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March 2000
Vol. X • Issue 03

#83

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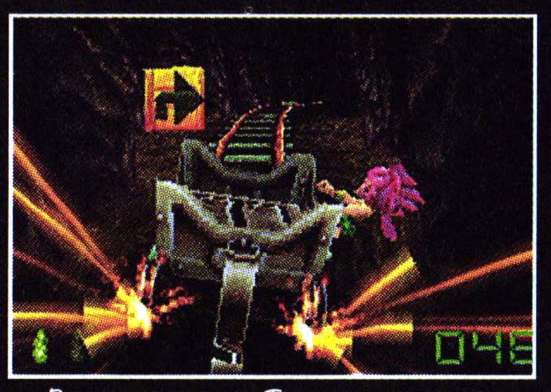

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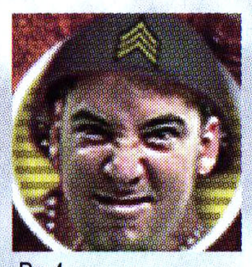
TABLE OF CONTENTS • TABLE OF CONTENTS •

GI MAGAZINE™

Departments

4 **Letter From the Editor**
Enough!


Pg 4

6 **Dear Game Informer**
GI Readers shower us with love letters, incoherent ramblings, and the occasional bomb threat.

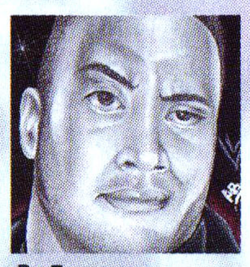
7 **Envelope Art**
You can't win if you don't enter GI's Monthly Envelope Art Contest.

20 **GI News**
A new Resident Evil prequel for N64, Square races for PlayStation2, Nintendo reveals Game Boy Advance release date, and tons-o'-fun with Name That Game!, Trivia, and GI's Top Ten.

Pg 7

50 **Game Informer PC**
The PC Jedi - misunderstood prophet or holy fool? We may never understand the enigma that is Erik, but a thousand years from now historians will still marvel at his koan-like meditations on Planescape: Torment and Quake 3: Arena.

51 **Arcade Brigade**
His robotic hand now replaced by a menacing iron hook, the Arcade Assassin claws his way back into your consciousness with previews of Gauntlet: Dark Legacy and Marvel Vs. Capcom 2. Be very afraid.


Pg 7

62 **Photophile**
We love anything mini: mini-donuts, mini-skirts, and especially our super mini-previews of the hottest upcoming games. This month features Ecco the Dolphin, Evergrace, and Dead or Alive 2.

68 **Play to Perfection**
All we have to fear is Fear Effect. Conquering this breathtaking adventure requires a combination of guts and cunning that few possess. To aid feeble mortals in their struggle, the GI Strategy Gurus dissect Fear Effect like a juicy caterpillar, providing a complete walkthrough, item locations, and solutions to the game's many puzzles.

Pg 25

82 **Secret Access**
What's that pesky GI Droid up to? Find out, then peruse the latest codes and tips from our readers.

86 **Classic GI**
Tomorrow never dies when you've got Classic GI! Game Informer looks at classic games on the NES and Genesis.

Pg 87

87 **Etc.**
Consumer goods for consumers in a consumer culture to consume. This month GI looks at Front Mission 3 toys, yummy eggs, and a strange item that features a number of pages filled with pictures and text bound by a hard cover (we think it's called a book).

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Over 90 Games Reviewed & Previewed!

Features

8 **Cover Story: Fear Effect**
Although it built its reputation on the Tomb Raider series, Eidos has a knack for spawning monster titles and characters that quickly become gaming icons. Following in the footsteps of Gex, Raziel, and the Baroness of Bazooms (Ms. Lara Croft) is Fear Effect's Hana Tsu-Vachel, an enchantress with a knack for problem solving and a penchant for pumping baddies full of lead. GI takes a look at this cinematic masterpiece.

14 **Feature: The Legion of Super-Franchises**
What becomes a gaming legend most? Hyperactive vermin? Pudgy plumbers? How about a yellow dot with an eating disorder? The answer is all of the above, and many, many more. GI looks at the most powerful game franchises in history, separating the big willies from the part-time suckers. These 15 franchises are the true superheroes of the industry, which have become household names, doing everything from selling candy to starring in motion pictures.

Pg 38

Reviews & Previews

28 **Nintendo 64**
ECW: Hardcore Revolution, Tony Hawk's Pro Skater

30 **PlayStation**
Alundra 2, Colony Wars: Red Sun, Die Hard Trilogy 2, Front Mission 3, Hot Shots Golf 2, Parasite Eve 2, Road Rash: Jailbreak, Rollcage Stage II, Syphon Filter 2

42 **Dreamcast**
D2, JoJo's Bizarre Adventure, NHL 2K, Shenmue, Space Channel 5, Time Stalkers, Virtua Striker 2

At a Glance

52 **Nintendo 64**
Bassmasters 2000, Castlevania: Legacy of Darkness, Harvest Moon 64, Tarzan

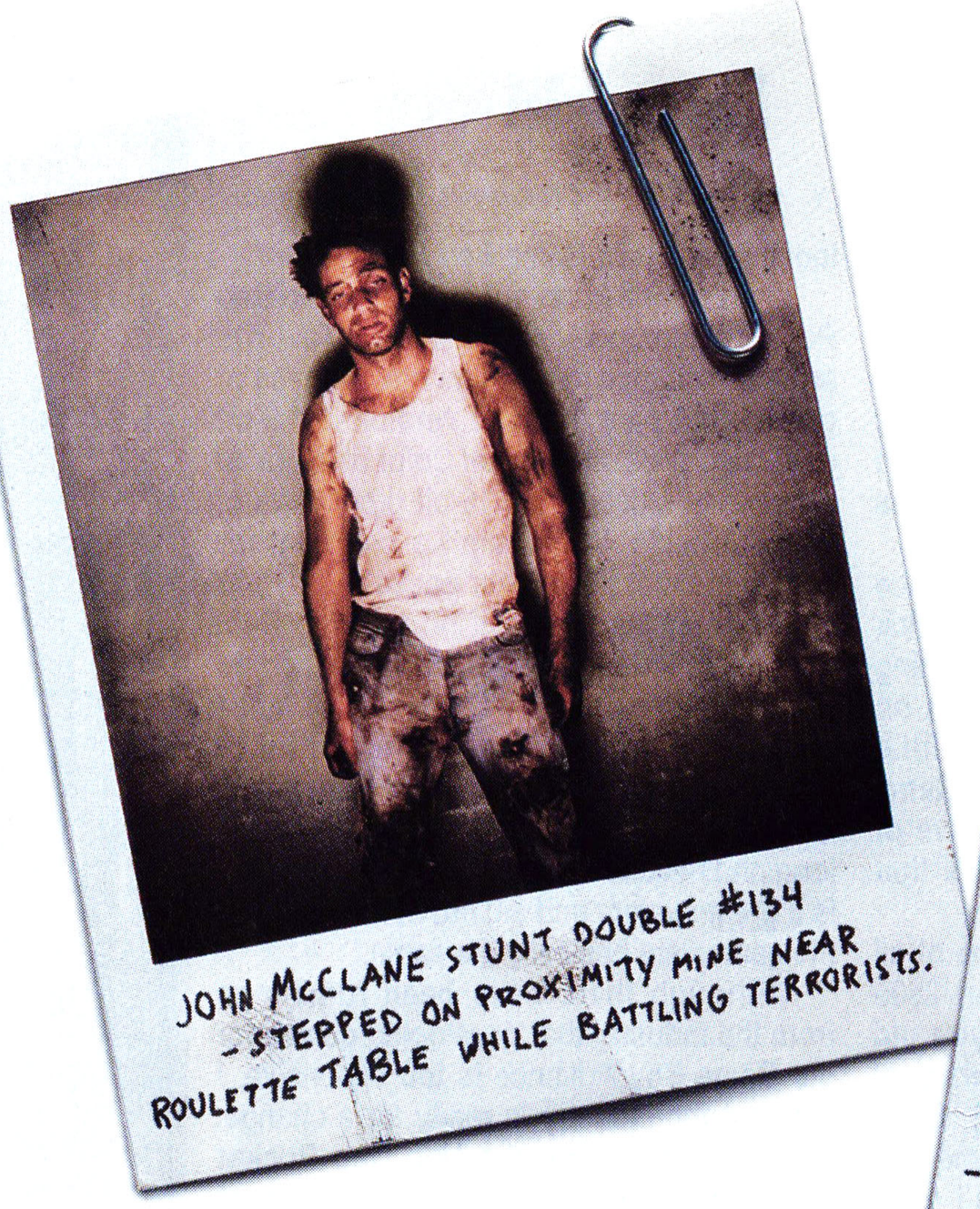
PlayStation
Crusaders of Might and Magic, Dukes of Hazzard: Racing for Home, ECW: Hardcore Revolution, Fatal Fury: Wild Ambition, Jackie Chan's Stuntmaster, Killer Loop, NASCAR Rumble, NBA Shoot Out 2000, Romance of the Three Kingdoms VI, Silent Bomber, The Smurfs, South Park Rally

Dreamcast
Elemental Gimmick Gear, Giga Wing, Incoming, Legacy of Kain: Soul Reaver, Vigilante 8: Second Offense, Wetrix +

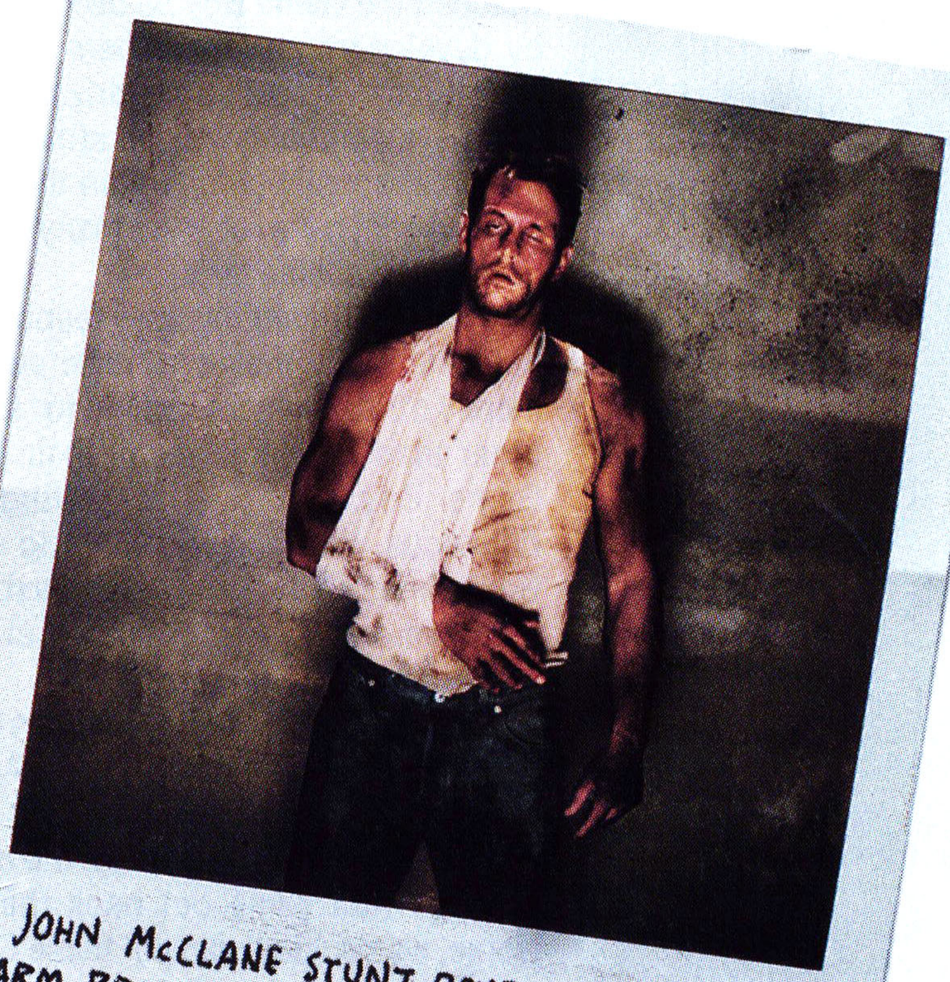
Neo Geo Pocket Color
Match of the Millennium: SNK Vs. Capcom

Game Boy Color
Bionic Commando: Elite Forces, Dragon Warrior Monsters, Gex 3: Deep Pocket Gecko, Mickey's Racing Adventure, Star Wars: Episode I Racer, Wings of Fury

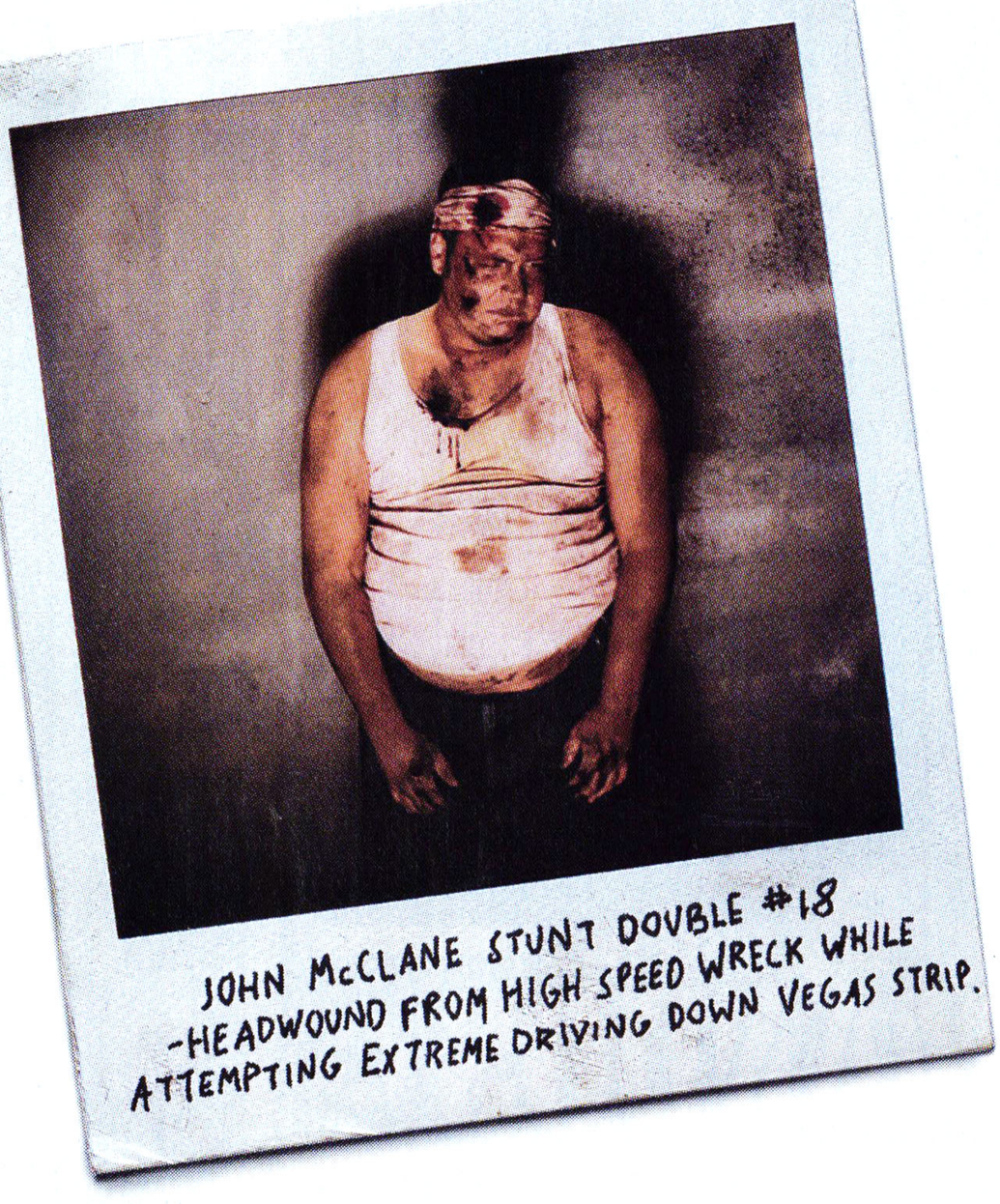
Pg 32



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR ROULETTE TABLE WHILE BATTLING TERRORISTS.



JOHN McCLANE STUNT DOUBLE #56
-ARM BROKEN NEAR SLOT MACHINES IN SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.



JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

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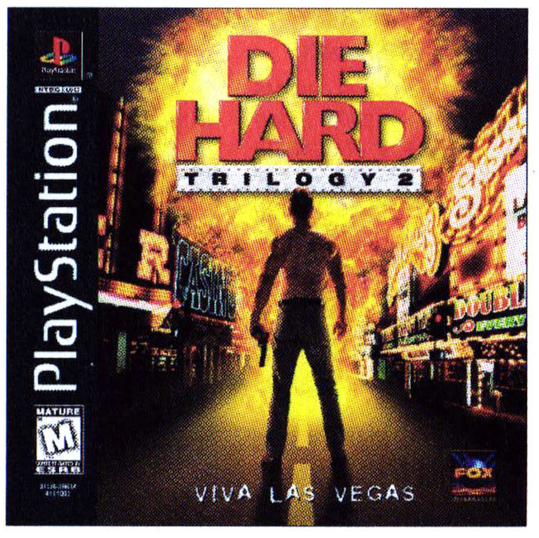

VIVA LAS VEGAS, BABY.

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LETTER FROM THE EDITOR

Enough!

BY ANDREW McNAMARA

Over the last couple of months I have watched the Game Boy be used and abused by developers and publishers everywhere, and it is slowly but surely driving me crazy. For a system that has been around so long, not until recently (jumping on the Pokémon bandwagon) have I seen so many companies developing games for it.

It is an understandable response since publishers feel they can make some quick money off consumers looking for something other than Pokémon to fill their hours on Game Boy, but this is getting a little ridiculous. We received close to 40 Game Boy games this month, and maybe five of them were even worth looking at. It's that bad.

So bad, in fact, that it reminds me of all the retched games that hit the Atari 2600 before its downfall back in 1983 (you old school players may remember the barrage of garbage that came out back then). Even worse, we decided many of these Game Boy games were so bad that we weren't even going to cover them in the magazine. So as a general warning, be very careful when looking for a new Game Boy title.

Or even better, go out and get a Neo Geo Pocket Color, which has been a favorite around the office for months now. Instead of games that play like bad versions of 8-bit console games, the Pocket Color delivers an experience close to the 16-bit glory days of Sega Genesis. Which ain't a bad deal for something that fits in your pocket.

You may want to wait on the Neo Geo, however, as Nintendo has finally stepped up and decided to bring the Game Boy Advance out this November. This new entrant may finally put an end to the Game Boy which, let's face it folks, has just been around too long and needs to be replaced. Yes, I know it is a great system and all, but at this point all the games are basically the same.

Although there have been rumblings from the industry that developing games for the Game Boy Advance is too expensive, I feel that the industry is ready for a change. But who knows, maybe Neo Geo Pocket Color can succeed and usher in a new era of gaming on the go.

GI Joe Gamers left to right: Erik, Paul, Matt, Jay, Reiner, and Sgt. Andy.

GAMES INDEX

Game	Page Number
Alundra 2	37
Army Men: World War	63
Bassmasters 2000	52
Bionic Commando: Elite Forces	60
Brunswick Circuit Pro Bowling II	64
Castlevania: Legacy of Darkness	52
Cobra Triangle	86
Colony Wars: Red Sun	36
Crusaders of Might and Magic	54
D2	48
Dead or Alive 2	67
Deception III: Dark Delusion	63
Die Hard Trilogy 2	32
Dragon Warrior Monsters	60
Dukes of Hazzard: Racing for Home	55
Eagle One Harrier Attack	64
Ecco the Dolphin	67
ECW: Hardcore Revolution (N64)	28
ECW: Hardcore Revolution (PS-X)	55
Elemental Gimmick Gear	57
Eternal Ring	65
Evergrace	65
Fatal Fury: Wild Ambition	54
Fear Effect	8
Fighting Force 2	56
Front Mission 3	39
Gauntlet Legends	66
Gauntlet: Dark Legacy	51
Gex 3: Deep Pocket Gecko	60
Giga Wing	56
Harvest Moon 64	52
Hot Shot's Golf 2	30
Hydro Thunder	64
Incoming	57
Jackie Chan's Stuntmaster	53
JoJo's Bizarre Adventure	43
Killer Loop	53
Legacy of Kain: Soul Reaver	56
Major League Baseball 2001	63
Maken X	67
Marvel Vs. Capcom 2	51
Mickey's Adventure Racing	60
MLB 2001	64
Mutant League Hockey	86
NASCAR Rumble	58
NBA Shoot Out 2000	53
NHL 2K	46
Ogre Battle 64: Person of Lordly Caliber	62
Parasite Eve 2	38
PGA European Tour	62
Planescape: Torment	50
Quake 3: Arena	50
Railroad Tycoon 2	65
Rayman 2: The Great Escape	66
Road Rash: Jailbreak	33
Rock the Rink	62
Rollcage Stage 2	40
Romance of the Three Kingdoms VI	54
Shenmue	44
Sllent Bomber	55
South Park Rally	54
Space Channel 5	45
Star Trek: Hidden Evil	50
Star Wars: Episode I Racer	58
Street Fighter 2010: The Final Fight	86
Striker Pro 2000	65
Syphon Filter 2	34
Tales of Eternia	63
Tarzan	52
Tekken Tag Tournament	66
Tengen Tetris	86
The Match of the Millenium: SNK Vs. Capcom	58
The Smurfs	53
The Wheel of Time	50
Time Stalkers	49
Tony Hawk's Pro Skater	29
Track & Field 2000	62
Vigilante 8: Second Offense	57
Virtua Striker 2	42
Wetrix +	56
Wild Wild West	50
Wings of Fury	58
WWF Smackdown	41
Y2K	50

Andy, The Game Hombre
andy@gameinformer.com

"I hate months like this where picking the cover story is like trying to decide which piece of gaming dung tastes better. OK...so it's not that bad, but we are heading into the lean months of gaming and some of the games I'm most looking forward to, like Code Veronica, Perfect Dark, or Syphon Filter 2, are just barely outta reach. But next month the world of video games should go back into a frenzy with these games hitting the shelves, and info should start leaking soon about the upcoming E3."

Paul, The Game Professor
paul@gameinformer.com

"After my sixth Reese's Peanut Butter Cup and cracking open a third can of Coke, my gut kind of hurts. Luckily, there are plenty of games in the office to keep my mind off the pain. Not that video games are the answer to every physical ailment, but I am aware of some who use games to escape the pains of everyday life. While this escapism could be thought of as detrimental, it sure beats watching reruns of Wings or listening to a coworker ramble on about his new breastplate. Still, nothing cures your indisposition like a good episode of the Dick Van Dyke Show. Morey Amsterdam is pure genius."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Hearing of my troubles with GI's upper management, I was contacted by talent scouts from That 70's Show. They wanted to remove me from my journalistic hell and make me a TV superstar. As the coolest guy out of the cast, my character was to be the Fonzie of the show. A real chick magnet of sorts. I almost took the role, but get this, my love interest on the first 12 episodes was that short, brown haired lass. I hate her! Entirely unhappy, I demanded a new contract - one where I make out with that hot redhead every episode. It was a deal breaker. Will I remain an editorial slave? To be continued..."

Jay, The Gonzo Gamer
jay@gameinformer.com

"Are you stuck in a dead end job with no future? Do you feel like your wheels are spinning, but you aren't going anywhere? Friend, I used to be just like you, sitting around and playing video games all day, but now I'm a new man. Say hello to Fitzloff 2000. Unlike last year's Fitzloff model, Fitzloff 2000 is proactive, dynamic, and cutting edge. No more humdrum times for me, I'm afraid. It's all 100% grade-A zippy from here on in. Thank you, Fitzloff 2000, you've changed my life...for the better!"

Matt, The Original Gamer
matt@gameinformer.com

"The gauntlet has been thrown down. Being the bigwig in the publishing industry, I hear a lot of insider scuttlebutt. Last week I heard a rumor that those dimestore harlots down at Cosmopolitan magazine were talking a lot of trash regarding this prestigious publication. All I've got to say is...talk to the hand, sister! While you're at it, why don't you take this $20, go back to K-Mart, and buy the rest of your outfit! I wouldn't even use that rag you call a magazine as toilet tissue for my exquisite derriere. When it comes to fashion, I was through with it before you knew what to do with it! Peace to my homiez at Madamoiselle!"

Erik, The PC Jedi
erik@gameinformer.com

"In the time I've been with Game Informer, we've offended a wide variety of different fans of this or that. Poképhiles, every owner of any system that ever went under, Dreamcast owners, and even motocross fans have sent us letters expressing their rage at our treatment of their favorite pastimes or unit of choice. I look forward to such letters, as their eloquent arguments offer a great deal of food for thought, and the ones where people use such outdated insults as "homo" (it's so weak, it's not even politically incorrect) are just plain funny. So, rock on you raging people. Just don't forget that you're all geeks like us."

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When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.

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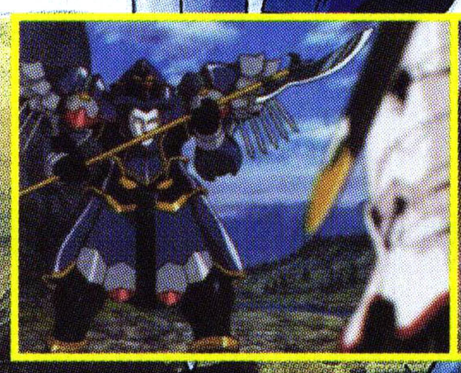

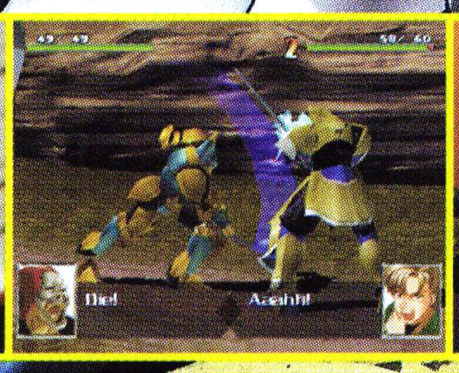

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Letters From Our Readers

GI's MC Revealed!

1. Are there any hardcore rap lovers in the office?

2. Can I come work for free at your office? I could get you guys coffee and donuts and run errands and stuff. I would do it for free; you can't beat that price.

3. How many systems have defected in your office?

Jonathan DeCarlo
via aol.com

1. The venerable "hardcore rap lover" at GI would definitely be Matt Helgeson. He is a fountain of information regarding rap, and his collection is too vast to mention. Recently, he has been entertaining us with select tracks off ODB's N***a Please album.

2. No, we already have the web editors to do that for us.

3. Just the other day our Atari Jaguar traveled by canoe to Cuba to seek political asylum. Before that, the Nintendo Virtual Boy mysteriously disappeared. We heard something about it showing up in Beijing.

COMMENTS:

When is Breath of Fire 4 coming out?

Rich "the Suicide Gamer" Szeszko
via prodigy.net

Capcom is hard at work on the project, and it is slated for Japanese release this spring. Unfortunately, U.S. gamers will have to wait until the fall to see it in the States. We hope to have more information on the game in the coming months.

Rare for Sony?

I was wondering why Rare only makes games for Nintendo. Are they a third-party company or are they part of Nintendo? If they're a third-party company, why don't they make games for Sega and Sony? If they're part of Nintendo, why do they call themselves Rare? Is there any chance that they might make games for the PlayStation2 and Dreamcast in the future, or will they only make games for Dolphin? Same goes for 989 Studios.

Milliaw
via aol.com

Both Rare and 989 Studios are second-party companies, in that each company is supported by its parent company. In other words, these developers are more like subsidiaries than stand-alone developers. Nintendo invested heavily in Rare a number of years ago, while 989 Studios is a spin-off of Sony Computer Entertainment America. The chances that you will see a Rare game for PlayStation2 or Dreamcast are nil. Although there was originally talk that 989 might develop for other console systems, the company is strictly a PlayStation and PC developer.

Gaming Addiction?

Do you guys go to GA meetings (Gameaholics Anonymous)?

Dan Uhoh
via aol.com

Although we are very dependent on games, each of us feels that he does not have a problem. As you may know, the first step to recovery is admitting to yourself that you do have a gaming problem. At this stage, none of us are ready to admit this. However, we are considering doing an intervention with Andy. His EverQuest problem is starting to get out of hand.

(Courtesy: Gamerholics Treatment Center)

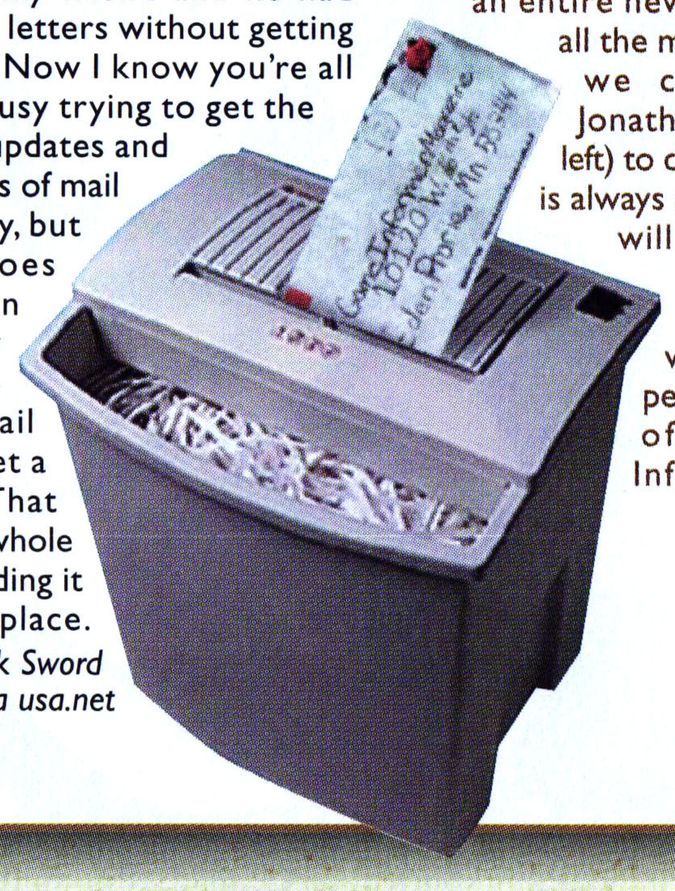
Responding to Letters

I've been wondering...do you still print letters or just do email? So far I have sent in two letters and NOTHING! Don't give me any crap about not receiving them in the mail, just the truth. (Yes, I realize the irony of using email to send this.)

Joseph Moore
via hotmail.com

A while back, I wrote a letter to you guys without getting a letter back. I talked to my friend and he had written two letters without getting a response. Now I know you're all incredibly busy trying to get the day-to-day updates and read the tons of mail you get daily, but it really does stink when you actually spend time writing email and don't get a response. That defeats the whole point of sending it in the first place.

Radek Sword
via usa.net



In the early '90s, before the Internet explosion, we received thousands of snail mail letters a week. Since email came into favor, the number of snail mail letters has dropped considerably, and we now receive over 95% of our correspondences through email. So to answer the question, more than 95% of letters you read in this section come from the Internet.

As far as responding to every letter, we just don't have the time or resources to do it. We'd have to hire an entire new staff to answer all the mail we get. Maybe we could just get Jonathan DeCarlo (see left) to do it for free. There is always a chance that you will get your letter answered in these pages, on the website, or personally from one of the Game Informer editors.

Linking Is the Way

Now, let's talk about business. I don't know if you guys are poor or you waste your time playing games without pay, but I have enough money to buy two PlayStations and two CDs of the same game to play on my two TVs. That is so cool!!! I like to look at my victim's eyes when I blow up their spaceships, cars, or whatever the thing is. I know that today the trend is to go to Internet, but you don't enjoy the suffering face of your victim. So far, I know 10 games for PlayStation with link cable capabilities. If the PS-2 will be loaded with Internet connection, how am I supposed to play in the living room when I am giving a party? Will I call to my own home in order to play on two TVs? Can you tell me WHY Sony and all the companies are going Internet but with no link? How do they expect to be successful with the Internet when they didn't even support the link feature? I know that many games use split-screen, but that sucks! I'm sure you will say, "Hey man, buy a big screen TV." If you can't have a complete screen for yourself, you'd better play with magnifiers. Some games like fighting games have no problem, but just think about having your own screen to walk around and find some allies or enemies in games like Resident Evil. That could be marvelous.

Antonio Rigormortis
via yahoo.com

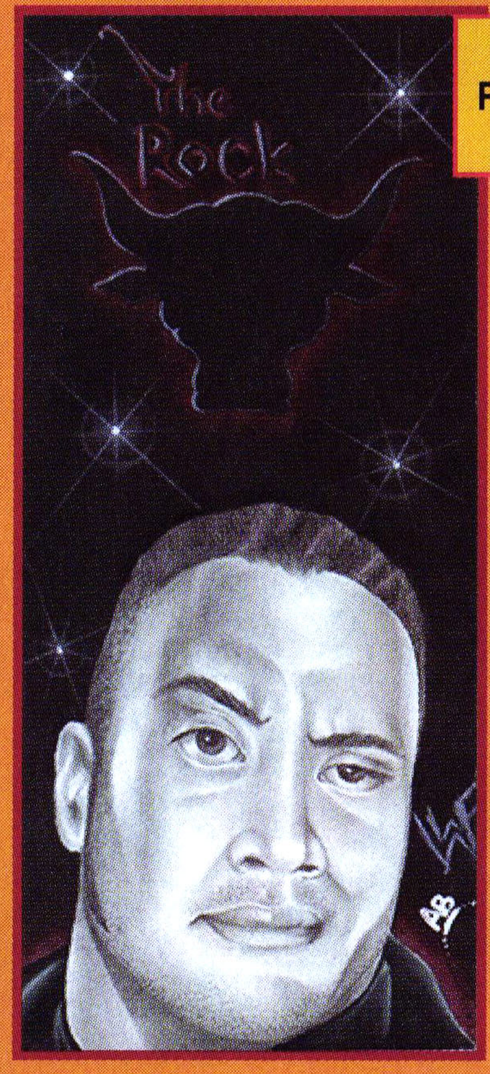
We think you are being a little harsh on the prospect of the next wave of consoles and the prospect of the Internet. Until we actually see how the Dreamcast and other systems will handle Internet play, we suggest you think about this possible scenario. Have you ever heard of a local area network (LAN)? With some computers and some simple hardware, you can create an excellent arena for playing multiplayer PC games in your own home. If you translate this into consoles, it could be possible for PlayStation2, Dreamcast, or Nintendo's next system to do the same through a fairly inexpensive peripheral. None of this has appeared yet, but the possibility is there.

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

March Winner

Adam Bennett, Aurora, CO



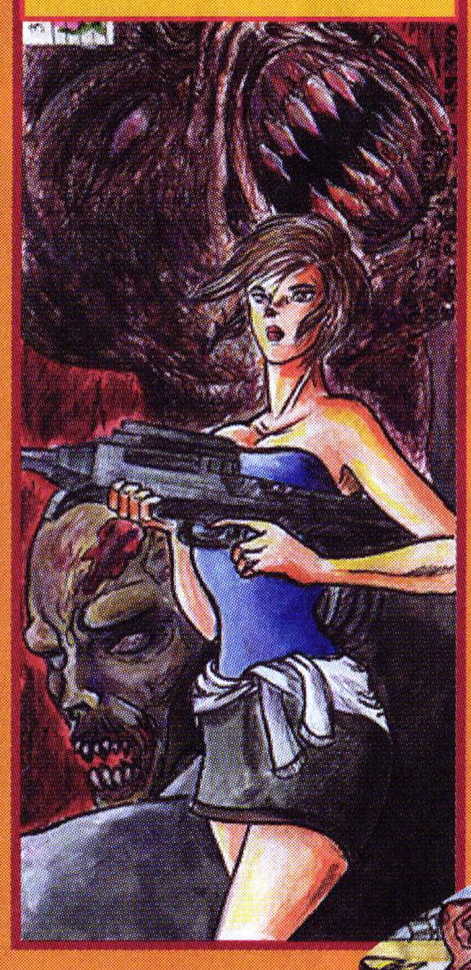
Obviously, he can smell what the Rock is cooking (you know the saying: whoever smelt it, dealt it).

Louis Taylor
Collingdale, PA

With his super enhanced Cyframe arm, Mag can whack better than any other boy.

Amelia B. Hernandez
Los Angeles, CA

Fashion Rule #1: Always wear a mini-skirt to a massacre.

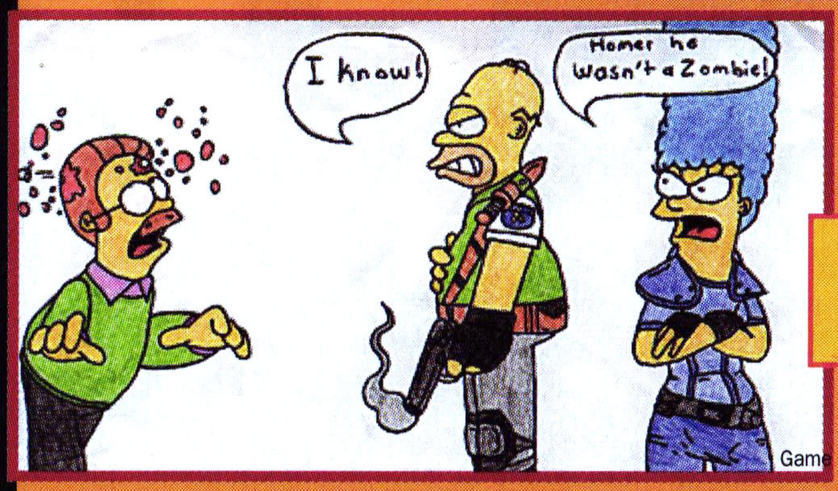


Maggie Flores, Whittier, CA

ARGGGGG!

Christopher Chacon
Rowland Heights, CA

A glimpse into the future of what Y3K will be like!



Unknown

Doh!

Who's Messed Up?

If you haven't beaten RE3 yet or are planing to purchase the game, I suggest you do not read any further. At the end of the game, missiles are fired at Raccoon City, and as the game states, "The city is wiped off the face of the earth." Now how in the hell is RE2 supposed to take place with no city? Yeah I'd say Capcom really screwed up this one. Now don't get me wrong, RE3 was a great game and there are other endings, but I just don't think that the game held up to the RE reputation. Also, I was looking forward to more of a dramatic final fight with Nemesis. The story just seemed really rushed at the end of the game. The game was also very short.

Chad Goshe
via yahoo.com

Way to go, you just spoiled the game for everyone. Wait, most of our readers already saw the cover story and strategy guide we printed in our December issue. These readers may also be laughing at you for your lack of game comprehension. RE3 takes place 24 hours before RE2, but also 24 hours after it. After her battle with the Nemesis at the Clock Tower, Jill is infected and relies on Carlos for some help. This is when the time shifts to October 1 – more than a day after the events of RE2. Capcom didn't screw up, you did.

Question About the Classic Neo Geo

I am hoping you guys can help me. I am interested in old game consoles/games and have started a collection. I am looking for a Neo Geo home cart system. Finding it is no problem, but the price is. So here's my question. Do you know where I can possibly find reasonably priced Neo Geo console systems? I am no cheapskate, but I find the price range of $500 to $1,000 for a nine-year-old game system a little steep. Yeah it might be rare, but the prices I have seen for various used Neo Geo systems are outrageous. Please help me!

Cyber Gamer Mike
via aol.com

We did some quick checking at www.ebay.com and found a number of systems up for auction. Some included a few games and the bidding was around $300 to $400. Considering the Neo Geo Gold system originally sold for about $900 and the games for $300, that is fairly reasonable. Keep your eyes open for better deals because we think you could get a sweet set-up for around $500 or less.

Exactly When?

What are the exact release dates for the PlayStation2 and Dolphin?

Reik, The Game Sheik
Salt Lake City, UT

We get this question all the time, and the only definite release date we have is for the Japanese PlayStation2. It will hit Japan on March 4. Sony has only said that the PS-2 will arrive in the U.S. this fall. Nintendo's Dolphin is less definite, and many industry pundits have speculated that the U.S. and Japanese release won't happen until next year.

Give In To Your Fears

Over the years, many have tried and failed to merge the gap between the cinematic viewing experience and video game interaction. People thought that by creating a vaguely interactive experience in which the player viewed a movie and then pressed a random button at the proper moment in order to avoid failure would be fun.

Unfortunately, and not surprisingly, this was not the case.

By merging mindless gameplay with amateur movie making, countless hordes of people who were excited by the prospect of being the first to combine two such popular, yet traditionally different, medias failed miserably. Remarkably, no one seemed to learn from other people's failure. From the Sega CD, to the PC, to the 3DO, the video game world was assaulted by horrid games with "photo-realistic action," a misnomer that attempted to bridge a wide gap between actual video and a Fisher Price camcorder recording.

Mercifully, with the advent of the PlayStation and Saturn, and the exciting polygonal capabilities of both that made fully three-dimensional gaming feasible, a couple of these games rose, fell, and the whole silly phenomenon never reared its ugly head again. Then came Capcom's Resident Evil series, a survival horror game so enthralling that more than one GI editor has actually dropped a controller while engaged in it. It seemed that Capcom had finally struck pay dirt in a game with intensity that relied on plot and circumstance as much as raw action.

By introducing brief cinematic cutscenes that didn't strive for realism, but maintained the look of the game itself, Capcom proved (as countless animated movies had) that video-realism is not the key element of cinema. Resident Evil combined a solid gameplay engine with masterful execution of horror movie concepts to create a stunning new hybrid that was rewarded with sales in the millions. Despite the game's horrendous voice talent, it still kept you on the edge of your seat like any classic suspense thriller.

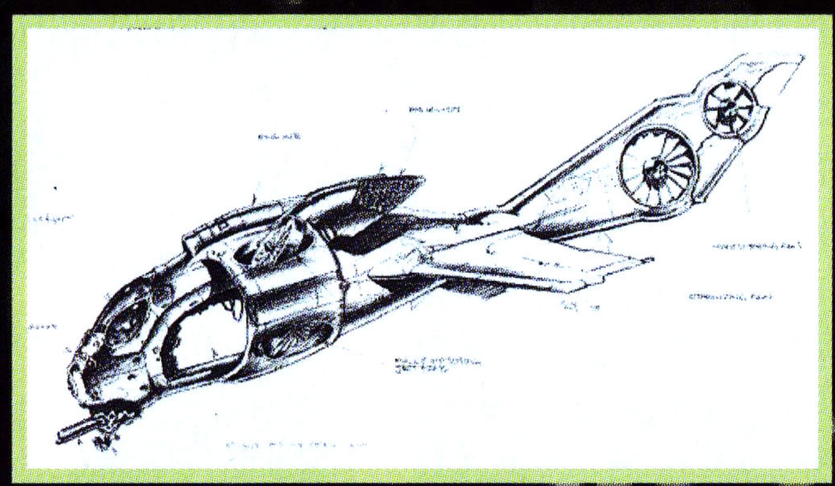
Fear Effect takes much of the Resident Evil formula and improves upon it a great deal. While the game's title suggests another survival horror copycat, this couldn't be further from the truth. Fear Effect's plot, while somewhat fractured and confusing, is to a much larger extent driven by its characters and the decisions they make rather than the basic need to escape a house, infested city, or laboratory complex.

Where Resident Evil's focus is purely on making the player a nervous wreck with every corner they turn, Fear Effect attempts to intrigue with stunning environments, surprising plot twists, and the grim circumstances surrounding the characters. While it would be easy to chalk up Fear Effect as yet another attempt at replicating the Resident Evil experience, this wouldn't be doing the game justice. Fear Effect may use many of the same gameplay techniques as Resident Evil (and its lesser-known PC precursor, Alone in the Dark), but the difference between the two is as wide as between two movie genres.

EFFECTIVE DEVELOPEMENT

Developed by Kronos Digital Entertainment, the people responsible for the popular PC titles Wing Commander III and Phantasmagoria, Fear Effect comes to you from a group who have a fair amount of experience with movie making. Fear Effect clearly demonstrates that Kronos has learned plenty from its previous games, with an understanding of camera and environment that far surpasses the norm in the video game industry.

The first thing one notices at the beginning of the game is the lavish detail that's been placed on the game's environments. While for the most part Fear Effect has the same RE-style fixed camera perspective on each screen, a great deal of effort has been put into creating dazzling lighting effects, animated shadows and machinery, and even the occasional in-game camera zooming and panning.



To add to the lively environment, near-seamless cutscenes frequently loop in and out of gameplay. Whether depicting new circumstances (explosions, guards rushing in, etc.), an action scene (leaping away from an explosion, kneeing a guard in the groin, etc.), the advent of a boss, or negotiating a deal with someone before disarming that large bomb that someone strapped to their chest, Fear Effect is chock full of cinematics. Fortunately, the cutscenes help define the game rather than break up the monotony of a half-baked gameplay system.

The emphasis on character is evident in the cutscenes as well. In Fear Effect, people don't simply wave their arms up down, filling in for a longer worded Japanese sentence by speaking slowly and using the word "well" a lot. The characters' faces and body movements are fully expressive and actually convey the appropriate emotion. Rather than yammering their jaws up and down like someone who could have sworn his dentures were in just a moment ago, Fear Effect's characters have mouth movements that actually accompany the speech.

Knowing full well that a movie with a little game on the side wouldn't cut it, Kronos added a few interesting touches to the gameplay as well. Rather than deal with the tiresome concept of health, Kronos went with a more Hollywood reasoning. In Fear Effect, taking bullets isn't about losing blood or not being able to think straight with a lead nugget lodged in your brain. Instead, it's all about getting scared. Taking hits reduces your fear meter from a healthy shade of green to blood red, at which point you can't take much more of this moving about and breathing while shrugging off a few bullet wounds from an assault rifle. Instead of med kits, herbal remedies, and first-aid spray, you must regain your confidence.

Fortunately, there are plenty of ways to do this. Finding additional weapons and ammo, knocking off enemies without getting hurt, entering new areas, and the passage of time will all eventually repair a damaged ego, allowing the characters to take it like a bruised action hero with glass shards stuck in his bare feet all over again. While we found this concept a bit odd at first, not having to deal with health items was quite refreshing and no less realistic than instantaneously repairing bullet holes, plasma burns, and chainsaw injuries with a small box labeled "med kit."

The characters in Fear Effect also come fully equipped with a number of moves. For those sudden surprise attacks from behind, they can spin around at the touch of a button. Characters can also duck, make a quick roll in order to get out of the line of fire, and even sneak up on people in order to get a one-shot kill (alas, no Tenchu-style animation). For the John Wu minded, pistols and submachine guns can be paired up and will independently target different enemies, frequently making them a wiser choice than the more powerful assault rifle or shotgun when facing multiple enemies.

Gunning down flunkies is generally pretty easy until you get towards the latter part of the game and ammo gets scarce. Bosses, however, are a totally different experience. Most require you to be quick-witted as well as good with the guns. In one scenario, for instance, the player is confronted by a gunship on a rooftop and must shoot out flags hanging at the edge of the building so they get sucked into the hostile vehicle's air intakes, causing it to crash, burn, and leave a convenient hole in the side of the building leading to a new area.

CHARACTER VIEWS

With three playable characters in its arsenal, Fear Effect invites gamers to swim through the minds of three complex personalities; discovering hidden truths and horrific secrets, all while calling upon their unique abilities to solve a perplexing case.

ROYCE GLAS

Age: 34
Height: 6'
Weight: 198 lbs.
Born: Pacifica, California, USA
Specialty: Mercenary

As a highly decorated ex-military vet, Royce Glas hits the streets as a well trained gun for hire. After all of his years of service, and after participating in a number of conflicts that the U.S. government officially denies, Glas is on the edge. He will kill anyone in self defense, and he's not afraid to push the law of the land to the limit to meet his goal. Since the world is unjust, Glas is forced to take on the most dangerous of missions, all to earn a cooked meal and a night's rest. His years of service have made him a bitter man, but he'd never turn his back on his team. Glas is a good friend of Hana's, vowing to take a bullet for her.

HANA TSU-VACHEL

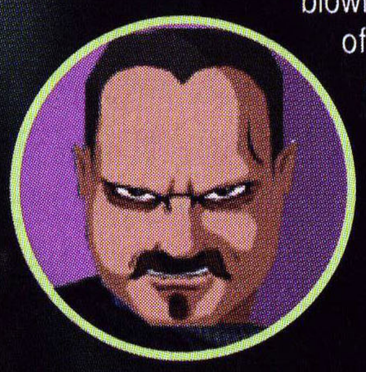
Age: 24
Height: 5'7"
Weight: 118 lbs.
Born: Shan Xi Province, ROC
Specialty: Covert Ops

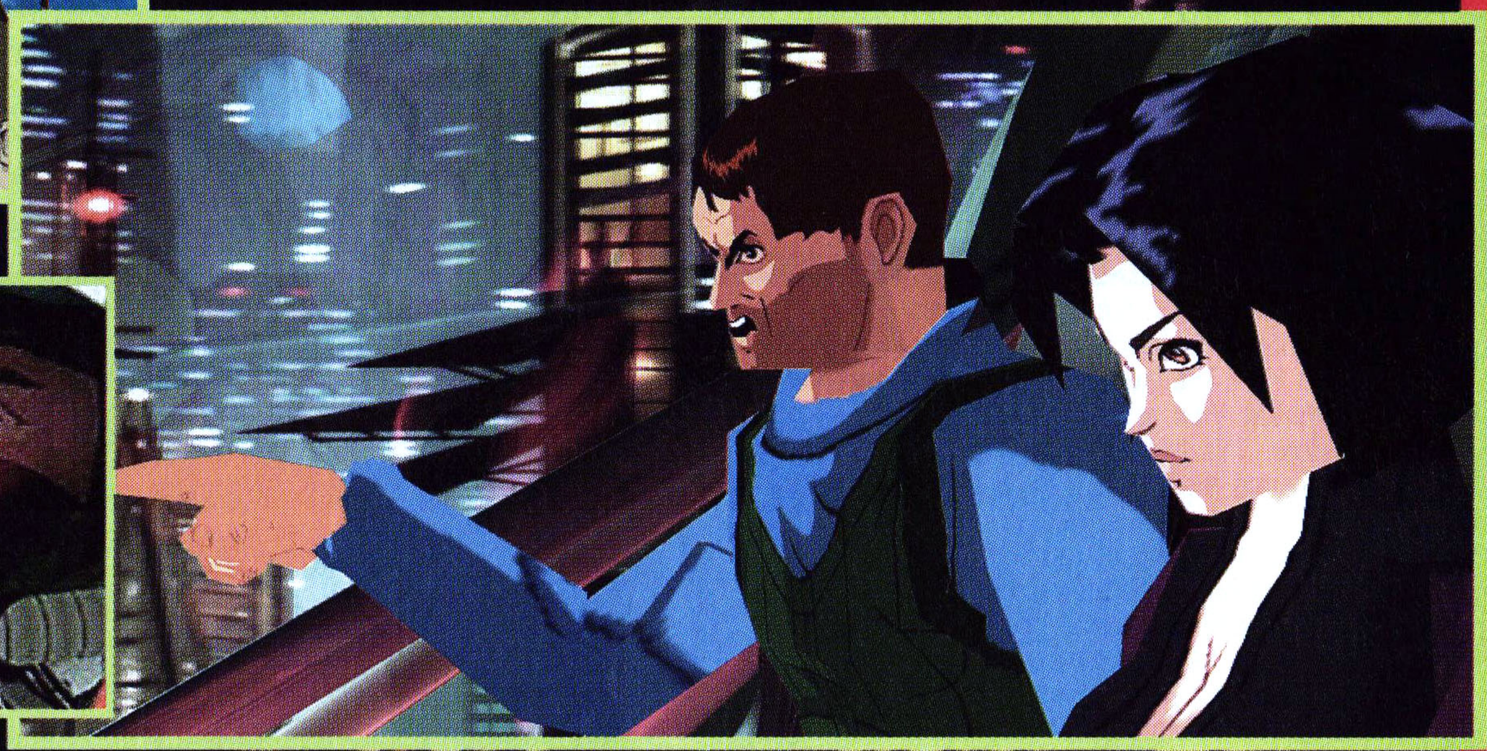
Raised a scholar in the Province Military Theater, Hana Tsu-Vachel is a mole and an extremely efficient Covert Operative specializing in infiltration. Fluent with the many varied dialects of the Chinese Government, Hana is also a marksman and driver. Born part French and Chinese, Hana was orphaned at a young age - which in turn makes her distant and careful of who she trusts. Her best friend and partner, Royce Glas, worked with her previously on a freelance French Government assignment. With little reservation, Hana lives life to the fullest, not taking anything for granted.

JAKOB "DEKE" DECOURT

Age: 37
Height: 6'5"
Weight: 219 lbs.
Born: Christchurch, New Australia
Specialty: Assassin, Explosives

With a body the size of a grizzly bear and a mind that ticks like a time bomb, Jakob "Deke" Decourt is an explosives mastermind and a sharpshooting assassin. Many consider him psychotic, but those close to him know he's hardworking, effective, and trustworthy. Not professionally trained, Deke often makes decisions on raw instinct - which sometimes results with situations blowing up in his face. As a survivor of the range wars that tore across New Australia, Deke is a scrapper and a survivor. He knows how to make it through thick and thin.





fear effect

Three Mercenaries and a Demonic Little Lady

Fear effect kicks off with a cutscene of a futuristic vehicle flying over a Chinese urban sprawl at night. Inside the vehicle, two anime styled mercenaries, Hana and Glas, discuss whether the contact they're seeking out for employment is trustworthy. After landing and discovering that the man has gone missing, Hana searches for him and in a very short period of time earns the enmity of a powerful Triad leader, finds an important data disc, kills 20 or 30 men, and must make a harrowing escape with the aid of her partner after their air car gets destroyed by a hovering assault vehicle.

Shortly afterward, the two rendezvous with a third partner, a tough Australian fellow named Deke, who provides them with the means to read the data disc. The team discovers that the leader of the Triad's daughter has gone missing and that the mission they were going to undertake for money is now a matter of life and death. A harrowing car chase ensues.

Everything about the first disc of Fear Effect suggests a game about a dark future along cyberpunk lines in which our small band of ruthless-by-necessity heroes are forced to stay two steps ahead of a powerful organization while attempting to grab hold of whatever bargaining chip they can find in order to stay alive and turn some kind of profit out of their misfortune. We were rather surprised when the usual brand of backstabs, cons, betrayals by trusted friends, and corporate conspiracies were thrown off track when the group heads to a small fishing village in search of the Triad leader's daughter, only to discover that it has become overrun with pyromaniac zombie villagers.

From this point on, the plot departs even further from the norm and enters into a world in which Chinese mythology is very real and some of the big players are not what they seem. Taking on the roles of Hana, Glas, and Deke, the player is led through a plotline with a dizzying array of twists and turns leading to Hana's discovery of her own pivotal role in the circumstances, and the truth behind her troubled childhood.

Perhaps what impresses us most about Fear Effect is its strong cinematic presence. It could have easily been an animated feature with its focus on character interaction and professionally choreographed scenes. It's rare that a game can manage to merge exciting action cutscenes with gameplay in such a seam less manner. One moment you'll be watching a train flying off of a bridge, in the next you'll be in control of Deke, doing your best to keep him from going with it.

While somewhat short despite its four discs, Fear Effect could end up fanning the flames that Resident Evil started, beginning a new cinematic gaming revolution. Only this time, the copycats and derivative people have some good examples to start with.

JAY
THE GONZO GAMER

"Fear Effect's graphics provide highly distinctive character designs which lend themselves easily to the game's many cutscenes, and thus become instantly identifiable by the players. This, combined with its absorbing plot, will have you completely drawn in by the end of disc one. **Fear Effect comes off as a cross between Resident Evil, Dragon's Lair, and Big Trouble in Little China - and I mean that in a good way.** The game's weak point is in the action. Other than the occasional tossed-in gun fight, success is measured by knowing what to do at the right time, much like laser disc games of old. Fear Effect won't be loved by all, but everyone should at least rent it to see what's been accomplished. If Eidos puts a little more player-controlled action into this game's inevitable sequels, it could have a very successful series."

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

PAUL
THE GAME PROFESSOR

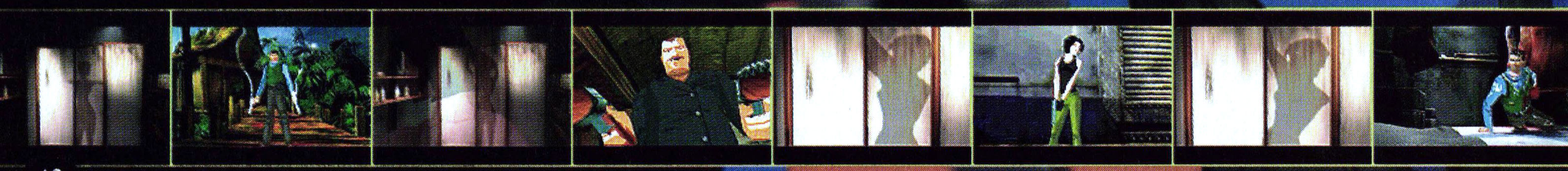
"Being a Resident Evil fanatic I see many aspects of it in Fear Effect, but in a uniquely different form. **The graphics in this game a far different than in any game you've seen before.** This is both good and bad. Good, because the stylings are a mix of Blade Runner and some kind of anime. Bad, because there is quite a bit of pixelation and the animation is pretty clunky. The stylization will definitely turn off some players immediately. As far as playcontrol goes, what Fear Effect offers is adequate. However, it is hampered by unusual shifts in perspective and poor combat. The thing that this game has going for it is an entertaining story. The plot is far more mature and exciting than Silent Hill and Resident Evil put together. If story is essential to you, check it out, bet remember the graphics are an acquired taste."

Concept	7.75
Graphics	8.75
Sound	9.25
Playability	7.75
Entertainment	8.75
OVERALL	**8.5**

REINER
THE RAGING GAMER

"Just like a pimple-faced junior high nerd, Fear Effect is a unique property that doesn't click with the PlayStation crowd. Its revolutionary anime texturing and looping FMV backdrops give it a personality all its own. **The gameplay is definitely inspired, yet the overall mix of storytelling, gameplay, and appearance is something new to the gaming scene.** It's obvious that Kronos worked on the cinematic angle before bothering with the play. Controlling characters is a sloppy experience. The enemy AI is wretched and the combat is incredibly simplistic. Some of the puzzles are decent, yet most of the brain work involves finding a key and using it. The heart and soul of this game is the story. The way the tale comes together at the end will give you chills. Don't expect great gameplay, but more of an entertaining cinematic experience."

Concept	7.75
Graphics	8.5
Sound	8.5
Playability	6.5
Entertainment	8.25
OVERALL	**8**



RESIDENT EVIL VS. FEAR EFFECT

Okay, so we said Fear Effect is much more than a cheap knockoff of Resident Evil, but as far as gameplay is concerned, its roots are fairly obvious. Let's compare the two, shall we?

Freakout Factor

Resident Evil is hands down the freakiest, most intimidating gaming experience out there. Every turn will have you checking your ammo supply and reaching for a dry pair of shorts. Fear Effect is more about tension than chills.

Environments

Resident Evil's rendered environments are attractive and the more recent installments do feature some animation, but nowhere near as much as Fear Effect. Hey, we're not dissing Resident Evil, we're just really impressed by Fear Effect's good looks.

Characters

Despite recent improvements in RE's voice acting, you still have to wonder if Capcom didn't just grab random people out of a drinking establishment at times. The interaction between Fear Effect's three main characters and other people in the game is often funny, grim, and generally much more interesting to listen to.

Weapons

Even the first Resident Evil wins in this department. Fear Effect's six guns are pretty generic. Still, the dual-pistol and submachine gun action can be quite entertaining.

Action

Resident Evil's action is generally more about making the proper judgment calls of knowing when to shoot (and what with) and when to run. It's fun to splatter zombies and knock mutant things off the walls, but no one would describe the action as fast paced. On the flip-side, FE's action is definitely quicker, but aside from some of the bosses, much easier too. It generally comes down to reflexes and knowing when to make a quick getaway to reload.

Puzzles

Resident Evil wins again. The puzzles, while somewhat repetitive are much more challenging and require the player to do a great deal more exploration. Even when we found ourselves searching for an item in Fear Effect, it didn't take long to cover all the bases.

Challenge Factor

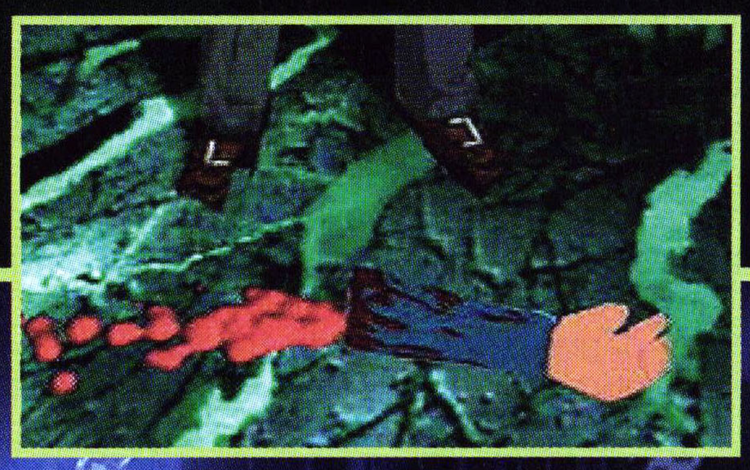
Overall, Resident Evil is a lot tougher, requiring strategic thinking, mad puzzle solving skills, close attention to inventory management, and some pretty nasty beasties. Fear Effect's levels, while containing a large number of screens, rarely branch out and you usually know exactly where to go.

Profanity Factor

Let's face it, when a gunship suddenly appears out of nowhere and launches a missile in your general direction, certain obvious forbidden words are bound to come out. It's much easier to empathize with a character that voices a single word opinion of the circumstances rather than someone who can't think of anything better to say than "Eek!"

Gore

Fear Effect has its moments, but it just doesn't compare to stomping a zombie's head or watching some poor sap get turned into the other red meat by a pack of nasties. Fear Effect is bloody to be sure, but it won't make you cringe like RE.

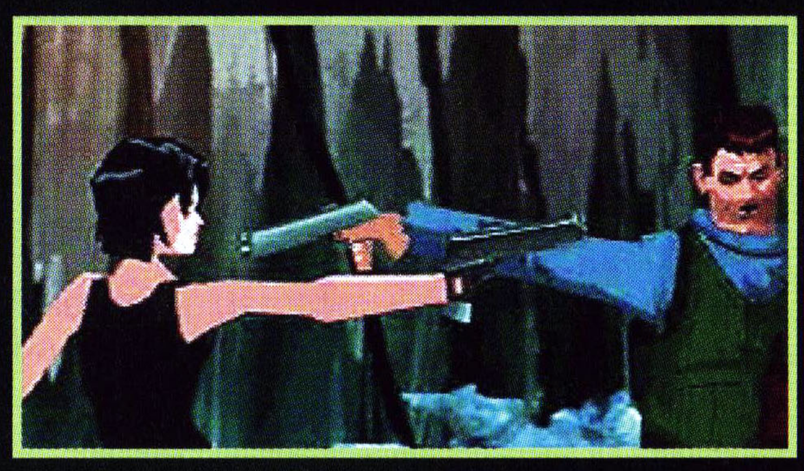


PlayStation Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Playable Characters; Dual Weapons With Multi-Enemy Targeting; Looping FMV Backdrops; Tons of Spoken Dialogue & Animated Cutscenes; Unique Anime Look
- **Replay Value:** Moderate
- **Created by:** Kronos for Eidos
- **Available:** Now for PlayStation

Bottom Line: 8.25



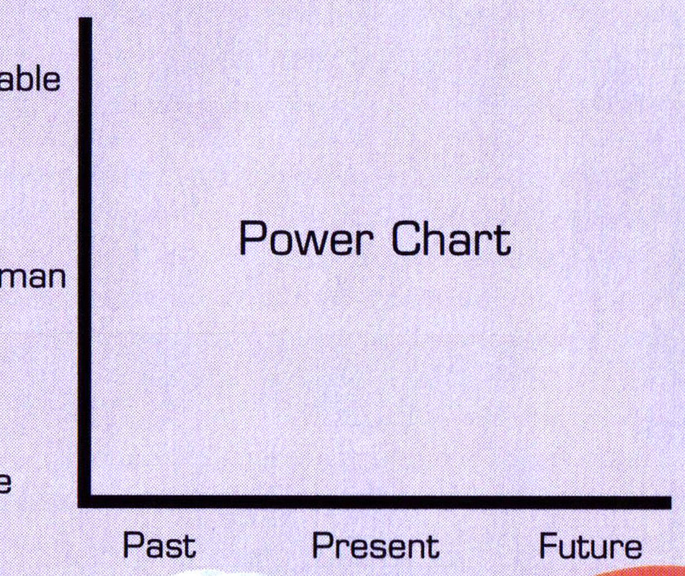
The Most Powerful Characters in the Video Game Universe

LEGION OF SUPER-FRANCHISES

Developer's sweet dreams are made of these. Selling that first no-name game can be an arduous chore, but once popularity and name recognition is achieved, moving product at retail is as easy as going to the bank. Once in a rare while, a video game does more than sell loads of copies – it gains notoriety. When a game becomes a glint in the public eye, toys, cartoons, movies, comics, and all sorts of character-related merchandise follow, practically giving the franchise owners a license to print their own money.

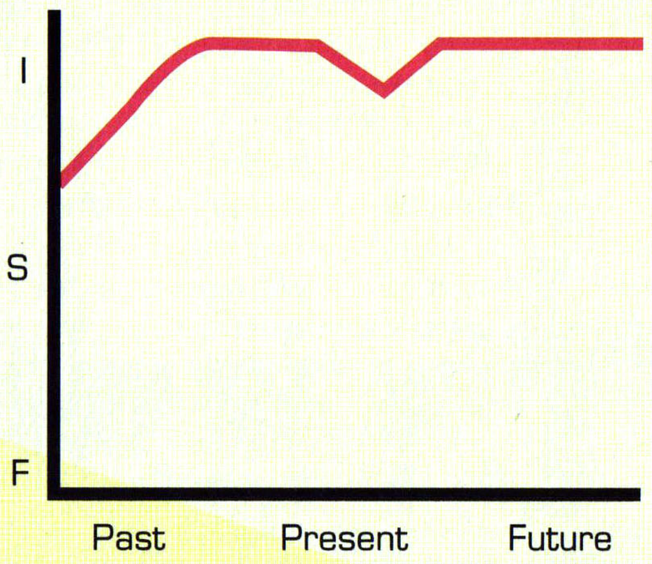
However, some franchises are solid platinum while others are just gold-plated. For your perusal, Game Informer has assembled our A team of video game powerhouses, noting whether the characters in question are bankable for life, for now, or forget about it.

Note: It doesn't take a database technician to realize that these characters' origins are complete fiction. There might be a hint of truth hidden in here somewhere, but don't blame us for it.



Mario

First Appearance: Donkey Kong (1981)
Powers: His name alone makes at least a million people buy his games.
Weaknesses: Coin Kleptomania; Facial Depilatories
Allies: Luigi; Princess Peach; Yoshi; Toad
Enemies: King Koopa; Wario; Bowser

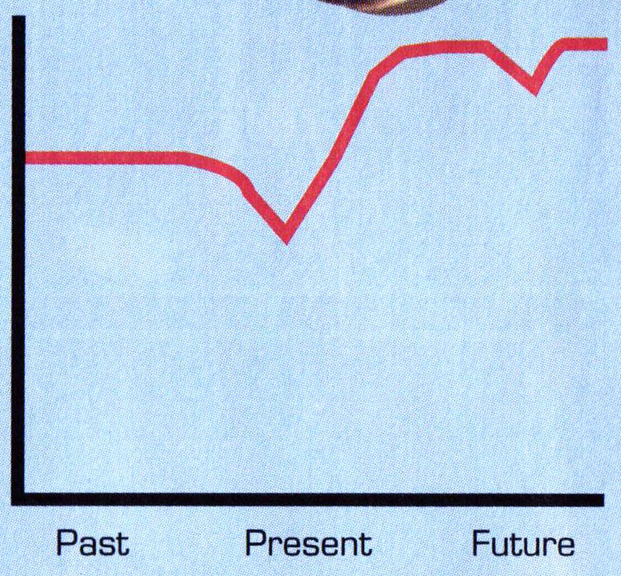


Origin: A seemingly ordinary plumber with an outrageous mustache, Mario was forced into action when a giant ape named Donkey Kong kidnapped his girlfriend Pauline. His simian nemesis awakened a great hate in Mario, releasing his ever-evolving powers. For a short time, Mario gave in to his anger, dumping the girl he had fought valiantly to rescue and cruelly caging the ape (Donkey Kong Junior) that incensed him. Fortunately, Mario was never imprisoned for his rampant animal cruelty, having his sentence reduced instead to a term of community service. As per the court order, Mario cleared sewers of vermin with his brother Luigi (Mario Bros.). Proving himself a reformed man, Mario has since found a new love in Princess Peach, and fought corruption time and time again.

Recent History: Perhaps complacent in his role as Nintendo mainstay, Mario has recently taken up an interest in rave organizing. These shindigs aren't too expensive to put together, but Mario charges his friends through the nose to attend. Mario's continued fame is assured, but these wild festivities no doubt sully his good name.

Link

First Appearance: The Legend of Zelda (1986)
Powers: Mastery of All Weapons Medieval
Weaknesses: Dresses in Tights and Hangs Out With Fairies
Allies: Zelda; Navi; Epona; Sheik
Enemies: Ganon

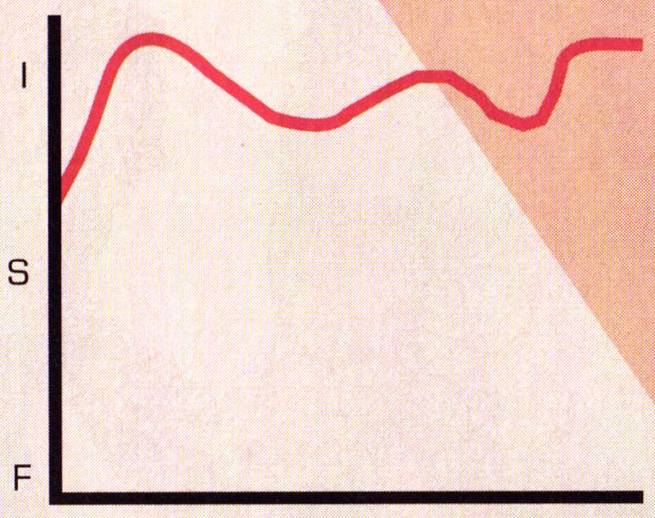


Origin: Link led a happy life as a peasant boy until marauding barbarians rampaged through his village, burning down his home and killing his parents. Link escaped alive, but was soon sold into slavery and forced to fight in gladiator pits. It was there that he learned how to wield weapons so effectively, and also where he vowed vengeance on the heathens who ruined his life. Link fought as a gladiator until he was nine years old, by then having earned his freedom. He immediately set out to seek revenge, but quickly found that the barbarians accidentally set their yurts on fire one night and killed themselves. Having nothing else to do, he decided to explore dungeons, fight monsters, and rescue girls.

Recent History: Link's adventures are few and far between, but the excitement of each one leaves indelible, pleasant memories in those who experience them. Having to wait is tortuous, but always seems worth it.

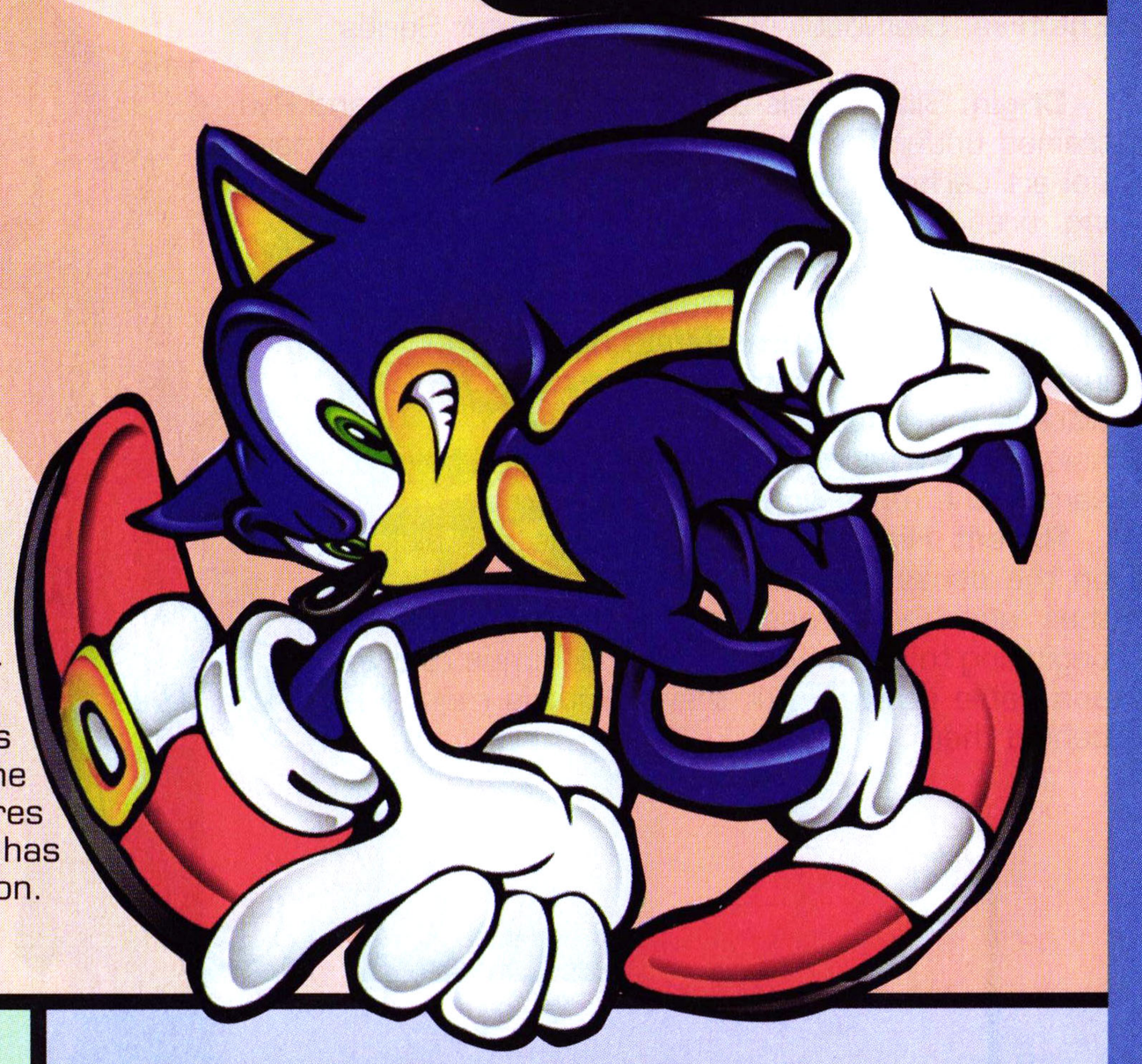
Sonic

First Appearance: Sonic the Hedgehog (1991)
Powers: Super Speed; Attitude
Weaknesses: Life Force Intertwined With Rings
Allies: Tails; Knuckles; Amy; Nature
Enemies: Dr. Robotnik; Science

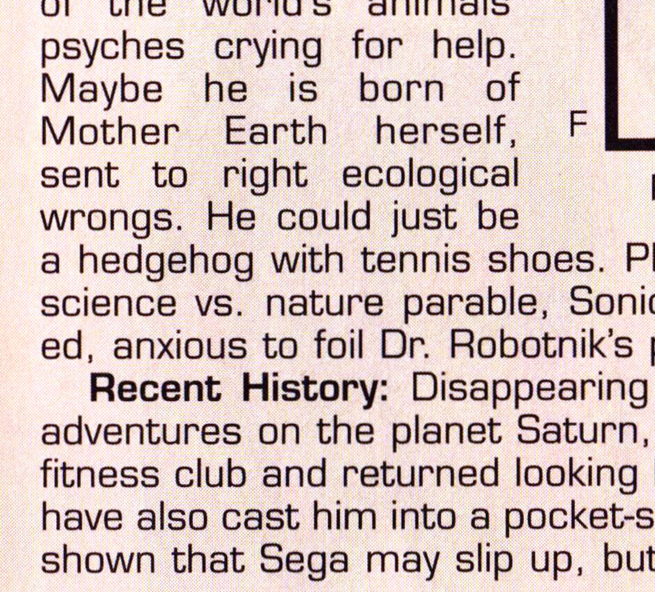


Origin: Whenever there are innocent animals being mercilessly mutated and mind-controlled, the aptly named Sonic shows up to liberate them. Perhaps Sonic is the physical manifestation of the world's animals' psyches crying for help. Maybe he is born of Mother Earth herself, sent to right ecological wrongs. He could just be a hedgehog with tennis shoes. Playing his part in the ultimate science vs. nature parable, Sonic always appears when needed, anxious to foil Dr. Robotnik's plans.

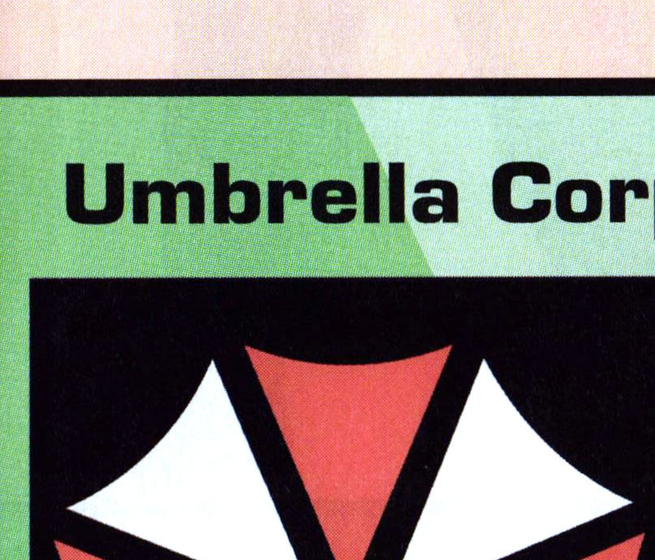
Recent History: Disappearing from the public eye after his adventures on the planet Saturn, Sonic spent his off time at the fitness club and returned looking like a dream. Recent adventures have also cast him into a pocket-sized micro-dimension. History has shown that Sega may slip up, but Sonic will never stop rolling on.



Umbrella Corporation



First Appearance: Resident Evil (1996)
Powers: None, Except Nearly Limitless Financial and Scientific Resources
Weaknesses: Government Inspection; Corporate Restructuring
Allies: War Mongers; Wall Street
Enemies: Anyone That Has Anything At All To Do With the RPD



Origin: As powerful as it is mysterious, the Umbrella Corporation has no regard for human life. Seeking to create the ultimate biological weapon, this evil empire has only succeeded in inadvertently (?) creating zombies and wiping out an entire city. A few survivors of the Raccoon City holocaust, all related to the police department in one way or another, have helped clean up Umbrella's end results, but they've never thrown a wrench into its corporate plan.

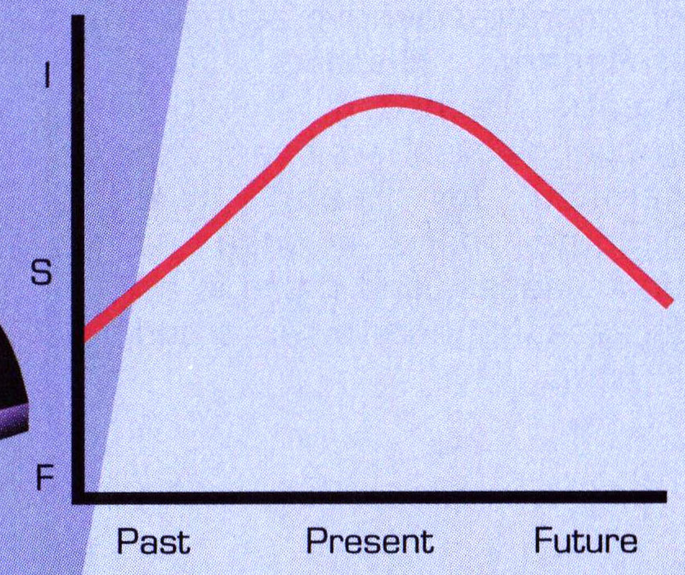
Recent History: All is going according to plan, with another virus testing planned for a small island. Despite its secrecy, word continues to leak out about Umbrella, and investors like what they hear so far. However, growing so quickly may harm Umbrella's value in the long run.

Crash Bandicoot

First Appearance: Crash Bandicoot (1996)
Powers: Super Spinning; Van Halen-Inspired Jumping
Weaknesses: His head's a little top-heavy.
Allies: Coco; Aku Aku; Snow Beaver
Enemies: N. Cortex; Uka Uka; Tiny; Ripper Roo

Origin: Born a normal rodent in the wilds of Australia, the bandicoot that would come to be known as Crash was innocently nibbling on wumpa fruit – which just happened to be growing above a nuclear waste disposal site. Ingesting the radiation caused him to grow and become anthropomorphic. While wandering around confused, Crash was found by Arfy, a disobedient canine that had gone through the same mutations. Arfy became Crash's mentor, training him in the way of spin fu.

Recent History: Arfy has recently left Crash behind, telling him that there is no more that he can teach him. The bandicoot refused to become a ronin, and found a new master in Europe. Future escapades are definite, but their quality has yet to be seen.

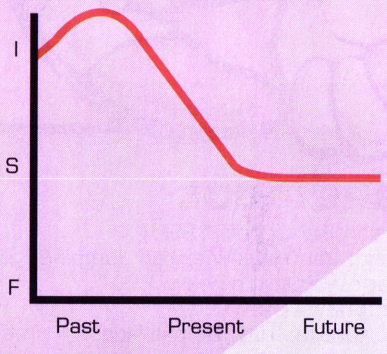


Ken & Ryu

First Appearance: Street Fighter (1987)
Powers: Martial Arts' Abilities Beyond Those of Normal Men
Weaknesses: Predictability
Allies: Everybody in the Street Fighter Series
Enemies: Everybody in the Street Fighter Series

Origin: Bitter rivals or best of friends? Ken and Ryu trained under the same master, both becoming martial art carbon copies of one another. Perhaps growing tired of continually facing each another, these two began traveling the world in search of the planet's greatest fighters. These fighting tournaments gained instant popularity, spawning many imitators. Those featuring Ken and Ryu, however, are recognized as the first and have earned the most worldwide respect.

Recent History: These old dogs still pick up the occasional new trick in their travels, but their age and stress from fighting so often is beginning to show. Ken and Ryu continue to draw admirable crowds, but their zenith is most likely behind them.

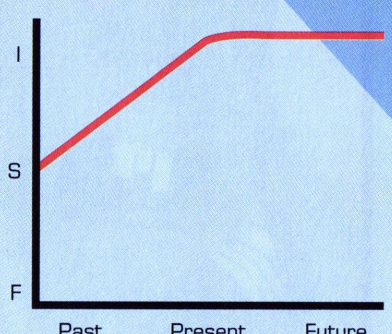


Chocobos

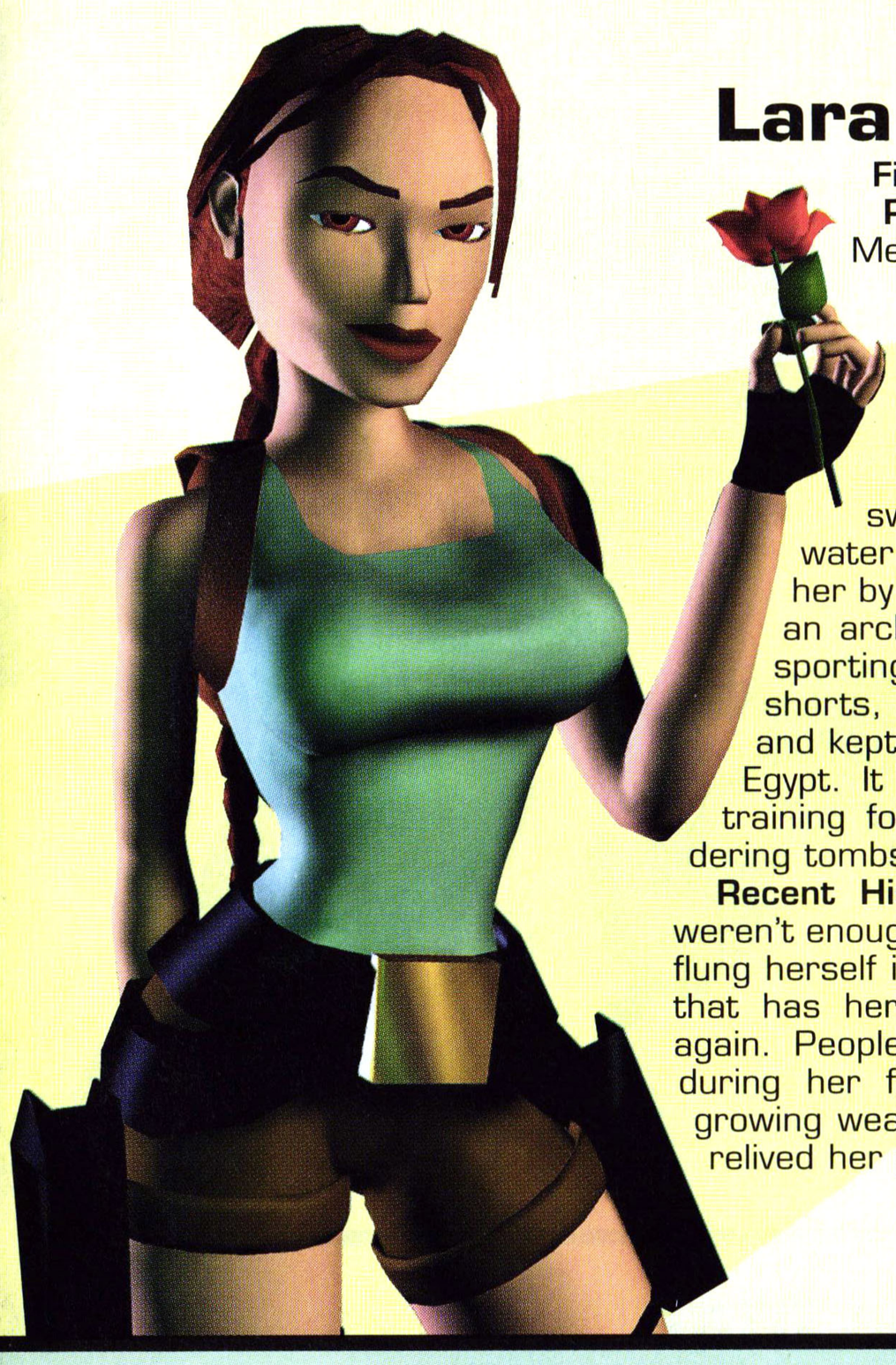
First Appearance: Final Fantasy (1987)
Powers: Horse-like Endurance; Cute as the Dickens
Weaknesses: Taste Like Chicken
Allies: People With More Than They Could Possibly Carry
Enemies: Everyone Around Thanksgiving

Origin: An ancient race that had survived for eons before the arrival of mankind, the chocobos decided to take it upon themselves to record all events passing before them, but never to interfere. With the coming of humans, the chocobos figured the best way to monitor this new race's actions was to pose as pack animals for them. Having performed this duty for centuries, the chocobos have seen the world advance from a primitive society based on sword and sorcery to one of amazing scientific advancement.

Recent History: The events recorded by the chocobos (as well as the demand for them) have become more intense as time passes, and there is no foreseeable end to this trend in sight.



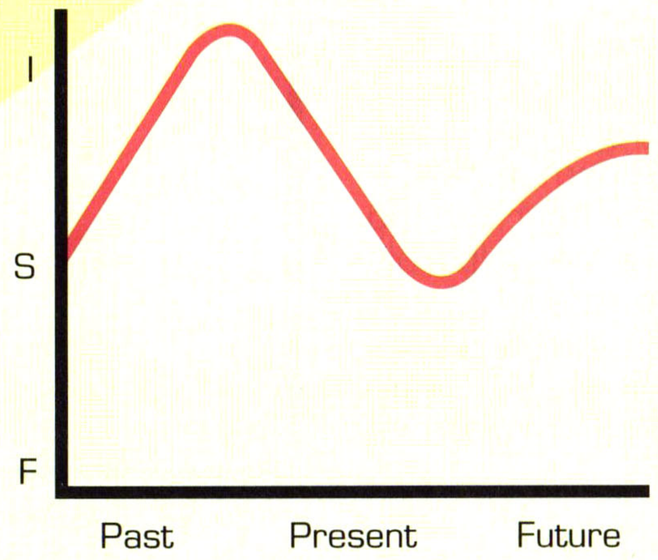
Lara Croft



First Appearance: Tomb Raider (1996)
Powers: Able To Hypnotize 90% of Men With Her Swinging Pendulums
Weaknesses: Misaligned Center of Gravity
Allies: Two Pistols; Sports Brassiere
Enemies: Stretch Marks; Reduction Surgery

Origin: Genetically engineered by Swedish scientists to be the ultimate swimsuit model, the young Lara Croft was kept in a glass tube filled with water until she matured into her teens. The scientists intended to educate her by piping in audio of proper ramp-walking techniques, but someone put in an archaeology tape by mistake. At her first fashion show, where she was sporting a green shirt and brown shorts, she ran down the runway and kept on running until she was in Egypt. It was there that she began training for her true passion – plundering tombs.

Recent History: Realizing there just weren't enough tombs to go around, Lara flung herself into a mysterious time warp that has her repeat history again and again. People were entranced with her during her first trip, but seem to be growing weary of her now that she has relived her past for the fourth time.

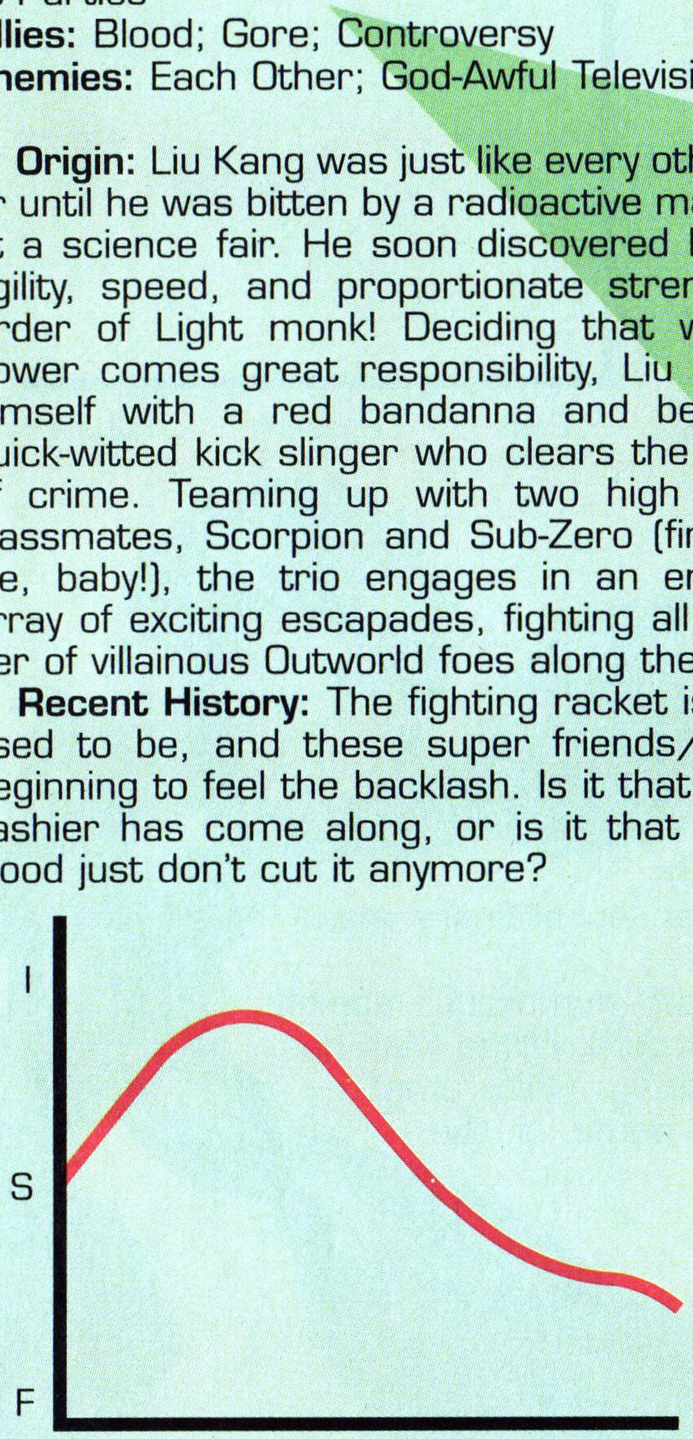


Liu Kang, Scorpion, & Sub-Zero

First Appearance: Mortal Kombat (1992)
Powers: All Kinds of 'em!
Weaknesses: Often Mistaken for Each Other at Parties
Allies: Blood; Gore; Controversy
Enemies: Each Other; God-Awful Television Series

Origin: Liu Kang was just like every other teenager until he was bitten by a radioactive martial artist at a science fair. He soon discovered he had the agility, speed, and proportionate strength of an Order of Light monk! Deciding that with great power comes great responsibility, Liu disguised himself with a red bandanna and became a quick-witted kick slinger who clears the streets of crime. Teaming up with two high school classmates, Scorpion and Sub-Zero (fire and ice, baby!), the trio engages in an endless array of exciting escapades, fighting all manner of villainous Outworld foes along the way.

Recent History: The fighting racket isn't what it used to be, and these super friends/fiends are beginning to feel the backlash. Is it that something flashier has come along, or is it that buckets of blood just don't cut it anymore?

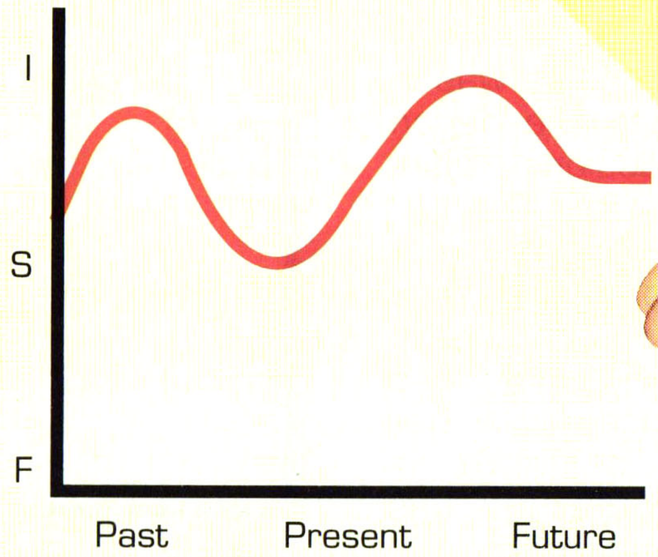


Donkey Kong

First Appearance: Donkey Kong (1981)
Powers: All the Privileges Imaginable That Come With Being a Giant Ape
Weaknesses: Bananas in the Tailpipe
Allies: Diddy; Primates; Sting
Enemies: K. Rool; Deforestation

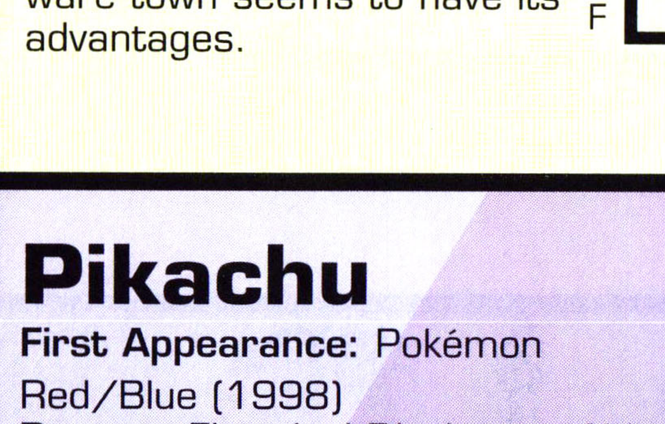
Origin: Selected to make the first inter-galaxy space flight, Lieutenant Commander Donkey Kong spent much of his life in a suspended-animation sleep. When the craft landed, Kong was shocked to find that all his other shipmates' hibernation programs had failed. He was the only survivor. The horror did not end there, however, for upon exploration of the new planet, Kong found it was ruled by men, not apes! Donkey Kong was instantly treated as an outcast (see Mario), eventually moving to the jungle to find peace among his simian brethren.

Recent History: Kong has learned some of the ways of man, even going so far as to wear what the humans call a "necktie" in the four-in-hand fashion. How a tie helps his image is a mystery, but it certainly hasn't hurt it. Being the only ape in a small software town seems to have its advantages.



Pikachu

First Appearance: Pokémon Red/Blue (1998)
Powers: Electrical Discharge; Able To Enamor Children
Weaknesses: Ground; Sure To Annoy Adults
Allies: Ash; Pocket Monsters
Enemies: Team Rocket; Pirated Merchandise; Knock-Offs



Origin: In a dimension quite unlike our own, there is a world where rulership is determined by beauty, and all things considered not cute at birth are destroyed. Being the most irresistibly cuddly organism in all the land, Pikachu quickly became king. Its first order of business was to assemble an army of the 150 most comely creatures. With his soldiers gathered, Pikachu announced his plot to them – to destroy half the world's population in an evil ritual that would give the entire army elemental powers! The plan worked, but the remaining populace performed a spell of their own that banished Pikachu and his army to a world where they are nothing more than beasts forced to fight for the entertainment of anyone who might capture them.

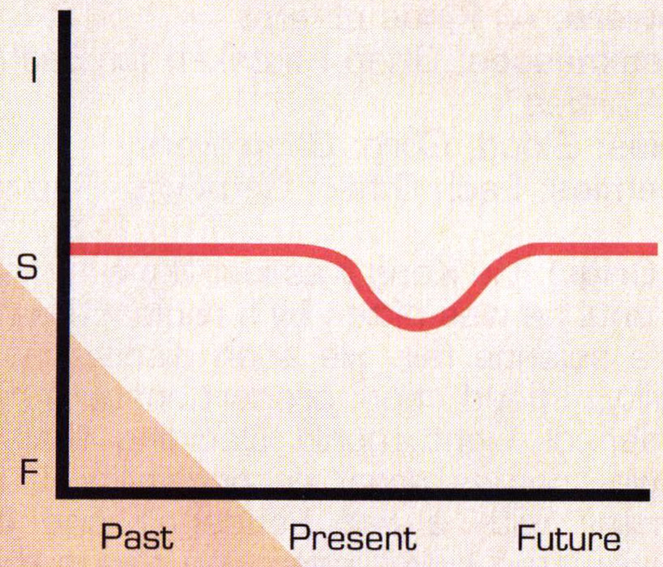
Recent History: Cuteness, it seems, has power over all worlds. Pikachu has managed to subvert the children of this world as well, and plans to bring over 100 new monsters from his homeworld to continue the conquest. The only flaw in his scheme is that children grow out of everything, including playing with their pocket monsters.

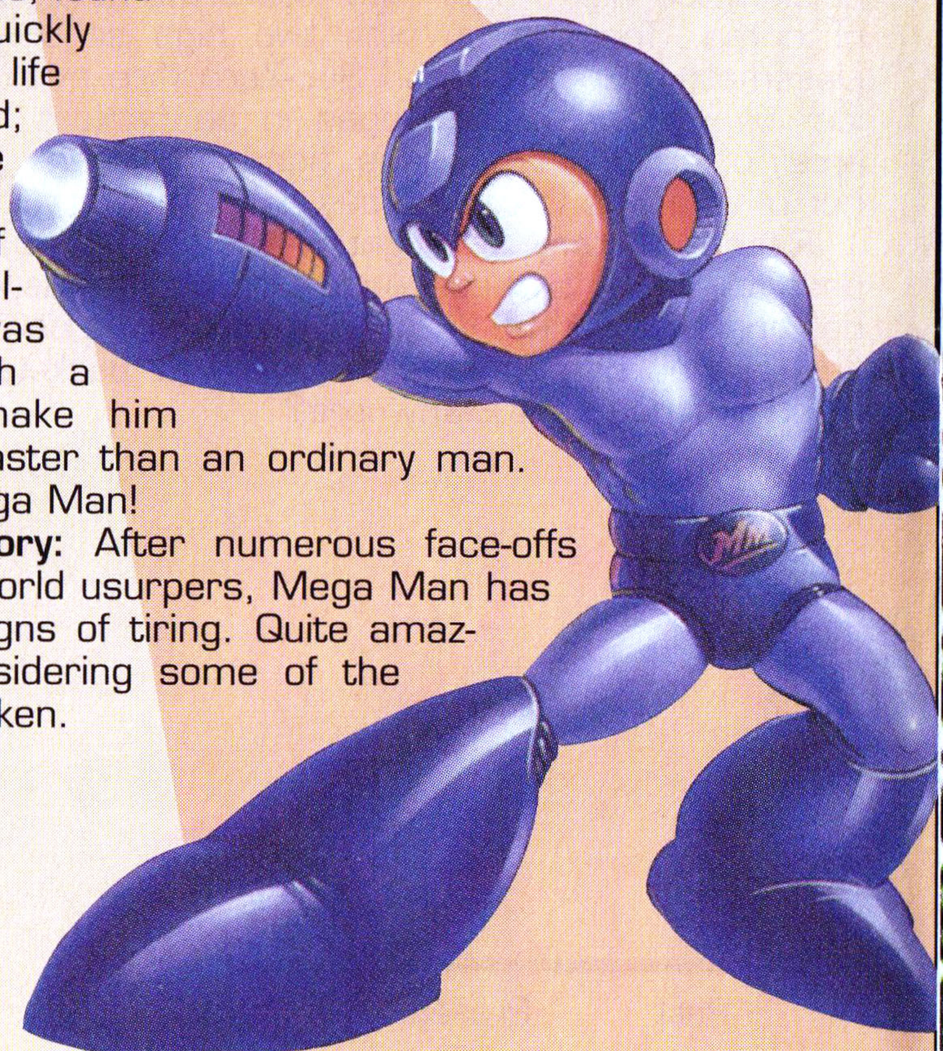
Mega Man

First Appearance: Mega Man (1987)
Powers: Part Man, Part Machine
Weaknesses: Short; Battery Charged
Allies: Rush; Roll; Dr. Light; Robocop
Enemies: Dr. Wily; Tron Bonne

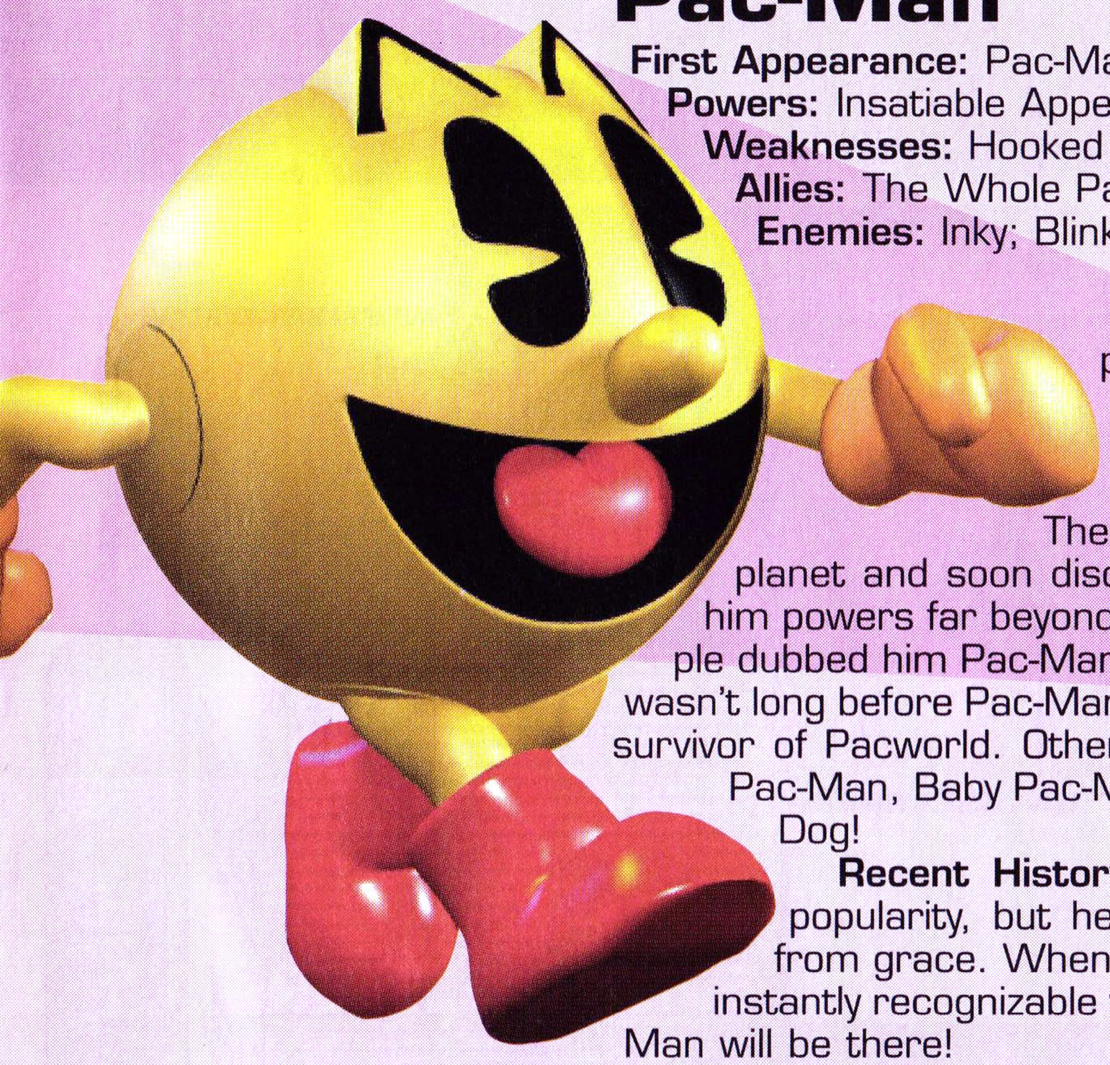
Origin: Young Mag Manning was walking home from college one afternoon when he spied an old lady about to be run down by a truck. Selflessly throwing himself in peril to save the helpless woman, Mag was hit hard, but was left alive. Dr. Light, the campus' leading expert in robotics, found Mag and quickly decided that his life could be saved; Mag could be rebuilt. Thanks to a budget of six million dollars, Mag was combined with a machine to make him stronger and faster than an ordinary man. He became Mega Man!

Recent History: After numerous face-offs with would-be world usurpers, Mega Man has never shown signs of tiring. Quite amazing, really, considering some of the beatings he's taken.





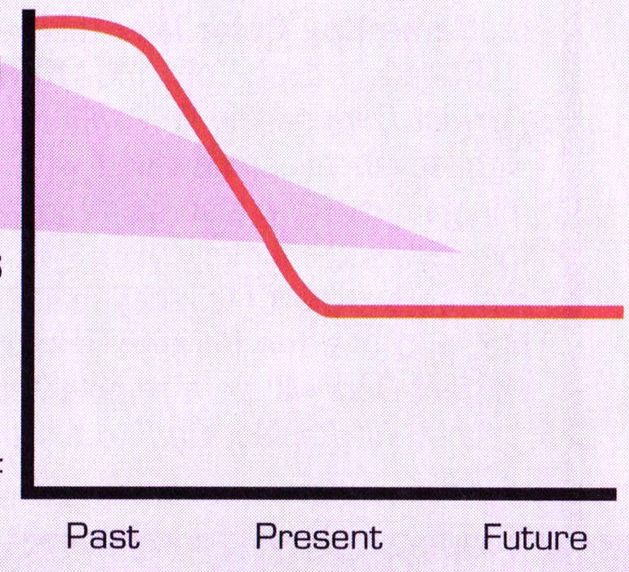
Pac-Man



First Appearance: Pac-Man (1980)
Powers: Insatiable Appetite
Weaknesses: Hooked On What He Calls "Power Pellets"
Allies: The Whole Pac-Family
Enemies: Inky; Blinky; Pinky; Clyde (also known as Pokey)

Origin: In a distant galaxy, on a planet known as Pacworld, a brilliant physicist named Pac-El theorized that his planet was about to self-destruct. The other Paclians scoffed at his presumption. Desperate for his son to survive, Pac-El built a rocket and sent his baby into space just as his homeworld exploded. The young Paclian landed on a new planet and soon discovered that the world's food gave him powers far beyond those of normal mortals. The people dubbed him Pac-Man, the world's mightiest franchise! It wasn't long before Pac-Man discovered that he wasn't the only survivor of Pacworld. Other Pac-family members include Ms. Pac-Man, Baby Pac-Man, Professor Pac-Man, even Pac-Dog!

Recent History: There have been lulls in Pac's popularity, but he has never completely fallen from grace. Whenever there is a need for an instantly recognizable video game persona, Pac-Man will be there!

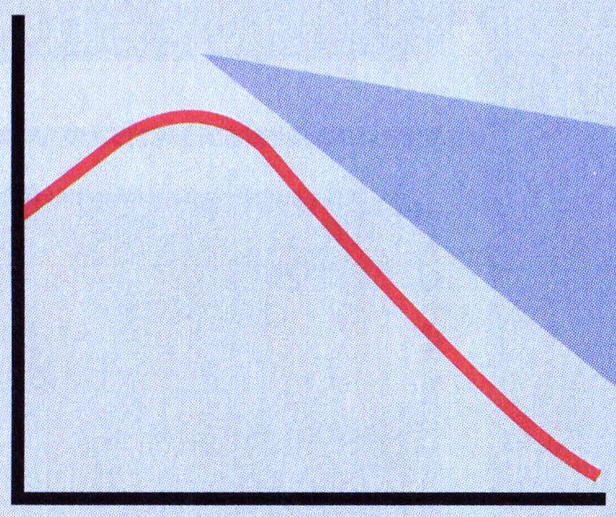


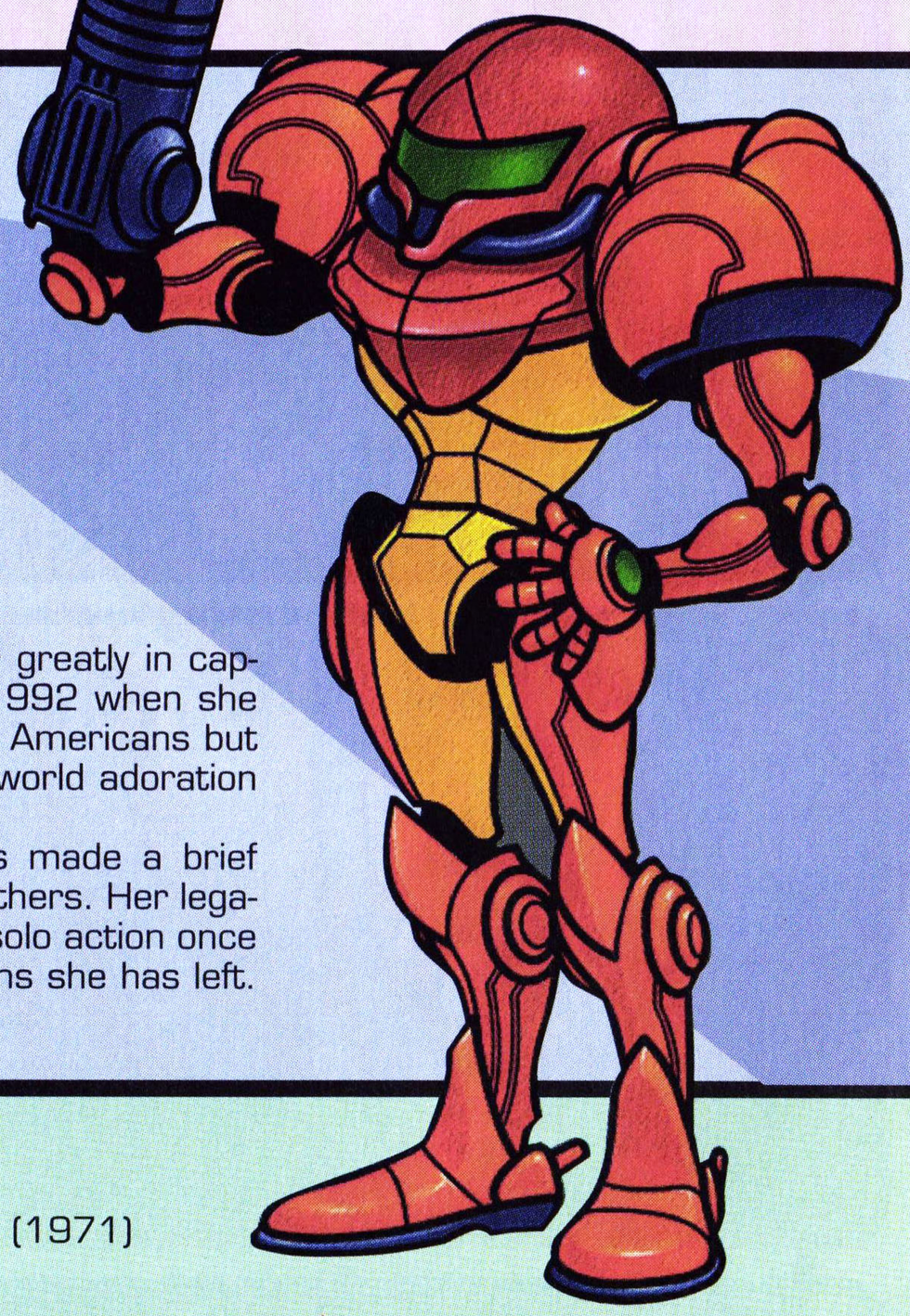
Samus

First Appearance: Metroid (1987)
Powers: Fully Environmental Power Suit
Weaknesses: Naughty Ness Secret in Super Smash Brothers
Allies: Demand
Enemies: Supply

Origin: Both a beautiful bounty hunter and a brilliant inventor, Samus Aran created a power suit capable of withstanding the harshest environments. The suit assisted her greatly in capturing criminals she was sent after, but her greatest challenge came in 1992 when she had to face her own vanity. After two off-planet adventures that captivated Americans but completely turned off the Japanese, Samus couldn't cope with not having world adoration and vanished from public scrutiny.

Recent History: With ever-constant whispers of a comeback, Samus made a brief appearance to do battle against other Nintendo greats in Super Smash Brothers. Her legacy is kept alive by a stalwart band of admirers begging that she undertake solo action once more. If she doesn't answer the call in a few years, she may lose those fans she has left.



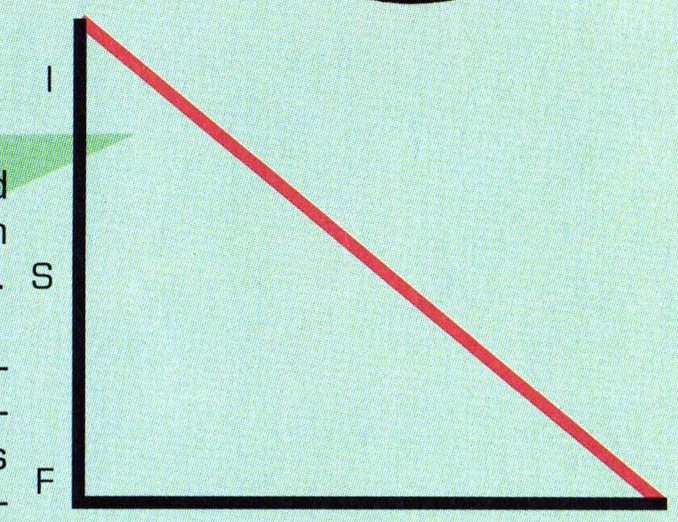


The Block

First Appearance: Computer Space (1971)
Powers: Insidious Nature
Weaknesses: Inflexibility
Allies: Early Home Consoles; Pixels; Tetris
Enemies: Hi-Res Graphics; Polygons

Origin: Just what is The Block, and who created it? This character owned the video game industry in its infancy, and still appears in every game today. Don't see it? Take a closer look.

Recent History: Just when we think we've beaten the block, it comes back to remind us who's really the boss (and it ain't Tony Danza). Tetris and its spin-offs are the most obvious examples of its corruption. Whoever has the copyright to The Block isn't fessing up to it, but it's a sure bet they're making millions.

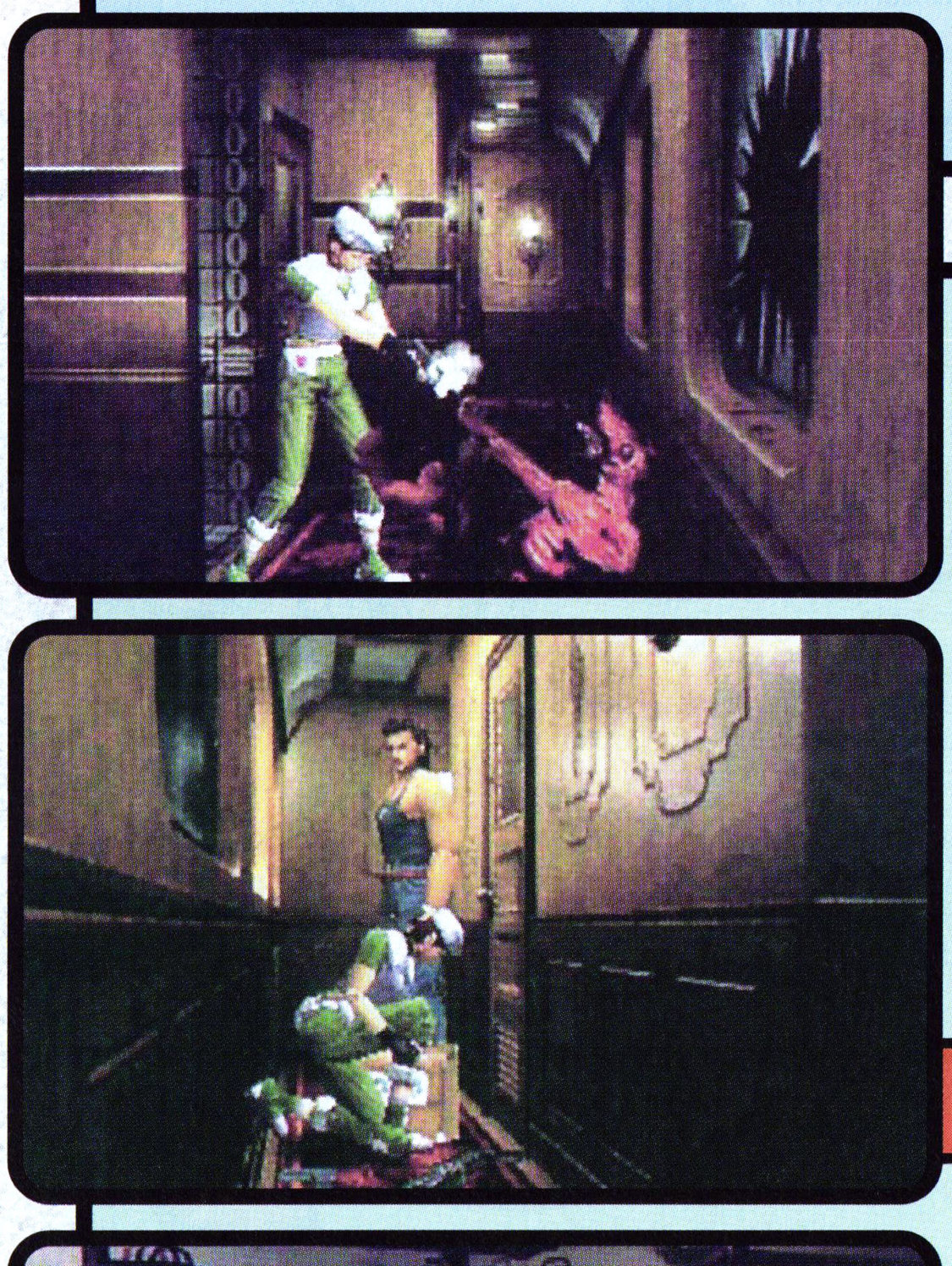


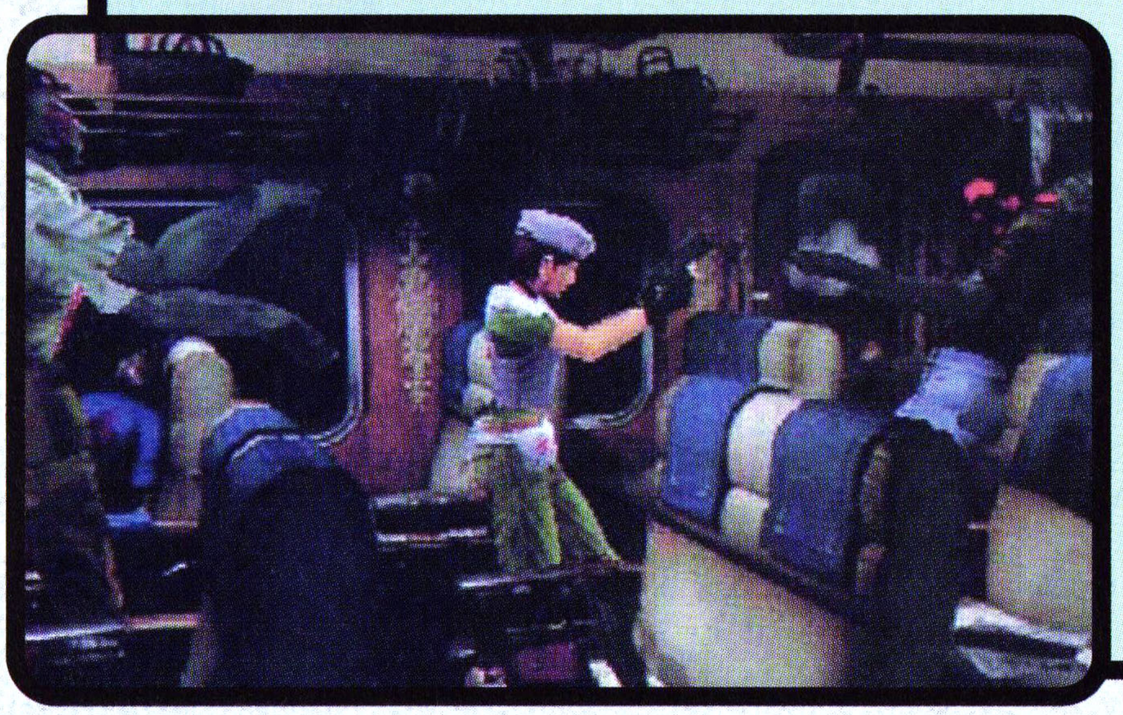
Perfect Dark Coming to Game Boy Color

Nintendo and **Rare** have announced that ***Perfect Dark*** will appear on **Game Boy Color** later this year.

Based loosely on the **Nintendo 64** title of the same name, *Perfect Dark* on the GBC will be an entirely new action/adventure game with seven missions filled with a wide range of puzzles, combat, and minigames. Rare also said the game will utilize just about every piece of the GBC's technology with FMV intros and speech samples. It will also feature two-player link capabilities for deathmatches, be GB Printer capable, and use the infrared link and GB Transfer Pak. Last but not least, *Perfect Dark* will be a rumble cartridge.

Look for *Perfect Dark* to hit the Game Boy Color on June 12.





New N64 Resident Evil Surfaces

As long speculated, **Capcom** is developing a new ***Resident Evil*** title for the **Nintendo 64**. Actually, you might want to consider this an old *RE* title because the game's plot will take place before all the other *Resident Evil* games, leading to the apt title ***Resident Evil Zero***. While details on the game's story are fairly scarce, we secured a comment from Capcom's Flagship, the developer of the game's scenario. "I wanted to unravel some of the unsolved mysteries, such as the existence of Umbrella, how the Bravo team was wiped out, and a couple of other things that weren't resolved," stated Flagship's director, Yoshiki Okamoto.

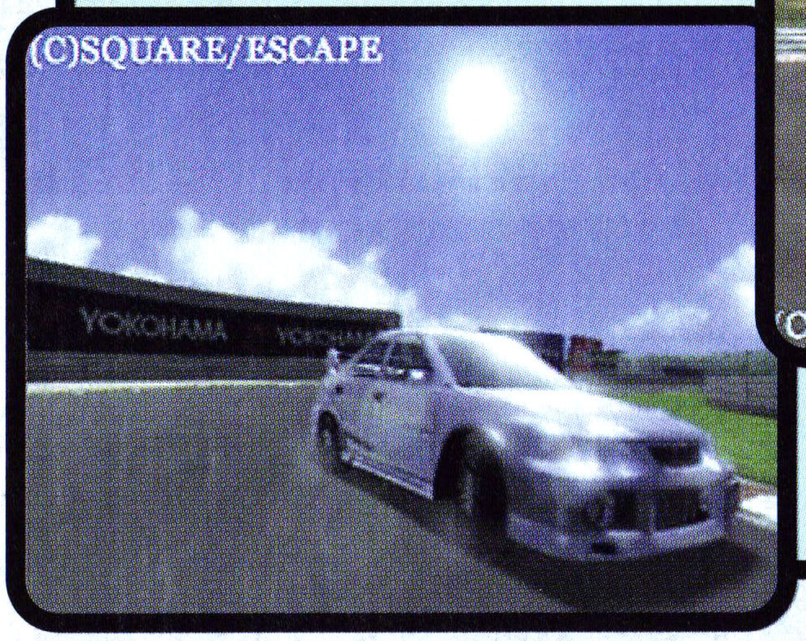
We also learned that the game will star **Rebecca Chambers** and a few other unnamed characters. You may remember Rebecca as Chris Redfield's sidekick in the original *RE* adventure.

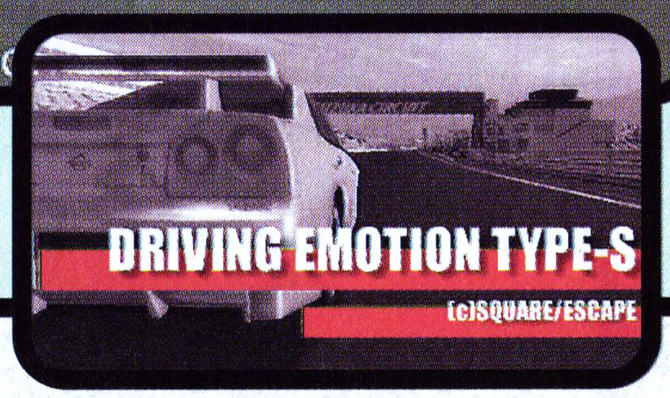
The *Resident Evil Zero* cartridge will weigh in at a whopping 512 megabits and is slated to be released in Japan this summer. A fall release in the U.S. is likely.

Square Races for PlayStation2

Square will add another racing game to the **PlayStation2**'s game lineup. ***Driving Emotion Type-S*** is currently in development at Square Soft's subsidiary, **Escape**, and will directly contend with ***Ridge Racer V*** and ***Gran Turismo 2000***, the PS-2's other high-profile racers.

Slated for release in Japan later this spring, *Type-S* will feature authentic tracks and cars, and also include a Beginner Training mode. Check out that snazzy cockpit view!





Game Boy Advance Release Date Set

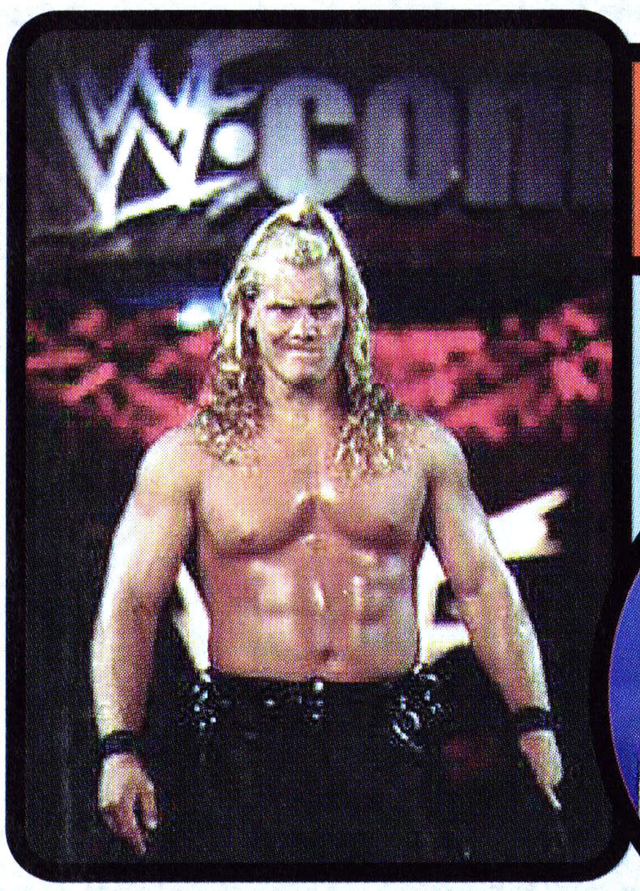
The **Game Boy Advance**, **Nintendo's** 32-bit successor to the **Game Boy Color**, will arrive in the U.S. this November. The powerful handheld is capable of playing all the current Game Boy and Game Boy Color titles and will likely come in with a pricetag under $100.

Nintendo has big plans for this little system; possibilities include wireless access to the Internet, a library of classic **SNES** games, and the ability to link to Nintendo's upcoming **Dolphin** home console. For a refresher, here's the preliminary list of the system's specs.

(artist's rendition)

Game Boy Advance Preliminary Specs

- **CPU:** Memory embedded 32-bit RISC CPU (CPU core design by ARM)
- **Display Size:** 40.8mm x 61.2mm
- **Screen Type:** Reflective TFT color LCD
- **Resolution:** 240 x 160 pixels
- **Maximum Colors To Be Displayed Simultaneously:** 65,000
- **Size:** Height 80mm / width 135mm / depth 25mm (approximately)
- **Weight:** 140g (approximately)
- **Power Supply:** 2 AA alkaline batteries
- **Battery Life:** 20 hours continuous play
- **Launch Date:** November 1 in North America and Europe (August in Japan)
- **Suggested Retail Price:** To be announced



THQ Plans a Rush of WWF Titles for 2000

THQ is planning to get a big bang for the bucks it spent securing the coveted **WWF** license. In addition to ***WWF Smackdown***, THQ announced that it will develop WWF titles for the **Dreamcast**, **Nintendo 64**, and the **Game Boy Color** in 2000. Also, a second WWF PlayStation title is scheduled for a fall release.

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

editor's top ten

10. *Medal of Honor - PS-X*
9. *Resident Evil 3: Nemesis - PS-X*
8. *Match of the Millennium - NGPC*
7. *Tomba 2: The Evil Swine Return - PS-X*
6. *Front Mission 3 - PS-X*
5. *Fear Effect - PS-X*
4. *WWF Smackdown - PS-X*
3. *Crazy Taxi - DC*
2. *Tony Hawk's Pro Skater - PS-X*
1. *Gran Turismo 2 - PS-X*

reader's top ten

10. *Wu-Tang: Shaolin Style - PS-X*
9. *Medal of Honor - PS-X*
8. *Tomorrow Never Dies - PS-X*
7. *Dukes of Hazzard - PS-X*
6. *Tomb Raider: The Last Revelation - PS-X*
5. *WWF WrestleMania 2000 - N64*
4. *Donkey Kong 64 - N64*
3. *Tony Hawk's Pro Skater - PS-X*
2. *Pokémon Yellow - GBC*
1. *Gran Turismo 2 - PS-X*

top ten reasons gi is better than Cosmopolitan

10. *Cosmo's FF VIII Strategy Guide sucked.*
9. *GI has no articles about the "Big O".*
8. *Sexy pictures of the GI Editors.*
7. *GI makes you feel good about having no social life!*
6. *We have fewer ads for femine hygeine products.*
5. *No stupid surveys in GI...yet.*
4. *How many women in bras and panties can you look at? Oh, well they've got us on that one.*
3. *Cosmo has yet to have a monkey on their cover.*
2. *We teach you how to GAIN weight, not lose it!*
1. *Who needs supermodels when you've got Super Mario?*

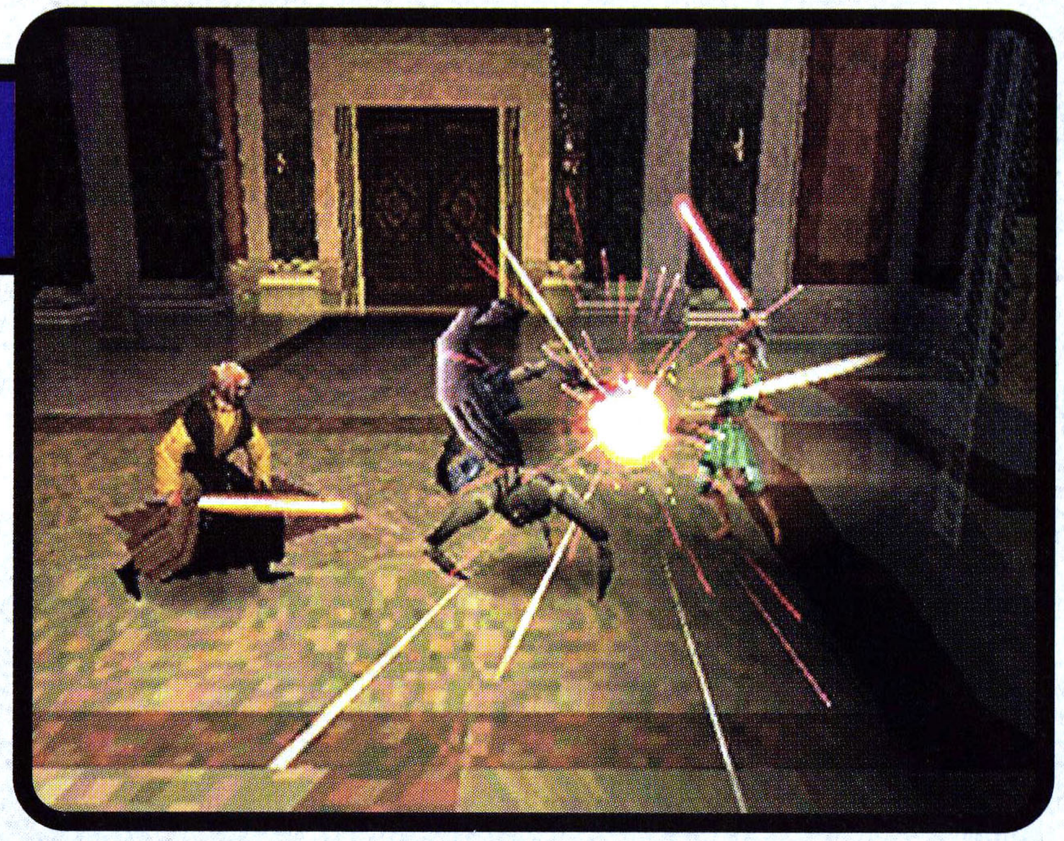
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

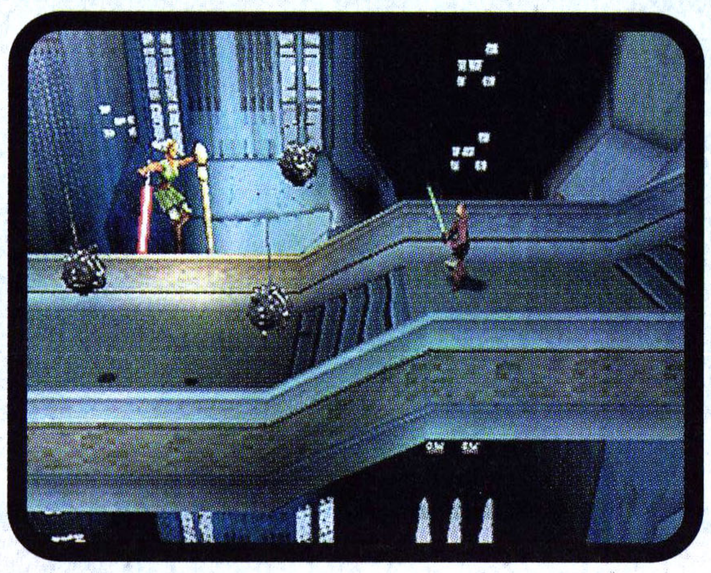
Jedi Return To Fight the Power on PlayStation

LucasArts has released the first pictures of a side-scrolling brawler in the vein of the **Star Wars** classics on the **SNES**.

For those who haven't been reading *GI News*, the game will feature two-player simultaneous action and five playable characters, including Qui-Gon Jinn, Obi-Wan Kenobi, Adi Gallia, Plo Koon, and the baddest brother in the galaxy, Mace Windu. The game's plot, which is loosely based on ***Episode I The Phantom Menace***, stretches over 10 levels ranging from Tatooine to the interior of a Droid Control Ship.

Jedi Power Battles is expected to launch on April 3rd, in conjunction with the release of *Episode I* on home video.





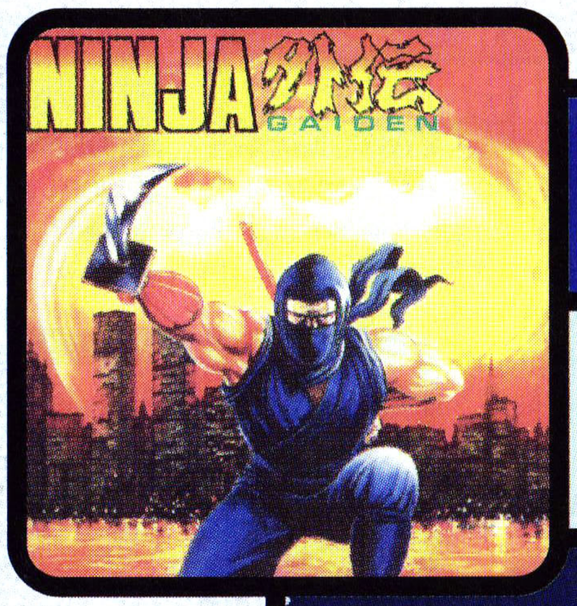
Nintendo Introduces New, Colorful N64s

Just like it did with the **Game Boy**, **Nintendo** will release a new assortment of **Nintendo 64** colors on February 21. Carrying the same $99.99 pricetag as the standard charcoal gray unit, the new colored units will come in six festive colors. Prepare for translucent Smoke, Ice, Fire, Jungle, Watermelon, and Grape N64s to hit stores very soon.

Driver 2 Speeds to PlayStation

GT Interactive and developer **Reflections** are knee deep in development of ***Driver 2***, a sequel determined to be a smash hit. If you thought the first installment was crazy fun, just wait until you see the sequel. We hear it's going to be one wild ride. Plans call for a number of new vehicles, a host of new city environments, as well as far more objectives. Word also has it that *Driver 2* may be in the works for **PlayStation2** – although this has not been confirmed.

When will you see it? Not for another few months at the soonest. As for a release date? Rumor has it that fall is the word.

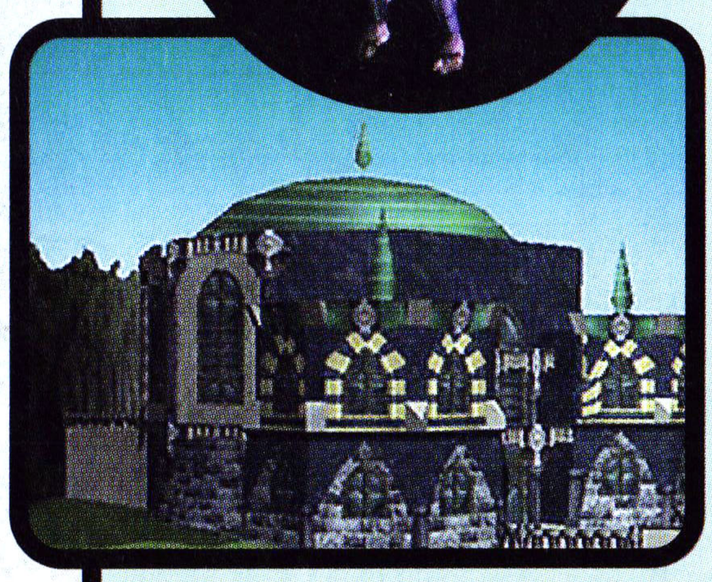


Ninja Gaiden Sequel Set for PlayStation2 Launch

Game Informer has learned **Tecmo** is planning to release ***Ninja Gaiden*** on the **PlayStation2** for its U.S. launch. The game, which we brought you news of last November, has already drawn comparisons to ***Tomb Raider***, ***Prince of Persia***, and ***Zelda 64***. While this is quite good company, Tecmo is currently keeping the game under wraps, and we will have to wait and see if *Ninja Gaiden* will live up to the quality of the other games we just mentioned.

Conker Alive, Well, & Renamed

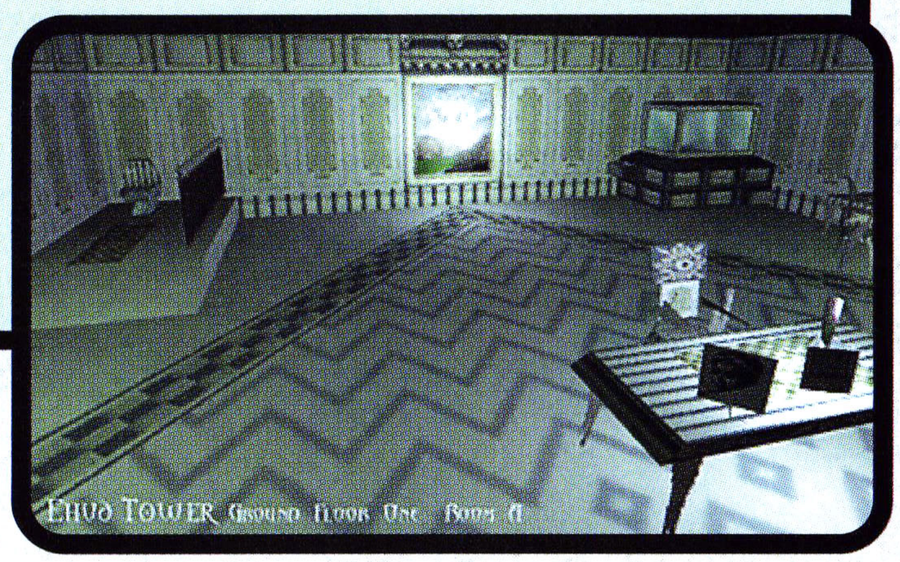
Rareware's adorable squirrel is not as dead as we were lead to believe. A release list of upcoming **Nintendo 64** products revealed ***Conker's Quest*** is coming, but it will now bear the name, ***Conker's Bad Fur Day***. Nintendo says the game will launch this year during the holiday season.



First Mage, N64's First RPG

Billed as "the first traditional **N64** role-playing game experience," ***Aidyn Chronicles The First Mage*** is set to release this spring from **THQ**. The title was developed by **H20** (makers of ***The New Tetris***), which hopes to make it a better RPG experience than THQ's own ***Quest 64***. Michael Tam of H20 said, "Our characters will be less cartoony and much more realistic."

Look for more on *First Mage* in the coming months.



SITE OF THE MONTH

All Game Guide

www.allgame.com

If you're interested in classic games, from the Atari 2600 to the Sega Saturn, look no further than this well organized site. A quick search of this site can turn up detailed information on almost any game ever released. Also provides brief histories of console systems great and small (over 50 in all), current video game news, sales data, and reviews and previews of upcoming releases.

TRIVIA CONTEST

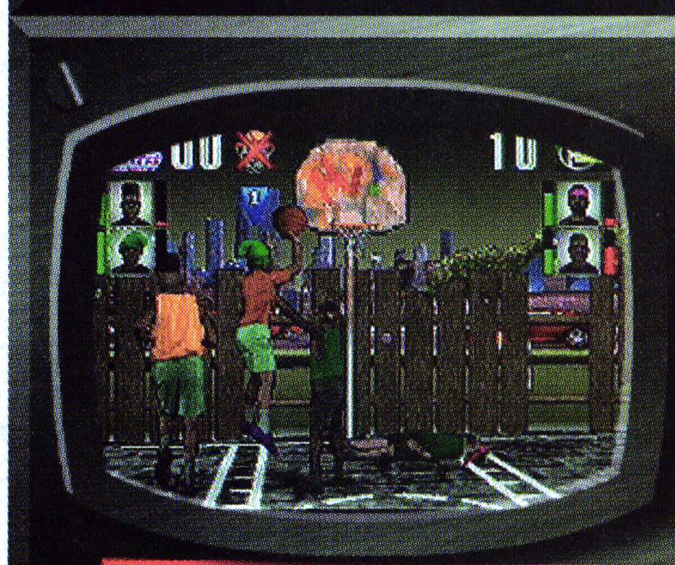
WWF Smackdown is based on what popular Japanese wrestling series?

How many games has Mega Man starred in?

What was the first cartridge-based console system?

What was Shigero Miyamoto's original name for Mario?

What are the names of the five playable characters in Donkey Kong 64?



NAME THAT GAME

This Atari Jaguar street basketball title, based on the top-grossing Wesley Snipes/Woody Harrelson comedy of the same name, featured two-on-two playground hoop action. To make things more interesting, players wagered money on games in order to raise the $5000 entry fee for the Slam City Tournament, and pay off a wicked loan shark before their careers ended prematurely with a broken kneecap.

GiNews

FROM THE GI NEWS CENTER IN EDEN PRAIRIE

Data File:

➤ **Monster Rancher** fans should be on the lookout for a third version of the game later this year.

➤ **Sony Computer Entertainment** announced that between November 1 and December 31 of last year the company sold almost 3 million **PlayStation** consoles.

➤ **Sega of America** announced that between September 9 and December 31 of last year the company sold approximately 1.5 million **Dreamcasts**.

➤ ***Castlevania Resurrection*** for the **Dreamcast** has been delayed from its Japanese release. Originally slated for a spring 2000 date, it looks like fall might be a more likely season.

➤ **Sega** is planning a remake of ***Virtua Cop 2*** for **Dreamcast**. The game, based on the arcade game of the same name, is scheduled for March in Japan.

➤ Bearing names like Turdling, Hockaloogy, and Sneezlebutt, **Parody Cards Ink** will release a set of parody cards called **Jokémon**. Plans call for 45 Jokémon cards in all.

➤ **Namco** is developing a follow-up ***Tales of Destiny***, which will be entitled ***Tales of Eternia***. The **PlayStation** game will appear sometime this year.

➤ **Eidos Interactive** announced the creation of a new sports division. Will Lara Croft be the star of a new soccer game?

➤ **THQ** is not only developing a **PlayStation** and **PC** version of ***Evil Dead: Ashes 2 Ashes***, the company also announced that **Dreamcast** and **PlayStation 2** versions are in the works.

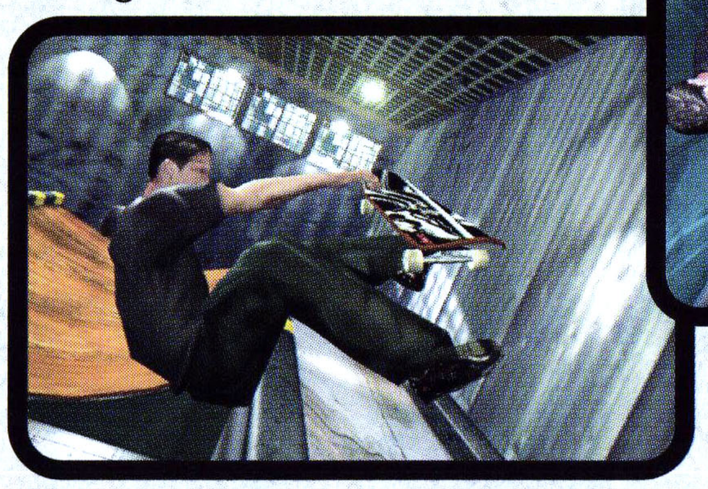
➤ **Infogrames** has plans to recreate its classic action/adventure, ***Alone in the Dark***, on the **Dreamcast**. The game is tentatively scheduled for the fall.

Tony Hawk Kickflips To Game Boy & Dreamcast

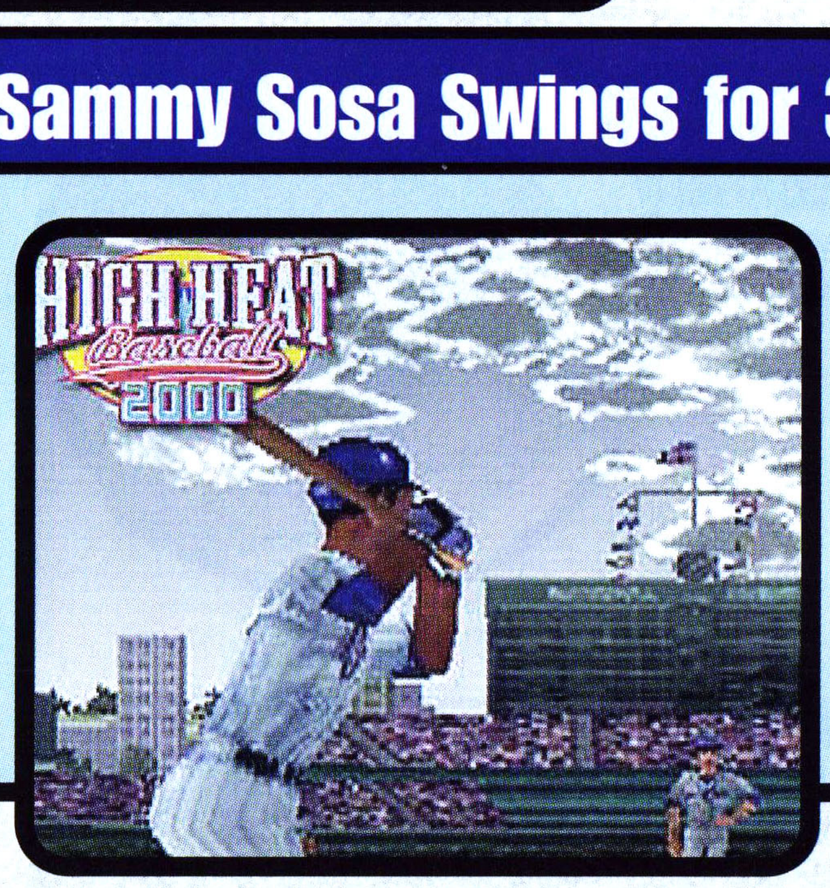
Tony Hawk's Pro Skater was the breakout game of 1999, after universal critical acclaim and strong word of mouth pushed it to become one the year's top-selling **PlayStation** titles. Now, the beast that **Neversoft** created is set to conquer the **Dreamcast** this summer and **Game Boy Color** next fall. We have the pictures to prove it.

The Dreamcast version, to be published by **Crave Entertainment**, will feature new multiplayer modes, including four-player HORSE, and possibly other surprises. The Gamy Boy Color game is coming from **Activision** and is under development at **Natsume**. This handheld skateboarding game will feature Tony, as well as nine other pro skaters.

Be on the lookout for more information on these games in the coming months.

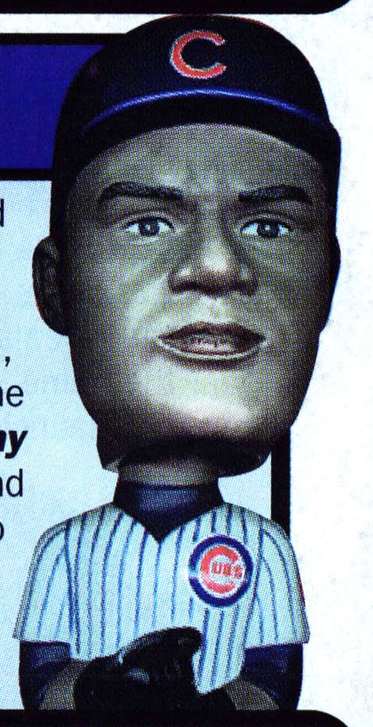


Sammy Sosa Swings for 3DO

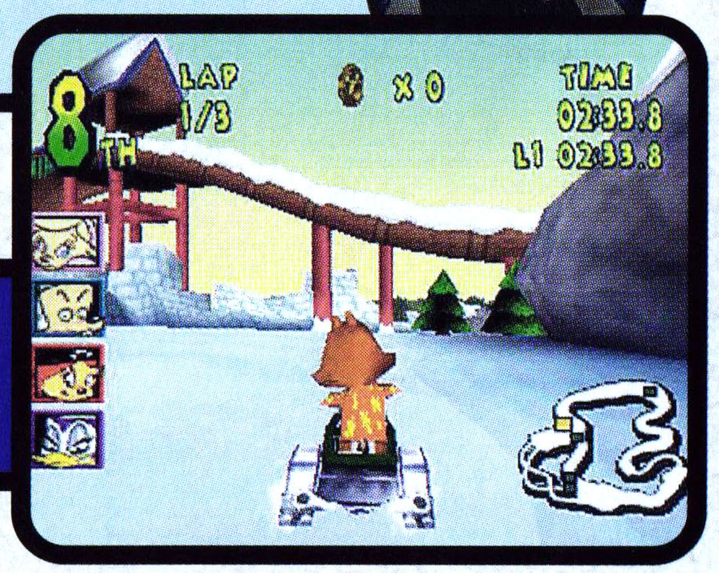


The **3DO Company** has signed Chicago Cubs' slugger, **Sammy Sosa**, to endorse its upcoming **PlayStation** (**and PC**) game, ***High Heat Baseball***. In fact, the game will bear the title ***Sammy Sosa High Heat Baseball***, and Sammy himself will contribute to the game's design.

Look for Sammy and the game this spring.



Eidos Announces Disney's Magical Mystery Racing Tour



Eidos, eyeing the success of **Naughty Dog's *Crash Team Racing***, recently announced ***Walt Disney World: Magical Racing Quest***. The game features eight tracks based on attractions from Walt Disney World, including Pirates of the Caribbean, Haunted Mansion, and Space Mountain. Finally, we might be able to burn rubber all over those creepy dolls from It's A Small World After All. A range of old and new Disney characters, including Chip & Dale and Jiminy Cricket, are set to star as cart jockeys.

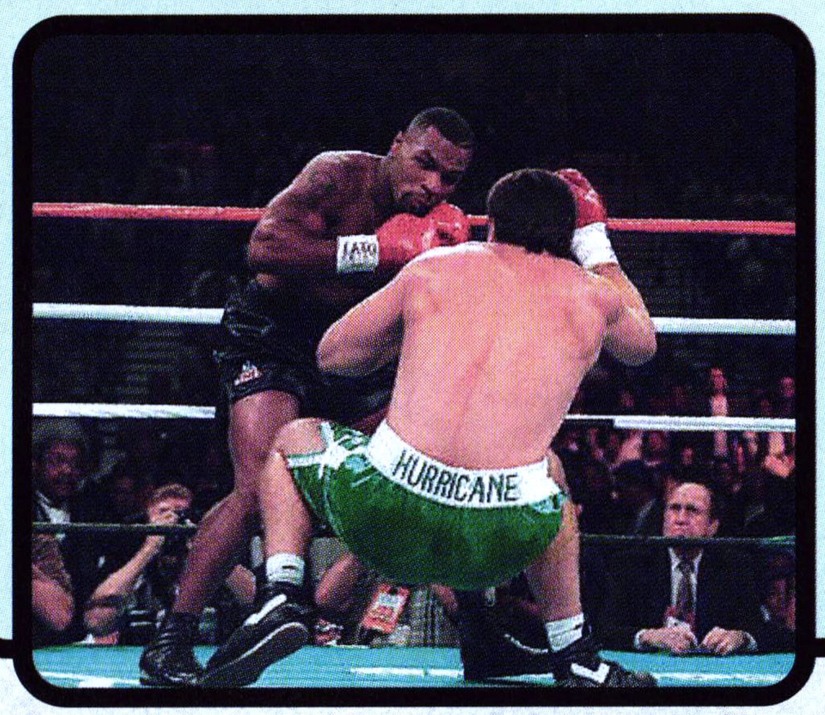
The **PlayStation** version of *Magical Racing Quest* is scheduled for March, with **Dreamcast** and **Game Boy Color** ports to follow in June.

Iron Mike Returns to Video Games

Codemasters has signed boxer and infamous ear biter, **Mike Tyson**, for an upcoming **PlayStation** boxing game. To say the least, Tyson has seen his share of problems since appearing in his first video game, ***Mike Tyson's Punch-Out***, for the **NES**. Regardless, Tyson's name will appear on Codemasters' boxing game, which is slated for release in May.

"Believe it or not, it's my kids who have been after me to get a game going for quite a while now; and I've been watching this whole area of sports-based computer and video games, waiting for just the right opportunity to become involved," stated Tyson.

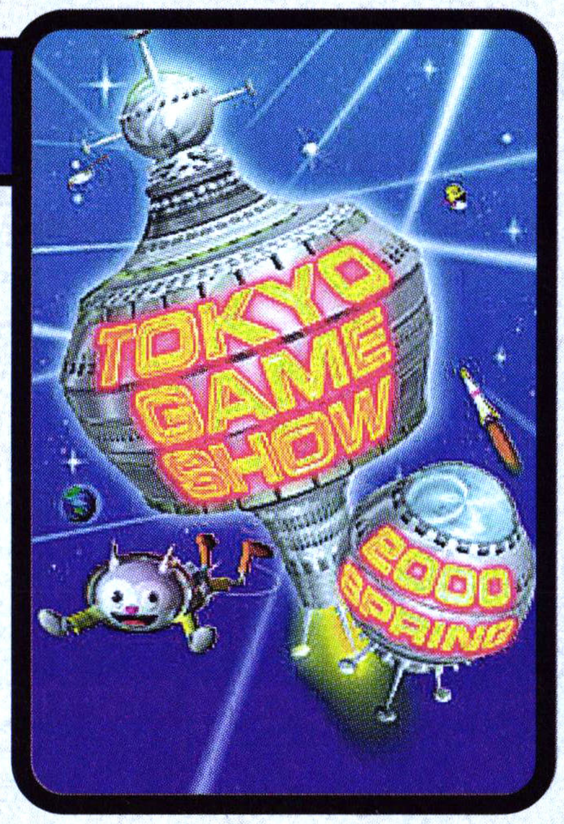
Codemaster's agreement with Tyson covers all gaming platforms, so we may be seeing more of Mike on other systems at a later date.



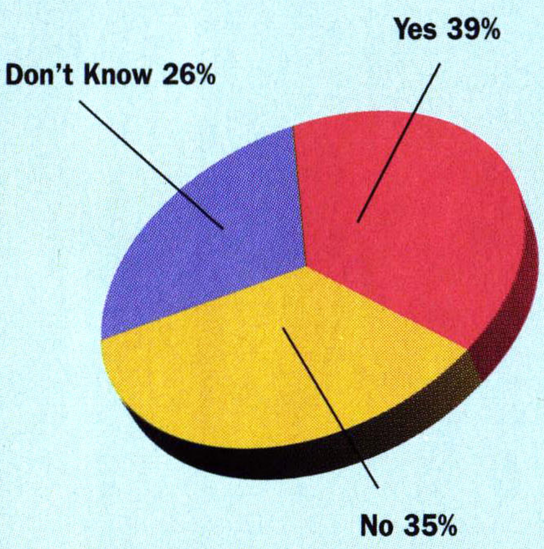
Tokyo Game Show News

Few annual gaming shows are as large as the **Tokyo Game Show**. With over 61 exhibitors and over 1000 booths, it's a Mecca for game players worldwide. TGS provides a chance for publishers and developers to display and demonstrate their newest products to press and public alike. It also allows for previews of some of the games that will make it to the States in the coming year.

This year's spring show will be held March 31 through April 2. Since the **PlayStation2** will be in full swing, and **Dreamcast** developers will be showing more of the tricks they have learned with the system, this TGS should be one of the most interesting shows in many years. As for **Nintendo**, the company usually is a sponsor for the TGS, but never displays any goods. Even so, it should be a very exciting event and Game Informer will be on hand to soak it all up.



Are you planning to buy the upcoming Game Boy Advance?



Source: gameinformer.com survey

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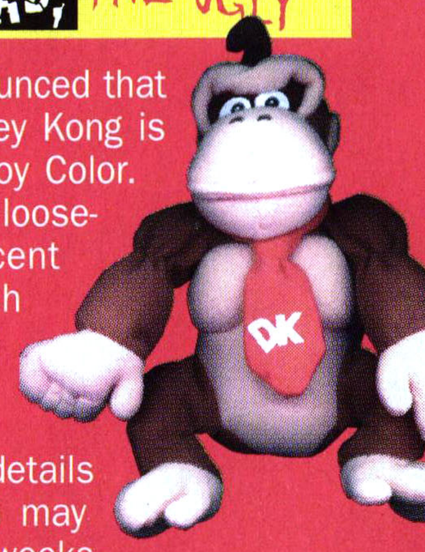
THE GOOD, THE BAD, THE UGLY



GOOD – Nintendo announced that a new version of Donkey Kong is coming to the Game Boy Color. The game is said to be loosely based on the recent Nintendo 64 smash Donkey Kong 64 and will arrive in June.

BAD – Although new details concerning the Dolphin may surface in the coming weeks, it looks as though Nintendo gamers waiting for the next Nintendo home console may not see it until the middle of 2001.

BAD – Japanese Dreamcast owners, unlike their U.S. counterparts, will not get the chance to play Tecmo's Dead or Alive 2 (DOA 2). Tecmo is shifting its focus to a PlayStation2 version because of lagging Japanese DC sales.

UGLY – Twenty protesters gathered in Chicago to protest the city's $2 million grant to Midway. The grant was provided in an attempt to keep Midway's business headquarters within the city. The protesters were upset because the city was providing public money to promote the violent nature of some of Midway's games, namely Mortal Kombat.

GOOD – Capcom's Resident Evil producer, Shinji Mikami, was recently seen inspecting the upcoming line of Resident Evil toys. From what we've seen, the figures look incredibly detailed and put past RE toy lines to shame.

BAD & GOOD – Eidos Interactive's plans to bring Omikron: The Nomad Soul to PlayStation have been scrapped. However, the company revealed that it would be porting the PC version of the game over to Dreamcast later this year.

Video Game Trivia Answers:
Toukon Retsuden
18
Fairchild Camera and Instrument's Channel F system (released in 1976)
Jumpman
Donkey Kong, Diddy Kong, Tiny, Chunky, and Lanky

Name That Game Answer:
White Men Can't Jump

MATURE
M
CONTENT RATED BY
ESRB

Start sleeping with your eyes open...evil's moving in, on N64®. The most intense survival game in history is here!

Can You Survive the Horror?

Resident Evil 2. Now on Nintendo® 64.

Fear. Horror. Terror. And, of course, evil. It's everywhere. Enter the most terrifying game experience ever crafted. Fight through hordes of flesh-starved zombies, blood-thirsty beasts and other mutant creatures.

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If the suspense doesn't kill you, something else will.

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Nintendo 64 Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Single & Tag Career Mode; Create-A-PPV; Over 40 Wrestlers; Wrestler Entrances; Expanded Create-A-Wrestler; Commentary by Joey Styles; Barbed Wire & Blood; Rumble Pak Compatible
- **Replay Value:** High
- **Created by:** Acclaim
- **Available:** February 17 for Nintendo 64

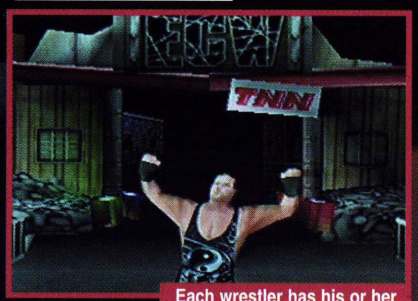
Bottom Line: 8

It was a venture formed due to two companies being in the right situation at the right time. Acclaim had just lost its WWF license, while ECW was a wrestling league rapidly making a name for itself and on the verge of becoming broadcast nationally. Acclaim acted quickly and soon proclaimed that its next wrestling game would carry the iconic, barbed wire-latticed letters of the most extreme wrestling in the business. This left a burning question in many fans' minds – How would Acclaim tone down the brutal and bloody product ECW is known for?

The answer is, it didn't. After a few minutes of play, it's obvious that Hardcore Revolution uses the Attitude engine, but there's also no doubt that this game is WWF no longer. Game characters regularly bleed more than Terry Funk in a Japanese death match, and that's just in the standard ring. Place two combatants in a barbed wire match (where the ring ropes are replaced with, you guessed it, barbed wire) and it's like Saturday night at the Roman arenas all over again.

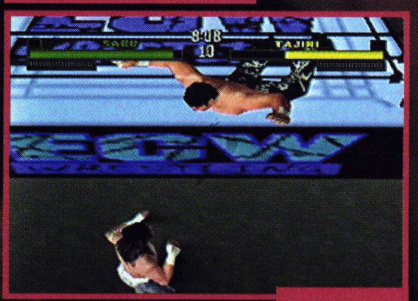
Hardcore Revolution is more than just an M-rated, language-laced blood bath, however. With every match option and game feature from Attitude present in this N64 powerhouse, the game has more action than an RVD/Jerry Lynn match. Each wrestler has his or her own distinct entrance and accompanying music. Once again, players are able to rise through the ranks in Career mode as either a single wrestler or as a tag team. If you just can't wait to earn your place in a pay-per-view, you can create your own, selecting the matches, setting the look of the stadium, and naming it what you like.

There have also been major improvements made. Many elimination matches have been added to the mix, as have a few win modifiers and match options, and more reversals and double team moves. The create-a-wrestler, something Acclaim has always been ahead of the game on, has been expanded to unbelievable proportions (take a look at some of our creations in the bar below). There are now well over 750 apparel options, all of which can have their color adjusted, and text can still be written on a wrestler's chest, back, sleeves, legs, and butt. Players with extra time can also hand pick every move their wrestler can do in every situation, and since Hardcore Revolution retains most moves from Attitude and War Zone, wrestling history is the only limit on who can be created.

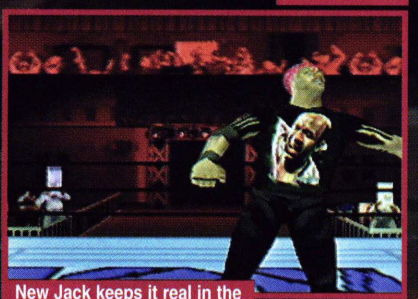


Each wrestler has his or her own distinct entrance.

Make Mr. Monday Night famous in Career mode.



Banzai!


New Jack keeps it real in the infamous ECW Arena.

This move's hard enough without the barbed wire.

The New F'n Show?

ANDY
THE GAME HOMBRE

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

"In a nutshell, Hardcore Revolution is Attitude with a lesser-known league and a lot more blood. I quickly found out that I know nothing about the ECW, as its list of wrestlers read to me like a 'Who Dat?' rather than a Who's Who. This makes the game less interesting for a casual wrestling fan who doesn't make time to watch all the shows in a week. But it's nice to see the ECW get some of the respect it deserves, as it's easily the most insane wrestling league around. It makes WWF and WCW look like Sesame Street showdown. Unfortunately the game isn't as crazy as the show. You won't see anyone jumping off the second deck or slamming someone through five flaming tables. What you do get is a lot of blood and some barbed wire ropes. ECW fans are going to love this game, but will be disappointed by its similarities to Attitude."

JAY
THE GONAD GAMER

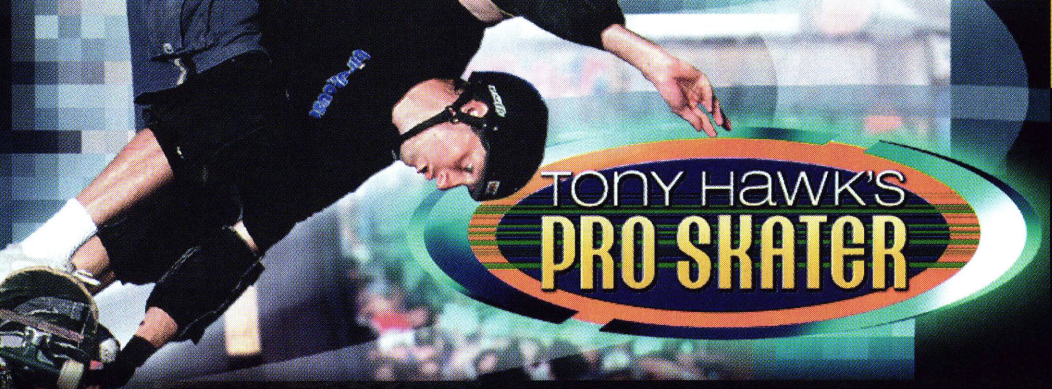
Concept	8.25
Graphics	8.5
Sound	8
Playability	9
Entertainment	8
OVERALL	**8.25**

"Hardcore Revolution is basically Attitude after reconstructive surgery, which would have been great had it been another WWF title – but ECW ain't WWF. In ECW (my favorite wrestling league, by the way), seeing someone flip out of the ring and into the audience is practically the norm. Hardcore Revolution does a good job of simulating a lot of the in-ring action, but if you want to do an Awesome Bomb off the top rope through a table on the outside, forget it. Also, Acclaim apparently couldn't get the license for all the theme music used for ECW entrances, which further enhances the 'this isn't quite right' feeling. Revolution is still an entertaining wrestling game, especially in multiplayer, but **major changes are needed to the engine to capture the spirit of the league.**"

REINER
THE RAGING GAMER

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

"Even though Hardcore Revolution comes equipped with many improvements, I can't help but feel disappointed that Acclaim didn't make an attempt to mold this title more like the ECW rather than the WWF. It doesn't feature authentic crowd chants, and most important of all, the action is not extreme in the slightest. **Sure there are cheese graters and barbed wire matches, but where are the balcony leaps and battles in the crowd?** These personal gripes aside, Acclaim did piece together another entertaining wrestling package that has a ton of replayability to it. The collision between wrestlers is much better. The action is much smoother. And as always, the front-end and the create-a-wrestler simply rock. ECW fans will love it. However, if you've played Attitude, new faces and moves is all it offers."



Nintendo 64 Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 10 Pro Skaters; 9 Courses; Tricks, Grinds, & Grabs; Combos & Transfers; Career Mode; Expansion, Rumble, & Controller Pak Compatible
- **Replay Value:** High
- **Created by:** Edge of Reality for Activision
- **Available:** Now for Nintendo 64

Bottom Line: 9.25

Grinding All Over Mario's Face

When Tony Hawk's Pro Skater made its PlayStation debut, it didn't receive the attention it rightfully deserved. Most of the video game press tucked it away, labeling it as just another Xtreme game. Big mistake. On the other hand, the ever-trustworthy Game Informer staff, a group of journalists who actually PLAY games, thrashed all over this virgin skater, finding it to be a brilliant release with great replay value. Pro Skater eventually pushed Pokémon Yellow aside to secure the November '99 cover of GI, and was unanimously voted as Game Informer's 1999 PlayStation Game of the Year. The public also embraced this thrashmaster as one of the best releases of the year, and because of its success, Activision is porting Pro Skater to several different consoles. Crave is developing a Game Boy Color version, and spicing up the Dreamcast version; and Edge of Reality is porting it to Nintendo 64.

The question on everyone's mind is, "Does the Nintendo 64 version include any differences or new features?" We've beaten the game twice and have found that nothing significant has been added. The action is identical, delivering the same precise play mechanics as the PlayStation counterpart. Since a 3000 megabit cartridge doesn't yet exist, Edge of Reality had to delete all the skating videos and some of the rockin' tunes. Bummer. Not wanting to leave N64 owners empty handed, Edge of Reality has replaced the videos with skating animations for each character. When you beat the game, you'll unlock the special move animations for your character.

The Nintendo 64's processing power has actually enhanced the skating experience to some degree. Gone are all the loading times, and gone is an inconsistent framerate. This version runs very smoothly, all while delivering the same look and play as the PlayStation counterpart.

Angel Studios wowed us with its port of Resident Evil 2, and our jaws have dropped again with Edge of Reality's phenomenal port of Tony Hawk's Pro Skater.

JAY
THE GONZO GAMER

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

"A great skating crime has been committed by Nintendo. Don't worry, it's not that Tony Hawk's Pro Skater on N64 sucks or anything. Oh no, it's got everything that the PlayStation version had with a touch better graphics if you have the Expansion Pak. The controls are as addicting and fluid as ever, although I prefer the PS-X controller by a hair (here, the C buttons are just too small). Everything's up to snuff except one MAJOR detail - my favorite song was taken out of the game! **Nintendo owners won't be able to sing the classic 'I am the ambassador of kick your assator' line from The Vandal's Euro-Barge. The lyrics from Primus and The Dead Kennedys' songs have also been removed.** How can I skate without these tunes? Well, I can, but that doesn't mean I won't whine about it."

PAUL
THE GAME PROFESSOR

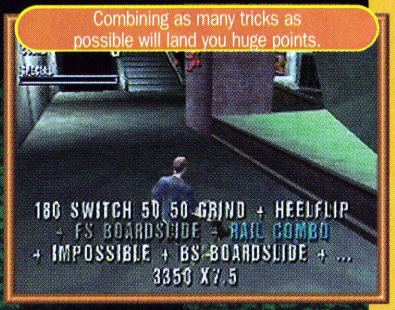
Concept	9
Graphics	9.5
Sound	8.75
Playability	9.75
Entertainment	9.75
OVERALL	**9.25**

"What are you waiting for? If you own an N64 and haven't played the best PlayStation game of last year, now is your chance. This version is full of excellent graphics and superb playcontrol. Granted, this game isn't for the novice. It has an intense learning curve that may make some people pretty sour. Take the time to master it and you will be playing Tony Hawk for a long time. The only drawback with the version is that the full audio track's missing, but this is really a trivial matter. The only benefit of this game over the PS-X version is the lack of load time - just pick the level and go. **Do yourself a favor and be sure to check out this game. It is one of the best games for N64.**"

REINER
THE RAGING GAMER

Concept	9.25
Graphics	9.25
Sound	8.75
Playability	10
Entertainment	9.5
OVERALL	**9.25**

"With very little variation, Neversoft's incredible skating formula has successfully been ported to the Nintendo 64. For obvious reasons, the FMV clips have been removed and replaced with lame skater animations. Along with this, the soundtrack is not complete, and some of the textures don't look nearly as good. **What really matters is that the gameplay is still right on the money, delivering the same twitch control and responsiveness of the PlayStation game.** In addition to this, the Nintendo 64 version does not feature any loading; and levels like the mall and Phoenix Jam run smoothly, featuring consistent framerates unlike the often choppy PlayStation counterpart. I strongly urge you, whether you be a skating fan or not, to pick up this game and experience the thrills of one of the best N64 releases to date."

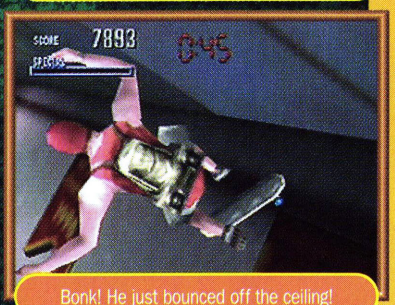


Combining as many tricks as possible will land you huge points.

Rune soars like a bird, praising the Lord all the while.

Instead of FMV endings, the N64 version awards players with special move animations.

Officer Dick assumes the position.



Bonk! He just bounced off the ceiling!

PlayStation Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 13 Golfers with Varying Abilities; 7 Courses, Plus 9-Hole Par 3; Acquire New Clubs, Balls, & Other Goodies; 4 Gameplay Modes (Tournament, Stroke, Match, & Vs.)
- **Replay Value:** Moderately High
- **Created by:** Clap Hanz for Sony
- **Available:** March 7 for PlayStation

Bottom Line: 8

The original Hot Shots Golf was Game Informer's hands-down favorite sports game of 1998. The award-winning title was a worldwide hit, so successful that developer Camelot was quickly recruited by Nintendo to create its Mario Golf series for Nintendo 64 and Game Boy Color. With the new Hot Shots Golf 2, Sony has turned to a new developer, Clap Hanz, and Camelot is left to caddie for Mario. Sony and Clap Hanz return to the PlayStation links having retained many of the popular aspects of Hot Shots golf.

Like in the original game, the objectives in Hot Shots 2 are to open new courses and acquire new golfers. Courses can be opened through the game's Tournament mode. There are a total of seven challenging golf tracks, and new to this version is a four event tour. Starting in the fledgling amateur circuit, players compete for prizes and points that allow them to graduate to four different circuits. Another new addition to this Tournament mode is special prizes. These prizes are awarded for placing first in a tourney. For example, players can win "Big Air" clubs that increase shot distance or a "Straight" ball that eliminates some golfers' tendencies to fade or draw the ball.

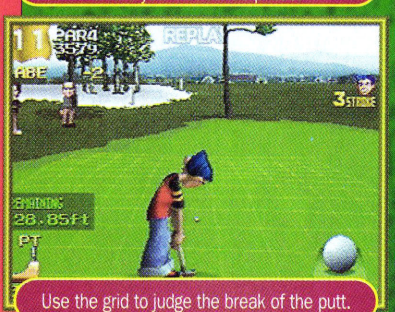
Acquiring new golfers is again done through the Vs. mode. This mode pits you against a computer-controlled golfer in match play. Beat your opponent and he or she is then added to your roster of playable golfers. Only three golfers are available at the start of the game, but 10 more become available. Sony changed the golfer roster from the Japanese release and added familiar Sony characters like Gex and Sweet Tooth, as well as more "Americanized" duffers.

Hot Shots veterans will have no problem shooting under par with the new version as the control has changed little. Yet, this may seem subpar to those fanatics who were expecting more from a sequel. Still, there is no denying the superb golf action that Hot Shots 2 provides.

Hold the finish. Nice form.

Look! It's Sweet Tooth from Twisted Metal.

Winning a tournament will award you with bonus prizes.



Use the grid to judge the break of the putt.

Nice Shot!

Par For The Course

ANDY
THE GAME HOMBRE

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

"Hot Shots was a truly amazing golf game, and in many ways changed the way golf games are made. Hot Shots Golf 2 is a fun game to play, but as I was expecting it to come out with lots of amazing stuff, I feel like it took a step back in many ways. The new American character designs are not that great, and the course designs are definitely subpar. I do like the addition of some hidden characters from other games, but **why Gex, Sir Dan, and Sweet Tooth? There have to be more interesting characters to throw in than these**. In the end, Hot Shots Golf 2 is a good game, as working your way through the courses and unlocking the characters is always fun, but I don't think it achieves the greatness of the first."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	8
Sound	7.75
Playability	9.25
Entertainment	8.75
OVERALL	**8.25**

"As GI's resident golf nut I put some serious time into the first game, as I did with this version. I was a little surprised to see Sony had changed all the characters from the Japanese release. It's a trifling change really, but I think playing as Gex or Sweet Tooth is a fairly lame reward for beating the Vs. mode. I am also a little miffed that Sony changed the putting back to the original grid scheme. This makes the game incredibly easy if you have played the first game. This isn't a bad thing, but **I found that this game is too much like the original**. The courses are adequately designed and have a lot more out-of-bounds. Still, the courses in the original seem more exciting. If you loved the first, give it a try, but don't expect too much."

REINER
THE RAGING GAMER

Concept	7.5
Graphics	8.5
Sound	7.25
Playability	8.25
Entertainment	8
OVERALL	**8**

"The original Hot Shots rocked my world like no golf game had before. So naturally, I stepped up to this review with great expectations. As anticipated, this sequel plays just like the original, featuring several enhancements on the side. Its graphical prowess has improved greatly. The camera system is more dynamic. Even the character modeling features vibrant new animations. After competing in a few tourneys, though, my giddy behavior quickly transformed into a state of boredom. The courses don't feature the same vigorous difficulty, and the characters are way too goofy. **The magic that made the first game a smash is gone**. Hot Shots 2 is a decent sequel, but not nearly as powerful as the original."

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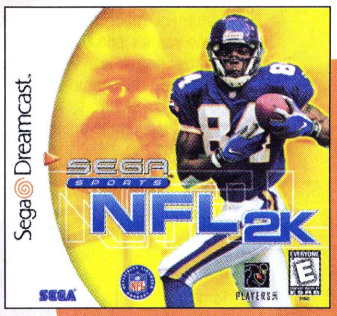

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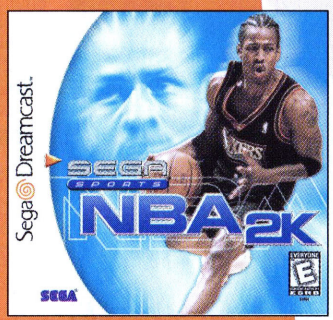

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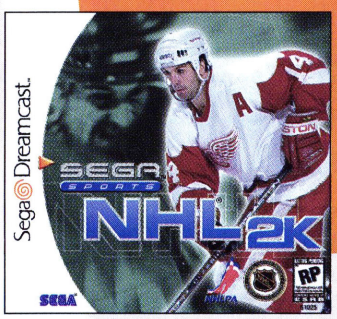

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PlayStation Review

MATURE M CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 3 Modes (Action, Racing, & Shooting); Destructible Environments; Mission-Based Play; Multiple Weapons; Analog, Lightgun, & Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** N Space for Fox Interactive
- **Available:** Now for PlayStation

Bottom Line: 7

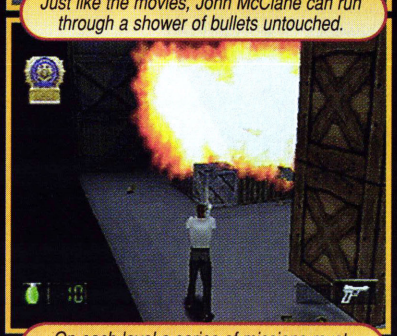
A Bullet To The Head

Even under different development reigns, Die Hard Trilogy 2 has been developed to play just like the original game that has sold over 2 million units worldwide. This time around, the 'Trilogy' in the title doesn't stand for three movies per say, but rather three different game modes. Fox has developed a brand spanking new story for John McClane, and keeping with the theme of the first release, this saga comes to life in three different ways: via first-person shooting, hot pursuit racing, and all-out action. To keep the player on his or her toes, these modes are spread apart and are rarely repeated from level to level. After each stage, a killer FMV sequence sheds more light on the gripping tale at hand.

The three game modes break down as such. The first-person shooting mode is fully compatible with lightgun accessories, allowing players to unload round after round as they destroy the environments, snipe enemies, and hunt down valuable power-ups. Unfortunately, no user control is available in this mode. John moves by himself, and it's up to players to destroy anything that gets in his way. The next mode, driving, is simplistic in design, yet explosive in delivery. Here the player is asked to smash enemy vehicles into a pulp all while avoiding innocent civilians and a cow or two. This may sound easy, but nothing could be further from the truth. You'll have to run terrorism into the ditch all while racing against a clock. The last mode, action, is the heart and soul of Die Hard Trilogy 2. It features complex controls, mission-based play, and a whole lotta killin'. The effects in this mode are incredible, displaying the tiniest of details ranging from bodies burning under a sprinkler to windows cracking. Ammo is also in full stock, allowing John to blow past adversaries with a flame thrower, rocket launcher, shotgun, and machine gun.

Interestingly enough, Willis wouldn't reprise his role for the Die Hard games. So instead of the man himself, gamers have to listen to someone impersonate Willis' horrendous lines. Even more annoying, during the FMV's, when John McClane nears the screen, he either turns his back or a big shadow drops over his face to cover up the fact that Willis isn't in the game. Now everyone chant with us: Bruce sucks! Bruce sucks! Bruce sucks!

Just like the movies, John McClane can run through a shower of bullets untouched.



On each level a series of missions must be tackled.

Poor graphics and difficult controls make the driving mode a miserable experience.

Lightgun peripherals can be used to enhance the awesome shooting levels.

Flame on!

ANDY
THE GAME HOMBRE

Concept	7
Graphics	7
Sound	8
Playability	7.75
Entertainment	8.25
OVERALL	**7.5**

"The first Die Hard Trilogy wasn't exactly a technological wonder, and the second isn't going to make anybody trade in their Dreamcasts for a PS-X either. However, Die Hard Trilogy 2 does deliver the same arcade fun as the first. The weakest link in this game is still the driving portions, but **the gun and third-person modes deliver great gameplay**. So if you were a fan of the first game, you really can't go wrong with this straight ahead sequel. I am a little disappointed by the lack of innovation, as DHT2 is not much different than when it first appeared back in 1996, but the game is fun to play so it does manage to squeak by with a good score even with its lackluster concept and graphical shortcomings."

PAUL
THE GAME PROFESSOR

Concept	5
Graphics	5
Sound	7
Playability	6.25
Entertainment	4.5
OVERALL	**5.5**

"I have to admit that Die Hard is one of the best action games ever made and it's about time Fox made a sequel. **It's been over three years since the last game and I was expecting a lot. What I got was pretty dismal**. This game does have its moments and, at times, will leave you chuckling after you wipe out a horde of bad guys. However, the entire package is fairly uninteresting, especially the driving sequences. Overall, the control is stiff, the graphics mediocre, and the entire story is worse than Die Harder. This game does not do the license justice and is on par with the ho-hum PlayStation action games like Tomorrow Never Dies and Mission: Impossible. If you are a Die Hard fan, rent it for a day. Otherwise, wait for Syphon Filter 2."

REINER
THE RAGING GAMER

Concept	7.25
Graphics	8
Sound	8.5
Playability	7
Entertainment	8
OVERALL	**7.75**

"With a psyche like that of Bruce Banner, Die Hard Trilogy 2 runs amok on the PS-X as a two-faced entity. Half of the game is actually quite enthralling. Yet, just when you start to get into it, the play transforms into a rampaging beast that spits a wad of video game misery into your face. The first two modes, action and shooting, display a few flaws, yet both remain quite entertaining. **As for the racing mode? Its driving mechanics are horrendous and almost unplayable**. Why Fox had to model this title to play just like the original makes no sense to me. If it was all action, I would have loved it to death. Even with the worst driving ever, Trilogy 2 does have its moments where it shines as a killer release. I enjoyed it more than Tomorrow Never Dies, but Syphon Filter and Metal Gear blow it away."

ROAD RASH JAILBREAK

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Racing
- **Special Features:** Multiplayer, Versus, & Co-Op Modes; 2 Rival Gangs; 11 Weapons; Attack Combos; Play as Police; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Electronic Arts
- **Available:** Now for PlayStation

Bottom Line: 7

Racing of the Scabby Kind

Electronic Arts' Road Rash franchise has enjoyed a long reign as the one-and-only combat motorcycle racing game. Dating back to its days on the Genesis, Road Rash has seen numerous sequels. Road Rash Jailbreak is, in fact, the third installment to hit the PlayStation. Jailbreak runs on a similar game engine to 1998's Road Rash 3D, but there have been numerous additions to playcontrol, as well as wholesale changes in the game's basic play structure.

In previous versions of Road Rash, the essential theme was to hop on a bike, bash some heads, and earn some money to buy a better bike. Jailbreak is still about racing and bashing heads, but the object is to climb the ranks of a gang and free a jailed crony. There is no money to earn and no bikes to buy, although speedier rides are awarded after completing a series of races.

Another change marks the return of multiplayer rashin' – a mode that was left out of Road Rash 3D. Standard head-to-head racing is accompanied by an all-new Sidecar mode where players can race a tandem machine or bust out the multi-tap for a four-player sidecar brawl. Also, a mode popularized by Need for Speed gives players a chance to play a little cops and robbers.

There are plenty of new additions to the playcontrol scheme in Jailbreak. Combat has been completely revamped, and special attack combos can be activated through pressing up and an attack button. The opportunities for fighting have been balanced considerably from the previous version, making brawling a lot more frequent and entertaining. Bike control has also been modified slightly which gives the game more of an arcade flair. Rash fans will also be glad that EA has brought back the need to run down your bike after nasty wipeouts.

Road Rash Jailbreak continues the lineage of EA's successful series. Does it live up to its predecessors? That's for our crack review staff to decide.

ANDY
THE GAME HOMBRE

Concept	5.5
Graphics	7
Sound	8
Playability	7.5
Entertainment	7
OVERALL	**7**

"Even though I feel Road Rash has not lived up to its name these last couple of years, I've still found the game entertaining. Lo and behold, this year's edition is on par with what is quickly becoming a retread license that seems to be going nowhere. Yeah sure, I have fun cruising the countryside to some rockin' tunes by today's hottest bands (and yes, I am trying to sound like an infomercial), but **I can barely see the difference between one version and the next as this series has become a blur of the same old thing**. The addition of the side car and the cop scene are cool, but when is this series going to do something new? Until it does, I'll enjoy playing to review it, but I can't advise you to buy another Road Rash game until it delivers something fresh."

PAUL
THE GAME PROFESSOR

Concept	7
Graphics	5
Sound	8
Playability	8
Entertainment	5.75
OVERALL	**6.75**

"The last version of Road Rash failed to impress me, but EA has retouched the game and made some nice changes to the game's playcontrol. I enjoy more emphasis on the combat, and Jailbreak has some of the best fighting that any of the Rash games have had. Still, the focus continues to be on racing, and you may find yourself losing a lot of races if you just fight. The ability to run after your bike after a brutal collision was sorely missed in the last game, and it is nice to see it back. Even with the welcome additions, other changes are pretty lame. There are only two styles of bikes and you can no longer buy and sell your rides. **The graphics are extremely average, and the characters and animation are almost laughable**. This series has progressed little over the years, and I recommend sticking with the old school Genesis games."

REINER
THE RAGING GAMER

Concept	7
Graphics	7.25
Sound	8
Playability	7.5
Entertainment	7.5
OVERALL	**7.5**

"From the obscure character artwork to the huge list of bands forming the rockin' soundtrack, Jailbreak clearly pays homage to the late and great 3DO masterpiece. After Road Rash 3D stunk up the PlayStation in a bad way, many enhancements had to be implemented to actually make this beast run again. In such, EA has really spiced up the gameplay, making it much **more intense and entertaining as a whole. Combat is now more dramatic and the speed has been increased as well**. As for the tracks, the backgrounds display great variety, but the actual driving surfaces are very basic and poorly constructed. On the same note, the physics engine is pathetic. I wouldn't recommend this game as a must play, however if you've already explored the PS-X library, you might want to itch this Rash."

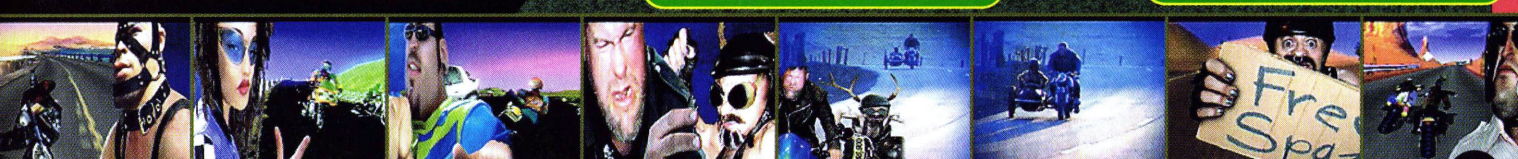
Now that's some serious air!

Whoa! It looks like a scene out of Road Warrior.

Up to four players can bust each other's skulls.

Dispensing a little street justice.

Now where'd I put that friggin' bike?



syphon filter 2™

Blowing the PlayStation a New Hole

With more high-octane espionage than Stevie Wonder could shake a stick at, Syphon Filter exploded onto the gaming scene and won the hearts of gamers with its dynamic gameplay and storytelling. Some said it was nothing short of a rocking good time. Others exclaimed that it was the groin-grabbingly transcendent release of 1999. To this day, Syphon Filter is still one of the top PlayStation titles, outselling Metal Gear Solid and others in its class. It seems that everyone who plays it is immediately hooked. Using the popular formula of one sequel a year, 989 Studios is ready to bring the action back to the streets with a quick follow-up to this best-selling winner. In Syphon Filter 2, the brown stinky stuff has really hit the fan and terrorism is off the hook, running amok in Colorado, Washington DC, and Moscow. That's Moscow, Russia, not Moscow, Indiana.

Everyone's favorite spy and all-around bad actor, Gabriel Logan, has been summoned to poke evil in the butt for the second time running. Poor ol' Gabe may have bitten off more than he can chew. This sequel is bigger, badder, and more sinister in every respect. Read on to see what new hurdles Gabe will have to tackle in this spring's blockbuster hit, Syphon Filter 2.

Enemies behind the wheels spell doom. You'll need to dodge their crazy driving.

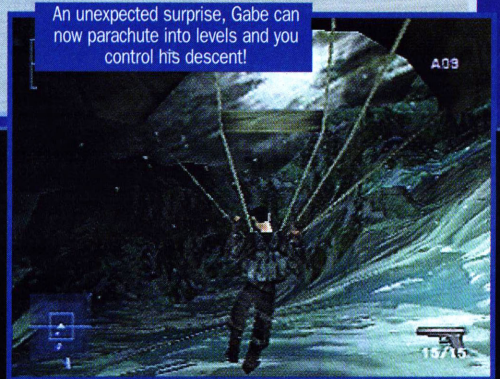
Last Action Hero

The same gameplay engine that pushed the original to the top of the charts has been reinstated and summoned for duty. As with every sequel, the gameplay is enhanced to be even more rewarding, easier to control, and stuffed with more enhancements than baby Elsa has dookie in her diaper. Along with the popular stealth techniques and targeting options of the original, 989 has granted players true analog support with walking, jumping capability, and even parachuting. Once again a variety of mission objectives must be tackled within set parameters, and now the enemies are more intelligent. They can explore, chat with allies, and sound alarms. They'll even try to run you down in trucks! While dealing with these intelligent apes, you'll need to deactivate bombs, locate allies, and even march through entire zones completely unnoticed. If you thought the stealth stages in the original were great, wait until you see these.

The same awesome targeting is alive and well in the sequel.

A new maneuver is the ability to leap. Here Gabe launches across a moving train.

An unexpected surprise, Gabe can now parachute into levels and you control his descent!



Just like in Tenchu, players can use a knife to slit throats.

The headshot - how we love thee!

View to a Kill

Just like an ice-cold can of Diet Mountain Dew, eliminating enemies with a headshot is the most refreshing, thirst-quenching experience in gaming. One shot is all it takes. This feature is back just as it was, but now, Gabe can perform his best Rikimaru impersonation by stepping up behind enemies and slitting their throats with a knife. He still has his laser, but come on! If you can't split the brain with a bullet, spill the red wine with a blade.

PlayStation Preview

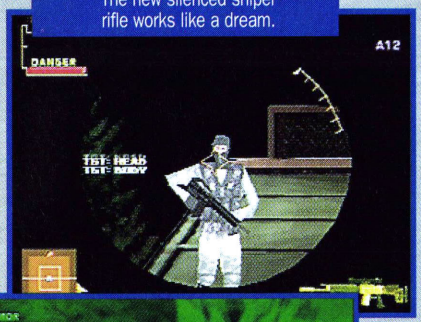
- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Action
- **Special Features:** 21 Levels; Play as Gabe Logan & Lian Xing; 10 New Weapons; 2-Player Deathmatch; 28 Multiplayer Characters; 20 Multiplayer Arenas; 3 Targeting Modes; Dual Shock & Analog Compatible
- **Created by:** Eidetic for 989 Studios
- **Available:** March 14 for PlayStation

80% Complete

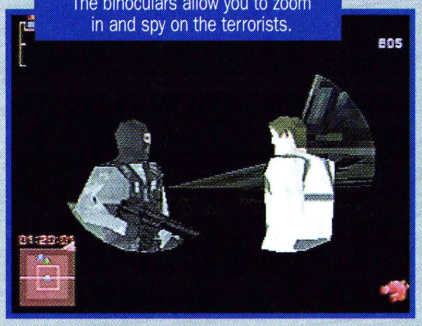
Go Go Gadget

Every James Bond flick has new gadgets. It appears that every Syphon Filter will follow suit with new toys as well. Along with the night-vision rifle, Gabe can now don night-vision goggles, allowing him to use any weapon he pleases. He can also investigate with binoculars, and use a handful of new sniper weapons to make each kill as unnoticeable as possible.

The new silenced sniper rifle works like a dream.



The binoculars allow you to zoom in and spy on the terrorists.



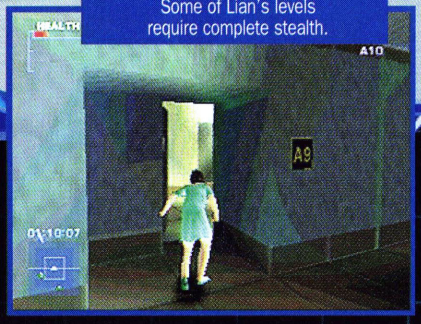
In dark tunnels, night vision is the key to success.

Many of the new weapons include inventive gadgetry and night vision.

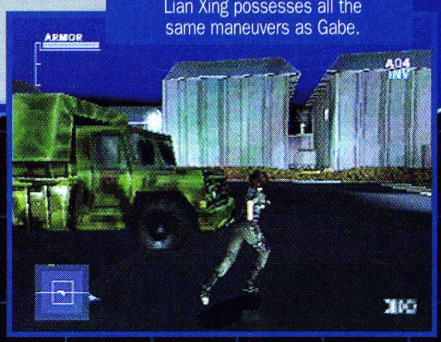
Sidekick Power!

Lian Xing got the shaft in the original Syphon Filter, and no, she and Gabe didn't hook up. She was the nonplayable sidekick who contributed greatly, but never received any acclaim for her work. In Syphon Filter 2, Lian is now a playable character on 10 of the 21 stages. This feisty gal has all the same moves as Gabe. Some of her missions are a little different, though. When the game starts out, Lian is critically ill – infected with the Filter perhaps? She must escape from a hospital and inject herself with an adrenaline shot to stay alive. From what we saw...Lian may not make it to Syphon Filter 3. We'll have to wait and see.

Some of Lian's levels require complete stealth.



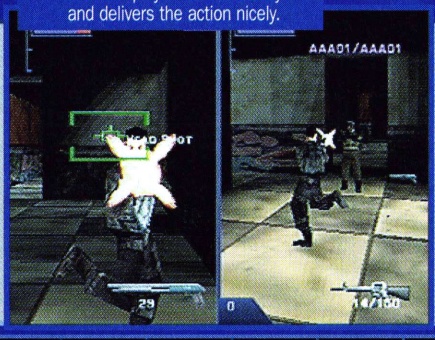
Lian Xing possesses all the same maneuvers as Gabe.



Multiplayer Espionage

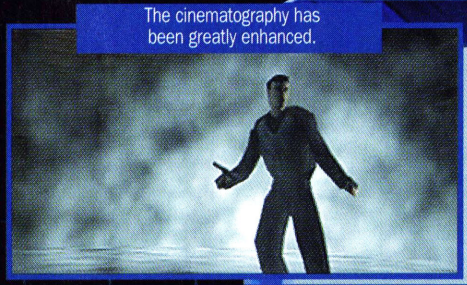
As if a second playable character wasn't enough already, 989 has also added an awesome Deathmatch mode to the mix. In 20 different arenas, some bearing a resemblance to stages of the original game, two sworn enemies can hunt one another down and apply a breathtaking kiss. This mode can be played in horizontal or vertical split-screen, and matches can be set to end after a certain time or kill count is met. There are 28 players available from the start, including Ninja Gabe, a bag lady, Scuba Lian, an agency operative, a monk, and even a corpse. After each bout, players can view stats to see how many headshots they landed on their dear old friends.

The multiplayer runs smoothly and delivers the action nicely.



Over 25 different personalities bring the multiplayer to life.

The cinematography has been greatly enhanced.



Storytelling

The original Syphon Filter generated a huge profit for 989 Studios. With this success, the Syphon Filter development team is driving faster cars, Kelly Flock has decked out his flamboyant smile with diamond teeth, and a fraction of the earnings have been integrated into the development process to make a far superior sequel. The most noticeable enhancements are displayed through storytelling. Thus far, Syphon Filter 2's cinematic presentation makes the original cinematography look like a measly little Bert and Ernie skit (mainly the episodes dealing with paper clips and sharing). Gabe's escapade for truth and justice is enhanced to the level of a motion picture. The FMV sequences are extremely long, detailed beyond belief, and loaded with cool special effects like the swinging Matrix/Gap camera work. Even the real-time cutscenes feature tons of new animations and mouthfuls of dialogue.

PlayStation Preview

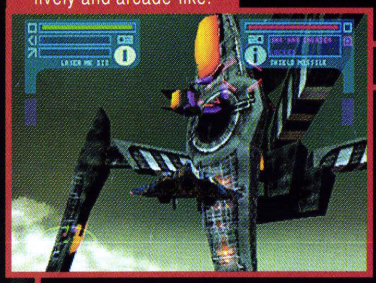
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 50 Multi-Objective Missions (6 Planet-Based); 2 Endings; 8 Upgradeable Ships; 28 FMV Clips; 32 Weapons; Improved Enemy AI; 5 Solar Systems (3 New, 2 Old); Dual Shock & Analog Compatible
- **Created by:** Psygnosis Leeds Studio
- **Available:** March for PlayStation

85% Complete

COLONY WARS RED SUN

To the Far Reaches of the 32-Bit Cosmos

Before we tickle your nebulae with solar-powered technical bliss covering the A to Z's of the Colony Wars' universe, we'd first like to sort out the men from the boys and make sure that only hardcore science fiction junkies are reading this hallowed page. How will we do this, you ask? With an aptitude test like the one that the Romulan's used on Kirk in episode 14! Question 1 – Have you ever dreamed of mating with a female Klingon warrior? Question 2 – Have you ever wondered if Darth Vader is fully functional and capable of getting jiggy with Chewbacca? Question 3 – Would you ever stick your head into a Sarlacc Pit? Question 4 – Have you ever dreamed of mating with Spock? Question 5 – Do you have a Babylon 5 tattoo? If you answered an enthusiastic "YES!" to any of these questions, then read on and enjoy! If you answered "NO" to them all, turn the page and use your jock insight to read about some stupid sports game.



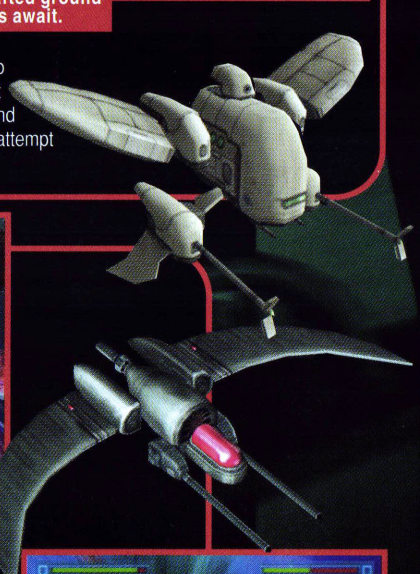
Red Sun's action is more lively and arcade-like.

Certain vessels can only be destroyed through a weak spot.

Reformatting Space Travel

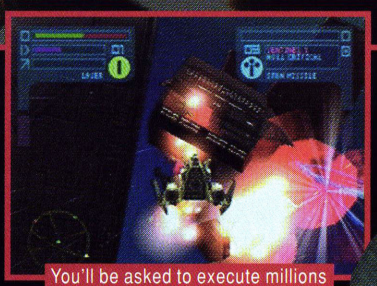
For the second time running, Psygnosis has focused heavily on improving the gameplay in Colony Wars. For starters, targeting is easier and much more scientific. Pinpointing weak spots and firing on specific zones is the only way to take down cruisers. In addition to this, some hulls can only be damaged by certain weapons. The dual shield and hull lasers are now gone, replaced by a weapon that handles both. The experimental planet-based missions from Vengeance are now honed to perfection in Red Sun. Out of the 50 multi-objective levels, six take place over a planet terrain. These stages demand that convoys be protected, hostages be secured, and land walkers be destroyed. The space missions range from hugging the side of a vessel in an attempt to infiltrate enemy space to all-out war on space stations and vicious enemy fighters.

Six finely crafted ground missions await.



Vehicular Dominance

Luke Skywalker needed little more than his trusty steed, the X-Wing. Han Solo couldn't afford a new ride, thus he was stuck with the Millennium (bucket-of-bolts) Falcon. Most space jockeys love to charge it up and strap into the latest vessels. In Red Sun, the player can purchase eight different fighters, all fitted with different attributes and weapons. Each of these vehicles can be upgraded with any of the 32 weapons and 12 optional parts and countermeasures. Many of these vehicles are compliant with planet and space travel. In addition to this, you'll encounter over 80 NPC vehicles. Some are tiny one-man craft, others house entire civilizations in their moon-sized hulls.



You'll be asked to execute millions and destroy entire civilizations.

Cinematic Convergence

Just like its predecessors, Red Sun is a gorgeous game that features as many special effects as it does textures. Whether it be flashy star trails or 30 second long explosions, Red Sun's look will knock you off your feet and into hyper sleep. You'll pass by interactive nebulae and delve into gas-giant atmospheres. Red Sun's story is also very powerful. Instead of running with a Navy or League, you now control your own destiny as a ruthless mercenary. Depending on which missions you choose and who you help, you'll be greeted by one of two endings – joyous victory or complete and utter annihilation. This epic story unfolds within 28 lengthy FMV sequences and also through in-game dialogue. Pilots also talk a ton of smack, just like in the Wing Commander games.

The graphics are even more explosive!

Alundra 2

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** Complete 3D & 2D Sidescrolling Gameplay; Swimming & Platforming; Huge Bosses; Item Management; User Friendly Camera Controls; Tons of Cutscenes
- **Created by:** Contrail/Matrix Software for Activision
- **Available:** First Quarter 2000

55% Complete

Adios Working Designs! Hello Activision!

When Alundra 2 first appeared on the shores of Japan, we instantly knew that it was only a matter of time before it was ported Stateside...by Working Designs. The talented individuals at the WD did a phenomenal job with the first, and surely it wouldn't pass on the opportunity to capitalize on the sequel. Not wasting any time, Alundra 2 was quickly announced just months after its Japanese debut for a U.S. release. Oddly enough, Working Designs name was not on the publishing bill. The North America publishing rights were handed over to Activision. It looks like David (Working Designs) confronted Goliath (Activision) and battled for title ownership. Unlike in the Bible, Goliath's brute force and deep pockets beat the living tar out of dear ol' Dave, and thus, Activision landed this mad phat sequel. With its rich story, detailed environments, and swift 2D/3D game engine, Alundra 2 should be one of Activision's biggest hits in 2000.

Figuring out patterns and weaknesses is the way to tackle the bosses.

Of course, the swimming sequences come packed with perils galore.

Building On A Franchise

Japanese development house Matrix Software has built quite the name for itself within the action/RPG community. Its video game platter includes the salty Genesis title, Landstalker, the spicy Saturn game, Dark Savior, and the creamy PlayStation release, Alundra. Matrix is hoping that Alundra 2 becomes its finest dish, and from what we've seen so far, this plate will surely leave gamers' stomachs growling for more.

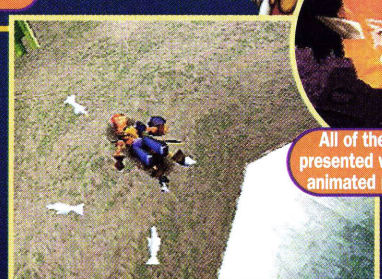
Instead of the classic pseudo 3D formula that made all of its previous games come to life, Matrix has converted to strictly 3D. Many of the gameplay elements like combat and platforming are the same, but now, all of the characters are 3D, and new game modes have been added. Through winding caverns, players must navigate miles of tracks within the confines of a mine cart. Seconds later, they'll be summoned to swim through treacherous reefs, and even do their best Crash Bandicoot impersonation and run toward the screen as they flee a rolling boulder. Over this, the 3D hack and slash combat is accompanied by classic 2D battles. Summoning magic, unleashing combos, and upgrading weapons are all part of the combat experience. Interacting with village folk and hacking down bushes also leads to additional cash and weaponry.

Combat rocks the screen in both 2D and 3D planes.

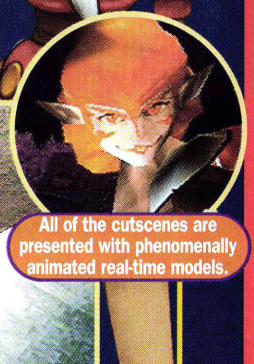
Flick is Alundra 2's unlikely hero.

Word To Your Sequel

Another way to enhance the Alundra experience was to add a wealth of new cinematic angles. From cutscenes, animated gestures, and real-time character interaction, Alundra 2 comes to life with beautiful storytelling leading the way. Along with suspense and action packed sequences, Matrix added a ton of humor to the package. Whether it be characters bickering or wacky animated moments, Alundra 2 will leave your gut cramped and your pants completely soaked.



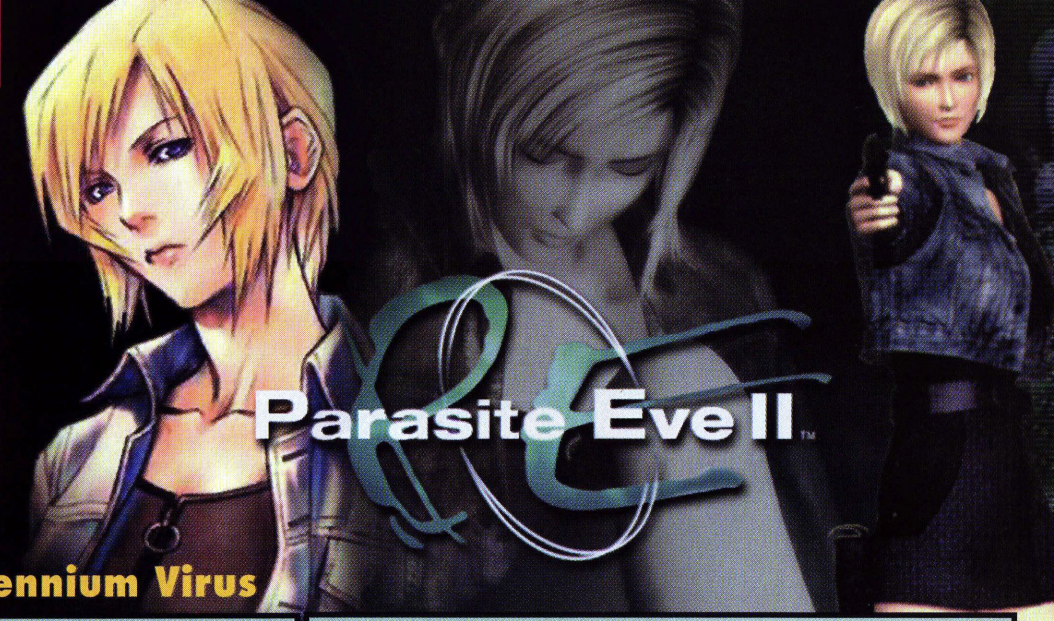
Why does every action/RPG start with a boy lying on the beach unconscious?



All of the cutscenes are presented with phenomenally animated real-time models.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Free Targeting Battle System; Psionic Powers; Gorgeous FMV Cutscenes; Moving Background Animations; Weapon & Item Upgrades; Level Gaining; Dual Shock & Analog Compatible
- **Created by:** Square Soft
- **Available:** Summer 2000 for PlayStation

65% Complete



Square Soft's Millennium Virus

Square Soft could pick up a dog turd and turn it into a brick of gold. If any developer has the King Midas touch, it's Square Soft. Almost all of its games are instant blockbusters, achieving gameplay innovations years before everyone else, and delivering a cinematic punch that TKOs most Hollywood movies. Square's U.S. development branch had been dormant since the 16-bit days, suffering from cutbacks and relocations. This troubled development house came to life once again with the development of the PlayStation RPG, Parasite Eve. While the look of the game was nothing short of breathtaking, the gameplay received mixed reviews. Some say it moved too slow. Others complained about its monotonous formula.

Even though it received a beating similar to Rodney King's, almost everyone who played Parasite Eve finished it, and had a nice thing or two to say about the plot and graphics. Not letting a good thing go to waste (as Nintendo has with Metroid), Square immediately began work on a sequel. Just like the leap from Final Fantasy VII to VIII, Parasite Eve II has been reborn under a new guise and revamped gameplay engine, which come together to form one of the most dynamic RPGs on the PlayStation console.

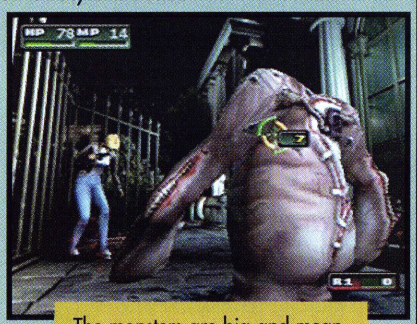
Graphical Prowess

Saying that Parasite Eve II is ten times better looking than the original is a big claim. Yet it's one Square had no problem backing up. The CG cutscenes are just like those in Final Fantasy VIII, and the environmental details are as realistic as possible. You'll even see little features like subtle reflections in windows, shadows that move with lighting changes, and even FMV moving backdrops.

A host of deadly new adversaries await around each corner.

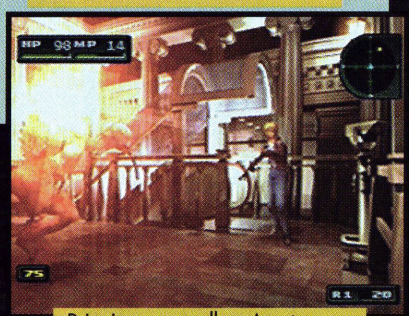
Chasing Survival Horror

Square Soft knew that the sequel needed to play faster and look even more stunning than its predecessor. We can gladly state that Square has achieved this goal, and at the same time has incoporated a number of traits from Final Fantasy and Resident Evil. From the rendered backdrops with cinematic camera positions to the character animations and combat chemistry, this game could very well be called Resident Evil RPG. The combat is almost exactly the same. The only difference is the inclusion of quick targeting and a hit point-based health system. In addition to this, the monsters look just like those in RE and the puzzles are very similar as well. At the same time though, Eve jumps into a bag of technical brilliance – dishing out a geeks-r-us extravaganza of weapon upgrades, level gaining, and Psionic abilities based on the elements. That's right...Aya is now a freak...an extremely hot freak that is.



The monsters are big and mean.

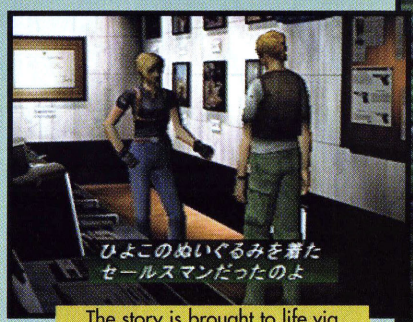
She moves just like Resident Evil's Jill.



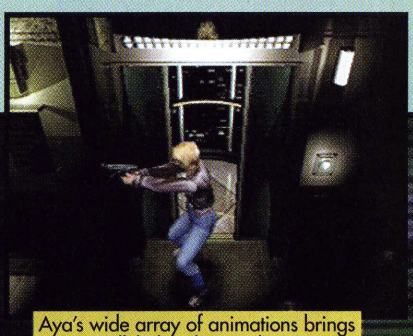
Psionic powers allow Aya to summon the power of the elements.

Storytelling

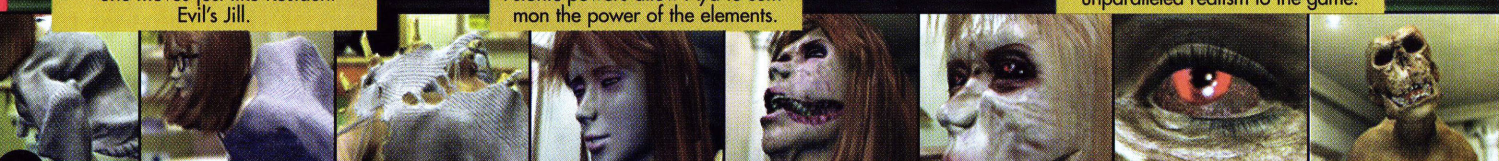
As if we need to say it, Eve is back and she's brought her virus with her. It's up to Aya, three dozen foolish S.W.A.T. teams, and a ton of firepower to stop her. Through FMV and real-time cutscenes, a suspenseful tale unfolds over two game discs. All the storytelling is done through text boxes and animated motions. Voice-overs are a no show, but this is something Square may add when it is ported to the U.S. this summer.



The story is brought to life via text boxes.



Aya's wide array of animations brings unparalleled realism to the game.



Final Fantasy Tactics Goes Mecha

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Capture Enemy Mecha & Use Their Body Parts; Weapons Include Shotguns, Machine Guns, Rifles, Missile & Grenade Launchers, & Melee Weapons; FF Tactics-Style Gameplay; In-Game Expository Website
- **Created by:** Square Soft for PlayStation
- **Available:** Spring 2000

90% Complete

IT boggles the mind that Square Soft didn't bother to release any of the previous Front Mission games from this excellent series in North America. Fortunately for us, it finally got up the gumption to test its premiere line of mecha strategy games in the States. With gameplay similar to Final Fantasy Tactics and a mecha piecemealing and upgrading system to boot, Front Mission 3 could stand to make Square regret its decision to wait until now, as most of us who've been exposed to the Japanese imports have regretted not being able to play the games in English.

Front Mission 3 takes place in a time several decades from now, in which Balkanization has divided the world into a handful of major blocs. The main character in the game is a mecha or "Wanzer" (Walking Panzer) test pilot who unwittingly gets caught up in a huge conflict between two of the major world powers when he attempts to find his sister who has gone missing. While the plot adds a lot of flavor and intrigue to the game, the real goods are in the fantastic mecha combat and the stunning wealth of upgrading options the game has to offer.

After causing enemies to forcibly eject or surrender their mecha to you, you get to use their body parts after each battle. Choosing which parts to use is mainly a trade-off between hit points and weight. However, each part tends to have its own specific uses. Arms help determine the accuracy of your weapons, while legs determine movement and the amount of equipment you can carry.

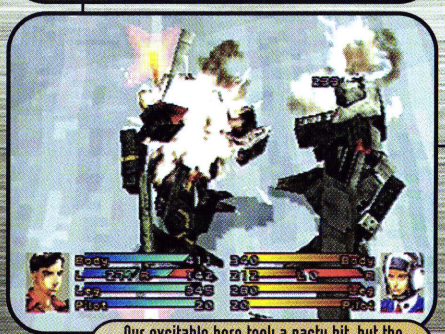
Body parts also have the ability to learn special attacks that become available with time. One attack, for instance, allows you to punch with a melee weapon and then blast your enemies with a gun in the same round. By storing these moves in the Wanzer's computer, you can become a frighteningly deadly opponent on the battlefield.

With an estimated 150 hours of gameplay and two different scenarios working from different sides of the conflict, Front Mission promises to offer a great deal of quality playtime. We often found ourselves having fun blasting through a scenario multiple times just to get hold of what appeared to be new equipment. If you like mecha and you like strategy, it's all here. Just try to contain yourself until spring. ■

The effects are outstanding.

This guy is looking at a world of hurt.

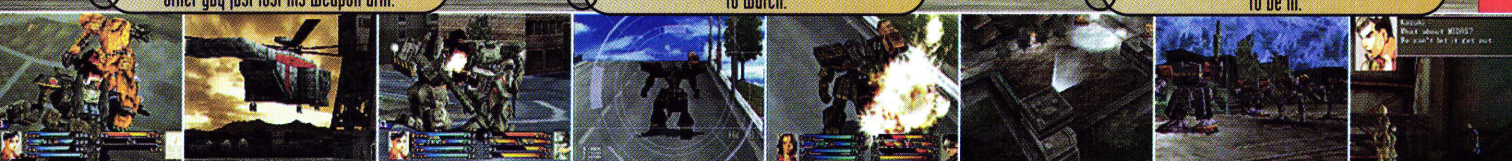
The proper code phrase is, "In my brain!"



Our excitable hero took a nasty hit, but the other guy just lost his weapon arm.

The combat sequences are a pleasure to watch.

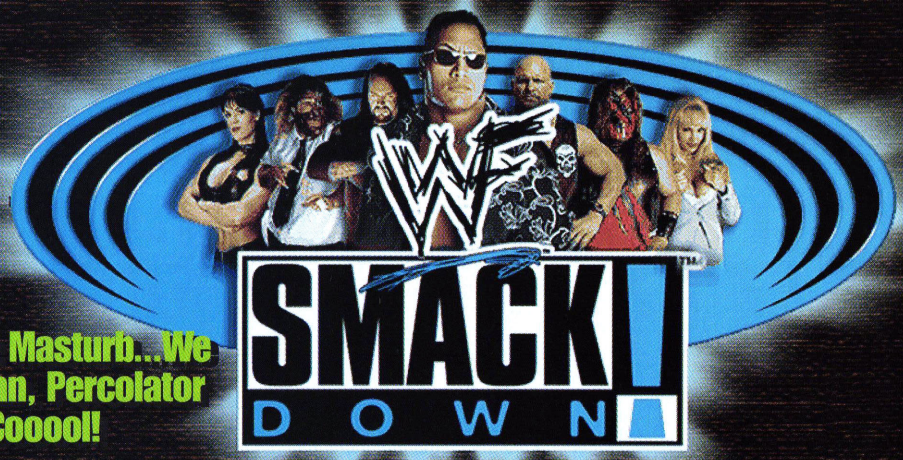
Not a position anyone without a tank wants to be in.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 36 WWF Superstars; Season Mode; Backstage Plotting; Ranking & Ratings Tracking; Create-A-Superstar; 12 Match Options; Backstage Fighting; Facial Expressions; Dual Shock & Analog Compatible
- **Created by:** Yuke's for THQ
- **Available:** Early March for PlayStation

90% Complete

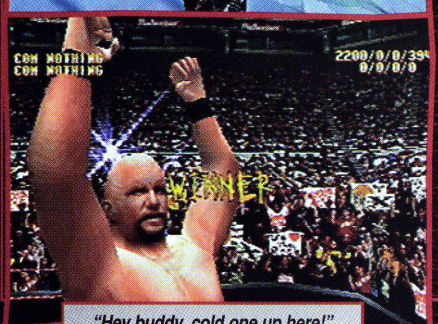


The Masturb...We Mean, Percolator of Cooool!

Perhaps it's the subject matter, but nothing brings out the competitive spirit in developers like wrestling games. With each successive title, the genre seems to take another step toward that ineffable experience portrayed on television. Being maniacal fans of the spectacle that is professional wrestling, we were naturally excited to see what THQ had cooking for its first PlayStation WWF game, but we never expected Smackdown to bring this much to table.

STONE COLD STUNNING

It doesn't get much better than this on PlayStation. When wrestlers enter, their entrance videos fill the screen as their music blares. Soon, the wrestler's polygonal counterpart appears to work the crowd (see bar below). In the ring, Smackdown runs fast and smooth. During a spectacular move, the camera will always capture the moment from the most dramatic angle. Speaking of visuals, Smackdown's lighting is the best we've seen in a wrestling game. When someone in the audience snaps your picture, you'll see the flash! Yuke's even went to the trouble of animating the wrestlers' faces. Beating on Big Bossman is even more satisfying when there's a look of pain on his face.

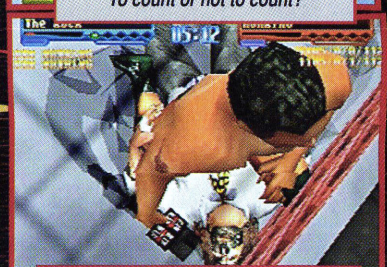


"Hey buddy, cold one up here!"

MATCH OPTIONS FIT FOR A LAWLER

Smackdown delivers all the favorites, like the Hardcore and Cage match, but also introduces two match variations never before seen in a wrestling vid. In an I Quit match, players must not only beat their opponents senseless, but also find the time to go to the outside, pick up a microphone, and shove it in their enemies' faces until they say those two magic words. Players with a grudge can put on the stripes in the Special Referee match. Not only can you sneak in the occasional cheap shot, you can also perform a fast count to screw over your nemesis.

To count or not to count?



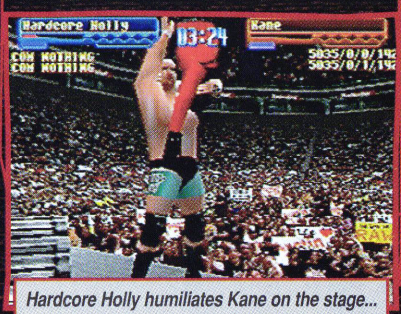
Rock waits for Mankind to say "I Quit."

TAKE IT IN BACK LIKE TOO MUCH

There's more to wrestling than what goes on in the ring. Every so often during Season mode a covert meeting, usually regarding your character's downfall, will take place in the back. These back rooms aren't just for gabbing, though. If you can't be stopped in the ring, your enemies will even go so far as attacking you before your match. Also, whenever you're involved in a Hardcore or Falls Anywhere match, you can take the fight to the stage by whipping your opponent up the entry ramp. Throw someone through the back curtain and you'll find yourself in a back hallway filled with weapons and doors. Each door leads to another area/arena waiting to be explored.

The McMahons are up to something.

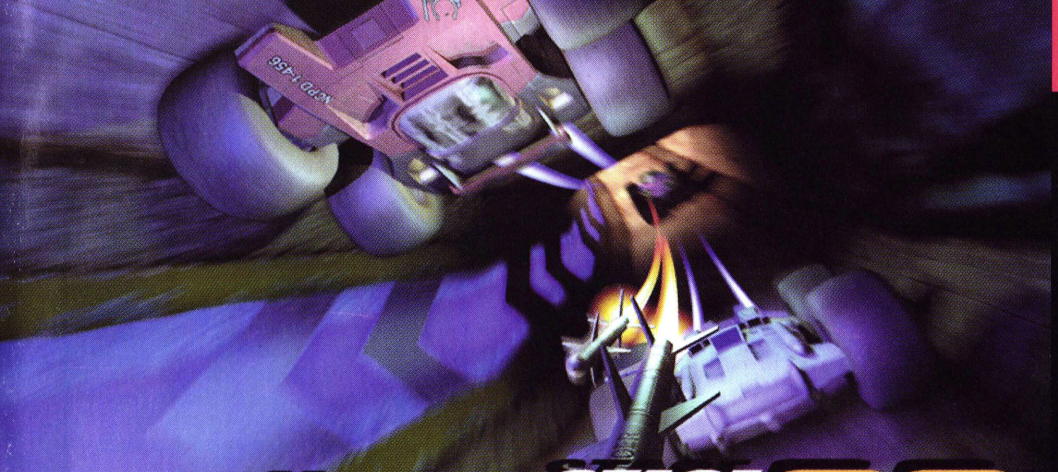
...then takes him in back to show him who's the super-heavyweight.



Hardcore Holly humiliates Kane on the stage...

CREATE-A-JERICHOHOLIC

Nowadays, what wrestling game would be complete without a Wrestler Create? Smackdown's Create-A-Superstar lets you piece a performer together Franken-style. Head, upper body, and lower body are mixed together, and then height and weight slide bars decide final appearance. Players then choose fighting style and moves, and even what their wrestler does when CPU controlled.



Rollcage Stage II

PlayStation Preview

- **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
- **Created by:** ATD for Psygnosis
- **Available:** March for PlayStation

85% Complete

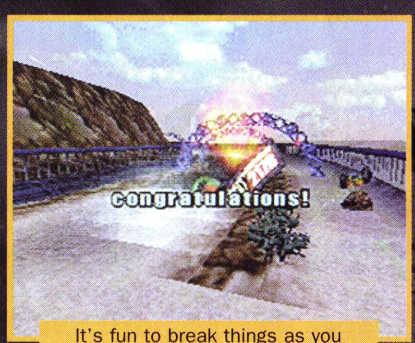
We've seen hordes of racing games in the last few years, and the few that tried to be innovative often lacked the proper amount of chutzpah to make magnetism, driving on ceilings, or destroying your competitors as entertaining as it could have been. In the original Rollcage, we enjoyed the speed and physics of the game, but found the tracks to be somewhat flat and uninteresting, which garnered it a mediocre score.

The vehicles in Rollcage II, as in the first, can flip over and drive upside down, allowing for a lot of unusual racing situations. By getting enough speed, the player can drive up on the walls and even onto the ceilings of tunnels. Frequently, in order to pick up power-ups and hit critical speed-burst arrows, you will be required to drive upside down.

While the vertical symmetry of the vehicles makes falling off the ceiling a less risky endeavor, slamming into an obstacle and flipping around can be an extremely disorienting experience as you will often land facing in a direction you can't be sure of. Consequently, the game's emphasis is on control. As the game's challenge factor picks up on the later tracks, you will frequently be required to slow down at critical turns while racing on slippery terrain.

To make the experience even more harrowing, all vehicles can pick up power-ups allowing them to initiate special attacks and engage turbo boosts for more speed. The weapons range from direct attack weapons like missiles and concussive blasts that radiate from the car, to more indirect attacks like energy prongs that stretch out from a car's wheels causing a momentary loss of traction to any vehicle they touch, or a trippy bomb that generates an extremely disorienting effect for all opponents.

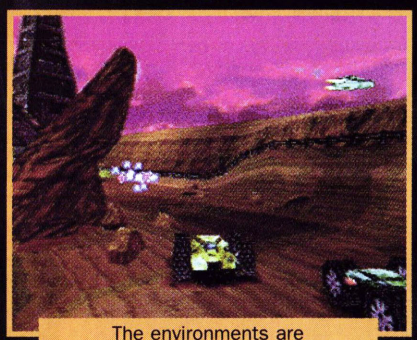
As far as the tracks are concerned, they have become a lot more interesting with a number of pitfalls, tunnels, and tons of obstacles to smash into. To add to the disorientation, players are frequently hounded by rain, which cuts down on visibility and makes it difficult to concentrate due to a trailing effect. It remains to be seen whether Rollcage II will have the technical oomph that its predecessor lacked, but it's sure to be an interesting ride.



It's fun to break things as you finish in first place.

Using this blinding power-up will knock your opponents around.

Racing With a Twist



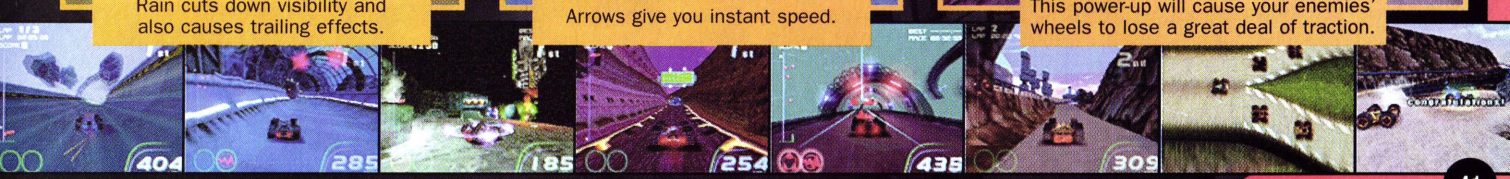
The environments are often stunning.

Rollcage II isn't incredibly challenging at first, but gets more difficult.

This power-up will cause your enemies' wheels to lose a great deal of traction.

Rain cuts down visibility and also causes trailing effects.

Arrows give you instant speed.



Dreamcast Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Based on the Arcade Game; 6 Modes of Play; 32 International Teams; 4 Difficulty Settings; 6 Stadiums; Pitch Changes; VMU & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** AM2 for Sega
- **Available:** March 14 for Dreamcast

Bottom Line: 5.25

Arcade Sports on a Dreamcast Pitch

If you don't make frequent trips to the big name arcades, you may have never seen Sega's Virtua Striker 2. Heck, if you don't live in Japan you might even think that with a name like Virtua Striker, it must be a fighting game. Virtua Stiker 2 is a soccer game that is a common fixture in almost every arcade outside of America. The arcade game makes use of Sega's NAOMI system and makes for easy translation to the Dreamcast in all its glory.

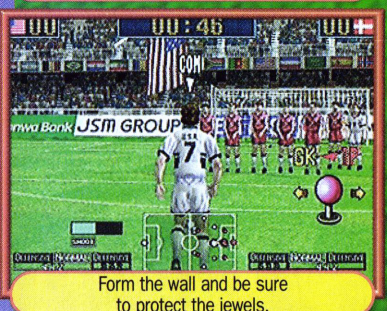
Like many of the Dreamcast's arcade ports, the graphics in Virtua Striker 2 are unparalleled for a soccer game. Players of all shapes and sizes are detailed right down to the laces on their shoes. The fluidity of the animation gives way to fast-paced action and extremely realistic maneuvers that include headers and bicycle kicks. Surprisingly, the only aspect of the game's graphics that may be lacking is the choice of only one camera view.

The playcontrol can be considered fairly simplistic with only two pass buttons, a shot button, and few, if any, special moves. Even so, Virtua Striker 2 requires a lot of finesse. Passing aimlessly will often yield a turnover. Given that, possession and control are essential, as are patience and knowledge of your team's formations.

Along with the standard Arcade mode, Sega has added an International Cup and a League mode, as well as three others. There are also choices that toggle such things as length of half, penalty kick format, and other variations in the match format.

Sports games have become a big element of the Dreamcast's library; and while this is not a hardcore simulation, it is the first of many soccer titles hitting the Dreamcast.

Arrrgh! The agony of defeat.



Form the wall and be sure to protect the jewels.

Unsportsmanlike play will not be tolerated.

Those Danes are always so serious.

JAY
THE GONZO GAMER

Concept	6
Graphics	8.5
Sound	7.75
Playability	2
Entertainment	3
OVERALL	**5.5**

"Wow! So this is what happens when ideal and real collide. With the sports streak Sega's been on lately, my expectations of its first soccer title were pretty grand. Virtua Striker 2 looks and sounds great, but falls short in every other department. Control is an especially mystifying experience. The AI decides which player you're in control of, usually selecting the one closest to the ball, and will often switch at exactly the wrong time. Worst of all, when human control is taken away from someone on the field, that player will often stand there dumbfounded for a second or two. The game also requires that short pass and slide tackle be on the same button. You think you've got the ball, try to make a pass, and earn a yellow card instead. **Sega Genesis had better soccer titles than this.**"

PAUL
THE GAME PROFESSOR

Concept	5
Graphics	7
Sound	5
Playability	3
Entertainment	1
OVERALL	**4.25**

"I had high hopes that Virtua Striker would be yet another fine sports game for the Dreamcast, but after playing it I cannot find a lot to enjoy about this frustrating and confusing game. My biggest problem is trying to figure out the computer AI. There are so many instances when you have a clear breakaway, and then your man, the one you ARE controlling, will turn away from the ball. I suppose this was done to try to balance the play, but it is just plain stupid and incredibly annoying. Additionally, this game would have benefited from some more camera angles. You have to rely on a stupid field radar to figure out if you might be able to make a pass. **This game looks great, but the play is horrible. You can pass on this soccer game.**"

REINER
THE RAGING GAMER

Concept	6
Graphics	9
Sound	8.25
Playability	2.75
Entertainment	4
OVERALL	**6**

"Thanks to Visual Concepts, the Dreamcast is quickly becoming the leader in sports. Trying to add more thunder to this powerful brand, Sega ported AM2's Virtua Striker 2 to the Dreamcast. This was a great idea that ended up being a big mistake in the end. Never before have I played a soccer game that controls so poorly. The gameplay is so bad that it almost feels like the players are running on ice. On top of this, the computer AI is relentless, and for some reason or other, your players have a tendency to turn away from the ball. I witnessed this occurrence on several breakaways. He just stopped running and walked away from the ball. **I got so frustrated and so bent out of shape that I wanted to lynch each of my players after the game.** Other than killer crowd chants and amazing graphics, this release is worthless."

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Based on Popular Japanese Manga; Characters Unleash Powers of Special Helpers; Super Stand Combos; Fight as Small Dog or Eagle; Risqué Moves; Platform Minigames
- **Replay Value:** Moderate
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Bottom Line: 8

These Boobs Are Deadly Weapons!

Webster's Unabridged Dictionary defines panache as "a grand or flamboyant manner; verve; style; flair." Despite the fact that most of the video game industry has abandoned the world of two dimensions in favor of the almighty polygon, Capcom continues to thrive by churning out a seemingly endless series of 2D fighters that ooze panache like the French ooze body odor. Super combos, outrageous character designs, lightning-quick action, and insane animations combine to keep Capcom's aging fighter formula as fresh as a daisy.

Perhaps no game in recent memory exhibits more panache than JoJo's Bizarre Adventure. The quirky characters are licensed from a popular Japanese Manga comic book. This comic series is immensely popular in the Land of the Rising Sun, and it's easy to see why. The variety of characters is stunning. There are fighting babes, fighting creepy old guys, fighting muscle-bound hunks who sport Vanilla Ice haircuts, even a cute little fighting dog. All exhibit a twisted sense of cutesy, yet racy, humor that is quintessentially Japanese.

These pugilists are indeed bizarre, with special attacks ranging from electric tentacles to, ahem, oversized mammary glands that spray a rain of bullets. To add to the lunacy, each character has a ghost-like alter ego, called a Stand, that can be summoned to perform special combo attacks.

JoJo's Bizarre Adventure crams two Japanese arcade games – JoJo's Venture and JoJo's Bizarre Adventure – into the cozy confines of one GD-ROM, making it an excellent value for fans of 2D fighters. Capcom aficionados will find few surprises in the gameplay department, just more of the furious combat that has thrilled gamers since Street Fighter II. JoJo's Bizarre Adventure delivers solid control and great graphics, with a perverse twist. Fans of fighting games should definitely check it out.

ERIK
THE PC JEDI

Concept	8
Graphics	6.75
Sound	8.25
Playability	8.25
Entertainment	8.5
OVERALL	8

"While JoJo's isn't too mind-blowing graphically, particularly on the Dreamcast, it is flashy and entertaining to watch. The characters are a bit odd, but **kicking the crap out of Manga Joe and Anime Jack with a small angry dog is an entertaining experience to say the least.** Despite JoJo's unique features, it is unmistakably a Capcom fighter where tactics like pushing your opponent into a corner are as important as they were in every Street Fighter and SF clone. Capcom fans will no doubt find it an interesting game and Anime/Manga freaks should check it out as well. When all is said and done, JoJo's Bizarre Adventure is a solid game with some good ideas. I would recommend a rental first, however."

JAY
THE GONZO GAMER

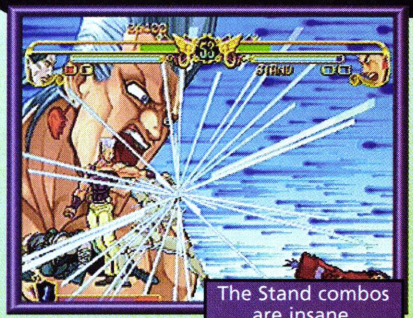
Concept	8
Graphics	8.25
Sound	8.25
Playability	8
Entertainment	8
OVERALL	8

"With Capcom's long history of 2D fighting games, you'd think that it would have ground the genre up like coffee beans by now. JoJo's Bizarre Adventure shows that Capcom still has quite a few tricks up its sleeve. In many ways, this game reminds me of Bloody Roar – an okay fighter with a twist that makes it more interesting. The main concern in the game is when to use your Stand. These spirit creatures can do all the work themselves, but it's three-fourths the fun to sucker your opponent in, then double team him to death. As always, once button layout is cemented in the brain, control becomes second nature and the competition level between two human players swells to gargantuan proportions. **There are plenty of fighters on Dreamcast, but JoJo's still manages to stand out.**"

REINER
THE RAGING GAMER

Concept	8.5
Graphics	8
Sound	8.25
Playability	8.25
Entertainment	8
OVERALL	8.25

"Most unusual indeed. When creating this fighter, somebody must have slipped some peyote into the lunches of Capcom's development team. It's weird...really freakin' weird. **JoJo's conceptual base and roster of characters are definitely a few fries short of a Happy Meal, yet at the same time, brilliant.** Capcom's classic 2D fighting formula is alive and well in this release, and is joined by a unique dual-persona combat system. Standard attacks are available for all of the combatants, but if you truly want to shine, you'll summon a spirit that has its own list of moves. This combat formula is invigorating as is, but Capcom also added several awesome Guardian Heroes-like sidescrolling segments. I'm addicted to this game like Iggy Pop is to the drug of the month. It's a solid release that adds innovation to Dreamcast fighting. Check it out!"


The Stand combos are insane.

"It's all fun and games until someone loses an eye!"

Zap!

Pamela Lee, eat your heart out.

"That's for stealing me Lucky Charms!"

Dreamcast Preview

- **Size:** 5 GD-ROMs (3 Game, 1 Bonus, 1 Soundtrack)
- **Style:** 1-Player Adventure
- **Special Features:** Free & QTE Battles; Real-Time Town Exploration; Weather Changes; Hours of Spoken Dialogue; Item Management; Tons of Real-Time Cutscenes; Journey Diary; Space Harrier & Hang On Arcade Games; VMU Hints
- **Created by:** AM2 for Sega
- **Available:** Fall for Dreamcast

70% Complete

Shenmue

The Dreamcast Event of 2000

Perhaps the most significant Dreamcast title of 2000, Shenmue unfolds as one of the most dynamic games ever assembled. With graphics as real as life itself and a gameplay engine concocted as a true to life adventure, Shenmue is the first title to actually attempt a real-world journey. At times, Shenmue is as boring as life itself, subjecting the player to hours of nothingness. On the flip side of the coin, and under Yu Suzuki's direction, Shenmue delivers a magnificent story that intertwines and extensively uses every little piece of its virtual world. It's up to the player to find the clues that lead to the next event in the story.

Realworld Movement

With graphics as beautiful as most computer generated cutscenes, Shenmue's real-time gameplay comes to life as a work of art, and also as a smooth movie entity. Every store can be entered, and every person can be confronted. It's just like the real deal.

Detail

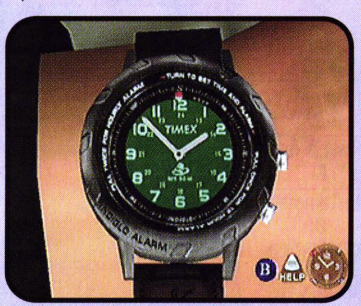
When characters converse, intricate details like waving hair, jaw movement, and blinking eyes add to the cinematic experience. Gone are the days of the text boxes, and gone are random nodding and arm movements. Every animation is specific in Shenmue.

Solving Puzzles

Most of Shenmue's gameplay hurdles can be solved by talking to village folk. Very rarely is combat or any kind of physical activity required. If you get stuck, you can always play perfect ports of Space Harrier or Hang On in the arcade.

Item Interaction

Almost every item in the game can be looked at. You can open up sock drawers or examine the ingredients in cat food. You can even dial random numbers on a rotary phone.

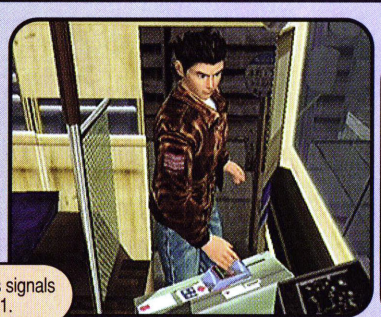


All In Time

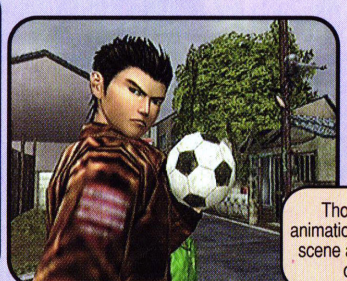
Shenmue's realism includes day to night and weather changes. When entering a store, you must first see if it is open. If not, you must wait for the store clerk to walk down the road, clean up, then open his or her gates.

Cutscenes

Never before have we witnessed a game use the sheer amount of animation as Shenmue. Every little motion from the real world is somehow incorporated into this game. Flinching, stretching, dancing, running... it's all here...and it looks absolutely stunning!



Ryo boarding the bus signals the end of disc 1.

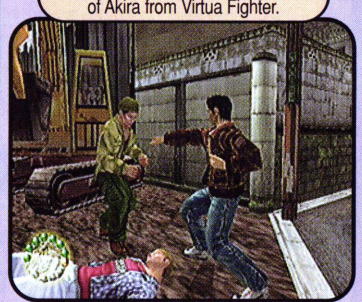


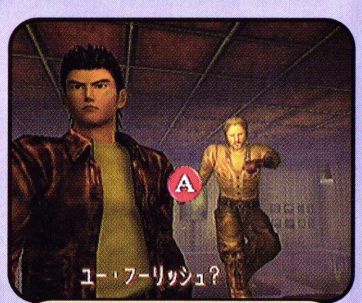
Thousands of animations make each scene as realistic as can be.

Combat Sequences

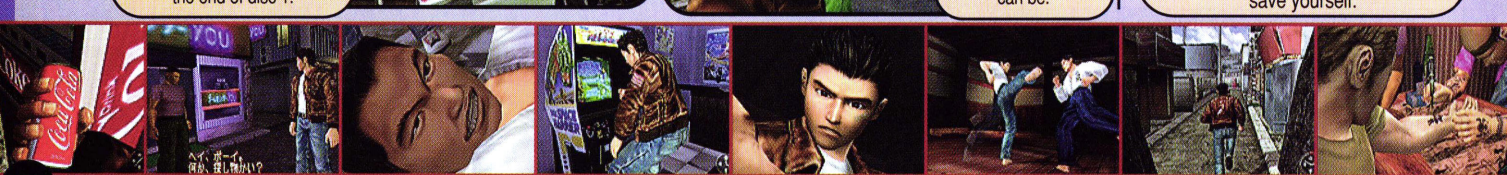
The world of Shenmue is a rough place, and you may just get into a scuffle or two. When this happens, combat will explode in one of two modes – Free Battle and QTE (Quick Time Event). Free Battle plays just like Virtua Fighter and can be against one to five foes. QTE's are reflex tests that ask the player to quickly hit a button that flashes onto screen – just like in Die Hard Arcade.

Ryo's moves list closely mimics that of Akira from Virtua Fighter.





When a button flashes on the screen, you'll have just a second to tap it and save yourself.



Space: The Cute Frontier

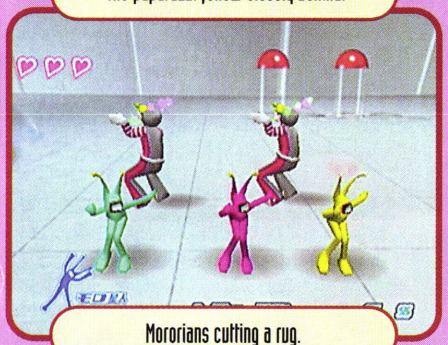
SPACE CHANNEL 5

Dreamcast Preview

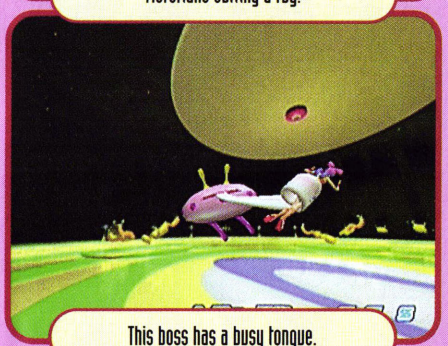
- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Modes of Play (Shooting & Dance); Trippy Environments; Orchestrated Music; Collectable Characters; Funk Dance Moves; Cameo by Michael Jackson
- **Created by:** Sega
- **Available:** 2nd Quarter for Dreamcast (Now In Japan)

90% Complete

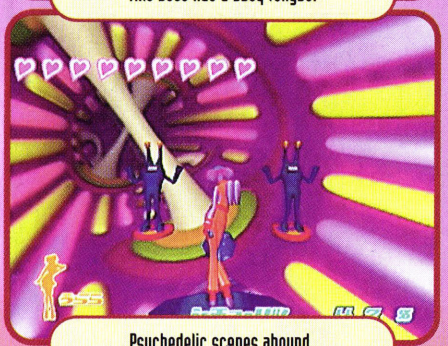
The paparazzi follow closely behind.



Mororians cutting a rug.



This boss has a busy tongue.



Psychedelic scenes abound.

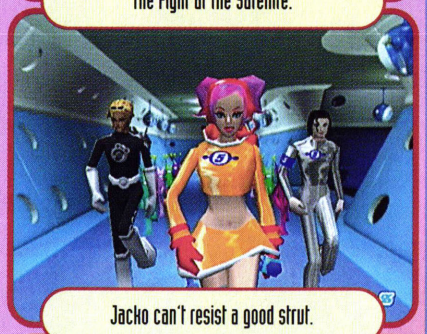
Not since Connie Chung's pre-Maury Povich days has a journalist shown as much spring in her step as the futuretro Ulala, reporter for Space Channel 5. Be-bopping her way from story to story, she uncovers an attack by the alien Mororians. Appearing like Teletubbies after the SlimFast plan, they have captured a plethora of innocent humans and made a general mess of things on this satellite of love. Not only must the lovely Ulala vanquish these multi-colored foes, but keep pace with her reporting duties as well.

Strolling along the shimmering environments, Mororians will pop up in front of Ulala, sometimes with captives in tow. This will prompt action in either Dance mode or Shooting mode. In Dance mode, the long-eared extraterrestrials call the steps in a hypnotic hoe-down. Follow the directions accurately and their slaves become members of your entourage! In Shooting mode, the movements are still called out, but are followed by hot lead from your pair of blasters. One gun toasts the aliens; the other brings humans back to their senses so they can see how gosh-darn sexy you are, and follow you blindly. It's a tad ironic how the freed slaves in turn ride Ulala's jock with puppy-dog devotion after their shackles are removed. As Devo said "Freedom from choice; it's what you want."

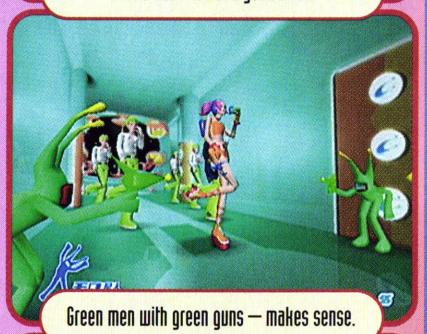
Though bearing an uncanny resemblance to Parappa and Um Jammer Lammy, the entire package and presentation of Space Channel 5 is much smoother, while still remaining just as trippy and wild as the other aforementioned games. Like the PlayStation music games, SC5 is a relatively short title, but with each stage broken up as a level rather than merely boss encounters, it will feel longer. For added replay, a character profile option lets you check out everyone who's danced to your beat, and who you still need to recruit. You'll run across guitarists, soldiers, and even Michael Jackson!

Without lyrics, the songs may not be as catchy, but Space Channel 5 is every bit as fun as Parappa and Lammy, while getting a bit closer to mixing the dance/music game genre with a more action-oriented style. Though lacking any multiplayer features, the stunning visuals, well-produced sounds, and Ulala's locomotion will keep gamers hanging on for many a go-around. Come second quarter this year, U.S. Dreamcast owners will get to catch every broadcast of Ulala's Swinging Report Show on our Sony Trinitrons switched to Space Channel 5.

The Fight at the Satellite.



Jacko can't resist a good strut.



Green men with green guns — makes sense.

What star is complete without an evil clone?

SEGA SPORTS

NHL 2K

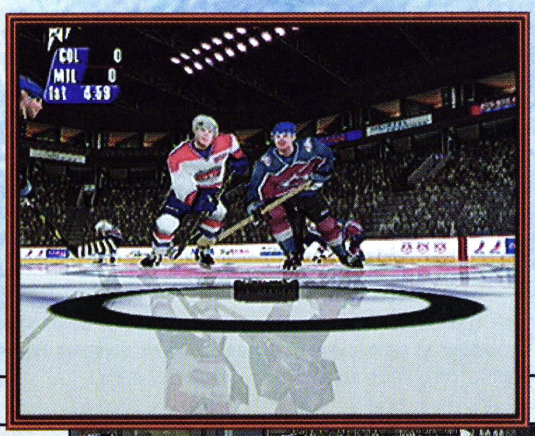
The Dreamcast Puck Starts Here

Just six months into its life cycle, the Dreamcast has already established itself as a system for sports gamers. Sega Sports has produced highly acclaimed NBA and NFL simulations and, as we speak, Sega is bringing the NHL home with NHL 2K.

Graphics

Like Sega Sports' NFL and NBA games before it, the look of NHL 2K is what you would expect – impressive. Each player is modeled with close to 1,500 polygons, and over 800 player faces are used to recreate the look of each NHL player. Players also have changing facial expressions for an extra touch of realism.

Animations are extensive, with over 700 motion-captured maneuvers; 100 of these are created for the goalie alone. Obviously, the most notable animations are found through knocking the opposition to the ice, but more subtle animations abound. You'll see little nuances like a goalie adjusting his pads and stretching during a stoppage of play, a center tapping his stick at the face-off circle, or a whole line of players piling over the boards during a line shift. Even more subtle than the player animations are graphical effects which show players' reflections in the boards and glass, snow spraying as skaters stop or take sharp turns, and even lines forming on the ice as players' skates carve the surface.



Playcontrol

For any veteran of video game hockey, the control scheme of NHL 2K will be familiar. Don't expect to be bombarded with new moves or special button combinations. On offense, the obligatory pass, shoot, and speed-burst buttons are accompanied by a clearing shot. Of course, there is the one-timer and a wrist or slap shot depending on how long the shoot button is pressed. On the defense, there are buttons for the poke check/hook, speed burst/hard check, block shot, and switch player.

This preview version offers excellent control and great play-making ability. Also worth noting are the line changes. Although settings are available to toggle line changes to auto (or off), playing with manual line changes is challenging and allows you to pick front three and defensive lines separately.

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 28 NHL Teams; Detailed Player Models With Over 800 Player Faces; Facial Expressions; 5 Gameplay Views; Commentary by Bob Cole & Harry Neale; Edit & Save Lines; VMU Compatible
- **Created by:** Black Box for Sega
- **Available:** February 14 for Dreamcast

90% Complete

Fighting

Although the NHL has tried to downplay fighting in the past few years, there is no denying that it is a large part of the game. Given that, NHL 2K includes some impressive-looking altercations. The control even allows you to block punches and grab the opponent's jersey with one hand while pummeling him with the other.

Options

NHL 2K offers an Exhibition, Season, and Play-Off mode – all standard hockey fare. In all of these modes, what should be most impressive to the hardcore hockey fan is the Edit and Save Lines feature that will give you a chance to "load the lines" or make subtle adjustments to your line-up. We are not talking about a handful of line formations; NHL 2K has a bunch of situational lines. For example, there are four separate settings for penalty kills and likewise for the power play. You will also be in charge of deciding which players in your roster will dress and which will be scratched for each game. All of this information and these changes are then stored in the VMU.

The VMU also stores any created player. Although the Create Player mode was not complete in our preview version, we are told that it will offer different skate, helmet, and stick types, as well as over 20 ability settings.

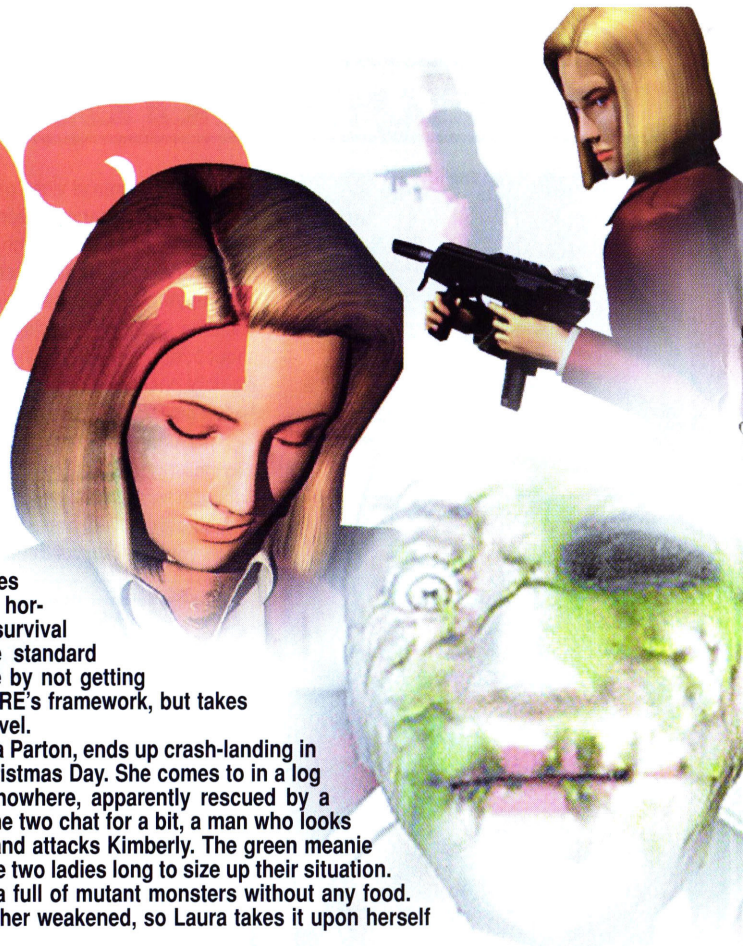
Dreamcast Preview

- **Size:** 4 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Large Environments; 5 Weapons; Numerous Items; 4 Gameplay Modes (Hunting, Combat, Exploration, Point & Click); Snowmobile Driving; VMU & Jump Pack Compatible
- **Created by:** WARP for Sega
- **Available:** 2nd Quarter (Now in Japan)

80% Complete

D2

Beware the Green Snow



Laura's plane after the crash.

"For the last time – It's not the size of the ship, it's the motion of the ocean!"

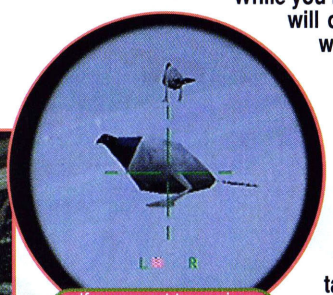
Laura finds a new way to massacre mutants.

Capcom's Resident Evil series has labeled itself survival horror, but let's face it, the survival involved isn't too far from the standard video game format. You survive by not getting killed by monsters. D2 borrows RE's framework, but takes the survival aspect to another level.

The game's protagonist, Laura Parton, ends up crash-landing in Canadian parts unknown on Christmas Day. She comes to in a log cabin smack in the middle of nowhere, apparently rescued by a woman named Kimberly. After the two chat for a bit, a man who looks ill bursts in, sprouts tentacles, and attacks Kimberly. The green meanie is repelled, but it doesn't take the two ladies long to size up their situation. They're stuck in an arctic tundra full of mutant monsters without any food. The attack on Kimberly has left her weakened, so Laura takes it upon herself to get them both out of this jam.

Early on, it's evident that Laura is a pretty tough and resourceful lady. Not only can she walk through knee-deep snow wearing only a smart business suit, high heels, and over-abundant eye shadow; but she can carry an assortment of weapons, items, and unlimited sub-machine gun ammo without showing any bulge in her waistline.

While you're wandering about gathering clues, freaky things of various shapes will occasionally leap out at you. When this occurs the Combat mode, which basically consists of keeping your crosshairs on the enemy while firing, instantly engages. Everything you kill earns you experience points, which will increase Laura's levels and earn her more hit points. In addition to combat, D2 consists of 3D exploration, interior point & click, and most interestingly, a Hunting mode. Whenever you're walking about and see something move against the snow, pulling out the rifle brings up a sniper scope. Blasting away wildlife earns meat, which can then be cooked up on Laura's portable grill for health.



If you expect to survive, you have to hunt for food.

D2 has a lot of action, but more than anything else, it has a lot of talking. Well over half the game consists of watching cutscenes and trying to make sense of Laura's flashbacks. Thus, D2 may be more a player-participatory movie than a video game, but with its flashy graphics and involving plot, it will likely be something worth playing through until the end.

Combat mode is reminiscent of a shooting game.

Time Stalkers

Role-Playing Evolution

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 6 Playable Characters; Dungeon Randomizer; Capture & Control Monsters; Unique Experience-Gaining System; Multiple Camera Views; 6 VMU Minigames
- **Created by:** Climax Entertainment for Sega
- **Available:** February 29 for Dreamcast

85% Complete

Time Stalkers, the RPG formerly titled Climax Landers, has finally shed its cloak of secrecy and graciously asked the Game Informer staff to examine its complex exoskeleton coding. With tweezers in hand, we accepted the challenge and tweezered our way deep into Time Stalkers' orifices.

Our first impression was not good. Time Stalkers appeared to be just another dungeon crawler, cloned after everything else on the market. The look of the game is definitely admirable, but the gameplay just didn't strike us as engrossing or complex. The combat is nothing more than simplistic turn-based actions, and the randomly generated dungeon environments are as generic as they come. The storytelling was also childish and lacking in any kind of direction – yet we found it to be the strong suit that kept us playing. The horribly named main character, Sword, doesn't want to be the hero. He was simply in the wrong place at the wrong time. His bad attitude and ungrateful outlook lead to some amusing moments...one of which involves a Gay Panda Tube Sock. We eventually fell in love with this hellion, and decided to play this game to the ending credits.

After unwillingly hacking our way through two dungeons, Sword was joined by several new colorful personalities. The funny thing is, none of these characters care about the quest. Even if it meant the world would end, they wouldn't care. They are either out for themselves, seeking treasure, or just not wanting to do a damn thing. From this oddball mixture and "brilliance" in storytelling, the game remains quite entertaining; and surprise, surprise, the gameplay eventually picks up as well.

Interestingly enough, whenever characters enter a dungeon, they enter at level one and can only bring four items with them. This may seem stupid, but it gives each dungeon a unique twist and a random difficulty. You may luck out and score some great items (which are all randomly generated as well), but then again, you may get nothing and die immediately. A smidgen of help lies in the hands of monsters. Players can capture any monster they see fit, register that monster in a town, then return to the dungeon and use it as a combatant. How well players do in the dungeon will determine how stacked their level one stats will be for their next journey.

From Land Stalker to Shining in the Darkness, some of the characters in this RPG are very recognizable. Yet the quest is a completely different entity, with balls to the wall innovation and gorgeous graphics to boot. It's a Dreamcast evolution!

As the fire shot out of the land, the young adventurer's pants became very damp.

Capture monsters and they'll humbly obey you and fight at your side.

All of the combat is delivered through basic turn-based actions.

The landscape takes creativity to the next level.

After getting stung on the neck twice in a night, Sword called it quits.

GIPC

by Erik, The PC Jedi

Lost in Time

Some people will tell you that the reason magazines rarely offer timely reviews of PC games is that most companies don't send out reviewable copies of the games until they are already shipping to stores, and it takes about a month and a half for all the printing and whatnot to be completed from the time we finish writing an issue to the moment it arrives at your door. Not true! In fact, we are lost in a bizarre time warp. Help!

HERE DOS & WINDOWS COLLIDE — WHERE DOS & WINDOWS COLLIDE —

9.25 **Planescape: Torment – Interplay** TEEN T CONTENT RATED BY ESRB

The RPG You've Been Waiting For

As a semi-sequel to Baldur's Gate, the basic engine for Planescape carries a lot from the previous game, but has been dramatically enhanced. The game looks better and the single-player interface has been vastly improved to include a pop-up action menu that freezes gameplay and allows players to select spells and items for use at their leisure. These improvements are partially due to the fact that Interplay has opted to make the game exclusively single-player, allowing it to implement options that would have caused tedious pauses during a multiplayer game of Baldur's Gate.

Strange Man in a Strange Land

Perhaps the most dramatic difference between the two games is the campaign setting itself. Where the Forgotten Realms is a fairly stock fantasy world, Planescape is actually a multiverse setting consisting of the realms of the Gods and ideology: (the upper planes), and planes representing the basic energy and material forces of all the worlds (the lower planes).

The central setting of Planescape is in Sigil, a city devoted to total neutrality where good, evil, chaos, and law are all in an uneasy truce. This creates the unusual circumstance of dire foes rubbing elbows, but avoiding any overt confrontation that might attract the attention of the city's enigmatic ruler, the Lady of Pain.

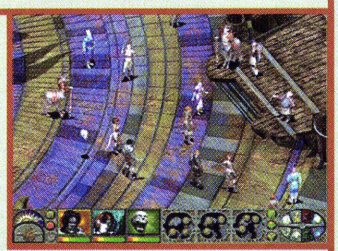
Full of bizarre sights, strange organizations, haves and have-nots mixing company out of necessity, dehumanization, and the artistic use of darker colors and unusual architecture, Sigil is reminiscent of a Cyberpunk setting except that it uses magic instead of technology.

At the beginning of the game, the main character awakes in Sigil's mortuary with amnesia (innovation!) and slowly discovers that he has been dying and forgetting who the heck he is for an indeterminate (but very long) amount of time. In order to save himself from going through the trouble of rediscovering himself all over again, he had a message tattooed on his back telling him to find a man named Pharod and the journal of his previous life which, of course, is missing.

Nameless, clueless, and smack in the middle of a mortuary tended by animated corpses and hostile Dust Men who don't like their corpses walking away, our hero must escape the mortuary with a scalpel and the aid of a talking skull with a wicked bite who becomes his first companion. Bizarre but refreshing.

Like Baldur's, the world of Planescape is huge. I must have put fifteen hours into it, and I still hadn't left Sigil's first neighborhood, much less visited another plane of existence. Have no doubt, Planescape will keep you occupied for some time, especially if you want to see everything.

Party Members Like Never Before



I already mentioned the talking skull, but Planescape has a wealth of unusual party members. Other companions include a Githzerai from the helter-skelter plane of limbo whose weapon is actually a shifting, chaotic substance held in sword shape by sheer force of will; a Tiefling or "plane-touched" human, complete with hooves and tail; a pyromaniacal mage confined to eternal torment in an endless burning death (until you rescue him); and a Mercykiller (who's dead, but doesn't know it yet) with the power to crush all injustice, whom you imprisoned on an infernal plane long ago.

What makes all these characters so exciting is that none of them is entirely normal in terms of standard AD&D rules. The fighter/mage Githzerai has spells unique to his home plane that are superior to similar standard spells of the same level. The talking skull has a number of unusual powers, including the ability to confuse and enrage by taunting enemies with insults.

Your main character, however, can become far more powerful than the average AD&D game allows. You start off with average stats of nine and 21 points you can allocate as you please. This makes for a relatively average or over-specialized character, but for each level you gain, you get more attribute points to distribute allowing you to jack your character up to god-like status. You also gain additional special powers and experience points by remembering your past, an event that occurs through dialogue and déjà vu experiences. If that wasn't enough, you can also dual class between fighter, mage, and thief for a well-rounded combination of assets.

The Black Isle Touch

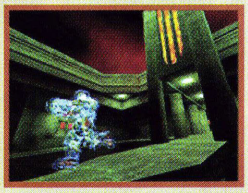
Perhaps one of the most entertaining aspects of Black Isle's previous role-playing games was the variety of methods one could use to solve problems. Characters who took the Dr. Who option and went with high charisma and wits could talk, lie, and cheat through situations that gun bunnies and barbarians would have to hack, slash, and blast their way through.

Planescape: Torment seems to devote itself even more to this concept of alternate conflict resolutions. It seems like almost every problem can either be talked, cheated, or beaten down, creating an RPG worth playing through multiple times. Sure, a dumb muscle-bunny might be able to take out that giant skeleton at a mere level three, but it's far more entertaining to dismantle the magic that animates it, causing it to collapse into a pile of bones and picking up a higher experience bonus and an enchanted breastplate to boot.

If you enjoyed Baldur's Gate, prepare for a grand experience that far surpasses its forebear. Planescape has plenty to see, plenty to try, a heck of a lot of conversation, and a whole mess of items and combat for the more hack n' slash minded. All you have to do is pick your attributes and get rolling.

– PC Quickies –

Quake 3: Arena – id – 8.25 MATURE M CONTENT RATED BY ESRB



While I have to hand it to Quake 3 for being a gorgeous game, I found Unreal Tournament to be superior, with more interesting play modes, tutorials, and most importantly, kick-butt weapons. Quake 3's guns just weren't very exciting. Can't wait for the hate mail.

Wild Wild West – Southpeak Interactive – 7.75 TEEN T CONTENT RATED BY ESRB

I thought this game would be horrible. Mixing adventure elements like puzzle solving and detective work with Resident Evil-style action (only a little faster), Wild Wild West actually manages to be fairly entertaining. Most licensed games don't get better than this.

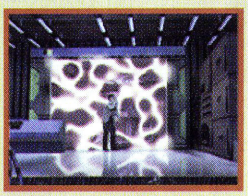
Star Trek: Hidden Evil – Activision – 8 TEEN T CONTENT RATED BY ESRB

In this Star Trek game you follow Data and Picard (voiced by the actual actors from the series) and help them with missions. Fighting and puzzle solving are entertaining, reminding me of the old Quest games. It's another surprisingly good Star Trek game.

The Wheel of Time – GT Interactive – 8.75 TEEN T CONTENT RATED BY ESRB

Based on Robert Jordan's popular Wheel of Time series, which the man has milked for all its worth over the course of eight books (so far), this excellent game runs smoothly, looks good, and has a lot of intense action and puzzles. Think of it as a shooter/RPG.

Y2K – Interplay – 3.75 TEEN T CONTENT RATED BY ESRB

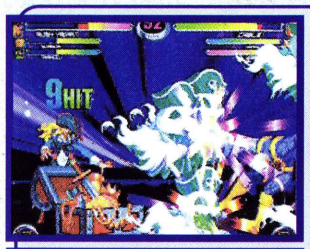


Considering the amount of time this game probably wasn't completed in and its half-assed marketing scheme, Y2K is somewhat impressive. The graphics are only moderately poor and the interface is almost decent. Unfortunately it's neither funny nor fun. It's only 20 bucks, but even that isn't worth it.

ARCADE BRIGADE

By Beaux, The Arcade Assassin

It is a very dark and cold day for the ol' Arcade Assassin. It seems as though my local arcade is closing and I'll have to find a new one. This is more than just an inconvenience. It is a sign of the imminent downfall of the arcade world. I know many of you are saying to yourselves, "No big deal. With home systems as good as they are, who needs arcades?" You do have a point, but arcades have a different environment and feel to them. Where else can you go to test your gaming skills against countless hungry competitors? You see, the arcades are a part of the gaming world and without them we will become mere shells of the gamers we once were. I ask all of you to heed my warning and go out to support your local arcades, before it is too late. Also on another note, if anyone has seen my robotic titanium hand, please return it. The optional mop attachment isn't working too well.



PREVIEW

Marvel Vs. Capcom 2

Architecture: Unknown
Style: 1 or 2-Player Fighting
Special Features: Three-On-Three Battles; Support Characters; Same Great Lineup With a Few New Characters; Super Moves; Anticipation That Rivals Christmas
Created by: Capcom
Available: Mid-to-Late 2000

There is something about the idea of a new Capcom basher that makes me all warm inside. Maybe it's the companionship of fellow gamers at the 'cades, or maybe it's the friendly rivalries it produces. Nah, it's got to be schooling cocky young punks. Either way Marvel Vs. Capcom 2 looks to delight us in all areas. Capcom has drastically increased the roster with some returning characters from previous Marvel/Capcom games and a few new ones as well. Gameplay seems to be tweaked a bit with the addition of a third tag team partner, and a new combo system to take advantage of the new warrior. The eye candy associated with supers has also been stepped up, with so many colors flashing at once you will be rolling on the ground choking on your tongue with glee. Although it's due in a few months, the wait for Marvel Vs. Capcom 2 will seem like an eternity.

PREVIEW

Gauntlet: Dark Legacy

Architecture: 3D-FX
Style: 1 to 4-Player Action/Adventure
Special Features: Password Save; Eight Characters to Begin With & Eight Alter Egos; Prizes Awarded for Faithful Players; Secret Areas & Power-Ups
Created By: Midway
Available: 2nd Quarter

Arcade owners of the world rejoice at the return of Gauntlet. The mighty quarter muncher is back and stronger than ever with many new features to rob you of your precious silver circles. Along with the original lineup, Midway will introduce four additional combatants: The Sorceress, Knight, Dwarf, and the most integral member of any adventuring group the, um...Jester? All the levels from Legends are here (but spiced up a bit), as well as five new worlds to conquer. Gameplay will be pretty much the same with a few new innovations. For one, there is a new block feature that will help slow the inevitable need to feed it another token. Midway has also added new turbo moves to add variety and a combo system. Overall, Gauntlet: Dark Legacy looks to be more of the same old Gauntlet, but should still be an entertaining outlet for the pesky jingle in your pocket.

AT A GLANCE

Harvest Moon 64

Nintendo 64

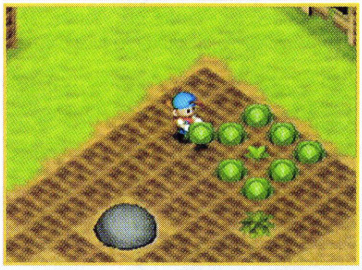
by Reiner, The Raging Gamer

- **Size:** 256 Megabit
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Raise Livestock & Grow Crops; Train & Race Horses; Farm Mercantile; Soil Tilling; Seed Spreading; Seasonal Changes; Money & Item Management
- **Replay Value:** Moderately Low
- **Created by:** Natsume
- **Available:** Now for Nintendo 64

Concept:	*8*
Graphics:	*7.5*
Sound:	*6.5*
Playability:	*7.5*
Entertainment:	*7*

Bottom Line: 7.25

The entire goal of this offbeat RPG is to perform farming activities like clearing land, growing crops, and raising livestock. After eight hours of tilling soil, smashing rocks, and collecting chicken eggs, I found myself exhausted and in awe of how difficult farming really is. Harvest Moon will keep you on your toes, and demand that you push yourself to the limit each and every day, with each and every harvest. For someone who loves to slay dragons, I was surprised by how truly engrossed I was in this virtual farming sim. The play is a tad slow, but it really needs to be for it to be accurate. While strange graphical flickers occur, the look is also quite pleasant and appropriate for this type of game. Natsume has been quiet for years, but I think this title will put it on the map, and N64 owners seeking a new challenge will appreciate what this developer has dished out. Harvest Moon is by no means the saving RPG grace for the N64, but it is diverse and challenging in a fun way.



Tarzan

Nintendo 64

by Erik, The PC Jedi

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Play as Different Tarzan Characters; Unlock Stinkin' Pictures From the Movie & Descriptive Text; Disintegrate Enemies With Fruit or a Knife; Mellow Music; Different Modes of Gameplay
- **Replay Value:** Moderately Low
- **Created by:** Disney Interactive & Eurocom for Activision
- **Available:** Now for Nintendo 64

Concept:	*6.5*
Graphics:	*8.75*
Sound:	*8.5*
Playability:	*7*
Entertainment:	*5.5*

Bottom Line: 7.25

This game is attractive, but follows Disney Interactive's textbook formula for all of its platform games. Collect all the letters and you get a prize! In the PlayStation version of the game you got FMV clips from the movie. That wasn't very exciting. Now for the N64 version of the game, all you get is a stinkin' piece of sketch art and a couple sentences of text that explains what's happening in the picture. The platforming itself is okay, but nothing special. You can unlock bonus levels to get more coins in order to get more lives so you can make it through more levels and continue the cycle of mediocre platforming. Most of the bonus levels consist of floating down a river or riding an animal à la Crash Bandicoot. Of the standard levels, most offer a fairly dull platforming experience with the occasional Crash Bandicoot run-from-boulder rip-off, only with elephants or baboons instead of a large rock. Tarzan is a pretty game and offers a fair amount of challenge, but the platforming is pretty ho-hum. There are plenty of better games out there.

Bassmasters 2000

Nintendo 64

by Paul, The Game Professor

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** 3 Day Tournaments; Speed Fishing & Casting Minigames; Underwater Lure Cam; Authentic Equipment; Commentary by Shaw Grigsby; Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Mass Media for THQ
- **Available:** Now for Nintendo 64

Concept:	*8*
Graphics:	*8.25*
Sound:	*8*
Playability:	*8.5*
Entertainment	*8*

Bottom Line: 8

Considering the last fishing game I played on N64, I was pleasantly surprised by this game. It has plenty of options and a nice variety of fish. Of course, the only ones you seek are bass. Even on the easiest of settings, finding the fish is challenging. However, the underwater cam will aid in zeroing in on the big hogs. If you want to get your line wet, I suggest a rental.

Castlevania: Legacy of Darkness

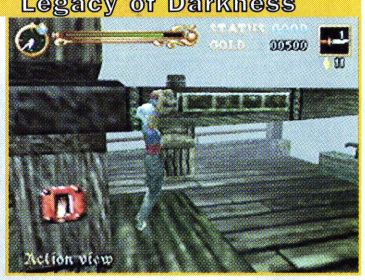
Nintendo 64

by Paul, The Game Professor

- **Size:** 256 Megabit
- **Style:** 1 Player Action/Adventure
- **Special Features:** 4 Playable Characters; Story Takes Place Before Original N64 Game; Controller & Expansion Pak Compatible
- **Replay Value:** Low
- **Created by:** KCE Kobe for Konami
- **Available:** Now for Nintendo 64

Concept:	*3*
Graphics:	*8*
Sound:	*8*
Playability:	*2*
Entertainment	*5*

Bottom Line: 5.25



If truth be told about this game, it is what the original game should have been if it weren't for Konami rushing the product to market. That isn't saying much because this Castlevania still has some of the worst playcontrol around. There are some new areas and new characters,,but essentially this is just a crude update of the same game. Ick. Stay far away. This game, like its N64 predecessor, is a disgrace to the fine Castlevania name.

Jackie Chan's Stuntmaster

If you think about it, Jackie Chan is the prototypical video game star. He's as quick as Sonic, as charismatic as Crash, cuddlier than Pikachu, and has fighting skills that put Ryu to shame. He even has a cute foreign accent like Mario. It seems to me that hardcore gamers, suffering from the early stages of acute muscle atrophy, would salivate uncontrollably at the chance to recreate Chan's high-flying stunts without leaving their chairs. Hence, this game must have seemed like a brilliant idea in its conceptual stages. Unfortunately, Stuntmaster lacks direction. It's basically a brawler, with a dash of platforming thrown into the mix. While it's not a bad game, there isn't enough focus to make any of the elements interesting. As a platformer, Stuntmaster is ho-hum. The fighting is too simple to be truly compelling, and the action isn't hectic enough to make it a great brawler. Factor in subpar control, dingy environments, blocky graphics; and you have yet another promising title destined for the close-but-not-quite file.

PlayStation
by Matt, The Original Gamer

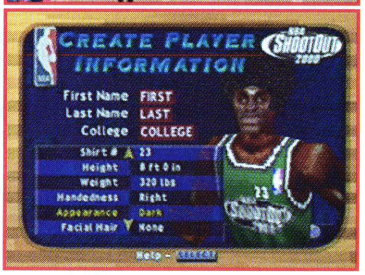
TEEN T ESRB

- **Style:** 1-Player Action
- **Special Features:** Combines Platforming & Martial Arts; Multiple Weapons; Interactive Environments; Motion Capture & Voice-Overs by Jackie Chan; 15 Levels; Drunken Master Style
- **Replay Value:** Moderately Low
- **Created by:** Radical Entertainment for Midway
- **Available:** Now for PlayStation

Concept:	*7*
Graphics:	*6*
Sound:	*7*
Playability:	*5.75*
Entertainment:	*7*

Bottom Line: 6.5

NBA Shoot Out 2000



Mired in delays, Shoot Out 2000 was expected to be held back until February of 2000, but in a surprise move, 989 Studios launched it just before Christmas. Once you pop this game in your PlayStation, it becomes quite obvious that 989 should have let this one cook in the oven a while longer, as Shoot Out 2000 is horrible. The play control is only OK when compared to NBA Live's awesome showing this year; and the AI is perhaps the worst yet, letting the player light it up from almost anywhere on the court. The simulation also has a number of quirks, like the Boston Celtics making the playoffs every year (with the second best record in the league), players having been left off rosters, and no restraints having been placed on player trades (so that the dream trade of Anthony Peeler for Allen Iverson can come true). Certainly there are some high points to this game, like the Create Dunk and the...well...hey, it's got all the teams!

PlayStation
by Andy, The Game Hombre

EVERYONE E ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 4-Player Sports
- **Special Features:** Advanced Offense & Defense With Icon Cutting, Dunking, Dribbling, & Passing; Season, Exhibition, & Play-Offs Game Modes; Create Dunk; Roster Management With Create Player, Trade, & Draft; Touch Shooting
- **Replay Value:** Moderate
- **Created by:** 989 Studios
- **Available:** Now for PlayStation

Concept:	*6.5*
Graphics:	*7*
Sound:	*4*
Playability:	*4*
Entertainment:	*2*

Bottom Line: 4.75

The Smurfs

Yoo see, zee conceept of sis game ees, how yoo say?... an actung-platformere starring le Schlumpfs. I'm a little perplexed by this title. It's very simple and slightly dull, so one would assume that it's being marketed to children. Unfortunately, I don't think kids in this country have watched The Smurfs since around 1988. Ah, the French. They're such a silly people. The Smurfs is a good-looking title that might be a decent game for a very young gamer, but most will find it hard to stay interested in the little bluebies' quest.

PlayStation
by Matt, The Original Gamer

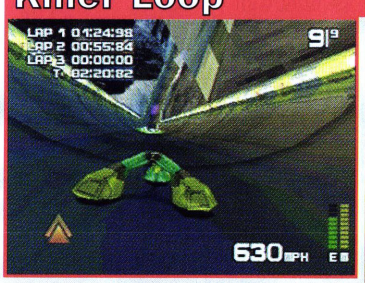
EVERYONE E ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Game Modes; Care & Feeding of Virtual Baby Smurf; 17 Levels; Hamster Racing; 3 Language Settings; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Heliogame for Infogrames
- **Available:** Now for PlayStation

Concept:	*5*
Graphics:	*7.75*
Sound:	*7*
Playability:	*6*
Entertainment:	*3*

Bottom Line: 5.5

Killer Loop



Crave ripped a page out of the Wipeout handbook when they designed this game. Everything from the looping track designs to the generic techno score reveals the influence of the groundbreaking Wipeout series. The one innovative element in the game, which allows you to use a magnet to stick to the tops of tracks, succeeded in making Killer Loop more interesting. It failed to make the game more fun, and the lack of a two-player mode places Killer Loop squarely behind the curve. Killer Loop – See Racing Games, Mediocre.

PlayStation
by Matt, The Original Gamer

EVERYONE E ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing
- **Special Features:** Weapons & Power-Ups; 360° Tracks; 4 Vehicle Classes; 8 Tracks; Hidden Tracks; Shortcuts; 4 Game Modes; Magnetism
- **Replay Value:** Moderate
- **Created by:** Crave Entertainment
- **Available:** Now for PlayStation

Concept:	*6*
Graphics:	*7.5*
Sound:	*5*
Playability:	*6*
Entertainment:	*5*

Bottom Line: 6

AT A GLANCE

Romance of the Three Kingdoms VI

PlayStation

by Reiner, The Raging Gamer

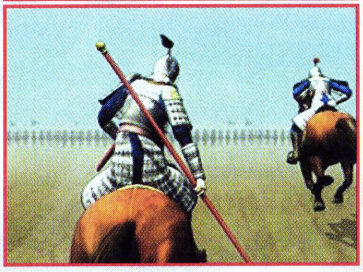
EVERYONE E

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** New Battle Units; Duel-Based Strategies; 100 Historical Events; Short Scenarios; New Chronological Records; 26 Tracks Arranged by Kouji Tsuno
- **Replay Value:** Moderately Low
- **Created by:** Koei
- **Available:** Now for PlayStation

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

Bottom Line: 7.25

As ruler of an ancient Chinese fiefdom, the player is asked to manage resources, strive for economic prosperity, and achieve military dominance before neighboring factions rise to power. With this sixth installment (fifth in the States), Koei has turned this slow-moving strategy game into a wickedly complex entity that holds thousands of hours of play. After a lengthy absence, Romance has returned with a slew of new features that only add more confusion and strategy to the mix. Along with the highly craved naval units of Wu, the northern Riders and mountaineers of Shu have been implemented as new battle units. In addition to this, over 100 historical events have been programmed into the wars, and can be viewed in the new Chronological Records' system. Best of all, battles now feature better interaction and improved graphics. Most gamers will find Romance VI to be an exhausting experience that moves at a snail's pace. Only those truly intrigued by feudal China will find Romance VI a historically accurate simulation that shines in its delivery and its gameplay depth.



Crusaders of Might and Magic

PlayStation

by Jay, The Gonzo Gamer

TEEN T

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Multiple Weapons, Spells, Shields, & Items; Many Combat Maneuvers; Monsters Aplenty; Level Advancement; 5 Worlds With Multiple Quests; Chock Full of Cheesy Voice-Overs
- **Replay Value:** Moderately Low
- **Created by:** New World Computing for 3DO
- **Available:** Now for PlayStation

Concept:	*7.25*
Graphics:	*8*
Sound:	*7.5*
Playability:	*7*
Entertainment:	*7*

Bottom Line: 7.25

Crusaders of Might and Magic can be accurately summed up in three words: medieval Tomb Raider. Your character, Drake, must work his way out of a dungeon and then take on quests to save the land from the Legion of the Damned. Along the way, you'll face monsters and traps, pick up new arms and spells, and gain experience and go up levels. Crusaders' look, level design, camera, and puzzle solving all heartily salute Lara Croft as the source of inspiration, but since the game has a sword and sorcery slant, it feels somewhat fresh. Crusaders is also a bit more combat heavy than TR, but unfortunately its melee system eventually becomes a ho-hum experience. Most enemies can be defeated by blocking with your shield and then striking a blow of your own. Combat becomes a bit more challenging when you face more than one opponent, but spells can be used to quickly even the odds. If you're like me – a D&D nerd who likes most anything in a Conan vein – then Crusaders will probably appeal to you. Others will most likely quit after the first quest.

South Park Rally

PlayStation

by Andy, The Game Hombre

MATURE M

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Arcade, Vs., & Championship Racing; 14 Tracks; 30 Characters; Multiple Silly Weapons; Wacky Voice Clips
- **Replay Value:** Moderately Low
- **Created by:** Tantalus for Acclaim
- **Available:** Now for PlayStation

Concept:	*4*
Graphics:	*4.25*
Sound:	*7*
Playability:	*4*
Entertainment:	*3*

Bottom Line: 4.5

How the show can be sooo funny and the games sooo amazingly annoying I have no idea. It could be skill, talent, and a drive to create superior product on the part of Acclaim, but I doubt it. Pick from a plethora of South Park personalities, take them to the track, and blast away at the other racers with silly weapons of destruction like a humping dog. He he – that's funny. The graphics, in typical South park style, are bad, but the racing is even worse. Only hardcore South Park fans need apply.

Fatal Fury: Wild Ambition

PlayStation

by Andy, The Game Hombre

TEEN T

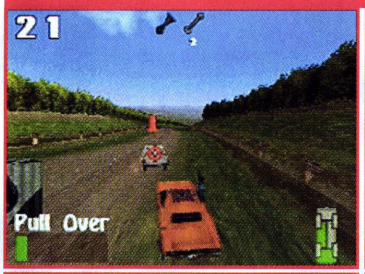
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 12 Characters Plus 2 Hidden; Hollywood-Style Computer Generated Opening Movie; Fierce, Super Special, Counter Attack, & Overdrive Power Attacks; Arcade & Vs. Modes
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now for PlayStation

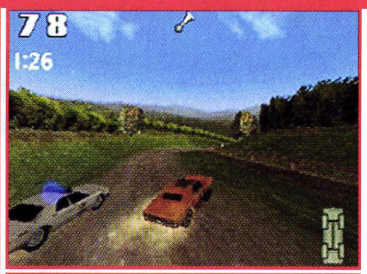
Concept:	*5*
Graphics:	*3.5*
Sound:	*4*
Playability:	*4*
Entertainment:	*2*

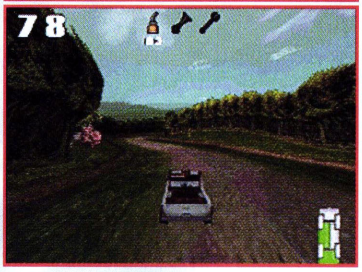
Bottom Line: 3.75

When I popped in this game and the opening movie started playing, I was psyched to check out this new 3D Fatal Fury – a classic fighter to any old-school players out there. The opening movie came up, and I was amazed by its five minute length and how it unveiled the origins of Terry's hat, but that is about the end of the fun. The gameplay graphics are so horrible they don't even hold up to Battle Arena Toshinden. Plus the fighting is rather bland and doesn't require any real technique. Fatal Fury deserves better than this.

Dukes of Hazzard: Racing for Home







My second love was Daisy Duke, and the first car I ever wanted to own was an orange Dodge Charger with a confederate flag painted on top. If you don't know what I'm talking about, steer clear of this shoddily-developed game. The premise is decent. You have to race through Hazzard County in the General Lee and six other vehicles, meet objectives, dodge the law, and help out your kin folk. Unfortunately, horrible playcontrol, lame two-player action, and the occasional serious bug (like falling through the ground) make Dukes of Hazzard a frustrating gaming experience at best. The only real thing it has going for it is its sheer camp value. If you loved the show, rent this game, as it's a righteously entertaining experience to view the cutscenes between missions and listen to the banter over the CB that occurs when Roscoe and Enos crash into each other. Don't get me wrong. The game really is horrid. I might pick up a copy just to have in the library, but not until it hits the bargain bin in a big way.

PlayStation

by Erik, The PC Jedi

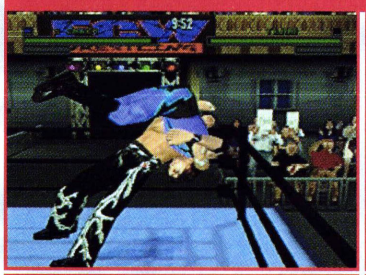
EVERYONE E ESRB

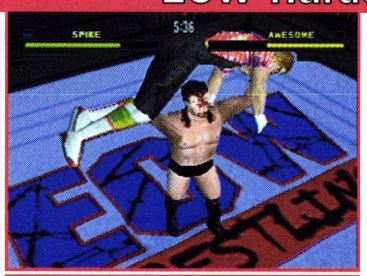
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Racing
- **Special Features:** General Lee & 6 Other Cars; Power-Ups Include Oil Slicks, Nitro, Tool Boxes, Arrows, & Dynamite Arrows; 27 Missions; 5 Voice Actors From the Original Show; Yeeee Haww!
- **Replay Value:** Moderately Low
- **Created by:** Sinister Games for SouthPeak Interactive
- **Available:** Now for PlayStation

Concept:	*8.25*
Graphics:	*5.75*
Sound:	*7.25*
Playability:	*3.25*
Entertainment:	*6*

Bottom Line: 6

ECW Hardcore Revolution





No one was happier than me to discover that ECW was finally getting its due in the world of video games. So maybe I was setting myself up for disappointment with my high expectations. I still feel that Hardcore Revolution is a good game, but it's missing a lot of details that give ECW its unique feel. Neither Sabu or RVD have Fonzie on the outside to throw them chairs; New Jack's music doesn't play through his entire match; and rarely can you find a table on the outside, much less easily throw someone through one. The crowd occasionally gets some good chants going, but for some odd reason there's no mature setting in the language option despite the game's M rating; and never once did I hear Joey Styles say his classic, "Oh my God!" Just like Attitude, the PlayStation version of Hardcore Revolution has better sound, but the N64 has better graphics and no loading times. If you have both systems, go with the N64 version, but don't feel like you're getting ripped off if you've only got a PS-X.

PlayStation

by Jay, The Gonzo Gamer

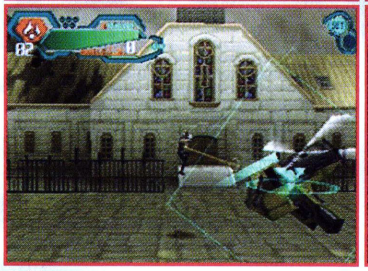
MATURE M ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 40 Wrestlers; More Reversals & Double Team Maneuvers; Expanded Create-A-Wrestler; Create-A-PPV; Career Mode; Over 400 Moves; Mr. Monday Night; Dual Shock & Analog Compatible
- **Replay Value:** High
- **Created by:** Acclaim
- **Available:** February 17 for PlayStation

Concept:	*8.25*
Graphics:	*8.25*
Sound:	*8.25*
Playability:	*8.5*
Entertainment:	*8*

Bottom Line: 8.25

Silent Bomber



This game casts the player in the role of Jutah, a pawn in service of a monolithic organization who becomes disillusioned with his morally repugnant duties. Hmm...reminds me of working for Game Informer. Actually, Silent Bomber proved to be an unexpected ray of hope in my otherwise bleak existence. In recent years, the "running around and shooting stuff" game has had its reputation sullied by such unplayable dreck as Expendable and Assault Retribution. Thankfully, Silent Bomber restores some dignity to this beleaguered genre. This feat is accomplished by providing an interesting twist on the traditional shooter gameplay. Instead of blasting gats, you plant bombs on your enemies, then detonate them with another button. Different types of bombs can be combined to great effect, but you must be careful to stay out of the blast radius. This adds a slight strategic element to the game that many of its stripe lack, as does the ability to upgrade your mecha suit. The graphics, while not spectacular, are more than capable of keeping up with the frenzied action. Well done.

PlayStation

by Matt, The Original Gamer

RATING PENDING RP ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Multiple Bombs & Power-Ups; Collect E-Chips To Upgrade Mecha Suit; Audio Mission Updates; Tutorial Mode; CG Cutscenes; Napalm
- **Replay Value:** Moderate
- **Created by:** Cyber Connect for Bandai
- **Available:** February 29th for PlayStation

Concept:	*8*
Graphics:	*7.5*
Sound:	*7*
Playability:	*7.75*
Entertainment:	*8*

Bottom Line: 7.75

AT A GLANCE

NASCAR Rumble

PlayStation
by Jay, The Gonzo Gamer

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 56 Vehicles (27 Hidden) With 3 Upgrades Each; 21 Tracks; 10 Power-Ups; 5 Modes (Team, Local Championship, Legend Championship, Showdown, & Time Trial); Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** EA Sports
- **Available:** February 15 for PlayStation

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

Bottom Line: 7.75

NASCAR Rumble does something that I never thought possible – it makes me enjoy playing a NASCAR game. Gone are the cement ovals. It's time to take the stock cars (and trucks) out on the open road. Rumble's tracks are great, presenting a variety of environments, obstacles, and shortcuts. The game also moves smoothly at high speeds with no pop-up whatsoever. Combine these factors with the staggering number of vehicles and some fun power-ups, and what you have here is a great game...almost. Rumble's main problem is that it's too easy to win in Championship mode, the main part of the game. Once you learn how to handle yourself when someone uses a tornado power-up on you, you'll be able to earn first place pretty consistently. So the AI isn't up to snuff, but that means multiplayer should still be a blast, right? Well, no. The fast and smooth game that is one-player NASCAR Rumble turns into a choppy, somewhat frustrating experience in two-player. It's a really great game to rent, but buy it only if you need an ego boost.

Legacy of Kain: Soul Reaver

Dreamcast
by Andy, The Game Hombre

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 5 Abilities To Acquire Including Phasing, Wall Crawling, Swimming, Constricting, & Force; CG & Real-Time Cutscenes; Improved Textures & Lighting Effects Over PlayStation; VMU & Jump Pack Compatible
- **Replay Value:** Low
- **Created by:** Crystal Dynamics for Eidos
- **Available:** Now for Dreamcast

Concept:	*8*
Graphics:	*8.25*
Sound:	*8.25*
Playability:	*8*
Entertainment:	*8*

Bottom Line: 8

For those of you out there who hoped that Crystal Dynamics would shore up some of the problems with the PlayStation version of Soul Reaver on the Dreamcast, this game is somewhat disappointing as it is exactly the same as its PlayStation counterpart except for better resolution, higher frames-per-second, and better lighting and particle effects. For those of you out there who haven't played this one yet, Soul Reaver is a nice addition to the Dreamcast library. It is a solid action/adventure featuring some great cutscenes, bloody action, and lots of cool things to find and discover. Even so, I must warn you that many of the things you have to find, like the Glyphs, really don't do anything but give you more powers – and the ending is one of the worst I have seen in years. Luckily the trip there is quite entertaining, and out of the onslaught of ports coming to the Dreamcast, Soul Reaver is definitely a bright spot.

Wetrix+

Dreamcast
by Paul, The Game Professor

- **Size:** 1 GD-ROM
- Style: 1 or 2-Player Puzzle
- **Special Features:** 6 Modes of Gameplay; Head-To-Head Play; Techno Soundtrack; VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Zed Two/Imagineer for Acclaim/Xicat
- **Available:** Now for Dreamcast

Concept:	*7.5*
Graphics:	*5*
Sound:	*5*
Playability:	*4*
Entertainment	*3*

Bottom Line: 5

If you remember, Wetrix is a puzzle game that came out for N64 and PC in 1998. This game is essentially a port of the PC game with some minor additions. Wetrix is a unique and fairly addicting puzzle game, but the entertainment wears thin after a few short hours. There just isn't much variety. My advice for fans of puzzle games is to wait for Chu Chu Rocket and skip Wetrix.

Fighting Force 2

Dreamcast
by Matt, The Original Gamer

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Very Destructible Environments; Wide Array of Weaponry; 1st & 3rd-Person Perspective; Limited Inventory; Everything Explodes; VMU & Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Core for Eidos
- **Available:** Now for Dreamcast

Concept:	*5*
Graphics:	*7.75*
Sound:	*6*
Playability:	*4*
Entertainment:	*3*

Bottom Line: 5.25

The Fighting Force series has already subjected PlayStation owners to some of the most stupid and boring gameplay known to man; now it's time for the Dreamcast crowd to suffer. Hampered by tedious combat, moronic missions, and an aggravating inventory system, Fighting Force 2 is like a frozen turdcicle – it may look appetizing, but quickly leaves a bad taste in your mouth. This game could make the Dhali Lama throw a hissy fit. For the poor fools that dare to buy FF2, may God have mercy on your souls.

Incoming

Shooters were once a major genre for video games. Since then, most of us have had our fill and would like to move on to something a little less mindless. Then the occasional game like Nanotech Warrior comes along and provides a high-speed dodge and blow 'em up experience worth renting at the very least. Incoming is not one of those games. When I first played it, I was somewhat interested and amused by gunning down countless alien fighters and tanks, but I lost interest quickly. While most of the missions have actual objectives, like escorting tanks with a helicopter or defending a base from a gun emplacement, it all comes down to the same tedious goal: Shoot 'em up and make sure you finish the job before the next wave rolls in. On top of that, awkward control, so-so graphics, and sluggish vehicles add to the monotony. If you miss the bygone days of blowing up everything that moves in a game with no plot, no complicated objectives, and no real substance, rent this one; but I'd rather eat a cold, three-day old burrito than spend money on Incoming.

Dreamcast

EVERYONE E CONTENT RATED BY ESRB

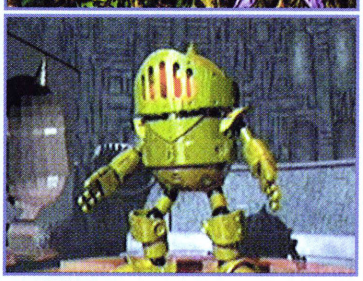
by Erik, The PC Jedi

- **Size:** 1 GD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Shoot From Perspective of Tanks, Gun Emplacements, Fighter Planes, Helicopters, & Alien Craft; Text Between Missions Informs You of Storyline; Real-Time Cutscenes Add Vague Sense of Urgency
- **Replay Value:** Moderate
- **Created by:** Rage for Interplay
- **Available:** Now for Dreamcast

Concept:	*5*
Graphics:	*7.5*
Sound:	*5*
Playability:	*6*
Entertainment:	*4.25*

Bottom Line: 5.5

Elemental Gimmick Gear



Elemental Gimmick Gear, the newest RPG for Dreamcast, uses the old plotline chestnut of your character being stricken with amnesia and in search of his identity. But in this case, the protagonist has a stout suit of mechanized armor to help him with his cause. EGG borrows heavily from Legend of Zelda in its gameplay. Your character wanders around an overhead map littered with strange beasts. Killing monsters garners you gabaro (rupee), energy balls (hearts), or crystals to charge your special weapons. As you continue through the game, you'll find energy tanks that increase your health, and new gimmicks and special weapons that allow you to get into places you weren't formerly able to get into. EGG's most original feature is its shift to a kind of 3D fighting game when you face a boss character. Unfortunately, the secret to winning these battles is usually block, let your opponent attack, punch, repeat. EGG is in all ways average, falling far short of the game it attempts to emulate. It will hold your interest, but have you wishing you were playing Link rather than a golden robot.

Dreamcast

EVERYONE E CONTENT RATED BY ESRB

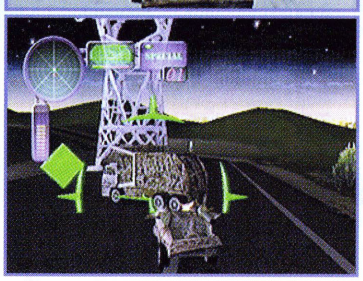
by Jay, The Gonzo Gamer

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** No Random Encounters; 4 EGG Upgrades; 12 Special Weapons; Close 3D Combat for Fighting Bosses; Classic Amnesia Storyline; VMU Compatible
- **Replay Value:** Low
- **Created by:** Hudson Soft for Vatical
- **Available:** Now for Dreamcast

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

Bottom Line: 7

Vigilante 8: 2nd Offense



We liked Vigilante 8: 2nd Offense on the N64 and PlayStation, but it just doesn't stand out as well on the Dreamcast. While the graphics are certainly sharper, we encountered occasional collision problems, and the game could have benefited from the speed that the Dreamcast has to offer. Despite these complaints, Vigilante 8 has a lot to offer with 18 cars, special weapons, and the ability to upgrade your vehicles by picking up salvage tokens from destroyed opponents. When you acquire enough points in any given category, your car will get a cosmetic alteration and have better performance. Maxing out all of the categories awards the player with a completely redesigned chassis. Going through the entire complement of vehicles, unlocking new ones, and upgrading them all to 100% makes for a whole heck of a lot of replay value. While it's pretty clear where we've always stood on the Twisted Metal vs. Vigilante 8 argument, 2nd Offense is nothing to scoff at and deserves serious consideration from fans of either, especially library-starved Dreamcast owners.

Dreamcast

TEEN T CONTENT RATED BY ESRB

by Erik, The PC Jedi

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 18 Cars (10 New); 12 Levels; Destructible Environments; Arcade, Quest, Survival, & Several Multiplayer Modes; Special Combo Moves Unique to Each Weapon; Cosmetic & Performance Upgrades
- **Replay Value:** High
- **Created by:** Luxoflux for Activision
- **Available:** Now for Dreamcast

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

Bottom Line: 8

AT A GLANCE

Giga Wing

Dreamcast

by Reiner, The Raging Gamer

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 4 Playable Characters, Each With Exclusive Weapons; Reflective Force Shielding; Unique Score Multiplier; Enhanced Graphics Surpass Arcade Version
- **Replay Value:** Moderate
- **Created by:** Takumi/Capcom
- **Available:** March for Dreamcast

Concept:	*7.5*
Graphics:	*7.75*
Sound:	*7.5*
Playability:	*7.75*
Entertainment:	*7.25*

Bottom Line: 7.5

The introductory sequences show that Giga Wing is both as beautiful and challenging as the classic arcade shooter, 1942. The enemy formations are well thought out and the explosions are magnificent, blinding the player and delivering thunderous sounds. Minutes later this legendary gameplay scenario changes, and Giga Wing shows its true colors. I swear to the gaming gods, there must have been over 100 stray bullets onscreen at once! Explosions ricocheted from corner to corner! Lights flashed chaotically! I lost my ship in the confusion and realized I had no idea what was going on. For the first time in my life, I thought I was going to have an epileptic seizure if I kept watching the colors dance. To put it mildly, Giga Wing is the most psychotic shooter out there. Just watching it makes you queasy. Surprisingly, it's actually an easy game to beat. The true difficulty lies within your body. If you can avoid convulsions and foaming at the mouth, and enjoy the challenge of 2D scrolling shooters, Capcom's Giga Wing is worth a look.

The Match of the Millennium: SNK Vs. Capcom

Neo Geo Pocket Color

by Jay, The Gonzo Gamer

- **Size:** 16 Megabit
- **Style:** 1 or 2-Player Fighting/Action
- **Special Features:** 26 Characters (8 Hidden); 6 Difficulties; Single, Tag, & Team Battles; 4 Minigames; Character & Team Creation; Earn Points To Unlock New Moves; Compatible With Other NGPC & Dreamcast Games
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now for Neo Geo Pocket Color

Concept:	*8.75*
Graphics:	*9.25*
Sound:	*8.5*
Playability:	*9*
Entertainment:	*9*

Bottom Line: 9

Match of the Millennium looks and plays very much like the rest of the Pocket Color's fighters, but its overwhelming number of characters and options really puts this one over the top. Thanks to the NGPC's joystick, the game's control is accurate and makes purposefully pulling off special moves very possible. SNK has also thrown in a pile of cool little features, such as being able to name your own character and team, then entering what they say when they win. As a fighting game alone, MoM would have scored very healthily, but MoM is so much more. By playing special tournaments and minigames in the Olympics mode, you can earn points that can be used to purchase new moves for characters. Data from MoM can also be downloaded or uploaded to Card Fighter's Clash for NGPC, and SNK vs. Capcom and King of Fighter Dream Match 1999 for Dreamcast with the link cable. Match of the Millennium is the best handheld fighter around, and any fan of the old punch/kick combo should consider purchasing a Pocket Color for this game alone.

Star Wars: Episode I Racer

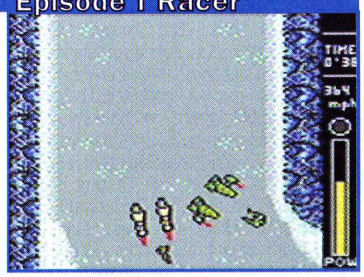
Game Boy Color

by Erik, The PC Jedi

- **Size:** 8 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Bird's Eye View of Race; Remarkable FMV Intro; 5 Worlds; 20 Tracks; Unlock a New Racer for Each Course You Beat; Turbo and Fast Starts; Built-In Rumble Feature; Vehicle Damage
- **Replay Value:** Moderately High
- **Created by:** LucasArts & Nintendo
- **Available:** Now for Game Boy Color

Concept:	*9*
Graphics:	*8.75*
Sound:	*8.25*
Playability:	*7*
Entertainment:	*8.5*

Bottom Line: 8.25



If you're looking for something close to the N64's Racer on the Game Boy, LucasArts and Nintendo have done a pretty good job of it. The racing itself is fairly simple but challenging, requiring the player to memorize each track carefully in order to avoid careless use of the game's turbo feature and slamming into a wall for major vehicle damage. With 20 vehicles to unlock and some insanely difficult tracks, Racer is worthy of a purchase.

Wings of Fury

Game Boy Color

by Erik, The PC Jedi

- **Size:** 4 Megabit
- **Style:** 1-Player Action
- **Special Features:** Based on Old Computer Game; 15 Missions; Bombs, Rockets, Torpedoes, & Machine Guns; Dive Bombs, Barrel Rolls, & Carrier Take Off/Landing; Destroy Jeeps, Fuel Trucks, Ships, & More
- **Replay Value:** Moderately Low
- **Created by:** Red Orb for Mindscape
- **Available:** Now for Game Boy Color

Concept:	*7.75*
Graphics:	*6.75*
Sound:	*7*
Playability:	*7.5*
Entertainment:	*6.25*

Bottom Line: 7

Wings of Fury provides a decent classic gaming experience that suffers from a relatively short number of levels and not so interesting gameplay. It's fun to dive-bomb gun emplacements and try to hit moving jeeps, but after a while it just started to feel like the same old thing over and over again. If you fondly remember this game and its many clones from the pre-PC computer days, you may want to check it out, but it's nothing special.

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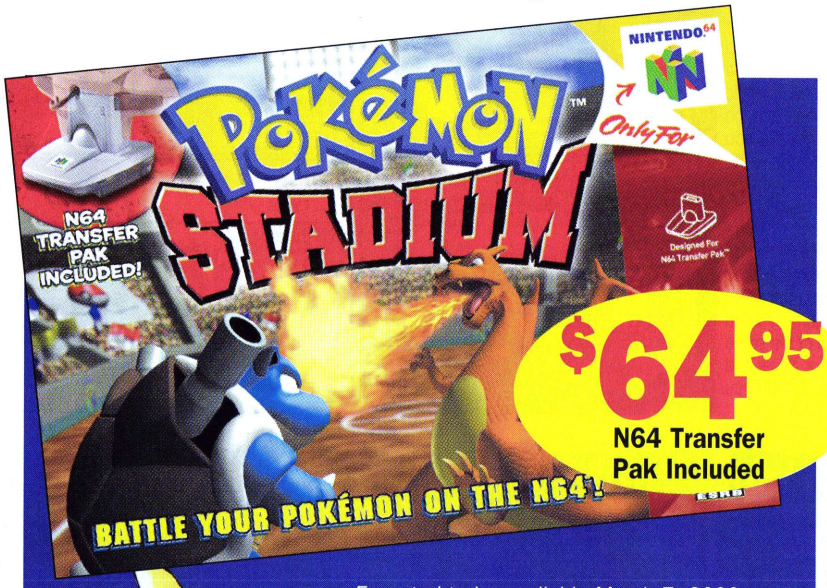

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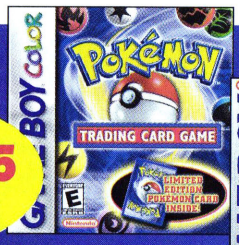

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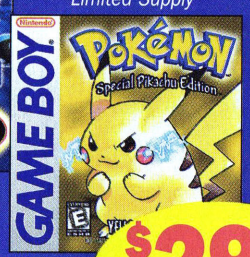

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AT A GLANCE

Dragon Warrior Monsters

Game Boy Color

by Erik, The PC Jedi

EVERYONE E — CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Pokémon-Style Monster Battling; More Than 150 Monsters To Collect; Breed Monsters; Vs. Mode; Powerful Hidden Guardian Creatures To Collect; Crossbreed Monsters Via Link Cable
- **Replay Value:** Moderate
- **Created by:** Armor Project & Bird Studios for Enix
- **Available:** Now for Game Boy Color (Game Boy)

Concept:	*8.5*
Graphics:	*7.75*
Sound:	*7*
Playability:	*8.75*
Entertainment:	*8.25*

Bottom Line: 8

The cloning begins. Brought to you by the people who created the original Dragon Warrior series, this game vaguely resembles the older Dragon Warrior games in terms of its rather simplistic combat sequences, but conceptually it's a Pokémon rip-off in which the player collects monsters and uses them to fight and capture other critters. That's really not such a bad thing considering the wealth of monsters to collect and crossbreed into new ones, and the game does feature a fairly lengthy quest. If you loved Pokémon for the game as opposed to the hype and immense fanfare that surrounds the Poképhenomenon, you'll definitely get your kicks out of this game. If you're one of those Pokéfreaks who can recite the entire Pokémon cartoon theme song (you know who you are), it's unlikely you'll find the characters interesting enough to obsess over as the majority of them aren't very cute. But if you're tired of the same old 150 monsters and can't wait for Silver and Gold to come out, this game should tide you over for the interim.

Bionic Commando: Elite Forces

Game Boy Color

by Jay, The Gonzo Gamer

TEEN T — CONTENT RATED BY ESRB

- **Size:** 16 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable Characters; 22 Levels; 3 Weapons (Assault Rifle, Rocket Launcher, & Flamethrower); Sniper Mode; Overhead View Mode; Classic NES Gameplay; Voices; Battery Save
- **Replay Value:** Moderate
- **Created by:** Capcom for Nintendo
- **Available:** Now for Game Boy Color

Concept:	*8.25*
Graphics:	*8.5*
Sound:	*8*
Playability:	*8.5*
Entertainment:	*8*

Bottom Line: 8.25

All the classic gameplay elements you loved from the NES Bionic Commando are present in the Game Boy Color Elite Forces. The graphics have been given a Rush N' Attack overhaul, with some pretty lush backgrounds thrown in for added ambiance. As always, the goal of the game is to use your bionic claw to climb and swing your way through levels, shooting anyone who gets in your way. The lack of varied weapons is probably the biggest disappointment with this game, but it's an understandable oversight considering that Bionic Commando is more platformer than shooter. The biggest addition to Elite Forces is a Sniper mode. At certain places on some levels, a crosshair will appear above your character. Pressing up will bring you to a map showing the entire level from afar. Scanning around will give you a limited amount of time to kill in one shot every guy on the screen. This new version of Bionic Commando is the first Game Boy game in a while that I've felt compelled to finish. Definitely pick this one up.

Gex 3: Deep Pocket Gecko

Game Boy Color

by Jay, The Gonzo Gamer

EVERYONE E — CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 11 Levels; Minigames; 9 Gex Disguises; Swimming, Snowboarding, & Kangaroo Riding; No Annoying Voice-Overs
- **Replay Value:** Moderate
- **Created by:** IMS for Eidos
- **Available:** Now for Game Boy Color

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

Bottom Line: 7.5

All the levels from Gex's last PS-X and N64 adventure have been translated into 2D form and brought to this Game Boy Color title. As handheld platformers go, Gex 3 has rock-solid level design, is very vibrant, and is actually quite a large game. The biggest drawback is the control. I guarantee you will die at least once due to a failed super jump. Other than that, Gex 3 will satisfy any old-school platforming your little heart desires.

Mickey's Racing Adventure

Game Boy Color

by Jay, The Gonzo Gamer

EVERYONE E — CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Racing/Adventure
- **Special Features:** 6 Characters; 21 Courses; 3 Minigames; Collect Cash To Buy Upgrades & Spells; Car & Boat Racing; Game Boy Printer Compatible
- **Replay Value:** Moderate
- **Created by:** Rareware for Nintendo
- **Available:** Now for Game Boy Color

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

Bottom Line: 8

It's a nice change of pace to see some care actually put into a Game Boy cart, and a Disney title is the last place I expected to see it. This handheld cart racer has it all: plenty of courses, characters, spells (power-ups), and vehicle upgrades. In addition, there are some challenging minigames. Mickey's Racing Adventure won't take you an exorbitant amount of time to finish, but you'll like it all the way to the end.

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PLAYER'S EDGE™

OGRE BATTLE 64: PERSON OF LORDLY CALIBER – NINTENDO 64

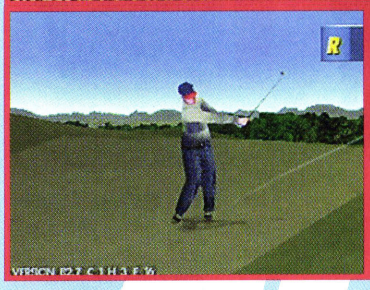
CREATED BY: QUEST FOR ATLUS
AVAILABLE: 2ND QUARTER

Strategy/RPG freaks still worship at the altar of the original Ogre Battle for the SNES, and now the series makes a triumphant return in Ogre Battle 64. As Magnus Gallant (no relation to Strongman Competition legend Magnus Ver Magnusson), you must lead yet another rebellion against – you guessed it – an oppressive empire. The 320 megabit cartridge is packed with over 50 hours of gameplay, including multiple endings. During the real-time battles, you can control up to 94 characters and 200 soldiers, as well as six legions of non-warrior personnel.

PGA EUROPEAN TOUR – NINTENDO 64

CREATED BY: INFOGRAMES SHEFFIELD FOR INFOGRAMES
AVAILABLE: SPRING

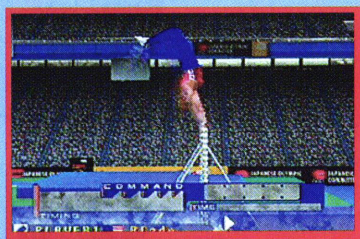
Does this game have enough to lift it above the fantastic Mario Golf? If you like the PGA's European Tour, it might. Infogrames' PGA European Tour is loaded with a whopping 64 actual golfers. These aren't some no-names, but some of the top golfers in the world. Montgomerie, Els, Garcia, Parnevik, and Price are just some of the high caliber golfers included in the line-up. Additionally, with four courses and commentary from Peter Alliss, this game has the makings of one of the best European Golf simulations ever, if that's saying much.



INTERNATIONAL TRACK & FIELD 2000 – NINTENDO 64

CREATED BY: KONAMI
AVAILABLE: MARCH

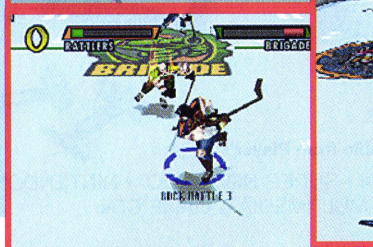
Like its PlayStation counterpart, Track & Field 2000 on N64 is an updated version of the button-mashing arcade hit of the same name that we all know and love from the early '80s. Featuring 14 events and four-player action, International Track & Field 2000 delivers a fun experience that old school gamers will appreciate, but the game's depth is rather limited. However, the addition of Trap Shooting, 110m Hurdles, 100m Breast Stroke, Triple Jump, and Horizontal Bar are nice improvements over the PlayStation version.



ROCK THE RINK – PLAYSTATION

CREATED BY: ELECTRONIC ARTS
AVAILABLE: SPRING

Rock the Rink, EA's new arcade-style hockey title, harks back to its successful Mutant League Hockey for the Genesis. No doubt inspired by the success of NFL Blitz, EA has packed Rock the Rink with enough over-the-top mayhem to leave more traditional hockey titles punch-drunk and toothless. The gameplay features three-on-three action (plus goalies), and a host of special moves, including leapfrog, helicopter, tornado, and air deke. Satisfy your inner goon by pummeling opponents with body-slams, clothes lines, and even finishing moves. The soundtrack contains new tracks by the legendary Hanson Brothers (the bespectacled heshers from Slapshot, not those weird, home-schooled Mormon kids).



DECEPTION III: DARK DELUSION – PLAYSTATION

CREATED BY: TECMO
AVAILABLE: NOW

The quirky Deception series returns to give gamers another dose of treachery, trickery, and timing. Perhaps a little skulduggery as well, but certainly no buggery. The gameplay remains virtually unchanged from Kagero: Deception II. Imagine playing Mousetrap with real people and life-or-death stakes. As you explore labyrinthine castles, snaring enemies in your diabolical web of pitfalls, the storyline is fleshed out by a bevy of real-time cutscenes. This time around expect improved graphics, a new female protagonist, and a few fresh boobytraps. Wily gamers should definitely give this unique title a look.

TALES OF ETERNIA – PLAYSTATION

CREATED BY: NAMCO
AVAILABLE: SUMMER IN JAPAN (U.S. RELEASE PENDING)

In the United States, Tales of Destiny went over about as well as Reagan's Star Wars program. It sucked up a lot cash and ultimately sat on retail shelves as a dust collector. While no U.S. launch has been announced as of yet (surprise, surprise), Namco of Japan is transforming the latest Tales title, Tales of Eternia, into a completely different entity. It now features new character models and graphics, day and night changes, and a Final Fantasy-like battle system.

ARMY MEN: WORLD WAR – PLAYSTATION

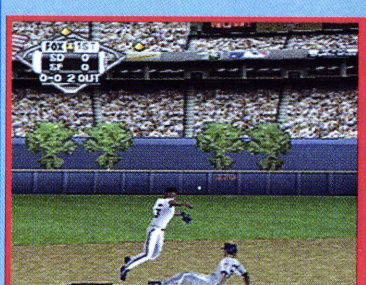
CREATED BY: 3DO
AVAILABLE: 1ST QUARTER

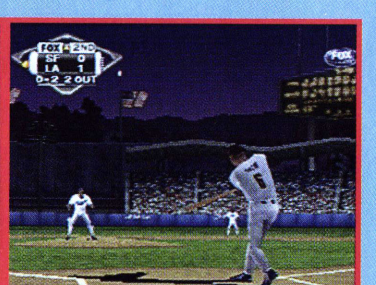
No doubt inspired by the success of Saving Private Ryan, 3DO's green doughboys are set to star in this video game reenactment of World War II. This military epic begins with the Green Army storming the beaches of the Tan Empire, much like the storied invasion of Normandy by the Allied Forces. More emphasis is placed on the tactical elements of war, allowing you to call in air strikes, paratroopers, and command infantry units. New WWII-era weapons and vehicles include Howitzers, bazookas, .50 caliber twin machine guns, PT boats, and Jeeps. This game promises to be of even more historical consequence than the assassination of Archduke Ferdinand.

MAJOR LEAGUE BASEBALL 2001 – PLAYSTATION

CREATED BY: FOX SPORTS INTERACTIVE
AVAILABLE: SPRING

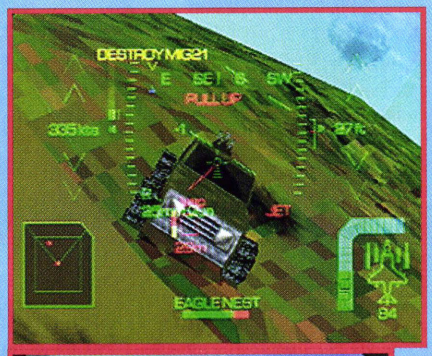
Fox Sports is like the Bo Jackson of video game sports. It has the talent and the big name to make it to the top, yet appears to have a broken hip when it comes to actually delivering a quality product. With the PlayStation on its last leg, Fox is making one last run for the top, and from what we've seen of its 2000 line-up, it has a chance to catch 989 and EA. The juggernaut of this line up is definitely the baseball game. In Major League Baseball 2001, Fox has implemented in hundreds of options into a silky smooth gameplay engine. Whether your cup of tea be statistical tracking, player management, or hands-on play, this game is reported to have it all. It even features real player fatigue, Spanish announcing by Jaime Jarrin and authentic Fox Sports sounds and Fox Scope replays!





EAGLE ONE HARRIER ATTACK – PLAYSTATION

CREATED BY: RAGE GAMES FOR INFOGRAMES
AVAILABLE: FEBRUARY

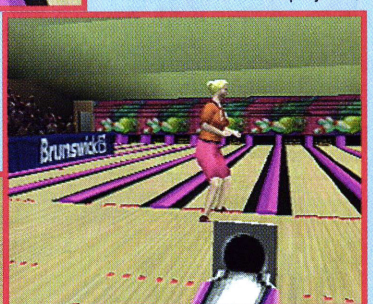


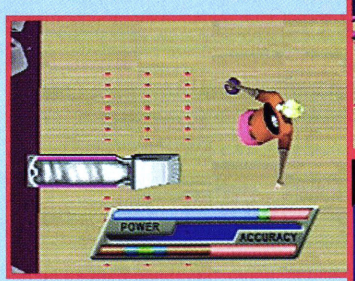
Eagle One's rather wacky plot surrounds an insurgent terrorist group that has invaded Hawaii, depriving the U.S. of a major Pacific naval base, and its supply of tanning oil and miniature drink umbrellas. It's up to you and your Harrier Jumpjet to save Don Ho and the rest of the islanders from certain doom. Throughout the game's 25 missions you pilot five aircraft, armed with a variety of weapons. Features in-flight refueling, plus training and 2-player split screen modes.

BRUNSWICK CIRCUIT PRO BOWLING II – PLAYSTATION

CREATED BY: ADRENALIN ENTERTAINMENT FOR THQ
AVAILABLE: NOW FOR PLAYSTATION

Can bowling, the traditional sport of the Johnny Lunchbox, survive in the brave new Willennium? The Cosmic Bowling fad seems to have fallen on its face; we've even seen a local alley stoop to staging a Grateful Dead bowling night. Yuck. THQ seeks to preserve the game, in video form, for the ages in this sequel to last year's successful title. Modes include Skins, Skills Challenge, Amateur and Pro Career, and Tournament. There are 11 Bruswick Pros to play as, including Parker Bohn III and Walter Ray Williams, Jr. If that's not enough, dig into the Create Bowler mode and construct a sexy ballchucker.

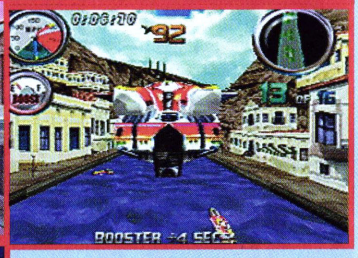




HYDRO THUNDER – PLAYSTATION

CREATED BY: BLUE SHIFT INC. FOR MIDWAY
AVAILABLE: MARCH 3

While Midway handled Hydro Thunder's conversion to the Dreamcast with aplomb, we were skeptical if the aging PlayStation could handle the game's high-velocity action. Although this PS-X port isn't as beautiful as its DC sister; we wouldn't exactly kick it out of bed for eating crackers, if you know what we mean.

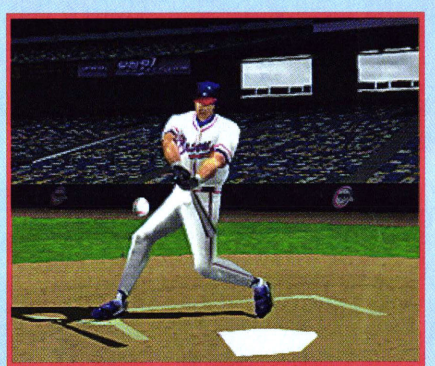


Even better, it plays as well as any version on any system. All the elements that made this a classic in the arcades, from the insane jumps to secret shortcuts, remain unchanged for Hydro Thunder's PlayStation debut.

MLB 2001 – PLAYSTATION

CREATED BY: 989 SPORTS
AVAILABLE: SPRING

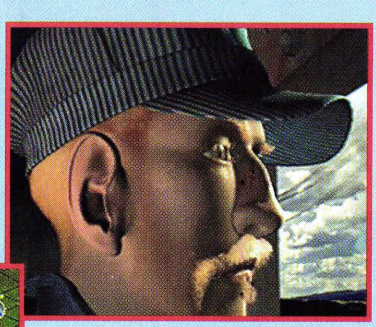
989 Studios is bringing America's long forgotten, favorite pastime back to the PlayStation for yet another installment. This year, detail reigns supreme to such a degree that you'll actually see a red goatee on McGwire, and scowls on all of the faces of players forced into slavery (a.k.a. playing for the Minnesota Twins). A new franchise mode has also been added. This mode rewards the player with valuable points that can be used to bring up hot rookies from the farm leagues. It may look like just another update...but 989 has pieced together a whole new ball game in MLB 2001.



super-mini previews

RAILROAD TYCOON 2 – PLAYSTATION

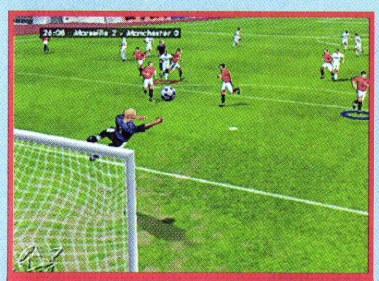
CREATED BY: POP TOP SOFTWARE/GEARHEAD ENTERTAINMENT/TREMOR ENTERTAINMENT FOR TAKE 2 SOFTWARE
AVAILABLE: MARCH



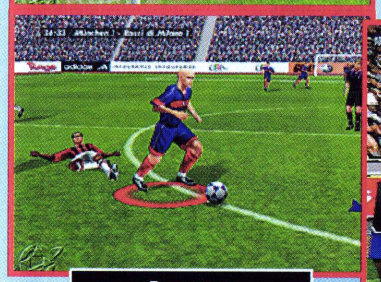
Working at a video game magazine is very similar to working on a railroad. Yep, the work is just as monotonous, and pounding on a keyboard for twelve hours straight gives us pythons like John 'The Nail' Henry. In Railroad Tycoon 2 players are invited to build their own rail, manage their own trains, and that's about it. When it comes to layin' down track, you gotta be on the ball, otherwise you may end up in the gut of a grizzly bear. What does this mean? We have no idea, but it sounds like something one of those railroad types would have said years ago. Whether you play with model trains or have looked up to John Henry's corpse as a role model...this simulation will surely make you toot like a choo choo.

STRIKER PRO 2000 – PLAYSTATION AND DREAMCAST

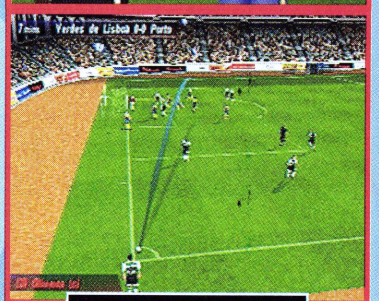
CREATED BY: RAGE GAMES FOR INFOGRAMES
AVAILABLE: FEBRUARY



Electronic Arts' decision to ignore the Dreamcast means that these two sister titles might experience vastly different fates. On the one hand, the PS-X version of Striker Pro 2000 will have a hard time winning over fans of the excellent, and established, FIFA series. On the other, the soccer market on the Dreamcast, excepting the upcoming Virtua Striker 2, remains as wide open as Sharon Stone's knees in Basic Instinct. Both versions feature nine game modes, 44 European club teams, all European National Teams, and commentary by Jonathan Pearce and Ron Atkinson. The Dreamcast version pumps up the visuals with 9,000 mo-cap animations and runs at a full 30 frames per second.



Dreamcast

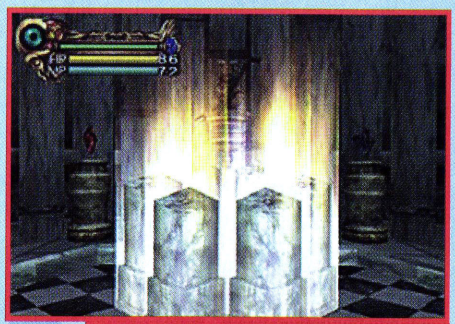


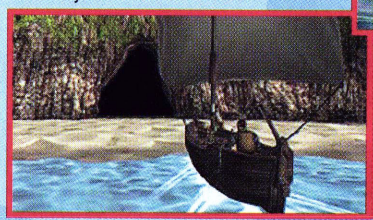
PlayStation

ETERNAL RING – PLAYSTATION2

CREATED BY: FROM SOFTWARE FOR SCEI
AVAILABLE: MARCH 4 IN JAPAN (U.S. RELEASE PENDING)

Eternal Ring, better known as the wedding band in America, has rocked the development cycle and now stands poised to accompany the monumental launch of the PlayStation2. From Software, a developer known for putting out a game a year, already has three lined up for the powerful PS-2. Eternal Ring is a first-person RPG that is similar in design to the King's Field series. It features gorgeous real-time environments, elemental item combinations, and bosses so huge they make The Big Show look like a flea. No U.S. developers have jumped at the chance to bring this game Stateside, but just like O.J. Simpson, this one will definitely run loose in the U.S.A.

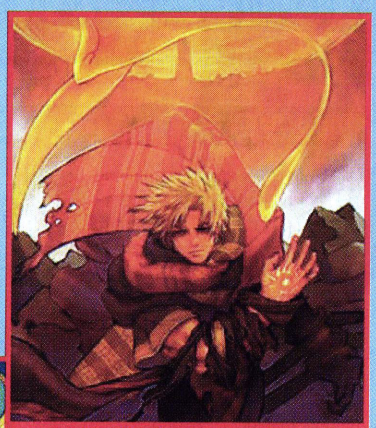




EVERGRACE – PLAYSTATION2

CREATED BY: FROM SOFTWARE FOR SCEI
AVAILABLE: MARCH 4 IN JAPAN (U.S. RELEASE PENDING)

From Software's second PlayStation2 launch title is another RPG of sorts. Joining Eternal Ring's first-person mayhem is Evergrace – an action/RPG with a graphical charm so powerful and a story arc so dynamic it will leave RPG fanatics twitching in anticipation. With two playable characters in its arsenal and a smooth running gameplay engine, this could very well be the next Alundra or Zelda franchise. Keep an eye on this one, kiddies!



TEKKEN TAG TOURNAMENT – PLAYSTATION2

CREATED BY: NAMCO
AVAILABLE: MARCH IN JAPAN (FALL IN U.S.)

Last year, Namco set a new standard of graphical excellence with Soul Calibur for the Dreamcast. The stunning visual detail Soul Calibur displayed had many proclaiming it the best looking home console game ever. Can Tekken Tag Tournament surpass its predecessor with mind-blowing polygonal fireworks? We at GI consulted our Magic Eightball, which quickly answered "All Signs Point To Yes." Whether you believe in the mystical powers of the Eightball or not, there is no doubt that Tekken Tag Tournament will be one of the must-have PS-2 titles.

RAYMAN 2: THE GREAT ESCAPE – DREAMCAST

CREATED BY: UBI SOFT
AVAILABLE: MARCH

Rayman 2 was one of the highlights of last year's lackluster Nintendo 64 lineup, and now the man with no arms is looking to fertilize the Dreamcast's barren field of 3D platformers. You know things are bad when gamers have to depend on the French to bail out their favorite systems. This DC port looks drop dead gorgeous, with hi-res graphics running at 60 frames per second. Fresh features include three new bonus maps, a multiplayer mode, Dolby Surround Sound, and five more Boss Pirates to defeat.

GAUNTLET LEGENDS – DREAMCAST

CREATED BY: MIDWAY
AVAILABLE: JUNE

The Gauntlet formula of running and hacking has been proven one of the most durable in gaming history. The Dreamcast version of the latter-day coin-op classic seems to be a direct port of the arcade hit. Unlike the recent N64 Gauntlet Legends, you are able to select each level at the outset without having to unlock them through your quest. As it stands, gamers who have already blown their laundry money on the arcade game or put in serious hours on the N64 version shouldn't expect anything new. Hack n' slash neophytes could find worse ways to numb their brains with gratuitous violence.

TOMB RAIDER – GAME BOY COLOR

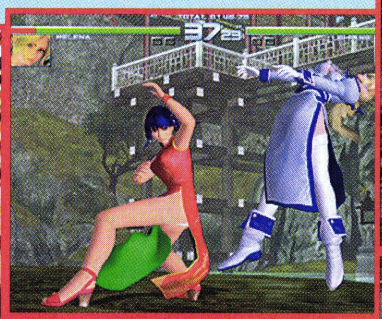
CREATED BY: EIDOS
AVAILABLE: APRIL

Have you always dreamed of having Lara Croft in your pocket? Well now all your dreams can come true as Lara makes her first appearance on Game Boy Color. As you would suspect, this 2D sidescroller plays much like Prince of Persia, but the big surprise for Lara fans is that many of her console counterpart's moves are still here (as well as that famous bounce...in her step....what were you thinking, you cheeky monkey?).

super-mini previews

DEAD OF ALIVE 2 – DREAMCAST

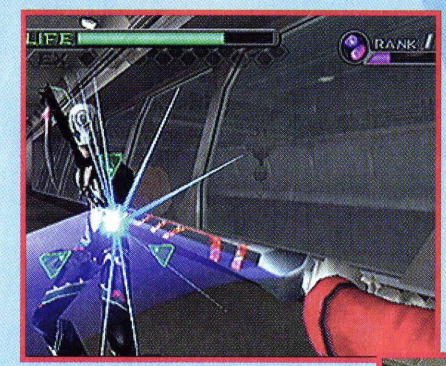
CREATED BY: TECMO
AVAILABLE: FIRST QUARTER



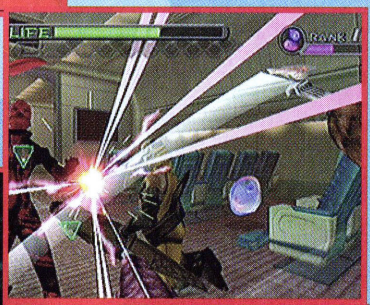
We were huge fans of the first DOA; now Tecmo looks to up the ante with DOA 2, which might challenge Soul Calibur as the king of the Dreamcast fighters. The game will be a port of the arcade game, with an added Tag Battle mode which allows players to switch characters during combat to perform devastating combo moves. The most innovative aspect of DOA 2 are the gorgeous multi-tiered environments, which enables you to throw opponents off bridges and through windows, then continue the brawl on a lower level. DOA favorites Ayane, Bass, and Kasumi are back, joined by new characters Ein, Helena, Leon, and Ninja Gaiden star Ryu.

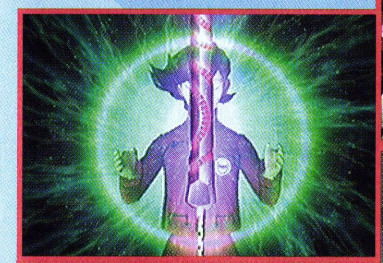
MAKEN X – DREAMCAST

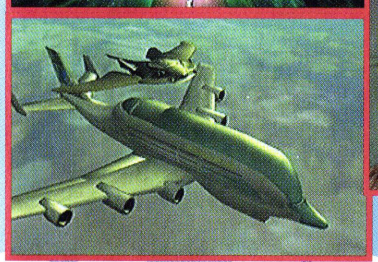
CREATED BY: ATLUS FOR SEGA
AVAILABLE: NOW IN JAPAN (1ST QUARTER IN U.S.)



This game's provocative plot centers around a young criminal named Detroit Red who converts to Islam in prison, later becoming the foremost black leader in America....no wait....that was MALCOLM X. Maken X's plot is actually a bit more pedestrian. You are a lovely young school maiden whose father has been abducted. Armed with a genetically engineered sword, you must free your pops by hacking your way through hoards of nasty alien enemies. This first-person slice n' dice melee features amazing graphics, and the interesting ability to occupy the bodies of certain foes throughout the game. Get this game by any means necessary.



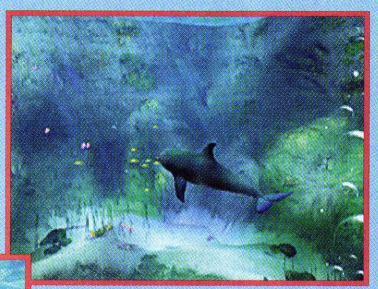


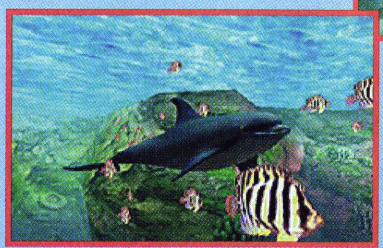


ECCO THE DOLPHIN – DREAMCAST

CREATED BY: ANDNOW/APPALOOSA FOR SEGA
AVAILABLE: SUMMER

As the ever-knowledgeable journalists that must learn everything about a game, we did extensive research on the dolphin species to better educate you and ourselves as to how real this long awaited Ecco follow-up truly is. After hours of videos, we came to the conclusion that dolphins are stupid creatures that cannot walk on land. As you can tell, we really don't have any new information to report on this game. Sega has zip-locked its mouth shut, and no info is available yet. Fortunately, we have secured a handful of awesome new screens that will make you say, "PlayStation2 who?" Squeek-akka-whee! (translation = Sonic is a sissy...Ecco rules!)





SNK GAL FIGHTERS – NEO GEO POCKET COLOR

CREATED BY: SNK
AVAILABLE: MARCH

Where the boys aren't. At long last – an all-girl catfighter. Rowr! While the premise of this game made our heads explode with the possibilities for innuendo, there is no doubt that this title should be another crown jewel in the NGPC fighting game pantheon. The game features eight of SNK's most beguiling video vixens, including Mai, Yuri, Akari, Leona, and Athena. Gameplay modes include Tournament, Sparring, Collection, and 2-Player. In tournament mode, you are able to win items that grant you special abilities like unlimited supers and half-life for opponents, among others.

fear effect

WARNING!!

This is a very plot-oriented game with plenty of cool twists and surprises. Read too far ahead and you may see screenshots that spoil it for you.

BASIC TRAINING

Fear Effect isn't the toughest game in the world, but there are the occasional tight spots that can cause trouble, and reloading a game is never fun. We provided some tips for the basics and also to give a helping hand to people who don't want to read the strategy guide.

SAVE ALL THE TIME

Even with a strategy guide you're going to die a lot. Why waste time backtracking? 'Nuff said. Swallow your pride and deal with it.

COMBAT

Combat is generally pretty straightforward, but there are a few stupid tricks that work quite well as the AI of the cannon fodder enemies is pretty weak.

Choose Your Weapons – The assault rifle and shotgun are powerful weapons, but can only target one enemy at once, although the shotgun will sometimes hit enemies that are close together. In situations where you're facing off against multiple enemies, sometimes the dual pistols or submachine guns are a better choice, as using dual targeting two enemies at once will prevent them from firing at you. If you're in a scenario where enemies keep on showing up from off screen one at a time, use the assault rifle. For encounters with groups that are just standing around, go with dual targeting.

Stick With Your Targets – Enemies can't shoot you while you're hitting them, even if it's with the pistol. When working a crowd of enemies, try to stay focused on one or two (in the case of a dual targeting attack) enemies at a time. It doesn't pay to spread out your fire.

Sneaking – By moving while holding down the duck button, you can sneak up close to enemies that aren't facing you and fell them with one mighty blow from your knife. Using dual targeting with pistols, you can sometimes knock off two guys without any trouble if you can get close enough to both without them spotting you. Nonhuman enemies appear to be immune to this tactic.

Duck – Sad but true. Ducking can really confuse your enemies and it often takes them some time before they get down in order to get a better shot at you. We ducked at almost every gun battle. It doesn't seem to work quite as well with people who attack you physically, and don't even bother trying it on bosses.

Duck & Knife – Out of ammo and right next to someone? Botch a covert kill attempt? For some reason, ducking close to a gun wielding enemy and repeatedly attacking with the knife seems to make you nigh-invincible against their attacks. Try it, it's fun.

The Roll – The only form of lateral movement you can pull off in the game is the roll. As such, it's a good maneuver for getting out of the line of fire quickly, but only if you're rolling behind some form of cover. You might think rolling would make you more difficult to hit, but it really doesn't seem to help much and you can't shoot while you're doing it, so rolling is pretty useless in areas with no cover.

PUZZLES

When confronted with any kind of puzzle, check the immediate vicinity right away. There is almost always a clue as to what you need to do close by, typically in the form of a note or message written somewhere. If you find something near a puzzle, chances are it's a clue. If it doesn't seem relevant to what you're doing, look for something amiss. In one case, a note that seemingly has nothing to do with a code actually reveals the numbers by capitalizing words like FOREIGN (4, N).

FEAR EFFECT

The cheapest way to get your status back up to green is to save and reload your game. If you don't want to be a lamer, defeating enemies, entering new areas, and acquiring additional weapons and ammo seems to add to your status.

CUTSCENES

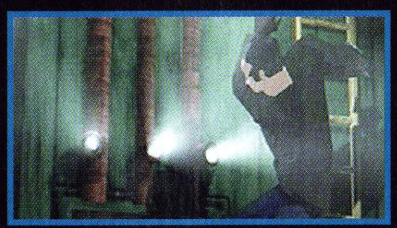
There were at least two instances where we died because we weren't prepared to hop into an action sequence that occurred right after a cutscene. If an action packed scene pauses right in the middle of an event, keep your finger on the run button and move forward. This will usually get you off to the right start.

DISC 1
LAM BUILDING

STEP 1

After sharing a moment with Glas, the hover car will land on the Lam building. Head to the left, then when the view changes, maneuver to the right. Walk toward the ventilation shaft and activate the console to ascend to the roof. Draw your gun, then meander around the elevated walkway. When in sight, shoot the two guards from behind. Continue on to the ladder and gate. Move in front of the window and examine it. After a brief cutscene, pull out your gun and shoot the window. Maneuver though the window and proceed to the lever to the right. Pull it, then head to the back of the room and grab the FUSE out of the closet. Now, crawl back out the window and ascend the ladder.

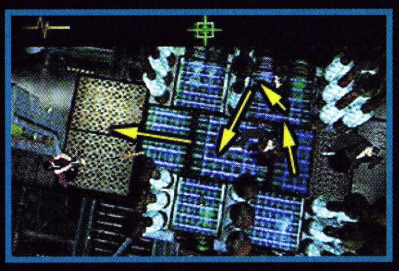
Head to the left of the roof and spin the wheel to eliminate the guard. Descend the other side of the roof, pick up the GATE KEY, then continue to the right.



Use the Gate Key to enter the gate, then draw your gun to eliminate the guards on the next screen. Pick up the Ammo and the RED KEYCARD. Head forward and use the Red Keycard on the red box to the left of the door. Once inside the room, shoot the guard, then if you choose, save the game at the desk.

STEP 2

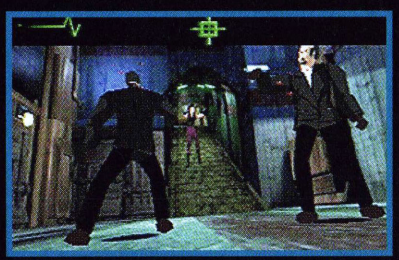
Head past the desk to the series of video screens. Watch the wicked video clip, paying close attention to the key that falls. Exit through the other door. Eliminate the two guards in the next area, grab the MACHINE PISTOL, then follow the walkway past the fans to an overhead cutscene with a handful of guards.



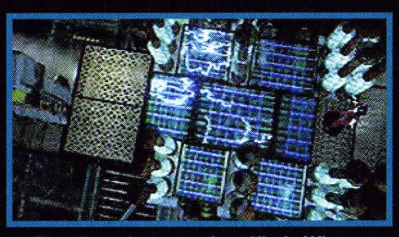
Use the regular Pistol to initiate an awesome fragfest that leads to the death of a platoon of guards. At this point, run forward past the blue energy units to the room. Inside you'll find the second save point in the entry way, and in the back of the room awaits a LOCKER KEY.

STEP 3

From here run back to the room with the video screens. Head to the right side of the room and use the Locker Key on locker 67. Inside you'll find another gun (dual pistols, baby!!!) and a BLUE KEYCARD. Backtrack to the crate room and proceed down the stairs.



Destroy the two guards (one with each gun). Run toward the screen, then maneuver to the left. Walk up to the green fuse box and use the Fuse you picked up eons ago. This will activate an electric field and an elevator. Return up the stairs, look out for guards, then head back to the neon-lit area.



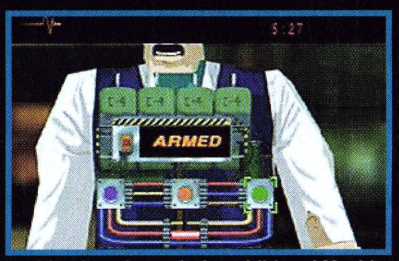
The floor is now electrified. When you have the chance, step on the first tile, then move to the top tile. Cross back over to the center tile, then run to the other side.

Now head past the fans to the elevator. Hit the switch to proceed down a floor.

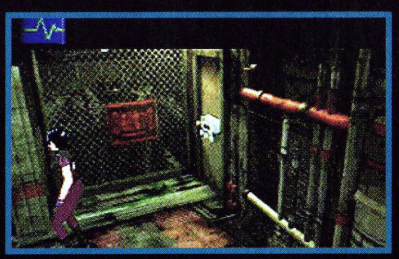
Walk up to the yellow storage box to the left of the fan and pick up the WIRE CUTTERS. Head right to the next screen and enter the doorway to the right. Ignore the door for now, and move on. Shoot the guard and keep on moving through the winding passage. Eventually you'll come to a save point and a door with a Blue Keycard lock.

STEP 4

Use the Blue Keycard to enter the door. Immediately after the bomb cutscene, guards will open fire. Take them out, making sure not to shoot Jin. Another cutscene will commence.



After it ends, grab the additional Machine Pistol, then use the Wire Cutters on Jin. On the orange fuse cut the red and yellow wires. On the green fuse cut the blue and yellow wires. This will reduce the timer to 20 seconds. On the purple fuse hit the blue and then the red wire to stop the timer and save Jin. For this feat you'll get C4. Now run to the right of the fans again and head through the door.



At the door you passed up earlier, plant C4, then back away. Needless to say, the lock is open. Head past the fiery archway and you'll run into the fuse box you used to start the elevator. Proceed up the stairs. A guard awaits up top. Blow 'im a new hole, then use the save point if you desire.

STEP 5

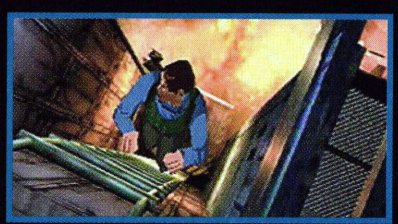
Continue backtracking past the blue neon lights to the locker room. A few guards await along the way so be prepared.

When you reach the locker room door, turn back and access the ladder within the little shack in the center of the screen. Continue forward through the room to the outer balcony.

Here you'll see four large neon letters. Pay close attention to the neon letters (or look at the image we've provided), then continue on into the doorway to the left.

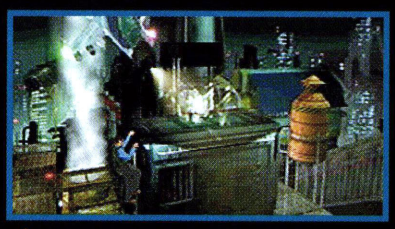
In this room awaits a boss battle. Use the two consoles for cover, and duck and roll whenever you can. Don't be embarrassed to die – it happens to everyone. When you get an opening, unload your rounds into this fat boy's face. Pick up his ammo and the SIGN KEY. After catching your breath, run to the left side of the room and activate the console with the Sign Key. Input the same symbols from the neon sign outside, or if your memory is crap, look at our picture again. Exhausted, Hana sits this one out. You'll now have control of Glas. After the cutscene, a save awaits.

STEP 6



▲ *After hitting the elevator switch get ready to run for the ladder that is revealed.*

After the killer cutscene, ascend the ladder quickly (really freakin' fast!). Now, proceed across the walkway. Be warned...new guards await. After the walkway, place your gun in your holster, then ascend the ladder.

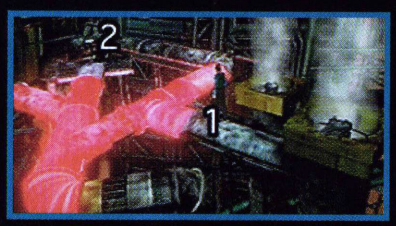


▲ *Holstering your weapon first saves time when you get to the top of the ladder.*

Stay on the ladder until the helicopter finishes shooting at the roof. When it's done, run across the roof and descend the ladder. Search the flaming debris to the left and take the PIPE. Continue to the right. A save awaits just in front of the orange steel drum.

Use the Pipe on the orange drum to release the pressure. Back up a few steps and shoot the drum. Walk up to the edge (where the drum was) and look.

At this point, the quest resumes with Hana. Grab the knife off the floor and hack the guard to death. Take the ASSAULT RIFLE and equip it. Exit the room through the door you entered from. Quickly kill the guards, then shake your little tush across the catwalk and into the previous room. Backtrack and ascend the ladder.



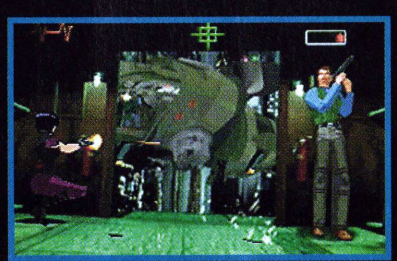
After the cutscene, control resumes with Glas. Before heading forward, watch the pipes glow. Run across the first section, then when you get the chance, veer down to the second safe pipe zone. Again, watch the pattern, then run toward the upper right corner of the screen when the pipes are cool. Now, quickly run to the adjoining pipe to the right. Save if you like. When the coast is clear, run to the top of the screen. At the end of your journey, Glas will jump through the window...only to run face to face with a heavily armed helicopter.

Avoid the heli fire by dodging to the right. When the heli veers to the right, use your pistol to disconnect the flag. Run to the second screen to the left, staying as far right as you can. Shoot another flag to down this mechanical menace. After the cutscene, go through the door, kill the baddies, save if you like.

STEP 7

Backtrack past the yellow fans and flaming door. On the next screen, two guards await. One of these evildoers will drop an Assault Rife. Head back one screen and pass through the flaming door.

A handful of guards have been waiting for you. Send them to hell. If you feel overwhelmed, roll back into the doorway and reload or change weapons. After they perish, run up the ramp. Two more guards await. Save if you like, then backtrack past the blue neon lights to the hatch in front of the locker room door.



▲ *Roll between the window and archway to avoid alternating fire from the helicopter and guards behind you.*

After an awesome cutscene, use Hana to take out the helicopter gunner. Another killer cutscene will flash across the screen, and control resumes with Glas.

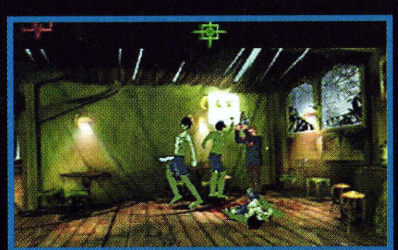
Simply run forward, then when prompted, jump into the heli. A lengthy cutscene will bring you to Disc 2.

DISC 2 RIVER SETTLEMENT

STEP 8

Before gameplay commences, players are treated to a vivid Hana shower scene. Va-va-va-VOOM! After this, the trio splits up, and Hana must rid the Earth of two zombie freaks. At this time you can save your game. Run across the dock to the intersection.

Without warning, Hana will veer to the right where another two zombies await. Make them feel pain. Don't put away your pistols yet...another zombie approaches from behind. Tag 'im! When his body falls to the ground, another cutscene will interrupt play. Control is now handed to Deke. Run across the dock to trigger another scene.



After Deke takes down the large idiot, three zombies will appear. It's up to you to take them out. Control is now handed to Glas. He'll chase the girl to the burning bridge.

When the view pans to overhead, time your movements across the bridge. It features two different fire formations. On the next screen, watch the zombies below the bridge. When they're hands are down and the flames subside you can move forward. Do so with caution.

Like clockwork, control is handed over to Hana again.

Destroy the handful of zombies on the dock, then move on. Follow the same route that Deke took, maiming all the zombies along the way. If ammo is low, use the ducking knife method. These guys are easy targets. At the end of the long run, Hana will arrive in a spacious hut. Kill the two zombies here to get the PO MON KEY. Backtrack down the path then veer to the left at the junction point. Use the Po Mon Key on the gate. A save point awaits on the other side. Walk into the center of the room to trigger a cutscene with an old woman. After this brief intermission, the zombies will rise.

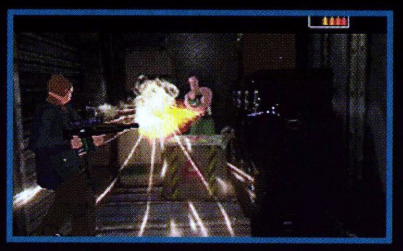
Exit this room and take down the two guards. Run down the wooden bridge, then veer to the north onto the large walkway. After a brief jaunt, eliminate the three guards. Proceed forward to the crowded storage space. At this point Hana will run into trouble and will be disarmed.

Drop Hana's towel to the ground (schwing!), then Deke will enter and break the distracted guards neck.

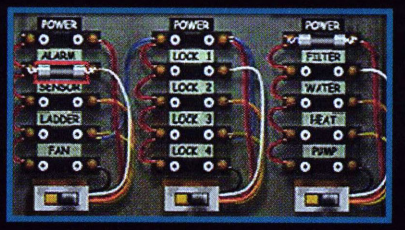
STEP 9

Control will resume with Deke. Take down the two guards in the hall. Clear out the guard in the next area and you'll run into another save point. Now, head to the ramp.

Two armed soldiers will approach quickly. Wax 'em, then ascend the ramp. Another set of soldier fodder await to the right of the train. Another three goombas are camping out on the left of the train. Wipe them out...All of them. From here, work your way down the left side of the train. Enter the last car. It's a trap!



When prompted, carefully shoot the machine gunner. One stray bullet into the explosive case will end Deke's life. Simply dodge his fire and return a heaping helping of your own. You can roll behind the cases on the right. When his life ceases to exist, this tricky sinner will drop the HK V ASSAULT RIFLE. The door will also open. Exit, and kill the guard to get the LADDER ACCESS CARD. Stick it in your pocket.



Head behind the last car and use the Card on the yellow box. First, turn off the power on all three lines. Move the two fuses into the center column. Have one fuse set to Lock 3 and the other set to Power. Now, flip the switch at the bottom. After the lock is opened, move the fuses to the left column. Place one on Power and the other on Ladder. Flip the switch to lower the ladder. Climb the ladder to get to the rafters.

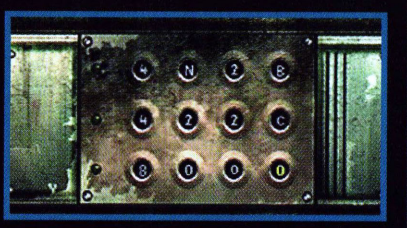
Quickly pull out your weapon of choice and destroy the ninjas that appear. Work your way along the rafters and through the ninjas to another cutscene.

STEP 10

After a ninja burns, Glas becomes the playable character again. Dissect the three zombies and Glas will quickly hand over the gameplay baton to Hana. Head to the right and take down the two guards. For this you'll get the ever handy Assault Rifle.

Continue moving to the right and enter the hut with the old lady in it. Exit this hut via the gate, then backtrack to the hut where Hana found the Po Mon Key. Here you'll find the XI MON KEY. With this helpful tool in hand, return to the train. Continue to the left. Enter the burning village and use the Xi Mon Key on the hut in the back. Tons of enemies await.

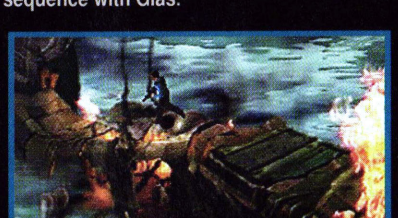
When they all fall down, Hana will pick up the TRAIN KEY. Exit this hut, then use the Xi Mon to enter the hut to the right. Grab the ammo and retreat to the train. Insert the Train Key when prompted to board the choo choo. Read the note inside the train for a helpful hint (the number on the top right part of the screen # 4N2B422C8000).



Insert this code from left to right and the train will start.

Deke jumps on the train. From here you must control Deke.

Simply kill the two guards and another cutscene will commence. Hana jumps off. Run forward as Deke to bring up the next sequence with Glas.

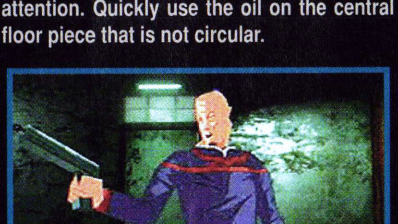


Run across the burning train wreckage, then shoot the guards on the next screen. Ascend the ladder and cross the rail bridge. Several guards await. One will drop a TRUCK KEY after you dispatch them. Use this key on the nearby truck and Disc 2 will be history.

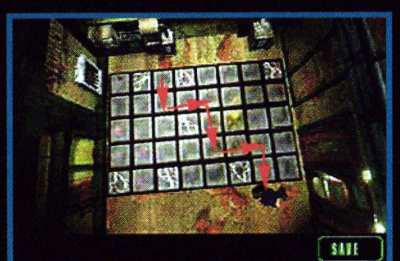
DISC 3
MADAM CHEN'S

STEP 11

After the FMV festivities come to a close, pick up the COOKING OIL off the shelf, then head to the back of the room and smash the vase on the floor. This will get the guard's attention. Quickly use the oil on the central floor piece that is not circular.

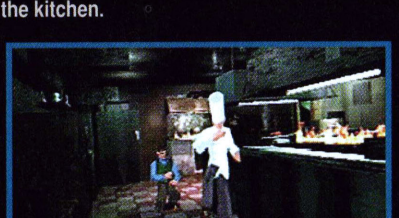


Back away and hide in the corner. The guard will walk over the oil and slip. After pilfering his weapon, walk outside the room. Take down the guard and enter the kitchen. A brief cutscene will switch control to Deke.



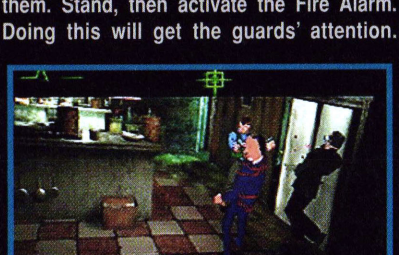
Before moving anywhere, watch as the spotlights highlight the cracked windows. Don't step on any of these windows. To get across step on the windows this way. Starting on the window third from the left, step down one, to the right two, down two, right two, down one, then exit. Save if you like. Pass through the door on the right. Control will now be handed over to Glas.

Hold down the duck button and sneak into the kitchen.



▲ *The cook's will only see you if you step on the blue mats while they're looking.*

When the cooks' backs are turned, pass by them. Repeat this process for the cook stepping on cockroaches. For the next two guards, wait until they converse, then roll past them. Stand, then activate the Fire Alarm. Doing this will get the guards' attention.

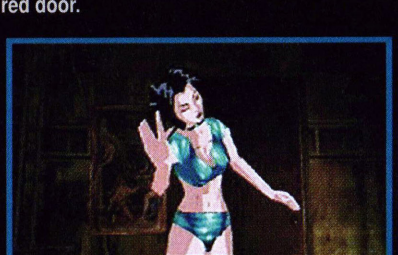


Take down the first two you see, then on the next screen shoot the sauce pan into the soldiers face. After his face burns off, he'll drop a Shotgun. From here proceed toward the dining room. Eliminate the three guards, then ascend the small staircase. Kill the guard and open the door to meet with Hana.

STEP 12

Hana will enter Madam Chen's dining room. Clean out the rooms leading to the kitchen, then enter the changing room (the door to the left).

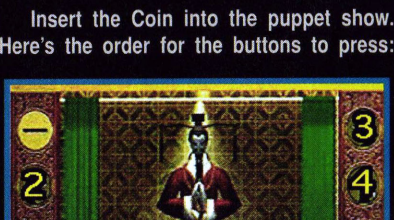
Slither out of your sweaty garb, then throw on the hooker outfit. Now, exit the changing room. Don't open fire...bad guys love hookers. Head back toward the dining room and enter the door to the right. The guard will let you in. Ascend the staircase. Once again, don't draw your weapon. These guys love you...er...at least want to love you. Veer to the right and enter the second red door.



A conversation between Hana and Deke will commence. Deke will now take the spotlight.

Check out the monitor in the room to learn a clue for an upcoming puzzle. Leave the room. Several guards must be slaughtered before proceeding further. Return in the direction of the staircase. Proceed around the corner, blowing away all who oppose. Enter the door directly across from the stairs. Grab the COIN, then return in the direction of the room you met Hana in. Enter the first red door after passing around the corner.

Insert the Coin into the puppet show. Here's the order for the buttons to press:



Figuring out this puzzle opens a secret door to the right of the puppet theater. This door will lock behind Deke, so you may want

to save before passing through it. Exit this strange room via the door on the left. Take out the two baddies then enter the double doors at the top of the screen. Eliminate the two goons in this chamber and a save awaits. Exit back to the main hall then enter the door to the right.

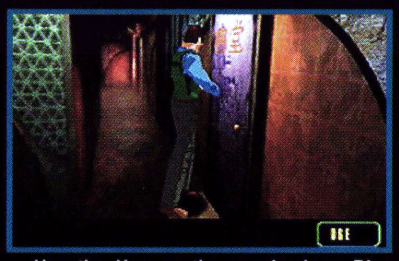
Here a guard and the ELEVATOR KEY await. Back out of this room, and run into the hallway to the right. While walking down the corridor, look out for a guard. At the end of the hall the elevator awaits. Use the Key to reach the maintenance room. Take the WRENCH, then hang a right at the elevator to reach the stairs. Descend them and enter the door at the end of the hall.

Assassinate the baddies, then avoid the steam and work your way to the rear of the room. Use the Wrench on the pipework to stop the steam. Doing this will reveal the MADAM ROOM KEY.

Return to the hall and proceed upstairs again. A ton of guards are waiting for you. Send them a bullet of righteousness, then use the Key on the locked red double doors. Just as Deke is knee deep in trouble, control switches to Glas.

STEP 13

Clear out the plethora of enemies in this room. Head into the kitchen to pick up a Machine Pistol. Proceed upstairs – where Hana just was. Sweep the area for enemies. One of these stinky buttheads will drop the LOUNGE KEY.



Use the Key on the purple door. Blow away the sinister soldiers, then enter the door in the back of the room. A cutscene will commence between Glas and a lady of the night.

▲ *Avoid the red target symbols that appear on the floor.*

Immediately after this, a soldier will crawl out from under the bed and open fire. Carefully shoot the guard when he rolls out from under the bed. Rolling to the sides works well. Whatever you do, avoid shooting the hooker. Shooting prostitutes in the face is just sick and wrong. When this gunhappy creep finally crawls onto his deathbed, the action will resume with Hana.

STEP 14

Head to door across from the stairwell.

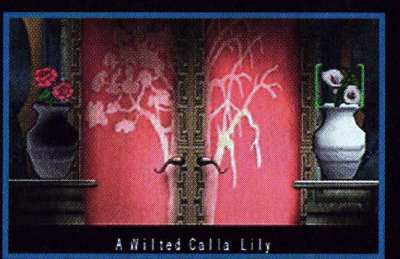
Enter the door and walk behind the guard. Pull out your knife and cut him. He'll drop the LOUNGE KEY. Now, head into the lounge. Enter the room where the bed fight commenced to see a hilarious hooker scene. After this enter the door on the far side of the room. Hack the soldiers to death then continue down the hall to the fountain room.

Press the Use button on the fountain to receive FLOWERS. Return to the hallway and kill the two guards and Hana will wrap her pretty little fingers around the OFFICE KEY. Return to the lounge and exit out to the hallway. Enter the wardrobe room at the opposite end of the lounge.

Grab the WHITE VASE then return to the lounge. Use the Key on the door next to the one you entered just moments ago. Access the elevator then run to the brown double doors.

Enter this bedroom and grab the BLACK VASE off of the cabinet.

Back out into the main hall and place both vases on the pedestals in front of the red double doors.



Set the White Vase on the left and the Black Vase on the right. Insert the Fresh Sunflower into the White Vase and the Wilted Tulip in the Black. Now enter the door and watch the awesome sequence. Retreat to the elevator and head down to the changing room. Be wary.

On your way back a whole new breed of evil is hunting you. Have your guns drawn at all times and eliminate everything that crosses your path. When you arrive in the changing room, throw on your original garb. You'll also find the MEAT LOCKER KEY.

Exit out and use this Key on the door the girl entered in the cutscene. Search for Wee Ming and then pass through the back door. Prepare to meet a real bastitch of a boss.

Start off by shooting a demon. Pick up the PAPER DOLL dropped by this hell beast. When Demon Chen raises her blue flame shield, use the paper doll to lower the flame.

This will make Demon Chen vulnerable to gun fire. Blast her. Also, make sure that the demons don't get their hands on Wee Ming.

Now, repeat this process two more times and the Chen will perish...so does Disc 3.

DISC 4 HELL

STEP 15

Welcome to Chinese Hell.

Begin by navigating the disappearing floor puzzle. Start out by stepping on the brick that appears to the left. Work your way along all of the platforms. The last step is a diagonal movement to the new hunk of land. Proceed down the Never Ending Story-inspired path. After a long run, Hana will run into several demon monks. Surprisingly, your gun works in Hell. The double dead demons will cough up PAPER AMMO when they die. From here, run forward into the center hut and eliminate the monk. The hut on the left holds a valuable save point. Now, run below the left most hut.

When the lightning strikes, and the small brush fire blazes, use the Paper Ammo on the flame. This will create more gun ammo.

After this, run back past the huts to the right of the screen. Pass by the door and eliminate the demon.

Descend the stairs and head forward (away from the camera). Blast the monk invasion out of the afterlife. Grab the PAPER GATE they drop, then continue running down the path. If you need more ammo, you can convert the paper on any lit flame. At the end of this jaunt lies a huge door. Backtrack a few steps to the stairs. Ascend them and return to the burning bush. Place the Paper Gate in the bush.

Blood ninjas attack! Use the same techniques you did for the living versions to cremate these deceased versions. Battle your way past the blood ninja swarms, avoiding some if you must, to the stairs. Descend, then run away from the camera again.

The gate at the end is now open. Enter and grab the PAPER ASSAULT RIFLE. Continue forward and talk to Demon Chen. She'll hand you a DOLL. Return to the staircase and run past them into the screen. Continue on this path to the nursery. Hand the Doll to the girl crying in the corner. After a disturbing scene, walk over to the dresser to the right and a tricky puzzle will flash onto screen.

This bizarre clock-like puzzle is actually easy to solve. Check out the clue on the wall. What you need to do is simply match the words on the wall with the lines on the clock's spinning dial. The numbers on the perimeter represent Hana's age. Start out by lining up the lines under age 5, then move to 18, 35, then finally 00. Here's the dial sequences:

Sequence 1: Line up under 5 – IIIII, I

Sequence 2: Line up under 18 – II, IIIII, IIIII

Sequence 3: Line up under 35 – I, IIIII

Sequence 4: Line up under 00 – IIII, IIII, III, II

When this long puzzle is completed you'll receive a STONE SCROLL. At this point, return to Demon Chen's location and converse again. This time she'll hand over a

BRANCH. Now it's time to find the funeral pyre (a.k.a. burning bush). On your way back several monks will attack. You'll also encounter a host of blood ninjas near the huts.

Use the Branch on the bush, then use the flaming branch to light all of the torches. There are three torches in the area. Simply backtrack across the land to find them. Once again, retreat to the staircase.

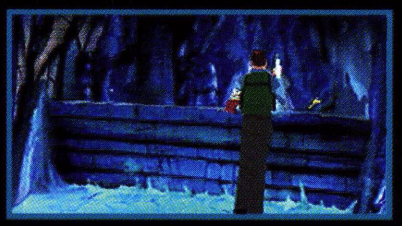
The white mausoleum door atop the stairs is now open. Pass through it and talk to the White Reaper. He'll hand over a PAPER GATE KEY and a STONE TREE HALF. You know what to do with it. Return to the pyre and burn the stinking thing.

Backtrack a few steps and enter the leftmost hut to get the GATE KEY.

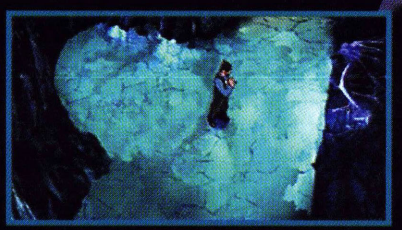
At this time, run to the nursery and pass through it. After a brief job, Hana will run into the black mausoleum. Use the Key on this door and a narrative bring Glas to hell.

STEP 16

Glas is a broken man in more ways than one, yet he's determined to see this mission through to the very end.



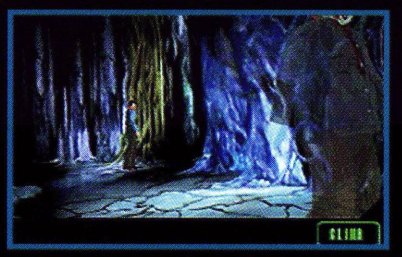
Run forward and follow Deke's ghost to the gate with Chinese writing on it. Pass through this door, then shoot the demons. Pass through another gate, and prepare for a tricky fight with a demon dog. Another gate awaits. On the other side you'll find the MOON KEY.



Return to where you last saw Deke's ghost (the screen with the dragon statue). Head to the bottom of the screen and use the Key on the door. Deke's ghost will appear again. Pursue it and a cutscene with monks will bring you to the next zone. Eliminate them all, then continue down the path.

Talk to the goofy pink dragon. Save if you like, then descend the vines to a new cavern. Deke's bothersome ghost is back, and yes, you must follow it.

Another dog awaits, as do the green and gray dragons. Here you'll find the SUN KEY. Grab it.



Ascend the new set of vines in the back of the room. Follow Deke across the crystal floor and to the blue dragon. Another save point awaits a few steps back. You'll also find another set of vines to climb down. On the next floor a mirror will show a series of images relating to the dragons and to the next puzzle. After memorizing the sequence, proceed forward through the cavern. When the camera switches to an overhead perspective, stop running.

To get across this tile floor you must repeat the code you saw. The marks on the tiles are the same markings that were below the dragon statues. The code relates to the dragons' element. Here's the sequence: Starting at the lower left tile, move Right, Up, Right, Up, Right, Up, Up, Right, and Right again to get off of this treacherous bridge.

Continue on to get to a screen where a STONE SWORD lying on a pedestal awaits. Grab the sword, equip a weapon, and move to the next screen. Here you will see that bridge's safe path has been revealed and you will be attacked by three very aggressive demon priests. Spray bullets into their demonic heads and try to keep them at bay until they perish. You can also try to run for it. Now, return to the large blue dragon at the very beginning of this area. As you progress back, many nasty critters will ambush you. Again, run or shoot like mad.

Use the Sword on the ice dragon to break through the wall. Enter the corridor to meet a disturbing version of Deke.

Unfortunately, Deke no longer runs with your team, but against it. To defeat this adversary, stand on the platforms and dodge him when he swims by. Take a shot when he surfaces. Just watch him and move. Whatever you do, avoid standing on the platforms he slithers under. Starting out with your weaker weapon works well. When he switches formations, you may want to power up as well. With a little luck and accurate shooting, this boss shouldn't be too difficult.

STEP 17

With Hana back in the saddle, make your way through the dark corridor and talk to the Black Reaper.

Pick up the CRANK he leaves on the floor, then head back to the entrance. When you head outside three blood ninjas will attack. Blow them away, then pass through the gate. Return up the stairs and head to the left of the huts.

Use the Crank on the well to get the STONE EYE. Now, head in the direction of the nearest torch to trigger a cutscene. A killer cutscene!

Control will switch to Glas. Use your limited supply of ammo to kill all of the demons....just kidding. You can't win here. Let them take you down. The game then commences with Hana in charge.

Run down the path to the door. Access the Feng Shui Device and use it to access the map puzzle.

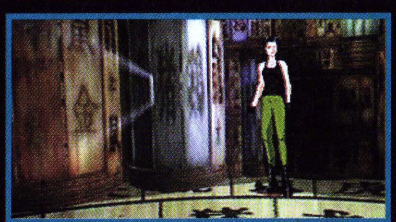
To solve this brain twister simply select the places where the different items you have in your inventory were found. The Eye goes in the well. The Scroll goes in the nursery. The left half of the Tree goes in the gray structure. The right half goes in the three torches.

DISC 2
FENG SHUI

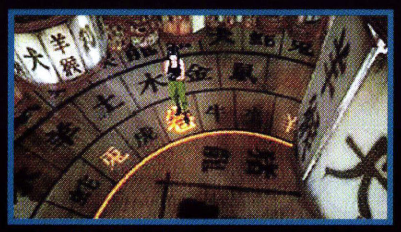
STEP 18

It all comes down to this.

Run forward and place the PAPER DOLL into the large furnace. Doing this will illuminate the symbols on the floor with a slightly different yellow tint. Back away and fight off the blood ninjas that appear.



Place the items you have on the three glowing symbols. Once all of the symbols are active, a selection screen will appear.



You'll be asked to choose who to believe: Hana or Glas. If you played well on the Hard difficulty, you'll have a third option available. Each of these choices brings up a different sequence and battle.

CHOICE: HANA

After a quick shot, Hana must defeat Demon Lam. Start off by blasting the imps. Grab the PAPER MONEY that they drop and use it on the fire to inflict pain on Demon Lam. Avoid Lam's energy sparks to take this hell beast down. You'll need to light three pieces of money to deplete all of his health. THE END

CHOICE: GLAS

After unloading some inner emotions, Glas must fight Demon Wee Ming. To defeat this aggressive tike, shoot the freaks she tosses out. When she throws two, she will be vulnerable for a few seconds. Unload. Repeat this process until she drops. THE END

CHOICE: BOTH

With an understanding reached, Hana must defeat Demon Lam. Start off by blasting the imps. Grab the PAPER MONEY that they drop and use it on the fire to inflict pain on Demon Lam. Avoid Lam's energy sparks to take this hell beast down. You'll need to light three pieces of money to deplete all of his health. THE END

DON'T JUST EAT IT FOR

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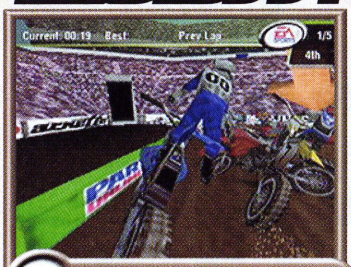
Nintendo 64



Supercross 2000

Enter all of these codes at the Cheat Menu. To access the Cheat Menu, head to the Select Event menu and press Up C. From here, any of the codes below can be entered.

No Crashes – N0CR4SH
Additional Views – M0R3C4MS
Extra Hop Button – H0P
Cancel Off Track Reset – N00FFTR4CK
Cancel Skipping Track Reset – SK1PP1NG0K
Larger Bikes – B1GB1K3S
Massive Dirt Sprays – B1GSPR4Y
Aggressive Riders – BL0CKM3
Headless Rider – H34DL3SS
Gigantic Riders – G14NTS
No Riders – N0R1D3RS
Moon Gravity – M00N
Venus Gravity – V3NVS
Saturn Gravity – S4TVRN
Mars Gravity – M4RS
Jupiter Gravity – JVP1T3R
Uranus Gravity – VR4NVS
Neptune Gravity – N3PTVN3
Mercury Gravity – M3RCVRY
Pluto Gravity – PLVT0

Samuel Quellas
Aberin, NM

Roadsters

Enter all of these codes at the Character Selection screen. Note: These codes are case sensitive.

All Classes – Gimme ALL
$250,000 – fastBUCKS
$1,000,000 – EasyMoney
Squeaky Voices – Smurfing
Helicopter View – Chopper
Smaller Cars – Car Radio
Hovering Cars – Skywalker
Larger Tires – BigWheels
Hi-Res Mode – Extra rez

David Phillips
Highland, MI

Toy Story 2

Enter this code at the Title screen.

All Levels – Up (x4), Down (x2), Up (x2), then Down (x3)

"Mr. Monday Night"
Fargo, ND

Vigilante 8: Second Offense

To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight a character, then simultaneously press the L and R Buttons. If done correctly, the Password option will appear and any of the codes below can be entered.

Ultra Rez – GO_MAX_REZ (Requires Expansion Pak)
Rapid Fire – RAPID_FIRE
Super Missiles – BLAST_FIRE
Faster Cars – MORE_SPEED
Heavier Cars – GO_RAMMING
Fast Action – QUICK_PLAY
Attract Enemies – UNDER_FIRE
Slow-Mo – GO_SLOW_MO
No Enemies (Arcade Mode) – HOME_ALONE
No Gravity – NO_GRAVITY
Higher Suspension – JACK_IT_UP
Bigger Wheels – GO_MONSTER
No Wheel Attachment Icons – DRIVE_ONLY
View Endings – LONG_MOVIE
Same Multiplayer Cars – MIXED_CARS

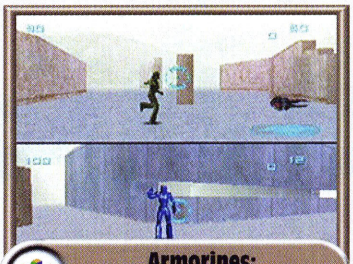
Bo Duke
Hazzard County, KY

Gauntlet Legends

Play as Minotaur – Head to the Cliff level in the Mountain Kingdom. Find all of the switches, then find an area with an exit. Instead of stepping on the portal exit, head down until you see a trapdoor with a skull. Stand on this strange icon to be teleported to a minigame. Collect fifty coins and the Minotaur will become a playable character.

Play as Tigress – Enter the first town level. Find all of the switches, then head to the portal. Instead of exiting, backtrack until you reach the hill with a crest on it. Hit the switch, then head in the direction the switch is pointing. Stand on the trap door to warp to a bonus game. Now, collect fifty coins before time expires to unlock Tigress.

Jeff Jarret
San Antonio, TX



Armorines: Project S.W.A.R.M.

Enter all of these codes at the Enter Cheat Menu located in the Pause Menu. Note: Only one multiplayer character may be used at a time.

Multiplayer Female Trooper – GODDESS
Multiplayer Hive Guard – LEGGY
Multiplayer Volcano Guard – RUBBER
Multiplayer Egypt Fodder – CLAW
Multiplayer Hive Fodder – UGLY

"GI Droid"
(location unknown – last seen hangin' with Mr. Cooper)

Duke Nukem: Zero Hour

Enter all of these codes at the Press Start screen. A sound confirms correct code entry.

Infinite Freeze Thrower Ammo – Down, Up, A, L Button, R Button, Z
Multiplayer Characters (Batch 1) – A, L Button, R Button, Left, B, Down, Up
Multiplayer Characters (Batch 2) – B, A (x2), R Button, L Button
Multiplayer Characters (Batch 3) – L Button (x2), Up, Down, R Button, B, A
Multiplayer Characters (Batch 4) – B (x3), R Button, Left, A
Multiplayer Characters (Batch 5) – Right, B, Left, L Button, A, Z
Multiplayer Characters (Batch 6) – Up, Down, B, A (x2), Left
First-Person View – Down, Up, L Button, B, Z, Left, Up C, Right C, Left C, Z.
Action Nuke 'em Mode – Down (x2), A, Z (x2), Left, A

Mark McGlowen
Tampa Bay, FL

Xena: Talisman of Fate

All of these codes must be entered during gameplay.

Invincibility – Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x3), WK (x3), A
One–Hit Kills – Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x3) WK (x3), R Button
Less Damage – Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x3), WK (x3), Z
Polygonal Fighters – Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x2), A
Invisible Fighter – Hold A and press Right (x2), Left (x2), Right, Left, Right, SK (x3), WK, Z
Invisible Fighters – Hold A and press Right (x2), Left (x2), Right, Left, Right, SK (x3), WK, A
Smaller Fighters – Hold A and press Right (x2), Left (x2), Right, Left, Right, WP, SP, SK, WK, A.
Big Head Mode – Hold A and press Right (x2), Left (x2), Right, Left, Right, Z
Big Feet Mode – Hold A and press Right (x2), Left (x2), Right, Left, Right, R Button
Snow Mode – Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x2), Z
Slippery Battles – Hold A and press Right (x2), Left (x2), Right, Left, Right, WP (x3), WK (x3), A
Red Nose – Hold A and press Right (x2), Left (x2), Right, Left, Right, WP (x2), A
Purple Nose – Hold A and press Right (x2), Left (x2), Right, Left, Right, WP (x2), Z
Green Nose – Hold A and press Right (x2), Left (x2), Right, Left, Right, WP (x2), R Button

Stanky Ol' Frankie
Cleveland, OH

WCW Mayhem

Enter this code at the PPV screen.

Souled Out PPV – kJKlttCy795H

"Mr. Monday Night"
Fargo, ND

PlayStation

Grand Theft Auto 2

Enter all of these codes at the Player Name screen.

Level Select – ITSALLUP
Invincibility – LIVELONG
All Weapons – NAVARONE
No Police – LOSEFEDS
Turbo Mode – IGNITION
Debug Scripts – NOFRILLS
Display Coordinates – WUGGLES
Max Wanted Level – DESIRES
5x Multiplier – HIGHFIVE
1 Million Points – BIGSCORE

Kenny Rogers
Hong Kong, China

40 Winks

From within the House Hub enter these codes at the Pause screen.

All Dreamkeys – Hold Select then press ●, L1, L2, L1, L2.
All Winks – Hold Select then press Left, Down, Right (x3)

From anywhere in the game enter these codes at the Pause screen.
Full Cogs – Hold Select then press Down, R2, L1, Up, R2.
Reset Lives – Hold Select then press L1, Up, Right, L2, Up
Reset Moons – Hold Select then press Up, L2, Left, R2, Left
Reset Zzz's – Hold Select then press Right, L1, Up, R1, L1

"The Vidman"
Uptown, MN

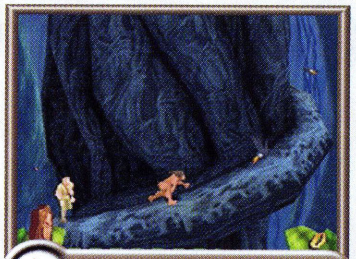
Vigilante 8: Second Offense

To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight a character, then simultaneously press L1 and R1. If done correctly, the Password option will appear and any of the codes below can be entered.

Rapid Fire – RAPID_FIRE
Super Missiles – BLAST_FIRE
Faster Cars – MORE_SPEED
Heavier Cars – GO_RAMMING
Fast Action – QUICK_PLAY
Attract Enemies – UNDER_FIRE
Slow–Mo – GO_SLOW_MO
No Enemies (Arcade Mode) – HOME_ALONE
No Gravity – NO_GRAVITY
Higher Suspension – JACK_IT_UP
Bigger Wheels – GO_MONSTER
No Wheel Attachment Icons – DRIVE_ONLY
View Endings – LONG_MOVIE
Same Multiplayer Cars – MIXED_CARS

Original V8 Levels – During gameplay pause the game, remove Second Offense and insert the original Vigilante 8 game into the PlayStation. Now, close the lid. The message 'V8 Levels Enabled!' will appear. At this point, remove the original V8 game and insert Second Offense again. Close the lid and quit the current game. From here on in, all of the V8 levels are available for play.

Luke Duke
Hazzard County, KY

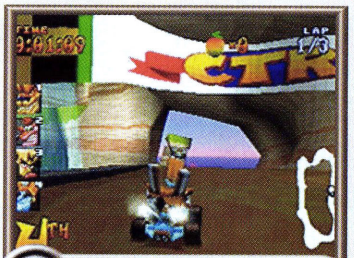


Tarzan

Cheat Mode – At the Main Menu press Left (x2), Right (x2), Up, Down, Left, Right, Up (x2), Down (x2). Now, scroll below the Load Game icon to access the hidden Cheat Menu.

Bonus 1 – First enable the Cheat Mode code. Now, highlight the Cheat Menu option at the main menu and press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. From here begin a game and pause to find the cheats.

Hank "Unga Bunga Boy" Reynolds
San Trela, UT



Crash Team Racing

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)

Jason Rubin
San Rafael, CA

Sled Storm

Enter this code at the Password screen.

Dance Mix – R2, ▲, ✖, R2, ▲, ■, ●, ✖

"Virtual Gap Boy 2001"
Phoenix, AZ

WCW Mayhem

Enter this code at the PPV screen.

Souled Out PPV – kJKlttCy795H

"Mr. Monday Night"
Fargo, ND

Fighting Force 2

Enter this code at the Press Start.

Cheat Mode – First, hold L1, L2, R1, ▲, ✖, and Left. With this combo held, select Start Game and choose a level. When the game begins, Hawk will be invincible and in possession of infinite ammo. Unfortunately, when this code is in use, you won't be able to save.

"Daddy Fat Sax"
Memphis, TN

code of the month

Tony Hawk's Pro Skater

Unlock Private Carrera – To unlock this well hidden character, Officer Dick must be unlocked first through collecting all of the Tapes for a character. When this feat is accomplished, choose Officer Dick as your skater of choice, then enter Career mode. When the game starts, pause, then hold L1 and press ▲, Up, ▲, Up, ●, Up, Left, ▲. The screen will not shake after this is entered. Now, quit Career mode. Begin again and Private Carrera will replace Officer Dick on the Boarder Select screen. Here are her special moves:

Well Hardflip – Right, Left, ■
Somi Spin – Left, Down, ●

Slow–Mo Mode – This code will give you access to scoring over 300,000 points on each level. Simply start a new game, then when gameplay begins, immediately pause. Now, hold L1 and press ■, Left, Up, ■, Left, ■. Everything will move in slow–motion, but your spins will remain the same, allowing you to rack up some huge points!

Jason Komarnicki
Seattle, WA

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

Supercross 2000

Enter all of these codes at the Cheat Menu. To access the Cheat Menu, head to the Select Event menu and press Up C. From here, any of the codes below can be entered.

No Crashes – N0CR4SH
Additional Views – M0R3C4MS
Extra Hop Button – H0P
Cancel Off Track Reset – N00FFTR4CK
Cancel Skipping Track Reset – SK1PP1NG0K
Larger Bikes – B1GB1K3S
Massive Dirt Sprays – B1GSPR4Y
Aggressive Riders – BL0CKM3
Headless Rider – H34DL3SS
Gigantic Riders – G14NTS
No Riders – N0R1D3RS
Moon Gravity – M00N
Venus Gravity – V3NVS
Saturn Gravity – S4TVRN
Mars Gravity – M4RS
Jupiter Gravity – JVP1T3R
Uranus Gravity – VR4NVS
Neptune Gravity – N3PTVN3
Mercury Gravity – M3RCVRY
Pluto Gravity – PLVT0

Samuel Quellas
Aberin, NM

Formula 1 '99

Enter these codes as a name at the Grand Prix High Score screen.

Ring Mode – RINGS
Safety Mode – SAFETY
Night Mode – NIGHTS

Vanilla Ice
Rock Bottom City, ID

Rainbow Six

Enter this code from the Pause screen.

Unlock All Doors – Hold L1 and ▲ then press ■ (x2), ▲, ✖, ●, ■, ▲

"Vincent, The Vanilla Gamer"
Webville, COM

Twisted Metal 4

Enter all of these codes at the Password screen.

God Mode – Down, Left, L1, Left, Right
Health Regenerates Faster – ▲, L1, Down, ▲, Up
Unlimited Special Weapons – ▲, L1, Down, ▲, Up
All Remote Bombs – Up, Right, Down, L1, ▲
All Power Missiles – Down, Down, ●, L1, Left
All Homing Missiles – R1, Right, Left, R1, Up
No Health (Deathmatch Mode) – ▲, Down, ▲, ●, ▲
No Health (Deathmatch & Tourney) – Down, R1, Down, Start, ●
No Health Or Weapon Power-Ups – ●, Start, Left, L1, Start
Unlock Sweet Tooth – Start, R1, Right, Right, Left
Unlock Crusher – Down, R1, Right, R1, L1
Unlock Moon Buggy – Start, ▲, Right, L1, Start
Unlock RC Car – Up, Down, Left, Start, Right
Unlock Super Auger – Left, ●, ▲, Right, Down
Unlock Super Axel – Up, Right, Down, Up, L1
Unlock Super Thumper – ●, ▲, Start, ●, Left
Unlock Super Slamm – Right, L1, Start, ●, Start
One CPU Vs. Two Human – Down, Down, Right, Right, Down
CPU Only Shoots At Player 1 – Right, ▲, Right, ▲, L1
CPU Cars Ignore Health – L1, Left, Right, ●, Right
All Cars Target You – Right, ▲, Right, ▲, L1
Very Little Traction – Down, ▲, Down, L1, R1

Ted Winding
San Francisco, CA

Gran Turismo 2

Super License – After earning all of the licenses, a Super License option will become available in the License Test Menu.

Event Synthesizer Race – Unlock the Super License and the Event Synthesizer race will become available in the Gran Turismo League.

Sandy Crow
Dupont, NM

NBA Live 2000

Legends – Enter the Create Player menu and input the codes to the right of the desired player as the first and last name. If the code is entered correctly a message will appear. Go to the Unlock Legends screen to activate these players.

Andrew Phillip – Whiz Kid
Bill Sharman – Charity Stripe
Bob Cousy – B-Balls Cooz
Bob Pettit – Crash Boards
Carlo Braun – Hard Wood
Cliff Hagen – Hook Shot
Dolph Schayes – Set Shot
George Yardley – Yard Bird
Harry Gallatin – Iron Horse
Larry Costello – Cross Over
Paul Arizin – Pitchin' Philli
Richard Guerin – Play Maker
Bill Russell – All Defensive
Elgin Baylor – Offensive Force
Hal Greer – Jump Shot
Jerry Lucas – Lucas Layup
Jerry West – The Mr. Clutch
Lenny Wilkins – Player Coach
Oscar Robertson – Bucks Big O
Sam Jones – Bank Shot
Tommy Heinsohn – Flat Shot
Walt Bellamy – No Comment
Willis Reed – Soft Touch
Wilt Chamberlain – Big Goliath
Bill Walton – Shot Blocker
Billy Cunningham – Leaping Kangaroo
Bob Lanier – Big Foot
Dave Bing – The Duke
Dave Cowens – Red Head
Earl Monroe – Magic Pearl
John Havlicek – John Hondo
Nate Archibald – Big Tiny
Pete Maravich – Passing Pistol
Rick Barry – Foul Shot
Walt Frazier – Cool Clyde
Wes Unseld – Glass Cleaner
Charles Barkley – Mound of Rebound
Dominique Wilkins – High Light
Earvin Johnson – Magical Guard
George Gervin – Chilled Iceman
Hakeem Olajuwon – The Dream Machine
Isiah Thomas – Bad Boy Zeke
James Worthy – Big Game
Julius Erving – Doctor's In
Kevin McHale – Sixth Man
Larry Bird – Celtics Pride
Michael Jordan – Come Fly With Me
Moses Malone – Free Throws
Robert Parish – Celtic Chief
David Robinson – Spurs Admiral
Gary Payton – Human Glove
Grant Hill – Class Act
John Stockton – Jazz Man
Karl Malone – Mailman Delivers
Mitch Richmond – Live Coverman
Patrick Ewing – Player President
Reggie Miller – Outside Threat
Scottie Pippen – Complete Game
Shaquille O'Neal – Little Warrior
Shawn Kemp – Power Dunker

Randy Bruer
Edina, MN

Dreamcast

Vigilante 8: Second Offense

To enter these codes you must first activate the hidden Password screen. To do this, go into the Options and access the Game Status menu. Highlight a character, then simultaneously press L1 and R1. If done correctly, the Password option will appear and any of the codes below can be entered.

Rapid Fire – RAPID_FIRE
Super Missiles – BLAST_FIRE
Faster Cars – MORE_SPEED
Heavier Cars – GO_RAMMING
Fast Action – QUICK_PLAY
Attract Enemies – UNDER_FIRE
Slow-Mo – GO_SLOW_MO
No Enemies (Arcade Mode) – HOME_ALONE
No Gravity – NO_GRAVITY
Higher Suspension – JACK_IT_UP
Bigger Wheels – GO_MONSTER
No Wheel Attachment Icons – DRIVE_ONLY
View Endings – LONG_MOVIE
Same Multiplayer Cars – MIXED_CARS
Original V8 Levels – OLD_LEVELS

Jesse Duke
Hazzard County, KY

NFL Quarterback Club 2000

If you were suckered into buying this pile of junk, here are a few codes that may make the painful experience a little more entertaining. Enter any one of these codes at the Cheat Menu.

Rugby Mode – RGBY
More Fumbles – BTTRFNGRS
More Injuries – HSPTL
Big Football – BCHBLL
Flubber Ball – FLBBR
Smoking Play – HSNFR
Flat Players – TTHPCK
Fat Players – MRSHMLLW
Large Coin – BGMNY

John Bo
Austin, TX

Slave Zero

While playing a one-player game, use the second controller to enter these codes.

Full Health & Ammo – Hold the L and R Buttons then hit ✖
God Mode – Hold the L and R Button then hit B

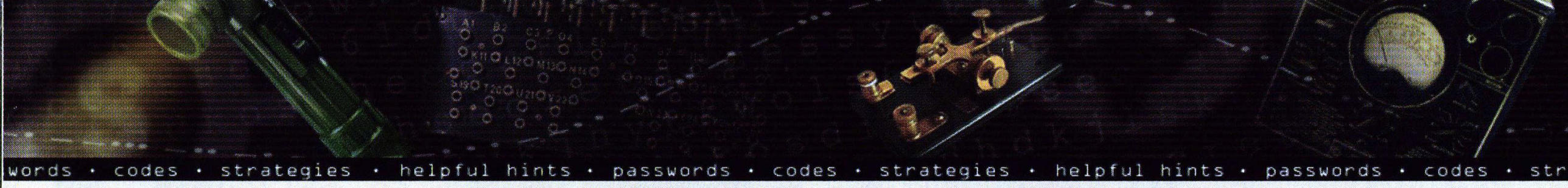
"The Miraculous Squirrel Man"
Redfalls, WA

Incoming

Enter this code at the Main Menu.

Cheat Mode – Up, Down, Left, Right, ✖, Up, Down, Left, Right, Y

Jess Parker
Indianapolis, IN



Rippin' Riders

Since this title doesn't have any codes, you'll need to unlock all of the secrets through gameplay. Here's how to get all the goods.

Bonus Snowboards – Get the highest score on all of the tracks.

Super Pipe – Break all of the records in the pipe.

Cool Boarders 2 Track – Simply complete all five standard tracks.

Force Track – Complete the five standard courses with high scores.

Play as Snowman – Place the high score on the Cool Boarders 2 track.

Play as Grey – Complete the Force Track.

Alternate Outfits – Simply beat the game with any character to unlock a new look for that specific rider.

Tommy Lee Jones
Atlanta, GA

Power Stone

Extra Options – Simply beat Arcade Mode with any character on any difficulty setting.

Falcon's Minigame – Beat Arcade Mode with five different characters on any difficulty setting.

Ayame's Minigame – Beat Arcade Mode with six different characters on any difficulty setting.

Gunrock's Minigame – Beat Arcade Mode with seven different characters on any difficulty setting.

Play as Kraken – Beat Arcade Mode with eight different characters on any difficulty setting.

Play as Valgas – Beat Arcade Mode with Kraken.

Play as Mutant Fusion – Beat Arcade Mode with Valgas with the difficulty set to level 8. Now, enter page 12 of the Power Stone Collection to see Final Valgras. He will now be selectable in versus mode.

Virtual Battle – Beat Arcade Mode with Kraken on any difficulty setting. Now, view page 5 of the Power Stone Collection to unlock this mode.

Dual Virtual Battle Mode – Beat Arcade Mode with Valgas on any difficulty setting. Now, view page 6 in the Power Stone Collection to unlock this mode.

Scott Wilkens
Blossom Creek, ID

GameBoy

Ready 2 Rumble Boxing

Enter all of these codes from the Main Menu with Arcade Mode highlighted.

Play as Kemo Claw – Left (x3), Right (x3), Left, Right, Left, Right
Play as Nat Daddy – Right (x3), Left (x3), Right, Left, Right, Left
Play as Damien Black – Right, Left, Right (x2), Left (x2), Right (x3), Left (x3)

Josh Maushuus
Webville, Com

Mario Golf

Replay Shot – While a bad shot is in the air, simultaneously press A, B, Start, and Select to redo the shot.

Peach's Castle – Place first on all four courses and defeat all four champions in the match game to unlock this difficult course.

Kenneth Rockford
Orlando, FL

Godzilla: The Series

Enter all of these codes at the Password screen. Note: You must hit Start on the End icon.

Level 2 – NCFRGJJBBK
Level 3 – DMTFLSBFQM
Level 4 – PKDJMPLNPS
Level 5 – KDQLHRNDCN
Level 6 – DQSPCFPFJR
Super Password – DMJMBJRFFR

Dennis Alan
Minneapolis, MN

Rampage 2: Universal Tour

Enter all of these codes at the Password screen.

Play as Ralph – LVPVS7890
Play as Myukus – N0T3T3210
Play as George – SM14N1230
Play as Lizzie – S4VRS4560

Simon Blower
Woodrow, ND

GameShark

ATTENTION:
The codes below only work with Interact's GameShark enhancer attachment

Gran Turismo 2

Start On 2nd Lap (Arcade Mode) –
d00b68b0 0000
800b68b0 0002

Bonus Items A (Arcade Mode) –
d00816d8 0000
800816d8 0405
d00816da 0000
800816da 0004
d00816dc 0000
800816dc 0405
d00816de 0000
800816de 0004
d00816e0 0000
800816e0 0504
d00816e2 0000
800816e2 0004

Bonus Items B (Arcade Mode) –
d00816e4 0000
800816e4 0404
d00816e6 0000
800816e6 0004
d00816e8 0000
800816e8 0404
d00816ea 0000
800816ea 0004
d00816ec 0000
800816ec 0404
d00816ee 0000
800816ee 0004

Bonus Items C (Arcade Mode) –
d00816f0 0000
800816f0 0404
d00816f2 0000
800816f2 0004
d00816f4 0000
800816f4 0404
d00816f6 0000
800816f6 0004

Extra Cash (Simulation Mode) –
d009aace 0009
8009b866 00ff (Press Start and Select to get more cash)

A License (Simulation Mode) –
d009aace 0009
8009e3bc 0303
d009aace 0009
8009e3be 0303
d009aace 0009
8009e3c0 0303
d009aace 0009
8009e3c2 0303 (Press Start and Select to get License)

International License (Simulation Mode) –
d009aace 0009
8009e3c4 0303
d009aace 0009
8009e3c6 0303
d009aace 0009
8009e3c8 0303
d009aace 0009
8009e3ca 0303 (Press Start and Select to get License)

games index

Codes found in this issue:

40 Winks
Armorines: Project S.W.A.R.M.
Crash Team Racing
Duke Nukem: Zero Hour
Fighting Force 2
Formula 1 '99
Gauntlet Legends
Grand Theft Auto 2
Gran Turismo 2
Godzilla: The Series
Incoming
Mario Golf
NBA Live 2000
NFL Quarterback Club 2000
Power Stone
Rampage 2: Universal Tour
Ready 2 Rumble Boxing
Rippin' Riders
Roadsters
Slave Zero
Sled Storm
Supercross 2000
Tarzan
Tony Hawk's Pro Skater
Twisted Metal 4
Vigilante 8: Second Offense
WCW Mayhem
Xena: Talisman of Fate

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
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Activision
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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

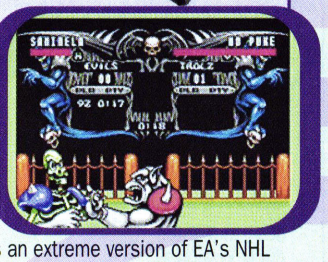
Classic GI

gaming from the past to the present

Mutant League Hockey

Genesis

Availability: Common
Replay Value: Moderate
Similar Games: Mutant League Football (SG), Cyberball (SG, NES), Base Wars (NES)
Created by: Abalone for Electronic Arts
Access Tip: At the Password screen, enter 3BFL2XLBKRRSL to jump to the Monster Cup Championship
Overall: 7.5



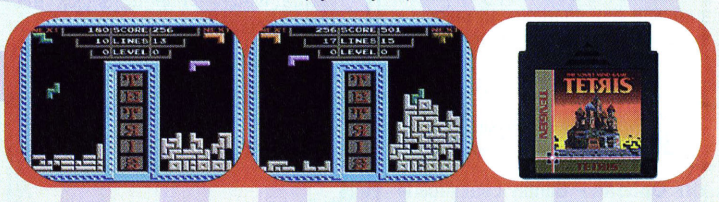
What goes around comes around, or so the saying goes. This certainly applies to Mutant League Hockey. This Sega Genesis title from 1994 is an extreme version of EA's NHL Hockey series and is similar in concept to the company's upcoming Rock The Rink for PlayStation. In the mid-'90s EA launched the Mutant League series with a football game closely followed by this hockey game. Plans also called for a basketball game and, even though there is an in-game advertisement for it in hockey, the development fell through. Mutant League Hockey has standard ice action, but set it over the top with devilish players, weapons, and tons of carnage. There is even a Death Index setting to change the gore level and special plays that allow you to bribe the ref or just take him out. While this hockey spin-off is a good change of pace, it still isn't as fun as the real simulation. Also, Mutant League Football is the better of the two games.

Tengen Tetris

NES

Availability: Rare
Replay Value: High
Similar Games: Nintendo Tetris (NES), Tetris (Numerous Systems)
Created by: Alexey Pajitnov for Tengen
Access Tip: To access the Level Select, pause the game and press Up, Down, Up, Down, Left, Right, B, B, A
Overall: 9.25

If you have never heard of Tetris, you had better just quit playing games. Its appearance on this page is really a no-brainer as Tetris is as classic as games get. The interesting story about this particular Tetris game is that this version was recalled, and there is a limited supply in circulation. In 1989, Atari Games obtained the U.S. arcade rights for the game and its console division, Tengen, subsequently developed and released an NES version. During this time, Nintendo also produced an NES version. Both companies claimed to have the exclusive console rights. When the dust settled, Nintendo had maintained its right to Tetris, and Tengen was forced to recall thousands of cartridges. While Nintendo's version did tremendously well on the NES in terms of sales, Tengen's version is far superior and is obviously closer to the arcade counterpart. The Tengen version also features two-player simultaneous play. Nintendo's version does not. Keep your eyes peeled for the black Tetris cart.

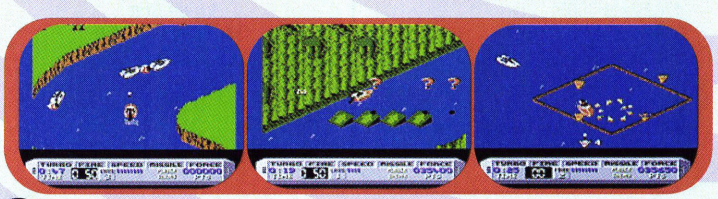


Cobra Triangle

NES

Availability: Uncommon
Replay Value: Moderate
Similar Games: RC Pro Am (NES), Micro Machines (NES), Spy Hunter (NES)
Created by: Rare for Nintendo
Access Tip: In the Defend the People level, concentrate on defending two or three people instead of everyone. You need only one survivor to pass the level.
Overall: 8

This game is an early effort by Rare, before it fell under the iron grip of Nintendo. Rare has created some of the greatest games of all time, so it should be no surprise that Cobra Triangle exhibits the solid craftsmanship that has become the hallmark of Rare games. On the surface, Cobra Triangle appears to be a fairly standard racing combat game. However, once you play through a few levels, you quickly discover a variety of gameplay that distinguishes Cobra Triangle from most run-of-the-mill titles. Some levels send you on a race through a series of channels, blasting your competition out of the water. Others require you to navigate a series of jumps and ramps to collect discs or rid a lake of treacherous mines. There is even an Asteroids-style level in which you must defend a group of drowning people from an onslaught of enemy boats. An excellent purchase for any NES connoisseur.

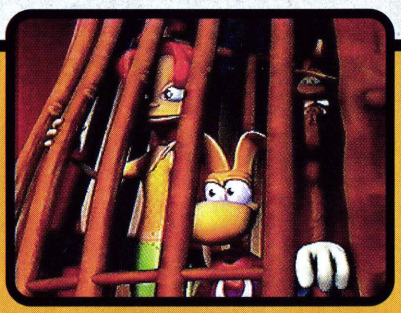


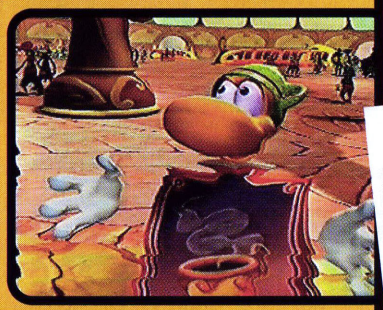
Street Fighter 2010: The Final Fight

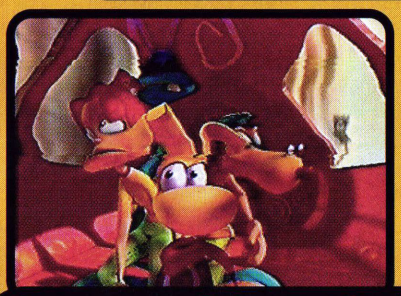
NES

Availability: Common
Replay Value: Low
Similar Games: Mega Man (NES), Bionic Commando (NES), Kabuki Quantum Fighter (NES), Ninja Gaiden (NES)
Created by: Capcom
Access Tip: If you're expecting a game in the Street Fighter tradition, avoid this one like the plague.
Overall: 4

Imagine going to the movie theater and buying a ticket to a movie entitled Matrix 2: The Phantom Menace. As you sit down in your seat, you are horrified to discover that the movie is in fact the sequel to Bicentennial Man. Ever get the feeling you've been cheated? NES owners in the mid-1980s felt the same sickening nausea as they booted this Capcom crapfest, the title of which might have led many to believe that it combined the popular Street Fighter and Final Fight franchises. Sadly, this is not the case. Street Fighter 2010 is a side-scrolling 2D action game in the vein of the classic Mega Man series. Hampered by an almost total lack of creativity and sluggish action, this game offers little in the way of fun or innovation. It's a miracle that Capcom's Street Fighter series somehow survived this smear on its good reputation to remain one of the most bankable franchises in videogames.







Rayman, the Animated Series

Manufacturer: Ubi Soft
List Price: $14.95

The limbless wonder of video games now has his own animated video. Even though he was created by the French, Rayman inexplicably speaks with a Jersey accent in these cartoons. Well, maybe it does make sense - New Jersey being to America what France is to Europe. Regardless, this hour-long video is completely 3D computer animated and quite spectacular. Perhaps this is the look we can expect from Rayman games on the PlayStation2. If you can't find this at your video store, you can order it directly from www.ubisoft.com.

The Collectible GI Joe

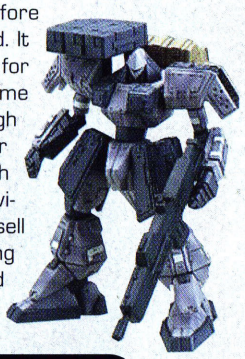
Manufacturer: Courage Books
List Price: $19.98

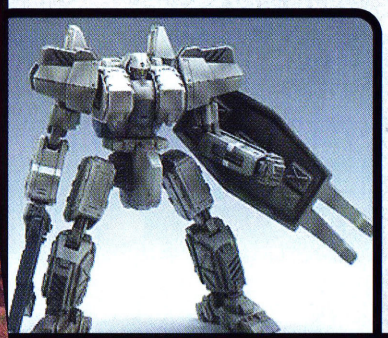
The definitive guide to collecting classic GI Joe toys. Written by shadowy underworld capo (and Midway marketing manager) Derryl DePriest, this book is a compendium of all GI Joe figures, vehicles, and weapons produced between 1964 and 1976. Contains more than 200 full-color photo layouts, featuring GI Joe toys from the author's enormous personal collection, rumored to be the largest in the world.

Front Mission 3 Action Figures

Manufacturer: Palisades Marketing
List Price: TBA

Seems like Palisades is determined to snatch up the toy licenses to all things Square Soft. Case in point, the company provided pictures of its nearly completed Front Mission 3 figures before the game was released. It seemed a bold move for them to bank on the game being successful enough to sell toys, but after seeing these six-inch masterpieces, it's evident these bad boy will sell themselves. Start looking for these mechanized molds in the next couple months.

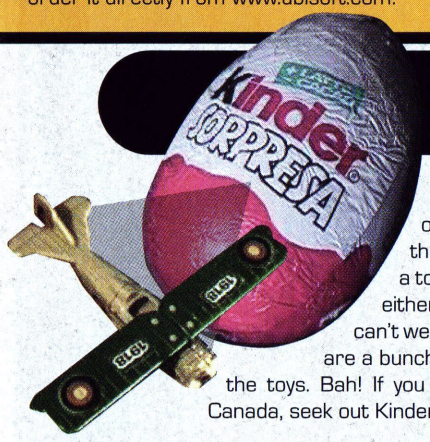




Raziel Cold - Cast Statue

Manufacturer: Good Question
List Price: Even Better Question

Times certainly do change. Eidos' coolest character used to be a gun-toting archaeologist with big bazongas, but now everyone's in love with a slack-jawed, introspective vampire. Two of these beautiful statues showed up on our doorstep without any clue about who makes them. From the packaging, we suspect they're from Germany; and from comparing prices of other import cold-casts, we're fairly sure a Raziel statue would set you back quite a few Deutsche marks... What's that? You want one of ours? Not for sale, sucker!



Kinder Surprise Eggs

Manufacturer: Varies
List Price: About $1

The best candy in the world and we can't get it in the States. Each Kinder Egg is a delicious mix of white and dark chocolate, but the best part is that inside each hollow egg is a plastic pellet with a toy inside. Not some crapola Cracker Jack bauble either, but something you'd actually think is cool. Why can't we get these in the U.S.? Because American moms are a bunch of pansies who are afraid kids would choke on the toys. Bah! If you ever venture outside the country, even to Canada, seek out Kinder Eggs...then send us some.

6F Lv 5 HP 45/58 96%
Items became Wood Saddle
CUSTOMIZE WEAPONS & ARMOR
MEET MONSTERS
21F Lv 19 HP 110▼110 37%
CAST MAGIC

ENCOUNTER ALLIES

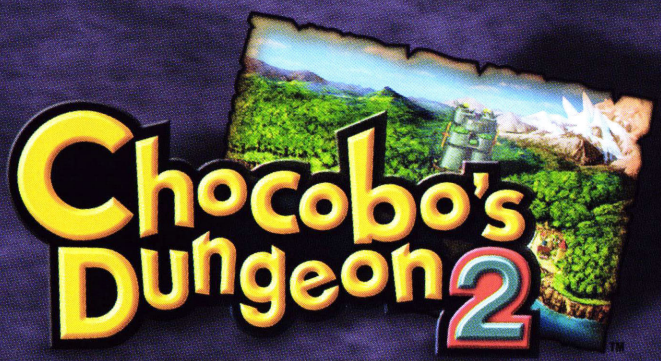
GET LOST

in this amazing new adventure starring FINAL FANTASY®'S Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons which randomly change each time you enter them.

Challenge dangerous monsters.
Discover your companion's secrets.
Recover untold magical treasures.

You may never see daylight again.



EVERYONE
E
CONTENT RATED BY ESRB

EVERYONE
MILD ANIMATED VIOLENCE
Visit www.esrb.org or call 1-800-771-3772 for rating information.

SQUARESOFT®
www.squaresoft.com
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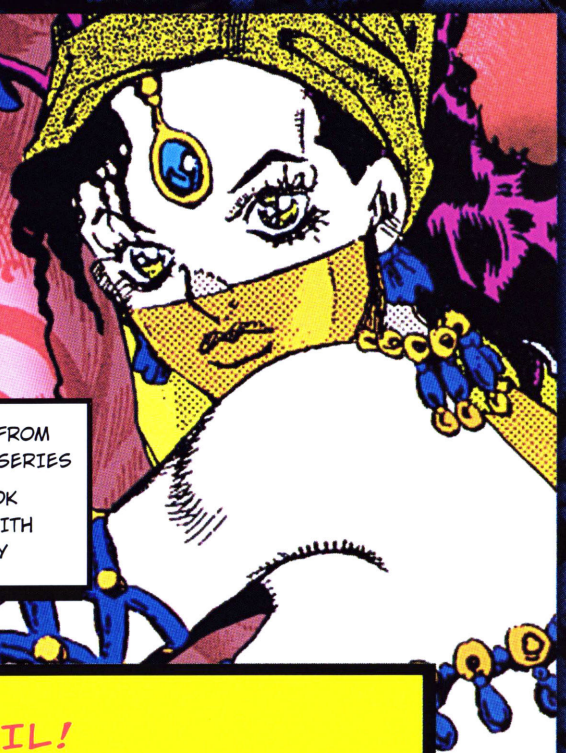
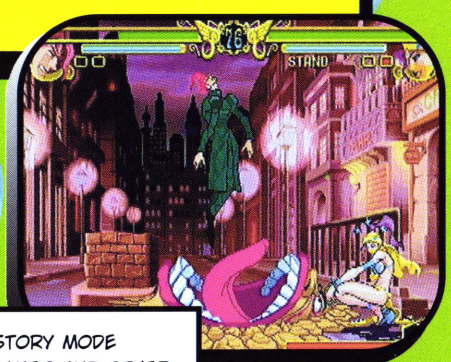
PlayStation®

ANOTHER CLASSIC FROM THE PEOPLE WHO GAVE YOU TWO OF THE BIGGEST BLOCKBUSTERS EVER!

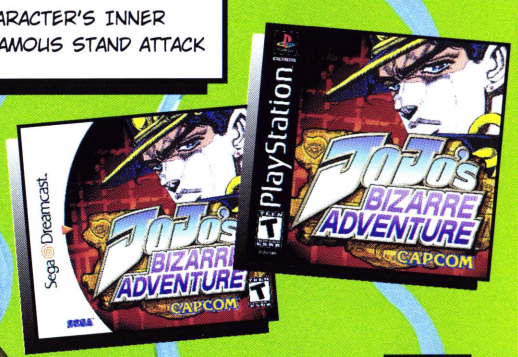


- THE ARCADE FANTASY FIGHTER FROM THE INCREDIBLE COMIC BOOK SERIES
- CLASSIC JAPANESE, COMIC BOOK STYLE ANIMATION COMBINED WITH CAPCOM'S SIGNATURE GAMEPLAY

RESIDENT EVIL!
DINO CRISIS!
JOJO?



- EXPERIENCE SUPER STORY MODE LOADED WITH MINI-GAMES AND OTHER DANGEROUS QUESTS
- UNLEASH YOUR CHARACTER'S INNER PERSONA IN THE FAMOUS STAND ATTACK



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TEEN T
CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes

Sega Dreamcast™

PlayStation®

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new releases

All dates subject to change. Call your local retailer for more details.

Release Date	Title	Publisher/ Distributor	System
FEBRUARY			
2/10/00	Wild Metal	Take 2	DC
2/10/00	Muppets	Take 2	GBC
2/10/00	WWF Smackdown	THQ	PS-X
2/14/00	Ridge Racer 64	Nintendo	N64
2/15/00	Legacy of Kain: Soul Reaver	Eidos	DC
2/15/00	MDK2	Interplay	DC
2/15/00	Cage	Metro 3D	GBC
2/15/00	NHL Blades of Steel 2000	Konami	GBC
2/15/00	Polaris SnoCross 2000	Vatical	GBC
2/15/00	Pro Darts	Vatical	GBC
2/15/00	Shamus	Vatical	GBC
2/15/00	Spy vs Spy	Vatical	GBC
2/15/00	Vegas Games	3DO	GBC
2/15/00	Fighter's Destiny 2	South Peak	N64
2/15/00	NHL Blades of Steel 2000	Konami	N64
2/15/00	Jackie Chan Stunt Master	Midway	PS-X
2/15/00	Jeff Gordon Racing	ASC	PS-X
2/15/00	Superbike 2000	Electronic Arts	PS-X
2/15/00	Misadventures of Tron Bonne	Capcom	PS-X
2/15/00	Vanguard Bandits	Working Designs	PS-X
2/16/00	Teletubbies	Havas Interactive	PS-X
2/17/00	ECW: Hardcore Revolution	Acclaim	N64
2/17/00	ECW: Hardcore Revolution	Acclaim	PS-X
2/23/00	40 Winks	GT Interactive	N64
2/24/00	Fear Effect	Eidos	PS-X
2/28/00	ECW: Hardcore Revolution	Acclaim	DC
2/28/00	Urban Chaos	Eidos	PS-X
2/29/00	Roadsters Trophy	Titus	DC
2/29/00	Time Stalkers	Sega	DC
2/29/00	International Rally	Konami	GBC
2/29/00	Millennium Winter Sports	Konami	GBC
2/29/00	Carmageddon	Titus	N64
2/29/00	NBA in the Zone 2000	Konami	N64
2/29/00	Carmageddon	Interplay	PS-X
2/29/00	Earthworm Jim	Interplay	PS-X
2/29/00	Silent Bomber	Bandai	PS-X
2/29/00	Sim Theme Park	Electronic Arts	PS-X
2/29/00	Street Sk8er 2	Electronic Arts	PS-X
MARCH			
3/1/00	Dark Angel:Vampire Apocalypse	Metro 3D	DC
3/1/00	Draconus:Cult of the Wyrm	Crave	DC
3/1/00	Metropolis	Sega	DC
3/1/00	Dark Angel:Anna's Quest	Metro 3D	GBC
3/1/00	Lufia	Crave	GBC
3/1/00	Super Shot Robot Golf	Crave	GBC
3/1/00	Tomb Raider	Eidos	GBC
3/1/00	BattleZone	Crave	N64
3/1/00	Colony Wars Red Sun	Activision	PS-X
3/1/00	Galerians	Crave	PS-X
3/1/00	Reel Fishing 2	Crave	PS-X
3/1/00	Rollcage Extreme	Activision	PS-X
3/6/00	Crystalis	Nintendo	GBC
3/6/00	Pokémon Stadium	Nintendo	N64
3/7/00	McGrath Supercross 2000	Acclaim	GBC
3/7/00	WCW Mayhem	Electronic Arts	GBC
3/7/00	Hydro Thunder	Midway	N64
3/7/00	Tony Hawk's Pro Skater	Activision	N64
3/7/00	World League Soccer 2000	South Peak	N64
3/7/00	Hot Shots Golf 2	Sony	PS-X
3/7/00	Hydro Thunder	Midway	PS-X
3/9/00	Casper	Interplay	GBC
3/14/00	D2	Sega	DC
3/14/00	Resident Evil Code Veronica	Capcom	DC
3/14/00	Toy Story 2	Activision	DC
3/14/00	Virtua Striker 2	Sega	DC
3/14/00	Monster Rancher Battle Card	Tecmo	GBC
3/14/00	Formula 1 Championship	Electronic Arts	PS-X
3/14/00	Syphon Filter 2	989 Studios	PS-X
3/14/00	Triple Play 2001	Electronic Arts	PS-X
3/14/00	X-Men	Activision	PS-X
3/15/00	Monster Rancher	Tommo	DC
3/15/00	Rayman 2	Ubi Soft	DC
3/15/00	AMF Bowling	Vatical	GBC
3/15/00	F1 World Grand Prix 2	Konami	GBC
3/15/00	Metal Gear	Konami	GBC
3/15/00	Rayman	Ubi Soft	GBC
3/15/00	Thrasher: Skate & Destroy	Take 2	GBC
3/15/00	Lunar: Eternal Blue	Working Designs	PS-X
3/15/00	Major League Soccer	Konami	PS-X
3/20/00	Driver	GT Interactive	GBC
3/21/00	Tony Hawk's Pro Skater	Activision	GBC
3/21/00	Carnivale 64	Vatical	N64
3/21/00	Rock the Rink	Electronic Arts	PS-X
3/21/00	Gauntlet Legends	Midway	PS-X
3/21/00	Need for Speed 5	Electronic Arts	PS-X
3/21/00	Rugby 2000	Electronic Arts	PS-X
3/22/00	Duke Nukem: Planet of the Babes	GT Interactive	PS-X
3/24/00	Ultimate Bass Challenge	Electronic Arts	PS-X
3/25/00	NBA Live 2000	THQ	GBC
3/28/00	ESPN Baseball Tonight	Konami	DC
3/28/00	GTA 2	Take 2	DC
3/28/00	Hidden & Dangerous	Take 2	DC
3/28/00	Alundra 2	Activision	PS-X
3/28/00	Flintstones Bowling	South Peak	PS-X
3/28/00	Micro Machines: Micro Maniacs	Activision	PS-X
3/29/00	X-Men	Activision	N64
3/29/00	Nickelodeon Cat Dog	Hasbro	PS-X
3/30/00	Triple Play 2001	THQ	GBC
3/31/00	Pokémon Trading Card	Nintendo	GBC
3/31/00	Baldur's Gate	Interplay	PS-X
3/31/00	Gekido	Interplay	PS-X
APRIL			
4/1/00	MIB 2	Crave	GBC
4/4/00	Iron Soldier 3	Vatical	PS-X
4/10/00	Gundam	Bandai	DC
4/10/00	Perfect Dark	Nintendo	N64
4/15/00	SeaMan	Sega	DC
4/25/00	Jimmy White's Cue Ball	Vatical	DC
QUARTER ONE			
Q1 00	Bugs Bunny 4	Vatical	GBC
Q1 00	Carnivale	Vatical	GBC
Q1 00	Carnivale	Vatical	PS-X
Q1 00	Jimmy White's Cue Ball	Vatical	GBC
Q1 00	Magical Drop	Classified	GBC
Q1 00	Microsoft Entertainment Pack 1	Classified	GBC
Q1 00	Worms Armageddon	Infogrames	N64
Q1 00	Elmo in Grouchland	Mindscape	PS-X
Q1 00	Castlevania Ressurection	Konami	DC
Q1 00	Microsoft Combat Flight Sim	Konami	DC
Q1 00	Planet of the Apes	Fox Interactive	DC
Q1 00	2000-1 Tunes	Infogrames	GBC
Q1 00	Test Drive Cycles	Infogrames	GBC
Q1 00	Looney Tunes: Duck Dodgers	Infogrames	N64
Q1 00	Muzzle Velocity	Fox Interactive	N64
Q1 00	Alien Resurrection	Fox Interactive	PS-X
Q1 00	America's Scariest Police Chases	Fox Interactive	DC
Q1 00	Buffy the Vampire Slayer	Fox Interactive	PS-X
Q1 00	Deadly Pursuit	Fox Interactive	PS-X
Q1 00	Eagle One	Infogrames	PS-X
Q1 00	LeMans	Infogrames	PS-X
Q1 00	Fox Major League Baseball 2001	Fox Interactive	PS-X
Q1 00	Planet of the Apes	Fox Interactive	PS-X
Q1 00	Simpsons Bowling	Fox Interactive	PS-X
Q1 00	Test Drive Cycles	Infogrames	PS-X
Q1 00	Test Drive Rally	Infogrames	PS-X

reviews archive

BL = Bottom Line

GI: THE HARDCORE REVIEWLUTION

PLAYSTATION

TITLE	BL	DATE
3Xtreme	5.75	Jun-99
40 Winks	7	Feb-00
A Bug's Life	7.5	Jan-99
Activision Classics	5	Oct-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
Arcade Party Pak	7.5	Dec-99
Armored Core: Project Phantasma	8.75	Nov-98
Army Men: Air Attack	6.75	Dec-99
Assault	7.25	Dec-98
Assault Rigs	8	Feb-99
Asteroids	7	Jan-99
BackStreet Billards	7.5	Dec-98
Ballistic	7	Jan-00
Bass Landing	7	Oct-99
Bass Rise	4	Nov-99
Big Air	4	Jun-99
Blast Radius	7	Mar-99
Bloody Roar II	7	May-99
Bomberman Fantasy Race	7.25	Mar-99
Bomberman World	6.5	Oct-98
Boombots	4.5	Jan-00
Brave Fencer Mushashi	7.75	Dec-98
Brigandine	7	Dec-98
Broken Sword II	6.75	Jan-00
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
Castrol Honda Superbike Racing	6.25	Jun-99
Centipede	7	Jul-99
Championship Motocross	6.75	Oct-99
Chocobo Racing	6.25	Aug-99
Chocobo's Dungeon 2	6.75	Jan-00
Civilization II	7.75	Mar-99
Clock Tower 2	6	Feb-99
Colin McRae Rally	7	Feb-00
Colony Wars: Vengeance	8.5	Nov-98
Contender	6.75	Feb-99
Cool Boarders 3	7.75	Nov-98
Cool Boarders 4	7.75	Dec-99
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Evil Zone	5	Oct-99
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Fighting Force 2	5.5	Feb-00
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Final Fantasy Anthology	8.75	Oct-99
Fisherman's Bait	6	May-99
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G Police: Weapons of Justice	4.75	Oct-99
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Gran Turismo 2	9.5	Feb-00
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Medal of Honor	9.25	Dec-99
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NCAA Final Four 2000	7	Jan-00
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NCAA Gamebreaker 2000	7.5	Oct-99
NCAA March Madness 99	5.75	Mar-99
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NFL Blitz 2000	6.5	Sep-99
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NFL Game Day 2000	8.25	Oct-99
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NHL 2000	8.5	Nov-99
NHL Blades of Steel 2000	5.5	Dec-99
NHL Championship 2000	7.25	Dec-99
NHL FaceOff 99	7.75	Nov-98
NHL Face Off 2000	7.25	Nov-99
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Thunder Force V	6.5	Sep-98
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Tiger Woods PGA Tour 2000	7.5	Feb-00
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Tiny Tank: Up Your Arsenal	5.5	Jan-99
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Tomb Raider: The Last Revelation	8	Jan-00
Tomba! 2: The Evil Swine Return	8.75	Jan-00
Tomorrow Never Dies	7.25	Jan-00
Tony Hawk's Pro Skater	9.5	Nov-99
Toy Story 2	8	Jan-00
Trick'N Snowboarders	4.25	Oct-99
Triple Play 2000	6.5	May-99
Twisted Metal III	8.25	Jan-99
Twisted Metal 4	9	Jan-00
Ultimate 8 Ball	6.5	Jul-99
UmJammer Lammy	8.25	Sep-99
Unholy War, The	7.25	Nov-98
V-Rally 2	7.25	Jan-00
Uprising X	4.75	Feb-99
Vandal Hearts II	7.75	Dec-99
Vigilante 8: 2nd Offense	7.75	Jan-00
Wargames Defcon 1	7.25	Sep-98
Warpath: Jurassic Park	6.75	Dec-99
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
Worms Armageddon	8	Dec-99
Wu-Tang: Shaolin Style	6.25	Dec-99
WWF Attitude	9	Aug-99
WWF War Zone	8.5	Oct-98
X-Files	3.75	Jan-00
X-Games: Pro Boarder	6.5	Dec-98
Xena: Warrior Princess	7.75	Nov-99
Xenogears	9	Nov-98
You Don't Know Jack	8	Feb-00

NINTENDO 64

TITLE	BL	DATE
Airboardin' USA	5.5	Oct-99
All-Star Baseball 2000	8	May-99
All Star Tennis '99	5.5	Aug-99
Armorines	7.25	Jan-00
Army Men: Sarge's Heroes	7	Dec-99
BattleTanx	6.75	Feb-99
BattleTanx II: Global Assault	7.25	Nov-99
Beetle Adventure Racing	8	Apr-99
Blades of Steel 2000	3.5	Jan-00
Body Harvest	7.75	Nov-98
Brunswick Circuit Pro Bowling	5.25	Jan-00
Buck Bumble	8	Oct-98
Bug's Life, A	5.25	Jul-99
Bust-A-Move '99	9	Apr-99
California Speed	2.25	Apr-99
Castlevania 64	6.5	Mar-99
Chameleon Twist 2	6.5	May-99
Charlie Blast's Territory	3	May-99
College Hoops 99	5	Feb-99
Command & Conquer	8	Sep-99
Cruis'n the World	6.5	Nov-98
Deadly Arts	3	Sep-98
Destruction Derby 64	7.25	Dec-99
Donkey Kong 64	8.75	Dec-99
Duke Nukem: Zero Hour	8.75	Sep-99
Earthworm Jim 3D	5.75	Dec-99
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
Gauntlet Legends	7	Dec-99
Gex 64	7.75	Nov-98
Gex 3: Deep Cover Gecko	7.75	Sep-99
Goeman's Great Adventure	7.25	Sep-99
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 64	9	Jul-97
Jet Force Gemini	7.75	Oct-99
Ken Griffey Jr.'s Slugfest	8.5	Jul-99
Knife Edge	3	Nov-98
Knockout Kings 2000	8.25	Dec-99
Lego Racers	7.75	Jan-00
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
Mario Golf	9	Aug-99
Mario Party	3.5	Mar-99
Mario Party 2	5.75	Feb-00
Micro Machines 64 Turbo	7	May-99
Monaco Gran Prix 2	5	Jun-99
Monster Truck Madness	5.5	Sep-99
Namco Museum 64	8	Jan-00
NASCAR 99	7.25	Oct-98
NBA Courtside 2	7.25	Jan-00
NBA In the Zone 2000	5.5	Jan-00
NBA Jam 99	7	Feb-99
NBA Jam 2000	6	Dec-99
NBA Live 99	7.25	Dec-98
NBA Live 2000	8.25	Jan-00
NBA Showtime: NBA on NBC	7.25	Dec-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 99	6	Feb-99
Nightmare Creatures	8	Jan-99
Nuclear Strike	8.75	Feb-00
Off Road Challange	5	Sep-98
Paperboy	4.25	Dec-99
Penny Racers	5.75	Feb-99
PilotWings 64	9.5	Aug-96
Pokemon Snap	7	Aug-99
Quake II	7.75	Jul-99
Rainbow 6	8	Feb-00
Rampage 2: Universal Tour	5	Apr-99
Rayman 2: The Great Escape	7.75	Nov-99
Resident Evil 2	8.75	Nov-99
Ready 2 Rumble Boxing	6.5	Feb-00
Re-Volt	4.75	Oct-99
Ridge Racer 64	7.25	Feb-00
Road Rash 64	8	Oct-99
Roadsters Trophy	7	Jan-00
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 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
Supercross 2000	6.75	Jan-00
Superman	1.25	Aug-99
Super Mario 64	9.75	Aug-96
Super Smash Brothers	8.5	Apr-99
The New Tetris	7	Sep-99
Tonic Trouble	7	Aug-99
Top Gear Hyper Bike	7.25	Feb-00
Top Gear Overdrive	7.25	Jan-99
Top Gear Rally 2	6.75	Dec-99
Toy Story 2	7.5	Jan-00
Triple Play 2000	5.75	Apr-99
Turok 2: Seeds of Evil	9	Jan-99
Turok: Rage Wars	8	Dec-99
Twisted Edge	3.25	Nov-98
Vigilante 8	8.5	Apr-99
Vigilante 8: 2nd Offense	8	Jan-00
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
WipeOut 64	7.5	Dec-98
Winback	7.75	Nov-99
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
Wrestlemania 2000	9	Dec-99
WWF War Zone	8.75	Oct-98
Xena: Talisman of Fate	3.5	Jan-00
Zelda: Ocarina Of Time	9.75	Dec-98

DREAMCAST

TITLE	BL	DATE
AeroWings	7	Oct-99
Airforce Delta	7.75	Oct-99
Armada	6.5	Feb-00
Blue Stinger	5.25	Oct-99
Crazy Taxi	8.75	Feb-00
Dynamite Cop	7	Nov-99
Evolution	7	Dec-99
Expendable: Millennium Soldier	4	Oct-99
F-1 World Grand Prix	7.75	Feb-00
Flag to Flag	4.5	Oct-99
House of the Dead 2	8	Oct-99
Hydro Thunder	8	Oct-99
King of Fighters Dream Match 1999	8	Oct-99
Marvel Vs. Capcom	7.5	Oct-99
Monaco Grand Prix	7	Oct-99
Mortal Kombat Gold	7.25	Oct-99
NBA 2K	9	Jan-00
NBA Showtime: NBA on NBC	7.25	Dec-99
NFL 2K	9.25	Oct-99
NFL Blitz 2000	9	Oct-99
NFL Quarterback Club 2000	2.25	Feb-00
Pen Pen Trilcelon	4	Oct-99
Power Stone	8	Oct-99
Psychic Force 2012	7	Jan-00
Ready 2 Rumble Boxing	7.25	Oct-99
Re-Volt	5	Feb-00
Rippin' Riders	7	Dec-99
Sega Bass Fishing	8	Sep-99
Sega Rally Championship	7.5	Jan-00
Shadowman	7.75	Feb-00
Slave Zero	6.25	Jan-00
Sonic Adventure	7.75	Sep-99
Soul Calibur	9.25	Oct-99
Soul Fighter	5.5	Jan-00
South Park Chef's Luv Shack	3.5	Feb-00
Speed Devils	7.25	Oct-99
Suzuki Alstare Extreme Racing	7	Dec-99
Test Drive 6	8	Feb-00
TNN Hardcore Heat	5.75	Oct-99
Tokyo Xtreme Racer	5.75	Oct-99

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
All Star Tennis	6.5	Dec-99
Bass Masters Classic	7.25	Feb-00
Battle Arena Toshinden	8	Jan-97
Beauty and the Beast	4.75	Jan-00
Bust-A-Move 4	8	Aug-99
Bugs Bunny Carrot Crazy	3.5	Apr-99
Catwoman	4.75	Dec-99
Chase HQ: Secret Police	5.5	Dec-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
Deja Vu I & II	7.5	Dec-99
Duke Nukem	6.75	Dec-99
FIFA Soccer 97	7.5	Nov-96
FIFA 2000	4.5	Dec-99
Game & Watch Gallery	5.5	Jul-97
GB Camera	7	Sep-98
Gex: Enter the Gecko	8	Mar-99
Ghosts N' Goblins	7	Nov-99
Harvest Moon	7.5	Oct-98
Hexcite	8.5	Jan-99
Joust/Defender	6.25	Jun-99
Ken Griffey Jr. Pres. MLB	8.75	Dec-97
Ken Griffey Jr. Slugfest	5.25	Sep-99
Kirby's Block Ball	8.25	Jul-96
Klax	7.75	Jun-99
Klustar	5	Oct-99
Kwirk	9	Jun-99
Logical	5	May-99
Lucky Luke	7.25	Oct-99
Madden NFL 97	7.25	Nov-96
Madden NFL 2000	7.75	Dec-99
Men In Black: The Series	4.75	Mar-99
Mario Golf	8.75	Nov-99
Millenium Winter Sports	7.25	Jan-00
Missile Command	1.75	Jan-00
Moon Patrol/Spy Hunter	6.75	Jul-99
Mortal Kombat 4	5	Apr-99
Motorcross Maniacs	8.5	Sep-99
Ms. Pac-Man	7.75	Nov-99
Mulan	4.75	Dec-98
NBA In The Zone '99	4	Jun-99
NBA Jam 99	7.5	May-99
NFL Blitz	6	Apr-99
NHL Blades of Steel '99	7.5	Apr-99
Oddworld Adventures	7	Feb-99
Pac-Man	7.75	Sep-99
Pitfall: Beyond the Jungle	6.5	Mar-99
Pokémon	9	Oct-98
Pokémon Pinball	8	Sep-99
Pokémon Yellow	6.5	Nov-99
Prince of Persia	6	Jul-99
Quest for Camelot	5	Mar-99
R-Type DX	7.5	Sep-99
Rampage: World Tour	6.5	Apr-99
Rugrats Movie	2.5	Feb-99
Skate of Die 2: Tour de Thrash	9	Aug-97
Small Soldiers	7.75	Dec-98
Smurf's Nightmare	6.5	Jan-99
Spawn	6.25	Sep-99
Spy Vs. Spy	7.5	Aug-99
Super Black Bass	8	Jan-99
Super Breakout/Battlezone	8.25	Oct-96
Super Mario Bros. Dlx.	9.25	Aug-99
Survival Kids	7.5	Sep-99
Tarzan	6.5	Aug-99
Tetris Attack	8.5	Oct-96
Tetris Blast	8.75	Mar-96
Tetris DX	8.5	Dec-98
The Legend of Zelda: Link's Awakening	9.25	Mar-99
Top Gear Pocket	6	May-99
Toy Story 2	5.25	Feb-00
Twouble	6.5	Apr-99
V-Rally Ed. '99	5.5	Aug-99
Vegas Stakes	8.25	Oct-97
World Cup 98	3	Oct-98
WWF Attitude	6.5	Jul-99
WWF Wrestlemania 2000	7.25	Dec-99
Yar's Revenge	6.25	Jan-00

NEO GEO POCKET COLOR

TITLE	BL	DATE
Baseball Stars	6	Aug-99
Beast Busters: Dark Arms	8.75	Dec-99
Bio Motor Unitron	9	Oct-99
Bust-A-Move Pocket	8.25	Sep-99
Crush Roller	7.5	Aug-99
Fatal Fury: 1st Contact	8	Aug-99
King of Fighters	8.5	Aug-99
Metal Slug: 1st Mission	8.5	Aug-99
Neo Geo Cup '98	8	Aug-99
Neo Turf Masters	8.25	Oct-99
Pac-Man	7	Nov-99
Pocket Tennis Color	6.75	Aug-99
Puyo Pop	7	Oct-99
Puzzle Link	7.75	Dec-99
Samurai Shodown 2	8.75	Aug-99
SNK Vs. Capcom: Card Fighter's Clash	8	Feb-00
Sonic Pocket Adventure	8.5	Feb-00