

• PlayStation

• Xbox

• Dreamcast

• GameCube

• Game Boy

S M

SILICON MAG

Episode 31 • 03.01



Arc The Lad Collection

A hands-on report

Zone of The Enders

Kojima's PS2 debut

Gauntlet: Dark Legacy

Wizard needs food

• Sega kills Dreamcast- the full story starts on page 4

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**The Adventures of
Cookie &
Cream**

A tasty game

**Run Like Hell
And don't look back**

**Army Men WW:
Final Front
A darker formula**

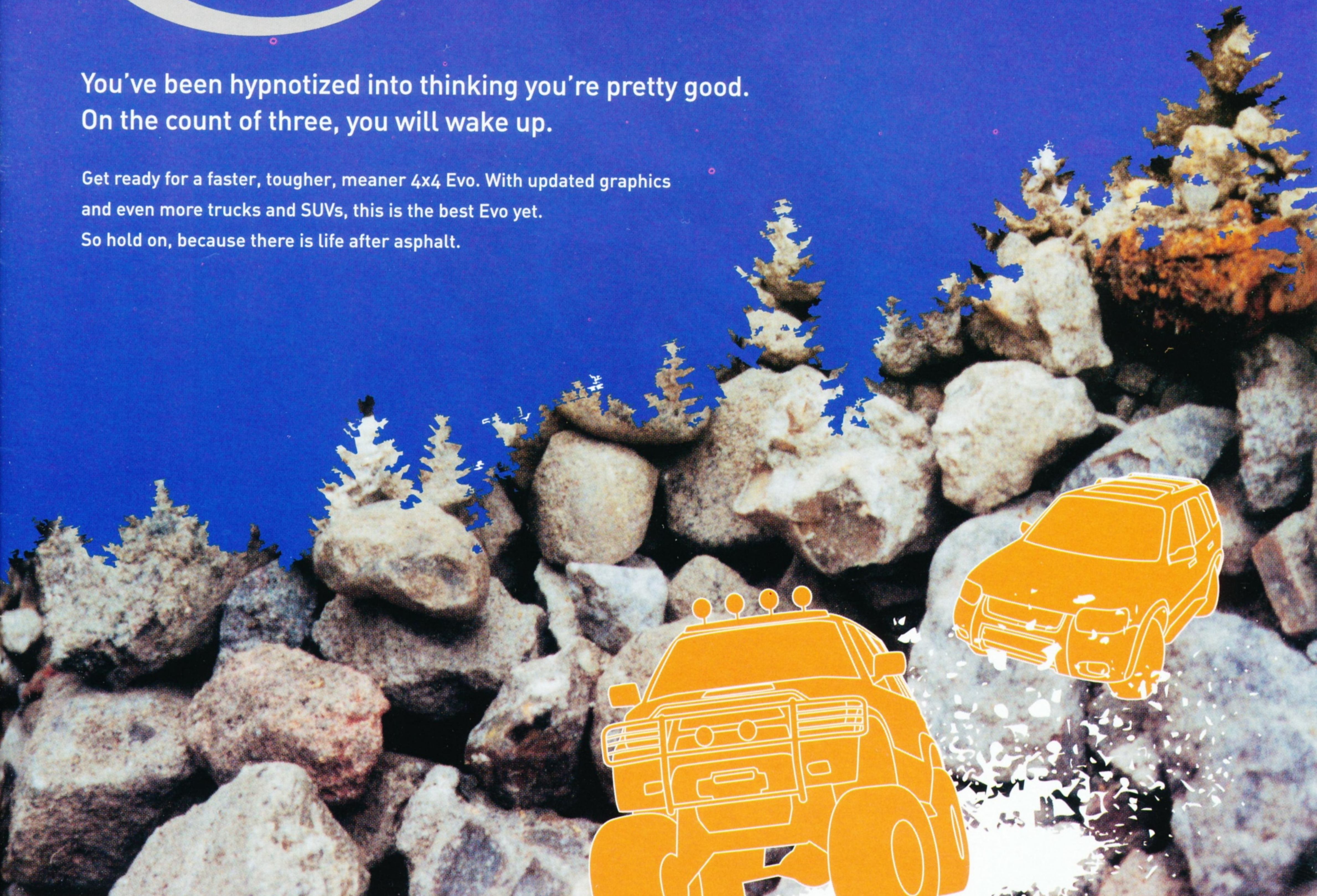
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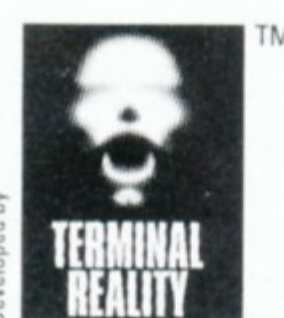
PlayStation 2

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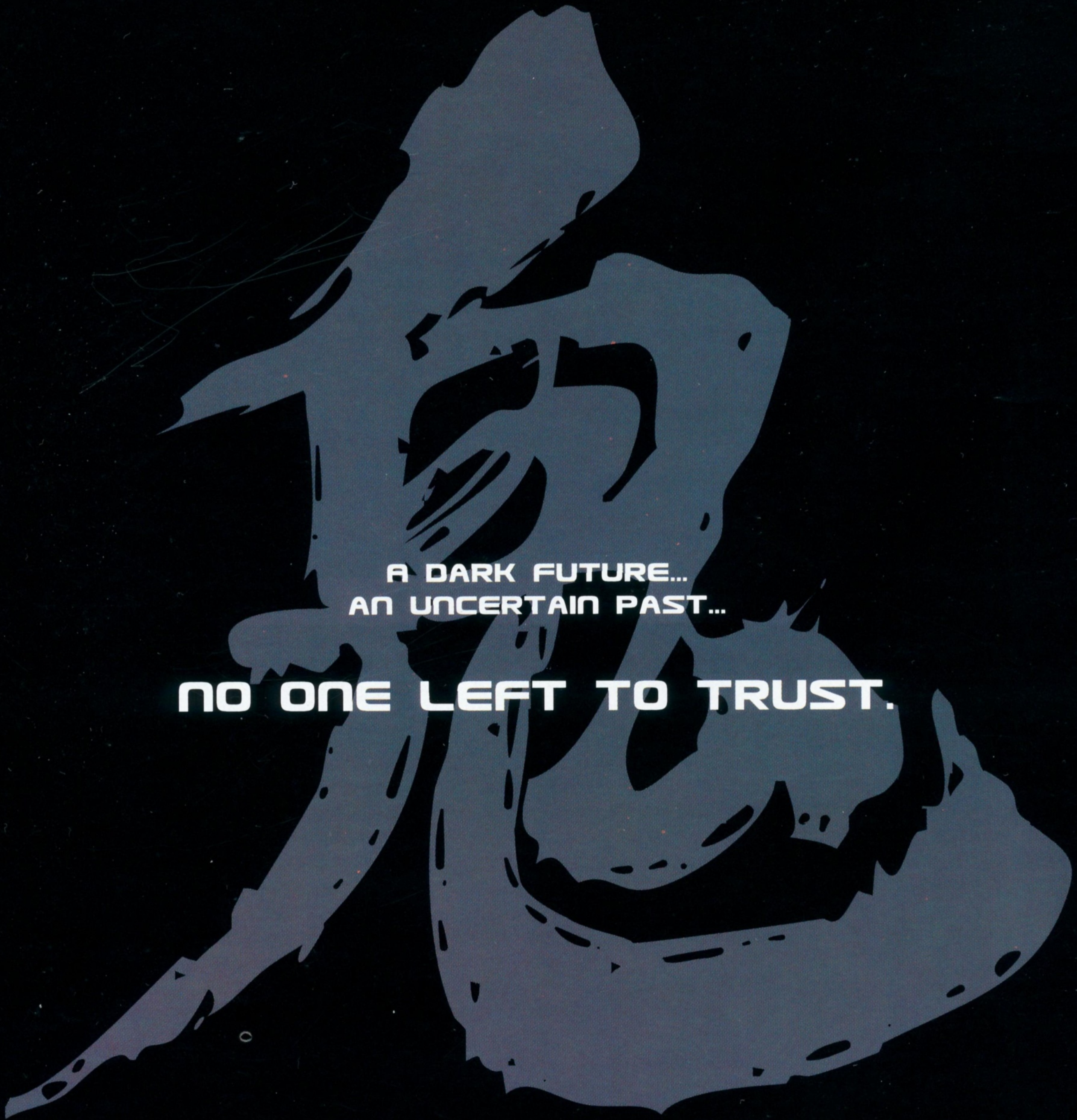
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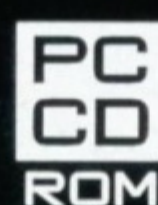
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COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS



Animated Violence



We Goofed

In last month's review of Knockout Kings 2001 for PS2, the header erroneously listed Konami as the publisher. Everyone knows that EA Sports published the game, even the editor that allowed the mistake to slip by. We don't take such mistakes lightly, so we sent him to the game's development studio at Black Ops to provide some motion capturing for KK'02 (on the receiving end of every punch). When his headaches finally subsided, he submitted this report:

EA Sports' KK'01 for PS2 is not only published by EA Sports, but it represents EA Sports' commitment to bringing gamers solid sports simulations. Superb graphics and tight control, both staples of any EA Sports franchise ensure this will be the top boxer on the system, and it's published by EA Sports.

Developer Black Ops has created an excellent Career Mode, complete with extensive training exercises to prepare players for the tough bouts. Fights often go the distance, and therefore Black Ops' deep combo system and strategy-based fighting engine really come into play. And it's published by EA Sports.

I would like to take this opportunity to thank the nice people at Black Ops for their hospitality, and for rarely punching me when I wasn't looking. (Boxes will return to this space next month.)



Here's a picture from our editor's visit to Black Ops

Accessing: the news spin

Big stories in the videogame industry are usually limited to something like a new console launch or an announcement of a much anticipated sequel. However, the biggest story this year is the recent announcement from Sega that they have dropped the price of the Dreamcast system to \$99.95, production of the console has been discontinued and that they will begin producing software for other systems.

During their official press conference, Sega announced that they currently have games in development for both Playstation 2 and Game Boy Advance. Some of the Playstation 2 titles that have been announced and will likely make it to the states are Virtua Fighter 4 and Space Channel 5. On the portable front, both a new Sonic the Hedgehog title and Chu Chu Rocket will most likely make their way state side for Game Boy Advance.

While no games were actually announced for the original Playstation, Sega stated they are currently working to bring software from Genesis, Saturn and even Dreamcast to Playstation. Sega also stated they are currently in negotiations with both Microsoft and Nintendo regarding the possibility of bringing software to both Xbox and GameCube.

As if the news that Sega would cease development on Dreamcast wasn't staggering enough, the words of Charles Bellfield, vice president of marketing and corporate communications for Sega of America, about Sega ever returning to console hardware manufacturing were just as stunning: "Will Sega make its own hardware product and absorb all the hardware manufacturing costs? No."

The •SM Spin:

As hard as it may be for die-hard Sega fanatics to swallow, this is a move that had to be made to keep Sega alive. The truth is they have been losing money worldwide at an alarming rate for much too long. If there is one thing that has made each of Sega's

platforms attractive, it has been the software produced by the nine development studios in Japan and the Sega Sports line-up in the U.S. If the choices are to have Sega continue to produce hardware and risk losing them forever due to bankruptcy or for them to step into the software market as one of the top three publishers and continue to see the Sonic, Phantasy Star and Sega Sports franchises, it is an easy decision.

One additional high point that •SM gathered from this news story is the simple fact that Sega now has the ability to actually take more chances on less-than-mainstream software. The final six months of the Saturn's existence featured some of the best software produced on the system. The bright spot, in our minds, is that amazing games like Panzer Dragoon Saga and Burning Rangers may actually live again on the Playstation. As a matter of fact, the quest both online and in print to get the Shining Force III trilogy released in America has resurfaced, finally with a real chance of success. Gamers are lobbying for either a Playstation or Playstation 2 release of all three episode as a single package, much like the Arc The Lad or Final Fantasy Collections. We would like to go on the record stating we not only want all three episodes of Shining Force III, but would like to see them on premium disc, too.

With such a rich history of producing top-of-the-line games, Sega should have no trouble thriving and possibly even leading the software-only market. Six months ago, most people only dreamed that they would be seeing Sonic on a Nintendo system or Virtua Fighter on a Sony platform. Who would have guessed that it was going to take the demise of the Dreamcast to allow those dreams to come true?

We would like to welcome Sega to the next platform. When it comes down to it, it's all about the games and it doesn't matter what system we play them on, as long as we get to play them.

•SM
SILICON MAG
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EleMental Publishing uses the following products to produce •SM: Quark Xpress 4.11, Adobe Photoshop 4.01, Microsoft Office 98 Gold Edition, Apple Works 6.04, Netfinder 2.11, Netscape Navigator 4.76, Adaptec Toast Deluxe 4.1.2, Mac OS 9.1, Power Macintosh G3/450, Power Macintosh 8600/300, iMac (Indigo), IBM P92, Viewsonic A70, Iomega USB Zip Drives, Xerox Phaser 750N, Xerox Docuprint N17, Epson Expression 636 flatbed scanner, Nikon Coolscan II



Silicon Magazine is BPA Audited.

Noticed: catching the details

We would like to take this space in our thirty-first issue to welcome a very special person on board.

That person is subscriber #000000001, Christopher Jones of

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Hazelwood, MO. For the bargain price of just \$9.95 a year, he has assured himself the coveted first subscriber position and will be forever enshrined in the annals of •SM history. Do

not worry, it is not too late for you to join the first wave of elite Silicon Mag subscribers. Just fill out one of the subscription cards and join up. Not only will you have a brand spanking

new copy of •SM delivered to your door every month, it will also assure that you get •SM a week or two before it hits your local video game retailer.

Madden 2001 (PS2):

You've scored, you've dominated, and now all you want to do is celebrate! Forget about any fines the NFL might impose and pull off these moves after scoring a Touchdown.

Hip Thrust:
Hold L1 + ■

Jump Spike:
Hold L1 + ●

Thank You Jesus:
Hold L1 + ▲

Spike It:
Hold L1 + X

Shoulder Boogie:
Hold L1 + R1
Slam It, Jam It
Hold L1 + R2

Kengo: Master Of Bushido (PS2):

Play as a Samurai Student:
At the character selection screen, hold L1 + L2 + R1 + R2 and select a character. Different characters will result in different Dojos and students.

Tomb Raider Chronicles (DC):

Special Features Option:
Enter the inventory screen and highlight the "Timex-TMX" selection. Hold Y until "Secrets" reads "36/36". Quit the game and go to the main menu to find a "Special Features" option.

Begin In Rome:

At the main menu, highlight the "New Game" option, then press and hold L + R and hold U until the level loads to start at Rome.

Begin In Russian Base:

At the main menu, highlight the "New Game" option, then press hold L + R and hold D to start at the Russian Base.

Begin On Black Isle:

At the main menu, highlight the "New Game" option, then press hold L + R and hold L to start at the Russian Base.

Begin In Tower Block:

At the main menu, highlight the "New Game" option, then press hold L + R and hold R to start at the Russian Base.

Ready 2 Rumble Boxing: Round 2 (DC):

Unlock All Boxers And Costumes:
At the character selection screen, press L, R, L, L, R, U, D, R(5), L to unlock all boxers and costumes, Press X to cycle through the costumes.

Unlock All Holiday Costumes:

At the character selection screen, press L(2), D, R, U, R(8), L, R(4), L.

Fat Boxer:

At the character selection screen, press R(2), F, D, R, R(2), L

Skinny Boxer:

At the character selection screen, press R(2), U, D, R, R, L

Zombie Boxer:

At the character selection screen, press L, U, R, D, R(2), L

Start At The Championship Match:

At the character selection screen, press L, D, R, U, L, R(6), L, R(2), L

Full level 1 Rumble Meter:

Pause the game and press R, L, D, U(2), L, R(3), L

Full level 2 Rumble Meter:

Pause the game and press R(2), L, D, U(2), L, R(4), L

Full level 3 Rumble meter:

Pause the game and press L, R(2), L, R, L, R(4), L, L, R, U, D

Unlock Freak E. Deke and Michael Jackson:

At the character selection screen, press R(13), L, R(10), L to unlock Freak E. Deke and Michael Jackson.

Unlock Rumble Man:

Successfully complete championship mode with all characters, and then complete arcade mode on the hard

difficulty setting to unlock Rumble Man.

Unlock Hidden Boxers:

Here are your rewards for beating Arcade Mode each number of times.

- 1 - Freak E. Deke
- 2 - Michael Jackson
- 3 - G.C. Thunder
- 4 - Wild Corley
- 5 - Shaq
- 6 - Freedom Brock
- 7 - Rocket Samchay
- 8 - Rebox Rese-4
- 9 - Bill Clinton
- 10 - Hillary "The Mauler" Clinton

Rayman 2: Revolution (PS2):

Extra Multi-player Maps:

Go to the first map and then enter the options screen. Select "Language", and then select "Voices". Highlight the "Raymanian" option, then hold L1 + R1 and press L2, R2, L2, R2, L2, R2. This will unlock three new multi-player maps.

Unlock Cheat Menu:

Go to any map (except the first one) and enter the options screen. Select "Sound", highlight the "Mute" option, then hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If you have done it correctly, a cheat menu will appear.

Bomberman Party Edition (PSX):

Battle Mode Passwords:

- 56565656 - Beginner
- 16161616 - Normal
- 49894989 - Hard

Secret attacks:

Select one of the Four Bomber Kings or Great Bomber. Hold X and press the D-pad to unleash their secret attack.

Full power passwords:

Here are the passwords that will start you on each of these levels at full power.

- 1 - 46224622
- 11 - 10191019
- 21 - 12221222
- 31 - 26572657
- 41 - 38793879

Megaman 64 (N64):

Unlimited Money Secret:

Go to Apple Market and kick the can into the bakery. The woman behind the counter will give you 1000 Zenny (Capcom money). Enter any shop and exit. The can will reappear. Repeat this as many times as needed.

Additional Difficulty Settings:

Successfully complete the game to unlock the hard difficulty setting. Successfully complete the game on the hard difficulty setting to unlock the easy difficulty setting.

Bonus Parts:

Successfully complete the game on the hard difficulty setting in less than eight hours to unlock the jet skates and buster max parts.

WWF Smackdown 2: Know Your Role (PSX):

Unlock "Bad Ass" Billy Gunn:
Play through season mode and get to the King Of the Ring event during Year 1. Billy Gunn will show up during the Pay Per View. After the event, "Bad Ass" Billy Gunn will be unlocked.

Unlock Cactus Jack:

Play through season mode and at WWF Smackdown before the No Way Out event during Year 1, Cactus Jack will return and will fight Triple H at No Way Out. After the event, Cactus Jack will be unlocked.

Unlock Debra:

Play through season mode and at a WWF Raw after the Royal Rumble during Year 1, Debra will appear backstage. After the event, Debra will be unlocked.

Unlock Michael Cole:

Play through season mode and at WWF Raw after WrestleMania during Year 1, Michael Cole will be unlocked.

Unlock Mick Foley:

Play through season mode and after WrestleMania, Mick Foley will

be unlocked.

Unlock Shawn Michaels:

Play through season mode until you get to the WWF Judgment Day event during Year 1. Shawn Michaels will be the special guest referee for the main event. Win the match to unlock Shawn Michaels.

Unlock All Bonus Items:

Complete year 6 in season mode to unlock all bonus items.

Unlock Everything Quicker:

Begin a season mode and skip every match until you have reached year six. Everything should now be unlocked.

D-Generation-X:

Play as either Road Dogg or X-pac in a tag match and they will appear as DX; or play as Triple H and X-pac and they will appear as DX.

New Age Outlaws:

Play as either Road Dogg or Billy Gunn in a tag match and they will appear as the New Age Outlaws.

Silent Scope (DC):

Hidden Mode:

At the mode selection screen, press R, D, R, X, U, X(2), Y, D, R, D, R, X, Y.

Mirrored Levels:

At the mode selection screen, press L(2), R, X, D(2), U, Y, U, R, D, U, L, D, X.

First Person View:

At the mode selection screen, press U(4), D(4).

Turbo Mode:

At the mode selection screen, press D, Y, U, X, Y, D, R, D, R, X, Y.

Night Mode:

At the mode selection screen, press U, R, D, L, U, X, Y.

No Crosshair:

At the mode selection screen, press R(3), X.

No Scope:

At the mode selection screen, press R, D, R, X, R, D, R, X.

100 Challenge Mode:

Successfully complete all nine outdoor shooting range challenges to unlock 100-challenge mode.

Extra Options:

Successfully complete the game on any difficulty setting to unlock a real time window and up to 8 health in the options menu. Successfully complete the game more than twice on any difficulty setting to unlock infinite credits in the credit section of the options menu and +30 in the time limit section.

Army Men: Sarge's Heroes 2 (N64):

Play As General Plastro:

Enter "PLSTRLVSVG" as a password.

Play As Vikki:

Enter "GRNGRLRX" as a password.

Mini Mode:

Enter "DRVLLVSM" as a password.

Tin Foil Uniform:

Enter "TNMN" as a password.

Skies Of Arcadia (DC):

New Areas To Explore:
Sega of America is posting updates to Skies of Arcadia on their website. The first update will open up a new island for you to explore in the game, complete with boss battles; and a second update will enable you to engage airship fight against the Giant Looper. To download the updates, boot up the game and choose the Homepage option from the main menu. Note: You have to have your DC connected to the Internet J

Medal Of Honor - Underground (PSX):

Note: When you enter these codes correctly, the screen will flash green.

Cheat Mode:

Enter "ENTREZVOUS" as a code. Return to the code entry screen and enter "PORTECLEFS" as a code. All missions, multi-player characters, and secrets in the

game will be unlocked.

Invincibility:

Enter "PUISSANCE" as a code.

4X Firing Rate:

Enter "BALLESVITE" as a code.

Oni (PS2):

Big Head:

Go to the help menu and input L2, L1, R2, ■, ●, ■, Start, ■, ●, Start.

Mini Me:

Go to the help menu and input L2, L1, R2, ■, ●, ■, L3, R3, ■, ●

Experiment:

All codes in One begin with the "codestart" of L2, L1, R2, Square, Circle, Square followed by an input of four other buttons. Experiment and see what you can come up with!

Team Buddies (PSX):

Please note that all cheats will reset once each level has been completed.

Level Skip:

Pause the game, then hold L1 + L2 + R1 + R2 and press ●, ●, X(2). If you entered the code correctly, you will hear a chime.

Invincibility:

Pause the game, then hold L1 + L2 + R1 + R2 and press X, ▲, ●, ●. If you entered the code correctly, you will hear a chime.

Infinite Ammunition:

Pause the game, then hold L1 + L2 + R1 + R2 and press ●, ■, ▲, X

Refill Team Health:

Pause the game, then hold L1 + L2 + R1 + R2 and press ▲(2), X(2).

Refill Team Ammunition:

Pause the game, then hold L1 + L2 + R1 + R2 and press X (2), ▲(2).

Special Weapon One:

Pause the game, then hold L1 + L2 + R1 + R2 and press ▲, X (3)

Special Weapon Two:

Pause the game, then hold L1 + L2

+ R1 + R2 and press X(3), ▲.

Special Heavy Weapon:

Pause the game, then hold L1 + L2 + R1 + R2 and press ▲, X, ■(2)

Rocket Boots:

Pause the game, then hold L1 + L2 + R1 + R2 and press ▲, ■(2), ▲

Easy Team Buddy Build:

Pause the game, then hold L1 + L2 + R1 + R2 and press ●(2), X, ●.

All Crates Are Powered-up:

Pause the game, then hold L1 + L2 + R1 + R2 and press ●, X(2), ●.

Make Your Base Indestructible:

Pause the game, then hold L1 + L2 + R1 + R2 and press X, ▲(2), X.

Unlock All Levels And Worlds:

Pause the game, then hold L1 + L2 + R1 + R2 and press ▲, ●, ■(2)

Tomb Raider Chronicles (PSX):

Unlock Hidden Video:

To view footage of the "Next Generation" of Tomb Raider games, start a new game and during the first stage, press Select to open the inventory menu, choose the Timex icon then press L1, L2, R1, R2, D, ●, ▲. Then press start to quit the game and return to the main menu, you will find a new "Special Features" option in the menu.

Typing Of the Dead (DC/Game Shark):

Big Head Mode:

C49BAAF5
00000002

Zombie Mode:

C49BAAF5
00000040

Silencer Mode:

C49BAAF5
00000020

Partial Invisible Mode:

4B3E52C4
000000FF

Code not work? E-mail us at:
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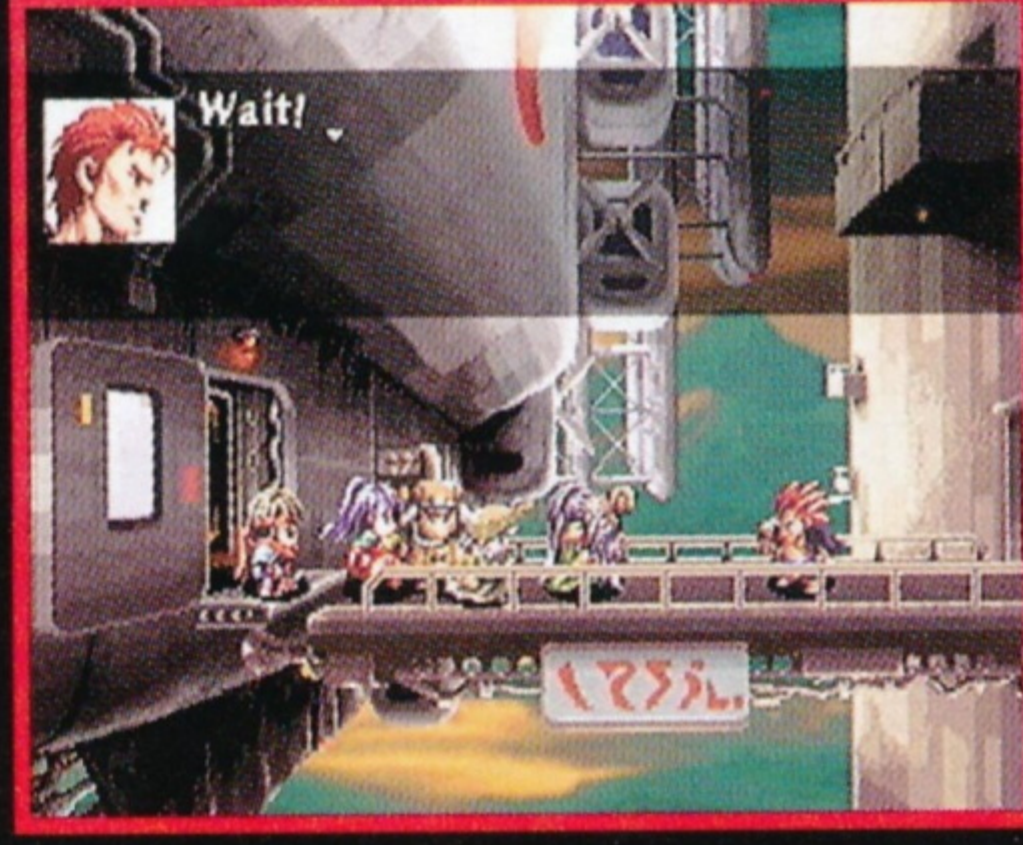
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• Travel is accomplished through a variety of means, including the RPG standby mammoth airship



Arc The Lad Collection

Platform: PSX • Publisher: Working Designs • Release Date: TBD • Stage: 98%



It is a rare moment when Japanese gamers actually look upon an American release with envy, but it has become an almost common occurrence with the release of each new Working Designs title. Both Lunar: Silver Star Story Complete and Lunar: Eternal Blue Complete are among the top exported titles from the U.S. to Japan. With the amazing Arc The Lad collection that

Working Designs is currently putting together, the trend will surely continue.

The history of Arc The Lad can be traced all the way back to the infancy of the Playstation. Arc The Lad I was originally released in Japan in June of 1995. It rocketed up the charts and quickly took its place in the hallowed halls of "The Best" collection (which is the same as

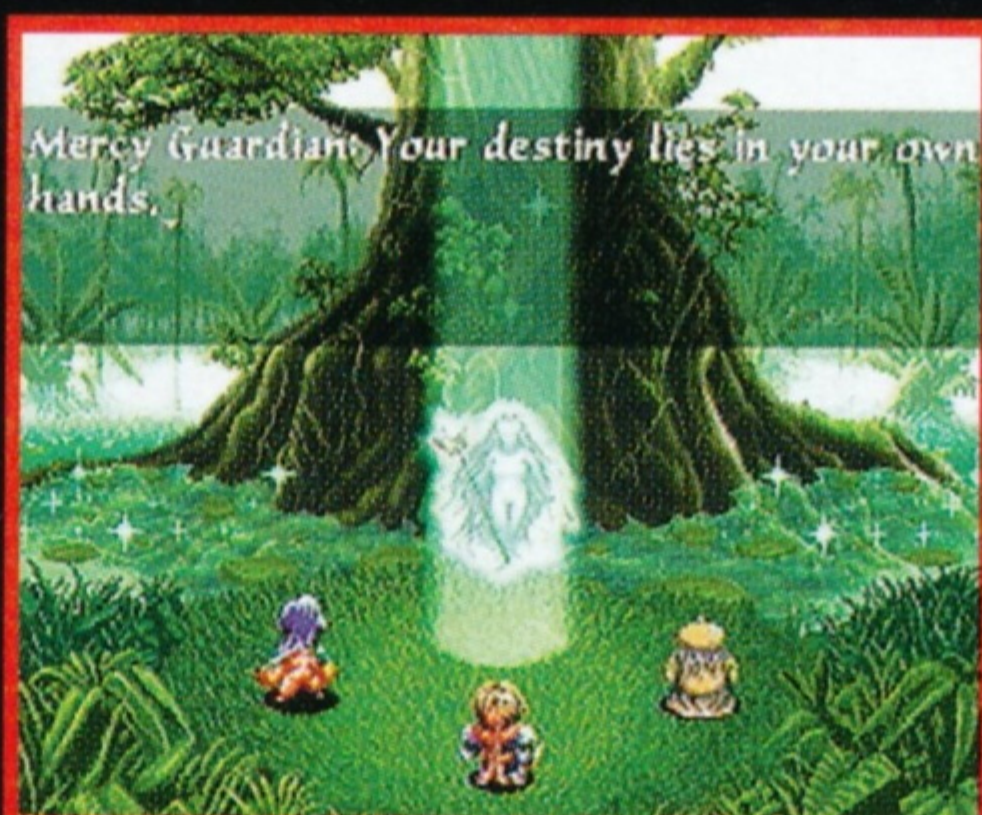
the "Greatest Hits" collection here). A year and a half later, Arc The Lad II was released and the trilogy was closed out with the October 1999 release of Arc The Lad III. The series is so popular in Japan that it not only spawned the release of a monster tournament/casino mini-game premium disc, but also an Arc The Lad anime that follows the second game's story line.

Working Designs has always had their eye on the Arc The Lad series and even attempted to bring the first release to the U.S. a few years ago, only to be denied by then RPG-unfriendly Sony management. Finally, at the 2000 E3 Expo, Working Designs announced a first. They had secured the rights to all three Arc The Lad games and would be packaging them into one release

• Sadly for this unfortunate group of adventurers, no one (and we mean NO ONE) escapes the Tidy Bowl Man



• The story of ATLI is evolving constantly with new characters joining throughout the adventure



dubbed "The Arc The Lad Collection."

This announcement was groundbreaking in a number of ways. It marked the first time that an RPG collection was constructed for release exclusively in America. It also is the largest RPG anthology ever to be assembled for a console system. In addition to the three separate games, Working Designs will include the Arena add-on disc that allows players to use monsters captured in ATLII in a combat arena and earn prizes that can be imported back into the game. The hardbound instruction manual and "Making Of" CD made famous by the Lunar releases will also be returning.

To show us how the

collection is coming along, Working Designs provided us a nearly complete version of Arc The Lad I. The only thing missing from this version is the English voices, which have yet to be cast. All of these screens are from the first release. As you can see, all of the characters are sprite-based. What you cannot see is how gracefully they move, featuring lots of frames of animation. The background music also flows gracefully throughout the adventure, working to set the mood and accent the action.

The combat found in ATL is strategy based. Each character has a range that they can move and attack in. Moving to the sides or back of an enemy will give you both a "to hit" and "damage" advantage. Of course, the same

goes for when an enemy attacks your characters. The typical bottlenecks that plague many strat/RPGs when you attempt to move many characters through a restricted area have been alleviated by an innovative jump command. This allows players to leap over blockades and even enemies to reach a more advantageous attack position.

If you have played the Japanese releases, get ready for a slew of pleasant surprises. The games in this collection have been retrofitted with Dual Shock support so that you can use the analog stick for control and the rumble feature has been added to key spells and cinemas. Dual memory card support has also been supplemented, so that players will not have to switch a

memory card to the ever popular "Port One" to play ATL. The final major addition will come in the form of an enhanced challenge, as Working Designs will spike the difficulty up a small degree to provide more of a test for the role playing faithful.

You may be thinking, "With an almost complete previewable copy, why not simply write a review?" Well, that is the beauty of the ATL Collection. This preview is about only one out of three games and is therefore only the beginning of the ride. The final release will easily provide over eighty hours of free time-devouring role playing (and that sounds good to us). Sometimes we can't thank our lucky stars enough. We're now dying to play the rest of the collection.

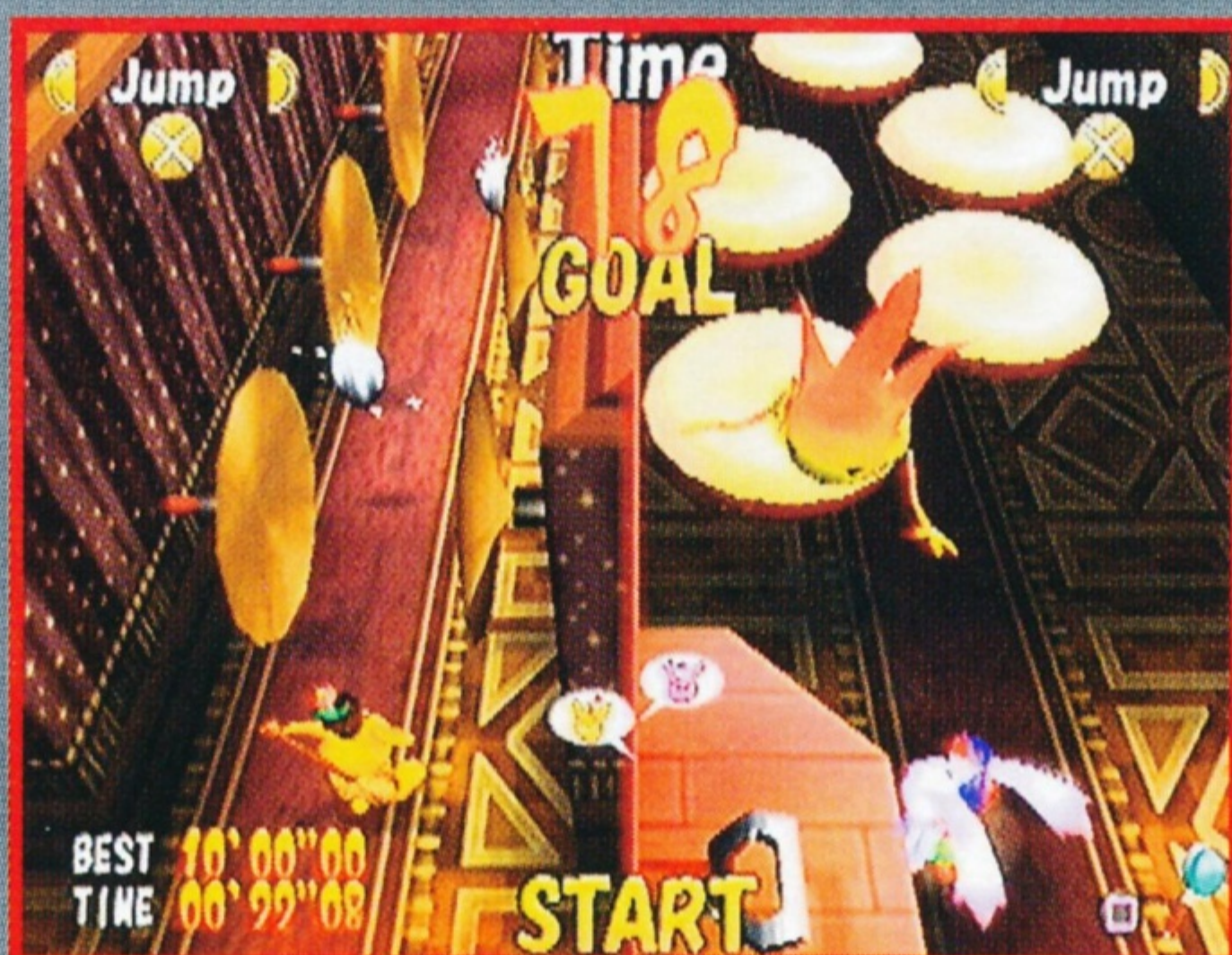


• Working Designs' trademark humor is sprinkled lightly throughout the ATL Collection



The Adventures of Cookie & Cream

Platform: PS2 • Publisher: Agetec • Release Date: April • Stage: 90%



What would happen if the moon ran away? Besides the chaos that would surely follow such a calamity, there is one certainty—there would be no Moon Festival. Well, we just can't have that. We need someone to deliver us from the dark nights and impending boredom. We need Cookie and Cream.

These two unlikely heroes are the stars of Agetec's upcoming *The Adventures of Cookie & Cream*. Developed by From Software, this action/puzzle title features a never-before-seen control system that allows a single player (or two players sharing the same controller) to direct two characters at the same time. The left analog stick controls Cookie, a rabbit whose adventurous spirit compliments his easy-going personality while the right stick maneuvers Cream, an impatient female bunny who wants to get this over with so she

can go home. The left and right shoulder buttons also work separately, giving each character the ability to jump and manipulate objects. If you've got a buddy to play with, things are obviously going to be easier. But if you want a real challenge, try it by yourself. For anyone who can just sit down and start whipping this game on the first try, we suggest "professional drummer" as a career choice.

In Story Mode, the screen is divided down the middle with Cookie on the left and Cream on the right. The object is to get both characters through the goal within the allotted time. An injury to either of them knocks time off the clock, but you can counter with items that jack it back up. Adding to the complexity, each stage is riddled with intricate puzzles that must be completed in order for both bunnies to proceed. Generally, one of them

will become trapped and the other must bail them out. This could mean pushing a button, pulling a rope or using a giant hammer to crack an egg. As the game goes on these puzzles will become increasingly more complex, and as if that weren't enough you'll have less time to complete the stages.

Story Mode consists of eight distinct worlds, each divided into five stages. The final stage in each world houses a boss that must also be defeated within a time limit. Bonus items like gifts and portrait pieces are hidden throughout the levels and provide incentive to search thoroughly. Portraits are especially important because the pieces you collect form images that once completed give you extra characters for use in Versus Mode.

That's right, with a multitap up to four players can compete

for points and powerups in stages that have been unlocked in Story Mode. These versus games should extend the game's overall life, as they are exciting and at times intense. The idea is to collect as many stars and moons as possible and be the first to reach the goal. Your opponents will be vying for them too, and in order to stop each other you'll have access to all manner of advantageous gadgets and power-ups.

With its intuitive control scheme and distinctive play style, we're thinking that *Cookie & Cream* could quite possibly spawn a whole new genre of character-based games. Only time will tell if that will ever happen, but the first step is to find that darned runaway moon. Maybe with a little luck, we can even prevent the dish from running away with the spoon.



• To reach the goal, both characters must work together. Left: Cookie cannot escape the chicken, so Cream scares it away; Middle: Sometimes only one player can open a door; Right: Little egg, big hammer

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Animated Violence
Animated Blood

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BUZZ: for the insider

From The Much Ballyhooed Sega as A Software Developer Department:

Sega of Japan announced the following titles are officially in development:

House Of The Dead 3: While no release date was revealed, this latest in the HOD series will come to both the Dreamcast and the arcades.

Dynamic Golf: Due to hit the arcades this spring and the Dreamcast this summer, the highlight of this title is the online play.

Get Bass 2: This fishing simulation sequel will give players a taste of online support. It will also feature a career mode that will let you fish year round, with varying seasons and weather.

Alien Front Online: The Arcade/Online/Dreamcast versions will all be compatible. It is due out this summer.

As Snow: A dating simulation game that the U.S. will never get.

Project Propeller Online: Online dog fights and aerial battles. It is being developed by AM2.

Derby Owners Club Online: Horse racing. Expect to see it released when As Snow hits our shores and Hell freezes over.

Virtua Tennis 2: Female players, online play and arcade releases are all included.

Crazy Taxi 2: A new cast of drivers and a 2001 release date.

Other titles include Let's Make a Monster: Frankenstein Simulator, Far Nation, Victory Goal 2001, Derby Tsuku 2, Guru Guru Onsen 2, Sonic Adventure 2, New Space Channel 5, Toe Jam and Earl III, NFL2K2, NBA2K2 and NHL2K2: Let's hope NHL2K2 actually makes it this year.

Sega will also be releasing a mission pack for Phantasy Star Online in Japan. It can be downloaded onto the VMU. This update has one new off-line mission and four new on-line missions.

Sega also mentioned they would be bringing classic Saturn titles over to the Playstation. We pray for Shining Force III: Episode 1, 2, and 3.

From The Let The Panic Begin Department:

With Microsoft scooping up a number of development studios, the rush is on to secure as many top tier studios as possible. Sony 12 • www.SILICONMAGAZINE.com

Computer Entertainment America Inc. announced that it has acquired Naughty Dog, Inc., an independent game development house responsible for creating the Crash Bandicoot series. Naughty Dog will remain a separate entity from SCEA, meaning that besides making Sony exclusive software, not much will change.

From the sports page, Sony also announced that it has acquired Red Zone Interactive, Inc., the software development house responsible for NFL Gameday. Let's hope this allows Red Zone to get their helmet on straight and produce a real rival for the Madden series on PS2.

To celebrate the 5th anniversary of Resident Evil in Japan, Capcom has announced that they will release a Deluxe Edition entitled Resident Evil: The Nightmare Returns. This special edition will be limited to a release of 10,000 units and will feature one of the most ambitious collections of S.T.A.R.S related stuff yet. Check out this line-up: an aluminum carrying case, Resident Evil: Director's Cut Dual Shock for PSX, Resident Evil 2 Dual Shock for PSX, Resident Evil 3: Last Escape for PSX, Resident Evil Code: Veronica Complete for Playstation 2, the Resident Evil 5th Anniversary Memorial DVD: Wesker's Report, a key chain, silver ring, metal ball point pen, a Resident Evil dog tag with serial number (numbered one of 10,000) and a Resident Evil Binder. Check you local import store and pre-order this baby if you want any hope of getting one.

From The If We Had Known Square Was Going To Put Out This Many Final Fantasy Titles, We Would Have Brushed Up On Our Roman Numerals Department:

Word out of Square is that they currently have a total of 23 games under development. Of these 23, 11 are remakes of previous titles. They are currently remaking Final Fantasy VII, VIII and IX for Playstation 2 and are planning on porting Final Fantasy IV, V and VI to the handheld market. While these may be Wonderswan games, Game Boy Advance is also a strong possibility. It was also revealed that Final Fantasy XI will be an online-only title, but that Final Fantasy XII (yes, we did say Final Fantasy 12!) could

be more along the lines of FF IX. The Final Fantasy XII team is rumored to be headed by Mr. Sakaguchi (the Final Fantasy creator), Yasumi Matsuno (the director of Final Fantasy Tactics and Vagrant Story) and Hiroyuki Ito (director of FFX).

Final Fantasy X has been delayed from March until July in Japan.

From The Excuse Me, Where Can I Buy A Playstation 2 Department:

Koei has a new PS2 title in the works, called Roar of Kurogane: Warship Commander. This title originally appeared on the PC in Japan and puts you in the shoes of a battleship commander, hunting modern day pirates and terrorists on the high seas. It contains a total of eight episodes, each with twelve different missions. The battles are executed in real time and the PS2 version will include new CG movies, missions, etc...

Namco announced that Soul Calibur 2 will soon hit the arcades and will be running on a PS2 compatible board.

Sacnoth has announced a new RPG for Playstation 2 called Shadow Hearts. The story will take place in Paris during the year 1913 and will follow a bizarre murder investigation involving a British man and his young daughter.

Sony is working on a new Playstation 2 title called Phase Paradox. The plot will be centered on team that is sent to the crash site of a space carrier and encounters an unknown alien race.

Spike has announced they are working on a Dreamcast, Game Boy Advance, and Playstation 2 version of the latest in the Fire Pro Wrestling Series, Fire Pro Wrestling 2.

Sony has announced a two-pronged Parappa the Rappa attack is on the way. Parappa the Rappa 3 is coming to the PS2 and a new animated show based on the game will be coming to Japan.

Sony has announced a new Playstation 2 music based game called Poinie's Point. The game stages will take place on a lake world, jungle world, dream world,

snow world, and outer space. The plot seems to be typical cutesy characters saving the world from mean (but cute) bad guys.

Gundam Fans rejoice! Bandai, Banpresto and Capcom have announced a new joint venture in development called "Project Mobile Suit Gundam: Federation Vs Zion." The game will support up to 4 players simultaneously and is due to hit arcades, Dreamcast and Playstation 2 in Japan this summer.

Jaleco has officially killed the PS2 production of Carrier: Mutation and Navy S.E.A.L.S. Sadly, both games were shaping up extremely well. Well, except for the girly run thing the main male characters had going on.

From The Is There A Doctor Mario In The House Department:

Nintendo has announced that the puzzle game that took hundreds of hours of our misspent youths, Dr. Mario, will finally get a sequel on the N64. Dr. Mario 64 will have new playable characters and a four-player mode. Dr. Mario 64 is set to hit in April at a less than \$40.00 price tag.

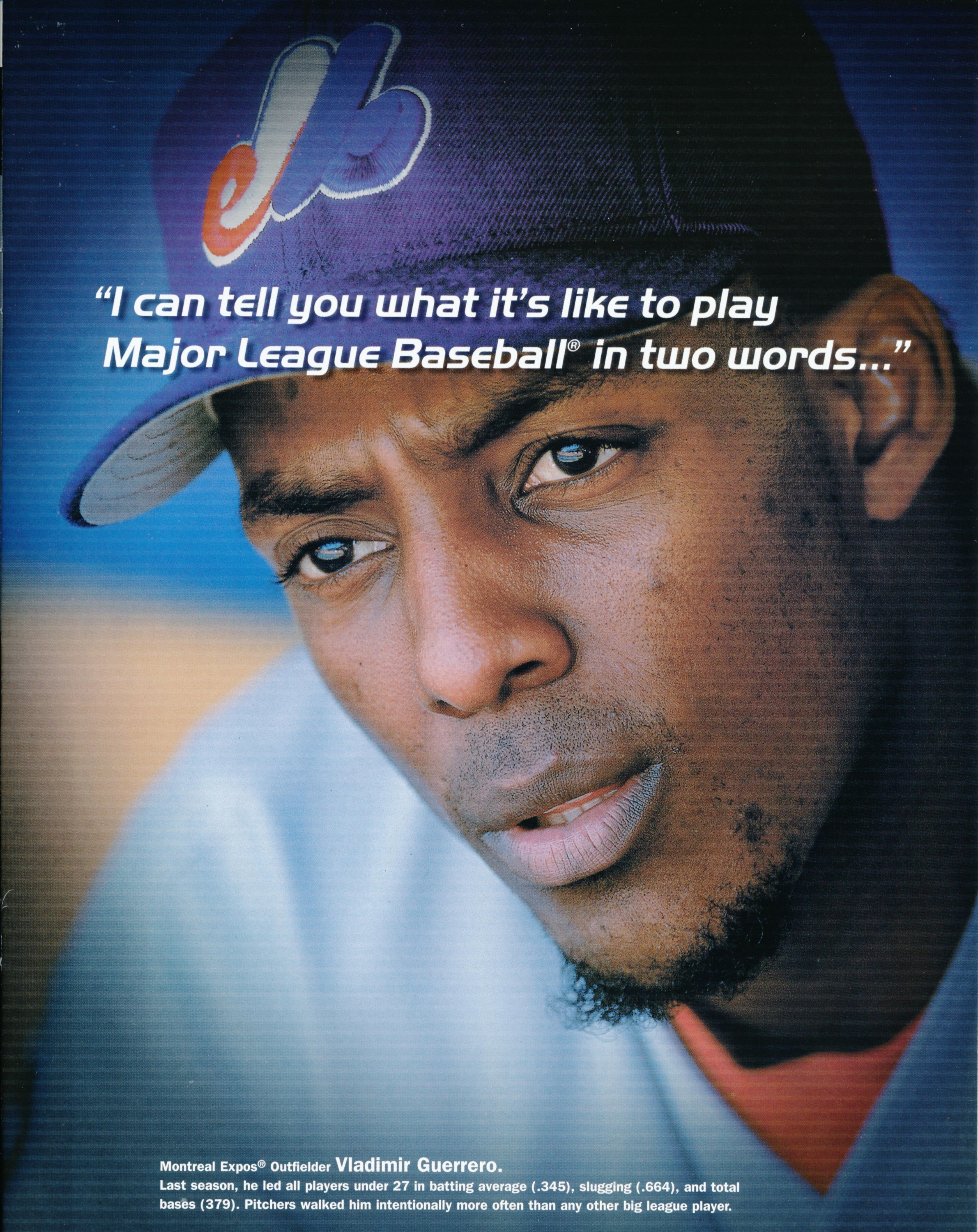
Nintendo is rumored to be planning on publishing Konami's Dance Dance Revolution for the Nintendo 64 in the U.S this summer!

From The You Can Take It With You Department:

It's official – the Game Boy Advance will hit the streets in the U.S. June 11th 2001.

Enix has pushed back the Japanese release date of the Dragon Quest Monsters 2: Mysterious Key of Martha to April. Note to Enix of America, when you bring this to the U.S., give us a name change please. Trust us, it'll be a good thing. :)

Tecmo will have a Game Boy Advance version of Monster Rancher called Monster Rancher Mania. The new version will feature multiple Monster Ranches on the island, with each area growing monsters with different attributes. Instead of using different CDs to create new monsters, you will have to find different monsters throughout the island.



***"I can tell you what it's like to play
Major League Baseball® in two words..."***

Montreal Expos® Outfielder Vladimir Guerrero.

Last season, he led all players under 27 in batting average (.345), slugging (.664), and total bases (379). Pitchers walked him intentionally more often than any other big league player.

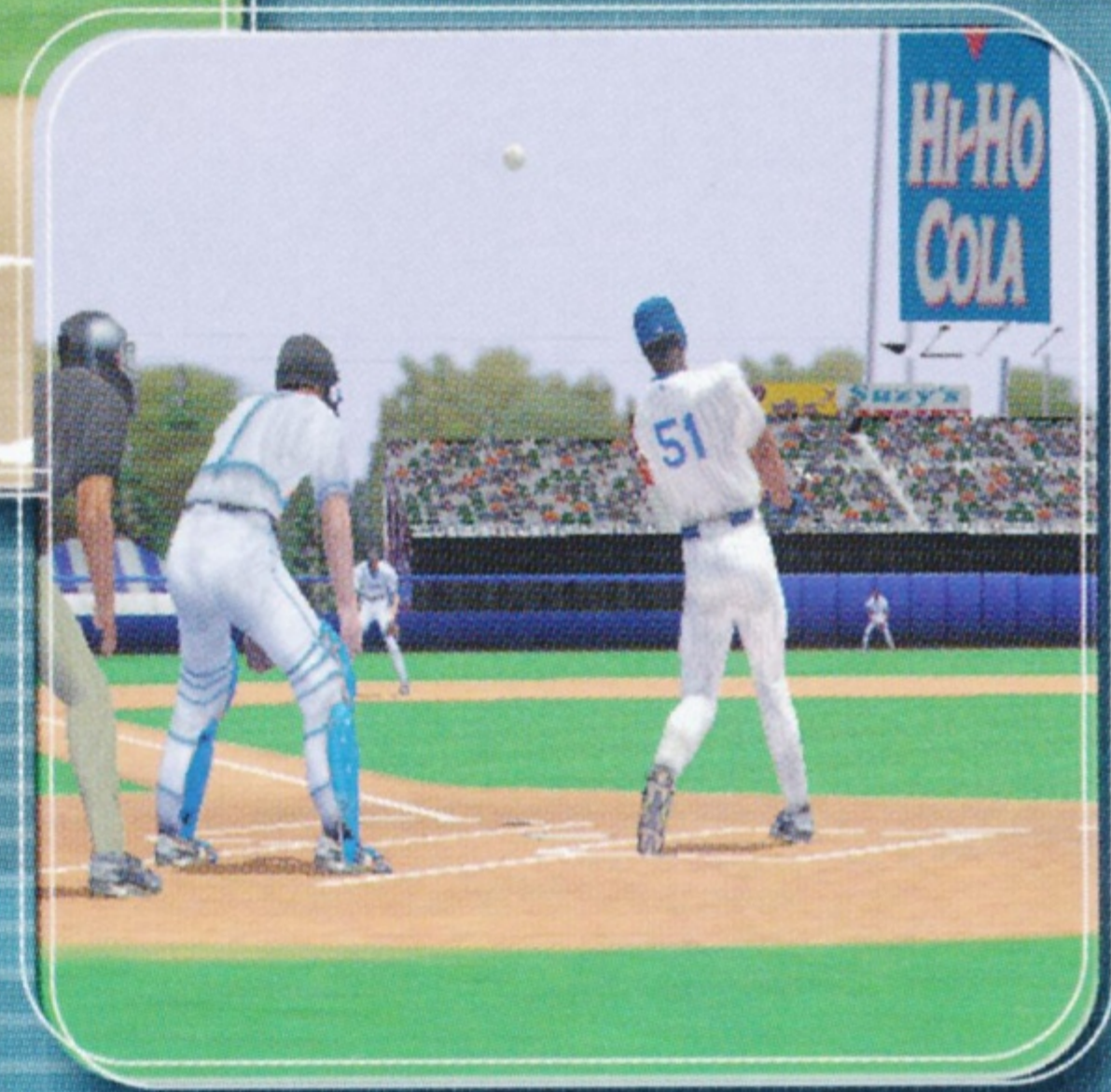
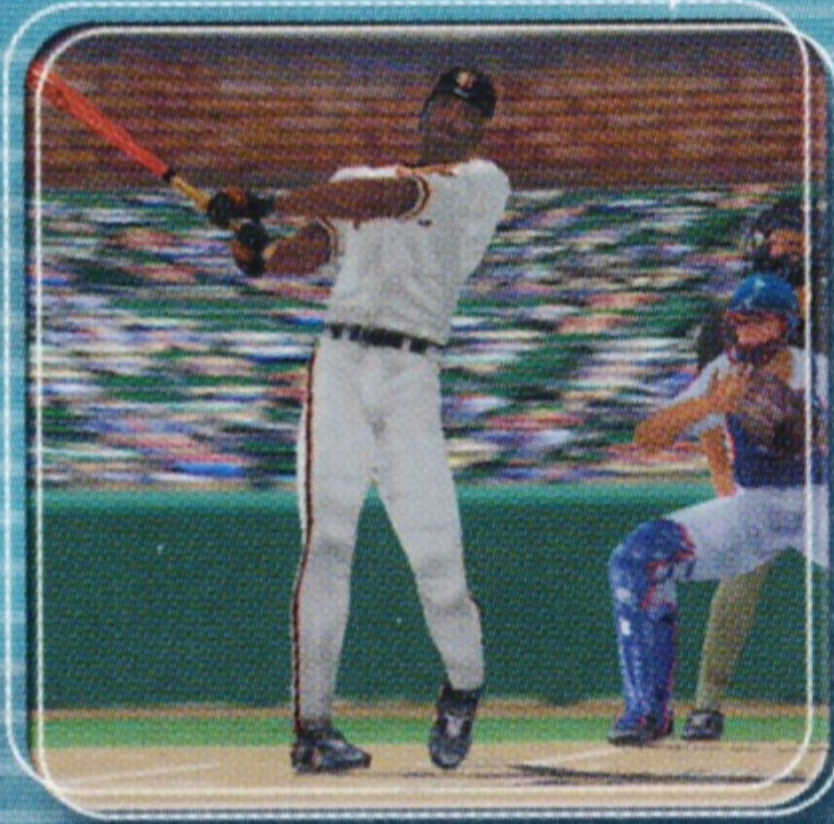
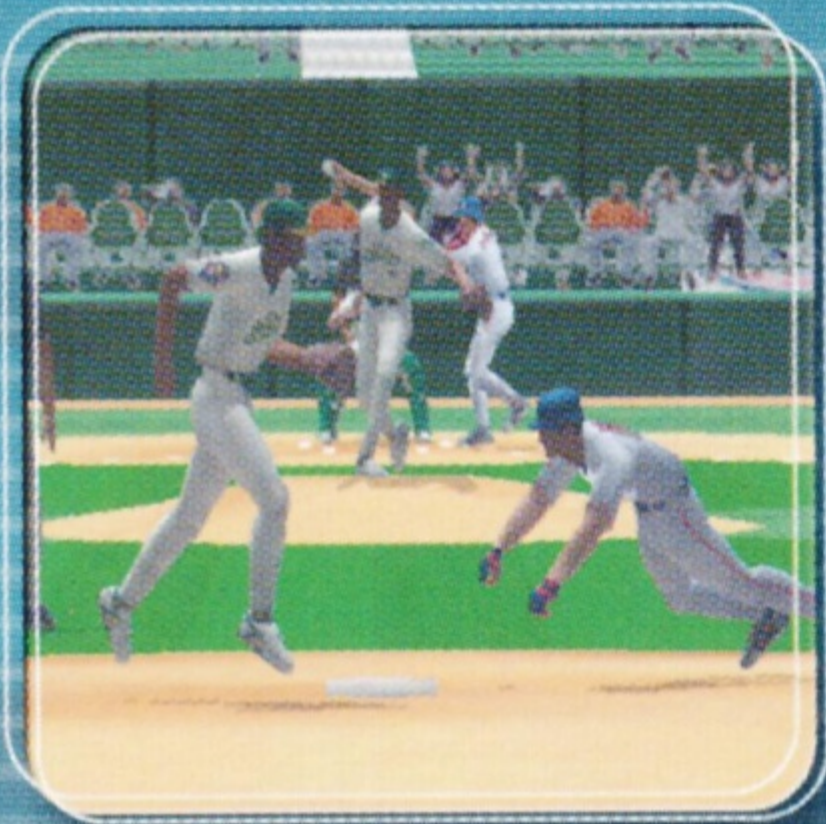
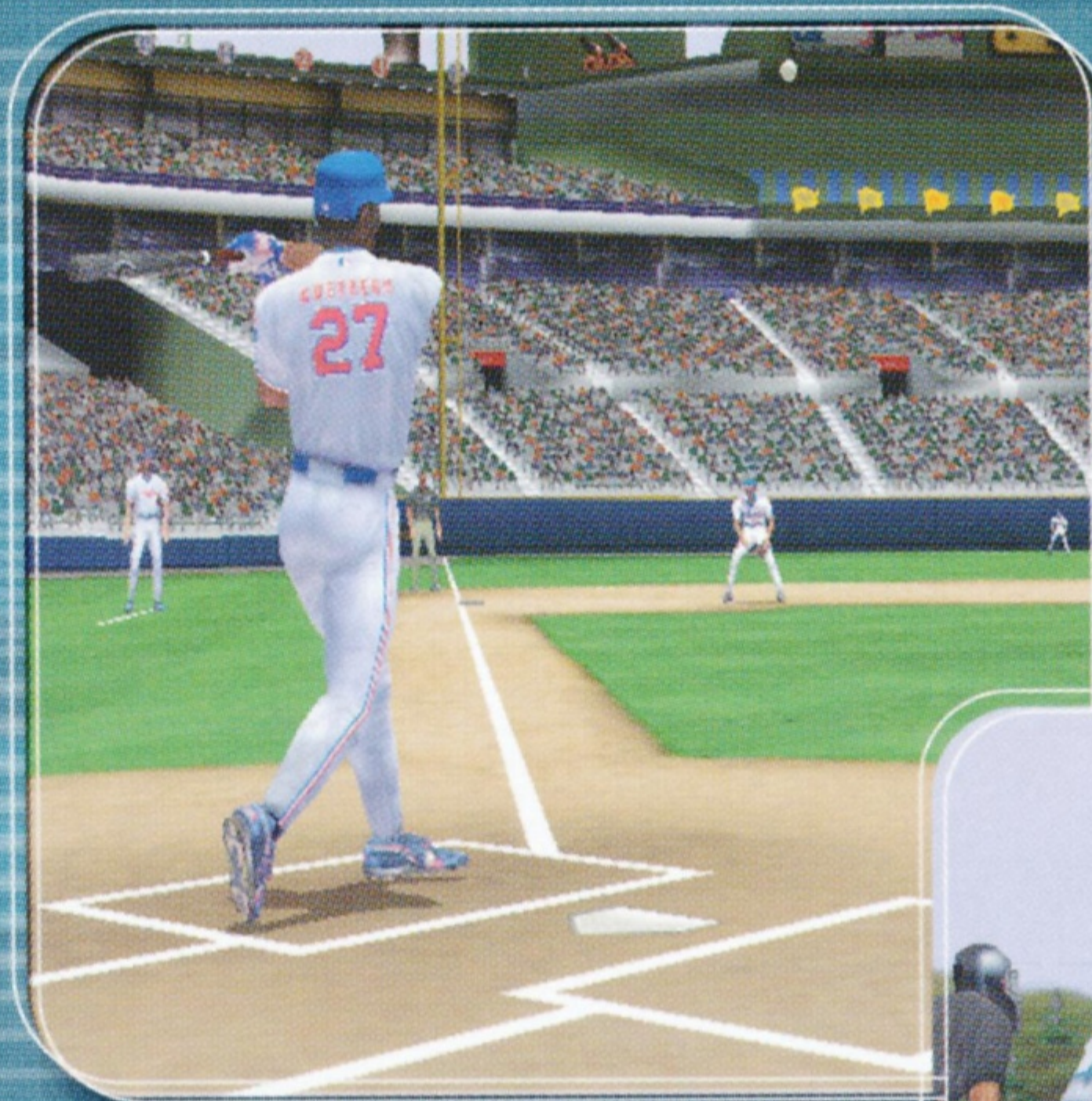
“...High Heat.”

Only High Heat™ Major League Baseball® asks the tough questions — and gets the answers right. That's what makes it so amazingly real.

Q: Why did Mark McGwire slug only .257 with two strikes, but 1.310 when ahead in the count?
 A: He can guess the pitch more easily when he's ahead...and crush the ball for a mammoth homer. **High Heat's Got It.**



Q: How is Barry Bonds sometimes able to wallop splash-landing homers out of Pac Bell Park?
 A: He works the count, then looks for a fastball inside and starts his stride early to pull it into the bay. **High Heat's Got It.**



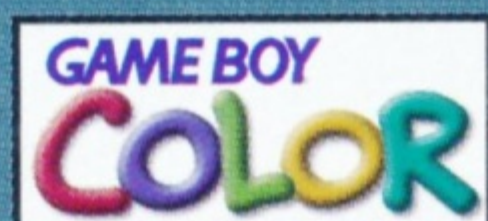
Screen shots were taken from the PlayStation®2 console and PC versions of the game.

Q: Why should a pitcher make some pickoff throws, but not too many?
 A: A few pickoffs shorten runners' leads, but too many can distract the pitcher or result in an error. **High Heat's Got It.**



Q: When Vladimir Guerrero drills the ball down the left field line, will it curve fair or foul?
 A: The spin of the ball coming off the bat causes it to curve toward foul territory. **High Heat's Got It.**

Q: When would Kevin Brown waste a pitch and throw a breaking ball in the dirt?
 A: On an 0-2 count when the hitter is likely to chase a bad pitch while trying to protect the plate. **High Heat's Got It.**



Q: What makes Aaron Sele's curve so effective against both righties and lefties?

A: His dead overhead, or "12 to 6" arm motion, makes his curve break nearly straight down against all hitters. **High Heat's Got It.**

Q: What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?

A: He adjusted to the umpires calling strikes on the inside corner and began looking for inside pitches to pull. **High Heat's Got It.**



REAL. BASEBALL.

Q: On a long throw to the plate, what's the best way to stop a runner from taking an extra base?

A: Use the first baseman to cut off the throw and nail the runner. **High Heat's Got It.**

Q: How can you tell Bernie Williams is batting in Shea Stadium?

A: You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. **High Heat's Got It.**

"...we might be looking at a Yankees® type of dynasty with High Heat 2002."

— Official PlayStation Magazine (Feb. 2001)

SEQUEL TO:

"This year's best baseball video game."

— Sports Illustrated (Dec. 2000)

Awarded Top 10 Games of All Time and Sports Game of the Year two years running.

— CGW

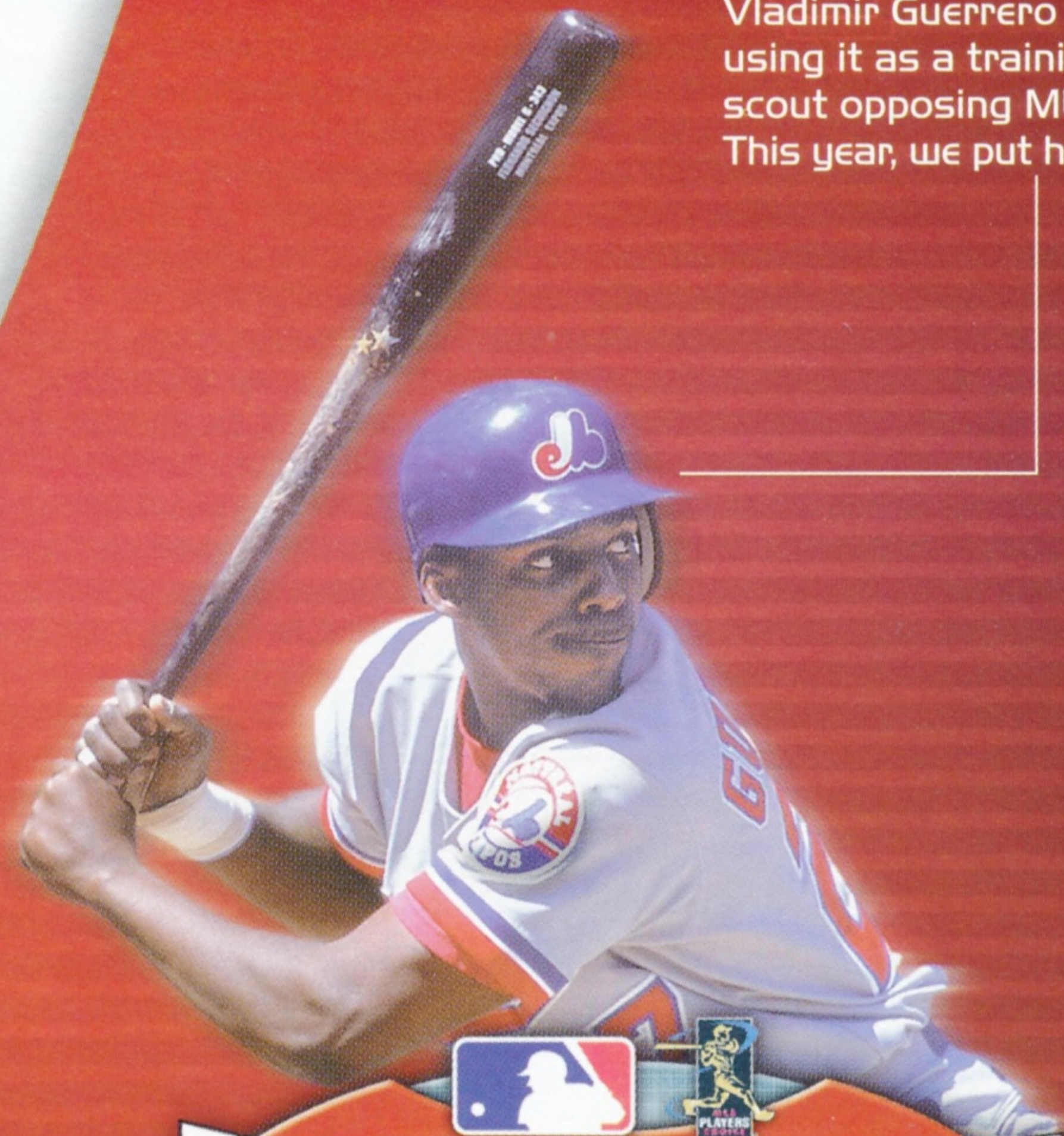
"The finest baseball game on any system, ever."

— PC Gamer

- REAL PITCHING
- REAL HITTING
- REAL FIELDING & RUNNING
- BETTER A.I.
- REAL STRATEGY
- REAL PHYSICS
- ACCURATE ROSTERS

Q: How real is High Heat Major League Baseball?

A: Last year, we found out All-Star Vladimir Guerrero was actually using it as a training tool to scout opposing MLB™ pitchers. This year, we put him on the box.



HIGH HEAT
Major League Baseball
2002

3DO™

www.highheat.com

Guilty Gear X

Platform: DC • Publisher: Sammy • Release Date: Now • Stage: N/A

Mission:
To fill you in on a great import game that will probably never make it to U.S. shores.

Best Features:
Innovative gameplay, anime-style characters, rewards offensive players

Amount of Japanese Required to Play:

Minimal – All menus are in English

Similar U.S. Games:

Guilty Gear for PSX

• **SM Rating:** 90

If Dreamcast has received its fair share of one category of games, it is most assuredly the fighter. From Namco's Soul Calibur to Capcom's constant stream of world class battlers to SNK's alternative champions, we certainly have not been left out in the cold. But hey, we're greedy and you can never have too much of a good thing.

Enter Guilty Gear X, the sequel to the horribly underrated Guilty Gear on the Playstation. For those familiar with the Playstation version, all of the characters, with

the exception of Kliff and Justice, return in this fearsome sequel. Arc Systems and Sammy also have managed to add five new brawlers: Anji, Venom, Jam, Johnny and Dizzy.

For those uneducated in the ways of Guilty Gear, here is a quick tutorial. It is a fantastic looking 2D battler with a jolting amount of depth. Unlike most fighters Guilty Gear X does not reward purely defensive play. A player is actually penalized for simply turtling up and waiting for an opening. That is not to say that defense doesn't play a key role, but the action is fast and furious.

If you are wondering where the moniker Guilty Gear X originates, here is some background: a Gear is a bio-engineered weapon. In the first Guilty Gear, an ultra-powerful Gear named Justice took control of all of the other Gears and waged a war against mankind. However, he was defeated at the hands of the world's strongest warriors and the Gears were destroyed. At the

beginning of Guilty Gear X, a new Gear has risen. The leaders of the world fear another incident and a \$500,000 bounty has been placed on the new Gear. More than a few warriors are interested in this reward.

One feature that appealed to us was the simple control, which is close enough to the "industry standard" Street Fighter that it feels natural, but varied enough that it never feels like you are playing a simple SF clone.

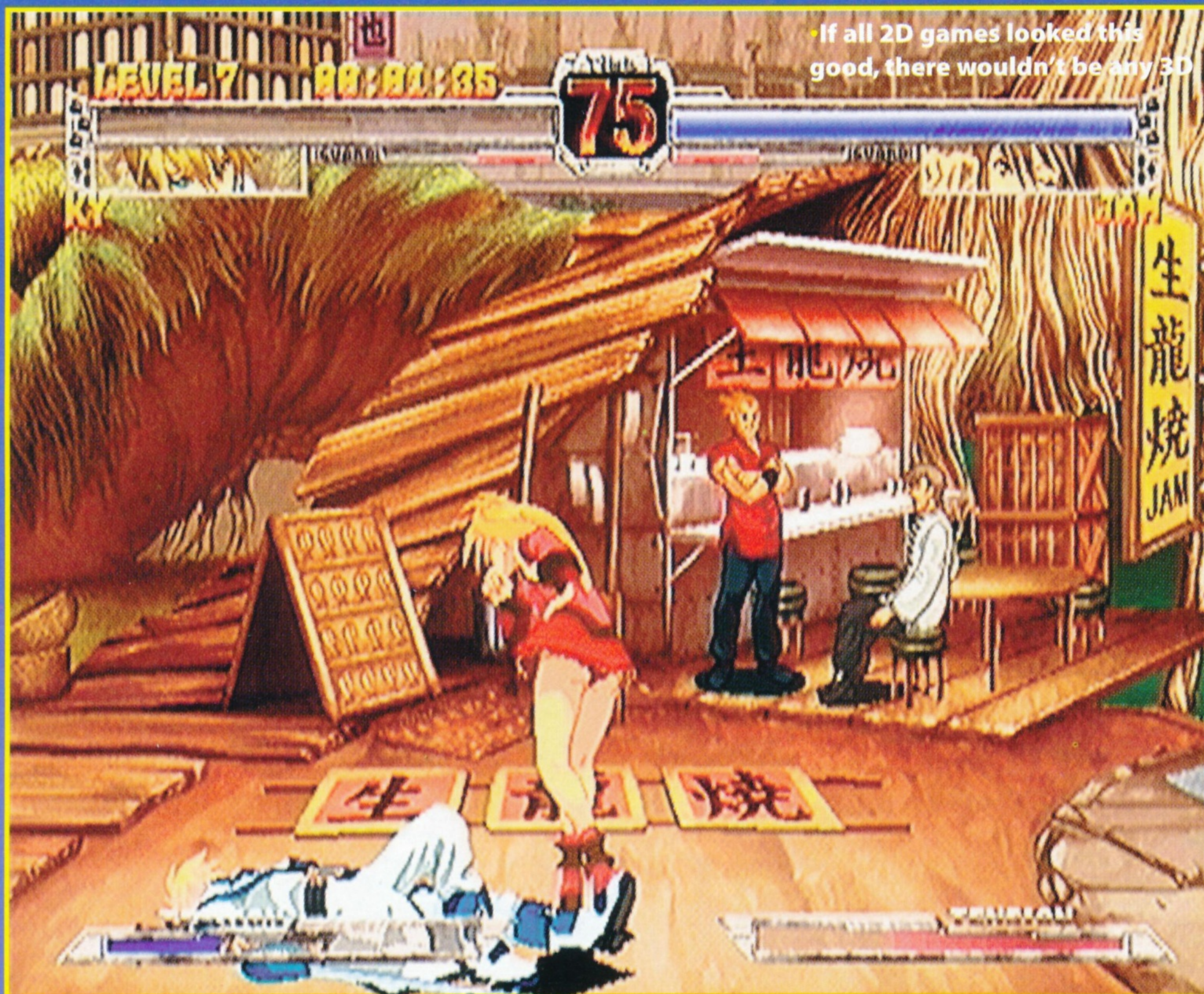
Another interesting feature that adds depth to Guilty Gear X is the damage system. Unlike titles where a move will inflict a set amount of damage each time you perform it, GGX uses an adjustable scale based on three factors.

The first factor is who your opponent is. It seems that some characters are more susceptible to certain attacks than others. The damage difference can vary as much as 15%, and that means developing a separate attack plan for each enemy will give you a distinct advantage.

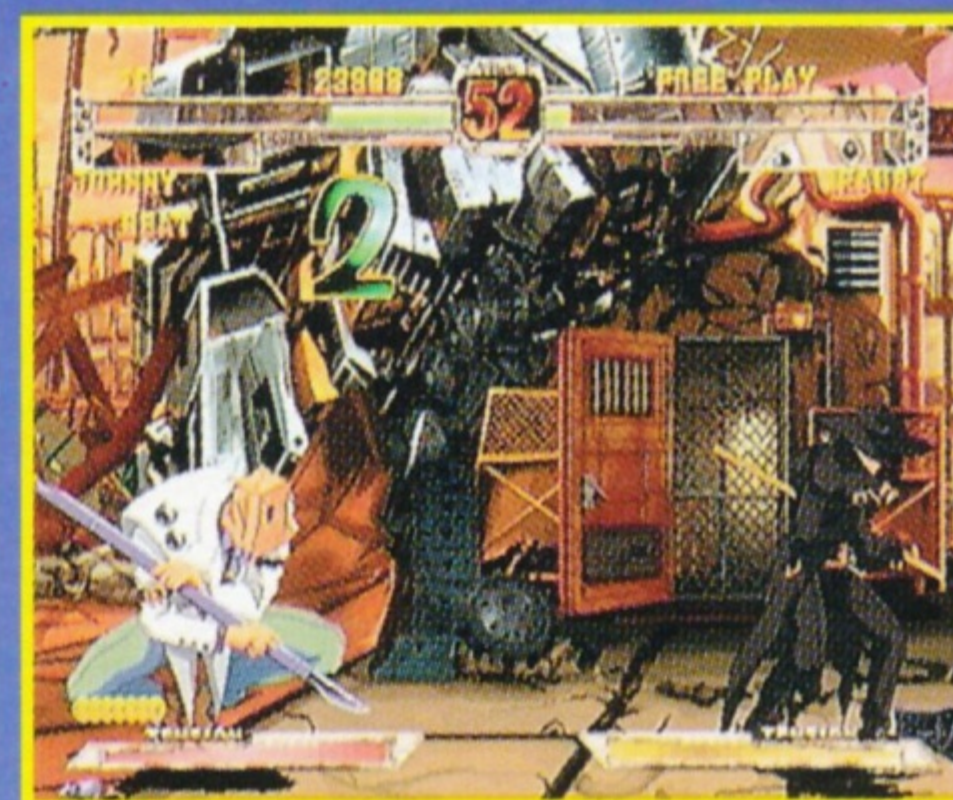
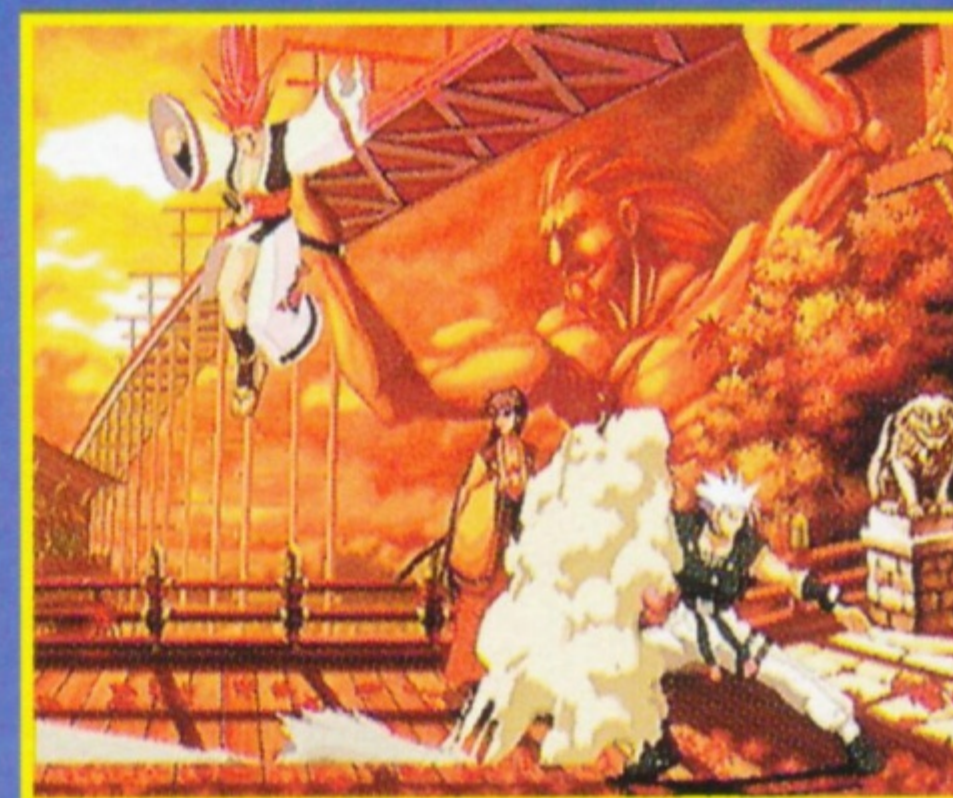
The second factor is where the move is placed within a combo. If you begin a combo with a strong attack, it will do full damage, but as you continue to string the combo together, each move's efficiency degrades as the previous one connects. So a super move that normally does 15% damage may only do 10% when situated at the end of a combo.

The final factor is how much life an opponent has left. When a fighter's health is above 50%, attacks do full damage. However, when their health level drops below 50%, each attack does less and less damage. This allows for a player who makes a mistake early in the match to be able to retreat and stage a comeback.

While many companies have been working on bringing their fighter into 3D, Arc Systems and Sammy have been perfecting 2D. While it has not been confirmed, rumor has it that Sammy will be opening a U.S. office and publishing GGX here. We can only hope.



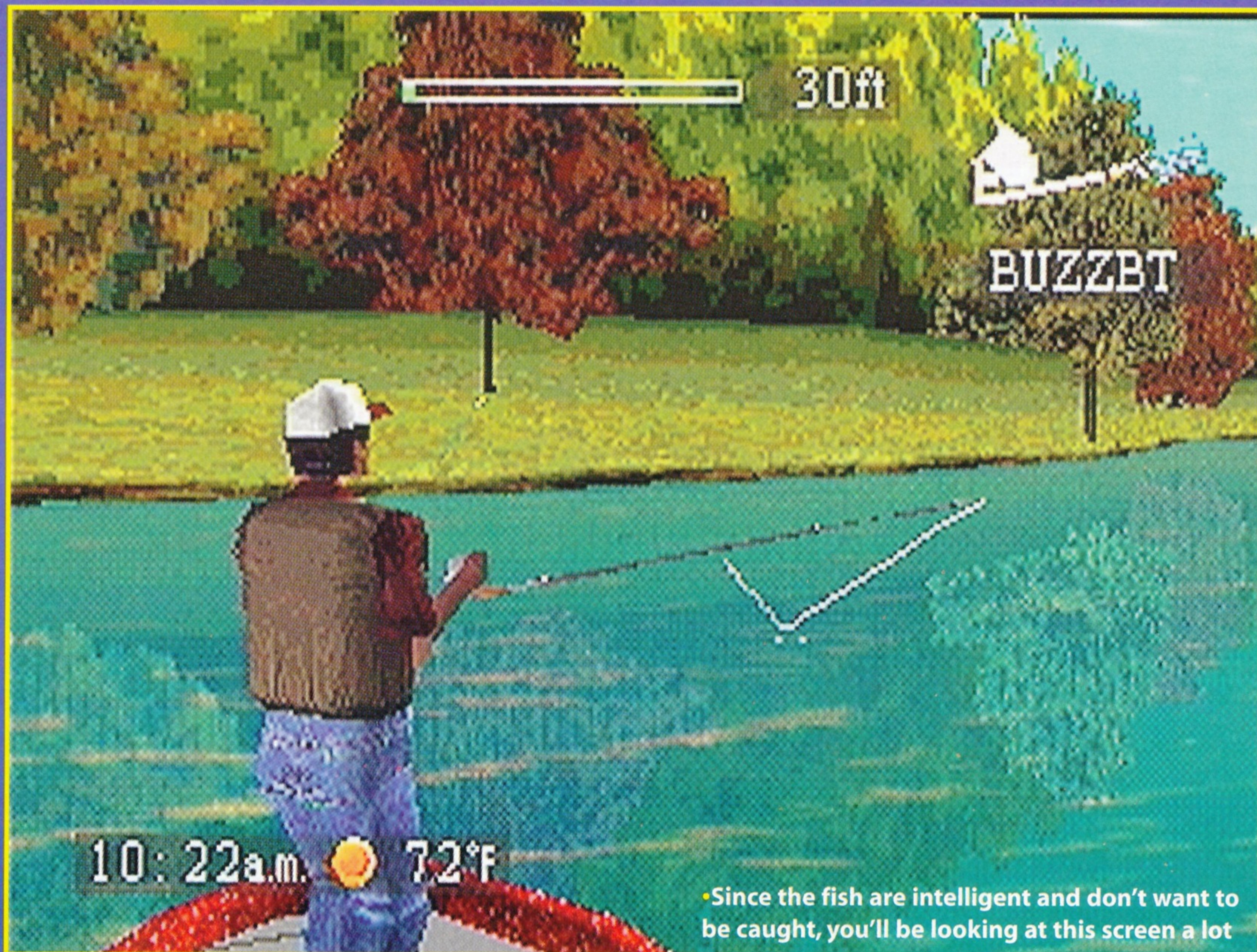
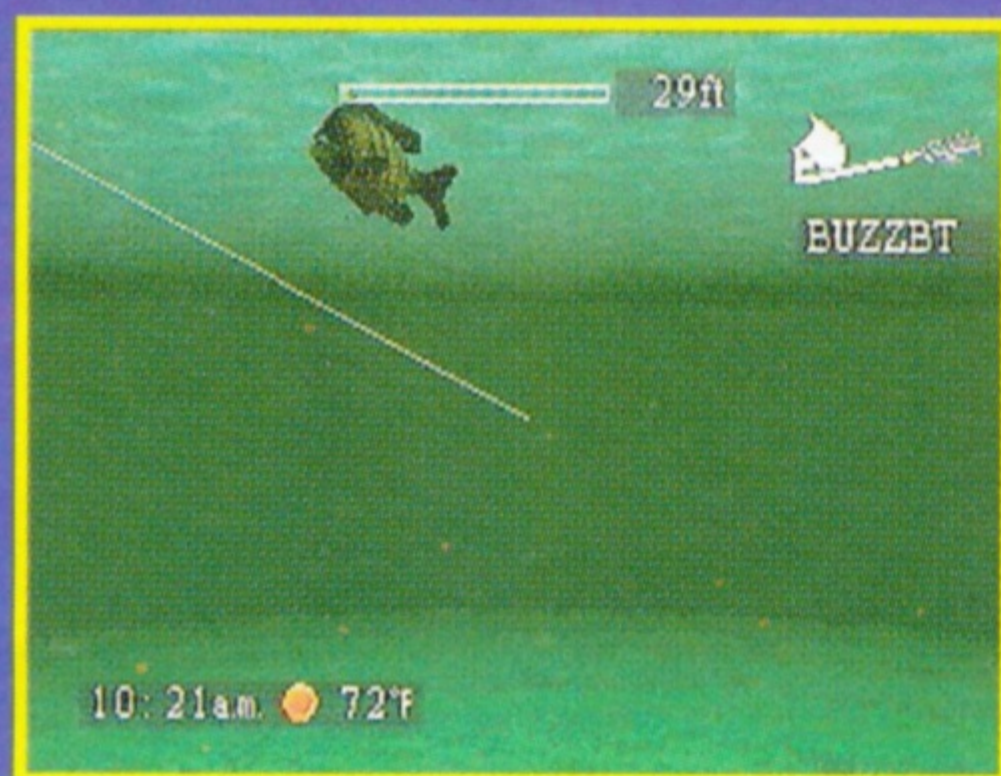
• If all 2D games looked this good, there wouldn't be any 3D



Available: Here & Now

Black Bass with Blue Marlin

Platform: PSX • Publisher: Hot-B • Release Date: Now • Stage: N/A



•Since the fish are intelligent and don't want to be caught, you'll be looking at this screen a lot

Mission:

To fill you in on a game that is available in the U.S. and you probably do not own.

Best Features:

The level of strategy required to gain a fish's interest, and the intensity of a fight against a mammoth-sized sea lunker.

Cooler Moment:

When, after four real-life hours of trolling the same waters and losing more than a dozen would be trophy-getters, you are finally able to pull a giant marlin onto the deck.

Similar Games:

Reel Fishing, Big Bass World Championship

•SM Rating: 82

Fishing games represent a niche category, but what's interesting is the fact that many gamers can sit down with one and still have a good time. Maybe that's because in real life, a fishing trip can consume an entire weekend and

produce nothing, but a fishing game can provide the excitement and satisfaction of a successful outing in a matter of hours. Well, at least most fishing games.

Black Bass with Blue Marlin may take longer than a few hours. As a matter of fact, if you happen to be the niche gamer Hot-B is targeting with this title, it can consume an entire weekend. That's why we like it so much. Fish behavioral patterns are very realistic, and that means you'll need to know how to use environmental conditions to your advantage. Otherwise you can spend all day dragging every lure in your tackle box by the same fish, and it'll never bite.

This is actually two games in one, although Blue Marlin is strictly a Tournament mode. Therefore we recommend hitting the bass game first. In Black Bass, you can select "Tutorial" to get a series of CGs with voiceovers that give you insight concerning bass

behavior. This is more important than you might think, because if you happen upon a pair of "flirting" large mouth bass chances are you'll never get their attention. You also need to be aware that bass rarely chase a lure into sunlight. This type of know-how will save you precious minutes in a tournament. Then you can try Beginner Mode, in which you have three virtual hours to try to land something. We got squat on our first attempt, and that's a testament to the realism. If you don't know what you're doing, you won't catch a thing. After that you move on to the tournaments, where the total weight of black bass caught is the mitigating factor in ranking. Of course there are other species out there, like catfish, crappie, pike, bluegill and muskie, so make sure you're reeling in only qualifying bass.

Once you successfully attract a fish, you must set the hook properly or you may lose it. As you

fight the fish, you can switch between three different views on the fly. Though the graphics really aren't anything revolutionary, but they're sufficient enough that we lost ourselves in the action.

Blue Marlin duels are even more exciting. Out in the open sea, you actually have to use a combination of your rod and boat momentum to bring in the giants, which include four marlin species, swordfish, tuna and even sharks (eek!). These monsters fight with a ferocity that you have to see to believe. We lost count of how many times our line snapped under the stress, and it took literally hours to actually bring one in. If that's not an accomplishment, we don't know what is.

With dated graphics and only average sound, this title depends upon its simulation aspects and a near-perfect recreation of true fishing battles to make it a worthy addition to your library. We think it succeeds.

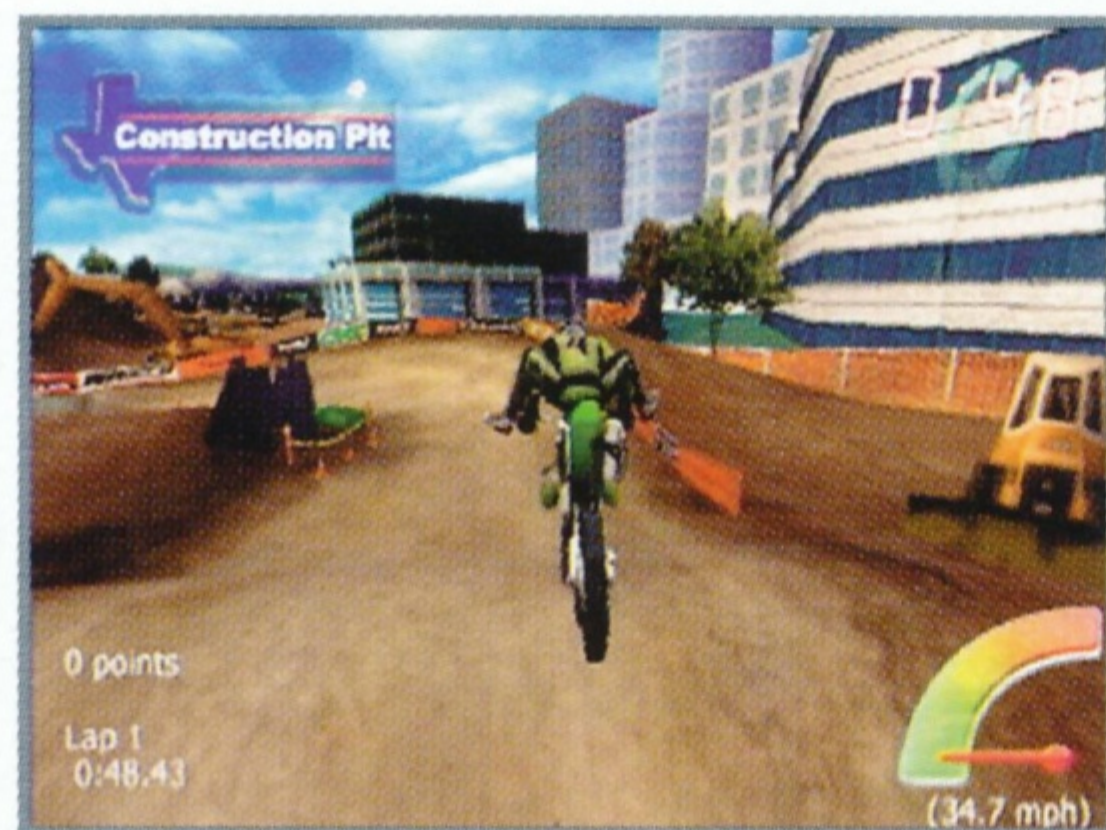
CMX 2002

Platform: PS2 • Publisher: THQ • Release Date: Q3 • Stage: 60%

Water, dirt and motorcycles make more than just mud- they make champions like Ricky Carmichael

As a four-time AMA champion, there is very little that Ricky Carmichael has not accomplished and soon he will be able to mark "Appearing in a PS2 game" off his list of things to do. And while Ricky may not be known for sharing the AMA crown with anyone else, he hasn't hesitated to bring fellow AMA racers along for the ride

in CMX 2002. At least 28 real riders from the 125cc, 250cc and freestyle ranks will be present, including Mike Larocco, Jeff Emig, Carey Hart, Ezra Lusk, and Mike Jones. And don't think they will be a simple palette swapped version of Ricky. Each will feature their own characteristics and moves. Expect to see Carey Hart go freestyle



•Despite what these screens show, sometimes the riders actually hold on with both hands

with his signature "Hart Attack" move and Tommy Clowers to execute his daring "Catwalk."

CMX has 16 fully customizable motorcycles in its current incarnation. With the bikes and bikers out of the way, how about some tracks? Over 25 Motocross, Supercross, amateur and freestyle tracks are gracing the dirt in CMX 2002. Some of the better known courses include Loretta Lynn's Amateur National Championships, the Chevy Trucks U.S. Motocross Championships, the Free Ride Moto-X Championships and, in an unprecedented move that shocked and stunned the •SM crew, the THQ US Open.

Off-road challenges are always more fun when you can throw a trail

of dirt on the buddy sitting next to you on the couch. So, while the traditional versus racing will be included, a total of six different multi-player modes including Stunt Showdown, Challenge Race and Target Jumping are among the variety offered.

If playing as the top racers in the country isn't for you, you can create your own rider from the boots up. If you are good enough, you will be able to secure some factory offers and brand your rider with all the top Motocross sponsored gear and accessories. Just remember that when those sponsorships come rolling in, •SM gets a 15% cut off the top. Just consider it our agent fees.

Run Like Hell

Platform: PS2 • Publisher: Interplay • Release Date: Q3 • Stage: 50%

It's not just a song by Pink Floyd- it's the latest action title from Interplay

Run Like Hell has already earned a bit of notoriety here at Silicon Mag, as it is currently leading the 2001 voting for the best name for a videogame. As the title suggests, one of the key elements of Run Like Hell is fear. And we're not talking "Day Of The Dead" type B-movie scary. Instead it will be more along the lines of chills-up-

your-spine "Aliens" frightening.

You assume the role of Nick, a veteran space marine assigned to a deep space mining station. After returning from a routine excursion off base, he finds the entire crew of the space station slaughtered and the offending aliens swarming the base. It is then up to you to spend the



•1. See alien; 2. Approach alien; 3. Realize you're out of ammo; 4. Run Like Hell

next seven days just trying to survive and striking back guerrilla-style against the invaders. Each of these days is a separate chapter in the Run Like Hell story.

Interplay and developer Digital Mayhem have contracted Hollywood veterans Lance Henriksen (who appeared in Chris Carter's Millennium and Aliens) and Kate Mulgrew (of Star Trek: Voyager) to provide the voiceovers, further differentiating it from the B-movie syndrome that many voiced action titles suffer from.

As you can tell, Run Like Hell's Alienesque story is going to put equal focus on stealth, action and thinking. The alien menace will constantly adapt to your tactics, so a plan of action that works one day

may fail miserably the next. The constant question of fight or flee will always be in the player's mind and those split second decisions can mean the difference between life and death.

Every part of Run Like Hell will be fully 3D, so objects and backgrounds can be interacted with. The third-person perspective will give an expansive view of the area around you, which is great for picking the best area to set up your kill zone.

Already over a year and a half in development, Run Like Hell will hit in the third quarter of 2001, and Interplay promises an adventure like no other. Attention all alien aggressors: Your time is limited, you have been warned.



www.koegames.com



The first blast wiped out your Space Center.

In just 3 hours, the high-tech weapons satellite will strike again... It's your job to make sure that it doesn't.

Coming March 2001!

WINBACK

- 31 explosive stages with 3 different endings
- 4-Player Deathmatch with 28 playable characters
- Precision laser-sighting aiming mechanism
- 1 and 2-Player "BOT" modes



PlayStation 2



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Tokyo Extreme Racer Zero

Platform: PS2 • **Publisher:** Crave • **Release Date:** April • **Stage:** 85%
It's unclear whether the sun will ever rise over Tokyo again- that's OK; cars go faster at night

If you don't own Dreamcast, you're probably not aware of just how good the Tokyo Racer series is. Its unique concept provides a true street racing environment, beautiful graphics and blazing speed to keep the excitement high and its Quest mode offers countless hours of engaging gameplay. With PS2 steadily

tightening its grip on the market, this franchise is ready for an upgrade.

Amid Tokyo's buzzing city life, street racers have taken over the highways. They tour the city, looking for competitors willing to bet cash on who has the faster car (and the skills to handle it). You, having been intrigued by this underground

lifestyle and its inherent wealth, hit the road at midnight.

Probably the best thing about Zero is that now we can enjoy the game with a decent controller. Of course, the improvements don't stop there. Everything looks richer, with deep colors and more environmental details. As for gameplay, Quest mode contains more depth than ever. The customization options for each of the 150+ vehicles are incredibly diverse. Besides performance-enhancing parts for the engine, drive train and body, you can also purchase cosmetic upgrades. These include grills, ground effects and spoilers, plus decals, custom paint and different horns. There are also car attributes that can be manipulated without cash, like

front and rear brake balance, ride height, gear ratio, and spring rate.

To win, you have to stay ahead of your opponent long enough to prove your supremacy. Dominance is defined by meters at the top of the screen; one for you and one for your rival. If you're behind, your meter drains at a rate determined by the distance between you. Whichever competitor forces the other's meter to empty is deemed the winner. This arrangement makes for some very intense races.

TERZ's spring release should give Crave ample time to tweak the gameplay. However, even at this early stage the game looks poised to best the majority of its competition.



•Oddly, you can't see the obscene finger gesture in this screenshot



•This isn't your average late night Taco Bell run- this is underground racing on the streets of Tokyo

Red Faction

Platform: PS2 • **Publisher:** THQ • **Release Date:** Fall • **Stage:** 30%
Behold, a true underground movement- a Mars Colony miners revolt

The popularity of different categories of games tends to go through many ebbs and flows. First-person shooters are currently in the flow category, and bordering on an all-out tidal wave. While the quality of gameplay in the FPSs that debuted with PS2 cannot be denied, the presentation has been somewhat bare-bones. But it appears

as though Red Faction will not have this problem.

Not only will the required allotment of handheld firearms be present, but Red Faction will also feature land, sea, and even air vehicles for the players to seize and command.

Red Faction will also be the

debut of developer Volition's new Geo-Mod system. This cutting edge system will feature "Real-time, arbitrary geometry modification capability that drastically enhances realism and diversity of gameplay." What that breaks down to is, if you can see it, you can destroy it. No more worrying about the chance that a guard is waiting on the other side of the door to ambush you. Simply take out the wall and make your own door. "Bang! Bang! Avon calling!"

In a nod toward Metal Gear Solid, stealth will also play a large part in Red Faction. While toe to toe gun battles will have their place, some missions will center more on stealth than shooting. And that brings us to

the storyline. Ever since the debut of Doom, plot has always taken a back seat, sometimes ending up in the trunk and ever more times being left somewhere along the highway. Not here. Red Faction takes place on Mars under the omnipotent control of the mega-corporation Ultor. The name Red Faction comes from an underground movement bent on overthrowing Ultor's life-draining grip upon the miners of Mars. And while gaining rights and freedom for the miners is the number one cause, they have stumbled onto something much more sinister.

Maybe it is a virus, or maybe it is a bacterium of some sort, but something is killing off the miners at an alarming rate. And as the plague spreads, Red Faction's time is running short.

No First Person Shooter worth its salt would be complete without a multi-player mode with an accent on Deathmatch. Red Faction will feature a two-player split screen Deathmatch mode along with a number of Mars-specific modes that will take advantage of the Geo-Mod engine.



•As is evident by the screens, the graphics appear to be amazing- however we have yet to see the game in action and until we do, we will take what we see with a grain of salt

Zone of the Enders

Platform: PS2 • **Publisher:** Konami • **Release Date:** March • **Stage:** 95%

Space. The final frontier. These are the voyages of a thief who saved the world.

Set aside Metal Gear Solid's exquisite gameplay and you still have one of the deepest storylines ever conceived for a video game. Hideo Kojima, the man responsible for bringing us that ground-breaking adventure, is now set to unleash yet another story-driven action game. Only this time, he takes us deep into the future.

It is the 22nd century. Orbiting Jupiter, the space colony Antilia is about to be plunged into war. As a fanatical military regime called BAHRAM prepares to hijack the colony, Leo Stenbuck and his friends set out to loot a military junkyard. The boys are caught but before they can be brought in, BAHRAM attacks the base. Leo witnesses the ugly underbelly of war first-hand, as his friends fall in the crossfire. Panicking, he runs into the base. There, he ends up at the controls of the orbital frame Jehuty.

Obviously, ZOE's storyline is inspired by anime with high-speed battles and frequent cinematics. Leo's personality, conveyed through voice acting and story progression, also reminds us of the wide-eyed youthfulness found in the majority of Japanimation.

Since Leo is not recognized by the giant mech's CPU, called ADA, it offers a crash course in mechanized warfare for its new pilot. This training mission is extremely beneficial. It not only teaches you the controls, but it also gives you the opportunity to practice and get comfortable with the battle speed. Once in the air, you will see groups of potential opponents on patrol nearby. Many

times your ADA will detect any items they may be carrying. To initiate an encounter, you simply approach the group. The enemies will surround you, and you'll need to read their actions and react quickly. Luckily, Jehuty is armed with projectile weapons and a close range sword, as well as a powerful "burst" attack- an energy ball that requires time to charge up but inflicts massive damage. Leo also has a variety of dodge moves at his disposal. All this takes place in a completely 3D environment meaning you have the freedom to move in any direction at any altitude.

To enhance ZOE's realism, Konami is building a great level of detail into the game. During battles, buildings caught in the line of fire will explode and fall to the ground, leaving burning piles of rubble. Jehuty is an incredible sight, with tons of animations and graphical details like visible energy that periodically courses over its hull. The landscape seems to go on indefinitely into the background, with city lights and enemy patrols observable from great distances.

The thing that impressed us most about our demo was how slick the control was. R1 produces a guard, which you will be using more than you think. R2, when combined with a directional push, causes Jehuty to dash. Triangle and X move the mech up and down. Square is for attacking and its simplified control is related to how far you are from the target. At close range, combos are possible with repeated attacks. Once you get

•Metatrons (left) are used to repair Jehuty. You'll need to collect plenty of these, as battles occur with regularity (right)



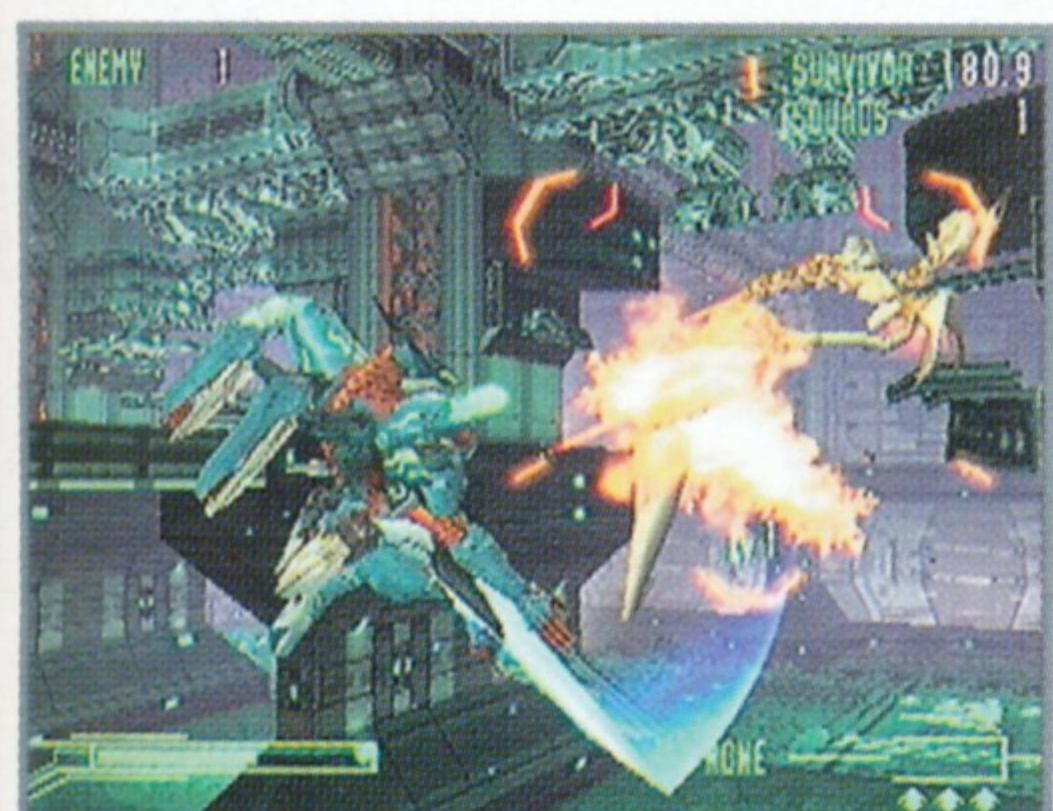
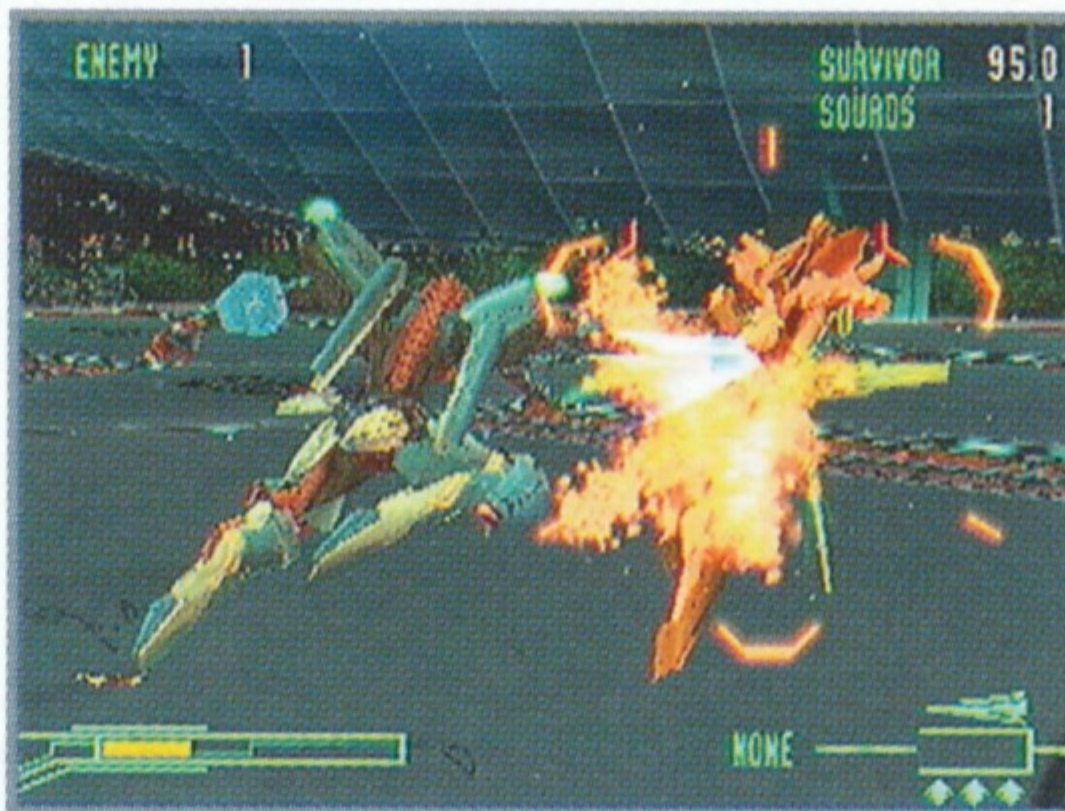
the hang of it, you'll find this system very easy to use despite the blazing speed.

With a late March release, ZOE should help tide us all over until

Kojima's next blockbuster title, Metal Gear Solid 2: Sons of Liberty, finally hits this Fall. Oh, and a playable demo of the latter is included.



•Scratch another mech- with impressive lighting effects and massive explosions, it never gets old



•Even Metal Gear Rex would not stand a chance against Jehuty

Gauntlet: Dark Legacy

Platform: PS2 • **Publisher:** Midway • **Release Date:** May • **Stage:** 80%
The Dreamcast version was good, but THIS is what Gauntlet is all about

Your blood-soaked armor is becoming porous. Your arrow-riddled shield has a large crack in it, and your flail is missing a spike. Luckily the exit is in sight, and there are now only about 40 or so demonic creatures left. You sigh, and begin slashing through them. Having left another trail of bloody carcasses in your wake, you head towards the portal. That's when you spot the treasure chest. With your last remaining golden key, you excitedly fumble with the lock. Finally it swings open, revealing a bomb. Before your mind can register the peril, you are engulfed in flames. As you suck in your final breath, the booming voice of God (or is it the Mortal Kombat announcer?) thunders from above, "Try to avoid hidden traps..."

Welcome to Gauntlet, the perennial hack and slash game. Its first console foray (NES) still gets play

time in the homes of SM editors. For this upcoming PS2 version, Midway is bringing back the old style of gameplay while effectively giving the game next generation appeal.

Although this is an entirely new adventure, the biggest attraction is the list of new features. The control scheme now includes two attack buttons, one for a quick attack and the other for a slower, more powerful move. These can be combined to produce combos and power attacks, too. There is a button for magic, which becomes available when you collect potions. Magic attacks cover a large area and can even be thrown into the midst of a horde of enemies. On top of these abilities, your character can block, strafe and charge for turbo-powered attacks. If you're playing with a friend (or two, or three) you can combine your turbo attacks for some devastating, screen-



•She may look helpless, and many a baddie has made the same mistake- once

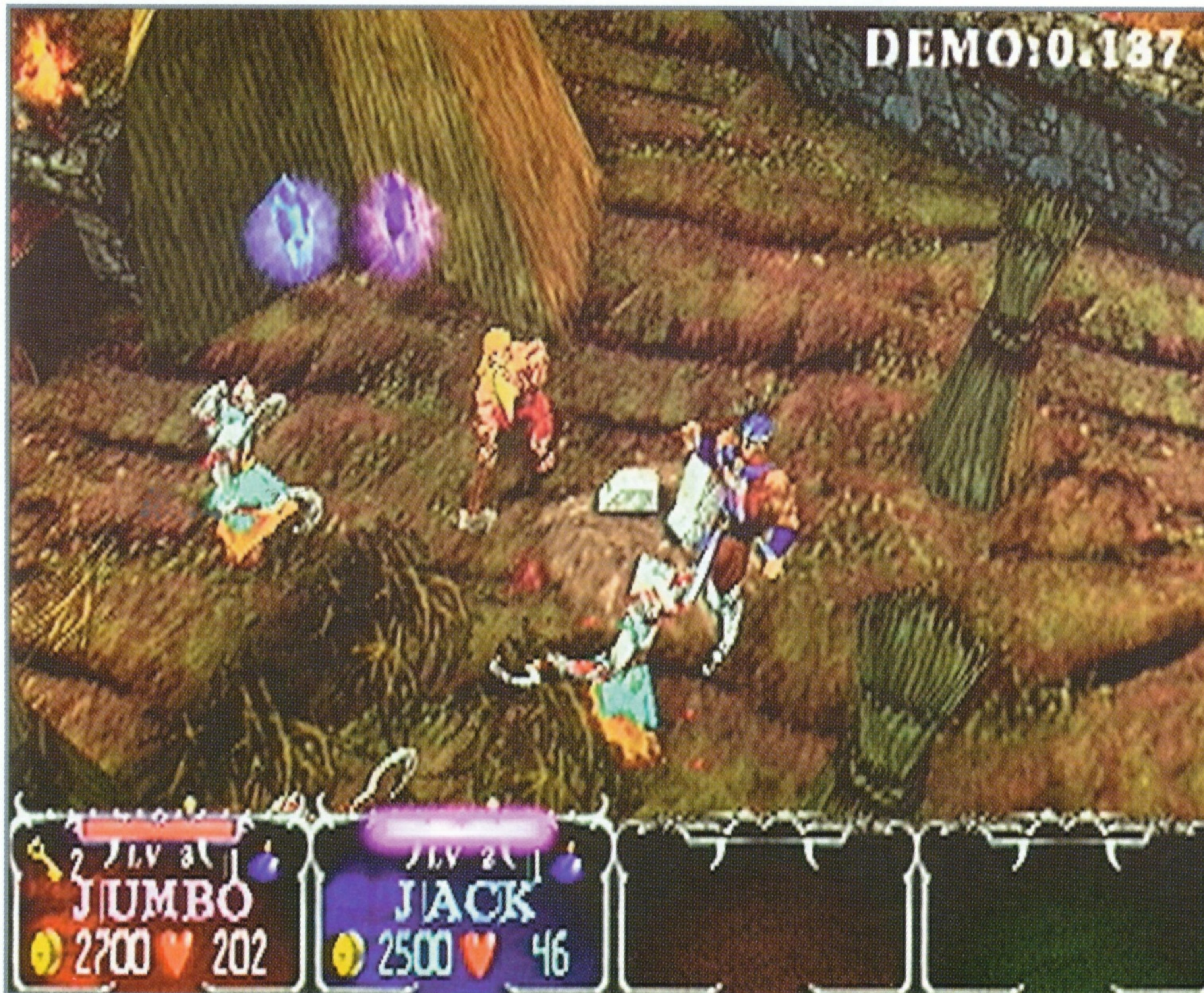
clearing tactics. Obviously, this new setup will provide for much more freedom.

Other enhancements are more than a dozen new enemies (not found in the arcade version) and a larger overall game than ever before. The game's 60 levels are spread across 11 unique worlds, and each world contains 12 enemy types plus two that are exclusive to this version- large, powerful generals and gargoyles that defend important items. If you're keeping score, G:DL is home to 128 different enemy types, including the tough bosses. Most are hapless drones that attack in droves until you destroy their generator. Others, like the ominous Death, can sap massive amounts of your health or even drain your experience levels.

You'll begin by choosing a character class from eight basic types initially available, and then you'll

choose a specific personality within the class. Others can be unlocked later in the game. Just like Legends, you can save your characters and create parties of up to four human players. Once your character (or party) is chosen, you enter a central "tower" that can warp you to the different worlds. For the most part, you can choose where you want to go, but it's important to be wary of your experience level. Gauntlet games have always had a tendency to be overwhelming at times, and the ruthless villains herein are no exception.

To us, Legends seemed slightly removed from what Gauntlet is all about. It wasn't a bad thing, because we still thoroughly enjoyed that game. We're just glad to see the series returning to its roots, and we're very anxious for this PS2 release.



•Gee, a hamburger would be great right about now... and maybe we'll get an antenna ball too

リングオブレッド RING of RED™

Some games recreate a battle.

This one recreates history.

Following WWII, Cold War tensions have peaked. The Soviets and Allies have divided Japan and war has broken out. As leader of the Allies, you'll command squadrons of troops and giant mechs through intense 3D firefights in a real-time battle-action system. Enter the Ring of Red, lead your men to victory, and change the face of history.



PlayStation 2



Animated Blood
Animated Violence



Giants: Citizen Kabuto

Platform: PS2 • **Publisher:** Interplay • **Release Date:** 2001 • **Stage:** 55%

Aww, look at the poor little humans. So sweet, so, so helpless...

What if you were huge, and the people of the land (at least the ones that were nimble enough to avoid being squashed anytime you took a walk) worshiped you as a god? Would you kill those who opposed you and force all others into lives of slavery? Of course you would.

Only Interplay could dream up



•Just like a four-year-old at the beach, giants just can't resist running and splashing into the surf

such a thing, and they call it Giants. For the upcoming PS2 version, the controls from the PC game are being streamlined and the game is getting an overall speed boost. Everything from basic maneuvering to giving commands to allies will be better suited to a Dual Shock 2 than a keyboard. Humor and a remarkable



•These bumbling monsters look harmless, but you're a giant and they're bigger than you

style are trademarks of this title, as you take control of a giant beast and venture across 16 islands. There are over 45 missions which will present several different gameplay types. Some, like the base building missions, will require you to utilize more brain than brawn. You will also have the opportunity to kidnap island natives and force them to build weapons, vehicles and other power-ups for you. They can even bestow you with magical abilities. Why would you need these things? Well, you didn't think you were the only giant in the world, did you? There are many other mammoth-sized creatures out there that will use projectile weapons, magic and intelligent group tactics in their quest to bring you down.

During the game, you'll take control of three different species, each having separate weapons and abilities. This feature is woven into the storyline, as hilarious cut scenes reveal the plot between levels. As you trample around the lush islands, you'll notice how "alive" everything looks. Besides the graphics, we're sure you'll appreciate gamer-oriented details like the ability to choose a first- or third-person perspective and frequent save points.

With silly titles like Clay Fighter under its fattening belt, Interplay's sense of humor can't be denied. Giants promises to keep you laughing through to the end. It may even shed new light on human existence- we're small. Way small.

Rumble Racing

Platform: PS2 • **Publisher:** EA Sports • **Release Date:** Q3 • **Stage:** 80%

Commercial air liners are statically safer than cars for travel- here's proof

Every so often, we get so annoyed with someone (no names- we don't kiss and tell) that we wish we could just whip out a tornado and throw it at them. In EA's upcoming Rumble Racing, this and other insane acts of violence will be possible as you bounce, flip, and roll towards the finish line.

With so many racing games in the PS2 pipeline, RR should provide a fun diversion from the norm. You'll take control of over 35 vehicles including classic cars, modern roadsters and concept cars. All of them are upgradeable, too. Each level increases the attributes of your car and improves its cosmetics. As you

win, you'll unlock tracks (totaling 15) ranging from cities to canyons to thrill-filled stunt courses.

As you can see, the car models are incredibly detailed. Everything from wheel rims to the wicked paint jobs has been meticulously created. As you race, you'll spot minute details in the track's surroundings. Of course, you won't have much time to gape at them. RR is fast and furious, so you won't want to take your eyes off the road for a second.

Part of the challenge will be discovering alternate routes. Generally these require high risk driving but will reward brave gamers for their efforts. You'll also need to be wary of the game's physics engine,

which promises frequent wrecks. Most important, you'll need to be on the lookout for power-ups, since success rides on their efficient use. These include nitros, bombs, traps, and the aforementioned twister. Needless to say, the action will be completely off the wall.

Despite the fact that RR epitomizes arcade racing, its creators are giving it a T.V. style presentation. That means you'll get a great replay after each race, complete with in-your-face views of the action provided by multiple sweeping cameras. As a bonus, EA even brought in Jess Harnell (of Animaniacs and the Tick fame) to handle the commentary.



•Just because your car comes equipped with four wheels doesn't mean you have to use them all

Vanishing Point

Platform: PSX • **Publisher:** Acclaim • **Release Date:** February • **Stage:** 95%
Sand lightly with No. 2 fine sander and apply finish... No wait, that's varnishing point

It seems like we've been waiting for Vanishing Point forever, and when our preview disc arrived from Acclaim via UPS, we began salivating like rabid animals. After the driver fled from our office, two editors began fighting over the controller before realizing two players could race simultaneously.

What makes VP so special? First, it's the only PSX racer we've seen that has no draw-in. Track design and stretching of the hardware make it all possible, with staggering results. With this in mind, one would think there must be some sacrifice the developers had to make. Well, they certainly didn't sacrifice the

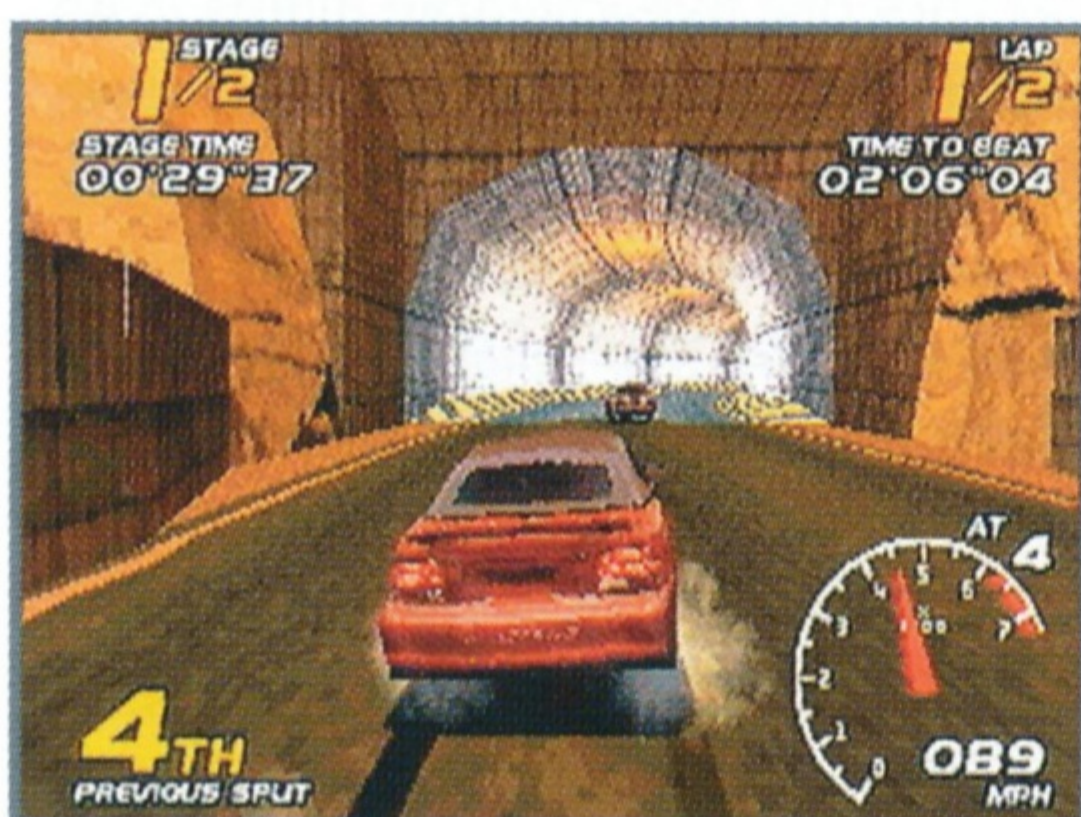
gameplay. A deep traffic system and tough AI opponents are highlights, but the real jewel in VP's crown is the physics. After some practice, we were kicking out our tails and powersliding through corners like pros. The game also provides for some seriously cool crashes. There's nothing like watching the race leader incorrectly negotiate a turn, lose control and flip through the air- until you realize you're going too fast to avoid his remains.

We also appreciate how much there is to do. At first, you're only able to access a limited number of cars and tracks. As you progress, you'll gain access to an increasingly large list of vehicles from Aston Martin, BMW, Ford, Lotus and others. There's

even a few SUVs thrown in for good measure.

Game modes include Arcade, Tournament, Time Trial, Stunt Mode and an unlockable Rally mode. Stunt Mode is very deep, with a wide assortment of activities to try out. They include tests of driving skills (like slaloms) and more difficult events that require you to make controlled jumps. These challenges are timed, and your score relates to how fast you can complete them. As you accumulate points in each event, others become available.

So, the wait is almost over. This could be one of the last great driving games on PSX and, without a doubt, one of the most intuitive.



• Besides the dangerous street racing, Vanishing Point has you performing unbelievable controlled stunts

Ducati World Racing Challenge

Platform: DC • **Publisher:** Acclaim • **Release Date:** February • **Stage:** 95%
Faster than a speeding bullet, able to crash at 190 and get up with out a scratch to be found

What's amazing about DC racing games is that there are many available but none offer the depth of Sony's Gran Turismo. That is, until now. Surprisingly, we're not talking about hundreds of licensed cars and dozens of racing circuits. Instead, let's talk motorcycles.

Though DWRC offers only one

brand of bike (can you guess which one?) its design provides almost infinite gameplay for a single player. Don't worry, you can still go head to head against a friend, but the bulk of your time will be spent in Ducati Life. While Acclaim prepares for Ducati's release, we're thrilled to pass on our experiences with a beta version.

With ten grand in your pocket, you'll begin by rummaging through Ducati Magazine and newspaper classifieds in search of a starter bike. You can also visit a dealership, but with your limited funds, you'll probably need to snag a used one. Don't forget to purchase a helmet and leathers, too. Then you'll head to the license bureau, where you'll get intensive training atop a variety of street bikes. As you earn each license, more and more leagues and events become available for you to participate in. As the monetary prize for these events increases, their length and the skill levels of their contestants reflect it. Obviously, your pocketbook will grow over time, and that cash can be used for anything

from upgrading the bikes in your garage to purchasing new bikes and rider equipment.

Once on the track, we immediately noticed two things. First, this racer looks just beautiful. The detailed backdrops are highlighted by dynamic lighting and shadows cast by a variety of structures. Second, we had to come to grips with the game's intense speed. This is one of those games in which you'll have to spend hours memorizing the tracks. The corners come at you in rapid succession, and trust us, you'll pay for any mistakes.

The Ducati brand invokes the perception of luxury and speed. Soon, we'll see if the game can live up to the name.



• The game features Ducati bikes from the fifties all the way up through the modern era



• The Ducati brand is known as the Ferrari of motorcycles and DWRC shows us why

Stupid Invaders

Platform: DC • Publisher: Ubi Soft • Release Date: April • Stage: 80%

This title will make you forget all about that high-brow South Park humor represents

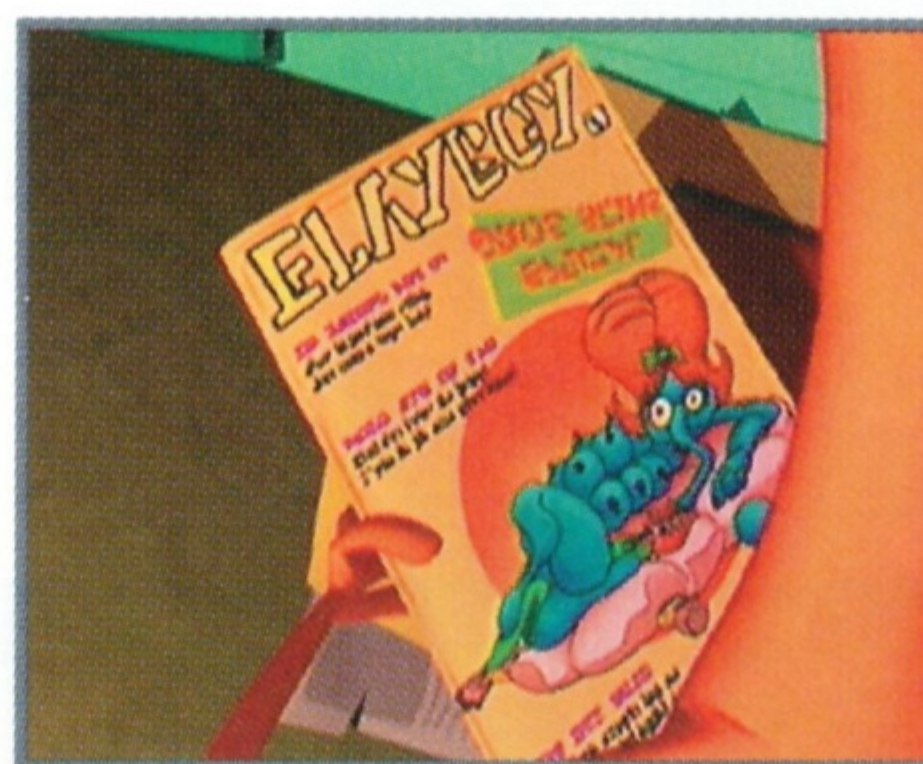
If Stupid Invaders were a politically correct video game, it would be called "Intellectually challenged off world immigrants." But nothing about Stupid Invaders is politically correct.

The first tip off that humor is twisted and the wit is going to hit squarely below the belt is the fact that the script is written by Jim Gomez, who lists The Ren and Stimpy show as part of his resume. The jokes start in the gutter (or, in the bathroom to be exact) and quickly head south, as in South Park.

The Aliens themselves are a menagerie of imbeciles that make the characters in Dumb and Dumber look like Nobel prize winners. Etno is their leader and is only rivaled by General Custard when it comes to assessing threats and coming up with a fool proof plan. Candy is the ravishing she-male alien who we

think will become the most popular transvestite extraterrestrial since Rocky Horror's Frank N. Furter; you can pick her out in the game because of her beautiful unblemished green complexion. Stereo, the two-headed red alien, is the genius of the group who has an I.Q. of at least forty...between his two heads. Gorgeous is the space faring cook who is always looking for his next meal, usually with hilarious results. And Bud, the hopeless inept yellow fellow, rounds out the starting five for Stupid Invaders.

Stupid Invaders has us helplessly laughing almost from the minute we booted it up. The cut-scene and gameplay animations are beautiful (if moronic, bug-eyed aliens can be beautiful). Each character has been pulled from the twisted minds of Gaumont Multimedia, who are also responsible for the animation/special



•If short and green is your thing, then Stupid Invaders will keep you happy

effects work in the cult classic movie The Fifth Element.

The opening sequence introduces you to the evil scientist, Dr. Sakarine, who is working from his secret underwater lab in Area 52. The laughs immediately start rolling as he contracts the tag line spewing hit man, Bolok, to hunt down and capture our five loveable aliens from the deserted house when they have taken refuge.

Bolok (not to be confused with Bollocks) was one of our favorite characters. We actually went out of our way to get captured just to hear his totally inane quips. Some of highlights include "You are going to die. You are going to scream when you die. Then, you are going to be Dead" and "Do you know the difference between a wimp and a man like me? Your mama."

The gameplay of Stupid

Invaders in classic-style point and click. You pick up, interact, and use dozens of different items. But these aren't the garden-variety maps and crystals you are collecting. When you gather up Draino, sulfuric acid, and pantyhose, you just know the results are going to be hilarious.

With plenty of pop culture references and a special guest appearance by none other than Santa, it is very evident that no one is safe from the rapier wit of Stupid Invaders.

SI marks the first, and probably only, graphic adventure title to land on Dreamcast. If you are looking for a game that makes you laugh just as hard when you die as when you succeed, this title comes through with flying colors. Everything from the bizzaro world graphics to the spot-on voice-overs will leave you in stitches.



•Yes, it is in the cartoon bylaws—all computers must look like the one to the left and feature large arcing bolts of electricity

IllBleed

Platform: DC • **Publisher:** Jaleco • **Release Date:** March • **Stage:** 90%
If ever a game deserved the tag "gratuitous," this is it

Please be advised: Illbleed is not Resident Evil. It is not Silent Hill, and it isn't Evil Dead. Yet it's the epitome of the survival horror concept. We've been talking about Jaleco's blood-soaked thriller for months, and now that we've spent some time with a near-finished version we can elaborate even more.

For those who haven't been following (shame on you), the game takes place inside a horror theme park. It was designed and built by B-movie producer Michael Reynolds, whose successful career has left him with the budget to create it. Mr. Reynolds has offered a million bucks to anyone who can make it through the park while meeting specific criteria. These include maintaining a normal heart rate, incurring a minimum amount of damage and most importantly, avoiding cardiac arrest. Think you could make it? Think again.

While roaming through dank crypts and other hellish environments, you will encounter hundreds of terrifying events. Generally, these are indiscriminate occurrences that involve loud noises, demonic apparitions and/or splashing of blood. Like any normal human being, your character will become frightened by these proceedings, placing your ability to meet the level's criteria in jeopardy. To avoid heart-stoppage, you'll need to use an intelligent combination of special headgear, sense meters (eyesight, smell, hearing, etc.) and adrenaline to spot the "danger" areas. The idea is to mark them, so as you approach you'll be ready and thus avert the potential scary moments. As if that weren't enough to deal with,

you'll also be jumped by hordes of monsters. When a beast's attack connects you will witness a ridiculous amount of bloodletting, further endangering successful completion. As you take damage, your character's clothes become tattered and bloody. Not only does this heighten the realism, it also makes you feel extremely vulnerable.

Each episode consists of several levels based upon one of Michael Reynolds' hit flicks. Trapped within the bowels of the episodes are the game's hidden characters, and you must complete all of the levels and meet the criteria in order to release them. Once released, they become available for use later.

As we made our way through the episodes, we really began to wonder about the people over at Jaleco. The game's events are creative, but moreover many of them are just downright sick. We don't want to give too much away, but you may witness anything from exploding light bulbs to exploding heads. We were also taken aback by the blood effect. Remember the scene in "Blade" when Wesley Snipes was walking down the hallway, having just riddled several vampires with the garlic and silver shots? You could almost see the people off-camera, tossing huge buckets of blood into the shot. Well, Illbleed puts even that gruesome scene to shame.

Still, Jaleco isn't allowing itself to get too serious with Illbleed. The characters retain an anime look with their funky hair colors and clothing styles. During the fight sequences, a helipad appears and provides an escape in case things are getting to be too much for your character to

•HA! Made you look! As much it may disappoint some people, Eriko's got clothing on at all times



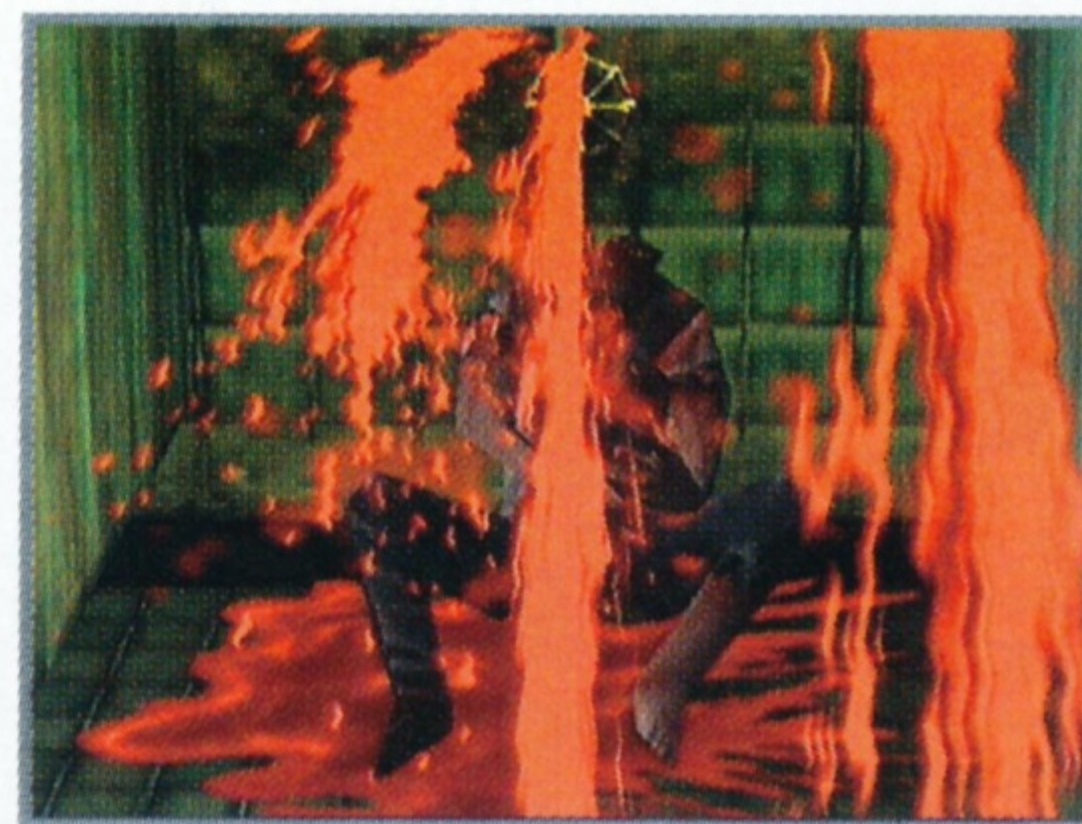
handle. This means you'll never be too removed from reality. Obviously the whole thing is incredibly unique, but most important is the fact that this represents survival horror in its

purest form.

Illbleed is set for release in March. If Jaleco meets that goal, it may be on the shelves by the time you read this.



•If you're looking for chills, here's your ticket. Want extreme bloodletting? Illbleed's got that, too





Dreamcast
Phantasy Star Online
Sega

•SM Rating: 83

We've said "Buy this game!" dozens of times before, but this time we have a completely different reason for saying it. If you try to rent PSO or pick it up used, you are in for a rude awakening. PSO comes with a specific serial number and access key that registers the disc automatically online, and once it has been used that copy of PSO will NOT work on any other Dreamcast system. So, buy this game...if you enjoy on-line gaming.

The key word in Phantasy Star Online is Online. Diving into a whole new world with three other players (groups are limited to four characters) is truly exciting. Nothing really rivals the thrill of playing with a group of seasoned players and tearing through hordes of monsters. But do yourself a favor, play a few missions offline and learn the system. It will make you much more popular with your fellow players.

Sonic Team, while veterans of the console market, do stumble a bit with their first online RPG. There is no trading system, so swapping items is truly a matter of trust. The plot, usually a true key to Sonic Team and Phantasy Star games, is almost non-existent. The save system has taken it on the chin, even when you play offline. The amount of backtracking required when you start up again is very frustrating. Money and level advancements are only saved when you quit the game, and in order to clear a certain area and save your progress you have to beat the boss. That's a major hindrance if you only want to play for an hour or so at a time.

However, PSO's positive marks are hard to argue with. The game is utterly addictive and the ability to play with a gamer from Japan without language restraints is a novel first. This is not the typical Phantasy Star, but online, it delivers.

•SM's Rating System:
We rate games from 1 to 99 using units of 1. 50 is average, so expect a lot of games to score in this range.



Dreamcast
Surf Rocket Racers
Crave

•SM Rating: 36

Ever thought of toting your Jetski to the North Pole? If so, we suggest the hassle of doing it for real instead of using this game for it.

To wit, SRR has excellent graphics. From riders to backgrounds to the realistic water effects, it's obvious a lot of time went into creating the racing environments. Famous Landmarks like the Statue of Liberty and Niagara Falls provide realism, while a percussive soundtrack attempts to keep spirits up.

Despite this, ultimately our spirits declined. We knew instantly of the flawed design when during our first



Dreamcast
NBA Hoopz
Midway
•SM Rating: 65

To horribly misquote The Who, "Meet the new hoopz, same as the old jam." You can add a new button and add another player, but the core of Hoopz is still the arcade madness that made NBA Jam a household name. If you liked the old Jams, then you should like Hoopz. But if you never cared for the series, the new innovations won't change your mind.

One of the cornerstone features of the Jam franchise has always been the graphics, but this year they aren't even what could be considered average. While the DC version is light years ahead of this

Championship Mode race we ran out of time...while in FIRST PLACE. Maybe we could deal with that, but if it happens during the fourth (and the hardest) race of a heat, the game kicks you back to the first course. After a few frustrating hours without being able to progress to the finals, we tried Tricks Mode.

This is where we really noticed some problems. These Virtua Tennis-like minigames have you popping balloons and such. Strangely, it doesn't matter if you launch from a ramp at 90mph or 30mph- you'll achieve the same height, and therefore these are tests of mostly luck. There's also a Time Attack Mode, which is more tolerable because obviously there is no time limit.

A dolphin that swims in excess of 100mph and riders that never fall off their wave runners are some of the more awkward features. We could go on and on, but we're going to play WaveRace 64 instead.

year's Playstation incarnation, it pales in comparison to the NBA 2K series. Since Hoopz only has to render roughly half the number of players, you'd think it would look better, but it's drastically worse.

While the graphics may not light up the score board for arcade hoops fans, the new features certainly will. You can create your own franchise, your own players, and your own All-Star roster. We stocked our Saint Louis Rapier's line-up with Shaq, Malone, and Sonya from Mortal Kombat. The new hoopz button helped us to alley-ooop to Shaq with speed and precision. The new third player on each team made us adjust our defense a bit, but we never got that claustrophobic feeling that some basketball simulations can sometimes relay.

NBA Hoopz is starting to feel a bit like Dennis Rodman. Nobody can deny they both have game, but the shtick is getting old.



Dreamcast
Sega Smash Pack
Sega

•SM Rating: 90

Remember when you first pulled your sparkling new Genesis out of the box? The futuristic-looking machine boasted "16-Bit," and it even had a revolutionary volume control for your headphones. As Dad fumbled with the RF and tried unsuccessfully to get a picture, you impatiently skimmed the instructions of your first next-generation videogame. Who was this blue spikey-haired creature?

Though you can now find the original Sonic for as little as \$0.49, at the time it was everything the new 16-bit technology was all about- colorful, noisy and incredibly fast. As more games hit the shelves, certain titles stood above the others and became classics. Now, some of the best-ever games from Sega's golden years are available on one GDROM.

Just look at this line-up: Sonic, Golden Axe, Columns, Altered Beast, Revenge of Shinobi, Streets of Rage 2, Vectorman and Wrestle War. Now add two RPGs: Shining Force and the esteemed Phantasy Star 2. Want more? Virtua Cop 2 and Dreamcast's newer Sega Swirl top off this unbelievable collection. Add to this the fact that you can use the analog stick to move your characters around (the response is still digital), and you should have plenty of reasons to go out and buy this disc right now.

These reproductions are graphically faithful to the originals, which some may consider negative. However, enthusiasts will love them as much as we do. Remember, these games are from a time when there wasn't much for Sega's programmers to work with visually, and so the gameplay benefited greatly.

It is worthy to note that in the translation from cartridge to disc some of the audio effects have suffered a tiny bit. But we're not complaining. This is one of the best old-school collection ever.

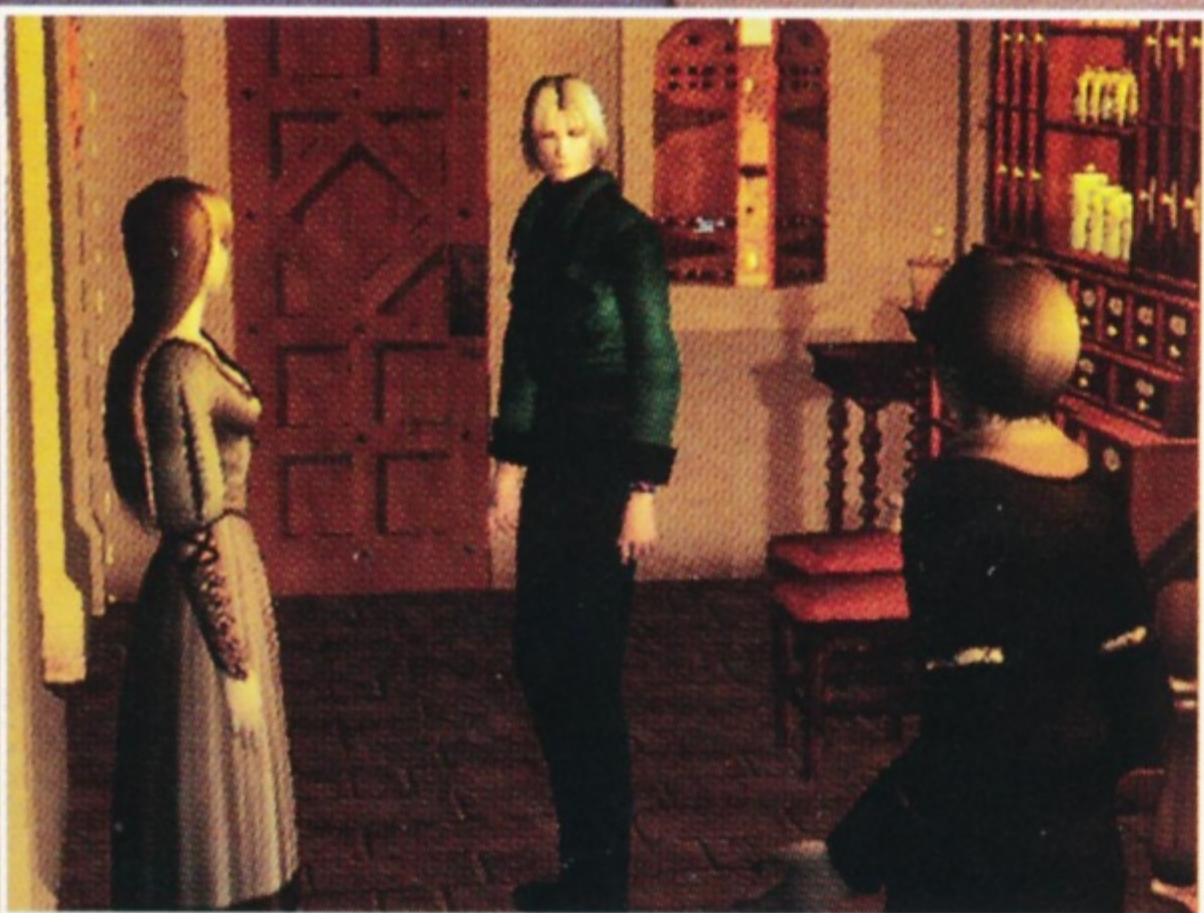
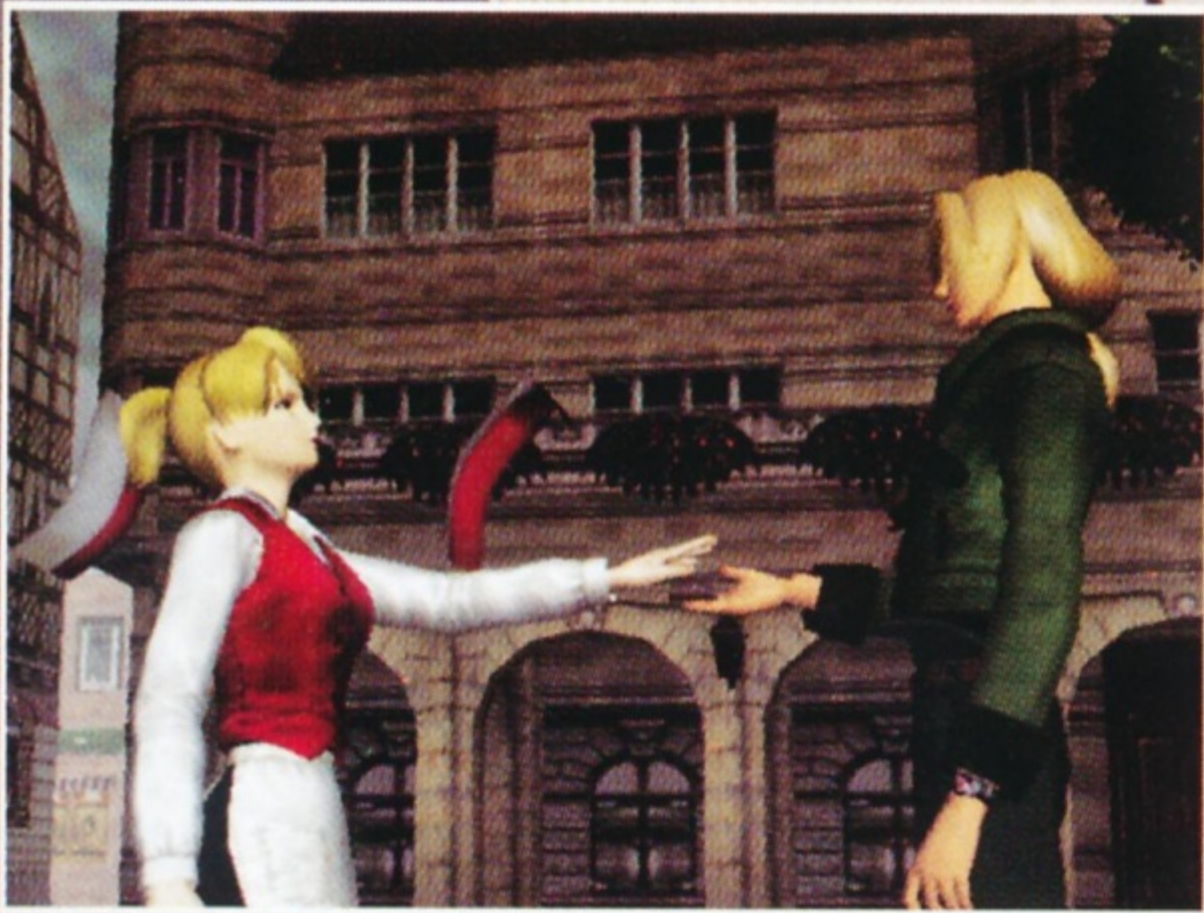
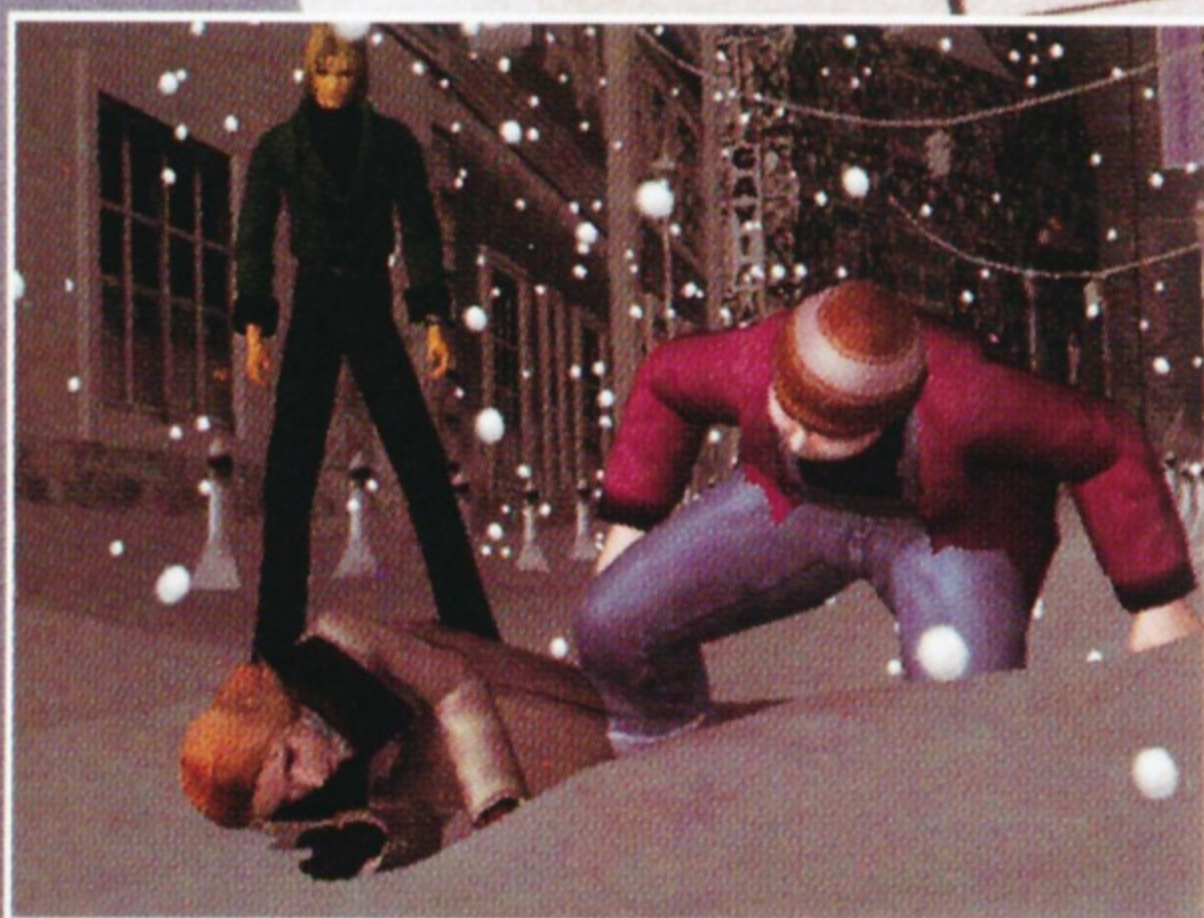
Certified Entry of Death

Location of Death:	Lebensbaum, Germany
Name:	Your name here
Sex:	Male
Age:	Your age
Occupation:	Gamer
Cause of Death:	Murder
Coroner's Notes:	Victim found in the streets, lying in a pool of blood. He must now travel back in time across five different centuries to pursue his murderer and alter the course of events that led to his demise.

DA 210567 Certified to be a true copy of an entry of a Register of Deaths in the District above mentioned. Given at the GENERAL REGISTER OFFICE, LEBENSBAUM, GERMANY, under the Seal of the said Office, the 6th day of June 2001



Shadow of Destiny™



PlayStation®2



Animated Violence





PSX
Army Men: World War Final Front 3DO

•SM Rating: 75

Old army commanders never die, they just get bigger tanks. Yeah, you boys thought you were rid of me, but General George S. Plastic doesn't fade into the sunset that easily. This is it, the final push to put those tan bastards where they belong: the bottom of the toybox next to the broken slinky.

Let me tell you, this is not your little brother's Army Men. Things are a lot darker and more menacing. Plastic chunks WILL fly in this game and some of you maggots won't be coming back. Some of you all are pretty excited about the stealth aspect of Final Front, but I got some news for you. That sneaking through the shadows and ambushing the tans is for sissies. You men and the controller set-up just ain't built for that.

What you guys are ready for is what made old blood and plastic famous, a tank from the Hell On Plastic Wheels division. Like the old battle zone game, controlling these beasts isn't easy but once you fellows are properly trained, you'll be making little tan spots out of little tan infantry men in no time.

Whether you're fighting on foot, in a tank, or on the back of a motorcycle, you vermin are going to appreciate the weaponry. Tossing a grenade or firing a mortar is child's play. Personally, I think the boys in the armory need to load those things with a little more gunpowder, because we're not quite getting the best bang for our buck. When a pineapple goes off 5 feet from a foot soldier, the only thing that should be left of him is his foot.

Things are still a little ugly out there boys. I think we should consider giving up on the old gray box and move on to greener pastures. Once you men wipe out that tan menace, things are going to get a whole lot prettier. That is all.



PSX
Colin McRae Rally 2.0
Codemasters

•SM Rating: 90

If you're a rally fan, and think you can handle the demands a rally simulation sets forth, you won't find a better game to fit the bill.

2.0 is the sequel to Codemasters' successful Colin McRae Rally. It has been fine tuned in every way, plus it features a new Arcade Mode. You can now go head-to-head against a field of five other drivers in a variety of settings. This is also where you'll find the intense 2-player mode.

Rally Championship is the single player draw, with a total of over 90 tracks (including track variances). The difficulty setting determines which of these

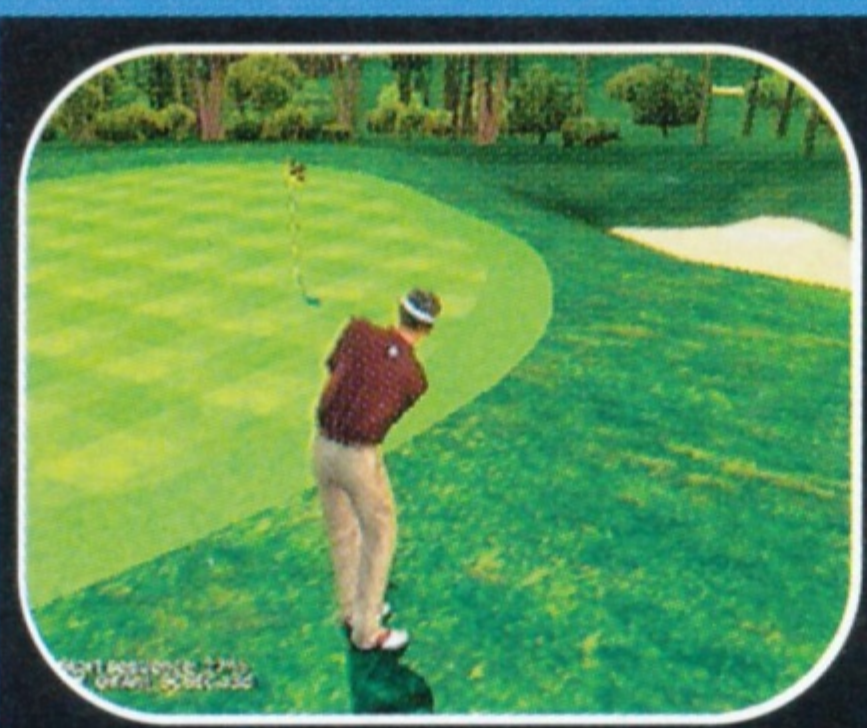
will be available, therefore motivating you to improve. After creating your profile, you'll choose a car from makers like Ford (McRae's Focus), Mitsubishi, Toyota and Peugeot. Then you'll get an informative presentation regarding the upcoming area's terrain. Garnering this information, you'll enter a service station where you can customize every imaginable performance characteristic of your vehicle. The decisions you make here are critical to success, so you really have to think about the track and weather conditions. Halfway through each "day," you'll visit the station again so you can make adjustments and repair damages.

From the exceptional graphics and sound to player-oriented details like a totally customizable camera view, 2.0 is a complete package that will not only please rally fans, but keep them busy for a long time. However, if you're not used to rally sims, be mindful of 2.0's realistic (read: slippery) control.

versions?

This is definitely the best looking, and one of the best playing golf titles available. You'll appreciate the ways EA has given the player extensive control over everything, from the analog swing (which can be aborted by not following through), to spin control during the ball's flight. However, there are a few oversights to consider. First, you cannot rotate the view without changing the ball trajectory. That's a problem because sometimes when you pull back to get a better look at your attack angle, the camera ends up right smack in the middle of a tree. There are also a few physics problems. Once, we had a ball sitting literally all the way over the cup, but it didn't drop and we had to settle for a Bogey tap-in.

We still had fun with TW'01. We recommend it to PS2 owners who don't yet own a golf game, but if you have an older Tiger game, rent this one before purchasing.



PS2
Tiger Woods PGA Tour 2001
EA Sports

•SM Rating: 69

Like the last two Tiger titles, despite the platform leap, this version isn't much more than a fine-tuning of the previous year's effort.

Obviously, the PS2 graphics are leaps and bounds ahead of the PSX version's, and that's mostly evident in the playable courses. Too bad there are only three of them- Pebble Beach, Spyglass Hill and Poppy Hills. We would have liked to see at least five, as these can get a little stale after several rounds or so. There are a few new features, but are they enough to entice golf aficionados into throwing away their PSX



PSX
Darkstone
Take 2 Interactive

•SM Rating: 76

Even while rummaging around in the \$9.99 bargain section, you are sometimes blessed with a diamond in the rough (and trust us, it's been pretty rough so far).

Darkstone is that diamond, and while it may not be a perfect gemstone, its flaws are superficial. The biggest obstacle that it has to overcome is the fact it is, simply put, ugly. We're talking wall-clipping, polygon-deficient, graphical nastiness. But, as Darkstone's friends are quick to point out, it has a great personality.

Darkstone is a PC port and it really shows. Everything about the menus, spell system and town/dungeon setup revolves around that alpha and omega of PC RPGs, Diablo. But in emulating Diablo's engine, they have gotten just about everything right. And by improving upon its weak points, Take 2 Interactive has created a winner.

Whether you like to call it dungeon crawling or hack and slash, the action is toe to hoof swordplay. The combat varies according to which of the 4 classes of characters you choose for your adventure: Warrior, Thief, Priest or Wizard.

Each one sports a different method of attack, with separate strengths and weaknesses. Some of the old standby tactics still work (i.e. when swarmed by enemies, find a doorway to limit their flow to one at a time), but a constant evolution of attack strategy will add years to your characters' lives and hours to your enjoyment.

Each character actually ages and evolves during the adventure, so you can continue to use a player even when the story arc ends. The constant feeling that there is a better weapon, armor or spell just around the corner had us constantly coming back for more.

A good game at any price, Darkstone is a direct hit at \$9.99.



PS2

Faceoff 2001

989 Sports

•SM Rating: 71

With the release of NHL Faceoff 2000 for the Playstation, 989 redefined what we had come to expect for Playstation hockey games. This year's Playstation version, however, was a disappointment, as they didn't really build upon the great foundation they had laid.

We thought they were centering their attention on the PS2 version. But we were once again disappointed by a lack of advancement and a disheartening regression in some critical areas.

One of the major downfalls of Faceoff 2001 is the fact that it still only sports one true defensive button. No poke checks, no shot blocks, no crushing blows. Your defensive tactics are limited to pressing one check button and hoping the player doesn't McSorley the opposing player when you just want to knock him off the puck.

Goaltending is another issue, because goalies are as inconsistent as ex-Capitals netminder Jim Carrey. One game you will hold the opposing team to one or two goals, only to give up a staggering eight goals the next meeting. This would land a real goalie right where Carrey is now: out of the NHL. They also roam way too much, blazing out of the crease like Jeremy Roenick on a breakaway. This leads to too many instances of puck smothering or using icon passing to give it to the player farthest from the net simply to allow your goalie to get back into position.

While still missing a franchise mode, the multi-team season and expanded "personal best" statistic tracking are extremely welcome additions. We're just praying for an auto-load option next year.

Faceoff 2001 still has what it takes to provide an enjoyable PS2 hockey experience, but both its inconsistencies and lack of new gameplay enhancements are disappointing.



PS2

Winback

Koei

•SM Rating: 83

It's no secret that N64 software has mostly targeted younger gamers. Only a few "mature" action titles made it to market, with Golden Eye and Winback at the forefront. We won't deny that James Bond sold systems, but Jean-Luc Cougar filled the tactical espionage void. If you've been avoiding N64 like a plague, now's your chance to experience one of its few worthy action games.

The graphical upgrade for this PS2 version isn't what we expected. Jean-Luc has better running animations, but they still look unnatural. Colors are a little sharper, and edges more defined. Other than that, it looks virtually the same.

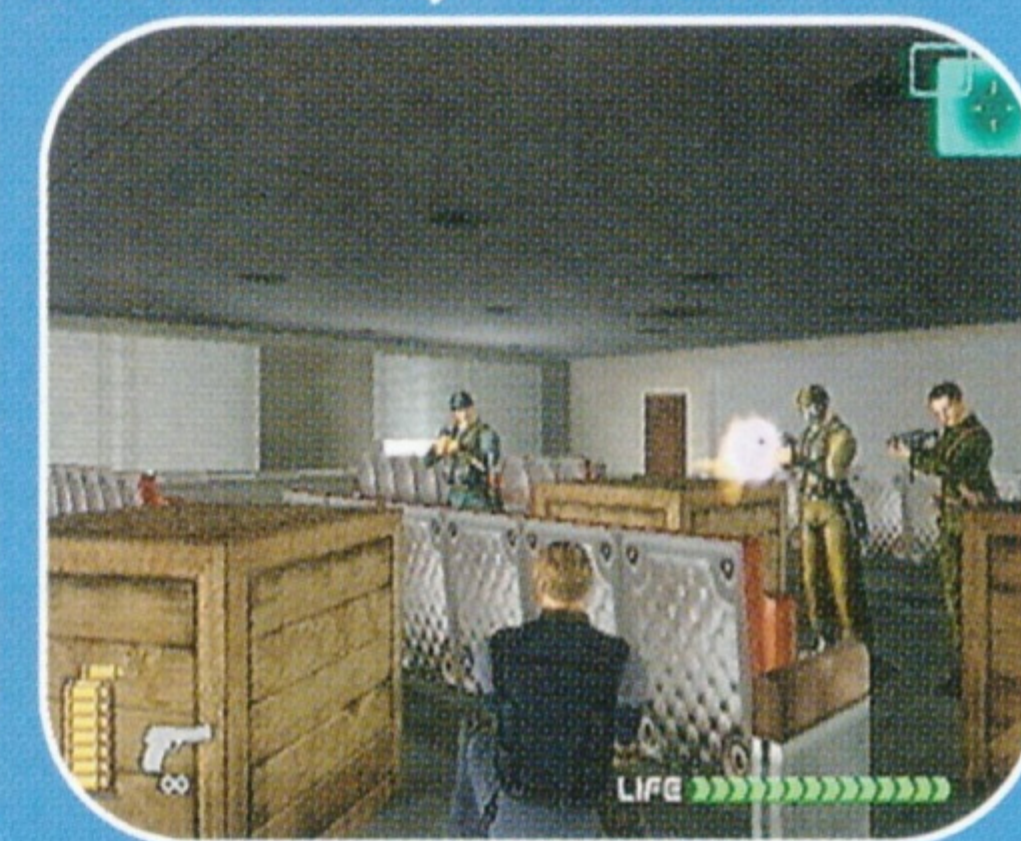
Story Mode is basically the same too, save for the addition of voiceovers. Unfortunately, the acting can be unpleasant. Still, this mode is incredibly fun and challenging and therefore we highly recommend Winback to anyone who hasn't played it before. When the Center for Space Development is obliterated by a laser, the Strategic Covert Actions Team gathers for briefing. A terrorist organization called the Crying

Lions has seized an orbital satellite capable of destroying an entire city with a single blast. Colonel Coleman, the group's hellbent leader, threatens to continue firing around the globe until his demands are met. Namely, he wants the Crying Lions' head honcho released from prison. S.C.A.T. is sent in to lock the situation down, but before they arrive their chopper erupts in flames. Barely escaping with their lives, the S.C.A.T. members are separated and each must enter the base alone.

You begin with three weapons (pistol, shotgun and machine gun), but others are obtainable including a rocket launcher for the more bothersome terrorists. Jean-Luc's extensive move list gives you an advantage over most enemies. You have to be careful though, because he has a tendency to make unexpected moves if you have him set improperly. Though the majority of the terrorists are drones, they constantly pin you down. Luckily there is always something close by to hide behind while you reload and plan your next move.

Winback is not for the controller-smashing type. Trust us, you will die- a lot. Luckily

•Some terrorists, like Lila (left), are absolutely relentless



there are plenty of checkpoints. Save points, however, are another story. There are some areas where there are so many terrorists it's nearly impossible to get through without damage. Not only that, the game sometimes gives you the impression that it's cheating. Occasionally you will be caught in one of those "he hit me but I can't hit him" areas. Other times you'll go through a door and get immediately pelted without a chance to react. The design will often have you asking, "OK, why did I have to go through the building, out the back, up that ladder, across the roof, and down this ladder when I could have just climbed over a small crate to get here?" This type of gameplay isn't bad; it just looks weird.

Koei added an extremely gratifying BOT mode. It's basically a souped-up deathmatch where you create teams and go up against the computer. A regular deathmatch mode is included too, with several styles of available versus action. This is a great way to let off steam after playing Story Mode.

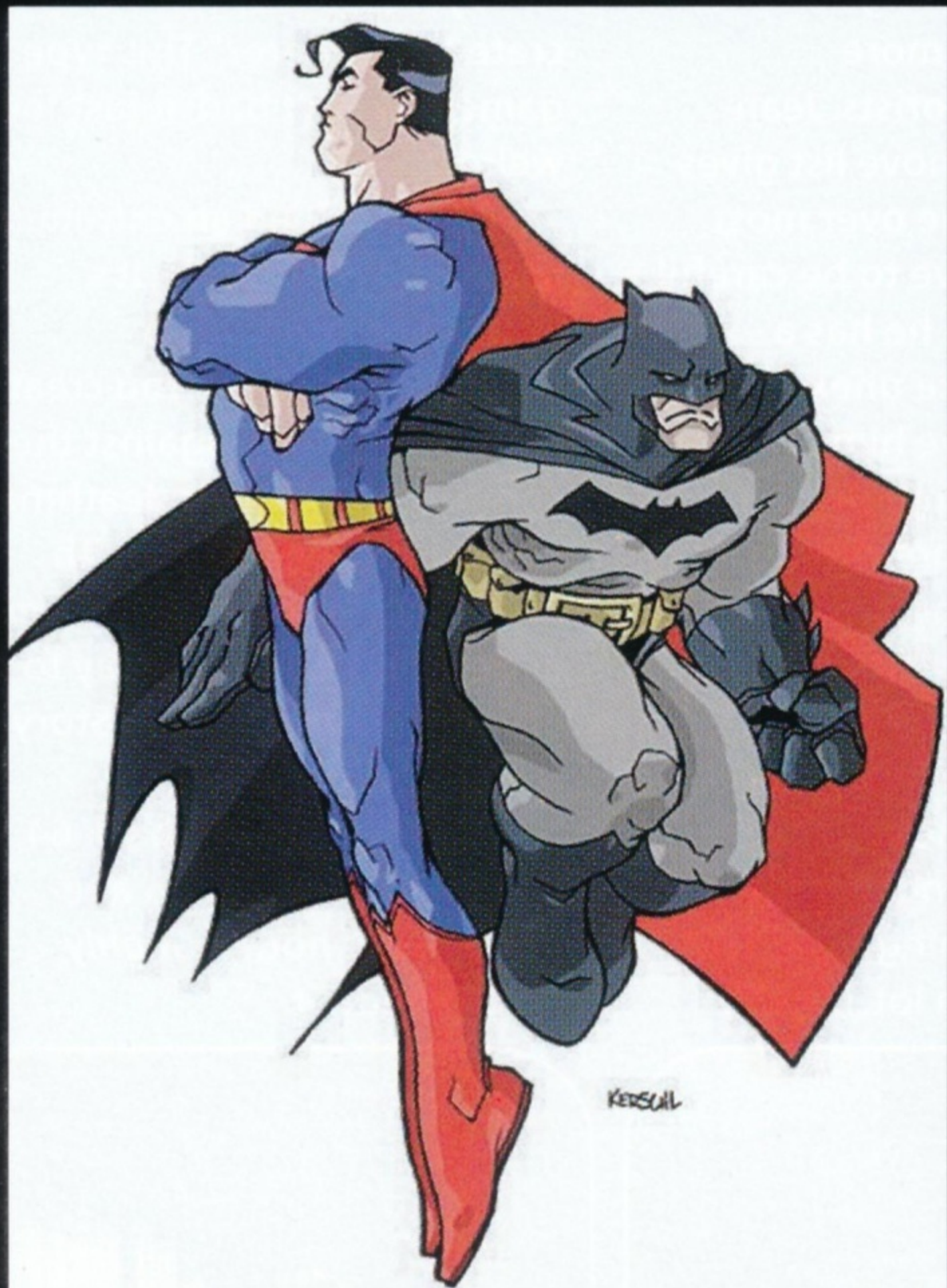
If you own Winback 64, this is probably not worth a re-purchase. If not, we *highly* recommend it.



This great piece of art was sent to us by suu-chan@ulink.net



These two pencil drawings were composed by reader Justin Lupo



Solid Snake and the above image by Karl Kersch are amongst the best we've seen



Want to see YOUR art in print? Send it to: fanfare@siliconmagazine.com



**PSOne
Mobile monitor
Interact Accessories**

•SM Rating: 90

If you truly want to make your PSOne mobile, you need an LCD screen and about \$150.

Interact handles this with style. The Mobile Monitor not only adds a screen to play on but also provides surprisingly rich sound from the built in speakers, tons of adjustable settings, and a patch-through for hooking up a VCR or DVD player for your mobile media pleasure.



**Dreamcast
Retrocast
Pelican Accessories**

•SM Rating: 55

One common complaint among Dreamcast owners is the controller. To help pacify gamers, Pelican has the solution...sort of.

The Retrocast allows you to use Playstation accessories with your Dreamcast. Problem is, it doesn't seem to register properly with every game and every controller. But for \$29.95, it does work with enough games to justify a purchase.



**PS2
Retroshock 2
Pelican Accessories**

•SM Rating: 70

After many futile attempts at beating a tough boss in Onimusha, we plugged in the Retroshock 2 and immediately the nasty foe was defeated. We credit our victory to the comfy design, and responsive D-pad.

The small Start button is a little hard to reach, and the analog face buttons require slightly more pressure than a 1st party controller. Still, it's a decent alternative.



**Dreamcast
DC-X
Blaze Videogame Accessories**

•SM Rating: 88

Afraid to mod your Dreamcast to play import games? Do you like your DC warranty just the way it is- intact?

The solution is finally upon us. The Blaze DC-X is a simple one disc system that you use as a "Boot Disc." Insert it into your DC, fire it up, wait for the switch disc screen, put in the import, viola! Now you can play all of the DC games we feature in Wanted, all for \$24.99.

Dialogue: e-mail us at dialogue@siliconmagazine.com

I've tried looking at several different websites and magazines, but no one has the answer I am looking for. I figured you guys at the mag are probably the most knowledgeable in the business, so I have a serious question. With the downfall of the Dreamcast and Sega's announcement that they will be strictly a third party developer, do they plan on publishing any new Dreamcast games?

I own a Dreamcast and am looking forward to several new games as well as taking advantage of SegaNet. But now I worry that I will NEVER be able to play them. My question is does Sega or any other company plan on releasing any new Dreamcast games?

Patrick
northernstar1983@yahoo.com

•SM- While Sega has announced they will be become a third party software developer, that does not mean they are abandoning the Dreamcast, at least on the software front. Check out this month's Buzz section, as we list off the dozens of new Dreamcast titles that are currently in development by Sega's in-house teams. Sega has assured us that at least 30 new games will be available from Sega themselves for the Dreamcast in the U.S. before the end of the 2001. How third party publishers, such as Crave and Capcom, decide to handle releasing DC software is still up in the air. However, with some major

retailers pulling Dreamcast off the shelves to make room for new systems, things are not looking promising.

I received a copy of Silicon Mag issue 28 from a friend a while back. Sometime during last year, I was contacted by Silicon Mag asking if it would be acceptable to mention my Policenauts website in a feature you were going to be running on that game.

I'd be interested to know if that feature actually went ahead, since I can't normally pick up the magazine here in the U.K. I've bought some of the games magazines available in the States (EGM, the late GameFan, etc) when I've been on holiday, and Silicon Mag compares favorably - well written editorial, clear design, good quality screen shots. Nice work!
Gord
gordon@hexdidnt.clara.net

•SM- Thanks Gordon, we are glad you liked what you saw. Yes, the Policenauts article did run in Episode 17. Sadly, •SM's world conquest has not spread across the pond to the United Kingdom...yet.

For everyone who would like to check out Gordon's wonderful Policenauts website, log onto www.hexdidnt.clara.net/Policnauts. Drop him an e-mail and tell him we sent you!

First off, I just want to state that I am

not some fly-by-night idiot who picked up the mag and decided to write a nasty e-mail. I have every issue of Silicon Mag since Episode 10, back when you were still calling them issues. The first words out of my mouth when I hit my local game store is "Is the new •SM in yet?"

However, last issue (Episode 30) you guys pulled a first and I must say I am disappointed. In your review of The Bouncer, the reviewer states toward the end of the article "The coolest part of the game is the death of Mugetsu..." What the HELL? The game isn't even out yet and the reviewer is giving away a key part of the plot! As a long time reader, I am very disappointed. You guys have never done this before, what's the deal? I think heads should roll and shallow graves should be dug.
Mark Danzig
Danzig867@hotmail.com

•SM- You're right Mark, we don't know how this slipped past our eagle-eyed editors. And once again, you are right, there must be retribution. We have sent the offending reviewer to the •SM dungeon with copies of The Sixth Sense, The Crying Game, and The Usual Suspects. We also included the following notes: 1. He's Dead 2. It's a guy! 3. Verbal Kint is Keyser Soze. Now, maybe he is feeling a little of the pain you had to endure. He doesn't know this yet, but we've got his shallow, unmarked grave waiting for him after

he has watched them a few thousand more times- on the other hand, that's an ending and we don't want to ruin it for the poor fellow.

I recently sent a question to your dialogue section and was stunned by your niceness, knowledge, and promptness. I was amazed that I was sent a personal email reply. This is further proof that you have the finest and most dedicated staff in videogaming. (•SM is obviously the best).

Now, to cut to the chase- are there currently any plans to release the Sega Smash Pack as a stand alone GDROM? I have owned a DC since April and I am very interested in the smash pack, but the problem lies in the fact that I already own a DC!
Segafan

•SM- According to Sega, the Smash Pack will be available as a stand alone product this March and will feature a special low, low price (likely 19.99). BTW, the Smash Pack is too cool! Check the review this issue.

We do our best to answer each and every piece of mail we receive, whether or not we run the letter in the mag. Feel free to drop us an e-mail at dialogue@siliconmagazine.com or drop by our message board at www.siliconmagazine.com, our editors and writers will do our best to answer your questions.



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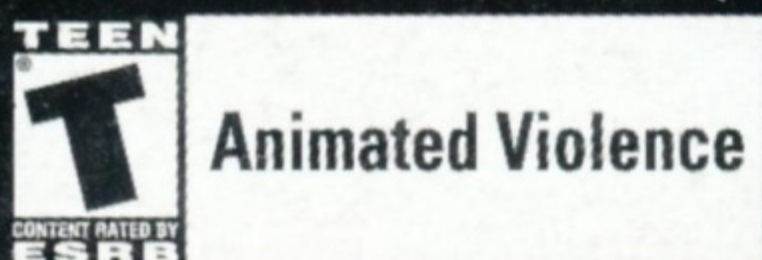
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PlayStation[®]2



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