WWF SMACKDOWN! 3: FIRST PS2 DETAILS!

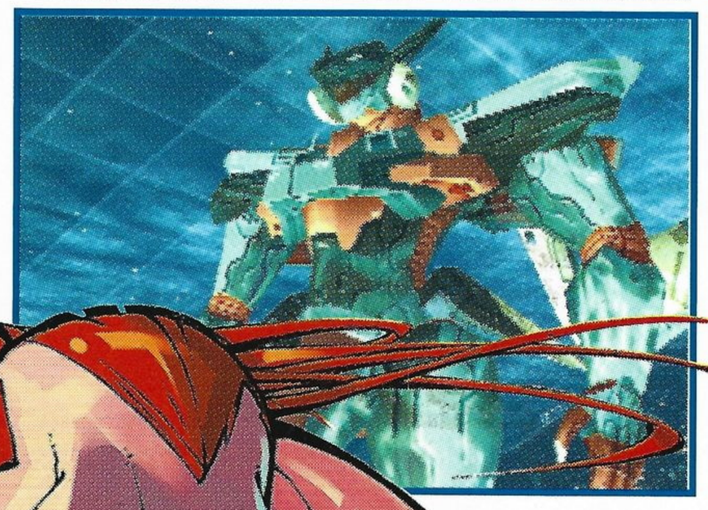
100% INDEPENDENT

PSM

PS2 & PLAYSTATION MAGAZINE

ZONE OF THE ENDERS

From the creator of **METAL GEAR** comes our **GAME OF THE MONTH!**



SEGA ON PS2!

Sega reveals its top-secret plans in our

EXCLUSIVE INTERVIEW

PLUS: 30 Screens of VIRTUA FIGHTER 4

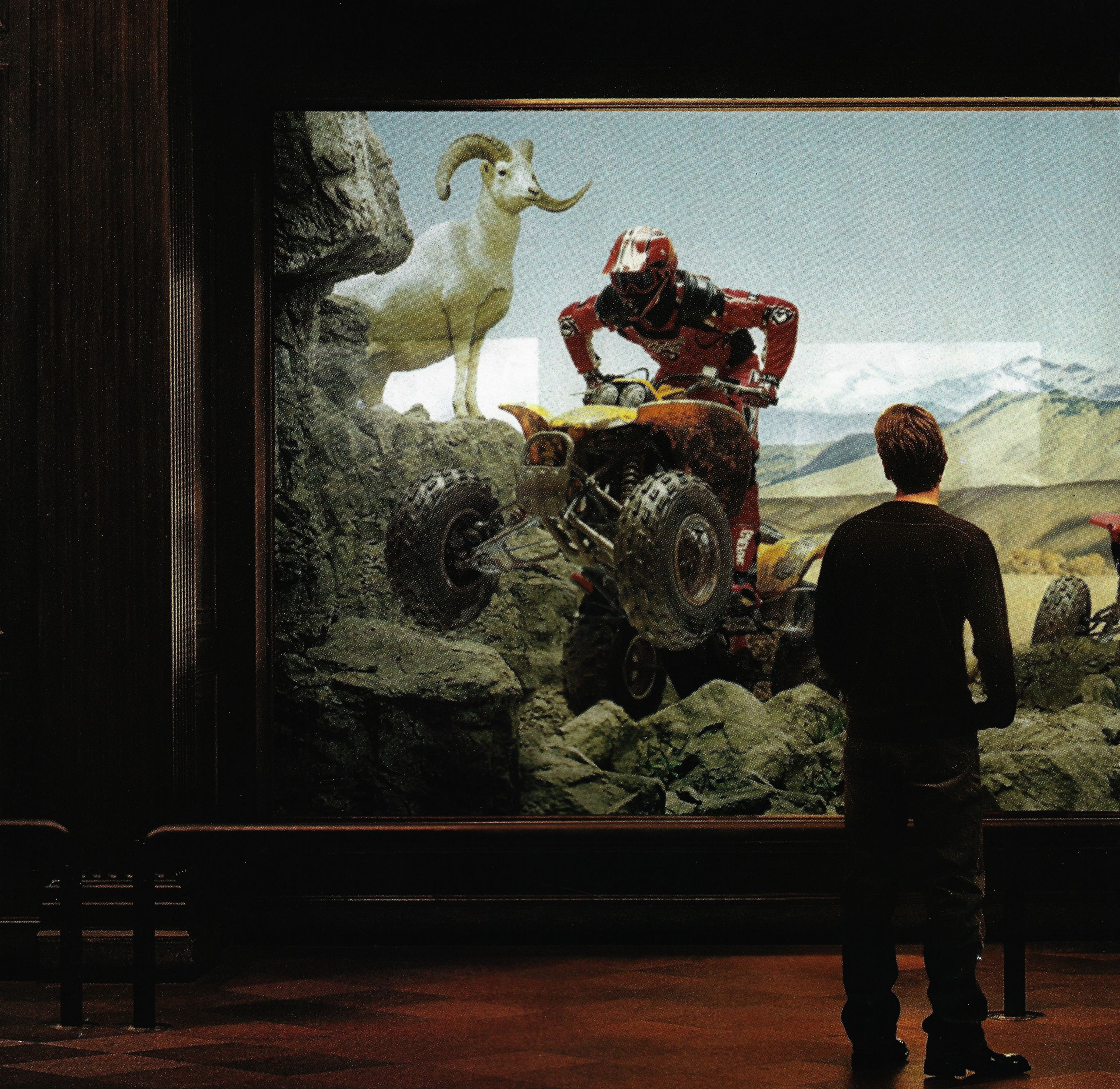
METAL GEAR 2

100+ Screens, new info, and action figures!

NEW INFO & SCREENS

- Quake III
- NBA Street
- Project Eden
- Gran Turismo 3
- Twisted Metal Black

MAY '01 | ISSUE 45 | VOL. 5



www.scea.com

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rainbow STUDIOS

EVERYONE
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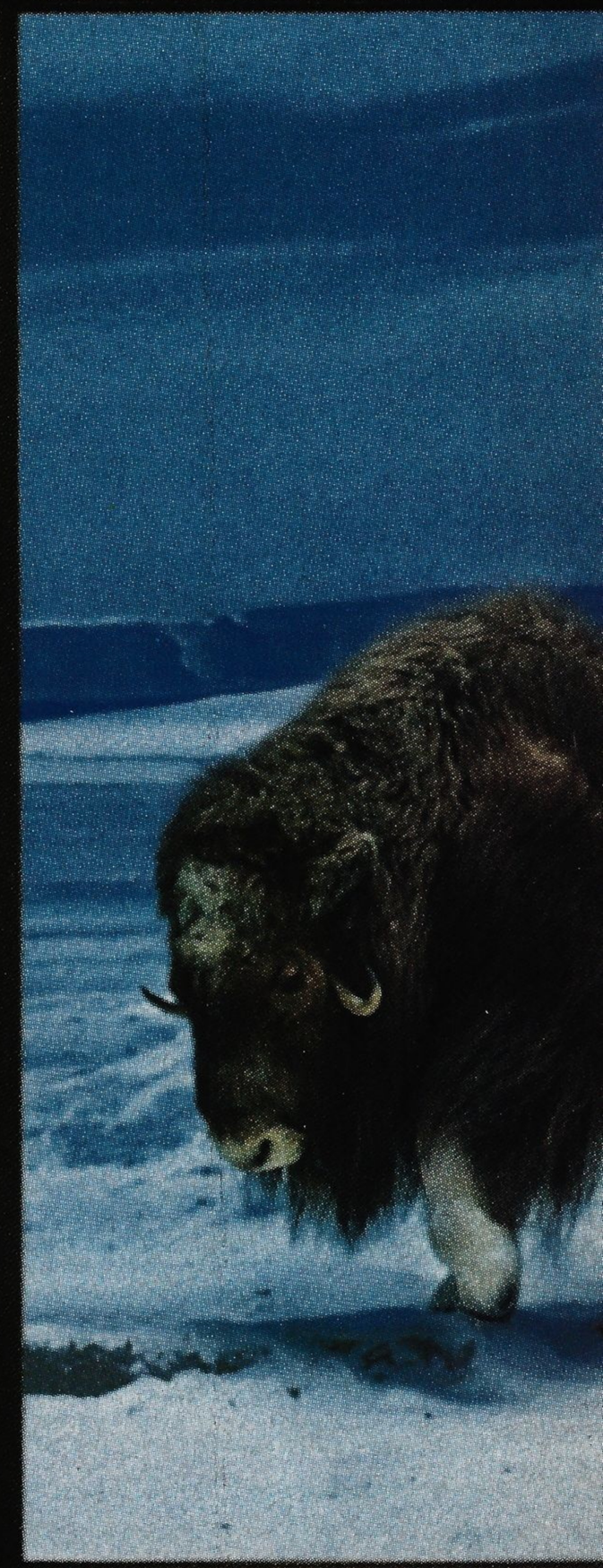
CONTENT RATED BY ESRB



ATV racing fully preserved for your enjoyment. *Become a four-wheeling, mud-spinning terror when you roar off the dirt path and charge through rocky hillsides, sandy deserts, deep forests and more than 20 huge race courses on your way to the finish line. Of course, you could take your time and enjoy the beauty of the massive terrain. But then you'd lose. ATV Offroad Fury is now open to the public.* ***Conquer the terrain!***

PlayStation®2

ATV Offroad Fury™

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EVERYONE
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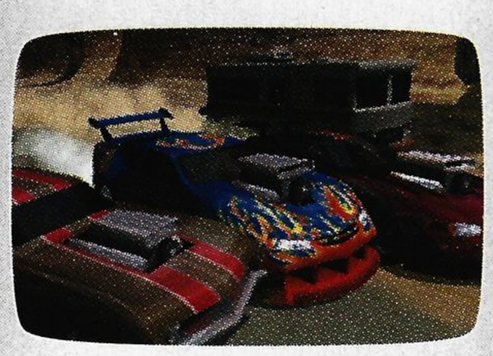
Comic Mischief
Mild Language

PlayStation®2



15 TRACKS. 108 CARS. AND TOP SPEEDS IN EXCESS OF 190 MPH. THAT WASN'T YOUR LIFE THAT FLASHED BEFORE YOUR EYES, IT WAS A MADMAN IN A ROCKET SLED STEALING FIRST PLACE.

LEAD THUMB?

Over-active adrenal gland? Weak or non-existent braking instinct? Problems controlling acceleration? You may be a Speed Freak. If so, Rumble Racing is the game for you. Tear through fantasy worlds sniffing out short cuts and power-ups at the speed of light. Trigger asphalt-melting nitro boosts with big-air barrel rolls and corkscrew flips. Because in this turbo-charged race, if you're not lightning fast, you're already finished.

RUMBLE RACING

EA GAMES

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TEEN
T
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Animated Violence

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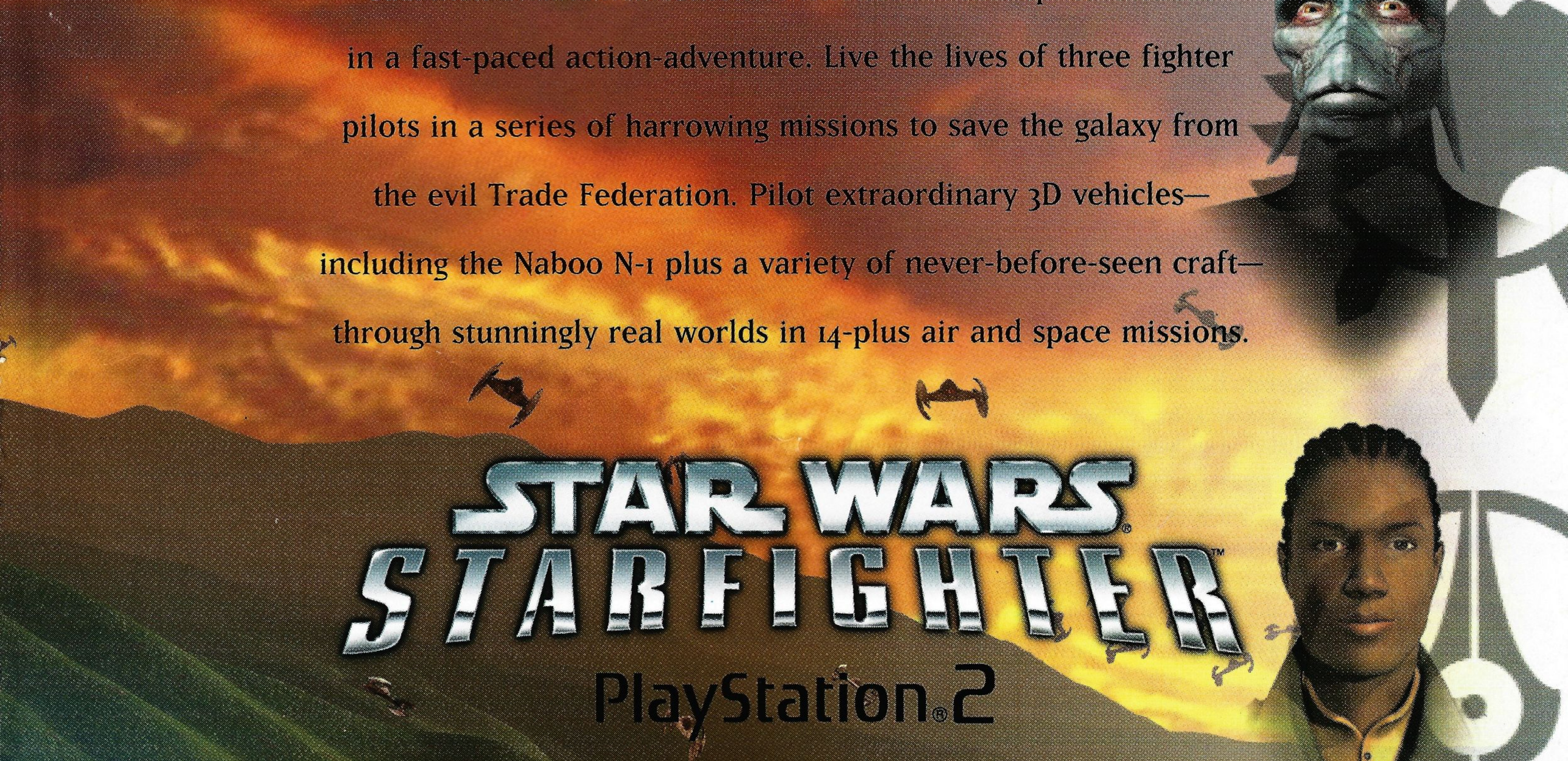
THREE HEROES ONE ENEMY ALL ACTION

Inspired by LucasArts' rich *Star Wars* flight-game legacy, *Star Wars* Starfighter combines intense air and space combat in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation. Pilot extraordinary 3D vehicles—including the Naboo N-1 plus a variety of never-before-seen craft—through stunningly real worlds in 14-plus air and space missions.



starfighter.lucasarts.com
starwars.com

PlayStation®

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START

Welcome to the world's best PlayStation magazine

I CAN'T GET OVER HOW WEIRD THIS IS.

Virtua Fighter 4, a major Sega franchise, on the PSM cover? The only thing stranger would be Mario bonking gold coins out of our logo. Who'da thunk it?

Last month we broke the news that Sega would be making games for systems other than Dreamcast (such as our beloved PlayStation 2), and this month we follow up that initial report with an in-depth Sega interview that's sure to get gamers talking. As big as *VF4* on PS2 is, I get the feeling that's just the tip of the iceberg.

The other big news this month is the *Metal Gear Solid 2* playable demo — wow. I've personally logged over 20 hours playing it. Don't miss our 100+ screens on page 48! Unfortunately, to fit both mega-features in we had to bump letters this month. Sorry about that — it won't happen again! ▶ CHRIS SLATE

CHRIS SLATE Editor-In-Chief

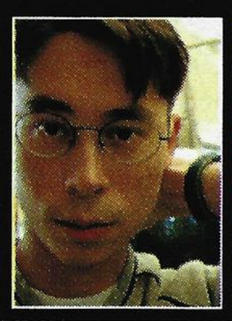
LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, DVDs

Who is Tokoya?
I hired the guy, so *of course* I know who he is. Unless... it's someone *else* under that mask now. Come to think of it, how many Tokoyas could there have been...?

"The only thing stranger would be Mario bonking gold coins out of our logo"

MEET THE TEAM

Ever wonder what a crack team of videogame journalists look like? ...Aw, c'mon folks, just work with us a little here...



STEPHEN FROST
SENIOR EDITOR

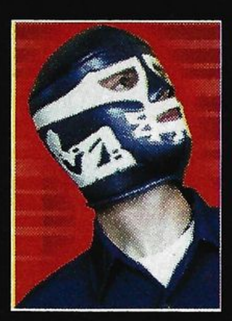
LIKES: *VF4* on PS2
HOBBIES: Street Racin'

Who is Tokoya?
A certain editor from a rival magazine who's defected to our side.

RANDY NELSON
REVIEWS EDITOR

LIKES: All types of games
HOBBIES: Pro Wrestling

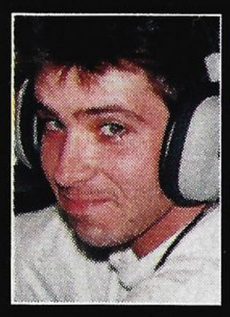
Who is Tokoya?
Remember that guy from Greatest American Hero? Yeah, that's him alright.



TOKOYA
STRATEGY EDITOR

LIKES: Fighting and RPGs
HOBBIES: The Stepper, *UT*

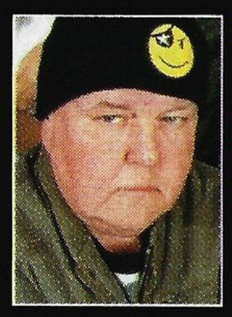
Who is Tokoya?
I'm a cut above... I'm a close shave... I can do a fade... and, I am a buzz.



TOMMY LAYTON
NEWS EDITOR

LIKES: FPS, Action games
HOBBIES: Humpty Dance

Who is Tokoya?
He's the grown up version of the friend of that kid on the Wonder Years. No, that's Marilyn Manson...



BILL DONOHUE
MANAGING EDITOR

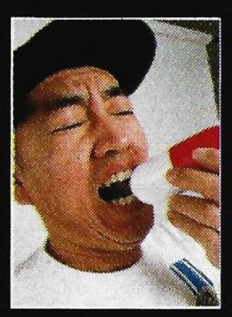
LIKES: Air Combat sims
HOBBIES: Loud Music!

Who is Tokoya?
Beats me. I thought that guy in the mask was just a hallucination after a really tough weekend...

DAN FITZPATRICK
ART DIRECTOR

LIKES: Shooters
HOBBIES: Eating pizza

Who is Tokoya?
Tokoya was chosen to be the new Dalai Lama. He fled Tibet because he doesn't want to do it.



GARY LIEW
ASSOCIATE ART DIRECTOR

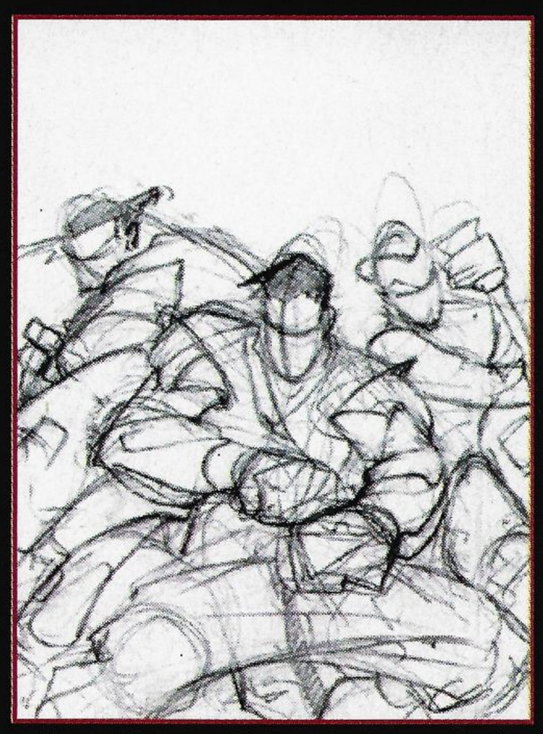
LIKES: Color
HOBBIES: Crayon mashing

Who is Tokoya?
It is hard to know why the Tokoya exists. He may be blue, red or just gray...

ON THE COVER

Every month we work with today's hottest comic book artists to create the custom PSM cover. This month we got to partner with **KERON GRANT**, who comic fans will know from his amazing work on *Kaboom*, as well as his recent stint doing covers for Marvel's *Iron Man*. He's got a very dynamic style that fits the *Virtua Fighter* characters well.

▲ Keron quickly whipped up a bunch of sketches for us, to give us an idea of the different routes we could go with the layout. This early one focused more on the sexy Sara Bryant, but was a bit too wide.



▲ Next, Akira got his turn in the center, but again, the image was too wide. It's tricky fitting an image onto our cover without pushing into the text on the left, especially when dealing with three characters.

▲ How could we fit three large characters on the cover and still leave enough room for text? We had no idea, but lucky for us, Keron was able to figure it out with his super comic book smarts. Only a couple changes left...

▲ Look at the previous sketch and you'll see that Akira's hair wasn't right (the guy looks enough like Ryu as it is). Once that minor detail was fixed, the inking and coloring was added, and the results are amazing.

TEST DRIVE OFF-ROAD™ WIDE OPEN™

PlayStation 2

June 2001

Developed by

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Friends who slay together, stay together.

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TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

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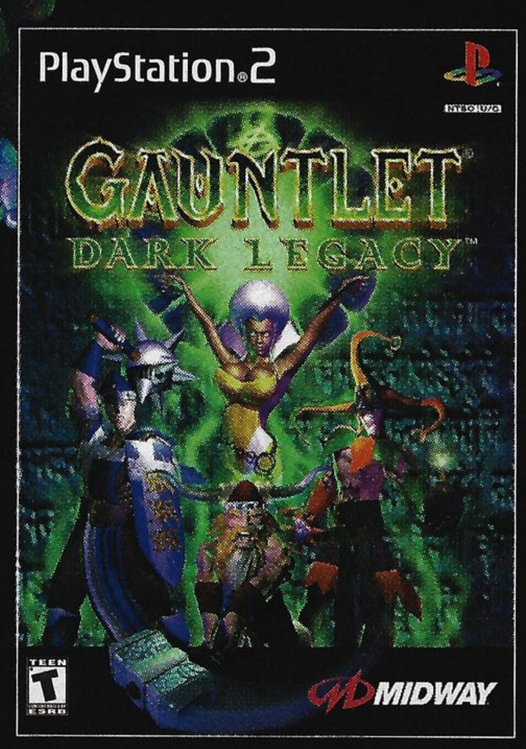
GAUNTLET
DARK LEGACY

The epic journey explodes with the all-new Gauntlet Dark Legacy, the only PlayStation®2 game with cooperative play for up to 4 people. With 8 playable characters, including 4 new alter egos, you'll slash together through 8 deadly game worlds with over 60 levels. Wield new weapons and join forces to use advanced combat moves against the bloodthirsty forces of evil. Prepare thy soul, brave one, for you are about to encounter Gauntlet Dark Legacy.

PlayStation®2



MAIN MENU

100% INDEPENDENT PLAYSTATION MAGAZINE ▶ ISSUE 45 MAY 2001 ▶ VOL. 5

24

▶ Zone Of The Enders

Ever wonder what it would be like to star in your very own robot anime? Now you can live the adventure with our Game of the Month!

48

▶ Metal Gear Solid 2: Sons Of Liberty

SPECIAL FEATURE:
The day has come at last — we've got *MGS2* in our grubby little hands! Experience the demo for yourself on page 48!

18

▶ WWF Smackdown! 3

THQ has officially announced the first WWF game for PS2, and we've got all the details! Turn to page 18 to read all about the game-ah!

81

▶ Gran Turismo 3

Enough already! This is, like, our *tenth* preview — we want this game NOW! Ah well, while we're forced to wait, we might as well show you the latest screens.

SECTIONS

MONITOR ▶ 16

16 ▶ TOP STORY
Namco is packin' some serious PS2 heat with its new software lineup. If you're a fan of director John Woo's films (y'know, that crazy "two-guns, diving around and shooting" stuff), then you have GOT to check out *Dead to Rights!*

18 ▶ RUMORS
20 ▶ CHECKPOINT

REVIEWS ▶ 23

24 ▶ GAME OF THE MONTH
Hideo Kojima, creator of *Metal Gear Solid* and the upcoming *MGS2*, took a little time out to produce *Zone of the Enders*. Yeah, we thought that would get your attention! This game absolutely rocks in a way that no other mech game has before, so do yourself a favor and go check out our new Game of the Month!

36 ▶ SCOREBOARD

PREVIEWS ▶ 57
You want top-notch new games? Check this list out: *Twisted Metal: Black, Project Eden, Ace Combat 4, Klonoa 2, Baldur's Gate, NBA Street, Quake III Revolution, Extermination, Red Faction, Gran Turismo 3* and tons more!

STRATEGY ▶ 85
Tokoya has been hard at work, cracking open the latest games and feasting on the secret tips and strategies inside. He's got the expert advice you need for *Star Wars: Starfighter, Winback, Knockout Kings, Shadow of Destiny* and *Metal Slug X*. That's a lot of work, so do poor ol' Tokoya right and be sure to stop by his section, okay?

RESET ▶ 97
If they placed bets in Vegas on what would be in the next issue of PSM, then you could make a killing with the info you'll find on our Reset page. As it is, you can just read about next month's cool stuff and get all excited and stuff.

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▶ Ace Combat 4	68	▶ Metal Slug X	30	▶ Strikers 1945	30
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100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE

Sega On The PlayStation 2

It's true! Sega will be bringing its top games to Sony's 128-bit powerhouse, starting with its mammoth *Virtua Fighter* franchise. To see what *VF4* will look like, and get all the juicy details on Sega's other PS2 plans, turn to page 38 now!

38

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming Elite — the hardcore gamers that support and drive this industry. This is NOT a "mass-market" magazine. We don't focus on "fun for the whole family", or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, EVER betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

Illustration: Keron Grant

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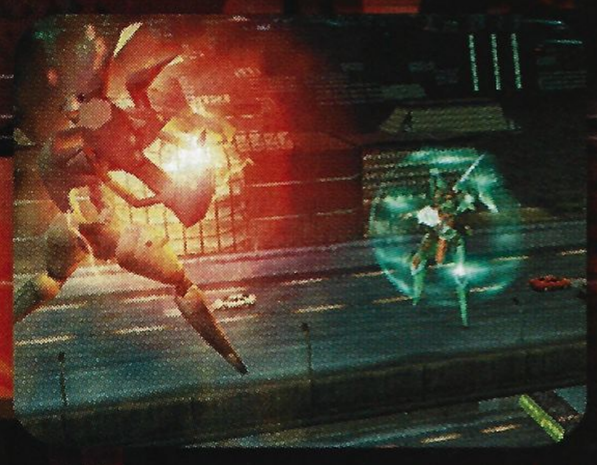
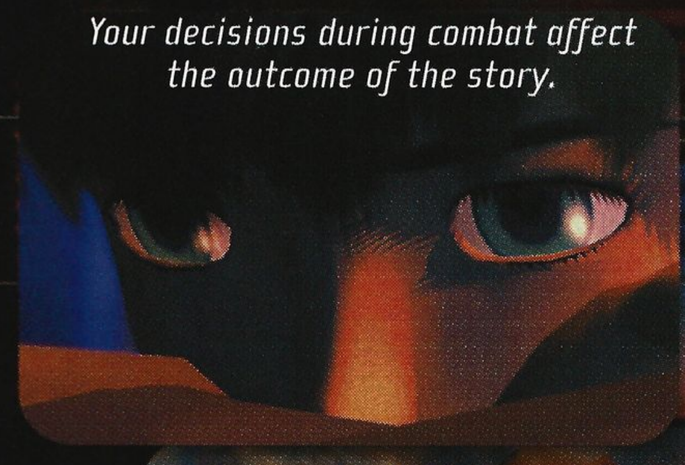


Control system is intuitive and easy to use in a 3D environment.



Your decisions during combat affect the outcome of the story.

The controls of a fully armed, giant, mechanized, prototype robot are in your hands. So is the fate of your

Immersive story follows characters as they examine the meaning of life and death.

Computer AI reacts to and learns from your actions, helping you minimize civilian casualties.

Combat system allows both close-quarter weapon attacks and long-range laser attacks.

PlayStation®2

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comes ultimate consequences.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2 SONS OF LIBERTY™

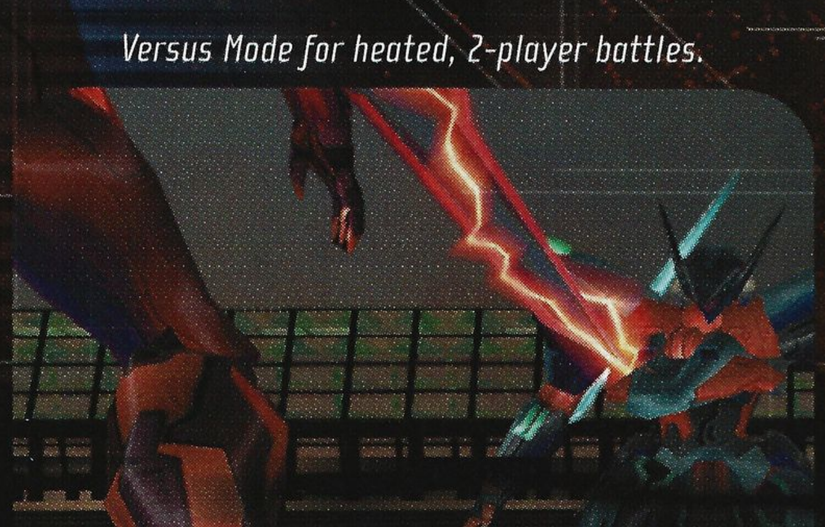
TRIAL EDITION

PLAYABLE DEMO INCLUDED

"Certainly one of the most exciting games we've ever seen, and it plays like an absolute dream."

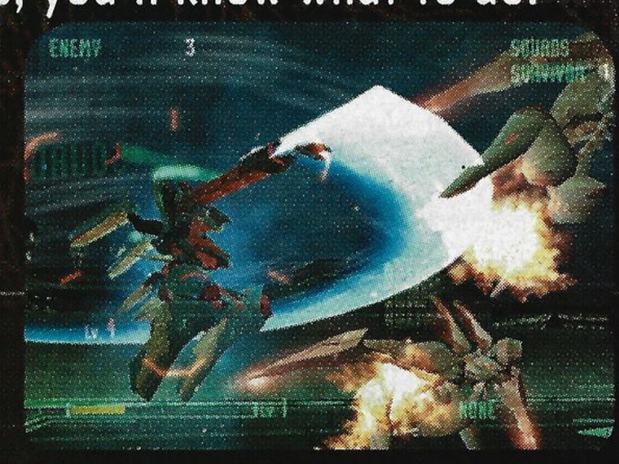
Official PlayStation Magazine

Versus Mode for heated, 2-player battles.



entire space colony. Life and death decisions aren't easy—but when the time comes, you'll know what to do.

Fast-paced battle sequences with multiple enemies in full 3D environments.



Missions change when re-played.

ZONE OF THE ENDERS™

Produced by Hideo Kojima

MATURE M CONTENT RATED BY ESRB

Animated Blood
Animated Violence

MONITOR

Your inside look at this month's hot topics, gear, and games

Namco Gets Dead Serious About PS2

PS2 gets Tekken 4, Soul Calibur 2, a new Ridge Racer and the new stunner Dead to Rights

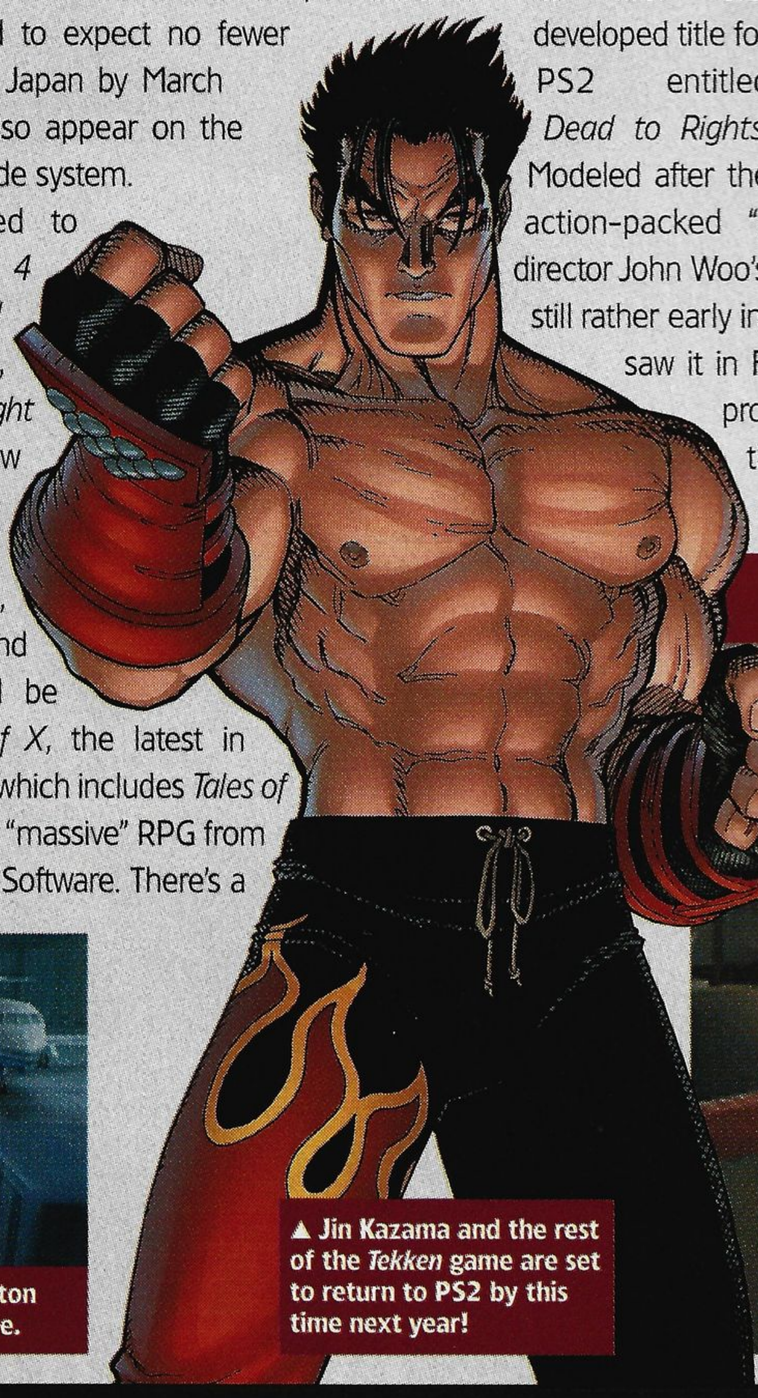
As if there weren't reason enough already to plunk down $300 for a PS2, new information out of Namco's Japanese headquarters should seal the deal for prospective buys and put a big grin on current owners. In a document provided by Namco's financial division, shareholders have been told to expect no fewer than 12 offerings for PS2 in Japan by March 2002, some of which will also appear on the PS2-based System 246 arcade system.

The 12 games revealed to shareholders include *Tekken 4* (arcade and home), *Soul Calibur 2* (arcade and home), *Ace Combat 4*, *Vampire Night* (arcade and home), and a new *Ridge Racer* title. Also evidently on tap are a new *Mr. Driller* and *Moto GP* sequel, plus PS2 tennis, baseball, and soccer titles. RPG fans will be happy to hear that *Tales of X*, the latest in Namco's popular *Tales* series, which includes *Tales of Destiny*, is also planned, as is a "massive" RPG from subsidiary company Monolith Software. There's a good chance that more than one of the bigger games on this list will see the light of day at this year's E3 show.

Namco has recently unveiled its first U.S. developed title for PS2 entitled *Dead to Rights*. Modeled after the action-packed "gun ballet" style of director John Woo's movies, the game was still rather early in development when we saw it in February, but is looking promising nonetheless. A third-person action title, *Dead to Rights* stars an agent named Jack Slate, who's up against a terrorist organization. A cliche story, but the gameplay looks to be anything but. Slate must grab guns from enemies — there are no power-ups or ammo just laying around — and benefits from a fully analog control setup that makes precision diving (complete with two guns blazing) and no-look shooting easy as pie. There's no set date to expect *Dead to Rights* yet (the developer has been given a "it's done when it's done" directive), but a 2002 release seems likely.

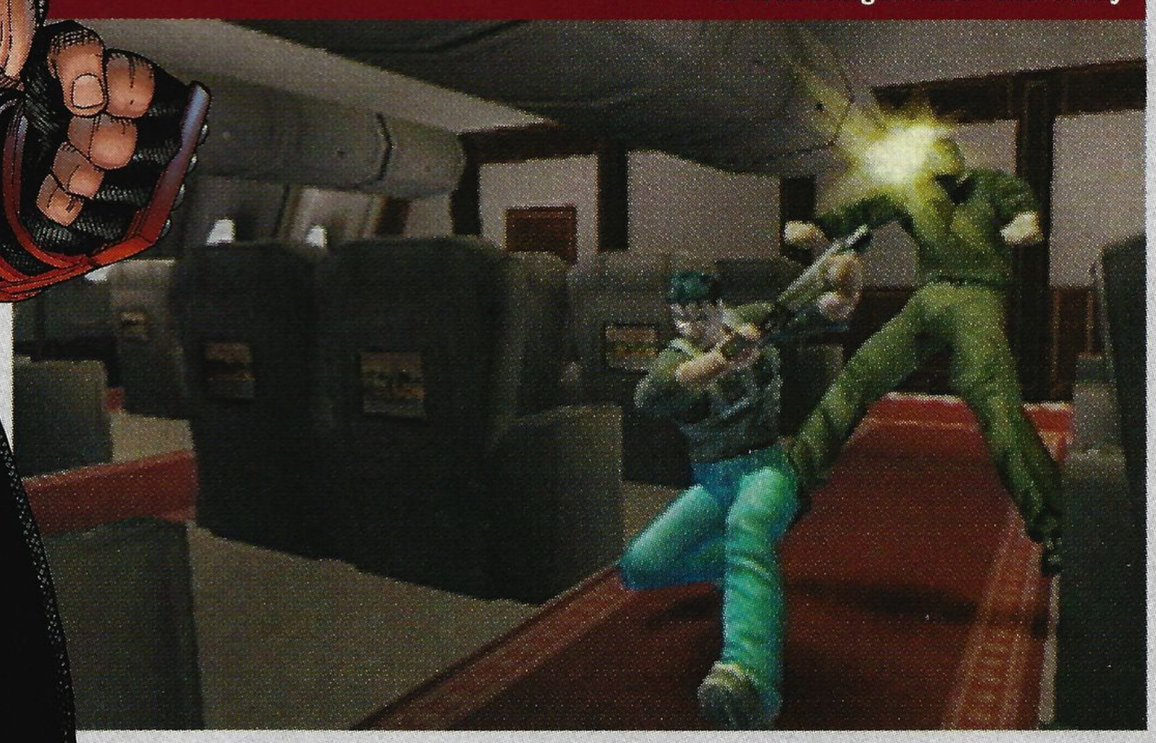
Expect more on Namco's massive PS2 lineup just as soon as it's announced.

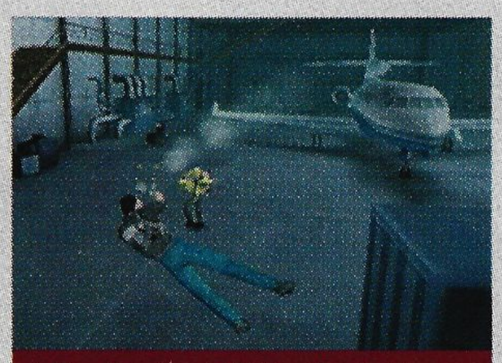
▼ Jake will have access to all sorts of firearms — he'll have to grab them from defeated enemies.



▲ Jin Kazama and the rest of the *Tekken* game are set to return to PS2 by this time next year!

▼ Using the game's analog input system, players will be able to pull off moves like this no-look shotgun attack effortlessly.





▲ How hard you hit the dive button determines how far Jake will dive.

VAMPIRE NIGHT

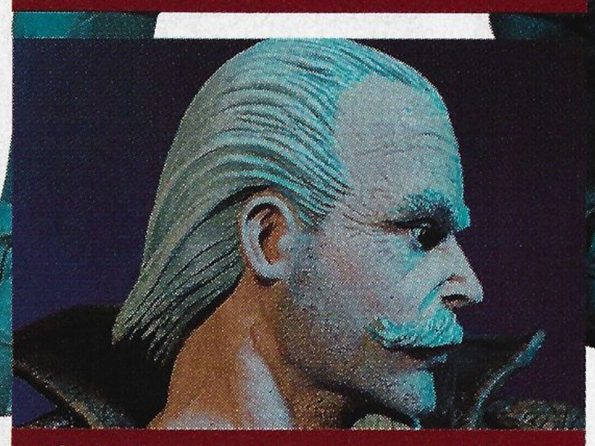
Although it hasn't hit arcades on any shore yet, *Vampire Night* (which runs on the PS2-based System 246 arcade hardware) represents Namco's first next-generation arcade collaboration with Sega. In fact, the light gun shooter was developed by the same team responsible for Sega's *House of the Dead* series, and there are plenty of similarities. Namco hasn't said anything yet about a home release for the States, but given its appearance on an upcoming titles list in Japan and PS2's need for some light gun games, we'd bet it's not too far off.

▲ *Vampire Night* has players hunting vampires. The campiness of the *House of the Dead* games is in full effect.

Metal Gear Solid 2 Figures Unveiled

Snake, Olga, and three new mysterious characters get the collectible figure treatment from McFarlane Toys

▲ Snake's figure looks a lot like his in-game persona, but his face is a little wide. Hopefully McFarlane Toys still has time to tweak it.

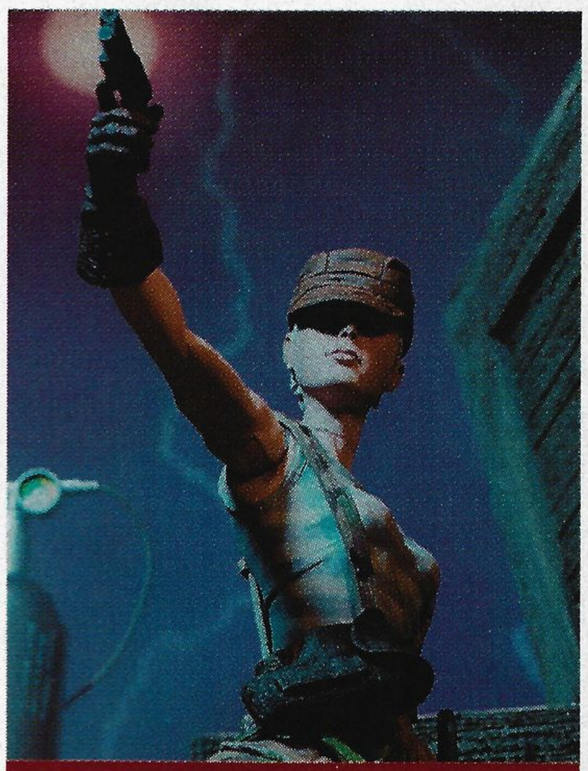


▲ Ocelot looks downright awesome. You can even make out the beard stubble and pores on his face. He could use a shave...

As first mentioned in last issue's Notes column, McFarlane Toys is hard at work on toys based on *Metal Gear Solid 2*. Well, at this year's Toy Fair in New York, the toy maker took the wraps off the collectible figure line, and the work it's put in so far is looking mighty impressive indeed.

Six figures are planned in all, with Snake, Olga, and Ocelot revealed so far. We'd have to say that Snake's likeness has been captured better in plastic this time around than with McFarlane's original *MGS* figures (where his face looked like Earnest Borgnine's) but there's still room for improvement. Olga and Ocelet are looking spot-on — you can even see pores and beard stubble on Ocelot's face!

Three "secret operative" silhouettes were also provided, but, keeping with the secrecy surrounding their in-game counterparts, details on which characters they are aren't being released just yet. We did some checking, and the sword-carrying shadow has the exact same shape as the Ninja from *MGS;* the trenchcoat wearing form could be Liquid Snake and the one with two scorpion like "tails" may very well be his "brother", Solidus.



▲ We're not sure if Olga will end up being Snake's friend or enemy in the game, but her action figure is already looking good.

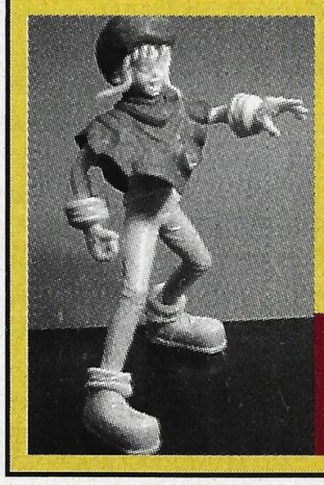
All six figures will hit stores in October for a yet undetermined retail price, and each will come with one piece of Metal Gear Ray. Collect them all and you'll be able to assemble a reduced scale figure of the ultimate war machine yourself!

▲ These three "secret operatives" are sure to play a crucial role at some point during the game.

IN RELATED NEWS...

Dark Cloud

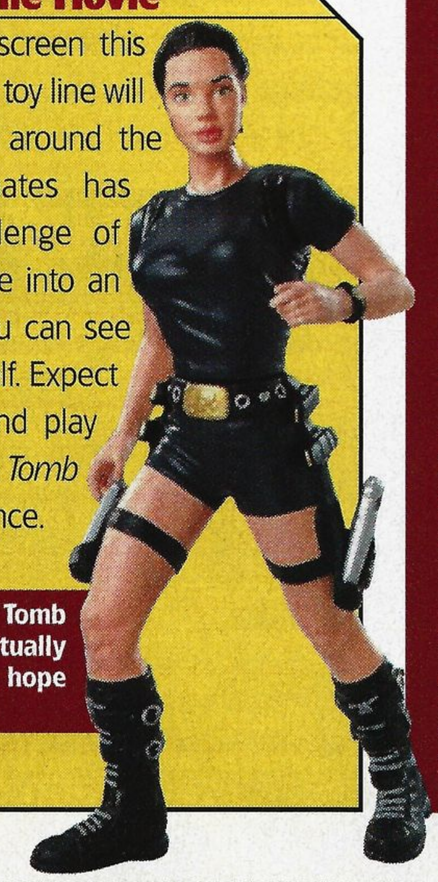
Toy maker bbi, who was responsible for the *Legend of Dragoon* toys we covered a few issues back, is back at it again with Sony-licensed *Dark Cloud* figures due this summer. The line will include hero Toan, plus Ruby, Master Jacket, Seda, Ushi, and Majin and, while we've only seen molds so far, they're already looking quite promising.



◀ Toan looks a little drab now, but with some paint and polish he'll be a spiffy action figure.

Tomb Raider: The Movie

Lara hits the silver screen this June and inevitably a toy line will hit store shelves at around the same time. Playmates has accepted the challenge of turning Angelina Jolie into an action figure and you can see the results for yourself. Expect plenty of variants and play sets to round out the *Tomb Raider* tie-in experience.



▶ The likeness of the Tomb Raider movie toys is actually quite good. Now, let's hope the movie's good, too.

WHAT YOU SHOULD BE PLAYING

1. MGS 2 Demo
Okay, so it's just a demo and it's only an hour long — but oh, what an hour!

2. Zone Of Enders
What you've got here is Mech action finally done right, plus it looks awesome!

3. Fear Effect 2
This mature-rated PSone adventure is still one of the best games going.

4. Star Wars Starfighter
Space combat has never looked as good on a console. Better than *Episode One!*

5. Shadow Of Destiny
Have you unlocked all of the endings yet? Well, what are you waiting for? Get crackin'!

NOTES

PERFECT STRANGERS

Sega, Namco, and Sony have announced a multi-stage plan that includes broadband networks and game content in Japan. All three companies will be working together to provide network games and other information to arcades, Internet cafes, and other entertainment locations throughout the country starting as early as this summer. More details on this interesting development as they break.

NOT SOLD IN STORES

A big part of the alliance between Sega, Namco, and Sony will be a new hybrid PS2 model with beefed up specs that will essentially make it a stand alone PC for network applications. Available only to entertainment locations (i.e. it won't be sold for home use), the machine will boast 128MB of system memory, 16MB of video RAM, a 80 gigabyte hard disk, plus a monitor, keyboard, and mouse. This news has fueled rumors that the PS2 expansion unit, slated to include a hard disk and network adapter, will also expand the system in other ways.

2.1 MILLION STRONG

Sony has reached another milestone with PS2. As of this writing, more than 2 million systems had been shipped in North America, with Sony promising to ship a total of 20 million units world-wide by March 2002. With so many systems on shelves (and, more importantly, in people's living rooms), it will become even more of a struggle for newer competing systems from Nintendo and Microsoft to get a foothold in the market.

ONLINE IN TIME

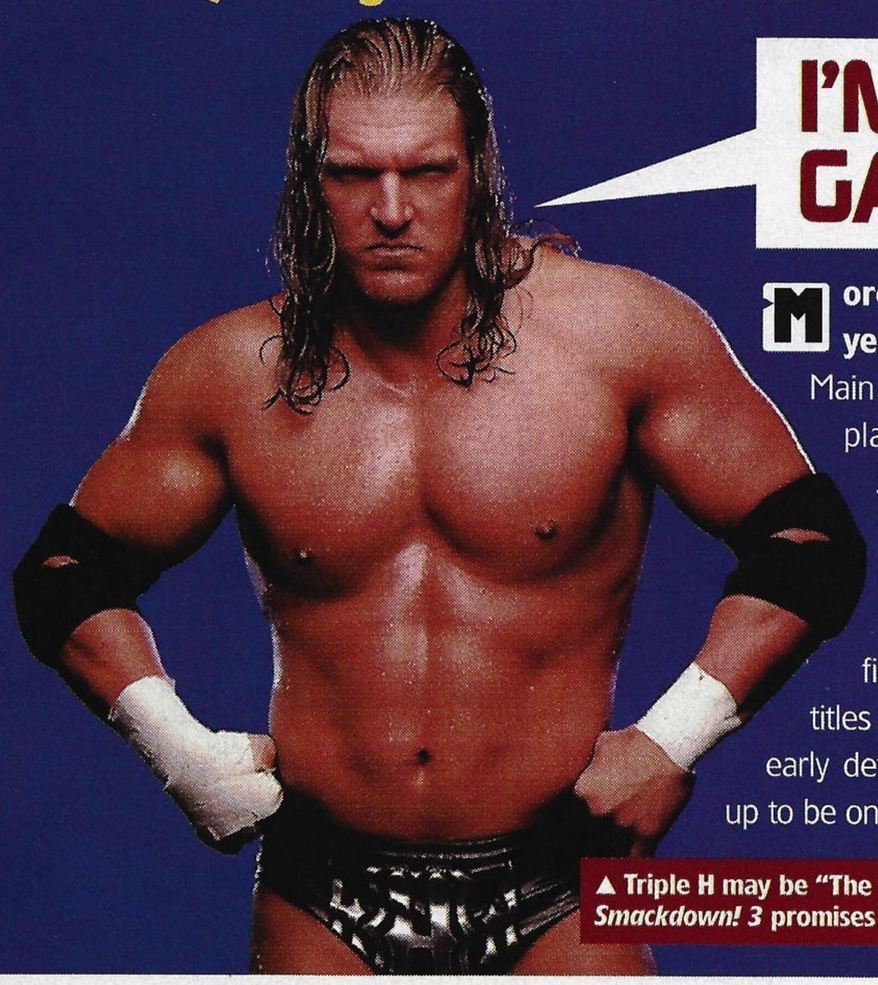
SCEI, the parent company of all things PlayStation, has finally revealed some concrete details surrounding its online plans for PS2. At a conference in Japan, PlayStation boss Ken Kutaragi confirmed that his company's online network will be up and running in Tokyo and surrounding areas this July using fiber optic connections and that the PS2 hard disk unit will be available at the same time. Pricing and U.S. rollout plans have unfortunately yet to be divulged.

ANIME OF THE ENDERS

Konami has revealed that, in addition to the OVA video that it produced for the Japanese special edition of *Zone of the Enders*, a full television series is being prepped to hit the airwaves in Asia this April. Comprising 26 half-hour episodes, *Zone of the Enders: Dolores, I* will feature different characters and storylines than the game and OVA, but will keep the cool mech designs and universe. There's no word yet on U.S. plans for the episodes, but watch this space.

First Details: WWF Smackdown! 3

THQ's long-awaited PS2 slobberknocker is officially in the works



I'M IN THE GAME-AH!

More anticipated than this year's actual WrestleMania Main Event among videogame-playing wrestling fans, *WWF Smackdown! 3* is officially underway at the Japanese development house Yukes, the crew responsible for the first two *WWF Smackdown*! titles on the PSone. Based on the early details we've heard, it's shaping up to be one heck of an experience.

▲ Triple H may be "The Game", but for WWF fans, *Smackdown! 3* promises to the THE game of 2001.

WWF Smackdown! 3 (a working title) promises 78 styles of matches (one would have to assume a lot of these are slight variants), in addition to 35 superstars and 1,000 different moves altogether. It will also be the first game in the series to feature full play-by-play and color commentary, which leads us to believe it will utilize the DVD-ROM format for its added data capacity.

THQ has also said to expect nine characters to be able to battle it out in the ring at once, plus the ability to distract the ref, rush opponents during their entrances, and you can even fight with your tag-team partner after a loss. All this at a promised 60 frames per second, no less. We'll have more on this potential blockbuster title as it shapes up.

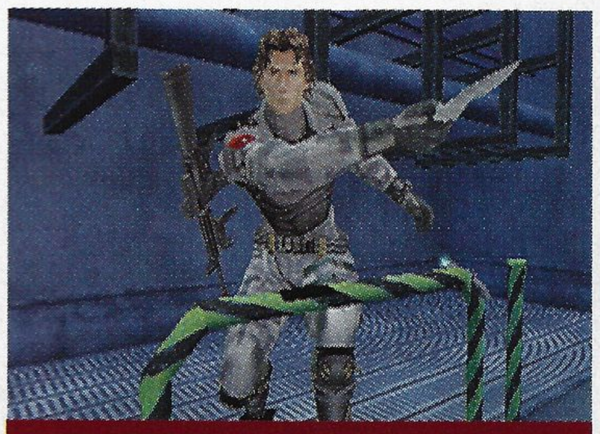
Sony Gets Its Game(s) On

Announces new PSone Twisted Metal and PS2 racer; confirms summer 2001 release dates

Where are all of Sony's games for PS2 — other than *ATV Off-Road Fury*, that is? It seems the answer from on high is "just wait until this summer." That's when SCEA will unleash five of the biggest titles the system has seen to date.

First out of the gate will be *Dark Cloud*, the SCEI-developed "georama RPG" in May, followed by *Gran Turismo 3* and *Twisted Metal Black* in June. July will see the release of third-person action offering *Extermination* and the unique adventure game ICO (not seen since last year's E3). You can find full previews of *GT3*, *Twisted Metal Black*, and *Extermination* in this issue's preview section.

In related news, Sony has announced a new "kiddie-fied" *Twisted Metal* game for PSone, featuring super-deformed characters and non-violent weapons such as Nerf launchers. On the PS2 front, the designer behind *Warhawk* and *Jet Moto* is working on a new racing title called *Kenetica* which features racers donning power armor of sorts, each with different attack systems. Expect more on both of these games (and Sony's soon-to-be-announced fall/winter software lineup) as it's announced.



▲ *Extermination* is one of the big Sony games that's finally received a U.S. release date.

Get Your Name in MGS2!

Konami is preparing to give a few lucky *Metal Gear Solid 2* fans the chance of a lifetime, to get their name in what is sure to be one of the biggest games ever.

Interested? Just head on over to the *MGS2* contest site (http://www.konami.co.jp/kcej/products/mgs2/mgs2name/index_e.html) and enter your name, age, blood type, and nationality.

According to Konami, potential winners have until June to submit their info for consideration, and winners will be e-mailed in July. If picked, your name will appear on enemy soldiers' uniforms in all versions of the game — Japanese, American, and European. So what are you waiting for? Get to it, and good luck!

SAY WHAT?

Videogame characters say the darndest things. Here are a few quotes that caught our attention:

"You put shame on me!" —Viola from *Zone of the Enders* giving a perfect demonstration of why she's a mech pilot and not an English professor

"Dancing leads to happiness" —*Unison*'s observant Emperor Ducker in an attempt at philosophy

"Horseplay means death!" —Poster seen in *Red Faction*, but not the PSM offices

RUMORS

by RastaGundam

Here's the latest, juiciest gossip going, folks.

NINJA GAIDEN NEXT SUMMER?

It's been long overdue, but it would appear that *Ninja Gaiden* is finally getting a suitable next-gen update. Supposedly slated for a Summer 2002 release, it's purportedly been delayed because most of Team Ninja has been yanked for another project — more on that in a second. It's been long rumored that the new *Ninja* would be released running on the *DOA 2* engine, but that might not be quite right — here's why...

DEAD OR ALIVE 3 AT CHRISTMAS?

That's right, the *Dead or Alive* series is finally breaking out of its terrible twos with a third, all-new chapter, courtesy of Team Ninja. Reliable sources place the game as coming out in time for Christmas, or — more relevantly — just in time to go toe to toe with Namco's double-barreled threat: *Tekken 4* and *Soul Calibur 2*. This Christmas looks to be quite promising for fans of fisticuffs — and who isn't? On another Namco note, it's been rumored that they'll be producing titles for the Xbox and Gamecube, via an offshoot company. Why? So as not to snub their invaluable Sony ties, which were in part responsible for some 250 layoffs at Namco.

BOUNCER REMIX

Square may be considering an enhanced redux of *The Bouncer*, concentrating more on the fighting aspect and less on the movies, and reintroducing some of the cool scenes and technology that seemed to have been removed from the final game.

H2O JETSKI FURY?

Rumor has it that Rainbow Studios has a water-based racer — a la *Hydro Thunder* — in the works, and that it's much further along than we might have expected. Why is this exciting? Because it comes from the good folks who brought us *ATV Off-Road Fury*.

CASTLEVANIA FOR PS2?

Remember *Castlevania Resurrection?* Of course you don't — it was only one of the most eagerly awaited titles for Sega's Dreamcast, and never came close to being released. Wanna hear why? Because Konami received dev kits for the PS2 way early, and perhaps they decided (wisely) that going with Sony's black box was a better bet. After all, you don't think *MGS2* just happened to come out that good, do you?

STAR WARS SEVEN?

We all know now that LucasArts is hard at work on at least a half dozen titles based on the *Star Wars* universe, but what's really interesting is that they're rumored to be making an attempt to rectify the damage done by *Masters of Terras Kasi*. An all-new lightsaber fighter based on *Episode II* is said to be in the works for the PS2 — which means that Darth Maul will likely make an appearance, death notwithstanding. Maybe *Starfighter* wasn't a fluke, after all...

Fantastic Plastic

Final Fantasy X and The Spirits Within action figures debuted

▲ Large and in charge: Aki Ross, Gray Edwards, and General Hein are just three of the 12" figures that Palisades has planned for Square's big summer special effects spectacular. Lookin' good so far!

More and more these days, videogames are become events the likes of major movie releases. A big part of entertainment events is the tie-in merchandising, and Square's upcoming *Final Fantasy X* is no exception. In fact, Bandai is already planning a line of action figures representing main characters Tidus and Yuna from the game, among others. These figures will complement what is sure to be a merchandise blitz from Square itself, a la the clothing, stuffed toys, and other items that popped up in the wake of *FFIX*'s release this year. Big thanks to www.figures.com for the pic of Bandai's *FFX* offerings.

Another hot Square property getting its own line of toys this year is *Final Fantasy: The Spirits Within,* the full-length feature film due in theaters this July. Bandai will be on the scene with action figures based on this film to coincide with the release, but even cooler looking are Palisades Toys' 12" collectible figures complete with fabric clothing. They're due in June for a yet to be determined price and will join a slew of other tie-in items from Palisades, including highly detailed character busts of the main cast.

▼ Tidus and Yuna are the first two *Final Fantasy X* figures to be shown to the public.

VERSUS MODE

SOLID SNAKE VS KING COBRA

ROUND ONE: The Macho Factor

Snake: Leaves foes lying in a broken heap	**Cobra:** Leaves foes lying in a drunken heap

Advantage: **Solid Snake**

Snake: Makes enemies piss themselves at gunpoint	**Cobra:** Makes you unknowingly piss yourself at some point

Advantage: **Solid Snake**

ROUND TWO: Known Associates

Snake: Frequently talks to his superiors via his codec	**Cobra:** Makes you talk to that "big blue ape" over there

Advantage: **Solid Snake**

Snake: Hangs out with a hacker named Otacon	**Cobra:** Found alongside Colt 45, Schlitz, and Miller Malt

Advantage: **Solid Snake**

ROUND THREE: Mission Objectives

Snake: Sneaks around inside a brown cardboard box	**Cobra:** Commonly seen wrapped in a brown paper bag

Advantage: **Draw**

Snake: Called into action to combat terrorist threats	**Cobra:** Poured on the curbside to honor dead homies

Advantage: **King Cobra**

WINNER: SOLID SNAKE

Hot Shots: Par Three

Sony's cutesy golf series tees off on PlayStation 2

Though series originator Camelot has since left for Nintendo's side of the fence, Sony is still cranking away at the *Hot Shots Golf* series, now under the helm of developer ClapHanz. After two successful outings on PSone, the series is coming to PS2 in visually enhanced style later this year and already it's looking good.

Under the title of *Minna no Golf 3* (translated: *Everyone's Golf 3)* in Japan, the game retains the cutesy visual style and characters of its two predecessors, but is already sporting some nice looking special effects. Sony's hasn't announced a release date on either side of the Pacific, but we wouldn't be surprised to hear something on this front very soon.

▼ *Hot Shots Golf 3* is still pretty early, but is looking good nonetheless.

HITS & MISSES

What's hot and what's not in the gaming world

+

NAMCO'S MIGHTY LINEUP
Tekken 4? Soul Calibur 2? With more 12 games in development, including a seriously impressive U.S. effort in *Dead to Rights,* Namco is poised to be one of the PS2's biggest supporters in 2001/2002.

PLAYABLE MGS2 DEMO
Who cares if you can beat the demo in less than three minutes (or current best) — there are just so many little details, it's insane. We're only four months into 2001 and this is the best game we've played yet.

RELEASE DATES SOLIDIFY
Sony has FINALLY cleared up its release dates for this summer after months of uncertainty. Let's hope we find out what its plans for this fall and winter are before the games hit shelves.

SONY MAKES AMENDS
Developers have been talking for a while about receiving the cold shoulder treatment following the PS2 launch, but a recent meeting in Japan has given many of them restored faith in Sony's plans.

–

BROADBAND UNCERTAINTY
Sony has announced a date for broadband Internet access roll-out in Japan (this July), but how concrete will it be? And, more importantly, how much will it cost and when will the U.S. get it?

MGS2 DELAY RUMOR
Just before we went to press, rumors began circling that *MGS2* won't see release anywhere in 2001. Fortunately, Konami says not to believe it, but we're still keeping our fingers crossed.

PSONE ABANDONED
At least is seems that way. With only one or two big games remaining for this year (and Sony the only developer showing much real support), the release list is looking more and more barren. Thank heavens for the Greatest Hits line.

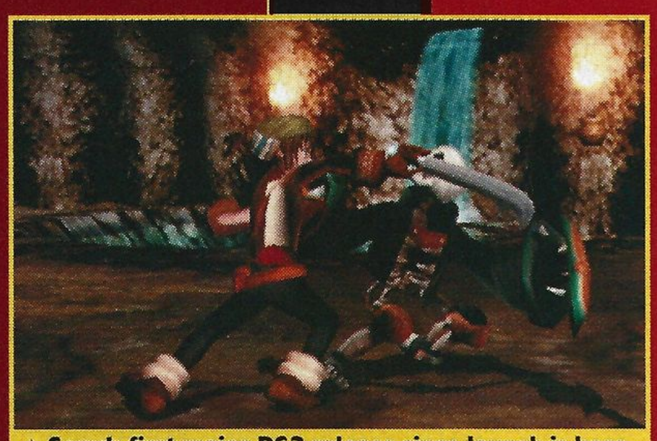
Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

This Month's New Releases

PS2

TITLE	GENRE	PUBLISHER
Commandos 2	Strategy	Eidos
Cool Boarders 2001	Sports	Sony
Dark Cloud	RPG	Sony
F1 Racing Championship	Racing	UbiSoft
Gauntlet: Dark Legacy	Action	Midway
Giants: Citizen Kabuto	Action	Interplay
Herdy Gerdy	Action	Eidos
Legacy of Kain: Soul Reaver 2	Adventure	Eidos
Paris-Dakar Rally	Racing	Acclaim
Portal Runner	Action	3DO
Red Faction	Action	THQ
Resident Evil Code: Veronica X	Action	Capcom
Rumble Racing	Racing	EA
Star Wars: Super Bombad Racing	Racing	LucasArts
Supercar Street Challenge	Racing	Activision
Ultimate Sky Surfer	Action	Crave
WDL: WarJetz	Action	3DO

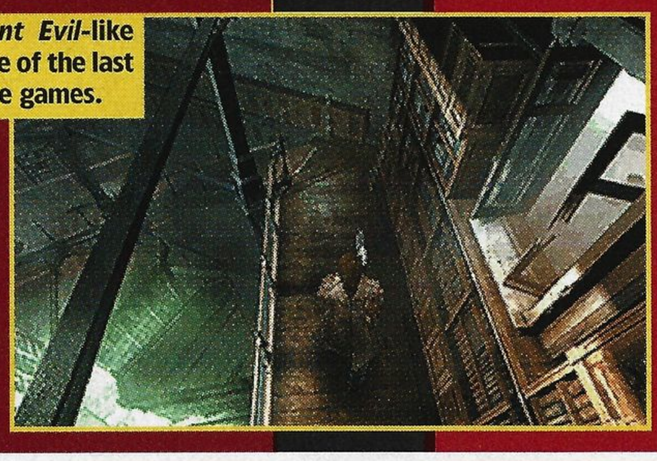


▲ Sony's first major PS2 release since launch is here. Look for our full review in an upcoming issue.

PSone

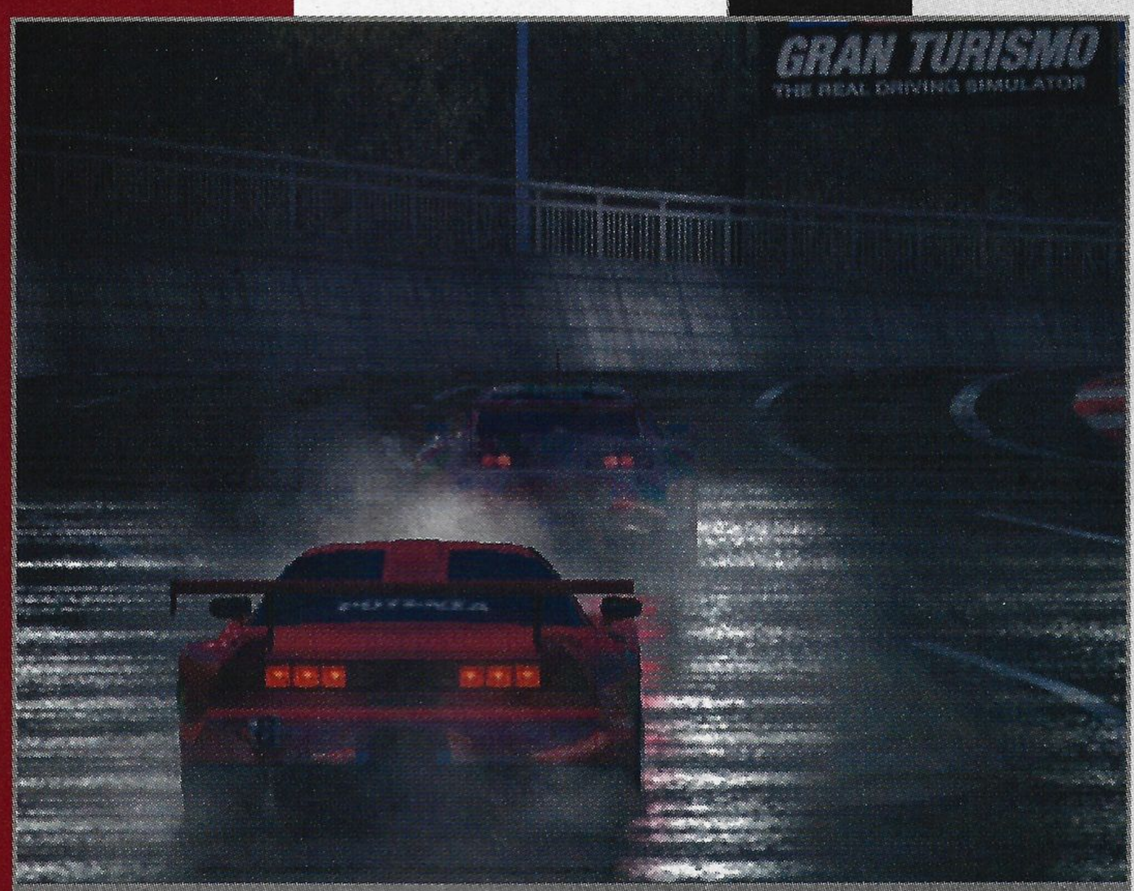
TITLE	GENRE	PUBLISHER
Alone in the Dark 4	Adventure	Infogrames
Batman Gotham Racer	Racing	Ubi Soft
Inspector Gadget	Action	UbiSoft
Looney Tunes Sheep Raider	Puzzle	Infogrames
Mat Hoffman's Pro BMX	Sports	Activision
Nascar Racers	Racing	Hasbro
Ronaldo V-Soccer	Sports	Infogrames
Roswell Conspiracies	Adventure	Redstorm
SeaDoo Hydrocross	Sports	Vatical
Time Crisis: Project Titan	Shooter	Namco
Who Wants to Be a Millionaire	Quiz	Sony
World's Scariest Police Chases	Racing	Fox Interactive

▶ This *Resident Evil*-like adventure is one of the last really big PSone games.



Three Month Outlook

JUNE PS2	TITLE	GENRE	PUBLISHER
	Bloody Roar 3	Fighting	Namco
	Cart Fury	Racing	Midway
	Gran Turismo 3 A-Spec	Racing	Sony
	Le Mans 24 Hours	Racing	Infogrames
	Motor Mayhem	Action	Infogrames
	Project Eden	Action	Eidos
	Reiselied: Ephemeral Fantasia	RPG	Konami
	Rumble Racing	Racing	EA
	Seven Blades	Action	Konami
	Stunt GP	Racing	Infogrames
	Twisted Metal: Black	Action	Sony



▲ It's the game every gamer — racing fan or otherwise — is waiting for. *GT3* promises to not only be the greatest racer ever, but really show what PS2 can do as well. We can't wait!

JUNE PSone	TITLE	GENRE	PUBLISHER
	Beach Head 2000	Action	Infogrames
	Digimon Card Battle	Strategy	Bandai

JULY PS2	TITLE	GENRE	PUBLISHER
	Extermination	Action	Sony
	ICO	RPG	Sony
	Klonoa 2: Lunatea's Veil	Platform	Namco
	Test Drive Off-Road: Wide Open	Racing	Infogrames

JULY PSone	TITLE	GENRE	PUBLISHER
	No Known Titles At This Time		

AUGUST PS2	TITLE	GENRE	PUBLISHER
	Carrier	Action	Jaleco
	Clive Barker's Undying	Adventure	EA
	Silent Hill 2	Adventure	Konami

AUGUST PSone	TITLE	GENRE	PUBLISHER
	Digimon Racing	Racing	Bandai

Cool Stuff

◀ F-15 pilot

ELITE FORCE AVIATORS
$49.99 each / bbi

Far more than just large action figures — or (gasp!) "dolls for boys " — bbi's 1/6-scale Elite Force Aviators look to be must-have collector's items for military aviation enthusiasts. The F-18 Hornet and F-15 Eagle pilots stand just about 12" tall and boast hyper-realistic clothing and gear which includes details right down to individual working buckles. Plus, these mega-figures are super articulated, making them capable of assuming a number of highly lifelike poses (check out that salute) on their included display stands.

As a bonus, bbi will be releasing a 1/6 scale F-15 fighter cockpit for displaying the Air Force aviator and (fittingly) high-detail nylon/leather aviator jackets for both. Both figures are available now and you can find out more about them at www.blueboxtoys.com

▶ F-18 pilot

Hot In May

TOP 10 DVDs

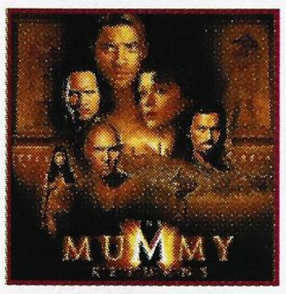
OUR TOP PICK:
THE X-FILES THIRD SEASON

5/8//01

It's pricey (at nearly $110 in most stores), but this 7-disc set is jam-packed with some of the best episodes ever in this now classic sci-fi series. The set includes 25 full episodes, a 'making of' documentary, and other supplemental material.

2. Big Trouble in Little China: Special Edition	05/22/01
3. Jaws 2	05/22/01
4. Superman: The Movie Special Edition	05/01/01
5. The Emperor's New Groove	05/01/01
6. City Clickers	05/08/01
7. Throw Mamma from the Train	05/08/01
8. Point Break	05/22/01
9. AntiTrust: Special Edition	05/08/01
10. Star Gate SG-1: Special Edition	05/22/01

TOP 5 MOVIES (Theater)



OUR TOP PICK:
THE MUMMY RETURNS

5/4//01

This one's gonna be big. The sequel to 1999's Egyptian-themed adventure flick brings the original cast together, throws WWF wrestler The Rock into the mix as The Scorpion King, and promises loads of high-thrills action and effects.

2. Pearl Harbor 5/25/01
The team behind *Top Gun* and *The Rock* deliver this big budget love story set amongst the chaos of the 1941 attack on Pearl Harbor.

3. Shrek 5/18/01
CG animation takes another step forward in this potential gut-buster featuring Mike Meyers (in the lead role) and Eddie Murphy.

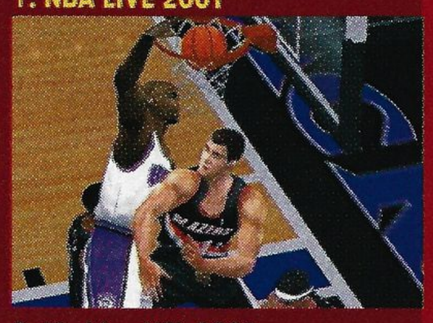
4. Curse Of The Jade Scorpion 5/1/01
Love him or hate him, Woody Allen's movies always make us smile. His latest is a comedic take on the classic jewel heist caper film.

5. Texas Ranger 5/8/01
We like good westerns and this one has some potential. It's from the director of *Halloween H2O* and promises lots of action.

SALES CHARTS

PS2 – NPD
For January

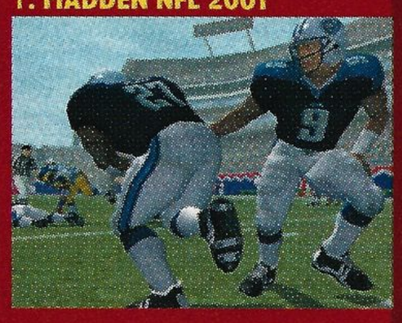
1. NBA LIVE 2001



2. Madden NFL 2001
3. SSX
4. Tekken Tag Tournament
5. NHL 2001
6. Midnight Club
7. Smuggler's Run
8. Oni
9. FIFA 2001
10. Dynasty Warriors 2

PS2 – PC DATA
For January 13

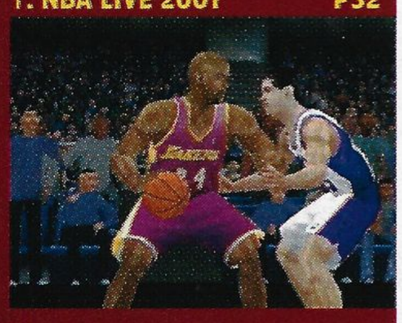
1. MADDEN NFL 2001



2. SSX
3. Tekken Tag Tournament
4. NHL 2001
5. Midnight Club
6. Smuggler's Run
7. FIFA 2001
8. Time Splitters
9. NFL GameDay 2001
10. Summoner

PS/PS2 — NPD
For January

1. NBA LIVE 2001 PS2

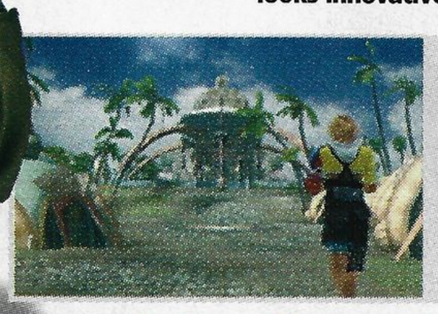


2. Madden NFL 2001	PS2
3. WWF Smackdown! 2	PS
4. Driver 2	PS
5. Tony Hawk 2	PS
6. Final Fantasy IX	PS
7. Gran Turismo 3	PS
8. Madden NFL 2001	PS
9. Tony Hawk	PS
10. Tekken 3	PS

PSM'S MOST WANTED

1. Metal Gear Solid 2
Oh. My. Goodness. We finally got the playable demo of *MGS2* in the office, and though we can get through it in under 10 minutes after some practice, we can't stop playing. This one's gonna be HUGE!

2. Virtua Fighter 4
After finally seeing the first footage of Yu Suzuki's next fighter (running on Naomi 2 hardware) we're more excited than ever. The environments and characters are mind-numbing and the free-movement 3D play looks innovative.



3. Final Fantasy X
All's quiet on the *FFX* front, but we're hoping to hear more on Square's first PS2 role-playing epic soon. The game's expected to be unveiled at Tokyo Game Show, so expect more info in our show report.

4. Gran Turismo 3
Darn these delays! Even though we'll have to wait a few more months, we still couldn't be more excited about Sony's first PS2 racer. If everything comes together, this could be THE game to have heading into summer.

5. Devil May Cry
Like *MGS 2*, a playable demo of Capcom's big "action horror" title is expected soon and we can't wait to get more playtime in on it. We've seen some new movies, though, and this one's still looking great.

6. Silent Hill 2
The first one spooked our socks off, and this one looks even creepier. If the story can make the grade, Konami may have a huge title on its hands. This one's due around the PS2's first anniversary, and may make it as early as August.

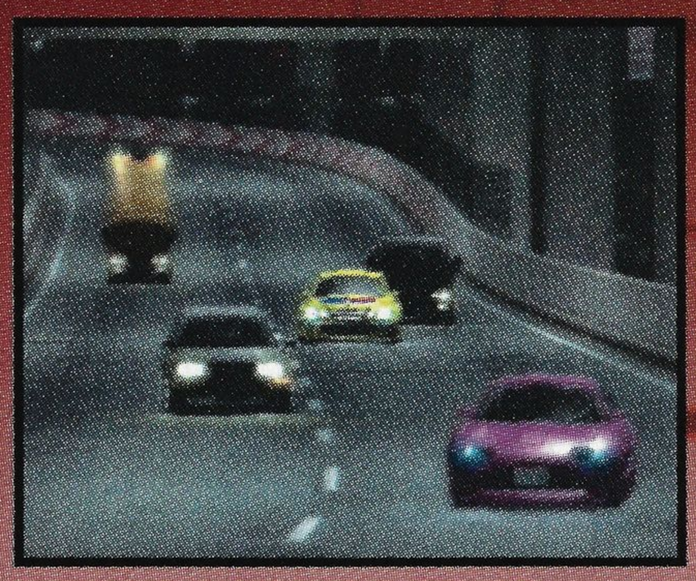
7. Baldur's Gate
We didn't know what to expect out of Interplay's first D & D license RPG on PS2, but we had no idea it would rock this much. Based on what we've seen and played, action-RPG fans are in for a big treat some this fall.

8. Herdy Gerdy
Eidos isn't letting much out on this one yet, but we simply can't wait to show it to you. It looks like a cartoon and has you herding different kinds of animals as its main play mechanic. Trust us, it's just too cool. Expect to hear much more on it soon.

9. Klonoa 2
Namco's razor-sharp looking platformer held us in rapt attention. The new cooperative two-player mode seems really cool and should make what promises to be a big game even better.

10. Ace Combat 4
This game simply looks awesome. In fact, even though it's early, it's hard to distinguish from real fighter footage. Namco hasn't let us get our hands on the controls yet, but it'll be at TGS and we'll have a full playtest report soon.

Drive over 125 cars which are customizable with over 200 parts



Battle 400 opponents across 100 miles of highly detailed highway

Several play modes including; Quest, Free Run, 2-Player Head-to-Head and Time Attack

COMING SOON

THE FAST AND THE FURIOUS

FOR MORE INFORMATION, RACE TO WWW.THEFASTANDTHEFURIOUS.COM

UNIVERSAL

EVERYONE E CONTENT RATED BY ESRB

Includes trailer of a film classified as PG-13 by the MPAA

刑期3－5年
"Zero Tolerance"
法で

PlayStation®2

Tokyo Xtreme Racer Zero

CRAVE ENTERTAINMENT

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REVIEWS

The world's most accurate, in-depth game analysis

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Unison

Three girls and an afro save the world in this hilariously fun game! pg. 27

Be sure to check out these top games!

28 ▶ 4X4 Evolution

32 ▶ Vanishing Point

OUR SCORING SYSTEM

10	▶ CLASSIC	A rare gem; Our highest recommendation
9	▶ OUTSTANDING	One of the better games this year
8	▶ VERY GOOD	You can't go wrong — MUST-BUY
7	▶ GOOD	A solid game
6	▶ OKAY	Kind of fun, but no big deal
5	▶ SO-SO	You've got to love the subject matter
4	▶ LACKING	Big flaws really hurt this game — WARNING
3	▶ BAD	Not fun at all
2	▶ AWFUL	This game is an insult
1	▶ WHY?	Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours playtesting each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
ACTION	KONAMI	KONAMI	1-2	1 DVD	TEEN

▲ The two player is quite fun, but one person always ends up in the background, making it hard to see.

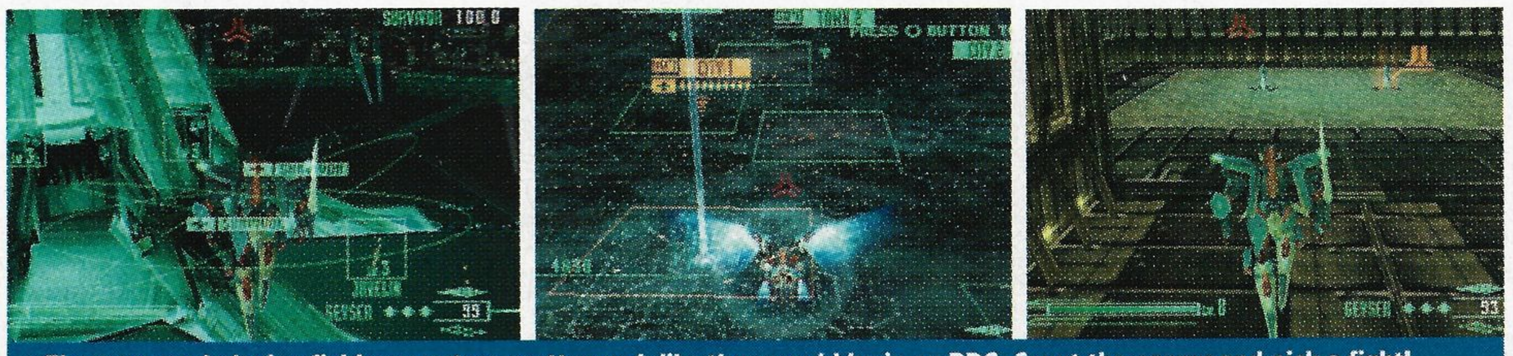
PSM GAME OF THE MONTH

ZONE OF THE ENDERS

Konami's "Next Big Thing" lives up to the hype

First of all, forget everything that you *think* you know about mech games. You won't find any slow, clunky robots here. The difference is that *Zone of the Enders* wasn't designed as a robot *sim*, but as a living, breathing robot *anime*, with fast, fluid action. The result is simply amazing. Konami has proven developers' speculations that second generation software would offer drastic improvements over the initial batch.

The first noticeable enhancement comes in the graphics department, actually setting a benchmark that only *Metal Gear Solid 2* and *Gran Turismo 3* will probably surpass. With the environmental and character textures antialiased and detailed, it's a wonder that everything runs in high res at a constant 60 frames per second; only once, throughout the entire game, did I detect any slowdown.



▲ The maps and playing fields are set up pretty much like they would be in an RPG. Scout the enemy and pick a fight!

Despite the superficial accomplishments, *Z.O.E.*'s most significant feat is its camera management and control. The camera is absolutely flawless, always providing an optimal perspective. In addition, Konami has given the action a very theatrical look. Fighting in vertical, horizontal, and angular lines at a fast pace elicits the impression that you're playing an intense episode of *Gundam* or *Macross*.

Even with an ideal camera, though, these crazy fights would be unmanageable without great controls. Fortunately, they are intuitive and very fluid. Jetting behind an enemy to expose a weak point, dodging multiple attacks, and quickly operating the wide variety of weapons and defensive techniques

HOW IT STACKS UP

1	▶ Z.O.E. (PS2)	8 out of 10
2	▶ Armored Core 2 (PS2)	8 out of 10
3	▶ Gun Griffon (PS2)	8 out of 10
4	▶ Dynasty Warriors 2 (PS2)	6 out of 10
5	▶ The Bouncer (PS2)	4 out of 10

feels so natural that you nearly forget you're interfacing with a game, via a very unnatural game pad.

The gameplay itself is action based with RPG elements. As in an RPG, locations are selected from an overworld map. Upon arrival, you encounter a full 3D environment full of squadrons of enemies. However, you won't have to fight until you confront one or more these groups, in which case, the action begins. Once you've destroyed the enemies, your mech will receive ammo, experience points, and possibly a passcode to unlock the next area. To add more strategy and variety to the combat, and elevate *Z.O.E.* from a mere blast-a-thon, players must also minimize destruction to the environment and civilian deaths.

Although many of *Z.O.E.*'s strengths are unprecedented, it does suffer from a few faults. First, there are only four different types of enemies throughout the entire game, excluding the four bosses. Plus, the weapons, while numerous, lack the depth and variety of other mech titles. As a result, things can get a little repetitive.

Also, the story is a bit of a sore spot. While the basic plot is interesting, there's just an insufficient amount of development. The beginning and end are elaborately told, accompanied by a significant amount of CG. However, in between, there's hardly any narrative at all, which left us somewhat unsatisfied.

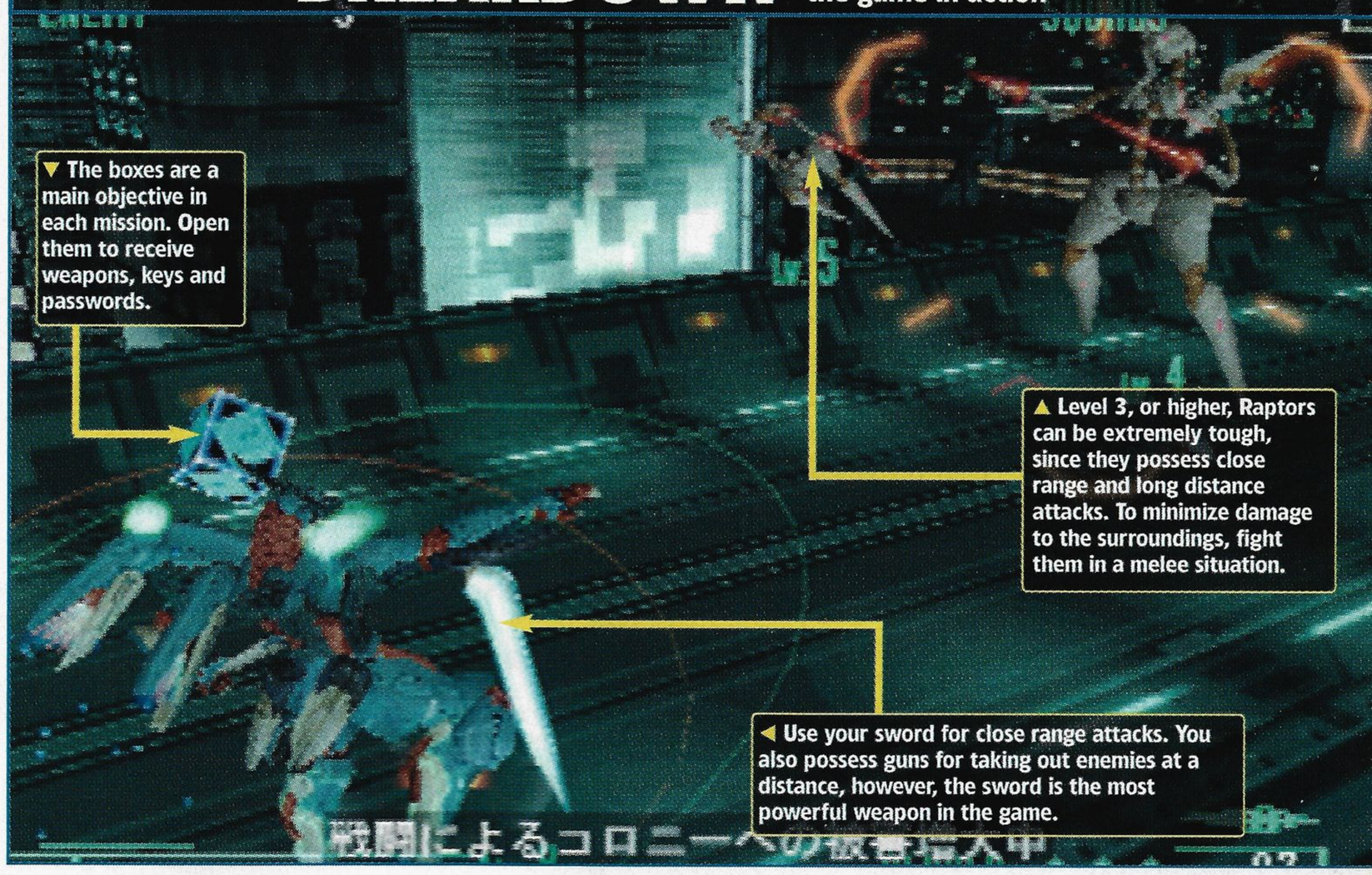
Finally, while not really a flaw, the game's length may disappoint those gamers who are expecting an RPG-like adventure. Don't make this mistake; *Z.O.E.* is an ACTION title. Compared to other games in the genre, *Z.O.E.* is quite adequate with eight to ten hours of gameplay, plus a few secrets.

Overall though, *Z.O.E.*'s faults don't detract from the gameplay too much. If you've been on the lookout for a solid PS2 title, search no further – *Z.O.E.* is an experience no gamer should miss.

▶ **Tokoya**

PSM BREAKDOWN

An up-close look at the game in action



SAVING YOUR WORLD

In order to get a good rating in the game, and unlock certain secrets, you are going to have to receive good ratings on the mission. The more people you save and the more destruction you prevent, the higher your grade will be.

▲ Long range attacks can often result in unnecessary destruction. Wait to see the whites of their eyes!

▲ To minimize damage, use your sword attack and fight close to your enemy.

"Konami has proven developers' speculations that second generation software would offer drastic improvements over the initial batch"

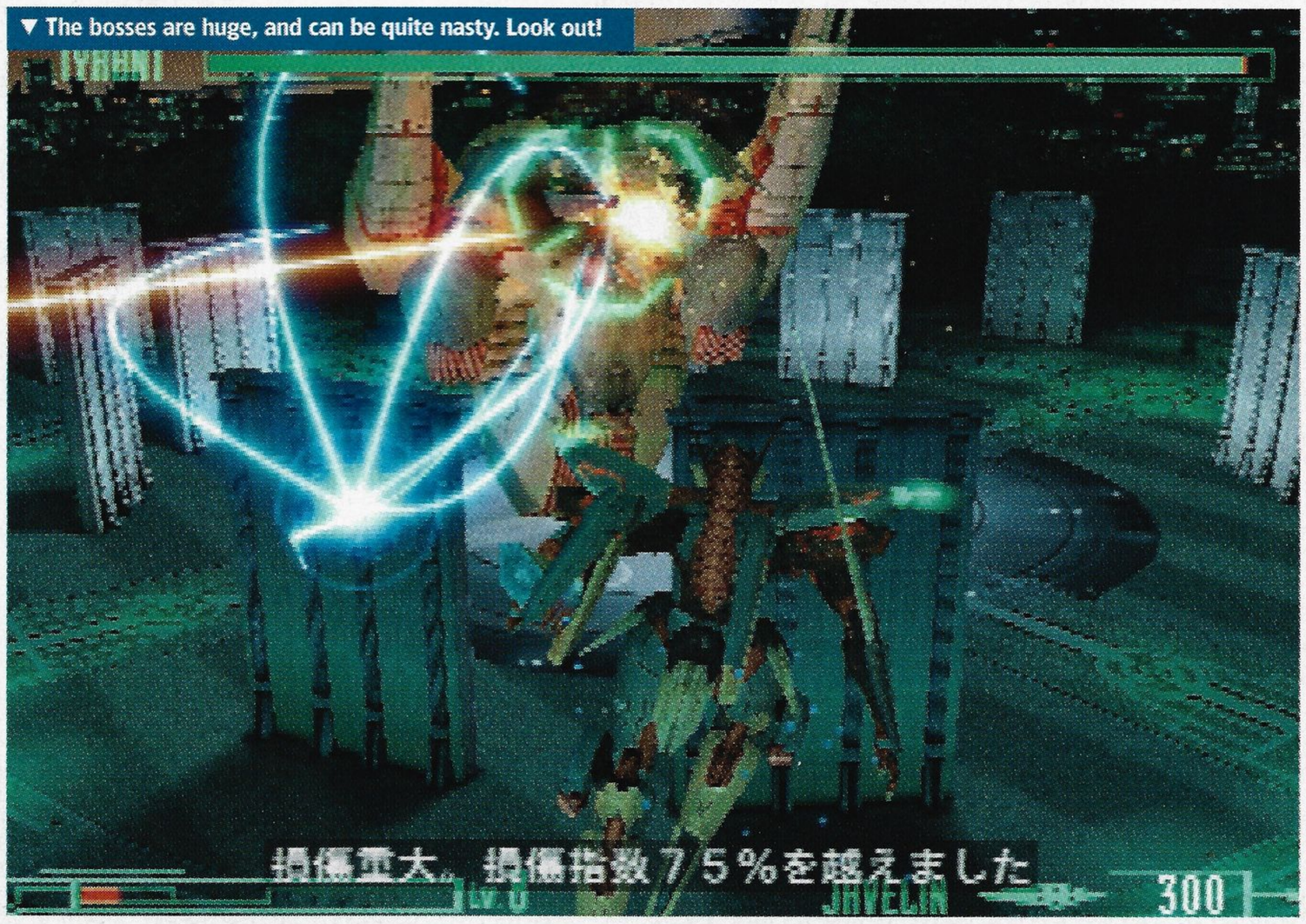
PSM FINAL SCORE 8/10

VERY GOOD

Z.O.E. **is a great game, with awesome controls, and an interesting story. It does have a few minor problems, though.**

PSM MUST-BUY

▼ The bosses are huge, and can be quite nasty. Look out!



PS | TYPE: DANCE/ACTION | PUBLISHER: KONAMI | DEVELOPER: KONAMI CET | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

DANCE DANCE REVOLUTION

Here it is. Two months or two years too late, depending on your perspective, Konami has brought *Dance Dance Revolution* to America. It's been a multi-platinum hit in Japan since 1998, but only now, after years of waiting, has Konami realized that there are just as many dancing fools here in the States. Welcome to the party, guys. You're late, but we're glad you could make it.

DDR blends the rhythm action of *Bust-a-Groove* with the physical action of the old NES Power Pad. You tap buttons in time to music, but with your feet instead of your fingers — the game uses a floor pad with four arrows, which correspond to arrows flowing up the screen. Tap on time to rack up points, tap out of step and it's game over. Strange? Maybe, but it's brutally addictive, and there are 27 songs to sate your need for dance action, spanning a fistful of genres and nine difficulty levels.

Of course, most agree that Konami royally botched the American song list. Beginners object to the super-hard tunes: two *Trip Machines*, three *Paranoias*, and *Afronova?* The hardcore hate the easy-listening *OD:* three *NMR* tracks is three too many. Everyone is disgusted by the omission of *Butterfly*, the greatest of *DDR* favorites.

The American interface rocks, though, especially the Workout Mode, which counts the calories you've danced away. Regardless of the song list problems, I'm glad the game is finally here, at a reasonable price: $60 for the game and pad. Pick this up and support the Bemani revolution. *4th Mix* and *Guitar Freaks* are within our grasp...

▶ **David Smith**

▲ **It's hard to dislike *Dance Dance Revolution*, but we really wish the assortment of songs was better.**

PSM FINAL SCORE 8/10

VERY GOOD
It's the greatest arcade game of all time, but Konami dropped the ball with the song list. We'll have to wait for the next *DDR*.

PSM MUST-BUY

PS2 | TYPE: SPORTS | PUBLISHER: MIDWAY | DEVELOPER: MIDWAY | # OF PLAYERS: 1-4 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

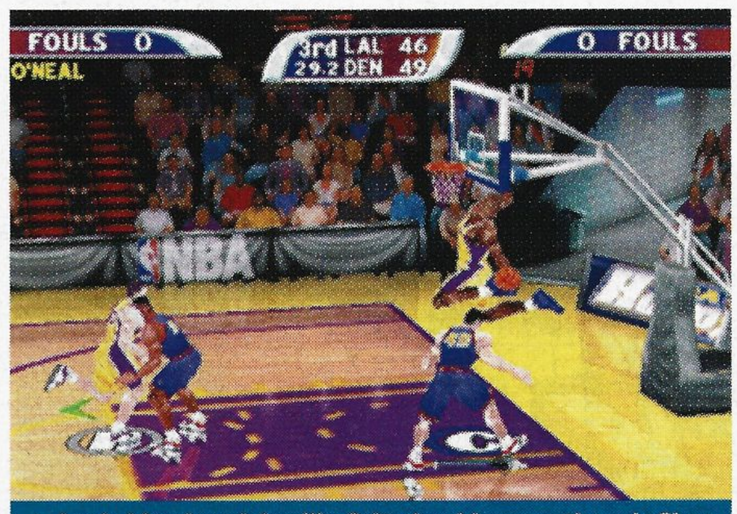
NBA HOOPZ

We would try and make jokes by spelling words with a "z," but we're just too tired. Playing sports games that don't reinvent or add to the formula they're based on is like flogging a dead horse. While the addition of one man per team for 3 vs. 3 play creates more passing options, and the inclusion of selected mini-games provides a diversion from repetitive "classic" gameplay, *Hoopz* fails to spark the revolution next-generation arcade basketball so desperately needs.

There are a few things *Hoopz* does well. The framerate is smooth, and the crowd and rim animations are appeasing enough. You get to manage a *Hoopz* button (which results in flashier dribbling, trickier passes, alley oops and bigger dunks, etc.) and a turbo button for extra speed, and the instant replay option enables you to view your most extreme moves. Further, the fair mini-games — 2 Ball, 21, Around the World, and Practice — are bonuses you won't find in the PlayStation version.

But in light of the sub-genre's lineage, the rim-shaking dunks, driving the length of the court, and passing indulgently like the Harlem Globetrotters are old hat to most of us. In and of itself, *Hoopz* is not deplorable, but the innovative, "urban" spelling of the title cannot resurrect an essentially dead arcade hoops formula. Save your money and go get "extreme" on the six foot rim at the local elementary school and provide your own running commentary.

▶ **Tommy Layton**



▲ **Look bland and familiar? It should, even though Shaq won't fake the funk on this nasty dunk.**

PSM FINAL SCORE 4/10

LACKING
***NBA Hoopz'* lack of true innovation suggests Midway is resting on the laurels of the formula and conventions of the now tiresome arcade basketball sub-genre.**

PS2 | TYPE: ACTION | PUBLISHER: 3DO | DEVELOPER: 3DO | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

WARRIORS OF MIGHT & MAGIC

3DO's latest creation may offer plenty of action, a few slick-looking levels, and a huge list of items and power-ups. However, despite an apparently ambitious effort, *Warriors of Might and Magic* just does not implement any of these concepts very well.

The camera, framerate, and controls emerge as the major factors degrading the entire product. Although the camera is completely adjustable, I often found myself facing a corner or wall when an enemy would surprise me with a club to the head. Also, in a heated battle with multiple foes, the framerate appeared to drop below 30 fps, which makes altering the camera, and movement in general, jittery and imprecise. There is simply no excuse for a game which clearly doesn't push PS2's graphics power to run below 30 FPS.

The control is made even worse with a very sloppy interface. There are three control configurations, and all of them are seriously lacking intuition. A control scheme should aid players, and not put their fingers in a knot.

Despite *WMM*'s fatal flaws, which are too numerous to rant about, there are few aspects that I like. Enemies are numerous and various, so players will constantly have to consider the best method of dispatching them. Finally, the sheer number of weapons, spells, and items, slightly help the repetitive nature of the game.

But these pluses really aren't redeeming enough to make *Warriors of Might and Magic* enjoyable enough to play. Be sure to pass this one up.

▶ **Tokoya**

▲ **The interface alone is so poor that people will surely be turned off by this game.**

PSM FINAL SCORE 2/10

AWFUL
There are a couple good ideas in *Warlords Of Might And Magic*, but the overall execution is too poor to make this game worth buying. In fact, don't even bother renting it.

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
DANCING	TECMO	TECMO	1	1 DVD	EVERYONE

▲ It's true, it's true. An afro and three girls can save the world... but only with your help and patience.

▲ After you see your instructor pull off some moves, you'll get to practice them before going on stage.

▲ At the end of each stage, you get a letter grade based on your accuracy and dancing ability.

UNISON

Sometimes changes aren't for the better

Out of any dancing game on the market, I'd have to say *Unison* would be the trickiest to convert. Tecmo originally designed it to be a J-pop (Japanese pop music) dance concert simulator, with J-pop songs and a wickedly hard (but well-designed) learning curve. In converting it over to an American audience, Tecmo's made numerous compromises and changes to the point that it's no longer the same game.

Like most dancing games, *Unison* is a "Simon Says" style game — you have to follow predetermined moves in order to complete a routine or finish a combo — but it's the first to use both analog sticks. Gameplay takes place in two phases: learning phase, where your lavender-clad choreographer takes you through the steps, and the performance phase, in which you and your two team members put on a show.

Both versions have the same storyline, but the music and routines are very different. First, the soundtrack has been completely revamped — the catchy J-pop has been replaced with dance remixes of popular disco, hip-hop, and funk songs. It's not something to be worried about, since the replacements are pretty catchy, too.

Unfortunately, the gameplay in the American version is significantly dumbed down, which screws royally with the learning curve. For example, YMCA, the tutorial song, has been retimed to make the moves slower than its Japanese counterpart, which in turn makes learning the moves counter-intuitive, especially since the second song brings everything back up to speed. Also, the learning phase now presents the total choreography first rather than splitting it into parts, which makes even the tutorial song intimidating to pick up. Finally, the moves have been simplified to a mere four directions - you might as well be using two D-pads instead of analog sticks.

While Tecmo USA did make it easier and more English-friendly, it's made a quality adaptation. The new songs have new choreography, and the moves are hipper, funkier, and more booty-shaking than before. They're more fun to play and watch. While they may still look like M2M, they dance like fly girls, and as far as I'm concerned, that's all good.

▶ **Jeff Chen**

HOW IT STACKS UP

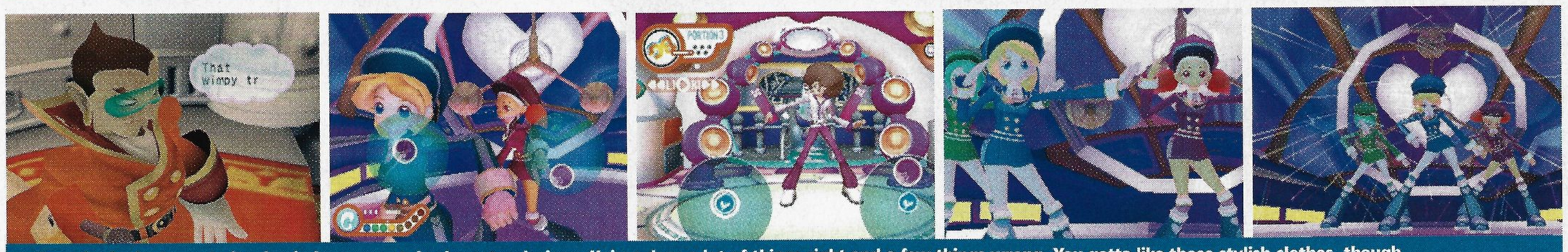
1	▶ MTV Music Generator (PS)	10 out of 10
2	▶ Parappa The Rapper (PS)	10 out of 10
3	▶ Um Jammer Lammy (PS)	9 out of 10
4	▶ Dance Dance Revolution (PS)	8 out of 10
5	▶ Unison (PS2)	7 out of 10

"The gameplay in the American version is dumbed down, which screws royally with the learning curve"

PSM FINAL SCORE 7/10

GOOD

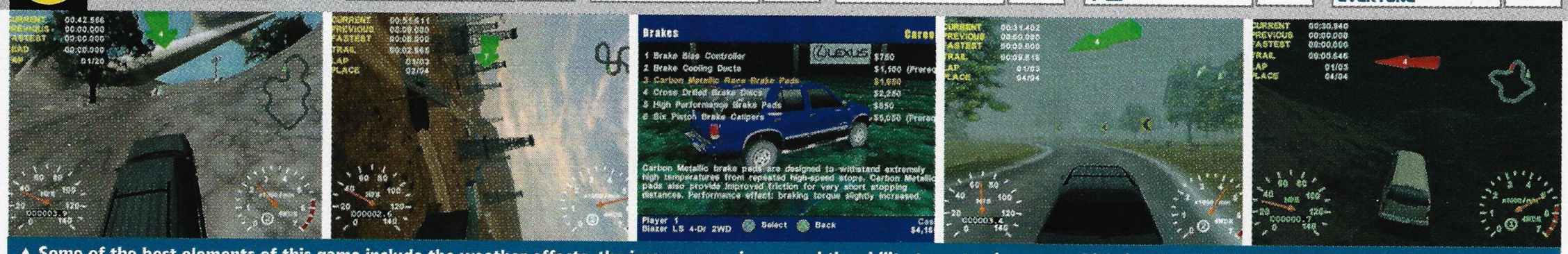
A great game over in Japan, *Unison* has been hurt a bit by its US conversion. The music is still catchy, but the dumbing down of the gameplay certainly stings a bit. You shouldn't have a problem cutting a rug, though.



▲ From its funky tunes to its classic Japanese-style character designs, *Unison* does a lot of things right and a few things wrong. You gotta like those stylish clothes, though...

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
RACING	G.O.D.	TERMINAL REALITY	1-2	1 CD	EVERYONE



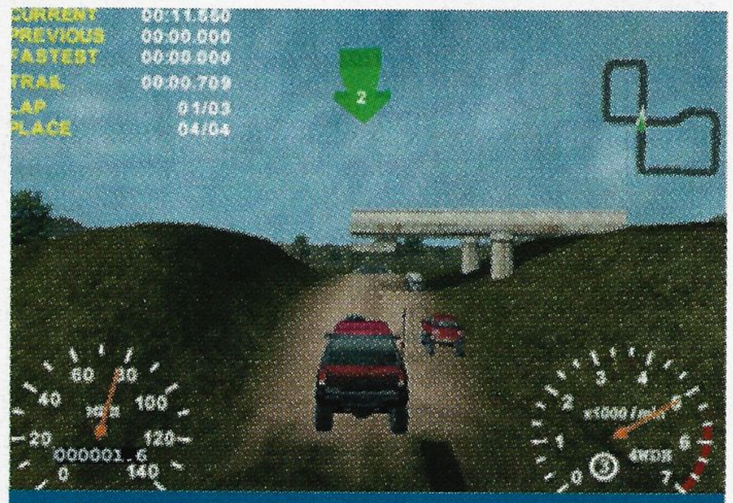
▲ Some of the best elements of this game include the weather effects, the insane, crazy jumps and the ability to customize your vehicle in a lot of different ways.

4X4 EVOLUTION

G.O.D.'s racer gets stuck in the mud

It's always unfortunate when a title that comes out months after a console's debut doesn't quite live up to the quality of the games that are already available. Unfortunately, this is the situation that befalls *4x4 Evolution*. Despite its somewhat superior graphics, the game just doesn't quite cut it when compared to Rockstar's *Smuggler's Run*. It's not that this game is bad, it's just that contains virtually zero innovation or creative originality. Everything you see has been done before and often better.

There are aspects of this game that I did truly enjoy however. The variety of vehicles is impressive, covering every major truck and SUV one can think of. And they all handle quite differently too so it's going to take you a bit of time to really find one that suits your driving style. Also, the ability to purchase upgrades, such as tires and shocks, really makes quite a difference here. There are a lot of games out there where upgrades seem to be just more of a visual feature than a handling one. That's not the case with *EVO*. Every thing you add on to your car makes a big difference and you'll notice it right away. For example, get bigger tires and you'll overcome obstacles much more easily. However, the negative is that your truck will weigh more increasing your acceleration time and possibly lowering your overall top speed. It's this pluses and negatives sort of approach that really gives this game a good amount of depth. Lastly, I really liked the fact that you could drive pretty much anywhere you wanted and find your own shortcuts.



▲ The best fun you'll have is finding some jumps and trying to get some big air.

HOW IT STACKS UP

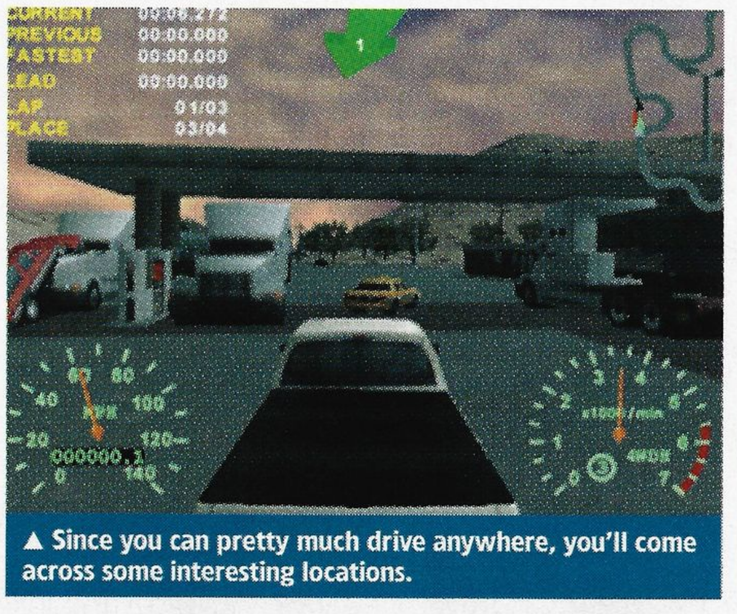
1	▶ ATV Offroad Fury (PS2)	8 out of 10
2	▶ Colin McRae Rally 2.0 (PS)	8 out of 10
3	▶ Smuggler's Run (PS2)	6 out of 10
4	▶ 4X4 Evolution (PS2)	5 out of 10
5	▶ RC Revenge Pro (PS2)	5 out of 10

"Even with these positives, there simply isn't enough here to really push 4x4 Evolution ahead of the pack"

Unfortunately, even with these positives, there simply isn't enough here to really push *4x4 Evolution* ahead of the pack. There aren't really very many modes, the graphics look average (at best) and the track designs will probably put most of you to sleep. Unless you're an amazingly hard-core off-road fan, you'll probably just want to leave this game by the road side. More promising titles, such as Infogrames' *Test Drive Off-Road Wide Open* are just around that next turn.

▶ **Stephen Frost**

▲ While *EVO* certainly looks a bit better than its Dreamcast and PC brethren, it still seems rather bland and uninspired.



▲ Since you can pretty much drive anywhere, you'll come across some interesting locations.

PSM FINAL SCORE 5/10

SO-SO

Despite its positives, *4x4 Evolution* lacks innovation and any sort of real unique edge. Most off-road racers will probably just want to stick with *Smuggler's Run* instead.

The Quickest Way To A Giant's Heart...

PlayStation®2

PS2 | TYPE: RACING | PUBLISHER: UBI SOFT | DEVELOPER: VIDEO SYSTEM | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

F1 RACING CHAMPIONSHIP

The PS2's second F1 racing simulation comes from the pairing of Ubi Soft and Japan's Video System and, when compared to EA's first effort in the genre for Sony's new system, it comes up lacking in almost every category. That's not to say it isn't a playable or decent racer — it just really isn't anything special, especially when you consider the system it's running on.

F1 Racing Championship bests EA's *F1 Championship Season 2000* when it comes to speed; the game runs at a nice smooth 60fps (versus *F1 CS2k*'s mostly 30fps), which really makes you feel like a part of the frantic racing action. There are also some nice visual touches, such as heat waves as you approach cars from behind, and good track side detail. Strangely though, effects such as dirt, grass, and paint sticking to tires (which were possible on PSone) aren't used. There's also the matter of lots of polygonal seams on the course, which can be quite distracting at times.

The car handling is solid, and the opponent AI puts up a good challenge. Present here, but lacking from EA's title, is a driving school mode. Unfortunately, you have to complete all of its lessons in order to race the 2000 F1 season. The game also lacks a lot of the realism and race settings found in EA's highly tweakable title, which is sure to lose it some more points with F1 purists.

While EA's game was far from perfect, it's still more likely to please the dedicated F1 enthusiast. This is definitely the faster game, but it's still a good half-lap behind in all other respects.

▶ **Randy Nelson**

▲ It's certainly fast and not half-bad looking, but Ubi Soft's F1 racer doesn't really hold up to EA's effort.

PSM FINAL SCORE 6/10

OKAY
Apart from a couple of nice visual effects, there's really nothing that stunning about this racer. EA's F1 title doesn't move as fast, but it's a much better (and deeper) game overall.

PS | TYPE: SHOOTER | PUBLISHER: AGETEC | DEVELOPER: SNK | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: TEEN

METAL SLUG X

Agetec's second release in the shooter genre fairs a bit better than *Strikers 1945*. Although it also suffers from a few faults, *Metal Slug X* will provide any gamer with a few hours of enjoyable challenge.

Done in the style of *Contra*, *MSX* pits four special forces operatives against an entire army of terrorists and blood-thirsty aliens. Along the way, players will receive an array of special weapons, including flamethrowers, shotguns, machineguns, and tanks.

Gameplay variety also penetrates *MSX*'s level design. You'll ride on camels in the desert, disintegrate mummies in bat-infested tombs, bomb ships with a fighter plane, and battle on top of a moving train. The humor that accompanies each level is enough to keep you hooked until the end.

But despite its personality and fun, *MSX* is lacking in few key areas. First, and foremost, although there's enough variety and challenge to warrant replaying it a few times, you'll finish *MSX* in a couple hours. Also, certain stages and bosses are ridiculously cheap, causing unbearable frustration. Perhaps because of this fault, SNK thought it prudent to provide players with unlimited continues. However, I would prefer to see a game more balanced and manageable that was meant to be finished with five continues.

Despite these weaknesses, *MSX* is a solid action game overall, even if it only lasts for a few hours. Buy it if you love SNK or old-school action games.

▶ **Tokoya**

▲ Blasting tons of enemies has never been so challenging, or so humorous! They'll die laughing!

PSM FINAL SCORE 7/10

GOOD
For the most part, I enjoyed *Metal Slug X*. Its faults bothered me a bit, but they were never so bad that I had to stop playing. If you can't justify spending the money for a couple hours of gameplay, definitely rent it.

PS | TYPE: SHOOTER | PUBLISHER: AGETEC | DEVELOPER: PSIKYO | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

STRIKERS 1945

Traditional spaceship-type shooters were, unfortunately, one of the genres lost in the transition from 16- to 32-bit gaming. Only a handful of notable shooters appeared that truly innovated the genre, such as *Panzer Dragoon* and *Star Fox 64*. Although *Strikers 1945* brings nothing new to the table (it's actually a classic arcade game), it does act as a refreshing reminder of gaming lost.

Anyone gaming before the PS days will quickly become acclimated to the interface; dodge insane amounts of enemy fire, while collecting various power-ups and items. Each of the six types of planes offers two different weapons, and a unique super move for those desperate situations. The hordes of enemies and huge bosses keep things intense and fairly interesting.

However, the action often becomes a little too intense. On many occasions, the screen is so full of enemies and bullets that it just isn't humanly possible to survive, even on Normal difficulty. This incessant dying leads me to my next complaint.

One-hit deaths simply annoy me. In many shooters, your ship slowly loses power-ups as it takes damage. Once you're out of power-ups, then you die — a simple solution to an extremely frustrating problem.

Strikers 1945 probably won't appeal to most gamers, but any hardcore shooter fan, or gamer who wants a retrospective look into a once flourishing genre, should try out this one.

▶ **Tokoya**

▲ *Strikers 1945* is quite tough, but very typical of games from the 16-bit school of 2D shooters

PSM FINAL SCORE 6/10

OKAY
***Strikers 1945* is a decent game and very representative of games from the 16-bit era. Unfortunately, while it offers some enjoyable elements of the genre, it also includes a few of the bad ones.**

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PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RACING	ACCLAIM	CLOCKWORK GAMES	1-2	1 CD	EVERYONE

▶ It may not surpass the other kings of racing currently, but *Vanishing Point* could end up becoming a very strong franchise in a couple of years. We'll keep our eyes on it.

VANISHING POINT

More like rally racing than anything else

While it's taken a while for the game to show up on store shelves (we saw it first over a year ago), *Vanishing Point* has ended up as a very decent title. It won't wow people with its visual excellence or innovation, but it provides a fun racing experience with just enough depth and unlockable bonuses to keep you interested.

HOW IT STACKS UP

1	▶ Colin McRae Rally 2.0 (PS)	8 out of 10
2	▶ Vanishing Point (PS)	7 out of 10
3	▶ Ducati World (PS)	5 out of 10
4	▶ RC Revenge Pro (PS2)	5 out of 10
5	▶ Driving Emotion Type-S (PS2)	4 out of 10

You won't see the same arsenal of cars as you would in *Gran Turismo*, but *VP* does provide a good quality and variety of vehicles, ranging from a Toyota Supra to the fan-favorite Audi TT. While there are handling differences between all of the cars, it seems somewhat minor. You can pretty much play the truck just as you would the sports car. Sure, maybe the truck doesn't corner exactly the same and doesn't quite accelerate as quickly, but for a majority of the time you're racing, they feel pretty much the same.

The developers of *VP* decided to take a different approach than most "street-car" games in this genre have, basing in more on rally racing than anything else. You're racing against the clock rather than specific opponents. There are other vehicles on the road, but they act more as minor obstacles as well as visual markers. There really isn't any high quality AI associated with them or anything like that. That's a bit of a disappointment, because you'll never really have those situations where the lead car and you are neck and neck, with the finish line closing in fast. Rather, you'll just see the clock ticking down.

▲ Like the *Ridge Racer* series, *VP* shows off little details, like that plane flying low overhead.

Now, while *VP*'s racing experience is still enjoyable, it's true shining point comes in the form of a Stunt Driver mode. And just like you'd think, this mode allows you to let loose with pure reckless abandon. From criss-cross jumps to pure speed drills, your skills at the wheel are truly put to the test. Depending on factors such as time and driving ability, you are awarded points which allow you to move on to the next challenge.

If it weren't for the addition of this mode, we probably wouldn't have rated *VP* as highly. However, as a package deal, this game has just enough fun and challenge to warrant the purchase.

▶ **Stephen Frost**

"While VP's racing experience is still enjoyable, its true shining point comes in the form of a Stunt Driver mode"

▲ While the computer controlled vehicles aren't that intelligent, they do sometimes manage to test your driving skills.

▲ Fishtailing is a bit of a problem in this game. All of the cars seem to do it a lot, no matter how they handle.

PSM FINAL SCORE 7/10

GOOD

Not the most visually impressive game ever, *Vanishing Point* still contains enough enjoyment and depth to please racing fans. The Stunt Driver mode really adds a lot to the mix.

PS | TYPE: BASEBALL | PUBLISHER: 3DO | DEVELOPER: 3DO | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

HIGH HEAT MLB 2002

Last year's *High Heat Baseball* was such a big disappointment among baseball fans primarily because it offered up graphics that were about a decade behind its competition from EA and 989. It seemed like a quick and crappy port of 3DO's award-winning PC version, which it pretty much was.

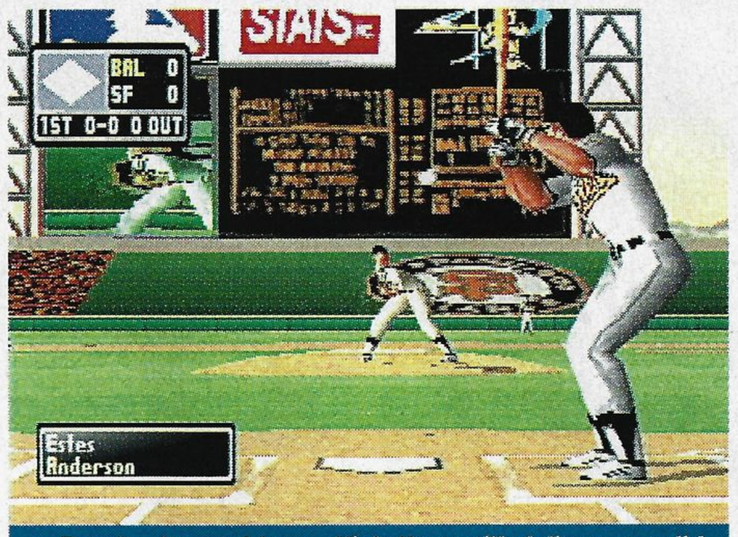
However, this year's *High Heat Major League Baseball 2002* is definitely something that's worth taking a look at. Even though the game's visuals are still below that of its competition, it's a substantial improvement over what we were given last year.

If you're able to look past the graphical shortcomings, you'll find that this is solid baseball simulation. The game is crammed with every feature imaginable and just about everything in it, from running speed, to fastball speed, and to the frequency of errors, can be fine tuned so that the game plays exactly like you want it.

The batting and pitching interfaces seem a bit clunky and sluggish when compared to EA Sports' title, but *High Heat* offers up a more realistic game of baseball. You won't find another game where you'll see a better variety of hits off the bat or face teams that use real baseball strategy.

Astute players will also notice that opposing batters will take pitches and work the count, while the pitchers will often throw junk when they get ahead in the count. High Heat 2002 might not have the smooth gameplay or slick graphics of its counterparts, but it's probably the best pure simulation that you'll find on PlayStation.

▶ **David Zdyrko**



▲ **Despite its problems, *High Heat* still delivers a solid experience on PSone.**

PSM FINAL SCORE 7/10

GOOD
While the graphics still look a little bit clunky (and they have been improved over last year's effort), the rest of this title is a solid baseball experience. It's probably the best pure sim on the PlayStation.

PS2 | TYPE: BASKETBALL | PUBLISHER: SONY CEA | DEVELOPER: 989 SPORTS | # OF PLAYERS: 1-8 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

NBA SHOOTOUT 2001

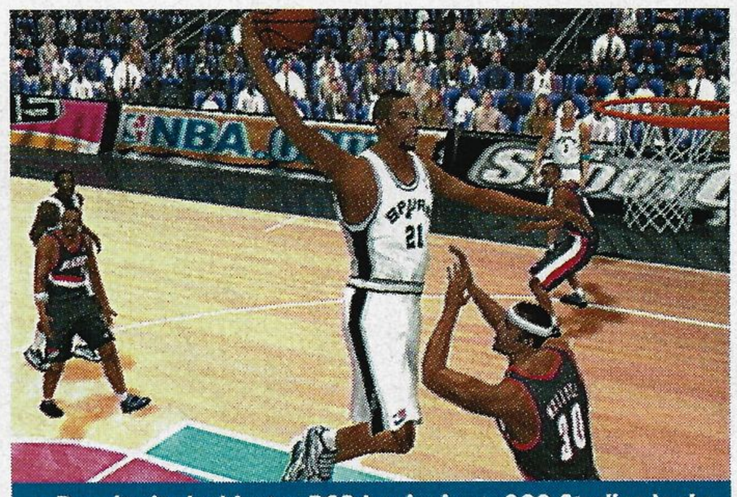
To say that 989 Sports' reputation has taken a hit with its first batch of software titles for PlayStation 2 would be a bit of an understatement. The company's next-generation woes began with the disastrous *NFL GameDay* and things didn't get much better with the subsequent releases of its college sports titles, or its hockey game. And while *NBA ShootOut 2001* is probably the most polished of the bunch, it's still a second-rate title when compared to the competition on the system.

The gameplay isn't terrible, but it doesn't really offer up realistic or balanced gameplay. Scoring is a bit too easy and the general frequency of fast-break dunks and slams is too high. The AI is a bit unsteady, with computer-controlled players running around haphazardly and doing dim-witted things like passing up open shots or lanes to the hoop.

While the game does sport some excellent dunk and special move animation, has a solid 60 frames per second framerate, and possesses excellent court details, it also has some annoying visual flaws. The players all run around with their backs slumped over and their heads looking down. Many of the transition animations are jerky and unrealistic.

The game does get high marks for delightful play-by-play that generally stays in tune with what's happening on the court, but this is really the only area where *ShootOut* is equal to its competition. It's 989 Sports' best game to date, but that's not good enough.

▶ **David Zdyrko**



▲ **Despite its lackluster PS2 beginnings, 989 Studios looks to be coming back again... slowly**

PSM FINAL SCORE 5/10

SO-SO
Sadly, it appears that the 989 Sports curse is still in effect. While the gameplay isn't terrible and there are some nice visuals, the game just isn't good enough to hang with other PS2 sports titles.

PS | TYPE: BASEBALL | PUBLISHER: EA SPORTS | DEVELOPER: EA SPORTS | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

TRIPLE PLAY BASEBALL

In what could be its last sim on the PlayStation, EA Sports has delivered its best baseball game to date in *Triple Play Baseball*. As with just about all EA Sports titles, the game is jam packed with all of the gameplay features and customizable options that a fan of sports simulations would want in a videogame.

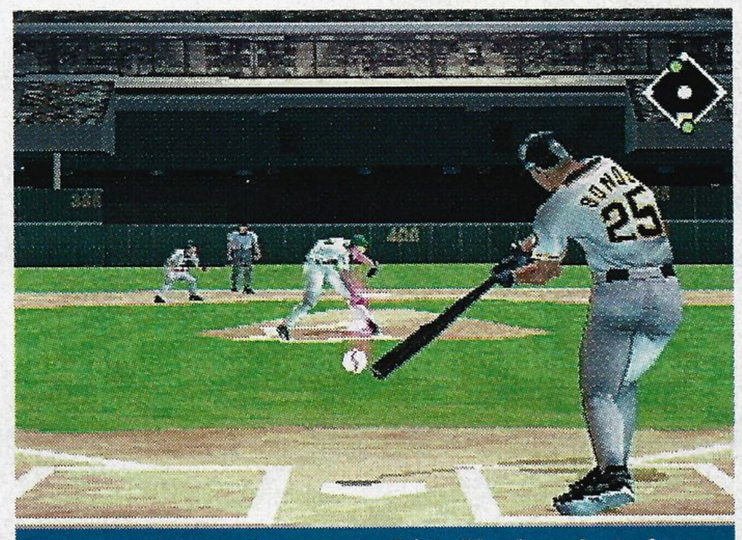
It comes packed with every gameplay mode, plus the Big League Challenge, which is essentially a beefed up home run derby, and Season Mode Points Play that allows the player to earn points during games to unlock secrets like cheats, power-ups or enhancements to players.

Even though this stuff will appeal more to the arcade fan than those looking for a pure simulation of the sport, players aren't forced into using them and the game does play well as a straightforward baseball sim. The batting and pitching interfaces are basically the same as what previous efforts from EA Sports have offered, but get the job done.

Conversely, *Triple Play* does have some flaws that are worth mentioning. The roster management only allows trades for the same number of players and teams don't have the option of having a four-man rotation. You won't notice opposing batters working the count or taking pitches, nor will you see any real baseball strategy implemented by the CPU managers.

This is a splendid baseball game with visuals that are on par with last year's game. All in all, *Triple Play Baseball* is a solid game of hardball and is one of the best on PlayStation.

▶ **David Zdyrko**



▲ **Along with the sim aspects, *Triple Play* has plenty for arcade fans to enjoy.**

PSM FINAL SCORE 7/10

GOOD
With lots of different modes of play and plenty of customizable options, *Triple Play Baseball* will appeal not only to the baseball sim fan, but to the arcade player as well. This is one of the best on PlayStation.

"...AN ABSOLUTE TRIUMPH - IT'S VERY LIKELY THE BEST PURE RACING GAME AVAILABLE ON DREAMCAST."

- Official Dreamcast Magazine

Dream Game Award

Official Sega Dreamcast Magazine

"... IT MAY BE THE BEST REPRODUCTION OF THE ACTUAL FEEL OF MARATHON RACING EVER."

- NextGen

IGN.COM EDITORS' CHOICE AWARD

DAILY RADAR DIRECT HIT

"TEST DRIVE LE MANS IS FLAT-OUT ONE OF THE BEST RACERS EVER FOR DREAMCAST -- OR ANY OTHER SYSTEM FOR THAT MATTER."

- Daily Radar

EGM GOLD EDITORS' CHOICE AWARD

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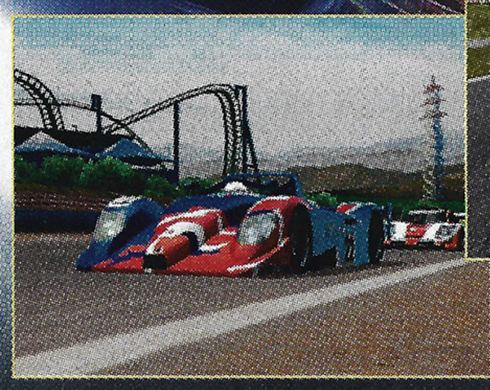

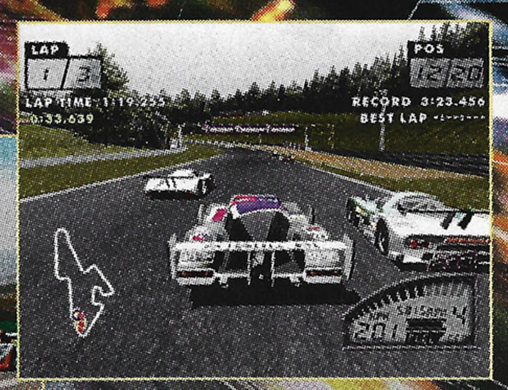

"NO RACING GAME CURRENTLY AVAILABLE FOR DREAMCAST OR PS2 COMES CLOSE."

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INFOGRAMES

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PS | TYPE: ACTION | PUBLISHER: 3DO | DEVELOPER: 3DO | # OF PLAYERS: 1 | # OF DISCS: 1 CD | ESRB RATING: TEEN

ARMY MEN: WW — FINAL FRONT

Army Men: Toilet Mayhem, Backyard Orgy, Sarge's Gimps... I can't keep track of the abundance of Army Men games, and all of their subtleties. But one thing that most of them have in common is their lackluster gameplay, and *World War – Final Front* is no exception. Its most significant flaws include control, frame rate, and mission objectives.

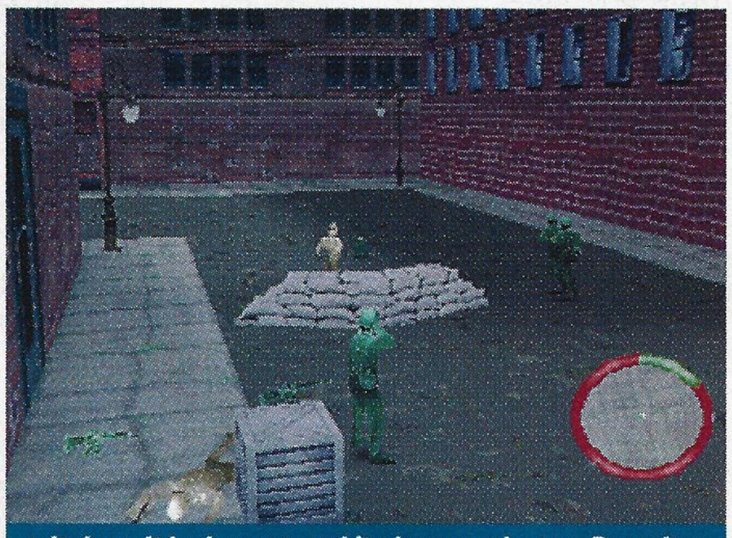
Maneuvering your army man is extremely imprecise. While you spend a large portion of time adjusting the camera to obtain a safe and optimal position, you'll cheaply take damage from enemy fire. Even when you manage to start returning fire, you'll notice that those seemingly nifty crosshairs don't provide an accurate line of fire.

The main reason for this problem seems to be the low frame rate and jittery camera. Since the game appears to move at minus 15 FPS at times, with all sorts of camera shimmering and clipping glitches, trying to perform any type of action can be a real hassle.

Finally, the dull and uninspired mission objectives only make matters even worse. Although using tanks and machinegun-equipped motorcycles is a nice attempt at adding variety, the aforementioned hindrances make enjoying them nearly impossible.

Although there are a few decent concepts, such as detailed tutorials, an interesting abundance of weapons and enemies, and some gameplay variety, *World War*'s problems conflict with the overall experience too much, relegating it to the world of games forgotten.

▶ **Tokoya**



▲ It doesn't look great, and it plays poorly, too. Doesn't exactly sound fun, does it?

PSM FINAL SCORE 3/10

BAD
Need I say anymore than stay away from *Army Men: World War – Final Front* at all costs? Even if you love *Army Men* games, don't bother. You should wait for *Army Men: Hair Spray Flamethrower.* Now there's a game!

PS | TYPE: LIGHTGUN | PUBLISHER: NAMCO | DEVELOPER: NAMCO | # OF PLAYERS: 1-4 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

POINT BLANK 3

Lucky for us Guncon owners, Namco continues to support the peripheral with at least a slow trickle of titles. You'll even get a chance to try out the latest *Time Crisis* soon. Right now, however, we get the pleasure of enjoying the second sequel in the extremely fun *Point Blank* series.

Point Blank 3 plays almost exactly like its two older brothers, but there are a few minor differences. The main portion still has you shooting your way through a large selection of mini-games, most of which are well-designed and highly challenging. Other modes include Endurance, which sees how long you can last with three hearts in your life bar and Party, which lets you take on three other gamers.

You lightgun experts out there will be happy to know that the difficulty settings of *Point Blank 3* have been further tweaked. The last game was a bit easy in most regards. Now, it takes a good amount of practice to get past the Advanced and Insane stages.

Considering the lightgun genre isn't quite bursting at the seams right now, *Point Blank 3* is certainly a welcome addition. It's got enough mini-games and modes to keep you interested for quite a while. The music is also catchy, which is something that can't be quite said of the second game. There's nothing really amazing that jumps out at you, but there's still plenty of fun to be had.

▶ **Stephen Frost**

▲ The formula from the past two *Point Blank* games still works well in this one.

PSM FINAL SCORE 7/10

GOOD
A good sequel that doesn't quite bring anything that new to the table, but still manages to pack in a good amount of fun and replay value. Remember to squeeze the trigger... don't jerk it...

PS2 | TYPE: GOLF | PUBLISHER: ELECTRONIC ARTS | DEVELOPER: EA SPORTS | # OF PLAYERS: 1-4 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

TIGER WOODS PGA TOUR 2001

The golfing scene has finally landed on the PlayStation 2 fairway, thanks to *Tiger Woods* *PGA Tour 2001*, the first real golfing title available on Sony's 128-bit console.

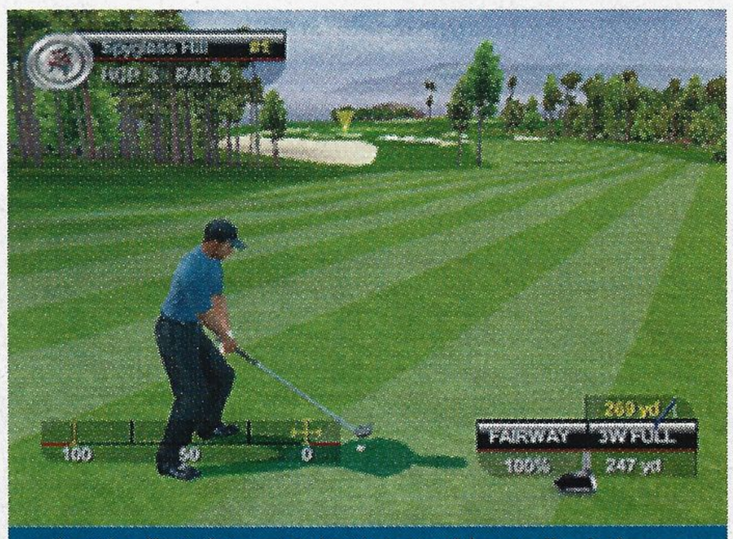
Now that the series is on PS2, we're starting to see a major improvement in the graphics department., which actually go a long way in helping you play a better game of golf. You can now easily tell the lay of a particular area just by zooming in and looking at it. Also, even the slightest elevational changes in the courses can be easily spotted and adjusted for, just like in real life.

What this sequel does well is walk the fence between being a simulation and an arcade-style game. You have all the options that Pro golfers would want, such as the six different play modes, the ability to adjust draw, fade and spin, along with an improved ball lie indicator and wind meter. However, the simplistic swinging interface and intuitive controls really allow even the most casual of players to get into the game quickly. There's definitely something here for all golfers.

There are a couple of areas that I felt could be improved upon, though. On the graphics side, there should have been a greater consistency. One area in a course will look amazing, while the trees and foliage in another look quite poor and aren't animated at all. Also, why aren't there more courses? Three really aren't enough.

This is still a very solid golf title and does a lot of things right, but there's still plenty of room for improvement.

▶ **Stephen Frost**



▲ For the first time ever, better graphics really do improve the gameplay. Notice the slope to the right.

PSM FINAL SCORE 7/10

GOOD
***PGA 2001* is the first major step forward for golf titles, but it's still lacking in a few key areas. The limited number of courses will probably hurt it more than anything else, though.**

SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
44	Apr-01	Bowling (PS)	6	Sports	A1 Games	It's not a bowling fan's dream come true, but if you just want a quick game with friends, it's actually pretty good. Just don't expect a very accurate simulation or any familiar faces.
44	Apr-01	Darkstone (PS)	8	RPG	Take 2	A very attractive price, and loads of replayability make *Darkstone* a must-have RPG. Get this one!
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos	This is a great sequel. Although it suffers from some minor flaws, they don't hinder the overall experience
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway	Although Midway's arcade basketball tradition includes *Hang Time* and *Showtime, Hoopz* comes up short on the innovation and presentation that would merit its existence.
44	Apr-01	Oni (PS2)	5	Action	RockStar	*Oni* isn't a terrible game, but its problems with the difficulty and level design detract from the overall experience. This is a game you'll either love or hate. You'll want to rent this one before buying it.
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games	This is an addictive puzzle game. Since it only costs $10, it's a must buy for just about everyone.
44	Apr-01	Racing (PS)	2	Racing	Agetec	This is one of the saddest PlayStation games that I've ever played. Don't even bother with it for kicks. You should run screaming from this game.
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami	By far, *Ring Of Red* is one of the best strategy titles I've played in a long, long time. Get this one!
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami	With its novel premise and intuitive control, *SOD* is sure to please both novice and veteran gamers alike.
44	Apr-01	Starfighter Sanvein (PS)	4	Shooter	A1 Games	You get what you pay for, and in this case, that means a game that really doesn't have the level design or gameplay innovation to go toe-to-toe with the rest of the shooters on PSone.
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts	This is a gorgeous and thoroughly enjoyable game, hampered only by not lasting long enough or sinking into repetition
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei	*Winback* is a fun game with seemingly realistic combat situations. Although it's lacking in a couple of areas, gamers that enjoy covert operations should give it a try, at least until *MGS2* is released

HIGH SCORES

These are the games that you've **GOT** to get your hands on!

Iss.	Month	Game Name	Score	Genre	Publisher
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
40	Dec-00	MOH: Underground (PS)	8	1st Person Shooter	Electronic Arts
40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
40	Dec-00	Summoner (PS2)	8	RPG	THQ
40	Dec-00	WWF Smackdown! 2 (PS)	8	Wrestling	THQ
39	Nov-00	Armored Core 2 (PS2)	8	Action	Agetec
39	Nov-00	Kessen (PS2)	8	Strategy	Electronic Arts
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
39	Nov-00	NASCAR 2001 (PS)	8	Racing	Electronic Arts
39	Nov-00	Tekken Tag Tournament (PS2)	8	Fighting	Namco
39	Nov-00	Tony Hawk 2 (PS)	8	Skateboarding	Activision

REVIEW BACKLOG

NOTE: The reviews in issue 38 and earlier used a five-star scale

Iss.	Month	Game name	Score	Genre	Publisher
43	Mar-01	Adv. of Cookie & Cream (PS)	7	Action	Agetec
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
43	Mar-01	WDL (PS2)	4	Action	3DO
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
42	Feb-01	Blade (PS)	4	Action	Activision
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working
42	Feb-01	NCAA GameBreaker 2001 (PS2)	3	Football	989 Sports
42	Feb-01	Persona 2: Eternal Punishment (PS)	7	RPG	Atlus
42	Feb-01	Power Spike Pro Beach Volleyball	5	Sports	Infogrames
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
42	Feb-01	RC Revenge Pro (PS2)	5	Racing	Acclaim
42	Feb-01	Real Pool (PS2)	7	Billiards	Infogrames
42	Feb-01	Star Wars: Demolition (PS2)	5	Car Combat	LucasArts
42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
41	Jan-01	Army Men: Air Attack 2 (PS)	5	Action	3DO
41	Jan-01	Army Men: Sarge's Heroes 2 (PS)	5	Action	3DO
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Cool Boarders 2001 (PS)	4	Snowboarding	Sony CEA
41	Jan-01	Driver 2 (PS)	6	Racing/Action	Infogrames
41	Jan-01	ESPN X Games Snowboarding (PS2)	7	Snowboarding	Konami
41	Jan-01	Gundam Battle Assault (PS)	4	Fighting	Bandai
41	Jan-01	Harvest Moon: Back to Nature (PS)	7	Simulation	Natsume
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
41	Jan-01	MTV Pure Ride (PS)	6	Snowboarding	THQ
41	Jan-01	NASCAR 2001 (PS2)	4	Racing	EA Sports
41	Jan-01	NBA Live 2001 (PS)	7	Sports	EA Sports
41	Jan-01	NBA Shootout 2001 (PS)	4	Sports	Sony CEA
41	Jan-01	Ready 2 Rumble 2 (PS2)	6	Boxing	Midway
41	Jan-01	Silent Scope (PS2)	7	Shooter	Konami
41	Jan-01	Silpheed (PS2)	6	Shooter	Working Designs
41	Jan-01	Sky Odyssey (PS2)	7	Flying	Activision
41	Jan-01	Surfing H3O (PS2)	6	Surfing	Rockstar
41	Jan-01	Tomb Raider: Chronicles (PS)	7	Action/Adventure	Eidos Interactive
41	Jan-01	Top Gear Dare Devil (PS2)	6	Racing	Kemco
41	Jan-01	Torneko: The Last Hope (PS)	1	Action/RPG	Enix
41	Jan-01	Ultimate Fighting Championship (PS)	2	Fighting	Crave
40	Dec-00	Crash Bash (PS)	6	Party Game	Sony CEA
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Fantavision (PS2)	6	Puzzle	Sony CEA
40	Dec-00	ESPN Int'l Track and Field (PS2)	7	Sports	Konami
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
40	Dec-00	Gameday 2001 (PS2)	2	Sports/Football	Sony CEA
40	Dec-00	Gradius III & IV (PS2)	5	Shooter	Konami
40	Dec-00	Gungriffon Blaze (PS2)	7	Action	Working Designs
40	Dec-00	Knockout Kings 2001 (PS)	5	Sports/Boxing	Electronic Arts
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
40	Dec-00	MOH: Underground (PS)	8	1st Person Shooter	Electronic Arts
40	Dec-00	Moto GP (PS2)	6	Racing	Namco
40	Dec-00	NHL 2001 (PS)	7	Sports/Ice Hockey	Electronic Arts
40	Dec-00	NHL 2001 (PS2)	6	Sports/Ice Hockey	Electronic Arts
40	Dec-00	Orphen: Scion of Sorcery (PS2)	5	Action/Adventure	Activision
40	Dec-00	Ray Crisis (PS)	5	Shooter	Taito
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
40	Dec-00	Summoner (PS2)	8	RPG	THQ
40	Dec-00	The World is Not Enough (PS)	6	First Person Shooter	Electronic Arts
40	Dec-00	Timesplitters (PS2)	7	First Person Shooter	Eidos Interactive
40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
40	Dec-00	WCW Backstage Assault (PS)	6	Wrestling	Electronic Arts

Iss.	Month	Game name	Score	Genre	Publisher
40	Dec-00	Wild Wild Racing (PS2)	5	Racing	Interplay
40	Dec-00	WWF Smackdown! 2 (PS)	8	Wrestling	THQ
39	Nov-00	Alien Resurrection (PS)	7	First Person Shooter	Fox Interactive
39	Nov-00	Armored Core 2 (PS2)	8	Action	Agetec
39	Nov-00	Bomberman Party Edition (PS)	6	Action	Hudson
39	Nov-00	Destruction Derby Raw (PS)	5	Action/Racing	Midway
39	Nov-00	Dino Crisis 2 (PS)	6	Action	Capcom
39	Nov-00	Dragon Valor (PS)	7	Action	Namco
39	Nov-00	Dynasty Warriors 2 (PS2)	6	Strategy/Action	Koei
39	Nov-00	Eternal Ring (PS2)	5	Action/RPG	Agetec
39	Nov-00	Evergrace (PS2)	6	RPG/Action	Agetec
39	Nov-00	Incredible Crisis (PS)	7	Action/Puzzle	Titus
39	Nov-00	Kessen (PS2)	8	Strategy	Electronic Arts
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
39	Nov-00	Mega Man Legends 2 (PS)	7	Action/Adventure	Capcom
39	Nov-00	NASCAR 2001 (PS)	8	Racing	Electronic Arts
39	Nov-00	Polaris Snocross (PS)	6	Racing	Vatical
39	Nov-00	Ridge Racer V (PS2)	7	Racing	Namco
39	Nov-00	Smuggler's Run (PS2)	6	Racing/Action	Rockstar
39	Nov-00	Sno-Cross Championship Racing (PS)	6	Snowmobile Racing	Crave
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
39	Nov-00	Street Fighter EX3 (PS2)	6	Fighting	Capcom
39	Nov-00	Swing Away Golf (PS2)	7	Golf	Electronic Arts
39	Nov-00	Sydney 2000 (PS)	4	Sports	Eidos Interactive
39	Nov-00	Tekken Tag Tournament (PS2)	8	Fighting	Namco
39	Nov-00	Tony Hawk 2 (PS)	8	Skateboarding	Activision
39	Nov-00	X Squad (PS2)	4	Action	EA Games
38	Oct-00	Bust-A-Groove 2	3.5	Dancing	Enix
38	Oct-00	Digimon World	2	Monster Breeding	Bandai
38	Oct-00	Iron Soldier 3	1	Action	Eclipse Software
38	Oct-00	Madden NFL 2001	4	Football	Electronic Arts
38	Oct-00	Parasite Eve 2	3.5	RPG/Action	Square
38	Oct-00	Pro Pinball Big Race USA	3	Pinball	Empire Interactive
38	Oct-00	Spider-Man	3.5	Action	Activision
38	Oct-00	Star Trek: Invasion	4	Space Shooter	Activision
38	Oct-00	Tenchu 2	4	Action/Adventure	Activision
38	Oct-00	Vampire Hunter D	1	Action/Adventure	Jaleco
37	Sep-00	Ball Breakers	2	Action	Take Two
37	Sep-00	Mortal Kombat Special Forces	2	Action/Adventure	Midway
37	Sep-00	Ms. Pac-Man Maze Madness	3	Action/Puzzle	Namco
37	Sep-00	NCAA GameBreaker 2001	3	Football	989 Sports
37	Sep-00	NCAA Football 2001	3.5	Football	Electronic Arts
37	Sep-00	NFL GameDay 2001	3.5	Football	989 Sports
37	Sep-00	Rampage Through Time	1	Action	Midway
37	Sep-00	Valkyrie Profile	4	RPG	Enix
37	Sep-00	X-Men Mutant Academy	2.5	Fighting	Activision
36	Aug-00	Armorines: Project S.W.A.R.M.	1.5	First Person Shooter	Acclaim
36	Aug-00	Chrono Cross	4.5	RPG	Square EA
36	Aug-00	Grudge Warriors	2	Action	Take Two
36	Aug-00	Koudelka	4	Action/Strategy	Infogrames
36	Aug-00	Legend of Dragoon	4.5	RPG	Sony CEA
36	Aug-00	Legend of Mana	3	RPG	Square EA
36	Aug-00	Rayman 2	4	Action/Platform	Ubisoft
36	Aug-00	Rhapsody	4	RPG	Atlus
36	Aug-00	RPG Maker	4	RPG	Agetec
36	Aug-00	Surf Riders	2	Surfing	Acclaim
36	Aug-00	Threads of Fate	3.5	RPG/Action	Square EA
36	Aug-00	Vanguard Bandits	3	Strategy/RPG	Working Designs
36	Aug-00	Who Wants to Be a Millionaire?	1.5	Trivia	Sony CEA
35	Jul-00	Countdown Vampires	1	Adventure	Bandai
35	Jul-00	Covert Ops: Nuclear Dawn	3.5	Action/Adventure	Activision
35	Jul-00	Gekido	3.5	Fighting	Interplay
35	Jul-00	Grind Session	3.5	Skateboarding	Sony CEA
35	Jul-00	Kurt Warner Arena Football	1.5	Football	Midway
35	Jul-00	Nightmare Creatures II	2.5	Action/Fighting	Konami
35	Jul-00	Reel Fishing II	1.5	Fishing	Natsume
35	Jul-00	Spec Ops: Stealth Patrol	4	Combat Sim	Take Two
35	Jul-00	Strider 1 & 2	3	Action	Capcom
35	Jul-00	Test Drive Le Mans	2.5	Racing	Infogrames
35	Jul-00	Wild Arms 2: Second Ignition	3	Adventure	Interplay
34	Jun-00	Eagle One: Harrier Attack	3.5	Air Combat	Infogrames
34	Jun-00	Family Game Pack	2.5	Family Fun	3DO
34	Jun-00	MediEvil II	3	Action/Adventure	Sony CEA
34	Jun-00	Micro Maniacs	4	Racing	Codemaster
34	Jun-00	MLB 2002	4	Sports/Baseball	Sony
34	Jun-00	Mr. Driller	3.5	Puzzle/Action	Namco

WELCOME TO THE NEXT

▲ *Virtua Fighter 4* will be Sega's biggest gun this year, and as these arcade screens show, should really push the PlayStation 2 hardware. The *VF4* coin-op runs on Sega's new Naomi 2 board, an update of the technology that made arcade-to-Dreamcast ports so easy in the past. Likewise, Sega says to expect a near perfect translation when the game comes home.

SEGA making games for **PlayStation 2?** Believe it. The **software giant** reveals its PS2 plans, **dispels rumors** and talks a little **VF4**

LEVEL

SEGA'S PS2 PLAN REVEALED

PSM: Could you tell us, in your own words, why gamers should be excited about Sega's titles on PS1 and PS2?
PETER MOORE: Well, obviously, if you look back over the last 15 years, some of the most innovative content that's come out of the industry has been restricted to people who bought Sega platforms. With that restriction now being lifted, we can bring some of that content — franchises like *Crazy Taxi, Space Channel 5,* the *Virtua Fighter* series, *Sonic* — all of that now becomes available to all gamers. From a financial perspective, Sega is making the right moves and we're delighted that we've been able to pretty much wrap up our relationship with Sony before getting to the nitty-gritty with Nintendo or nailing down an agreement with Microsoft.

Here in the North American market, we have great relations with Sony. Our friendly competition of the past will probably continue for a little while, but I met with them last week and I think we've got a great plan in place to bring all of that content to both of their platforms.

PSM: There has been speculation that Sega will work more closely with Sony, Nintendo, or Microsoft. How might Sega work with the "Big Three" companies, besides just supplying games?
PM: Well, I think that if you look back at what we achieved with Dreamcast, it's obviously been the harkening of the online console era. No other company has done that yet, and we're very eager to work with all three of our new friends to share what we've learned.

One of the key things I'm asking the guys at all three companies is, what is your philosophy on network gaming? We believe in it. It's been successful with us on Dreamcast, but over the long period, Dreamcast is going to ride off into the sunset and we need somebody to pick up the mantle for us, for what we believe is the future of gaming. So, that is the level of conversation that we're having on a global basis — not only the pure content conversations, but how do we ▶

▲ Peter Moore (top) is President and COO of Sega of America, and Charles Bellfield (bottom) is Sega's VP of Corporate Marketing.

◀ **The smell of the sea air, a beautiful clear sky, trees blowing in the breeze — why would anyone want to fight? Anyways, check out the multiple light sources highlighting Wolf's chest. Sweet, huh?**

surprise and perhaps, even more importantly, the adoption rate of people going online to play the game has been very, very strong.

So I think that it's not a leap of the imagination to believe that we can deliver on a PS2, for example. We already see that a third party's going to deliver a modem. We can build our network capabilities into that, and we've proved over and over again that we can build games that are very playable in a narrowband environment.

PSM: With you guys now in talks, hopefully Sony will get more on the ball with its online plan.
PM: I hope so, and I think all three companies need to, quite frankly. We often dismiss Nintendo, but Nintendo's hardware is built for this. They have as equal an opportunity as Microsoft and Sony to take advantage of this base, and to introduce it to a younger demographic that's becoming more internet-savvy each and every day.

So, it's really the three of them that need to get focused on this and, as I say, all three in our conversations have shown a great deal of interest. All three have left the option open, with the way they're building their hardware, to have full internet capability — I think they just need to figure out what they want to do. Sony in particular has made a lot of noise for a long time, but I think, to your point, have not really delivered a clear strategy that says "over the next 18 months this is what we're going to do, ▶

"When we look at where the installed base is going to be this holiday and going

▶ take that content and build a community and a network around it? I'm hopeful that is going to be the formulation of some announcements in the next few months.

PSM: We've lost a good portion of our life recently to *Phantasy Star Online*, so we know what you're after. We certainly hope to see more games like that.
PM: Yeah. It's important that Sega's been the innovator, whether it's *Seaman* or *Crazy Taxi,* just pushing the envelope in different areas. While they're not commercially successful sometimes, games like that certainly make sure that we don't get stale with our content.

We will not change from that stance, and I'm sure the platform holders will welcome that. Network gaming is something that's very near and dear to our hearts, and you've experienced it with *PSO*. I hope you were able to interact with people in Japan while you were playing it, because we think that building a global community through gaming is key. Now, is there a huge business model in place already? Probably not, but it's going to be the key to the future. I think that the platform holders who are able to grasp that idea have a key differentiator between their competition. We believe we can bring that expertise and help them. We're talking to all three companies and all are very open to the suggestions that we're bringing.

PSM: In the future, can you imagine PlayStation 2 gamers connecting to SegaNet and playing against Dreamcast owners?
PM: Most definitely — we said in our release that SegaNet becomes platform agnostic. We see *Phantasy Star Online* as a great example, where the sales have taken us by

▲ **Aoi Umenokouji practices Aiki-Ju-Jutsu, which focuses on a lot of reversals. She was added in *Virtua Fighter 3* (along with Takaarashi, the sumo wrestler), and looks better than ever running on Naomi 2. It doesn't hurt that the environment she's shown in is one of our favorites, a winter wonderland with snow that you'll actually push aside as you run around!**

▸ VIRTUA FIGHTER 4 on PS2

We still can't believe it — *Virtua Fighter 4* a PlayStation 2 exclusive? While we were still drooling over the first screens of the coin-op version, we grilled Sega's Peter Moore and Charles Bellfield to blast through the rumors and get the real facts on this huge announcement.

PSM: Will *Virtua Fighter 4* be a total PS2 exclusive, or will it just appear there first?
PM: Right now the only announcement for *Virtua Fighter 4* is on PS2 — and if I knew more I probably would tell you — but right now it's running on PS2 and that's it. It's obviously gonna be an arcade game under the *VFX* license, but right now it's for PS2.

PSM: How will the *VFX* brand be used? Everything that we've seen so far has been labeled *Virtua Fighter 4*... Can you clear this up?
PM: Sure. The last time I saw the development of this, in Yu Suzuki's office in Tokyo, there were two trains of thought running. There's a *VFX* logo and a *VF4* logo right now. Yu-san may determine that he doesn't want to split the brand equity, and go all *VF4*. Until I talk to him again, which should be in a couple of weeks, I don't know where he's going with it. When he gets in development mode, it's a bunker mentality. He hunkers down and doesn't see the light of day.

As you saw, everything looks beautiful. The one thing I will tell you is that when we were in Yu-san's office and we said — because *Virtua Fighter 3*, I think, was a little bit of a disappointment, particularly when you held up a game like *Soul Calibur* — but Yu Suzuki said "This will be the greatest fighting game ever." He's not one to throw that stuff around flippantly.

PSM: Was the decision to bring *VF4* to PS2 made at the beginning of the coin-op's development cycle, or sometime later?
CB: The development of the game for the coin-op and for the console has always been done simultaneously.

PSM: Is it the AM2 division and Suzuki-san working directly on the PlayStation 2 version? Or are they farming it out to...
PM: No, no. He doesn't do any farming out.
CB: He's producing this title directly.

PSM: Has there been any talk from Suzuki-san or others about how faithful we can expect the PS2 version of *VF4* to be to the coin-op?
CB: I think the comparison to draw is *Virtua Fighter 3* in the arcade versus *Virtua Fighter 3* on the Dreamcast. It's an extremely faithful conversion.

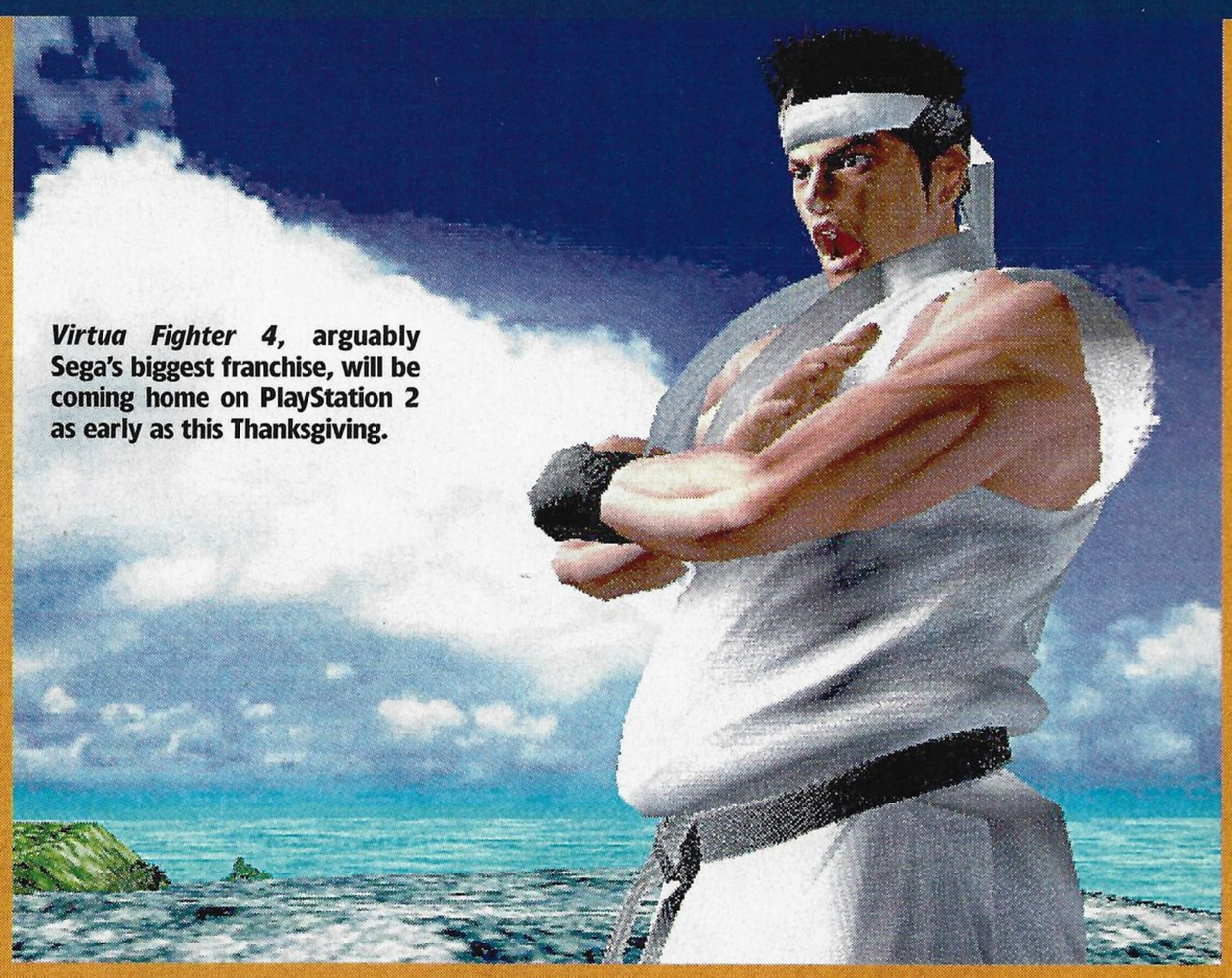
PM: I can't think of a reason why not, but that may be beyond my technical expertise, which most things are. I'll be sure to ask the question when I see Yu-san.

PSM: When will we see the PS2 version of *VF4?*
PM: Before Thanksgiving.

PSM: Do you mean that we will see *VF4* on retailer's shelves before Thanksgiving...?
CB: Let us just correct that. You will see it before Thanksgiving, not confirming whether it's here or in Japan at this point. Also, we have not announced the title for the retail version.

▲ **Kage has always been one of the most popular *Virtua Fighter* characters, and with this wicked new ninja getup, he's sure to remain a fan favorite. Just look at the detail!**

forward, clearly PS2 has got the advantage over Xbox and Gamecube"



***Virtua Fighter 4*, arguably Sega's biggest franchise, will be coming home on PlayStation 2 as early as this Thanksgiving.**

PSM: So, some lucky consumer *somewhere* in the world will have a finished copy in his hands by this Thanksgiving?
CB: We believe so. You know what software schedules are like.

PSM: When will we be able to get our first glimpse of the game running on an actual PlayStation 2?
PM: I really don't know yet when that's going to happen. Again, the first opportunity for us to do anything is probably at the Tokyo Game Show at the end of March, and I'm sure that's too soon. We just don't want to put that stuff out before it's absolutely ready to be shown.

CB: Don't worry guys, we'll get it done and send a copy over to you just as soon as we possibly can.

PM: Absolutely. We did a lot of research with the figures, and broadband adoption is being slowed even more now. There's technical difficulties, the ability for it to be available to so many people, particularly in rural communities — it just isn't there yet to build a viable business model around. It's tough enough with narrowband right now where every home has a telephone. We still believe — we've *proved* — that it's a very playable experience in the narrowband environment. Even with sports, which are faster, more twitch-style games than a *Phantasy Star Online*. I think that one of these guys might break away from their broadband strategy and say "You know what? We could easily put a modem in this thing and Sega can provide the expertise and the backbone. Let's one-up our competitors and bring gaming into the narrowband arena right now, and follow up with a clearly articulated broadband strategy for the future."

PSM: I certainly hope so. Moving on, are there any plans to develop a joint title with Sony? ▶

"We have a brilliant set of developers and I'm sure they're going

▶ **PM:** I'm sure that as we get further down the line, into what I call the rhythm of being a third-party developer and publisher, we'll have more time to look two years in advance and work together at the front-end with a Sony or a Microsoft or a Nintendo. There are some interesting things that we could do together, like the meshing of characters. Think of Sonic and Mario being brought together, with Yuji Naka and Shigeru Miyamoto working together on a game — what a blockbuster that would be.

So, I think that those opportunities are clearly there. I'm sure that those types of decisions right now are being discussed in Japan between Sony and Sega. With the innovative content that Sega can bring to a platform and the competitive nature of where the big three now need to be to differentiate themselves, it's not a stretch of the imagination to say that there's going to be a lot of collaborative efforts. Those things generally take two, two-and-a-half, maybe even three years from instigation to delivery to retail if they're going to be meaningful titles.

PSM: As far as working with these companies, will Sega focus more on exclusive titles for each console, or games that it can put across multiple platforms?

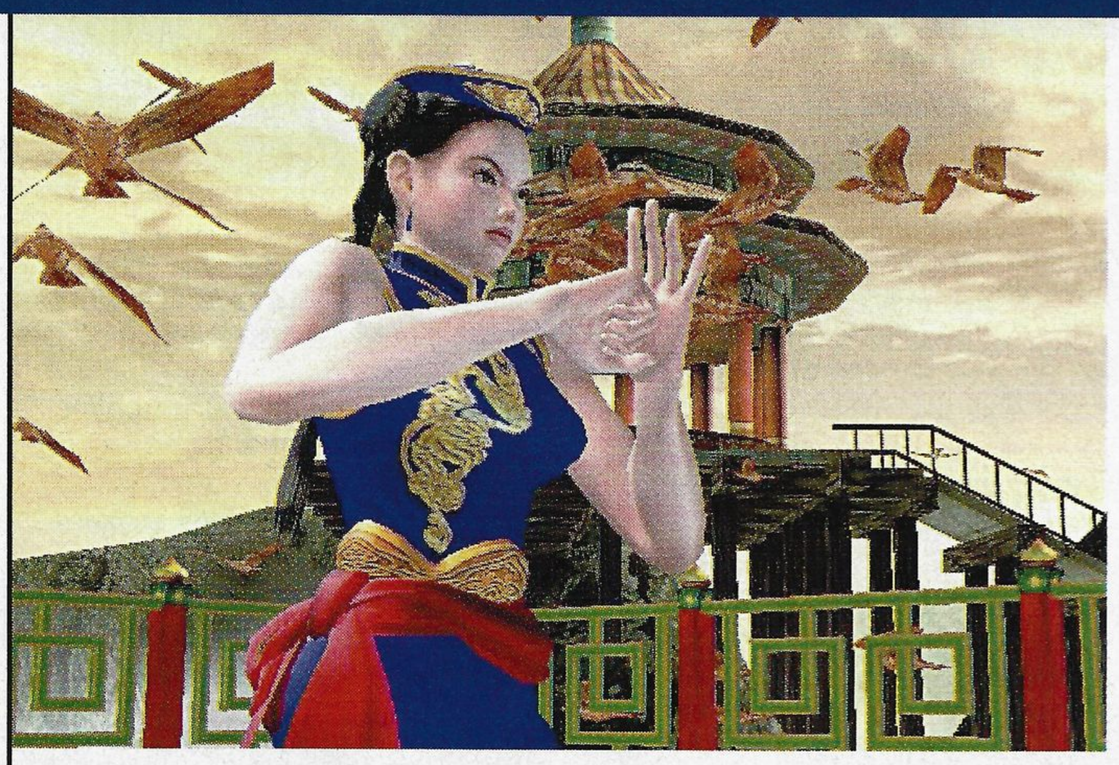
PM: We're not going to focus everything on exclusive titles — I don't think that business model works. Clearly PS2 has a very competitive advantage versus its competition because it's first to market. We also believe the PSone has a lot of life left in it, and we need to continue to explore how we can bring over content from our previous platforms that are compatible with that generation of machines. I don't think there's a clear strategy to say we're only going to do exclusives or we're not going to do exclusives. I think it's somewhere between the two — that's pretty common as a third party.

PSM: So then, as one console dominates at a particular time, it will influence your decision...

PM: I think so. As much as you like a company, if they're a distant third you can't afford to focus your resources on them. I'm not saying that's one company or another, but you've got to fish where the fish are. I do see a strong relationship building between Sony and Sega that certainly puts Sony in the driver's seat right now, because they're finally catching up with the production of PS2. When we look at where the installed base is going to be this holiday and going forward, clearly PS2 has the advantage over Xbox and Gamecube.

PSM: Can you say what amount of Sega's efforts will be placed behind PSone and PlayStation 2 versus the other consoles?

PM: I guess the significant amount of effort is on Sony platforms for right now. One of the things that we're trying to work out is how we play on PSone. What can we bring to that? We can't port down Dreamcast games very easily — if at all, in some instances. As for what we develop from the ground up, we're still — as many companies are — working our way through the PS2 dev kits and figuring out what's applicable and what isn't. So, I think it's fair to say that in the short term, we really need to catch up with our ▶



▲ **With the massive power of the Naomi arcade board (and the PlayStation 2), *Virtua Fighter 4* features an unprecedented amount of environment detail for a fighting game.**

▶ BRINGING BACK THE CLASSICS

PSM: With the recent success of *Phantasy Star*'s revival, will we see the return of other classic Sega franchises like *Shinobi, Golden Axe, Streets of Rage* or *Outrun* on PlayStation 2?

PM: Well, we shipped our *Smash Pack*/Dreamcast bundle three weeks ago now, which features a number of those games in Genesis form running on an emulator. It's had huge success, taking even ourselves here by surprise.

So, yes, the jewels that any content company has is primarily driven by its back library, particularly as we look at hand-held and what we can bring to Gameboy Advance, and so forth. One of the things that we must find out from our end is what we can possibly bring to PSone, and that's something that we're looking into.

CB: We haven't made any announcements about specific titles, but you will definitely see our back catalogs coming to new platforms in refreshed games.

PSM: In updated versions?

CB: Yeah. Oh yeah, sure. An example there is *Phantasy Star.*

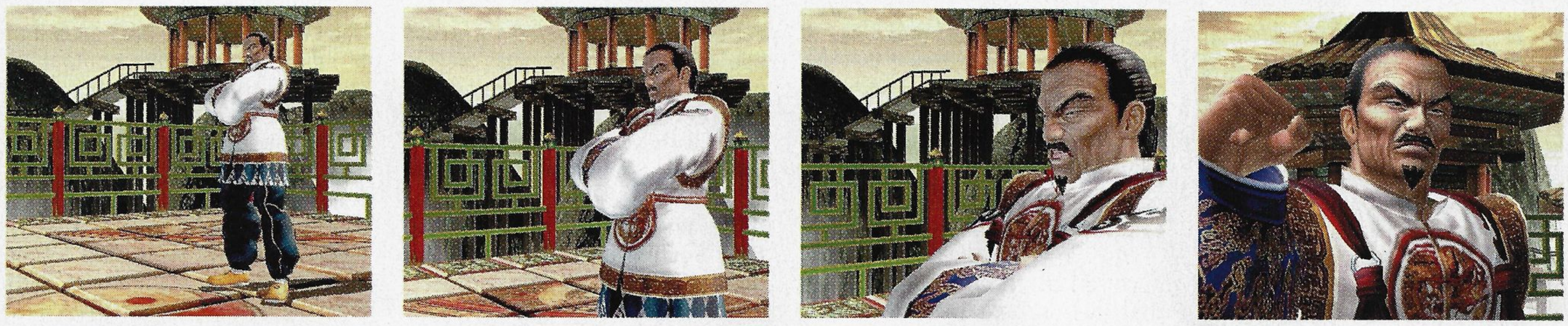
PSM: Any chance that you could give us some hints as to which Saturn games will be brought over to PSone?

PM: We're kind of delving through that right now. We might do some original stuff. We're a great believer in anything that's got that big of an install base. So, we're actively researching that right now, both from a technical perspective as well as a marketing perspective of what content's gonna work and what we can bring to that platform.

PSM: Speaking on behalf of our readers, everyone wants to see a PS2 *Panzer Dragoon* game, or maybe *Panzer Dragoon Saga* brought to the PSone. That was an excellent title that, because it came out so close to the end of the Saturn, didn't get the exposure that it deserved.

PM: If I were a betting man, I would say that your readers will not be disappointed.

▲ **Akira and Wolf square off on Jeffry's island. Just look at the muscle detail on Wolf! And Akira's no slouch either, with a gi that flaps and conforms to his every movement.**



▲ Lau is perhaps the best example of the stunning amount of detail going into this game. Looking at the detail in his face, it's easy to see that the graphics techniques learned while making the realistic characters in *Shenmue* (Yu Suzuki's last big title before taking on *VF4*) have had a big influence. However, this game goes far beyond what was possible on Dreamcast.

to get things out of the PS2 that nobody would have dreamed of"

Snow falls, flags wave in the wind, clothes move realistically — details like these bring the game to life.

▶ third-party competitors. At this point we do have a disadvantage, in that the other guys have an 18 month head-start on us. We've got more of a clean slate on Xbox and Gamecube. However, we recognize that that 18 month start also equates to larger installed base numbers and we need to chase after that as quickly as possible.

PSM: Do you feel that Sega has the ability to be a deciding factor in the upcoming console wars, based on which titles it brings to which systems?

PM: I look back at the launch of Dreamcast and a title like *Soul Calibur*. It came from Namco and had a huge effect on the success of our launch, and it was exclusive to our platform. It was very integral to the great first weekend and the great Christmas that followed, and that game continues to sell for Dreamcast. Does a software publisher have the potential to determine whether a platform lives or dies? I don't know. It all depends on what level of content you can bring to the other platform.

I think that Sega marshaling its resources can have an incredible effect on the success of one platform — maybe not to the detriment of the others. If a platform is looking for that level of content, that's a huge advantage. So, the fundamental question is "Can we play king-maker?". I certainly think that it's a role that has potential for us, but right now there is no definitive plan to say "we're going to jump on this platform because we don't want that one to succeed." I think all three platforms recognize the power of what Sega brings and it's unlike any other line-up of content that any other publisher has in the marketplace right now.

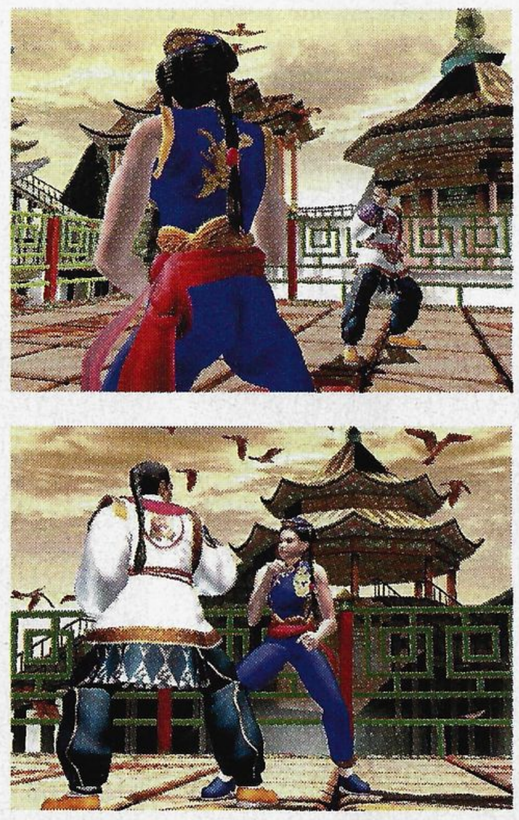
PSM: While most people support Sega's new direction, some companies, like EA, have stated that they don't think it's a great idea. Do you think some third-party competitors are scared?

PM: Let's focus on EA and the one common denominator that's made us both successful: sports. Our Sega Sports brand is a very powerful part of what made Dreamcast successful in the early going and kept it going in difficult times. Sports is a major part of Sega's overall revenue, particularly in the U.S. It's been many years since Sega and EA met on the same platform, where gamers could evenly compare their *Madden* franchise versus our *NFL2k* series.

I don't think that EA are overly paranoid about Sega coming on, but there's been some animosity because EA chose not to support Dreamcast. We are relishing the opportunity, on a pure head-to-head basis, to take on their content versus ours. I think that's good for gamers, because it will drive us both to greater levels of quality in our content. So, what's behind EA's comments? I guess you'd have to ask EA. We're very confident of our position in the marketplace and what we can achieve.

PSM: When will we start to see the Sega Sports line on PS2?

PM: Not that we can announce, but I can tell you that we recognize the position that the PS2 is going to be playing in the market in the next 18 months. With that in mind, plans are already being finalized and resources being allocated ▶



▲ It looks like Lau and Pai will continue their father/daughter feud in *VF4*. In the video footage shown at a recent arcade show in Japan, these two trade blocks and parries so fast that it would make Jackie Chan's head swirl. We can't wait to see how that action plays.

▶ to titles for 2002. Clearly, PlayStation 2 plays into that, and when you put the importance of what the PS2 will be in the marketplace with the importance of what Sega Sports will be to us, it's easy to see how the two need to be linked very quickly.

PSM: In the past, Sega has criticized Sony's PS business...
PM: We were only kidding! [laughter]

PSM: Has your view of their business changed since, say, the launch of Dreamcast?
PM: This industry has always had a rich history of marketing campaigns like "Ninten-don't" or whatever, and I think the gamers like that. They love to see the platform companies go at it. Even from outside of the industry I looked at it and I always thought it was very healthy when people would competitively go at each other. I like it because it shows a belief in your product, where you feel strongly enough to call out the other guy in the advertising and take them on. I think it benefits the consumer because it makes everybody strive to prove the other guy wrong.

As a company, we have nurtured a brand over the years that has perhaps been the most irreverent of the big three, and when I came on to run marketing I wanted to keep that going. So while you've seen some pretty irreverent and maybe inflammatory comments in ads from us, it's all done in the spirit of competition.

From our point of view, I've always maintained a good working relationship with people at Sony, and there's never been a deep-rooted animosity where everything got personal. Sony has, both in private and in public, expressed a great deal of admiration for our content and we express a great deal of admiration for what they've done with PlayStation and what they continue to do with PS2. I think we can benefit from each other very greatly.

PSM: Was there ever a chance that Sega would be bought by Sony, Nintendo, or Microsoft?
PM: No. Conversations about high-level collaborations are always being had, but buying a creative company is a difficult proposition. If a company's employees are dragged kicking and screaming into something, or if the cultures clash, I think it's a very dangerous thing. It's one thing when two banks buy each other — then you get physical things like customers and locations and you can always replace the employees. But we're talking about creative communities, that's our core — that, and our brand equity. Our buildings and real estate don't mean anything. So I think that bringing two creative companies together that clash rather than compliment is a difficult thing. I don't think there was much chance of that happening at all, regardless of what you may have read.

PSM: While we're talking about rumors, I read somewhere that Charlie had said that Sega had 59 titles scheduled for release by the end of fiscal year 2001...
Charles Bellfield: That's 59 titles already in development across all platforms worldwide.

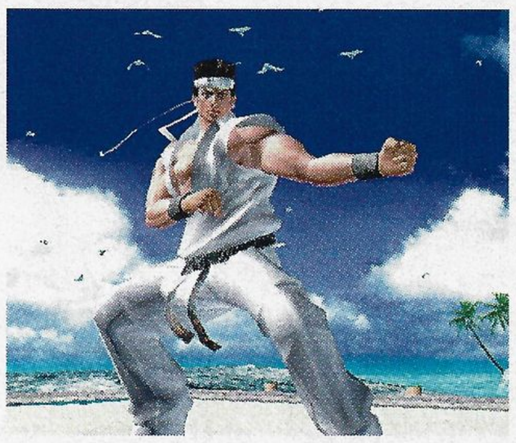
PSM: Did you also say that 29 of them were not on Dreamcast?
CB: I did not say that.
PM: I think he was misquoted.

PSM: So there's no way yet of calculating just how many Sega games there will be for platforms other than Dreamcast? ▶

"There's been some animosity because EA chose not to support Dreamcast"

▲ Could we be any more stoked to get our hands on a copy of *Virtua Fighter 4*? Answer: no. With amazing graphics and new gameplay features such as full, free 3D movement for every character, Sega will set the standard that all other next-generation fighting games must meet.

We've also heard that the game will be more accessible to beginners, possibly by automating certain tasks (kind of like the auto-blocking in the *Street Fighter*). Advanced players shouldn't worry, though — the game will still be plenty deep.



When you see this level in action, you realize that the birds also fly low, right through the middle of the fighting area!

▶ **PM:** Well, yeah — not that we'd tell you [laughter]. With a lot of titles, we develop a lead version, and then as the game moves along we determine whether we port it across to other platforms. So, even if something is trucking along right now on Dreamcast, for example, there's nothing to say that it couldn't go elsewhere once it's further along in its development cycle.

PSM: Sega has said that it will look at each game that it develops and evaluate which console would be the best fit for it — that sounds like *Sonic* is a shoe-in for Gamecube. Is there any chance that we'll see Yuji Naka and his Sonic team doing PS2 games?

PM: Remember, Naka-san did *Phantasy Star Online*. *Phantasy Star Online 2* — should such a beast ever come out — where would that fit? Naka and *Sonic* are obviously intertwined, but he's bigger than just *Sonic*. So, the *Sonic* demographic — which isn't as young as some people think sometimes — might fit well for Gamecube, but he has other content within his teams, such as *Phantasy Star*, which may not fit as well with a Gamecube demographic.

PSM: Do you think that Sega's teams will find specific consoles that they like to develop for more than the others, and then make games mostly for them?

PM: I think you will find that certain teams will get a liking and a comfort level with a particular piece of hardware, and that might dictate their content. But going forward it makes no sense to bring out something that's contrary to a console's demographic.

PSM: What about completely original titles? Can you predict when we might see the first totally new PlayStation 2 exclusive game, or even Xbox or Gamecube exclusive games, coming out from Sega?

PM: I couldn't predict right now — I'll know a lot more when we go over to Japan in a couple of weeks. We are under full development on all platforms and I think a lot of those decisions are on the cusp of being made right now. Those announcements may be as early as E3.

PSM: Cool. A lot of people are excited to see just what Sega can do with the PS2 that's just completely new and original.

PM: Yeah, I'm sure. I'll start poking around when I go over there and I'm sure I'll find some real gems are underway. We have a brilliant set of developers and I'm sure they're going to get things out of the PlayStation 2 that nobody would have dreamed of.

PSM: If you had to personally place money on the outcome of the next console war, who would you pick as the winner?

PM: I don't think I'm in the position... I don't think anybody's in the position, because we're all having to place bets. Like any publisher, you have to spread your bets until you get better information on the field, and we're still gathering that information. We're doing it on a personal level by visiting the platform-holders. It's an interesting race because all three companies have something different going for them, whether it's a head-start with an install base, a rather large checkbook, or a track record of always doing things well. Our philosophy right now is to focus on all platforms and to start, as I say, getting in the rhythm of being a third-party developer and publisher and seeing where the cards lie.

PSM: What will your presence be like at the E3 show this May? Will you still focus mostly on Dreamcast? Will you have games for other consoles to show?

PM: It's going to be down to the wire, it always is. We try to squeeze the development studios to get playable demos to us, and that takes time. Our focus with Dreamcast is still extremely important to us. We've got a lot of great content coming out. We've got hardware that's moving very well. My hope is obviously, that we'll be able to show demos running on other platforms as well.

PSM: Well, that's all of our questions for now — thanks so much for your time. We certainly wish you the best success in the future, and we hope that you'll give a lot of support to us PS2 and PSone owners!

PM: Yeah, we look forward to talking with you again, and having more of these chats as our relationship with Sony develops and we have more announcements to make. As things become more concrete, we will certainly share them with you. We want to start building that bridge to PlayStation owners, and this is a great way of doing that.

▶ FORGOTTEN FRANCHISES

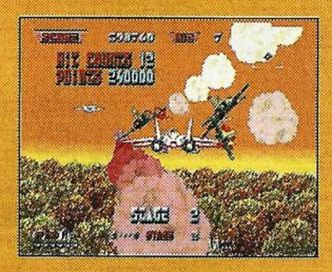
Due to the successful resurrection of the *Phantasy Star* series, Sega is taking a hard look at several more of its classic games to see what can be brought back. We've listed our top candidates below. None of these titles were ever updated for Dreamcast, and in most cases, didn't make an appearance on Saturn, either.

Out Run

What could be better than racing a red Ferrari by the seaside on a sunny day, with a hot blonde sitting next to you?

Afterburner

Afterburner revolutionized flight combat. Today's hi-end graphics could take the game's full-throttle action to a whole new level.



Hang-On

A lot of bike racing games have followed, but *Hang-On*, with its fun arcade-style controls, could come in and take over the genre.

Shinobi

This is one of Sega's most loved franchises ever — what happened? Fans will always love ass-kickin' ninja action.

Streets of Rage

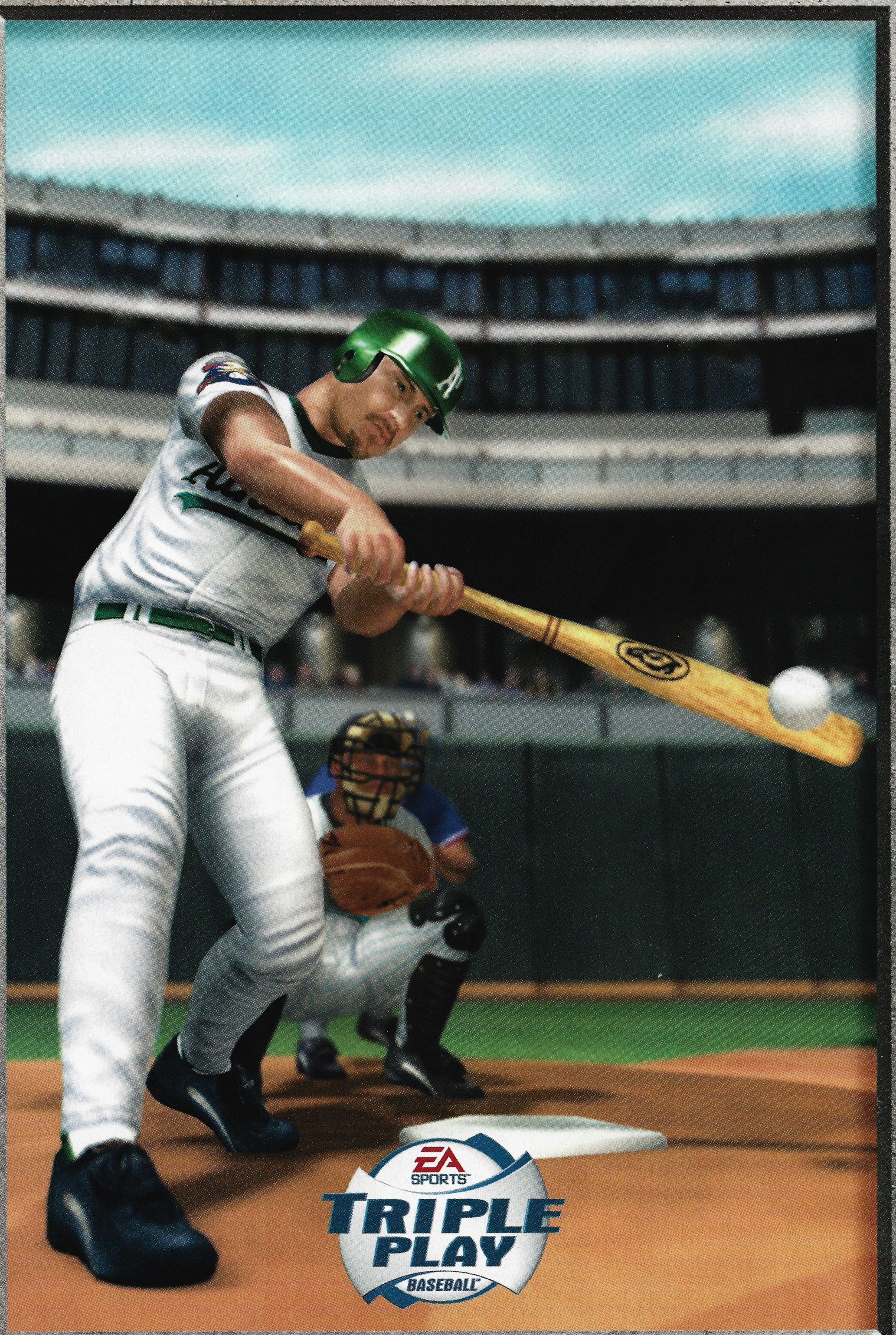
This popular Genesis series could be brought back as the next generation beat-'em-up that *The Bouncer* should have been.

Golden Axe

In the same way that *Streets of Rage* could be brought back to revolutionize the action genre, so could *Golden Axe*.

Panzer Dragoon

The Saturn's only great original series is primed for a comeback. Sega's dropping major hints that we'll see it again soon.



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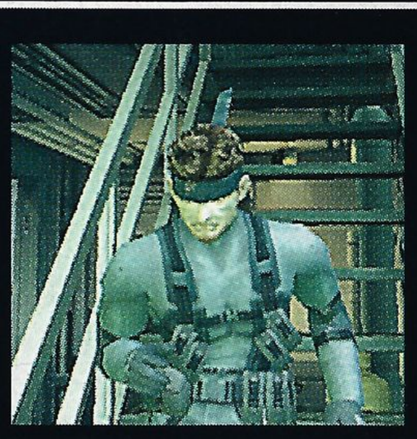
PC

MAJOR LEAGUE BASEBALL

MLB PLAYERS CHOICE

PlayStation.2

METAL GEAR SOLID 2: BELIEVE THE HYPE



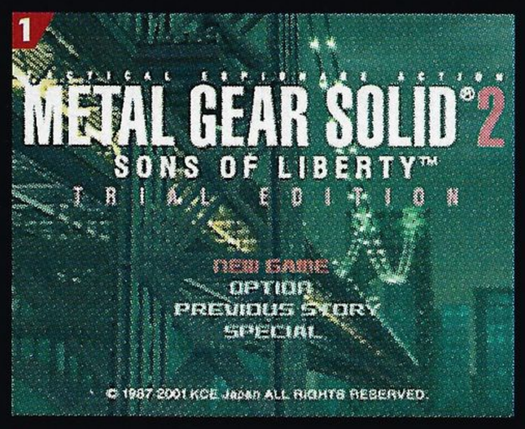
After **20 hours** with the demo, this game is all it's **cracked up** to be

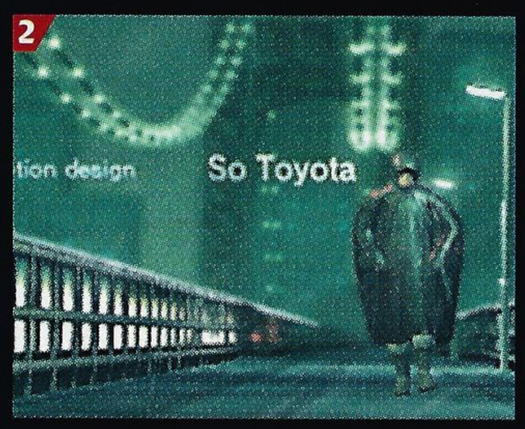
We've sunk hours upon hours into playing the *MGS2* demo, and you want to know the *really* scary part? We're don't plan on stopping anytime soon. This game is just *that damn good*. No matter how high your expectations are, rest assured that Konami's top gamesmaster, Hideo Kojima, and his team will meet them.

If you watch all of the story scenes and aren't in a hurry, it will probably take you just under an hour to finish the entire demo your first time through. However, if you practice and take the most direct route to the boss, you can whip through in two minutes or even less. Don't let that worry you though, because there's plenty to see and do, enough to keep you playing this demo longer than you would many full games.

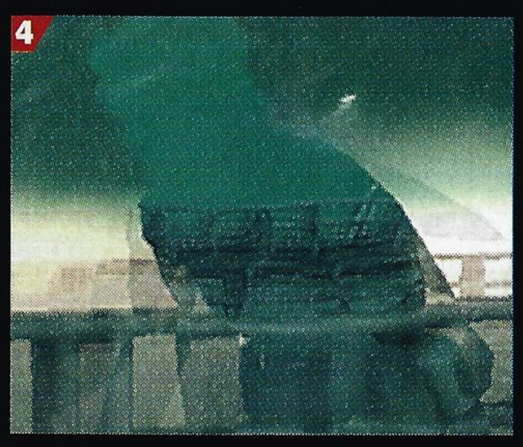
The great thing about this game is that there's just *so much* that Snake can do. His many new moves, plus the fact that the enemies are much smarter than before, make for countless different scenarios. We've amassed a ton of classic "*MGS2* stories", memorable situations that we ended up in that are either hilarious or just plain cool.

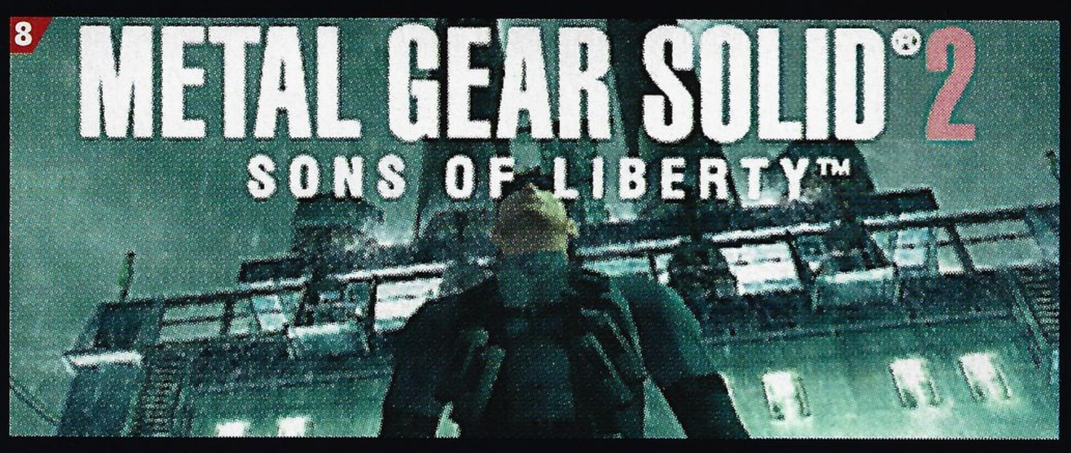
The basic gist of the demo is that, since the events of the last game (which took place two years ago), Revolver Ocelot has sold the plans for the previous Metal Gear to nations all over the globe, and a deadly new arms race has begun. Snake has been sent to sneak onto a ship and get info on a new type of Metal Gear that's supposed to be onboard. But when terrorists take over the ship, the crap hits the fan and away we go...

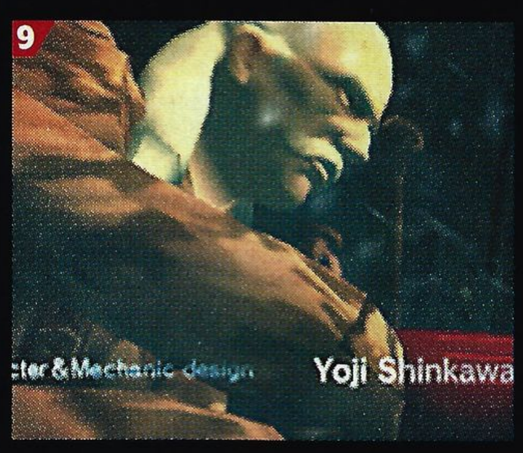




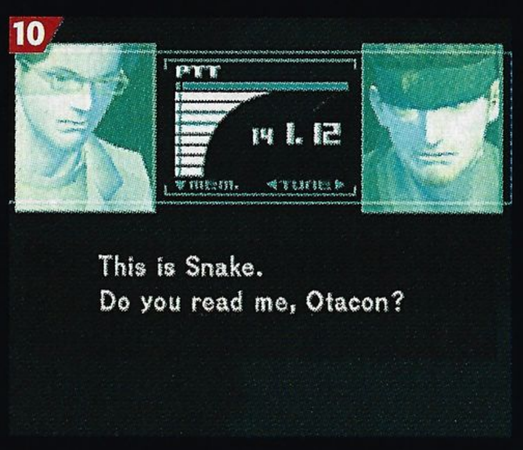
1 Welcome to the *MGS2* demo! This is the screen that comes up when you first load up the game. You can select "Previous Story" to read an 11-page synopsis of the previous game, or "Special" to see all of Snake's different moves being performed. 2-4 When Snake first appears, we're not sure it's him — that is, until he activates his stealth suit.

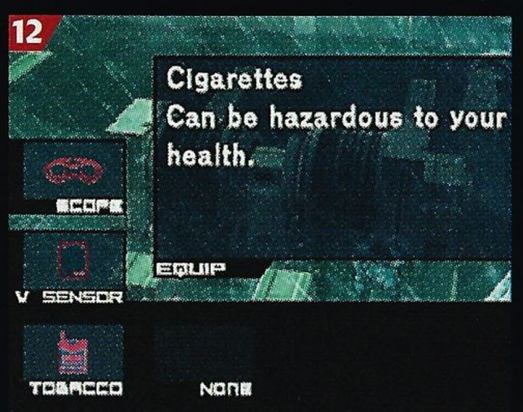




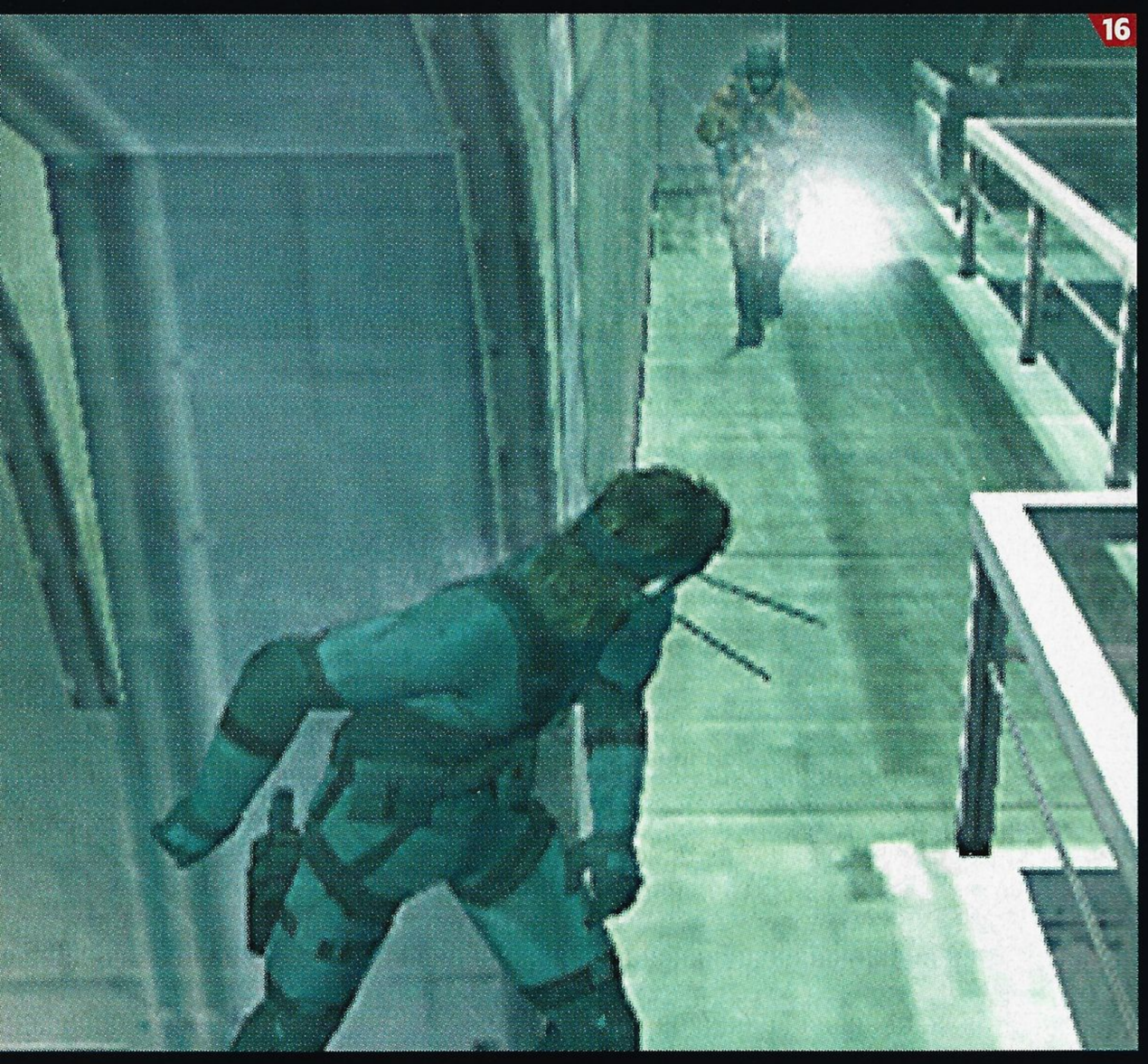


5-6 Once cloaked, Snake starts to run, then dives off the George Washington bridge in New York. Don't worry, Snake's got a nice bungee cable to slow his descent. 7 When Snake lands on the freighter below, his impact disables the stealth suit — bummer. Snake says that he hadn't planned on relying on it too much, anyway. 8 Snake takes a look around, slowly stands up, and the adventure begins. Nice cinematic intro, huh? 9 But what's this? Revolver Ocelot watches Snake from a nearby chopper, and seems to have been expecting him...





10-11 Once onboard the ship, Snake contacts his old buddy, Otacon, via his Codec. It's been two years since the events that took place in the first *Metal Gear Solid*, and the two now work for an anti-Metal Gear group called "Philanthropy", a fringe organization that's just barely recognized by the United Nations, but is still fringe. 12 Like always, Snake starts his mission carrying a pack of cigarettes — he says that it's a good luck charm. 13-15 Snake's mission is simply to get info on the U.S. Marine's new Metal Gear prototype that's on the tanker, but that all changes when Russian terrorists arrive and take control.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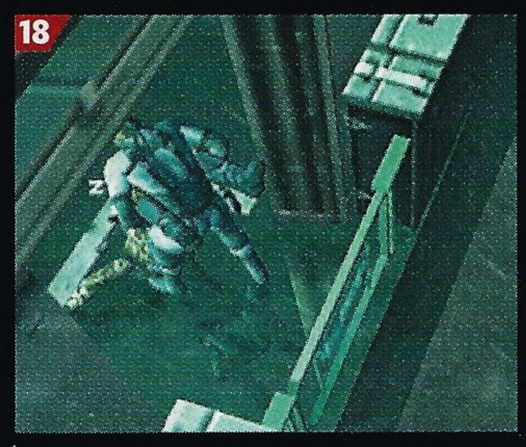
"Why not just **throw** all of your fallen foes off the **side** of the **ship**?"

17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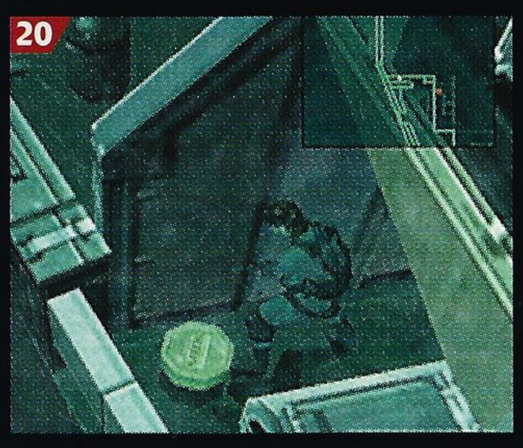
19

16 Once the initial story scenes are over, it's time to get sneaky! The deck is a good area to get your feet wet, because there aren't many guards and there are plenty of places to hide. Here Snake shows off his new "look around the corner" move, which is as useful as it is cool looking. **17-18** You'll quickly learn that if knocked out guards are left lying around, they'll be discovered. So, why not just throw all of your fallen foes off the side of the ship? There are two gates where you can do just that. **19** All of the lights that you see can be shot out.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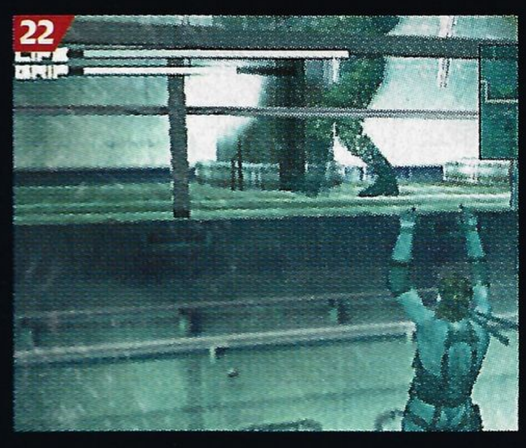
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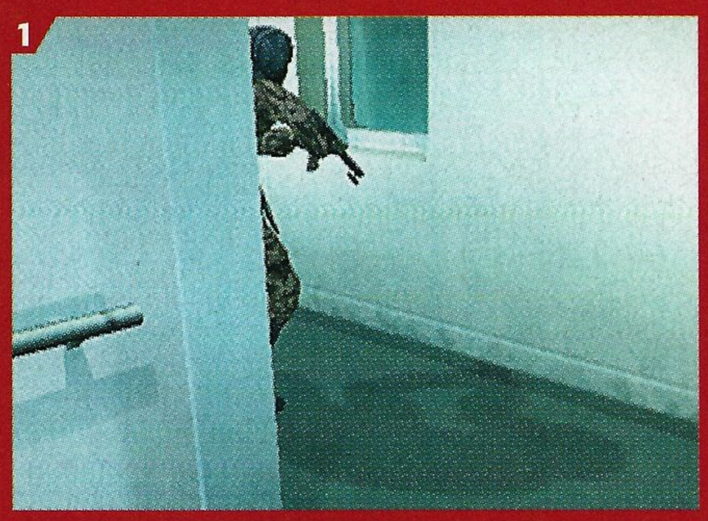
20-21 There are plenty of items lying around on the deck of the ship, if you know where to look. A few rations never hurt, and hardcore fans of the series will be glad to see that a cardboard box can be picked up right off the bat. **22** One of Snake's coolest new moves is that he can hang from almost anything, and even drop down on unsuspecting guards below, knocking them out. Snake can only hang for so long, until his "Grip" meter runs down. A basic strategy is to hang around until an enemy passes, then hop up and attack him from behind.

IT'S ALL ABOUT THE LITTLE DETAILS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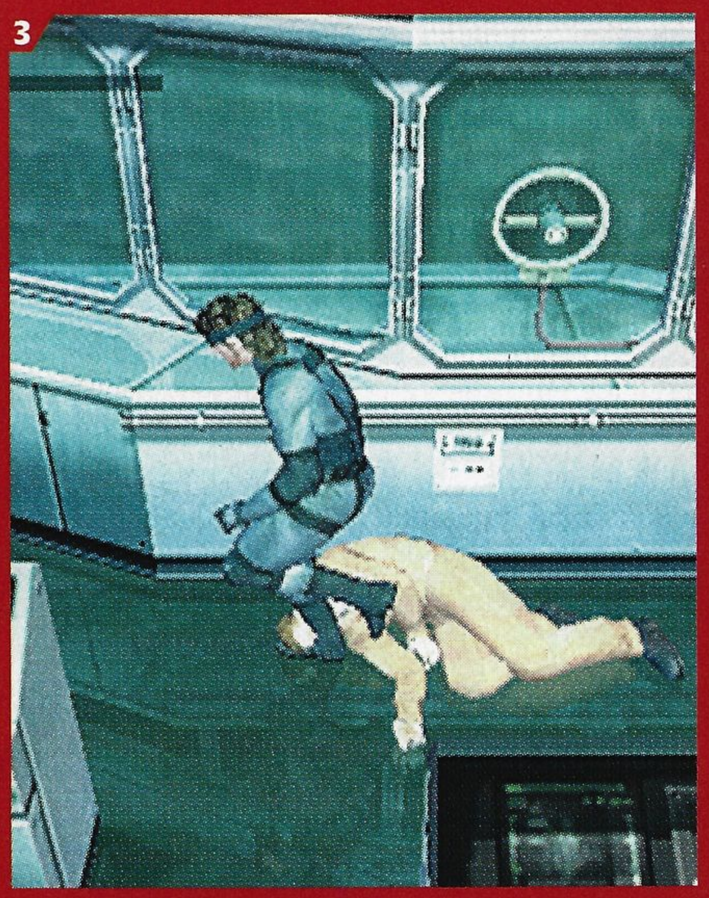
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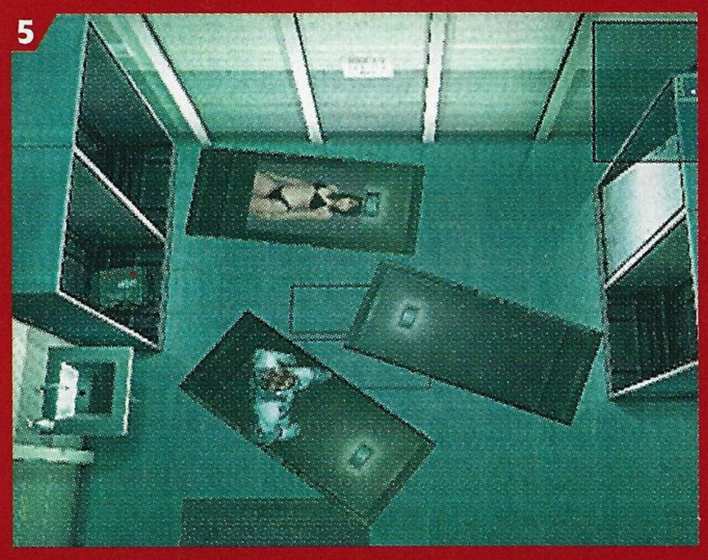
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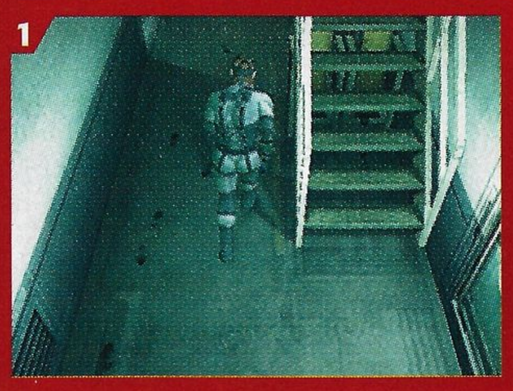
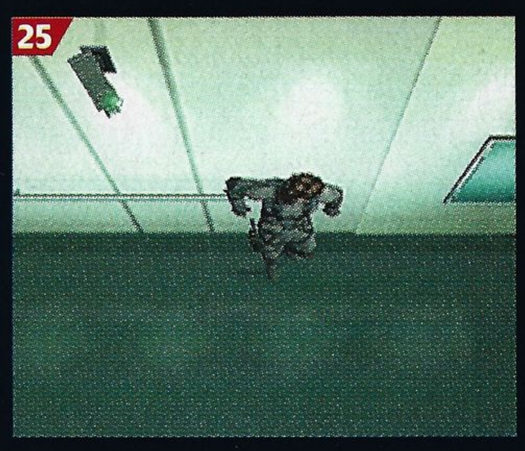
1 You can see enemies coming by spotting their shadows. 2 While aiming in first person, you'll pull your gun back if you're too close to something. 3 Snake carefully tiptoes over bodies. 4 While inside a box, you can peek through the handle. 5 You can knock locker doors off by punching.

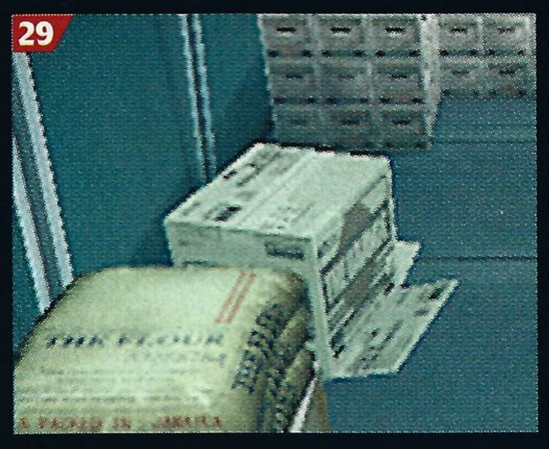
COVER YOUR TRACKS



1 When you first enter the ship, you'll leave wet footprints all over the place. Even after you've dried off, you'll want to avoid puddles or else your problems will start all over again. 2 If you get shot and take damage, there's a good chance you'll start to bleed. You'll leave a blood trail, and your energy will drop until you use a bandage.



23 There are several watertight doors that lead to the inside of the ship, but not all of them will open depending on the difficulty level selected. You can hold the triangle button to open the door slowly, or tap triangle to open it fast. 24 With his back up against a corner, you can press square to make Snake pop around for a quick shot. 25 On easy difficulty, the cameras are stationary, but on hard, they scan the room. 26-27 There are plenty of places for creative players to get the jump on the guards.



28-29 One of the last rooms in the demo is this supply room. You can get a wet cardboard box outside, but you can only get a dry one from in here. Once you pick it up, you will trigger a guard who comes in — luckily, your box disguise fits right in with the other boxes. 30 If you don't feel like hiding in your box, just take the guy out. You can still aim your gun while you're lying down, so crawl underneath the supply rack and knock the guy out with a well-placed tranquilizer. 31 After knocking out a bad guy, you can drag the snoozing lug anywhere, even up stairs.

"Luckily, your box **disguise** fits right in with the other **boxes**"

BEFORE YOU START...

1

"In the Darkness of Shadow Moses:
The Unofficial Truth"
Author: Nastasha Romanenko
Reviewed by George Franklin

Some topics in the recent American past have the immediacy and the power that engage our collective imagination still. Names like The Grassy Knoll, or Roswell, roll off our tongue

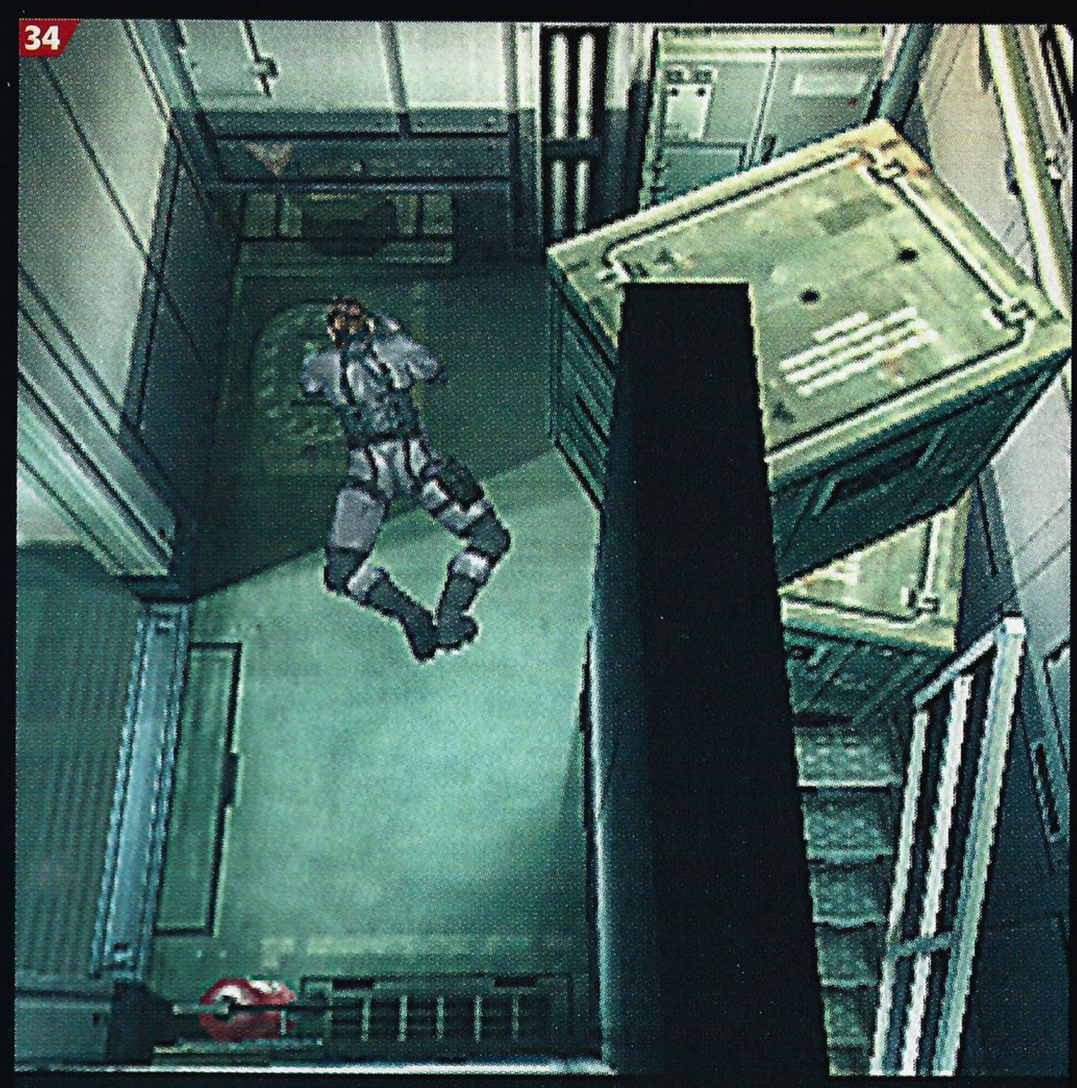
1/11

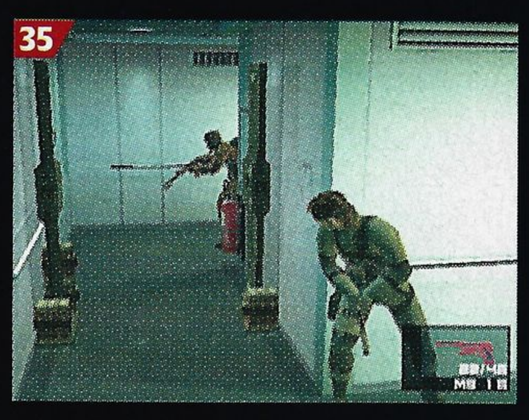
2

ADVANCED ACTIONS

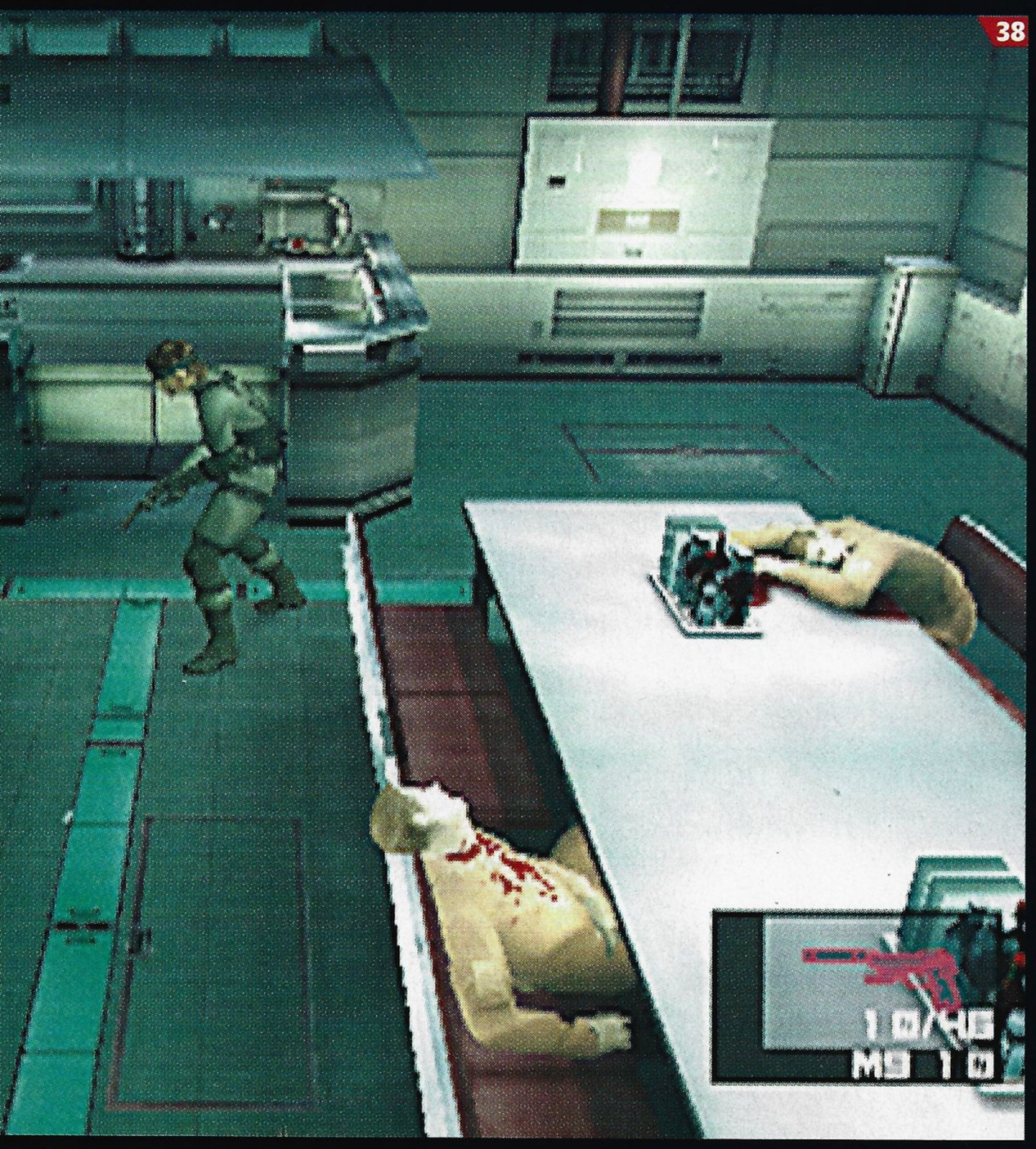
■Hold Up
Sneak up to enemy w/o being found & hold up handgun by pressing □ button to make enemy hold up. While holding up, enemy cannot do anything.

1 This demo's so cool, it's even got stuff to keep you entertained while you *aren't* playing. You can read a very entertaining account of Snake's previous adventure, or... **2** You can watch movies of Snake demonstrating all of his cool new moves.

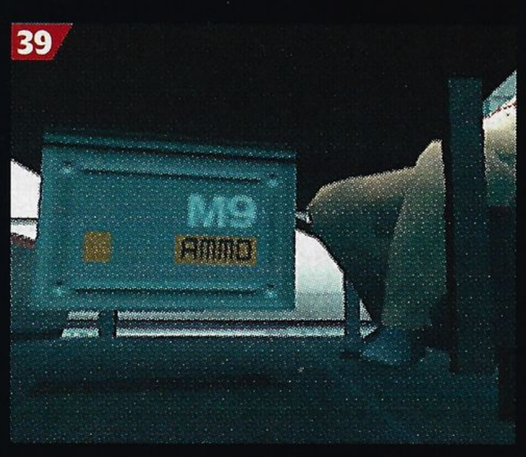


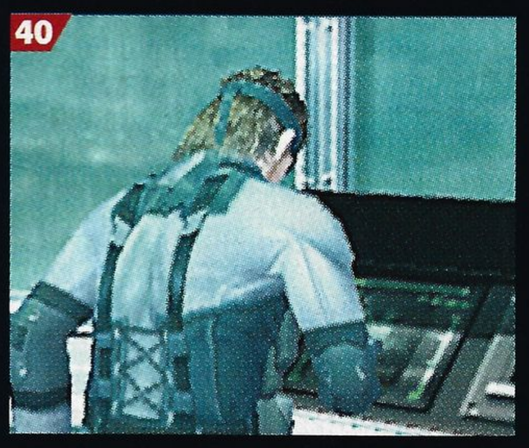


32 When Snake stands in dark spots like this one, it seems like he's harder to detect. In one room in the demo, shooting out a light bulb casts the whole room into darkness. **33** Lockers can be found in a couple of different places, and a few of them contain useful items. Here, Snake finds the USP, the only gun in the demo that fires real bullets. **34** Snake still gets to crawl through airducts. **35-37** This trap is lethal. Shoot the fire extinguisher or light up a cigarette to avoid the lasers, or it's BOOM.



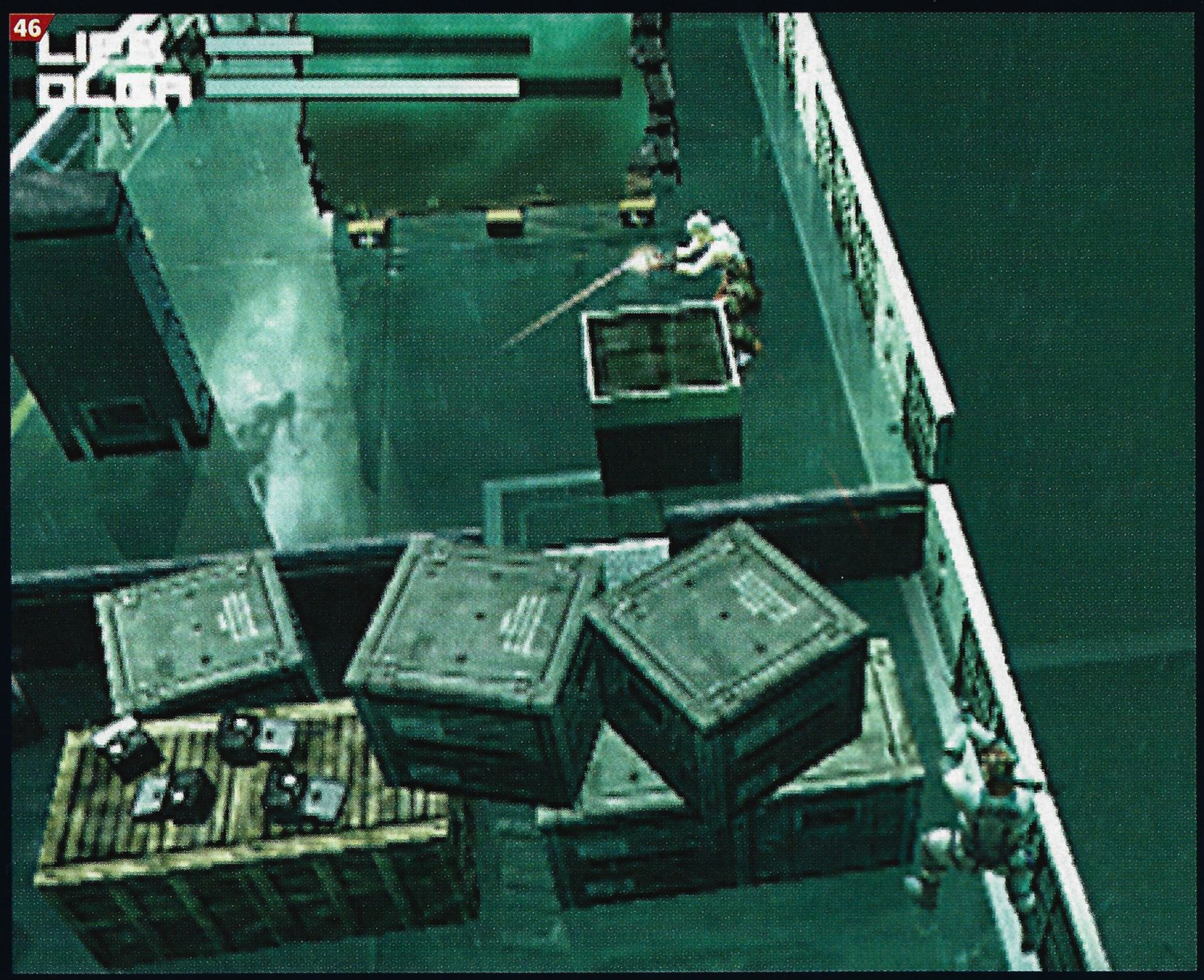
38 When Snake reaches the galley, he finds a gruesome sight. **39** If you can stand being so close to dead folks, you'll find extra ammo hidden beneath each of the tables in this room. **40-41** When Snake finally reaches the bridge, he learns the coordinates of where the terrorists are taking the Metal Gear. Then, he looks out to the deck and sees... **42-43** ...Olga, an intriguing member of the terrorist forces, and your first boss fight. It turns out that she's the daughter of the Russian colonel who seems to be in charge of things on deck.





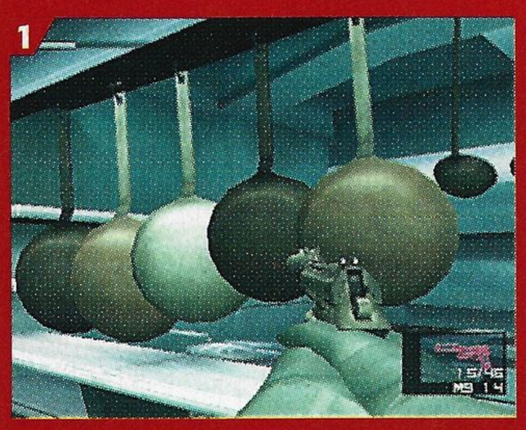
Father, I want to fight together.

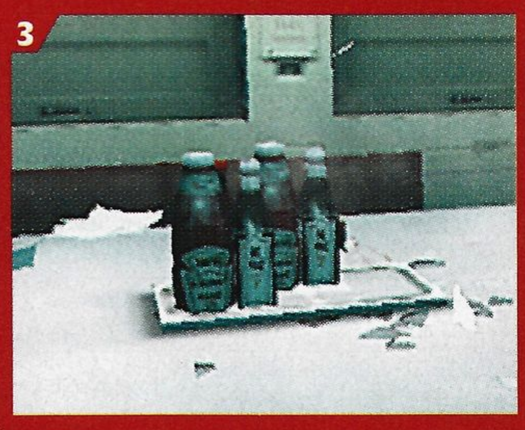
Need I remind you that you are carrying my grandchild?

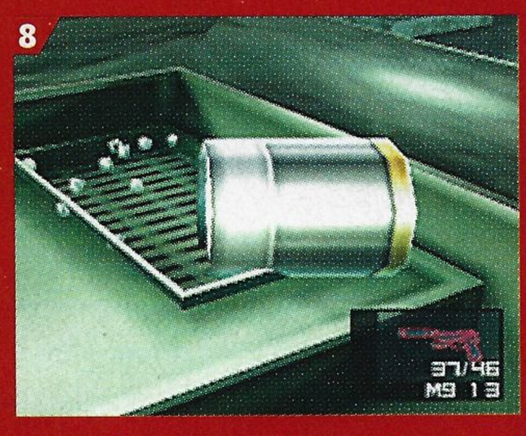


44-45 Snake gets the drop on the mystery woman, and the following story sequence is one of the coolest scenes we've ever seen in a game. Get ready for some *Matrix*-style action! **46** Time for a boss fight! The action here is *way* cool — the only downside is that you know you're about to finish the demo. Each of you are separated by a wall in the middle of the battlefield, so it's a pure gunfight. **47-48** During the battle, Olga will occasionally stop to talk, giving even more insight into her character.

SHOOTING GALLERY



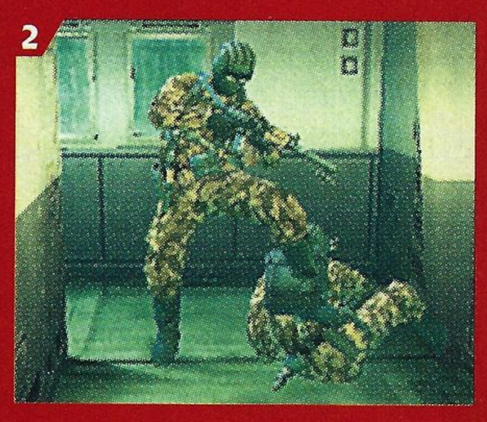




1 Let's take a look at all the things Snake can bust a cap into. First off, these hanging pots in the galley make a nice "pang" noise when shot. **2-3** You can even shoot napkins, and... **4** Melons, and... **5** Bottles, and... **6** Magazines, and... **7-8** This bucket filled with ice cubes. If you watch the ice cubes, they melt — and the ones closer together melt slower!

FUN WITH GUARDS

1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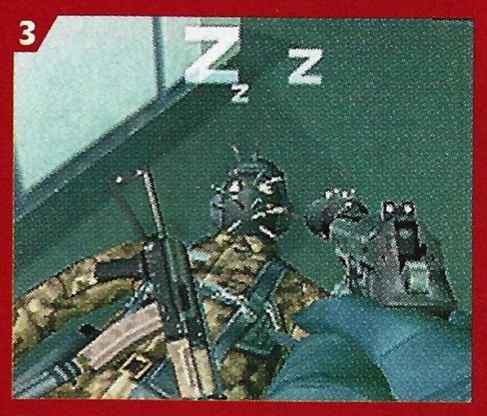

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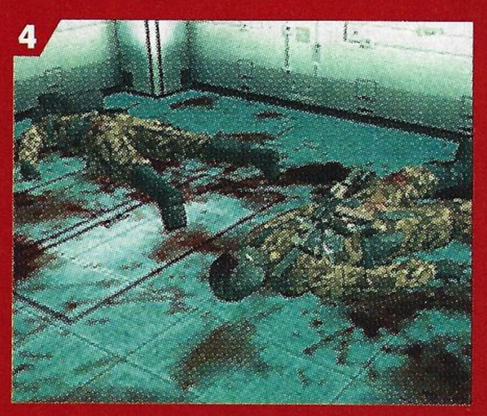
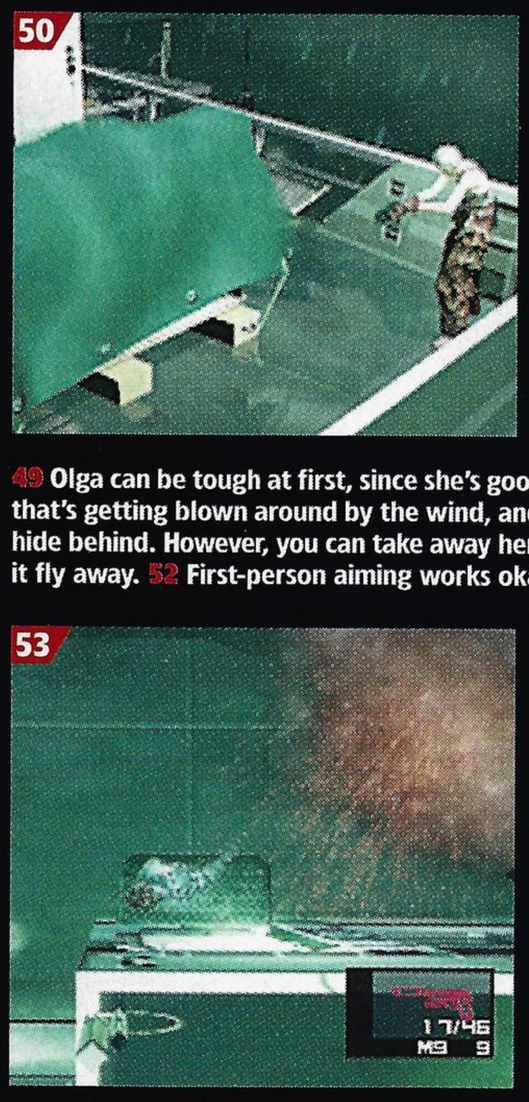
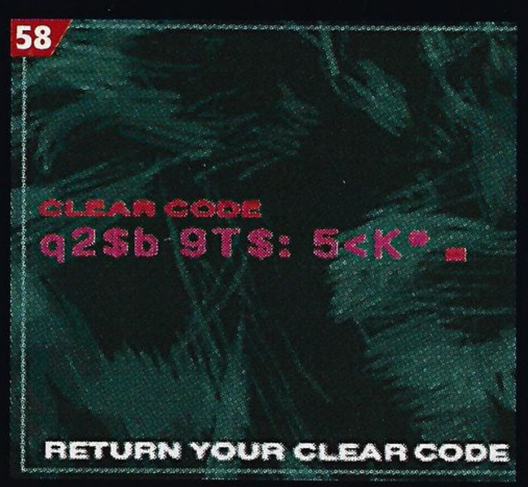

4

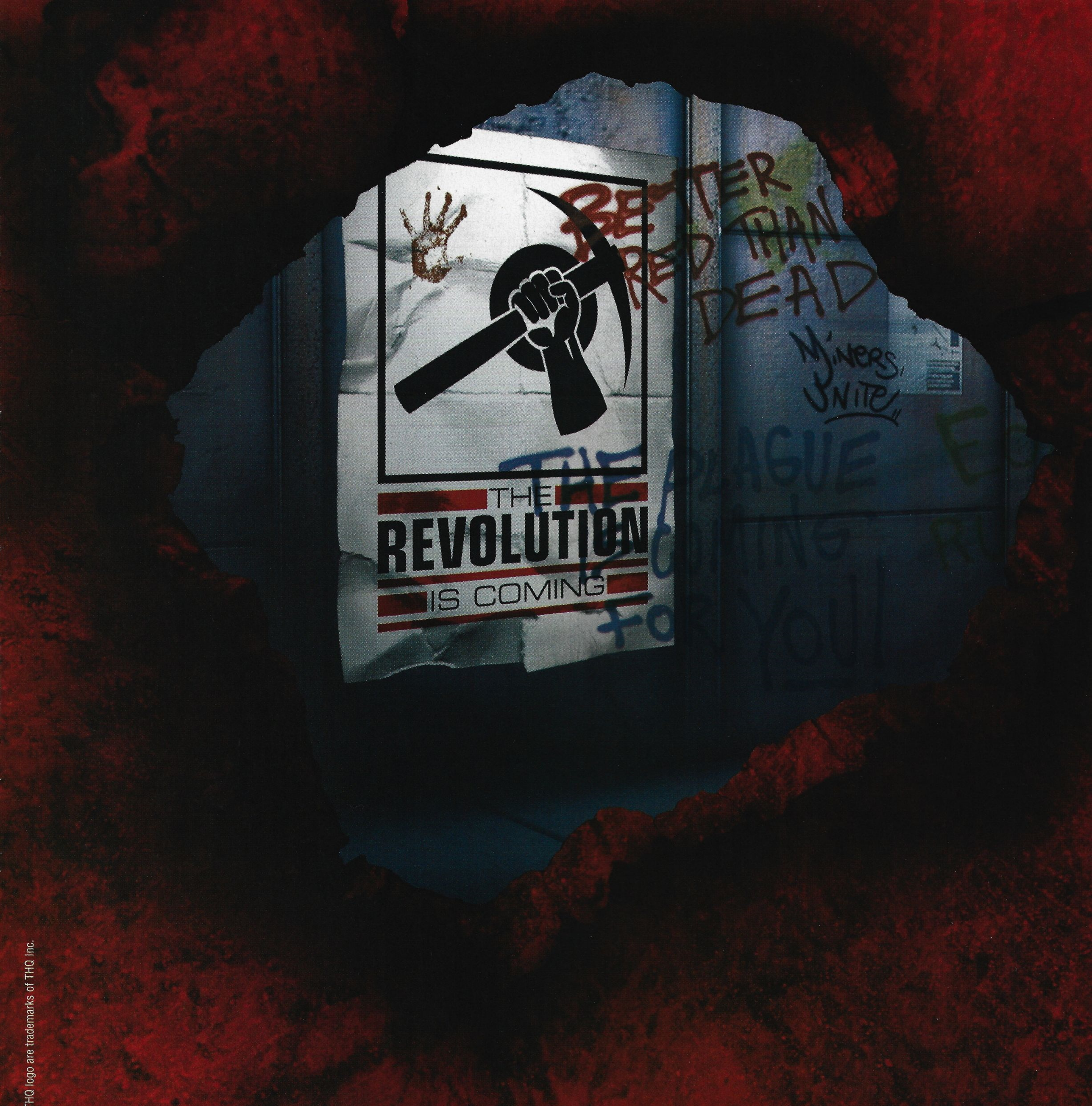
1 Pull a gun on a guard a close range, and you'll hold him up. By aiming at his head or crotch, you'll cause him to jerk around in fear, and drop items like extra ammo. **2** If a guard finds someone that you've knocked out, he'll kick him to wake him up. **3** No matter how many darts you put in this guy, they all stay stuck until someone wakes him up. **4** This game can be pretty bloody. Guess we got carried away here...



49 Olga can be tough at first, since she's good at hiding behind cover. **50-51** There is a tarp that's getting blown around by the wind, and when she gets low on life, Olga will use it to hide behind. However, you can take away her advantage by blasting the tarp's hooks to let it fly away. **52** First-person aiming works okay, but third-person shooting is best here.



53 If you hide for too long, Olga will flush you out with a grenade. **54** Beating Olga means the end of the demo, but you're treated to one last cool story scene. **55-57** Snake looks up and realizes that he's being watched by a hovering camera. Snake seems surprised, in that he recognizes the unit as something called "Cypher", but seems puzzled as to why it would be here. As the camera pulls back, the demo comes to a close *(sob...)*. **58** You're graded on several different criteria, and given a "Clear Code". Enter it at www.kcej.com to see how you rank against the world's best!



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PREVIEWS

Your first look at the hottest new games

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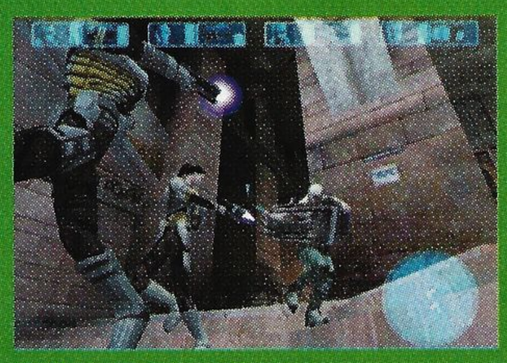
TWISTED METAL BLACK

The title of this game doesn't lie, folks – this game is twisted! pg. 58

HOT GAMES

Don't waste a second; turn on over to these big games NOW!



62 ▶ Project Eden

75 ▶ Extermination

78 ▶ Red Faction

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	INCOGNITO	JUNE	ACTION	1-4	MATURE

PS2 PERCENT COMPLETE 75%

▲ Each character possesses many unique differences. Grim is quick, but he doesn't take damage very well.

TWISTED METAL BLACK

The next level of car combat

A fat serial killer hiding behind clown make-up, an insane preacher excommunicating and executing the unholy, a psychotic Vietnam vet who craves human flesh, and 12 other creepy characters make up the cast of Sony's new *Twisted Metal Black*. Thematically and atmospherically, *TMB* deviates far from its predecessors (an understatement, by the way), with much of the game containing adults-only material.

This shouldn't imply that *TMB* simply relies on shock-value, although the priest's super attack, which hurtles condemned sinners attached to a bomb towards enemy vehicles, is a successful cheap thrill. The back stories that accompany each malicious cast member are well thought out and interesting, in a sadistic way. The rivalries built around certain characters provide further distinction and personality, as well as add more impetus for destroying opponents.

The relationship between Sweet Tooth (our killer clown) and the insane Preacher is especially interesting. Just before Sweet Tooth meets his death in the electric chair, Preacher curses him to live forever with an eternal fire burning his skull. At this point, Calypso,

▲ There are also a variety of special weapons offered.

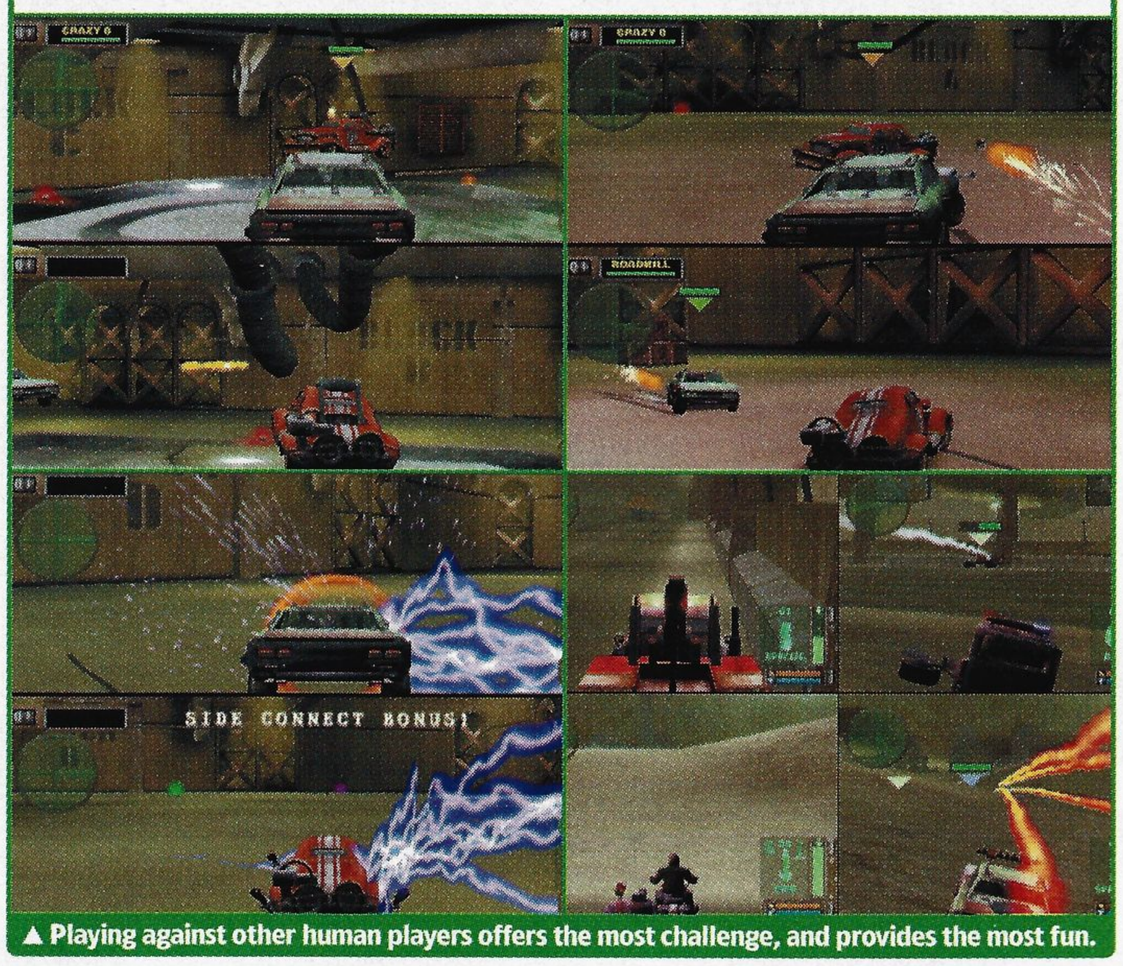
FIGHTING TECHNIQUES

Learn your character's special techniques, as well as each weapon's advantages, to easily dispose of your enemies.

▲ Targeting will take skill to master. Also, jumping is a useful technique to avoid enemy fire.

MULTIPLAYER CHALLENGE

The multiplayer games are extremely fun to play. Even if four people are playing at once, Sony promises that gameplay quality won't degrade, meaning high res and 60 frames per second.



▲ Playing against other human players offers the most challenge, and provides the most fun.

the *TMB* tournament coordinator, steps in: he persuades Sweet Tooth to join with promises of revenge by also convincing his nemesis, Preacher, to join.

Besides fascinating — albeit grotesque — story lines, *TMB* offers tight gameplay, and many gameplay additions. In particular, there are a bundle of new weapons and combos to employ that actually require technique to use optimally. For example, certain weapons and power-ups can only be accessed by performing *Street Fighter*-type moves, which adds further depth to *TMB*'s combat system and elevates it above other games in the genre.

Other gameplay features include a total of 15 characters, 21 completely original stages (the ones I saw were well-designed, large, and very interactive), and new gameplay modes, such as an in-depth Story mode.

None of these pleasant improvements would really matter without precise controls, though. Fortunately, *TMB*'s controls feel comfortable and intuitive, but I did encounter a slight problem when trying to perform the *SF*-type moves. Although they're easy to learn and simple enough to execute, they require you to remove your thumb from the analog stick, which temporarily hinders mobility. Players can alternatively use the D-Pad for movement, but using analog is obviously more comfortable. Whether this will ultimately be a problem only time will tell.

In the end, however, *TMB* is already an awesome game, even in its incomplete stage. So, stay tuned for even more juicy gameplay and story elements.

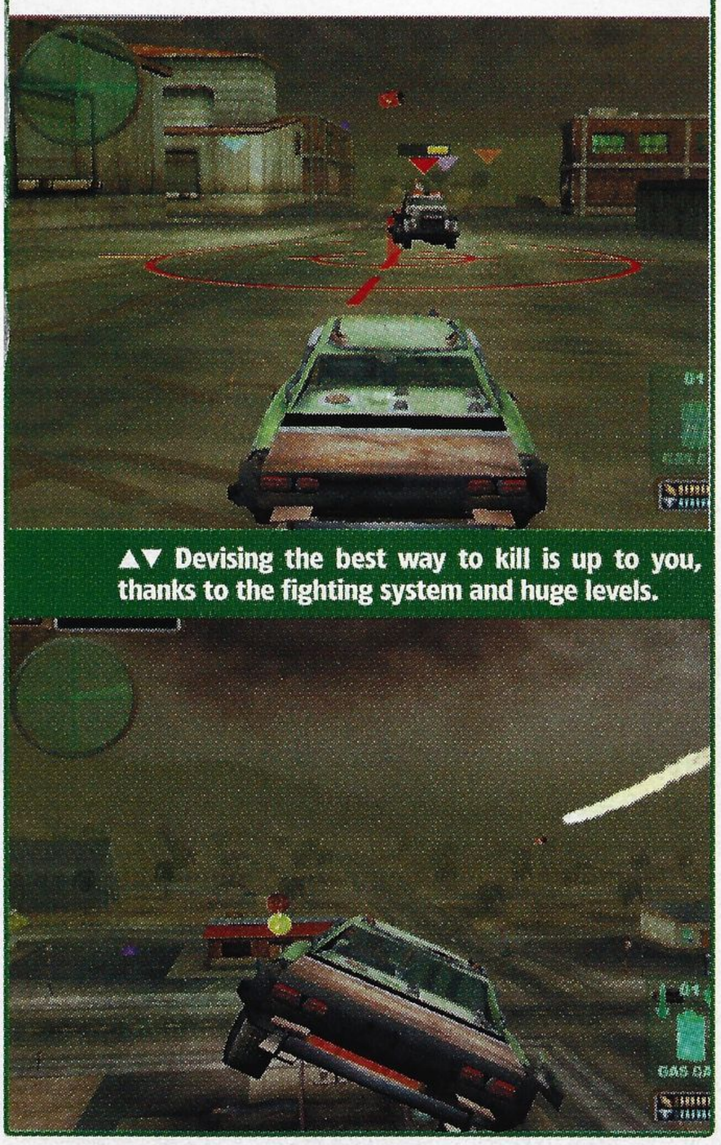
▶ **Tokoya**

the BUZZ

The elements that will surely attract the mainstream, and stand out most, are the adult themes found in *TMB*.

SNEAK ATTACKS

Although you have a radar, on many occasions you may get hit from the side, behind, or above. Attacks from above are especially tough, since it's hard to retaliate.



▲▼ Devising the best way to kill is up to you, thanks to the fighting system and huge levels.

> "Besides fascinating – albeit grotesque – story lines, TMB offers tight gameplay, and many gameplay additions"

PSM BREAKDOWN

An up-close look at the game in action

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	RUNECRAFT	MAY	ACTION	1-2	EVERYONE

PS PERCENT COMPLETE 60%

▲ Strangely, riding backwards plays an important part. Oh yeah, that's normal...

THE BIKERS, THE BIKES

There are a large number of characters to choose from. Each one possesses his or her own unique look, strengths, and weaknesses.

▲ Choose Matt Hoffman or another famous Pro BMX rider. Make sure that you also choose a suitable bike, since each rider has a specialty.

MATT HOFFMAN PRO BMX

It's just like Tony Hawk 2, but with bikes!

Basing a game heavily on the precedents that the *Tony Hawk* games set isn't necessarily a bad thing. Some will criticize *Matt Hoffman* for lacking originality and a unique flavor of its own, but such pessimism still won't detract from the game's fun factor.

In the fashion of *TH2, Matt Hoffman* puts players in a variety of arenas littered with various rails to grind and a multitude of insane ramps to jump. Obtaining certain items, such as tape and money, and meeting certain trick and point objectives are the focus of the gameplay.

To dissipate the stress caused by such intense action in career mode, Runecraft was sure to add a number of other subdued modes of play. Practice, Course Editor, and Single-Player modes will all make an appearance. Plus, all of the nifty two-player games we've come to love will be available. These include H.O.R.S.E., Destruction Derby, and Graffiti.

The interface mimics *TH2*, which means that jumping, performing goofy tricks, and grinding are executed the same. Activision has made only one slight modification: skateboards have been replaced with bikes. So instead of olleying, you'll be bunny hopping your way to victory. While this alteration only affects gameplay minimally, it's actually quite refreshing after a long session of *TH2,* yet the similarities will keep fans glued to their controllers for hours.

Although *Pro BMX* will introduce very little new to the videogame world, fans of the genre should be sure to watch for this one in May.

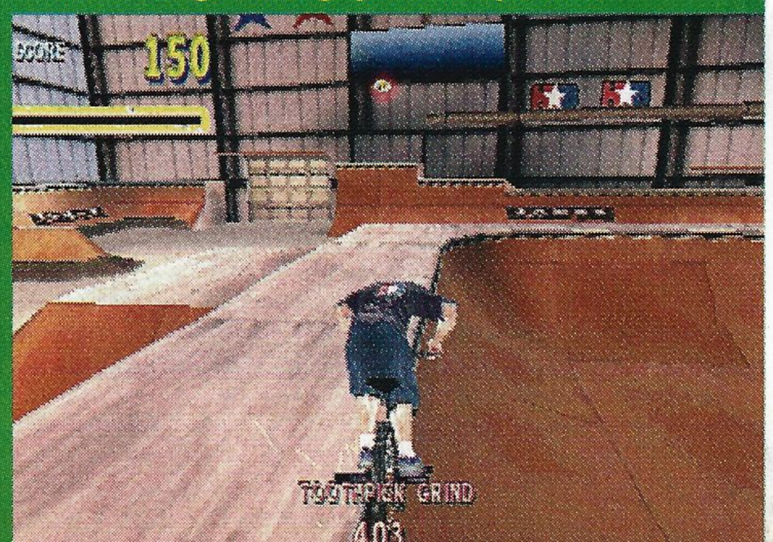
▶ **Tokoya**

the BUZZ

With a huge number of real bike riders, real band music, and *TH2* gameplay, this should turn out to be a blast.

▲ Tear up the jumps to score huge points.

▼ For a PSone game, the graphics are impressive.



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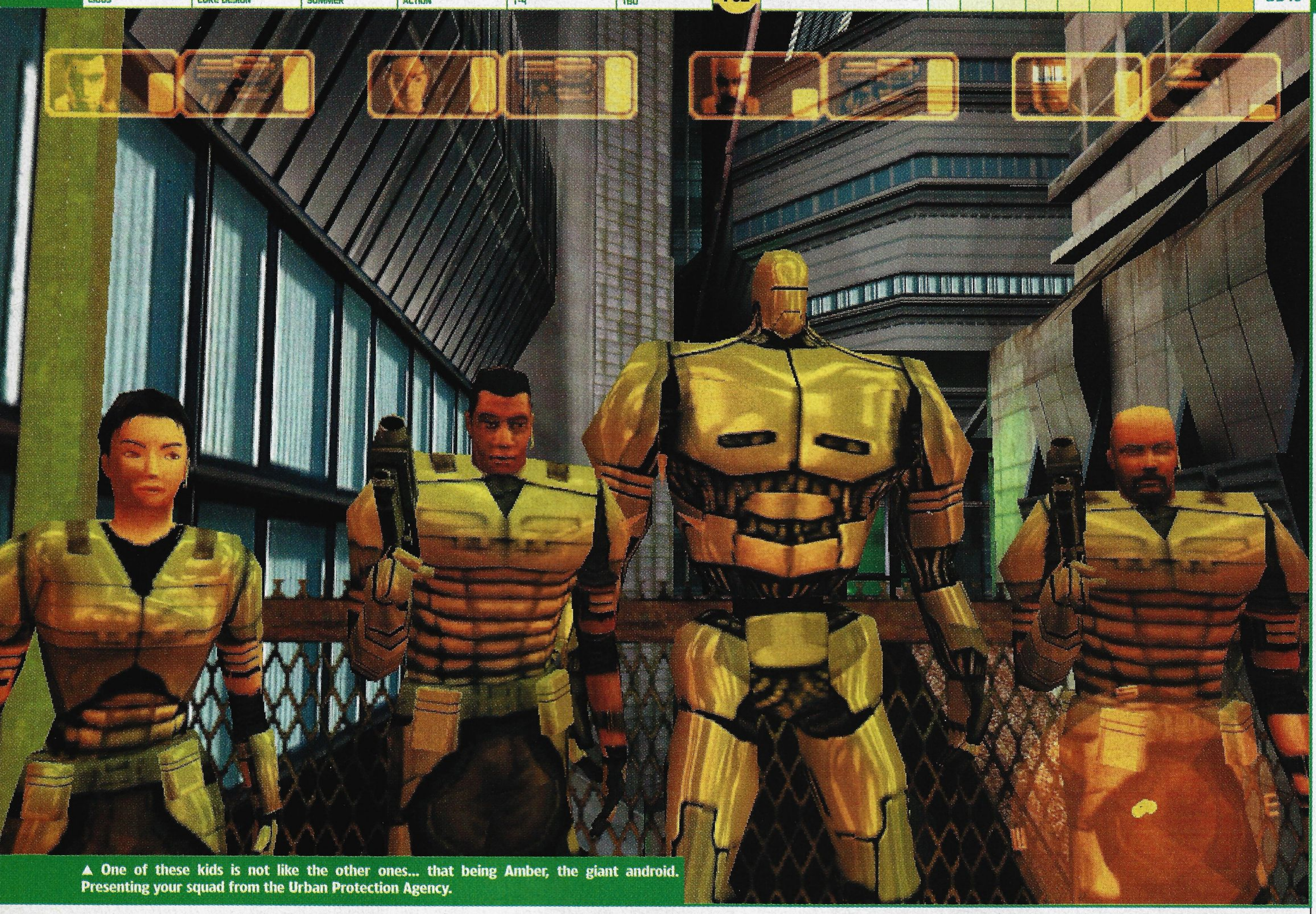
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EIDOS	CORE DESIGN	SUMMER	ACTION	1-4	TBD

PS2 PERCENT COMPLETE 85%



▲ One of these kids is not like the other ones... that being Amber, the giant android. Presenting your squad from the Urban Protection Agency.

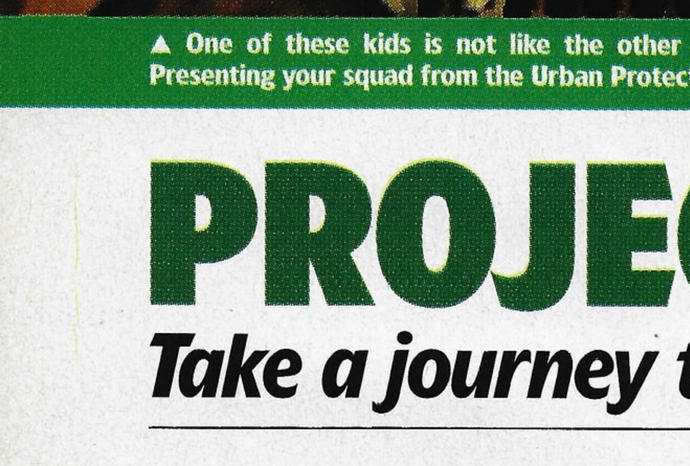
PROJECT EDEN

Take a journey to the center of the dearth

This summer, Core Design, known largely for the *Tomb Raider* series, will take you on an adventure into the dilapidated bowels of a futuristic city that continually grows skyward. Long in development for both PC and PS2, *Project Eden* is a quasi-survival horror game steeped in squad-based combat and puzzle solving. In addition to the ability to toggle between first- and third-person POVs, you and up to three friends can play via split-screen or four linked PS2s to control the entire squad in the story mode.

As the story goes, four skilled members of the elite Urban Protection Agency must descend into the dark labyrinth of service channels and deserted foundations of the towering metropolis, where only criminals, degenerates, and the occasional ungodly beast roam. Previously, a team of technicians had gone to investigate malfunctioning factory equipment and disappeared. Through the UPA's investigation, a potentially catastrophic conspiracy involving the manipulation of DNA is uncovered from the subterfuge.

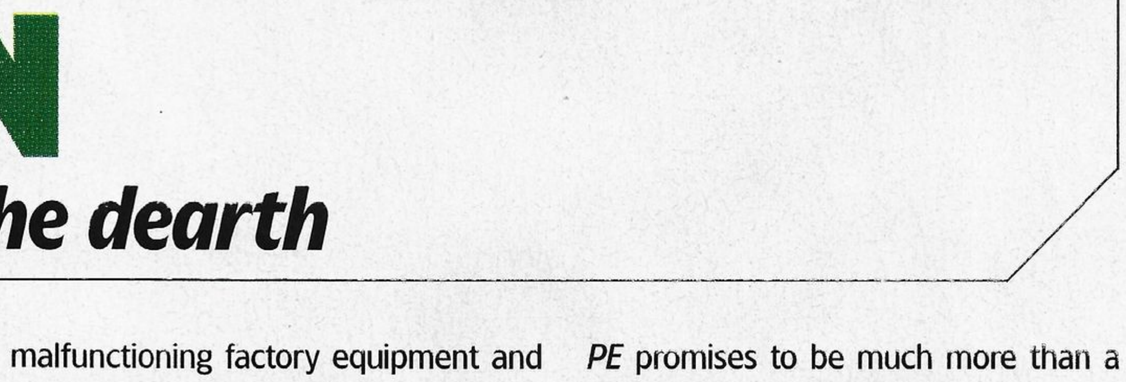
PE promises to be much more than a frenetic shooter. Solving puzzles and resourcefully managing the skills of each squad member are also core gameplay elements. Players must also



▲ The squad plays a slightly more vicious version of "pickle" with a mutated sewer rat.

A WHOLE NEW WORLD

Clearly, level design is crucial to the story, puzzle elements, and maintaining suspense. Not exactly Eden, but looking good so far.



▲ *Project Eden* will sport some massive environments with unique architecture.

keep a close eye on the group's energy supply, which can be exchanged between characters. Energy is used for defense and HP, powering weapons, and controlling remote-controlled machines (including a hovering camera, a mobile rover, and sentry guns).

Often, in a squad-based game, the quality of artificial intelligence can make or break the title. While other characters should act intelligently by default in the single-player mode (defending and positioning themselves logically), *Project Eden* will offer more hands-on squad control. Not only can you take control any character at any time, you can also issue simple stay put, follow, or "freelance" commands during pauses in gameplay.

Project Eden should offer around 60 hours of gameplay, and the gritty story and multiplayer capability (including four-player deathmatch) should keep us holding our breath. The game will be released this summer.

▶ **Tommy Layton**

▲ Give us a kiss! Your mutated enemies may seem just a little forward.

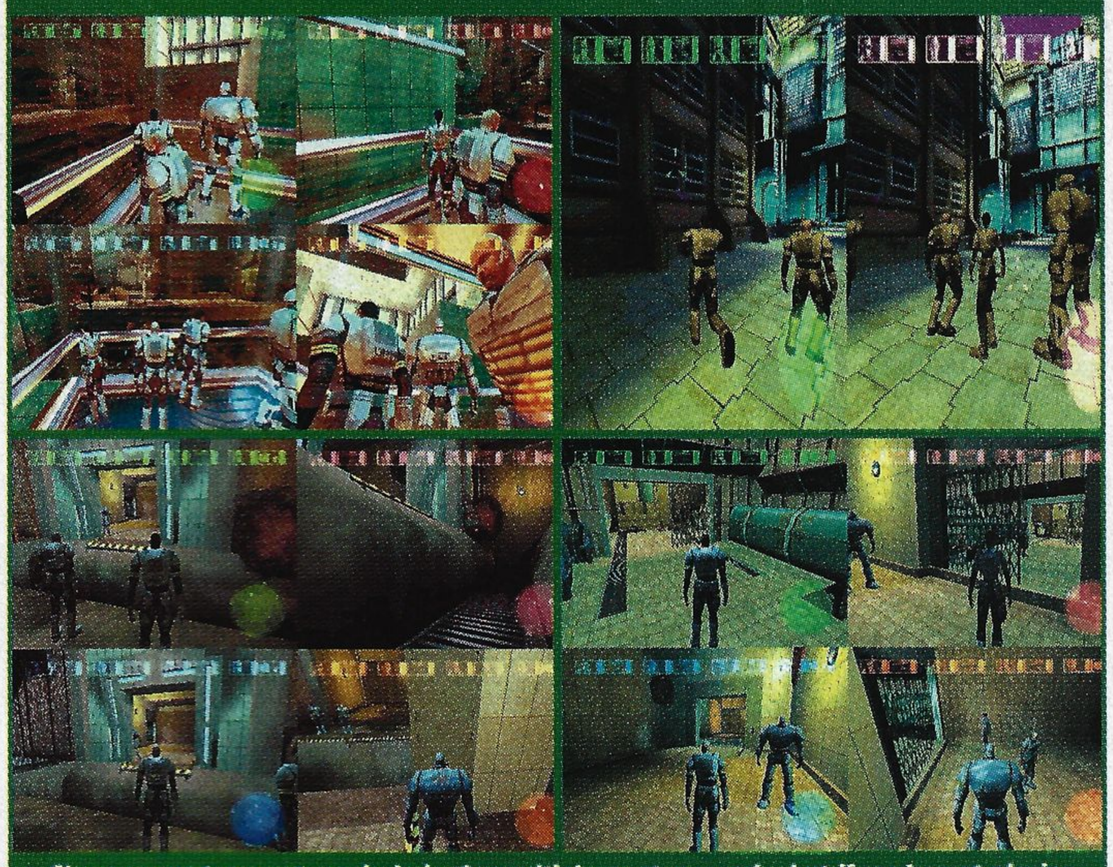
▲ Core Design is hard at work on bettering facial textures and expressions.

the BUZZ

PE **is a promising action/adventure shooter featuring puzzle solving, unique squad-based strategy and multiplayer elements.**

GET IN THEIR HEADS

Project Eden **affords you the opportunity to instantly switch to the first- or third-person view of any character. But even more enticing is the ability to play several characters at once with friends via two- or four-player splitscreen.**

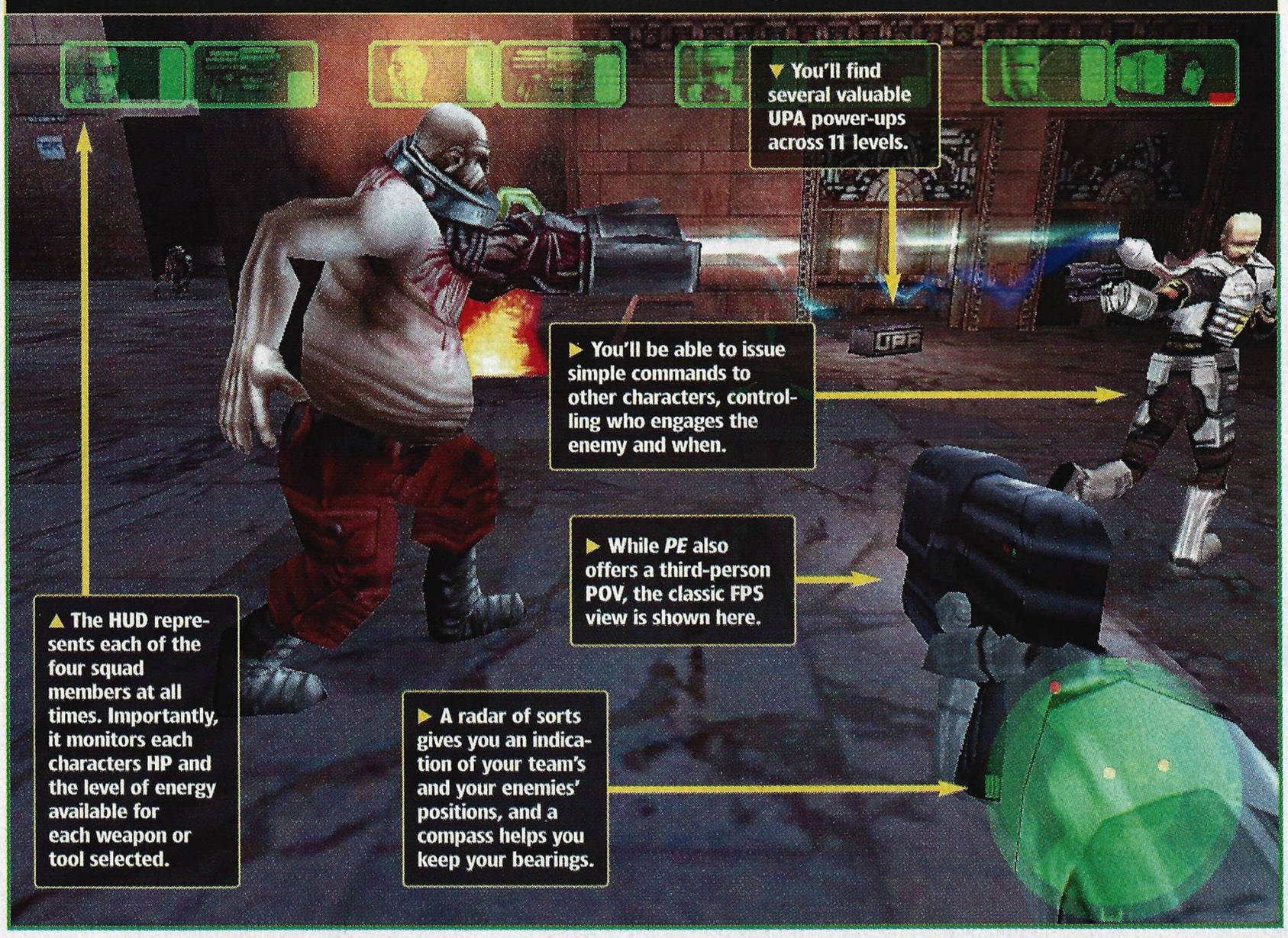


▲ Choose your teammates wisely in the multiplayer story mode, but if you're not playing on linked PS2s, expect a slower framerate with the split-screen.

"Project Eden promises to be much more than a frenetic shooter. Solving puzzles and resourcefully managing the skills of each squad member are also core gameplay elements."

PSM BREAKDOWN

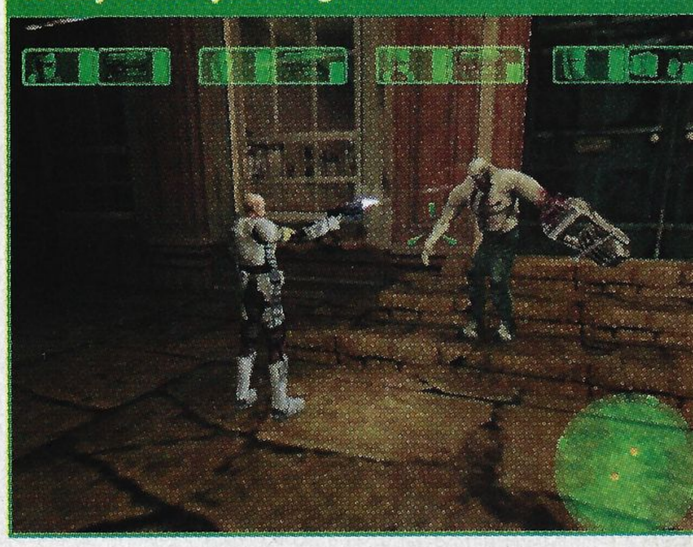
An up-close look at the game in action



UGLY MUGS

Apparently, because of some conspiracy involving genetic mutation, the sewer dwellers will sometimes morph into something more formidable right in front of you.

▲▼ This mutated boss and street urchin look ghastly, but chances are they weren't so easy on the eyes to begin with.



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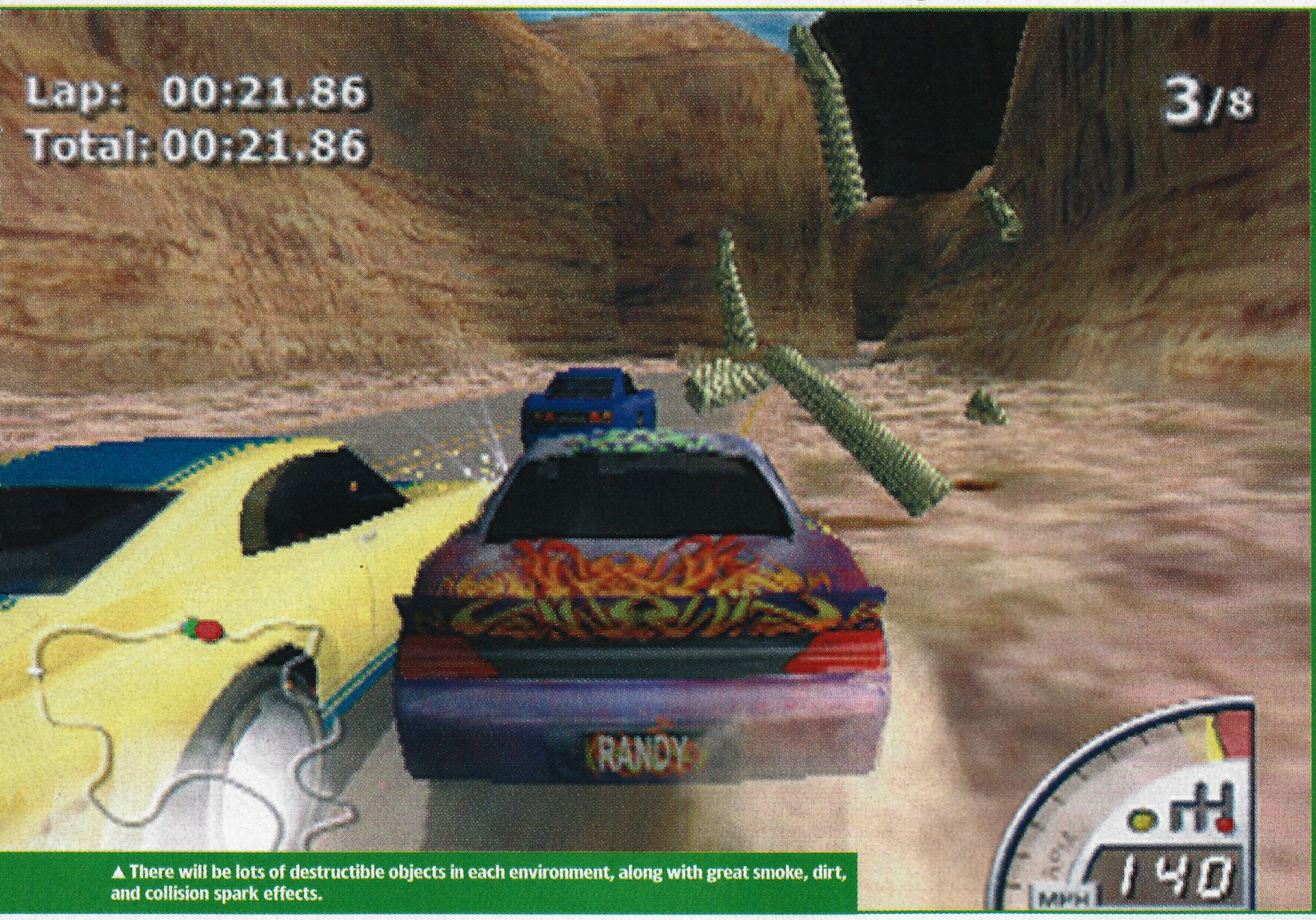
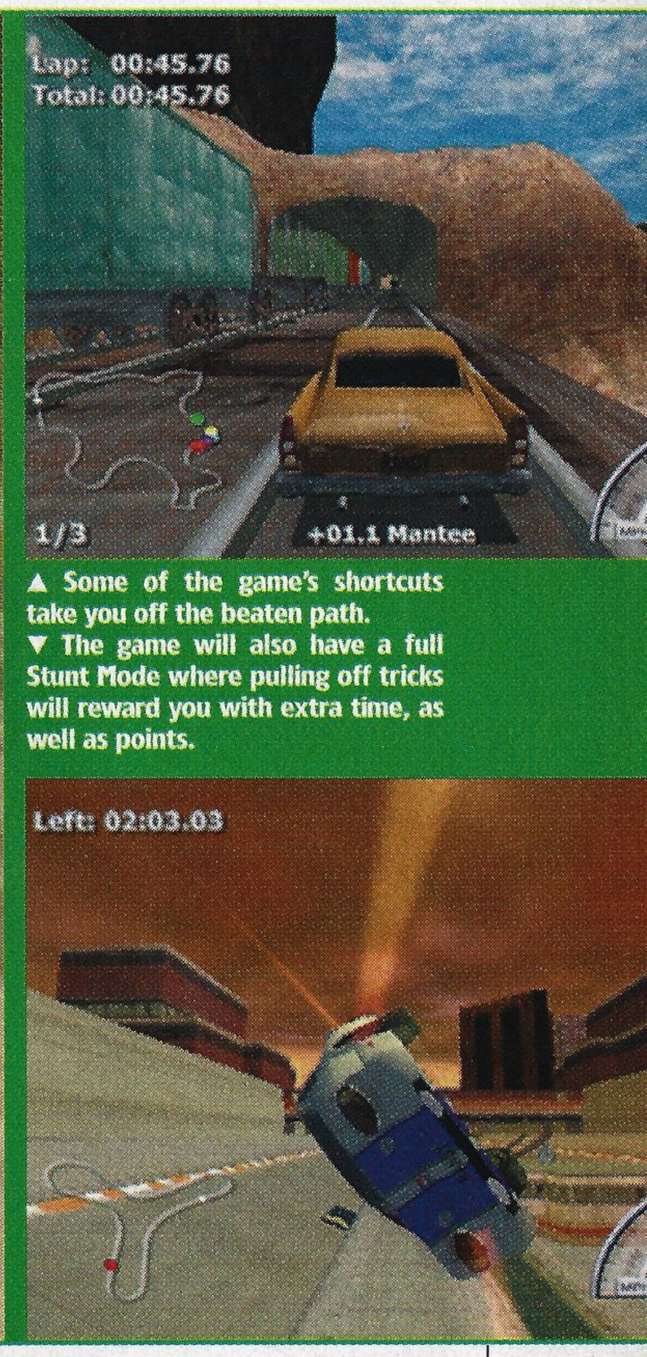
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EA GAMES	EA GAMES	MAY	RACING	1-2	EVERYONE

PS2 PERCENT COMPLETE 80%



▲ There will be lots of destructible objects in each environment, along with great smoke, dirt, and collision spark effects.



▲ Some of the game's shortcuts take you off the beaten path.
▼ The game will also have a full Stunt Mode where pulling off tricks will reward you with extra time, as well as points.

RUMBLE RACING

EA's arcade racer gets tricked out — literally

For anyone who has been wondering when we'll starting seeing some seriously fast framerates out of PS2 racers, *Rumble Racing* looks to be what you've been waiting for. No kidding, this thing is wickedly fast — apparently in excess of 60fps, though it won't drop any lower. In fact, it's unquestionably the fastest racer we've ever laid eyes on, PS2 or otherwise. If pressed, we'd say that the speed comes at the sacrifice of some environment detail (the courses look good, but somewhat sparse at this point), but we think a nice balance has been struck overall.

While the amazing speed is certainly a plus, it's the game's *SSX*-like stunt mechanics that have really been causing a stir around the office. While not as technical as its snowboarding cousin, the fact that one can cause their cars to tumble, barrel roll, and perform multiple combinations of both from jumps is nevertheless a nice gameplay advance over *NASCAR Rumble*. As in *SSX*, performing tricks rewards you with nitro boost — the better the trick, the more boost. Each of the game's courses also have lots of well-hidden shortcuts.

We also had the chance to check out the game's championship mode. Placing first in each championship is the means by which new cars and courses will be unlocked, so there's definitely some serious replay value.

▶ **Randy Nelson**

▲ One power-up enables you to ram enemies and send them flying through the air.

the BUZZ

It's fast, furious, and the trick system has really taken us by surprise. Arcade racing fans: keep your eyes on this one.

CAR COMBAT ON A TRACK

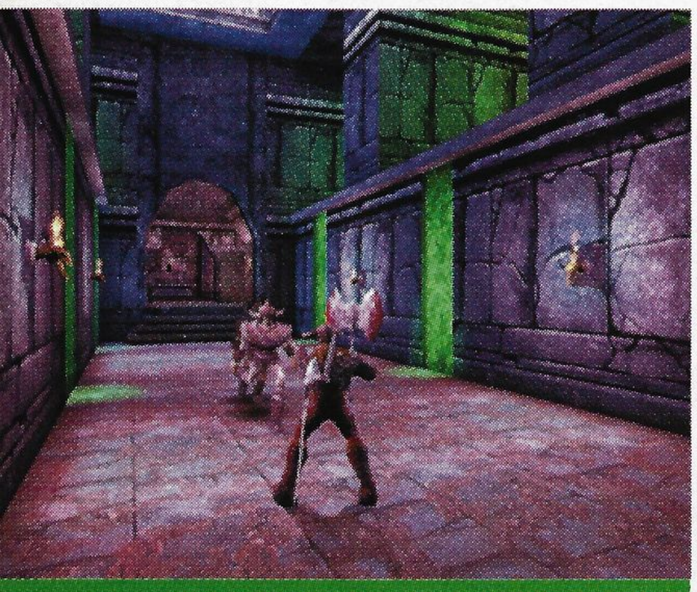
The exaggerated collision physics and wealth of power-ups really give the game the feeling of a car combat title.

▼▲ Whether you nail them with your car or a power-up, *Rumble Racing*'s style of combat is quite dramatic.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
TAKE-TWO INT.	HUMAN HEAD	JULY	ACTION	1-2	TBD

PS2 PERCENT COMPLETE 70%

▲ With over 40 different environments to explore, *Rune* will always have something new to show the gamer. You'll see buildings, temples and even underground mazes.



▲ Combat is going to play an even more important role in the PS2 version of *Rune*.

RUNE: VIKING WARLORD

Hack and slash your way to saving the world

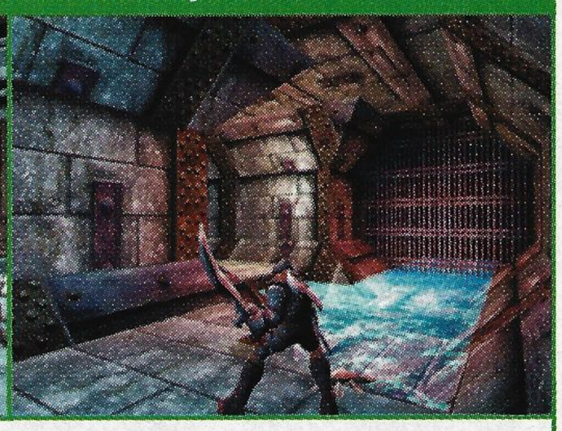
Quite recently, we've started to see an increasing number of PlayStation 2 titles show up that look simply amazing. What's important to mention, however, is the fact that these games are often being developed by companies with little to no experience in the console world. *Rune: Viking Warlord* is a perfect example of this, as it's being worked on over at Human Head, a studio seemingly far more familiar with the workings of a PC than anything else. Yet, it's managed to pull off one of the more visually impressive PS2 titles so far, and that's saying a lot.

Rune follows the journey of a Viking hero named Ragnar. Chosen by the gods to defend humanity, Ragnar must stop the evil masters of the nether-world from bringing about Ragnarok. Now, for those of you who haven't brushed up on your Viking folklore, Ragnarok is the supposed day that man, god and giant will battle each other and offhandedly cause the destruction of the earth. OK, that's not a good thing.

While *Rune* has a similar camera perspective as the *Tomb Raider* titles, as well as share some of the same gameplay mechanics, there's definitely more of a focus on combat, as well as exploration. Ragnar will find himself in a lot more sticky situations than our female explorer ever did, so he's gonna have to have a much larger arsenal and a lot more moves at his disposal. Fortunately, that's the case. With over

▼ Torches cast an eerie glow on the ground and nearby walls.

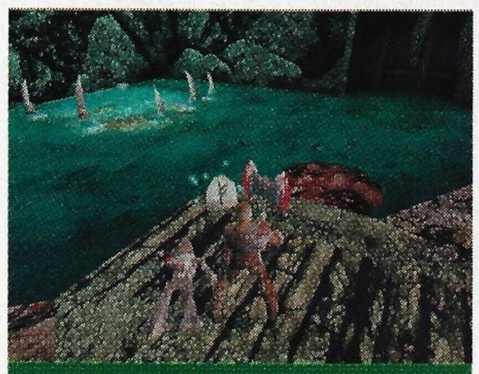
▼ Notice how the light reflects off the water in a smooth way.



HEAD TOWARDS THE LIGHT

The game's engine does a great job of handling lighting effects and displaying them in an extremely realistic manner.

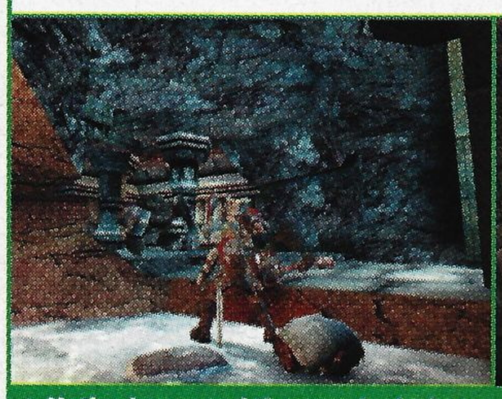
▲ Granted, there are areas that totally remind us of *Tomb Raider*.



▲ The selection of monsters you'll come across is wide and varied.

TEXTURALLY SOUND

Those skeptics out there who complain about the PS2's "limited" texturing abilities should really see this game.



▲ Notice how good the cave looks here.

▲ These rock wall textures are great!

7,000 frames of animation and at least 15 distinct weapons, the Viking hero should be ready for any situation that befalls him.

Despite being originally released on the PC, *Rune: Viking Warlord* has gone through a few major changes on its path to the PS2. The developers feel this version will be the definitive one and plan to include several additions to support that claim. New levels have been added on, one of which will be designed by *Spawn* creator Todd McFarlane. There's also going to be a few monsters to vanquish, such as the well-known Hellhounds and the extremely powerful Frost Giants. On top of all that, there's a multi-player mode, where you can square off against your friends, and a general improvement in the overall graphics.

Visually, as you can tell from these screenshots, *Rune* is going to end up being quite impressive. The detail level in the textures is breathtaking and the lighting effects already look spectacular. All that remains to be seen is how smooth the finished product will run. We're predicting a rock-solid 60fps, which should do a lot to make the combat and platform-jumping easy to handle.

Time to dig out those battleaxes, boys. Come this July, you're going to have to save the world and it isn't going to be easy.

▶ **Stephen Frost**

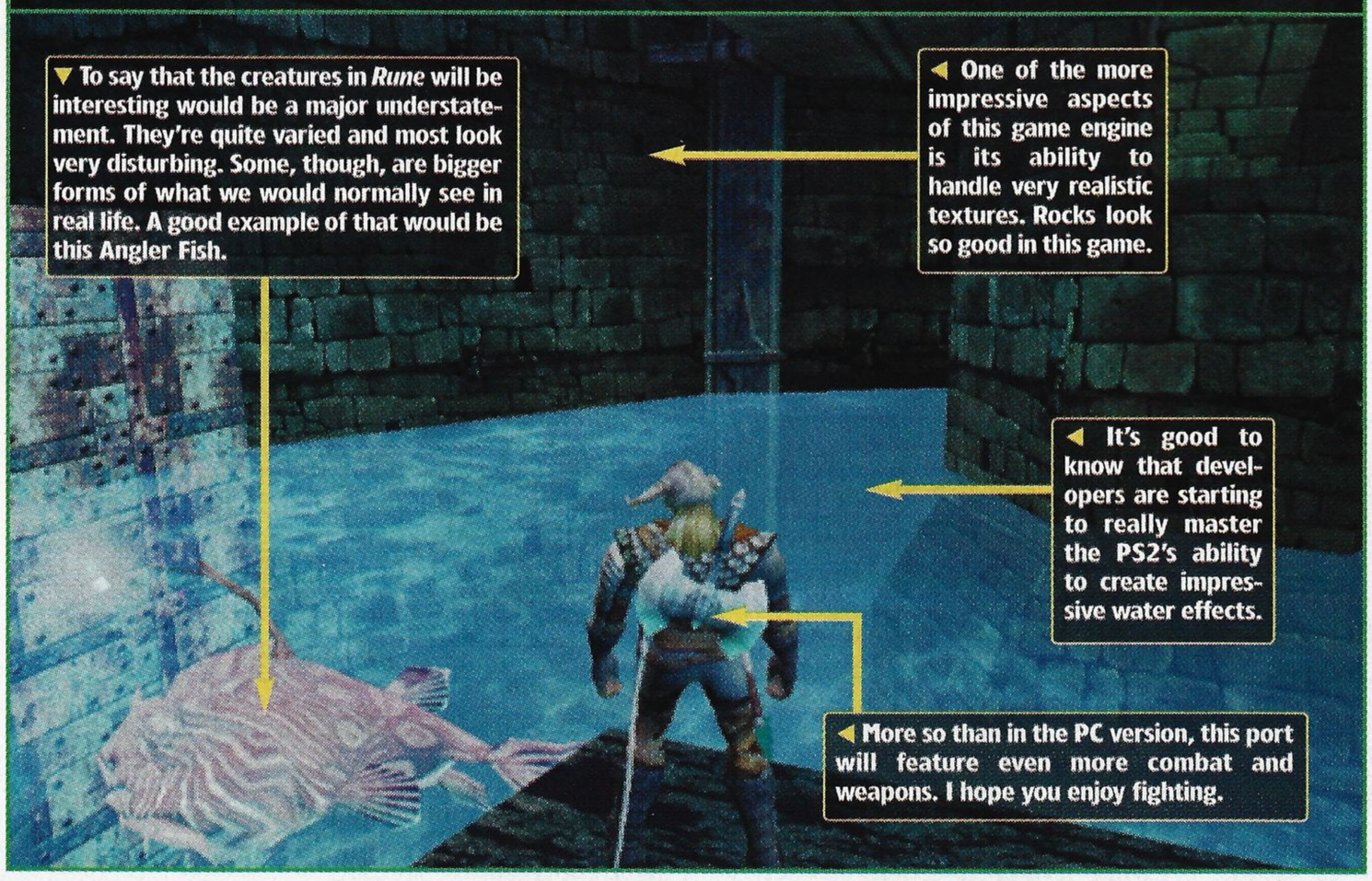
the BUZZ

An emphasis on action and beautiful visuals should help make *Rune* a welcome addition to the PS2 library.

"Despite being originally released on the PC, Rune: Viking Warlord has gone through a few major changes on its path to the PS2"

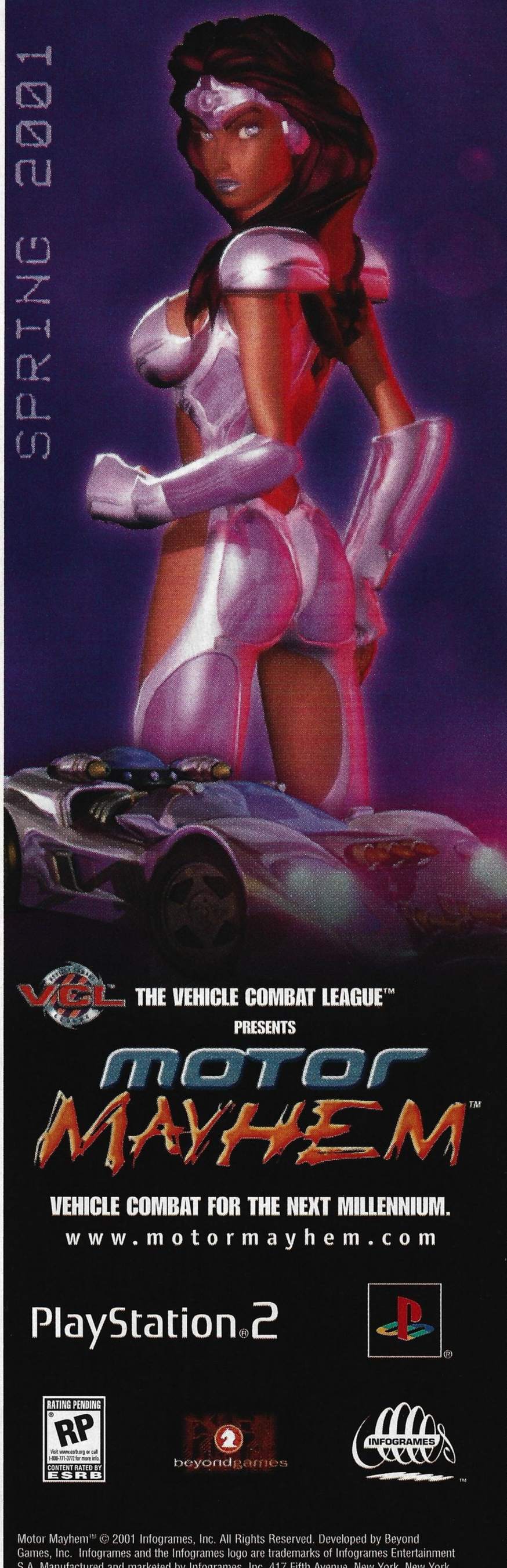
PSM BREAKDOWN

An up-close look at the game in action



In This League, It's Victory... Or Bust.

SPRING 2001



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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	NOVEMBER	AIR COMBAT	TBD	TBD

PS2 PERCENT COMPLETE 40%

ACE COMBAT 4

Namco and the PS2 go supersonic

While it's still a ways off from being completed, Namco's latest *Ace Combat* is already shaping up quite nicely. And while these screenshots do look good, they don't even begin to compare to seeing this game in motion. There are quite a few moments when you start to forget that it's a game and start to think of it as something like military training footage. Yes, it looks that damn good.

Namco has still few details to offer, but it looks like *Ace Combat 4* will have at least 24 different missions and eight different aircraft. The missions should feature a large variety of objectives, including the basic, "blow something up" to some classic aerial dogfighting. We wonder, however, if Namco will reintroduce multiplayer support in order to further increase the replay value of the game. Even if they didn't, there will still be plenty here for the aviation fan.

▶ **Stephen Frost**

▲ The planes are very realistic models of actual fighters flying today.

the BUZZ

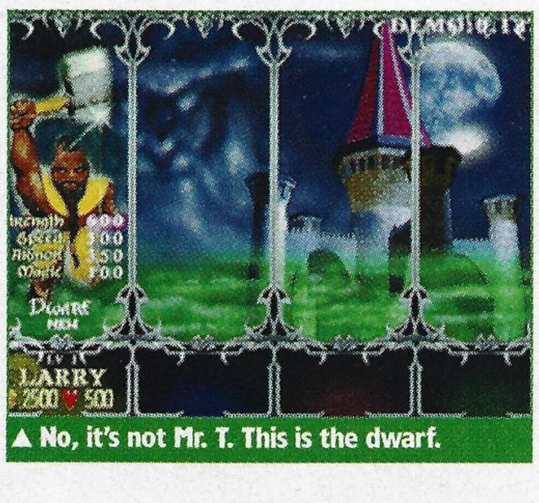
With state of the art graphics and a ton of cool missions, *Ace Combat 4* has us eagerly awaiting the scramble klaxon.

▲ Remember, this is just a game!

▲ Visual and textual clues provide information on the status of your mission and enemies.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
MIDWAY	MIDWAY	MAY	ACTION	1-4	EVERYONE

PS2 PERCENT COMPLETE 85%



▲ No, it's not Mr. T. This is the dwarf.

GAUNTLET: DARK LEGACY

Regaining the glory of the past!

Most neo-gamers may only be familiar with the recent mediocre incarnations of *Gauntlet,* but the *Gauntlet* legacy actually stretches back to the days of NES. Initially, it appeared in the arcade as a four player slasher that instantly became a classic, and one of the very first "quarter munchers."

Although gameplay has altered since then, it hasn't been necessarily for the best. *Dark Legacy* steps in to change this trend.

Players can select from a number of different types of characters, including a Dwarf, Knight, Sorceress, and Jester. Each comes equipped with unique weapons, attacks, magic, strengths, and weaknesses.

In addition, once you complete a level, you can use the money you've collected to purchase power-ups, items, and magic.

At this point, *Dark Legacy* doesn't offer much in terms of story, but it's still early, so we'll continue to inform you of *GDL*'s progress.

▶ **Tokoya**

the BUZZ

Although *Gauntlet* has always been a slasher, *DL* will add more elements such as traps, magic, weapons, and unique bosses.

▲ Magic attacks are great for those tight situations when everyone must die.

▲ The graphics aren't the greatest, but the game moses at a nice framerate.

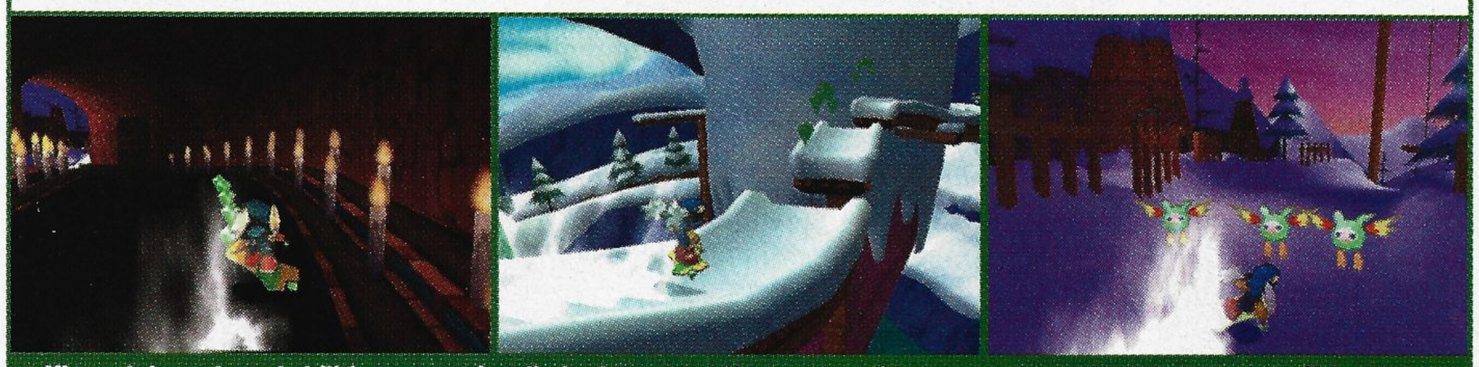
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	JULY	ACTION/PLATFORM	1-2	EVERYONE

PS2

PERCENT COMPLETE 80%

HOVERBOARDING IS FUN

Being the cool character that he is, Klonoa doesn't just rely on his feet to get around. He's also got a very cool hoverboard. Some guys have it all.



▲ Klonoa's hoverboard abilities are not just limited to water. He can also slide across some other surfaces, too. This thing is also great on land and snow! With a board like that, who'd need a car?

KLONOA 2

Ever so closer, Klonoa 2 is almost here

At a recent event, Namco unveiled a near-finished version of *Klonoa* to members of the videogame press. And boy did we all have smiles on our faces. The first thing we noticed is that the "map screen" for *Klonoa 2* is strangely reminiscent of *Super Mario World*. You've even got the little path dots and the bigger, colored location points. Also, depending on who you talk to and/or where you exit a level, other parts of the map will become available. That means it's probably possible to go through the game and still see only a small portion of what it has to offer.

The other really cool aspect of *Klonoa 2* is the sheer number of cool jumps and flight sequences there. It seems like the cannons are everywhere, shooting you around the different levels at dizzying heights. You can also grab onto these helicopter-like devices and let them carry you high over the environments, dropping you into new areas you couldn't see before. It's like you're riding a giant roller coaster that takes you up and then drops you quickly back to Earth.

the BUZZ

It's games like this that make me excited to get up in the morning and come to work.

What's great about this sequel is that it manages to include new gameplay mechanics, such as the hoverboarding sequences, but still keep things simple. That means that both hard-core and novice gamers can really get into and enjoy the game.

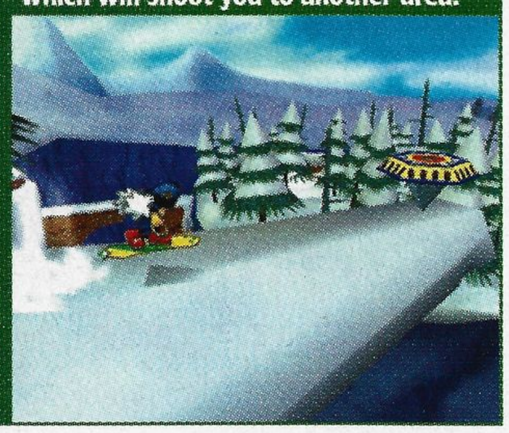
I know that the *Klonoa 2* is only a few more months away, but I just can't wait. This is one of those games that all PS2 owners should be excited about. It's got great graphics, intuitive controls and never takes itself too seriously. Hopefully those who missed out on the first *Klonoa* won't miss out on this one.

▶ **Stephen Frost**

▲ Here's a look at *Klonoa 2*'s map screen. It's like *Super Mario World*.

▲ These spiked balls are the only enemies that can't be destroyed.

▼ The circular thing is a trampoline which will shoot you to another area.



In This League, There's A Good Reason Nobody Shakes Hands Before A Match.

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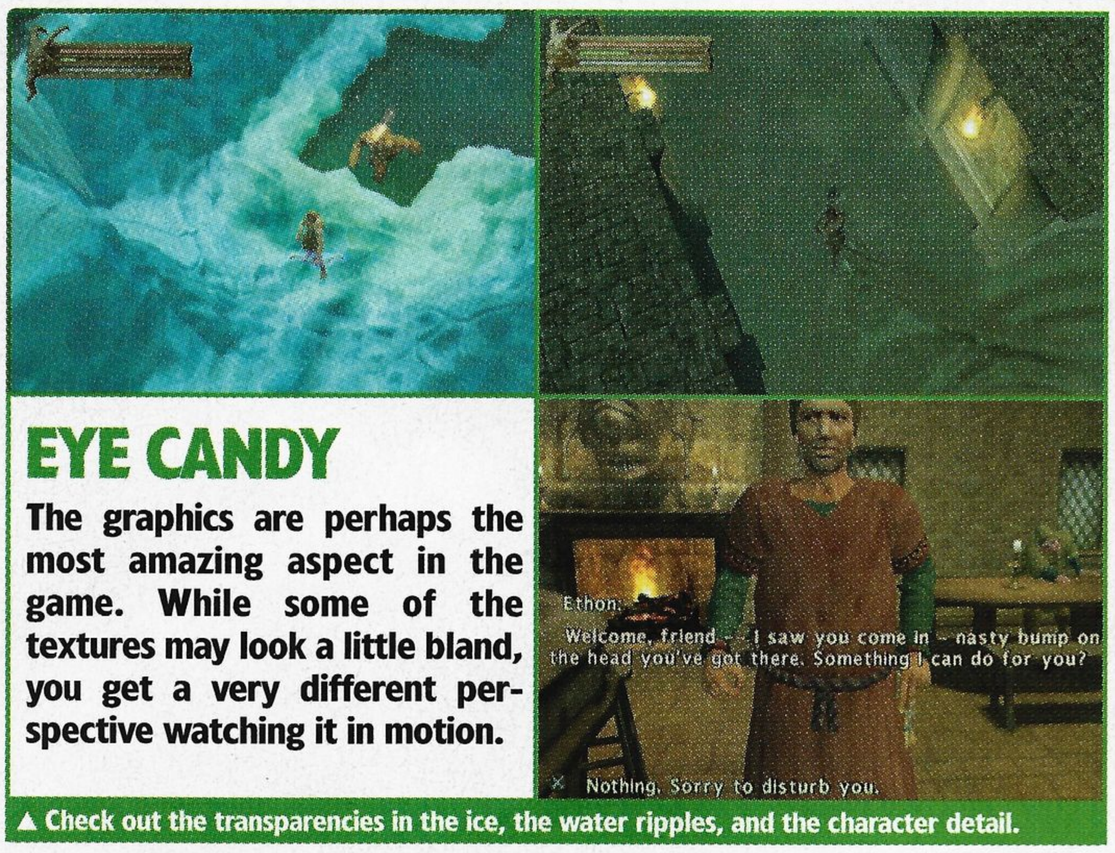
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
INTERPLAY	SNOWBLIND/BLACK ISLE	FALL	ACTION/RPG	1-2	TBD

PS2 PERCENT COMPLETE 50%



EYE CANDY

The graphics are perhaps the most amazing aspect in the game. While some of the textures may look a little bland, you get a very different perspective watching it in motion.

▲ Check out the transparencies in the ice, the water ripples, and the character detail.

▲ There are also many puzzles and obstacles to overcome.

BALDUR'S GATE: DARK ALLIANCE

A new kind of RPG for PS2!

Original, genre-breaking titles are what the PS2 is all about, and *Baldur's Gate: Dark Alliance* just may be one of those games. As an action RPG, it shares similarities with *Zelda* and *Vagrant Story* and the like, but *Baldur's Gate* bases more of its gameplay upon precedents set by PC AD&D RPGs.

The action is carried out in real time from a third person, top-down view. Players control a single character who can wield a variety of weapons, cast a myriad of spells, and take advantage of special powers. As any PC gamer knows, there will also be tons of stats to track, and a long list of items to gather.

One aspect that will break ground is that collision detection and attacks are based on real-world physics. For example, if you destroy a skeleton, it will explode into tiny fragments depending on the location of the hit and weapon type. Furthermore, the advanced graphics system adds a strategic element. When fighting in the water, players will need to use the beautifully delineated ripples to detect invisible monsters.

Particle effects are numerous and done to perfection. Some enemy characters are composed of 20,000 polygons. The multiple light sources produce numerous eerie shadows, adding to realism of an already convincing environment. Finally, everything has been anti-aliased, and runs at a constant 60 FPS.

Just imagine how awesome *BGDA* will look in seven months! Definitely continue to watch out for this one.

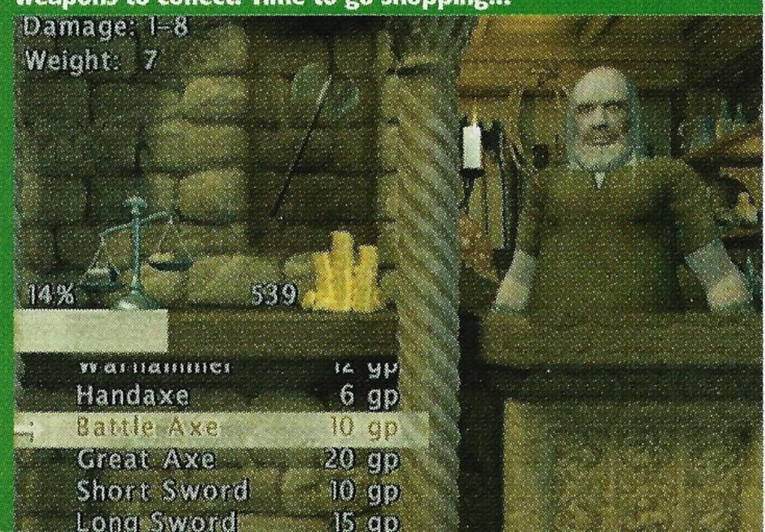
▶ **Tokoya**

▲ You'll have to destroy a ton of enemies with weapons, as well as with magic and special abilities that you'll earn like power-ups.

the BUZZ

Following in the line of PC RPGs, *Baldur's Gate: Dark Alliance* will bring many new elements to RPGs for consoles.

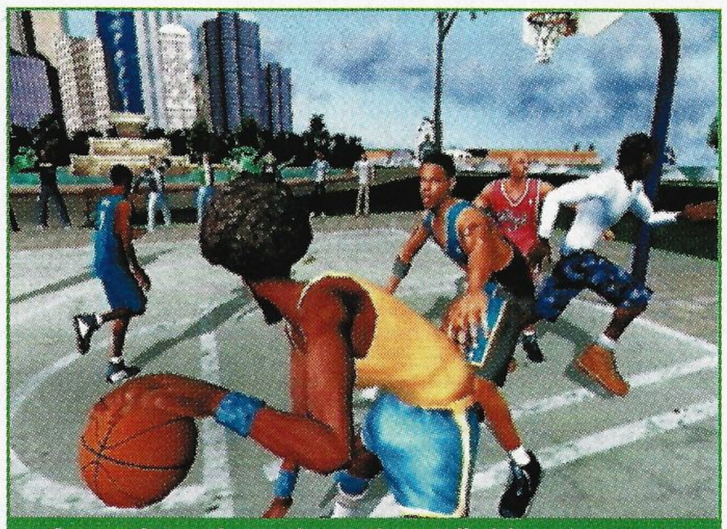
▼ As you can see, there's a long list of items and weapons to collect. Time to go shopping...



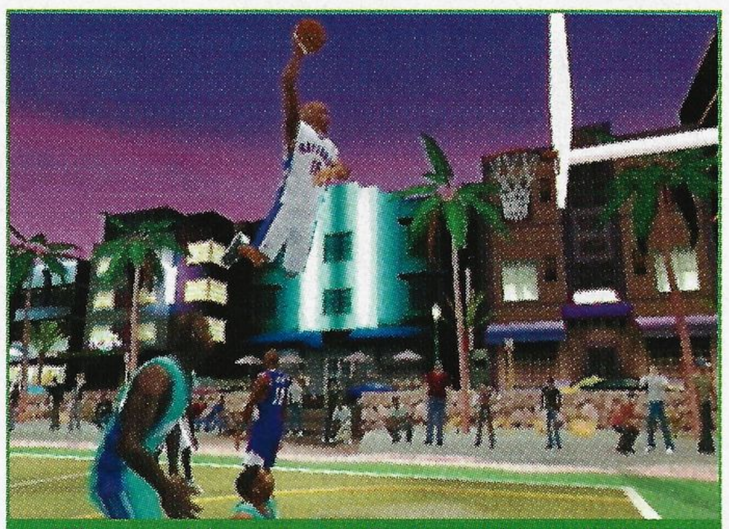
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EA SPORTS	EA CANADA	SUMMER	BASKETBALL	1-2	TBD

PS2

PERCENT COMPLETE 80%



▲ Courts from the real world and fictitious locales help establish the streetball milieu.



▲ What good is a streetball game without high-flying monster jams? Who needs finesse with power like this?

NBA STREET

I wish I was a little bit taller...

We might not look it, but us PSM boyz are all hardcore street-ballin' thugs. But since we haven't actually taken our "A" game to inner-city blacktops, it's a damn good thing that the EA Sports Big brand announced *NBA Street*.

Most of us have grown tired of traditional arcade basketball, and the recent *Hoopz* by Midway didn't exactly help the cause. But *NBA Street* is rethinking the concept and rebuilding the gameplay from the ground up. As the game's producer, Wil Mozell, states, "Streetball is more than a game, it's a culture." This premise is reflected by the players' sense of style, Joe "The Show" Jackson's play-by-play, and especially by the venues, which include the snowy streets of Boston, LA rooftops, inner-city blacktops and courts by the beach.

Street provides trick-style scoring for just about everything, including gratuitous goaltending and dribbling moves. Packed with unlockable NBA and legendary blacktop ballers, the City Circuit mode lets you tour the U.S. and pick up players from teams you beat, and you face progressively harder teams in the Hold the Court mode.

There are stories of blacktop legends and hustlers that can run circles around the NBA's finest, and *Street*'s motion-capturing ("mo-cap" as EA calls it) comes courtesy of such streetballers. Put their skills to the test this summer.

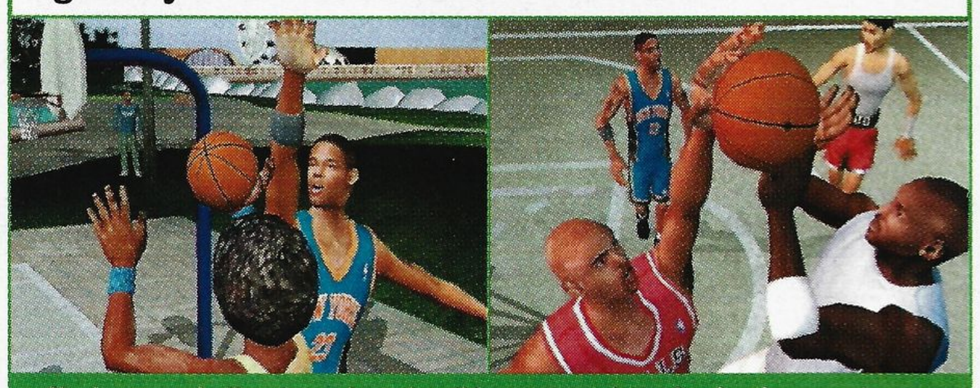
▶ **Tommy Layton**

the BUZZ

A refreshing revamp of arcade hoops, *NBA Street* should capture the flashy gameplay of streetball.

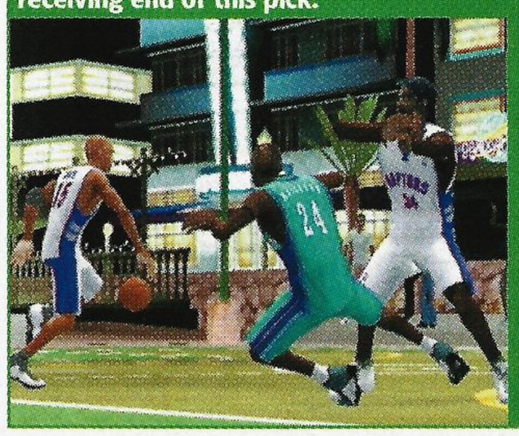
PROS VS. CONS

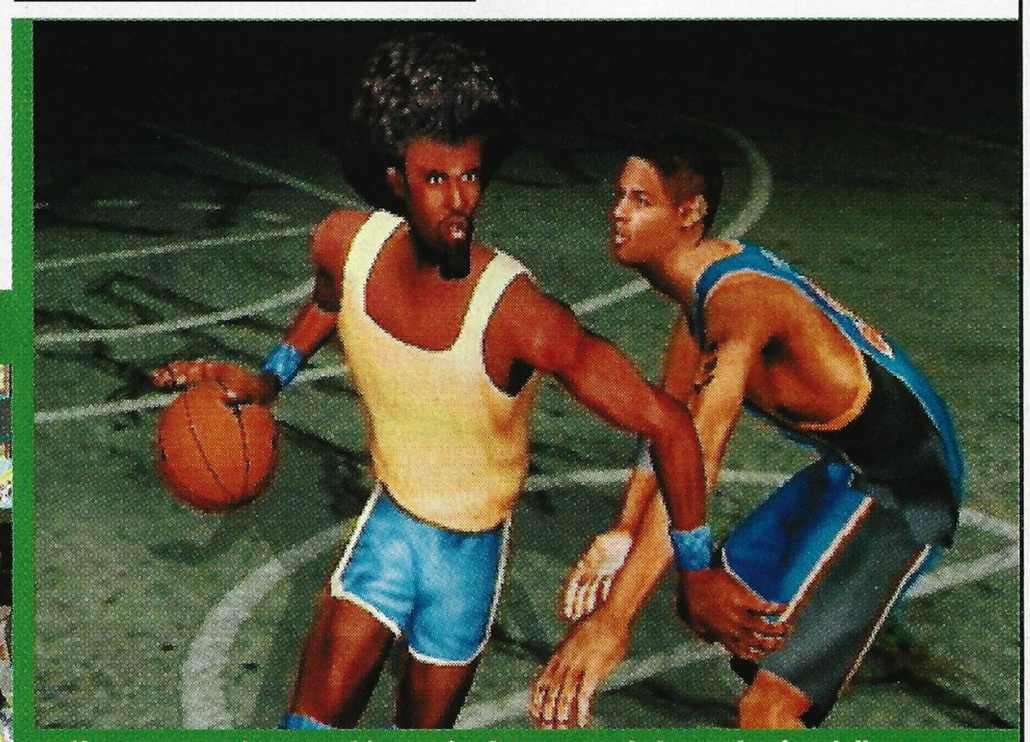
***NBA Street* pits the skills of seasoned NBA pros against legendary streetball hustlers.**



▲ Flashy streetball style and trash talking accent these fascinating match-ups.

▼ **Wouldn't want to be on the receiving end of this pick.**





▲ You can never have too big an afro for my arcade hoops-buying dollar.

In This League, You're Always Caught Between A Rock And A Hard Place.

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
INFOGRAMES	BEYOND GAMES	LATE Q2	CAR COMBAT	1-2	TEEN

PS2 PERCENT COMPLETE 90%

▲ With arms wide open... Animations help flesh out the nine drivers' valiant or sinister character traits.

▲ Volcana the firebrand views the expanse of a massive interactive level.

▼ Chromium takes on the slick cyclist Corvalis.

MOTOR MAYHEM

Vehicular combat experience with character

As champion of the common man, Homer Simpson's fascination with demolition derbies typifies our penchant for vehicular combat. Although nearly all car combat games share the same premise, the *Twisted Metal* and *World Destruction League* series have the leg up on name recognition on PS2. But Infogrames is bringing an entirely original brand, *Motor Mayhem*, to the mix.

Developer Beyond Games cut its teeth with *Redline,* a fair PC game combining gritty vehicular combat with a first-person shooter. Set in the year 2025, *Motor Mayhem* may be taking a cue from *Redline*'s single-player missions — the infusion of story and character. *MM* lends great focus to the personality and rivalries of the drivers. On their way to the final tournament, dubbed "Motor Mayhem," the nine drivers in the Vehicle Combat League must best the competition on their own home course and regional divisions. This helps gamers develop loyalty to their favorite drivers.

Championship, Endurance, Last Man Standing, and Quick Start game modes span eight interactive combat arenas. While there's no confirmation of four-player, split-screen play, the single-player mode and the two-player split screen run at a consistent 60 fps. Look for *Motor Mayhem* in the near future.

▶ **Tommy Layton**

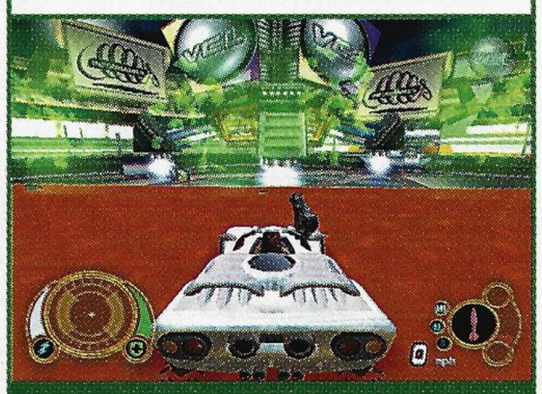
▲ Grok, above, will take on Void, Corvalis, Volcana, Chromium, Orion and others.

the BUZZ

A new brand created for PS2, *Motor Mayhem*'s action hinges on unique, fully fleshed-out characters.

LET THERE BE LIGHT

***MM* features tons of transparent and reflective surface effects, real-time lighting, and a solid particle system.**



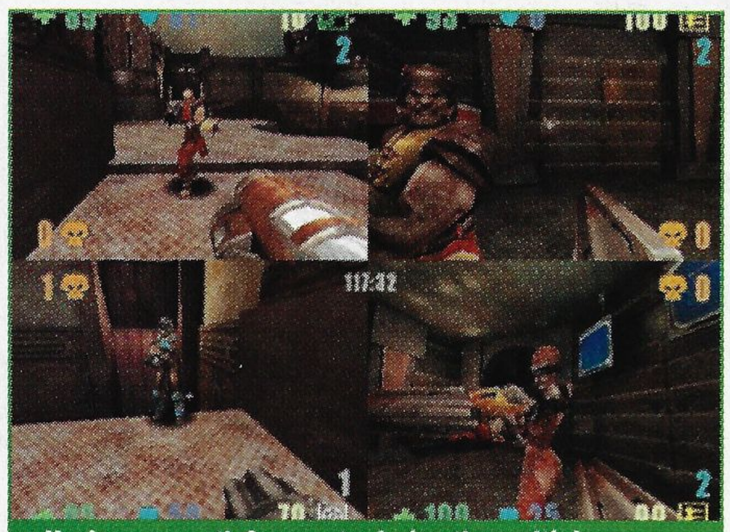
▼▲ Chromium and Void watch with sheer joy as their handiwork destroys the environment and their competitors.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	BULLFROG	MARCH	FIRST PERSON SHOOTER	1-4	MATURE

PS2

PERCENT COMPLETE 80%

▲ You *Dungeon Keeper* players should recognize this guy. He's just one of the new designs available.


▲ Having a smooth framerate during the multiplayer games can vastly improve the enjoyment factor.

QUAKE III: REVOLUTION

Just another FPS to get excited about

In the PC world, the *Quake* series is amazingly popular, selling millions of copies and carving out a place for itself in the videogame hall of fame. Now, PS2 owners will finally get to check out what all the fuss is about with the latest sequel in the series, *Quake III Revolution*.

Unlike its predecessors, *Quake III* is very much just a death-match-style game. There isn't really any sort of story-driven, single-player progression. Rather, you fight your way through a tournament of sorts, unlocking new characters and levels as you go. And as your skills improve, so do those of your opponents. Apparently, the developers are working hard to make sure that the AI of the computer-controlled enemies is as challenging and realistic as possible.

Unfortunately, since the PS2 still doesn't have any real way to get online, you won't be playing *Quake III* against people in other parts of the country anytime soon. However, the developers were nice enough to include a four-player option so that you can challenge your friends or neighbors to see who's got the skills. You'll also get to choose from a large selection of character types and levels, many of which are going to be exclusive to the PS2. We should have a full review of *Quake III Revolution* in next month's issue. Stay tuned.

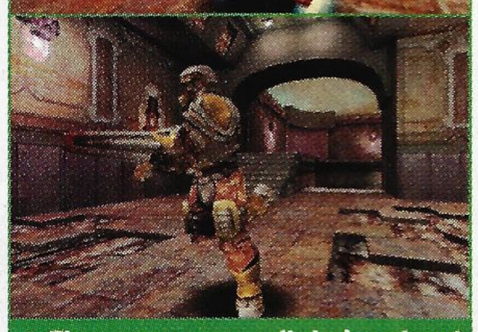
▶ **Stephen Frost**

the BUZZ

The *Quake* name is already synonymous with quality. This game looks to really deliver the goods.

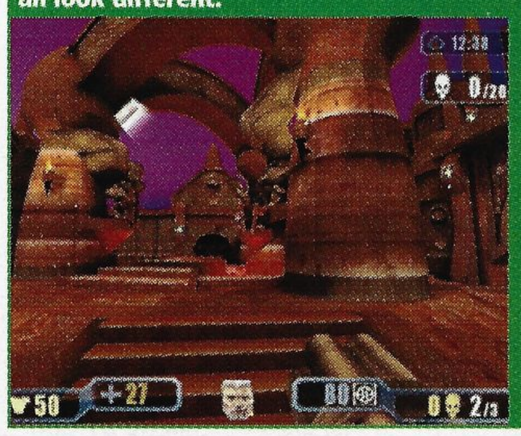
HEY, GOOD LOOKIN'!

The characters have been improved with the addition of lots more polygons and higher-res textures.


▲ These are some well-designed and good-looking characters.

▲ Most of the arenas are quite large, so there's plenty of space to run around and shoot people. Anyone know of a good camping site?

▼ While there are a lot of arenas, they all look different.



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INFOGRAMES

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
WORKING DESIGNS	G-CRAFT SOFTWARE	Q2	RPG	1	TBD

PS PERCENT COMPLETE 50%

ARC THE LAD

Three Arc games in one package!

At the time of PlayStation's release, RPGs didn't have the mass appeal that they've now achieved. This is the main reason *Arc the Lad* never saw the light of day in the U.S. Working Designs has realized the quality of the entire series, and will bring over a deluxe box set, containing three games and a CD with a soundtrack and a movie of the making of this trilogy.

The gameplay is similar to *FF Anthology,* in that it's an extremely story-driven strategy RPG. The five playable characters take turns fighting on an invisible grid, where they can attack with swords and other weapons, or use a variety of magic.

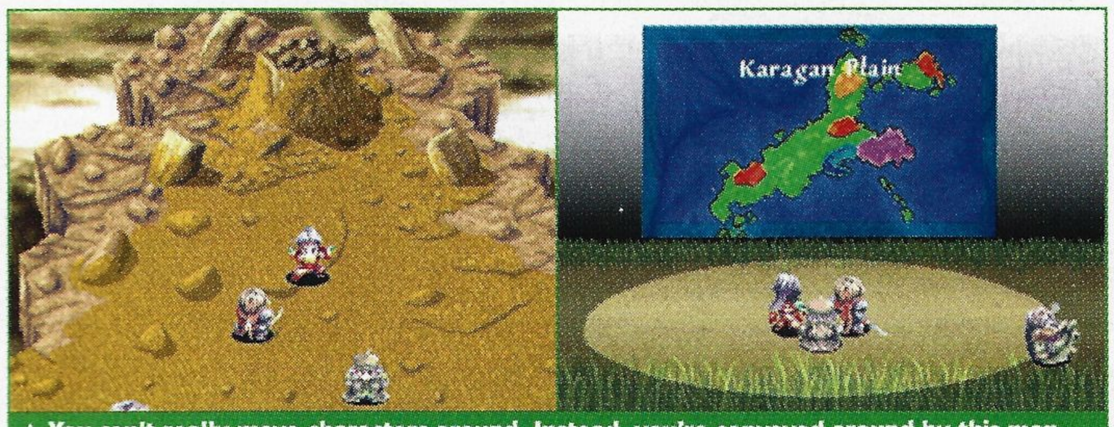
Although the story seems trite, and the characters super-deformed and silly, it's actually very compelling. The only downside to the first game is its length; with only ten hours of gameplay, it ends too quickly.

However, since *Arc the Lad* is bundled with the other two games, which are longer, this is a compilation to keep an eye out for.

▶ **Tokoya**

▲ Players fight monsters on a playfield similar to this one.

▲ The graphics have an old-school look.



▲ You can't really move characters around. Instead, you're conveyed around by this map.

the BUZZ

With three strategy games included in one package, this is a compilation that fans of the genre will appreciate.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
3DO	3DO	MARCH	ACTION	1	TEEN

PS2 PERCENT COMPLETE 90%

▲ There's always lots of enemy fire.

ARMY MEN — GREEN ROGUE

A new type of Army Men game

Although I started out playing *Green Rogue* with low expectations, and expected very little deviation from *Army Men*'s action formula, I was pleasantly surprised to discover that it's an entirely different type of game.

Green Rogue shares many elements of the series, but the gameplay itself is new. The action most often takes place in narrow passage ways. As the camera slowly creeps forward, your character must move along with it and obliterate the enemy into plastic chunks.

There are a variety of weapons and power-ups. You'll tear enemies to pieces with machineguns, explode them with rocket launchers, and in overwhelming situations, you can even vaporize them with a nuclear bomb. If you obtain enough power-ups, your army man appears to be on steroids.

Although the *Army Men* name has been slightly tarnished with its over-abundance of games, *Green Rogue* may prove to be decent.

▶ **Tokoya**

▲ The weapon variety is one of the game's strengths. What's war without a bunch of guns?

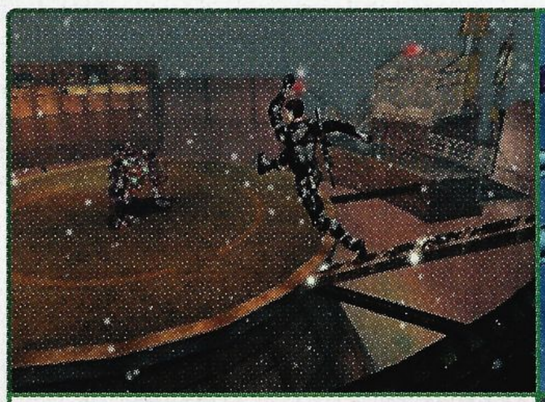
the BUZZ

***Green Rogue* differs slightly from its predecessors. Perhaps with a fresh look and feel, there's still hope for the series.**

▲ When on steroids, you can easily lay waste to many enemies. Kill 'em all!

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	DEEPSPACE	JULY	PANIC HORROR	1	TBD

PS2 PERCENT COMPLETE 50%



MORE THAN JUST HORROR

When was the last time you made an *RE* character jump, use a sniper scope, or hang from railings? *Extermination* is a big leap in this respect.

▲ ***Extermination*** **is definitely more of an all-out action game than *Resident Evil* or *Onimusha*.**

▲ **"Red Light" operative Dennis Riley can use a lethal knife in addition to his rifle.**

EXTERMINATION

Sony's answer to Resident Evil is confirmed for the U.S.

Sony's long-awaited "panic horror" title is being developed by some of the same people responsible for the original *Resident Evil,* and based on early gameplay impressions, its quality lineage is showing through.

Obviously, unlike the PSone *RE* games, *Extermination* is presented in real-time 3D, though some of the basic play mechanics (and even the enemies that hero Dennis Riley must go up against) are reminiscent of the Capcom classic. *Extermination* will also boast a relatively unique gameplay twist in the form of "region actions" which will change what certain buttons do depending on the situation the lead character is in. For instance, the button that's normally used for opening doors might also perform a reaching knife attack when hanging from a ledge.

The game's weapon upgrade system also promises to be somewhat unique in that Dennis' gun can accommodate a variety of upgrades and prominently features a flashlight. The last detail proves extremely important as many of the game's rooms are completely cloaked in darkness and players will have to constantly scan their surroundings with the light in order to avoid ambush. It's just another touch designed to elicit the "panic" in "panic horror."

With other diverse gameplay elements (such as some platform jumping) thrown into the mix, *Extermination* is looking like more of an evolution of the survival horror genre than first believed.

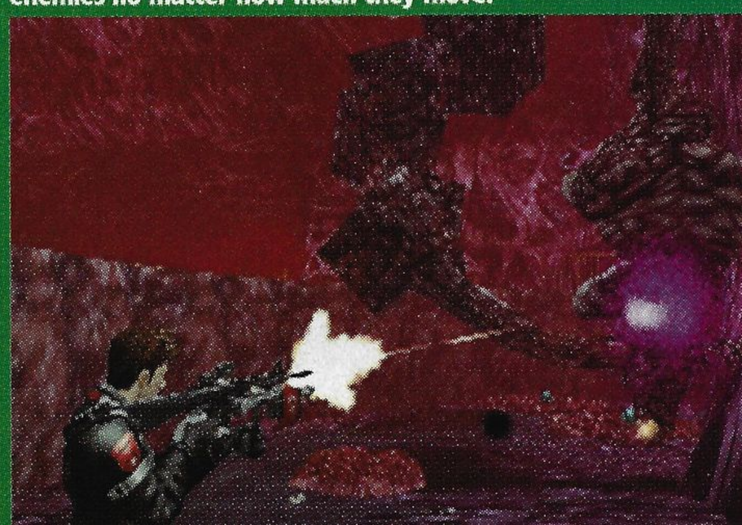
▶ **Randy Nelson**

▲ **You'll go up against some truly ghastly enemies in this game, including this giant column of throbbing goo. Luckily, Dennis is well armed and has the moves to back it up.**

the BUZZ

With some unique play mechanics and real-time graphics, *Extermination* might more than tide *Resident Evil* fans over.

▼ **Auto targeting will ensure than you can track enemies no matter how much they move.**



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
KONAMI	KONAMI	AUGUST	SPORTS	1-2	EVERYONE

PS2 PERCENT COMPLETE 50%

ESPN X GAMES SKATEBOARDING

Are you X-perienced?

Brace yourselves for a little secret: Konami doesn't only publish *Metal Gear, Contra* and *Castlevania* games. Konami's *ESPN The Games* brand has been gaining exposure over time. The brand's hallmarks have been realistic physics, myriad licenses, updated pro rosters, ESPN-style play-by-play and tons of branded extras, and venues recreated directly from their real-world counterparts. Such attributes and attention to the finer details, combined with Konami's traditionally solid graphics displays, have begun to win some gamers' loyalties. And while we're still waiting for the brand's watershed title, *NFL PrimeTime,* we're no longer holding our breath for that ESPN title alone. *ESPN X Games Skateboarding* should beat Activision's *Tony Hawk 3* to the punch as PS2's first skateboarding game.

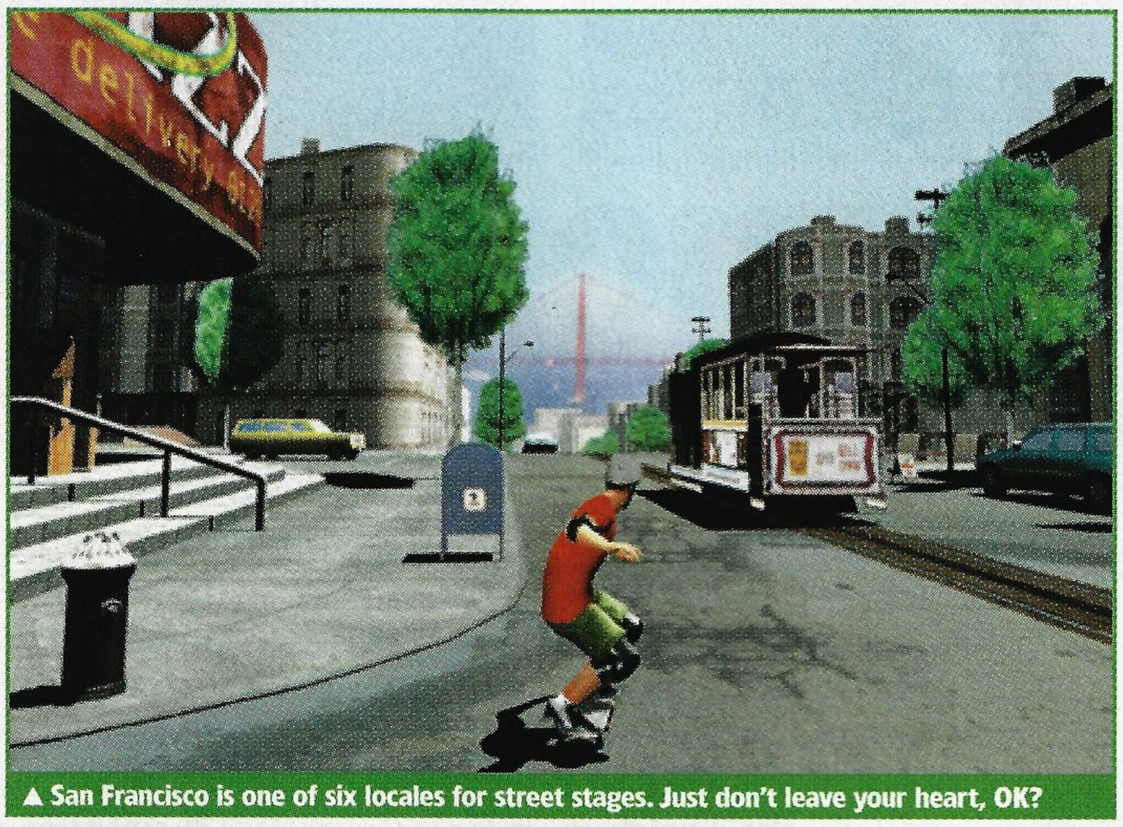
Recreating venues from last year's X Games in San Francisco, *Skateboarding* will feature several street and pipe competitions in tournament style. It will see eight pro skateboarders with different speed and handling characteristics, along with a two-player split-screen mode and a practice mode. For good measure, the game will also include six street stages nationwide, including L.A. and New York, enabling gamers to work on their trickstyles.

Timed to arrive in conjunction with this year's ESPN X Games to be held in Philadelphia, *ESPN Skateboarding*'s X-perience is set for August.

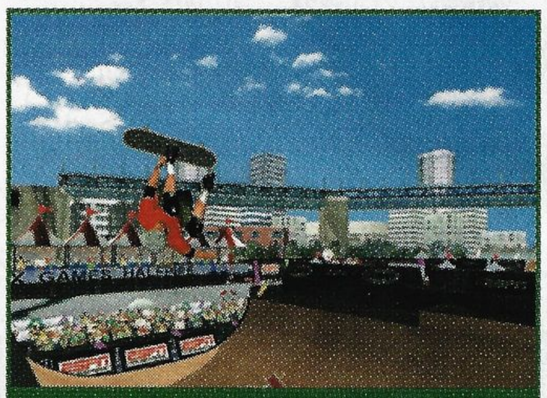
▶ **Tommy Layton**

the BUZZ

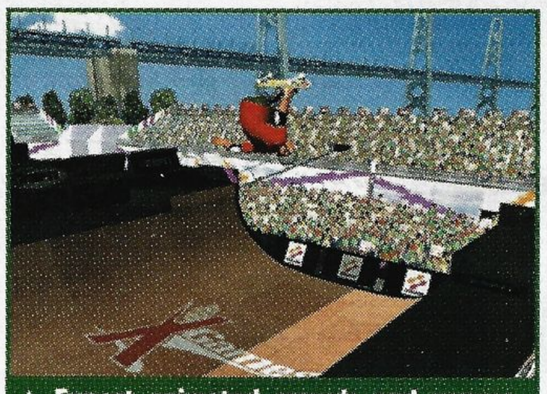
Expected to be the first skateboarding title on PS2, *ESPN X* sports the realism and extras typified by the ESPN license.



▲ San Francisco is one of six locales for street stages. Just don't leave your heart, OK?



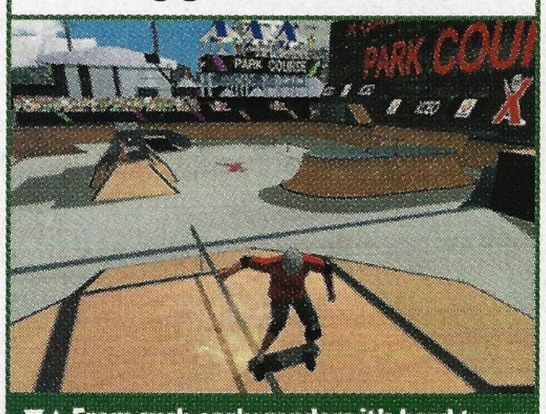
▲ *ESPN the Games* stresses realistic physics and true-to-life trick menus.



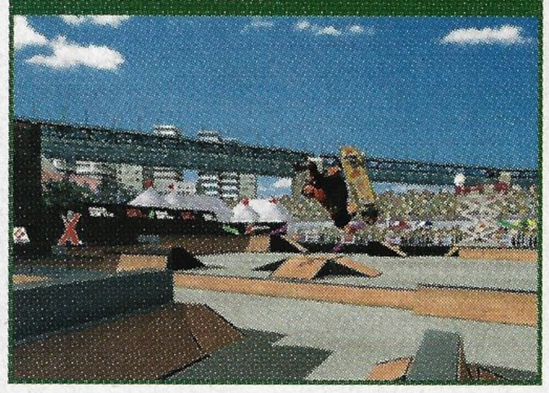
▲ Expect animated crowds and venues recreated from last year's competition.

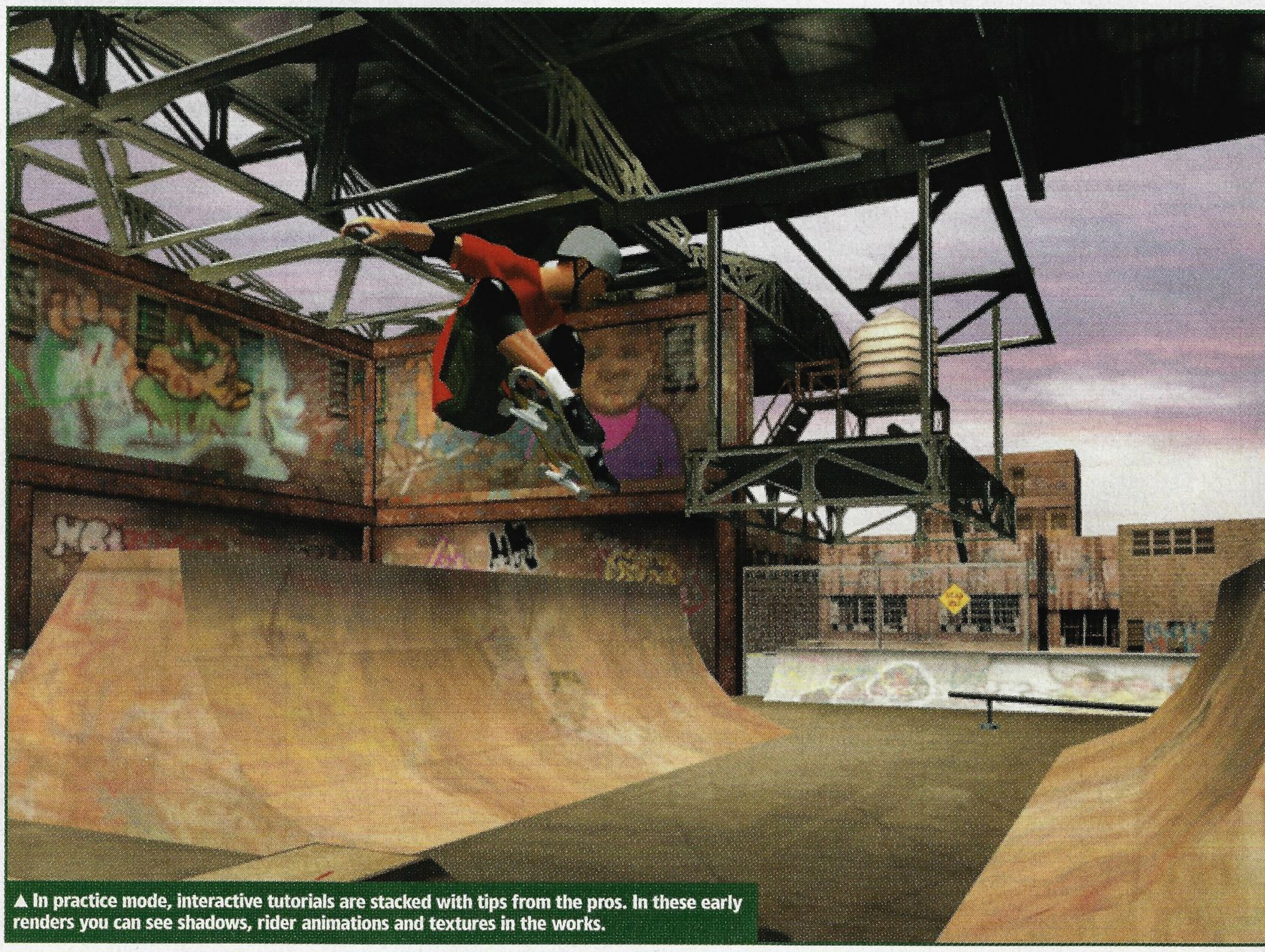
DOES IT HAVE WHAT IT TAKES?

Solid camera work, control, trick menus and park design will make or break a skateboarding game.



▼▲ From such early renders it's hard to say if *Tony Hawk PS2* has cause to worry. But these vantage points let you appreciate tricks, and park design is straight from the *X Games*. We'll see...





▲ In practice mode, interactive tutorials are stacked with tips from the pros. In these early renders you can see shadows, rider animations and textures in the works.

It's A Different Kind of RPG....

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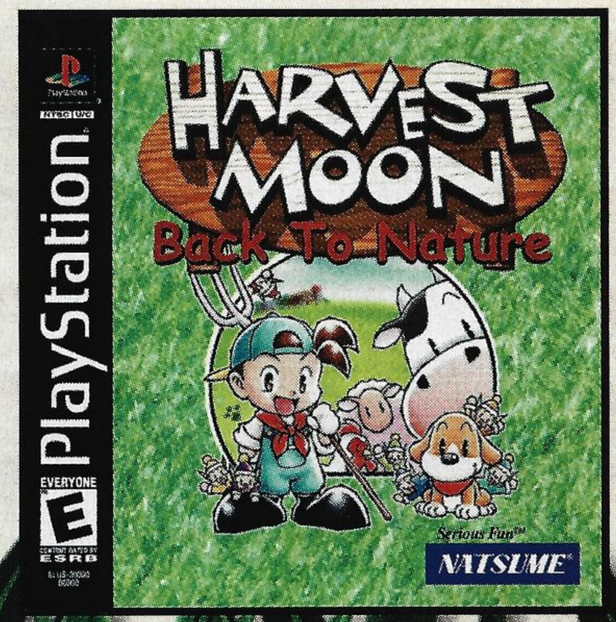

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
THQ	VOLITION	MAY	ACTION	1-2	MATURE

PS2 PERCENT COMPLETE 95%

▲ A levitating kill-bot ironically floats by an Ultor Corporation's miner recruiting poster that reads, "High risk, high pay, high adventure."

RED FACTION

First-person shooting with destruction like a wrecking ball

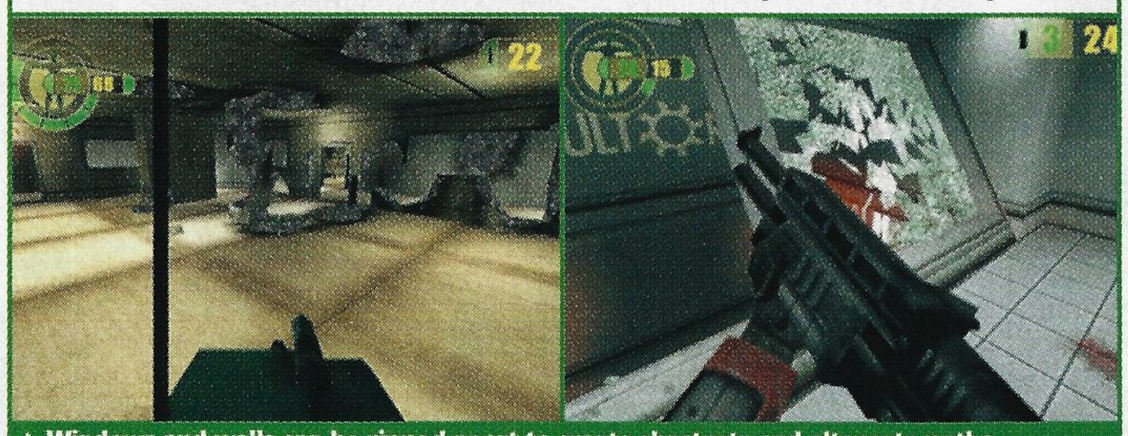
The games industry often seems hell-bent on proving that the more things change, the more they stay the same. Rare is the revolutionary gameplay concept or technological innovation that bends or reforms a genre enough to liberate it from its own history and formula. *Red Faction,* with the Geo-Mod engine's real-time environment deformation, held such promise. But while Geo-Mod certainly pulls its own weight, the revolution within the game's storyline, and the revolution *Red Faction* was supposed to effect within the FPS genre, bring two words to mind: *Half-Life.*

So many elements of what many consider the greatest, and most revolutionary, single-player FPS of all time seem to shape the gameplay of *Red Faction*. These include weapon selection, enemy squad AI, cowering friendlies, plotline and progression, "environ-suit" (HEV) armor, and most importantly, level design (elevators and slow-moving platforms, ventilation shafts, ladders, activation switches, even graffiti on the walls). But in all fairness, it's hard to escape the con-

▲ "Beautify Mars. Kill Guards." A public service message from local insurgents.

SYMPHONY OF DESTRUCTION

By the modification of the environment's geometry in real time, nearly everything you see can be blown six ways from Sunday.



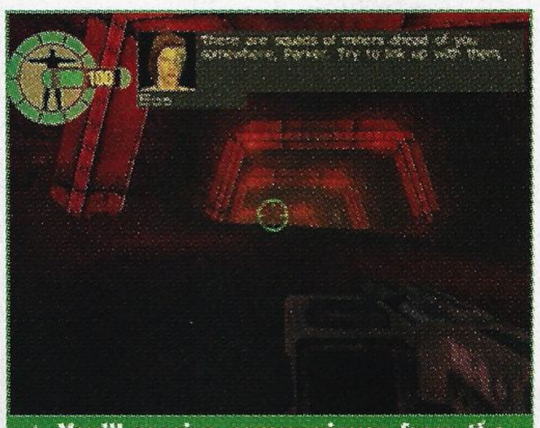
▲ Windows and walls can be ripped apart to create shortcuts and alternate paths.

ventions of the shooter that has shaped our expectations of the genre for the last few years. And to its credit, Red Faction features several extras uncommon to a part sneaker, part blast-em-up FPS: dragging and hiding bodies, viewing monitors, a consistent target lock-on system, and operable land, sea and air vehicles. And even though it doesn't quite revolutionize the FPS genre, the strategy and sheer joy of geometric modification is everything we hoped it could be.

However, from the previewable version we've been playing, it's clear that Red Faction will need some serious work on keeping the framerate consistent before it hits the street in May. In spite of the evident throwbacks to *Half-Life*, and its long and cumbersome loading screens, *Red Faction* and the Geo-Mod engine are shaping up to be big draws for FPS gamers.

▶ **Tommy Layton**

▲ *Red Faction* includes land, sea and air vehicles. In the tutorial, you practice piloting a sub and firing its torpedoes.



▲ You'll receive communiques from the leader of the rebellion, who guides you through Martian mine shafts.

the BUZZ

Red Faction **showcases all the elements that made *Half-Life* the genre standard, along with lots of other innovative features.**

THE ROAD LESS TRAVELLED

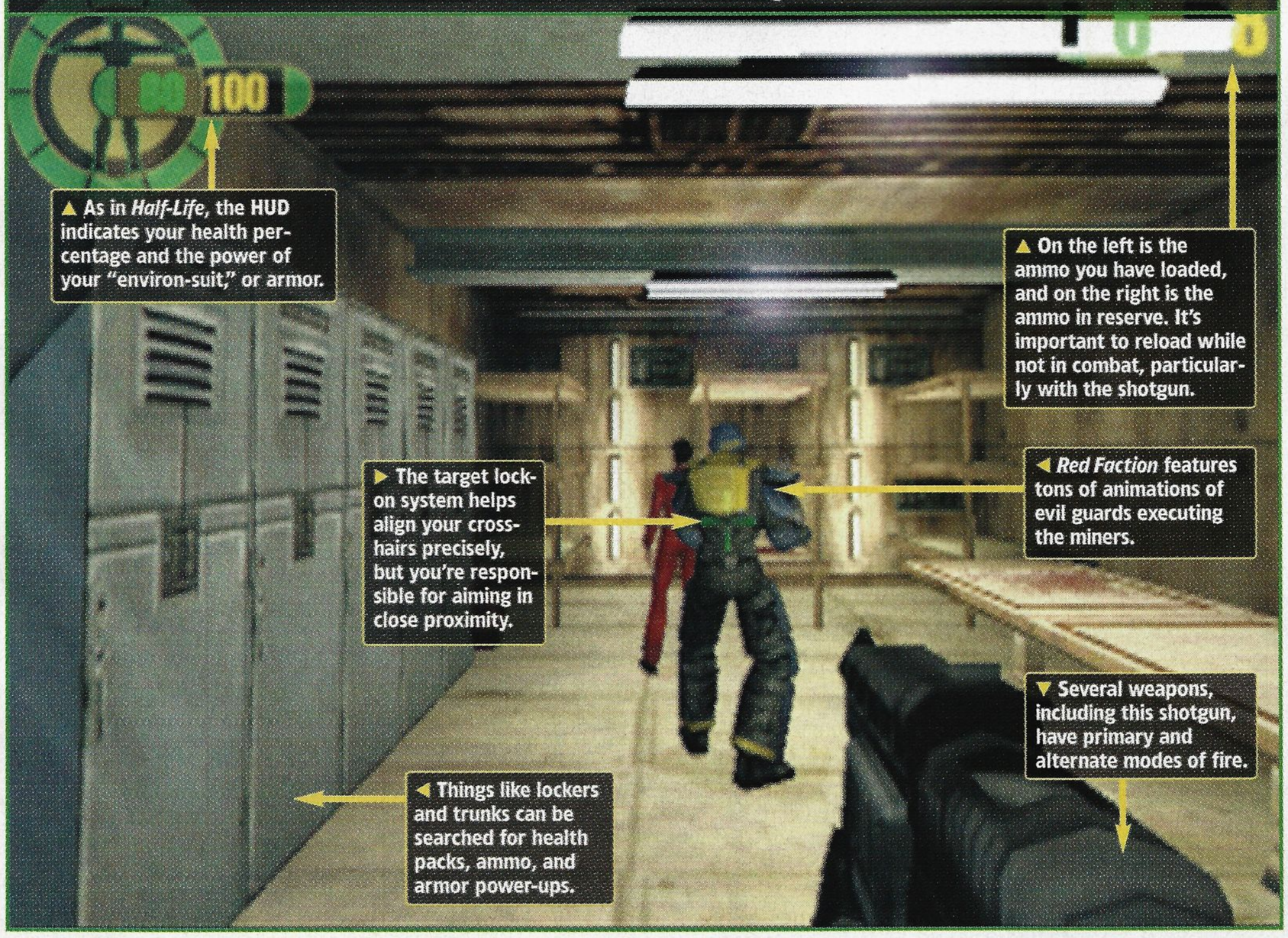
Below is a walk-through of how to blaze your own trails. 1. Visualize a giant hole in the floor. Be the rocket. 2. Step back and take out the rocket launcher. 3. Fire your rocket and admire your handiwork. 4. Look before you leap.

▲ Several weapons, including rocket launchers and adhesive explosives, enable you to blow holes in the wall or the floor. We really like what you've done with the place...

"Even though it doesn't quite revolutionize the FPS genre, the strategy and sheer joy of geometric modification is everything we hoped it could be."

PSM BREAKDOWN

An up-close look at the game in action



▲ As in *Half-Life*, the HUD indicates your health percentage and the power of your "environ-suit," or armor.

▲ On the left is the ammo you have loaded, and on the right is the ammo in reserve. It's important to reload while not in combat, particularly with the shotgun.

▶ The target lock-on system helps align your crosshairs precisely, but you're responsible for aiming in close proximity.

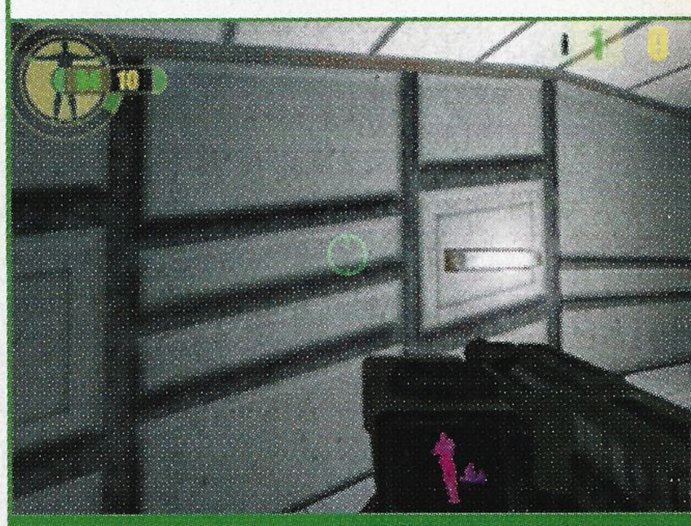
◀ *Red Faction* features tons of animations of evil guards executing the miners.

▼ Several weapons, including this shotgun, have primary and alternate modes of fire.

◀ Things like lockers and trunks can be searched for health packs, ammo, and armor power-ups.

THE TOOLS AND THE TALENT

As you progress, *Red Faction*'s level design demands that you use the right weapon or tool at the right time for maximum effect.



▲ The launcher's infrared sensor reveals someone on the other side of the wall.
▼ Dispatch him, and enter the new area to greet several more enemies with the assault rifle.

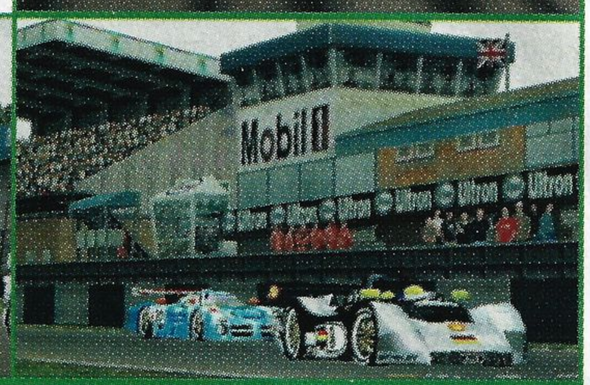
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
INFOGRAMES	MELBOURNE HOUSE	SUMMER	RACING	1-2	EVERYONE

PS2 PERCENT COMPLETE 50%

▲ A fully animated pit crew takes care of refueling, changing tires, and repairs.

ELATION FOR RECREATION

Although these are early screens, you can see the detail in the recreation of the cars, tracks and backgrounds of the Le Mans 2000 season.



▲ To stress the realism of the license, the fanciful Test Drive branding has been forfeited.

LE MANS 24 HOURS

The superlative Dreamcast racer gets extras on the PS2

You now have reason to switch to military time. *Le Mans 24 Hours*, carrying the official license of the high-speed endurance road race, makes it way to PS2 after Infogrames' *Test Drive Le Mans* arguably claimed the title of Dreamcast's finest racer.

The PS2 version features seventy licensed vehicles from GT and prototype classes, about 30 of which were introduced last year. Corvette Racing, Team Cadillac and Viper Team Oreca now join the ranks of familiar Audi, Porsche and BMW entries, and they'll grace 12 courses worldwide recreated from the 2000 season. *Le Mans 24 Hours* is capable of rendering all 24 vehicles in a race on-screen simultaneously. While a true Le Mans race runs 24 hours straight, and gamers will have that emasculating option, more palatable, time-compressed intervals of 10 or 30 minutes, or one or six hours are also available in the Le Mans mode. These compliment championship, quick race, time trial, and two-player split-screen modes.

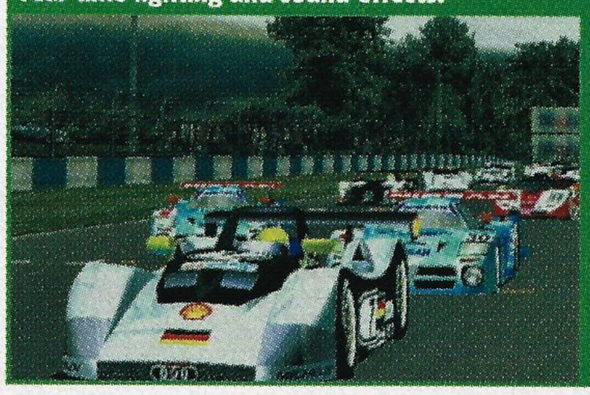
Rear view mirrors, real-time brake and headlights, and animated drivers and pit crews are new PS2 features not included in the Dreamcast version, but hopefully *24 Hours* will improve on its predecessor's great physics, lighting, and quality sound. Look for it to hit the circuit this summer.

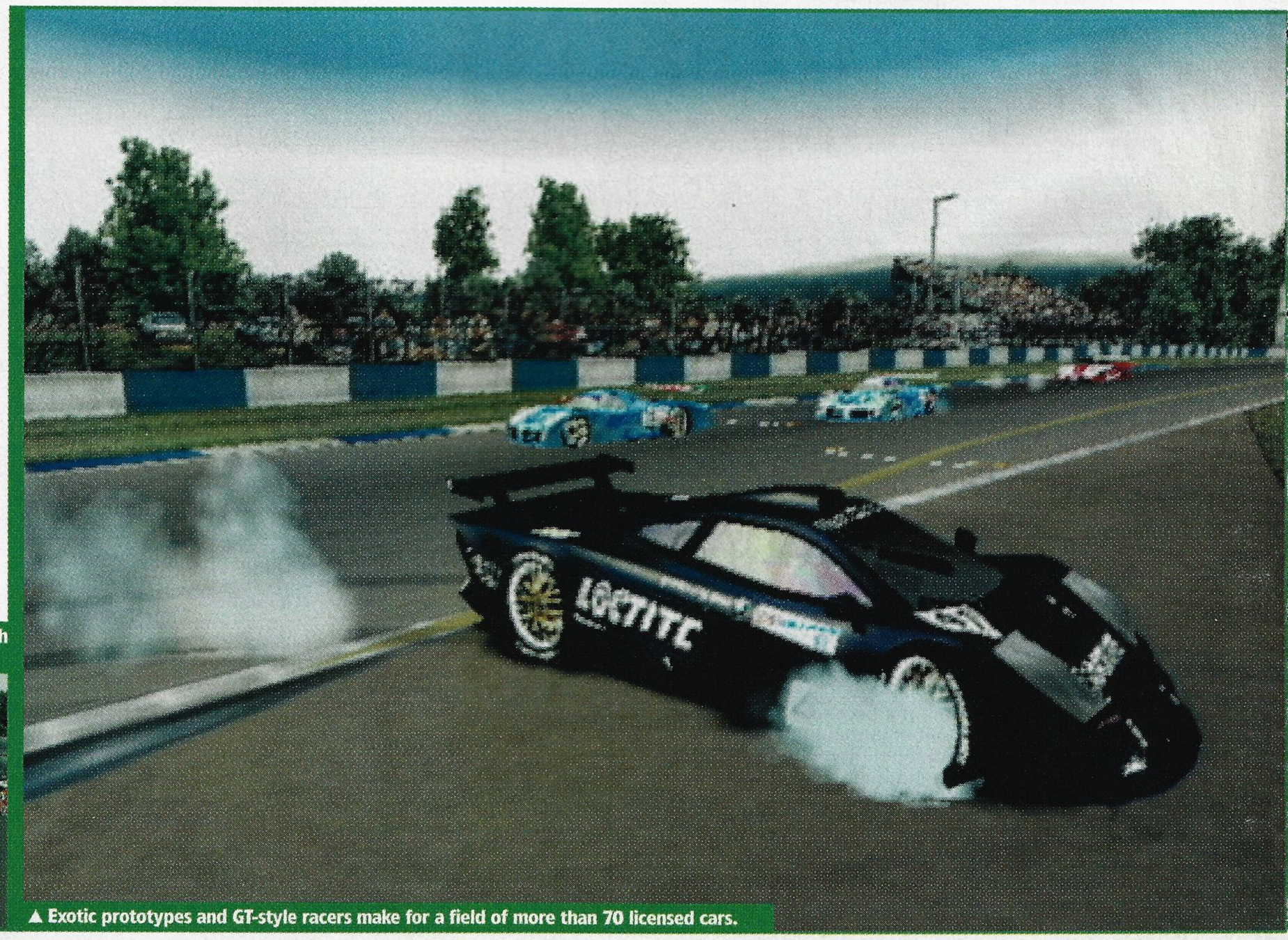
▶ **Tommy Layton**

the BUZZ

***Le Mans 24 Hours* will feature the depth of the license and exhaustive attention to detail typified by the *Gran Turismo* series.**

▼ 24 cars can be rendered simultaneously with real-time lighting and sound effects.

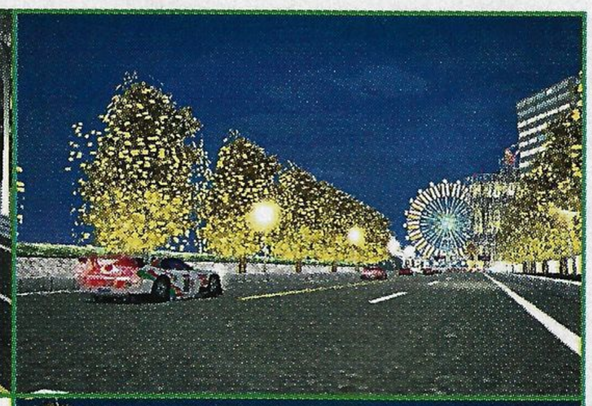


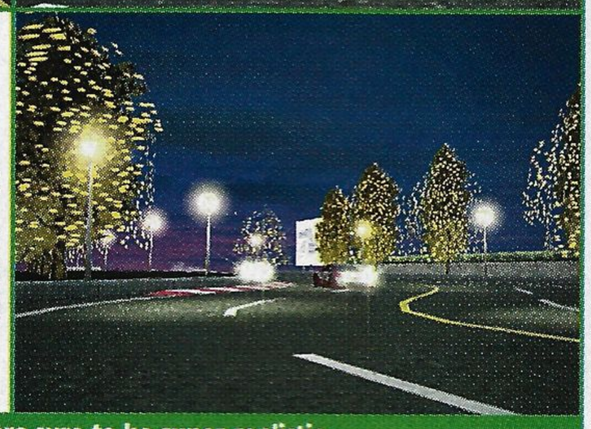


▲ Exotic prototypes and GT-style racers make for a field of more than 70 licensed cars.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	POLYPHONY DIGITAL	JUNE	RACING	1-6	EVERYONE

PS2 PERCENT COMPLETE 80%

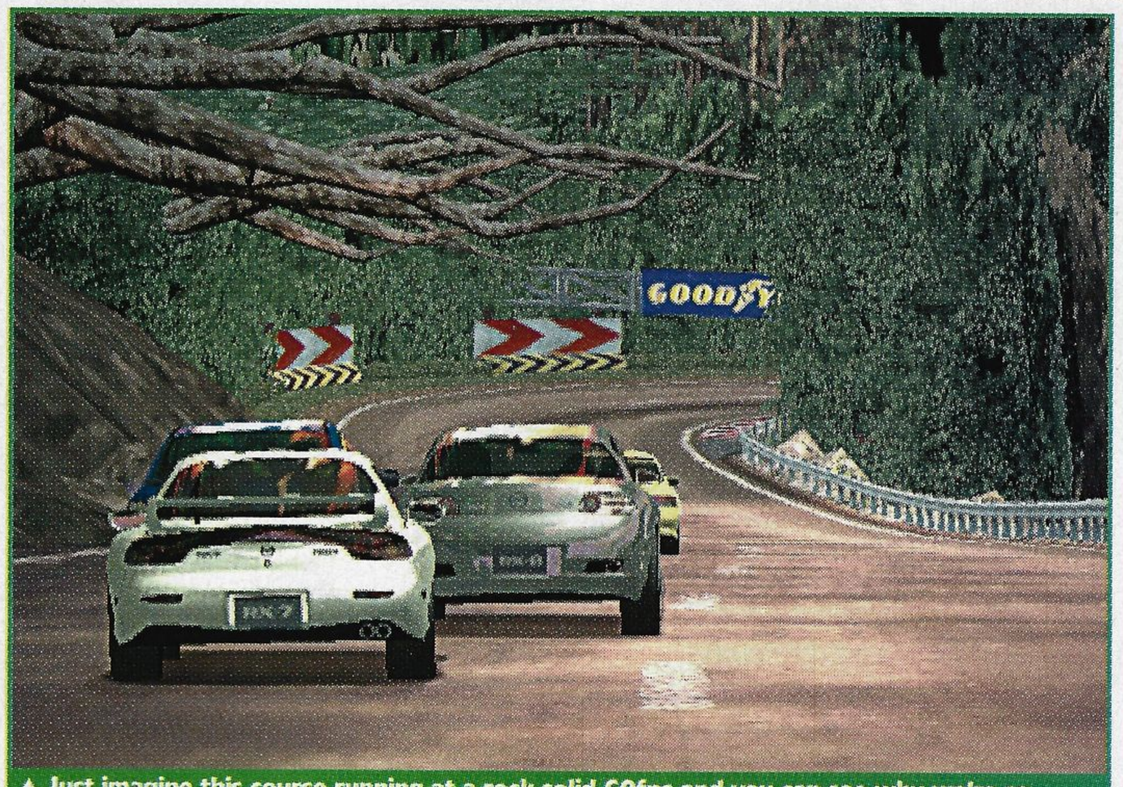




SPECIAL STAGE ROUTE 11

This is the latest course that Polyphony Digital has revealed. Just check out the lights in the trees and that really cool Ferris Wheel in the background.

▲ The lighting effects used for this course are sure to be super realistic.



▲ Just imagine this course running at a rock solid 60fps and you can see why we're so excited about *GT3*'s visual possibilities.

GRAN TURISMO 3

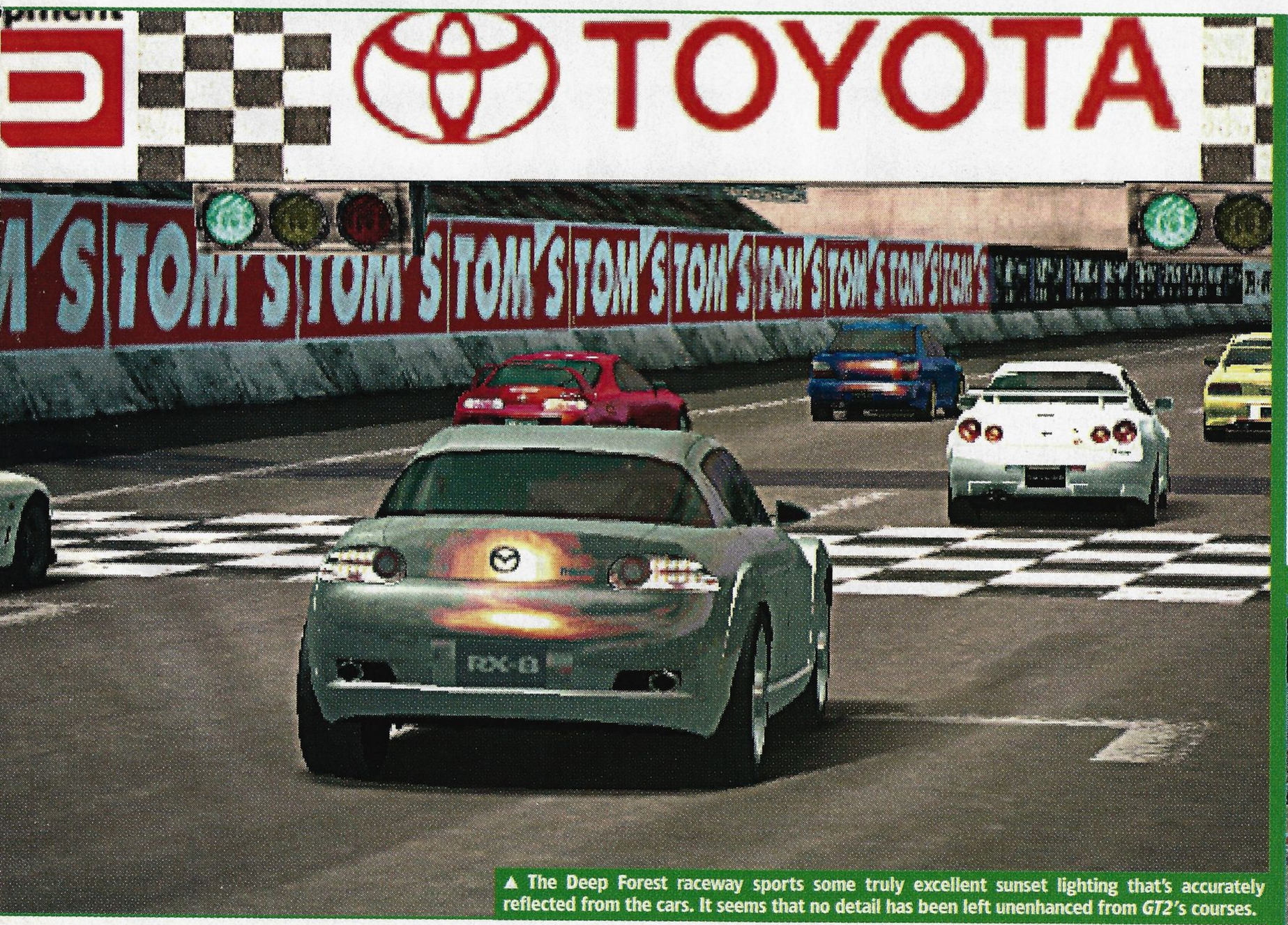
Enough already! These delays are killing us!

Yep, you heard it right — *GT3* has been delayed yet again, this time until June. But while we're still champing at the bit for Sony's first PS2 racer to speed onto shelves, the delays look to be warranted, as its developer seems to be trying to squeeze every bit of performance they can out of the system. In fact, it's looking like there will actually be more new courses than originally planned in the game.

This month, we've got the first pics of *GT3*'s revamped Deep Forest and Special Stage Route 11 raceways, but we've also learned that some pleasant surprises are in store. One of them is called Cote d'Azure, and appears to be the world-renowned Monaco street circuit, sans the licensed name, of course. We've been told to expect 36 courses in total, which includes mirrored variants and a rainy version of Special Stage Route 5.

Since last issue, we've also gotten the chance to try out *GT3* with the Logitech GT Force steering wheel, which may or may not be released here in the states. This is the true force feedback wheel that we've been telling you about for a few months now and, from our experience, it does a lot to immerse you further in the game with realistic resistance and even vibration as your car runs over bumps. It's a little steep price-wise (about $100), but we still hope Logitech will bring it stateside when *GT3* arrives this summer, because the effect really is that good.

▶ **Randy Nelson**



▲ The Deep Forest raceway sports some truly excellent sunset lighting that's accurately reflected from the cars. It seems that no detail has been left unenhanced from *GT2*'s courses.

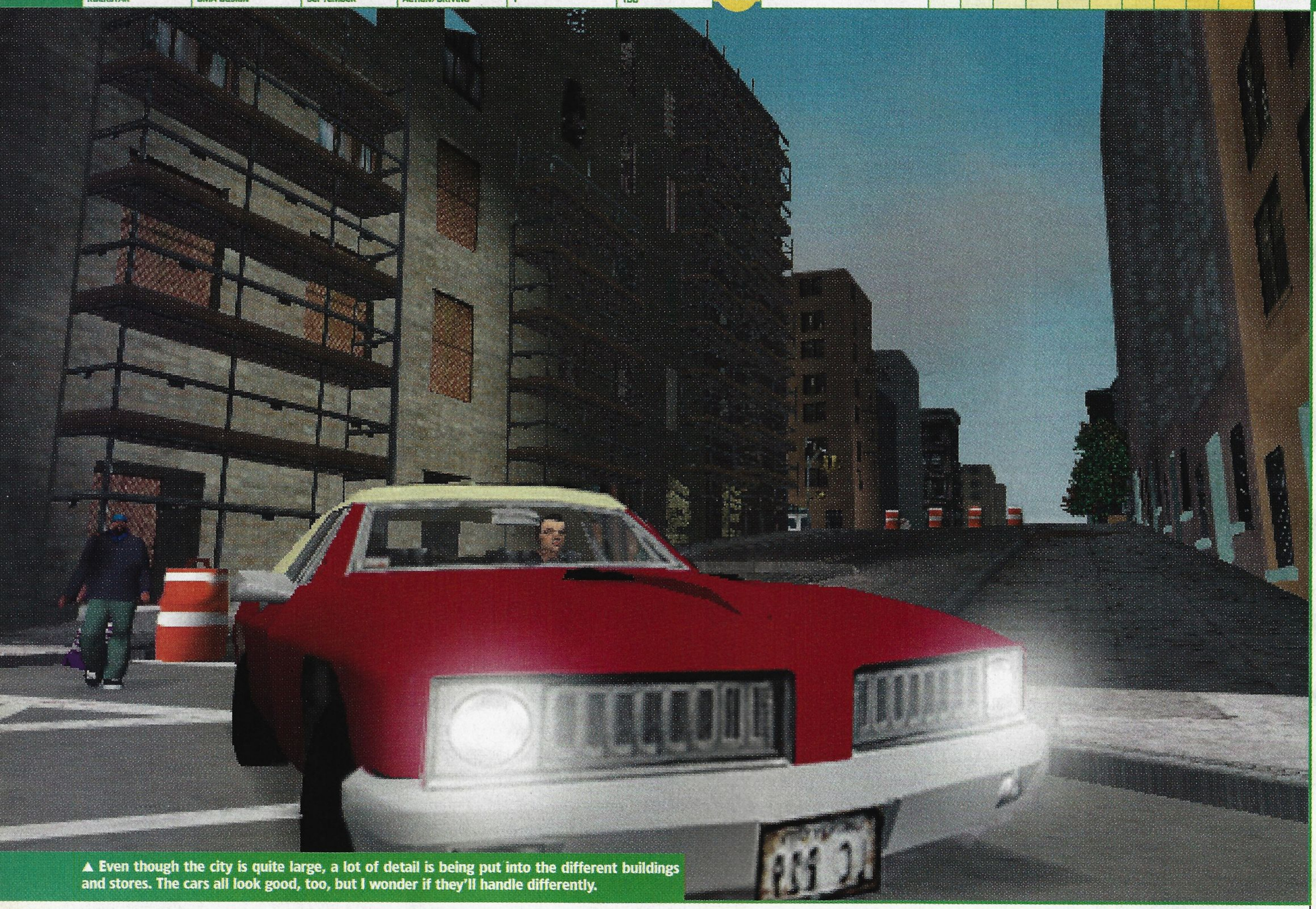
the BUZZ

Although it's been delayed yet again, it still looks like *GT3* will be well worth the wait when it arrives in June.

▼ Even the textures have been reworked since the last time we played *GT3* to sport even more detail.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ROCKSTAR	DMA DESIGN	SEPTEMBER	ACTION/DRIVING	1	TBD

PS2 PERCENT COMPLETE 30%



▲ Even though the city is quite large, a lot of detail is being put into the different buildings and stores. The cars all look good, too, but I wonder if they'll handle differently.

GRAND THEFT AUTO 3

The criminal underground finally goes 3D

Ever since I first saw the original *Grand Theft Auto*, I knew that this was a game that would benefit greatly from a more powerful console. You just can't convey the vastness of a city or the pressure of racing through rush hour traffic on the PSone. Now, with *Grand Theft Auto 3* on the PS2, DMA Design is bringing the franchise truly to life.

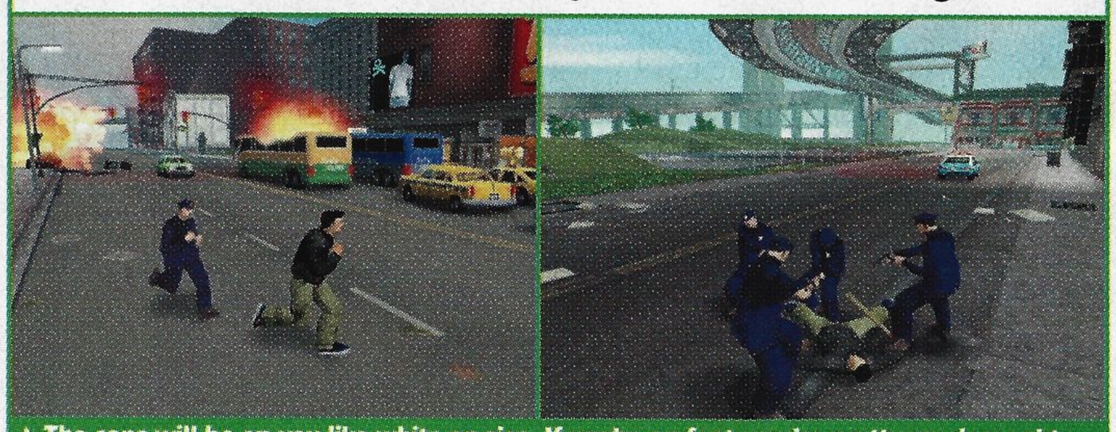
As most of you probably already know, the *Grand Theft Auto* series is based on a mission structure. However, the way that structure is integrated into this sequel certainly deserves a bit of applause. Instead of having to go from one mandatory mission to another, you actually get a good amount of freedom to choose. Granted, there are certain missions that must be completed in order to push the storyline along and progress the game. However, you can select these "plot" missions at your own pace. In the mean time, feel free to take on some odd jobs or other minor tasks just for the fun of it. There are so many possibilities to discover.

For those of you who don't like to sidetrack, however, *GTA3* also has a great and riveting storyline that will take you along for one wild ride. You take on the role of a crook who's arrested after a foiled bank robbery. Left by your partner and girlfriend to take the fall, you manage to escape and meet up with a Japanese explosives expert, 8-ball. He introduces you to the Mafia. Seeking revenge on your girlfriend and ex-partner, you decide to work your way up the Mafia ladder until the time to strike is at hand.

Now, while the story has me interested, it was the developers' dedication to detail that really grabbed my attention. The city in this game (Liberty City), is very much alive and feels just like a real city would. Pedestrians go about their daily business and talk to

HOT PURSUIT

Being a criminal, you're gonna have to get used to the fuzz on your tail. Just don't break any laws and you'll be fine. Yeah... right...

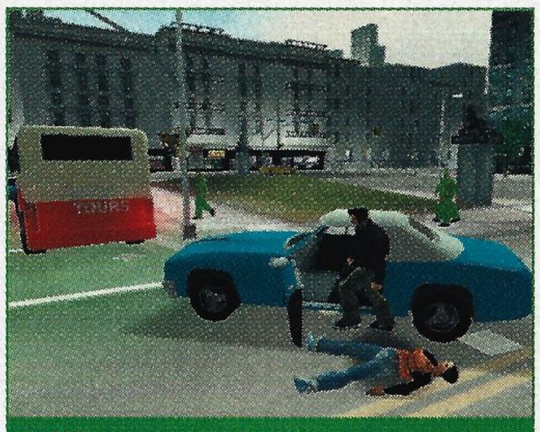


▲ The cops will be on you like white on rice. If you're on foot, you're pretty much caught.

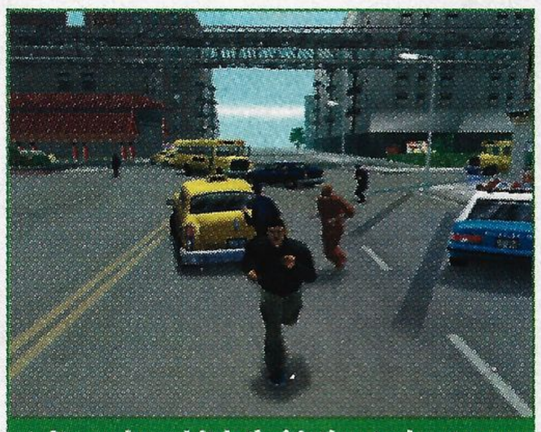
each other. Traffic passes by and becomes busier during rush hour. Even the weather changes fluidly and will go from sunny to dark and rainy during certain intervals. Not only that, but the city is broken up into three key districts (Industrial, Commercial and Suburban), all of which have very distinct looks and personalities. And you won't see the same sorts of vehicles and people in one area as you do another. For example, there will be far less sports cars and business men in the industrial area than there would be in the commercial one.

While far more successful over in Europe, it looks like the *GTA* series is finally going to get its due in the United States. And considering the success that Rockstar has already had with *Midnight Club* and *Smuggler's Run*, there's no reason why this title shouldn't continue that trend. Stay tuned, folks. This game is going to make an impact.

▶ **Stephen Frost**



▲ When you steal a car, you're want to make sure that no cops are in the area.



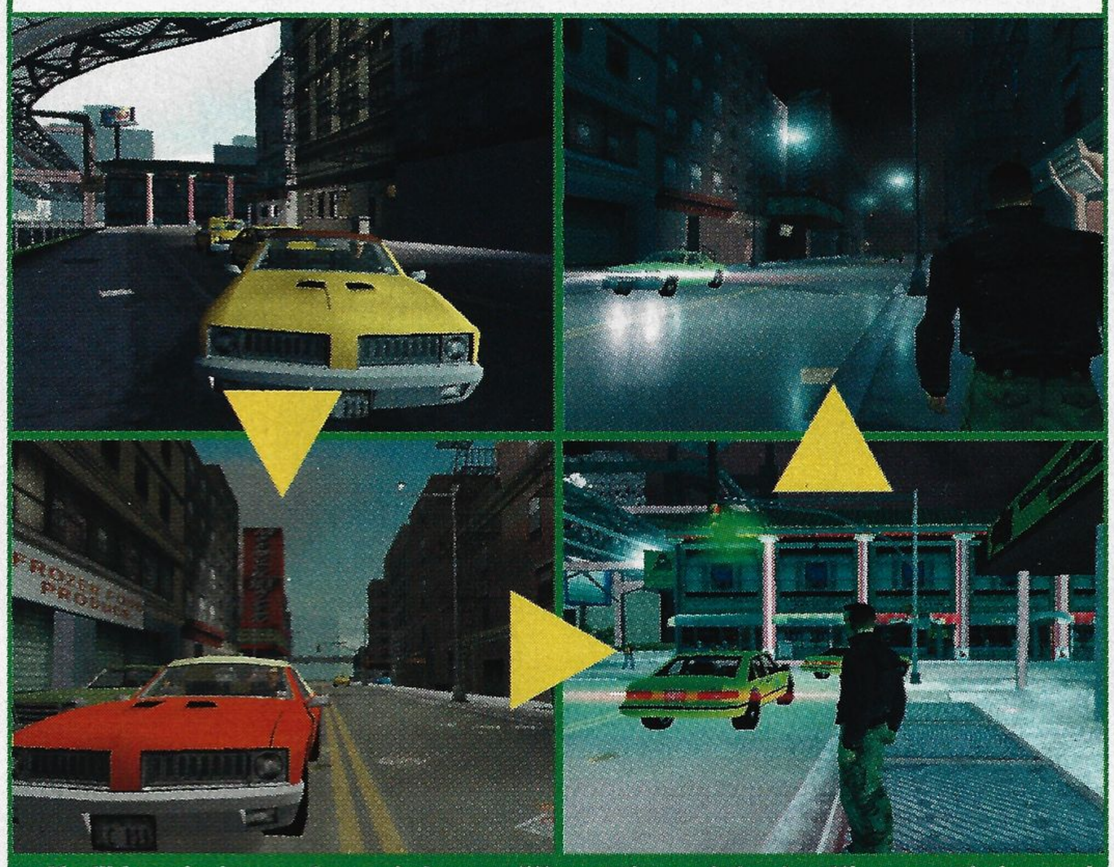
▲ It can be a bit intimidating trying to run through a 3D city. It's just so huge!

the BUZZ

A vast city and well-designed missions should really help *GTA3* kidnap the attention of PS2 owners.

CRIMINALS NEVER SLEEP

***GTA 3* is based upon a 30 minute clock. That means every fifteen minutes, the sun sets or rises. Depending on the time, the people you see walking around will be completely different. You'll also only be able to perform certain missions at specific times.**

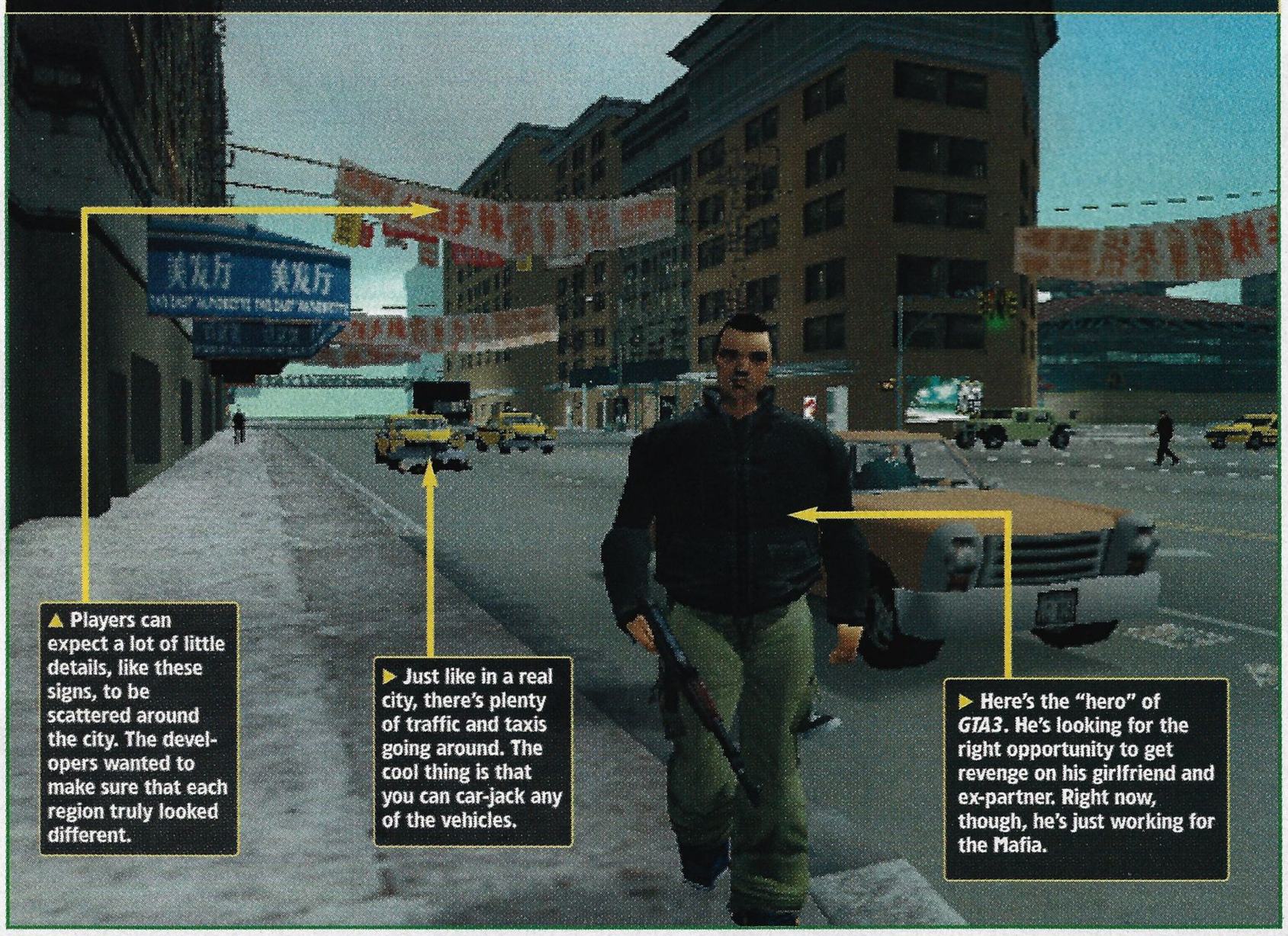


▲ You'll be asked to perform missions at different times of the day. Miss your window and you'll have to wait until the next day comes around.

"GTA3 also has a great and riveting storyline that will take you along for one wild ride"

PSM BREAKDOWN

An up-close look at the game in action



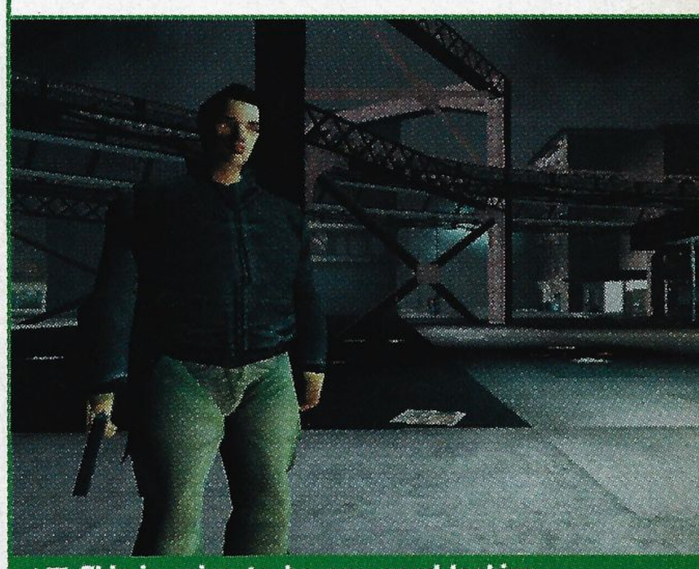
▲ Players can expect a lot of little details, like these signs, to be scattered around the city. The developers wanted to make sure that each region truly looked different.

▶ Just like in a real city, there's plenty of traffic and taxis going around. The cool thing is that you can car-jack any of the vehicles.

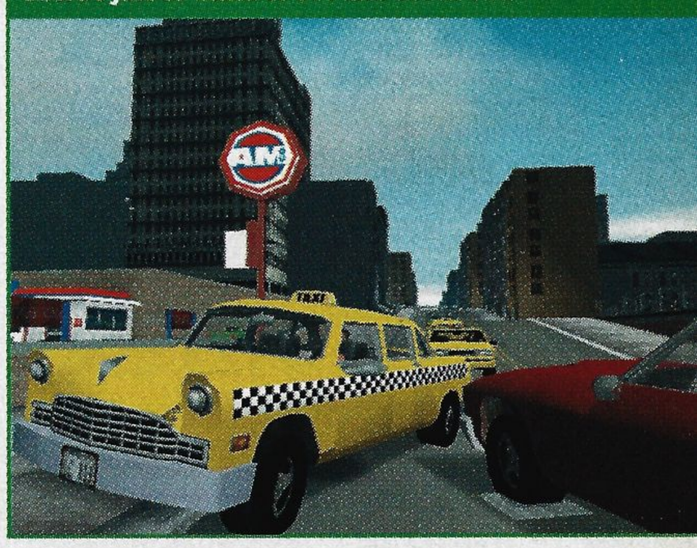
▶ Here's the "hero" of *GTA3*. He's looking for the right opportunity to get revenge on his girlfriend and ex-partner. Right now, though, he's just working for the Mafia.

IN THE DETAILS

What impressed me most about this game was its dedication to the small details. Everything from the lead characters to the different vehicles looks great.



▲▼ This is going to be one good-looking game, thanks to the power of the PS2. There's just so much to see and check out.



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STRATEGY

Tips, guides and cheats that will make you a winner

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Winback We've got all the secret special moves and tips you'll need to complete the game on pg. 90

TAKE THE PSM CHALLENGE!

RULES: Challenges are limited to one entry per person. That means you can't send an entry for each challenge; if you do, you'll be disqualified. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on June 1. If there are multiple winners, then we'll do a raffle. To prove that you accomplished one of our challenges, either send a picture or a video tape (sorry, but we can't return them). Sorry, no e-mail entries!

SEND YOUR ENTRIES TO: PSM May Challenge # (the challenge number you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

CHALLENGE #1: Fear Effect: Retro Helix

Beat the game and photograph or tape the ending or the code that appears at the end.

CHALLENGE #2: Z.O.E.

Receive an "A" ranking on Rescue Mission 2 and at the end of the mission, photograph or tape the screen that shows your ranking.

CHALLENGE #3: Star Wars: Starfighter

Unlock the 2-player modes and photograph or tape the mission select screen in the Bonus Missions option that shows they're actually unlocked.

CHALLENGE WINNERS for the February issue:

KING OF FIGHTERS '99	No winner
LUNAR 2: ETERNAL BLUE	Brad Bishop of Cary, North Carolina
FANTAVISION	Aaron Perkins of Republic, Missouri

THIS MONTH'S PRIZE PACKAGE:

Exclusive Interact Game Contest!

Beat one of the Challenges and receive a much coveted Interact Mobile Monitor LCD screen for PSone. Get one now before they disappear!

STAR WARS: STARFIGHTER

Bonus Goals And Secrets

Completing one Bonus Goal yields a bronze medal; if you complete a second one, you get a silver, and complete the third and you'll receive the gold.

MISSION 1

NABOO PROVING GROUNDS

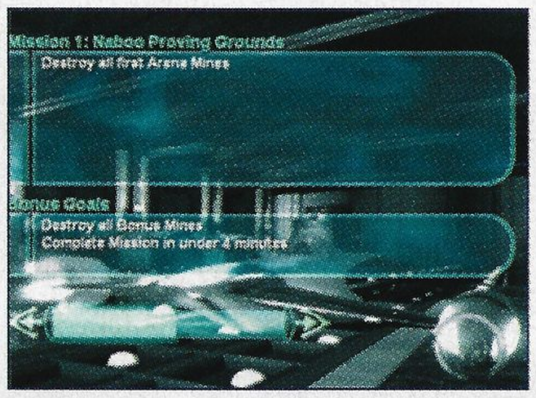
Destroy All Bonus Mines

A relatively easy objective. Just be sure that after your targeting system stops locking onto them, you still nail them.

Complete Mission In Under Four Minutes

This can be tough, since it takes time to get through the mountain passages. Blast through them as quickly as possible. Don't trouble yourself with any of the other bonus objectives when trying to complete this one.

Beat Essara In The Race



This one is easy; just blow right by him during the race.

MISSION 2

THE ROYAL ESCORT

The Royal Starship Takes No Hull Damage

Just concentrate on protecting the Royal Starship. You'll need to get a layout of the level and know where enemies spawn.

Destroy All Merc Daggers In Under One Minute

This one is tough as well. All I can say is that you need to find them ASAP, and then destroy them with extreme prejudice. Since they'll come in multiple waves, you need to get through the entire mission very quickly. Kill the first wave, then kill a couple of other ships. When the next wave comes, go after them. Also, save your missiles to use on these enemies.

Rhys Destroys All Merc Dianogas

Since you don't have a time constraint, just go after them whenever you see them. However, so that your allies don't destroy them, be sure to hit them hard when they do finally appear.

MISSION 3

CONTRACT INFRACTION

Tag All Scarabs

This one isn't too tough. Just go after these things and blast them all first.

Complete Mission In Under Four Minutes

Actually, this one isn't too hard either. Just concentrate on completing the mission, and don't waste time doing anything else.

Destroy All Merc Fighters

Just like the first one, you simply need to identify, and destroy these fighters quickly.

MISSION 4

SECRETS ON EOS

Destroy Dispensers Before Droids Are Launched

Hit these dispensers fast and hard. For the first time around, you may even want to spend time on the level identifying every Dispenser. The second time through, go after them.

Complete Mission In Under Eight Minutes

Although eight minutes seems like plenty of time, you'll need to work fast to complete this objective. Like the other timed objectives, concentrate only on completing the main objective.

Destroy All The Miner Droids

This one is a little easier than the previous objective. Just find them and kill them.

MISSION 5

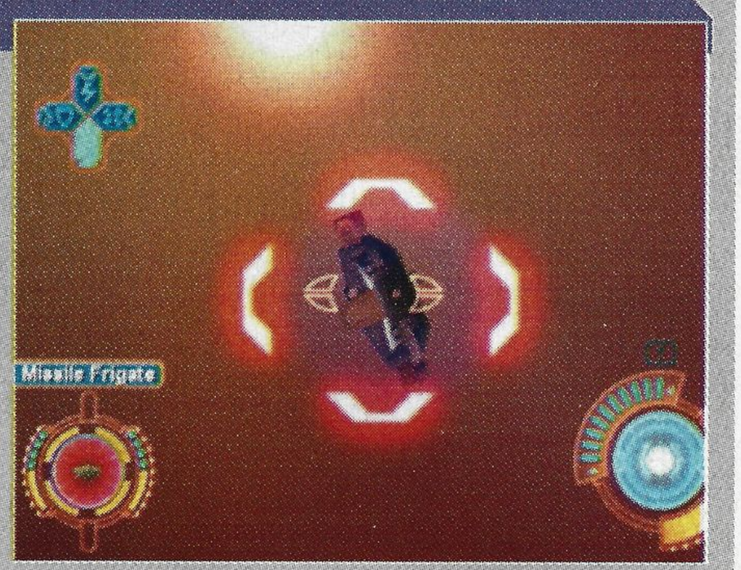
PIRACY ABOVE LOK

Destroy 4 TF Freighters

You'll need heavy firepower to take these things out. You'll want to concentrate on blasting these freighters with everything you've got.

Complete Mission In Under 7 Minutes

Another timed objective means that you'll need to simply concentrate on finishing the mission.



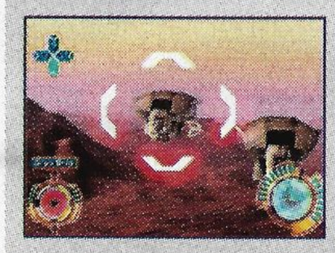
Destroy Missile Frigate

These things can be dangerous, so take them out quickly when attempting this objective.

MISSION 6

VALUABLE GOODS

Destroy Dropships Before Tanks Are Launched



You should find the first two directly in front of you from the start position. Blast them quickly. The third is way above, almost outside of the atmosphere. Since you cannot fly that high, take care of some of the other objectives. However, you'll want to keep an eye on it constantly. When you see it start to descend, attack it.

All Pirate Speeder Bikes Must Survive

This is the toughest mission of the three. You'll want to start blasting all enemies on the ground. Take them out quickly. As soon as this is done, start attacking the Dropships, so as to avoid letting the enemy deploy more tanks, which could destroy the Speeder Bikes.

Destroy Recovery Freighter

Right at the beginning of this level, you should be locked onto a freighter. To the left is the recovery Freighter. Go after it immediately and take it out with your missiles.

MISSION 7

EYE OF THE STORM

Destroy Dropships Before Tanks Are Launched

Hit the two Dropships in the beginning immediately; they're outside on the periphery. A little bit later, two more will show up in the same spot. Keep an eye out on the periphery for these two to show up.

All Decoy Fighters Must Survive

This will come a little later in the level, when you hear the narrator's voice announce that they're being released. This part is tough. Quickly deploy bombs on the ground to destroy the enemy tanks, and then go after the Scarabs. Make sure that you eliminate as many tanks as possible, since there will be more help from air support than ground support.

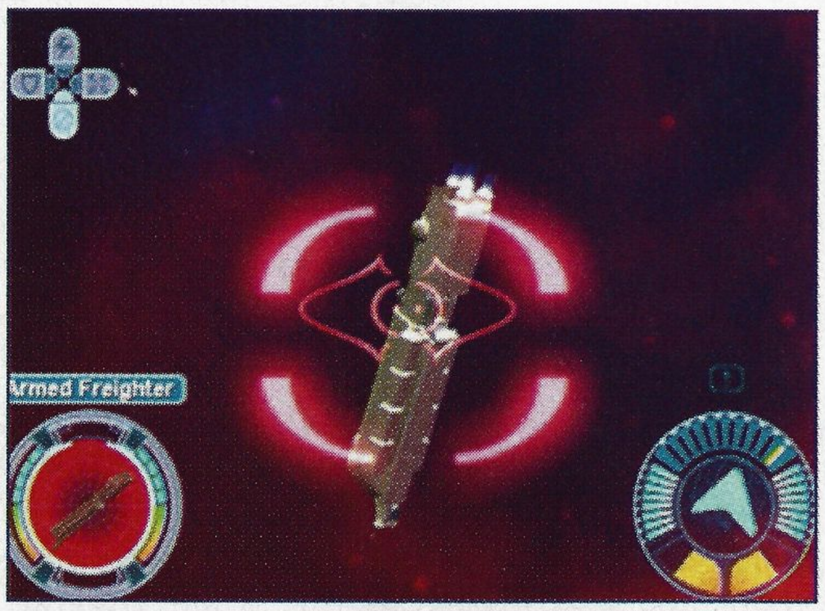
Escort Jenkins To His Freefall

This one is tough as well. You should be fine up until the point the narrator says that Jenkins has been found. When this occurs, search Jenkins out, and concentrate on aiding him to safety.

MISSION 8

TAKING THE OFFENSIVE

Destroy Escaping Superfreighter



Just make sure that you hit all of the freighters in the beginning, and you'll surely nail this one. Save your torpedoes for this freighter to ensure you destroy it. Also, it is listed as an Armed Freighter and not a Superfreighter.

Destroy All TF fighters

This one could be a little tough. Before you destroy all of the satellites, leave at least two remaining before you start firing on the last two. Now, go after the fighters and destroy them all.

Complete Mission In Under 7 Minutes

This one is easy. Hit all of the freighters ASAP, since they will try to escape, and the satellites are stationary. Now go after the Satellites.

MISSION 9

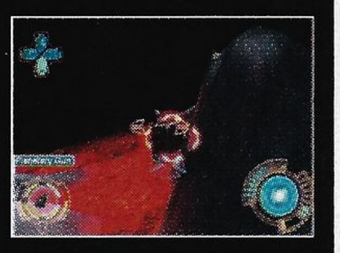
CRIPPLING BLOW

Destroy Command Center In Under One Minute

Simply target this right from the start and give it all you got. Don't worry about enemy fire; just take it out quickly.

Destroy Planetary Gun

This one is just past the Command center. Target it and destroy it. This objective may be difficult to accomplish with everything else you have to do, so just make this your main objective once through.



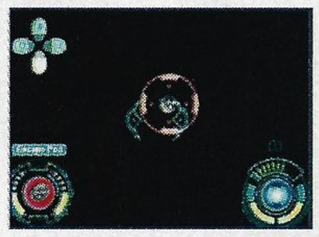
Complete Mission In Under Eight Minutes

Since there is a lot to do for this objective, try to concentrate on doing this objective and leave the other Bonus objectives for another time.

MISSION 10

THE NEW RESISTANCE

Destroy All Droid Escape Pods



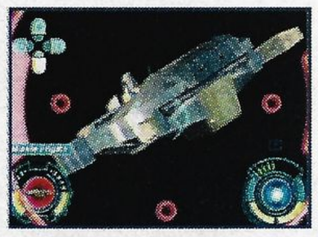
This one isn't too tough, since they won't fight back. As soon as you hear the narrator announce that the escape pods are leaving, target and destroy them.

Complete Mission In Under 8 Minutes

This one will be tough, but again, don't do any of the secondary objectives except this one. Concentrate on completing the mission.

Destroy All Missile Freighters

These guys are tough. To avoid getting blasted by their missiles, disable them quickly with your secondary weapon, and then go back and destroy them. The best way to go about this, is to concentrate on disabling all of the ships. While the secondary weapon is charging up, kill some of the fighters. Then return to disabling the other freighters.



MISSION 11

MIDNIGHT MUNITIONS RUN

Destroy All AMTs

These are easy to take out, but finding them may be tricky. They are silver, stationary tank-like enemies with severe firepower. Just take them out when you see them.

Destroy All Dropships

This requires you to at least keep up with the ship you're escorting; otherwise, they'll drop more enemies and leave. Save your missiles for these guys.

Complete Mission In Under Seven Minutes

To complete this objective, you'll have to know the lay of the land pretty well; that is, you'll have to fly through the canyons quickly, and know where all of the enemies are. Worry about this one last.

MISSION 12

RESCUE ON THE SOLLEU

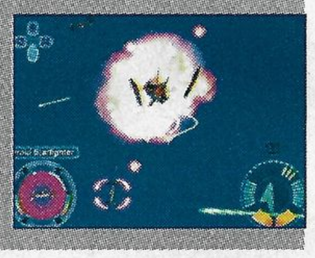
Destroy All Turret Droids

This one isn't too tough. Just make sure that you search the hills closely to find and kill all of them.

Destroy Dropship Before Tanks Are Launched

This one will be kind of tough. It's outside. As soon as you see it, drop everything and attack it immediately. Hopefully, you conserved your missiles, because you will need them to take out the Dropship quickly.

Destroy All Droid Starfighters



You may need to do the mission again in order to complete this objective, in addition to the Dropship objective. Just be sure to hang out in the sky after the Dropship is taken care of. You should run into all of them.

MISSION 13

LAST STAND ON NABOO

All Resistance Turrets Must Survive

This is probably the hardest objective of them all, since you'll have to alternate between hitting the tanks and destroying the annoying bombers. You'll want to stick around the base, but if you don't see anything immediately attacking, go and search for the closest oncoming enemies. Also, it will make this objective easier if you can destroy the Dropships before they deploy any tanks.

Destroy All Scarab Fighters

This one isn't too tough, either; just focus on destroying the air fighters, and attack the ground only when it's necessary. Otherwise, you'll probably miss a few scarabs.

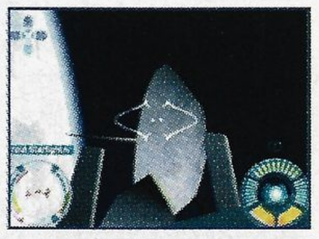
Complete Mission In Under Twelve Minutes

This may seem like a lot of time, but it isn't, since this mission is quite long. Just screw the other bonus objectives and go straight for the main objective. When things get difficult towards the end, be sure to be careful, and don't do anything too risky.

MISSION 14

THE FINAL ASSAULT

Destroy Receiver Stations In Under Two Minutes



Don't worry about the Starfighters. Go after the large Radar dishes, and you should complete this objective easily.

Destroy All Interior Ceiling Turrets

You'll have to go inside the ship to destroy these. They are on the ceilings of the ship. Be careful of the Merc

Leader, though. He'll be inside with you, shooting missiles. However, you won't want to kill him first, since that will end the mission.

Destroy All Lander Assembly Cranes

These are in the same spot as the Ceiling Turrets. They are large, immobile units. Take them, and the Ceiling Turrets, out with laser fire. Conserve your missiles for the Merc Leader.

THE BONUS MISSIONS

These involve obtaining a certain number of points or completing the mission in a certain amount of time. Compared to the regular missions, these are a bit easier. Beating them will allow you to unlock other missions, and bonus ships.

2-Player Missions

These two final missions are simply unlocked by getting gold on everything.

Capture the Flag

Canyon Racing

touch the future

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WINBACK: COVERT OPS

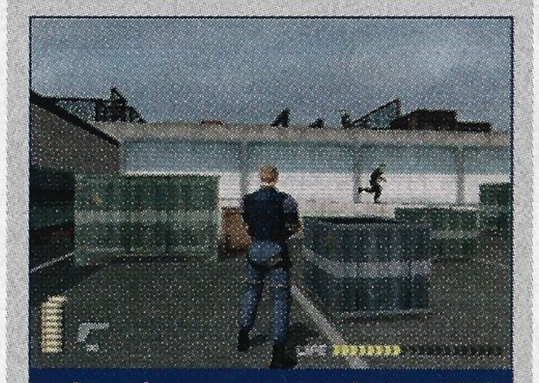
We've revealed all of this information to help you through the game. Be sure to check out the hints at the beginning, since they'll be useful throughout.

Hints, Hidden Characters, Bosses, and Endings

HELPFUL HINTS

Running Wild

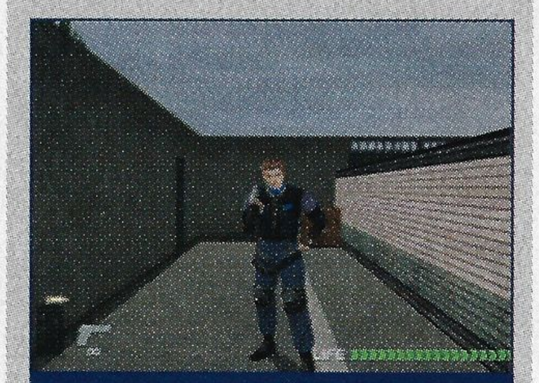
When enemies are running, wait until they stop, since it's unlikely that you'll be able to hit them. Once they do stop, open fire!



▲ Sometimes you may get lucky and hit them while they're running, but the chances are slim.

Reloading

Reloading is extremely important. Do it whenever you have the opportunity, since you never know when an encounter might occur. Also, if you reload out in the open when all of the enemies aren't dead, you deserve to be shot.



▲ A safe place such as this one is perfect for reloading your weapon.

Long Distance Pistol

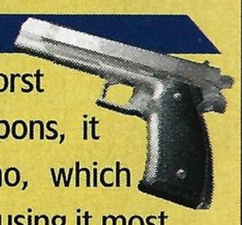
If you need a farther lock on for your pistol, switch to your machine gun and then switch back to your pistol. You will then be locked on.

▲ Although the green target isn't there, this trick will put you on line to shoot.

WEAPONS

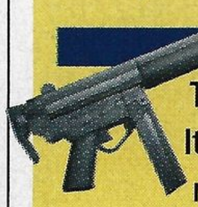
Although there aren't many weapons, each one is required for each unique situation.

Handgun



Although it's the worst of all of these weapons, it has unlimited ammo, which means that you'll be using it most of the time. It has one advantage over the shotgun and silencer, though: it's a bit quicker to draw.

Machine Gun

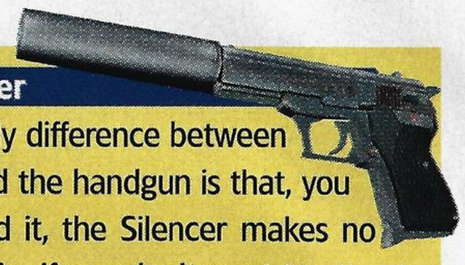


The machine gun is great. It's quick to fire and deals much damage to many enemies. Whenever you can spare machine gun bullets, definitely equip it. The only negative aspect is, however, you'll find yourself hard up for ammo, more often than not.

Shotgun

This is the best weapon for melee situations. If you can manage to hit an enemy with the entire spread, chances are you'll kill them. The only downside to the shotgun is the slow draw time. If you're being fired on by many enemies, even in melee situations, this is not recommended.

Silencer



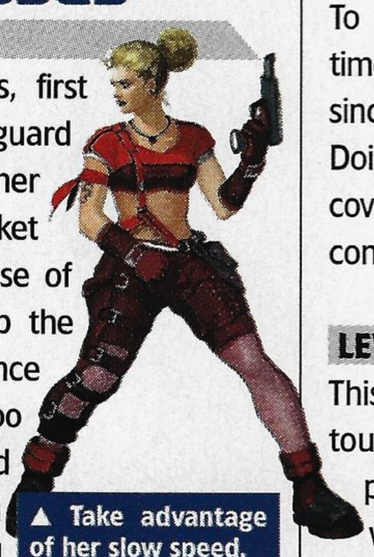
The only difference between this and the handgun is that, you guessed it, the Silencer makes no noise. So, if you don't want to attract a bunch of pesky guards, take enemies out with this.

Rocket Launcher

Although it's even more powerful than the Shotgun, it's even slower. This means that actually getting a shot off successfully will take some skill. I only recommend this in moments of desperation, or against a boss.

THE BOSSES

LEVEL 4



▲ Take advantage of her slow speed.

To beat the boss, first eliminate the guard that's helping her out; use the rocket launcher to dispose of him quickly. Equip the machine gun, since the shotgun is too slow. Hang around the pillar you started at to shield yourself from her fire. When she stops firing, just jump out and shoot her.

LEVEL 9

◄ He is tough, but a bit reckless and sloppy.

Take out the two guys approaching you as soon as possible. To beat the boss, shoot a couple of times and move between the boxes, since the boxes will only take a few hits. Doing it this way provides maximum cover. Also note the box on the left contains a medical pack.

LEVEL 12

► He's a super sloppy fighter, so play with patience.

This guy is particularly tough, since he'll pummel Jean-Luc with a machine gun, and throw grenades when trying to go for cover. Stay somewhat close, but don't get on top of him. Weave around the area that is next to the elevator and shoot at him. You'll find some medical kits here, also. Just be sure to stay close enough to him to avoid the grenades, since dodging grenades is quite tough.

LEVEL 16

► Pick up his pattern and stop him.

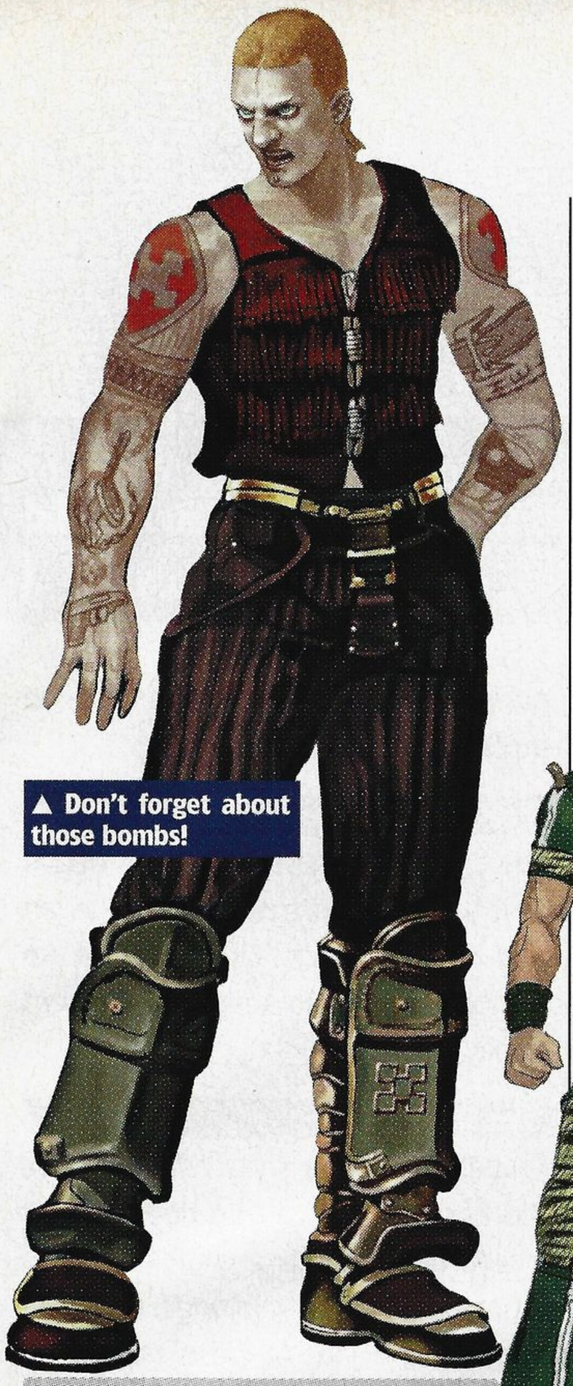
Thunder is an extremely hard character. His hits deal a lot of damage, and judging the distance his flamethrower will cover is a little confusing. First, take out the snipers that are firing from above. Now, concentrate on blowing Thunder up with the explosive boxes. If you didn't kill him with the boxes, get close to him and blast him with the shotgun. However, remember to watch for the flamethrower, since only a couple of direct hits from it will kill you.

VERSUS AND BOT MODES

For every five levels that you complete in Bot mode, you'll unlock a new playable character in versus mode.

LEVEL 5

The following SCAT Members (except for Dan) will be available for Normal Bot mode play:



▲ Don't forget about those bombs!

LEVEL 21

For this boss, remember to obtain any medical kits that you see. The situation you'll be in with Duke at the beginning is a little unfair, since no matter what you do, you'll take a hit. The best course of action, however, is to move away from the pillar to avoid getting hit by the blast, and possibly take the hits from his gun. After this, blow up as many explosive boxes as you possibly can to clear a path to fight. Just be patient and wait for Duke to stop firing to hit him. Although this fight will take a while, patience will prevail. Also note, when your energy is low, he'll try to approach you. When he comes close, nail him with the shotgun.

LEVEL 23

Be sure that you can weave and dodge like a master; otherwise, this guy will be a bit tough. Target his head as quickly as possible, and then get out of the way of the rockets. If you get hit by the rockets, you'll lose lots of life. Even if the rockets hit a box or wall near you, you'll still take damage. So, try to avoid getting stuck behind a box or next to a wall.

▶ Take advantage of his stupidity.

▲ Watch out for the dual submachine guns.

LEVEL 26

Destroy the laser and place Jean-Luc against the wall where the boss sits. Blast the boss. After you've shot at him for a while, some weaker enemies will come out to fight. Remove Jean-Luc from the wall, but don't move, since this will you leave open to attack from the boss and the enemies. Kill the weak enemies and return to the fight with the boss.

LEVEL 27

Jin is a bit tougher than he initially seems. He wields only a pistol, but like Ryan, he tosses bombs. In addition, since he is wearing dark clothes in a dark room, he is difficult to see. Try to distance yourself greatly from this guy so that the bombs are unable to hit you (use the catwalk for protection). Now, take him out with the submachine gun.

▲ He's quick and dangerous, so be careful.

▲ Hand to hand combat is impossible against him. Stay away!

LEVEL 29

Equip the machine gun against this boss. Now, run around the table to avoid enemy fire, stopping just enough to eliminate any soldiers. Directly across from where Jean-Luc begins, you should see a pillar. This spot provides complete cover. Take out the two guards assisting the boss and then direct your fire towards him. Now equip a fully loaded shotgun and blast the charging ninja that will try to rush you.

LEVEL 31

If you made it in time, you'll fight two bosses in a row. If you didn't, you'll fight only one boss, Cecile.

Cecile

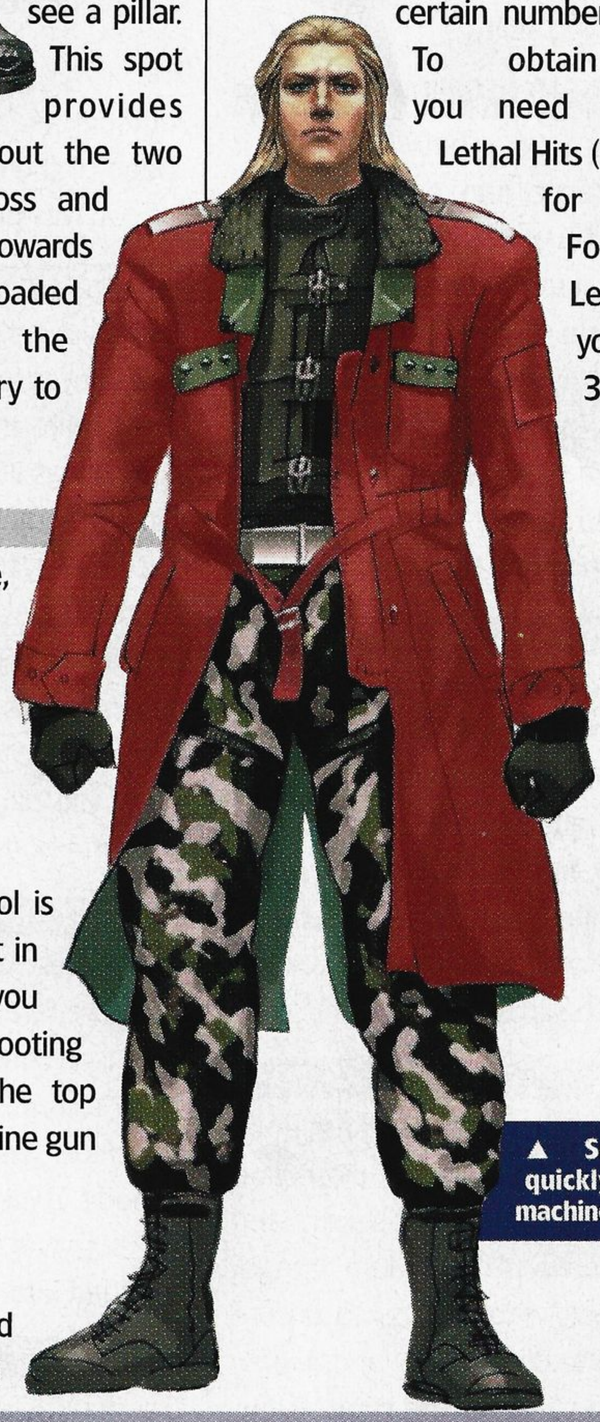
His accuracy with a pistol is unmatched, so try to get in close with him. After you shut off the lasers by shooting the control panel on the top level, jump into the machine gun nests and waste him.

The Two Bosses

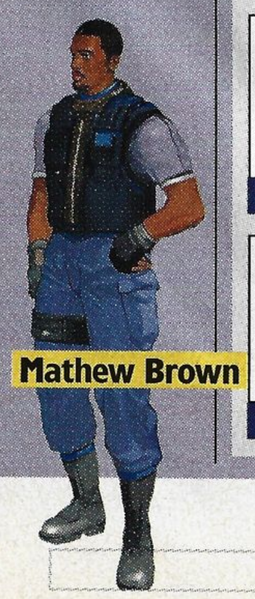
To receive the good ending, you'll have to fight two bosses . This other boss will be on the lower level trying to shoot up at you. Shoot the barrels on the bottom to eliminate this boss. For fighting Cecile, just follow the above strategy.

The Three Endings

Getting a good, normal, or bad ending depends on how well you play. If you complete the game in a short time and rescue all of your comrades, you'll get the good ending. First, you need to get to level 23 in 3.5 hours to receive the "Good" or "Best" ending. You have to get to stage 27 in 4.5 hours to receive the "Best" ending. Furthermore, unlocking other modes of play depends upon you obtaining the "Best" ending and reaching a certain number of points. To obtain points, you need to obtain Lethal Hits (head shots, for example). For each Lethal Hit, you'll receive 300 points.



▲ Smash him quickly with the machine gun nest.



Mathew Brown

LEVEL 10

The following Normal characters (Terrorist, secretary, etc.) will be available for Normal Bot mode play:

LEVEL 15

Bot AI, Ultra setting becomes available for use in Bot matches.

LEVEL 20

The following Enemy Boss characters will be available for Normal Bot mode play:

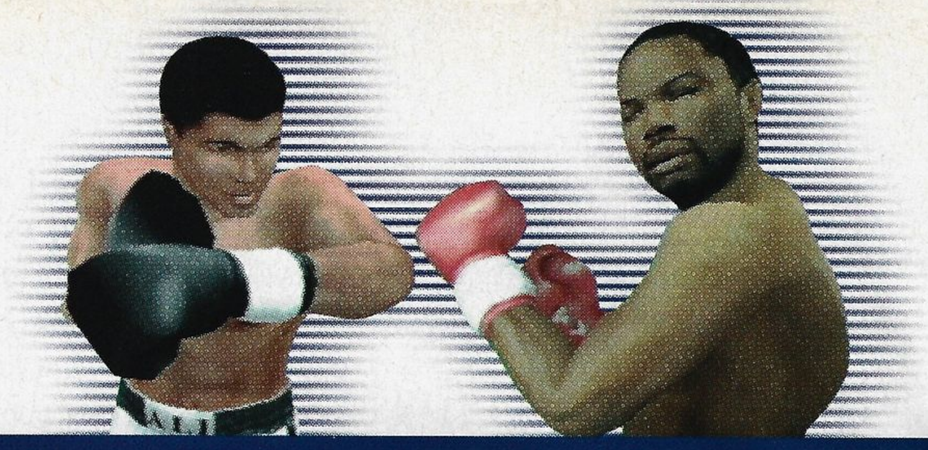
Kenneth Coleman
Cecil Carlyle
Gunt

Duke
Lila
Thunder
Jin
Ryan
Banderas
Ash
Leon

Note: You cannot use the Boss Characters until you have achieved the good or best ending in the main game on either normal or hard setting.

KNOCKOUT KINGS 2001

Techniques And Strategies



There are techniques provided for each type of boxer and strategies to help you with defense and offense. Good luck!

BOXER TYPES

THE BOXER

The boxer is a true technician. His punches are designed to inflict maximum damage while maintaining economy of motion. This style suits players who like a balance of speed, power, and versatility.

THE JAB

One of the boxer's best weapons, it has great range and can set up his most powerful weapon, the cross. Use the jab to establish your offense while at the same time disrupting your opponent's rhythm. Only boxers with tremendous power and specialization can do much damage with this punch, so be sure to combo off it with a cross and then a hook or lead uppercut.

THE CROSS

Possibly the best punch in the boxer's arsenal, the cross has almost as much range as the jab, does a good amount of damage, and is great to combo off with a hook to the head or body. Use the cross often, but be wary with a hook-happy opponent, as the hook is a counter to the cross.

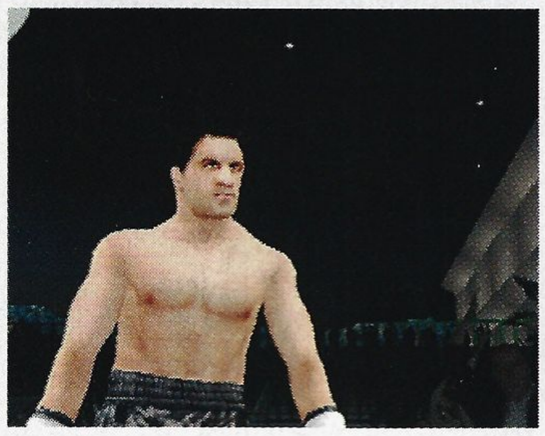
THE HOOK

A strong, consistent punisher, the hook works well when you're in close and can follow it with an uppercut and another hook. At medium range, follow a hook with a cross to ensure both have the distance to land. Lastly, if an opponent favors the cross, try to catch him with a hook (counter) to do extra damage and increase your chance of getting a flash knockdown.

THE UPPERCUT

The uppercut is purely a close range punch, but it can be devastating. Use it in a combination whenever within reach. The uppercut does a lot of damage if you catch a guy ducking at the same time.

THE SLUGGER



The slugger stylist is a KO artist. Although he may lack the finesse and speed of the other styles, he makes up for it in raw punching power.

THE JAB

For a slugger, the jab is used more as an annoyance than a weapon. Having spent more time on his KO punch, the slugger has little range with his jab and cannot combo off of it. However, at close range, the slugger should use the jab to break an opponent's rhythm, as it's fairly quick. At close range, the punch is also useful in getting the opponent to cover his head, at which point the slugger can unleash many powerful body shots.

THE OVERHAND CROSS

As the best weapon for the slugger, it has decent range and does much more damage than the boxer's or free stylist's cross. It is a great lead-in to a powerful, sweeping hook to the head or body. Think of the overhand cross as the slugger's jab in its ability to set up and lead into combinations.

THE HOOK

The hook is slower than the hooks of other fighting styles, as it has more wind-up, but it does great damage. Due to the way the slugger throws the hook, it also has more range than other stylists' hooks. Use it against cross-happy boxers or to set up devastating combinations in close.

THE UPPERCUT

The slugger's uppercut does the most damage of any punch in the game. Use it against crouching opponents and in combinations when possible.

THE FREE STYLE FIGHTER

He is a fighter who has so much raw speed and power that he can forego classical boxing in favor of a loose and unorthodox technique. At close range, he's like a small buzz saw, able to chop you up with short, rapid strikes.

The Jab

The jab is a midrange punch. It doesn't have the reach of the precise boxer's jab, but it makes up for its lack of range with its speed. At midrange, use the punch often to amass points and set up quick combinations.

The Cross

The cross is best used as a lead punch as it has a bit more range than the jab and is fairly quick. Use it to set up combinations or to keep an opponent at bay.

The Hook

Probably the free stylist's best punch, the hook is fast, can be doubled and tripled upon, and is a great lead-in to other punches. At midrange, use it as often as the jab. At close range, the hook is a nice start to a quick combination of hooks and uppercuts.

The Uppercut

The uppercut should only be used in close range. Use this punch in a combo, since it is fast and does the most damage of any free style punch.

OFFENSIVE TIPS

Work the Body

▲ If they're open be sure to go to the head.

When facing an opponent of greater power or speed, "working the body" is an excellent tactic. The goal is to tire your opponent over the course of the fight by attacking the body (which drains your opponent's stamina), then go upstairs when the opponent is weak and slowed. In round one, go almost exclusively to the body. Use mostly hooks and uppercuts to ensure maximum damage. Since throwing punches tires your opponent, keep pressing and make him fight back.

When the opponent is in the critical stamina area (yellow-red), it is time to go up high. Don't worry to much about getting hit back, as he only does 50% of his normal damage in this state. Occasionally, go back to the body to keep him tired. This tactic should produce a late round KO or several knockdowns leading to a decision win.

DEFENSIVE TIPS

Sidestepping and Counter Punching

▲ Dodge punches and counter punch when possible.

This tactic works best against opponents who favor one punch, especially if it is the cross or hook. If your opponent falls into a pattern of leading with a hook or cross, begin to circle away from that punch by pressing the D-Button up or down. Move away from the punching hand and towards the other shoulder. Immediately after successfully sidestepping a punch, counter with a hook. Try to follow this with a combo.

METAL SLUG X

Endings, Tricks and Bonuses

We've revealed the stupid secret to getting all of the endings, as well as provided strategies for getting the most points. You may start cheating now...

▲ Simply play through it a bunch of times to see each ending.

Endings

There are a total of four endings that players can possibly receive. Unfortunately, there's no exact method for obtaining a certain ending, since they're randomly generated.

Instructor Meg

1. Cycling through messages: before the first message is displayed completely, press r to cycle through all of the comments.

▲ They're a silly set of tricks, but funny.

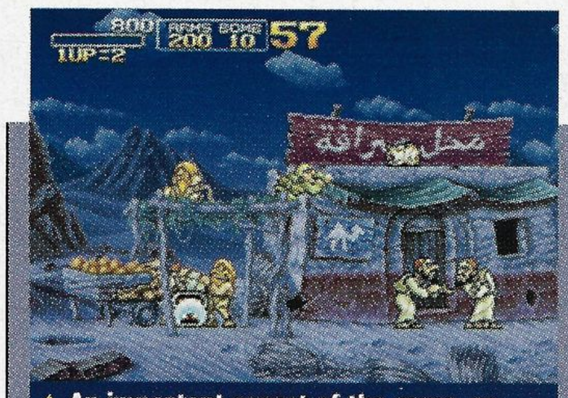
2. Comments: The higher the rank that you receive in the training mode, the more Meg's comments will differ.

3. Meg's Hair: If you receive a ranking of Lieutenant Colonel or higher, discharge yourself and rejoin. For whatever reason, her hair will change.

▲ They may seem like simple enemies, but they can be tough.

Another Mission

Once you complete the game, "Another Mission" will appear on the main menu. This extra mission actually consists of 20 mini-missions. You begin with 10 of the 20. Completing any two of the 10 will with a silver or gold medal will unlock one more mini-mission. Follow this procedure to unlock the rest.



▲ An important aspect of the game, so save those hostages.

Points

Although seemingly insignificant in today's games, points are the main way to judge your playing ability in MSX. There are a variety of ways to obtain points, but the most significant method to score is by rescuing POWs. For each one that you rescue upon completion of the level, you receive 10,000 points. If you happen to find Hyakutaro Ichimonji (fireball thrower) or Runi Aikawa (the girl with a pack), you'll obtain 30,000 points. And, if you rescue more than ten hostages, you receive a special point bonus. The only catch to this whole system is that you cannot die. If you do die, you won't receive any credit for getting those hostages.

Vehicular Bonuses

If you happen to be riding on top of a vehicle (Camel, Metal Slug, etc.) when you destroy a boss, you'll receive a huge point bonus. The values depend on the mission and vehicle you're riding.

Skill Bonuses

Destroy Red Leader of Mini-copter first...150,000 points

Obtain Point Bonus under boulder trap and narrowly escape death in the second mission...50,000 points

Waste Engines in third Mission of Mid-boss...10,000 and 50,000 points

Execute the long jump from trains in third Mission...50,000 points

Item Bonuses

Animals and Gold Chests...1,000 points

Figurines...5,000 points

Gold Bats and Gems...30,000

Dead Explorer's Gem of Second Mission...50,000

SHADOW OF DESTINY

Ending it all

We show you how to get every ending for this fantastic, puzzling game.

While Konami's latest adventure title, Shadow of Destiny, is a bit on the short side, it does have some of the best endings we've ever seen in a videogame. There are five endings, in total, and each one is completely different from the others. Only by seeing all of them can you fully understand the complete storyline and discover the true fate of Eike and the other characters.

Unfortunately, it can be quite challenging to figure out what events trigger what endings. That's why we've done all the work for you. Just follow these simple instructions and you'll be able to unlock all the endings in no time.

ENDING E

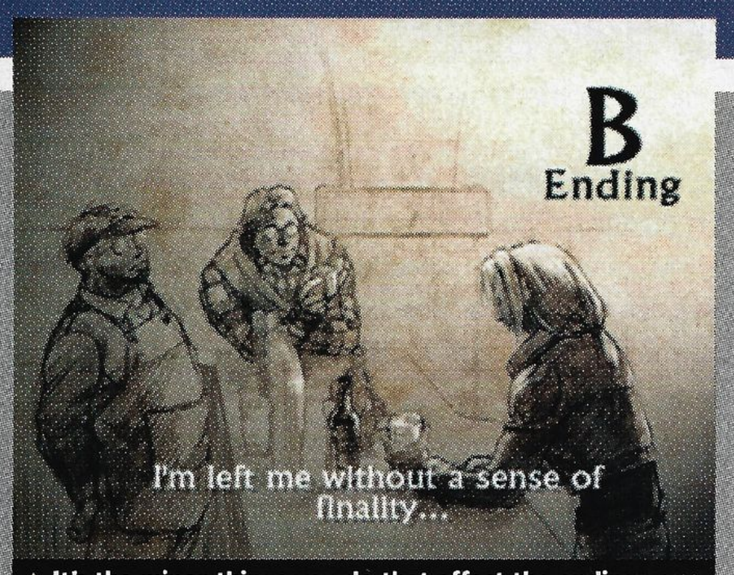
When talking to Margarete in the past, don't reveal that she might be an ancestor of yours. Then, get the note at the diner (in the present time) and give it to Dana the next time you see her.

ENDING D

Just like in Ending E, you can't tell Margarete that she's related to you. You also have to let Dana go on with her life (in the past) and not try to convince her to come back with you.

ENDING C

This is, by far, the most tragic ending you can get. If you want to see it, be sure and meet yourself in the city center (the juggler) and then tell Margarete you're related to her.



▲ It's the minor things you do that affect the ending you get. The major things are there to give the game depth.

ENDING B

Immediately after speaking to Hugo, in the last chapter of the game, run over to the Fortune Teller and talk to her. She'll finally reveal who she is and why she's been helping you out.

ENDING A

To get this ending, bring the Homunculus back to Hugo after you talk to the Fortune Teller. This is the best ending in the game, but the hardest to get.

CODES
This month's hottest cheats

STAR WARS: STARFIGHTER

Input the following codes in the codes option under the Options menu.

INVINCIBLE
MINIME

DIRECTOR MODE
DIRECTOR

JAR-JAR MODE
Reverse pilot controls.....JARJAR

HIDDEN CHRISTMAS VIDEO
Nym Merry Christmas.....WOZ

NO HEADS UP DISPLAY
NOHUD

VIEW THE CREDITS
Creator Credits.....CREDITS

UNLOCK THE GALLERY
Access to images.....SHIPS

NHL 2001

PLAY AS "THE HAMMER"
On the Create Player screen in the Rosters menu, create a new player and enter his new name as Hammer. Now, when they refer to him, they'll call him "The Hammer."

PLAY AS "ANIMAL"
On the Create Player screen in the Rosters menu, create a new player and enter his new name as "Animal." The announcers will now say "Animal" when referring to him.

WILD WILD RACING

QUICK START
When the start clock hits one, press on the gas to receive a small turbo boost.

ONI

AVOID FALL DAMAGE
If you fall from a high platform, push L2 to do a flip and avoid taking damage.

READY 2 RUMBLE BOXING: ROUND 2

EVERY HOLIDAY OUTFIT
While at the character screen, input:
←←↓→↑R1 R1 R1 R1 R1
R1 R1 R2 R1 R1 R1 R1 R2

ALL TRAINING
While at the character screen, input:
←↓↑↓↑R1 (x20) R2

BIG HEAD MODE
While at the character screen, input:
→→↑↓→R1 R1 R1

CHEAT MODE
While at the character screen, input:
←→←←→↑↓R1 R1 R1 R1 R1 R2

FAST MODE
While at the character screen, input:
→→↑↓→R1 R1 R1 R1 R1 R2

SET HOLIDAY TO CHRISTMAS
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R1 R1 R1 R1 R1 R2

SET HOLIDAY TO EASTER
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R1 R2

SET HOLIDAY TO HALLOWEEN
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R1 R1 R1 R2

SET HOLIDAY TO INDEPENDENCE DAY
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R1 R1 R2

SET HOLIDAY TO NEW YEAR'S
While at the character screen, input:
→↑↓↓↓R1 R2

SET HOLIDAY TO ST. PATRICK'S DAY
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R2

SET HOLIDAY TO THANKSGIVING
While at the character screen, input:
→↑↓↓↓R1 R1 R1 R1 R1 R1 R1 R2

SET HOLIDAY TO VALENTINE'S DAY
While at the character screen, input:
→↑↓↓R1 R1 R2

START AT FINAL MATCH
While at the character screen, input:
R2↓→↑←R1 R1 R1 R1
R1 R1 R2 R1 R1 R2

UNLOCK CHAMPION OUTFITS
While at the character screen, input:
←↓→→↑R1 R2 R1 R1 R1 R1 R1
R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1 R1
R1 R1 R1 R2

ONIMUSHA: WARLORDS

ALTERNATE COSTUMES
Successfully finish a game and save. Begin a new game and the "Shinnosuke Normal/Special" option will appear. This version changes Samanosuke's costume to a Panda costume.

ONIMUSHA 2 FMV SEQUENCE
Successfully beat Onimusha and save. Begin a new game and the "Special Report" option will appear. This unlocks a small movie of the sequel!

SPEED TRAIL MINI-GAME
Collect all 20 Fluorites (blue rocks). Finish and save the game. A speed trail mini-game will be unlocked.

BISHAMON O FLUTE
At two points, you'll see a man hanging from the ceiling by his feet. Although he ignores you at first, later in the game, after using the Evil Plate to open a door, he will speak with you. This man will lead you to the Dark Realm. Kill monsters until two portals open – one to ascend and one to descend. Descend until the last level. Open the box to obtain the Bishamon O Flute. Use the flute in the last fight.

BISHAMON SWORD
In the Demon Realm, you'll find a save point and three doors. Proceed to the door that looks like an iron gate. Use the Bishimon O Flute to unlock the door. Sticking out of the Skull Demon wall is the sword; grab it.

MEGA MAN X5

ULTIMATE X ARMOR
At the character select screen, highlight X and press: ↑↑↓ (9 times). If entered correctly, you'll hear a chime.

SPYRO: YEAR OF THE DRAGON

To activate every code, pause the game and enter the following codes.

2D SPYRO
Turn Spyro into a flat dragon by entering ←→←→L1 R1 L1 R1 ◻◎

GAMESHARK CODES

FEAR EFFECT 2: RETRO HELIX

Hana

Never Reloads Assult Rifle	8008bb540063
Infinite Assault Rifle Ammo	8008bc0c03e7
Infinite Shotgun Ammo	8008bc0e03e7
Never Reload Shotgun	8008bb640063
Infinite Uzi Ammo	8008bc0a03e7
Never Reload Uzi	8008bb440063
Infinite .90 Pistol Ammo	8008bc0803e7
Never Reload .90 Pistol	8008bb3c0031
	8008bb3e0031
Have Metal Hook	3008bbed0001
Have Hacking Computer	3008bbec0001
Have Fixer Piston	3008bbee0001
Have Machine Cog	3008bbef0001
Have Fixer Battery	3008bbf00001
Have Drained Battery	3008bbf10001
Have Wires	3008bbf30001
Have Video Tape B	3008bbf50001
Have Video Tape A	3008bbf40001
Have Green Key Card	3008bbea0001
Have Fixer Head Key	3008bbeb0001
Have Fixer Chip	3008bbe80001
Have Yellow Key Card	3008bbe90001
Have Mirror	3008bbe50001
Have Pearl	3008bbe40001
Have Mirror Segment	3008bbe20001
Have Bandage	3008bbe30001
Have Bell	3008bbe10001
Have DNA Disk	3008bbe00001
Have Blasting Caps	3008bbde0001
Have Flash Disk	3008bbdf0001

Rain

Infinite Shotgun Ammo	8008bf0e03e7
Never Reload Shotgun	8008be640063
Infinite Uzi Ammo	8008bf0a03e7
Never Reload Uzi	8008be440063
Infinite Assult Rifle Ammo	8008bf0c03e7
Never Reload Assult Rifle	8008be540063
Infinite .90 Pistol Ammo	8008bf0803e7
Never Reload .90 Pistol Ammo	8008be3c0031
	8008be3e0031

Deke

Infinite GL 150 Ammo	8008be1203e7
Never Reload GL 150	8008bd8c0063
Infinite Shotgun Ammo	8008be0e03e7
Never Reload Shotgun	8008bd640063
Infinite Assult Rifle Ammo	8008be0c03e7
Never Reload Assult Rifle	8008bd540063
Never Reload Shot Pistol	8008bd4c0031
	8008bd4e0031

BIG HEAD
Enlarge Spyro's skull by entering ↑R1↑R1↑R1 ◎◎◎◎

GAME CREDITS
See the credits by entering ←→←→←→□◎□◎□◎
Note: You will have to restart your current level once the credits are over.

BLACK SPYRO
Make Spyro black by entering ↑←↓→↑□R1R2L1L2↑→↓←↑↓

BLUE SPYRO
Make Spyro blue by entering ↑←↓→↑□R1R2L1L2↑→↓←↑⊗

GREEN SPYRO
Make Spyro green by entering ↑←↓→↑□R1R2L1L2↑→↓←↑△

PINK SPYRO
Make Spyro pink by entering ↑←↓→↑□R1R2L1L2↑→↓←↑□

RED SPYRO
Make Spyro red by entering ↑←↓→↑□R1R2L1L2↑→↓←↑◎

YELLOW SPYRO
Make Spyro yellow by entering ↑←↓→↑□R1R2L1L2↑→↓←↑↑

MOTO RACER WORLD TOUR

SLOWER AI
While at the main menu, enter: ↓↑↑→△□R2
If entered correctly, you'll hear a sound and see the screen will flash.

WINBACK: COVERT OPS

UNLOCK SUDDEN DEATH MODE
At the main screen, enter the following: L2R2L2R2◎△◎△L1+START

GUNDAM BATTLE ASSAULT

HIDDEN FIGHTERS
Ball.....Finish with every character
Big Zam.....Finish on easy
Gundam.....Finish with all Suits on normal or hard
Hydra G.....Finish on hard without losing.
Psycho Mk III.....Finish on hard
V Gundam.....Finish with all Suits on hard
Zeue Ziel.....Finish on normal

RAZOR FREESTYLE SCOOTER

UNLOCK EVERYTHING
Pause and press →↓→←→↑→ (x2)

PLAY AS DARRYL
Complete the game with all 20 wheels

RAYCRISIS

R-GRAY 1 AND R-GRAY 2 SHIPS
Complete original mode,without continuing, with any ship to unlock these ships

ART GALLERY
Complete Special mode with any four ships (one of which must be an R-Gray ship). Each time you complete the game, three new sets of artwork will appear in art gallery.

THEME PARK ROLLERCOASTER

ALL ITEMS RESEARCHED
Press ↑↓↑↓←↑↓↑ (x8) in the park. A sound will confirm that code worked.

WCW BACKSTAGE ASSAULT

INDESTRUCTIBLE WEAPONS
While at the main menu, enter: R1R2R1R2□□ or L1R1L1R1□□

INFINITE STAMINA
At main menu, enter: R1R1△R1R1△

NEW WRESTLER SOUNDS
While at the main menu, enter: R1L1R1L1△△

TINY WRESTLERS
While at the main menu, enter: R1R1L1L1□□

BIG WOMAN WRESTLERS
While at the main menu, enter: R1R1△△L1L1

TRIPLE PLAY 2001

EA'S DREAM TEAM
To get the Dream Team, select the "Single Game" option from the main menu. Press ←→ six times at the team selection screen. Then an announcer will say "Triple Play Baseball," which confirms that the entry was correct. Alternately, L1+L2 and press ←→ (x3) ⊗.

Have Peach.....3008bde90001
Have Phoenix Amulet.....3008bde80001
Have Genetic Marker.....3008bdea0001
Have Diesel Fuel.....3008bdeb0001
Have Dynamite.....3008bded0001
Have Archeology Key.....3008bdec0001
Have Machine Key.....3008bdee0001
Have Elevator Lock Key.....3008bdef0001
Have Ancient Gold Crank.....3008bdf10001
Have Ancient Red Crank.....3008bdf00001
Have Combined Mirror.....3008bdf30001
Have Mirror Segment.....3008bdf20001

VANISHING POINT
Always Score 200 Stunt Driver.....8004701a00c8
All Table Top Balloons.....80047a160000
All Cars Unlocked.....8003CBDCffff
All Heats - Aston Martin V8.....3003cc070007
All Heats -Aston Martin DB7.....3003cc060007
All Heats -Lotus Esprit.....3003cc050007
All Heats -Dodge Viper GTS.....3003cc040007
All Heats -TVR Griffith.....3003cc030007
All Heats -Shelby Cobra.....3003cc020007
All Heats -Toyota Supra.....3003cc010007
All Heats -Ford Focus.....3003cc000007
All Heats -Jaguar XKR.....3003cbff0007
All Heats -Ford Mustang Cobra.....3003cbfe0007
All Heats -Audi TT.....3003cbfd0007
All Heats -Alfa Romero.....3003cbfc0007
All Heats -BMW 325i.....3003cbfb0007
All Heats -Lotus Elise.....3003cbfa0007
All Heats -Ford Ranger.....3003cbf90007
All Heats -Ford Explorer.....3003cbf80007
All Movies & Slideshows Unlocked.....8003CBF6ffff
Secrets Unlocked.....8003CBF2ffff
Unlock All Tracks-Forward.....8003CBE4ffff
Unlock All Tracks-Reverse.....8003CBE6ffff
Mirrorred FWD & REV.....8003cbf2ffff

UNREAL TOURNAMENT
Must Be On.....EC8799381456E60A
All Assault Levels.....1D9698C01456E7A6
1D96A5601456E7A6
1D96AF001456E7A6
1D96B6801456E7A6
1D96C0201456E7A6
1D96CDC01456E7A6
All Characters.....1C1E5D981355E6A6
1C1E5D9C1355E6A6
1C1E5DA01355E6A6
1C1E5DA41355E6A6
1C1E5DA81355E6A6
3C1E5DAC1456E7A6
All CTF Levels.....1D961E701456E7A6
1D9628101456E7A6
1D9635B01456E7A6
1D963C301456E7A6
1D9646D01456E7A6
1D965BF01456E7A6
1D9664901456E7A6
All Death Match Levels.....1D9382001456E7A6
1D9393301456E7A6
1D939FF01456E7A6
1D93C8C01456E7A6
1D93D6E01456E7A6
1D93E7A01456E7A6
1D93F5701456E7A6
1D9304F01456E7A6
1D9316A01456E7A6
1D96DEE01456E7A8
1D96EB801456E7A8
1D96F5201456E7A8
1D9601801456E7A8
All Domination Levels.....1D9498601456E7A6
1D94A0E01456E7A6
1D94AD801456E7A6
1D94B7201456E7A6
1D94BEA01456E7A6

TIME SPLITTERS
Must Be On.....ECB784201456E79B
Invincible.....1CADA6681456E7A6
Invisible.....1CADA66C1456E7A6
Infinite / Low Time.....1CADA8901456E766
All Cheats Available.....1CADAA7461DFB00C
Press L3 For More Time
Less time remaining in Challenges.....0CA896261456B00A
1CADA8901456B00C
Press R3 For Less Time
More time remaining in Challenges.....0CA896261456B010
1CADA8901456E7A5
Easy Win - Challenge 1-C.....0C2FDB201426E79F
4C2FDB201456692C
Easy Win - Challenge 2-C.....4C21EE4E1456F025
Easy Win - Challenge 6-B.....4C21968E1456F025
Easy Win - Challenge 9-B.....4C21944E1456F025
Easy Win - Challenge 9-C.....0C2FDB201426E79F
1C2FDB20144F25CC

ATV: OFFROAD FURY
Must Be On.....EC89866C1456E60A
Pro Career Race Points.....3CD901A41456E77B

GAMES
GIRLS
GEAR

Konoko from Oni
by Bungie

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RESET

This issue's over, but another one is already on the way

NEXT MONTH

SEE THE GAMES OF E3 HERE FIRST!

The annual Electronics Entertainment Expo (E3) is approaching fast, but if you're like us, you can't wait to see the cool new PS2 games that will be unveiled there. Well, now you won't have to wait, because all of the top companies are giving us an early peek at their new titles! Check back next issue for a look at the games that everyone will be talking about!

SPECIAL REPORT: TOKYO GAME SHOW

We've sent Tokoya to Japan with a pocket full of yen and as much film as he can carry — let the craziness ensue. He'll report on all of the big new PS2 titles, plus he's sure to take photos of scantily-clad Japanese girls.

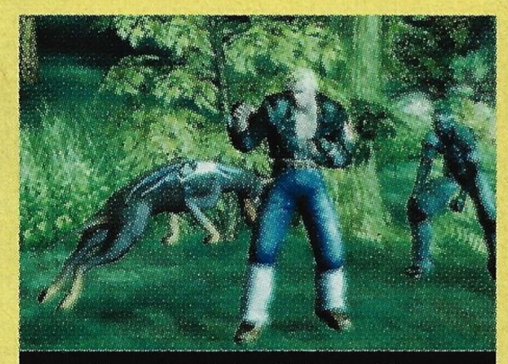
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #45, c/o Imagine Media, Brisbane, CA 94005** (or at **psm@imaginemedia.com**, with "**PSM Caption #45**" in the subject header). Be sure to include your phone number so we can contact you if you win. Good luck!

AND THE WINNER IS...

AARON PHELPS of Chico, CA is the winner in our January Caption Contest. You can check out his winning caption below. Aaron, your PSM Prize Pack is on the way!



▲ Volt realized his edible beef-flavored underwear was a bad wardrobe choice!

3 YEARS AGO IN PSM...

MAY, 1998

Tekken it to the limit!

The big news in fighting games was that Tekken 3 was headed home to the PlayStation and gamers everywhere were gearing up to kick some Ogre butt! And Tecmo had just brought the arcade hit, Dead Or Alive, to the PlayStation as well. If you liked to fight, it was a glorious time!

But fighting game fans weren't the only lucky ones. Racing fans were outrunning the law in Need For Speed III: Hot Pursuit and refining their driving skills with Gran Turismo. The spring air was redolent with burning rubber...

Something else was riding the wind that May: rumors that several of the biggest games of all time, like Tomb Raider and Resident Evil, were destined to be turned into big screen features!

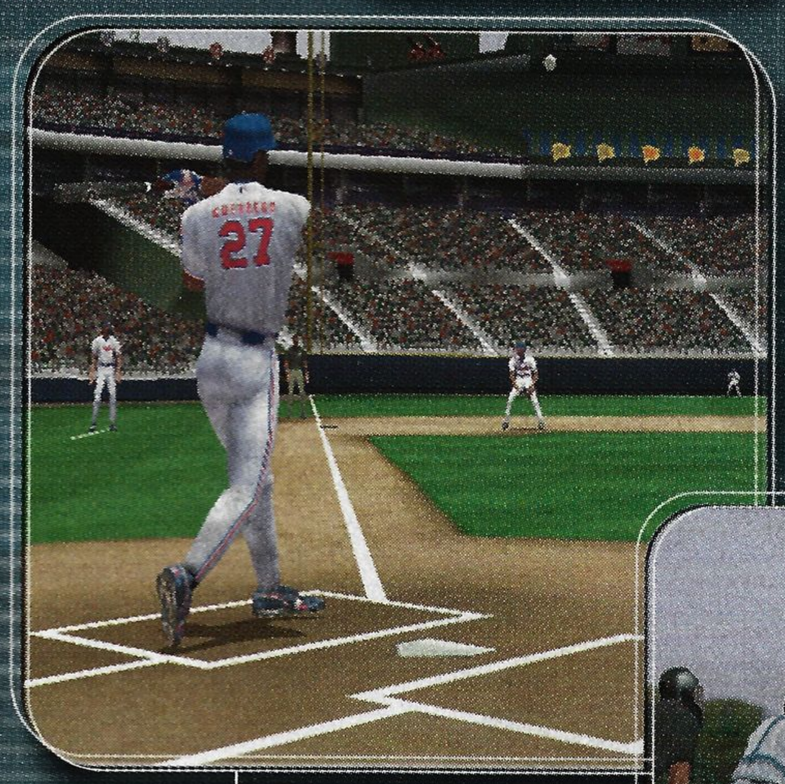
▲ "Take that, skull-headed monkey!" We're pretty sure Jin Kazama is yelling that... or something...

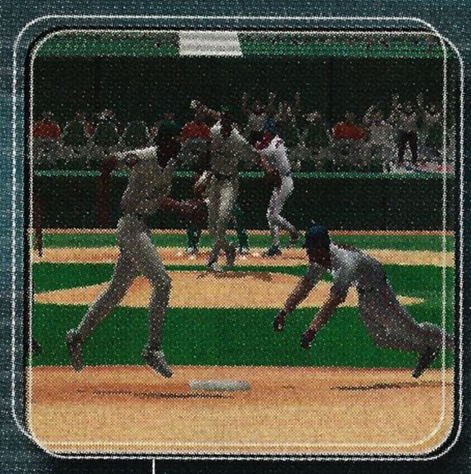
High Heat's Got It. And Gets

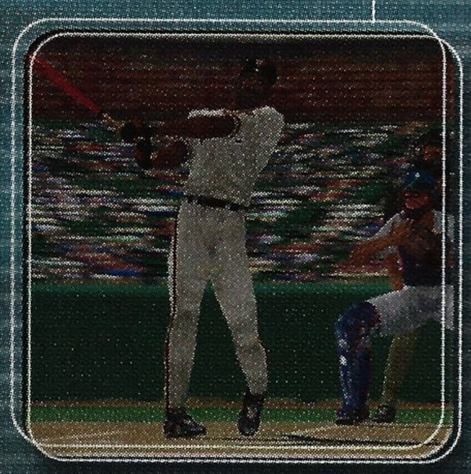
Only High Heat™ Major League Baseball® asks the tough questions – and gets the answers right. That's what makes it so amazingly real.

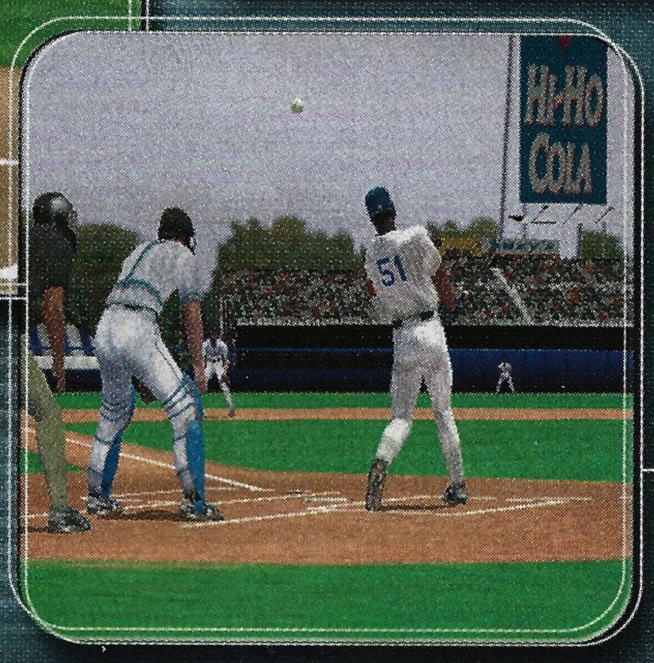
Q: Why did Mark McGwire slug only .257 with two strikes, but 1.310 when ahead in the count?
A: He can guess the pitch more easily when he's ahead...and crush the ball for a mammoth homer. **High Heat's Got It.**

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









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

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

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

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

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It Right!

Q: What makes Aaron Sele's curve so effective against both righties and lefties?
A: His dead overhead, or "12 to 6" arm motion, makes his curve break nearly straight down against all hitters. **High Heat's Got It.**

Q: What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?
A: He adjusted to the umpires calling strikes on the inside corner and began looking for inside pitches to pull. **High Heat's Got It.**

REAL. BASEBALL.

Q: On a long throw to the plate, what's the best way to stop a runner from taking an extra base?
A: Use the first baseman to cut off the throw and nail the runner. **High Heat's Got It.**

Q: How can you tell Bernie Williams is batting in Shea Stadium?
A: You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. **High Heat's Got It.**

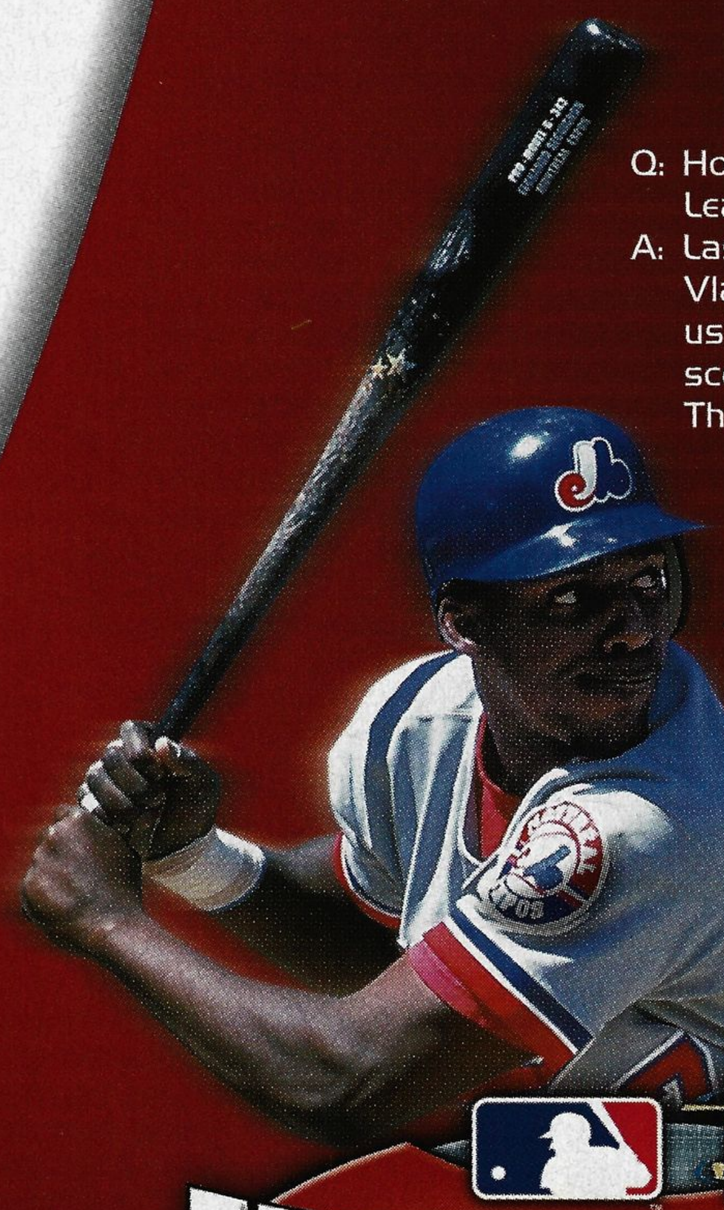
"...we might be looking at a Yankees® type of dynasty with High Heat 2002."
— Official PlayStation Magazine (Feb. 2001)

"...the best baseball game on PS one."
— Official PlayStation Magazine (Apr. 2001)

SEQUEL TO:
"This year's best baseball video game."
— Sports Illustrated (Dec. 2000)

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

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



Q: How real is High Heat Major League Baseball?
A: Last year, we found out All-Star Vladimir Guerrero was actually using it as a training tool to scout opposing MLB™ pitchers. This year, we put him on the box.

3DO™

www.highheat.com

HIGH HEAT™ Major League Baseball® 2002

勇気

汝自らの力を信じよ

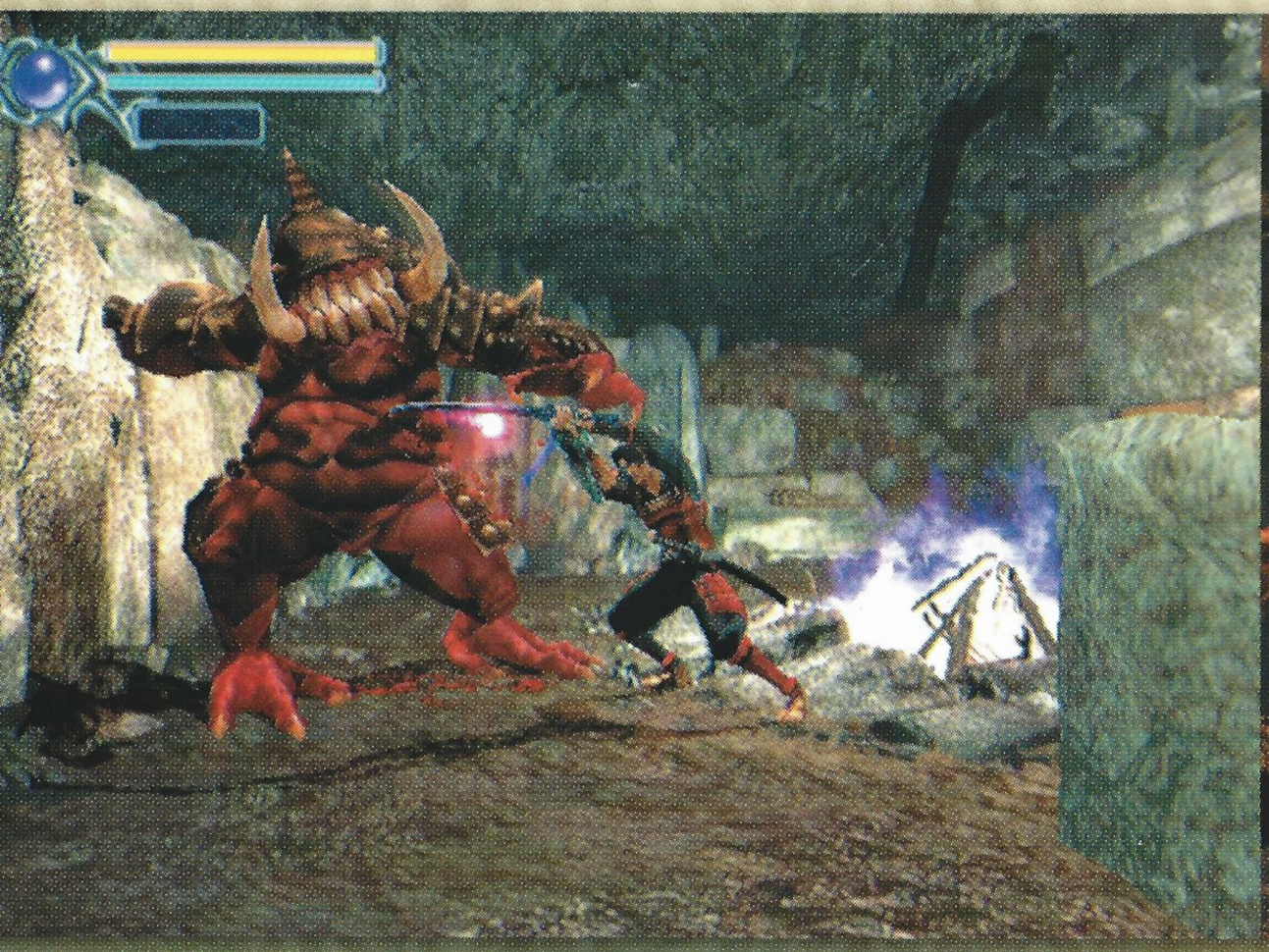
Only through unyielding courage can a warrior overcome those obstacles which at first appear overwhelming.

鬼武者

ONIMUSHA

Warlords

SPRING 2001



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