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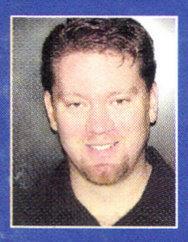

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GameWEEK Exclusive

G.O.D. Unveils Blair Witch

By Joel Easley

This past October, the Gathering of Developers made the announcement that it had acquired the interactive rights to last summer's box office smash, *The Blair Witch Project*. The Gathering, along with Terminal Reality and Human Head, recently contacted *GameWEEK* to give us the exclusive regarding current development status. As it turns out, there will be three titles headed for the PC based upon different historical periods in the Blair Witch mythology. Each of the titles is to be created by different developers—Terminal Reality, Human Head and Ritual Entertainment—and will be tied into *Nocturne*, a game published last Halloween.

Jeff Mills of Terminal Reality gave an overview of how this series of titles would be executed, "The Gathering of Developers has three teams working on a serialized Blair Witch story that picks up on elements of the Blair Witch mythology that haven't been explained in great detail. Each of us is making a smaller, value-priced game with each revealing a small aspect of the story." Further explaining the plot by saying, "The first story, the one that Terminal Reality is working on, focuses on the Rustin Par incident back in 1940 and brings in elements of *Nocturne* and involves the investigation of that event and the other things that happened behind the scenes that no one has ever known about because it's been held in secrecy by the government agency that has gone in to investigate it."

Those familiar with *Nocturne* will immediately recognize characters from the series such as the "Stranger" and Doc Holiday, who will remain focal points for some of the upcoming titles. They, along with other characters, will be investigating all the major events that led up to the disappearance of the student filmmakers. This provides a unique twist and strays from the norm in regard to

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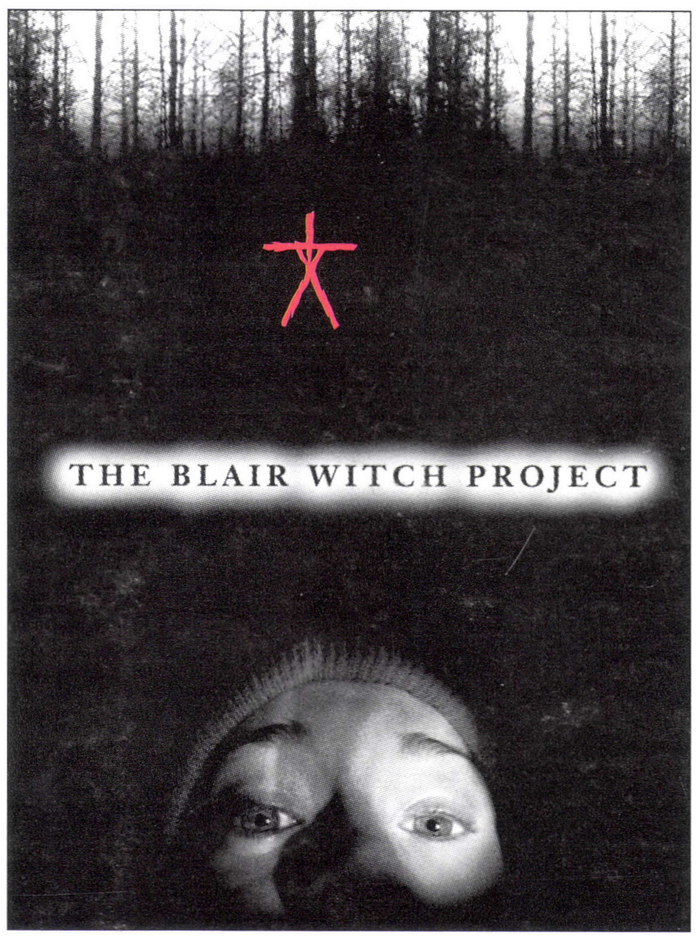

Music to Game Boy's Ears

By Ben Rinaldi

If you read this issue's re-cap of CES, you'll find that there were more than a few consumer electronics companies who were on hand to show off their new MP3 digital music players in hopes of cashing in on what is expected to be one of the hottest consumer electronics gadgets since the original Walkman. MP3 technology allows users to record, download and store compressed music files (with CD quality sound) to portable MP3 players, making them ideal toys for audiophiles looking to take their music-listening pleasures

(continued on page 6)

CES 2K Offers Game-Industry Synergies

By Andy Eddy and David Ward

The recent Consumer Electronics Show 2000 (CES)—once a staple event of the interactive-entertainment industry—provided its usual peek at the creations that will permeate our lives in coming years. However, this year it presented a bit more in the way of pertinent products for retailers and enthusiasts concerned with games.

Without question, the show offered a broad spectrum of consumer-electronics gear, ranging from car stereos to batteries to high-definition televisions. And the effects of the Internet were prevalent throughout; for example, a number of companies—such as 3Com and Creative Labs—were showing digital cameras designed to be hooked to a PC for video conferencing in order to create low-budget, streaming audio/video productions or to enable a live perspective of something for a website. Intel showed its

(continued on page 18)

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First Mad Catz Dreamcast Peripherals in Stores

By Steve Traiman

The first Mad Catz-branded peripherals for the Dreamcast platform hit stores in December under the first third-party peripheral deal for the 128-bit, Internet-ready Sega videogame console.

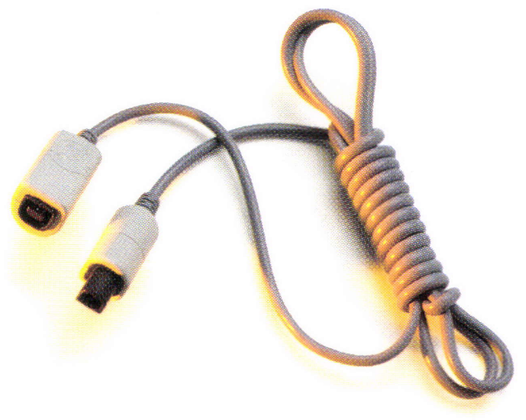
Under the recently announced partnership, Sega is licensing technology and other intellectual property to Mad Catz for the creation of Mad Catz-branded peripherals. The agreement allows Mad Catz to design, manufacture and market licensed peripherals for the Dreamcast system in North America, Brazil, Argentina, Uruguay, Chile and Europe.

"As a company, we've been looking at licensing," explained Mad Catz CEO Darren Richardson. "It's very important to get access to first party intellectual property and the key technical protocols. This deal gives us use of the Dreamcast trademark

Dreamcast Dream Wheel

and technical approval from Sega for a broad range of peripherals. "Working with Sega allows us to take full advantage of the enormous potential of the Dreamcast system, especially as online games for Dreamcast are released," he added. "We are working closely with Sega to create innovative and exciting peripherals using proprietary technology that will visibly enhance the online gaming experience that experts predict will catch fire among Dreamcast users.

Dreamcast RF adapter



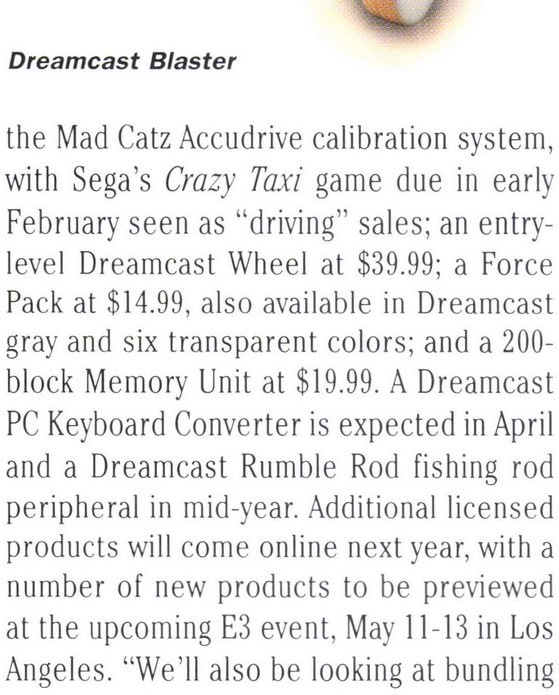
Dreamcast controller extension cables

"We're already looking at porting over the Mad Catz Panther XL gaming stick, one of the most successful online gaming peripherals, across the Dreamcast Network later this year." Sega is introducing full online gaming for Dreamcast through this year and more games to be released with Internet connectability.

"Sega is pleased to be working with Mad Catz under this licensing agreement," said Shoichiro Irimajiri, president of Sega Enterprises, Ltd.

"This shows a significant commitment by both of the companies to bring consumers the best gaming peripherals possible on Sega Dreamcast." The first Mad Catz products on the market include a Dreamcast Blaster at $29.99 estimated street price (ESP); a Dreamswitch RF adapter at $14.99; and extension and SAV cables at $9.99 each. With auto reload and auto fire features, the Blaster is being cross-promoted with on-pack stickers for Sega's *House of the Dead 2*.

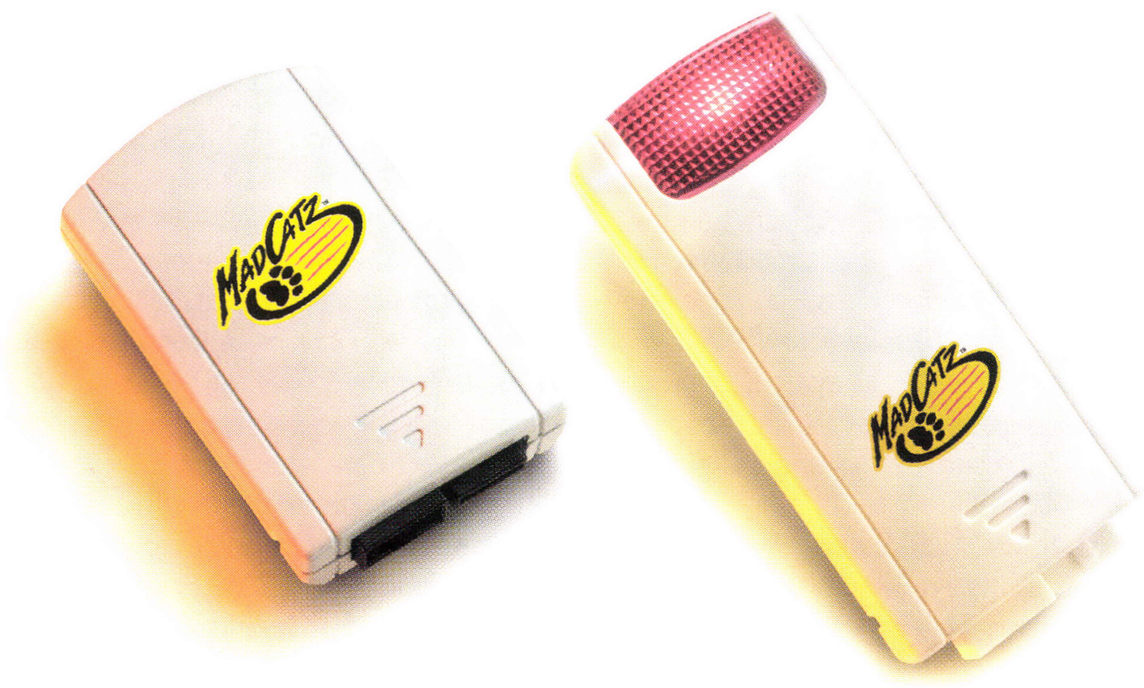
"We'll be blending in more products as we get approval from Sega in Japan," Richardson added. In the next few months, retailers will get a Dreampad six-button Controller with two programmable action buttons at $24.99; an entry-level Dreamcast four-button Controller at $19.99, available in Dreamcast gray and six transparent colors; a Dreamcast MC2 Wheel at $59.99 with



Dreamcast SAV cables

Dreamcast Blaster

the Mad Catz Accudrive calibration system, with Sega's *Crazy Taxi* game due in early February seen as "driving" sales; an entry-level Dreamcast Wheel at $39.99; a Force Pack at $14.99, also available in Dreamcast gray and six transparent colors; and a 200-block Memory Unit at $19.99. A Dreamcast PC Keyboard Converter is expected in April and a Dreamcast Rumble Rod fishing rod peripheral in mid-year. Additional licensed products will come online next year, with a number of new products to be previewed at the upcoming E3 event, May 11-13 in Los Angeles. "We'll also be looking at bundling opportunities and are already exploring several for the second quarter," Richardson said. The focus for bundling is with the Dreampad Controller, Dreamcast MC2 Wheel and the Blaster. As a subsidiary of the GTR Group Inc., based in Brampton, Ont., Mad Catz peripherals for Dreamcast, other videogame platforms and PC gaming systems are available online. GTR Group's ZapYou.com e-commerce division partners with existing electronic retailers in selling interactive entertainment products over the Internet. **GW**



Dreamcast Memory Unit (left), Dreamcast Force Pack (right)

On The Move

Industry Personnel Changes

Codemasters
Codemasters has announced that programmer Steve Nichols has joined the UK-based videogame developer and publisher. Prior to joining Codemasters, Nichols had been with Sierra Online, Inc. since 1991 when he began as a software engineer working on what was then called The Sierra Network and later known as The Imagination Network.

Fox Interactive
Fox Interactive has named former NovaLogic marketing executive, Karly Young as director of brand marketing. Young will be responsible for the product marketing of Fox Interactive's PC line, as well as the overall growth of the Fox Interactive brand. Previously, Young was the director of marketing at NovaLogic where she was responsible for overseeing the launch of numerous PC franchises including: *Delta Force*, *Comanche* and *F-22 Lightning*.

Acclaim Entertainment
Acclaim announced the appointment of Bradford W. Loucks as vice president of sales. Loucks will be responsible for Acclaim's North American sales and distribution organization, including managing key accounts, expanding into new markets and building Acclaim's sales team to maximize revenue and market share growth. Prior to joining Acclaim, Loucks held various senior-level sales positions with Coca-Cola, Pepsi and Procter & Gamble.

Jay Andronaco has come aboard as the new manager of public relations. Andronaco will head up public relations initiatives for Acclaim's recently announced *Extreme Championship Wrestling* (ECW) license. In addition, Andronaco will manage media relation initiatives for select Acclaim Sports titles.

Titus
Titus Interactive announced today that it has appointed Pascal Samaran, former senior executive vice president, to head of strategy and acquisitions for the company. In his new position, he will be responsible for identifying and conducting acquisitions.

Infogrames North America
Infogrames has announced two new additions to the company's senior management team: Derek Quackenbush takes on the role of CFO for Infogrames' North American operations while Ron Rudolph will oversee human resources and administration as the company's senior vice president of administration. Quackenbush joins Infogrames from Sony's 989 Studios where he was the director of finance and administration for the past three years. Rudolph most recently spent time at Wyse Technology as vice president of administration.

Player 1 Inc.
Player 1 announced recently that it has made a change in management. Holly Hirzel, formerly executive producer for the company, has replaced Marc Jackson as president and CEO. The company is currently working towards gold master on *Dream Roadsters* for Dreamcast and titles *Hercules 64* and *Blues Brothers 64*, which are scheduled to go gold in March.

Rage Software
Rage Software appointed Glen O'Connell to the newly created post of head of communications. O'Connell will have the responsibility of raising the profile of the Rage group and its product portfolio across all consumer channels, as well as expanding and enhancing the activities of the company's website. O'Connell comes from Psygnosis Ltd, where he previously managed the communications campaigns for a variety of high profile titles including *Wipeout*, *Destruction Derby* and the *Formula One* series.

Didja Hear...?

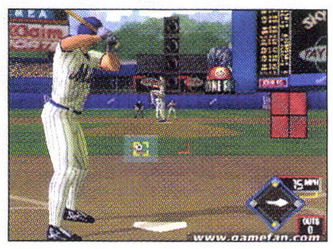
Resident Evil: Zero

Following hot on the heels of Angel Studios' excellent Nintendo 64 port of *Resident Evil 2*, *Resident Evil: Zero* for the N64 will give players the opportunity to control several different characters, including Rebecca Chambers from *RE1*. Taking place before the very first game, *Zero* will put many questions to rest regarding Capcom's "Survival Horror" series—questions such as, "What is the true background of the Umbrella Corporation?" Yoshiki Okamoto, director of the *RE* series, has stated that Zero would be the most challenging *RE* game yet (there are no storage bins available, for starters.) Expect *RE: Zero* to release this fall.

Harvest Moon: PlayStation Bound

It's official: Natsume will publish *Harvest Moon* for the PlayStation in May in the U.S. The game will not be a straight port of the recently released, highly sought-after N64 RPG/farming sim, but rather, will offer a whole new experience. "The one thing we want to stress is that *Harvest Moon* for the PlayStation will be totally different from the N64 game. The story is different, and the look is different," according to the Natsume spokesperson we talked to. "The view is more angled and not as top-down as that featured in the N64 version, and it's a bit more anime-esque," the spokesperson added. We should have a full preview ready next issue.

Play Ball!



The latest installment in Acclaim 's All-Star Baseball series for the Nintendo 64 is nearing completion. *All-Star Baseball 2001* is set to ship in April, one year after last year's offering.

Square Gets Emotional

Square's joining the race in a big way with its upcoming PlayStation2 title, *Driving Emotion Type-S*. Being developed by Escape, one of Square's subsidiary development studios, *Type-S* will offer realistic racing action and feature a large assortment of licensed vehicles from big-name Japanese auto manufacturers. The graphics, as evidenced by the screen shot above, are looking razor-sharp and allow for several camera angles, including a highly-detailed in-car option. *Driving Emotion Type-S* looks to be yet another white-hot scorcher for the PlayStation2.

Latest MACWORLD Expo Shatters Attendance Records

Big announcements from 3dfx and MacSoft dominate game news

By Mike Dixon

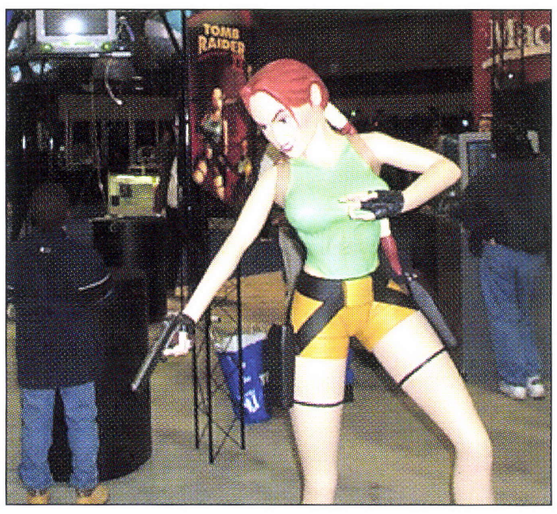
This year's first MACWORLD Expo has been labeled the most successful in its 16-year history. With over 85,000 attendees, organizers saw a 23% increase over last year's MACWORLD Expo/San Francisco's total of 69,500-easily surpassing the all-time attendance record of 76,000 set in 1997.

"By all accounts, this was the biggest and best MACWORLD Expo of all-time," said Nicole Derany, show director. "In addition to the new attendance record, many exhibitors told us they sold more software and hardware and generated more sales leads than at any previous Expo."

While many had expected Apple to unveil a new G4 PowerBook, instead, keynote attendees got to see Apple's next generation operating system, OS X (ten). This elegant OS offers a new look and tons of features like crash protection. OS X is expected to go into beta testing this spring and should be available for purchase later this summer. Steve Jobs also announced that he is now the official CEO of Apple Computer, removing the "interim" from his title.

On the gaming front, the Mac game industry got a big shot in the arm with major announcements from 3dfx and MacSoft, the Mac division of GT Interactive.

3dfx announced its strategy to bring its VSA-100-based 3D boards to the Mac, which includes the Voodoo4 and Voodoo5 cards. "This announcement demonstrates our strong commitment to the Mac platform and our desire to be the number one graphics supplier for the Mac," said Scott Sellers, founder and chief technology officer at 3dfx. "No other graphics board can deliver the power and performance of the VSA-100 to the Mac."



"We have listened to the user community and have received tremendous support to enter the Mac market and dominate with 3dfx branded products," said Bryan Speece, director of Macintosh business development at 3dfx. "We will fully support boards on the Mac platform, including customer service, technical support, driver updates, game developer evangelism and all of the other services available to users of 3dfx PC products."

"The new family of iMacs and the new Power Mac G4 are great platforms for beginning and hardcore gamers alike," said Clent Richardson, Apple's vice president of worldwide developer relations. "3dfx's technology will help make games and other intensive visual applications stand out on the Mac."

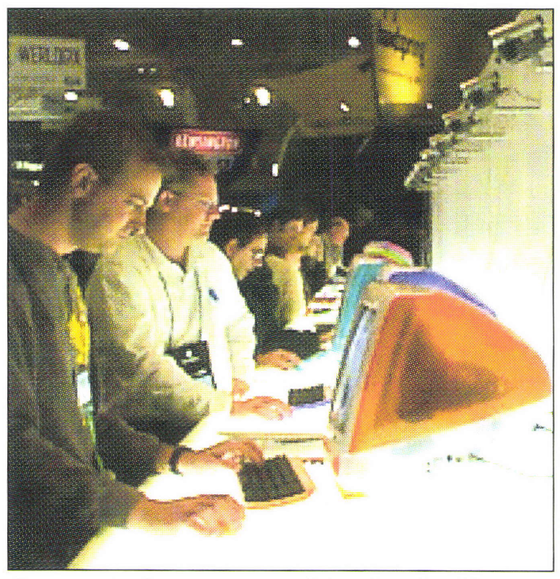
In August 1999, 3dfx introduced the first version of its beta drivers for the Voodoo3 to the Mac development community in order to enable leading game developers to create Mac versions of their best-selling Windows PC games and to attract more cutting-edge 3D titles to the Mac platform. Developer support played an important role in 3dfx's decision to enter the market with branded products.

MacSoft stirred excitement with the Mac version of *Driver* running at its booth. This game, which requires 3D acceleration hardware, was highly popular on the PC and PlayStation console, and is expected to do quite well on the Mac when it is released later this quarter. Another new game that was running on the Mac for the first time was the re-make of *Asteroids*. This game is expected to be released quite soon.

Another announcement that is expected to win accolades from the Mac faithful is an agreement between Hasbro Interactive and MacSoft, who will be releasing the popular board games *Monopoly* and *Scrabble* for the Mac. Both titles will be ports of the brand-new PC versions of those games, versions that have never before been seen on the Mac, although previous versions of both were available for the MacOS several years ago. These new versions add many new features to the games, such as customizable boards for *Monopoly* and a complete *Merriam-Webster Official Scrabble Player's Dictionary* in *Scrabble*. Many are hoping that this relationship between Hasbro and MacSoft will continue to bring many other Hasbro titles to the Mac.

Above: MacSoft/GT shows off its wares. Left: "Please buy my game, little boy...."

In other MACWORLD news, MacSoft also announced that it would be publishing *Worms Armageddon* as well. On the show floor, MacSoft began selling *Unreal Tournament* and announced that *Civilization: Call to Power* went gold-master. This strategy game should be in stores by the end of January.



Gamers trying out new titles for the Mac.

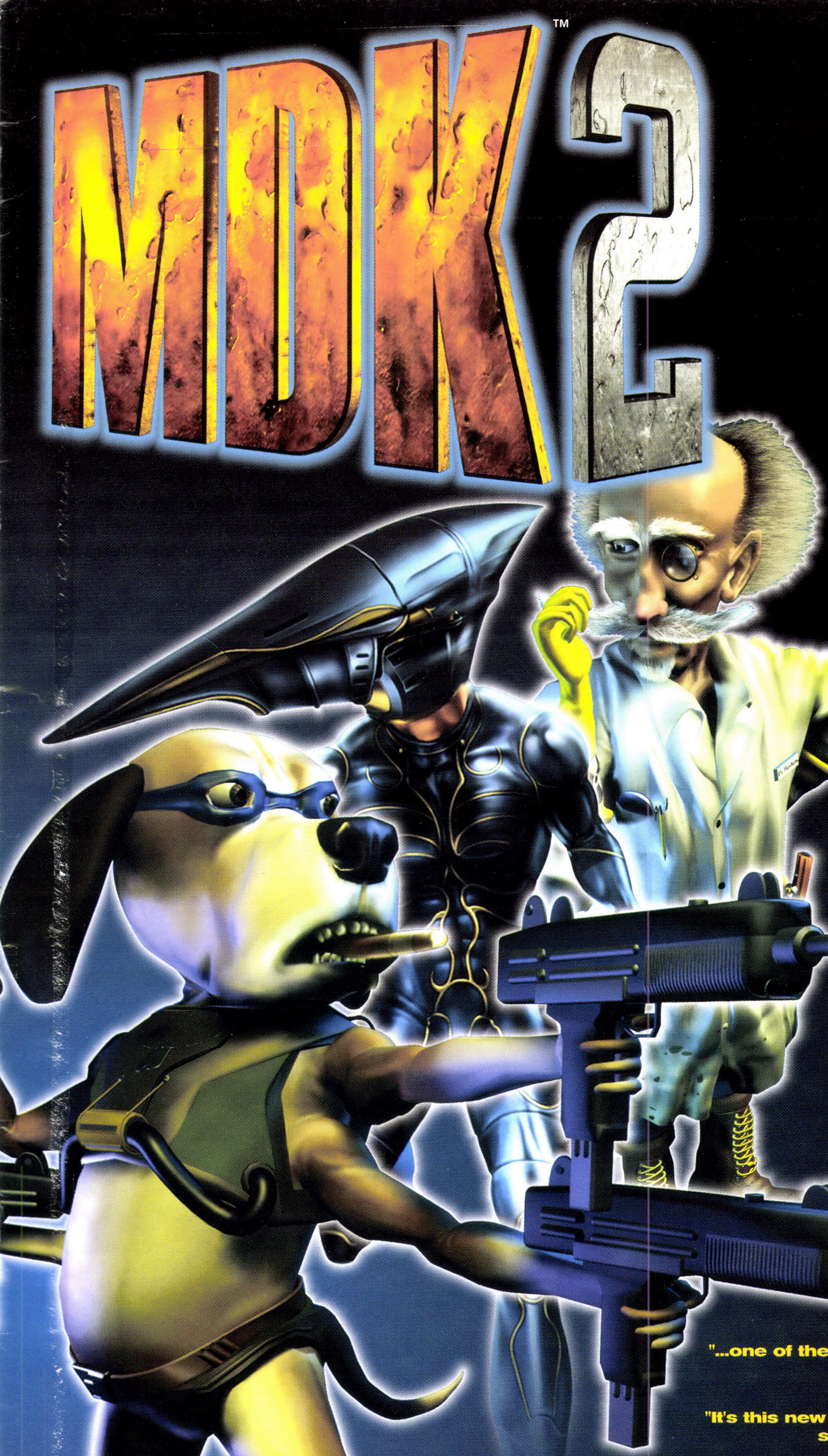
Many who attended MACWORLD Expo expected some big news from Blizzard Entertainment (*WarCraft III* for Mac) and Aspyr Media (more Electronic Arts titles for the Mac). Neither company announced new titles at the show, but both indicated that they would be announcing new titles soon. Blizzard's booth, which was one of the smallest in the gaming area, was also one of the busiest, showing *Diablo II* for Mac. Aspyr Media was showing off *Madden NFL 2000*, *Alpha Centauri*, *Tomb Raider III* and several other released titles from 1999.

Bungie Software was showing its upcoming fighting game, *Oni*, but did not show *Halo* to the Mac crowd. It did indicate that *Halo* would be featured in its booth at the E3 Expo in May. Bungie apologized for the release delay of *Oni* but offered only that it would be released within the first half of 2000.

Lucas Learning, the edutainment/educational branch of LucasArts, said it was pleased with the show overall. It did indicate that according to its sources, *Star Wars Racer*, the first Mac title from LucasArts in over three years, had not sold well in the first month of availability. These results could be due to the poor timing of the Mac version's release (just before December 25 and many months after the latest Star Wars movie release) and the game's poor implementation of Input Sprockets, the system that controls joysticks on the Mac. The lack of joystick calibration is also a glaring omission from the game as well.

And finally, Graphic Simulations Corp. was showing off the much-anticipated Mac version of *Baldur's Gate*, as well as *Descent III* and *F/A-18 Hornet: Gold*. At the show, GSC indicated that it was debating whether to ship *Baldur's Gate* sooner but without networking options, to be followed soon after by a free update that would add network play. And, from what GSC learned from those who stopped by its booth, many wouldn't mind getting the game earlier and downloading the networking option later. **GW**

MDK2™



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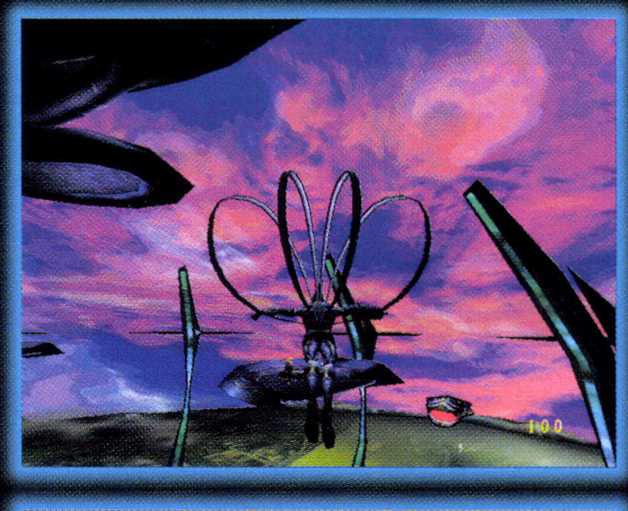
Trade Advertising				■	■			
Online Advertising					■	■		
Public Relations	■	■	■	■	■	■	■	■
Gamers Republic Magazine Cover				■				
Launch Promotions					■	■		
In-Store Retail Programs					■	■		

SEGA DREAMCAST™ CO-MARKETING:

	Oct 99	Nov 99	Dec 99	Jan 00	Feb 00	Mar 00	Apr 00	May 00
Inclusion in Sega Dreamcast™ TV Campaign					■	■	■	■
Interactive Demo in the Official Sega Dreamcast™ Magazine						■	■	
Interactive Demo on the Sega Dreamcast™ Hardware Pack-In Demo Sampler							■	■
Sega Dreamcast™ Q1 2000 Retail Video					■	■		



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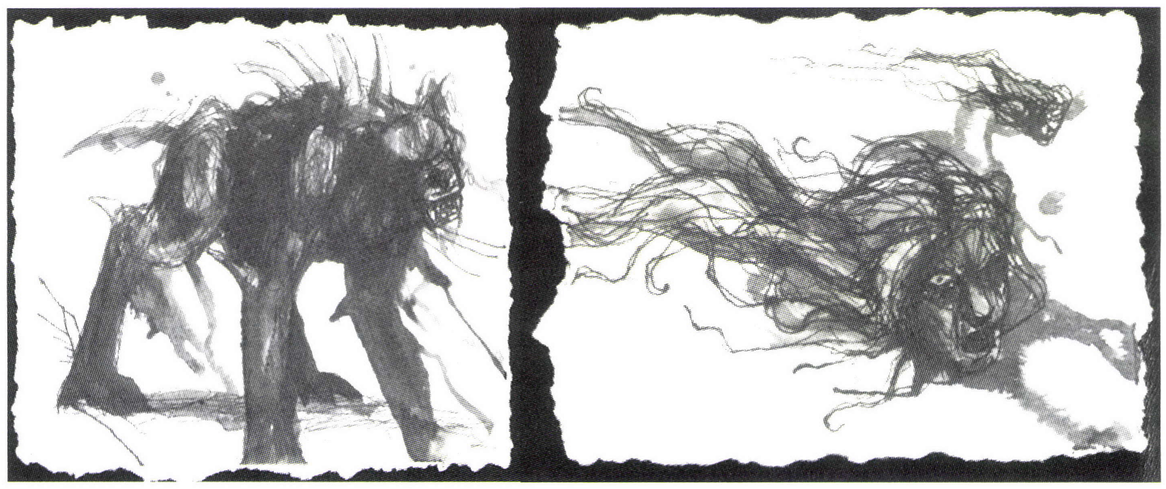
G.O.D. Unveils Blair Witch



Conceptual art provided by Terminal Reality shows off eerie character design.

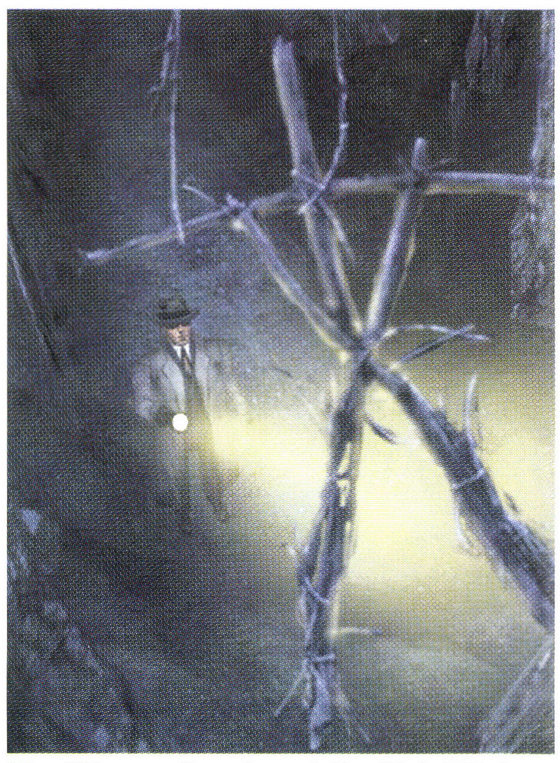
movie licensed interactive titles, which, as a rule, have never been too successful. Tim Gerritsen of Human Head discussed with us the reason he believes the game has the potential to break the mold of the typical licensed game; "I think a successful licensed property is one where the owners of that property would allow it to go in different directions...there's this feeling that any licensed property is going to suck and that's not necessarily the case," Gerritsen says, continuing "That's something that really concerned us when we examined whether or not we wanted to do the title. We were approached by a group representing Haxan and the Gathering, and our first reaction was, 'Well, how do you make a game out of three kids running around in the woods?" Obviously there's a lot more to it than that. We came up with a really cool concept of what we wanted to do and we pitched it to Haxan, and they thought it was really cool and really fit well with what Terminal Reality was working on. Then we sat down and discussed our cool creative concepts and decided how one would fall into the other and...make it into a real combined experience that makes sense chronologically between the three games, and then it becomes way more than a license."

Haxan Entertainment, the studio responsible for the movie, has remained close in the creation of the titles, but still gives the developers plenty of breathing room to implement original ideas, some of which may ultimately be added to the mythology. Robin Cowie, producer of *The Blair Witch Project* for Haxan Films, explained his feelings regarding the transition from visual to interactive media, "The main thing for us is to not get too gimmicky with it. We've made a couple of mistakes in the past and ultimately Artisan controls the Blair Witch franchise; They take our advice and listen to us in certain aspects, but we're trying to remain steadfast in keeping everything that involves Blair cool. It's real easy to start cross-promoting and putting this here and putting that there and wouldn't that be cool if, and we had to keep reigning ourselves in, making sure anything we were doing wasn't selling anybody short. It's tough to do that when you see dollar signs but are still trying to maintain the integrity of the movie." Haxan feels, though, that the *Nocturne* engine is the perfect medium as described by co-writer, co-director Dan Myrick; "I think the *Nocturne* engine is a pretty kick-ass engine and, if done creatively, could be a cool experience in and of itself and could stand on its own merit, and that's what we're hoping to do."

One of the most interesting marketing ploys involved in these titles is the low price points. The titles, which will be released within roughly two months of each other beginning in August, will retail for $19.99. This way, consumers will be able to experience three separate games for the price of $60. Mike Wilson, CEO of Gathering of Developers, commented on some of the concepts being explored for marketing the new products; "Obviously we're going to be doing a lot with Artisan. Luckily, Artisan is a small, very promotion heavy movie studio and *Blair Witch* was its biggest hit by far. And, its certainly going to be looking to keep the mythologies alive on the Internet and through books because of the 'Summer of Rustin Par' (as its being called), the sequel to be released hopefully by Halloween." Wilson continued by saying, "Artisan is very similar to the Gathering in its size and aggressiveness and ability to pull things off without a lot of bureaucracy. So, we're looking forward to doing things with all of its merchandising releases. The film team really wants us to sort of take the lead with the mythologies and keeping them fresh and updated while keeping that Internet culture alive between now and the next movies."

The Gathering is also very interested in trying to secure the distribution of marketing materials with the upcoming re-release of the movie on DVD and in exploring other areas in order to promote the products to their fullest in order to insure the success of the games.

Other creative measures are being taken to promote uniformity between the independently developed games. "One interesting thing is that we're going to be bringing on a screenwriter/dialog writer who's going to work here at the Gathering and work with all three teams; since the games are so dialog intensive that they'll have a sort of a common thread to them," stated Wilson. "They're obviously going to be very different because three different teams are going to be working on them, and I think that's one of the cool things that the different episodes will have, the flair of each team, but I thought it was important to keep at least a consistency in the feel of the dialog so the players that really get into the games will be comfortable with them."



The "Stranger" seeks out the Blair Witch.

Could these titles be a step in the right direction as far as movie licensed games go? Wilson comments, "As far as I know, I've never heard of another collaboration like this, and that's why we're so into it. It's just the chance to show off things that we can do as the Gathering with independent studios that would be near impossible for another publisher to pull off. Who knows if it'll work or not, but it's cool that we're getting to try." With the original concepts being implemented into the titles, it's a possibility that the Gathering of Developers may somewhat alter the way that publishers and movie studios work together and in the process create a series of must-have games for the fans of the film and others. **GW**

Continued from the Cover

Music to Game Boy's Ears

to new levels.

While it's true that "tech-savvy" enthusiasts have been enjoying the benefits of MP3 technology since Diamond first introduced its Rio player in late 1998, mainstream consumers have shied away due to the excessive price ($200-$300 per unit). Those consumers who can't afford to pay the price and own a Game Boy/Game Boy Color may want to check out the upcoming SongBoy, a peripheral that successfully unites the concept of MP3 with Nintendo's mega-popular handheld, transforming Game Boys into full-blown MP3 players.

Destiny Software Productions and SongBoy Inc., two companies who specialize in audio streaming technology, have collaborated to introduce SongBoy, a special attachment that slides into Game Boy/Game Boy Color cartridge slot allowing users to record, download, store and play MP3s. Additionally, users will be able to view album covers, song lyrics and artist credits on the GB screen while listening to music. Music can be directly downloaded from the SongBoy website (www.songboy.com). Advertisers will sponsor the first 10,000 downloads of a new song which will be available for free to consumers. Additional songs will be available from the SongBoy site at low cost.

Destiny's President Steve Vestergaard claims that the audio quality of music on SongBoy will be identical to that of current MP3 players on the market,

telling *GameWEEK*: "SongBoy uses the same circuit board that is in all current MP3 players so it produces CD-quality sound." SongBoy is on track for a spring launch at an MSRP of $79. That includes a 16-megabyte memory module, but those who want more storage space can upgrade to 32MB for a yet undisclosed price.

It is likely that Nintendo will not endorse SongBoy, so it is not expected to be an officially licensed GB peripheral. **GW**

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Sega Dreamcast

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MULTIMEDIA NEWS

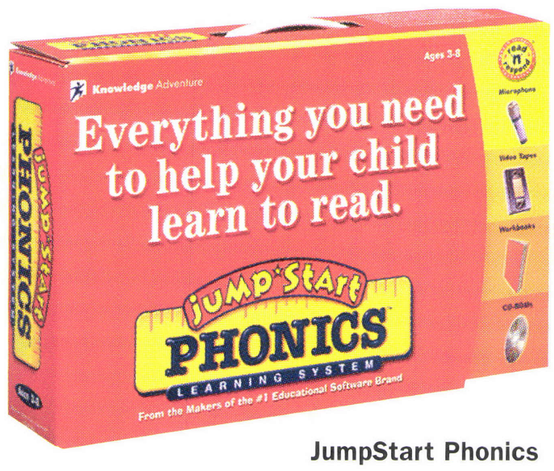
The Latest in Edutainment and Kids Software

by Karen Jones

JumpStart Phonics Suite Integrates Speech Recognition Technology

Literacy and language skills are the foundation of any early educational curriculum, and Knowledge Adventure has incorporated both in the recent release of *JumpStart Phonics Learning System* (PC/Mac, ages 3-8). This comprehensive suite of products is positioned as an integrated, "multimedia" approach to reading and includes three JumpStart CD-ROM learning games, two educational videos and three reading workbooks. The fourth CD in the suite, *JumpStart Phonics,* with Read n Respond speech recognition technology, provides instant feedback to children as they build their vocabulary.

"Using several approaches to reading instruction, the *JumpStart Phonics* learning system addresses children's unique learning styles and provides numerous opportunities to develop their phonetic skills," Jennifer Johnson, senior public relations manager at Knowledge Adventure tells *GameWEEK*. She adds that the four CDs provide a more in-depth coverage of the ABCs, phonics and spelling through interactive activities whereas the workbooks, "reinforce fundamental skills during the various stages of the reading process."



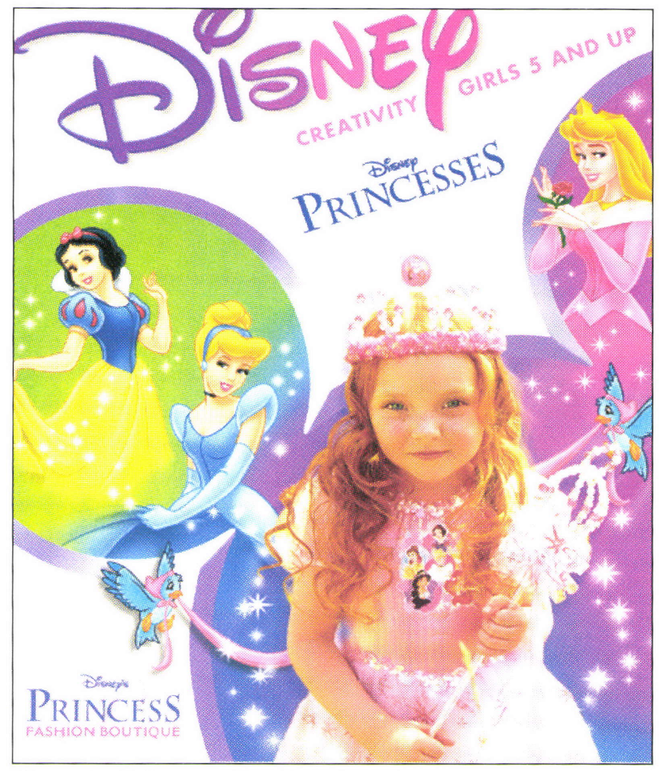
JumpStart Phonics

The *JumpStart Phonics* CD with Read n Respond uses IBM's ViaVoice speech recognition technology and can be played either with a mouse or by utilizing voice commands. Children can record and playback their responses and will learn immediately how well they pronounced their words. Parents can also monitor their child's progress through an audio playback feature. The full suite retails between $60-$70, but the *JumpStart* learning games are available separately for $10 each and the *JumpStart Phonics* CD for $20.

Princess for a Day, in 3D

Who could be more familiar to children of all ages than classic Disney heroines, Sleeping Beauty, Snow White and Cinderella? Now, Disney Interactive has put them all together in a new release called *Disney's Princess Fashion Boutique* (PC, $19.99), which gives every little girl the chance to "play princess."

Set in a magical fantasy world (of course, it's Disney!), *Princess Fashion Boutique* allows girls to choose which classic princess they'd like as a guide while creating a virtual 3D model of themselves. Girls can also import pictures of themselves for the 3D model and then try on countless princess dresses, plus add the right hairstyle and accessories. Afterwards, the new princess can create her own multimedia collage using backgrounds such as the Princesses' Enchanted World. *Boutique* also offers an Internet connection to the Fashion Boutique website where a full variety of features, including e-mail, downloads, promotions and contests, can be accessed.



Disney's Princess Fashion Boutique

Beckie Holmes, director of marketing at Disney, tells *GameWEEK* that this is the first girls software title to incorporate 3D Virtual Model Technology and 3D-texture mapping. She adds that with *Princess Fashion Boutique*, "the stories of self-expression girls can create are limitless; they are bound only by their imaginations." National marketing plans include a $15 value in-pack of *Disney's Print Studio; The Little Mermaid* with each copy; advertising in McDonald's *Fun Times* magazine and other age-appropriate venues; and bill-stuffers and in-house studio synergy throughout Disney theme parks and resorts.

Seventeen and GT Fashion a Makeover

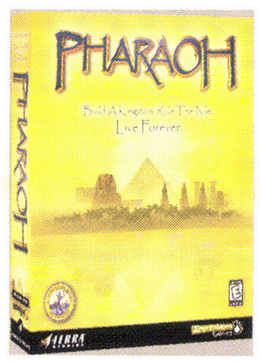
As the girls software market becomes more pervasive, we'll continue to see more and more creative licensing partnerships with "traditional" gaming companies. GT Interactive, the quintessential "guys" publisher, has teamed up with long-standing "girls" print media icon, *Seventeen* magazine for *Seventeen Style Studio* (PC/Mac $19.99), a new entrée in the girls fashion makeover genre.

The PC version of *Seventeen Style Studio* is published by Wizard Works, a division of GT, and targets girls ages 12-24. Darci Nagorski, senior communications manager, tells *GameWEEK* that she feels that *Seventeen Style Studio* provides not only entertainment but all the elements needed for a top-notch virtual makeover. "By partnering with *Seventeen*, we decided to team with the largest fashion magazine for girls and young women," says Nagorski, adding "*Seventeen* is recognized as the fashion authority, so we knew the product would be immediately noticed.

The Macintosh version is published under GT's MacSoft label and is the first Mac makeover software available on the market, according to Nagorski. She also notes that *Style Studio* includes exclusive partnerships with companies such as L'Oreal for cosmetics and Regis Salons for hairstyle designs. After downloading a digital photo and deciding on just the right new look, users can place themselves in any of 30 different backgrounds and e-mail to friends.

Pyramid Power

You don't have to be an Egyptologist to know that the ancient Pharaohs once ruled over a highly advanced and thriving civilization whose history and artifacts continue to fascinate people of all ages. That said, Sierra Studios and Impressions Games have released an elaborate new simulation title, *Pharaoh* (PC $49.99), which, in addition to including the basics of building and managing a society, offers rich educational content to its users.



Pharaoh

Pharaoh is rated E by the ESRB and is definitely "family-friendly," according to Alex Rodberg, marketing manager at Impressions Games. He also tells *GameWEEK* that "*Pharaoh* is a cutting edge teaching tool that immerses players in Egyptian history and culture…. There is a lot of information to absorb in *Pharaoh*, from the resources of the ancient world to the construction of obelisks and pyramids." He adds that *Pharaoh* is being considered as a teaching tool by the Aerospace Basic Course, and its predecessor, *Caesar III*, is being used to teach ancient Roman history in selected schools.

ACCESSORY MARKET

The Retailers Guide to Game-Related Peripherals

Sponsored by: nYko™

JOYTECH™ USA

by Ben Rinaldi

Guillemot Shock2 Infrared Controller

Manufacturer: Guillemot
Contact: 514.490.2161
www.guillemot.com
System(s): PlayStation
MSRP: $29.99
Availability: Now

Guillemot's infrared vibration-feedback PS controller, Shock2, is a gamepad built with adults in mind. Offering four modes of operation (Normal, Analog, Shock2 and NegCon), this controller is 100% compatible with all PlayStation games and provides both a comfortable feel for full-sized hands and a solid heft, underscoring its quality construction. Features include an eight-direction D-Pad, eight fire buttons, twin built-in motors for "Dual Shock" feedback and a dual-signal receiver allowing two Shock2 units to be used simultaneously.

JamC@m Digital Camera Version 2.0

Manufacturer: KB Gear Interactive
Contact: 612.941.1905
www.kbgear.com
System(s): PC, Macintosh
MSRP: $89.99
Availability: Now

JamC@m is a fun and entertaining digital camera for kids of all ages. Manufacturer KB Gear claims it is the only true VGA 640x480 resolution digital camera for under $100, making it a high quality product without the high-ticket price tag attached to it. JamC@m stores up to 24 photos and comes with two cool software programs, Microsoft Picture It! 99 and PhotoFantasy 2.0, so that users can edit, morph and transform pictures into fun creations and e-mail greetings.

onHand PC

Manufacturer: Matsucom, Inc.
Contact: 303.675.0116 • www.omnhandpc.com
System(s): PC • **MSRP:** $249.99
Availability: Now

Who could have imagined that one day we'd be wearing our PC on our wrists? Matsucom's onHand PC is a Dick Tracy-like watch that doubles as a full-featured PDA and personal computer! Weighing in at a mere 52 grams, the onHand PC features a 16-bit CPU, 128KB of main memory, 2MB of RAM and a 102x64 dot matrix liquid crystal display. Besides the numerous built-in applications, the watch comes with a docking station that allows users to backup and exchange information from a home or office computer using popular programs like MS Outlook, Lotus Organizer, ACT and 3Com Palm DeskTop.

SketchBoard Studio

Manufacturer: KB Gear Interactive
Contact: 612.941.1905
www.kbgear.com
System(s): PC, Macintosh
MSRP: $59.99
Availability: Now

Here's a cool gadget for young, would-be artists. The SketchBoard Studio is a drawing tablet that hooks up to PCs, allowing kids of all ages to draw, animate, color or do just about anything else that their imagination can come up with. The unit comes bundled with Disney's Magic Artist Studio software, which features special art tools and 3D effects to help make it easier to create sketchbooks, musical slide shows, stickers and much more.

TopDrive GTO

Manufacturer: SpectraVideo/Logic 3
Contact: 513.336.1370
www.spectravideo.com
System(s): PlayStation
MSRP: $29.99
Availability: Now

The TopDrive GTO is Logic 3's scaled down version of its Sprinter wheel. The GTO offers some, but not all, of the features at a lower price point. The GTO has no brake or gas pedals and does not offer a lap-top holder like the Sprinter, but it does include force-feedback, "flick shift" gear selection and suction feet with detachable table grip clamps for easy installation. The compact and sturdy design should appeal to the many PlayStation racing fans.

TopDrive Sprinter

Manufacturer: SpectraVideo/Logic 3
Contact: 513.336.1370
www.spectravideo.com
System(s): PlayStation
MSRP: $39.99
Availability: Now

The PlayStation racing wheel market is over-saturated with steering wheels in every conceivable shape and size. Do we really need anymore at this stage of the PlayStation's lifecycle? Apparently Logic 3 thinks so because they have not one, but two new wheels. Luckily, the TopDrive Sprinter more than holds its own against the competition with a multitude of cool features like "Flick Shift" sequential gear selection, analog acceleration and brake pedals, adjustable tilt settings, force-feedback and an extremely functional lap-top holder.

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

SHELF TALKER

The Mouthpiece for Store Personnel

Shelf Talker *covers topics of interest to store owners and store-level staff/personnel. Comments and topic ideas are welcome and should be sent by e-mail to andy@gameweek.com.*

by Andy Eddy

Flashbacks on Customer Experiences from Holiday 1999

Welcome to the first installment of *Shelf Talker* in 2000. No, we're not going to get all doom-and-gloom about computer bugs and the like—we've seen that the Y2K hubbub was little to be concerned about. (And don't get me started about this "new millennium" stuff because the millennium doesn't really start until January 1, 2001...oh, never mind.)

Instead, this column will look back fondly on the past 1999 holiday season. We thought it would be interesting to see the kinds of weird, funny and strange dealings that happened in various stores around the country as the holidays came closer. And maybe there's something to be learned from some of them.

With the intent of protecting those involved, we'll simply deliver the goods without revealing the stores and locations where these incidents took place. Also, some of the tales have been edited for space considerations.

HAPPY NEW YEAR...

"We had Millennium Dreamcast controllers lined up, and [a lady customer] was like, 'Oh, are those the Dreamcasts that everyone is going all crazy over?' She looked at them and thought they were $200—she looked at one and was going to buy one, but we told her that it was just a little part of it. She ended up buying it, but bought the whole Dreamcast later."

"One lady bought a Game Boy from a different store, but she didn't know that she had to put a game inside of it; the box said hundreds of games were available and she thought that every game was in the system itself. She came in Christmas Eve and was asking us about it. She had to buy a game and was just happy that she found out."

"The week before Christmas, this guy comes in and he wants two PlayStations, so we pull them out. He wants (Activision's) *Wu-Tang* and some other games. Then he starts pulling out money, and oh, he's got the money in cash. There's something wrong with this because it's all $20s, and this is like $500 in $20s. The funniest thing is, this money is brown! 'What's wrong with this paper...it's, like, brown.' I was kind of new, and one of the higher-ranking people at the store says, "Dude, you messed up with the [dots per inch] when you were printing this crap. You should have at least used an Epson color printer; the cut is bad and you should have at least wrinkled the paper.' The guy just left in horror...but he took the money with him."

"Someone wanted to buy *Resident Evil 3*, but he said the price was too high. It was the only copy we had in the store, and he wanted to know if we could knock the price down a little. We told him we couldn't. He left, and then came back and wanted to trade a bunch of games in, but it still wasn't enough to get *RE3*. He wanted another deal, but we said, 'No, we can't do it.' Now he starts getting attitude, so we told him to leave. He pulls something out of his pocket and says he's going to stab us with it. One of the other guys grabbed his arm and took [what turned out to be just a pen] out of his hand. He went and called the police...told them that we abused him, but we had it all on tape that he was threatening us."

"Lots of people cursed us out, but that's about it."

"Some guy came in and wanted to buy some games for a new system he bought. We asked him what system he had, and he said PlayStation. So, we told him what games to get, and he got them all brand new. Then he found out that it was an N64 that he had bought, so he brought all the games back saying he wanted his money back. But, he'd unwrapped them all, so we couldn't give him a refund. He got all irate and all this other stuff, saying, 'You're going to hear from my lawyer,' and that kind of thing. We were like, 'Whatever.' "

"On our name tags, we had different people paying for advertising space. We had Final Fantasy, Dreamcast and Pokémon. We had a woman come in one night who spent like $200 on Pokémon cards and other Pokémon stuff. Then she begged one of my associates for his Pokémon name tag. She wouldn't leave him alone until he gave it to her. He was new, and said, 'What do I do?' I said, 'Dude, it's your name tag.' So he gave it to the woman. He came in the next day and the manager got all angry at him—'That's company property!' It didn't even have any of the good Pokémon on it. It had like a little, cheesy one."

"A woman wanted *Gran Turismo 2*, but she didn't want to reserve it. When the game came out, she came in and wanted a copy, but we were all sold out. Oh, she called us all kinds of names."

"I had a customer threaten to beat me up because I sold the last Game Boy with *Pokémon Yellow* to a customer right before him. The other customers started defending me—they thought it was hilarious—and we walked the guy out of the store."

"We were answering the phone constantly for Pokémon stuff, but none of it was coming in. Finally, we started answering the phone with, 'Thanks for calling [store name]. We have no Pokémon products,' and you'd just hear people hanging right up."

"This guy called on the phone and asked if we had any PlayStations, but we told him that we were sold out. He gets all pissed off and was like, 'I hope you die in a car wreck.'"

"There was this one guy who came in and walked around for a minute. He came up to me and asked, 'What kind of cologne do you like to wear?' I said, 'Nautica and Adidas.' He's like, 'What about Tommy?' I said, 'No,' so the guy left and never came back. I don't know what was up with that. That was weird...I didn't like that." **GW**

newsbits

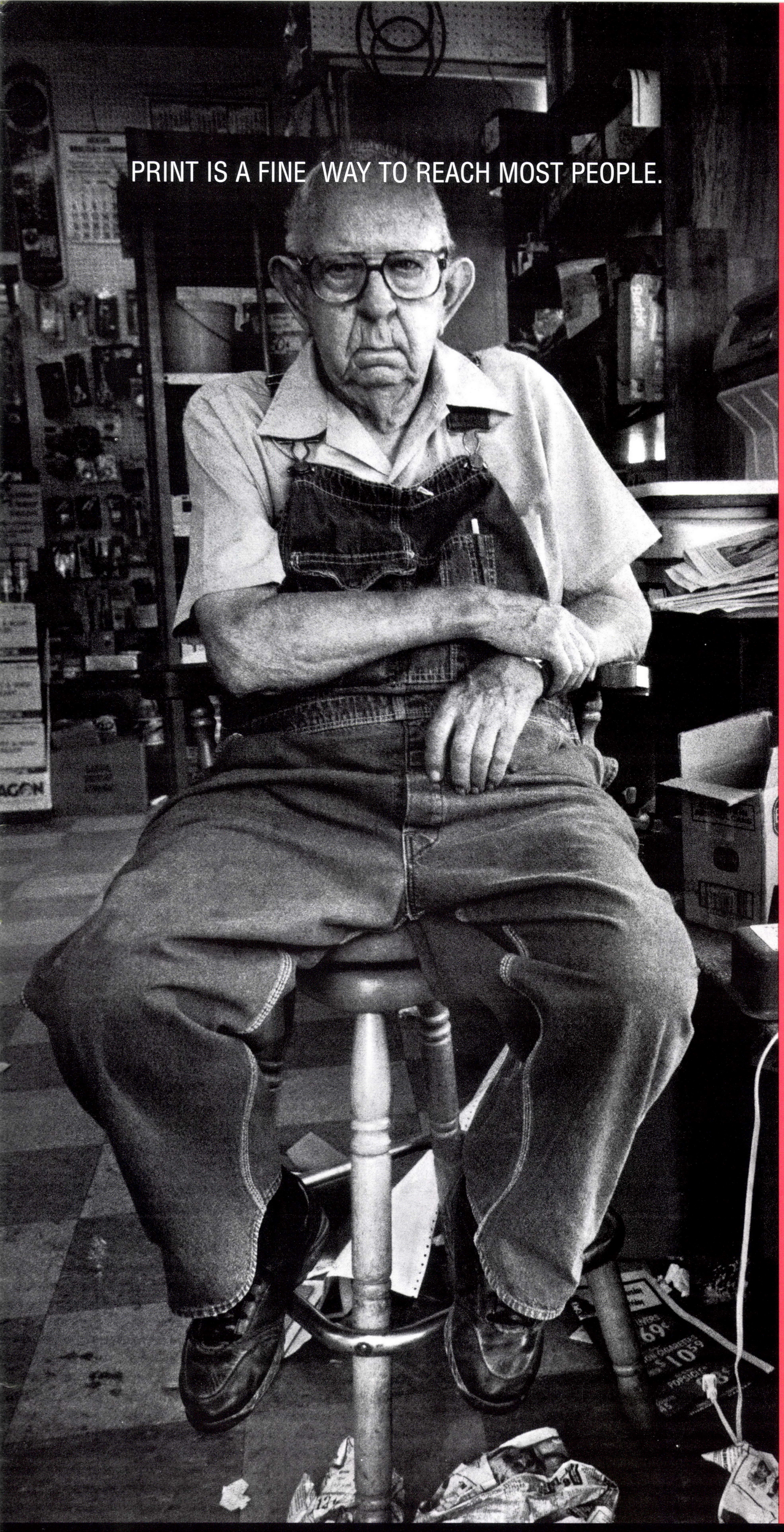
Japanese Companies Consider Standardized e-Commerce—In Tokyo, in an effort to cut administrative costs and expedite response of customer orders, more than 20 companies have expressed interest in adopting a standardized format for order-taking and placing, delivery, returns, bills and payments on the Internet set by a Japanese information industry body. Companies interested in the venture include NEC Corp., Fujitsu Ltd., Microsoft Corp., Otsuka Shokai Co., NTT Data Corp., Hitachi Ltd., Toshiba Corp., IBM Japan Ltd., Mitsubishi Electric Corp., CSK Corp., Hewlett-Packard Japan Ltd., Softbank Technology Corp., Justsystem Corp., Catena Corp. Canon Sales Co., Joshin Denki Co., and Daiwabo Information System Co.

Athlon for Everyone—Several companies have announced that they have chosen to work with Advanced Micro Devices' AMD Athlon processor. Gateway Inc. has chosen the processor to power its Gateway Select PC Series. Pionex, a computer manufacturer, has also chosen the processor. The company is offering commercial desktops and workstations based on the AMD Athlon. 3DLabs Inc. also announced that it will work with Advanced Micro Devices on high-performance workstation graphics products using the AMD Athlon processors and 3Dlabs' computer graphic accelerators on systems operating Microsoft Corp.'s Windows NT Software.

EA SPORTS Competition—On January 8, fans who came to watch the AMA EA SPORTS Supercross Series debut were entertained by an interactive contest featuring contestants going head-to head on *EA SPORTS Supercross 2000* on the stadium screen. The winner of the contest, who qualified to enter the EA SPORTS Supercross Series pit area, went home with a complete EA SPORTS videogame library and a chance at depicting a fantasy character in next year's version of the game.

Lodgenet Places More N64 Units—Lodgenet Entertainment Corporation, an interactive hotel system provider serving more than 4,900 lodging properties, announced today that it has equipped all of its guest pay-interactive rooms with the ability to view in-room movies in an instant. The company boasted that 95 percent or 630,000 of its rooms have N64 systems and that 10,000 of them feature Internet enhanced televisions or high-speed Internet access.

For Up-To-The-Minute News, Check Out GameDAILY.com



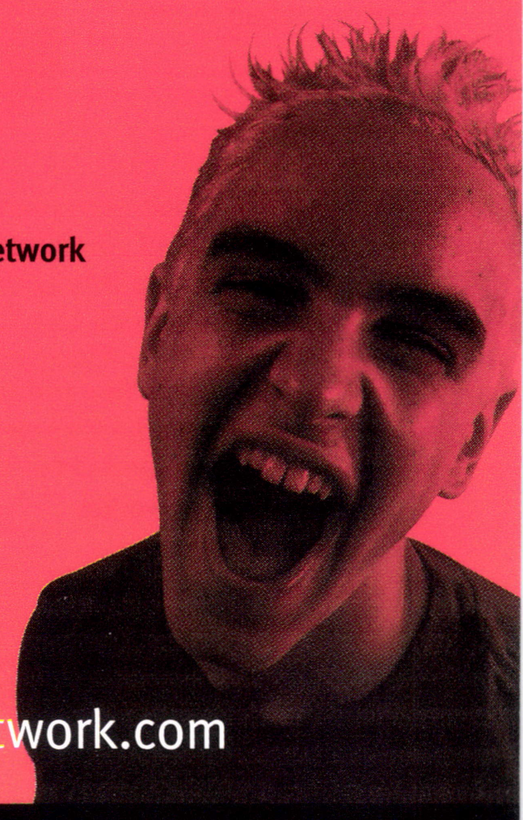
GAMERS AREN'T LIKE MOST PEOPLE

Still trying to reach gamers the old-fashioned way? Quit spilling ink. Today's gamers spend most of their free time online. 3.8 million[1] affluent young adult eyeballs are glued to the Mplayer Entertainment Network every month. A captivated audience. Your target market. Spending time. Spending money. So get in the game with dramatic, full-screen, TV-like Unicast SUPERSTITIALS,™ content-rich advertorials, and your own custom-branded microsite. Mplayer Entertainment Network vs. Print Media? No contest.

[1]December Nielsen/NetRatings measuring reach — unique visitors per month to site(s) from U.S. households.

MPLAYER ENTERTAINMENT NETWORK

Mplayer Entertainment Network
Advertising Sales
650.429.3700
fax 650.429.3911
advertising@mplayer.com



www.mplayernetwork.com

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PRINT REPORT

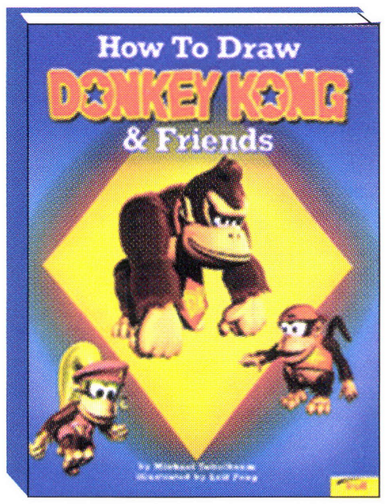
The Retailers Guide to Game Related Publishing

Sponsored by:
BRADYGAMES TAKE YOUR GAME FURTHER
SYBEX®

by Joel Easley

How to Draw Donkey Kong & Friends

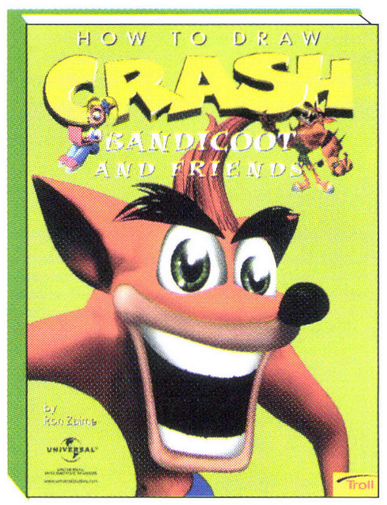
Publisher: Troll Communications
Platform(s) Covered: NA
Availability: Now
Author(s): Michael Teitelbaum and Leif Peng
Price: $2.95
ISBN: 0-8167-4235-9
Website: www.troll.com



Nintendo's big ape went through a rebirth a few years back, and since that time, Donkey Kong has been on the mind of every consumer. Troll now offers a step-by-step guide on how to pencil everyone's favorite monkey along with many of his friends. This book even gives instructions on how to draw the enemies that infest the jungle.

How to Draw Crash Bandicoot & Friends

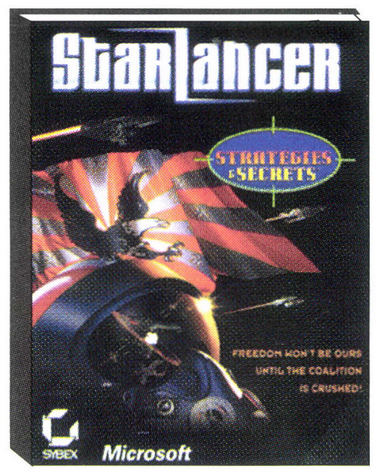
Publisher: Troll Communications
Platform(s) Covered: NA
Availability: Now
Author(s): Ron Zalme
Price: $2.95
ISBN: 0-8167-5634-1
Website: www.troll.com



Thanks to a new book from Troll, the common consumer can now draw one of the PlayStation's most recognizable characters. Authored by Ron Zalme, the same man responsible for the *How to Draw Pokémon* book, consumers can expect the same style in this title. Although learning how to draw Crash is the main attraction, others, including Dr. Neo Cortex, are also explained in detail.

Official Strategies and Secrets: Starlancer

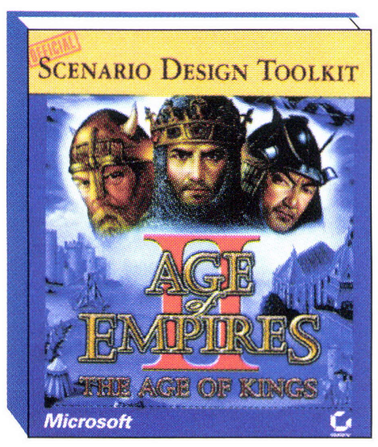
Publisher: Sybex
Platform(s) Covered: PC
Availability: Now
Author(s): Sybex Staff
Price: $19.99
ISBN: 07821-2771-1
Website: www.sybexgames.com



Sybex explored the universe laid before it by Digital Anvil and brought back a galaxy full of information. Walkthroughs are also available for every scenario found in the game as well as detailed looks into the accessible weaponry. All ships have different strong points, and Sybex points out what to do to receive the most from all the death-dealing fighters. Designed in conjunction with Digital Anvil, this book is full of knowledge for single and multiplayer combat.

Official Scenario Design Tool Kit: Age of Empires II

Publisher: Sybex
Platform(s) Covered: PC
Availability: Now
Author(s): Sybex Staff
Price: $19.99
ISBN: 07821-2663-4
Website: www.sybexgames.com



Sybex already guided consumers through the battlefields of *AoE II*, and now it's time to help gamers create their own battlefields. This book is designed as a reference tool for building original maps, scenarios and campaigns using the games built in Map Editor. The tool kit includes a CD packed with multimedia files designed to enhance the play experience and aid in the creation of single and multiplayer worlds.

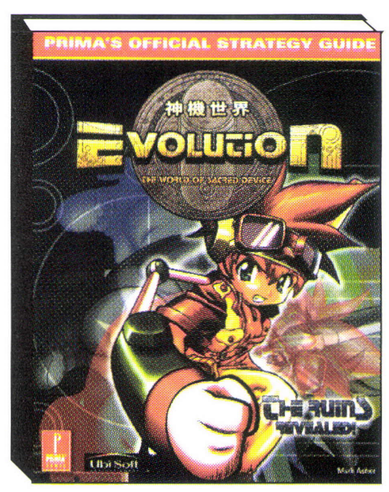
Prima's Official Strategy Guide: Gran Turismo 2

Publisher: Prima Games
Platform(s) Covered: PlayStation
Availability: Now
Author(s): Eric Winding
Price: $14.99
ISBN: 0-7615-2665-X
Website: www.primagames.com

This guide continues Prima's Premier Series of strategy guides that were produced with Dimension Publishing and covers the greatest racing game ever to hit the market, *Gran Turismo 2*. Learn all the techniques that are a must for every virtual driver. Info is available on each and every car in the massive line-up. Consumers will be treated to tactics that will keep the prize money rolling in and the garage fully stocked.

Prima's Official Strategy Guide: Evolution

Publisher: Prima Games
Platform(s) Covered: Dreamcast
Availability: Now
Author(s): Mark Asher
Price: $14.99
ISBN: 0-7615-2680-3
Website: www.primagames.com



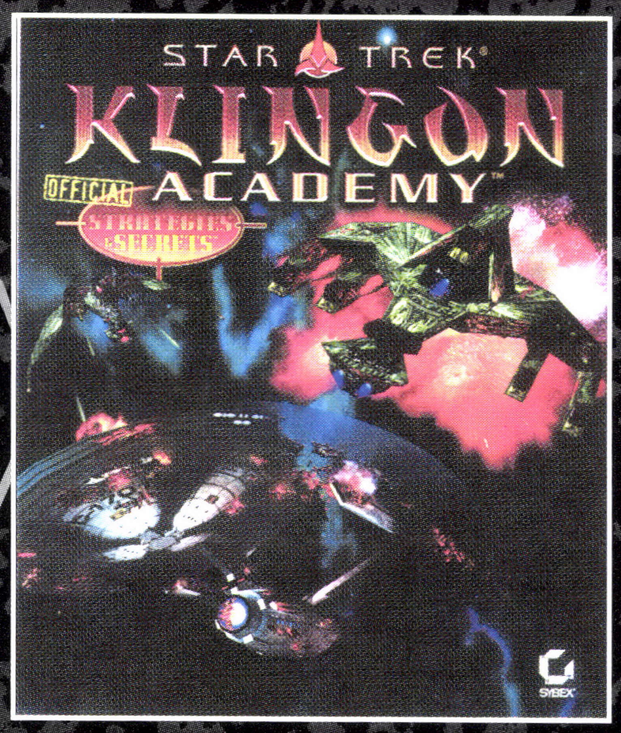
Prima gives players the complete tour of Ubi Soft's latest addition to the Dreamcast library. Expect to find tactics for surviving all of the ruins and tips for beating all of the bosses. Included are character profiles and an extensive list of their moves and unique attacks. Every spell is also divulged to the reader who desires to find out more about one of the few RPGs available to DC owners.

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

SYBEX Game Books

The Best Games.
The Best Guides.

Microsoft® Age of Empires II®: The Age of Kings™ Official Scenario Design Toolkit
ISBN: 0-7821-2771-1 • $24.99
Exclusive • Available February 2000



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ISBN: 0-7821-2416-x • $19.99
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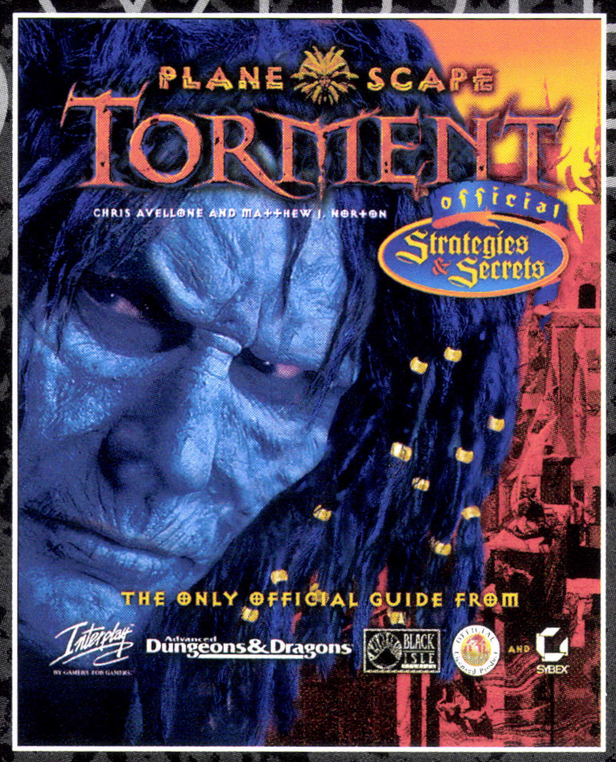

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ISBN: 0-7821-2675-8 • $19.99
Exclusive • Available March 2000

Oni Official Strategies & Secrets™
ISBN: 0-7821-2688-X • $19.99
Exclusive • Available April 2000

Starlancer Official Strategies & Secrets™
ISBN: 0-7821-2663-4 • $19.99
Exclusive • Available March 2000

GameWEEK Interview

989 Studios'

Michael Lustenberger

With PlayStation2 on the horizon, this market leader gears up for the next generation

By Marc Dultz

There's no disputing the fact that the Sony PlayStation has become the darling of the videogame industry, outselling its principal rivals by an ever-staggering margin. In fact, according to Sony Computer Entertainment America, the Company had, as of late November, sold over 70,000,000 systems worldwide, including nearly 26,000,000 units in North America alone. To back up its phenomenal success, the PSX platform has more than 4,000 software titles available, making it one of the most heavily supported videogame systems of all time.

One of its chief proponents is 989 Studios, a young and aggressively run game publisher that is owned and operated by Sony Computer Entertainment America. In a relatively short period of time, 989 Studios has carved out a respectable niche in the marketplace, thanks in large part to its single-minded obsession with the PSX platform.

Recently, *GameWEEK* stopped by the office of Mike Lustenberger, director of entertainment marketing for 989 Studios. Here's what he had to say about his Company and its unique fit within the videogame industry.

***GW:** Who do you view as your core consumer?*

ML: I've learned, over time, that the product is king. If you're not in touch with your consumers' needs, then you're fighting a losing battle. Having said that, I'm very proud that our marketing and product development teams continue to talk to our consumers and are able to identify what consumers really want in the marketplace. Yes, we need to develop powerhouse-marketing programs and meet forecasts, but staying in tune with our consumers' hobbies, lifestyles and gaming habits help us to develop products that meet their demand.

This strategy also allows us to properly position 989 Studios and every product we bring to market. I'd be willing to bet that we're one of the few publishers that can actually say our product development and marketing teams work together to identify co-partners, licenses, trends, feature sets and product content. These collaborative efforts have enabled 989 Studios to establish a strong relationship and brand identity with enthusiast gamers. When you consider that the majority of our products have been inducted into the "million-seller club," it is clear that the appeal of our products also extends into the mass-market segment. We have an equally important relationship with these gamers, so our core consumer is really the game player who owns a PlayStation and is looking for entertainment value.

Unfortunately for 989 Studios,* Twisted Metal 4 *didn't have the consumer appeal and success that some of its predecessors had.

***GW** Since 989 Studios is a wholly owned subsidiary of Sony Computer Entertainment America, the Company has had to concentrate its videogame development efforts on making games for the PlayStation. Do you think this arrangement limits the appeal of some of your games?*

ML: Absolutely not. While I firmly believe that the PlayStation is the most viable system available (in terms of market share, growth and a long-term business model), we believe our products sell well because they are solid games. With the amount of information, sampling and word of mouth out there, it's nearly impossible to sell the consumer a product she/he doesn't really want or need. Every retailer and publisher in this industry knows that the consumer won't spend $40-50 on an entertainment product without first examining its quality and seeing firsthand what the product has to offer.

I also believe that it's an advantage to develop product exclusively for the PlayStation. Our PlayStation-centric focus lets us concentrate on our core competencies. The only pressure we have is to produce a quality gaming experience that our consumers will buy and enjoy.

Our franchises have continued to grow in quality and in technical capabilities over the past five years. If you look at hard and fast numbers that show sell-through, market share, developer support, etc., they clearly illustrate that sales performance is based upon product quality not system specs. The numbers don't lie. As long as there are quality games that continue to improve, consumers will follow. We are very confident that the PlayStation is taking us in the right direction.

***GW:** Do you think there will ever come a time when 989 Studios decides to develop games for other videogame platforms?*

ML: Our focus has been on the PlayStation system because our core business and key franchises have done exceedingly well on this particular platform. However, when we did decide to venture into the online marketplace, we ended up dominating that industry as well. That's because *EverQuest* is the best online role-playing game ever created, and we think the fans agree.

Instead of looking at other platforms, we're especially excited about what the PlayStation2 system has to offer. We're also keeping a keen eye on multiplayer gaming and exploring new ways to capitalize on its success. At 989 Studios, the only business risks we take arise with the innovative products we push to create and develop.

***GW:** What are some of your most recent retail promotions, and, from a marketing standpoint, how important are they in the launch of your products?*

ML: Retail promotions are essential components of a successful launch plan. From Wal-Mart, Toys R Us, KB and Circuit City, to Babbages, EB, Best Buy and Target, you'll see 989 Studios products supported with

"Television plays a big role in any advertiser's marketing plan. TV has the quickest and broadest reach of any medium. It is also a particularly effective vehicle for reaching our core male gaming demographic."

989 plans on carrying-over many of its successful franchises to PS2.

full Point of Purchase and store-level promotions. Our promotions team does an absolutely fantastic job of working with each and every account to meet individual promotional needs. Our strategy is to support each game with retailer awareness because retailer awareness is extremely vital in a competitive marketplace.

***GW:** Print, online and televised advertising plays a major role in your marketing strategy. Where do you spend the bulk of your advertising budget and in which areas do you feel you are best reaching your target audience?*

ML: Television plays a big role in any advertiser's marketing plan. TV has the quickest and broadest reach of any medium. It is also a particularly effective vehicle for reaching our core male gaming demographic. 989 Studios currently utilizes multi-million dollar TV buys to support all major product launches. We target network, cable and syndicated programming on FOX, Turner, ESPN, MTV and Comedy Central, to name a few.

Print and online advertising also play a big part in our marketing mix, but, obviously, expenditures don't come anywhere near the level of a TV buy. You'll see print and online advertising in enthusiast, lifestyle and consumer-based publications and websites. In addition to our individual product campaigns, we also support the entertainment and sports catalogs with dedicated TV, print and online advertising brand campaigns. Our strategy is to further establish the entertainment and sports brands by using these campaigns to build awareness, and leverage all key franchises by bringing them under the 989 Studios or 989 Sports brand umbrellas.

***GW:** Let's get back to* EverQuest *for a moment. I understand that it's doing extremely well and currently boasts more than 150,000 registered subscribers. With other online RPGs on the market today, how do you plan on keeping* EverQuest *fresh and continually on the cutting edge so that gamers will continue to remain interested in the product?*

ML: It is all about content and building a really strong community. Verant, the game's developer, has done a spectacular job of keeping the game fresh and immersive.

EverQuest is appealing for many reasons: its 3D graphics engine, world, characters and social aspects all contribute to the overall gaming experience.

Numbers alone continue to tell the tale: *EverQuest* continues to break records for the number of gamers playing online on any given day. In fact, we average more than 40,000 players a day and that figure rises each and every week. Remember, too, that the game has been out for almost a year now and retail sales continue to increase, despite being an online-only game that requires a 3D card. Who could have predicted that the title would sell through more than 250,000 units in less than one year and continue to turn at the retail level? I think it's safe to say that we have moved well beyond the traditional niche RPG market and entered a brand new territory. The content and business model is so strong, we see no signs of *EverQuest*'s growth slowing down.

989 Studios/Verant's* EverQuest *was one of last year's best-sellers.

To help bolster that growth, we're releasing an expansion pack in April. *EverQuest: The Ruins of Kunark* will introduce a new race, an improved graphics engine and a new continent that adds 30% more gaming world. There are other improvements in store that I'm not at liberty to presently discuss. Rest assured, *EverQuest* has quickly become one of 989 Studios' key entertainment franchises.

***GW:** I understand that* Cool Boarders 4 *features both Mountain Dew and Slim Jim as in-game promotional partners. Will you continue to incorporate in-game sponsors in your upcoming products and what impact, if any, does this marketing strategy have at the retail level?*

ML: In addition to the traditional retail channel, 989 Studios targets alternative retail storefronts through an in-game sponsorship program. You'll see our products promoted in our top ten software accounts and in stores such as Macy's, Champs, Pacific SunWear, Sunglass Hut and Watch World/Station, all courtesy of our in-game promotional sponsors. Some of our key partners include Mountain Dew, Slim Jim, Levi's, Upper Deck, Burton and G-Shock. These relationships have allowed us to maximize our marketing efforts and take advantage of less traditional means to raise product awareness. These programs have been extremely successful for 989 Studios and the many partners who understand the value of co-marketing programs. It's a win-win proposition for everyone concerned.

Our aggressive marketing strategy is based upon the belief that we need to stay in touch with our consumers. Frankly, one of the reasons why our games are gaining mindshare with our consumers is because they're being exposed to our brands at every opportunity. We want to be a part of their lifestyle, so we reinforce brand awareness whenever and wherever possible.

***GW:** How will Sony's upcoming PlayStation2 videogame system affect your current business model?*

ML: We are still evaluating the specifications of the PlayStation2 and how the new system's introduction will affect our business plans.

***GW:** With online gaming continuing to grow in popularity, do you foresee a day when 989 Studios will concentrate its development efforts solely on online entertainment?*

ML: I don't foresee our development efforts being devoted solely to the online market, but I do believe massive multiplayer games such as *EverQuest* will become a mainstay in our product portfolio as we continue to move forward. Multiplayer capability has always been an important value-added feature on any platform, so exactly where online games and console-based gaming meet remains to be seen. I can say that multiplayer gaming is certainly an important part of our ongoing discussions at 989 Studios, whether it's console-based or server-hosted online gameplay.

I'm sure videogames will soon embrace the online component in much the same fashion as PC-based products. Imagine the incredible potential of titles such as *Twisted Metal*, *NFL GameDay* and *Syphon Filter* making their way into the online gaming arena! **GW**

RETAIL BUYER GUIDE

Picking the Games That Will Bring in the Profits

Sponsored by: Gathering of Developers

GameWEEK RATING SYSTEM

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

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

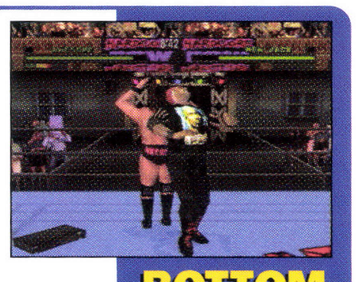
C Good product that will sell average in terms of sales, yet not worthy of a "B." Still a solid seller, particularly in niche categories.

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

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

ECW: Hardcore Revolution

Publisher Acclaim
Developer Acclaim
Release Spring
Genre Fighting
No. of Players 1-4
MSRP $39.95
Contact Info
www.acclaim.com
516.656.5000



Rundown Extreme. That about explains the level of difficulty Acclaim will have with consumers if it stays on the track it's on right now. Licenses do not make a good game, and Acclaim should know this by now. *ECW* is exactly the same game as *Attitude*. Aside from the different characters and rings, the gameplay is identical. It's unlikely that this will be able to overpower the competition.

Hype & Marketing Acclaim recently took an equity interest in *ECW* and will likely promote the title through the show along with print and online support.

Sales Pitch "If you haven't played *Attitude* yet, you might enjoy this."

Competition EA's *WCW Mayhem* and THQ's *WWF Smackdown*.

GW RATING: C+

BOTTOM LINE
Consumers who've played one Acclaim wrestling title have played them all. There's just nothing new here. Let's hope Acclaim's not slipping back into its old routine....

Plasma Sword

Publisher Capcom
Developer Capcom
Release February
Genre Fighting
No. of Players 1-2
MSRP $49.95
Contact Info
www.capcom.com
408.774.0500
Other Arcade stick recommended

Rundown Capcom's Dreamcast onslaught continues with *Plasma Sword*. This title is not up to par with any other current brawler. Not since the release of *VF3tb* have DC owners been subjected to such a graphically inferior fighting game. Gameplay is also rather simplistic. Even the character roster, which is sizable, can't compensate. This fails to capture the spirit of next-gen gaming.

Hype & Marketing Print and online advertising will make the rounds.

Sales Pitch If you enjoyed *Star Gladiator* on the PlayStation, you can expect slightly updated action from the Dreamcast title.

Competition This is hardly a threat to the current DC champ, *Soul Calibur*.

GW RATING: C-

BOTTOM LINE
Plasma Sword's visuals look as if they jumped from the PlayStation directly to Dreamcast. Capcom isn't banking on this title as much as its 2D fighters, and that's a good thing.

Mario Party 2

Publisher Nintendo
Developer Hudson Soft
Release February
Genre Board Game
No. of Players 1-4
MSRP $49.99
Contact Info
www.nintendo.com
425.861.2737

Rundown The follow-up to last year's successful *Mario Party*, which finished as one of the top-selling games for 1999 is here. *Mario Party 2* features six all-new multiplayer Adventure Boards and 64 action-packed mini-games.

Hype & Marketing Last year, Nintendo used a very clever, effective television commercial to build interest; look for them to use similar tactics this year along with print and online advertising.

Sales Pitch "If you're looking for a fun, multiplayer, 'party-style' game then your search is over. *Mario Party 2* is good clean fun for kids of all ages."

Competition The original *Mario Party* and Hasbro's *Monopoly 64* are the primary competition.

GW RATING: B

BOTTOM LINE
We don't expect Mario Party 2 to match the lofty sales results of the original (sequels rarely sell as well), but it should be a solid performer regardless.

Deception III: Dark Delusion

Publisher Tecmo
Developer Tecmo
Release February
Genre Strategy
No. of Players 1
MSRP $49.95
Contact Info
www.tecmoinc.com
310.944.5005

Rundown The *Deception* series has been a great source for venting dark thoughts. It's all about setting up traps to inflict pain. *Deception III* offers up a good selection of gadgets and a shocking storyline. The ability to combine items adds new depth. It has a nice pick up and play quality, yet can be taken to a new level if enough thought is put into it. Why no one else is doing this stuff is beyond us.

Hype & Marketing Print ads in most consumer mags. With a bigger marketing push, Tecmo could take this series to new heights. Maybe next year.

Sales Pitch "Even if you're not into strategy games, this will hook you. It may sound sick and twisted, but it's even funny at times."

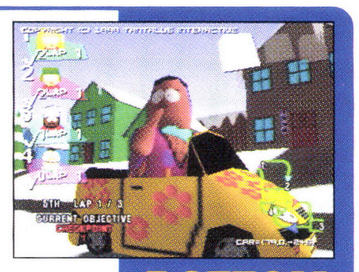
Competition Nothing like this.

GW RATING: C-

BOTTOM LINE
We've admired this series for years. It's clever and undeniably fun. It saddens us to say this, but Deception III will likely go the route of previous installments...relatively unnoticed.

South Park Rally

Publisher Acclaim
Developer Tantalus Interactive
Release February
Genre Racing
No. of Players 1-4
MSRP $49.95
Contact Info
www.acclaim.com
516.656.5000



Rundown This concept is better in theory than execution. As with Acclaim's previous *South Park* efforts, *South Park Rally* is funny for the first five minutes, but after a race or two, it gets old. When compared to other cartoony racers like *Diddy Kong Racing*, *SPR* falls way short of the mark. For fifty bucks, Acclaim should have at least thrown in some lasting gameplay.

Hype & Marketing Print ads will run in game-related mags as well as general interest pubs like *Rolling Stone*. A TV ad campaign is planned.

Sales Pitch "It's a racing game based on the hit show! Hella-cool!"

Competition A crowded market on N64. *SPR* is the most obnoxious.

GW RATING: C

BOTTOM LINE
Things have gotten a bit chilly in South Park. The show isn't as hot as it once was, and it remains to be seen whether the core South Park audience will embrace this weak racing title.

Silent Bomber

Publisher Bandai
Developer Bandai
Release February
Genre Action
No. of Players 1-2
MSRP $39.95
Contact Info
www.bandai.com
714.816.9596

Rundown Sometimes a great game is destined to fade into the woodwork. Enter *Silent Bomber*. With its fast-paced, bomb detonating hi-jinx, this game packs a lot of fun. Navigate 3D stages, position bombs and blow stuff up. Think of it as "*Bomberman* on crack." A two-player Battle Mode adds to the mayhem.

Hype & Marketing Print ads in the March, April and May issues of the top five gaming mags. Playable demo in the March issue of OPM. Unfortunately, no matter what happens, *Silent Bomber* is likely to get lost on the shelf.

Sales Pitch "Tired of knock-off games? Give this one a shot."

Competition "It basically goes up against mission-based games like *Syphon* or *MGS*—but it's better, of course," quips Bandai's very own Jeff Rotter.

GW RATING: C-

BOTTOM LINE
Silent Bomber is easily one of the most entertaining action games we've played in a while, yet it's destined for quick entry into the bargain bin. Sad but true.

GameWEEK Reviews reflect the sales potential of a specific product. Each review is an evaluation of a product's potential performance at retail. They are designed to provide retail buyers and store managers with the most accurate, up to date information available regarding upcoming releases. GameWEEK *Reviews do not attempt to evaluate products on their technical merits or gameplay the way an enthusiast magazine does, although these are factors in the overall grade.* GameWEEK *Reviews do not intend to help or hinder a product's overall success in any way.*

PREVIEWS

Sneak Peeks at Tomorrow's Potential Hits

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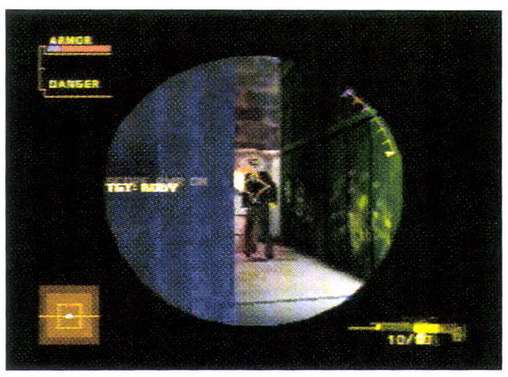
GameWEEK Previews *are early looks at products that are works in progress. Previews are meant to provide current information regarding the game and its potential at the time of its release. They also represent the status of the game's genre and current marketability. While previews might be critical, they are by no means final judgment on a game and should not be solely used by retailers to base buying decisions on, as the final outcome of a game previously previewed here could be completely different at its time of release.*

feature preview

Syphon Filter 2

Publisher 989 Studios
Developer Eidetic
Genre Action/Adventure
Available March



When *Syphon Filter* first appeared on the scene one year ago, some criticized it as being a *Metal Gear Solid* rip-off. Although *Syphon Filter* did share a few basic gameplay elements with *MGS*, it had enough variety and uniqueness to stand on its own. Regardless, you can't argue with success: *Syphon Filter* moved over a million units last year.

Spanning across two discs (you heard right, two discs), *Syphon Filter 2* continues the adventures of special agent Gabriel Logan (or Logan Gabes, if you're dyslexic) and incorporates new features, enhanced weapons and more in-depth gameplay. This is what action/adventure fans have been clamoring for!

At the dramatic conclusion of the first game, Gabe discovered that the Agency was behind the deadly Syphon Filter virus. In *Syphon Filter 2*, the Agency is blaming Gabe for the virus, putting Gabe on the run to clear his name and stop the sale of the virus to a terrorist nation.

Syphon Filter 2 is far from a recycled version of the first game. Yeah, Gabe's back, sneaking around as usual (we wouldn't have it any other way) and many of the same types of weapons and items are used, but that's where the similarities end. 989 has made a great game even better. In this sequel, players can control either Gabe Logan or Lian Xing, depending on the scenario. Lian will be Gabe's second in command and have a more involved role in the game, which has over 20 new levels spanning across the globe. Also, more than 25 lethal weapons become available during the course of the game, including shotguns, flame throwers, grenades, sniper rifles, cross-bows and silenced pistols. Cool gadgets include night vision goggles, tear gas and, yes, the all-important, way cool, night vision rifle. Hand-to-hand combat is also thrown into the mix; for those "up-close and personal" encounters, Gabe can now stick baddies with a combat knife. An improved interface gives players access to important information with less headache. Players can see Gabe's weapons systems, objectives, parameters and even access game options, all with the push of a couple of buttons (the original game's interface was a total mess.) A great new feature is the ability to save at checkpoints. One complaint lodged against the first game was that players had to complete each level—many of which were ridiculously difficult and massive in size—before they could save their progress. Now, players can save at the end of each level and at half-way points. Best of all, though, is the addition of a two-player spilt-screen mode which packs more than 20 multiplayer arenas.

Although the game engine is the same one used in the original *Syphon Filter*, improvements to the graphics can be seen all over the place. For example, Gabe's animations have been totally revamped and look more realistic (although strangely enough, he still kicks himself in the rear when he runs.) Real-time lighting combined with gunshot effects and shattering glass make the special effects in *Syphon Filter 2* truly mesmerizing and representative of the best that PlayStation can deliver, from a graphics standpoint. *Syphon Filter 2* also utilizes advanced scripting technology. This allows for a new level of interactivity between player and non-player characters. In the first game, the storyline was pretty linear, but this time around, players can change the course of the plot depending on their actions, giving the game that much more replay value. Enemy AI has also been tweaked. For instance, if an enemy is "outgunned," he will retreat, get reinforcements and then return to attack. Multiple enemies include top commandos, mercenaries and operatives. Killing enemies is a little more refined in *Syphon Filter 2*. In the first game, players basically ran around shooting at will. In *Syphon Filter 2*, players have to think. The game has multiple targeting modes (default mode, manual lock/aim and target lock), which provide shooting options for enemies with regular clothing, flak jackets or full body armor.

Judging by the sales performance of the first game, 989 looks to have another sure-fire hit on its hands. Only one more month....

WWF Smackdown

Publisher THQ • **Developer** Yukes
Genre Arcade Sports • **Available** March

Who would've thought professional wrestling would become so huge? Think about it: when you first saw Hulk Hogan and Rick Flair, you couldn't help but roll your eyes at the ridiculousness of it all. There just seems to be no end in sight. Wrestling-based games have proven to be sales worthy in a very big way, during the last couple of years. The first company to unite wrestling with gaming, THQ has nearly finished its latest concoction: *WWF Smackdown*. Based on the *Toukon Retsuden 4* (a Japanese wrestling game) engine, *Smackdown* merges smooth animations with breakthrough gameplay. Not only are the graphics top-notch, the game utilizes a pretty impressive physics engine as well. Game modes include Single, Tag and Survival matches as well as Exhibition and Season modes. There's an extensive "Create-A-Player" feature that makes other similar systems pale in comparison. Here, players can change their wrestlers' clothes, head, torso, arms, legs, height, weight, skin color, skill level, type of wrestler and on and on, with ease of use being key. Mayhem proved that backstage antics during wrestling were indeed fun and *Smackdown* has taken the ball and run with it to a whole new level. THQ has successfully taken the cheesy backstage drama of a typical *WWF Smackdown* broadcast and injected it right into the game. Other wrestlers will actually walk up and ask if they can ally with the player to gang up on another wrestler. The decisions players make will actually have an impact on what happens later on during the game. If you tick off another wrestler in the ring, he might jump you backstage. It's little nuances like this that make *WWF Smackdown* truly remarkable.

MDK2

Publisher Interplay • **Developer** BioWare
Genre Action • **Available** March

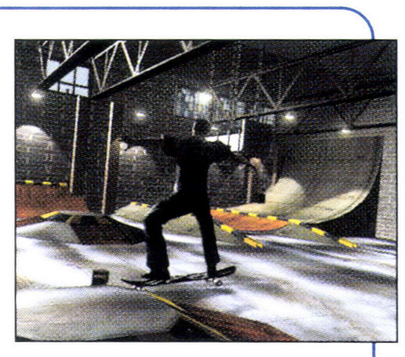
Shiny has created the most compelling third-person shooter to appear on Dreamcast. *Slave Zero*, say your prayers; *MDK2* rocks. This sequel builds on the action in the first game and throws amazing visuals into the mix along with devastating new weaponry. Players will be treated to some fantastic eye candy in the form of expansive rooms filled with insanely colorful, swirling backdrops. *MDK2* is sinfully original in its overall look and feel, with massively-sized level layouts. Laced with organic elements and neon lighting, the environments make us imagine what would happen if H.R. Giger became the set designer of a new *Tron* movie.

Of course, Kurt Hectic, the returning hero, is set to kick more alien bootie. His "Sniper Mode" still remains; however, its range has increased dramatically and the level of clarity is much better than before, thanks to Sega's high-falootin' hardware. The cool thing about *MDK2* is that it also lets players control two other characters from the first game, namely, Max, the cigar chompin', six-legged, gun-totin' dog and Dr. Fluke, that crazy scientist hell-bent on whipping up the latest in hi-tech weaponry. Naturally, each character has his own approach to laying the smack down.

The only complaint we have at this point is the frame rate. At certain points in the game, it shifts from running smooth as silk to extremely choppy, depending on the amount of traffic. Granted, there's a lot being displayed here, but a game like this should not run in slow motion. Even with that being said, *MDK2* is shaping up to be a hot title for Dreamcast. If BioWare can pull this one off, Infogrames may have some scrap metal on its hands real soon.

Tony Hawk's Pro Skater

Publisher Crave • **Developer** T.B.A.
Genre Sports • **Available** Q2



720°, Top Skater...hell, even Thrasher: all names associated with videogame skateboarding. Never before has a skateboard title received such critical acclaim from media members and consumers alike than *Tony Hawk's Pro Skater* for PlayStation. Published by Activision late last year, *Hawk* has managed to sell more than 600,000 copies, making it one of the best-selling PlayStation games of 1999.

Following hot on the heels of Activision's upcoming N64 port (due in March) will be *Tony Hawk* for Dreamcast. *Hawk* may have looked great on PlayStation, but the DC version is set to smoke both it and the N64 version by a mile...graphically, at least. The environments in this version will make you think you're looking at an entirely different game. The game is set to run entirely in hi-res and feature extra realistic textures and light-sourcing.

The question we should be asking ourselves is not whether the Hawkster will look superior on Sega's box—that's to be expected, of course—but how will the gameplay measure up? *Pro Skater* for Dreamcast is definitely too early in its development cycle to make any sort of judgement call; however, we're hoping that Crave will accept nothing less than brilliance. Our guess is that since Crave reps have been reluctant to reveal the actual name of the developer until further notice, it's probably not Neversoft. With regard to Dreamcast exclusive gameplay features, the DC version will offer a four-player split-screen mode, but that's about it, according to what we've been told. With the rep Tony Hawk has built for himself among the gaming community, consumers will be looking at this version with a critical eye. Let's hope it doesn't disappoint them.

Continued from the Cover

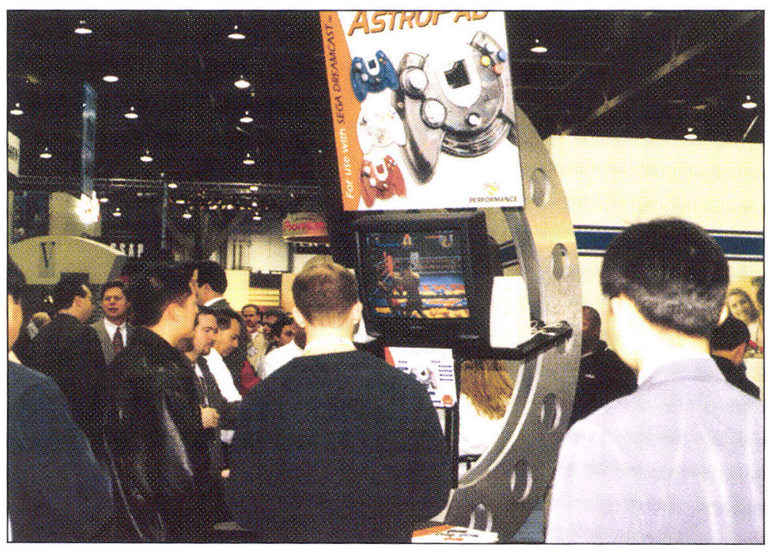
CES 2K Offers Game-Industry Synergies

recently released PC Camera Pro Pack, which adds a video input jack to the digital camera (for capturing images from a camcorder, VCR or game console, for example) and lots of relevant software for Web-based phone, e-mail postcards and movie editing.

The biggest growth industry, judging by the number of firms showing players, seemed to be MP3, the computer file format (MPEG Layer 3) that enables compression of audio with playback that can exceed CD quality. MP3 players were shown in all sizes—many of them were small enough to be worn around the neck!—and have the potential of being this decade's Walkman.

Since the Electronic Entertainment Expo (E3) started over five years ago, CES has been limited in its game-related fare, but this show had its share of products that had roots in gaming. Many of these were traditional products with branding or icons from electronic games, which included clocks, watches and cameras with characters such as Mario and Crash Bandicoot on them. Sakar International, based in New Jersey, showed off a wide variety of Nintendo and Super Mario branded consumer goods, such as radios, binoculars and walkie talkies. Another company, Sterling Gifts of Purchase, New York, exhibited the Sega Dreamcast Power Chair, an inflatable living-room chair with Dreamcast branding.

Game controller and accessory manufacturers were also there, with companies such as A.L.S. Industries and InterAct having a presence on the show floor. Similarly, companies like Boston Acoustics, Creative Labs and Yamaha showed off multimedia speakers, with Benwin getting a lot of attention for its stylish and extremely thin yet powerful speaker combos.



***InterAct had a big crowd around its display allowing attendees to play Midway's* Ready 2 Rumble.**

Those interested in gaming were disappointed that neither Sony nor Microsoft had their particular next-generation game consoles—PlayStation2 and "X-Box," respectively—on public display in their booths. However, VM Labs' large presence at CES provided further indication of the company's intent to focus its NUON N-hanced DVD players in the traditional consumer-electronics channel rather than the videogame space. The company provided early glimpses of NUON in action, including full versions of *Tempest 3000* and *Merlin Karting*, a racing game eerily similar to *Mario Kart*.

VM Labs' only announcement at the show was that DVD hardware maker Raite had joined Samsung and Toshiba in pledging support to manufacture NUON DVD players. Marketing VP Greg LaBrec said that additional hardware partners could be announced shortly. Marketing calls for an 8 to 12 week national cable TV campaign in Q4 2000, as well as print ads in *Sports Illustrated*, *Time*, *Family PC*, *Wired* and others. There is also a substantial in-store promotion planned, including product racks, brochures and banners.

Intel, in a departure from the processors and hardware it's well-known for, had its Intel Play QX3 Computer Microscope on display, which is a removable digital camera with USB connectivity; up to 200x magnification; and software that helps a child capture, manipulate and archive images. It also showed the Intel Play Me2Cam with *Fun Fair* CD-ROM (available online now or at retail stores in March), a camera and software bundle that enables kids to "insert" their moving image into various interactive games, such as skiing and pinball. The Intel Play products come from a partnership with Mattel, and Intel promises to announce its 2000 line-up at next month's Toy Fair.

Sakar International had a wide variety of products in display with Nintendo and* Super Mario *branding.

MARRYING CES AND GAMING

This CES showed signs of convergence, with some consumer-electronic trends that will, as a result, benefit the interactive-entertainment aficionado. One such example is home networking, which enables multiple PCs in a single home to be connected together. Beyond the obvious advantage of file and printer sharing, these products also enable one computer to be the Internet hub for all others in the house, which opens the door to online and multiplayer gaming from any computer in the home—and with improved performance, if a high-speed cable modem or DSL (digital subscriber line) connection exists.

Most of the products in this arena—from such companies as 3Com, Diamond and Intel—utilize the existing phone wiring in the home to pass data between the stations. This approach—which doesn't interfere with other voice or DSL traffic on the line—is easy to install as long as there are existing phone jacks in the vicinity of the computers to be networked. Transfer rates last year were in the range of 1Mbit/sec., though most of the companies have upped that to 10Mbit/sec. with new products.

Even more exciting is the potential of the house's power lines being used as the

Creative Labs had a busy booth, with everything from sound cards to video cards to digital cameras to DSL modems.

CES Reporter's Notebook

The CES hosted consumer electronics companies with product in all forms and functions amid a cacophony of sales pitches and presentations. Here's a look at some of the more offbeat or weird things that surrounded the show.

• One *GameWEEK* editor went to grab dinner at the House of Blues, located in the Mandalay Bay hotel. Instead of finding a hostess to seat him, he encountered a check-in table. It seems that Samsung had rented the facility for the evening, and unfortunately the editor wasn't on the list to get in. Over the door was a giant banner with the catch phrase that Samsung was pitching for its product line:

"Everyone's Invited."

Or maybe not...

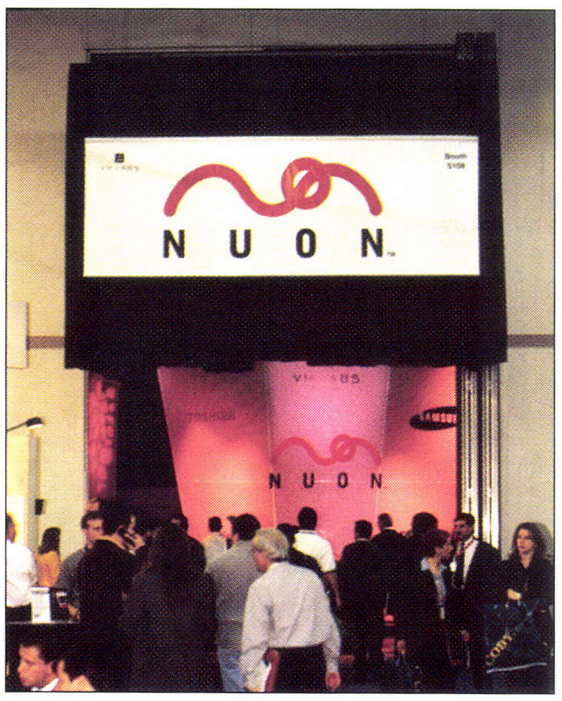
• The Beach, a popular nightspot across from the Las Vegas Convention Center, rigged its message sign with a greeting for the show's attendees. Unfortunately, the sign was programmed with the salutation, "Welcome, Comdex!"

• For obvious reasons, one segment of CES that draws a big crowd is the adult-software area, which includes everything from risque websites to porn-movie software to bawdy computer games. On more than one occasion, a show official strolled through the teeming lobby in front of the hall entrance with a bullhorn: "If you're able to hear me, you're at least three hours from getting in to see the exhibits."

As expected, the adult section of CES was packed with merchants and curious onlookers alike.

• CES is always filled with wild items that companies are putting onto the market. *GameWEEK*'s nomination for one of the most interesting is a mouse from San Jose, California-based Americomm Innovations that featured an earphone jack and a number pad on the top. According to the booth attendant, the mouse comes equipped with a phone that enables a user to handle phone chores while continuing to work on the computer.

foundation for the home network. In much the same way as the phone-line technique, the data is injected onto the power line via a special device that plugs into a standard wall outlet, and with power outlets much more common in homes than phone lines, it's easier to network computers without lengthy cable runs. Companies taking this approach include Enikia, which is a technology provider that will be offering its power-line networking chip to other companies later this year;



VM Labs was one of the only exhibitors with a solid gaming focus, and it always had a throng coming and going.

and Inari (formerly Intelogis) will similarly be offering its power-line network technology to others as well as marketing its own gear—it currently sells the PassPort Plug-In Network. Speeds are expected to match the 10Mbit/sec. speeds that phone-line technologies are hitting, with boosts likely in the future.

One other networking technology that will probably be getting some attention in coming years goes by the codename "Bluetooth." The technology provides for computing and telecommunications products to be networked on a wireless basis through high-frequency radio waves over relatively short distances (up to about 30 feet, but without being hindered by walls and other obstacles). According to one company representative, anything that works on infrared now—such as a TV remote—will likely see a shift to Bluetooth in the future. While this technology can be used to enable more reliable and flexible cordless phones and wireless communication with a device like the Palm Pilot, Bluetooth would obviously integrate well between computers or game consoles and controllers and other input/output devices. The open standard is expected to be more firmly defined in the second quarter of this year by the members of the Bluetooth Special Interest Group.

WHAT NEXT?

While it won't replace E3 as the pivot point for the interactive-entertainment industry, CES does show its potential for revealing developments in other areas that are likely to merge with video and computer gaming. There's a vast amount of relevant technology being worked on, and with companies like Sony and Microsoft doing their share, it's likely that CES will give companies an opportunity to announce and present products half a year before E3 gives them the opportunity. It'll be interesting to see how much more CES gets penciled in to industry watchers' calendars. **GW**

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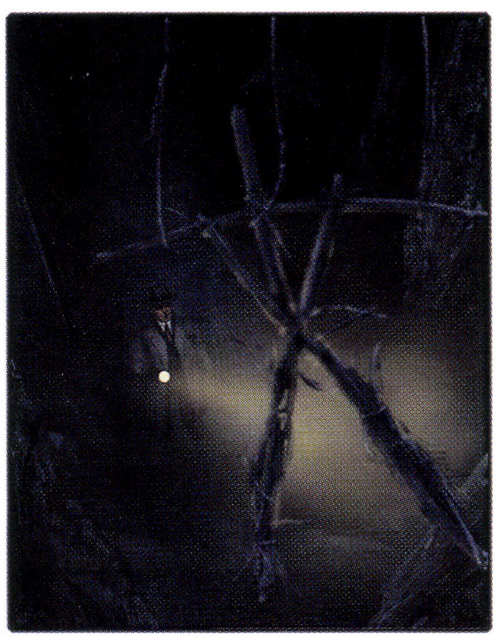
"This is why Gathering is important; this group of people is establishing the importance of authorship in digital media . And it is forcing other publishers to follow suit, lest the top talent seek greener pastures, Already, Electronic Arts , one of the industry's Big Three, has rolled out a more favorable set of terms and royalty rates for its programming stars. More significantly, Gathering is strengthening the link between the people who make games and the people who play them. And that link is crucial if the medium is going to evolve." — NY Times



"While the Blair Witch Project™ is proving that Hollywood can be outsmarted by the little guys, The Gathering is doing the same in the games industry." —London Times

"Haxan Films™ is thrilled to be working with Gathering of Developers to create the next level of The Blair Witch world. We were looking for a creative partner who could not only make incredible games but take the story beyond a linear environment and further the quest for 'real' horror,"said Rob Cowie, producer of The Blair Witch Project.

"The Gathering not only has the best developers, as shown by the stunning quality of Terminal Reality's Nocturne, but creatively, they get it."

"Nocturne™ features a new game engine that positively screams "licensing opportunity." — Computer Gaming World

"Heavy Metal F.A.K.K.2™ - 1999 E3 best of show " — Gamespy

"We are extremely enthusiastic about working with The Gathering's Ritual Entertainment™ on the F.A.K.K.2 game and are taking a new approach to a license by giving Ritual free reign over designing the game. Ritual has impressed us immensely with its designing strength, creativity and vision for F.A.K.K.2." — Kevin Eastman

Weekly listed the ten companies know it in the new millenium, only game publisher on the list.

ce 2000 and see just what all the noise is about.

"The gaming world's biggest news is the initial lineup of Gathering of Developers, the developer-driven game publisher." —The Boston Globe

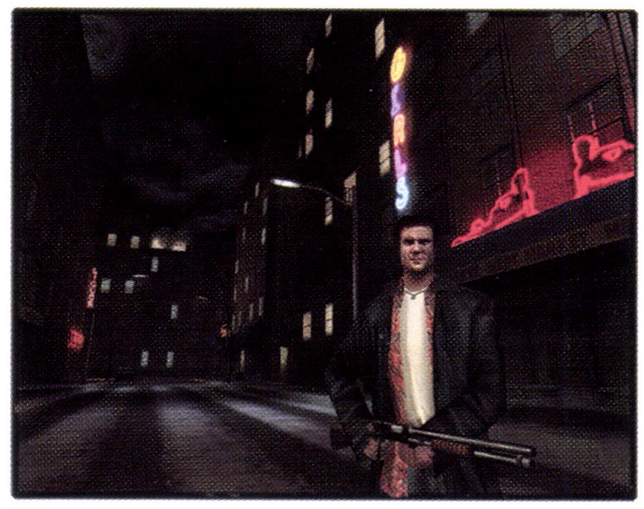
"The clouds will part, the seas will rise and the news that Gathering of Developers publishing venture is set to send some major publishers running for cover." —Gamesmania

"KISS Psycho Circus™ -One of the hottest 3D shooters in years"— Incite PC

"We got the word that The Gathering was the place to call if we wanted a guarantee of quality and artist recognition. Besides, it's good to have G.O.D. on our side for once!" — Gene Simmons

"No development has shaken the PC gaming industry so violently since the introduction of the Pentium chip."
—PC Gamer on the formation of The Gathering

"Prepare to be knocked flat on your ass by the upcoming Rune™ from Human Head Studios™. "
— Incite PC



"If action is a religion, Max Payne™ is the new messiah."
—Adrenaline Vault

" Far from being your standard shootfest, Max Payne is a John Woo movie made silicon, with slow motion shootouts and a hero who will do for women what Lara Croft did for men."
— Computer Gaming World

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RELEASE SCHEDULE

macintosh

Game	Manuf./Publisher	Pre-Book Date	Release Date
Alien vs. Predator	Fox Interactive	TBA	Q1
Alpha Centauri	EA	1/00	2/00
Asteroids '98	MacSoft/GT	TBA	Q4
Battlezone	Logicware	TBA	Q2
Caesar 3	Sierra	TBA	Q4
Civ: Call to Power	MacSoft	TBA	Q4
Deer Avenger II	Sim. & Schust.	TBA	Q4
Diablo II	Blizzard	TBA	Q2
Driver	GT Interactive	TBA	Q2
Half Life	Sierra Studios	TBA	Q4
Heart of Darkness	Infogrames	TBA	Q4
Heavy Metal FAKK2	G.O.D	TBA	Q4
Heretic II	Logicware	TBA	Q4
Hoyle Casino 2000	Sierra	TBA	Q4
Interstate '76	Logicware	TBA	Q1
Madden NFL 2000	Aspyr	TBA	Q4
Neverwinter Nights	Bioware	TBA	Q2
Nocturne	G.O.D.	TBA	Q1
Oni	Bungie	TBA	Q4
Quake III: Arena	id Software	TBA	Q4
Shadowbane	Wolfpack	TBA	Q2
Silver	Infogrames	TBA	Q3
Starsiege: Tribes 2	Dynamix	TBA	Q3
Warcraft III	Blizzard Ent.	TBA	Q3

playstation

Game	Manuf./Publisher	Pre-Book Date	Release Date
Action Man	Hasbro	TBA	Q2
All-Star Tennis	Ubi Soft	12/99	1/00
Alone in the Dark 4	Accolade	TBA	Q4
Alundra II	Activision	TBA	Q2
Army Men: S.H.	3DO	TBA	1/20
Batman: New Adv.	Ubi Soft	TBA	Q2
Balders Gate	Interplay	TBA	4/00
Blaster Master Again	Electro Source	11/99	Q1
Broken Sword 2	Crave	11/99	Q1
Carnivale	Vatical	TBA	6/00
Carmegeddon 2	Interlplay	TBA	3/20
CatDog	Hasbro	TBA	3/00
Champ. Motocross	THQ	TBA	Q3
Chocobo Dungeon 2	Square EA	TBA	Q1
Colin McRae Rally	SCEA	TBA	2/00
Colony Wars: R.S.	Psygnosis	TBA	3/16
Countdown: Vampires	Bandai	TBA	3/20
Danger Girl	THQ	12/99	Q2
Darkstone	Take 2	TBA	3/16
ECW:Hardcore Rev.	Acclaim	TBA	2/18
Eagle One	Infogrames	TBA	2/00
Elmo in Grouchland	Mindscape	12/99	1/00
ESPN Major League Soccer	Konami	2/00	4/00
Evil Dead	THQ	TBA	Q3
Extreme Hockey	EA	TBA	3/22
Family Game Pack 2	3DO	12/99	1/00
Fear Effect	Eidos	12/99	2/25
Flintstones Bowling	SouthPeak	11/99	3/28
Galerians	Crave	TBA	Q1
Gauntlet 3D	Midway	TBA	3/22
Hot Shots Golf 2	SCEA	TBA	3/00
Indiana Jones	Lucas Arts	TBA	1/00
Iron Soldier 3	Kemco	1/00	2/00
J. McGrath 2000	Acclaim	12/99	1/00
Jackie Chan's Stunt.	Midway	1/00	2/00
Jeff Gordon's XS Racing	ASC	TBA	1/00
JoJo's Venture	Capcom	TBA	Q1
Jugular Street Luge	Activision	TBA	Q1
Knights of Carnage	THQ	TBA	Q4
Leggit	Psygnosis	TBA	Q4
LEGO Rock Raiders	LEGO Media	11/99	Q1
Lufia III	Natsume	TBA	Q1
Lunar 2	Working Des.	1/00	2/00
Madden NFL 2001	EA Sports	8/00	9/00
Marvel's X-Men	Activision	TBA	Q1
Marvel vs. Capcom	Capcom	TBA	Q1
Messiah	Interplay	TBA	Q1
Mike Tyson Boxing	Codemasters	TBA	5/00
MK: Special Forces	Midway	TBA	Q2
Moppet Monster	Sunsoft	11/99	Q1
MTV: BMX	THQ	TBA	Q3
MTV: Skateboarding	THQ	TBA	Q2
MTV: Snowboarding	THQ	TBA	Q3
NBA Live 2001	EA Sports	TBA	Q4
NFL GameDay 2001	989 Sports	8/00	9/00
NASCAR Rumble	Electronic Arts	TBA	2/00
Need For Speed 5	Electronic Arts	TBA	3/22
Nightmare Creat. 2	Konami	TBA	3/28
PGA European Golf	Infogrames	1/00	2/00
Paperboy	Midway	TBA	3/16
Planet of the Apes	Fox Interactive	TBA	Q1
Polaris Snocross 2000	Vatical	TBA	5/00
Power Rangers: LR	THQ	TBA	Q3
Prince of Persia 3D	Mindscape	TBA	Q2
Rainbow Six	Red Storm	TBA	Q1
Reel Fishing 2	Natsume	TBA	2/16
Road Rash Jailbreak	EA	TBA	Q1
Rugby 2000	EA	TBA	3/22
Rugrats in Paris	THQ	TBA	Q3
SaGa Frontier 2	Square	TBA	2/00
Shao Lin	THQ	TBA	1/00
Silent Bomber	Bandai	TBA	2/00
Silent Hill G.H.	Konami	TBA	2/15
Sim Theme Park	Maxis	TBA	3/00
Spec Ops 2	Take 2	TBA	2/16
Spider-Man	Activision	TBA	Q1
S.W.: Jedi Battle	Lucas Arts	TBA	
Street Figter EX2P	Capcom	TBA	3/00
Street Sk8er 2	EA	TBA	3/00
Striker Pro 2000	Infogrames	1/00	3/00
Superbike 2000	EA	12/99	1/26
Superman	Titus	12/99	1/00
Syphon Filter 2	989 Studios	TBA	Q2
Tanktics	Interplay	12/99	1/00
Team Buddies	Activision	TBA	Q1/00
Test Drive Cycles	Infogrames	TBA	Q1
Test Drive Le Mans	Infogrames	TBA	Q2
Test Drive Rally	Infogrames	TBA	Q1
Tiger Woods & PGA Tour	EA Sports	12/99	1/00
Tips and Treasures	Psygnosis	TBA	Q1
Too Human	EA	TBA	Q1
Tron Bonne	Capcom	TBA	2/19
Urban Chaos	Eidos	TBA	2/29
Wai-Wai Tennis 2	Sunsoft	TBA	1/00
Wild, Wild West	SouthPeak	TBA	Q2
WWF Smackdown	THQ	TBA	Q2
X-Men	Activision	TBA	3/15

pc gaming

Game	Manuf./Publisher	Pre-Book Date	Release Date
1602 A.D.	GT Interactive	12/99	1/00
100 Years Field & Str.	Sierra	TBA	Q1
20,000 Leagues	SouthPeak	TBA	1/00
Allegiance	Microsoft	TBA	Q1
Amen	GT Interactive	TBA	3/21
Alone in the Dark 4	Infogrames	TBA	Q4
Atari Arcade Vol. 2	Hasbro	TBA	3/00
B-17 Flying Fortress	Hasbro	TBA	Q1
Baldur's Gate II	Interplay	TBA	Q2
Best of Smart Games	Hasbro	12/99	1/25
Black & White	Electronic Arts	TBA	Q1
Beetle Buggin'	Infogrames	TBA	3/00
Blade	Infogrames	TBA	Q1
Blaze and Blade	SouthPeak	TBA	2/08
Boarder Zone	Infogrames	TBA	Q2
Breakneck	SouthPeak	TBA	Q1
Brunswick F.S. Bowling	THQ	TBA	Q4
Commanche 4	Nova Logic	TBA	2/28
Code Name Eagle	Talonsoft	12/99	2/26
C & C: Firestorm	Westwood	12/99	1/00
Croc 2	Fox Interactive	TBA	4/15
Daikatana	Eidos	TBA	Q4
Dark Reign	Activision	TBA	Q4
Dawn of War	SouthPeak	12/99	3/07
Diablo II	Blizzard	11/99	Q1
Die Hard Trilogy 2	Fox Interactive	12/99	1/00
Dragon	Microsoft	TBA	Q1
Dragon's Lair 3D	Blue Byte	TBA	Q4
Duke Nukem Forever	GT Interactive	TBA	Q4
Dukes of Hazzard	SouthPeak	TBA	3/28
Dungeon Seige	Microsoft	TBA	Q4
Evil Dead	THQ	TBA	Q3
Evolva	Interplay	TBA	4/00
Extreme Freestyle	Head Games	TBA	2/00
Extreme Paintbrawl 2	Head Games	11/99	12/00
F-18 Super Hornet	Titus	1/00	2/00
Fading Suns: N.A.	Ripcord	TBA	1/30
Flash Point	Ubi Soft	TBA	3/00
Flinstones Bowling	SouthPeak	TBA	4/12
FLY! 2	G.O.D.	TBA	Q3
F1 Championship	Electronic Arts	TBA	3/15
Freestyle XS Motocross	Sierra	12/99	1/00
Giants	Interplay	12/99	1/00
Gromada	Bethesda	TBA	1/00
Ground Control	Sierra	TBA	Q1
Gulf War Operation	3DO	TBA	Q1
Gunship 3	MicroProse	TBA	3/00
Half-Life Team Fortress	Sierra	12/99	1/00
H.D. Road to Sturgis	Electronic Arts	TBA	4/00
Heavy Metal: FAKK2	G.O.D.	TBA	Q1
Hidden & Dangerous		TBA	1/31
Hired Guns	Psygnosis	TBA	3/00
Hired Teams: Trial	Thought Guild	TBA	Q4
IHRA Drag Racing	Bethesda	12/99	1/00
Icewind Dale	Interplay	TBA	4/00
Imperial Conquest	Talonsoft	1/00	2/00
Jeremy McGrath 2K	Acclaim	TBA	2/28
Jumbo Jack	Sierra	TBA	Q4
KISS: Psycho Circus	G.O.D.	TBA	Q1
Le Mans	Infogrames	TBA	2/29
LEGO Land	LEGO Media	TBA	4/00
L.O. Blademasters	Ripcord	TBA	1/30
Liath	Project 2	TBA	Q1
MDK 2	Interplay	TBA	3/15
MTV: Skateboarding	THQ	TBA	Q2
Mad Traxx	Project 2	TBA	Q1
Magic: The Gathering	MicroProse	TBA	Q1
Majesty	MicroProse	TBA	3/00
Max Payne	G.O.D.	TBA	Q2
Metal Fatigue	Psygnosis	1/00	2/00
Might & Magic VIII	3DO	TBA	Q2
Mike Tyson Boxing	Codemasters	TBA	5/00
Mission: Impossible	Infogrames	TBA	Q1
Monopolization	Ubi Soft	1/00	2/00
Mortyr	I-Magic	TBA	Q2
Motocross Madness 2	Microsoft	TBA	Q2
NASCAR 2000	Electronic Arts	TBA	3/00
Need For Speed 5	Electronic Arts	TBA	3/15
Neverwinter Nights	Interplay	TBA	Q1
Operational A.O.W. 2	Talonsoft	TBA	2/00
PBA Bowling 2	Bethesda	TBA	1/00
Pajama Sam 3	Humongous	TBA	4/00
PoR: Ruins of Myth	Mindscape	TBA	Q4
Reach for the Stars	Mindscape	TBA	3/30
Relic Hunter	Octagon	TBA	Q4
Rent-A-Hero	SouthPeak	TBA	2/22
Risk II	Hasbro	TBA	2/00
Rising Sun	Talonsoft	12/99	1/00
Road to Moscow	I-magic	TBA	3/00
Rune	G.O.D.	TBA	4/00
Shadow Company 2	Ubi Soft	TBA	Q3
Shogun: Total War	Electronic Arts	TBA	3/00
Silent Hunter 2	Mindscape	TBA	2/28
Simon the Sorcerer	SouthPeak	TBA	4/11
Skip Barber Racing	Bethesda	12/99	Q1
Soldier of Fortune	Activision	TBA	Q1
Starlancer	Microsoft	TBA	Q1
Star Trek: Armada	Activision	TBA	3/00
Star Trek DS9:Fallen	Sim. & Schust.	TBA	3/14
Star Trek Dominion Wars	Sim. & Schust.	TBA	Q4
Star Trek: Klingon	Interplay	TBA	3/16
Star Trek New Worlds	Interplay	TBA	Q2
Star Trek Voyager	Activision	TBA	3/15
Star Wars Obi-Wan	LucasArts	TBA	Q4
S.W.: Force Comm.	LucasArts	TBA	Q2
Summoner	THQ	TBA	Q3
Super Bike 2000	EA	TBA	2/00
Tachyon	NovaLogic	1/00	2/00
Team Alligator	GT Interactive	11/99	Q1
Test Drive Cycles	Infogrames	TBA	Q1
Test Drive Le Mans	Infogrames	TBA	3/00
Test Drive Rally	Infogrames	TBA	Q1
The Dead Planet	Active Prod.	TBA	Q3
The Iron Plague	Cavedog	TBA	3/00
The Settlers IV	Blue Byte	TBA	Q4
The Sims	Maxis	TBA	2/00
Tribes II	Sierra	TBA	Q2
Triple Play 2001	Electronic Arts	TBA	3/25
Trophy Bass 4	Sierra	TBA	Q2
Tuskegee Fighters	Abacus	TBA	1/15
Tzar	Talonsoft	TBA	2/20
Unreal Gold Pack	GT Interactive	TBA	2/16
Urban Chaos	Eidos	11/99	Q1
Vampire: Masquerade	Activision	TBA	3/29
WWF Online	THQ	TBA	TBA
Wallstreet Tycoon	Ubi Soft	TBA	3/00

nintendo 64

Game	Manuf./Publisher	Pre-Book Date	Release Date
40 Winks	GT Interactive	TBA	2/00
Aidyn Chronicles	THQ	TBA	Q2
Battlezone 64	Crave	TBA	Q1
Blues Brothers 2000	Titus	TBA	Q1
Big Mountain 2000	SothPeak	TBA	Q1
Caesar's Palace	Crave	TBA	2/00
Carmageddon 2	Interplay	TBA	2/00
Cyber Tiger	EA	TBA	1/26
Daikatana 64	Kemco	TBA	Q1
Die Hard 64	Fox Interactive	TBA	Q4
Donald Duck	Ubi Soft	TBA	Q2
ECW Hardcore Rev.	Acclaim	TBA	2/18
Eternal Darkness	Nintendo	TBA	Q1
Excitebike 64	Nintendo	TBA	Q1
F1 World Grand Prix 2	Video System	12/99	1/00
Fighters Destiny 2	SouthPeak	TBA	2/15
Grand Theft Auto	Rockstar	TBA	Q1
Harrier 2001	Video System	TBA	Q1
Hercules	Titus	TBA	Q1
Hydro Thunder	Midway	TBA	Q1
Int. Track & Field	Konmai	TBA	4/00
J. McGrath 2000	Acclaim	TBA	Q1
Kirby's Dreamland	Nintendo	TBA	Q2
L.T. Duck Dodgers	Infogrames	TBA	Q2
L.T. Space Race	Infogrames	TBA	2/00
L.T. Taz Express	Infogrames	TBA	Q2
Mario Artist	Nintendo	TBA	Q1
Mario Party 2	Nintendo	TBA	1/18
Marvel's X-Men	Activision	TBA	3/30
Mickey Speedway USA	Nintendo	TBA	Q4
Mortal Kombat: S.F.	Midway	TBA	3/00
Mini Racers	Nintendo	TBA	Q2
NBA in the Zone 2K	Konami	TBA	2/22
NHL Blades of Steel	Konami	TBA	2/29
Nightmare Creatures 2	Activision	TBA	Q1
Ogre Battle 3	Atlus	TBA	Q1
Perfect Dark	Nintendo/Rare	3/00	4/11
PGA European Tour Golf	Infogrames	1/00	3/00
Pokémon Stadium	Nintendo	TBA	3/00
Polaris SnoCross 2000	Vatical	TBA	Q2
Power Rangers: LR	THQ	TBA	Q3
Rat Attack	Mindscape	TBA	2/00
Ridge Racer 64	Nintendo	1/00	2/15
Rugrats in Paris	THQ	TBA	Q3
Shadowgate Rising	Kemco	TBA	Q4
Sim City 64	Nintendo	TBA	TBA
Spider-Man	Activision	TBA	Q1
StarCraft	Nintendo	11/99	4/11

nintendo 64 *(continued)*

Game	Manuf./Publisher	Pre-Book Date	Release Date
Star Wars: Episode 1	Nintendo	TBA	Q1
SuperCross Circuit 2K	EA Sports	TBA	Q1
Super Mario Adventure	Nintendo	TBA	Q1
Tarzan	Activision	12/99	2/16
Test Drive Rally	Infogrames	TBA	Q1
Tiny Tank	Crave	11/99	Q1
Tony Hawk's Pro Skater	Activision	TBA	3/30
Twelve Tales: Conker 64	Rare	TBA	Q3
Vigilant 8: 2nd Offense	Activision	11/99	1/12
Wildwaters	Ubi Soft	TBA	Q1
World League Soccer 2K	SouthPeak	TBA	3/08
Worms: Armaged.	Infogrames	TBA	Q1
X-Men	Activision	TBA	3/00
Xena:Talisman of Fate	Titus	TBA	Q1
Young Olympians	Sapphire	TBA	Q2
Zelda: Gaiden	Nintendo	TBA	Q2

strategy and game guides

Product Title	Publisher	EST Release Date
Alien Resurrection	Prima Publishing	1/00
Castlevania Resurrection	Prima Publishing	2/00
Castlevania Special Edition	Prima Publishing	1/00
Codebook 2000	Tips & Tricks/LFP Inc.	8/15
GBC Secret Codes	BradyGAMES	1/00
Nightmare Creatures 2 HB	BradyGAMES	2/00
Road Rash Official Guide	Prima Publishing	1/00
Perfect Dark Player's Guide	Nintendo Power	4/00
Perfect Dark Official SG	BradyGAMES	4/00
Perfect Dark Official Guide	Prima Publishing	4/00
Planet of the Apes	Prima Publishing	1/00
Pokémon 2000	Tips & Tricks/LFP Inc.	5/16
Pokémon Stadium Guide	Nintendo Power	3/00
Pokémon Stadium Official	Prima Publishing	3/00
Road Rash Official Guide	Prima Publishing	1/00
SF Alpha 3	BradyGAMES	1/00
SaGa Frontier 2	BradyGAMES	2/00
Star Trek: Armada	BradyGAMES	3/00
Tron Bonne HB Guide	Prima Publishing	2/00

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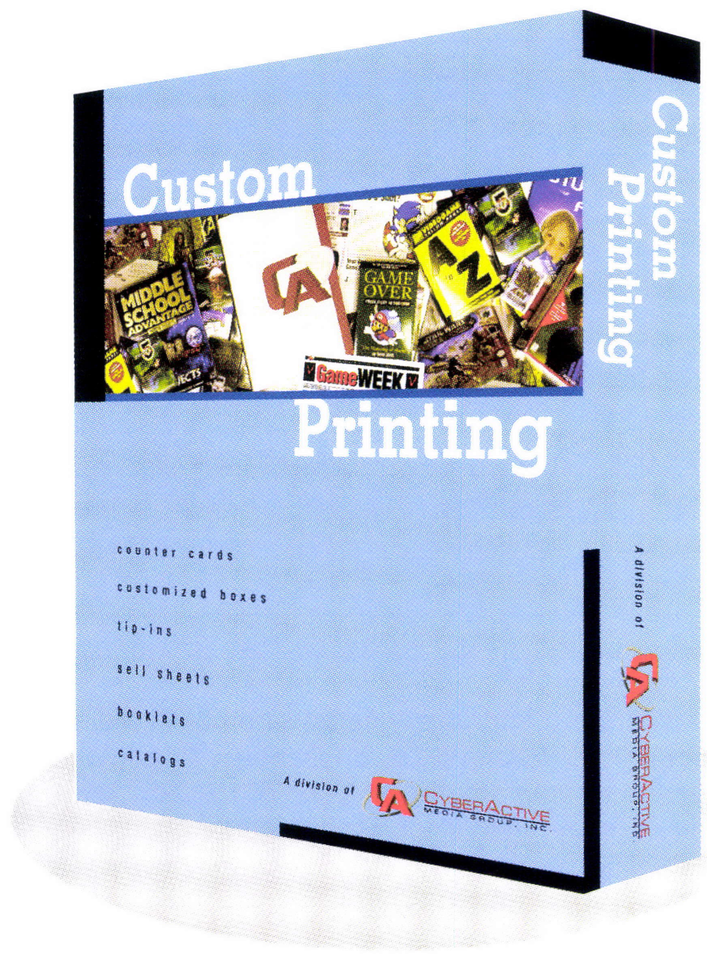

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product info

RELEASE SCHEDULE

dreamcast

Game	Manuf./Publisher	Pre-Book Date	Release Date
Alone in the Dark 4	Accolade	TBA	Q4
Berserk	Agetec	TBA	Q1
Baldur's Gate	Sega	TBA	Q4
Boarder Zone	Infogrames	TBA	Q2
Carrier	Jaleco	TBA	Q1
Castlevania: Resurrection	Konami	TBA	Q2
Chu Chu Rocket	Sega	TBA	Q2
Climax Landers	Sega	TBA	Q1
Crazy Taxi	Sega	TBA	2/00
D2	Sega	TBA	Q3
Dead or Alive 2	Tecmo	TBA	3/00
Draconus: Cult of the Wyrm	Crave	TBA	Q1
Ecco: Defender of the Future	Sega	TBA	Q1
ESPN NBA 2Night	Konami	TBA	4/00
Eternal Arcadia	Sega	TBA	Q3
Evil Dead	THQ	TBA	Q3
F1 World Grand Prix	Video Systems	11/99	Q1
F355 Challenge	Sega	TBA	Q2
Felony Pursuit	THQ	TBA	Q2
Floigan Brothers	Sega	TBA	Q1
Frame Gride	Sega	TBA	Q1
Furballs	Bizarre Creations	TBA	Q1
Galleon	Interplay	TBA	Q1
Gauntlet Legends	Midway	TBA	Q2
Giga Wing	Capcom	TBA	4/00
Grand Theft Auto 2	Rockstar	TBA	3/28
Grandia 2	Sega	TBA	Q3
Half-Life	Sega	TBA	Q4
Hidden & Dangerous	Take Two	TBA	Q1
J. McGrath Supercross 2000	Acclaim	TBA	Q1
Jet Set Radio	Sega	TBA	Q2
JoJo's Bizarre Adventure	Capcom	TBA	2/00
Legacy of Kain: Soul Reaver	Eidos	TBA	Q1
Maken X	Sega	TBA	Q1
MDK 2	Interplay	TBA	Q1
MTV: Skateboarding	THQ	TBA	Q2
Metropolis Street Racer	Sega	TBA	Q2
Microsoft Combat Flight	Konami	11/99	Q1
NBA 2K1	Sega	TBA	Q4
NFL 2K1	Sega	TBA	Q4
NHL 2K	Sega	TBA	Q1
Nightmare Creat. 2	Konami	TBA	4/00
Phantasy Star Online	Sega	TBA	Q4
Plasma Sword	Capcom	TBA	2/00
Quake III Arena	Activision	TBA	Q4
Rainbow Six	Majesco	1/00	2/00
Rayman 2	Ubi Soft	TBA	Q1
Renegade Racing	Interplay	TBA	Q2
Resident Evil: Code Veronica	Capcom	TBA	3/00
Roadsters 2000	Titus	11/99	Q1
Seaman	Sega	TBA	Q1
Sega GT	Sega	TBA	Q2
Seven Mansions	Koei	TBA	Q4
Shenmue Chapter 1	Sega	TBA	Q4
Silver	Infogrames	TBA	Q2
SNK vs Capcom	Capcom	TBA	TBA
Sonic Adventure 2	Sega	TBA	TBA
Space Channel 5	Sega	TBA	Q2
Spawn: In the Demon's Hand	Capcom	TBA	Q2
Star Trek: New Worlds	Interplay	TBA	Q2
Street Fighter III: Double Impact	Capcom	TBA	4/00
Street Fighter Alpha 3	Capcom	TBA	2/00
Striker Pro 2000	Infogrames	1/00	3/00
Tech Romancer	Capcom	TBA	3/00
Toy Story 2	Activision	TBA	3/00
Virtual On:			

gameboy color

Game	Manuf./Publisher	Pre-Book Date	Release Date
2000-1 Tunes	Infogrames	1/00	2/00
Alice in Wonderland	Nintendo	TBA	3/00
All-Star Tennis 99	Ubi Soft	11/99	1/00
Armada S.W.	Metro 3D	TBA	1/00
Army Men	3DO	11/99	1/00
BattleTanx	3DO	11/99	1/00
Bionic Commando	Nintendo	12/99	1/00
Blaster Master 2	Sunsoft	11/99	1/00
Bugs Bunny 4	Vatical	TBA	1/00
Brunswick ProPool	Vatical	TBA	1/00
Carnivale	Vatical	TBA	1/00
Champ. Motocross 2	THQ	TBA	Q3
Crystalis 2	Nintendo	2/99	3/00
Daikatana	Kemco	TBA	Q1
Dark Angel	Metro 3D	TBA	2/00
Dogz	Mindscape	11/99	12/99
Deer Hunter	Vatical	TBA	12/99
Dragon Warrior M.	Eidos	TBA	1/00
Earthworm Jim	Crave	11/99	12/99
ECW Hardcore Rev.	Acclaim	TBA	2/00
F-18: TS	Majesco	TBA	2/00
Formula One Racing	Konami	TBA	3/28
Frisbee Golf	Vatical	TBA	2/00
Golf King	Crave	10/99	2/00
International Rally	Konami	TBA	3/28
Jack Nicklaus Golf	Vatical	TBA	2/00
Jimmy Whit's Cue Ball	Vatical	2/00	3/00
Lord Baniff's Deceit	Vatical	TBA	1/00
MTV: BMX	THQ	TBA	Q3
MTV: Skateboarding	THQ	TBA	Q2
Mask of Zoro	Ubisoft	TBA	3/00
Matchbox C.C. Zone	Mattel	TBA	Q1
Metal Gear: GB	Konami	TBA	3/28
Micro Machines V3	THQ	TBA	Q2
Mission: Impossible	Infogrames	11/99	2/00
Muppets	Take 2	TBA	3/15
NASCAR 2000	THQ	TBA	Q2
NBA Courtside 3 on 3	Nintendo	11/99	12/99
NBA In the Zone 2K	Konami	11/99	3/00
NBA Live 2000	THQ	TBA	Q2
NBA Showtime	Midway	10/99	3/14
NHL Blades/Steel 2K	Konami	10/99	3/14
Pokémon Card	Nintendo	1/00	2/00
Pokemon Gold/Silver	Nintendo	TBA	Q4
Polaris SnoCross 2K	Vatical	12/99	1/00
Power Rangers: LR	THQ	TBA	Q3
Puma Street Soccer 2	Sunsoft	TBA	Q1
Punchi Carat	Tommo	TBA	1/00
Quest RPG	Sunsoft	TBA	2/00
Rainbow Six	SouthPeak	12/99	1/00
Rally Racing	Konami	1/00	2/00
Rayman	Ubi Soft	1/00	2/00
Resident Evil	Capcom	12/99	1/00
Rugrats in Paris	THQ	TBA	Q3
San Francisco Rush	Midway	TBA	Q2 00
Shadow Man	Acclaim	11/99	1/00
Snocross 2000	Vatical	TBA	Q1
Street Fighter Alpha	Capcom	10/99	2/00
Test Drive Cycles	Infogrames	TBA	Q2
The Cage	Metro 3D	TBA	2/00

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TOP GAMES LIST

NPD THE NPD GROUP, INC.
Source: NPD Interactive Entertainment Service 516.625.2345

Top 20 Best Selling Interactive Software Titles

Ranked on Units Sold • January 2-January 8, 2000

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	DATE	AVERAGE RETAIL PRICE
1	1	Gran Turismo 2/PSX	Sony Computer Ent.	Dec. '99	$47
2	2	Pokémon Yellow/Game Boy	Nintendo of America	Oct. '99	$27
3	3	Tony Hawks Pro Skater/PSX	Activision	Sep. '99	$39
4	4	Donkey Kong 64/N64	Nintendo of America	Nov. '99	$60
7	5	Gran Turismo Racing/PSX	Sony Computer Ent.	May '98	$20
19	6	Who Wants To Be Millionaire/(CD W95/WNT)	Disney Interactive	Nov. '99	$20
9	7	Spyro the Dragon/PSX	Sony Computer Ent.	Sep. '98	$20
**	8	Pokémon Blue/Game Boy	Nintendo of America	Sep. '98	$26
6	9	Tomorrow Never Dies 007/PSX	Electronic Arts	Nov. '99	$41
10	10	Roller Coaster Tycoon/(CD W95/W98)	Hasbro Interactive	Mar. '99	$30
**	11	Dukes of Hazzard/PSX	Southpeak Interactive	Dec. '99	$41
12	12	Medal of Honor/PSX	Electronic Arts	Nov. '99	$42
**	13	Pokémon Red/Game Boy	Nintendo of America	Sep. '98	$26
16	14	Namco Museum 64/N64	Namco	Nov. '99	$30
**	15	Super Smash Brothers/N64	Nintendo of America	Apr. '99	$50
20	16	Crash Bandicoot Warp/PSX	Sony Computer Ent.	Nov. '98	$20
17	17	Rugrats/PSX	THQ	Nov. '98	$20
8	18	NBA Live 2000/PSX	Electronic Arts	Nov. '99	$40
15	19	Metal Gear Solid/PSX	Konami of America	Oct. '98	$20
11	20	Driver/PSX	GT Interactive	Jun. '99	$39

**= Not in top 20 last week. Source: NPD Interactive Entertainment Service • 516.625.2345 The above top games information may not be reprinted or reproduced without written permission from GameWEEK, CyberActive Media Group and The NPD Group, Inc.

IN-STORE DISPLAY

FOR BEST RESULTS, CUT ALONG DOTTED LINE

IN-STORE DISPLAY

MARKET TRACKING REPORTS

Information Based Upon Data Recorded January 2-January 8, 2000

Top 10 Mac Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
3	1	QUAKE 3/(CD MAC)	ACTIVISION	DEC '99	$47
2	2	MONOPOLY MULTIMEDIA/(CD MAC)	HASBRO INTERACTIVE	NOV '96	$10
5	3	SW EPISODE 1: RACER/(CD MAC)	LUCASARTS ENT	JUL '99	$40
4	4	RAINBOW SIX/(CD MAC)	MACSOFT	DEC '99	$49
**	5	TOTAL ANNIHILATION/(CD MAC)	CAVEDOG	SEP '99	$23
8	6	MADDEN NFL 2000/(CD MAC)	ASPYR MEDIA	NOV '99	$48
**	7	GRAND SLAM BRIDGE/(MAC 3.5)	ELECTRONIC ARTS	***	$10
6	8	KIDS ARCADE PACK/(CD MAC)	MACSOFT	MAY '97	$10
7	9	STARCRAFT BROOD WAR/(CD MAC)	BLIZZARD	JUL '99	$26
**	10	DEER HUNTER/(CD MAC)	WIZARD WORKS	JUL '98	$10

****Released Before April 1995 **Not in Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 10 PlayStation Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	GRAN TURISMO 2	SONY COMPUTER ENT.	DEC '99	$41
2	2	TONY HAWKS PRO SKATER	ACTIVISION	SEP '99	$39
4	3	GRAN TURISMO RACING	SONY COMPUTER ENT.	MAY '98	$20
6	4	SPYRO THE DRAGON	SONY COMPUTER ENT.	SEP '98	$20
3	5	TOMORROW NEVER DIE 007	ELECTRONIC ARTS	NOV '99	$41
**	6	DUKES OF HAZZARD	SOUTHPEAK INTERACTIVE	DEC '99	$41
8	7	MEDAL OF HONOR	ELECTRONIC ARTS	NOV '99	$42
**	8	CRASH BANDICOOT WARP	SONY COMPUTER ENT.	NOV '98	$20
**	9	RUGRATS	THQ	NOV '98	$20
5	10	NBA LIVE 2000	ELECTRONIC ARTS	NOV '99	$40

***Not In Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

TOP 10 Computer Entertainment Software Titles Under $20.00

Ranked on Units Sold

RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	MYST/(CD WIN)	BRØDERBUND	***	$14
2	DEER HUNTER 3/(CD W95/WNT)	WIZARDWORKS	SEP '99	$17
3	MILLENIUM GAMEPAK/(CD W95/W98)	VALUSOFT	JUN '99	$10
4	FAMILY 3 PK/(CD W95/W98)	HASBRO INTERACTIVE	DEC '99	$15
5	WHITETAIL FEVER/(CD W95/W98)	VALUSOFT	DEC '98	$11
6	DEER HUNTER 2/(CD W95/W98)	WIZARDWORKS	SEP '98	$10
7	GALAXY OF WIN95 GAMES/(CD W95)	EGAMES	JAN '98	$10
8	ARMY MEN/(CD W95)	THE 3DO COMPANY	APR '98	$10
9	H. HAVOC: RESCUE HEROES/(CD W/M)	THE LEARNING COMPANY	NOV '99	$17
10	TOMB RAIDER/(CD DOS/WIN)	EIDOS INTERACTIVE	NOV '96	$11

***Not In Top 10 Last Week ***RELEASED BEFORE APRIL 1995*
SOURCE: NPD INTERACTIVE ENTERTAINMENT SERVICE • MARY ANN PORRECA - 516-625-2345

Top 10 Nintendo 64 Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	DONKEY KONG 64	NINTENDO OF AMERICA	NOV '99	$60
2	2	NAMCO MUSEUM 64	NAMCO	NOV '99	$30
3	3	SUPER SMASH BROTHERS	NINTENDO OF AMERICA	APR '99	$50
**	4	WCW/NWO REVENGE	THQ	OCT '98	$20
**	5	TOY STORY 2	ACTIVISION	NOV '99	$50
4	6	SUPER MARIO 64	NINTENDO OF AMERICA	SEP '96	$40
**	7	A BUG'S LIFE	ACTIVISION	MAY '99	$21
6	8	ARMY MEN SARGES HERO	THE 3DO COMPANY	SEP '99	$49
7	9	ZELDA: OCARINA TIME	NINTENDO OF AMERICA	NOV '98	$40
**	10	WAR GODS	MIDWAY HOME ENT.	MAY '97	$10

***Not In Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 10 Portable Software Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$27
6	2	POKÉMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$26
5	3	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$26
4	4	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$32
2	5	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY '99	$30
3	6	GAME & WATCH GALLERY3/GBC	NINTENDO OF AMERICA	DEC '99	$28
**	7	MS PAC-MAN/GBC	NAMCO	NOV '99	$30
**	8	SW EPISODE 1: RACER/GBC	LUCASARTS ENT.	DEC '99	$30
10	9	MICKEY RACING ADV./GBC	NINTENDO OF AMERICA	NOV '99	$30
7	10	RUGRATS: TIME TRAVELER/GBC	THQ	OCT '99	$30

***Not In Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 10 Dreamcast Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	NFL 2K	SEGA OF AMERICA	SEP '99	$50
2	2	NBA 2K	SEGA OF AMERICA	NOV '99	$50
3	3	SONIC ADVENTURE	SEGA OF AMERICA	SEP '99	$50
7	4	FIGHTING FORCE 2	EIDOS INTERACTIVE	DEC '99	$46
5	5	SEGA BASS FISHING	SEGA OF AMERICA	OCT '99	$40
4	6	VIGILANTE 8 2ND OFFENSE	ACTIVISION	DEC '99	$48
6	7	SOUL CALIBUR	NAMCO	SEP '99	$46
**	8	READY 2 RUMBLE BOXING	MIDWAY HOME ENT.	SEP '99	$48
10	9	EVOLUTION	UBISOFT	DEC '99	$50
9	10	TEST DRIVE 6	INFOGRAMES	DEC '99	$50

***Not In Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

MARKET TRACKING REPORTS

PC Top 20 PC Entertainment Titles

Ranked on Items Introduced in 1999 Only • Ranked on Units Sold

LAST WEEK RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
3	1	WHO WANTS TO BE MILL.?/(CD W95/WNT)	DISNEY INTERACTIVE	NOV '99	$20
2	2	ROLLER COASTER TYCOON/(CD W95/W98)	HASBRO INTERACTIVE	MAR '99	$30
5	3	AGE OF EMPIRES II/(CD W95/W98)	MICROSOFT	SEP '99	$43
6	4	ROLLER COAST. TYC.: CORK/(CD W95/W98)	HASBRO INTERACTIVE	NOV '99	$20
4	5	QUAKE 3: ARENA/(CD W95/WNT/W98)	ACTIVISION	DEC '99	$50
**	6	MYST/(CD WIN)	BRØDERBUND	***	$14
**	7	AMA SUPERBIKE/(CD W95/WNT)	GRAPHIC SIMULATION	SEP '99	$30
11	8	DEER HUNTER 3/(CD W95/WNT)	WIZARD WORKS	SEP '99	$17
13	9	CABELA'S BIG GAME HUN. 3/(CD W95/W98)	HEADGAMES	SEP '99	$20
12	10	UNREAL TOURNAMENT/(CD W95/WNT/W98)	GT INTERACTIVE	NOV '99	$46
**	11	MILLENIUM GAMEPAK/(CD W95/W98)	VALUSOFT	JUN '99	$10
8	12	RAINBOW SIX: ROG. SPEAR/(CD W95/W98)	RED STORM	SEP '99	$45
9	13	HALF-LIFE/(CD W95/WNT/W98)	SIERRA ON-LINE	NOV '98	$35
19	14	FLIGHT SIMULATOR 2000/(CD W95/W98)	MICROSOFT	OCT '99	$42
7	15	RAINBOW SIX GOLD PACK/(CD W95/W98)	RED STORM	JUN '99	$30
10	16	C&C: TIBERIAN SUN/(CD W95/W98)	WESTWOOD STUDIOS	AUG '99	$40
**	17	STARCRAFT: BATTLE CHEST/(CD W95/W98)	BLIZZARD	DEC '98	$37
**	18	FROGGER/(CD W95)	HASBRO INTERACTIVE	NOV '97	$20
16	19	HALF-LIFE OPPOSING FORCE EXP/(CD MAC)	SIERRA ON-LINE	NOV '99	$37
**	20	HOYLE CASINO 2000/(CD WIN/MAC)	SIERRA ON-LINE	SEP '99	$30

***Not In Top 20 Last Week ****Released Before April 1995*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 25 Best Selling Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	GRAN TURISMO 2/PSX	SONY COMPUTER ENT.	DEC '99	$41
2	2	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$27
3	3	TONY HAWKS PRO SKATER/PSX	ACTIVISION	SEP '99	$39
4	4	DONKEY KONG 64/N64	NINTENDO OF AMERICA	NOV '99	$60
6	5	GRAN TURISMO RACING/PSX	SONY COMPUTER ENT.	MAY '98	$20
8	6	SPYRO THE DRAGON/PSX	SONY COMPUTER ENT.	SEP '98	$20
**	7	POKÉMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$26
5	8	TOMOR. NEVER DIES 007/PSX	ELECTRONIC ARTS	NOV '99	$41
**	9	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$26
**	10	DUKES OF HAZZARD/PSX	SOUTHPEAK INTERACTIVE	DEC '99	$41
10	11	MEDAL OF HONOR/PSX	ELECTRONIC ARTS	NOV '99	$42
14	12	NAMCO MUSEUM 64/N64	NAMCO	NOV '99	$30
21	13	SUPER SMASH BROTHERS/N64	NINTENDO OF AMERICA	APR '99	$50
17	14	CRASH BANDICOOT WARP/PSX	SONY COMPUTER ENT.	NOV '98	$20
15	15	RUGRATS/PSX	THQ	NOV '98	$20
7	16	NBA LIVE 2000/PSX	ELECTRONIC ARTS	NOV '99	$40
13	17	METAL GEAR SOLID/PSX	KONAMI OF AMERICA	OCT '98	$20
9	18	DRIVER/PSX	GT INTERACTIVE	JUN '99	$39
**	19	POKÉMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$32
16	20	FROGGER/PSX	HASBRO INTERACTIVE	OCT '97	$20
12	21	RESIDENT EVIL 3:NEMESIS/PSX	CAPCOM	NOV '99	$50
20	22	TOMB RAIDER: REVELATION/PSX	EIDOS INTERACTIVE	NOV '99	$40
19	23	CRASH TEAM RACING/PSX	SONY COMPUTER ENT.	OCT '99	$41
11	24	NFL 2K/DC	SEGA OF AMERICA	SEP '99	$50
**	25	SLED STORM/PSX	ELECTRONIC ARTS	AUG '99	$20

***Not In Top 25 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 30 Interactive Entertainment Software Publishers

Ranked on Units Sold

LAST WEEK	THIS WEEK	PUBLISHER	LAST WEEK	THIS WEEK	PUBLISHER
1	1	ELECTRONIC ARTS	15	16	INFOGRAMES
2	2	SONY	14	17	CAPCOM
3	3	NINTENDO OF AMERICA	19	18	INTERPLAY
4	4	HASBRO INTERACTIVE	18	19	KONAMI OF AMERICA
5	5	ACTIVISION	20	20	THE 3DO COMPANY
6	6	HAVAS	28	21	DISNEY INTERACTIVE
8	7	GT INTERACTIVE	22	22	LUCASARTS ENT
7	8	MIDWAY HOME ENT	27	23	FOX INTERACTIVE
17	9	MATTEL	23	24	RED STORM
10	10	ACCLAIM ENT	30	25	MAJESCO
11	11	EIDOS INTERACTIVE	**	26	EGAMES
13	12	NAMCO	26	27	UBI SOFT
9	13	THQ	24	28	TAKE 2 INTERACTIVE
16	14	MICROSOFT	**	29	SOUTHPEAK INTERACTIVE
12	15	SEGA OF AMERICA	25	30	SQUARE EA

***Not In Top 30 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

Top 10 TV Video Game Accessories

Ranked on Units Sold

LAST WEEK'S RANK	RANK	ACCESSORY/PLATFORM	PUBLISHER	AVERAGE RELEASE DATE	RETAIL PRICE
3	1	MEMORY CARD VALUE PK/PSX	INTERACT ACCESS.	DEC '95	$10
1	2	RFU ADAPTOR/PSX	INTERACT ACCESS.	JUN '97	$12
2	3	RFU ADAPTOR/N64	INTERACT ACCESS.	SEP '96	$11
5	4	MEMORY CARD BLUE/PSX	SONY COMPUTER ENT.	JUN '98	$16
4	5	RF ADAPTOR 2/PSX	SONY COMPUTER ENT.	MAY '97	$16
6	6	CONTROLLER/PSX	SONY COMPUTER ENT.	SEP '95	$10
9	7	MEMORY CARD 2X/PSX	INTERACT ACCESS.	JUN '98	$15
**	8	MEMORY CARD 15X/PSX	MAD CATZ	AUG '96	$10
**	9	MEMORY CARD BLACK/PSX	SONY COMPUTER ENT.	JUL '98	$16
8	10	MEMORY CARD/PSX	SONY COMPUTER ENT.	SEP '95	$16

***Not In Top 10 Last Week*
Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516.625.2345

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Insufficient Product Quantities Hurt Retailers

Retailer stocks slide as product shortages impact sales

By Paul Palumbo

In the current market, investors turn fickle and bail out at the first sign of any company or sector uncertainty, and that's exactly what's happened to retailer stocks as word spread about product shortages that essentially put a lid on what could have been a stellar year. While retailers like Electronics Boutique had a good Christmas in 1999 and industry fundamentals remain strong, product shortages were apparently more widespread than in years past.

It's not yet clear whether publishers were being more conservative with console inventory orders, and what role natural disasters in Asia played in creating a tighter market for cartridges and software, but retailers could not keep enough cart-based console products on store shelves. And available inventory wasn't the only concern impacting the market's sentiment. Earlier in December, analysts cited sluggish sales of Electronic Arts N64 product line, and the company's stock took a nose-dive. It sparked fears that the platform may be running out of steam, but games like *Donkey Kong 64* and *WrestleMania* (THQ) did very well, even though some retailers could not re-stock enough of the THQ product.

Our selected group of retail stocks are trading at an average .6x forward (next 12 months) revenue, calculated from January 1, 2000; 6x forward cash flow and 15.3x Earnings Per Share (EPS). With the exception of Wal-Mart—which is up by almost 50% from a year ago—every retailer stock is down. Egghead.com (now combined with Onsale.com) is off by 1.5%, and Electronics Boutique down by 4.8%. Toys R Us has eased by 8.3% while Funcoland is off by 22%. Movie Gallery dropped by 35%; Hollywood Entertainment by 57% and CompUSA by 59% (see table).

Negative stock performance for companies like CompUSA, Hollywood Entertainment and Movie Gallery certainly can't be blamed solely or even significantly on product shortages, but shortages have played a role in a generally less than enthusiastic assessment of the segment's prospects for reporting a great fourth quarter.

Funcoland was particularly hard hit by shortages this year and reported a significant softening of sales in December. Funcoland-comparable store sales were up 11% after October and November, but fell off in December. The company blamed shortages of high demand products like Game Boy Color systems and *Pokémon Yellow* software as well as an overall lack of a strong AAA product line-up. Moreover, "greatest" hits compilations continue to be a large part of Funcoland's business, and those products have skimpy margins. The company advised analysts that the sales drop-off might continue until the North American debut of PlayStation2, and that sales were expected to finish down 5% for the fourth quarter.

The impact of shortages of Game Boy Color systems and software cannot be overstated this year. It was the number one hardware system at retailers like Electronics Boutique. Nintendo bundled the system with a special *Pokémon Yellow* pack with the limited edition hardware, and demand outstripped supply.

The popularity of Pokémon products—from key chains to Christmas ornaments and character toys—driven by the buzz surrounding the motion picture had parents (and grandparents) scrambling to snatch up one of the limited edition bundles. It's ironic, however, that even in the era of sophisticated game software and hardware, some retailers are reporting that the number one Pokémon product was trading cards.

NEW PLATFORMS COULD BE ANOTHER FACTOR

With PlayStation2 due to hit the market in less than a year, gamer willingness to ante up for an existing console or even a new Dreamcast platform could be dampened. The industry is heading into a platform transition, and that inevitably leads to decision delays and some confusion on the part of parents. Gamers could purchase a new Sega console for $199, a Nintendo box for $129 or PlayStation for $99. But, they also know that PlayStation2 will support current generation games, and that extra period of indecision probably turned into a no buy decision on the part of some consumers until the new platforms appear.

POST HOLIDAY BUMP

Peripheral sales and Dreamcast titles jumped the day after Christmas, as Dreamcast owners went looking for a second controller or RF devices. Retailers report that Dreamcast hardware sold well, and that Dreamcast software sales picked up immediately after Christmas.

According to one marketing VP, "it was almost like a second launch. These were older Dreamcast titles getting snapped up, but all Dreamcast product popped." One of the beneficiaries of the Pokémon shortage was the Neo Geo product, which has much less game software to support it, but similar to Game Boy Color, it is priced at $69, and turned into an alternative for some buyers. **GW**

Retail Changes

Stock	1/29/99	1/4/00	% Chg.
Wal-Mart	$43.00	$64.31	49.6%
Egghead.com	$17.00	$16.75	-1.5%
Electronics Boutique	$18.38	$17.50	-4.8%
Toys R Us	$15.00	$13.75	-8.3%
Funcoland	$13.38	$10.44	-22.0%
Movie Gallery	$6.50	$4.25	-34.6%
Hollywood Entertainment	$33.81	$14.50	-57.1%
CompUSA	$12.75	$5.19	-59.3%

Source: Compiled by Paul A. Palumbo.

Game Retail Outlet Financial Summary Table
Ranked by Earnings Per Share (EPS) Multiple

Company	12 Mo. # Ahead Rev ($Mil.)	Cash Flow ($Mil.)	Net	Price/ Share ($)	Shares Out. ($Mil.)	Net Debt & ($Mil.)	Market Cap ($Mil.)	MULTIPLE OF Revenue	Cash flow	Earnings
Wal-Mart	182,000.0	14,130.0	6,650.0	64.31	4,480.0	2,900.0	291,008.8	1.6x	20.6x	43.8x
Hollywood Entertainment	1,300.0	226.0	66.0	14.50	45.2	389.0	1,044.4	0.8x	4.6x	15.8x
Electronics Boutique	755.0	67.0	33.0	16.75	22.0	77.0	445.5	0.6x	6.6x	13.5x
CompUSA	7,500.0	160.0	50.0	5.19	94.0	140.0	627.9	0.1x	3.9x	12.6x
Movie Gallery	293.0	112.0	11.2	4.25	13.4	45.0	102.0	0.3x	0.9x	9.1x
Toys R Us	12,300.0	1,200.0	503.0	13.75	251.0	1,120.0	4,571.3	0.4x	3.8x	9.1x
Funcoland	340.0	24.0	13.0	10.44	6.5	-25.0	42.9	0.1x	1.8x	3.3x
Egghead.com	725.0	n/a	n/a	16.75	37.1	0.0	621.4	0.9x	n/a	n/a
Average Multiple:								0.6x	6.0x	15.3x

 # = Year ahead revenue calculated from January 1, 2000 Stock prices as of 1/04/00.
&= Negative number signifies working capital, positive net cash or cash equivalents.
NA = Not applicable. Source: Paul A. Palumbo

newsbits

3Com, Walt Disney Battle over Bundle—3Com Corp., makers of handheld computers, modems and network equipment, revealed this week that it is being sued by entertainment giant, Walt Disney Co. The case, filed November 4 in Los Angeles County, claims breach of purported contract for the bundling of Disney Interactive video products with 3Com's modems and seeks over $15 million in damages.

Barnes and Noble Ramps up e-Efforts—Barnesandnoble.com announced that it will conduct a marketing campaign with Internet marketing company BATNET1. The customer retention program includes incentives;, discounts; exclusive, member only benefits; as well as timely deals, targeted e-mail and direct mail through 2000. The company also announced today that it has chosen EXE's Exceed eFullfill software for its back office fulfillment of Microsoft's Windows 2000/SQL 7.0 environment. The software promises to address fulfillment of global distribution, mass customization made-to-order and other requirements of e-commerce.

CheckOut.com, AOL Partner—Check Out.com and America Online have partnered to promote CheckOut's online entertainment service. Under the agreement, CheckOut will feature AOL's moviefone website as well as take part in co-branded offline advertising. Financial terms of the agreement were not disclosed.

GameJobs Retraction—By Paul Trowe
In a *GameWEEK* article published on September 22, 1999, I referenced that Activision often posts job listings for positions it is not actually hiring for. I implied that the company uses this tactic to obtain salary information, and I encouraged prospective applicants not to seek employment at that company. My statements were inaccurate and misleading and do not reflect the policies of Activision or its human resources department. I sincerely apologize to Activision and its employees for any inconvenience my statements may have caused. In fact, job applicants should have no reservation about seeking employment from Activision. I also apologize to the readers of *GameWEEK* for any inconvenience my statements may have caused them.

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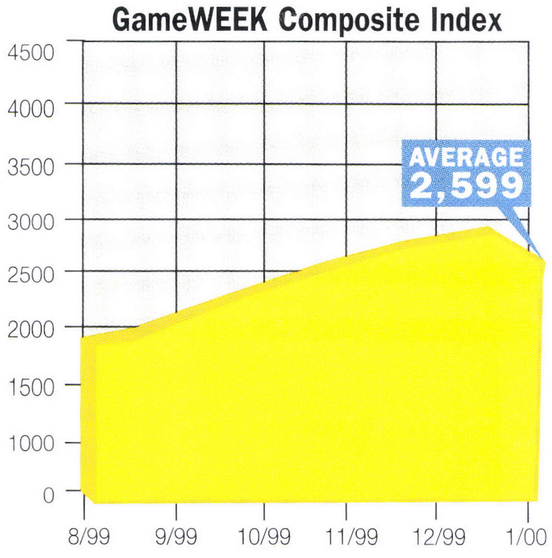
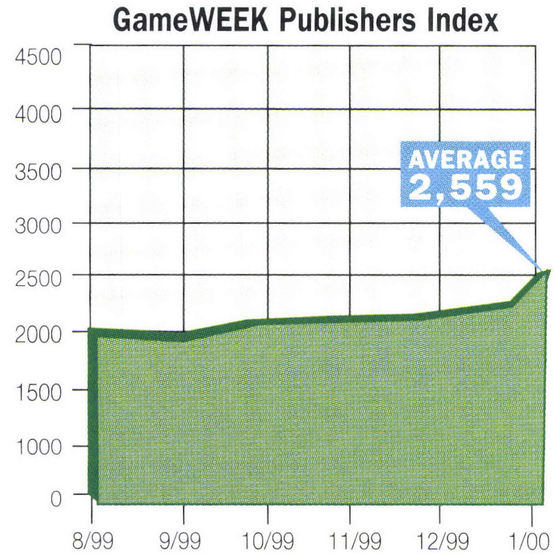
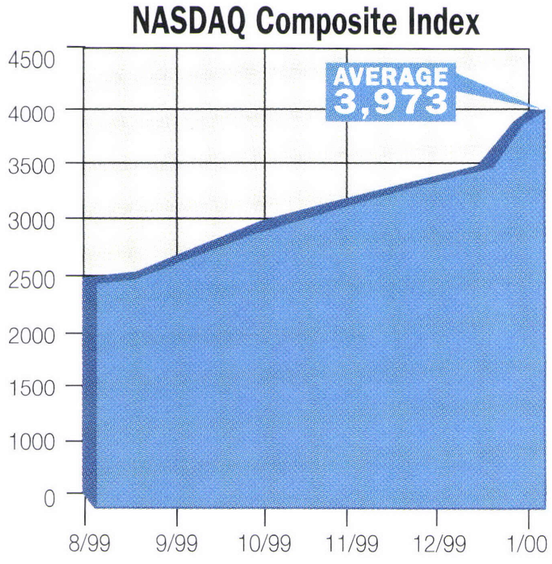
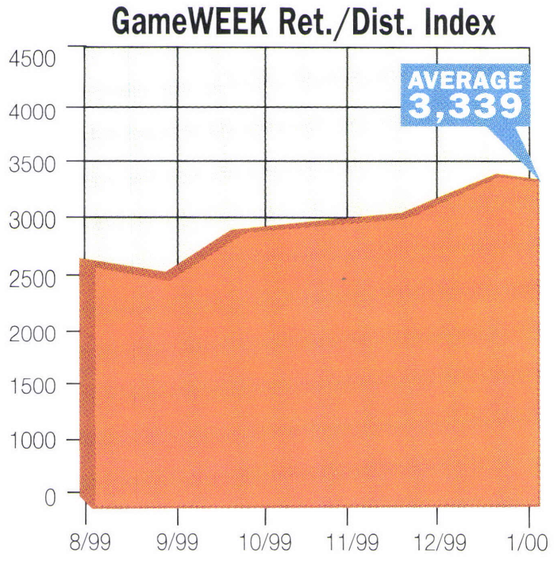
Index Comparisons









Summary of Results

Advances: 34 ***Declines:*** 26 ***Unchanged:*** 3

GAINERS	% CHANGE
Voxware Inc	64.29%
Macrovision	37.20%
S3 Inc	26.09%
Intel	25.69%
Advanced Micro Devices Inc	24.23%

LOSERS	% CHANGE
Acclaim	-28.76%
Midway	-17.39%
Eidos Interactive†††	-13.11%
Tops Appliance	-9.09%
Beyond.Com Corp	-8.93%

INDEX COMPARISONS	1.07.00	1.14.00	NET CHANGE	% CHANGE
GameDaily Composite Index	2549.15	2648.71	99.56	3.91%
GameDaily Publishers Index	2479.21	2638.05	158.84	6.41%
GameDaily Retailers/Distributors	3519.23	3338.73	-180.50	-5.13%
NASDAQ Composite	3882.62	4064.27	181.65	4.68%
Dow Jones Industrial Average	11522.56	11722.98	200.42	1.74%
S&P 500 Stock Index	1441.46	1465.16	23.70	1.64%
Russel 2000	504.73	507.56	2.83	0.56%

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

EXCH	TICKER	COMPANY	52-WEEK HIGH	52-WEEK LOW	P/E RATIO	1/07/00 CLOSE	1/14/00 CLOSE	% CHANGE IN PERIOD	% CHANGE IN YEAR
PUBLISHERS AND MANUFACTURERS									
NASD	TDDD	3D Labs Inc Ltd	8.93	2.75	-	6.13	6.88	12.24%	96.43%
NASD	TDFX	3Dfx	23.00	7.50	-	9.44	9.44	0.00%	-25.25%
NASD	THDO	3DO	11.43	3.68	-	9.00	10.00	11.11%	107.79%
NASD	AKLM	Acclaim	11.43	3.41	8.1	4.78	3.41	-28.76%	-72.19%
NASD	ATVI	Activision	18.25	9.75	22.0	16.13	16.94	5.04%	52.25%
NASD	MIGS	McGlen Internet Group	15.00	0.56	-	3.66	4.31	17.95%	109.09%
NYSE	AMD	Advanced Micro Devices Inc	40.38	14.56	-	32.50	40.38	24.23%	39.22%
NASD	AAPL	Apple Computer	118.00	32.00	27.8	99.50	100.44	0.94%	145.34%
NYSE	BDE	Brilliant Digital Enmt Inc	7.93	2.18	-	4.25	4.81	13.24%	175.00%
NYSE	CRUS	Cirrus Logic	16.50	6.00	-	12.06	13.81	14.51%	40.76%
NYSE	CPQ	Compaq Comp.	51.25	18.00	46.5	28.25	30.25	7.08%	-27.98%
NASD	CREAF	Creative Labs	22.00	8.87	15.7	16.50	18.06	9.47%	20.42%
NASD	DELL	Dell	55.00	31.37	72.1	46.19	44.00	-4.74%	20.24%
NYSE	DIS	Disney	37.37	22.75	54.1	31.13	33.56	7.83%	11.88%
NASD	EIDSY	Eidos Interactive†††	105.00	16.50	62.4	69.63	60.50	-13.11%	276.65%
NASD	ERTS	Electronic Arts	124.43	38.00	46.3	82.38	84.81	2.96%	51.11%
NASD	GTIS	GT Interactive	6.12	1.56	-	2.44	2.94	20.51%	-41.25%
AMEX	HAS	Hasbro	37.00	15.81	12.8	16.56	16.50	-0.38%	-54.33%
NYSE	HWP	Hewlett Packard	118.87	63.37	33.7	103.88	112.50	8.30%	64.68%
NYSE	IBM	IBM	139.18	80.87	28.3	113.50	119.63	5.40%	29.76%
NASD	INTC	Intel	103.06	50.12	49.3	82.00	103.06	25.69%	73.85%
NASD	IENTC	Interactive Magic	7.75	0.50	-	4.13	3.88	-6.06%	-9.49%
NASD	INGR	Intergraph	10.25	3.18	-	4.78	5.09	6.54%	-11.41%
NASD	IPLY	Interplay	4.43	1.56	-	3.19	3.25	1.96%	82.46%
NASD	LOGIY	Logitech	41.50	11.00	-	32.25	39.75	23.26%	249.45%
NASD	MVSN	Macrovision	85.75	14.00	276.6	62.50	85.75	37.20%	305.92%
NYSE	MAT	Mattel Inc	30.31	11.68	19.6	12.69	12.94	1.97%	-44.95%
NASD	MSFT	Microsoft	119.93	68.00	74.3	111.44	112.25	0.73%	61.87%
NYSE	MWY	Midway	24.87	7.62	100.0	23.00	19.00	-17.39%	72.73%
NASD	RCOT	Recoton	21.75	5.43	-	10.63	11.50	8.24%	-35.89%
NASD	EGAM	eGames Inc.	6.15	2.00	43.8	3.00	3.06	2.08%	84.91%
NYSE	SIII	S3 Inc	14.62	6.00	-	11.50	14.50	26.09%	97.45%
NYSE	SNE	Sony Corp.	295.87	65.50	69.6	234.38	227.00	-3.15%	215.28%
NASD	TTWO	Take Two	17.50	6.87	18.8	13.50	14.31	6.02%	73.48%
NASD	THQI	T-HQ	39.37	10.93	15.2	25.50	25.00	-1.96%	-10.71%
NASD	CSCC	CenterSpan	35.37	9.75	-	28.88	32.44	12.34%	102.73%
AMEX	VIA	Viacom	61.87	35.31	124.3	53.88	58.44	8.47%	58.88%
NASD	VOXW	Voxware Inc	2.50	0.56	-	1.31	2.16	64.29%	122.58%
RETAILERS AND DISTRIBUTORS									
NASD	AMZN	Amazon.Com Inc	113.00	41.00	-	69.56	64.25	-7.64%	20.00%
NASD	AMES	Ames Stores	48.87	22.37	-	28.00	26.75	-4.46%	-0.93%
NYSE	BKS	Barnes & Noble	41.87	18.50	17.7	23.38	21.94	-6.15%	-48.38%
NYSE	BBY	Best Buy	80.50	34.31	38.9	58.25	54.81	-5.90%	78.62%
NASD	BYND	Beyond.Com Corp	37.00	6.00	-	7.00	6.38	-8.93%	-69.28%
NASD	CDNW	Cdnow Inc	24.93	8.50	-	10.25	11.63	13.41%	-35.42%
NYSE	CC	Circuit City	53.87	23.68	80.4	48.00	49.06	2.21%	96.50%
NYSE	CPU	Comp USA	14.18	4.87	-	5.13	5.50	7.32%	-57.89%
NASD	COOL	Cyberian Outpost Inc	37.00	7.62	-	9.47	8.75	-7.59%	-68.18%
NASD	CYSP	Cybershop Intl Inc	17.50	5.12	-	5.56	5.38	-3.37%	-52.75%
NASD	DRIV	Digital River Inc	58.87	18.25	-	33.25	32.75	-1.50%	-7.75%
NASD	EBAY	eBay Inc	234.00	55.37	-	134.75	133.81	-0.70%	10.93%
NASD	ELBO	Electronics Boutique	26.31	12.12	-	18.50	17.63	-4.73%	-13.50%
NASD	FNCO	Funco Inc	24.62	10.00	8.1	13.00	12.50	-3.85%	-28.57%
NASD	GGUY	Good Guys	11.00	2.75	-	8.00	7.81	-2.34%	21.36%
NYSE	KM	K Mart Corp	18.62	9.06	13.8	9.69	9.69	0.00%	-36.73%
NYSE	MAY	May Dept Stores	45.37	29.18	13.3	32.88	32.75	-0.38%	-18.63%
NASD	NAVR	Navarre	21.93	5.50	-	5.94	6.56	10.53%	-34.78%
NYSE	S	Sears	53.18	26.68	9.5	33.19	30.75	-7.34%	-27.65%
NYSE	SME	Service Merchandise	0.28	0.00	-	0.28	0.28	0.00%	0.00%
NASD	SPLS	Staples	35.93	16.43	46.3	25.31	25.94	2.47%	-40.63%
NYSE	TAN	Tandy	79.50	20.75	43.9	50.94	47.44	-6.87%	130.35%
NASD	TOPS	Tops Appliance	2.37	0.40	-	0.69	0.63	-9.09%	-77.78%
NYSE	TOY	Toys R Us	24.75	11.12	8.7	11.94	11.44	-4.19%	-32.47%
NYSE	WMT	Walmart	70.25	38.62	55.1	68.50	64.50	-5.84%	58.40%

INDUSTRY INFORMATION

Game Rentals • Calendar of Events • What's Hot & What's Not

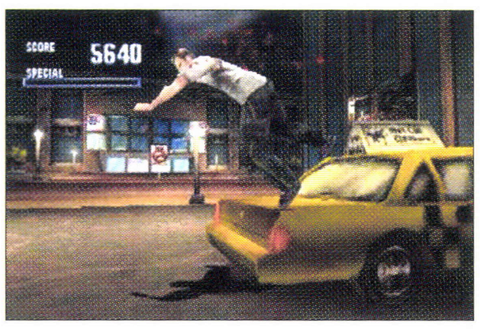
VIDTRAC's Top 25 Renting Games

For the week ending January 9, 2000

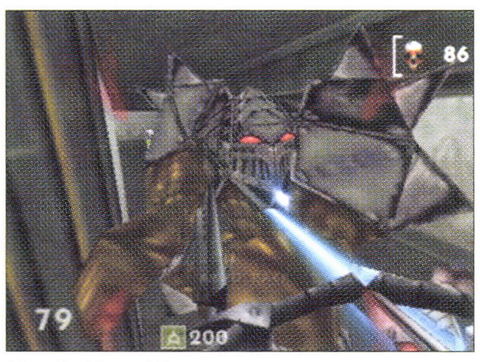
Rank	Game Label	Title	Publisher	Street Date	Days In Release	List Price (Equiv.)	Weekly Turns (000)
1	PSX	Gran Turismo 2	Sony Computer Ent.	12/22/99	18	NA	100
2	N64	WWF Wrestlemania 2000	THQ Inc.	11/17/99	53	$59.99	83
3	N64	Donkey Kong 64	Nintendo of America	11/23/99	47	$59.95	74
4	N64	Super Smash Bros.	Nintendo of America	04/26/99	258	NA	69
5	PSX	Tomorrow Never Dies	Electronic Arts	11/10/99	60	$39.99	68
6	N64	Army Men Sarge's Heroes	3DO Games	09/29/99	102	$59.99	64
7	PSX	Resident Evil 3: Nemesis	Capcom	11/11/99	59	$44.99	54
8	N64	Pokémon Snap	Nintendo of America	07/26/99	167	$54.99	50
9	PSX	Driver	GT Interactive	06/01/99	222	NA	50
10	PSX	Medal Of Honor	Electronic Arts	11/10/99	60	$39.99	49
11	N64	Toy Story 2	Activision	11/17/99	53	$49.99	46
12	PSX	Tony Hawk's Pro Skater	Activision	09/29/99	102	$39.99	41
13	N64	Mario Party	Nintendo of America	02/12/99	331	NA	41
14	N64	NFL Blitz 2000	Midway	08/25/99	137	$54.99	39
15	PSX	Ready 2 Rumble Boxing	Midway	11/10/99	60	$39.99	36
16	N64	Ready 2 Rumble Boxing	Midway	11/10/99	60	$54.95	36
17	PSX	Toy Story 2	Activision	11/17/99	53	$39.99	34
18	PSX	Tomb Raider 4: Last Revelation	Eidos Interactive	11/24/99	46	$39.99	33
19	PSX	Crash Team Racing	Sony Computer Ent.	10/19/99	82	$39.99	32
20	N64	GoldenEye 007	Nintendo of America	08/01/97	891	$39.99	30
21	N64	Resident Evil 2	Capcom	11/16/99	54	$59.99	28
22	N64	Mario Kart	Nintendo of America	02/11/97	1062	NA	26
23	PSX	Spyro 2 Ripto's Rage	Sony Computer Ent.	11/03/99	67	$44.99	26
24	PSX	Knockout Kings 2000	Electronic Arts	11/03/99	67	$39.99	25
25	PSX	Vigilante 8: 2nd Offense	Activision	12/02/99	38	NA	25

Rental Index shows the relationship of game titles against the top renting title.

What's Hot & What's Not



Tony Hawk's Pro Skater



Turok: Rage Wars

Store: *Best Buy* • *Roseville, Minnesota* • *January 14, 2000*

What's Hot...

1—Donkey Kong 64
Nintendo for N64

2—Tony Hawk's Pro Skater
Activision for PlayStation

3—Tomorrow Never Dies
Electronic Arts for PlayStation

What's Not...

1—Turok: Rage Wars
Acclaim for N64

2—Wu-Tang Shaolin Style
Activision for PlayStation

3—Evolution
UbiSoft for Dreamcast

What's Surprising...

1—Armorines: Project Swarm
Acclaim for N64

2—GoldenEye 007
Nintendo for N64

3—Asheron's Call
Microsoft for PC

Jim Bergman—the manager of the store that sells video and computer games at four locations—gave us the post-Christmas run-down at his location, which included no surprises in the Hot category. He calls *Donkey Kong 64* "a big favorite from way back." *Tony Hawk's* and the James Bond game *Tomorrow Never Dies* are doing well because they both offer great playability; *TND*, Bergman said, is "very fluid on the PlayStation."

In the Not range, he chided the latest Turok shooter as simply "too short in single-player mode." Similarly, *Evolution*, while it has good graphics, has a story that "just isn't fulfilling and kind of bland." On the other hand, he thinks that *Wu-Tang* isn't doing well because of his store's older demographics and that people, especially when they're buying for a gift, seem to be "protective and are steering away from violence."

The Surprising category is a demonstration of contrasts, with *Armorines* not doing well, though he expected it would have done better; and *GoldenEye*, an older Bond game by Rare and Nintendo, still selling well after all this time. What surprised Bergman about *Asheron's Call*, Microsoft's online multiplayer RPG, was that people were playing it at all because he thought the graphics looked "cheesy."

Calendar of Events

February

13-17 International Toy Fair
Javits Convention
Center & Showroom Locations
New York, NY
www.toy-tma.org

14-18 Milia
Cannes, France
www.milia.com

March

8-12 Game Executive/
Game Developer's Conference
San Jose, CA
www.gdconf.com

April

5-7 Spring Internet World
Los Angeles, CA
www.events.internet.com

17-20 Comdex
Chicago, IL
www.comdex.com

May

11-13 E³
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June

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THE LAST WORD

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The Challenges of the New Millennium

Now that the Y2K millennium hype has ended, we look toward the future of the interactive entertainment market with much promise, but with much uncertainty as well. Next generation systems, such as PlayStation2, Dolphin and X-Box will no doubt offer endless opportunity for creating games unlike anything we've seen before. With that anticipation, however, comes uncertainty in the minds of consumers. The market also continues to grow and become more crowded. As such, we'll see more acquisitions and mergers—an inevitable result of a growing market. Infogrames is no stranger to these market conditions having ridden the technology waves before and having successfully acquired numerous companies. With that history and with the newly found strength in the North American market, the company's strategy for the year 2000 will see new franchises, titles on new platforms balanced with strong current contenders, a re-energized approach to publishing and much more.

RIDING THE TECHNOLOGY WAVE

The next generation of platform systems, such as PlayStation2 and Dolphin, will provide much opportunity for great technological advances in tomorrow's games. The graphics and in-game advancements will provide incredible gameplay opportunities for consumers. Infogrames is taking a very serious look at these new platforms and is working to bring a few key titles to market near the launch of the respective platforms. Details will be unveiled in the coming months. From what Infogrames has seen so far, it's very excited to see what these new technology providers can bring us in the coming year and beyond.

As our excitement grows, however, we can't abandon the successful platforms of today. PlayStation, Game Boy Color and Dreamcast are all providing tremendous success for Infogrames. We believe that they will continue to do so for quite some time, so we will continue to bring over 40 titles to these platforms, including PC and Nintendo 64 over the coming year.

A GROWING MARKET

The past few years have seen many mergers and acquisitions within our industry. It's a sign of a rapidly changing market and a challenging one. Retail shelves continue to get more crowded. Development and marketing budgets continue to increase to meet the demand of growing competition. Partnering with key players in the industry, as Accolade and GT have done with Infogrames, becomes critical for success in today's marketplace. Also, along with a growing market comes new players. Although it's a tough market for a new player, there is tremendous opportunity for a company to enter the market with breakthrough technology and a talented team.

We welcome those new industry players—these new players push the competitive playing field to new heights and continue to force the current players to expand and change their offerings.

Arra Yerganian

Infogrames is truly a veteran in this marketplace and understands the potential benefits gained from executing thoughtful acquisitions. The key acquisitions of 1999 have catapulted Infogrames to new heights in the industry. The company is now one of the top players in the industry with one of the strongest product line-ups in its history.

INFOGRAMES' STRATEGY

The year 2000 will bring with it a newly energized presence in the United States for Infogrames. Our North American product line will be targeted towards the North American customer. We realize this hasn't been our strength in the past few years; this year will see a dramatic shift. Although we will maintain our strong developer partners outside the U.S., we will focus much more heavily on titles developed in the U.S., both internally and externally. Our marketing budgets will increase; television will continue to be important along with radio and key customer specific retail programs. And, of course, our growing online strategy will play an integral role in 2000 (more details to come later in the year).

Our partnership with GT Interactive will also play a key role in the North American market. The combined product line-up is one of the strongest in the industry. As such, we will continue to seek and explore complimentary opportunities between both companies.

As the gaming industry begins the ride on the new technological wave of new platforms, and as we continue to see some old players disappear and new players appear, Infogrames looks towards the future with much promise for an exciting year ahead. The interactive entertainment industry is more successful than ever; and that definitelymakes 2000 a great opportunity for all the members in today's market. Here's to a prosperous new year for us all! **GW**

Arra Yerganian is senior vice president of marketing for Infogrames North America.

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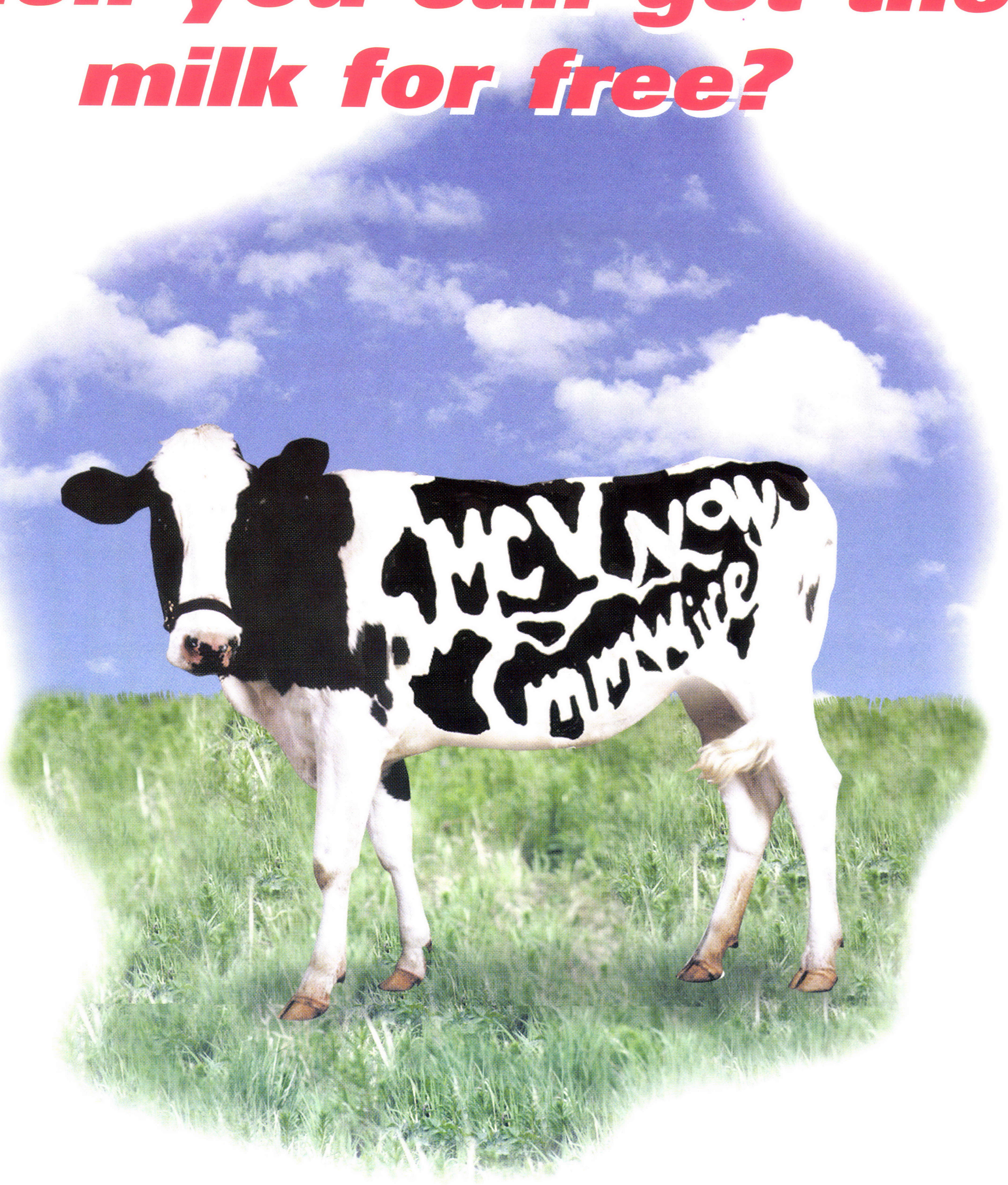

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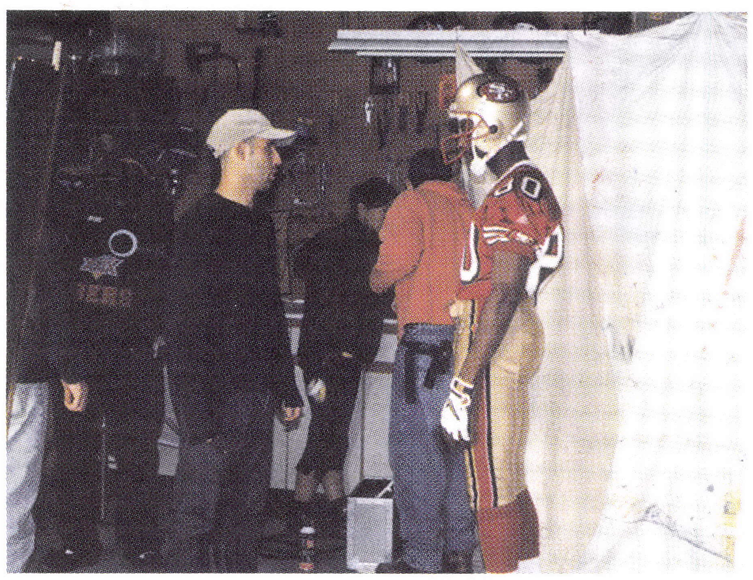
Humongous Serves Up Rice

By Ben Rinaldi

Humongous Entertainment's Junior Sports branded games have become quite a hit with young sports fans across the country. The series, which has been ranked as the number one seller in the sports category for children under the age of 12, includes *Backyard Baseball*, *Backyard Soccer* and *Backyard Football*, the newest addition to the franchise.

Humongous knows it has a winner with *Backyard Football*, but to insure that the game reaches its full sales potential, it will be backed by a multi-million dollar promotional campaign that includes sweepstakes, print ads and even television commercials starring San Francisco 49ers' future Hall-of-Fame receiver, Jerry Rice.



Rice on the set filming the TV commercial

***Jerry Rice talking about his role in* Backyard Football.**

GameWEEK recently had the opportunity to catch up with Rice during the shooting of the commercial to talk about the game and his role as the product's pitchman.

Rice said he was excited about the opportunity to do the commercial when Humongous representatives approached him. "I don't usually jump on every endorsement opportunity that comes my way, but this game [*Backyard Football*] is really cool because it's like being a kid all over again," said Rice, adding "the ultimate dream of mine was to catch a pass from John Elway or Dan Marino, and now I can do that in *Backyard Football*." Referring to the game's customizable features, Rice went on to say, "You can select from real NFL players, make your own plays and choose to play in different weather conditions like rain and snow."

While not an avid gamer himself, Rice says his seven-year old son loves videogames. "He's got Game Boy, PlayStation, Nintendo 64, PC, so he loves them all, but right now, he's having a blast with *Backyard Football*," explained Rice.

The commercial airplay and special retail promotions are apparently having their desired affect; *Backyard Football* has become one of the fastest-selling children's entertainment games thus far in early 2000. **GW**

Correction: *In the January 3 edition of* GameWEEK, *we inadvertently stated in a headline that ToySite was coming out with a line of action figures based on the Nintendo 64 game,* Super Smash Bros. *In actuality, there are no* Super Smash Bros. *toys planned at this time. We apologize for any confusion that this might have caused.*

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Multimedia Editor: Karen Jones karen@kjnyc.com
Contributing Editors: Suzanne Ashe, Michael Dixon, Marc Dultz, Chuck Miller, Paul Palumbo, Jason Rich, Peter Suciu, Steve Traiman, Jeff Tschiltsch, David Ward

PRODUCTION
Senior Art Director: Michael Bouse michaelb@gameweek.com
Production Artist: Russ Stockton russ@gameweek.com
Production Artist: Suzanne Lapila suzannel@gameweek.com

RESEARCH PROVIDER
The NPD Group www.npd.com
Phone: 516.625.2345

SALES
Assoc. Publisher of Special Issues: Jeff Dwight jeffd@gameweek.com
National Ad Director: Laura Pitaniello laura@gameweek.com
Eastern Regional Ad Mgr.: John Ellertson john@gameweek.com
Western Regional Ad Mgr: Kristian Kilfoil kris@gameweek.com
Northeast Regional Ad Mgr.: Bob Martin bob@gameweek.com
Southwest Regional Ad Mgr.: Eric Panter eric@gameweek.com
Account Executive: Eric Kaplan erick@gameweek.com
Ad Coordinator: Suzanne Chamberlain suzannec@gameweek.com

MARKETING
Marketing Director: Jessica Powers jessica@gameweek.com
Marketing Coordinator: Heather Courter heather@gameweek.com
Marketing Mgr.: Dale Lullo dale@gameweek.com
Event Marketing Consultant: Deb Hart

CIRCULATION
Circulation Manager: Suzanne Manning suzanne@gameweek.com
Circulation Assistant: Marianne Vandervoorn
Circulation Associate: Ashwin Mital ashwin@gameweek.com
Publishing Consultant: Timothy Lyon timlyon@earthlink.net
Newsstand Consultant: Jim Gregory jamesjgregory@compuserve.com

NEW MEDIA
Associate Publisher: Rick Vandervoorn rickv@gamedaily.com
GameDaily Editorial Director: Andy Eddy andy@gamedaily.com
GameDaily News Editor: Nicole Carlson nicole@gamedaily.com
Assistant Web Master/Associate Editor: Pete Gallagher pete@gamedaily.com
Brand Manager: Heather Courter heather@gamedaily.com
Media Interns: Philip Olkoski philip@gamedaily.com
Bryan Intihar bryan@gamedaily.com

ADMINISTRATION
Chairman & CEO: Harold Halpin hjhalpin@gameweek.com
Treasurer & CFO: Bill Thomas btthomas@gameweek.com
President & COO: Hal Halpin hal@gameweek.com
V.P. of Sales: Len Ciciretto len@gameweek.com
V.P. & CIO: Spencer Halpin schalpin@gameweek.com
Controller: Steve Shults sshults@gameweek.com

***GameWEEK's* OFFICES**
East Coast: 64 Danbury Road, Suite 500, Wilton, CT 06897
Phone: 203.761.6150 • Fax: 203.761.6184
West Coast: 1350 Old Bay Shore Highway, Suite 260, Burlingame, CA 94010
Phone: 650.340.4400
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In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world – savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

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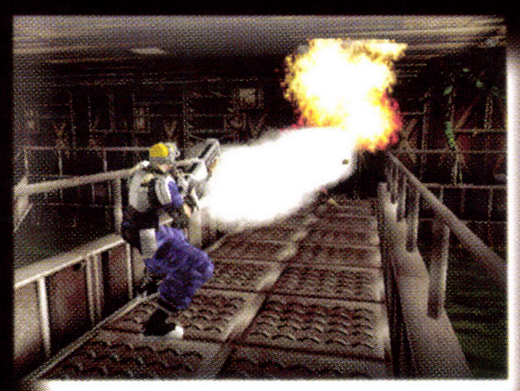

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Sega Dreamcast.

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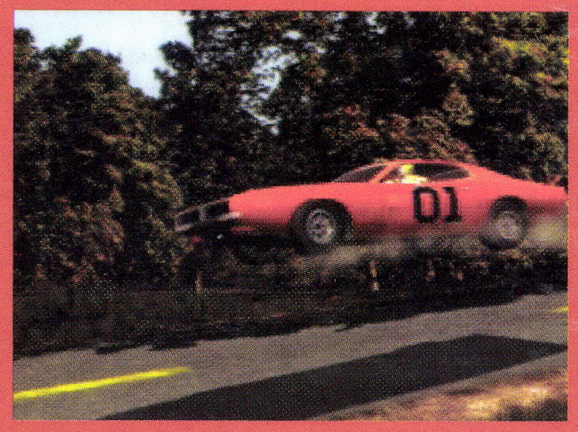
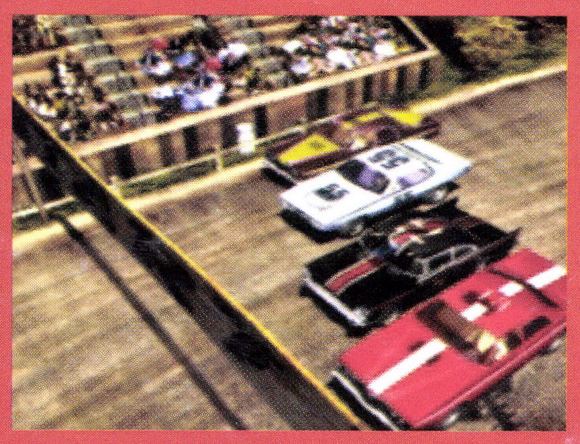
FEATURES

- Fast-paced arcade racing action that will provide the player with an adrenaline rush
- Perform more than 40 spectacular stunts
- Distinctly different game play between single and multi-player, makes *The Dukes of Hazzard: Racing for Home* like buying two games for the price of one
- Three difficulty levels allow the users to customize the game play to their level of expertise
- Increase the challenge and fun of the experience by driving a variety of vehicles on different terrains
- *The Dukes of Hazzard*-style story line and theme completely immerses the player in the action like the television show





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THE DUKES OF HAZZARD™

RACING FOR HOME

I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

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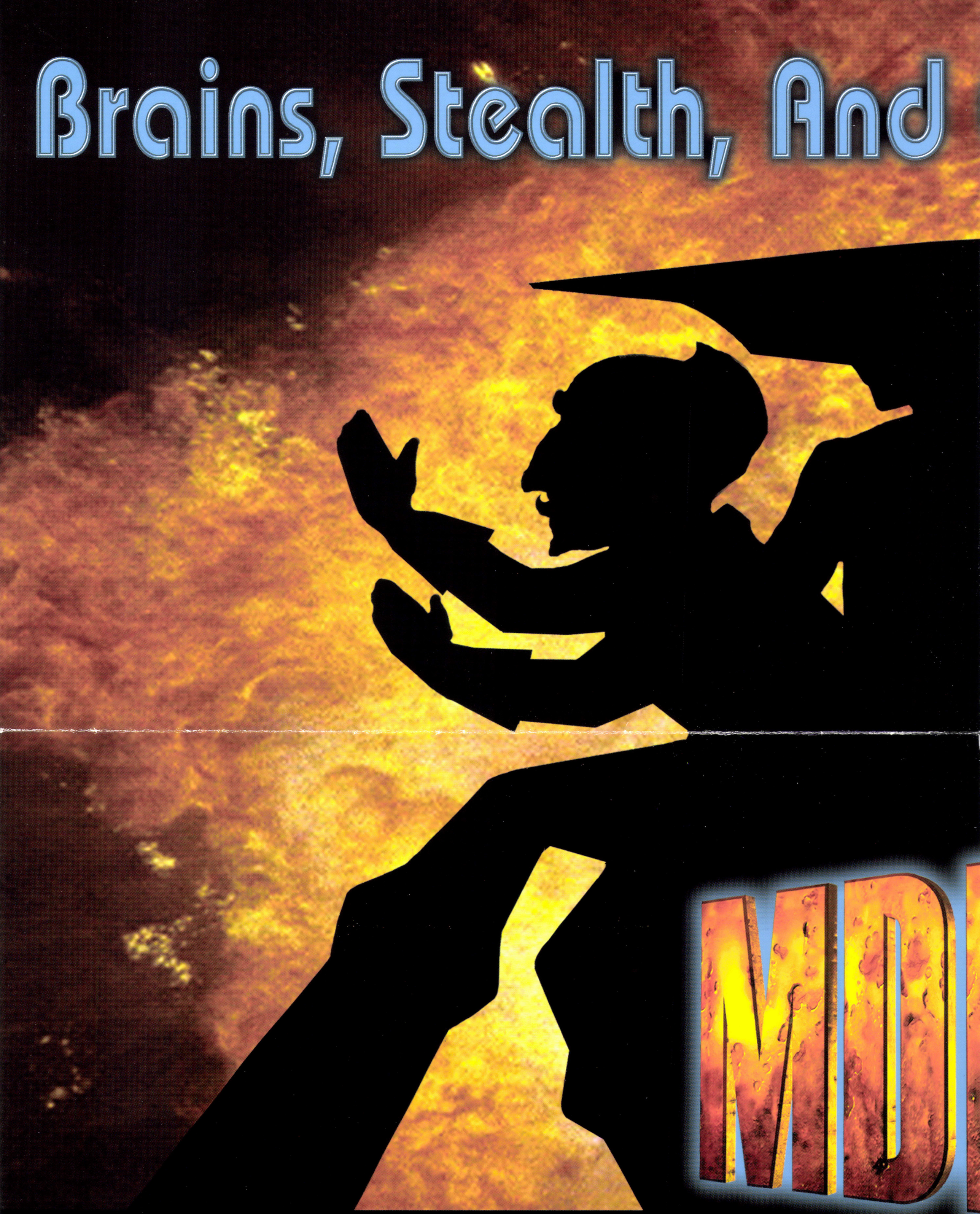

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