Albinoid can waste ammo. Entering the water before it is dead can waste your herb supply. The choice is up to you. Make a dash for the Eagle Plate in the center while healing or attempt to pick off the Albinoid from the side of the pool. If you choose the latter, make sure that the Albinoid is close and aim down. The Shotgun or Grenade Launcher are good choices for this, as are the Uzis. Also, there is H. Gun Bullets here.

80 Use The Chemical On the Eagle Plate

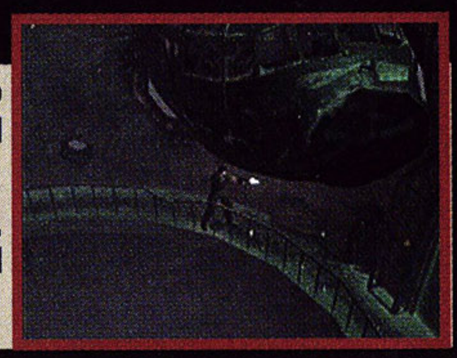
Mixing the Eagle Plate and the purple Chemical will melt the Plate to reveal the Gold Key.

81 Use the Gold Key MTF [31]

Make your way to the passage [31] under the Tank. Before you use the Gold Key, be sure to save and stock up. Use the Gold Key to open the door at the end. Chris Redfield away!

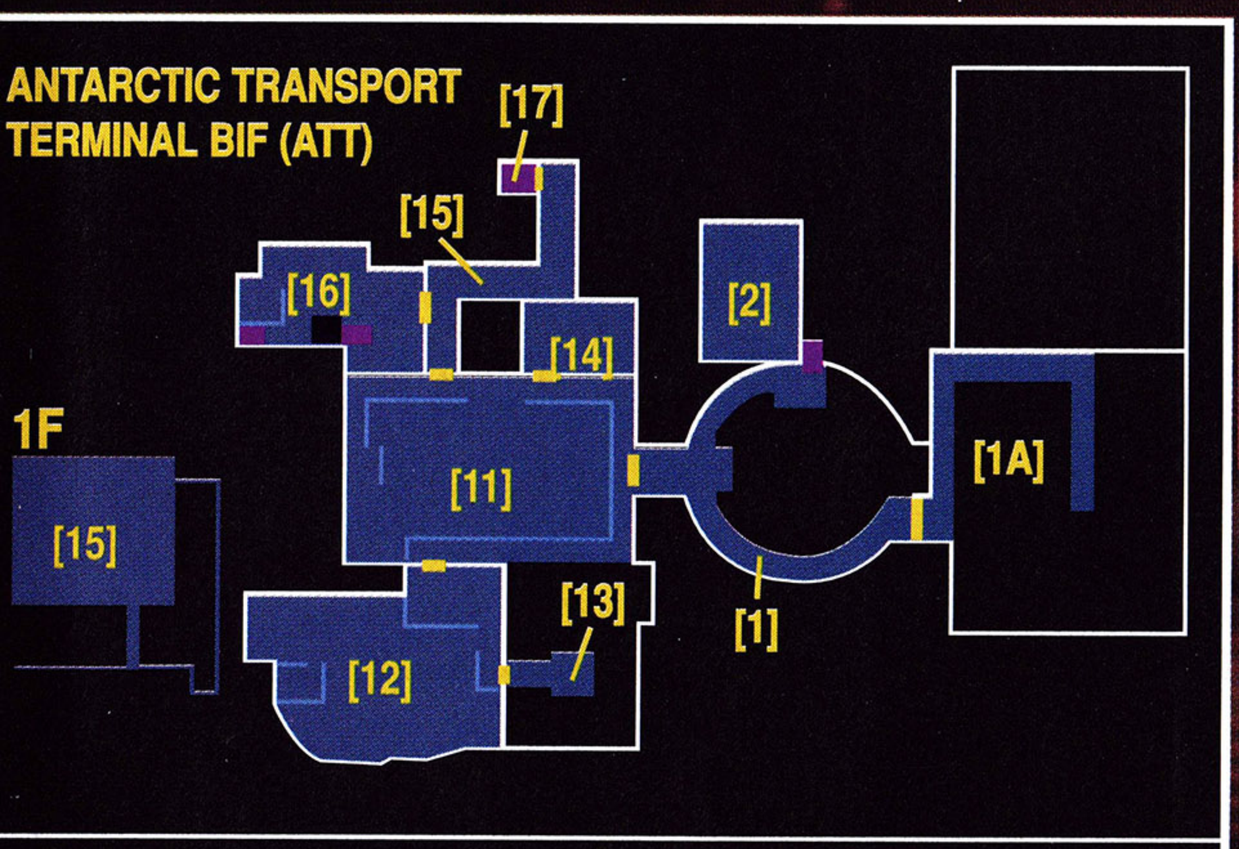
Back to ATT

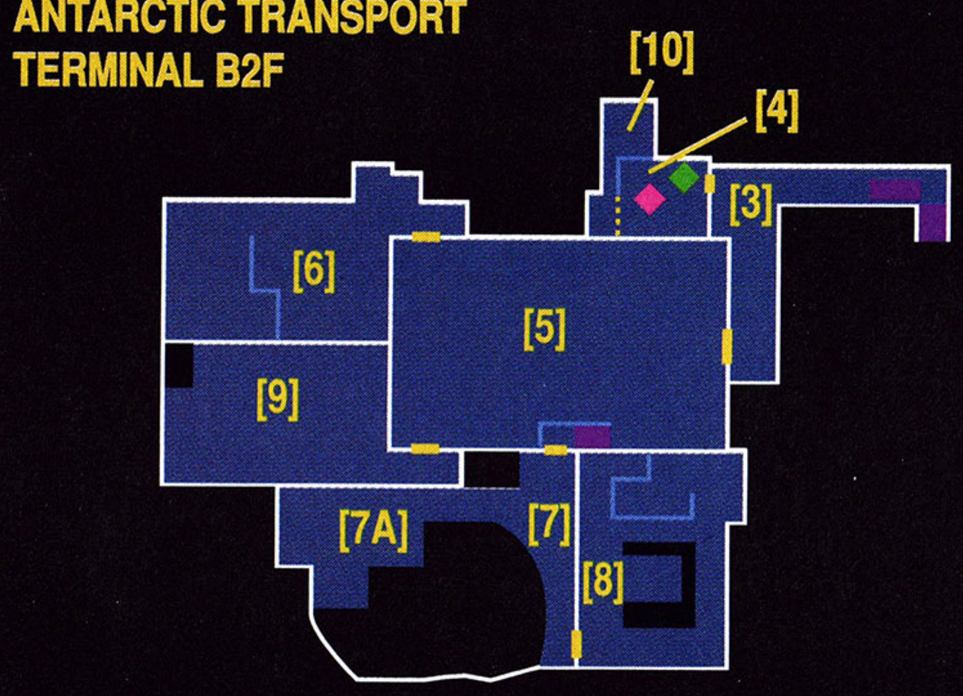
82 Chris takes the Harrier to the ATT ATT [1A] [1]

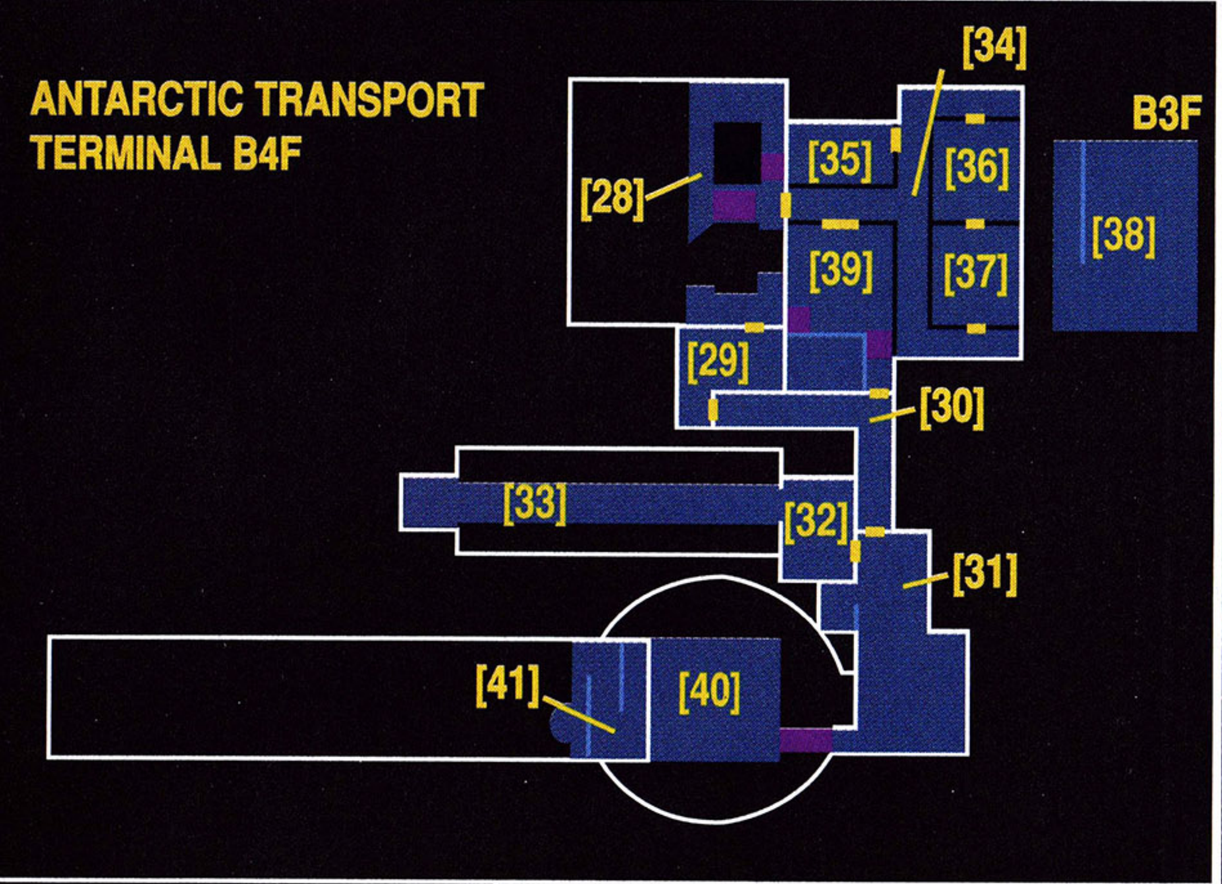


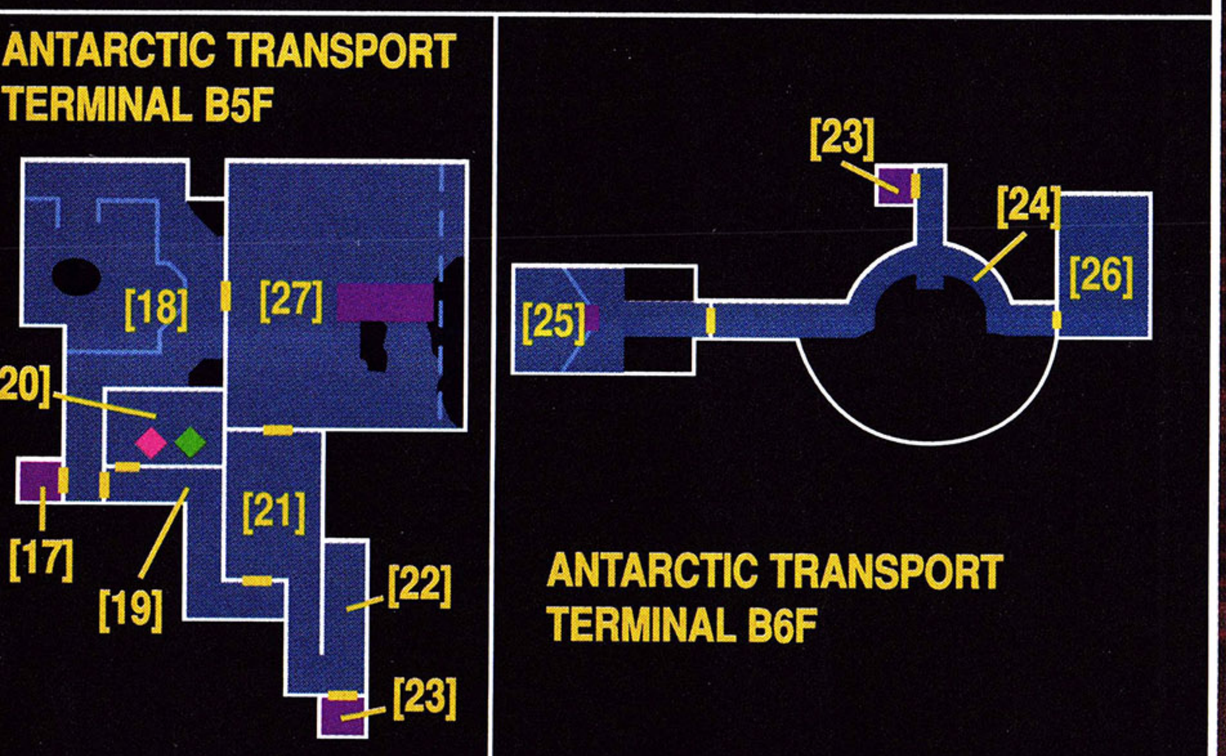
Check the in-game map to get you bearings [1A] and head out the door.

At the circular catwalk [1], shoot the tentacles until they retract.

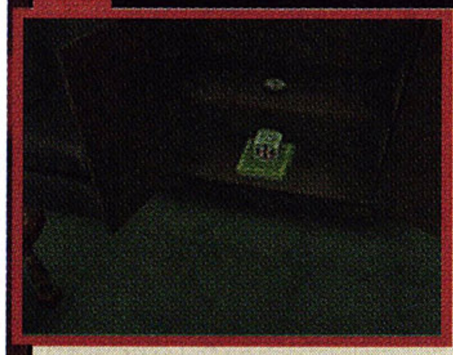








83 To the B2 Save Room, Get The AA Cube ATT (4)



Remember that locked cabinet [4]? Place the large Gold Key into the receptacle to open the cabinet. Inside will be the AA Cube, File, and an Ink Ribbon. There are also G Rounds in the Bunk House on B1 [2].

84 Get The Valve Crank ATT (12)

In the Crane Room in the southwest corner of B1 [12], the entire ATT has filled with water up to the B1 Level. Cross the ice to grab the Valve Crank from the gas main. Zombie Attack!

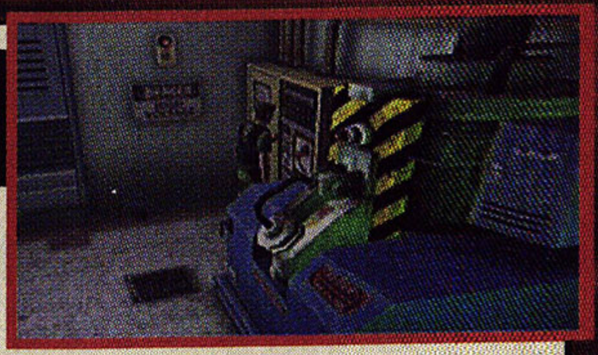
85 Uncage The Zombie ATT (14)

Head for the Machine Room [14] (with the caged zombie) and you'll find a Briefcase (w/ Magnum Rounds) and Shotgun Shells.

86 Take the Elevator To ATT B5 ATT (15) (17)

A new area is accessible on the B1. Upon entering the hall [15], a cutscene will show you another mini-robot. Waste no time and dispose of the Hunter. The Elevator [17] will take you to B5. If you get into trouble, just enter the door to the Fire Control Room [16].

87 Use The Crank, Restore The Power ATT (18) (19) (20)



In the High Voltage Room [20], use the Valve Crank to restore the power connection. Hit the switch on the opposite side to turn on the power. This room doubles as a Save/Storage Room so grab the H. Gun Bullets x2, Shotgun Shells, Ink Ribbon, Green Herb x2, and Blue Herb.

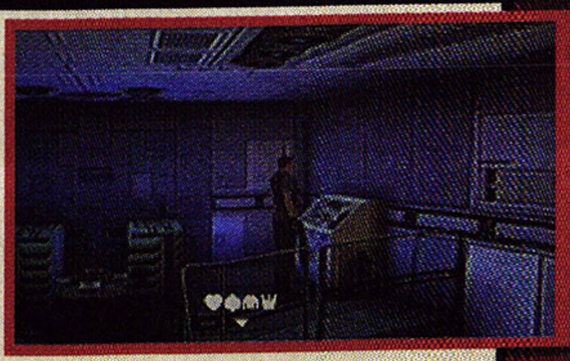
88 Get The Map ATT (21)

On your way to the familiar RE room, take a look at the zombie horde [19]. Take your time and collect the Blue Herb and Green Herb x2. Once inside [21], push the statue over the crack in the floor. Get the ATT Map. Also grab Shotgun Shells & H. Gun Bullets.

89 Take The Elevator To B6 ATT (22) (23) (24)

Continue into the Tiger Hall [22] (note the Tiger Statue) where you will find an elevator down to B6 [23]. Here you will find a Giant Hive [24]. Immediately upon entering this bug-infested area, look for the Dragonfly Wing #1. To the east and west you will find doors and a Green Herb.

90 Use The AA Cube, Get the Blue Stone ATT (25)



The door to the West of the Giant Hive is a Control Room [25] seen earlier. Grab the T-Veronica Memo File and go up to the small stairs to a side console. Activating the console will show you a four-character code. Write it down. To decipher the code, use either trial and error or examine the Cube. For example: if the first character is AA, examining the opposite side of the Cube would show a Heart. Decipher the remaining digits the same way.

Once the drawer is open, place the AA Cube in it. Alfred will pop in and you can then find his Blue Ring. Examine it to reveal the Blue Stone.

90A OPTIONAL - More Ammo? ATT [26]

91 Get The Valve Crank Adapter ATT [22]

92 Find Dragonfly Wing #2 & #3 ATT [18]

93 Enter The Mansion, Discover a Sibling ATT [27] [28]

94 Flash To Weapons Room, Locate The Antidote ATT [16] [6]

94A OPTIONAL - Extinguish The Fire, Get The Magnum ATT [16]

95 Use the New Valve Crank, Get The Crane Key ATT [16]

96 Use Crane Key, Get The Green Stone ATT [11]

96A OPTIONAL - Back to Claire, Save & Store ATT [20]

NOTE Steps 97 - 101 are extremely difficult. The sequence may take a number of tries to master.

97 Return to Heal Claire ATT [27]

98 Control Claire, Find Steve ATT [29]

99 Locate Emergency Destruction System Card ATT [30] [31]

100 Use the Emergency Destruction System Card - VS. ATT [32]

101 Back To Chris, The Fight Is On - VS. ATT [27]

102 Get the Red Stone ATT [27]

103 Use the Three Stones ATT [28]

104 Grab the Biohazard Key ATT [34] [35]

105 Use the Biohazard Key ATT [27] [21] [22]

106 Turn Off The Power, Take The Red & Blue Gems ATT [20] [22]

107 Use the Gems & Find The Dragonfly Body ATT [35] [36] [37]

108 Get Fly Wing #4, Make The Dragonfly Key ATT [38]

109 Find Claire, Get Emergency Destruction System Card ATT [31]

110 Use the Fly Key & Start The Destruction Sequence ATT [39] [40]

111 The Final Conflict - VS. ATT [40]

90A OPTIONAL – More Ammo? ATT [26]

From the east of the Hive is a small office. Inside you will find another T-Veronica Memo, as well as Blue Herb, Green Herb, and H. Gun Bullets.

91 Get The Valve Crank Adapter ATT [22]

In the Tiger Hall [22], grab the Blue Gem to turn the Tiger. It reveals a Valve Crank Adapter. Replace the Blue Gem and take the Red Gem to reveal the Magnum Rounds. Leave the Gems in their place and combine the Valve Crank with the Adapter.

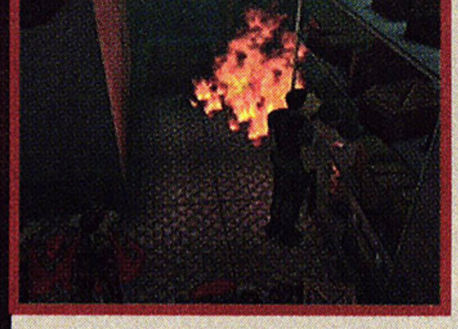
92 Find Dragonfly Wing #2 & #3 ATT [18]

In the main area of level B5 is a Garden Area. You will be greeted by a hunter. Look for the Dragonfly Wing #2 next to the carousel. Jump in the water to find #2 on the urn. There is also Green Herb x2.

93 Enter The Mansion, Discover a Sibling ATT [27] [28]

Look! [27] It's a replica of the Mansion from the original RE...or is it the original??? Take the stairs up to level B4 to find your trusty Knife [28]. Venture back down and go behind the stairs [27]. Use the Knife to be reunited with a family friend.

94 94 Flash To Weapons Room, Locate The Antidote ATT [16] [6]



The in-game map will instruct you where to go next. Return to B1 and enter the Fire Control Room [16]. Go down to the Weapons Room [6] via the lift in Fire Control Room. Kill the Zombies and grab Antidote Serum from the shelf.

94A OPTIONAL - Extinguish The Fire, Get The Magnum ATT [16] [6]

If you still have the Fire Extinguisher, use the blue switch to raise the extinguisher barrel and refill the Extinguisher [16]. Put out the fire in the Weapons Room [6] to access the Magnum. If you have the Lighter or didn't use it in Claire's Adventure, go to the back locker and use the Lighter to explode the C4 with the Temperature Sensitive Plug. It reveals H. Gun Bullets x3.

95 Use the New Valve Crank, Get The Crane Key ATT [16]

In the Fire Control Room, take the lift up and use the new Valve Crank to drain the pool. Climb down the ladder and at the pool bottom you will find a Crane Key, and be attacked!

96 Use Crane Key, Get The Green Stone ATT [11]

The Crane is locate in the large room on B1 [11]. Use the Crane Key and it will raise an ugly sight. A cutscene will commence and a giant spider will be revealed. In the middle of the ice, next to the hanging beast is a piece of Green Jewelry. Avoid the spider and get the piece. Examine it to reveal the Green Stone.

96A OPTIONAL - Back to Claire, Save & Store ATT [20]

Before returning to Claire, it is recommend that you store excess health and weapons, namely the Shotgun [20].

NOTE Steps 97 - 101 are extremely difficult. The sequence may take a number of tries to master.

97 Return to Heal Claire ATT [27]

After returning to the Mansion [27], a cutscene show Claire being healed. A large event then occurs.

98 Control Claire, Find Steve ATT [29]

Claire takes over [29] and finds herself in rough shape - but at least she still has some weapons. Gather the Green Herb, Red Herb, H. Gun Bullets, and Shotgun Shells.

Pilfer the Storage Box. Push the Bookcase to reveal a gun mount. If you stored the Shotgun, place it on the mount. A picture will move to reveal some G Rounds (red/gray). Store the G Rounds for Chris. Speaking of Chris, have Claire open the Briefcase if he stored it. Chris will appreciate the Magnum Rounds.

The Shotgun, Pistol, and/or Bow Gun (with Explosive Arrows) are recommended for the next steps.

99 Locate Emergency Destruction System Card ATT [30] [31]

The hall to the south of where Claire started is the Tentacles Hall [30]. It leads to the Detention Center [31] with locked zombies. In the middle of the room, stairs will lead up to a Cannon. Underneath the Cannon is a File. Turn the crank on the Cannon to reveal a Glass Ball with an object inside. Beware of the large stone that will drop. The object is to set the Glass Ball in the center of the stone's shadow.

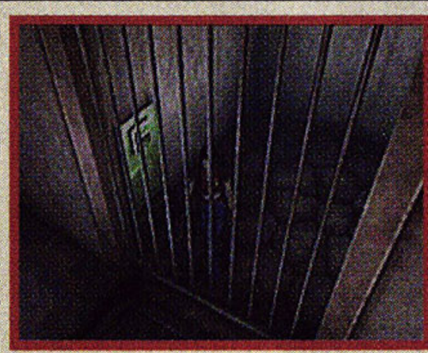
Get a straight line up with the cell door and run through the shadow to the other side. Use the extra time it takes the stone to recoil and when you are in the middle, quickly press the inventory menu button and use the Glass Ball. The rest will be done for you. To then get the Emergency Destruction System Card, use the same tactic, but hit the action button to grab the card. In the open cell find Arrows x2.

100 Use the Emergency Destruction System Card - VS. ATT [32] [33]

Using the Emergency Destruction System Card in the Empty Room [32] will open the bars to the Knights Room. Follow to the room with the long East/West Hall [33] and you find Steve. You will see an insane cutscene.

VS

Immediately take a shot at the beast with the Shotgun or explosive Arrow. This will stall his attack and give you some time to retreat. You may get hit as you retreat, so quickly turn and fire again. You should try to heal at this point and continue your retreat. If done correctly, you should only get hit two or three times and make it under the gate in time. This boss is extremely difficult to escape from.



After your escape, the long scene will bring you back to Chris.

101 Back To Chris, The Fight Is On - VS. ATT [27]

VS

Keep moving because if Alexia grabs you, it will mean instant death. She has two attacks: an acid spit at close range and a fire spray. Lead her around, taking a few shots, and then run again. Her fire spray takes a moment to ignite, so don't get caught in the fire. After about 25 or so shots from Chris' Pistol, Alexia should be done for – or is she?

102 Get the Red Stone ATT [27]

After the battle with Alexia [27], check the floor for the Red Jewelry. Examine it for the Red Stone.

103 Use the Three Stones ATT [28]

Collect the Stones and go to the Mansion's family portrait [28]. Use the Red, Blue, and Green Stones to reveal a new door.

104 Grab the Biohazard Key ATT [34] [35]

In the hall [34] are some zombies, as well as Green Herb x2. In the north part of the hall, the first door [35] contains a Save Point with an Ink Ribbon. The desk drawer contains the Biohazard Key. Also, check the jacket for some Health Spray.

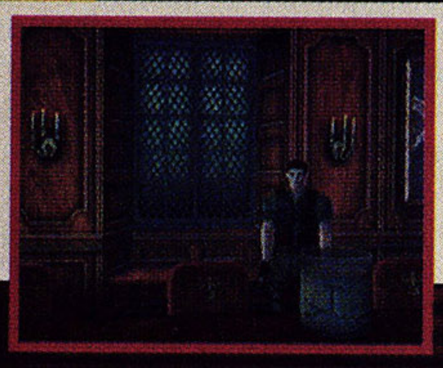
105 Use the Biohazard Key ATT [27] [21] [22]

Use the Biohazard Key to open the double doors on the level B5 (consult the in-game map) [27]. Go to the Tiger Statue [22], remove the Red Gem to access the Magnum Rounds. Be sure to return the Gem when prompted.

106 Turn Off The Power, Take The Red & Blue Gems ATT [20] [22]

Go to the High Voltage Room [20] and turn off the power. This will disable the doors into rear of the mansion. It will also disable the Tiger Statue. Go to the Tiger Statue (via the Mansion entrance) and take both the Red and Blue Gems. Return to the hall on level B4.

107 107 Use the Gems & Find The Dragonfly Body ATT [36] [37] [38]



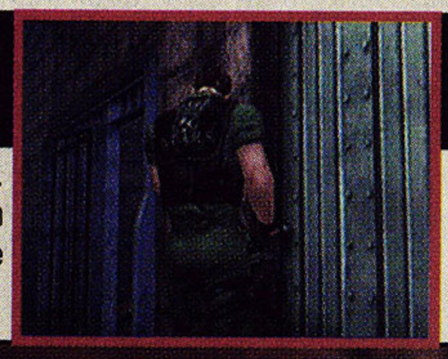
In the back rooms [36] [37] are replicas of Alfred's/Alexia's bedrooms. Place the correct Gem in the music boxes, and switch the Music Box Record from the red to the blue box. A ladder on the bed will take you up to level B3 and the Dragonfly Key [38]. Also find: Green Herb x2, H. Gun Bullets, Ink Ribbon.

108 Get Fly Wing #4, Make The Dragonfly Key ATT [39]

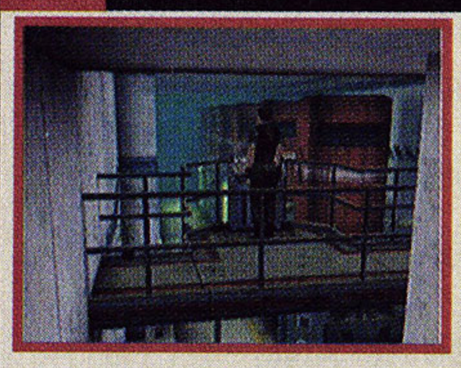
In the B4 Control Room, take the lift down and locate the blue switch. The switch opens the panel. Inside is the Dragonfly Wing #4. Combine the four Dragonfly Wings with the Body to make the Dragonfly Key. In the area are: Green Herb x2, H. Gun Bullets, Shotgun Shells.

109 Find Claire, Get Emergency Destruction System Card ATT [31]

Go to the Detention Center to find Claire locked in a room. She will give you the Emergency Destruction System Instructions. Examine the Instructions to acquire the Emergency Destruction System Card.



110 Use the Fly Key & Start The Destruction Sequence ATT [40] [41]



At the end of the Detention Center, take the stairs up and place the Fly Key to enter.

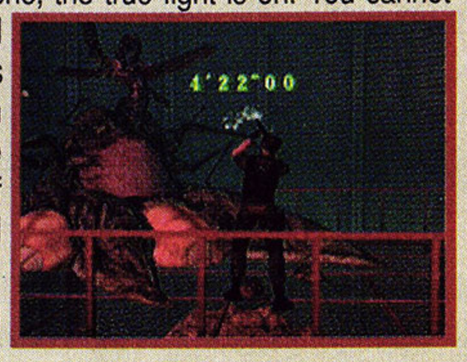
the next area. Inside are two zombies, as well as Green Herb x2. Use the Key Card to activate the computer. Enter security code VERONICA (that was found on the Files in the Hive hall). The Destruction System will activate and a countdown will commence. Make your way out!

111 The Final Conflict - VS. ATT [40]

After reuniting with Claire, a long sequence will take place and the pair will enable the Anti B.O.W Linear Launcher.

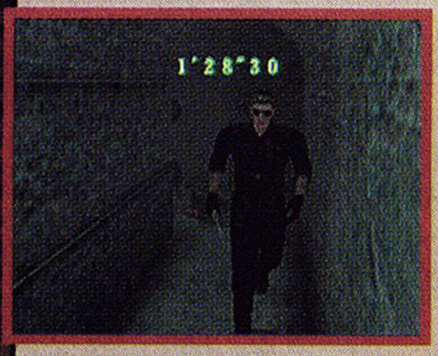
VS

After another scene it will quickly shift to gameplay and you must quickly shoot Alexia to help Claire. After yet another scene, the true fight is on. You cannot access the Launcher at this time. The altered Alexia beast is a menace and will spit acid, swipe its tentacles, and spawn creatures. Concentrate on shooting upward at Alexia's head and upper torso while keeping a eye on your health status. The weapon of choice is the Grenade Launcher. After some well placed shots. Alexia's body will separate.



The Launcher will then unlock. Grab the Launcher and aim for the sky. Fire quickly, you have unlimited ammo. One shot will do her in.

Strategy Extra



Battle Mode

You will be awarded the Battle Mode by completing the game in the hardest setting. This secret mode contains a series enemy-filled rooms where the object is to clear them out quickly. This mode can be played in either a normal, third-person view or in a new first-person perspective. Chris and Claire are available immediately, but you can find other characters to use in Battle Mode. (Note: There are probably more)

Steve – To access Steve in Battle Mode, you should have stored the single Luger that Chris located in Step 65A.

Alternate Claire – To get this lady in a funky new outfit, beat the Battle Mode with normal Claire.

Wesker – This bad guy is found by beating Battle Mode with Chris.

Alternate Chris – The elder Redfield in new duds is found by beating Battle Mode with Wesker.

SECRET ACCESS

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Nintendo 64

Monster Truck Madness

Enter all of these codes at the Password screen.

Low Rider Trucks – YRDR
Gut Bomb – BRPS
Power Missiles – Y_WNT_T
Turbo Mode – CFFNYN
New Textures – JMPNG
Change Track Color – JMPR (must choose Summit Rumble)

Johnny Nomore
Wooden Pines, WY

Rainbow Six

Invincibility – At the Title screen press Right C, then hold Z and B followed by Right Button.

Enter both of these codes at the Password screen.
Level Select (Recruit) – VZRFTMQ2G8SQ
Level Select (Veteran) – FZJFTMR2G8RQ

Sami Ryushin
Qeynos, CA

Resident Evil 2

Enter both of these codes from within the Load Game Menu. When a code is entered correctly, you will be returned to the Main Menu.

Invincibility – Down (x4), Left (x4), L Button, R Button (x2), L, Up C, Down C
Infinite Ammo - Up (x4), Right (x4), L Button, R Button, L Button, R Button, Right C, Left C

"Virtual Gap Boy 2001"
Phoenix, AZ

Mario Party 2

Bowser Land – After playing a full board game on each of the five Adventure Boards, Baby Bowser will replace Toad and will unlock Bowser Land.

Minigame Stadium – After purchasing at least 10 Minigames from Woody, the Minigame Stadium will open up revealing three game modes: Battle Mode, Duel Mode, and Trial Mode.

Minigame Coaster – After purchasing all 2 Vs. 2, 4–Player, and 1 Vs. 3 Player Minigames, the Minigame Coaster will open up.

Item Minigames – Completing the Normal Minigame Coaster course gives you the ability to purchase Item Minigames from Woody.

Battle Minigames – Completing the Hard Minigame Coaster course gives you the ability to purchase Battle Minigames from Woody.

Driver's Ed Minigame – After purchasing every Minigame, including those unlocked by the Coasters, you'll receive the Driver's Ed Minigame free of charge.

Mike Patton
New York, NY

ECW: Hardcore Revolution

Random Head Mode – Complete Tournament mode with Louie Spicolli.
Little Head Mode – Complete Tournament mode with Roadkill.
Custom Textures – Complete Tournament mode with Tommy Dreamer.
Big Head Mode – Complete Tournament mode with Rhino.
Headless Mode – Complete Tournament mode with Taz.
Big Hands Mode – Complete Tournament mode with Jason.
Big Feet Mode – Complete Tournament mode with Balls Mahoney.
Fat Mode – Complete Tournament mode with Spike Dudley.
Ego Mode – Complete Tournament mode with Chris Chetti.
Hangman Mode – Complete Tournament mode with Sal E. Graziano.
Joey Styles & Joel Gertner – Simply win the Acclaim Belt in Career mode.
Tommy Rich – Win the ECW World TV Belt in Career mode.
Taz & Louie Spicolli – Win the ECW World Heavyweight Belt in Career mode.
Cyrus The Virus – Win the ECW World TV Belt in Career mode.
Beulah McGillicutty & The Shiek – Win the ECW World Tag Team Belt in Career mode.
Bill Alfonso – Complete Tournament mode with Rob Van Dam.
Judge Jeff Jones – Complete Tournament mode with Mike Awesome.
Jobbers – Defend the ECW World Heavyweight Belt five times in Career mode.

"Mr. Monday Night"
Fargo, ND

Castlevania: Legacy of Darkness

Play as Henry – Beat the game with Cornell then save after the credits come to a close. Load this data and Henry will be available at the Character Select screen. The goal with Henry is to save seven children in seven days.

Alternate Costumes – As Henry, save two children then beat the game and save the data after the credits come to a close. Loading will reveal new outfits for Cornell.

Hard Difficulty – With Henry, save three children then beat the game and save the data after the credits come to a close. Now, using the same save data, begin a new game to encounter a harder difficulty.

Play As Reinhardt – Beat the game with Henry then save after the credits come to a close. Now, load the game and Castlevania 64's hunk, Reinhardt Schneider, will be playable.

"GI Droid"
(location unknown – last seen performing a cyber circumcision)

PlayStation

Marvel Vs. Capcom

Switch Starting Partner
After selecting your characters hold L1 until the match begins to make the tag partner take the ring.

Ex Menu
At the Title Screen, highlight the Options icon then hold Select and press Start.

Play as Roll – Beat the game with Mega Man on any difficulty setting. Now, head back to the Character Selection screen and press down at the bottom of the list.

Play as Lilith – Beat the game with Morrigan on any difficulty setting. Now, head back to the Character Selection screen and press down at the bottom of the list.

Play as Shadow Lady – Beat the game with Chun–Li on any difficulty setting. Now, head back to the Character Selection screen and press down at the bottom of the list.

Play as Gold War Machine – Beat the game with War Machine on any difficulty setting. Now, head back to the Character Selection screen and press Up at the top right corner of the list.

Play as Red Venom – Beat the game with Venom on any difficulty setting. Now, head back to the Character Selection screen and press Up at the to right corner of the list.

Play as Onslaught – Beat the game with any character under any difficulty setting. Now return to the Character Selection screen, highlight Wolverine then press Down. Hit Select and Onslaught will become playable.

Play as Orange Hulk – Beat the game with Hulk on any difficulty setting. Now, head back to the Character Selection screen and press Up at the top of the list.

Play as Mecha Gief – At the Character Selection screen, highlight Zangief, hold Select then press any button.

Evil Ryu – At the Character Selection screen, highlight Ryu, hold Start, then press any button.

Brother Ryu – At the Character Selection screen, highlight Ryu, then hold Select and press any button.

Nobunaga Oda
Commonlands, NJ

Alexi Lalas International Soccer

To unlock eight teams, do the following two codes four times, using a different shoulder button every time. By shoulder buttons we mean L1, L2, R1, and R2.

At the Team Selection screen press SHOULDER BUTTON (x3), Right (x2).
At the Team Selection screen press SHOULDER BUTTON, Up (x2), Right.

Leana Loco
Pittsburgh, PA

No Fear Downhill Mountain Bike Racing

Enter Time Trail and input "YES" as an access code. This will allow you to enter a cheat below.

All Trails – LOTSOFFEAR
Trick Trail – MONKEYBIKE
Cartoon Trail – TOONITUP
Virtual Reality Trail – JACKEDIN
Mirror Mode – EDOMRORRIM
Alien Track – ABDUCTION
All Upgrades – LOTSOFGEAR
All Riders – GOOBERS
Wireframe Mode – TIREFRAME
Low Gravity – BIGFLOATER

Jennifer Lopez
Alcatraz, CA

Pac-Man World

Invincibility – Pause the game then press Up, Down, Right, L2 (x3), Right, Left, Up.

Infinite Continues – At the Main Menu, select Classic mode then press Select to increase the continue pool.

Yaspirav Feterian
Somewhere In Canada

Thrasher: Skate & Destroy

Snowman Board – Select Axl as a character and name him ZAXIS.
Rockstar Board – Select any character and name them ROCKSTAR.
Copenhagen Board – Select Cyrus as a character and name him MARDUK.

Bumblebee Skater – Select Roach (without a hat), then enter BEESUITGUY as his name to access a skater with max stats and one strange outfit.

Extra Points – During a timed run, pause the game then hold L1, L2, R1, and R2. With this combo held press ● repeatedly to increase your score 5,000 points at a time.

"Tommy, The Gaming Tornado"
San Diego, CA

ECW: Hardcore Revolution

Random Head Mode – Complete Tournament mode with Louie Spicolli.
Little Head Mode – Complete Tournament mode with Roadkill.
Custom Textures – Complete Tournament mode with Tommy Dreamer.
Big Head Mode – Complete Tournament mode with Rhino.
Headless Mode – Complete Tournament mode with Taz.
Big Hands Mode – Complete Tournament mode with Jason.
Big Feet Mode – Complete Tournament mode with Balls Mahoney.
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Beulah McGillicutty & The Shiek – Win the ECW World Tag Team Belt in Career mode.
Bill Alfonso – Complete Tournament mode with Rob Van Dam.
Judge Jeff Jones – Complete Tournament mode with Mike Awesome.
Jobbers – Defend the ECW World Heavyweight Belt five times in Career mode.

"Mr. Monday Night"
Fargo, ND

FIFA 2000: Major League Soccer

Play as Pele – Mr. Soccer can be found in the game under the uniform number 10, playing for the Classic Brazilian team side, Santos '62–'63, as well as on the Classic Brazilian national teams, Brazil '58 and Brazil '70.

Play as Romario – This goofball is hiding under jersey number 11 for the Brazilian team, Flamengo.

Play as Ronaldo – Big Ron is hidden under jersey number 9 and plays for the Italian team, Inter Milan.

Play as Youri Djokaeff – This little cutie wears jersey number 14 and plays for the German team, Kaiserslautern.

Stanky Ol' Frankie
Cleveland, OH

Spyro 2: Ripto's Rage

Enter all of these codes at the Pause screen.

All Abilities – ● (x4), ■
Credits – ■, ●, ■, ●, ■, ●, Left, Right, Left, Right, Left, Right
Big Head – Up (x4), R1 (x4), ●
Parappa Mode – Left, Right, Left, Right, L2, R2, L2, R2, ■
Change Color – Up, Right, Down, Left, Up, ■, R1, R2, L1, L2, Up, Left, Down, Right, Up, then choose a color:
Red – ●
Blue – ✖
Pink – ■
Green – ▲
Yellow – Up
Black – Down

"The Rhino"
Toledo, OH

Rainbow Six

Enter all of these codes at the Main Menu or from the in-game Pause screen.

Unlock All Doors – Hold L1 and press ▲, ■ (x2), ▲, ✖, ●, ■, ▲.
All Maps – Hold L1 and press ✖, ●, ■, ▲ (x2), ●, ✖.
Full Health (Entire Team) – Hold L1 and press ▲ (x2), ✖, ● (x2), ✖, ■ (x2).
Invincible Hostages – Hold L1 and press ● (x2), ■, ▲, ✖, ▲, ✖, ●.
Extra Ammo – Hold L1 and press ■ (x2), ●, ▲, ✖, ▲, ✖, ▲.
All Secondary Pistols – Hold L1 and press ✖, ▲, ■, ●, ■, ✖, ▲, ■.
No Terrorists – Hold L1 and press ▲, ● (x2), ▲, ■, ✖, ▲, ●.
Supermen Mode – Hold L1 and press ✖, ■, ▲ (2), ●, ■, ✖ (x2).
Free–For–All Mode – Hold L1 and press ●, ▲ (x2), ✖, ●, ■, ✖, ▲.
View Ending Sequence – Hold L1 and press ■, ▲, ■ (x2), ● (x2), ✖, ▲.

"100-Watt Warlock"
Oslo, OH

Cyber Tiger

To enter this code, press ● at the Course Selection screen to display the Password screen.

All Courses – POQAKI

Theodore Thunderthighs
Lovenest, AK

WWF SmackDown!

A ton of secrets are hidden within the Career mode. One new secret is opened with each passing year. The hidden characters appear as faces within the Create–A–Wrestler mode. Here's what and who is unlocked after each year.

Year 1 – Ivory
Year 2 – Prince Albert
Year 3 – Jacqueline
Year 4 – Viscera
Year 5 – Create–A–Wrestler Can Use 80 Ability Points
Year 6 – Mideon
Year 7 – Gerald Brisco
Year 8 – Pat Patterson
Year 9 – Create–A–Wrestler Can Use 90 Ability Points

Carl Strolls
Webville, COM

The Smurfs

Level Select – In the "No Picnic Mode" wait until the FMV sequence finishes, then tap L1, Up(x2), Down, Up, Left(x2), Up, R2 at the level select screen.

Azrael Gargamel
Los Angeles, CA

Wu–Tang Shaolin Style

All Characters – At the Main Menu press Right (x4), Left (x4), ■, ●, ■, ●.

Custom Music – Pause the game and open the PlayStation lid. Replace the game disc with any audio CD, then resume the game.

"Ol' Dirty Gamer"
Philadelphia, PA

SECRET ACCESS

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Crash Team Racing

Enter both of these codes at the Main Menu.

Increased Turbo Effects – Hold L1 and R1 then press ▲, Right (x2), ●, Left.
Display Turbo Counter – Hold L1 and R1 then press ▲, Down (x2), ●, Up.
Infinite Wumpa Fruit – Hold L1 and R1 then press Down, Right (x2), Down (x2).
Invisibility – Hold L1 and R1 then press Up (x2), Down, Right (x2), Up.
Infinite Masks – Hold L1 and R1 then press Left, ▲, Right, Left, ●, Right, Down (x2).
Scrapbook – Hold L1 and R1 then press Up (x2), Down, Right (x2), Left, Right, ▲, Right.
Bonus Tracks – Hold L1 and R1 then press Right (x2), Left, ▲, Right, Down (x2).

Hidden Characters
Enter all of these codes at the Main Menu. Note: These hidden characters are only selectable in Versus, Arcade, Time Trial, and Battle modes.

Play as Penta Penguin – Hold L1 and R1 then press Down, Right, ▲, Down, Left, ▲, Up.
Play as Ripper Roo – Hold L1 and R1 then press Right, ● (x2), Down, Up, Down, Right.
Play as N. Tropy – Hold L1 and R1 then press Down, Left, Right, Up, Down, Right (x2)
Race as Papu Papu – Hold L1 and R1 then press Left, ▲, Right, Down, Right, ●, Left (x2), Down.
Race as Komodo Joe – Hold L1 and R1 then press Down, ●, Left (x2), ▲, Right, Down.
Race as Pinstripe – Hold L1 and R1 then press Left, Right, s, Down, Right, Down.

Susan Rawonder
Sweet Waters, IL

March Madness 2000

Bonus Teams – In Exhibition mode start a new game and enter EASPORTS as a user name.

Thomas Jones
Ulita, TX

Game Boy

Worms Armageddon

Enter all of these codes at the Password screen.

Jungle – 2512
Cheese – 2563
Medical – 1655
Desert – 4216
Tools – 5226
Egypt – 1245
Hell – 2643
Treehut – 4136
Garden – 5413
Snow – 3266
Construction Yard – 2255
Pirate – 3631
Fruit – 1451
Alien – 3644
Circuit – 4333
Medieval – 6316

Matman Wrongtell
Butcherblock Mountains, GA

Armorines

Enter this code at the Password screen.

Cheat Mode – BBBBBBBB

Vicky Vale
Gotham, NY

Grand Theft Auto

Enter all of these codes at the name entry screen.

Level Select – LEVELS or WENDY
Bonus Characters – Rename KELLY to SUMNER
Infinite Ammo – FULL

Andrew Cerny
San Rafael, CA

NeoGeo

Sonic Pocket Adventures

Sound Test – After collecting all of the Chaos Emeralds, beat the game, and a sound test will appear within the Options screen.

Super Sonic – Collect all seven Chaos Emeralds to get this super cool Sonic substitute.

Mark Robinson
Amoling, WY

Dreamcast

Fighting Force 2

Level Select – At the Press Start screen tap Left, Up, X, Up, Right, Y. After the screen flashes, start a new game and a list of levels will appear.

Wayne Clemons
Yellow Grove, NY

Armada

Extended Play – Immediately after your last ship explodes, pick up controller 2 and slam down the Start button. Now, simply quit the game and player 1 will take over once again.

Garnidan
Cazic Thule, ND

Zombie Revenge

Stage Select – Enter Fighting mode, then at the mode screen hold Start and access an option.

Cheat Mode – In the VMU minigame accumulate points to unlock Eternal Life, Arena Select, Free Continue, and Free Time Limit options for the Original mode.

Alternate Costumes – At the Character Select screen highlight the desired character then hold Start and press B, X, or Y.

"Flamin' John Smokes"
Swantan, UT

Re-Volt

Enter all of these codes as Player Names.

All Cars – CARTOON
All Tracks – TRACTION
All Weapons – YOY (Press L & R to change weapons)
Fly UFO – YUEFO
Change Car – CHANCER
Small Mode – MAGGOT
Hi-Fi Mode – FLYBOY
Edit Progress Table – GOATY

Iris Testona
Webville, COM

NHL 2K

Hidden Message – Enter the Create-A-Player menu and name your rookie Wayne Gretzky. The message "Thanks for the memories" will appear over the player picture.

Hemmingway Lionheart
Freeport, TN

Legacy of Kain: Soul Reaver

Enter all of these codes quickly at the in-game pause screen while holding the L and R shoulder buttons for the entire code.

All Abilities – Up (x2), Down, Right (x2), Left, B, Right, Left, Down
Max Health – Right, B, Down, Up, Down, Up
Regain Health – Down, B, Up, Left, Up, Left
Upgrade Health – Right, A, Left, Y, Up, Down
Max Magic – Y, Right, Down, Right, Up, Y, Left
Regain Magic – Right (x2), Left, Y, Right, Down
Pass Through Barriers – Down, B (x2), Left, Right, Y, Up
Wall Climbing – Y, Down, X, Right, Up, Down
Hurt Raziel – Left, B, Up (x2), Down
Soul Reaver – Down, Y, X, Right (x2), Down (x2), Left, Y, Down, Right
Aerial Reaver – A, Right, Up (x2), Y, Left (x2), Right, Up
Kain Reaver – A, B, Right, Y, Left (x2), Right, Up
Fire Reaver – Down, Up, Right, Up, Down, Left, B, Right, Down
Make Fire Reaver – Y, Right, Down, B, Up
Free Shift – Up (x2), Down, Right (x2), Left, B, Right, Left, Down
Force Power – Left, Right, B, Left, Right, Left
Constrict Power – Down, Up, Right (x2), B, Up (x2), Down
Force Glyph – Down, Left, Y, Down, Up
Stone Glyph – Down, B, Up, Left, Down, Right (x2)
Sound Glyph – Right (x2), Down, B, Up (x2), Down
Water Glyph – Down, B, Up, Down, Right
Fire Glyph – Up (x2), Right, Up, Y, X, Right
Sunlight Glyph – Left, B, Left, Right, Right, Up (x2), Left

"Daddy Fat Sax"
Memphis, TN

Tee Off

Quick Secret Gain – On the last course of World mode, and after putting your way through 15 holes with the lead in hand, save your game. Now, finish the tour. If you place in first you'll win a new ball, club, and player. Now, here's the trick. Reload your game from that 15 hole save point and win again to get another ball, club, and player. Repeat...

"The VidMan"
Uptown, MN

ECW Hardcore Revolution

Random Head Mode – Complete Tournament mode with Louie Spicolli.
Little Head Mode – Complete Tournament mode with Roadkill.
Custom Textures – Complete Tournament mode with Tommy Dreamer.
Big Head Mode – Complete Tournament mode with Rhino.
Headless Mode – Complete Tournament mode with Taz.
Big Hands Mode – Complete Tournament mode with Jason.
Big Feet Mode – Complete Tournament mode with Balls Mahoney.
Fat Mode – Complete Tournament mode with Spike Dudley.
Ego Mode – Complete Tournament mode with Chris Chetti.
Hangman Mode – Complete Tournament mode with Sal E. Graziano.
Joey Styles & Joel Gertner – Simply win the Acclaim Belt in Career mode.
Tommy Rich – Win the ECW World TV Belt in Career mode.
Taz & Louie Spicolli – Win the ECW World Heavyweight Belt in Career mode.
Cyrus The Virus – Win the ECW World TV Belt in Career mode.
Beulah McGillicutty & The Shiek – Win the ECW World Tag Team Belt in Career mode.
Bill Alfonso – Complete Tournament mode with Rob Van Dam.
Judge Jeff Jones – Complete Tournament mode with Mike Awesome.
Jobbers – Defend the ECW World Heavyweight Belt five times in Career mode.

"Mr. Monday Night"
Fargo, ND

Test Drive 6

Enter all of these codes as names.

Stop The Bomber mode – RFGTR
$6,000,000 – AKJGQ
All Cars – DFGY
All Tracks – ERERTH
Short Tracks – QTFHYF
All Quick Tracks – CVCVBM
No Quick Tracks – OCVCVBM
All Challenges – OPIOP
No Challenges – OPOIOP
Disable Checkpoints – FFOEMIT
Enable Checkpoints – NOEMIT

Chewbacca The Wookie
Endor Prime, Sol-165-ZU7

Dynamite Cop

New Minigame – Beat the game to unlock this obscure hunting game.
Infinite Minigame Continues – Successfully complete the first three missions without continuing to gain infinite credits in the new minigame.
Bonus Missions – Successfully run through the first three missions to unlock missions 4-6.
Unlock Monkey – Beat mission 4-6 to unlock this cute little character.
Unlock Cindy – At the Character Select screen highlight Ivy then hold Start to unlock Die Hard Arcade's Cindy.
Unlock Bruno – Unlock all of the illustrations in the game to unlock Die Hard Arcade's Bruno.

Cindy Marus
Plano, T6

Soul Fighter

Enter all of these codes at the Password Menu. After pressing start at the first Soul Fighter logo screen, a second animated logo will appear. Simultaneously press Left and Y, while the logo Soul Fighter logo is still moving. Now, enter the Options menu and quickly exit out. The cheat screen will now be visible.

Level Codes
Level 2 – AABXYA
Level 3 – XAYAAB
Level 4 – YYBAXA
Level 5 – BABXXY
Level 6 – XAXBYY
Level 7 – ABXBYB
Level 8 – YBBAXY
Level 9 – BYAAXB
Level 10 – XABBAX
Level 11 – YBYXAB
Level 12 – XBAXBY

Extra Health – ABXXYA
All Weapons – **XAAYBB**
Credits – AAAAAA

Martin Lawrence
Orlando, FL

Worms Armageddon

Bonus Pattern – Complete every training level with a Bronze ranking or better to unlock a new bonus pattern for multiplayer.

Home Run Skit – Sneak up behind an enemy on a cliff and use the baseball bat to hit him into the water. This move will be accompanied by the sound of a baseball bat, organ music, and a message like It's Outta Here!

Greg Anderson
AOL, COM

code of the month

Crazy Taxi

New Views – Enter Arcade or Original mode, then press B on controller 3 to change the view to first-person. Pressing Y also unlocks another camera angle. Pressing X will allow you to view the speedometer.

Expert Mode – Before the Character Select screen appears simultaneously press and hold Start and the L and R Buttons. If entered correctly, the word Expert will appear in the lower left corner of the screen. This mode doesn't feature the arrow guidance system.
Disable Arrow Indicators – Before the Character Selection screen appears, press and hold R Button and Start.
Disable Destination Indicator – Before the Character Selection screen appears, press and hold L Button and Start.
Another Day – At the Character Selection screen hold R and choose a driver.

Bike Taxi – At the Character Selection screen press L, R, L, R, or L + R, L + R, L + R. Now, select any character, and their car will be replaced by a bike. Alternatively, finish all 16 of the bonus levels to unlock this hilarious bike. To access this ride in Arcade or Original Mode, highlight the desired character then hold the L and R Buttons and press Up or Down.

David Tremble
Cleveland, OH

ENTER TO WIN!

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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Eden Prairie, MN 55344

E-Mail:
secretaccess@gameinformer.com

games index

Codes found in this issue:

Alexi Lalas International Soccer
Armada
Armorines
Castlevania: Legacy of Darkness
Crash Team Racing
Crazy Taxi
Cyber Tiger
Dynamite Cop
ECW Hardcore Revolution
FIFA 2000: Major League Soccer
Fighting Force 2
Grand Theft Auto
Legacy of Kain: Soul Reaver
Mario Party 2
Marvel Vs. Capcom
Monster Truck Madness
NHL 2K
No Fear Downhill Mountain Bike Racing
Pac-Man World
Rainbow Six
Resident Evil 2
Re–Volt
Sonic Pocket Adventures
Soul Fighter
Spyro 2: Ripto's Rage
Tee Off
Test Drive 6
The Smurfs
Thrasher: Skate & Destroy
Worms Armageddon
Wu–Tang Shaolin Style
WWF Smackdown
Zombie Revenge

STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between $.95 and $1.25 per minute.

Acclaim
516-759-7800
Activision
1-900-680-HINT
Capcom
900-976-3343
Eidos
1-900-773-4367
Electronic Arts
900-288-4468
GT Interactive
900-225-5248
Konami
900-896-4468
LucasArts
900-740-5334
Midway
903-874-5092
Nintendo
900-288-0707 (Game Counseling)
425-885-7529 (Automated)
Sega
1-900-200-SEGA
Sony
900-933-7669
Square Soft
900-407-KLUE(5583)
THQ
900-370-4468

Classic GI

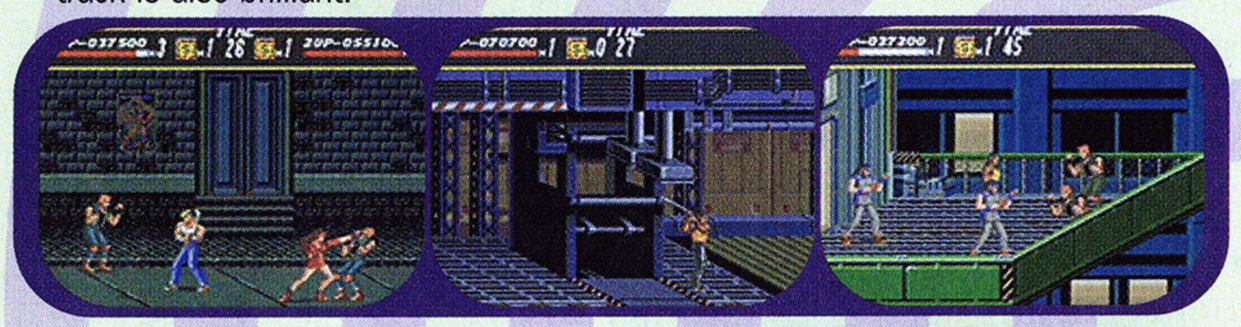
gaming from the past to the present

Streets of Rage

Genesis

Availability: Common
Replay Value: Moderately High
Similar Games: Double Dragon Series (NES), Final Fight Series (SNES)
Created by: Sega
Access Tip: To set the number of lives and access the Round No. select, move the cursor to Options and then hold **A** + **B** + **C** + **Right** on controller two. While holding these buttons, press Start on controller one. The toggles for Players and Round Number should appear at the bottom of the Options screen.
Overall: 8.75

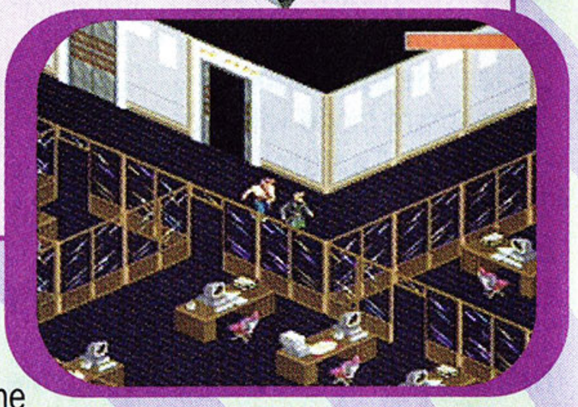
Streets of Rage is synonymous with the Genesis, and was the launch pad for a succession of Sega brawlers bearing the same name. To this day, games still draw comparisons to this classic game. Although it can be argued this game was a 16-bit answer to the popular 8-bit Double Dragon series, Streets of Rage dazzled Genesis players when it was released in 1991. Players take control of one of three characters – Adam, Axel, or Blaze – all of whom have unique skills and combo sets. There is a rhythm to this rage and attacks are quite similar to those found in standard fighting game. Grapples and throws are common, as are weapons. Graphically, Streets of Rage shows its age, but the game more than makes up for it with rock-solid control. The soundtrack is also brilliant.



Shadowrun

SNES

Availability: Common
Replay Value: Moderately Low
Similar Games: Shadowrun (SG), Syndicate (SNES, SG), Equinox (SNES)
Created by: FASA/Beam Software for Data East
Access Tip: Like any RPG, the quest is long and complicated. A walkthrough is recommended, although not necessary.
Overall: 9



Long before Neo conquered the Matrix in the action film, Shadowrunners were tapping into the Matrix mainframe in FASA's pen-and-paper game, Shadowrun. Like FASA's BattleTech universe, Shadowrun made a jump to video games with this SNES game in 1993. Like the film, you take the role of a renegade who is constantly hunted and in search of his identity. The game has elements of traditional RPGs such as magic use and experience gaining, and also has the mages, orcs, and other RPG-esque characters. However, the interface of the game is more like an action game. The isometric view is complemented by a cursor system that is used to pick up items and interact with various characters. Likewise, the combat uses a cross-hair to target foes. With an intriguing story, Shadowrun offers an entertaining and challenging cyberquest.

Super Return of the Jedi

SNES

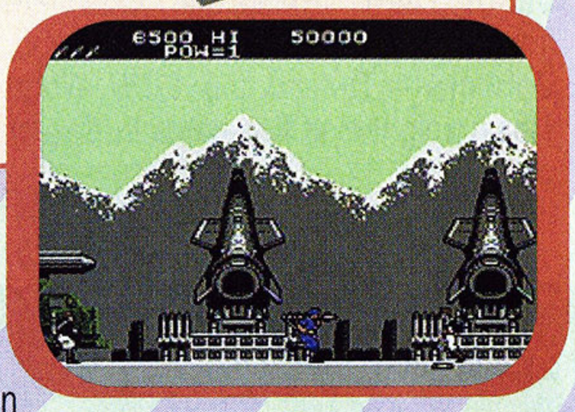
Availability: Common
Replay Value: Moderately High
Similar Games: Strider (NES, SG), Gunstar Heroes (SG)
Created by: Sculptured Software/LucasArts for JVC
Access Tip: To access 99 lives, press X, X, B, A, Y, Start at the Start Game screen and begin a game.
Overall: 9

LucasArts' Jedi Power Battles is said to draw inspiration from the classic Star Wars games found on the SNES. With that, we though we'd dust off our copy of Super Return of the Jedi to recollect battles of old and see what we may expect from Power Battles. Released in 1994, the game was the culmination of the three game trilogy that brought the Force to the SNES. Mixing a wide array of game styles that range from driving a speeder bike to hacking with a light saber, Super Return of the Jedi allows you to control five different Star Wars characters. Coincidentally, Power Battles will let you control multiple characters, but they are all Jedi. Super Return of the Jedi provides classic Star Wars personas such as Han, Leia, and even the now-deceased Chewbacca. To say the least, this game is fantastic and probably the finest Star Wars game next to Dark Forces.

Rush N' Attack

NES

Availability: Common
Replay Value: Moderately High
Similar Games: Contra (NES), Rygar (NES)
Created by: Konami
Access Tip: The enemies will constantly come at you, so try to keep moving forward.
Overall: 8.5



When the Cold War was still cold, Konami unleashed this game on the arcade world and subsequently released it for the NES in 1987. While the title may give you the impression that you are out to stomp the pinkos of the Soviet block, the name is actually a fairly accurate description of the tactics of the game. Like another combatant in Konami's arsenal, you take charge of a soldier armed only with a knife – but it is a very powerful knife. One swipe from this dagger will take down any enemy; this is a good thing, because the onslaught of foes is furious. Along the way, you'll be asked to rescue hostages and may find some nice weaponry to aid in the assault. The action is fairly similar throughout the game's six levels, but the challenge level is high. While this game may not be as memorable as Konami's Metal Gear or Contra, it is still one of Konami's best 8-bit offerings.

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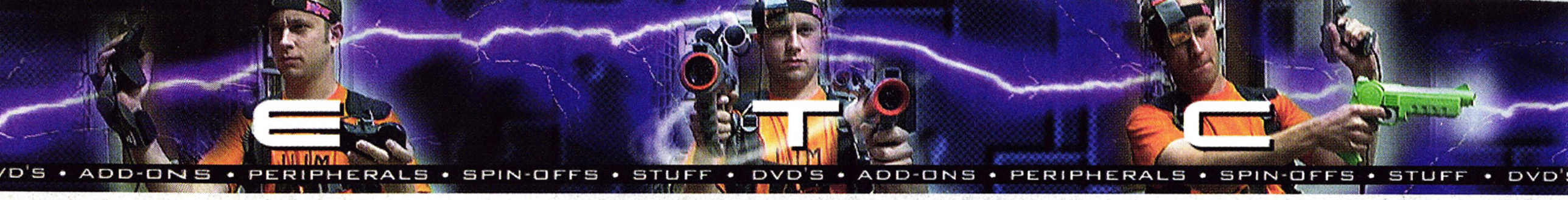


Airpad

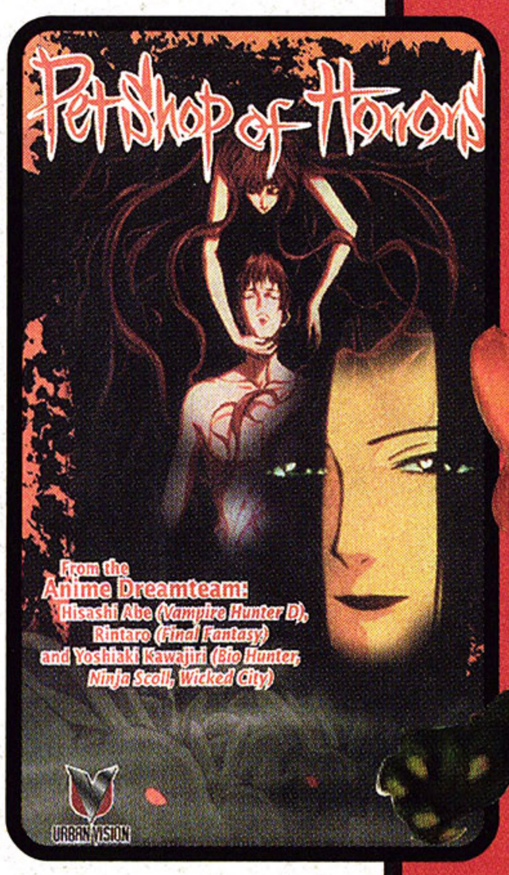
Manufacturer: Joytech
List Price: $29.99

There are a lot of companies selling video game accessories in North America, but the English are confident there's still room for some of their product. Joytech is a U.K. company you'll be seeing mucho peripherals from, but its most interesting piece of PlayStation technology is the Airpad. Looking very much like something out of a '50s UFO flick, its weird look is actually pretty bloody comfortable over long periods of play. The Airpad also doubles as a tilt analogue controller with adjustable sensitivity. You can even change the faceplate to match your decor.

Pet Shop of Horrors

Manufacturer: Urban Vision
List Price: $16.99

Urban Vision is an anime distributor that's made a name for itself by having high quality releases filled with what we like best in the art form: violence. Its latest series, Pet Shop of Horrors, doesn't have a talking plant; instead it focuses on the cross-dressing curator of an exotic pet store, his desperate customer, and a cop trying to bring him down. Half murder mystery, half Tales from the Darkside, Pet Shop is guaranteed to creep you out, but it also might make you famous. Volume 1 has a contest in which the winner gets to be a voice actor in an upcoming Urban Vision release (even if you don't speak in a high, squeaky tone).



Street Fighter Jr. Round 2

Manufacturer: ReSaurus
List Price: $5.99 each

Toy Fair 2000 has come and gone, making us wish this issue was 2000 pages bigger so we could go on and on about everything shown there. Alas, we are but a video game magazine. For your pleasure, we present ReSaurus' second series of Street Fighter Jr. action figures. Headed to shelves this summer, the line includes Sakura, Blanka, Guile, and Cammy. Awwwww, for cute.

Both Sides of the Brain

Del the Funky Homosapien
Manufacturer: Hiero Imperium
List Price: $15

While Ice Cube seems less compelling with each passing album, Del - his smarter, geekier cousin - keeps getting better with age. Best remembered for his early '90s classic Mistadobalina, Del continues to drop pearls of stoned wisdom over 19 tracks of futuristic Left Coast funk. Guests include Prince Paul and fellow Hiero-crew members A-Plus and Casual. Top track is Proto Culture, in which Del and Khaos Unique kick the ill manure on the video game scene. You'll think it's just a cheap gimmick, until Del namechecks Ninja Gaiden and Macross, rhymes "Xenogears" with "relieves my fears," and gives a shout out to his dog, (fomer Sega CEO) Bernie Stolar (!?). He even calls EGM "hella weak." Can't argue with that.

Milky Gel Rollers

Manufacturer: Pentel
List Price: $5.99 for 7-Pack (assorted colors)

While some of you might be wary of handling long hard sticks filled to the brim with milky liquid, we here at GI can't seem keep our hands off them. Night and day, we've got our sweaty palms wrapped around one of these lil' buggers, feverishly editing our words of wisdom. Why write in boring black when you can choose from a variety of bright pastels? Express yourself, don't repress yourself! Some packs even come with cool black post-it notes.

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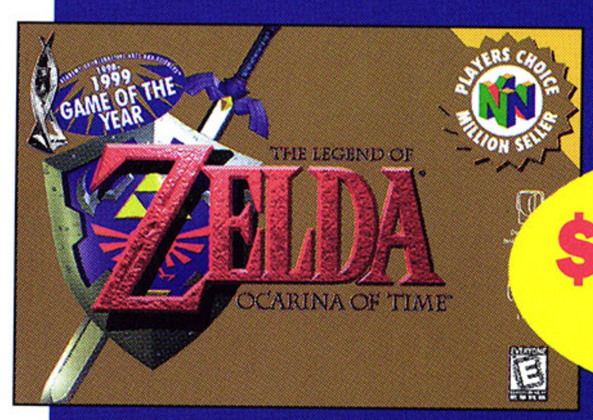

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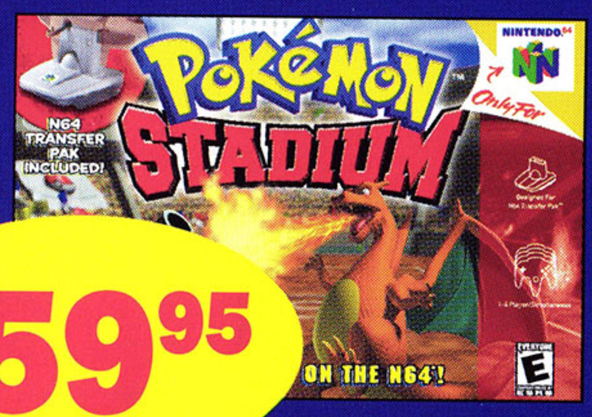

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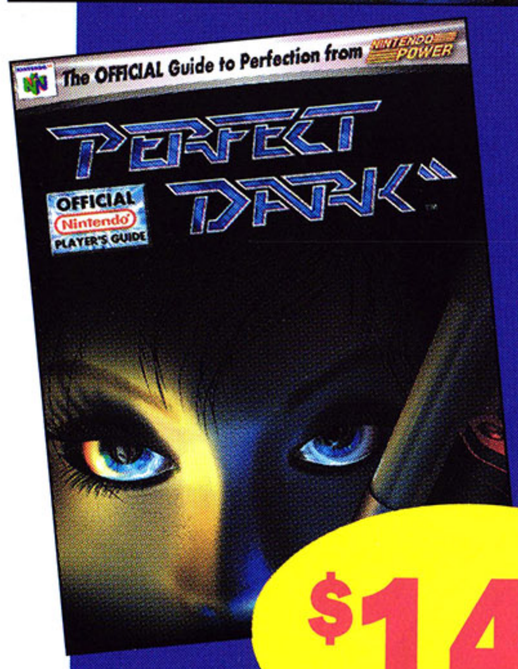

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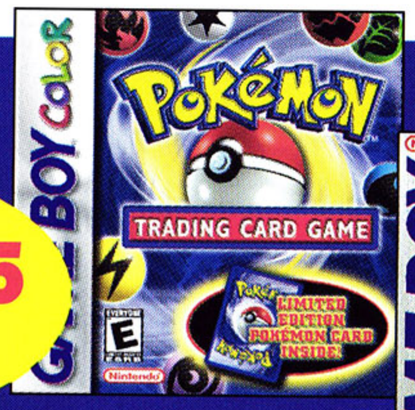

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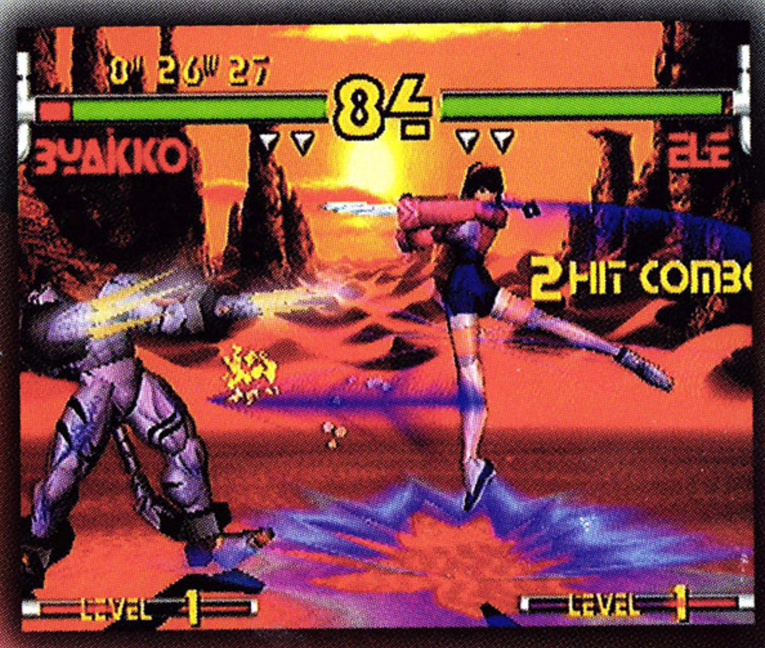

TEEN T CONTENT RATED BY ESRB — Animated Violence

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Sega Dreamcast™

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new releases

All dates subject to change. Call your local retailer for more details.

Release Date	Title	Publisher/ Distributor	System
MARCH			
3/10/00	Dead or Alive 2	Tecmo	DC
3/14/00	Roadsters Trophy	Titus	DC
3/14/00	Striker Pro 2000	Infogrames	DC
3/14/00	Toy Story 2	Activision	DC
3/14/00	Virtua Striker 2	Sega	DC
3/14/00	Carmageddon	Titus	GBC
3/14/00	Street Fighter Alpha	Capcom	GBC
3/14/00	Tony Hawk's Pro Skater	Activision	N64
3/14/00	Battle Tanx Global Assault	3DO	PS-X
3/14/00	Eagle One: Harrier Attack	Infogrames	PS-X
3/14/00	Family Game Pack	3DO	PS-X
3/14/00	Street Sk8er 2	Electronic Arts	PS-X
3/14/00	Striker Pro 2000	Infogrames	PS-X
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3/21/00	Sammy Sosa High Heat Baseball	3DO	PS-X
3/21/00	Rock the Rink	Electronic Arts	PS-X
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3/22/00	JoJo's Bizarre Adventure	Tommo	DC
3/22/00	Muppets	Take 2	GBC
3/22/00	ISS Pro Revolution	Tommo	PS-X
3/24/00	Disney World Racing	Eidos	PS-X
3/24/00	F1 2000	Electronic Arts	PS-X
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3/25/00	Draconus: Cult of the Wyrm	Crave	DC
3/25/00	NBA Live 2000	THQ	GBC
3/27/00	Driver	GT Interactive	GBC
3/27/00	Digimon World	Bandai	PS-X
3/27/00	Jedi Power Battles	LucasArts	PS-X
3/28/00	D2	Sega	DC
3/28/00	GTA 2	Take 2	DC
3/28/00	Maken X	Sega	DC
3/28/00	Nightmare Creatures 2	Konami	DC
3/28/00	Resident Evil: Code Veronica	Capcom	DC
3/28/00	Sword of the Berzerk	Eidos	DC
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3/28/00	Metal Gear	Konami	GBC
3/28/00	Toobin'	Midway	GBC
3/28/00	Worms Armageddon	Infogrames	N64
3/28/00	Army Men WorldWar	3DO	PS-X
3/28/00	Flintstones Bowling	South Peak	PS-X
3/28/00	Gauntlet Legends	Midway	PS-X
3/28/00	Jackie Chan Stunt Master	Midway	PS-X
3/28/00	MLB 2001	Sony	PS-X
3/28/00	Nightmare Creatures 2	Konami	PS-X
3/28/00	Vanark	Jaleco	PS-X
3/29/00	Nickelodeon Cat Dog	Hasbro	PS-X
3/30/00	Millenium Winter Sports	Tommo	GBC
3/30/00	Triple Play 2001	THQ	GBC
3/30/00	All Star Baseball 2001	Acclaim	N64
3/31/00	Tony Hawk's Pro Skater	Activision	GBC

Release Date	Title	Publisher/ Distributor	System
APRIL			
4/1/00	Metropolis	Sega	DC
4/1/00	Dragon Dance	Crave	GBC
4/1/00	Snow X	Crave	PS-X
4/3/00	Star Wars Episode 1: Racer	LucasArts	DC
4/4/00	Tech Romancer	Capcom	DC
4/4/00	Tron Bonne	Capcom	PS-X
4/10/00	Pokemon Trading Card	Nintendo	GBC
4/10/00	Perfect Dark	Nintendo	N64
4/11/00	Pool	Activision	GBC
4/11/00	Tomb Raider	Eidos	GBC
4/11/00	International Track & Field 2000	Konami	N64
4/11/00	World Rally Challenge 2000	South Peak	N64
4/11/00	Micro Machines: Micro Maniacs	Activision	PS-X
4/11/00	Teletubbies	Havas Interactive	PS-X
4/13/00	Caesar's Palace 2000	Interplay	DC
4/13/00	MDK2	Interplay	DC
4/13/00	Armorines Project Swarm	Acclaim	PS-X
4/13/00	Caesars Palace 2000	Interplay	PS-X
4/13/00	Roadsters Trophy	Titus	PS-X
4/15/00	ESPN Baseball Tonight	Konami	DC
4/15/00	ESPN NBA Tonight	Konami	DC
4/15/00	Armada: FX Racers	Metro 3D	GBC
4/15/00	Puchi Carat	Tommo	GBC
4/15/00	Qix Adventure	Tommo	GBC
4/15/00	BattleZone	Crave	N64
4/17/00	Gundam Side Story 0079	Bandai	DC
4/18/00	AMF Bowling	Vatical	GBC
4/18/00	Thrasher:Skate & Destroy	Take 2	GBC
4/18/00	NHL Blades of Steel 2000	Konami	N64
4/25/00	Jimmy White's Cue Ball	Vatical	DC
4/25/00	All Star Baseball 2001	Acclaim	GBC
4/25/00	Casper	Interplay	GBC
4/25/00	WCW Mayhem	Electronic Arts	GBC
4/25/00	Carmageddon	Titus	N64
4/28/00	Industrial Spy-Operation ESP	Tommo	DC
4/28/00	JoJo's Bizarre Adventure	Tommo	PS-X
4/30/00	Off Road	Interplay	DC
4/30/00	Xena	Titus	GBC
4/30/00	Gekido	Interplay	PS-X
MAY			
5/1/00	Killer Loop	Crave	DC
5/1/00	Super Magneto Man	Crave	DC
5/1/00	Tony Hawk's Pro Skater	Crave	DC
5/1/00	Excitebike 64	Nintendo	N64
5/1/00	Reel Fishing 2	Crave	PS-X
5/2/00	4 Wheel Thunder	Midway	DC
5/2/00	Heroes of Might & Magic	3DO	GBC
5/9/00	Fur Fighters	Acclaim	DC
5/9/00	Bomberman Max Blue	Vatical	GBC
5/9/00	Bomberman Max Red	Vatical	GBC
5/9/00	Jeremy McGrath Supercross 2000	Acclaim	GBC
5/9/00	Bomberman 2	Vatical	N64
5/11/00	Jeremy McGrath Supercross 2000	Acclaim	PS-X
5/11/00	Vanishing Point	Acclaim	PS-X
Q2 00	Renegade Racers	Interplay	DC
Q2 00	SeaMan w/microphone	Sega	DC
Q2 00	Wicked Surfing	Interplay	GB
Q2 00	PGA European Tour	Infogrames	N64
Q2 00	Renegade Racers	Interplay	N64
Q2 00	Danger Girl	THQ	PS-X
Q2 00	Devil-Man	Bandai	PS-X
Q2 00	Ichigeki (Karate)	Bandai	PS-X
Q2 00	Test Drive Cycles	Infogrames	PS-X

APRIL 2000

reviews archive

BL = Bottom Line

GRAN REVIEWSMO

PLAYSTATION

TITLE	BL	DATE
3Xtreme	5.75	Jun-99
A Bug's Life	7.5	Jan-99
Activision Classics	5	Oct-98
Adidas Power Soccer '98	2	Sep-98
Akuji the Heartless	6.75	Mar-99
Alexi Lalas Int'l Soccer	2.25	Jun-99
Ape Escape	8.75	Jul-99
Apocalypse	7.5	Jan-99
Armored Core: Project Phantasma	8.75	Nov-98
Assault	7.25	Dec-98
Assault Rigs	8	Feb-99
Asteroids	7	Jan-99
Atari Collection Vol. 2	7.5	Jun-98
Azure Dreams	8	Jul-98
BackStreet Billards	7.5	Dec-98
Bass Landing	7	Oct-99
Bass Rise	4	Nov-99
Batman and Robin	5	Jun-98
Big Air	4	Jun-99
Bio FREAKS	3.5	Jul-98
Blast Radius	7	Mar-99
Blasto	8.25	May-98
Bloody Roar	8.5	Apr-98
Bloody Roar II	7	May-99
Bomberman Fantasy Race	7.25	Mar-99
Bomberman World	6.5	Oct-98
Bottom of the 9th 99	8	Aug-98
Brave Fencer Mushashi	7.75	Dec-98
Breath of Fire III	8	May-98
Brigandine	7	Dec-98
Brunswick Circuit	7.25	Nov-98
Bugs Bunny Lost In Time	5.25	Aug-99
Bushido Blade 2	7.5	Nov-98
Bust A Groove	6.5	Jan-99
Bust-A-Move '99	8	Apr-99
Bust-A-Move 4	9	Dec-98
C: The Contra Adventure	6	Sep-98
Cardinal Syn	7	Jun-98
Castrol Honda Superbike Racing	6.25	Jun-99
Centipede	7	Jul-99
Championship Motocross	6.75	Oct-99
Chocobo Racing	6.25	Aug-99
Civilization II	7.75	Mar-99
Clock Tower 2	6	Feb-99
Colony Wars: Vengeance	8.5	Nov-98
Contender	6.75	Feb-99
Cool Boarders 3	7.75	Nov-98
Crash Bandicoot: Warped	9.25	Dec-98
Crash Team Racing	9	Nov-99
Crime Killers	7.75	Sep-98
Croc 2	7.5	Jul-99
Crusaders of Might and Magic	7.25	Mar-00
Darkstalkers III	7	Jan-99
Dead in the Water	7.25	Feb-99
Dead or Alive	7.75	May-98
Deathtrap Dungeon	6.5	Jun-98
Destrega	8.25	Mar-99
Devil Dice	8.25	Sep-98
Diablo	8.25	Apr-98
Die Hard Trilogy 2	7	Mar-00
Dino Crisis	9	Sep-99
Dragonseeds	5.25	Dec-98
Driver	8.25	Sep-99
Duke Nukem: Time To Kill	8.5	Nov-98
Dukes of Hazzard: Racing for Home	6	Mar-00
Dune 2000	7.75	Nov-99
Echo Night	6.75	Aug-99
ECW: Hardcore Revolution	8.25	Mar-00
Eggs of Steel	2.5	Jan-99
Einhander	8	May-98
Elemental Gearbolt	8.25	Aug-98
Ehrgeiz	6.75	Jun-99
Evil Zone	5	Oct-99
FIFA 99	7	Jan-99
Fatal Fury: Wild Ambition	3.75	Mar-00
Fear Effect	8.25	Mar-00
Fifth Element	7	Dec-98
Fighter Maker	8	Jun-99
Final Fantasy VIII	9.5	Sep-99
Final Fantasy Anthology	8.75	Oct-99
Fisherman's Bait	6	May-99
Forsaken	8	Aug-98
Fox Sports Golf '99	4.5	Aug-98
Fox Sports Soccer '99	7.25	Aug-98
Freestyle Boardin' '99	6	Mar-99
Future Cop LAPD	8.5	Nov-98
G Darius	8.25	Sep-98
G Police: Weapons of Justice	4.75	Oct-99
Gallop Racer	6	Nov-99
Gex 3: Deep Cover Gecko	8	May-99
Gran Turismo 2	9.5	Feb-00
Grand Theft Auto 2	7.75	Dec-99
Grand Theft Auto: London 1969	7	Jul-99
Grandia	7.25	Nov-99
Granstream Saga	6.5	Jul-98
Guardian's Crusade	8	Apr-99
Guilty Gear	8.25	Dec-98
Hardball 99	2	Jan-99
Heart of Darkness	8.25	Aug-98
Hello Kitty: Cube Frenzy	6.5	Jul-99
High Heat Baseball 2000	3.5	Jun-99
Hot Shots Golf	9	Apr-98
Hot Shots Golf 2	8	Mar-00
Hot Wheels Turbo Racing	6.25	Nov-99
International Superstar Soccer '98	8.5	Aug-98
Interplay Sports Baseball 2000	5	Jun-99
Invasion From Beyond	6.75	Apr-99
Jackie Chan's Stuntmaster	6.5	Mar-00
Jade Cocoon	8	Aug-99
Jeopardy	8	Jan-99
Jersey Devil	6	Jul-98
Jet Moto 3	7	Oct-99
Judge Dredd	8.25	May-98
Juggernaut	6.5	Nov-99
K-1 Grand Prix	5.5	Feb-00
Kagero: Deception II	7	Nov-98
Kartia: The World of Fate	8.5	Aug-98
Kensei: Sacred Fist	5.25	Jun-99
Killer Loop	6	Mar-00
Klonoa	8	Apr-98
Knockout Kings 2000	8	Dec-99
Konami Arcade Classics	6.75	Aug-99
Kula World	7.5	Sep-98
Legacy of Kain: Soul Reaver	8.5	Sep-99
Legend of Legaia	8.25	Apr-99
Lemmings & Oh No!	7	Oct-98
Life	5	Jan-99
Lunar: The Silver Star Story Complete	7.75	Jul-99
Madden NFL 99	9.25	Oct-98
Madden NFL 2000	8.75	Oct-99
March Maddness 98	7.75	Apr-98
Marvel Super Heroes vs. X-Men	8	Jan-99
Masters of Monsters	3.5	Sep-98
MediEvil	8.75	Nov-98
Mega Man Legends	8.5	Sep-98
Metal Gear Solid	9.25	Nov-98
Metal Gear Solid: VR Missions	3.75	Nov-99
MLB '99	8.75	May-98
MLB 2000	8.5	May-99
Monaco Gran Prix 2	5	Jun-99
Monkey Hero	5.5	Feb-99
Monkey Magic	5.25	Nov-99
Monster Rancher 2	8.5	Oct-99
Monster Seed	6	May-99
Mortal Kombat 4	7.75	Aug-98
Moto Racer 2	6.75	Nov-98
MotorHead	6.25	Nov-98
N20: Nitrous Oxide	8.25	Jul-98
NASCAR 99	8.25	Nov-98
NASCAR 2000	7	Nov-99
NASCAR Rumble	7.75	Mar-00
NBA In the Zone '99	6	May-99
NBA Live 99	7.75	Jan-99
NBA ShootOut 98	8.75	Apr-98
NBA Shoot Out 2000	4.75	Mar-00
NCAA Final Four '99	5.5	Mar-99
NCAA Football	7.75	Sep-98
NCAA Football 2000	8	Oct-99
NCAA GameBreaker 99	8	Jan-99
NCAA Gamebreaker 2000	7.5	Oct-99
NCAA March Madness 99	5.75	Mar-99
Need For Speed III	7.75	May-98
Need For Speed: High Stakes	8.75	May-99
Newman/Hass Racing	7.75	Apr-98
Next Tetris, The	6	Jul-99
NFL Blitz	8	Oct-98
NFL Blitz 2000	6.5	Sep-99
NFL GameDay '99	7	Oct-98
NFL Game Day 2000	8.25	Oct-99
NFL XTreme	6.5	Aug-98
NFL Xtreme 2	8.25	Sept-99
NHL 99	9	Nov-98
NHL 2000	8.5	Nov-99
NHL FaceOff 99	7.75	Nov-98
NHL Face Off 2000	7.25	Nov-99
Ninja	2.5	Oct-98
No One Can Stop Mr. Domino	7.75	Jan-99
Oddworld: Abe's Exoddus	9.25	Dec-98
ODT	5	Nov-98
Omega Boost	7.75	Oct-99
Pac-Man World	8	Oct-99
Parasite Eve	7.75	Sep-98
Pitfall 3D: Bynd. Jngl.	8	May-98
Pocket Fighter	7.75	Sep-98
Point Blank 2	8	Apr-99
Pool Hustler	7.25	Dec-98
Populous: The Beginning	7	Jun-99
Pro 18 World Golf	1	Feb-99
Psybadek	3.75	Feb-99
Punky Skunk	7	Jun-98
Rally Cross	9	Apr-97
Rally Cross 2	8.25	Jan-99
Rampage 2: Universal Tour	5.5	Jun-99
Rascal	6	May-98
Rat Attack	6.75	Nov-99
R/C Stunt Copter	7	Oct-99
RE2: Dual Shock	8.5	Oct-98
RE: Director's Cut - Dual Shock	7	Oct-98
ReBoot	7	Apr-98
Reel Fishing	7	Apr-98
Re-Volt	3.25	Nov-99
Ridge Racer Type 4	8.25	May-99
Rising Zan	8	Sep-99
Risk	7	Jun-98
Rival Schools: United by Fate	7.75	Nov-98
Road Rash 3D	7.75	Aug-98
Road Rash: Jailbreak	7	Mar-00
Rogue Trip	9	Oct-98
Rollcage	7	Apr-99
Romance of the Three Kingdoms VI	7.25	Mar-00
Rosco McQueen	3	Sep-98
R-Type Delta	7.25	Aug-99
Rugrats	7	Jan-99
Running Wild	6	Nov-98
Rushdown	5	Apr-99
SaGa Frontier	7.25	May-98
San Fran Rush:X Racing	6.75	Jun-98
SCARS	8	Nov-98
Shadow Madness	6	Apr-99
Shadow Man	6.75	Nov-99
Shadow Master	7	Apr-98
Shadow Tower	7.5	Nov-99
Silent Bomber	7.75	Mar-00
Silent Hill	7.25	Apr-99
Sled Storm	8.75	Sep-99
Small Soldiers	7.25	Dec-98
Smurfs, The	5.5	Mar-00
Soul of the Samurai	4.25	Aug-99
South Park Rally	4.5	Mar-00
Speed Racer	6.75	Jun-98
Spice World	3	Oct-98
Sports Car GT	6	Jun-99
Spyro 2: Ripto's Rage	8.75	Dec-99
Star Ocean	7.5	Jun-99
Star Wars: The Phantom Menace	7.25	Oct-99
Streak	8.25	Dec-98
Street Fighter Alpha 3	8	Jun-99
Street Fighter Col.	8	Oct-98
Street Ftr. 2 Collection	7	Feb-99
Street Sk8er	4.5	Apr-99
Suikoden II	9	Oct-99
Syphon Filter	9	Mar-99
T'ai Fu	6.5	Apr-99
T.R.A.G.	7.5	May-99
Tactics Ogre	8	Apr-98
Tail Concerto	7.75	Nov-99
Tales of Destiny	6.75	Oct-98
Tarzan	7.75	Sep-99
Team Losi RC Racer	7	Oct-98
Tekken 3	9.5	May-98
Ten Pin Alley	8.5	Jan-99
Tenchu	9	Nov-98
Test Drive 6	7.5	Dec-99
Test Drive Off Road 2	6.5	Jan-99
Test Drive Off-Road 3	8	Nov-99
Theme Hospital	8	Jun-98
Thousand Arms	7.75	Nov-99
Thunder Force V	6.5	Sep-98
Tiger Woods 99	2	Jan-99
Timeshock! Pinball	7.25	Nov-98
Tiny Tank: Up Your Arsenal	5.5	Jan-99
Tiny Tank (Revised)	5.5	Nov-99
Tiny Toon Adventures	6.75	Mar-99
Tomb Raider: The Last Revelation	8	Jan-00
Tomba! 2: The Evil Swine Return	8.75	Jan-00
Tony Hawk's Pro Skater	9.5	Nov-99
Trick'N Snowboarders	4.25	Oct-99
Triple Play 99	8.5	Apr-98
Triple Play 2000	6.5	May-99
Turbo Prop Racing	8.5	Aug-98
Twisted Metal III	8.25	Jan-99
Ultimate 8 Ball	6.5	Jul-99
UmJammer Lammy	8.25	Sep-99
Unholy War, The	7.25	Nov-98
Uprising X	4.75	Feb-99
Vigilante 8	7.5	Jul-98
VR Baseball '99	7	Jul-98
VR Powerboat Racing	6	Apr-98
Wargames Defcon 1	7.25	Sep-98
Warhammer II: Dark Omen	7.75	Jun-98
Warzone 2100	7.75	Jul-99
WCW/NWO Thunder	4.75	Feb-99
Wheel of Fortune	7	Jan-99
Wild 9	6.25	Dec-98
Wipeout 3	7.75	Nov-99
WWF Attitude	9	Aug-99
WWF War Zone	8.5	Oct-98
X-Games: Pro Boarder	6.5	Dec-98
X-Men Vs. Street Fighter	7.5	Jul-98
Xena: Warrior Princess	7.75	Nov-99
Xenogears	9	Nov-98

NINTENDO 64

TITLE	BL	DATE
1080 Snowboarding	9.25	Apr-98
Airboardin' USA	5.5	Oct-99
All-Star Baseball 99	8.5	Jul-98
All-Star Baseball 2000	8	May-99
All Star Tennis '99	5.5	Aug-99
Banjo Kazoole	9.25	Jun-98
Bassmasters 2000	8	Mar-00
BattleTanx	6.75	Feb-99
BattleTanx II: Global Assault	7.25	Nov-99
Beetle Adventure Racing	8	Apr-99
Bio FREAKS	4.5	Jul-98
Body Harvest	7.75	Nov-98
Buck Bumble	8	Oct-98
Bug's Life, A	5.25	Jul-99
Bust A Move 2	8	Aug-98
Bust-A-Move '99	9	Apr-99
California Speed	2.25	Apr-99
Castlevania 64	6.5	Mar-99
Castlevania: Legacy of Darkness	5.25	Mar-00
Chameleon Twist	7	Apr-98
Chameleon Twist 2	6.5	May-99
Charlie Blast's Territory	3	May-99
Chopper Attack	5.25	Jun-98
College Hoops 99	5	Feb-99
Command & Conquer	8	Sep-99
Cruis'n the World	6.5	Nov-98
Deadly Arts	3	Sep-98
Duke Nukem: Zero Hour	8.75	Sep-99
ECW: Hardcore Revolution	8	Mar-00
Extreme G 2	8.25	Dec-98
F-Zero X	8	Sep-98
F1 World Gran Prix	7.5	Sep-98
FIFA 99	8.25	Jan-99
Fighting Force 64	6.75	May-99
Forsaken 64	8	Aug-98
Gex 64	7.75	Nov-98
Gex 3: Deep Cover Gecko	7.75	Sep-99
Goeman's Great Adventure	7.25	Sep-99
Harvest Moon 64	7.25	Mar-00
Hot Wheels Turbo Racing	7	Oct-99
Hybrid Heaven	7	Jun-99
Iggy's Reckin' Balls	8.75	Sep-98
In-Fisherman's Bass Hunter 64	7.75	Sep-99
International Superstar Soccer '98	9	Aug-98
International Superstar Soccer 64	9	Jul-97
Jeopardy!	6	May-98
Jet Force Gemini	7.75	Oct-99
Ken Griffey Jr.'s Slugfest	8.5	Jul-99
Knife Edge	3	Nov-98
Kobe Bryant's NBA Courtside	9	May-98
Lode Runner 3-D	6.5	May-99
Lucky Luke	6.5	Nov-98
Madden NFL 99	8.75	Oct-98
Magical Tetris Challange	8	Jan-99
Major League Baseball f. Ken Griffey Jr.	7.5	Jun-98
Mario Golf	9	Aug-99
Mario Party	3.5	Mar-99
Micro Machines 64 Turbo	7	May-99
Mike Piazza's Strikezone	4.25	Jul-98
Mission: Impossible	8	Jul-98
Monaco Gran Prix 2	5	Jun-99
Monster Truck Madness	5.5	Sep-99
Mortal Kombat 4	8.5	Jul-98
NASCAR 99	7.25	Oct-98
NBA In The Zone '98	4.75	Apr-98
NBA Jam 99	7	Feb-99
NBA Live 99	7.25	Dec-98
New Tetris, The	7	Sep-99
NFL Blitz	9	Oct-98
NFL QB Club 99	8.25	Dec-98
NFL QB Club 2000	5	Oct-99
NHL 99	8.25	Nov-98
NHL Blades of Steel '99	6	Apr-99
NFL Blitz 2000	7.75	Sep-99
NHL Breakaway '98	8.25	Mar-98
NHL Breakaway 99	6	Feb-99
Nightmare Creatures	8	Jan-99
Off Road Challange	5	Sep-98
Penny Racers	5.75	Feb-99
PilotWings 64	9.5	Aug-96
Pokemon Snap	7	Aug-99
Quake 64	7.5	Mar-98
Quake II	7.75	Jul-99
Quest 64	6.5	Jul-98
Rampage 2: Universal Tour	5	Apr-99
Rayman 2: The Great Escape	7.75	Nov-99
Resident Evil 2	8.75	Nov-99
Re-Volt	4.75	Oct-99
Road Rash 64	8	Oct-99
Rocket	8	Nov-99
Rush 2: Extreme Racing USA	8.75	Dec-98
SCARS	7.75	Dec-98
Shadowgate 64	4	Aug-99
Shadow Man	7.75	Sep-99
Snowboard Kids	6.75	Apr-98
Snowboard Kids 2	6.25	May-99
South Park	7	Jan-99
Space Station: Silicon Valley	6.5	Dec-98
StarCraft	8	Oct-99
Star Wars: Episode I Racer	9	Jun-99
Star Wars: Rogue Squadron	8.75	Feb-99
Starshot	4.5	Nov-99
Superman	1.25	Aug-99
Super Mario 64	9.75	Aug-96
Super Smash Brothers	8.5	Apr-99
Tarzan	7.25	Mar-00
Tonic Trouble	7	Aug-99
Tony Hawk's Pro Skater	9.25	Mar-00
Top Gear Overdrive	7.25	Jan-99
Triple Play 2000	5.75	Apr-99
Turok 2: Seeds of Evil	9	Jan-99
Twisted Edge	3.25	Nov-98
Vigilante 8	8.5	Apr-99
Virtual Chess	3	Oct-98
VR Pool 64	7.75	Dec-98
Waialae Country Club	3.5	Sep-98
WaveRace 64	9	Nov-96
WCW/NWO Revenge	8.75	Nov-98
Wetrix	8.25	Jul-98
WipeOut 64	7.5	Dec-98
Winback	7.75	Nov-99
World Cup 98	8	Jun-98
World Driver Championship	6.25	Jun-99
WCW Nitro	4.25	May-99
WWF Attitude	9.25	Aug-99
WCW Mayhem	7.5	Oct-99
WWF Wrestlemania 2000	9	Dec-99
Zelda: Ocarina Of Time	9.75	Dec-98

DREAMCAST

TITLE	BL	DATE
AeroWings	7	Oct-99
Airforce Delta	7.75	Oct-99
Blue Stinger	5.25	Oct-99
Dynamite Cop	7	Nov-99
Elemental Gimmick Gear	7	Mar-00
Expendable: Millennium Soldier	4	Oct-99
Fighting Force 2	5.25	Mar-00
Flag to Flag	4.5	Oct-99
Giga Wing	7.5	Mar-00
House of the Dead 2	8	Oct-99
Hydro Thunder	8	Oct-99
Incoming	5.5	Mar-00
JoJo's Bizarre Adventure	8	Mar-00
King of Fighters Dream Match 1999	8	Oct-99
Legacy of Kain: Soul Reaver	8	Mar-00
Marvel Vs. Capcom	7.5	Oct-99
Monaco Grand Prix	7	Oct-99
Mortal Kombat Gold	7.25	Oct-99
NFL Blitz 2000	9	Oct-99
Pen Pen Trilcelon	4	Oct-99
Power Stone	8	Oct-99
Ready 2 Rumble Boxing	7.25	Oct-99
Sega Bass Fishing	8	Sep-99
Sega Sports NFL 2K	9.25	Oct-99
Sonic Adventure	7.75	Sep-99
Soul Calibur	9.25	Oct-99
Speed Devils	7.25	Oct-99
TNN Hardcore Heat	5.75	Oct-99
Tokyo Xtreme Racer	5.75	Oct-99
TrickStyle	7.75	Oct-99
Toy Commander	8.75	Nov-99
Vigilante 8: 2nd Offense	8	Mar-00
Virtua Fighter 3tb	7.75	Nov-99
Virtua Striker 2	5.25	Mar-00
Wetrix+	5	Mar-00

GAME BOY

TITLE	BL	DATE
720	7	Jun-99
A Bug's Life	5.75	Dec-98
All-Star Baseball '99	7	Oct-98
All-Star Baseball 2000	7.25	Jul-99
Battle Arena Toshinden	8	Jan-97
Bionic Commando: Elite Forces	8.25	Mar-00
Bust-A-Move 4	8	Aug-99
Carrot Crazy	3.5	Apr-99
Conker's Pocket Tales	4.5	Sep-99
Contra: The Alien Wars	8.75	Oct-99
Donkey Kong Land 2	8.5	Dec-96
Dr. Franken II	6	Apr-98
Dragon Warrior Monsters	8	Mar-00
FIFA Soccer 97	7.5	Nov-96
Game & Watch Gallery	5.5	Jul-97
GB Camera	7	Sep-98
Gex: Enter the Gecko	8	Mar-99
Gex 3: Deep Pocket Gecko	7.5	Mar-00
GriffeyJr. Pres. MLB	8.75	Dec-97
Ghosts N' Goblins	7	Nov-99
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